EEDG6304 - Computer Architecture

EEDG 6304 (CE 6304, CS 6304) Computer Architecture (3 semester hours) Trends in processor, memory, I/O and system design. Techniques for quantitative analysis and evaluation of computer systems to understand and compare alternative design choices in system design. Components in high performance processors and computers: pipelining, instruction level parallelism, memory hierarchies, and input/output. Students will undertake a major computing system analysis and design project. Prerequisite: EE 4304 or CS 3340 and C/C++. (3-0) Y (2016-02-05 21:17:28)