



Faculty of Engineering and Technology
Department of Electrical and Computer Engineering

Fall Semester 2024/2025

ENCS5331 Advanced Computer Architecture

Course Syllabus

Dr. Ayman Hroub

References	
Textbook	<ul style="list-style-type: none">• Computer Architecture: A Quantitative Approach, John L. Hennessy and David A. Patterson, Morgan Kaufmann, 6th Edition, 2019
Other References	<ul style="list-style-type: none">• Computer Organization and Design: The Hardware/Software Interface, John L. Hennessy and David A. Patterson, Morgan Kaufmann, 6th Edition, 2021• Research papers from the top conferences and journals• Handouts/presentations provided by the instructor

Learning Outcomes
<p>At the end of this course the student should be able to:</p> <ol style="list-style-type: none">1. Understand superscalar processors2. Understand the processor's memory hierarchy design options and performance optimization.3. Understand parallel computing architectures, cache coherency and bus architectures4. Understand data level parallelism (DLP) and thread-level parallelism (TLP)5. Design Domain Specific Architectures (DSA's)6. Understand the modern trends in computer architecture and technology7. Understand the principles and technologies of in/near memory computing8. Aware of computer architecture research community, top journals, top conferences, and research trends9. Conduct research in computer architecture and write a research paper

Main Topics	
• Introduction and Motivation	
• Review	<ul style="list-style-type: none"> ○ Out of Order Execution Processors ○ Compiler Techniques for Exploiting Instruction Level Parallelism ○ Dynamic Branch Prediction
• Superscalar Processors	
• Memory Subsystem	<ul style="list-style-type: none"> ○ Main Memory ○ Cache Hierarchy Organization ○ Cache Performance Evaluation and Optimization ○ Prefetching ○ Memory Controllers
• Bus Architectures	
• Parallel Processors and Thread Level Parallelism	<ul style="list-style-type: none"> ○ Motivation for Moving to Parallel Processors ○ Parallel Processors' Evolution and Taxonomy ○ Overview of Parallel Programming ○ On-chip Networks ○ Multicore Processor's Cache Hierarchy ○ Cache Coherence ○ Synchronization
• Data Level Parallelism	<ul style="list-style-type: none"> ○ Vector Processors ○ Graphics Processing Units (GPUs) Architectures
• Domain Specific Architectures (DSAs)	<ul style="list-style-type: none"> ○ Introduction to DSAs ○ DSAs Design Guidelines ○ Case Study: Deep Neural Networks Acceleration via DSA's
• Virtual Memory	
• Introduction to Near/In Memory Computing and Emerging Memory Technologies	<ul style="list-style-type: none"> ○ Motivation of Having in/Near Memory Computing ○ Technology Basics and Taxonomy
• Introduction to Hardware Security	

Grading Scheme	
Assessment Type	Weight
Paper Review Assignments	10%
Midterm Exam	20%
Term Paper	30%
Comprehensive Final Exam	40%
Total	100%

Teaching and Learning Methods
<ul style="list-style-type: none"> Lectures, assignments, in-class activities, exams, and term paper. Mixture of modern learning methods, such as, inductive learning, flipped classroom, learning by project, etc.

Additional Notes	
Assignments	No late assignments
Makeup Exams	No makeup exam
Office Hours	Students are highly encouraged to utilize the instructor's office hours
Honor Code	Students are expected to abide by Birzeit University honor code on all aspects of their academic work. Please review that on Ritaj. Additionally, students are expected to follow the code of conduct for the course appended to this course outline.
Code of Conduct	<p>By enrolling in this course, students agree to abide by a code of conduct that helps all participants gain the best results in a healthy and pleasant environment, this includes the following rules:</p> <ul style="list-style-type: none"> Mutual respect is a must Students are expected to be in class on time Cell phones should be switched off Classroom should be very quiet Students are expected to stay in the classroom focusing and quiet, and not leaving the class room without asking the instructor's permission