



*Faculty of Electronics, Telecommunications  
and Information Technology*

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# ***Parallel Programming***

***On embedded multi-core  
System ESP32***

*Teachers:*

*Aurel GONTEAN  
Alexandru SFIRAT*

*Students:*

*Marian-Claudiu BELEAN  
Franz Joseph PAL*

# ***Content***

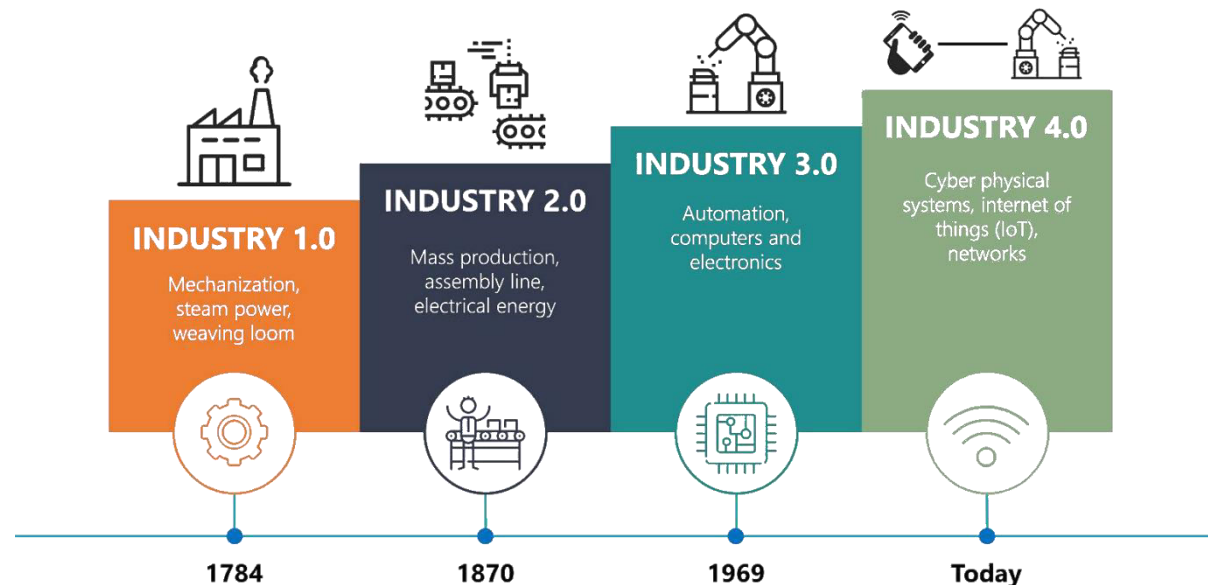


- i. ***Introduction***
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- iv. ***Parallel Programming Architecture***

# Introduction



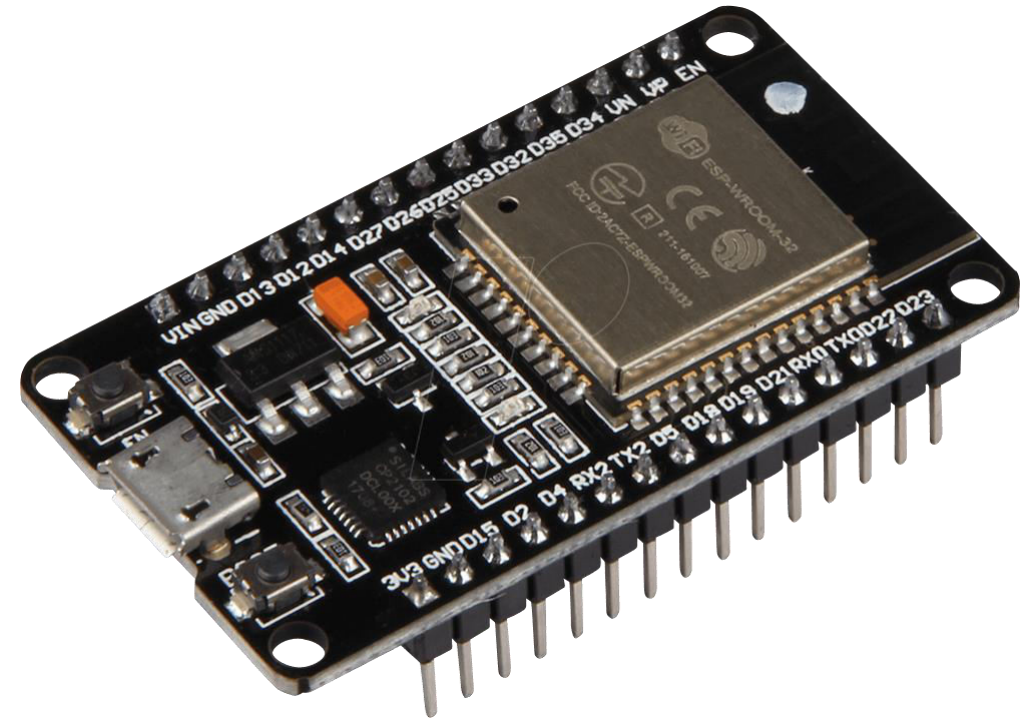
- **Multicore Systems** are becoming increasingly popular as part of digitalization and **Industry 4.0** → important role in data processing and process automation



