Section one: user experience

1. How do you rate the interaction of the application?
   (5: intuitive, 1: confusing)

2. How do you rate the appearance of the application?
   (5: clear, 1: confusing)

3. Does the game tutorial levels (section 1) helps you to learn the game?
   (5: very helpful, 1: not helpful)

4. How do you think the length of game tutorial (section 1)?
   (1:too short, 3: appropriate, 5: too long)

5. Does the algorithm tutorial levels (section 2) helps you to learn HLFET?
   (5: very helpful, 1: not helpful)

6. How do you think the length of algorithm tutorial (section 2)?
   (1:too short, 3: appropriate, 5: too long)

7. How do you think the experience of game levels (section 3)?
   (5: interesting, 1: boring)

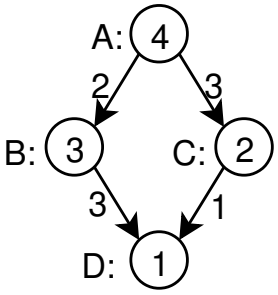
8. How do you prefer learning algorithms in this way?
   (5: yes, 1: no)

7. Any other comments about interaction and appearance? (optional)

8. Any other comments about learning experience? (optional)

Section one: learning result

1. For the task graph on the right hand side, there are two processors A and B. Task A and B are scheduled to processor A. Task C and D are scheduled to processor B. The cluster allows background communication to multiple processors. Assuming execution starts at time 0, answer the following questions:



   1) When does task B start and finish?

   2) When does task D start and finish?

   3) Is there another schedule with better performance? Describe it if there is.

2. Try to state communication models included in this application (4 in total).

3. Describe the logic of HLFET and how HLFET can be modified in contexts with communication or for hetrogeneous clusters.