what is offered here?

**Fundamentals, Overview & Hands-on Experience of Computer Architecture**

who could be interested in this?

anybody who ...

... wants to know why and how computer science immediately connects and translates to the physical world.

... would like to see **immediate real-world involvement** in their work.

... would like to understand what really happens if you run a high level program.
**Organization & Contents**

**who are these people? – introductions**

Ben Swift & Uwe R. Zimmer

Abigail (Abi) Thomas, Ashleigh Johannes, Ben Gray, Brent Schuetze, Calum Snowdon, Chinmay Garg, Harrison Shorebridge, Johannes (Johnny) Schmalz, Peter Baker, Ryan Stocks, Septian Razi, Tom Willingham

**“Text book” for the course**

[Patterson17]

David A. Patterson & John L. Hennessy

*Computer Organization and Design – The Hardware/Software Interface*

ARM edition, Morgan Kaufmann 2017

Many concepts in this course are in there – *but not all!*

The [Patterson17] provides an excellent general background and a lot of in-depth studies into more specific fields.

References for specific aspects of the course are provided during the course and are found on our web-site.

**Lectures:**

- 2 x 1.5 hours lectures per week … all the nice stuff
  - Monday 13:30, Wednesday 11:30 (both on-line - which is: here)

**Laboratories:**

- 3 hours per week … all the rough stuff
  - time slots: on our web-site – on-campus in CSIT N.xxx or HN Lab.xx laboratories
  - enrolment: https://cs.anu.edu.au/streams/ (opened on Monday)

**Resources:**

- Course site: http://cs.anu.edu.au/student/comp2300/ … as well as schedules, slides, sources, links to forums, etc. pp. … keep an eye on this page!

**Assessment:**

- *Hurdle lab* in week 4 (1%) – a pass here is a hurdle for the course
- *Mid-semester exam* (13%)
- *3 assignments* (12% each)
- *Final exam* at the end of the course (50%) – 40/100 is a hurdle for the final exam