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## Processing Systems 16-bit Microprocessor Architecture

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Economic and technological evolution of integrated processors;

Architectural concepts; Design strategy for complex integrated circuits; Timing architecture; General principles for top-down design of integrated processors; Architecture of the operative part; Architecture of the control part; Design methods for integrated processor control parts: a comparative study; Problems of testing and self-testing; Design example of a small microprocessor; Internal architecture of the MC68000; The future.

“Provide an overview of the capabilities of these microprocessors and details on how they can be programmed” -- Preface. This lecture presents a study of the microarchitecture of contemporary microprocessors. The focus is on implementation aspects, with discussions on their implications in terms of performance, power, and cost of state-of-the-art designs. The lecture starts with an overview of the different types of microprocessors and a review of the microarchitecture of cache memories. Then, it describes the implementation of the fetch unit, where special emphasis is made on the required support for branch prediction. The next section is devoted to instruction decode with special focus on the particular support to decoding x86 instructions. The next chapter presents the allocation stage and pays special attention to the implementation of register renaming. Afterward, the issue stage is studied. Here, the logic to implement out-of-order issue for both memory and non-memory instructions is thoroughly described. The following chapter focuses on the instruction execution and describes the different functional units that can be found in contemporary microprocessors, as well as the implementation of the bypass network, which has an important impact on the performance. Finally, the lecture concludes with the commit stage, where it describes how the architectural state is updated and recovered in case of exceptions or misspeculations. This lecture is intended for an advanced course on computer architecture, suitable for graduate students or senior undergrads who want to specialize in the area of computer architecture. It is also intended for practitioners in the industry in the area of microprocessor design. The book assumes that the reader is familiar with the main concepts regarding pipelining, out-of-order execution, cache

memories, and virtual memory. Table of Contents: Introduction / Caches / The Instruction Fetch Unit / Decode / Allocation / The Issue Stage / Execute / The Commit Stage / References / Author Biographies

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. *Designing Embedded Hardware* carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. *Designing Embedded Hardware* provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, *Designing Embedded Hardware* also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. *Designing Embedded Hardware* covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers. This book surveys the history and architecture of 8-bit microprocessors. We actually start with 4-bit microprocessors, look at a strange 1-bit processor, and look at 8-bit, then 12 bit micros. The 16-bit processors will be the subject of another book. Eight bit processors are still manufactured and used. This book is not an exhaustive view of the field, but the major players are covered. There is a review of computer architecture, binary math, and digital logic

that can be skipped. The evolution of the 8-bit processors is a history of the advance of semiconductor technology from the first transistors, to the breakthrough of multiple transistors on a chip, the integrated circuit. A lot of this happened when the "Silicon Valley" of northern California was mostly known for its citrus crops. The tools that made all this happen were large mainframe computers with vacuum tube technology, punched card input, and memory drums with the staggering capacity of a thousand words. The growth of the integrated circuit shows what Gordon Moore observed was an exponential growth law: the complexity increased about every 18 months. Naturally, this growth rate is not sustainable forever. But, in the age of multi-core 64 bit microprocessor systems on a chip, so far, so good. Modern computers started out using relays and vacuum tubes, switching to mechanical relays for switching elements. The semiconductor revolution provided diodes for logic functions, and transistors for switching. As the technology allowed for putting multiple transistors and other elements on a single substrate, the integrated circuit began to be widely used. The complexity of the devices increased according to an exponential growth law, the technology feeding upon itself. This allowed for functions such as an arithmetic-logic unit to occupy one chip. Then, at around 4,000 transistors capacity, an entire 4-bit cpu that executed instructions. Not much later came the 8-bit cpu. Memory and I/O functions also benefited from the increasingly complex solid state-electronics. glossary, bibliography, and pictures are included. The author built an Intel 8080-based Altair 8800 computer in 1975. He went to the Big Computer Faire in Atlantic City, and saw two guys, both named Steve, from California, with a wooden-cased project that probably wasn't going to go anywhere commercially. His Aerospace career has revolved around support for space-based microprocessors and computers for NASA since 1971. Mr. Stakem received a Bachelor's Degree in Electrical Engineering from Carnegie Mellon University, and masters in Physics and Computer Science from the Johns Hopkins University. He has followed a career as a NASA support contractor, working at every

