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). For some assignments, this outline might be slightly too heavy-handed. Use your own judgment. The main idea is that your report should be structured, including statement of the problem, methodology, and results.

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!