

EECS 570 Project Introduction

University of Michigan

Jan 24, 2025

Overview

- 1 Introduction
- 2 Logistics
- 3 Sample Ideas

Project Introduction

- What?
- When?
- Why?
- Who?

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 - A research project where you will innovate new designs or evaluate extensions to designs broadly in the domain of multiprocessor, multicore, SIMD, GPU and other parallel architectures.
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 - You (in groups of 4-5)

Important Deadlines

- Project Proposal & Declare Groups
 - By 11:59 PM, Wednesday, Feb 5
 - via canvas (only one student needs to submit)
 - group sign up via google sheet (link in handout)
- Project kick-off meetings
 - 20-min time slots on Thursday, Feb 6

Important Deadlines

- Milestone I
 - Report due 11:59 PM, Wednesday, Mar 12
 - Submit via Canvas
 - 20-min time slots on Thursday, Mar 13

- Milestone II
 - Work-in-progress presentations
 - 20-min time slots on Thursday, April 3

- Presentations and final report
 - April 18 Discussion & April 21 Lecture
 - Submit final report via Canvas before the first sessions starts
 - Submit slides after the presentation to canvas

Grading

- Project proposal and milestone reports: **5 points**
- Final report: **80 points**
 - Problem definition and motivation: **15 points**
 - Survey of previous work: **15 points**
 - Description of design: **15 points**
 - Experimentation methodology: **15 points**
 - Analysis of results: **20 points**
 - Statement of contribution of each team member
- presentation: **15 points**

Project Proposal

- (at most) 2-page proposal
- The problem definition and motivation
- A brief survey of related work based on *at least four* relevant papers
- A detailed description of your proposed infrastructure
- Project milestones and schedule
 - Expected achievements at the end of Milestones I and II
- Division of labor
- Help from us (e.g. GPU access, which simulator to use etc.)

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- **The challenge is to formulate a project that can be feasibly completed in the given timeframe**
 - Come to OH for help

Final Report and Poster Session

- 6-page final report in the format of typical architectural conference papers
 - Include a section with contributions of each team member
 - Citations/references are important
- The target format is that of a high-quality workshop paper
- Presentation (15 min + 5 min Q&A, subject to change) to the whole class.
 - Easy to understand for the audience (who may not have a lot of experience with your topic)
 - Expect questions from the audience and the teaching group

Infrastructure

- Cycle-accurate architectural simulators
 - gpgpusim, gem5, snipersim
- Multicore machines
 - CAEN systems, bane and penguin
- GPUs
 - Ask the teaching group for access to Greatlakes
- Amazon EC2 F1 instances
 - FPGA on the cloud!
- confidential computing nodes
 - Azure confidential computing
- RTL Synthesis Library
 - Synopsys available on CAEN
- Link to Tools
 - <https://www.eecs.umich.edu/courses/eecs570/?page=tools.php>

Project Ideas

- Confidential! DO NOT distribute. May include project ideas that are not published yet.

Questions?

