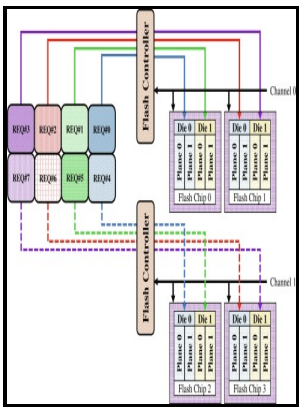
Parallelism in production systems

Pitman - Hardware Support for Data Parallelism in Production Systems



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This is done by assuming that a goal is true and then attempting to reverse engineer the application of the heuristics of the expert domain. TABLE OF CONTENTS The Parallel Production System PPS is a domain-independent, data-driven, parallel production system developed at the University of Illinois.

The effectiveness of task

Its main purpose is to show that the PPS design is correct, which it has successfully accomplished. When execution begins, the Expert Object initializes its working memory with the user defined data objects. This parallel interpreter is based on Forgy's OPS5 interpreter and exploits production-level parallelism in production systems.

The effectiveness of task

This redundancy enables the processing of a production to be divided into units of medium granularity each of which can be processed in parallel. Once these instantiations have been fired, the interpreter repeats the cycle.

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This partitioning is done by the pattern-list partitioning algorithm.

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Furthermore, if an algorithm could be derived that would allow multiple processors to work together on matching a single data object to a single pattern then the maximum number of processors used would be much greater. An expert system that is fabricated using a production system codes the heuristics of an expert domain into productions. Send any nonempty messages to the partition sets.

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A rule unit is defined as the set of patterns that appear within any rule's LHS. This work will attempt to demonstrate that using a combination of several techniques, resulting production systems will more appropriately conform with the theory which supports their use. It is based on a novel locking mechanism that provides more parallelism than conventional two-phase locking.

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Some recent studies try to match software with the trends, but in a limited scope or manner.

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With more processors produced through a massive integration of simple cores, future systems will increasingly favor regular data-level parallel computations, but deviate from the needs of applications with complex patterns. Future tasks may include processor fault tolerance, the dynamic creation of Expert Objects, and the ability for the system to fine tune its execution at run-time.

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