

Computer Architecture

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Introduction

- Executing any algorithm requires:
 - Computations
 - Evaluating logic expressions
 - Storing data

```
A=0  
Label:  
  A=A+1  
  if (A<5) goto Label
```

Overview

- Logic circuits
- Coding numbers
- Arithmetic and Logic Unit (ALU)
- Time and Storage
- Control
- Computers evolution - History
- A simple microprocessor
- Assembly-Level programming
- Hardware system (optional)
- Current microprocessors
