Slide 1

Administrivia

- A few more links to interesting reading on course Web page. If you have time . . .
- Homework is all past due. Turn in as soon as you can, but *no later than next Tuesday (May 5)*. Sample solutions coming soon (I hope).
- Proposal for (mini-)project due today. Okay to turn in tomorrow. Actual project due May 12.
- Office hours next week to be announced by e-mail soon.
- Questions about grading, due dates, etc.?

Slide 2

Performance Results versus Hype

- Fifteen years ago one David Bailey wrote a paper called “Twelve Ways to Fool the Masses When Giving Performance Results on Parallel Computers”. Somewhat tongue in cheek, but many very valid points.
- Link to original text on course “Useful links” page. Let’s skim . . .
- Points for discussion: Have we been guilty, in this course, of doing any of the things he warns against, or have we been careful to avoid them? What if anything does it mean when your parallel program doesn’t seem to run faster as you increase the number of UEs? (It could mean that “multicore is the wave of the future!” is hype, right? Does it?)

Slide 3

Review of Course

- “PAD I for parallel programming”? We covered:
  - Three languages/libraries — OpenMP, MPI, Java.
  - How to find and exploit concurrency in programs.
- We also did several running examples and some homeworks . . .

Slide 4

Review of Homeworks

- Homeworks 1 and 2 — estimating π with Monte Carlo methods. Basic structure is *Task Parallelism*. Complication is that you need a thread-safe RNG.
- Homework 3 — Conway’s game of life. Basic structure is *Geometric Decomposition*. Basic idea easy, details a bit messy (especially in C).
- Homework 4 — quicksort. Basic structure is *Divide and Conquer*.
- For all programs, probably need large problem sizes to get any benefit from multiple UEs.

Slide 5

Minute Essay

- How did the course compare with your expectations/goals? Did you learn what you hoped to learn?