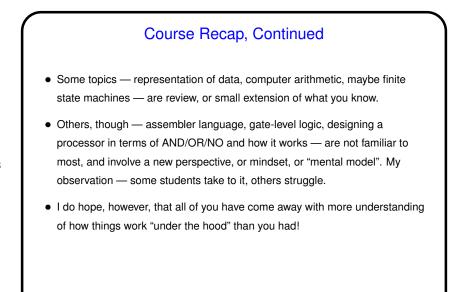


Slide 1

Course Recap — Topics
A little about performance. (It's not simple!)
MIPS assembler language; translating C to MIPS assembler language.
Compiling, assembling, and linking.
Binary representation of instructions.
Binary representation of data (integers, ASCII, floating-point numbers); basics of computer arithmetic.
Gate-level logic design.
Design of a processor — ALU, datapath, control; a little about pipelining.
A little about caches and support for parallelism.
Other schools spread this material over two or even three courses (though they presumably cover more in all). so, we have done a lot?

Slide 2



Slide 3

