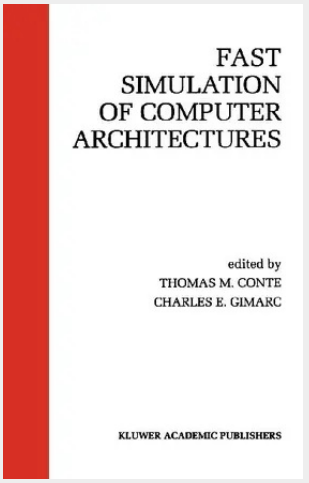
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Fast Simulation of Computer Architectures

Chapters in cover topics such as how to collect traces, emulate instruction sets, simulate microprocessors using execution-driven techniques, evaluate memory hierarchies, apply statistical sampling to simulation, and how to augment simulation with performance bound models. The chapters have been written by many of the leading researchers in the area, in a collaboration that ensures that the material is both coherent and cohesive.
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