Computer Architecture Letters is a quarterly forum for fast publication of new, high-quality ideas in the form of short, critically refereed, technical “letters”. Accepted letters are published immediately on our website and in the next available paper issue. Submissions are accepted on a continuing basis.

All submissions must consist of original work. Submitted letters must be four pages or fewer, including all figures, tables, and references. Submissions exceeding this length will be returned without review. Papers should use 8.5in x 11in (21.55cm x 28cm) paper and the IEEE Computer Society transactions two-column format in 10-pt. font. Templates and full specifications are available on the Letters home page. Due to the short format, we expect that publication in Letters should not preclude later publication in top-quality conferences or full-length journals. Please submit electronically in postscript or PDF, and ensure that the submitted file can be viewed in ghostview or Acrobat Reader 3.0. No hard copy is necessary.

Authors should direct their submissions to Kevin Skadron at tcca@cs.virginia.edu. Each submission will be assigned to an appropriate member of the Editorial Board to manage the review process. Upon acceptance, authors will have one week to make revisions. A standard IEEE copyright release (also available on the Letters website) will also be required. For questions, please send e-mail to tcca@cs.virginia.edu.

Submissions are welcomed on any topic in computer architecture, especially but not limited to:
- Microprocessor and multiprocessor systems
- Microarchitecture and ILP processors
- Workload characterization
- Performance evaluation and simulation techniques
- Compiler-hardware and operating system-hardware interactions
- Interconnect architectures
- Memory and cache systems
- Power and thermal issues at the architecture level
- I/O architectures and techniques
- Independent validation of previously published results
- Analysis of unsuccessful techniques
- Network and embedded-systems processors
- Real-time and high-availability architectures
- Reconfigurable systems