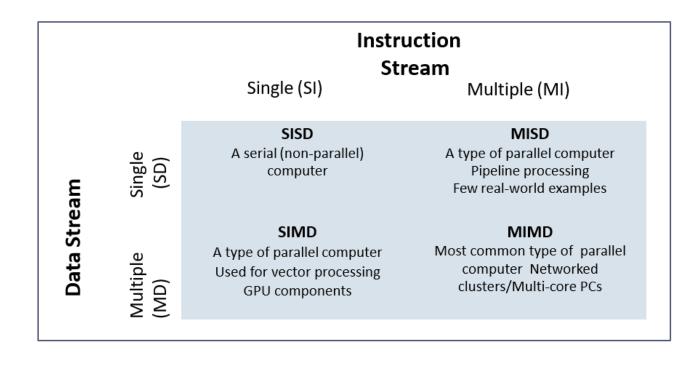


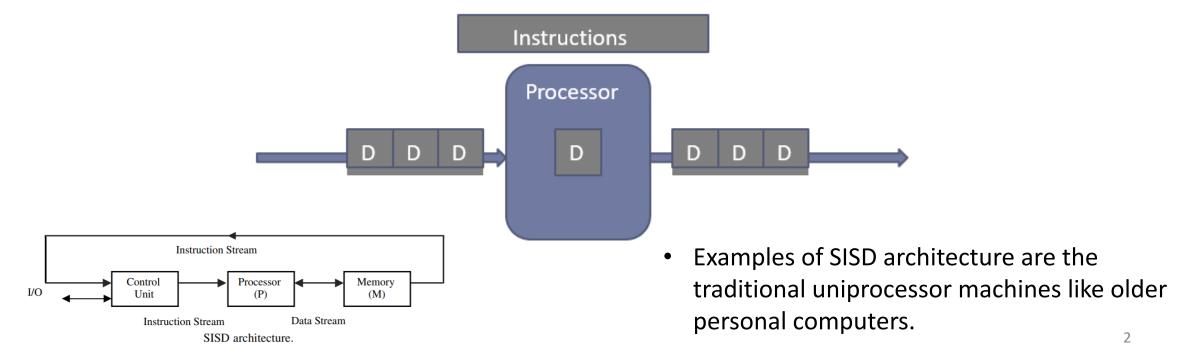
Flynn's Taxonomy

- This is a classical approach (1966) used to classify parallel computers
- Flynn uses the stream concept for describing a machine's structure and It classifies systems using two dimensions
 - Data Stream
 - Instruction Stream
- In classifying a system, each of these dimensions can have one of two values
 - Single
 - Multiple



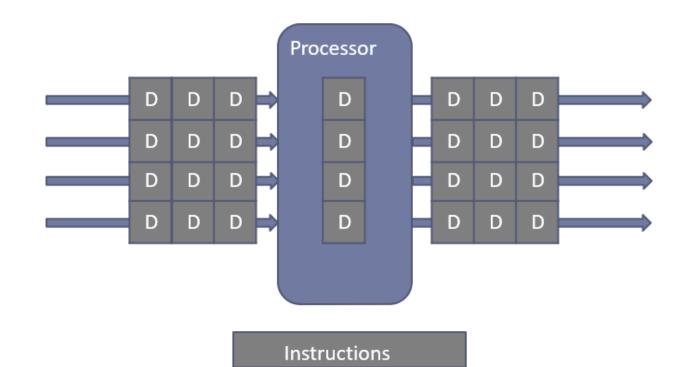


- Single instruction stream single data stream (SISD)
- A sequential computer which exploits no parallelism in either the instruction or data streams. Single control unit (CU) fetches single instruction stream (IS) from memory. The CU then generates appropriate control signals to direct single processing element (PE) to operate on single data stream (DS).



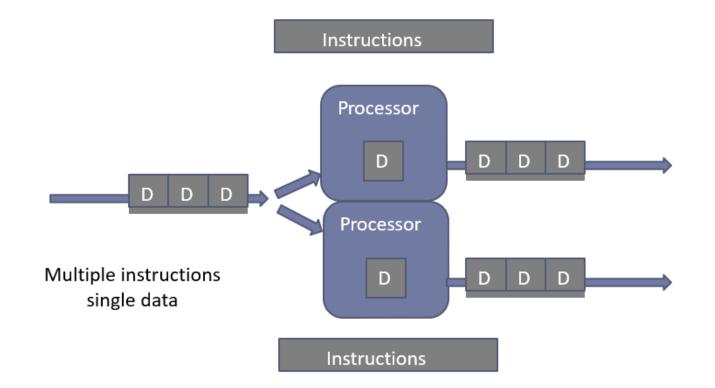


- SIMD (Single Instructions and Multiple Data)
- Single instruction, multiple data (SIMD) is a type of parallel computer used for vector (arrays of data) processing GPU components





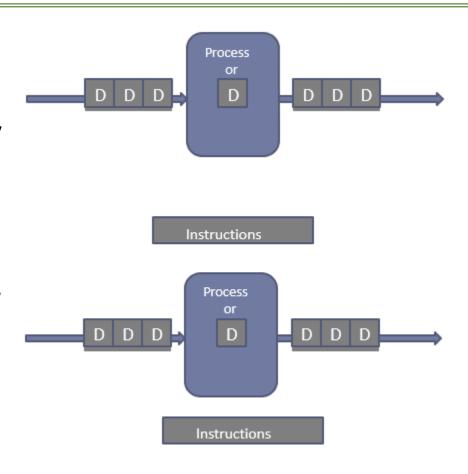
 MISD: Multiple instructions operate on one data stream. This is an uncommon architecture which is generally used for fault tolerance. <u>Heterogeneous systems</u> operate on the same data stream and must agree on the result. Examples include the Space Shuttle flight control computer.





- MIMD (Multiple instructions Multiple data)
- Multiple autonomous processors simultaneously executing different instructions on different data.
- MIMD architectures include multi-core superscalar processors, and distributed systems, using either one shared memory space or a distributed memory space.

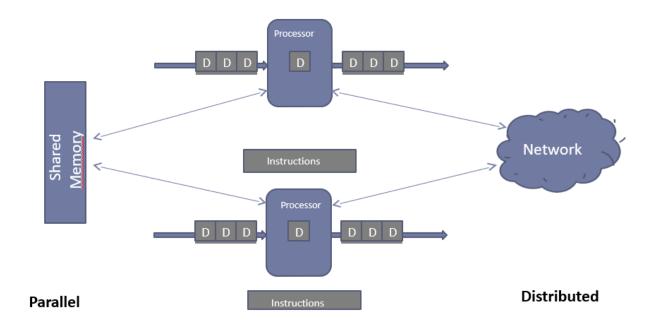
		Data Streams	
		Single	Multiple
Instruction Streams	Single	SISD: Intel Pentium 4	SIMD: SSE instructions of x86
	Multiple	MISD: No examples today	MIMD: Intel Core i7



https://cs.stanford.edu/people/eroberts/courses/soco/projects/risc/pipelining/



Parallel vs. Distributed Processor



 Parallel computing is a type of computation in which many calculations or execution of processes are carried out simultaneously. Whereas, a distributed system is a system whose components are located on different networked computers which communicate and coordinate their actions by passing messages to one another.