NASA Site. He is associated with the Graduate Computer Science Department at Loyola University in Maryland, and the Whiting School of Engineering of the Johns Hopkins University Another book by the author discusses 16-bit microprocessors. *Microprocessor Architectures and Systems: RISC, CISC, and DSP* focuses on the developments of Motorola's CISC, RISC, and DSP processors and the advancements of the design, functions, and architecture of microprocessors. The publication first ponders on complex instruction set computers and 32-bit CISC processors. Discussions focus on MC68881 and MC68882 floating point coprocessors, debugging support, MC68020 32-bit performance standard, bus interfaces, MC68010 SUPERVISOR resource, and high-level language support. The manuscript then covers the RISC challenge, digital signal processing, and memory management and caches. Topics include implementing memory systems, multitasking and user/supervisor conflicts, partitioning the system, cache size and organization, DSP56000 family, MC88100 programming model, M88000 family, and the 80/20 rule. The text examines the selection of a microprocessor architecture, changing design cycle, semiconductor technology, multiprocessing, and real-time software, interrupts, and exceptions. Concerns include locating associated tasks, MC88100 interrupt service routines, single- and multiple-threaded operating systems, and the MC68300 family. The publication is a valuable reference for computer engineers and researchers interested in microprocessor architectures and systems. With growing interest in computer security and the protection of the code and data which execute on commodity computers, the amount of hardware security features in today's processors has increased significantly over the recent years. No longer of just academic interest, security features inside processors have been embraced by industry as well, with a number of commercial secure processor architectures available today. This book aims to give readers insights into the principles behind the design of academic and commercial secure processor architectures. Secure processor architecture research is concerned with exploring and designing hardware features inside

computer processors, features which can help protect confidentiality and integrity of the code and data executing on the processor. Unlike traditional processor architecture research that focuses on performance, efficiency, and energy as the first-order design objectives, secure processor architecture design has security as the first-order design objective (while still keeping the others as important design aspects that need to be considered). This book aims to present the different challenges of secure processor architecture design to graduate students interested in research on architecture and hardware security and computer architects working in industry interested in adding security features to their designs. It aims to educate readers about how the different challenges have been solved in the past and what are the best practices, i.e., the principles, for design of new secure processor architectures. Based on the careful review of past work by many computer architects and security researchers, readers also will come to know the five basic principles needed for secure processor architecture design. The book also presents existing research challenges and potential new research directions. Finally, this book presents numerous design suggestions, as well as discusses pitfalls and fallacies that designers should avoid.

**The 8085 Microprocessor: Architecture, Programming and Interfacing** is designed for an undergraduate course on the 8085 microprocessor, this text provides comprehensive coverage of the programming and interfacing of the 8-bit microprocessor. Written in a simple and easy-to-understand manner, this book introduces the reader to the basics and the architecture of the 8085 microprocessor. It presents balanced coverage of both hardware and software concepts related to the microprocessor.

**A Guide to RISC Microprocessors** provides a comprehensive coverage of every major RISC microprocessor family. Independent reviewers with extensive technical backgrounds offer a critical perspective in exploring the strengths and weaknesses of all the different microprocessors on the market. This book is organized into seven sections and comprised of 35 chapters. The discussion begins with an overview of RISC architecture



