

Contents

Preface

xv

CHAPTER

1

Introduction

1

- 1.1 Overview 1**
- 1.2 Computer Systems 3**
 - 1.2.1 The Main Components of a Computer 3
 - 1.2.2 System Components 4
 - 1.2.3 Classification of Computing Devices 6
- 1.3 An Example System: Wading Through the Jargon 6**
- 1.4 Standards Organizations 22**
- 1.5 Historical Development 23**
 - 1.5.1 Generation Zero: Mechanical Calculating Machines (1642–1945) 24
 - 1.5.2 The First Generation: Vacuum Tube Computers (1945–1953) 26
 - 1.5.3 The Second Generation: Transistorized Computers (1954–1965) 30
 - 1.5.4 The Third Generation: Integrated Circuit Computers (1965–1980) 31
 - 1.5.5 The Fourth Generation: VLSI Computers (1980–????) 32
 - 1.5.6 Moore’s Law 35
- 1.6 The Computer Level Hierarchy 36**
- 1.7 Cloud Computing: Computing as a Service 39**
- 1.8 The Fragility of the Internet 43**
- 1.9 The von Neumann Model 45**
- 1.10 Non–von Neumann Models 48**
- 1.11 Parallel Processors and Parallel Computing 49**
- Chapter Summary 54
- Further Reading 54
- References 55

Review of Essential Terms and Concepts 56

Exercises 58

CHAPTER**2****Data Representation in Computer Systems**

61

- 2.1 Introduction 61**
- 2.2 Positional Numbering Systems 62**
- 2.3 Converting Between Bases 62**
 - 2.3.1 Converting Unsigned Whole Numbers 63
 - 2.3.2 Converting Fractions 65
 - 2.3.3 Converting Between Power-of-Two Radices 68
- 2.4 Signed Integer Representation 68**
 - 2.4.1 Signed Magnitude 68
 - 2.4.2 Complement Systems 74
 - 2.4.3 Excess-M Representation for Signed Numbers 81
 - 2.4.4 Unsigned Versus Signed Numbers 82
 - 2.4.5 Computers, Arithmetic, and Booth's Algorithm 83
 - 2.4.6 Carry Versus Overflow 86
 - 2.4.7 Binary Multiplication and Division Using Shifting 87
- 2.5 Floating-Point Representation 89**
 - 2.5.1 A Simple Model 90
 - 2.5.2 Floating-Point Arithmetic 93
 - 2.5.3 Floating-Point Errors 94
 - 2.5.4 The IEEE-754 Floating-Point Standard 95
 - 2.5.5 Range, Precision, and Accuracy 98
 - 2.5.6 Additional Problems with Floating-Point Numbers 99
- 2.6 Character Codes 102**
 - 2.6.1 Binary-Coded Decimal 102
 - 2.6.2 EBCDIC 104
 - 2.6.3 ASCII 105
 - 2.6.4 Unicode 105
- 2.7 Error Detection and Correction 109**
 - 2.7.1 Cyclic Redundancy Check 109
 - 2.7.2 Hamming Codes 112
 - 2.7.3 Reed-Solomon 119

Chapter Summary 120

Further Reading 120

References 121

Review of Essential Terms and Concepts 121

Exercises 123

CHAPTER**3****Boolean Algebra and Digital Logic****135****3.1 Introduction 135****3.2 Boolean Algebra 136**

3.2.1 Boolean Expressions 137

3.2.2 Boolean Identities 138

3.2.3 Simplification of Boolean Expressions 140

3.2.4 Complements 143

3.2.5 Representing Boolean Functions 144

3.3 Logic Gates 146

3.3.1 Symbols for Logic Gates 146

3.3.2 Universal Gates 147

3.3.3 Multiple Input Gates 148

3.4 Karnaugh Maps 149

3.4.1 Introduction 149

3.4.2 Description of Kmaps and Terminology 149

3.4.3 Kmap Simplification for Two Variables 151

3.4.4 Kmap Simplification for Three Variables 153

3.4.5 Kmap Simplification for Four Variables 156

3.4.6 Don't Care Conditions 159

3.4.7 Summary 160

3.5 Digital Components 160

3.5.1 Digital Circuits and Their Relationship to Boolean Algebra 160

3.5.2 Integrated Circuits 162

3.5.3 Putting It All Together: From Problem Description to Circuit 164

3.6 Combinational Circuits 166

3.6.1 Basic Concepts 166

3.6.2 Examples of Typical Combinational Circuits 166

3.7 Sequential Circuits 175

3.7.1 Basic Concepts 176

3.7.2 Clocks 176

3.7.3 Flip-Flops 176

3.7.4 Finite-State Machines 180

3.7.5 Examples of Sequential Circuits 188

3.7.6 An Application of Sequential Logic: Convolutional Coding and Viterbi Detection 194

3.8 Designing Circuits 199

Chapter Summary 201

Further Reading 202

References 204

Review of Essential Terms and Concepts 204

Exercises 205

CHAPTER**4****MARIE: An Introduction to a Simple Computer****219****4.1 Introduction 219****4.2 CPU Basics and Organization 219**

