14:31:48 [This our next to last Live Lecture!]  Time flies when you're programming in parallel?

How true!

14:37:10 I varied the local work size [in parts 1 and 2 of Project 6], is that alright?

Yes.

14:37:12 Can we do two graphs for part 3 if we'd like?

Can you do extra to work to learn more?  I would be proud if you did!

14:54:14 Do integrated graphics typically work for 7a?

Yes, as long as the integrated graphics has both OpenCL and OpenGL drivers installed.

15:40:18 Oh I had that error, it's when the global size isn't evenly divisible by the local size

True! That's why I like sticking to even powers of 2 for both the global and local sizes. It prevents this from happening.

15:53:36 [You can get rid of the g++ compiler warning by changing that line to:]

    char *options = (char *) "";