COURSE DESCRIPTION FORM							
Course Code and Name	CENG451 ADVANCED COMPUTER ARCHITECTURE (TECH. ELECT.)						
Course Semester	7						
Catalogue Data of the Course (Course Content)	Quantitative design and analysis, memory hierarchy, DRAM and virtual memory, pipelining, datapath and control design, data and control hazards, instruction-level parallelism, data level parallelism, dynamic scheduling of instructions, branch prediction and speculative execution, multiprocessors, thread-level parallelism, SIMD and GPU architectures, warehouse-scale computers.						
Course Textbooks	1. Hennessy, J.L., Patterson, D.A., "Computer Architecture a Quantitative Approach 6/e", Morgan Kaufmann, 2019.						
Supplementary Textbooks	<ol> <li>Dubois, Annavaram and Stenström: "Parallel Computer Organization and Design"         Cam-bridge University Press, 2012.</li> <li>John Cheng, Max Grossman, Ty McKercher: "Professional CUDA C         Programming". John Wiley &amp; Sons, Inc, 2014.</li> </ol>						
Credit (ECTS)	6						
Prerequisites for the Course (Attendance Requirements)	Attendance is mandatory						
Course Type	Technical Elective						
Language of Instruction	English						
Course Objectives	To teach the quantitative design and analysis, memory hierarchy, DRAM and virtual memory, pipelining, datapath and control design, data and control hazards, instruction-level parallelism, data-level parallelism, dynamic scheduling of instructions, branch prediction and speculative execution, multiprocessors, thread-level parallelism, SIMD and GPU architectures, warehouse scale computers.						
Course Learning Outcomes	<ol> <li>Explains quantitative design and analysis.</li> <li>Defines memory hierarchy, DRAM and virtual memory structure.</li> <li>Explains the pipelining operation.</li> <li>Explains bus and control design criteria.</li> <li>Explains instruction-level parallellism.</li> <li>Explains data-level parallellism.</li> <li>Explains dynamic scheduling of instructions, branch prediction and speculative execution.</li> <li>Defines multiprocessor systems.</li> <li>Explains thread-level parallelism.</li> <li>Explains SIMD and GPU architectures.</li> <li>Explains the running of warehouse scale computers.</li> </ol>						
Instruction Method (Face-to-face, Distance education etc.)	Face-to-face						
Weekly Schedule of the Course	Week 1: Quantitative Design and Analysis Week 2: Memory Hierarchy Week 3: DRAM and Virtual Memory Week 4: Pipelining Week 5: Datapath and Control Design Week 6: Data and Control Hazards Week 7: Instruction Level Parallelism Week 8: Data Level Parallelism Week 9: Dynamic scheduling of instructions Week 10: Branch Prediction and Speculation Week 11: Multiprocessors Week 12: Thread-level Parallelism Week 13: SIMD and GPU Architectures Week 14: Warehouse-Scale Computers						
Teaching Activities (The time spent for the activities listed here will	Weekly theoretical course hours: 3 Reading activities Internet search and library work						

,	Final ex	am and revision for f		****	(0/)					—
	3.51.1.		Number(s)							
	l <del></del>	Midterm exam 1 35								
		signment 4 25								
		Application Project								
		Project - Practice -								
	Quiz	ie –	-							
	Final e	W.O.M.	- 40	40						
	Total	xaiii	100							
Assessment Criteria										
		Activity	Number of Weeks	(Weekly   Se			End of Semester Tota Workload			
	Weekl	y theoretical course l	nours	14	3			42		
	Weekl	y practical course ho	urs	-	-			-		
Workload of the Course		ng activities		14	2	28			_	
	-		work	14	2			28		_
	Internet search and library work							20		_
	Designing and implementing materials			-	-			-		
	Making a report			4	4	16				
	Prepar	ing and making prese	-	-			-			
	Midterm and revision for midterm			1	12	12				
	Final e	exam and revision for	1	24			24			
	Total v	vorkload					36			
	Total v	workload/ 25					6		_	
	Course Credit (ECTS)				6				_	
	Course Credit (LC13)									_
Contribution Level	No		Dungman Out	202205		1	2	3	4	5
between Course Outcomes	110	Program Outcomes  Knowledge of mathematics, science, basic engineering,						3	4	
and Program Outcomes	1	computing, and computer engineering; ability to use this						X		
		knowledge in solving complex engineering problems.								
	Ability to define, formulate and analyze complex									_
	engineering problems using basic science, mathematics									
	and engineering knowledge and considering the UN Sustainable Development Goals relevant to the problems									Σ
		. 11								
		addressed.	antirra nalution	a to somelar	Ability to design creative solutions to complex engineering problems; ability to design complex systems,					
		Ability to design cr			systems					
	3	Ability to design creengineering probler	ns; ability to d	esign complex						X
	3	Ability to design creengineering probler processes, devices,	ns; ability to de software, algor	esign complex rithms or prod	ucts to					Х
	3	Ability to design creengineering probler	ns; ability to do software, algor ture requireme	esign complex rithms or prod	ucts to					X
	3	Ability to design creengineering probler processes, devices, meet current and fu	ns; ability to desoftware, algoreture requirementations.	esign complex rithms or prod ents, considerin	ucts to ng realistic					X
	3	Ability to design creengineering probler processes, devices, meet current and fu constraints and cone Ability to select, use resources and mode	ns; ability to desoftware, algoriture requirementations.  e and developern engineering	esign complex rithms or prod ents, considering appropriate tea g and informat	chniques, ics tools,					X
	3	Ability to design creengineering probler processes, devices, meet current and fur constraints and condition. Ability to select, using resources and mode including estimation.	ns; ability to desoftware, algoriture requirementations.  e and developern engineering and modeling	esign complex rithms or prodents, considering appropriate tea g and informating, for the analy	chniques, ics tools, vsis and					X
		Ability to design creengineering probler processes, devices, meet current and fu constraints and cone Ability to select, use resources and mode	ns; ability to desoftware, algoriture requiremeditions.  The and developer engineering and modeling engineering pengineering pengineeri	esign complex rithms or prodents, considering appropriate tea g and informating, for the analy	chniques, ics tools, vsis and					

	6	engineering problems or research topics in computer engineering, including reviewing the literature, designing experiments, conducting experiments, collecting data, analyzing and interpreting results.  Knowledge of the effects of engineering practices and the standards used in these practices on society, health and safety, economy, sustainability and environment within the scope of the UN Sustainable Development Goals; awareness of the consequences of engineering solutions in the fields of information security and law.	
	7	Acting in accordance with engineering professional principles and knowledge on ethical responsibility; awareness of acting impartially, without discrimination on any issue, and being inclusive of diversity.	
	8	Ability to work effectively individually and as a team member or leader in intradisciplinary and multidisciplinary teams (face-to-face, remote, or hybrid).	
	9	Ability to conduct effective verbal and written communication on technical issues in Turkish or English, prepare reports, make effective presentations and prepare software documentation, considering the various differences of the target audience (such as education, language, profession).	
	10	Knowledge of business practices such as project, risk and change management and economic feasibility analysis; awareness of entrepreneurship and innovation.	
	11	Lifelong learning skill that includes the ability to learn independently and continuously, to adapt to new and developing scientific practices and technologies, and to think inquisitively about technological changes.	
Lecturer(s) and Contact Information		r's First/Last Name: Prof. Dr. M. Ali AKCAYOL address: akcayol@gazi.edu.tr	