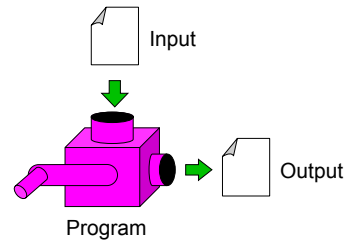


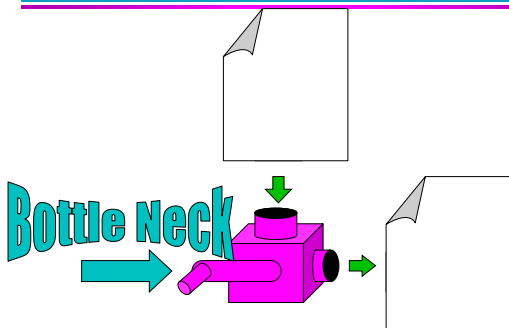
A Pictorial Introduction to Components in Scientific Computing

Once upon a time...



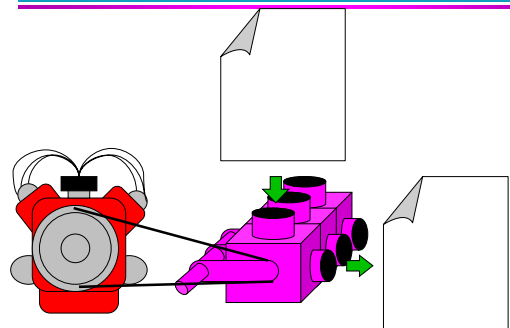
2

As Scientific Computing grew...



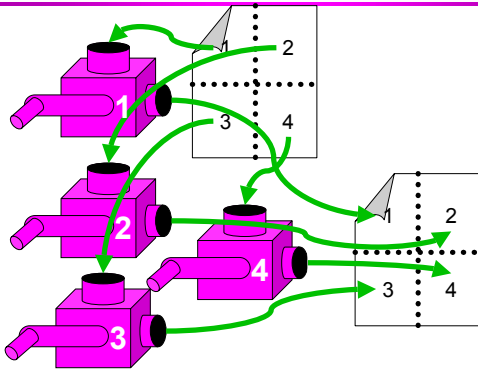
3

Tried to ease the bottle neck



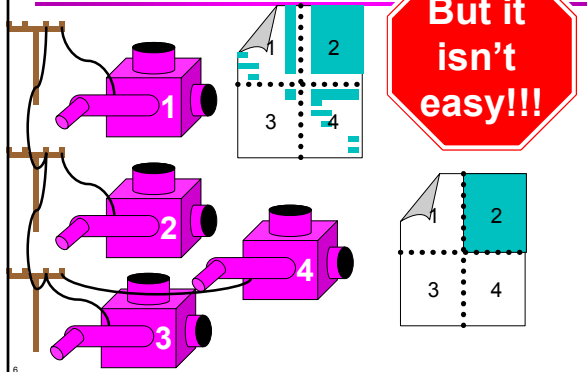
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SPMD was born.



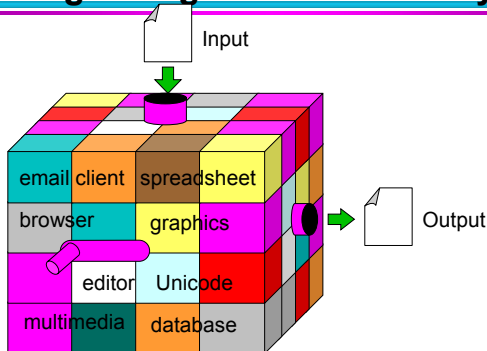
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SPMD worked.



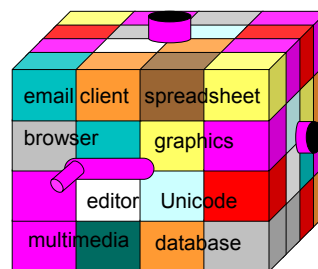
6

Meanwhile, corporate computing was growing in a different way



7

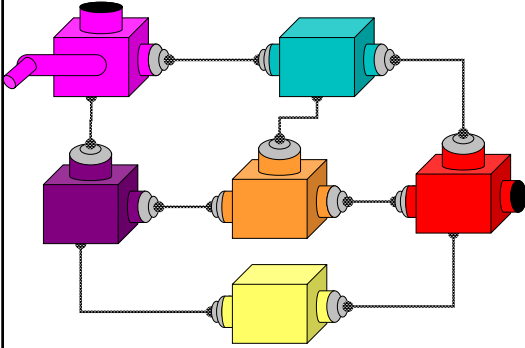
This created a whole new set of problems → complexity



