#### **ARCOS Group**

# uc3m Universidad Carlos III de Madrid

### Course rules

Computer Structure
Bachelor in Computer Science and Engineering



## Course profile

- COMPUTER STRUCTURE
- Bachelor in Computer Science and Engineering
  - ▶ REQUIRED
  - ECTS Credits: 6
  - Hours/week: 3

The purpose is to understand the basic concepts for designing computers

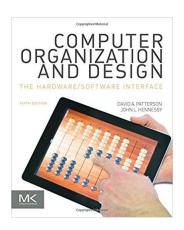
## Program



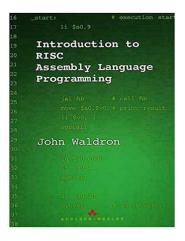
- Introduction to computers
- 2. Data representation and basic
- 3. Assembly programming
- 4. Processor
- 5. Memory hierarchy
- 6. Input/output systems

## Bibliography





 Computer Organization and Design The hardware/Software Interface
 D.A. Patterson, J. Hennessy
 2014



 Introduction to RISC Assembly Programming
 J. Waldron,
 Editorial Addison-Wesley, 1999

## Methodology



#### ▶ Theory classes:

- Present and explain basic concepts.
- Students must also consult the textbooks (both for theory and problems); it is possible that the professor may not have time to explain all details during class! Ask anything that is unclear, ideally before exam week!!

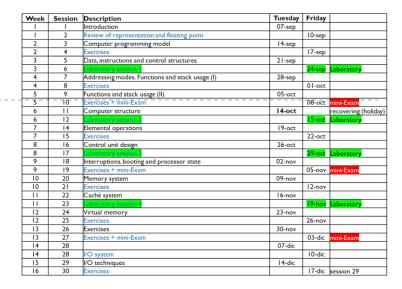
#### Problem solving in class:

- The professor will solve exercises to illustrate how to apply the concepts learned in the theory class.
- The students will solve exercises to make sure they get practical experience and they understand what concepts are still unclear.

#### ▶ Lab work:

Several sets of problems, solved in groups to encourage teamwork.

#### Schedule



- ▶ 15 weeks, 29 classes in total:
  - ▶ 14 classes: magistral classes
  - ▶ II classes: exercises + review + mini-exam
  - ▶ 4 laboratory classes

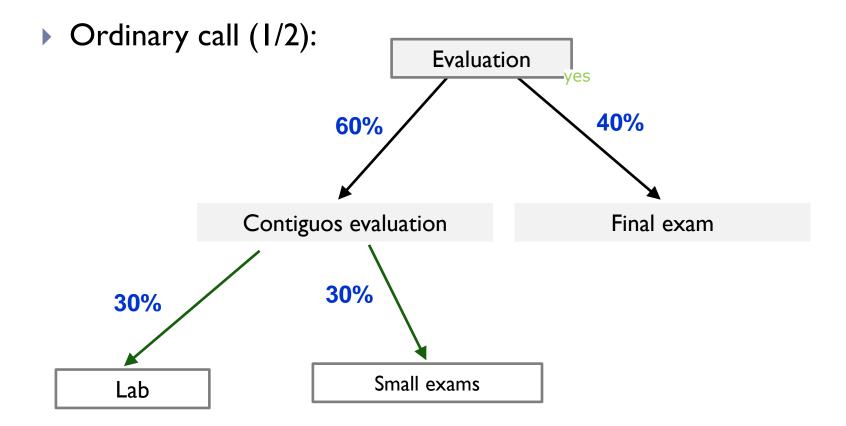
Week	Session	Description	Tuesday	Friday	
	I	Introduction	07-sep		
I	2	Review of representation and floating point		10-sep	
2	3	Computer programming model	I 4-sep		
2	4	Exercises		17-sep	
3	5	Data, instructions and control structures	21-sep		
3	6	Laboratory session 1		24-sep_	<u>Laboratory</u>
4	7	Addressing modes. Functions and stack usage (I)	28-sep		
4	8	Exercises		01-oct	
5	9	Functions and stack usage (II)	05-oct		
5	10	Exercises + mini-Exam		08-oct	mini-Exam
6	Ш	Computer structure	I4-oct		recovering (holiday)
6	12	Laboratory session 2		I5-oct	<u>Laboratory</u>
7	14	Elemental operations	19-oct		
7	15	Exercises		22-oct	
8	16	Control unit design	26-oct		
8	17	Laboratory session 3		<b>29</b> -oct	<u>Laboratory</u>
9	18	Interruptions, booting and processor state	02-nov		
9	19	Exercises + mini-Exam		05-nov	mini-Exam
10	20	Memory system	09-nov		
10	21	Exercises		12-nov	
- 11	22	Caché system	I 6-nov		
- 11	23	Laboratory session 4		19-nov	<u>Laboratory</u>
12	24	Virtual memory	23-nov		
12	25	Exercises		26-nov	
13	26	Exercises	30-nov		
13	27	Exercises + mini-Exam		03-dic	mini-Exam
14	28		07-dic		
14	28	I/O system		10-dic	
15	29	I/O techniques	14-dic		
16	30	Exercises		17-dic	session 29

