



Slide 2



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 (particularly for MPI).
- Homework 4 quicksort. Basic structure is *Divide and Conquer*.
- For all programs, probably need large problem sizes to get any benefit from multiple UEs. Even then performance may not be amazingly good, but the primary goal is pedagogical rather than practical.

Slide 4



