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Architecture & Organization 1 •Architecture is those attributes visible to the programmer —Instruction set, number of bits used for data representation, I/O mechanisms, addressing techniques —eg Is there a multiply instruction? •Organization is how features are implemented —Control signals, interfaces, memory technology —eg

Computer Organization and Architecture: Designing for ...

03 Why Study Computer Organization and Architecture 3 04 Internet and Web Resources 4 PART ONE OVERVIEW 7 Chapter 1 Introduction 8 11 Organization and Architecture 9 12 Structure and Function 10 13 Key Terms and Review Questions 15 Chapter 2 Computer Evolution and Performance 16 21 A Brief History of Computers 17 22 Designing for

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where the problem size is increased with the machine size so that the solution time is the same for sequential and parallel executions 26 a Say Program P1 consists of $n \times 86$ instructions, and hence $15 \times n$ MIPS instructions Computer A operates at 25 GHz, ie it takes 04ns per clock So

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Design constraints on a computer's memory can be summed up by three questions: How much, how fast, how expensive There is a trade-off among capacity, access time, and cost Faster access time, greater cost per bit Greater capacity, smaller cost per bit Greater capacity, slower access time The way out of the memory dilemma is not to rely on a

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Solution 41 411 The values of the signals are as follows: RegWrite MemRead ALUMux MemWrite ALUOp RegMux Branch a 1 0 0 (Reg) 0 Add 1 (ALU) 0 b 1 1 1 (Imm) 0 Add 1 (Mem) 0 ALUMux is the control signal that controls the Mux at the ALU input, 0 (Reg) selects the output of the register file and 1 (Imm) selects the immediate from the

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Chapter 4 Instructor's Manual

and a simplified CPU This architecture ties together the concepts from Chapters 2 and 3, and applies this knowledge It allows coverage of an architecture in depth without the often messy details of a real architecture • Instruction processing The fetch-decode-execute cycle represents the steps that a computer follows to run a program

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