EE 424 DIGITAL SYSTEM ARCHITECTURE

Spring 2003

Exam 1 February 25, 2003 (12noon-1:15PM)

Topics from textbook

Chapter 1

- 1.1 Introduction
- 1.2 Below your program
- 1.3 Under the covers (read)
- 1.4 ICs: Fueling Innovation (read)
- 1.5 Fallacies and Pitfalls (read)

Chapter 2

- 2.1 Introduction, Defining performance
- 2.2 Measuring Performance
- 2.3 Relating the Metrics
- 2.4 Choosing Programs to Evaluate Performance
- 2.5 Comparing and Summarizing Performance
- 2.6 Real Stuff: The SPEC95
- 2.7 Fallacies and Pitfalls (Amdahl's law -pp. 75-76)
- 2.8 Concluding remarks

Chapter 3. (Study handouts given in class & now on webpage)

- 3.1 Introduction
- 3.2 Operations of the computer hardware
- 3.3 Operands of the Computer Hardware
- 3.4 Representing Instructions in the Computer
- 3.5 Instructions for making decisions
- 3.6 Supporting Procedures
- 3.8 MIPS Addressing

Textbook: D. A. Patterson and J. L. Hennessy, Computer Organization & Design: The

Hardware/Software Interface, Second Edition. Morgan Kaufmann

Publishers, 1998.

Webpage: www.eecs.wsu.edu/~jdelgado/EE424