4.2.1 The Registers 220

4.2.2 The ALU 221

4.2.3 The Control Unit 221

4.3 The Bus 221**4.4 Clocks 225****4.5 The Input/Output Subsystem 227****4.6 Memory Organization and Addressing 227****4.7 Interrupts 235****4.8 MARIE 236**

4.8.1 The Architecture 236

4.8.2 Registers and Buses 236

4.8.3 Instruction Set Architecture 238

4.8.4 Register Transfer Notation 242

4.9 Instruction Processing 244

4.9.1 The Fetch–Decode–Execute Cycle 244

4.9.2 Interrupts and the Instruction Cycle 246

4.9.3 MARIE's I/O 249

4.10 A Simple Program 249**4.11 A Discussion on Assemblers 252**

4.11.1 What Do Assemblers Do? 252

4.11.2 Why Use Assembly Language? 254

4.12 Extending Our Instruction Set 255**4.13 A Discussion on Decoding: Hardwired Versus Microprogrammed Control 262**

4.13.1 Machine Control 262

4.13.2 Hardwired Control 265

4.13.3 Microprogrammed Control 270

4.14	Real-World Examples of Computer Architectures	274
4.14.1	Intel Architectures	275
4.14.2	MIPS Architectures	282
	Chapter Summary	284
	Further Reading	286
	References	286
	Review of Essential Terms and Concepts	288
	Exercises	289
	True or False	298

CHAPTER 5

A Closer Look at Instruction Set Architectures 299

5.1	Introduction	299
5.2	Instruction Formats	299
5.2.1	Design Decisions for Instruction Sets	300
5.2.2	Little Versus Big Endian	301
5.2.3	Internal Storage in the CPU: Stacks Versus Registers	304
5.2.4	Number of Operands and Instruction Length	305
5.2.5	Expanding Opcodes	311
5.3	Instruction Types	316
5.3.1	Data Movement	316
5.3.2	Arithmetic Operations	316
5.3.3	Boolean Logic Instructions	316
5.3.4	Bit Manipulation Instructions	317
5.3.5	Input/Output Instructions	317
5.3.6	Instructions for Transfer of Control	318
5.3.7	Special-Purpose Instructions	318
5.3.8	Instruction Set Orthogonality	318
5.4	Addressing	319
5.4.1	Data Types	319
5.4.2	Address Modes	319
5.5	Instruction Pipelining	322
5.6	Real-World Examples of ISAs	328
5.6.1	Intel	328
5.6.2	MIPS	329
5.6.3	Java Virtual Machine	333
5.6.4	ARM	337
	Chapter Summary	340

Further Reading	341
References	342
Review of Essential Terms and Concepts	343
Exercises	344
True or False	349

CHAPTER**6****Memory****351**

6.1	Introduction	351
6.2	Types of Memory	351
6.3	The Memory Hierarchy	353
6.3.1	Locality of Reference	356
6.4	Cache Memory	356
6.4.1	Cache Mapping Schemes	359
6.4.2	Replacement Policies	374
6.4.3	Effective Access Time and Hit Ratio	377
6.4.4	When Does Caching Break Down?	378
6.4.5	Cache Write Policies	379
6.4.6	Instruction and Data Caches	379
6.4.7	Levels of Cache	382
6.5	Virtual Memory	383
6.5.1	Paging	384
6.5.2	Effective Access Time Using Paging	392
6.5.3	Putting It All Together: Using Cache, TLBs, and Paging	393
6.5.4	Advantages and Disadvantages of Paging and Virtual Memory	395
6.5.5	Segmentation	396
6.5.6	Paging Combined with Segmentation	397
6.6	Real-World Examples of Memory Management	397
	Chapter Summary	399
	Further Reading	400
	References	401
	Review of Essential Terms and Concepts	401
	Exercises	402

