

Overview of Parallel Programming Concepts

Douglas C. Schmidt

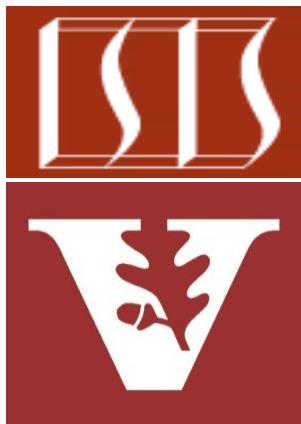
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- Understand the meaning of key concepts associated with parallel programming

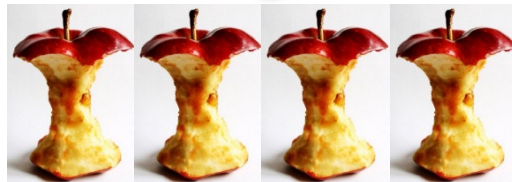
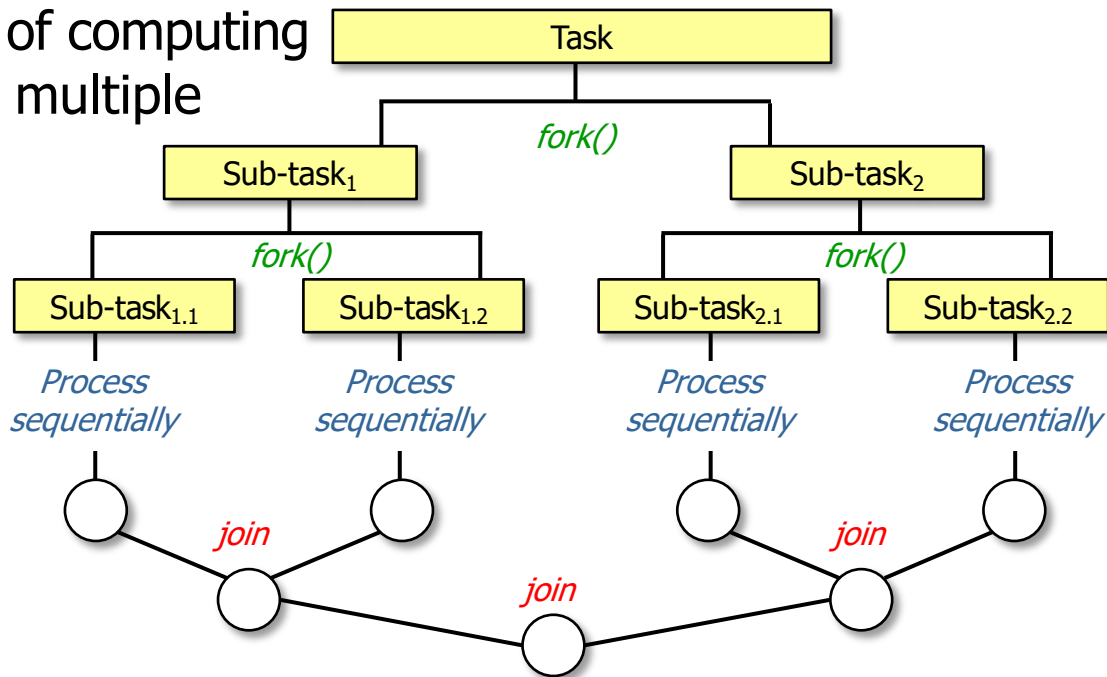
Task



