Wednesday 30th of March 2016

**Agenda**

1. **Features for Algorithm (WL, LS, NA, HOB)**

* Progressive Decay of Popularity Score; ideally implement using internal clock of Icarus, if not possible look for alternative implementations
* Testing: python unit testing module
* Incorporate popularity table into hash routing scheme of Icarus
* Can we adjust the content request generating distribution? There is a beta parameter that can alter where events are generated from, and a yahoo benchmark that generates events. Is it possible to implement a location conditional request generation distribution?

1. **Visualisation (WF, DL, HOB)**

* Work on putting module structure to generate visualisation, breaking it down will make it easier to test
* Gather a requirements list of information: logging libraries to create text file for every single event (we already have test file with every event)
  + When an item is added to cache, dropped from cache, request being sent, request being passed on/satisfied (if it was from a cache)
  + Fix data file to add cache size,
* Task 1: Generate network for a given topology
* Task 2: Generate animation given event stream

1. **Timetable**

* Next two weeks will be the general stopping point for the project
* Look to work down the list of tasks in order of priority

1. **Next Meeting with Supervisor**

* Try to meet with KL on Wednesday 6th of April.
* Try to set up a meeting with FP to discuss project report and if we are generally on track for final presentation
* Break down between teams to discuss tasks

1. **AOB**

* Logs – all to update with work to date.
* Github – all should raise an issue on Github in relation to new tasks to be completed so we can keep a centralised log of current work, and work completed.