

Weekly Report

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SZG Tevatron.

After discussion with you, I edited my source code once again. This time I moved my function that scanned data into the program into the post-exchange function. Using the trick you showed me, it was possible to compile and run my program on my home system. More simply, do everything in stand alone mode. Unfortunately, when we sent the program to the Phleet we were getting the same problem as before, i.e. not displaying on all walls/freezing. Furthermore, we are no longer able to even compile on the computers at the CUBE/CAVE. Therefore, under your advisement, I have put the program on the backburner.

SZG Cluster.

On Thursday, Will and I were able to set up a proper SZG cluster inside the REU Lab. It currently only uses the computers Descartes and Bolyai, but extensibility is rather simple in this case. However, for testing purposes, two “wall” of the CUBE/CAVE should be plenty. We are still, of course, unable to do texture mapping and any of the python programs, but both of feel it was a significant step. Will is working on/has a write up and I am in the beginning stages of writing some shell scripts that will greatly simplify the process. I am confident that something similar is done on the systems at the ISL.

Project Possibilities.

I still do not know what I should do this summer. I think working with the Mathematica projects would be beneficial to me in the life long sense but I do not know if I, as of yet, have the programming fortitude to tackle

this problems as the PI. My interest in CUDA suffers from the same. Still, I retain my interest in these heavily CS style options. I was not really excited about any of the presentations this week. If I were going to work on a project that pretains to one of them, it would be one that does not involve four dimensional space. I would not be able to even debug a program for logical errors if it displayed a four-dimensional object.