

Institute of Cyber-Physical Systems						
Name of the subject:	Code of the subject:	Credits:	Weekly hours:			
				lec	sem	lab
Int. to Computer Architectures	NIESA1EBNE	4	full-time	3	0	0
Responsible person for the subject: Dr. Mehdi Taassori			Classification:			
Subject lecturer(s):						
Prerequisites:	NIXDR0EBNE	Digital Systems				
Way of the assessment:	Exam					
Course description						
Goal:	The course aims to equip students with the knowledge to design computer systems by exploring computer architecture, machine language, and hardware components. It provides a comprehensive understanding of how computer hardware interacts.					
Course description:	The course focuses on the fundamental principles of computer architecture. It covers the design and functionality of modern computer systems, including topics such as data representation, assembly language programming, processor design, memory hierarchy, and input/output mechanisms.					

Lecture schedule	
Education week	Topic
1.	Computer Abstractions and Technology: Introduction, Abstractions, Instruction set architecture, Technology Trends, Performance, Measuring Performance, CPU Clocking, CPU Time, Improving Performance
2.	Computer Abstractions and Technology: CPI, Power Trends, The Power Wall, Uniprocessors to Multiprocessors, SPEC CPU Benchmark, SPEC Power Benchmark, Amdahl's Law, MIPS as a Performance Metric
3.	Instructions: Language of the Computer: Instruction Set, MIPS Instruction Format, Operations of the Computer Hardware, Register operands, Memory operand, Immediate operand, Signed and Unsigned Number
4.	Instructions: Language of the Computer: Representing Instructions in the Computer, MIPS R-format Instructions, MIPS I-format Instructions, Logical Operations, Shift Operations, Instructions for Making Decisions, Conditional Operations, Loop Statement, MIPS Addressing for 32-bit Immediates and Addresses, Instruction formats, ARM and MIPS
5.	Arithmetic for Computers: Addition, Subtraction, Multiplication, Multiplication Hardware, Optimized Multiplier, MIPS Multiplication, Division, Division Hardware, Optimized Divider, MIPS Division
6.	The Processor: CPU Overview, Logic Design Conventions, Building a Datapath, Creating a Single Datapath, Simple Implementation Scheme,
7.	The Processor:, Operation of the Datapath, Multicycle Implementation, Full Datapath, ALU Control, Datapath with Control Unit
8.	The Processor: Overview of Pipelining, Designing Instruction Sets for Pipelining, Pipeline Hazards
9.	The Processor: MIPS Pipeline, Pipelined Datapath and Control, Pipelined Control, Data Hazards: Forwarding versus Stalling, Data Hazards and Stalls ,Control Hazards, Dynamic Branch Prediction, Exception
10.	Large and Fast: Exploiting Memory Hierarchy: Principle of Locality, Memory Hierarchy, Memory Technologies, The Basics of Caches
11.	Large and Fast: Exploiting Memory Hierarchy:, Measuring and Improving Cache Performance, Associative Caches, Multilevel Caches
12.	Large and Fast: Exploiting Memory Hierarchy: Virtual Memory, Finite-State Machine to Control a Simple Cache
13.	Written Exam

14.	Written Exam (Retake)	
Mid-term requirements		
Conditions for obtaining a mid-term grade/signature	Written Exam A minimum of 51% must be achieved to receive a signature.	
Assessment schedule		
Education week	Topic	
Method used to calculate the <i>mid-term grade</i> (to be filled out only for subjects with mid-term grades)		
Type of the replacement		
Type of the replacement of written test/mid-term grade/signature	The signature retake exam is exclusively available to students whose written exam grade is less than 51%.	
Type of the exam (to be filled out only for subjects with exams)		
Written and multiple-choice exam		
Calculation of the exam mark (to be filled only for subjects with exams)		
- Final Exam 100% - Attendance for midterm exam, and the exam is mandatory.		
Final grade calculation methods:		
0-50 points - Fail 51-69 points - Pass 70-79 points – Satisfactory 80-89 points - Good 90-100 points – Excellent		
References		
Obligatory:	D. A. Patterson and J. L. Hennessy, Computer Organization and Design: The Hardware/Software Interface, Morgan kaufmann.	
Recommended:		
Other references:		