

Slide 1

Administrivia

- Projects due at scheduled final time (May 6 at 6:30pm). Okay to turn in report and code later — shall we say by noon May 7?
- I'm planning to be on campus most days next week, in case of questions. I'll send everyone mail with some times you're most likely to find me in my office or one of the labs. You also should be able to reach me via e-mail over the weekend.
- Sample solutions for homeworks on Web. Grades and comments on what you turned in coming soon, I hope. (I just mailed grades for Homework 1. I didn't comment extensively because most of what I would have said was covered in class.)
- Questions about grading?

Slide 2

Course Recap — What Did We Do?

- "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 . . .

Review of Homeworks

Slide 3

- 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.

Minute Essay

Slide 4

- None — sign in.