An Overview of Parallel Programming

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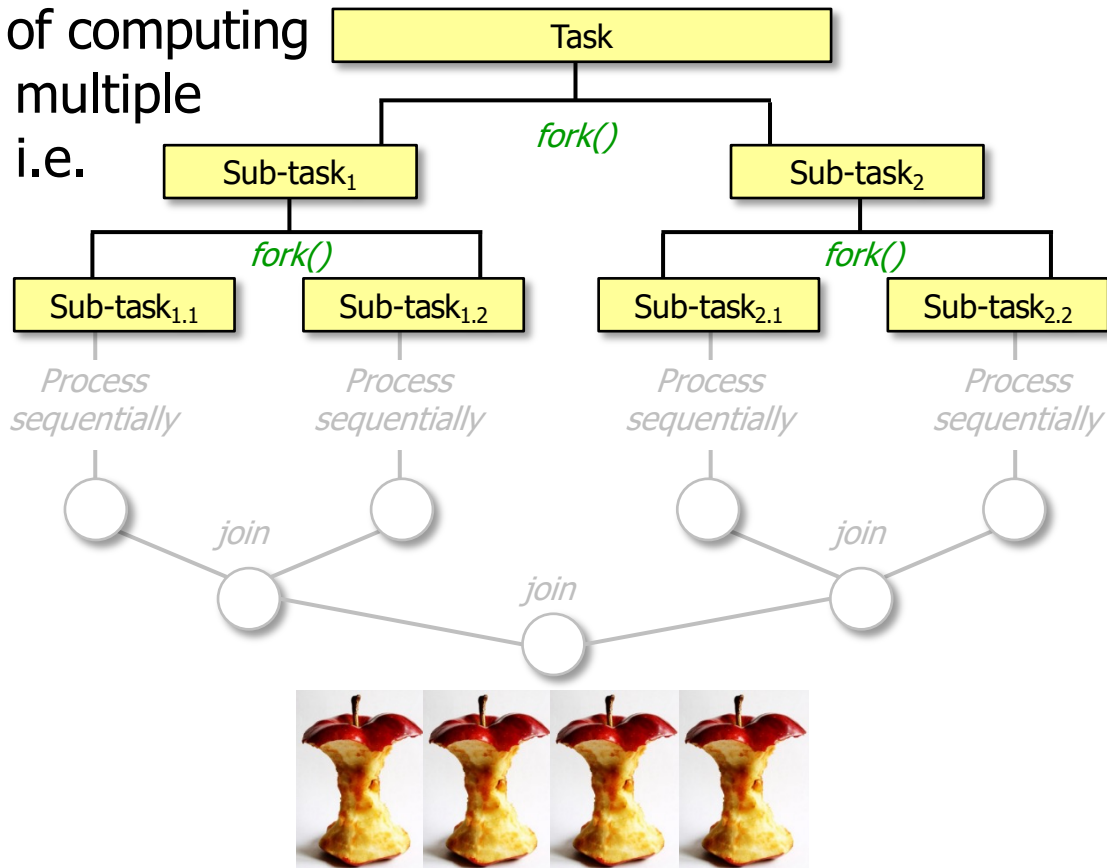
- Parallel programming is a form of computing that performs three phases on multiple processors or processor cores



An Overview of Parallel Programming

- Parallel programming is a form of computing that performs three phases on multiple processors or processor cores, i.e.

- Split** – partition an initial task into multiple sub-tasks

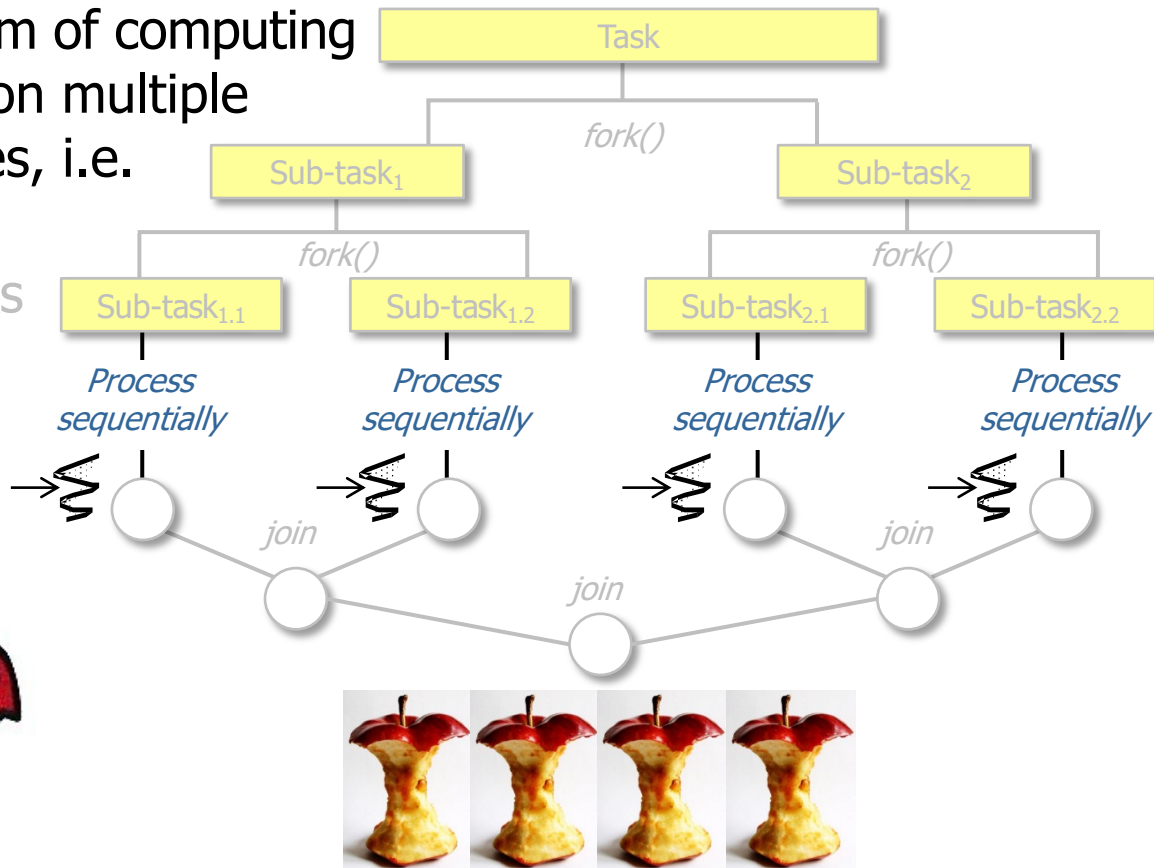
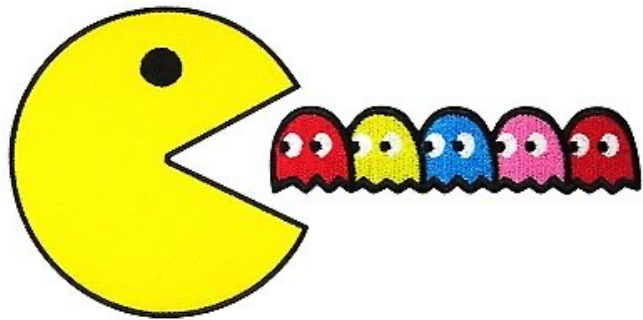


