Hi! A bit about me...

- Justin Meza (office hours before this lab, 11AM to 1PM in CIC 4th floor)
- Grew up in Southern California (Los Angeles)
- Did my undergrad at UCLA in Computer Science
- Doing my PhD here in ECE (working with Prof. Mutlu)
- Random facts: I enjoy music and play the electric bass
  - I develop and maintain an interpreter for the LOLcode programming language (lolcode.org)
A bit about my goal here...

• This is a challenging course

• **My goal** is to help you succeed

• You define what it means for you to succeed
  
  • I’ll do my best to help

  • **Hint:** *Should be “develop the skills to be a great comp architect”*

• I TA because I enjoy it, not because I must
OK, on to the work

• I’ll take questions at the end

• How is HW 1 going? (you’re probably nearly done)

• How is Lab 1 going? (you may not have started)

• In this lab I’ll go over the MIPS ISA
  • Some material you already know
  • Hopefully some material you may not yet know
But first, why a simulator?

- Simulation versus emulation
- If we’re going to design new (complex) microarchitectures
  - We need to understand their implications on performance and power characteristics
- Aside: Some architectures from a simpler time