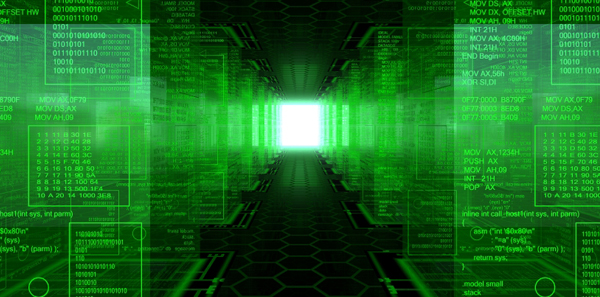
Vision Document

Dual State Framework - Software Development Project 2014 - IT Carlow



# TOC \o 2-2 \t "Heading, 3"

Introduction PAGEREF \_Toc \h 3

*What is Parallelism? PAGEREF \_Toc1 \h 3*

*Why, When, and How? PAGEREF \_Toc2 \h 3*

Requirement PAGEREF \_Toc3 \h 3

*Skills Required PAGEREF \_Toc4 \h 3*

*Environment PAGEREF \_Toc5 \h 3*

Stakeholders and User Description PAGEREF \_Toc6 \h 4

*Stakeholder Summary PAGEREF \_Toc7 \h 4*

*User Summary PAGEREF \_Toc8 \h 4*

Main Risk PAGEREF \_Toc9 \h 4

*Business Risk PAGEREF \_Toc10 \h 4*

*Technology Risk PAGEREF \_Toc11 \h 4*

Main Functionalities PAGEREF \_Toc12 \h 4

*Simulation Based PAGEREF \_Toc13 \h 4*

*High Level PAGEREF \_Toc14 \h 4*

*Predictable PAGEREF \_Toc15 \h 5*

*No Deadlock or Livelock PAGEREF \_Toc16 \h 5*

Reference PAGEREF \_Toc17 \h 5

# Introduction

The project is going to create a framework which implements parallel computing. It helps game developers be easier to parallelize.

## What is Parallelism?

*“Parallel computing is the science and art of programming computers that can do more than one operation at once, concurrently, during the same cycle, often via having more than one processor.”* [Parallel Computing]

## Why, When, and How?

*“Why?*

* *Problems “too” costly to be solved with the classical approach*
* *The need of results on specific (or reasonable) time*

*When?*

* *Are there any sequences which are better suited for parallel implementation*
* *Are there situations when is better NOT to parallelize*

*How?*

* *Which are the constraints (if any) when we need to pass from sequential to parallel implementationRequirement”* [Parallel Processing why when how?]

# Requirement

## Skills Required

* C++ static and dynamic libraries
* Parallel Programming Mode
* OpenMP & Intel Threading Building Blocks

## Environment

|  |  |
| --- | --- |
| Operating System | Mac OS X |
| Compiler | Apple LLVM |
| Programming Languages | C++ |
| IDE | Xcode |
| Libraries Required | STL, Intel Threading Building Blocks |

# Stakeholders and User Description

## Stakeholder Summary

| Name | Nominations | Responsibilities |
| --- | --- | --- |
| Software Develop | Yu Chen | Develop the DualStateFramework library |
| Supervisor | Joseph Kehoe | Contact to customers |

## User Summary

| Name | Discription |
| --- | --- |
| Game Developers | Who wants to create game with parallelism |

# Main Risk

## Business Risk

* A lot of game development frameworks are already existed.
* Value proposition has not been validated yet.

## Technology Risk

* Memory allocation
* Use of pointer
* Memory leak
* OpenMP

# Main Functionalities

*“*

## Simulation Based

*The model should map naturally onto the object based paradigm used in simulations. The closer the fit the easier it will be to incorporate into the games domain.*

## High Level

*The model should not involve the user in the low level details of the implementation of concurrency. It should also be easily incorporated into existing high level scripting languages.*

## Predictable

*The model should, as far as possible, allow for predictable run times so that guarantees can be given as to the amount of time required to process the behavior generating scripts during each frame.*

## No Deadlock or Livelock

*The model should remove deadlock and livelock. Deadlock is where a system locks up because two or more processed are waiting for each other to finish. A livelock is similar to a deadlock, except that the states of the processes involved in the livelock constantly change with regard to one another, none progressing. Reasoning about deadlock and livelock requires a high level of programming skill that scriptures cannot be assumed to have. The user of the model, the scripter, should not have to worry about these issues.*

*“* [A Concurrency Model for Game Scripting]

# Reference

<http://www5.in.tum.de/forschung/simlab/course2010_files/course_mat/SimLab10Potolea.pdf> [Parallel Processing why when how?]

<http://www.dmoz.org/desc/Computers/Parallel_Computing> [Parallel Computing]

Kehoe. J. “A Concurrency Model for Game Scripting” [A Concurrency Model for Game Scripting]