

ECE 4750 Computer Architecture, Fall 2024

Next Steps

School of Electrical and Computer Engineering
Cornell University

revision: 2024-08-26-14-11

1. Verify you can view the Canvas course site and Ed discussion forum

We will be using Canvas for making announcements, distributing course materials, collecting written assignments, and distributing grades. Please make sure that if you are officially enrolled in the course you can view this course in Canvas. We will be using Ed for online discussion and most student/instructor communication. Students officially enrolled should already be automatically added to the Ed discussion forum for this course. Please use the link in Canvas to make sure you can view the Ed discussion forum.

2. Read the course syllabus

The course syllabus contains essential information about the course motivation, structure, procedures, and policies. It will be assumed that all students have read and understand all of the material in the course syllabus. We will not waste lecture time repeating what is in the syllabus, so it is difficult to stress how important it is to read the entire syllabus!

The syllabus is currently available in draft form on Canvas. Once it is finalized (likely on August 29), it will be posted to the course website.

3. Work through lab tutorials

We have prepared several tutorials covering remote access to the ecelinux servers, the Linux development environment, Git version control, and Verilog. The tutorials have critical information. Please work through these tutorials.

4. Read Chapter 1 of Hennessy and Patterson

The course textbook is “*Computer Architecture: A Quantitative Approach, 5th Edition*,” by J. L. Hennessy and D. A. Patterson (Morgan Kaufmann, 2012). For your convenience, the first chapter is available on the course website under readings.

5. Review background material as necessary

Students who are less confident of their mastery of the material covered in the pre-requisite courses should begin reviewing the material in “*Digital Design and Computer Architecture, 2nd Edition*,” by D. Harris and S. Harris (Morgan Kaufmann, 2012). Student with less experience with Verilog are strongly encouraged to read Chapter 4 in Harris and Harris on digital design with Verilog and/or to review the optional text “*Verilog HDL: A Guide to Digital Design and Synthesis, 2nd edition*” by S. Palnitkar (Prentice Hall, 2003). These materials are available through the library and/or on Canvas.

6. Begin selecting a group for the lab assignments

The lab assignments are specifically designed to be a reasonable amount of work for two students working together. Students can either form their own group or have the instructor form a group for them. You should complete the tutorials *and* you should start working on the first lab assignment even before groups are assigned!

7. Fill out online form with your GitHub username

If you do not already have a GitHub account, go to <https://github.com/join>. Make sure to use your `netid@cornell.edu` email address if you are creating a new account. Your NetID makes a good GitHub username. Then go to <https://tinyurl.com/4750groupsfa24> and fill out the sign-up form with your Cornell NetID and Public GitHub username. This will allow the instructors to add your GitHub account to the GitHub organization created for this course. **Note that we are not using the Cornell hosted version of GitHub as in some other courses; we are using <http://github.com>.**

Please submit this form by 11:59pm on Wednesday, August 28th. Groups will be announced the following day. Only submit a request if you are formally enrolled in the course.

8. Attend discussion section on Friday at 2:30 in Phillips 101

Students are expected to attend the weekly discussion section. This week will be reviewing the Linux development environment used in the lab assignments. Even if you are experienced in Linux you should still come. We need to make sure you can access the `ecelinux` servers and the GitHub organization we will be using in this course. Please bring your laptop.