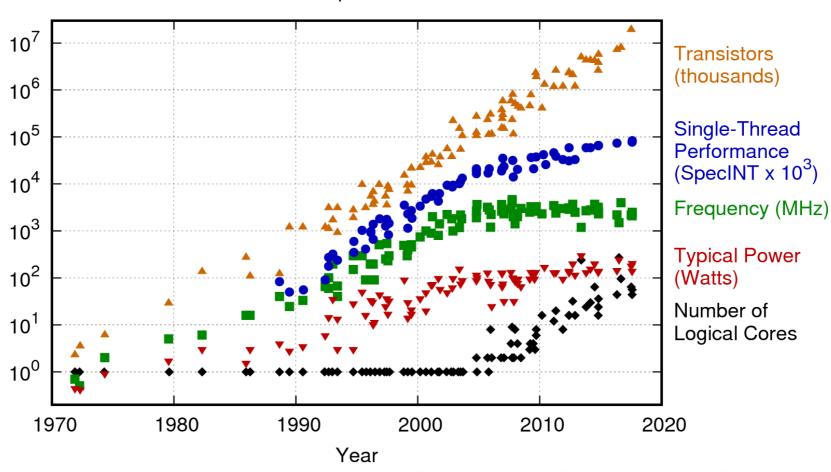
# **Concurrent Computing**

#### **Microprocessor Trends**

#### 42 Years of Microprocessor Trend Data



Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten New plot and data collected for 2010-2017 by K. Rupp

#### **Definitions**

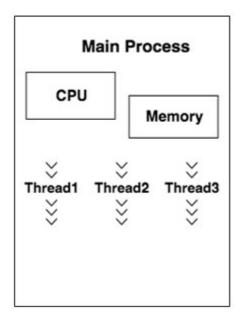
- Concurrency means that an application is making progress on more than one task at the same time (concurrently).
- Parallelism means that an application splits its tasks up into smaller subtasks which can be processed in parallel, for instance on multiple CPUs at the exact same time.

# Three Types of Task

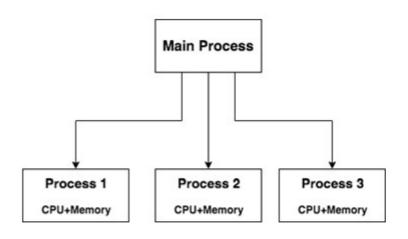
- I/O Bound situation where the time it takes to complete a computation is determined principally by the period spent waiting for input/output operations to be completed.
- CPU Bound situation where the time it takes to complete a computation is determined principally by speed of the CPU.
- Memory Bound situation where the ability to complete a computation is limited by availability of memory.

#### **Threads and Processes**

#### Multithreading

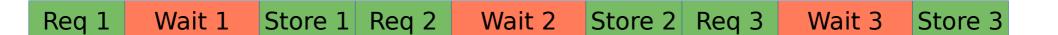


#### Multiprocessing



Req 1 Wait 1 Store 1

Req 1 Wait 1 Store 1 Req 2 Wait 2 Store 2



Thread 1

Thread 2

Thread 3

Thread 1

Req 1

Wait 1

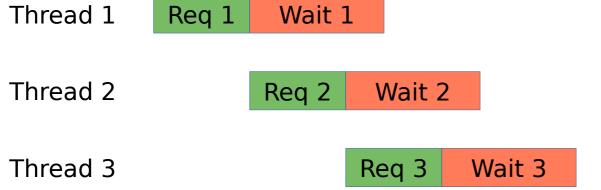
Thread 2

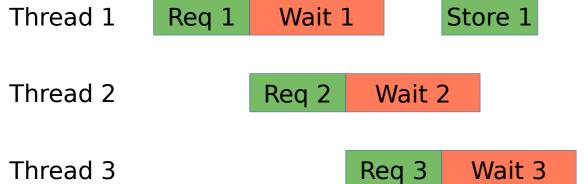
Thread 3

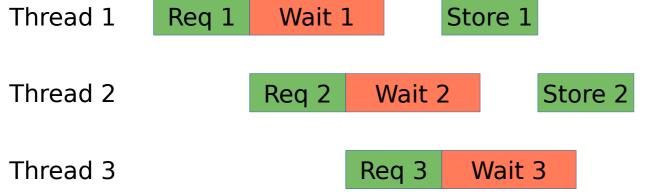
Thread 1 Req 1 Wait 1

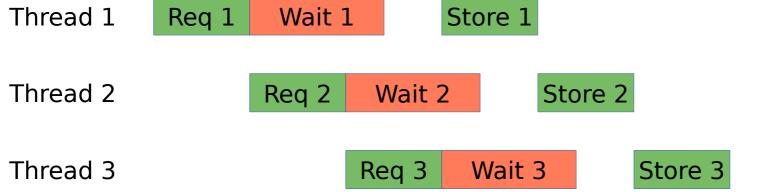
Thread 2 Req 2 Wait 2

Thread 3









#### Serial vs Multithreading (IO Bound Task)





# Mutithreading (CPU Bound Task)

Thread 1 Compute 1 Store 1

Thread 2

Thread 3

Compute 2 Store 2

Compute 3 Store 3

# Mutiprocessing (CPU Bound Task)

Process 1 Compute 1 Store 1

Process 2 Compute 2 Store 2

Process 3 Compute 3 Store 3

# **Distributed Computing**

