

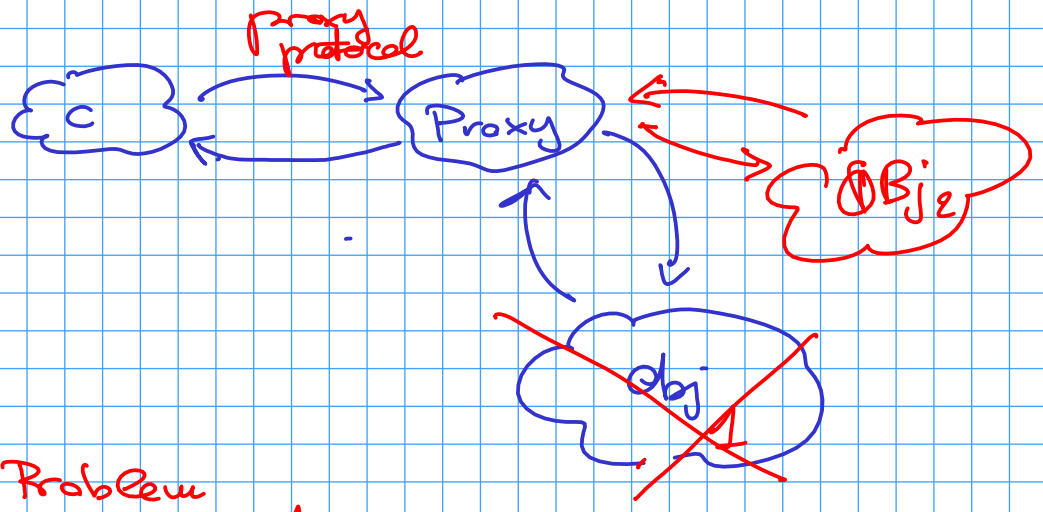
Design patterns

SW engineering

Gamma et al.

"Design patterns"

Proxy



Facade

Recipes

- Problem
- Strategies & Policies
- Typical implementations
- Usage
- ...

Parallel design patterns

↳ Motson Sanders Mooneyil

Set of features

- Problem
- Context
- Forces
- Solution

What kind of problem may be solved
scenarios

Structured design space

Finding concurrency

Algorithmic structure

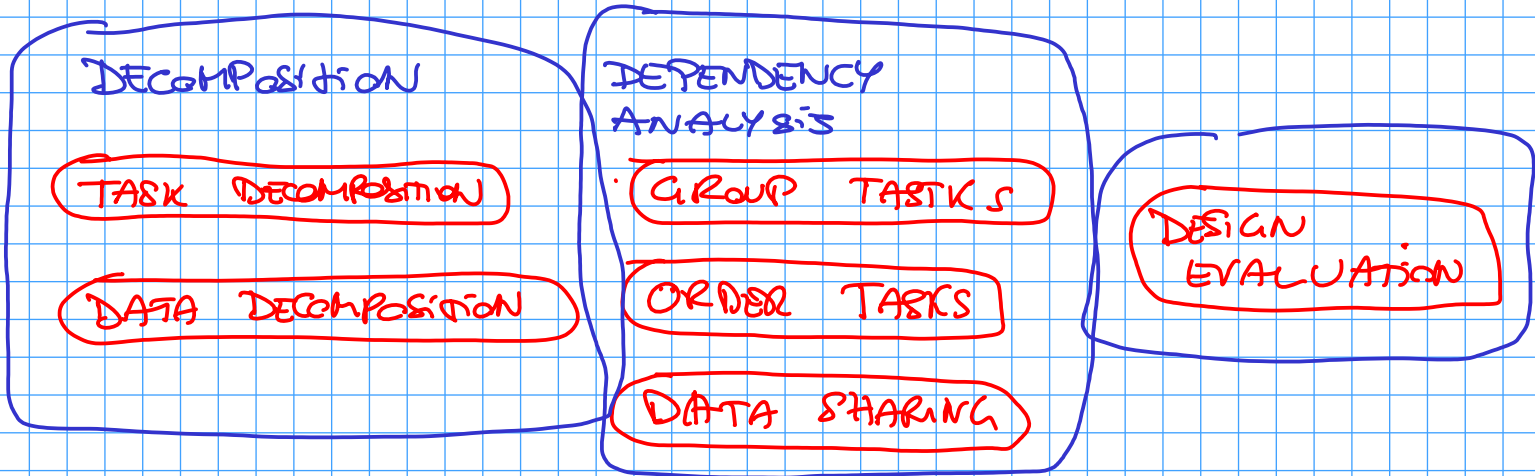
Supporting structure

Implementation mechanism

} close to
application
domain

} close
to the
firmware
(hw + sw)

FINDING CONCURRENCY (DESIGN SPACE)



TASK DECOMPOSITION problem

PROBLEM : How decompose problem into tasks that can run concurrently?