intended to help readers understand the technical details and the significance of the new chips, along with instruction set design and design issues for next-generation processors. The chapters that follow focus on the SPARC architecture, SPARC chips developed by Cypress Semiconductor in collaboration with Sun, and Cypress's introduction of redesigned cache and memory management support chips for the SPARC processor. Other chapters focus on Bipolar Integrated Technology's ECL SPARC implementation, embedded SPARC processors by LSI Logic and Fujitsu, the MIPS processor, Motorola 88000 RISC chip set, Intel 860 and 960 microprocessors, and AMD 29000 RISC microprocessor family. This book is a valuable resource for consumers interested in RISC microprocessors. This lecture presents a study of the microarchitecture of contemporary microprocessors. The focus is on implementation aspects, with discussions on their implications in terms of performance, power, and cost of state-of-the-art designs. The lecture starts with an overview of the different types of microprocessors and a review of the microarchitecture of cache memories. Then, it describes the implementation of the fetch unit, where special emphasis is made on the required support for branch prediction. The next section is devoted to instruction decode with special focus on the particular support to decoding x86 instructions. The next chapter presents the allocation stage and pays special attention to the implementation of register renaming. Afterward, the issue stage is studied. Here, the logic to implement out-of-order issue for both memory and non-memory instructions is thoroughly described. The following chapter focuses on the instruction execution and describes the different functional units that can be found in contemporary microprocessors, as well as the implementation of the bypass network, which has an important impact on the performance. Finally, the lecture concludes with the commit stage, where it describes how the architectural state is updated and recovered in case of exceptions or misspeculations. This lecture is intended for an advanced course on computer architecture, suitable for graduate students or senior undergrads who want to specialize

in the area of computer architecture. It is also intended for practitioners in the industry in the area of microprocessor design. The book assumes that the reader is familiar with the main concepts regarding pipelining, out-of-order execution, cache memories, and virtual memory. Table of Contents: Introduction / Caches / The Instruction Fetch Unit / Decode / Allocation / The Issue Stage / Execute / The Commit Stage / References / Author Biographies

This text explores the principles by which microprocessors actually operate, rather than how a specific processor is used. Adopting an inductive approach, it surveys the technology involved with state machine design, and illustrates the concept of micro-programming a state machine by application in a simple computer CPU. This book provides the students with a solid foundation in the technology of microprocessors and microcontrollers, their principles and applications. It comprehensively presents the material necessary for understanding the internal architecture as well as system design aspects of Intel's legendary 8085 and 8086 microprocessors and Intel's 8051 and 8096 microcontrollers. The book throughout maintains an appropriate balance between the basic concepts and the skill sets needed for system design. Besides, the book lucidly explains the hardware architecture, the instruction set and programming, support chips, peripheral interfacing, and cites several relevant examples to help the readers develop a complete understanding of industrial application projects. Several system design case studies are included to reinforce the concepts discussed. With exhaustive coverage provided and practical approach emphasized, the book would be indispensable to undergraduate students of Electrical and Electronics, Electronics and Communication, and Electronics and Instrumentation Engineering. It can be used for a variety of courses in Microprocessors, Microcontrollers, and Embedded System Design.

Om hvordan mikroprocessorer fungerer, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola. Step-by-step guide to assembly language for the 64-bit Itanium processors, with extensive examples

Details of Explicitly Parallel Instruction Computing (EPIC):

Instruction set, addressing, register stack engine, predication, I/O, procedure calls, floating-point operations, and more Learn how to comprehend and optimize open source, Intel, and HP-UX compiler output Understand the full power of 64-bit Itanium EPIC processors Itanium(R) Architecture for Programmers is a comprehensive introduction to the breakthrough capabilities of the new 64-bit Itanium architecture. Using standard command-line tools and extensive examples, the authors illuminate the Itanium design within the broader context of contemporary computer architecture via a step-by-step investigation of Itanium assembly language. Coverage includes: The potential of Explicitly Parallel Instruction Computing (EPIC) Itanium instruction formats and addressing modes Innovations such as the register stack engine (RSE) and extensive predication Procedure calls and procedure-calling mechanisms Floating-point operations I/O techniques, from simple debugging to the use of files Optimization of output from open source, Intel, and HP-UX compilers An essential resource for both computing professionals and students of architecture or assembly language, Itanium Architecture for Programmers includes extensive printed and Web-based references, plus many numeric, essay, and programming exercises for each chapter. Here's an entire learning solution in one book, complete with detailed coverage, questions, problems, and lab experiments! Microprocessor Architecture, Programming, and Systems Featuring the 8085 details the 8085 processor, from both a hardware and software standpoint. Readers will learn pseudo-code and flowcharting as tools in programming a microprocessor, with current, focused coverage that is perfectly written for the two-year college student. Comprehensive exposure to microprocessor architecture includes an entire chapter devoted to both the hardware and software of the 8051 Microcontroller not found in other books. Coverage also includes a uniquely thorough comparison of the 8085 microprocessor with other Motorola and Intel microprocessors. This book presents a distributed multiprocessor architecture that is faster, more versatile, and more reliable than traditional single-processor architectures.

