Contents

Preface, xi

Author, xxi

CH	APTER I INTRODUCTION AND HISTORI	C PERSPECTIVE	
	INTRODUCTION AND HISTORIC PERS	PECTIVE	1
	The First Computers		6
	Attributes of the First Computers		8
	Von Neumann Architecture		9
	Computers' Evolution		11
	Moore's Law		13
	Classification of Computers		13
	Historic Perspective		15
	Personal Computers		18
	Computer Networks		20
	1970s Computers: The First Mainframes	Multiplying Floating-Point Numbers	23
	1980s Computers: The Last Mainframes		25
	"The Network Is the Computer"		26
	Network Computers		28
	Computing Attributes		29
	Terminal Services		32
	Client/Server		33
	File Server		34
	Client/Server		35
	Additional "Computers"		42
	Key Takeaway		43
	REFERENCES		45

Chapter 2 Data Representation	47
DATA REPRESENTATION	47
Numerical Systems	48
Decimal Numbering System	49
Other Numbering Systems	50
Binary System	50
Representing Real Numbers	54
Converting Natural Numbers	54
Converting Fractions	Tex and 157
Explanation	57
Negative Numbers Representation	58
Range of Numbers	61
Computer's Arithmetic	63
Additions and Subtractions	enstragma o rand and to associate A
Floating Point	67
Scientific Notation	68
THE 754 STANDARD	70
Range of Floating-Point Numbers	72
Special Numbers	avidosquis Saltonal H. 74
Converting 754 Numbers	75
Adding Floating-Point Numbers	78
Multiplying Floating-Point Numbers	79 79 Computers The First Maintin
Decimal Numbers Representations	81
Key Takeaway	82
28. Selection of the selection of contract of the selection of the selecti	Network Computers Network Computers
Chapter 3 Hardware Architecture	85 Computing Attributes
HARDWARE ARCHITECTURE	85 Terminal Services
Computer Generations	86 Chemberger
Computer Classification	88
Computer Systems	90
Processor	93 Additional Computers
Key Takeaway	95 Key Takeaway
REFERENCES	99 REFERENCES

CHAPTER 4 CENTRAL PROCESSING UNIT	Loop Buffer	97
PART I: CENTRAL PROCESSING UNIT	Key Takeaway	97
Registers		97
Stack-Based Architecture		99
Accumulator-Based Architecture		103
Memory–Register Architecture		105
Register-Register Architecture		109
Architecture Summary		112
Processor Paths		113
Instructions Execution		115
Performance		116
Processor's Internal Clock		118
"Iron Law" of Processor Performance		119
CYCLES PER INSTRUCTION-BASED METRIC		122
Performance Estimation		125
Benchmark Programs		127
Calculating and Presenting the Results Obtained		131
Key Takeaway		132
PART II: CENTRAL PROCESSING UNIT		134
Amdahl's Law		134
Processors' Types		138
CISC Technology		141
RISC Technology		145
CISC versus RISC		148
Instruction-Level Parallelism		150
Instruction-Level Parallelism Problems		154
Instruction-Level Parallelism Hazards		156
Data Hazards		157
Resources' Access Conflicts Hazards		158
Dynamic Scheduling		162
Scoreboarding		165
Performance Enhancements		177
Branch Prediction		177

viii Contents

	Loop Buffer		182
	Key Takeaway		183
C	Mularical Systems		105
-	PTER 5 MEMORY	Stack Based Analytestuse	185
N	MEMORY		185
	Memory Sizes		187
	Memory Organization		188
	Explanation		191
	Running Programs		194
	Estimating the Processor's Utilization		199
	Partitions		202
	Virtual Memory		205
	Paging		215
	Segments		220
	Swap		225
	Memory Performance		226
	Memory Organization		231
	Memory Technologies		232
	Key Takeaway		234
Сна	PTER 6 CACHE MEMORY		237
C	ACHE MEMORY	Processors' Types	237
	Hit Rate		243
	Miss Penalty		247
	Address Translation		250
	Multiple Processor Architectures		253
			255
156	IARDAYAK MARHANGA UKO		
Сна	PTER 7 BUS	Data Hazarda	257
В	US		257
	Bus Principle		261
	Bus Evolution		264
	Hard Drive Buses		271
	Serial Bus		273
	Extending the Bus Concept		277
	Bus Expansion beyond the System Bou	ndaries	280

Reliability Aspects	281
Hamming Codes	288
Key Takeaway	293
	Prestchilectural Era
CHAPTER 8 INPUT AND OUTPUT	295
INPUT AND OUTPUT	295
Methods for Performing I/O	296
Operating System Considerations	304
I/O Buffering	305
I/O and Performance	309
Key Takeaway	309
CHAPTER 9 ■ STORAGE	G bos d/OO lebow 1990 mm man 311
MASS STORAGE	311
Storage Devices	311
Disk Structure	312
Disk Speed	316
Disk Capacity	318
Performance Enhancements	319
Solid-State Disk (SSD)	320
Access Algorithms	322
Disk Controller	325
Redundant Array of Inexpensive Dis	ks 327
Storage Attached Network (SAN)	336
Network Attached Storage (NAS)	338
Key Takeaway	338
CHAPTER 10 ADDITIONAL ARCHITECTU	URES 341
ADDITIONAL ARCHITECTURES	341
Computer Classification	341
Grid Computing	350
Service-Oriented Architecture	351
Web Services	354
Cloud Computing	355
Virtualization	360
Key Takeaway	364

x Contents

Chapter 11 • Software Architectures	367
SOFTWARE ARCHITECTURES	367
Software Architecture	367
Prearchitectural Era	368
Client/Server Architecture	369
Peer-to-Peer (P2P) Architecture	371
Layered Architecture	375
Tier Architecture	377
Object-Oriented Architecture	380
Service-Oriented Architecture	385
CORBA: Common Object Request Broker Architecture	388
Component Object Model (COM) and Distributed COM (DCOM)	391
Java RMI and Java Beans	393
Java 2 Enterprise Edition	399
Aspect-Oriented Architecture	402
Additional Architectures	405
Key Takeaway	410
REFERENCES	
BIBLIOGRAPHY, 413	

GLOSSARY, 421

INDEX, 437