Welcome to CSE 141L!

**Instructor:** Cynthia Lee  
**Email:** clbailey@cs.ucsd.edu*  
**Office Hours:** 2:30-3:30p Mon and Thurs

**TA:** Sat Garcia  
**Email:** sat@cs.ucsd.edu*  
**Office Hours:** TBA

**TA:** Wenjing Rao  
**Email:** wrao@cs.ucsd.edu*  
**Office Hours:** Th 5-7p

**Class Meeting:** TuTh 11-12:50 in WLH 2207

**Final Exam:** Saturday Sept 8, 8:00a-10:59a location TBA

**Prerequisites:** CSE140/140L  
**Textbook:** *Computer Organization and Design: The Hardware/Software Interface*, 3rd ed. (not required for 141L, required for 141)

**Passwords:**  
Lecture slides (classroom: CSE141L_Lee, password to join class: cse141L)  
Gradesource (your passwords were emailed to you on the first day of class)  
Webboard (username is your UCSD email name, password is your PID (a####))

* Questions: All non-confidential questions should be posted to the webboard instead of by email to the instructor or TAs. This is to facilitate faster responses and allow all students the benefit of the answer.

**Why CSE 141L?**

There is no denying that this course requires a large investment of time, especially for only 2 units, and especially during a compressed 5-week summer session schedule. You may be asking yourself if it is worth it. Here’s what I think:

In this course, you will be making your very own assembly language (instruction set architecture) and your very own processor. Aside from that just being a really cool accomplishment, going through this process will also help you achieve some important educational objectives. You will gain a keen, firsthand understanding of how in tightly constrained situations (just a handful of bits to work with), every design decision has enormous ramifications. You will hone your advanced analysis and decision-making skills by carefully weighing these ramifications against other possibilities. You will also increase your expertise in other areas of Computer Science, especially software programming, as you gain a deeper understanding of how well (or not so well) high-level actions translate to actions in the underlying architecture.
Grading

Your grade for CSE 141L is made up of two main parts: exams and lab reports. The breakdown is as follows:

- 20% Exams
- 40% Midterm
- 60% Final
- 80% Lab Reports
  - 20% Lab 1
  - 30% Lab 2
  - 50% Lab 3

Lab reports will be a combination of: written documents, the designs you create, and oral presentation/interviews. More detail on the breakdown of points within the lab assignments will be given with each assignment.

Exams will consist of a written compare & contrast between your group's design and that of other groups. This is intended to stimulate deeper reflection on the implications of your own design choices, by being exposed to alternatives you may not have considered.

Effective Written and Oral Communication

A main goal for this course is to foster skills for effective presentation of detailed technical information, in both oral and written form. Correctness of your design is important, but there is no one "right" answer; advanced design is the art and science of balancing the positive and negative consequences of your decisions. Whatever your design's flaws, identification and justification of them (in terms of the benefits of the tradeoff) is the critical factor. Some of the goals you should have for your written reports are: visually well-presented, clearly and concisely written, and, above all, demonstrates deep reflection. An outstanding project report will be one that is genuinely interesting to read. Goals you should have for your oral reports are: demonstrate thorough understanding of your design, use precise language including appropriate use of new terms learned in the course, and balancing brevity with the above goals.

Lab Computing Environment

For this course, you may use any of the CSE building (EBU3b) basement computer labs. The software you need to complete the labs is installed under Windows on these systems. During summer, the lab hours are:

- Mon - Fri: 7am to 7pm
- Weekend: 9am to 5pm

During other times, you can still access the lab, but you will need a code to unlock the door. The code will be announced in class. You may also retrieve the code by using the ACS account lookup tool (on the web).

Late Policy

Lab reports are due by 11:59pm PDT of the due date and will be turned in electronically. Late projects will not be accepted, with the following exception: each group is allowed 1 "slip" day for the entire quarter. So one lab may be turned in by 11:59pm PDT of the day after the due date. Don't waste your slip day early on! Imagine how nice it will be to still have it if your computer crashes the night before the final project is due!
Exams and interview portions of the lab report must be done during the allotted times.

**Grading Inquiries**

Inquiries about your grade should be directed, in writing (email), to the person who graded your lab, no more than 7 days after the grades have been posted online. All grades are fixed after 7 days.

**Collaboration**

Collaboration is of course required within your group. You may also discuss with other groups the mechanics of using the simulation software, but not in any way the projects themselves. "Collaboration" with anyone outside your group, other than the instructor and TAs, is not allowed. Exams are completed individually.

**Academic Integrity Policy**

Do not cheat. If you cheat, or are even suspected of cheating, I will enforce the UCSD Policy on Integrity of Scholarship. This means that your case will be referred to the Dean of your college, who will determine your guilt or innocence, and who will determine your punishment if guilty. Punishment may be up to and including an F in the course, academic probation or suspension from UCSD. **Use of any materials, consulting any person, or any other means of assistance not explicitly authorized by the instructor is considered cheating.** Translation: you cannot assume something is ok just because I haven't said not to do it. If you have any questions about this, please ask.