# Agenda for Meeting 3:

-talk about slides merge

-talk about handout merge

# Next Monday - Logan’s office hour:

Topics:

1. Multi-processor vs. multi-thread: clarify with Logan that we will treat each processor as a thread based on CLRS
2. Walkthrough subtopics, seek for advice

- parallelism, as theoretical abstraction

- visually represent this, student

- explain what it is doing

- visualize it, not using DAG

- animate boxes

- no need racing condition

- how not break the algorithm? how to sync up

- show divide and conquer

# Agenda for Meeting 1:

-Discuss and assign specific work responsibilities to each group member in order to ensure efficient progress towards our project goals.

-4\*3 min presentation for everyone

-Reiterate the weekly standup meeting schedule to ensure all members are aware of the time and location for these important meetings.

-2.00-2.30pm Tuesday

-Discuss what we are going to cover in Meeting 2

(possible) subtopics:

1. Assumptions needed for discussion: CPUs, shared memory, greedy scheduler…
2. Two core concept: work and span: their definitions by words and by DAG(directed acyclic graph). Simple examples for better understanding.
3. Two main formulae. The definition of parallelism (and slackness).
4. Explanation of the multithreaded merge sort algorithm. Two parts:
5. parallel divide and conquer
6. parallel merging.

5. Calculation of the work, span and parallelism of the multithreaded merge sort.

6. [TBD: Code realization of the multithreaded merge sort in C], and comparison between muti-thread merge sort and original algorithm