It also describes a simulation technique that provides a highly accurate means for building a prototype system in software. The system prototype is studied and analyzed using such DSP applications as digital filtering and fast Fourier transforms. The code is included as well, which allows others to build software prototypes for their own research systems. The design presented in *Microprocessor-Based Parallel Architecture for Reliable Digital Signal Processing Systems* introduces the concept of a dual-mode architecture that allows users a dynamic choice between either a conventional or fault-tolerant system as application requirements dictate. This volume is a "must have" for all professionals in digital signal processing, parallel and distributed computer architecture, and fault-tolerant computing. Since its commercialization in 1971, the microprocessor, a modern and integrated form of the central processing unit, has continuously broken records in terms of its integrated functions, computing power, low costs and energy saving status. Today, it is present in almost all electronic devices. Sound knowledge of its internal mechanisms and programming is essential for electronics and computer engineers to understand and master computer operations and advanced programming concepts. This book in five volumes focuses more particularly on the first two generations of microprocessors, those that handle 4- and 8- bit integers. *Microprocessor 1* – the first of five volumes – presents the computation function, recalls the memory function and clarifies the concepts of computational models and architecture. A comprehensive approach is used, with examples drawn from current and past technologies that illustrate theoretical concepts, making them accessible. An introductory text to computer architecture, this comprehensive volume covers the concepts from logic gates to advanced computer architecture. It comes with a full spectrum of exercises and web-downloadable support materials, including assembler and simulator, which can be used in the context of different courses. The authors also make available a hardware description, which can be used in labs and assignments, for hands-on experimentation with an actual, simple

processor. This unique compendium is a useful reference for undergraduates, graduates and professionals majoring in computer engineering, circuits and systems, software engineering, biomedical engineering and aerospace engineering. Computer Architecture/Software Engineering This text is intended to aid in the educational transition process from the sphere of discrete electronic technologies to the medium- and large-scale integration techniques used in the microprocessor field. The business manager or design engineer must weigh the cost of advanced technologies against the increased performance and marketability will find material of interest in the first three chapters. Components of microprocessor systems and the design of microprocessor memory systems are the focus of the seven subsequent chapters. The final five chapters focus on hardware, and machine level programming, using the Intel 8008 microprocessor machine language for the examples. M->CREATED This book describes the architecture of microprocessors from simple in-order short pipeline designs to out-of-order superscalars. The book is written for an undergraduate course on the 8085 and 8086 microprocessors and 8051 microcontroller. It provides comprehensive coverage of the hardware and software aspects of 8085 and 8086 microprocessors and 8051 microcontroller. The book uses plain and lucid language to explain each topic. A large number of programming examples is the feature of this book. The book provides the logical method of describing the various complicated concepts and stepwise techniques for easy understanding, making the subject more interesting. The book is divided into three parts. The first part focuses on the 8085 microprocessor. It teaches you the 8085 architecture, pin description, bus organization, instruction set, addressing modes, instruction formats, Assembly Language Programming (ALP), instruction timing diagrams, interrupts and interfacing 8085 with support chips, memory and peripheral ICs - 8251, 8253, 8255, 8259 and 8279. It also explains the interfacing of 8085 with data converters - ADC and DAC- and introduces a temperature control system design. The second part focuses on the 8086

