Feedback on Project 1

Statistics

- Report sizes (excl. appendices): 10, 8, 6, 13, 6, 14. Mean: 9.5.
- Can memory hierarchy be seen: Yes (from barely to clearly).
- Time for random number generation is large – influences timing.
- Streams: Unbuffered always looses big. Varying (but always close) relationships between others. Best buffer size: large (e.g. 16,384).
- Sorting: HeapSort looses big. MergeSort $>$ RadixSort in 3 cases, opposite in 2. Best s: 5 or 6 (largest possible). Best m: large. Best d: anything > 10 is OK in our cases.

Comments

GOOD:

- Relevant discussions (on average).
- Suitable length
- Nice graphs.
- Nice layout/typography.

Comments, cont.'d

BAD:

- Conclude something relevant.
- Describe (principles of) your experiments and results more precisely.
- Answer all questions.
- Analyze on $N >$ RAM (!).
- Use average of several runs.
- Compare found hierarchy with specification of machine (if possible).
- No need to hand in code.