- Interoperability across multiple languages
- Interoperability across multiple platforms
- Incremental evolution of large legacy systems (esp. w/ multiple 3rd party software)

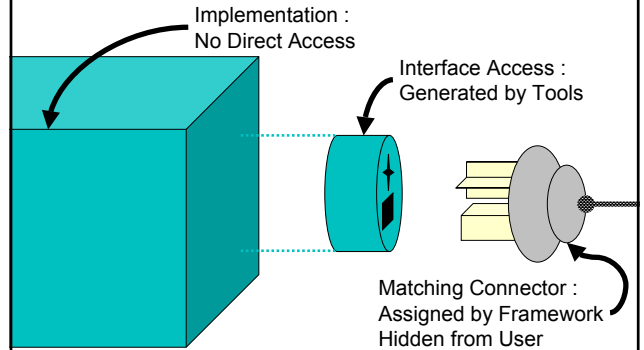
8

Component Technology addresses these problems



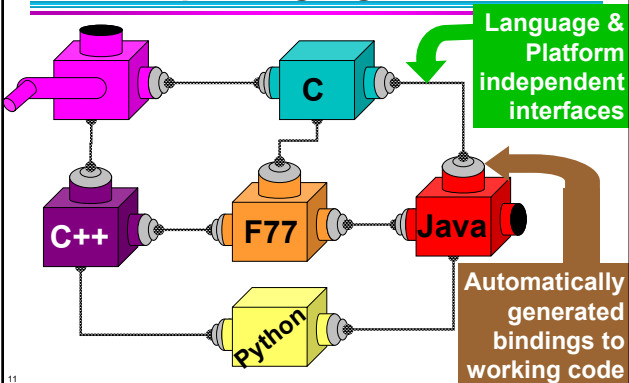
9

So what's a component ???



