

CS 341L Fall 2009, Lab Policies

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Lab times

W 12-12:50pm or Thursday 2-2:50pm, Dane Smith Hall 132

Attendance

There are 13 weeks of lab, you are expected to attend lab regularly. Attendance will be taken. One absence will be forgiven, the other 12 weeks of lab will count for 5 points for a total of 60 points. Attending the other lab session (e.g., W vs. Th) will only be acceptable if both Jeff and I are given one week's notice beforehand that that's what you plan to do.

How to get help

- Ask for help during the lab session
- Also come to the other lab session
- Come to office hours
- Schedule an appointment with Jeff or I
- E-mail Jeff or I your code and we can annotate it and give you general comments
- Call on the phone during office hours or by appointment and we can use UNIX screens
- Get my permission to have another student help you
- ... any way we can help (within reason), just let us know

My office is FEC 335. My number is 505-277-0380. My gmail account, jedcrandall@gmail.com is much more reliable than my CS account e-mail, but either is fine.

Office hours: M 3-4pm and Th 3-5pm, or by appointment

If I'm in my office at any time and the door is open or cracked, feel free to knock and drop in.

It is always okay to email me directly about anything, this is a relatively small class so don't ever hesitate to email me.

Your TA is Jeff Knockel, jeff250@unm.edu (email your lab assignments for turnin to the gmail account, though).

Jeff's office is FEC 301A, office hours Tue 11am-12noon, W 1-3pm, or by appointment.

The TA's primary responsibility is helping you with the labs (and grading the labs), so make sure to utilize him. No student can be successful in CS 341 without getting lots of help on the labs. Because of the nature of the labs (assembly language, system-level details, etc.) it is not expected that you can listen to the lectures, get the assignment, and then complete it without help – you will probably need to spend a lot of time with Jeff or I getting help and debugging your programs so get in the habit of utilizing office hours early in the semester.

Reading

Appendix A to the 3rd edition of the book (about MIPS) will be made available on the web. The green insert on your textbook has a nice summary of MIPS, let me know if your textbook is missing the green insert. I've heard that "See MIPS Run" is an okay reference. If you're struggling with MIPS, ask and I'm sure we can find other reading materials. Googling is okay but do not view code that is specific to the assignment, e.g., if the lab assignment is to write a recursive greatest common divisor function in MIPS, do not view any web pages that have code for recursive greatest common divisor functions in MIPS as this will be considered cheating.

Mailing list

cs3411@cs.unm.edu

This is the same mailing list as for the lectures. It is required that you join this mailing list, and you are responsible for reading the messages I post there. Instructions for joining the mailing list are on the course web page.

Course lab web page

<http://www.cs.unm.edu/~jeffk/cs341lab/>

Grading and lab turn-in

Typically, labs will be worth 10 points multiplied by the number of weeks spent on that lab, so, tentatively, Labs 1 through 8 would be worth 130 points total. Add 60 points for attendance as outlined above and the total your grade will be calculated from is 190.

Remember that your lab grade is half of your overall grade for the class.

The extra credit lab will be worth 20 points. This 20 points will be added to your lab grade but the total that that it is divided into will still be 190 so you can potentially have the half of our overall grade that the lab constitutes be 55.2%. In order to do the extra credit lab you need to attend the last lab session and receive proper ethical training first.

Turn-in your labs by including all source code and other materials requested in the lab assignment handout.

Turn-in your lab assignments by emailing them as attachments to labturnin.cs341l@gmail.com

Include your full name and the lab number in the subject of the email and in the filenames of all attachments.

Do not cut and paste your code into the body of the message, send attachments. Be sure to include everything the lab assignment asks for. Turn-ins that ignore these instructions may be rejected (i.e., not be graded and you'll receive a 0).

Lab assignments will be assigned on Monday during the lecture. Be sure to get started on them and be ready to get help during the lab session that week. Labs are due Mondays at 10am (typically the day that the next lab will be assigned, but due dates will be printed on the lab assignment for each lab).

UNM statement of compliance with ADA

“Qualified students with disabilities needing appropriate academic adjustments should contact the professor as soon as possible to ensure your needs are met in a timely manner. Students must inform the professor of the disability early in the class so appropriate accommodations can be met. Handouts are available in alternative accessible formats upon request.”

Cheating and collaboration

Unless specified otherwise at the top of the lab assignment, all assignments are individual efforts. Do not look at the code/solutions of others nor share your own code/solutions with them. You can discuss assignments at a high level only. Any cheating will result in

an automatic 0 on the assignment and possibly in further action pursuant with university policy.

Using Google for general queries is okay, but do not view any web pages that have source code that is directly related to the assignment. Copying source code from a web page and turning it in as your own work is cheating and will result in a 0 on the assignment and possibly further action pursuant to university policy. The same goes for compiling C code into MIPS and turning in the MIPS code as your own hand-written assembly code. Unless specified at the top of the assignment, all lab assignments that require MIPS code to be turned in should be hand-written MIPS that you yourself wrote. Both Jeff and I can tell the difference between hand-written and compiled assembly.

Tentative schedule

Lab 1: Hello World in MIPS (10 points)

Lab 2: Floating point tomfoolery in C (10 points)

Lab 3: Loops and arrays in MIPS (30 points)

Lab 4: Recursion in MIPS (20 points)

Lab 5: Cache simulator in C (30 points)

Lab 6: Compiling C to both MIPS and x86 and seeing pointers, arrays, system calls, etc. (10 points)

Lab 7: Multithreading with pthreads and locks in C (10 points)

Lab 8: Programming a GPU in CUDA (10 points)

Optional extra credit lab: buffer overflow attack