CONTEXT : —

FORCES : FLEXIBILITY EFFICIENCY SIMPLICITY

SOLUTION :
evidence the actions needed to decompose the problem in terms of dependencies in between the actions

list of typical situations where I can look for tasks
- functions or procedure calls

for (i = ...
for (j = ...

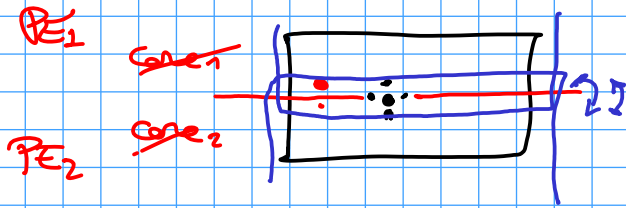
$P(a_{i*}, b_{*j}, c_{ij})$

→ loop iterations

independent iterations \Rightarrow tasks

DATA DECOMPOSITION PATTERN

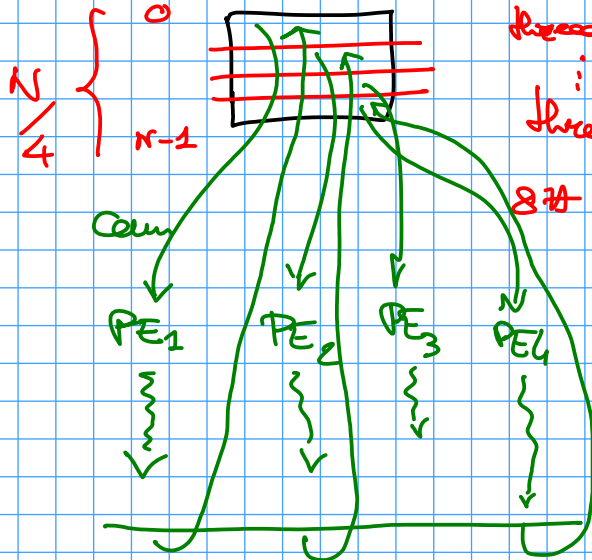
PROBLEM: data (input) \rightarrow units that can be operated "relatively" independently
 (positions possibly overlapping)



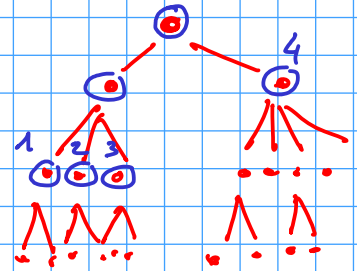
FORCES: flexibility, efficiency, simplicity

SOLUTIONS: array-based vs recursive data

$[0, N/4)$
 $[N/4, 2N/4)$
 \vdots



Threads $[0, N/4)$
 \vdots
 Thread $[3N/4, N)$
 8th MEN



GROUP TASKS

Pattern

PROBLEM:



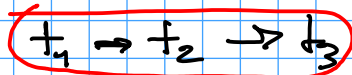
How can I group them
 ⇒ dependency management is simplified?

TASK decoupling

DATA decoupling

SOLUTIONS:

- temporal dependencies
 ⇒ groupings

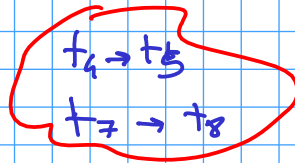
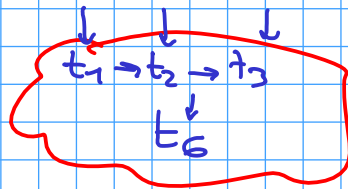


t4 -> t5

t6 t7 -> t8

Task ti
 I need the same amount of time to compute

2 PE

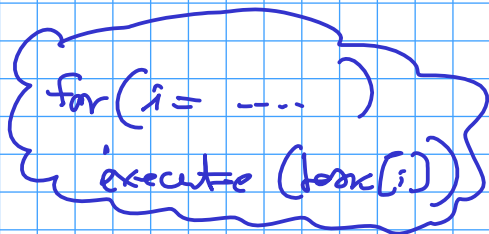
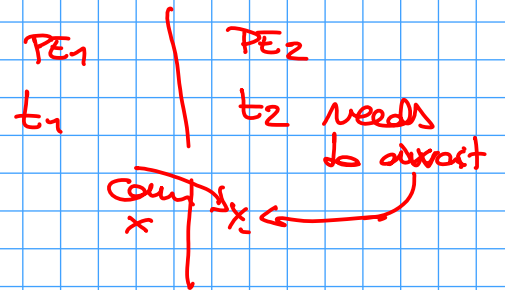


