

Ece332 Project Topics

Nanotechnology

Aerospace Systems

Neural Networks

Intel's Xeon Processor

"Cool-Fetch: Compiler-Enabled Power-Aware Fetch Throttling"

"An Address Transformation Combining Block- and Word-Interleaving."

The PowerPC Architecture

Processors by ARM

HP Precision Architecture

PS2 Emotion Engine, Differences between it and the PC and how to program it

Overclocking and its effects

Differences between memory (SDRAM and DDRAM, etc.),

Video game systems

Calculators (TI-86 and such)

Some kind of analysis between different memory types

PowerPC 970

IDT Processor

Super-/Multi-/Hyper-threading

Subatomic Logic

Fully 3D Computer Displays

Optical Camouflage

quantum computing

parallel processing

Sony Playstation and its Emotion Engine

IBM is working on a computer code named IceCube

New Supercomputer

Video Gaming Technology

Current transistor technology

USB2 connections, differences between USB2 and old USB.

Digital camera processors

Cell phone \ PDA processors

Computer technology in automobiles

Intel's Itanium processor

ATI's Radeon 9700 Pro graphics card

Quantum encryption

Game Boy Advance Architecture

nVidia Geforce FX (or other Geforce series cards) GPU

AMD Athlon XP Series Architecture

ATI's R300 (in the Radeon 9700 Pro)

nVidia's NV30

AMD Athlon XP architecture - Specifically, how it's different from Intel's P4

asynchronous processors

MIPS 64

DEC/HP Alpha

SGI Cluster Architecture

Sun Sparc III

Clusters

Nanotechnology

Biological Computers

Quantum Computers

asynchronous computing