Computer Organization and Design: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design)

David A. Patterson, John L. Hennessy

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This Fourth Revised Edition of *Computer Organization and Design* includes a complete set of updated and new exercises, along with improvements and changes suggested by instructors and students. Focusing on the revolutionary change taking place in industry today--the switch from uniprocessor to multicore microprocessors--this classic textbook has a modern and up-to-date focus on parallelism in all its forms. Examples highlighting multicore and GPU processor designs are supported with performance and benchmarking data. As with previous editions, a MIPS processor is the core used to present the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O. Sections on the ARM and x86 architectures are also included.

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