t4 -> t5

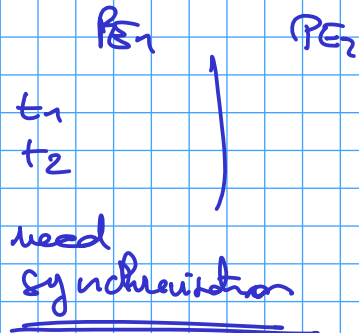
produces x uses x

t4 must end before t5 starts

Ex 1:



Comm x
 no more needed

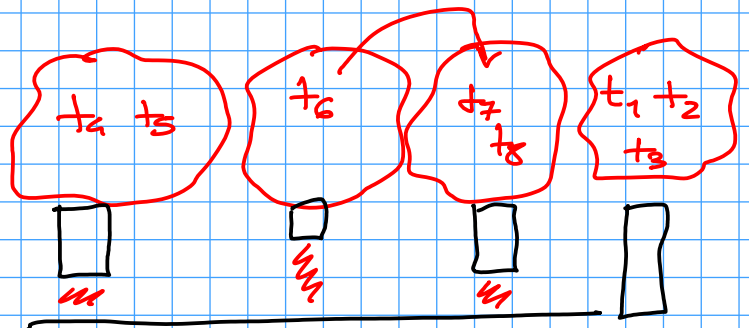


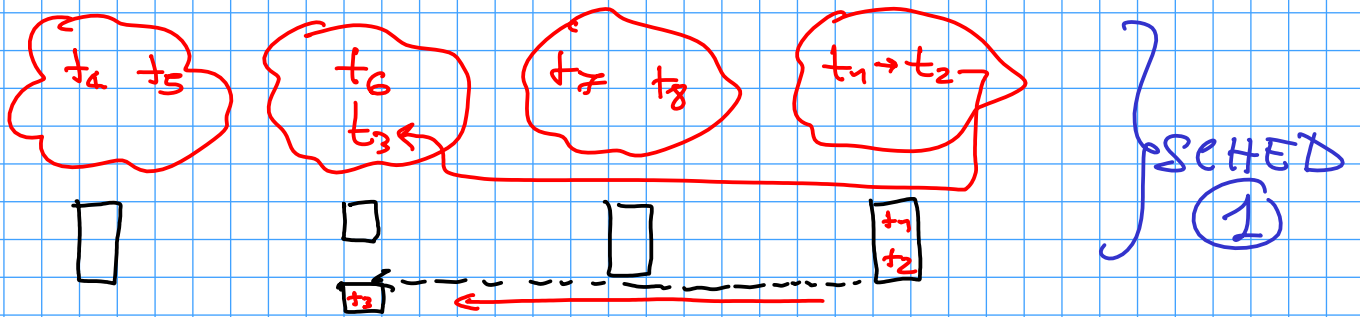
t1 -> t2 -> t3

t4 -> t5

t6

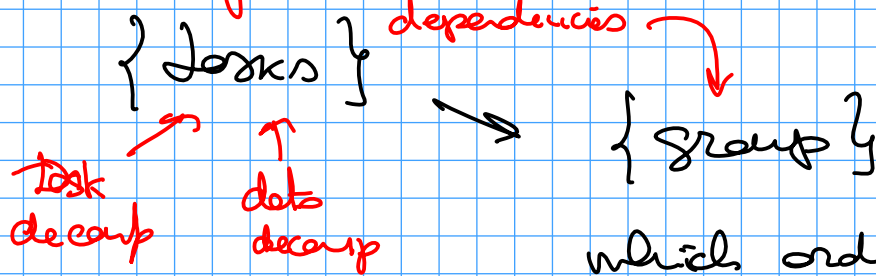
t7 -> t8



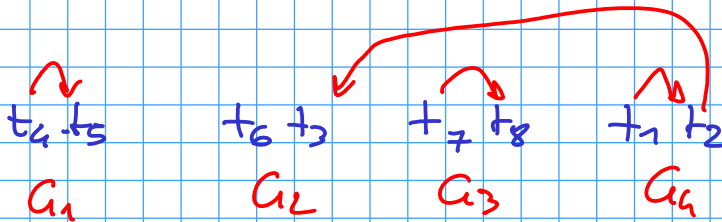


ORDER TASKS partition

PROBLEM :



which ordering can we take to ensure that all constraints are satisfied



PE1

PE2

