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## Administrivia

- (None?)

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## A Few Words About Design Patterns

- Idea originated with architect Christopher Alexander (first book 1977). Briefly — look for problems that have to be solved over and over, and try to come up with “expert” solution, write it in a form accessible to others. Usually this means adopting “pattern format” to use for all patterns. Characteristics of a good pattern:
  - Neat balancing of competing “forces” (tradeoffs).
  - Name either tells you what it’s about, or is a good addition to vocabulary.
  - “Aha!” aspect.
- First used in CS in OOD/OOP, about 1987. Really started to take off in OO community with “Gang of Four” book (Gamma, Helms, Johnson, and Vlissides; 1995). Now can find people writing patterns in many, many areas.
- To give you the idea — look at some simple patterns (links on course “Useful links” page).

### “A Pattern Language for Parallel Programming”?

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- Goal of our book (and preceding work) — apply this idea in parallel computing.
- We started out looking for patterns representing high-level structures for parallel programs, thinking there might be a dozen of them.
- At some point we realized we also wanted to talk about how you get from the original problem to one of these structures — i.e., how do expert parallel programmers think about how to decompose a problem, etc.? and also about commonly-occurring data structures and program structures, and how to map high-level designs/structures into real programming environments.
- Eventually — four-layer “pattern language”. (Notice that “pattern language” connotes common vocabulary more than grammatical structure. Not a programming language!)

### Overall Organization of Our Pattern Language

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- Four “design spaces” corresponding to phases in design.
  - *Finding Concurrency* — how to decompose problems, analyze decomposition.
  - *Algorithm Structure* — high-level program structures.
  - *Supporting Structure* — program structures, data structures.
  - *Implementation Mechanisms* — generic discussion of programming environment “building blocks”.
- Idea is that you start at the top, work your way down, possibly with some backtracking.

### *Finding Concurrency — Preview*

- Decomposition patterns (*Task Decomposition, Data Decomposition*): Break problem into tasks that maybe can execute concurrently.
- Dependency analysis patterns (*Group Tasks, Order Tasks, Data Sharing*): Organize tasks into groups, analyze dependencies among them.
- *Design Evaluation*: Review what you have so far, possibly backtrack.

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### *Algorithm Structures — Preview*

- *Task Parallelism* — decompose problem into lots of tasks, independent or nearly so. Example: numerical integration.
- *Divide and Conquer* — decompose recursively as in divide-and-conquer algorithms. Examples: quicksort, mergesort.
- *Geometric Decomposition* — decompose based on data (by rows, by columns, etc.). Example: Mesh-based computation.
- *Recursive Data* — rethink computation to expose unexpected concurrency. Ignore for now.
- *Pipeline* — decompose based on assembly-line analogy.
- *Event-Based Coordination* — decompose problem into entities interacting asynchronously.

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### Supporting Structures — Preview

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- Program structure patterns:
  - *SPMD* (Single Program, Multiple Data) — “like an MPI program”.
  - *Loop Parallelism* — “like an OpenMP program”.
  - *Master/Worker* — like the name suggests.
  - *Fork/Join* — when none of the others fits.
- Data structure patterns:
  - *Shared Data* — generic advice for dealing with data dependencies.
  - *Shared Queue* — example of applying *Shared Data*.
  - *Distributed Array*.

### Minute Essay

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- Have you heard of design patterns before? worked with them / studied them? (e.g., in Dr. Lewis’s OOP seminar class?)
- Can you think of an example of something that would make a good pattern, but hasn’t (as far as you know) been written up as one? (It doesn’t have to be in computer science.)