

Some of the possible ideas:

- Cache pinning: Keep kernel w always in the cache
- Prefetch image pixels
- Tiling: Reorder accesses to image pixels to increase reuse in the caches
- Special functional units to efficiently do “Multiply and accumulate”
- SIMD / GPU
- Systolic arrays of processing elements

Marks have been given on the basis of:

- Number of ideas proposed
- Quality of ideas proposed
- Quality of presentation of ideas