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He is the author of seven books, including Computer Architecture and Organization, (McGraw-Hill, 3rd ed. 1998), Quantum Circuit Simulation (Springer, 2009), and Design, Analysis and Test of Logic Circuits under Uncertainty (Springer, 2012), as well as over 300 technical papers and several patents. He obtained his B.E. degree in electrical engineering from the National University of Ireland, Dublin, and his M.S. and Ph.D. degrees from the University of Illinois at Urbana-Champaign.

John P. Hayes - Electrical Engineering and Computer Science

Computer Organization and Architecture - William Stallings Sixth Edition, Pearson/PHI "Computer Organization and Design: The Hardware/Software Interface" by David A. Patterson and John L. Hennessy. J .P. Hayes, "Computer Architecture and Organization", McGraw-Hill, 1998. List of Computer Organization Important Questions

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Computer architecture is the organization of the components making up a computer system and the semantics or meaning of the operations that guide its function. As such, the computer architecture governs the design of a family of computers and defines the logical interface that is targeted by programming languages and their compilers.

Computer Architecture - an overview | ScienceDirect Topics

William Stallings, "Computer Organization and Architecture - Designing for Performance", 6th Edition, Pearson Education, 2003. 3. Hayes, J.P., "Computer Architecture and Organization", 3rd Edition, Tata Mc-Graw Hill, 1998. UNIT I BASIC STRUCTURE OF COMPUTERS

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In computer engineering, computer architecture is a set of rules and methods that describe the functionality, organization, and implementation of computer systems. Some definitions of architecture define it as describing the capabilities and programming model of a computer but not a particular implementation. In other definitions computer architecture involves instruction set architecture design, microarchitecture design, logic design, and implementation.

Computer architecture - Wikipedia

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COMPUTER ORGANIZATION (3-1-0)

Virtually all contemporary computer designs are based on concepts developed by John von Neumann at the Institute for Advanced Studies, Princeton. Such a design is referred to as the von Neumann architecture and is based on three key concepts: • Data and instructions are stored in a single read-write memory. UNIT -1

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Computer Architecture VS Computer Organization. Computer Architecture is concerned with the way hardware components are connected together to form a computer system. Computer Organization is concerned with the structure and behaviour of a computer system as seen by the user.

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