

Title of Course		Computer System Architecture		
Semester		Spring		
Teaching Hours per Course:	Total	- Lectures:	- Tutorials:	
	45	15	30	
ECTS Credits		4		
The content of education				
Aims of Course	The aim of the course is to present the theoretical foundations of digital technology and devices used for processing and storing information. The most important components of a computer, peripheral devices and issues related to communication between these elements are discussed. During practical classes, students will learn about issues related to the design of logical circuits and assembly programming.			
Program	Lectures: <ul style="list-style-type: none">• Evolutions of architectures• Processor - basic functional blocks and operation• Processor (control unit, microcode, operating modes)• Techniques for increasing processor performance• Modern processor architectures and instruction sets• CISC, x86• RISC, AVR, ARM• Virtualization• Parallel processing Tutorials: <ul style="list-style-type: none">• A very simple computer model, its machine language and assembler• Boolean algebra - basic definitions, properties• Boolean algebra and logical gates Fundamentals of digital circuit design (including Karnaugh maps)			
Conditions of completion	Lectures: test with closed questions; +1 for correct answer, -1 for wrong answer, 0 for leaving question unanswered (min. -N points, max. +N points). Open-ended questions are also possible, scored depending on the level of difficulty of the question (min. 0 points, max. M points). > 86% of N+M: A > 72% of N+M: B > 58% of N+M: C > 44% of N+M: D >= 30% of N+M: E < 30% F Tutorials: Two written test with open problems of different type to solve. Positive mark (A-E) is required for both of them. Final mark: average grades from lectures and tutorials (positive mark from A to E is required for both of them).			
Teacher	PhD. Piotr Fulmański			