



University of Pretoria Yearbook 2017

Computer engineering: Architecture and systems 410 (EAS 410)

Qualification	Undergraduate
Faculty	Faculty of Engineering, Built Environment and Information Technology
Module credits	16.00
Programmes	BEng Computer Engineering BEng Computer Engineering ENGAGE
Prerequisites	EMK 310 GS
Contact time	1 tutorial per week, 3 lectures per week, 1 practical per week
Language of tuition	Module is presented in English
Academic organisation	Electrical, Electronic and Com
Period of presentation	Semester 1

Module content

This module aims to provide a strong foundation for allowing students to understand modern computer architectures and systems. Microarchitectures and instruction set architectures (ISAs) will be studied in detail, as well as computer memory types and their organisation. The study will also cover performance acceleration techniques such as caching and pipelining.

Topics relating to parallel processing will be studied, including instruction level parallel processing (SIMD), multi-threading and multi-core processors as well as their synchronisation. Specialised architectures and techniques used in embedded processors (such as those found in smartphones) will be explored. The module also provides an overview of advanced computer communication buses, memory and storage systems prevalent in enterprise class computing (data centres), including topics such as: network-attached storage NAS, virtualisation, clusters, grid computing and cloud computing. Practicals will demonstrate various elements of computer architectures using VHDL.

The information published here is subject to change and may be amended after the publication of this information. The [General Regulations \(G Regulations\)](#) apply to all faculties of the University of Pretoria. It is expected of students to familiarise themselves well with these regulations as well as with the information contained in the [General Rules](#) section. Ignorance concerning these regulations and rules will not be accepted as an excuse for any transgression.
