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Cpsc 330

Quiz

1. The purpose of multiple design teams is that the company will be able to “cast a bigger net over the design space. Multiple designs teams also allows for tools developed by one team to be useful for other teams.
2. He would sit on them to see if they were worth the effort and manpower to implement them on that particular project and to see if they would go away in the future. In the case of the new standard simulator, it was not worth it to get it to work for the project as they already had the wiley simulator.
3. He declined the extra head count on the architecture team because the time and effort it would take to train them would not add any productivity. Whereas for the validation indicators, the time training was that big a detriment to the increased productivity they would eventually have.
4. They temporarily stopped study some performance loss and fix the problem, To reduce the die size, as it had gotten continuously larger, and to simplify the project overall and in areas that needed it.