L16: Feedback from Design Review

Administrative

• Still missing some design reviews
  - Please email to me slides from presentation
  - And updates to reports
  - By Wednesday, Apr 15, 5PM

• Final Reports on projects
  - Poster session April 29 with dry run next week
  - Also, submit written document and software by May 6?
  - Invite your friends! I’ll invite faculty, NVIDIA, graduate students, application owners, ...

Feedback on Design Reviews

Overall, a nice set of projects!

1. Define all terms - do not assume your audience has prior knowledge of the application, algorithms or prior approaches
2. Keep it very focused and streamlined on knowledge required to understand your project.
3. Slides (and posters) should be more visual. You can use visuals to
   Illustrate computation or application domain
   Show data structure or computation mapped to GPU
4. [Presentation] Eye contact!
5. Very few projects talked about performance. (You’re probably not ready for that yet, but should be by the final report.)

A Few Words on Measurements

• Compare to CPU implementation
• Measure with and without copy cost to/from CPU
• Use “events” as in prior experiments
• Or do you want to provide alternative metric of success? [Discussion]
Final Project Presentation

• Dry run on April 22
  - Easels, tape and poster board provided
  - Tape a set of Powerpoint slides to a standard 2’x3’ poster, or bring your own poster.

• Final Report on Projects due May 6?
  - Submit code
  - And written document, roughly 10 pages, based on earlier submission.
  - In addition to original proposal, include
    - Project Plan and How Decomposed (from DR)
    - Description of CUDA implementation
    - Performance Measurement
    - Related Work (from DR)

Final Remaining Lectures

• Texture caches
• Algorithms: e.g., Sorting
• Application: Sum-products using Software Managed Cache