



EECS 252 Graduate Computer Architecture

Lec 1 - Introduction

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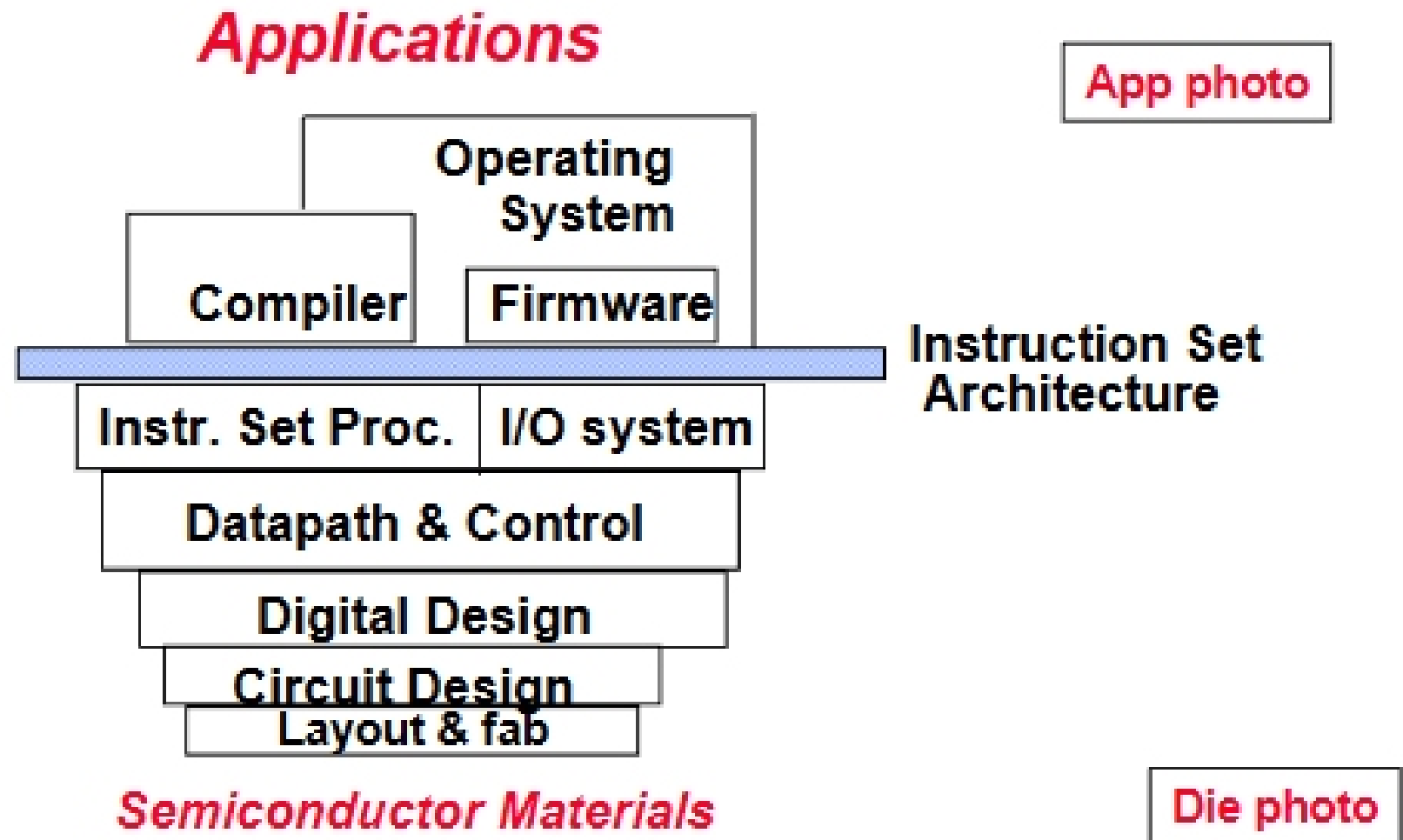


Outline

- **What is Computer Architecture?**
- **Computer Instruction Sets – the fundamental abstraction**
 - review and set up
- **Dramatic Technology Advance**
- **Beneath the illusion – nothing is as it appears**
- **Computer Architecture Renaissance**
- **How would you like your CS252?**



What is “Computer Architecture”?



- Coordination of many *levels of abstraction*
- Under a rapidly *changing set of forces*
- Design, Measurement, *and* Evaluation