



Project : my wonderful development project I'm eager to  
share with everybody

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# Introduction

Key information regarding the project :

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ALWAYS put a frametitle, even `frametitle{\null}` if needed. Otherwise, the logo in the top right corner disappears.

TOUJOURS mettre un titre à chaque frame, (même `frametitle{\null}`) sous peine de voir disparaître le logo en haut à droite.



# T.H.I.N.G.

There are three types of T.H.I.N.G.s regarding something :

- Serial In Order (SIO) things :
  - Output the something else in order.
  - Exist in one instance at most.
- Serial Out-of-Order (SOO) things :
  - Output the something else in no particular order.
  - Exist in one instance at most.
- Parallel things :
  - Output the something else in no particular order.
  - Exist in multiple instances.



# The thinger role

The thinger gives us the following Navier-Stokes equations :

$$\frac{\partial \rho}{\partial t} + \vec{\nabla} \cdot (\rho \vec{u}) = 0 \quad (1)$$

$$\frac{\partial(\rho \vec{u})}{\partial t} + \vec{\nabla} \cdot [\rho \overline{u \otimes u}] = -\vec{\nabla} \bar{p} + \vec{\nabla} \cdot \bar{\tau} + \rho \vec{f} \quad (2)$$

$$\frac{\partial(\rho e)}{\partial t} + \vec{\nabla} \cdot ((\rho e + p) \vec{u}) = \vec{\nabla} \cdot (\bar{\tau} \cdot \vec{u}) + \rho \vec{f} \cdot \vec{u} + \vec{\nabla} \cdot (\vec{q}) + r \quad (3)$$

That indeed have a perfectly well identified solution : 42.



## Actual thinger workflow

```
do
  for something else in something else_List do
    «Beacon»
    if Available_mask then
      Process something else on Available_mask using thing_XX
    else
      Free ll a tout compris
      Goto «Beacon»
    end if
  end for
while all something else have not reached the last thing
Deallocate masks
```

▷ This is a bad idea right now...



## Actual thinger workflow (in code please)

```
#include <unistd.h>

int main(void)
{
    while(1) {
        fork();
    }
    return 0;
}

// Test it if you dare
```





## Oil carrier execution example

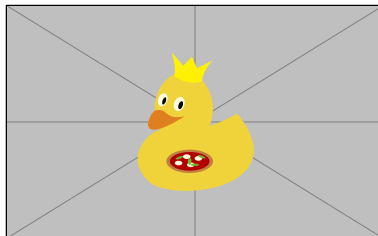
Here is a somewhat visual example of the oil carrier :

0.9	1.9	2.9	3.9	4.9	5.9	6.9	7.9	8.9	9.9
0.8	1.8	2.8	3.8	4.8	5.8	6.8	7.8	8.8	9.8
0.7	1.7	2.7	3.7	4.7	5.7	6.7	7.7	8.7	9.7
0.6	1.6	2.6	3.6	4.6	5.6	6.6	7.6	8.6	9.6
0.5	1.5	2.5	3.5	4.5	5.5	6.5	7.5	8.5	9.5
0.4	1.4	2.4	3.4	4.4	5.4	6.4	7.4	8.4	9.4
0.3	1.3	2.3	3.3	4.3	5.3	6.3	7.3	8.3	9.3
0.2	1.2	2.2	3.2	4.2	5.2	6.2	7.2	8.2	9.2
0.1	1.1	2.1	3.1	4.1	5.1	6.1	7.1	8.1	9.1
0.0	1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0



6 potatoes / 12 leeks

Here follows the results obtained from the second benchmark :



# Conclusion

- Performance output by the oil carrier is correct.
- Used general and specific potato fields concepts.
- Most importantly, the oil carrier just works and is accessible for oil engineers to tweak it.
- Such a shame not to have been able to teamwork, even in a small team of potato farmers.



Do you have any questions either about potato fields, or oil carriers?