Ideally sub-tasks are split efficiently & evenly (& recursively until a threshold is met)

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- Split** – partition an initial task into multiple sub-tasks
- Apply** – Run independent sub-tasks in parallel

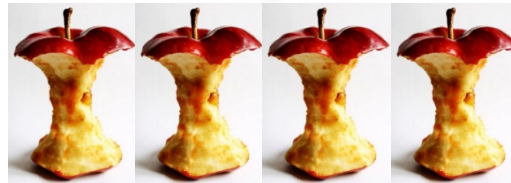
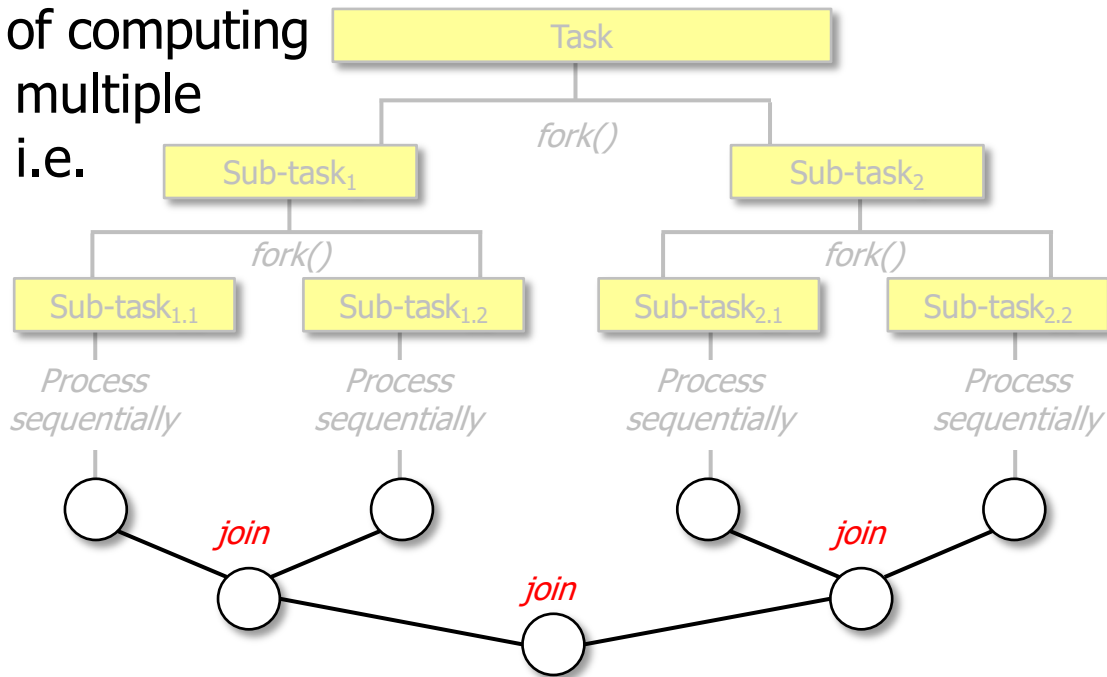


Each sub-task runs sequentially, but together they run in parallel

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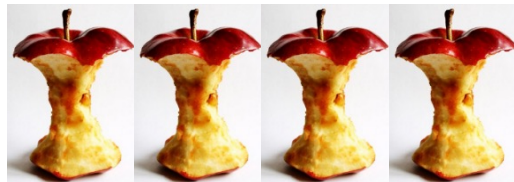
- Split** – partition an initial task into multiple sub-tasks
- Apply** – Run independent sub-tasks in parallel
- Combine** – Merge the sub-results from sub-tasks into a single “reduced” result



The final reduced result can be a primitive value, an object, a collection, etc.

