



## COURSE OUTLINE

**Course Code:** CSE 305

**Course Title:** Computer Architecture

**Level/Term:** 3-I

**Section:** A and B

**Academic Session:** July 2016

**Course Teachers:**

Name	Room No.	Email	Contact No.
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### Syllabus:

Information representation; Measuring performance; Instructions and data access methods: operations and operands of computer hardware, representing instruction, addressing styles; Arithmetic Logic Unit (ALU) operations, floating point operations, designing ALU; Processor design: datapaths - single cycle and multicycle implementations; Control Unit design - hardware and microprogrammed; Hazards; Exceptions; Pipeline: pipelined datapath and control, superscalar and dynamic pipelining; Memory organization: cache, virtual memory, channels; DMA and Interrupts; Buses; Multiprocessors: types of multiprocessors, performance, single bus multiprocessors, multiprocessors connected by network, clusters.

### Learning Outcomes/Objectives:

After undergoing this course, students should be:

- Able to grasp the basic concept of computer architecture and organization, and understand the key skills of constructing cost-effective computer systems.
- Able to evaluate different designs and organizations of modern computers to provide quantitative arguments in evaluating different designs.
- Able to articulate design issues in the design and development of different components of a computer such as processor, memory, and control unit etc.
- Able to understand the design issues of scalable and parallel computer architectures to cope up with future high performance computing systems.

### Distribution of Marks:

Class participation	10%
Homework assignment and quizzes	20%
Final Examination (3 hours)	70%
<b>Total</b>	<b>100%</b>



Weekly Schedule:

Week	Topics	Teacher's Initial
1 + 2	Computer Abstractions and Technology	RS
3 + 4 + 5	Instructions: Language of the Compiler	JMM
5 + 6 + 7	Arithmetic for Computers	JMM
8 + 9	Parallel Processors from Client to Cloud	JMM
10 + 11 + 12	The Processor	RS
12 + 13 + 14	Large and Fast: Exploiting Memory Hierarchy	RS
14	Current Trends in Computer Architecture	RS

Prepared by:	
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Signature:	Signature:
Date:	Date: