Module title

Computer Architecture

Abbreviation

10-GE-RAK-162-m01

Module coordinator

holder of the Chair of Computer Science V

Module offered by

Institute of Computer Science

ECTS

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Method of grading

numerical grade

Only after succ. compl. of module(s)

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Duration

1 semester

Module level

undergraduate

Other prerequisites

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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)