Design Reviews

- Goal is to see a solid plan for each project and make sure projects are on track
  - Plan to evolve project so that results guaranteed
  - Show at least one thing is working
  - How work is being divided among team members

- Major suggestions from proposals
  - Project complexity – break it down into smaller chunks with evolutionary strategy
  - Add references – what has been done before? Known algorithm? GPU implementation?
  - In some cases, claim no communication but it seems needed to me

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Design Reviews

- Oral, 10-minute Q&A session (April 14 in class, April 13/14 office hours, or by appointment)

  - Each team member presents one part

  - Team should identify "lead" to present plan

- Three major parts:

  I.   Overview

  - Define computation and high-level mapping to GPU

  II. Project Plan

  -      The pieces and who is doing what.

  -      What is done so far? (Make sure something is working by the design review)

  III. Related Work

  -      Prior sequential or parallel algorithms/implementations

  -      Prior GPU implementations (or similar computations)

- Submit slides and written document revising proposal that covers these and cleans up anything missing from proposal.

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