

Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
INF 543	Advanced Embedded Systems	2	3	0	0	3	6

Prerequisites	
Admission Requirements	

Language of Instruction	English
Course Type	Elective
Course Level	Masters Degree
Objective	<p>This course which builds on top of graduate-level knowledge of processor and systems architecture, aims to provide the current designs and trends in the field. Objectives of this course can be summarized as follows:</p> <ul style="list-style-type: none">• Puts forward the differences between current trends and traditional designs approaches in the field of Computer architecture.•Presents the design choices behind various commercial architectures.• Puts forward the techniques used for designs at the level of computer architecture.• Presents the effect of the computer architecture on the low level software.• Enables the students to complete realistic designs on certain subcomponents of a modern computer architecture.• Enables students with opportunities for assimilating the concepts and experimental methods presented in the class through multi-stage projects and assignments.

Content	<p>Week 1: Overall discussion of the course content, a brief summary of the subjects for the whole semester.</p> <p>Week 2: Processor architectures. Instruction set architecture (ISA) and microcomputer architecture. Define the components in the internals of a processor system.</p> <p>Week 3: Memory: Introduction of the semi-conductor technology related to the memory. Classification of the memory. Memory hierarchy. Error detection and correction techniques for memory</p> <p>Week 4: Cache memory. Taxonomy of Cache memory. Multi-level cache memory design.</p> <p>Week 5: RISC Architecture: General design principles behind RISC. Historical perspective. Introduction to Pipelining. Contrasting RISC with CISC architecture.</p> <p>Week 6: Pipeline Architecture - I</p> <p>Week 7: Pipeline Architecture - II</p> <p>Week 8: Midterm</p> <p>Week 9: Instruction Level Parallelism (ILP): Dependency types, ILP design approaches, challenges and solutions.</p> <p>Week 10: Instruction Level Parallelism (ILP): Performance Evaluation</p> <p>Week 11: Advanced Topics: Parallel Computers</p> <p>Hafta 12: Advanced Topics: ARM Architecture</p> <p>Hafta 13: Advanced Topics: GPU design and architecture</p> <p>Hafta 14: Advanced Topics: Performance evaluation of advanced microprocessor systems.</p>
References	<p>- Course notes</p> <p>- Hennesy, L., Patterson, D. "Computer Architecture A Quantitative Approach" 5/e, Morgan Kaufmann, 2011</p>

Theory Topics

Week	Weekly Contents
1	Overall discussion of the course content, a brief summary of the subjects for the whole semester.
2	Processor architectures. Instruction set architecture (ISA) and microcomputer architecture. Define the components in the internals of a processor system.
3	Memory: Introduction of the semi-conductor technology related to the memory. Classification of the memory. Memory hierarchy. Error detection and correction techniques for memory
4	Cache memory. Taxonomy of Cache memory. Multi-level cache memory design.
5	RISC Architecture: General design principles behind RISC. Historical perspective. Introduction to Pipelining. Contrasting RISC with CISC architecture.
6	Pipeline Architecture - I
7	Pipeline Architecture - II
8	Midterm
9	Instruction Level Parallelism (ILP): Dependency types, ILP design approaches, challenges and solutions.
10	Instruction Level Parallelism (ILP): Performance Evaluation

Week	Weekly Contents
11	Advanced Topics: Parallel Computers
12	Advanced Topics: ARM Architecture
13	Advanced Topics: GPU design and architecture
14	Advanced Topics: Performance evaluation of advanced microprocessor systems.