

[TP-23] **Prezentácia** Created: 21/Feb/14 Updated: 02/Mar/14 Due: 23/Feb/14
Resolved: 24/Feb/14

Status: Resolved

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Task

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Juraj Petrík](#)

Resolution: Done

Votes: 0

Labels: None

Remaining Estimate: 0 minutes

Time Spent: 4 hours

Original Estimate: 4 hours

Attachments: Distribuované počítanie na FIIT_new1.pptx Distribuované počítanie na FIIT_v0.9.pptx

Sprint: Sprint 6

Description

Príprava prezentácie na pondelkovú prednášku Tímový projekt.

Comments

Comment by [Juraj Petrík](#) [02/Mar/14]

Vytvorena prezentacia a odprezentovana.

[TP-30] [Heuristiky pre hranie Reversi](#) Created: 21/Feb/14 Updated: 28/Feb/14 Due: 07/Mar/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Task

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Radoslav Zápach](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 2 hours

Time Spent: 2 hours

Original Estimate: 4 hours

Sprint: Sprint 6

Description

Vyhľadať a oboznámiť sa s heuristikami ohodnotenia hracej plochy pre najlepší ťah pri rôznych stratégiach hrania.

[TP-28] [Funkcia zrkadlenia](#) Created: 21/Feb/14 Updated: 28/Feb/14 Due: 07/Mar/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: New Feature

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Radoslav Zápach](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 3 hours, 30 minutes

Time Spent: 30 minutes

Original Estimate: 4 hours

Sprint: Sprint 6

Description

Prepísať funkciu zistenia rovnakých hracích plôch, ktoré vznikú otáčaním a zrkadlaním jednej plochy.

[TP-26] [Continuous Integration](#) Created: 21/Feb/14 Updated: 27/Feb/14 Due: 28/Feb/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Improvement

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Juraj Petrík](#)

Resolution: Unresolved

Votes: 0

Labels: None

Σ Remaining Estimate: 5 hours

Remaining Estimate: 3 hours

Σ Time Spent: 1 hour

Time Spent: 1 hour

Σ Original Estimate: 6 hours

Original Estimate: 4 hours

Sub-Tasks:

Key	Summary	Type	Status	Assignee
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TP-34	Pridat testy do CI	Sub-task	In Progress	Juraj Petrík
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Sprint: Sprint 6

Description

Continous integration aj pre Windows platformu.

[Spustenie Reversi 8x8](#) (TP-27)

 [TP-35] [checkpointing 6x6 performance boost](#) Created: 02/Mar/14 Updated: 02/Mar/14 Due: 05/Mar/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Sub-task

Priority: Major

Reporter: [Juraj Vincúr](#)

Assignee: [Juraj Vincúr](#)

Resolution: Unresolved

Votes: 0

Labels: 6x6, checkpointing

Remaining Estimate: 1 day, 4 hours

Time Spent: 1 day, 4 hours

Original Estimate: 3 days

Environment: linux 6x6

Sprint: Sprint 6

Description

Implement better approach of check-pointing. Try to avoid huge performance overhead (as in previous version) by doing some magic in EDAX core.

[TP-27] [Spustenie Reversi 8x8](#) Created: 21/Feb/14 Updated: 02/Mar/14 Due: 28/Feb/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Task

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Juraj Vincúr](#)

Resolution: Unresolved

Votes: 0

Labels: None

Σ Remaining Estimate: 4 days, 4 hours

Remaining Estimate: 2 days

Σ Time Spent: 1 day, 4 hours

Time Spent: Not Specified

Σ Original Estimate: 1 week, 1 day

Original Estimate: 2 days

Sub-Tasks:

Key Summary	Type	Status	Assignee
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checkpointin TP-35	Sub-task	In Progress	Juraj Vincúr
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fraction done notify TP-36	Sub-task	Open	Juraj Vincúr
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Sprint: Sprint 6

Description

Upraviť existujúci prototyp na veľkosť hracej plochy 8x8 a vytvoriť workunity pre klientov.

[TP-21] [Boinc na mobile](#) Created: 21/Feb/14 Updated: 28/Feb/14 Due: 07/Mar/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Task

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Ján Kalmár](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 2 days

Time Spent: Not Specified

Original Estimate: 2 days

Sprint: Sprint 6

Description

Zistiť a opísať, akým spôsobom je možné vytvárať klientské úlohy pre mobily pomocou BOINC.