**CHAPTER
7**

	Input/Output Systems	411
7.1	Introduction	411
7.2	I/O and Performance	412
7.3	Amdahl's Law	412
7.4	I/O Architectures	415
7.4.1	I/O Control Methods	417
7.4.2	Character I/O Versus Block I/O	425
7.4.3	I/O Bus Operation	425
7.4.4	I/O Buses and Interfaces	429
7.5	Data Transmission Modes	430
7.5.1	Parallel Data Transmission	430
7.5.2	Serial Data Transmission	433
7.6	Disk Technology	434
7.6.1	Rigid Disk Drives	435
7.6.2	Solid State Drives	439
7.7	Optical Disks	442
7.7.1	CD-ROM	442
7.7.2	DVD	446
7.7.3	Blue-Violet Laser Discs	447
7.7.4	Optical Disk Recording Methods	448
7.8	Magnetic Tape	449
7.8.1	LTO: Linear Tape-Open	450
7.9	RAID	453
7.9.1	RAID Level 0	453
7.9.2	RAID Level 1	454
7.9.3	RAID Level 2	455
7.9.4	RAID Level 3	456
7.9.5	RAID Level 4	457
7.9.6	RAID Level 5	458
7.9.7	RAID Level 6	458
7.9.8	RAID DP	460
7.9.9	Hybrid RAID Systems	462
7.10	The Future of Data Storage	464
	Chapter Summary	468
	Further Reading	469
	References	470
	Review of Essential Terms and Concepts	471
	Exercises	472

CHAPTER

8

System Software

481

- 8.1 Introduction 481**
- 8.2 Operating Systems 482**
 - 8.2.1 Operating Systems History 483
 - 8.2.2 Operating System Design 488
 - 8.2.3 Operating System Services 490
- 8.3 Protected Environments 494**
 - 8.3.1 Virtual Machines 495
 - 8.3.2 Subsystems and Partitions 498
 - 8.3.3 Protected Environments and the Evolution of Systems Architectures 500
- 8.4 Programming Tools 501**
 - 8.4.1 Assemblers and Assembly 502
 - 8.4.2 Link Editors 505
 - 8.4.3 Dynamic Link Libraries 506
 - 8.4.4 Compilers 508
 - 8.4.5 Interpreters 512
- 8.5 Java: All of the Above 513**
 - Chapter Summary 521
 - Further Reading 522
 - References 523
 - Review of Essential Terms and Concepts 524
 - Exercises 525

CHAPTER

9

Alternative Architectures

527

- 9.1 Introduction 527**
- 9.2 RISC Machines 528**
- 9.3 Flynn's Taxonomy 536**
- 9.4 Parallel and Multiprocessor Architectures 539**
 - 9.4.1 Superscalar and VLIW 540
 - 9.4.2 Vector Processors 542
 - 9.4.3 Interconnection Networks 543
 - 9.4.4 Shared Memory Multiprocessors 548
 - 9.4.5 Distributed Computing 552
- 9.5 Alternative Parallel Processing Approaches 556**
 - 9.5.1 Dataflow Computing 556
 - 9.5.2 Neural Networks 559
 - 9.5.3 Systolic Arrays 562

9.6 Quantum Computing 563

Chapter Summary 567

Further Reading 568

References 569

Review of Essential Terms and Concepts 571

Exercises 572

**CHAPTER
10****Topics in Embedded Systems****577****10.1 Introduction 577****10.2 An Overview of Embedded Hardware 579**

10.2.1 Off-the-Shelf Embedded System Hardware 579

10.2.2 Configurable Hardware 583

10.2.3 Custom-Designed Embedded Hardware 590

10.3 An Overview of Embedded Software 599

10.3.1 Embedded Systems Memory Organization 599

10.3.2 Embedded Operating Systems 600

10.3.3 Embedded Systems Software Development 604

Chapter Summary 606

Further Reading 608

References 609

Review of Essential Terms and Concepts 610

Exercises 611

**CHAPTER
11****Performance Measurement and Analysis****613****11.1 Introduction 613****11.2 Computer Performance Equations 614****11.3 Mathematical Preliminaries 615**

11.3.1 What the Means Mean 616

11.3.2 The Statistics and Semantics 622

11.4 Benchmarking 623

11.4.1 Clock Rate, MIPS, and FLOPS 625

11.4.2 Synthetic Benchmarks: Whetstone, Linpack, and Dhrystone 626

11.4.3 Standard Performance Evaluation Corporation Benchmarks 628

11.4.4 Transaction Processing Performance Council Benchmarks 630

11.4.5 System Simulation 634

11.5	CPU Performance Optimization	637
11.5.1	Branch Optimization	637
11.5.2	Use of Good Algorithms and Simple Code	640
11.6	Disk Performance	643
11.6.1	Understanding the Problem	644
11.6.2	Physical Considerations	645
11.6.3	Logical Considerations	646
	Chapter Summary	651
	Further Reading	652
	References	653
	Review of Essential Terms and Concepts	654
	Exercises	655

Glossary	659
-----------------	------------

Answers and Hints for Selected Exercises	701
---	------------

Index	715
--------------	------------