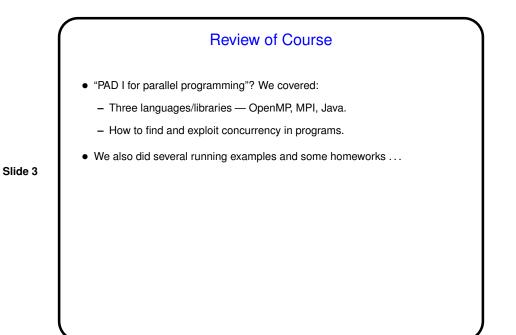


Slide 2



**Review of Homeworks** 

- Homeworks 1 and 2 estimating  $\pi$  with Monte Carlo methods. Basic structure is *Task Parallelism*. Complication is that you need a thread-safe RNG.
- Slide 4
- 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.