#### COVID rules

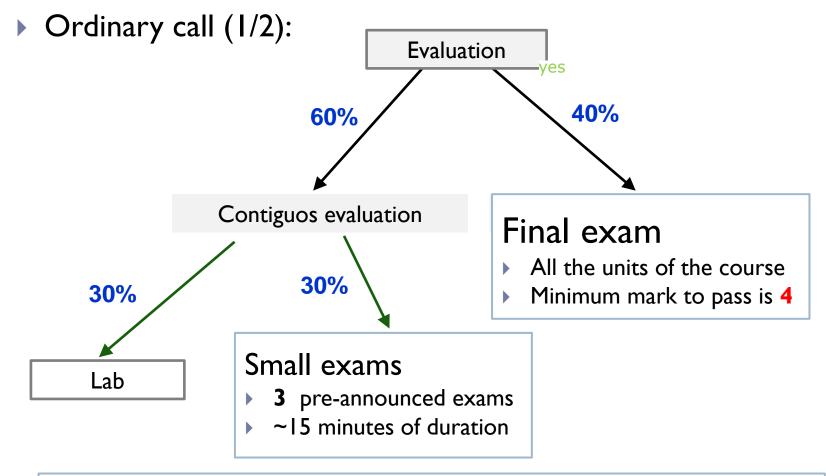


- Personal attendance
  - Office hours: on-line (appointment required).
- Classes:
  - Rotation system: classes will be streamed (Blackboard).
  - Doors and windows opened during class.
  - Face mask is mandatory.
- Please check latest information at: https://www.uc3m.es/covid19/inicio



