

Slide 1

Administrivia

- Reminder (as if you needed one): Exam 2 Monday.
- I hope to get Homework 6 graded by Friday so I can return it (in the mailbox outside my office door). If not I will make a sample solution available.
- I'll probably put together a set of optional extra-credit problems, to be due toward the end of finals week — if there's interest?
- About courses for next semester, alas it's likely that students waitlisted for CSCI 3323 (Operating Systems) won't get in. Currently 22 enrolled, which is not great but apparently almost everyone needs the course to graduate on time. Using another room or adding a section aren't good options. Next year (Fall 2018) we will try to have more seats in "Systems" courses.

Slide 2

Minute Essay From Last Lecture

- I'm glad I asked about prior experience with multithreading — I didn't realize it was now regularly included in CS1, CS2, and (sometimes?) Data Abstraction.

Review for Exam 2

- (Topic by topic through the review sheet.)
- (Another example of tracing through operation of the simplified processor?)

Slide 3

Courses Next Semester — CSCI 3323

- Official name is "Principles of Operating Systems". I take this to mean that I can/should emphasize principles over details, though it's hard to learn principles without *some* details. (And really, I think this approach makes sense given how fast things change in our field.)
- As I've been teaching it, it's sort of a theory class — more written homework and exams than programming. That might change next year, though.

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Courses Next Semester — CSCI 3366

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- Official name is “Introduction to Parallel and Distributed Programming”. It occurs to me that since CS1 and CS2 now introduce students to multithreading, content/purpose of the course arguably should change. That said . . .
- I try to focus some on principles common to all kinds of “concurrent” programming — finding and taking advantage of potential concurrency — but a lot of the course is an introduction to some fairly diverse but low-level programming environments (multithreading with OpenMP, message-passing with MPI, and GPGPU with OpenCL). Assignments will mostly involve programming. Typically there’s also a fairly open-ended project.

Minute Essay

Slide 6

- None — quiz.