microprocessor. It teaches you the 8086 architecture, register organization, memory segmentation, interrupts, addressing modes, operating modes - minimum and maximum modes, interfacing 8086 with support chips, minimum and maximum mode 8086 systems and timings. The third part focuses on the 8051 microcontroller. It teaches you the 8051 architecture, pin description, instruction set, programming 8051 and interfacing 8051 with external memory. It explains timers/counters, serial port, interrupts of 8051 and their programming. It also describes the interfacing 8051 with keyboards, LCDs and LEDs and explains the control of servomotor, stepper motors and washing machine using 8051. This book presents an overview of the ARM history and architecture, from the 1980's legacy Advanced RISC Machine, to today's 64-bit multicore units. The applications for the ARM in embedded systems is presented, as well as arm-based system-on-a chip designs. Software for the ARM is presented mostly JAVA, as are specialized architectures for vector floating point and media processing. The Thumb, NEON, and Jazelle extensions are discussed. The applications of the ARM architecture onboard spacecraft is explored, with a brief introduction to unique challenges of the space environment. Vector floating point and multicore instantiations of SIMD are covered. System simulation and debugging are discussed. Arm has proven to be a popular architecture for inexpensive Cubesats. Yearly, billions of the ARM chips are sold. They are present in computer tablets, set-top boxes, phones, automobiles, airplanes, locomotives, routers, household appliances, medical devices - every electronic device imaginable. Understanding of the ARM architecture is critical to understand today's electronic ecosystem. Appendices present selected computer architecture topics such as I/O, floating point, cache, and the fetch/execute cycle in some depth. An extensive glossary and bibliography are included. A survey of architectural mechanisms and implementation techniques for exploiting fine- and coarse-grained parallelism within microprocessors. Beginning with a review of past techniques, the monograph provides a

comprehensive account of state-of-the-art techniques used in microprocessors, covering both the concepts involved and implementations in sample processors. The whole is rounded off with a thorough review of the research techniques that will lead to future microprocessors. XXXXXXXX Neuer Text This monograph surveys architectural mechanisms and implementation techniques for exploiting fine-grained and coarse-grained parallelism within microprocessors. It presents a comprehensive account of state-of-the-art techniques used in microprocessors that covers both the concepts involved and possible implementations. The authors also provide application-oriented methods and a thorough review of the research techniques that will lead to the development of future processors. Microprocessors have come a long way since their conception. They have become formidable processing tools, and we encounter them in almost every part of our daily activities, from the kitchen with its microwave oven to the cockpit of a sophisticated aircraft. The purposes of this book are to "walk through" the current microprocessor technology and briefly to describe some of the most advanced microprocessors available. The book is a survey of advanced microprocessors, aimed particularly at the engineering manager rather than the design engineer. Chapter One outlines the history of microprocessors and describes some terminology used in computer architecture. Chapter Two discusses advanced computer concepts, such as data and data types, addressing modes, pipeline, and cache memory. Chapter Three describes new computer architectures, such as reduced-instruction-set computers (RISCs) and very-long-instruction-word computers. RISC architecture has become very popular among designers. Chapter Four discusses an architecture, data-flow, which is a departure from the conventional von Neumann architecture. NEC has applied the dataflow architecture on the design of a very sophisticated image processing chip, the NEC PD7281. Chapters Five and Six are case studies, describing the Am29000 and the Transputer, respectively. Chapter Seven describes microprocessors specifically designed for digital

