

COMPUTER ORGANIZATION

fifth edition



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RADHAKRISHNAN, 2008-03-01 This highly acclaimed well established book now in its fifth edition is intended for an introductory course in digital computer design for B Sc students of computer science B Tech students of computer science and engineering and BCA MCA students of computer applications A knowledge of programming in C or Java would be useful to give the student a proper perspective to appreciate the development of the subject The first part of the book presents the basic tools and develops procedures suitable for the design of digital circuits and small digital systems It equips students with a firm understanding of logic principles before they study the intricacies of logic organization and architecture of computers in the second part Besides discussing data representation arithmetic operations Boolean algebra and its application in designing combinatorial and sequential switching circuits the book introduces the Algorithmic State Machines which are used to develop a hardware description language for the design of digital systems The organization of a small hypothetical computer is described to illustrate how instruction sets are evolved Real computers namely Pentium and MIPS machines are described and compared with the hypothetical computer After discussing the features of a CPU I O devices and I O organization cache and virtual memory the book concludes with a new chapter on the use of parallelism to enhance the speed of computers Besides the fifth edition has new material in CMOS gates MSI ALU and Pentium5 architecture The chapter on Cache and Virtual Memory has been rewritten **Computer Organization, Design, and Architecture, Fifth Edition**

Sajjan G. Shiva, 2013-12-20 Suitable for a one or two semester undergraduate or beginning graduate course in computer science and computer engineering Computer Organization Design and Architecture Fifth Edition presents the operating principles capabilities and limitations of digital computers to enable development of complex yet efficient systems With 50 percent updated material 11 new sections and four revised sections this edition takes students through a solid up to date exploration of single and multiple processor systems embedded architectures and performance evaluation

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Computer Organisation and Architecture B.S. Chalk, Antony Carter, Robert Hind, 2017-03-14 This book describes how a computer works and explains how the various hardware components are organized and interconnected to provide a platform upon which programs can be executed It takes a simple step by step approach suitable for first year undergraduates coming to the subject for the first time The second edition of this book has been thoroughly updated to cover new developments in the field and includes new diagrams and end of chapter exercises It will also be accompanied by a lecturer and student web site which will contain solutions to exercises

further exercises PowerPoint slides and all the source code used in the book

Essentials of Computer Organization and Architecture, 5th Edition Null,2018 *Principles of Computer Hardware* Alan Clements,2006-02-09 The fourth edition of this work provides a readable tutorial based introduction to the subject of computer hardware for undergraduate computer scientists and engineers and includes a companion website to give lecturers additional notes

Structured Computer Organization 5th Ed Andrew Stuart Tanenbaum,2006 **Computer Organization and Design MIPS Edition** David A. Patterson,John L. Hennessy,2013-09-30 Computer Organization and Design Fifth Edition is the latest update to the classic introduction to computer organization The text now contains new examples and material highlighting the emergence of mobile computing and the cloud It explores this generational change with updated content featuring tablet computers cloud infrastructure and the ARM mobile computing devices and x86 cloud computing architectures The book uses a MIPS processor core to present the fundamentals of hardware technologies assembly language computer arithmetic pipelining memory hierarchies and I O Because an understanding of modern hardware is essential to achieving good performance and energy efficiency this edition adds a new concrete example Going Faster used throughout the text to demonstrate extremely effective optimization techniques There is also a new discussion of the Eight Great Ideas of computer architecture Parallelism is examined in depth with examples and content highlighting parallel hardware and software topics The book features the Intel Core i7 ARM Cortex A8 and NVIDIA Fermi GPU as real world examples along with a full set of updated and improved exercises This new edition is an ideal resource for professional digital system designers programmers application developers and system software developers It will also be of interest to undergraduate students in Computer Science Computer Engineering and Electrical Engineering courses in Computer Organization Computer Design ranging from Sophomore required courses to Senior Electives Winner of a 2014 Texty Award from the Text and Academic Authors Association Includes new examples exercises and material highlighting the emergence of mobile computing and the cloud Covers parallelism in depth with examples and content highlighting parallel hardware and software topics Features the Intel Core i7 ARM Cortex A8 and NVIDIA Fermi GPU as real world examples throughout the book Adds a new concrete example Going Faster to demonstrate how understanding hardware can inspire software optimizations that improve performance by 200 times Discusses and highlights the Eight Great Ideas of computer architecture Performance via Parallelism Performance via Pipelining Performance via Prediction Design for Moore s Law Hierarchy of Memories Abstraction to Simplify Design Make the Common Case Fast and Dependability via Redundancy Includes a full set of updated and improved exercises

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Faroughi,2014-09-08 A COMPREHENSIVE GUIDE TO THE DESIGN ORGANIZATION OF MODERN COMPUTING SYSTEMS
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title presents computing systems as a series of layers taking a bottom up approach by starting with low level hardware and
progressing to higher level software Its focus on real world examples and practical applications encourages students to
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world In addition to direct correlation with the ACM IEEE guidelines for computer organization and architecture the text
exposes readers to the inner workings of a modern digital computer through an integrated presentation of fundamental
concepts and principles

Computer Organization ,1988

Assembly Language for Intel-based Computers Kip R.

Irvine,2007 This widely used fully updated assembly language book provides basic information for the beginning programmer
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