

FIT3143 Applied Presentation

Week 3: Flynn's Taxonomy and Parallel Processing

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Tutorial 03

2025-08-09

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SISD (Single Instruction Single Data)

Definition 1 (SISD)

A single processor executes a single instruction stream to operate on data stored in a single memory. This is the traditional **von Neumann architecture**.

Diagram

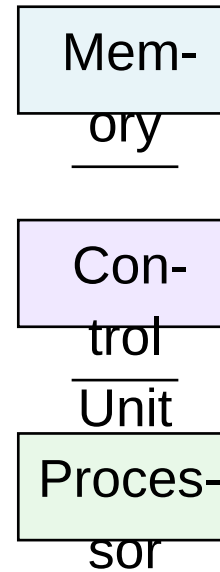


Figure 1: Basic SISD (Single Instruction, Single Data) architecture showing von Neumann model with single processor, control unit, and shared memory.

SIMD (Single Instruction Multiple Data)

Definition 1 (SIMD)

A single instruction stream operates on multiple data streams simultaneously. Common in vector processors and GPU architectures.

Diagram

SIMD Architecture Diagram

Figure 2: SIMD (Single Instruction, Multiple Data) architecture showing shared control unit with multiple processing elements operating on different data sets.

MISD (Multiple Instruction Single Data)

Definition 1 (MISD)

Multiple instruction streams operate on a single data stream. This architecture is rare but used in fault-tolerant systems and parallel processing of single data through multiple stages.

Diagram

MISD Architecture Diagram

Figure 3: MISD (Multiple Instruction, Single Data) architecture showing multiple processors with different control units operating on the same data stream.

MIMD (Multiple Instruction Multiple Data)

Definition 1 (MIMD)

Multiple instruction streams operate on multiple data streams independently. This is the most common parallel architecture used in modern multi-core processors and distributed systems.

Diagram

MIMD Architecture Diagram

Figure 4: MIMD (Multiple Instruction, Multiple Data) architecture showing independent processors with local control units and memories connected through a shared interconnection network.

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Code Snippet: C - Shared Memory Communication

```
1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <pthread.h>
4  void *print_message_function( void *ptr )
5  {
6  char *message;
7  message = (char *) ptr;
8  printf("%s \n", message);
9  }
10 int main()
11 {
```

C

```
12 pthread_t thread1, thread2;
13 char *message1 = "Thread 1";
14 char *message2 = "Thread 2";
15 int iret1, iret2;
16 iret1 = pthread_create( &thread1, NULL, print_message_function,
17 (void*) message1);
18 iret2 = pthread_create( &thread2, NULL, print_message_function,
19 (void*) message2);
20 printf("Thread 1 returns: %d\n",iret1);
21 printf("Thread 2 returns: %d\n",iret2);
22 return;
23 }
```

What are the Possible Outcomes?

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Reason for the Possible Outcomes

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