Module title			Abbreviation
Computer Architecture			10-GE-RAK-162-m01
Module coordinator		**Module offered by**	
Dean of Studies Informatik (Computer Science)		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Instruction set architectures, command processing through pipelining, statical and dynamic instruction scheduling, caches, vector processors, multi-core processors.

Intended learning outcomes

The students master the most important techniques to design fast computers as well as their interaction with compilers and operating systems.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate).
Language of assessment: German and/or English
creditable for bonus

Allocation of places

--

Additional information

--

Workload

150 h

Teaching cycle

Teaching cycle: every year, summer semester

Referred to in LPO I (examination regulations for teaching-degree programmes)

--

Module appears in

Bachelor's degree (1 major) Games Engineering (2016)
Bachelor's degree (1 major) Games Engineering (2017)