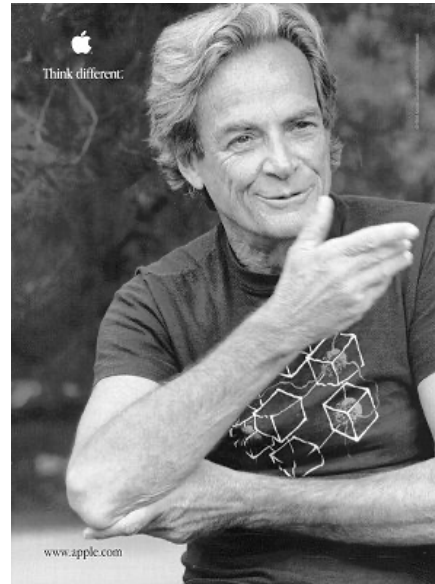- How to portably target highly parallel hardware ?

  - Easiest if the syntax is high level, and then broken up under an interface
  - Data parallel *used* to mean more than concurrently executed loop bodies – treat entire arrays as objects

  - "Borrow" concepts from the *Connection Machine*

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