

1. Look in the text at section 1.2 *Eight Great Ideas in Computer Architecture*. Read the whole thing, not just your assigned idea. This is so that you are prepared for the group discussion.
2. Reread *your* great idea. On a clean sheet of paper, write down what it **means** in your own words. Keep this to a single paragraph: this probably means dumping your brain on what you think it means and then picking and choosing to make a coherent definition.
3. Using what you know about computers and their parts, see if you can think of one or two places where your idea is applied. It is fine if you cannot think of any but please really try.
4. This is the important part: given what your idea **means**, where, outside of computer architecture, can you see an application of your idea?

For example: Placing a telephone call with your cellphone (or a landline) is an example of using *abstraction* to tame complexity. You need to know the phone number (or name in the contacts list) and enter it. You are protected from the complexity of turning that number into a route from your phone through a local cell tower, through the telephone network fabric, and finally out to the phone you are calling. Even that routing contains layers of abstraction because it is done at a level above worrying about radio frequencies, bit encoding, and the like.

Write out a paragraph or two on application of your idea to some non-computer domain.
Bring the hardcopy of your answers with you to class.