

Introduction

- Computer organization addresses issues such as control signals (how the computer is controlled), signaling methods, and memory types.
- It encompasses all physical aspects of computer systems. It helps us to answer the question: How does a computer work?
- The study of computer architecture, on the other hand, focuses on the structure and behavior of the computer system and refers to the logical and abstract aspects of system implementation as seen by the programmer.
- Studying computer architecture helps us to answer the question: How do I design a computer?
- The computer architecture for a given machine is the combination of its hardware components plus its instruction set architecture (ISA).
- The ISA is the agreed-upon interface between all the software that runs on the machine and the hardware that executes it.
- The ISA allows you to talk to the machine.

The Main Components of a Computer

• At the most basic level, a computer is a device consisting of three pieces:

1. A processor (CPU, or central processing unit) to interpret and execute programs.

- 2. A memory to store both data and programs
- 3. A mechanism for transferring data to and from the outside world.

Measures of capacity and speed: Hertz = clock cycles per second (frequency) Kilo- (K) = 1 thousand = 10³ and 2¹⁰ - 1MHz = 1,000,000Hz Mega- (M) = 1 million = 10⁶ and 2²⁰ - Processor speeds are measured in MHz or GHz. Giga- (G) = 1 billion = 10⁹ and 2³⁰ Byte = a unit of storage - 1KB $= 2^{10} = 1024$ Bytes Tera- (T) = 1 trillion = 10¹² and 2⁴⁰ - 1MB = 2²⁰ = 1,048,576 Bytes Peta- (P) = 1 quadrillion = 10¹⁵ and 2⁵⁰ - Main memory (RAM) is measured in MB - Disk storage is measured in GB for small systems, TB Whether a metric refers to a power of ten or a power for large systems. of two typically depends upon what is being measured. Millisecond = 1 thousandth of a second Measures of time and space: - Hard disk drive access times are often 10 to 20 • Milli- (m) = 1 thousandth = 10^{-3} milliseconds. • Micro- (μ) = 1 millionth = 10⁻⁶ Nanosecond = 1 billionth of a second • Nano- (n) = 1 billionth = 10^{-9}

- Pico- (p) = 1 trillionth = 10^{-12}
- Femto- (f) = 1 quadrillionth = 10^{-15}
- We note that cycle time is the reciprocal of clock frequency.
- A bus operating at 133MHz has a cycle time of 7.52 nanoseconds:
- 28.8kb/s, then it transmits 28,800 bits per second (or 28.8×10^3).
- Note the use of the lowercase "k" to mean 10 and the lowercase "b" to refer to bit.
- An uppercase "K" is used to refer to the power-of-2 prefix, or 1024. If a file is 2KB in size, then it is 2×2^{10} or 2048 bytes.

AN EXAMPLE SYSTEM

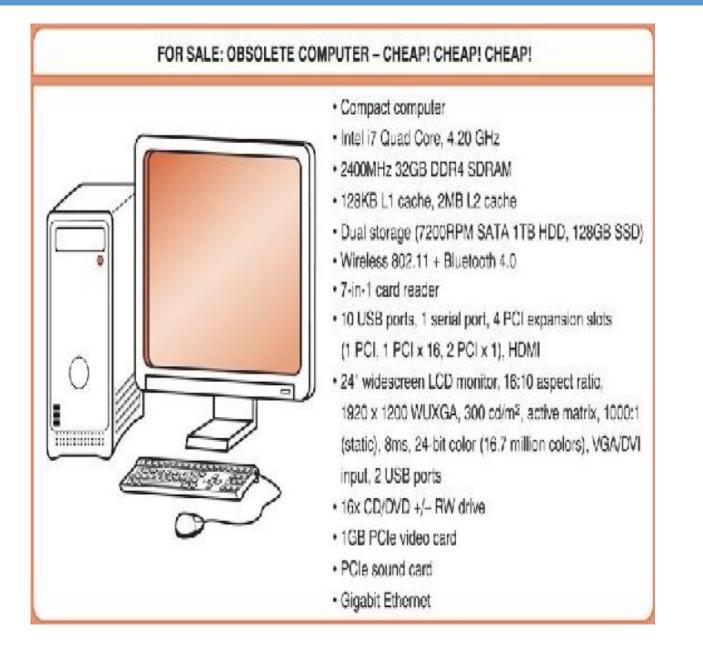
• Consider this advertisement:

