

[TP-24] [Boinc a GPU - CUDA](#) Created: 21/Feb/14 Updated: 22/Feb/14 Due: 28/Feb/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		

Description

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

[TP-21] [Boinc na mobile](#) 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:	Ján Kalmár
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	2 days		
Time Spent:	Not Specified		
Original Estimate:	2 days		

Description

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

[TP-30] [Heuristiky pre hranie Reversi](#) 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:	Radoslav Zápach
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	4 hours		
Time Spent:	Not Specified		
Original Estimate:	4 hours		

Description

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

[TP-31] Stránka zobrazenia progresu riešenia 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:	Ondrej Jurčák
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	1 day		
Time Spent:	Not Specified		
Original Estimate:	1 day		

Description

Vytvoriť stránku, ktorá bude zobrazovať progres celkového vyriešenia klientských úloh

[TP-28] Funkcia zrkadlenia 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:	New Feature	Priority:	Major
Reporter:	Pavol Pidanič	Assignee:	Radoslav Zápach
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	4 hours		
Time Spent:	Not Specified		
Original Estimate:	4 hours		

Description

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

[TP-27] [Spustenie Reversi 8x8](#) Created: 21/Feb/14 Updated: 22/Feb/14 Due: 28/Feb/14

Status:	Open
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		
Remaining Estimate:	2 days		
Time Spent:	Not Specified		
Original Estimate:	2 days		

Description

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

[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		

Description

Získať prístup pre tím 12 na fakultný server

[TP-26] [Continuous Integration](#) Created: 21/Feb/14 Updated: 22/Feb/14 Due: 28/Feb/14

Status:	Open
Project:	747boinc
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Improvement	Priority:	Major
Reporter:	Pavol Pidanič	Assignee:	Juraj Petrik
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	4 hours		
Time Spent:	Not Specified		
Original Estimate:	4 hours		

Description

Continous integration aj pre Windows platformu.

[TP-23] [Prezentácia](#) Created: 21/Feb/14 Updated: 22/Feb/14 Due: 23/Feb/14

Status:	Open
Project:	747boinc
Component/s:	None
Affects Version/s:	None
Fix Version/s:	None

Type:	Task	Priority:	Major
Reporter:	Pavol Pidanič	Assignee:	Juraj Petrik
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	4 hours		
Time Spent:	Not Specified		
Original Estimate:	4 hours		

Description

Príprava prezentácie na pondelkovú prednášku Tímový projekt.

[TP-29] [Návody a wiki](#) 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:	Improvement	Priority:	Major
Reporter:	Pavol Pidanič	Assignee:	Martin Tibenský
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	1 day		
Time Spent:	Not Specified		
Original Estimate:	1 day		

Description

Spísať a doplniť nové návody na wiki.

[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		

Description

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