Comments

Comment by [Ján Kalmár](#) [28/Feb/14]

Spravil som upravu makefilu aby bolo mozne nas edax skopilovat na viac platforiem, zahrnujuc android. Este to ale nefuguje

[TP-24] [Boinc a GPU - CUDA](#) Created: 21/Feb/14 Updated: 02/Mar/14 Due: 28/Feb/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Task

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Pavol Pidanič](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 1 day, 4 hours, 30 minutes

Time Spent: 2 days, 3 hours, 30 minutes

Original Estimate: 4 days

Sprint: Sprint 6

Description

Oboznámiť sa so spôsobom vytvárania aplikácií pre GPU Nvidia CUDA a možnosť využitia pre BOINC.

Comments

Comment by [Pavol Pidanič](#) [02/Mar/14]

Vytvorena jednoduchá aplikácia, ktorá využíva možnosť výpočtu na grafickej karte. Doteraz sa mi nepodarilo prísť nato, ako spojiť CUDA zdrojové súbory s využitím BOINC API. Bude vytvorených niekoľko workunit-ov, aby sme mohli vyskúšať funkčnosť výpočtu na GPU. Zatiaľ pomocou wrappera

Comment by [Pavol Pidanič](#) [02/Mar/14]

Pribudne aj návod na wiki spoločne ak bude dokončená úloha pre OpenCL

[TP-31] [Stránka zobrazenia progresu riešenia](#) Created: 21/Feb/14 Updated: 02/Mar/14 Due: 07/Mar/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Task

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Ondrej Jurčák](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 3 hours

Time Spent: 5 hours

Original Estimate: 1 day

Sprint: Sprint 6

Description

Vytvorit' stránku, ktorá bude zobrazovať progres celkového vyriešenia klientských úloh

Comments

Comment by [Ondrej Jurčák](#) [27/Feb/14]

Pripojenie na ftp a stiahnutie zdrojakov.
Nainstalovanie, nakonfigurovanie a spustenie lokalneho Apache servera.
Úprava index.html - vytvorenie progress baru a jeho nastylovanie cez css.
Pripojenie na Mysql databazu.

[TP-29] [Návody a wiki](#) Created: 21/Feb/14 Updated: 02/Mar/14 Due: 07/Mar/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Improvement

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Martin Tibenský](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 5 hours

Time Spent: 5 hours

Original Estimate: 1 day

Sprint: Sprint 6

Description

Spísať a doplniť nové návody na wiki.

Comments

Comment by [Martin Tibenský](#) [02/Mar/14]

Pridana funkcionalita vo forme pluginov, vytvorena infrastruktura pre logicke clenenie navodov, vytvorene prostredie pre nahravanie multimedialnych suborov.

Continuous Integration (TP-26)

 [TP-34] **Pridat testy do CI** Created: 02/Mar/14 Updated: 02/Mar/14

Status: In Progress

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Sub-task

Priority: Major

Reporter: [Juraj Petrík](#)

Assignee: [Juraj Petrík](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 2 hours

Time Spent: Not Specified

Original Estimate: 2 hours

Sprint: Sprint 6

[TP-22] [Prístup na fakultný server](#) Created: 21/Feb/14 Updated: 22/Feb/14 Due: 07/Mar/14

Status: Open

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Task

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Peter Lacko](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 2 hours

Time Spent: Not Specified

Original Estimate: 2 hours

Sprint: Sprint 6

Description

Získať prístup pre tím 12 na fakultný server

[TP-25] [Boinc a GPU - OpenCL](#) Created: 21/Feb/14 Updated: 22/Feb/14 Due: 07/Mar/14

Status: Open

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Task

Priority: Major

Reporter: [Pavol Pidanič](#)

Assignee: [Pavol Pidanič](#)

Resolution: Unresolved

Votes: 0

Labels: None

Remaining Estimate: 4 days

Time Spent: Not Specified


Original Estimate: 4 days

Sprint: Sprint 6

Description

Oboznámiť sa so spôsobom vytvárania aplikácií pre GPU OpenCL a možnosť využitia pre BOINC.

[Spustenie Reversi 8x8](#) (TP-27)

 [TP-36] **[fraction done notify 6x6](#)** Created: 02/Mar/14 Updated: 02/Mar/14 Due: 07/Mar/14

Status: Open

Project: [747boinc](#)

Component/s: None

Affects Version/s: None

Fix Version/s: None

Type: Sub-task

Priority: Minor

Reporter: [Juraj Vincúr](#)

Assignee: [Juraj Vincúr](#)

Resolution: Unresolved

Votes: 0

Labels: 6x6, boinc-api, fraction-done

Remaining Estimate: 1 day

Time Spent: Not Specified

Original Estimate: 1 day

Environment: linux 6x6

Sprint: Sprint 6

Description

Implement fraction done notifications for boinc client