

- What we have
 - Memory System
 - VGA Interface
 - Core (by tomorrow)
- What we need to do
 - Virtual Memory
 - Interrupts
 - Keyboard
 - Timer
 - Privileged instructions
 - PS2 Driver
 - Write all the software
 - Write software for compilation and linking/boot loading a real memory dump
 - Write kernel
 - Write makefile to compile microkernels
 - Integrate with Zedboard for debug/register dump
 - Faults
 - Performance Counters/CSR

Important Dates

- 4/4 500 Midterm Demo
- 4/31 500 Final Presentations
- 5/1 742 Presentations
- 5/1 742 Final Report
- 5/11 500 Final Demo
- 5/13 Final Report

Calendar

- 4/6: Work on 742 Project
 - Finish the implementation
 - Track memory operations
 - Implement sim-call to flush write buffer
 - Log total memory operation statistics
 - Run all tests
 - Pick tests
 - Collect all data
- 4/13: Finish 742 Project
- 4/20: (Carnival)
 - PS2 Interface
 - Interrupt control
 - Microkernels
- 4/27:

- 410 Grading
- 5/4: (Final Presentations)
 - 410 Grading
- 5/11: (Final Demo)
 - Entirely possible virtual memory and kernels implemented

New Benchmarks

- Booting any microkernel
- Booting microkernel in 30 seconds

Original Schedule:

Week	External Milestone	Internal Milestone	Reid's Task	Teguh's Task
2/12			Architectural Simulator	VGA Interface
2/19			Memory Management Unit	DRAM Interface
2/26	Design Presentations		CPU Core	DRAM Interface
3/5	Design Proposal		CPU Core	CPU Core
3/12	Spring Break		PS2 Interface	Boot Loader
3/19		Working Processor	Kernel Drivers	Boot Loader
3/26		Working Demo	Minesweeper	PIC
4/2	Midpoint Presentation		Virtual Memory/TLB	Tetris
4/9			Kernel	Kernel
4/16	Carnival			
4/23		Working Kernel	Kernel	Kernel
4/30	Final Presentation		Demo	Demo

New Schedule

Week	External Milestone	Reid's Task	Teguh's Task
4/2	Midpoint Presentation	Core	Core
4/9		Boot Loader	PIC
4/16	Carnival	Microkernels	PS2
4/23		Microkernels	Microkernels
4/30	Final Presentation	Presentation	Presentation
5/7	Final Demo	Demo	Demo