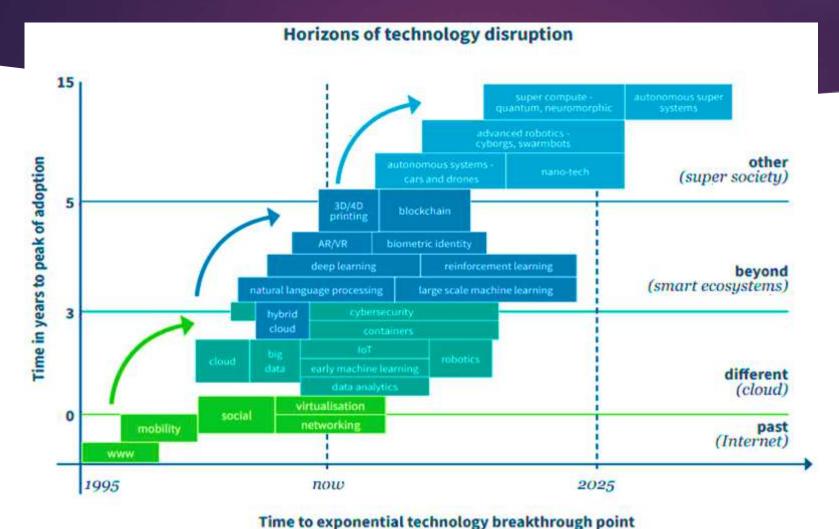


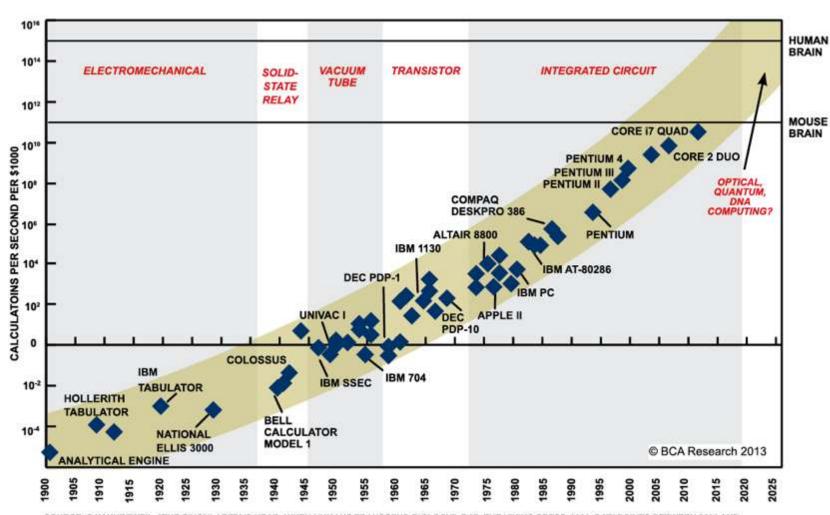
Carlos J. Barrios H., PhD. cbarrios@uis.edu.co @carlosjaimebh

