The University of Jordan

School of Engineering

Computer Engineering Department

Fall Term 2020/2021



Course Computer Architecture and Organization (2) – 0917432 (3 Cr. - Core Course)

Exploiting instruction level parallelism, hardware and software approaches. **Catalog Description**

Pipelined, Vector, Super scalar, and VLIW processors. Predication, Branch Prediction, and Control and Data Speculation. Case Studies of Modern Processors. Hierarchical Memory Design. Virtual memory. Input/Output Interfacing and System Integration. Introduction to Parallel Processing. Flynn's classification. Symmetric

Multiprocessors. Cache coherence.

Prerequisites by Computer Architecture and Organization (1) – (0917335)

Course

Prerequisites by Students are assumed to have had sufficient knowledge pertaining to digital logic design, RISC-V instruction set architecture, computer arithmetic, processor datapath **Topic**

and control design, single-cycle, multi-cycle, and pipelined implementations of

processors.

Textbook Patterson and Hennessy. Computer Organization & Design: The Hardware/Software

Interface, RISC-V ed., Morgan Kaufmann, Elsevier Inc., 2018.

1. Hennessy and Patterson, Computer Architecture: A Quantitative Approach, 6th References

ed., Morgan Kaufmann, Elsevier Inc., 2017.

2. J. P. Shen and M. H. Lipasti. Modern Processor Design: Fundamentals of Superscalar Processors, Mc Graw Hill, 2005.

3. D. Culler and J.P. Singh with A. Gupta. Parallel Computer Architecture: A

Hardware/Software Approach, Morgan Kaufmann, 1998.

4. J. Hayes. Computer Architecture and Organization, 3rd ed., McGraw-Hill, 1998.

http://www.abandah.com/gheith/?page_id=2518 **Course Website**

Facebook group https://www.facebook.com/groups/549894571732525/

Schedule & Duration 15 Weeks, 43 lectures, 50 minutes each

Or 31 lectures, 75 minutes each

Student Material Textbook, class handouts, some instructor keynotes, and any additional reading

assigned by the instructor.

College Facilities Classroom with whiteboard and projection display facilities, library, and computer

laboratory.

Course Objectives The objectives of this course are:

> 1. Introduce students to the technological changes in designing and building processors and computers.

2. Introduce students to the advanced techniques used in modern processors including pipelining, branch prediction, dynamic and speculative execution,

multiple issue, multithreading, and software optimizations.

3. Introduce the students to the basic concepts and technologies used in designing memory and storage systems including cache, main memory, virtual memory,

and secondary memory.

4. Introduce the students to the various approaches in parallel processing

including SIMD extensions, vector processors, GPUs, multicore processors, shared memory multiprocessors, clusters, and message-passing multicomputers.

Course Outcomes and Relation to ABET Program Outcomes

Upon successful completion of this course, a student should be able to:

- 1. Understand and analyze the performance of single-processor architectures, as well as multiprocessor architectures [1].
- 2. Understand and analyze the performance of memory hierarchy levels [1].
- 3. Understand the technological improvements and the effect of these improvements on modern computers [4].
- 4. Survey research papers that describe contemporary issues in computer design [3, 4, 7].

Course Topics

- 1. Introduction
- 2. Computer Technology and Performance (Sections 1.5–1.11)
- 3. Processor: Instruction-Level Parallelism (Sections 4.6–4.11, 4.14–4.15)
- 4. Memory Hierarchy (Sections 5.1–5.11, 5.13, 5.16–5.17)
- 5. Parallel Processors (Sections 6.1–6.8, 6.10–6.14)

Computer Usage

Practical aspects of the course are covered in Computer Design Lab 0907439.

Important Dates

Date	Event
Sun 11 Oct, 2020	First Lecture
Sun 6 Dec, 2020	Midterm Exam
Sun 27 Dec, 2020	Project Report Due
Thu 31 Dec, 2020	Last Date to Withdraw
Sun 3 Jan, 2021	Last Lecture
Jan 5 – 17, 2021	Final Exam Period

Policies

- Attendance is required. Class attendance will be taken every class and the university polices will be enforced in this regard.
- All submitted work must be yours
- Cheating will not be tolerated
- Open-book exams
- Join the Facebook group of this course
- Check department announcements at:

http://www.facebook.com/pages/Computer-Engineering-

Department/369639656466107 for general department announcements.

Assessments

Reports, participation and exams

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Participation	10%
Technology Trends Research Project	10%
Midterm Exam	30%
Final Exam	50%

Instructors

Prof. Gheith Abandah, <u>abandah@ju.edu.jo</u> Homepage: <u>http://www.abandah.com/gheith</u> Office Hours: Sun through Wed: 10:30-11:30

Class Time and Location

Section 1: Sun, Tue, Thu: 9:30–10:30, CPE 102, Microsoft Teams

Last Updated

Nov 3, 2020

Program Outcomes (PO)

1	an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics
2	an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors
3	an ability to communicate effectively with a range of audiences
4	an ability to recognize ethical and professional responsibilities in engineering situations and make
	informed judgments, which must consider the impact of engineering solutions in global, economic,
	environmental, and societal contexts
5	an ability to function effectively on a team whose members together provide leadership, create a
	collaborative and inclusive environment, establish goals, plan tasks, and meet objectives
6	an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use
	engineering judgment to draw conclusions
7	an ability to acquire and apply new knowledge as needed, using appropriate learning strategies.