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COMPUTER ARCHITECTURE : LECTURE 1

- Main memory access times are often 50 to 70
- nanoseconds.
- Micron (micrometer) = 1 millionth of a meter - Circuits on computer chips are measured in microns.

COMPUTER ARCHITECTURE : LECTURE 1



- The microprocessor in the ad is an **Intel i7 Quad Core** processor (which means it is essentially four processors);
- it belongs to a category of processors known as multicore processors.
- Every computer system contains a clock that keeps the system synchronized.

- The clock sends electrical pulses simultaneously to all main components, ensuring that data and instructions will be where they're supposed to be, when they're supposed to be there.
- The number of pulsations emitted each second by the clock is its frequency.
- Clock frequencies are measured in cycles per second, or hertz.
- The next thing we see in the ad is "2400MHz 32GB DDR4 SDRAM."
- The "2400MHz" refers to the speed of the **system bus**, which is a group of wires that moves data and instructions to various places within the computer.
- Like the microprocessor, the speed of the bus is also measured in MHz or GHz.
- Bus speed ultimately sets the upper limit on the system's informationcarrying capability.
- The system in our advertisement also boasts a memory capacity of 32 gigabytes (GBs), or about 32 billion characters.
- Memory capacity determines not only the size of the programs you can run, but also how many programs you can run at the same time without bogging down the system.
- In addition to memory size, our advertised system provides us with a memory type, **SDRAM**, short for **synchronous dynamic random access memory**.
- SDRAM is much faster than conventional (nonsynchronous) memory because it can **synchronize itself with a microprocessor's bus**.

- Although SDRAM modules can still be purchased (for older machines), most new computers use an improved type of memory called DDR_SDRAM, a memory module first used in video cards for performance.
- The system in our ad has DDR4 SDRAM, or double data rate type four SDRAM.
- The next line in the ad, "**128KB L1 cache**, **2MB L2 cache**" also describes a type of memory.
- To provide even faster access to data, many systems contain a special memory called cache.
- The system in our advertisement has two kinds of cache. Level 1 cache (L1) is a small, fast memory cache that is built into the microprocessor chip and helps speed up access to frequently used data.
- Level 2 cache (L2) is a collection of fast, built-in memory chips situated between the microprocessor and main memory.
- Notice that the cache in our system has a capacity of kilobytes (KBs), which is much smaller than main memory.
- The advertised system uses a SATA (serial advanced technology attachment or serial ATA) disk interface.
- This is an evolutionary storage interface that has replaced IDE, or integrated drive electronics.
- Our ad speaks of two different ports with the line, "10 USB ports, 1 serial port."
- Serial ports transfer data by sending a series of electrical pulses across one or two data lines.

- Another type of port some computers have is a parallel port.
- Parallel ports use at least eight data lines, which are energized simultaneously to transmit data.
- Many new computers no longer come with serial or parallel ports, but instead have only USB ports.
- USB (universal serial bus) is a popular external bus that supports plugand-play installation (the ability to configure devices automatically) as well as hot plugging (the ability to add and remove devices while the computer is running).
- Peripheral Component Interconnect (PCI) is one such I/O bus standard that supports the connection of multiple peripheral devices.
- This computer also has an HDMI port (High-Definition Multimedia Interface, used to transmit audio and video).
- The computer in our ad has a PCIe video card with 1GB of memory. The memory is used by a special graphics processing unit on the card.
- This processor is responsible for performing the necessary calculations to render the graphics so the main processor of the computer is not required to do so.