

ADVANCED COMOUTER ARCHITECTURE

1	Course Title:	ADVANCED COMOUTER ARCHITECTURE	
2	Course Code:	BM5137	
3	Type of Course:	Optional	
4	Level of Course:	Second Cycle	
5	Year of Study:	1	
6	Semester:	1	
7	ECTS Credits Allocated:	6.00	
8	Theoretical (hour/week):	3.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:	None	
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Prof. Dr. KEMAL FİDANBOYLU	
15	Course Lecturers:	-	
16	Contact information of the Course Coordinator:	e-posta: kfidan@uludag.edu.tr Uludağ Üniversitesi, Bilgisayar Mühendisliği Bölümü Görükle Kampüsü, 16059 Nilüfer, Bursa	
17	Website:		
18	Objective of the Course:	Teaching the basic concepts about modern computer architecture is the main aim of the course.	
19	Contribution of the Course to Professional Development:	Engineering Science: 85%; Engineering Design: 15%	
20	Learning Outcomes:		
		1	Understand the fundamentals of quantitative digital design and analysis
		2	Examine memory hierarchy in digital design
		3	Examine memory hierachies in the ARM Cortex-A8 and Intel Core i7
		4	Examine instruction-level parallelism and its exploitation
		5	Examine the Intel Core i7 and ARM Cortex-A8
		6	Examine data-level parallelism in vector, SIMD, and GPU architectures
		7	Examine mobile versus server GPUs and Tesla versus Core i7
		8	Understand thread-level parallelism
		9	Examine multicore processors and their performance
		10	Examine the MIPS architecture and the MIPS R4000 pipeline
21	Course Content:		
		Course Content:	
Week	Theoretical	Practice	
1	Fundamentals of Quantitative Design and Analysis		
2	Performance, Price, and Power		
3	Memory Hierarchy Design		

4	Memory Hierachies in the ARM Cortex-A8 and Intel Core i7	
5	Instruction-Level Parallelism and Its Exploitation	
6	The Intel Core i7 and ARM Cortex-A8	
7	Data-Level Parallelism in Vector, SIMD, and GPU Architectures	
8	Mobile versus Server GPUs and Tesla versus Core i7	
9	Thread-Level Parallelism	
10	Multicore Processors and Their Performance	
11	Warehouse-Scale Computers to Exploit Request-Level and Data-Level Parallelism	
12	A Google Warehouse-Scale Computer	
13	The MIPS Architecture	
14	The MIPS R4000 Pipeline	

22	Textbooks, References and/or Other Materials:	<p>Textbook: J. L. Hennessy, D. A. Patterson, Computer Architecture: A Quantitative Approach, Morgan and Kauffman, 6th edition, 2017.</p> <p>Supplementary Textbook: Sarah Harris and David Harris, Digital Design and Computer Architecture, RISC-V Edition, Elsevier, 1st Edition, 2017.</p>

Activities		Number	Duration (hour)	Total Work Load (hour)
THEORETICAL ACTIVITIES				
Theoretical	14		3.00	42.00
Practicals/Labs		0	0.00	0.00
Self-study and preparation	0	0.00	5.00	70.00
Homeworks		1	33.00	33.00
Project Exam	1	60.00	0.00	0.00
Field Studies		0	0.00	0.00
Distribution of Term (Year) Learning Activities to		40	15.00	15.00
Others		0	0.00	0.00
Contribution of Final Exam to Success Grade		60	20.00	20.00
Total Work Load				180.00
Measurement and Evaluation Techniques Used in the		Classical problem-solving ability will be measured in		
ECTS Credit of the Course				6.00

24	ECTS / WORK LOAD TABLE
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[illegible]

ÖK4	5	4	4	2	2	2	0	0	0	0	0	0	0	0	0	0
ÖK5	5	4	4	2	2	2	0	0	0	0	0	0	0	0	0	0
ÖK6	5	4	4	2	2	2	0	0	0	0	0	0	0	0	0	0
ÖK7	5	4	4	2	2	2	0	0	0	0	0	0	0	0	0	0
ÖK8	5	4	4	2	2	2	0	0	0	0	0	0	0	0	0	0
ÖK9	5	4	4	2	2	2	0	0	0	0	0	0	0	0	0	0
ÖK10	5	4	4	2	2	2	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			