

Computer Design and Organization

In some of the assignments, you will run experiments (simulations). You will be asked to report and discuss your results. An outline of how the report should be written is given below (Thanks to Susan Eggers who provided this framework).

Title

Your names and e-mail addresses

Assignment #

Date

Abstract: A few sentences describing the goal of the report and the main results. A good abstract does not “argue”. It just reports facts.

Section 1: Introduction

The introduction establishes the context for and a description of the experiments you performed. It presents some background for and motivates the work you are doing, contains a description of the issue you addressed, what you did in the experiments and a brief summary of the results. The last paragraph of the introduction should give a road map of the remainder of the report.

Section 2: Methodology

This section describes how you performed the experiments, i.e., the tools you used, the workload (benchmarks), the setting of parameters for the simulations, and the important statistics you gathered. If relevant, you can explain the limitations on your experiments, e.g., what you did not do and why.

Section 3: Results

This is the meat of the report. It contains quantitative results to the questions you were asked and your analysis of them. Use of Tables and graphs is often recommended.

Section 4: Summary

This section summarizes your main findings. You can also suggest work for further study.

References

You might include references if you compare your results to others found in the literature and/or if you want to refer to a particular design you simulated.

Quite often, there will be some repetition in the abstract, introduction, and conclusion. There is no harm in that!