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

- El 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

- Computer Engineering, General

Related Areas

- Computer Hardware Engineering