## **Screening Task**

- 1) Any problem which is more amenable to make a agent from VW is a good start point, as VW current has no such support. Hence, I will opt for **phase ordering using LLVM**, because it has very small observation space and it is less complex to implement. On successful agent modelling for this problem, we can jump to other complex problems. Basically, my aim is to provide support for pre-defined agent in VW, so future contributors have something to kick start.
- 2) I have worked on code generation using python for distributed rendering as a part of internship at intel, I completed in January 2022. As a part for which, I developed various scripts to generate protobuf for grpc calls for parallelizing rendering task to multi gpu system.