# **EE4218: COMPUTER ARCHITECTURE**

**Effective Term** Semester A 2022/23

# Part I Course Overview

**Course Title** Computer Architecture

Subject Code EE - Electrical Engineering Course Number 4218

Academic Unit Electrical Engineering (EE)

**College/School** College of Engineering (EG)

**Course Duration** One Semester

**Credit Units** 3

Level B1, B2, B3, B4 - Bachelor's Degree

Medium of Instruction English

Medium of Assessment English

Prerequisites EE2004 Microcomputer Systems

Precursors Nil

**Equivalent Courses** EE3201 Computer Architecture

**Exclusive Courses** Nil

# Part II Course Details

# Abstract

The course aims to present the fundamentals of computer architecture, computer arithmetic, CPU design, memory system, I/O system, and interconnection structures.

# Course Intended Learning Outcomes (CILOs)

|   | CILOs  | Weighting (if app.) | DEC-A1 | DEC-A2 | DEC-A3 |
|---|--|---------------------|--------|--------|--------|
| 1 | describe computer architecture, computer<br>arithmetic, and CPU design |                     | х      | Х      |        |
| 2 | explain the memory system of a computer                                |                     | Х      | Х      |        |
| 3 | describe I/O system and interconnection<br>structures of computer      |                     | х      | X      |        |
| 4 | identify high performance architecture design                          |                     | Х      | X      |        |

# A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

# A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

# A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

|   | TLAs        | Brief Description  | CILO No.   | Hours/week (if<br>applicable) |
|---|-------------|--|------------|-------------------------------|
| 1 | Lecture     | Key concepts are<br>described. Key concepts<br>are learned from working<br>on design problems.<br>Explain how some<br>problems are solved and<br>the techniques used;<br>explain some concepts | 1, 2, 3, 4 | 3                             |
| 2 | Assignments | Practice problem solving   | 1, 2, 3, 4 |                               |
| 3 | Quiz/Test   | Practice problem solving   | 1, 2, 3, 4 |                               |

#### Teaching and Learning Activities (TLAs)

#### Assessment Tasks / Activities (ATs)

|   | ATs                    | CILO No.   | Weighting (%) | Remarks (e.g. Parameter<br>for GenAI use) |
|---|------------------------|------------|---------------|---|
| 1 | Tests (min: 2)         | 1, 2, 3, 4 | 30            |   |
| 2 | #Assignments (min.: 3) | 1, 2, 3, 4 | 20            |   |

Continuous Assessment (%)

50

Examination (%)

50

Examination Duration (Hours)

2

Additional Information for ATs

Remark: To pass the course, students are required to achieve at least 30% in coursework and 30% in the examination.

# may include homework, tutorial exercise, project/mini-project, presentation

Assessment Rubrics (AR)

Assessment Task Examination

**Criterion** Achievements in CILOs

Excellent (A+, A, A-) High

Good (B+, B, B-) Significant

Fair (C+, C, C-) Moderate

Marginal (D) Basic

Failure (F) Not even reaching marginal levels

Assessment Task Coursework

**Criterion** Achievements in CILOs

Excellent (A+, A, A-) High

Good (B+, B, B-) Significant

Fair (C+, C, C-) Moderate

# Marginal (D)

Basic

### Failure (F)

Not even reaching marginal levels

# Part III Other Information

#### **Keyword Syllabus**

Fundamental concepts

- structure and function of computer
- computer evolution

Central Processing Unit

- computer arithmetic
- instruction format and addressing mode
- processor structure
- control unit

# <u>Memory system</u>

- memory hierarchy
- cache memory
- external memory

I/O system and interconnection structures

- programmed I/O
- interrupt-driven I/O
- Direct Memory Access
- I/O channel

High performance architecture design

- superscalar and superpipeline
- cache coherency

# **Reading List**

#### **Compulsory Readings**

|   | Title |
|---|-------|
| 1 | Nil   |

# **Additional Readings**

|   | Title  |
|---|--|
| 1 | W. Stallings, Computer Organization and Architecture: Designing for Performance, 9th Edition, Pearson. |