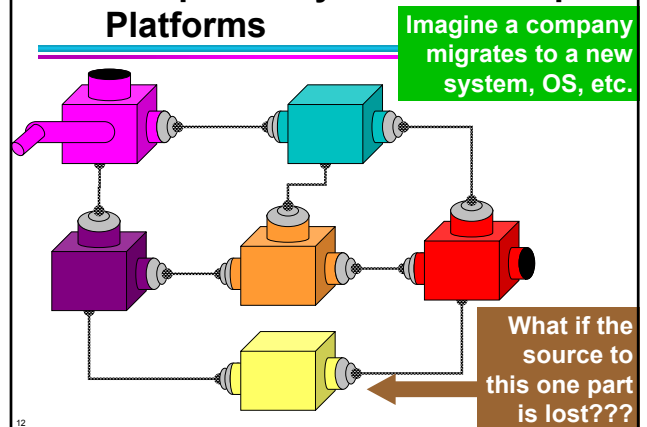
10

1. Interoperability across multiple languages



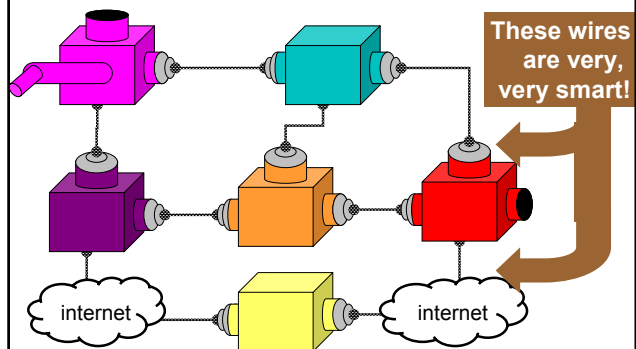
11

2. Interoperability Across Multiple Platforms



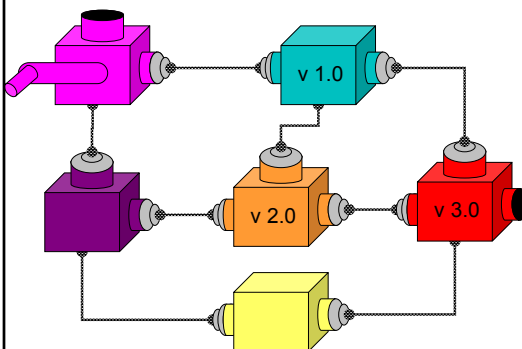
12

Transparent Distributed Computing



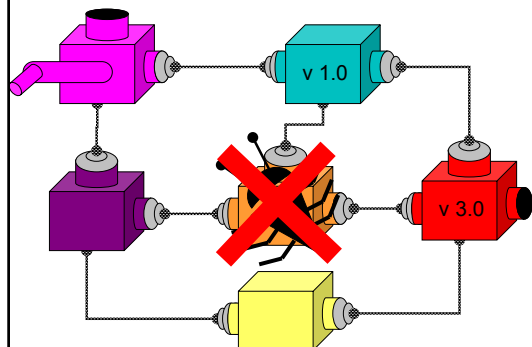
13

3. Incremental Evolution With Multiple 3rd party software



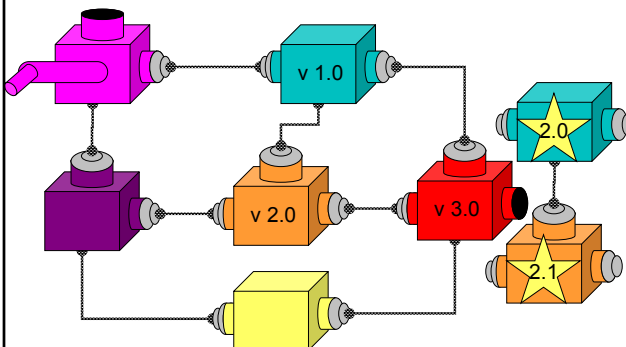
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Now suppose you find this bug...



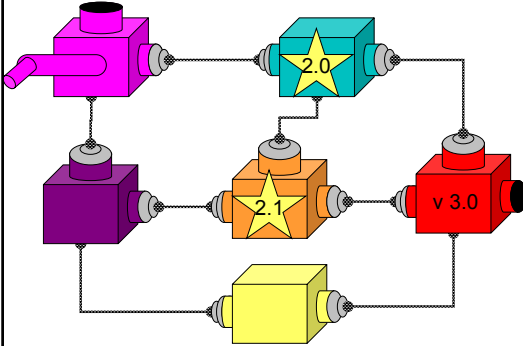
15

Good news: an upgrade available Bad news: there's a dependency



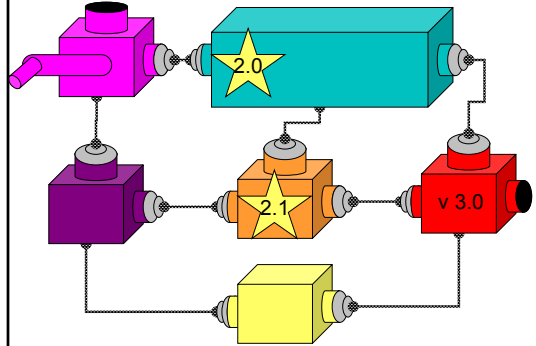
16

Great News: Solvable with Components



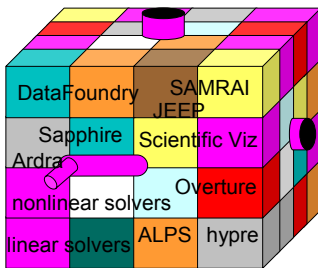
17

Great News: Solvable with Components



18

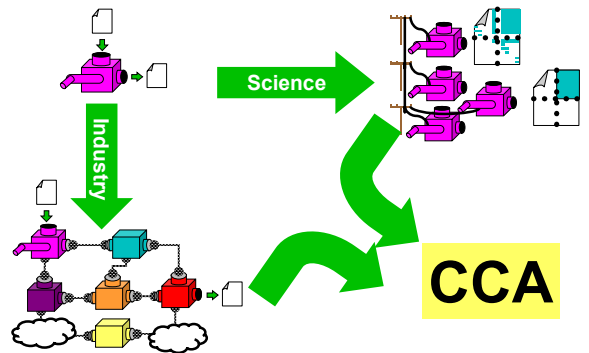
Why Components for Scientific Computing → Complexity



- Interoperability across multiple languages
- Interoperability across multiple platforms
- Incremental evolution of large legacy systems (esp. w/ multiple 3rd party software)

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The Model for Scientific Component Programming



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The End