

What you will learn

- How programs are translated into the machine language
 And how the hardware executes them
- The hardware/software interface
- What determines program performance
 - And how it can be improved
- How hardware designers improve performance
- What is parallel processing

Your background should be

- Basic knowledge about microprocessors/ microcontrollers
 Any kind of assembly would be helpful
- Knowledge about any of high level programming languages:
 - C#
 - C, C++
 - Java
 - ...
- Knowledge about any of Hardware Description Languages (HDL):
 - VHDL
 - Verilog
 - SystemC
 - ...

Course Website, TextBook, Lecture Hours

- Course web site: <u>http://www.salihbayar.com/Marmara/EE7032.html</u>
- There is no need to buy any Text Book
 - But follow:
 - Computer Organization and Design MIPS Edition 5th Edition-The Hardware/Software Interface, David Patterson John Hennessy
 - Computer Organization and Design ARM Edition -The Hardware/Software Interface, David Patterson John Hennessy
 - Computer Organization and Design RISC-V Edition -The Hardware/Software Interface, David Patterson John Hennessy
- 3 hours of class every week (No LAB)
 - 3 hour lectures (lectured by the instructor)
 - 3 Lecture Hours: Monday, 16:30 18:20 (in the afternoon)

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Grading (Tentative)

- Project-1 (Midterm Grade 50%) 10%
- Project-2 (Midterm Grade 50%) 10%
- Homework-like assignments (HWLKA) 0%
- Academic Presentation 10%
- Project-3 10%
- Project-4 10%
- Attendance (If your attendance<70%, you fail!)
 You have to attend at least 10 weeks.
- Final 50% (Your grade must be at least 50 according to faculty rules, otherwise you fail the exam.)

Projects (Tentative)

- Project-1 (Midterm Grade 50%) 15%
 Project-2 (Midterm Grade 50%) 15%
- Homework-like assignments (HWLKA) 0%
- Academic Presentation 10%
- Project-3
 Project-4
- Project-4 10%
 Attendance (If your attendance<70%, you fail!)
- You have to attend at least 10 weeks.
 Final 50% (Your grade must be at least 50 according to faculty rules, otherwise you fail the exam.)
- Project-1
 - 32-bit MIPS CPU Design and Implementation using Logisim
- Project-2
 - Assembler and Disassembler Development for MIPS CPU using C#, C, C++, Java...
- Academic Presentation
 - Presentation of a Conference/Journal paper or an advanced topic in embedded Systems
- Project-3
 - 32-bit Single Cycle MIPS hardware implementation using Verilog, VHDL, SystemC...
- Project-4
 - 32-bit MIPS hardware implementation using Verilog, VHDL, SystemC...

Course outline (Tentative)

WEEK-1 Introduction: Computer Abstractions and Technology WEEK-2 Instructions: Language of the Computer and MIPS WEEK-3 ARM8 Instruction Set WEEK-4 The RISC-V Instruction Set WEEK-6 The Processor: MIPS WEEK-6 The Processor: RISC-V WEEK-7 The Processor: RISC-V WEEK-9 The Processor: ARM WEEK-10 Performance Metrics WEEK-10 Performance Metrics WEEK-12 Academic Presentations-1 WEEK-13 Academic Presentations-2 WEEK-14 Academic Presentations-3 WEEK-15 Academic Presentations-4