signal processing. Chapter Eight discusses micromultiprocessing and describes the various topologies currently used. The era of the 16-bit microprocessor began in 1978 with the introduction by Intel of the 8086 and 8088 processors. Embedded controller versions of some of the general purpose cpu's were also added to the families. The 16-bit microprocessors were a follow-on to the previous 8 bit chips. They offered not only greater integer word size, but more address range, and faster operation than their predecessors. Initially implemented in multiple chips, the march of technology finally allowed these 16-bit machines to be a single chips design. Floating point hardware was developed for the 16-bit integer cpu's, and would later be incorporated into the same chip as the later 32-bit processors. At the same time, single-chip versions of some of the popular 16-bit minicomputers evolved. These included the DEC PDP-11 and Data Genera NOVA series. The 16-bit machines finally brought processing power to the desktop to begin to threaten the reign of the mainframes. Just imagine. A computer on every desktop. What would we do with that? This textbook is designed for the first course in Computer Architecture, usually offered at the junior/senior (3rd, 4th year) level in electrical engineering, computer science or computer engineering departments. This course is required of all electrical engineering and computer science/computer engineering majors specializing in the design of computer systems. This text provides a comprehensive introduction to computer architecture, covering topic from design of simple microprocessors to techniques used in the most advanced supercomputers. This book presents the different challenges of secure processor architecture design for architects working in industry who want to add security features to their designs as well as graduate students interested in research on architecture and hardware security. It educates readers about how the different challenges have been solved in the past and what are the best practices, i.e., the principles, for design of new secure processor architectures. Based on the careful review of past work by many computer architects and security researchers, readers also will



come to know the five basic principles needed for secure processor architecture design. The book also presents existing research challenges and potential new research directions. Finally, it presents numerous design suggestions, as well as discussing pitfalls and fallacies that designers should avoid. With growing interest in computer security and the protection of the code and data which execute on commodity computers, the amount of hardware security features in today's processors has increased significantly over the recent years. No longer of just academic interest, security features inside processors have been embraced by industry as well, with a number of commercial secure processor architectures available today. This book gives readers insights into the principles behind the design of academic and commercial secure processor architectures. Secure processor architecture research is concerned with exploring and designing hardware features inside computer processors, features which can help protect confidentiality and integrity of the code and data executing on the processor. Unlike traditional processor architecture research that focuses on performance, efficiency, and energy as the first-order design objectives, secure processor architecture design has security as the first-order design objective (while still keeping the others as important design aspects that need to be considered). Offering a carefully reviewed selection of over 50 papers illustrating the breadth and depth of computer architecture, this text includes insightful introductions to guide readers through the primary sources. This book provides the students with a solid foundation in the technology of microprocessors and microcontrollers, their principles and applications. It comprehensively presents the material necessary for understanding the internal architecture as well as system design aspects of Intel's legendary 8085 and 8086 microprocessors and Intel's 8051 and 8096 microcontrollers. The book throughout maintains an appropriate balance between the basic concepts and the skill sets needed for system design. Besides, the book lucidly explains the hardware architecture, the instruction set and programming, support chips, peripheral interfacing,

and cites several relevant examples to help the readers develop a complete understanding of industrial application projects. Several system design case studies are included to reinforce the concepts discussed. With exhaustive coverage and practical approach, the book would be indispensable to undergraduate students of Electrical and Electronics, Electronics and Communication, and Electronics and Instrumentation Engineering. It can be used for a variety of courses in Microprocessors, Microcontrollers, and Embedded System Design. The second edition of the book introduces additional topics like I/O interfacing and programming, serial interface programming, delay programming using 8086 and 8051. Besides, many more examples and case studies have been added.

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- [Computer Architecture](#)
- [Computer Architecture](#)
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- [Microprocessor Architectures And Systems](#)
- [Designing Embedded Hardware](#)
- [Microprocessor Architecture And Programming](#)
- [The X86 Microprocessors Architecture And Programming 8086 To Pentium](#)
- [Computer Architecture](#)
- [Architecture And The Microprocessor](#)
- [A Security Architecture For Microprocessors](#)

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- [Survey Of Advanced Microprocessors](#)
- [A Guide To RISC Microprocessors](#)
- [16 bit Microprocessors](#)
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- [Readings In Computer Architecture](#)
- [Computing Machinery](#)
- [Microprocessor Architecture Programming And Systems Featuring The 8085](#)
- [The Intel Microprocessors](#)
- [16 bit And 32 bit Microprocessors](#)
- [Microprocessor 1](#)
- [Processor Microarchitecture](#)
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- [16 Bit Microprocessors History And Architecture](#)
- [Principles Of Secure Processor Architecture Design](#)
- [The Architecture Of The ARM Microprocessors](#)
- [Itanium Architecture For Programmers](#)
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