

## Project - Phase 1

Computer Architecture is a rapidly changing area. Comp Arch II takes a two pronged approach to helping you learn to track those changes. The first prong is the classroom where you learn the language and fundamental ideas of computer architecture. This project is the second prong, where you will learn how to gather more knowledge from the literature.

You are to investigate a current architecture or part of an architecture and present your results both in writing and orally. For example you might choose to present Intel's new IA-64 architecture and give an overview of its key features, or you might choose to present instruction fetching and present how all the current chips do it.

This is a staged project. The purpose of the first couple of stages is to get the group to generate a list of interesting topics and sources of information about the topics. You will then have a chance to select which topics interest you. I'll take that information and assign you to a group.

Here are the deadlines:

Monday 9-Dec	Write a memo that lists at least <i>three</i> topics that interest you. Also provide some references to where you can get more information about these. Email this to your instructor by Monday. I'll merge all your emails into one list to present to the group. Use the subject: ece332: Project Topics, and please no attachments.
Monday 16-Dec	Turn in a memo telling what topic you would like to research and who you would like to work with on this project. List the topics from most interesting to least.
Tuesday 17-Dec	I will look at everyone's request and put you in groups and assign you a topic.
Tuesday 14-Jan	Progress report due. The focus of this report is an annotated bibliography. Although the "Web" is a good source of information, it shouldn't be your only source. Try to reference at least two IEEE-type sources to get full credit. Please, no more than two pages.
Monday 3-Feb	First Draft Due
Friday 7-Feb	Written reports due for all groups.
Monday 10-Feb	Oral reports.
Friday 14-Feb	Oral reports.

Some good starting points are:

IEEE Micro (<http://ieeexplore.ieee.org/Xplore/RecentIssue.jsp?Punumber=40> on campus only)

Micro Design Resources (<http://www.mdronline.com>)

arstechnica ([www.arstechnica.com](http://www.arstechnica.com))

EDN (<http://www.ednmag.com/>)

Extra Credit for those who can find other good sites that I haven't already seen.

sharkyextreme.com, tomshardware.com, hardocp.com, firingsquad.gamers.com, techextreme.com, tweak3d.net, anandtech.com, zdnet.com (gamespot), and nvnews.net.

<http://www3.sk.sympatico.ca/jbayko/cpu.html> .

[\*\*http://www.bdti.com/index.html\*\*](http://www.bdti.com/index.html)