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| | Note generali | "A Chapman & Hall book." |
| | Nota di contenuto | part I. Basics -- part II. Processors -- part III. Memories -- part IV. Input and output -- part V. Advanced topics. |
| | Sommario/riassunto | This easy to read textbook provides an introduction to computer architecture, while focusing on the essential aspects of hardware that programmers need to know. The topics are explained from a programmer's point of view, and the text emphasizes consequences for programmers. Divided in five parts, the book covers the basics of digital logic, gates, and data paths, as well as the three primary aspects of architecture: processors, memories, and I/O systems. The book also covers advanced topics of parallelism, pipelining, power and energy, and performance. A hands-on lab is also included. The second edition contains three new chapters as well as changes and updates throughout. |