

Project Arimaa – CR10 : Wednesday, November, 19th

Presents : Everyone, with Nikos Parlavantzas and Christian Raymond

Order of business :

1. Where to put Input/Output in the report (without Nikos saying)
2. Comments on the second report
3. Picture flowchart of Prateek to improve
4. No we : writing rules
5. Mistakes in documents + references Benoit MCTS and OpenMP + branching factor in footnote or explain more + won't + basic operation of Mikail (methods)

Information :

•Picture ugly (like Gabriel)

- Caf paragraph, because caf can works on windows, talk about the actor model, replace MPI OpenACC and OpenMP, look for it
- bibliothèque C, on s'en fout
- begin with parallelization strategy and then architecture, talking about big boxes with interfacesd
- input output UI change
- cut the part of mikail (chosen technologies, comparison mikail parallelization)
- benoit, not time to place the graphics, put text explaining graphics
- change the order of the plan (dan)
- table of contents spaces (Dan) if Gabriel do it, he will change it
- prateek will change the flowchart
- deadline raymond friday, deadline writing for sunday evening 10 pm, thursday
- spammer vendredi christian
raymond-----

Planification

Task	Responsible	Deadline
OpenMP report part	Benoit and Baptiste	11/19
MCTS report part	Benoit	11/19
MPI report part	Mikail	11/19
Parallelization method report part	Mikail	11/19
OpenAcc report part	Baptiste	11/19
Behaviour of the game report part	Gabriel	11/19
General Architecture review	Gabriel	11/19
Conclusion report part	Gabriel	11/19
Input/Output report part	Dan	11/19
Introduction report part	Dan	11/19
Abstract report part	Prateek	11/19
API report part	Prateek	11/19
First draft of the report	Everyone	11/19

Last draft of the report
Due date for the report
OpenMP implementation
Finish the game application
Next meeting : 11/26

Everyone	11/26
Dan	11/27
Not decided	Begin after 11/19
Gabriel	12/18