# Problem Definition



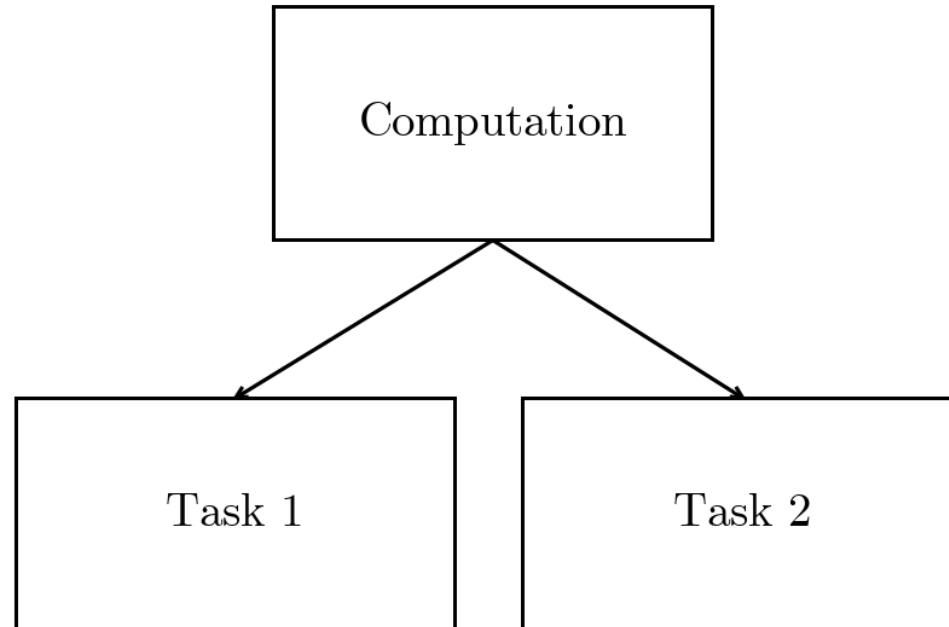
- **ESP32** it is an multi-core embedded hardware platforms that reduces execution time and power consumption with it's ability to develop advanced parallel computing softwares.
- In order to develop an optimal solution, the hardware platform must be included in addition to the mathematical model of the problem itself.



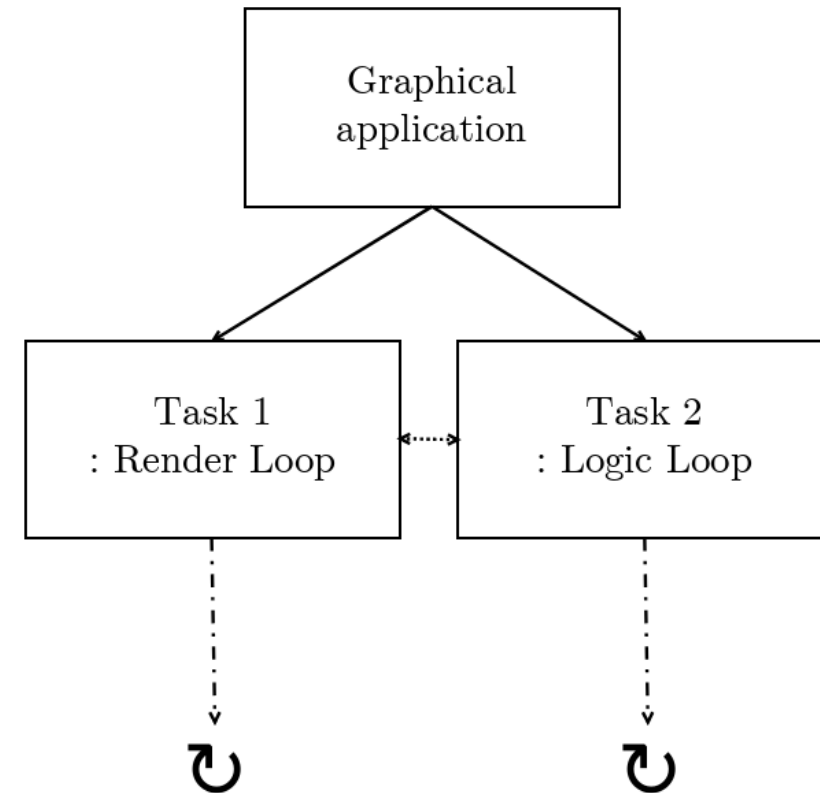
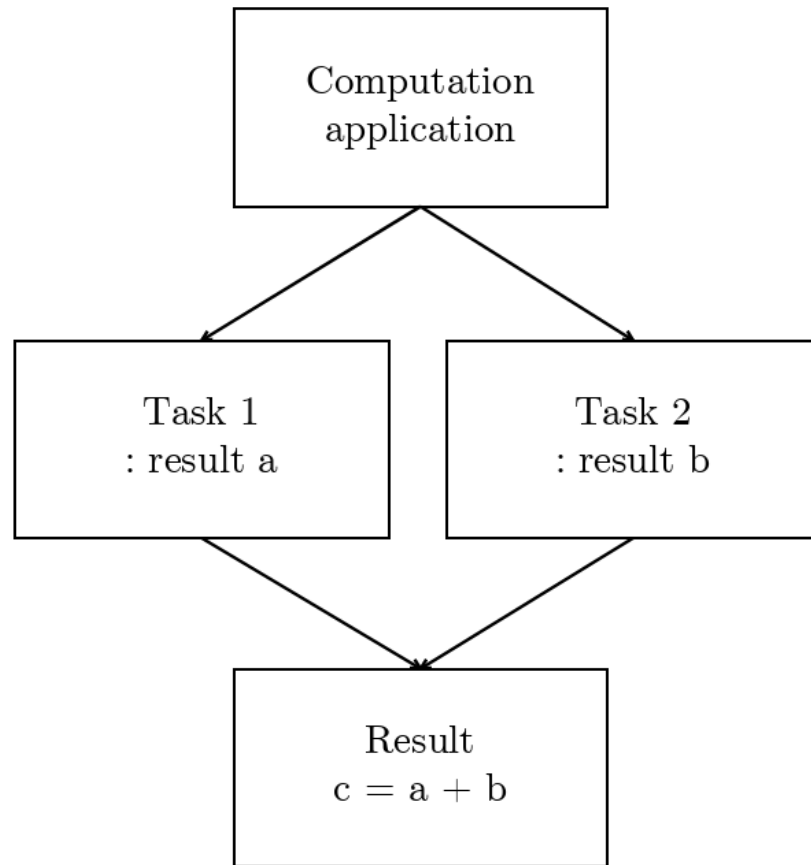
# Basic Concept of Parallel Programming