Technology Disruption

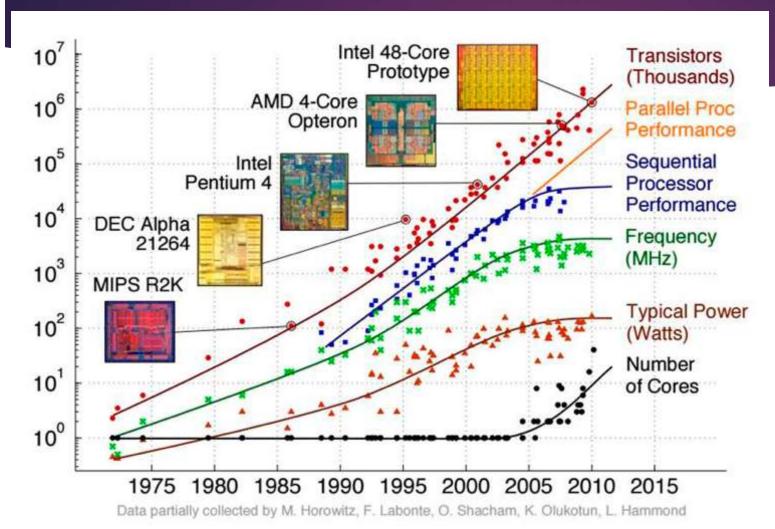


From: http://asiandatascience.com/horizons-of-technology-disruption/

Computer Disruption

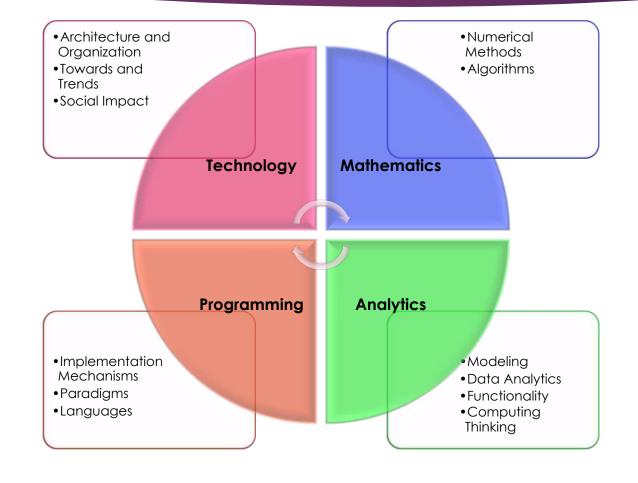


Computer (Moore?) Disruption



Since 2005 we are in a Post Moore Era

Computer Knowledge



Computer Architecture

organization and implementation of computer



About the Course

- Theoretical Magisterial Sessions
 - o Conducted by C. J. Barrios Hernández, PhD.
- Theoretical Practical Sessions
 - Conduced by SC3UIS and CAGE Team
 - Special Seminars
 - Invited People of Research Centers or Industries
- Webminars and Video Talks
 - TED or others...

Goals

This is a course of Computer Architecture addressed to Systems Engineering, Informatics and Computer Science Students.

- Being able to locate oneself in the State of Art of Computer Architecture (from our point of view)
 - · Handle terminology and technical specs.
 - Promote Self-Learning.
 - Understand the link between knowledge, technology and performance.
- Understand (without fear) computer technology.

About Teaching and Instruction

- o Carlos Jaime Barrios Hernández, PhD. cbarrios@uis.edu.co @carlosjaimebh
 - Director of High Performance and Scientific Computing Centre SC3UIS (www.sc3.uis.edu.co) and CAGE Research Group Director
 - Assistant Professor EISI/UIS (http://cormoran.uis.edu.co)
 - Systems Engineering UIS, Bucaramanga, Colombia (2002), Master in Mat. Applied, Systems and Informatics UJF-Grenoble I, Grenoble, France (2005), Computer Science and Informatics Doctor, UNSA, Nice-Sophia Antipolis, France (2009), PostDoctoral Research, I3S/CNRS, Sophia Antipolis, Francia (2010).
 - Researcher in Advanced, High Performance and Scientific Computing (LIG, I3S/CNRS, INRIA (France), GPPD/UFRGS (Brazil), SC3UIS (Colombia)) and International Instructor in HPC and SC (ICTP/UNESCO (Italy), SCCAMP).
 - Chair of the Advanced Computing System for Latin America and Caribbean (SCALAC)
 - NVIDIA Deep Learning Institute Instructor
 - SC3 and CAGE Team (More Information in www.sc3.uis.edu.co)

Contact: EISI Block: LP 226 and SC3 Space 4to Floor CENTIC Please, Send an email before for rendez-vous

Course Highlights

- 58 Hours Program
- Theoretical Practical Course
- Theoretical Sessions (LP 104) (Starts at 07:10)
- Theoretical Practical Sessions (CENTIC) (Starts at XX:15.)
 - Please Punctuality!
- All course information is in:
 - http://wiki.sc3.uis.edu.co/index.php/Arquitectura_de_computadores

Content

- 1. Historic Development and Perspectives
- 2. Arithmetic of Computers
- 3. Computer Abstractions and Technology
- 4. Machine Programming and Linking
- 5. Processors and Memory
- 6. Storage and I/O
- 7. Multicores and Multiprocessing
- 8. Graphics and Visualization
- 9. Hot Topics and Trends

Evaluation

- Written Evaluations (60%) (20% Each) -70 Minutes
 - 1 Individual
 - 2 in Partnership
- Practical Labs (15%)
- o First Note @homeLab (5%) Individual
- Project (20%) 3 or 4 Participants
 - Article (10%)
 - Oral Presentation (10%)
- All Updates are in the site of the course (Available Next week).

http://wiki.sc3.uis.edu.co/index.php/Arquitectura_de_computadores

Important Dates

- See in the site: www.sc3.uis.edu.co for updates
 - Wiki
 - Courses
 - Computer Architecture
- Proposed Dates
 - First Note @homeLab: October 17/2019
 - Evaluation 1: October 31/2019
 - Evaluation 2: December 5/2019
 - Final Work:
 - Paper Deadline: January 16/2020
 - Oral Presentation: January 23/2020
 - Final Evaluation: January 30/2020

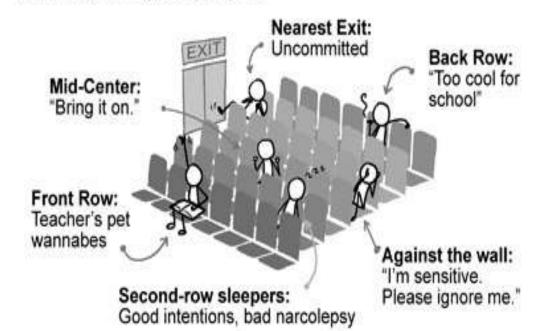
Important Notes

- All Available materials in English (International Technical/Scientific English)
- Bibliography and other resources are available in the site of the course. This material is used for the exams.
- Attention to Students: Tuesday From 9:30 to 11:50 LP226 (Please,
 Send an email before for rendez-vous)
- By default, the communication is via email from cormoran utility or email direct (cbarrios@uis.edu.co)

Questions?

WHERE YOU SIT IN CLASS/SEMINAR

And what it says about you:



WWW. PHDCOMICS. COM

