CS152_S’09 Outcomes List – Krste Asanovic

By the completion of the course, Computer Architecture and Engineering, students are expected to:

1) Be able to explain and understand established types of sequential and parallel computer architectures.

2) Understand the impact of device technology and software applications on the historical evolution of computer architectures.

3) Understand basic concepts and tradeoffs in the hardware/software interface.

4) Be able to use an architectural simulator to run architectural experiments and interpret simulation results.

5) Be able to develop new architectural components and implement accurate models for them in an architectural simulator.

6) Be able to understand the behavior of user-level and kernel-level software running on modern computer hardware.