- The aim of parallelism is to reduce the execution time and is one of the most important objectives in concurrency to make applications more efficient.



# Basic Concept of Parallel Programming

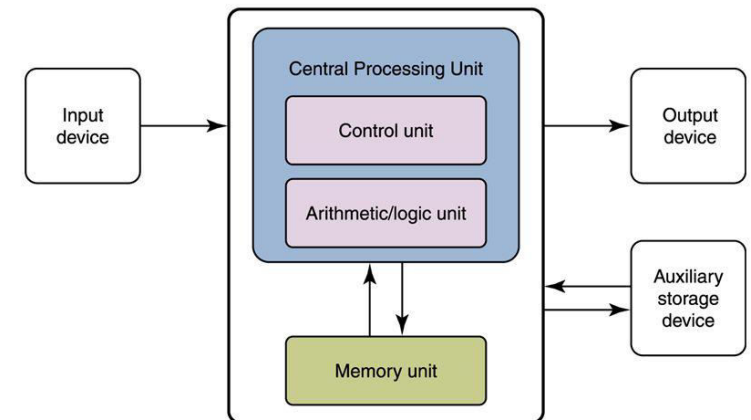


# Parallel Programming Architecture



- **Computer architecture** → structure of a computer. Computer architect's task is to write a suitable program code for the machine, understanding all the factors like state-of-the-art technologies at each design level and changing those designs **tradeoffs** for their specific applications

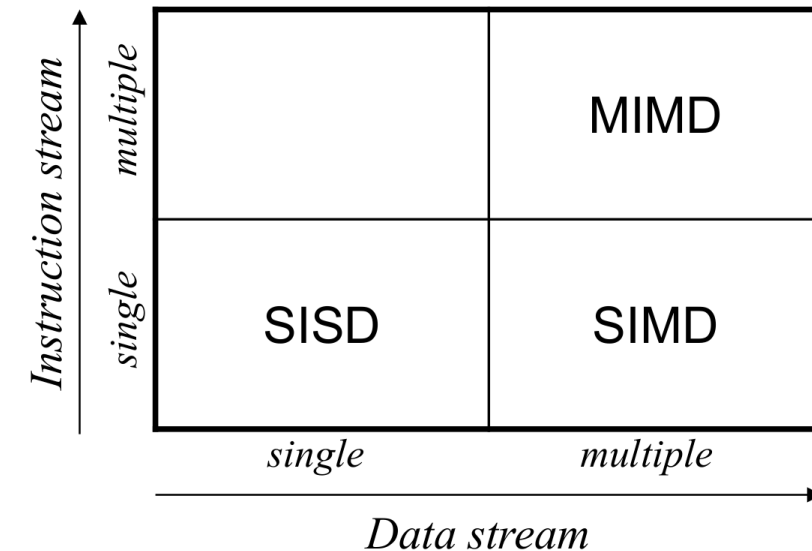
## Computer Architecture



# Parallel Programming Architecture



- **Flynn's classification**  $\longrightarrow$  a scheme which is based on the notion of information stream
- **“Stream”**  $\longrightarrow$  defines a sequence or flow containing one of both existent types of information which flows and are operated into a processor: instructions or data
- **Types of Parallelism:**
  - Bit-level parallelism
  - Instruction-level parallelism
  - Task/Thread parallelism





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Thank you!