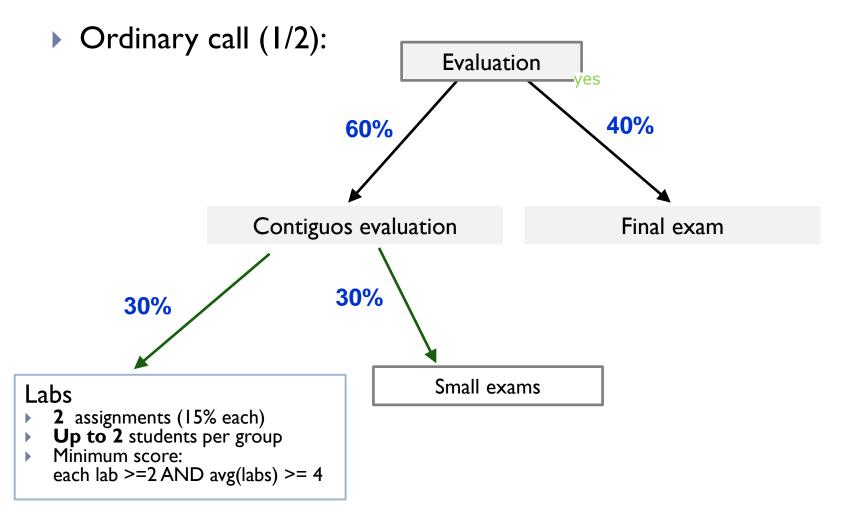






Extra point if the grade is greater than 7 in the contiguos evaluation





#### Evaluation: labs

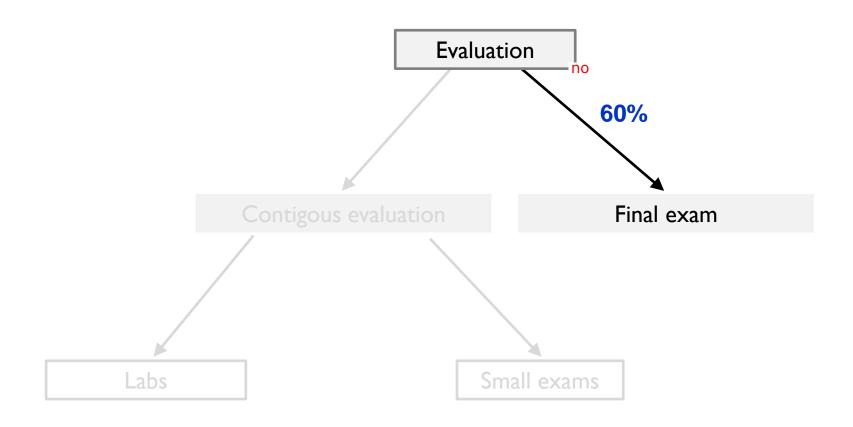


- 2 programming assignments (30%)
  - ▶ Each assignment has a score of 15%
  - Minimum score to past is:
    - ▶ (2 over 10 for each one) AND (4 over 10 on contiguous evaluation)
- Up to 2 students per group (max)
- 4 Laboratories classes
  - Attending is not mandatory (but recommendable)
  - Schedule
    - ▶ September 23 | 24
    - October 14 | 15
    - October 28 | 29
    - November 18 | 19

### Student evaluation

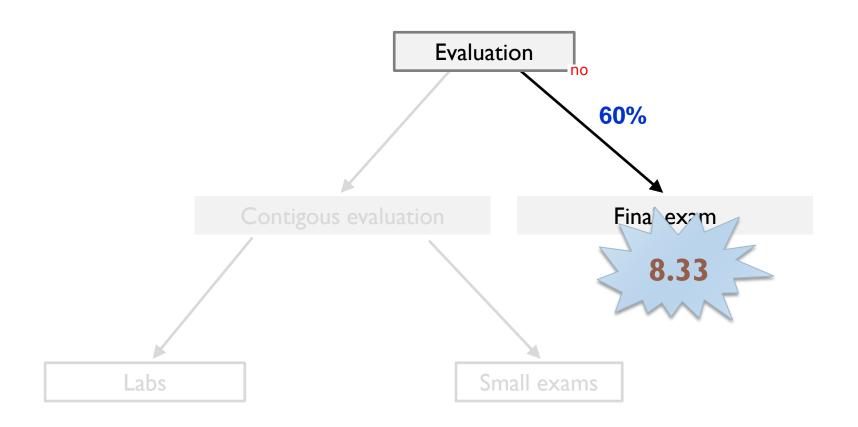


Ordinary call (2/2):