An Overview of Parallel Programming

- A key goal of parallel programming is to partition many tasks into sub-tasks & combine results *efficiently*



See developer.ibm.com/articles/j-java-streams-4-brian-goetz

An Overview of Parallel Programming

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- Parallelism is thus an optimization of key performance characteristics



See en.wikipedia.org/wiki/Computer_performance

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See en.wikipedia.org/wiki/Up_to_eleven

An Overview of Parallel Programming

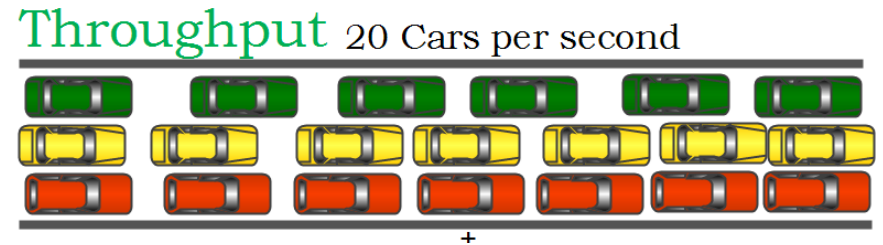
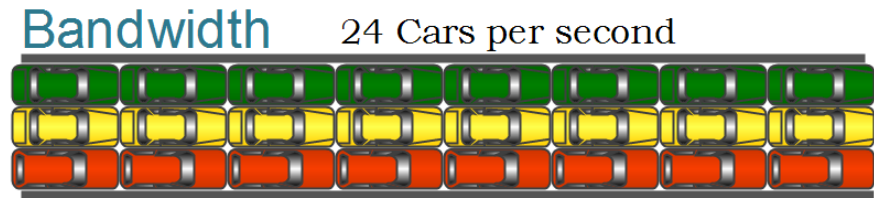
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- Parallelism is thus an optimization of key performance characteristics, e.g.,
 - *Throughput*
 - How many units of info a system can process within a given time



See en.wikipedia.org/wiki/Throughput

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 - *Throughput*
 - How many units of info a system can process within a given time
 - There's often a difference between max throughput vs. actual throughput



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 - *Scalability*
 - A system's ability to handle a growing amount of workload



See en.wikipedia.org/wiki/Scalability

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 - *Throughput*
 - *Scalability*
 - A system's ability to handle a growing amount of workload
 - Scalability is often associated with cloud computing



An Overview of Parallel Programming

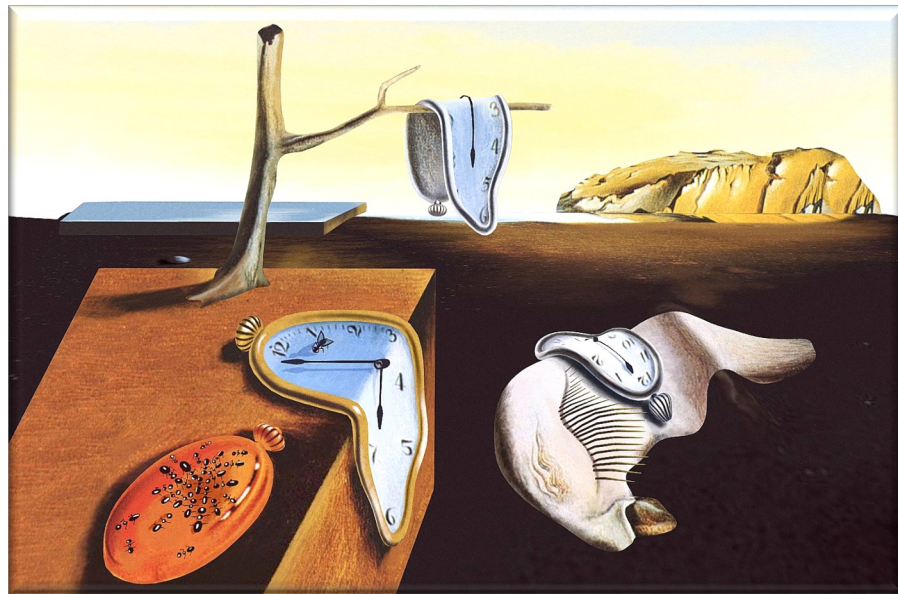
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 - *Latency*
 - The delay between a user's action & a system's response to that action



See [en.wikipedia.org/wiki/Latency_\(engineering\)](https://en.wikipedia.org/wiki/Latency_(engineering))

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 - *Throughput*
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 - *Latency*
 - The delay between a user's action & a system's response to that action
 - Minimizing latency (& jitter) is essential for mission- & safety-critical real-time systems



See en.wikipedia.org/wiki/Real-time_computing

End of Overview of Parallel Programming Concepts