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| Module title | | Abbreviation |
| Computer Architecture | | 10-GE-RAK-162-m01 |
| Module coordinator | | Module offered by |
| holder of the Chair of Computer Science V | | 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 | | |
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| Additional information | | |
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| Referred to in LPO I (examination regulations for teaching-degree programmes) | | |
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| Module appears in | | |
| Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017) | | |