Outline and purpose of the class

The term "computer architecture" means the concept of designing computers and is also its philosophy. This course begins with the basic principles of computers, and then talks about instruction-level parallel processing, vector processing, parallel computing systems, and their control mechanisms. Supercomputing techniques such as vector systems and accelerators are also reviewed. See the class web page http://www.cal.is.tohoku.ac.jp/class/architecture/ for more details. (Contact instructors to have an access ID).

Study Plan

Will be introduced in the first class

Method and criteria for grade assessment

Evaluated based on the results of two or three home assignments as mid-term and final exams.

Textbooks / reference books


Related websites

http://www.cal.is.tohoku.ac.jp/class/architecture/

Office Hour

4:00~5:30pm, every Tuesday (An appointment in advance by e-mail or phone is needed)

Other