Title

your names & email addresses
date

Introduction

The introduction establishes the context for and a description of your project: the designs your developed and the experiments you performed. It motivates the work you are doing, sometimes with a description of the problem you addressed, sometimes with a little background of the area, sometimes with an opportunity that your study takes advantage of, and so forth. It also briefly describes how your design works, what the experiments tested and a summary of your results. The very last paragraph of the introduction should contain a roadmap of what the rest of the report will contain.

Methodology

The methodology section describes the experiments you performed, including the workload you used, the computing environment in which you performed the experiment, the simulations you ran and their parameters, why you chose those particular simulations, and the rationale for the metrics you used. You could also discuss limitations on your experiments, e.g., particular experiments you did not perform and why.

Design

Here you explain any architectural designs you do.

Results

The results section is the meat of your report. It contains your quantitative results and your analysis of them. Here's where you put tables and graphs to make the numeric results more readable.

Summary

The summary summarizes your main findings. Sometimes it mentions future work if you think some should be done.

Keep in mind that this is a general template for any class report that is modeled on an architectural conference paper. We would be happy to discuss how it needs to be modified to your particular topic.