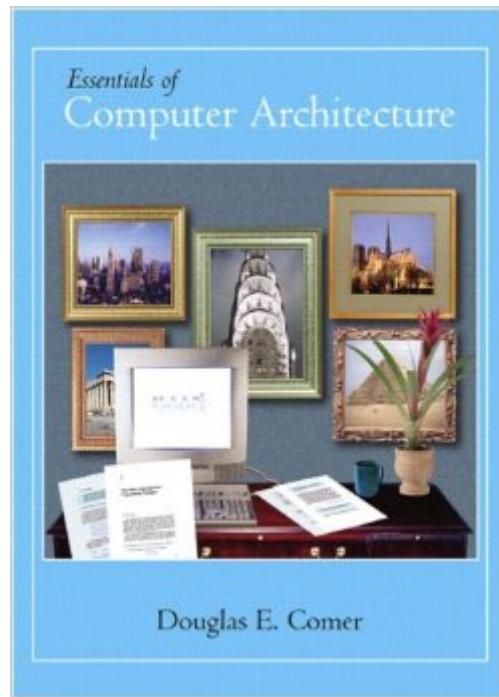


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Essentials Of Computer Architecture



Synopsis

Essentials of Computer Architecture is ideal for undergraduate courses in computer architecture and organization. Douglas Comer takes a clear, concise approach to computer architecture that readers love. By exploring the fundamental concepts from a programmer's perspective and explaining programming consequences, this unique text covers exactly the material students need to understand and construct efficient and correct programs for modern hardware.

Book Information

Hardcover: 400 pages

Publisher: Pearson; 1 edition (August 23, 2004)

Language: English

ISBN-10: 0131491792

ISBN-13: 978-0131491793

Product Dimensions: 7.2 x 0.9 x 9.2 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 stars (See all reviews) (8 customer reviews)

Best Sellers Rank: #572,589 in Books (See Top 100 in Books) #66 in Books > Computers & Technology > Hardware & DIY > Microprocessors & System Design > Computer Design #267 in Books > Computers & Technology > Networking & Cloud Computing > Data in the Enterprise > Client-Server Systems #289 in Books > Computers & Technology > Hardware & DIY > Design & Architecture

Customer Reviews

I have been a big fan of Comer's networking books for a long time now. Back in 1994, beginning my career as a software engineer at a small protocol-software development company, I had used Comer's networking book to understand TCP/IP suite. (Back then Tanenbaum's 2ed book dealt with theoretical concepts rather than real-life examples.) Comer's networking book helped me get off the ground and become very productive with basic embedded IP protocol stack in a week. Subsequently, out of admiration for such a great teacher, I have bought almost all the various books that Comer has written. Essentials of Computer Architecture was the latest addition to the Comer-books section of my personal library. A few days back I decided to read it. And I was amazed at the bad and incoherent writing in this book. My first guess was that Comer had not even written this book. Somebody was pulling off a scam off his name. Further reading convinced me that this book is worthless and definitely not worthy of carrying Prof Comer's name on it. The book starts

with the premise that computer arch and org is a required course in all CompSci and Eng depts. Without doubt, most of the currently popular books on CompArchOrg are heavily biased towards people with electrical engineering background. But, people who would eventually be involved in developing software also need to understand how computers are organized and designed. So, apparently Comer decided to write this book focusing on "concepts" rather than details. I figured only Prof Comer could set and achieve such a lofty goal. So, I started reading the book.

Comer, a distinguished professor of nearly everything (Purdue University) writes another book that weaves highly technical subject matter into prose that reads like a novel. Comer has a habit of writing beautiful technical books. Comer is famous for his masterpiece, his Internetworking with TCP/IP series. But Comer has also designed and fabricated VLSI circuits at Bell Labs, and has world class expertise in other areas. Comer knows what he's talking about and it shows. I loved this book. I just couldn't put it down. It's one of those rare technical books that you take to bed, and you've read half the book in a day. This book was written for computer science majors, but I'm an electrical engineering student and I really appreciated it for its broad, elegant overview of computer architecture. Comer doesn't force a thousand pages of rambling opinion pieces down your throat. Instead you get ~300 pages of just what you need, 97% fat free. Another wonderful feature of Comer's unique computer architecture text is the practical work. Comer provides a series of labs where you will wire up logic gates and build stuff. Magnificent. So if you want to stop before becoming Seymour Cray, you will like this book, too. Those who have never taken a digital logic course will breeze through and understand how computers are constructed from logic gates up, and how they work at a simplified model level. It doesn't matter if you're in CS or EE, this book gives a breadth that you will appreciate before you dig into stuff like Verilog and VHDL for advanced digital logic and computer engineering courses. Comer has an uncanny ability to make it so clear that you'd have to make an effort not to learn anything.

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