

Concurrent & Parallel Systems - Coursework 1

Report

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October 10, 2018

Abstract

This report will detail a project attempting to add concurrency and parallelism within a block-chain simulator in C++. The project in question will utilise methods such as multi-threading, algorithmic skeletons, CPU-level parallelism and OpenMP (Open Multi-Processing) to optimise the simulator as much as possible.

- 1 Introduction and Background**
- 2 Initial Analysis**
- 3 Methodology**
- 4 Results and Discussion**
- 5 Conclusion**
- 6 References**