

Cp E 431: Computer Architecture **Electrical and Computer Engineering**

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\$
- [EI E 385: Advanced Digital Systems](#) \$target.descriptions.MinimumGrade\$

Instruction Type(s)

- Lecture: Lecture for Cp E 431

Subject Areas

- [Computer Engineering, General](#)

Related Areas

- [Computer Hardware Engineering](#)

