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ECE 411 MP3, Checkpoint 3

Roadmap:

For Checkpoint 4, we have three main goals: implement an eviction write buffer, implement performance counters (that will track, for example, the hit percentage of our caches), and some form of branch prediction. Although the Checkpoint 4 specifications list static branch prediction as a requirement, we will opt to jump straight to a more advanced form of branch prediction such as tournament branch prediction immediately. This is because any work we put into static branch prediction would be erased later, as we've planned all along to implement a different form of branch prediction as an advanced design feature.

For the remainder of the MP, we will focus on our advanced design options and the final report. These advanced design options will include tournament branch prediction (as described in the previous paragraph), some type of advanced cache design (e.g. victim cache), and one more advanced option (we are considering implementing a multiple issue processor). As this is a fairly large task, we will need to discuss and coordinate well as a team in order to accomplish it.