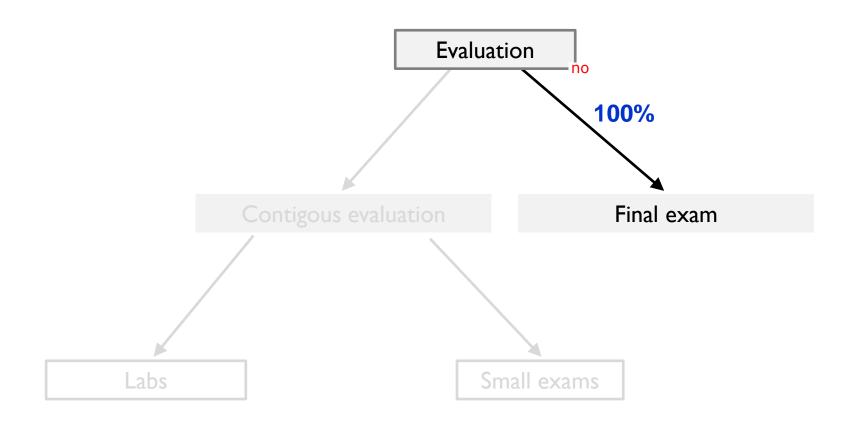


Ordinary call (2/2):



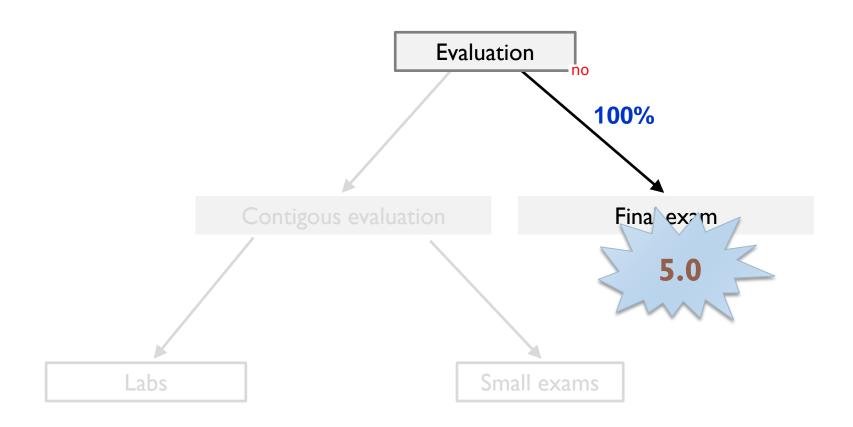


▶ Extraordinary call (1/2):

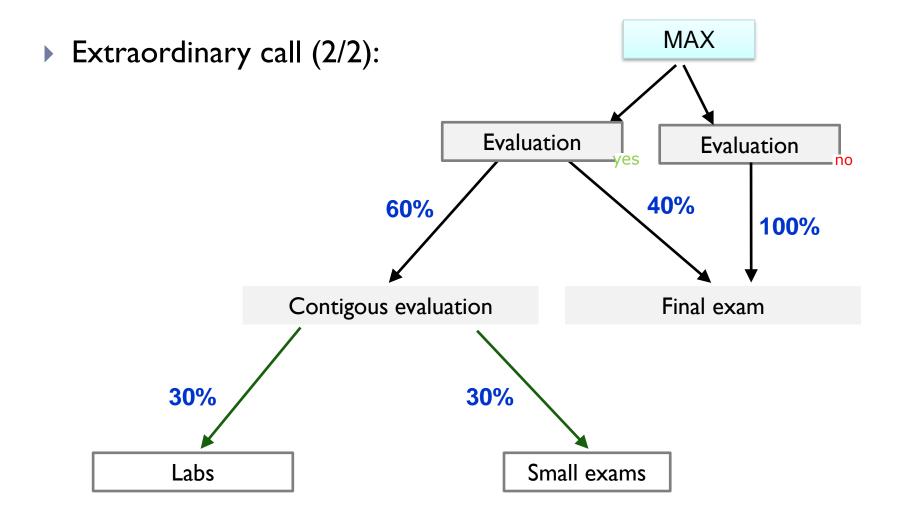




▶ Extraordinary call (1/2):







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