

Cp E 431: Computer Architecture

Computer Architecture: instruction set architecture; single-cycle, FSM, and pipelined processor microarchitecture; hazards; memory technology; caches; memory protection, translation, and virtualization; FSM and pipelined cache microarchitecture; integration of processors and memories; performance analysis; superscalar execution; multiprocessors.

3 Credits

Prerequisites

- EI E 485: Microprocessor Systems Engineering \$target.descriptions.MinimumGrade\$
- El E 385: Advanced Digital Systems \$target.descriptions.MinimumGrade\$

Instruction Type(s)

• Lecture: Lecture for Cp E 431

Subject Areas

<u>Computer Engineering, General</u>

Related Areas

<u>Computer Hardware Engineering</u>

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