EEDG6304 - Computer Architecture

**EEDG 6304 (CE 6304 and CS 6304)** Computer Architecture (3 semester credit 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. Must have an understanding of C/C++. Prerequisite: [CS 3340](http://catalog.utdallas.edu/2015/graduate/courses/cs3340) or [EE 4304](http://catalog.utdallas.edu/2015/graduate/courses/ee4304). (3-0) Y (2016-02-06 00:01:23)