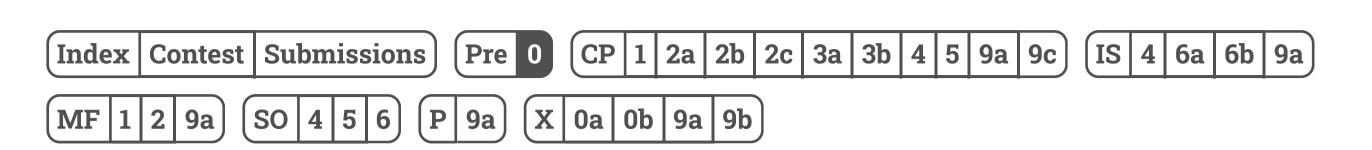




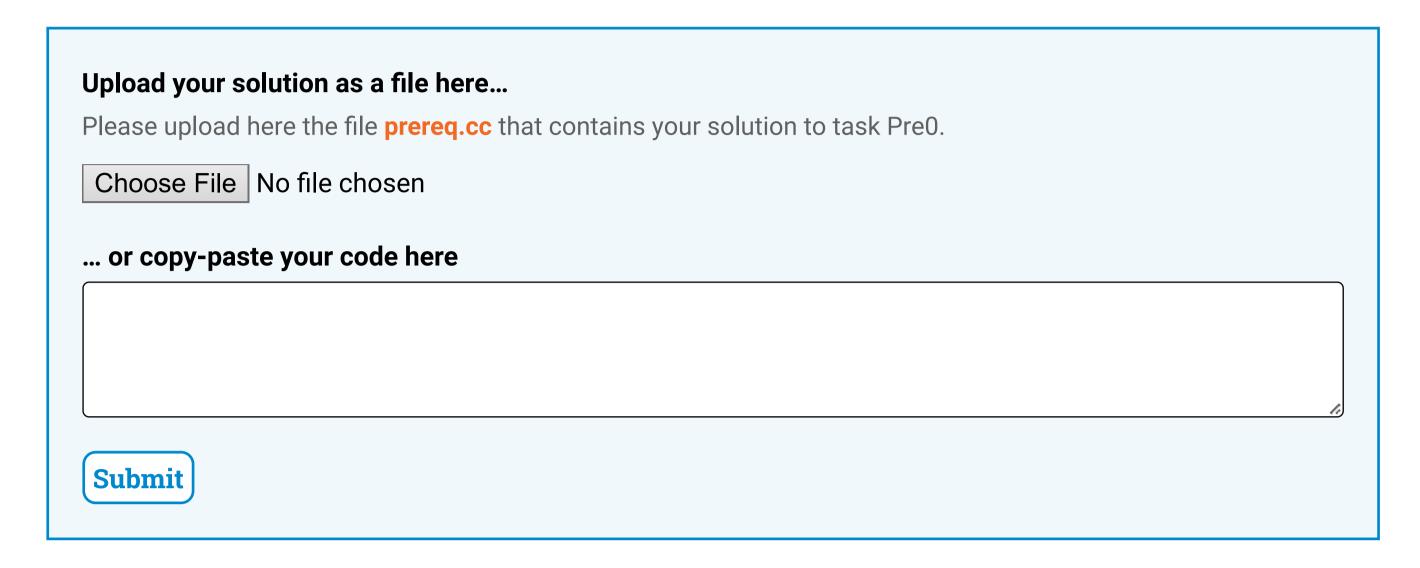
Aalto 2023



Pre0: prerequisite test ★

Please note that you can still submit, but as the course is already closed, your submissions will not be graded.

To get started with the development, download the code templates, unzip the file, edit prereq.cc, and run ./grading test or ./grading benchmark to try it out — see the instructions for more details!



Your submissions

Your submissions to Pre0 will appear here; you can simply reload this page to see the latest updates.

What you will need to do in this task

Please read the **general instructions for this exercise** first. Here are the additional instructions specific to this task:

In this task you do not need to worry much about the performance. The most straightforward implementation that you can imagine should be fast enough to meet the time limits. No specific techniques are required and you are not expected to use any form of parallelism yet; any solution that works correctly is fine.

What I will try to do with your code

I will first run all kinds of tests to see that your code works correctly. You can try it out locally by running ./grading test, but please note that your code has to compile and work correctly not only on your own computer but also on our machines.

If all is fine, I will run the benchmarks. You can try it out on your own computer by running ./grading benchmark, but of course the precise running time on your own computer might be different from the performance on our grading hardware.

Benchmarks

erations	Parameters
7,500	nx = 100, ny = 100
the input contains 100×100 pixels, and the rectangle contains 50×50 pixels	
·	nx = 1000, ny = 1000 ectangle contains 500 × 500 pixels
	and the rect

Here "operations" is our rough estimate of how many useful arithmetic operations you will **at least** need to perform in this benchmark, but of course this will depend on exactly what kind of an algorithm you are using.

Grading

In this task your submission will be graded using benchmarks/2: the input contains 1000×1000 pixels, and the rectangle contains 500×500 pixels.

The point thresholds are as follows. If you submit your solution no later than on Friday, 28 April 2023, at 23:59:59 (Helsinki), your score will be:



For late submissions you will not get any points.