

# **Faculty of Computing and Information Technology**

Department of Computer Science



Spring 2018

# **CPCS-413 Syllabus**

# **Catalog Description**

CPCS-413 Computer Architecture (II)
Credit: 3 ( Theory: 3, Lab: 0, Practical: 0)

**Prerequisite:** CPCS-241 **Classification:** Elective

The objective of this course is to explore modern computer architecture approaches, such as designing advanced computer instructions, parallelism, and the advanced methods of data processing.

#### **Class Schedule**

Meet 50 minutes 3 times/week or 80 minutes 2 times/week Lab/Tutorial 90 minutes 1 times/week

### **Textbook**

John L. Hennessy, David A. Patterson, Andrea C. Arpaci-Dusseau, , "Computer Architecture: CD-ROM" 4 edition (2007)

**ISBN-13** 9780123704900 **ISBN-10** 0123704901

# **Grade Distribution**

Week Assessment Grade %

# **Topics Coverage Durations**

Topics	Weeks						
Advanced methods of instructions designing							
Parallelism							
Modern techniques of data input and output							
Memory management and advanced architecture of							
memories							
Measuring computer performance							
Estimating cost in relation to performance	1						
Identification of system problems	1						
Dynamic instructions scheduling	1						
Vector processors	1						
Memory organization	1						
Measuring computer reliability							
Structure simulation tools and techniques							
Using the assembly language and high-level	1						
programming languages for advanced features							

#### **Last Articulated**

### **Relationship to Student Outcomes**

a	b	c	d	e	f	g	h	i	j	k
X	X	X								

## **Course Learning Outcomes (CLO)**

By completion of the course the students should be able to

- 1. To understand the recent methods of building computers and the advanced techniques used in designing instructions. ()
- 2. To understand the instruction cycle. ()
- 3. To know the code-generation methods and the advanced technologies of processors. ()
- 4. To be familiar with the advanced methods of memory and I/O System management. ()
- 5. To be familiar with performance optimization methods. ()
- 6. To be familiar with the modern techniques of Structure simulation. ()

## **Coordinator(s)**