

UNIVERSITAT POLITÈCNICA DE CATALUNYA

DELIVERABLE 1: CONTEXT AND SCOPE OF THE PROJECT

Design of an environment for solving pseudo-boolean optimization problems

Author:

Marc BENEDÍ

Director:

Dr. Jordi CORTADELLA

*Definition of the scope of the project in the context of its study
for the course*

GEP

March 3, 2018
Edinburgh, UK

UNIVERSITAT POLITÈCNICA DE CATALUNYA

Abstract

Facultat Informàtica de Barcelona
Department of Computer Science

Computer Science Degree

Deliverable 1: Context and scope of the project

by Marc BENEDÍ

The Thesis Abstract is written here (and usually kept to just this page). The page is kept centered vertically so can expand into the blank space above the title too...

Glossary

LAH List Abbreviations Here
WSF What (it) Stands For

Contents

1	Introduction	1
1.1	Context	1
1.2	Background	1
1.3	Sate-of-art	1
1.4	Motivation	1
2	Project Formulation	2
2.1	General objectives	2
3	Scope	3
3.1	What and how?	3
4	Methodology and Rigor	4
4.1	Methodology	4
4.2	Tools	4
4.2.1	Git	4
4.2.2	Trello	4
4.2.3	Mendeley	4
4.2.4	CLion	4
4.3	Communication	4
4.4	Rigor and Validation	4

Chapter 1

Introduction

en aquesta seccio es fara una primera introduccio al entorn del treball

1.1 Context

Explicar que es SAT, la logica, boolean formula, pseudo boolean, cnf , satsolvers, minimization

1.2 Background

Explicar el treball d'investigacio fet aquest quadri

1.3 Sate-of-art

Parlar d'alguns papers anteriors i discutirlos una mica per sobre

1.4 Motivation

Explicar el porque d'aquest treball

Chapter 2

Project Formulation

Explicar en que consisteix el projecte

2.1 General objectives

Explicar quins son els objectius generals del treball

Chapter 3

Scope

3.1 What and how?

Parlar del que es vol fer i com es fara
requirements the project should meet
what to do? meet the requirements established by the client in particular, and by the
rest of stakeholders

Chapter 4

Methodology and Rigor

explicar el perque es defineix una metodologia

4.1 Methodology

TDD i agile
short cycles
weekly scrum

4.2 Tools

4.2.1 Git

4.2.2 Trello

4.2.3 Mendeley

4.2.4 CLion

4.3 Communication

4.4 Rigor and Validation