LOG: 4/28/19 –5/04/19

      I was more or less on standby this week for David as he worked to finish integrating the FPU. I just answered any questions he had about it. I spent the majority of my week working on the ray-tracing demo. This demo is to show how well our core performs with a computationally-heavy program that isn't as forgiving with data accesses as mandelbrot.

      We also began to discuss the layout of our final report. We are slowly getting that done for Wednesday. But for now, the priority is to see if we can get the vector extension to work even a little bit for Monday.