

Concurrent Approach to Flynn's MPSD Classification through Java

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Summary

Parallel programming models exist as an abstraction of hardware and memory architectures. There are several parallel programming models in commonly use; they are shared memory model, thread model, message passing model, data parallel model, hybrid model, Flynn's models, embarrassingly parallel computations model, pipelined computations model. These models are not specific to a particular type of machine or memory architecture. This paper focuses the concurrent approach to Flynn's MPSD classification in single processing environment through java program.

Key words:

Concurrent, Flynn's Taxonomy, Single processor Environment, Java Development Kit, Parallel.

1. Introduction

Parallel programming and distributed programming [1] are two basic approaches for achieving concurrency with a piece of software. They are two different programming paradigms that sometimes intersect. In the past programming life, we were mostly using sequential programming. But, today's life style is going with more faster than the past decades. Also, solving problems on the computers are enormous. Parallel computer [1] can executes two or more job within a same period of time.

Two events are said to be concurrent if they occur within the same time interval. Two or more tasks executing over the same time interval are said to execute concurrently. Tasks that exist at the same time and perform in the same time period are concurrent. Concurrent tasks can execute in a single or multiprocessing environment [2]. In a single processing environment, concurrent tasks exist at the same time and execute within the same time period by context switching. In a multiprocessor environment, if enough processors are free, concurrent tasks may execute at the same instant over the same time period. The determining factor for what makes an acceptable time period for concurrency is relative to the application.

Concurrency techniques [3] [6] are used to allow a computer program to do more work over the same time period or time interval. Rather than designing the program

to do one task at a time, the program is broken down in such a way that some of the tasks can be executed concurrently. In some situations, doing more work over the same time period is not the goal. Rather, simplifying the programming solution is the goal. Sometimes it makes more sense to think of the solution to the problem as a set of concurrently executed tasks. This technique is used in the parallel computer architectures.

Java is just a computer language [5] that has secure, portable, object-oriented, multithreaded [3] [4] [6], interpreted, byte-coded, garbage-collected, language with a strongly typed exception-handling mechanism for writing distributed programs [4]. Java is an object-oriented programming language, which added the new features such as overriding, interface and etc. Java supports multithreaded programming, which allows you to do many things simultaneously on the same time interval. Java enables the creation of cross-platform programs by compiling into an intermediate representation called java byte code. JVM (Java Virtual Machine) is an interpreter for java. Java is designed for the distributed environment on the Internet. Java has technology called RMI (Remote Method Invocation) that brings unparalleled level of abstraction to client / server programming. Byte code is a highly optimized set of instructions designed to be executed by the java run-time system, which is called Java Virtual Machine (JVM). Java handles de-allocation for you automatically, this technique called garbage collection. The Java Developers Kit (JDK) is a set of command-line tools that can be used to create Java programs. The current release of the JDK is version 1.6.

2. Flynn's Classical Taxonomy

Parallel computers can be divided into two main categories of control flow and data flow. Control-flow parallel computers are essentially based on the same principles as the sequential or von Neumann computer, except that multiple instructions can be executed at any given time. Data-flow parallel computers sometimes referred to as "non-von Neumann," is completely different in that they have no pointer to active instruction(s) or a locus of

control. The control is totally distributed, with the availability of operands triggering the activation of instructions. In what follows, we will focus exclusively on control-flow parallel computers.

There are different ways to classify parallel computers. One of the more widely used classifications, in use since 1966, is called Flynn's Taxonomy [2]. The Flynn's taxonomy distinguishes multi-processor computer architectures according to how they can be classified along the two independent dimensions of Instruction and Data. Each of these dimensions can have only one of two possible states called Single or Multiple. There are four possible classifications according to Flynn's that is shown in Fig. 1.

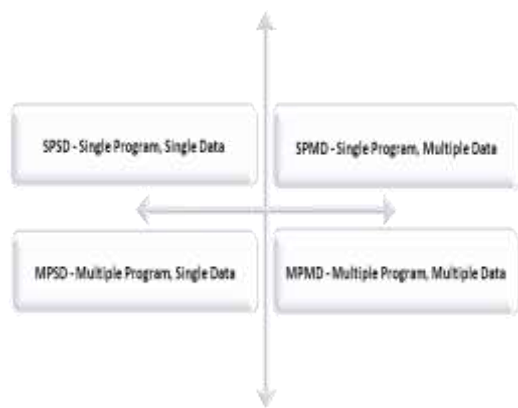


Fig. 1 Flynn's Taxonomy

SPSD is simplest type of computer performs one instruction per cycle, with only one set of data or operand. SPMD is serial computer architecture. Such a system is called a scalar computer. SPMD will have one program and one set of data. Single instruction: only one instruction stream is being acted on by the CPU during any one clock cycle. Single data: only one data stream is being used as input during any one clock cycle. It will execute by only one processor as a sequential manner. Hence it is not a parallel programming model rather it is a sequential programming model. It can be executed by a single processor based system by sequential way.

MPMD is a single data stream is fed into multiple processing units. Each processing unit operates on the data independently via independent instruction streams. Few actual examples of this class of parallel computer have ever existed. MPMD will have more than one program with same values will be used by all the programs. All the programs will execute in different processors with the same values. If all task or threads are executed in different processor means, it will take the same values.

SPMD is actually have a single program is executed by all tasks simultaneously. At any moment in time, tasks can be executing the same or different instructions within the same program. SPMD programs usually have the necessary logic programmed into them to allow different tasks to branch or conditionally execute only those parts of the program they are designed to execute. That is, tasks do not necessarily have to execute the entire program perhaps only a portion of it. Here all tasks may use different data.

MPMD is actually a "high level" programming model. MPMD applications typically have multiple executable object files (programs). While the application is being run in parallel, each task can be executing the same or different program as other tasks. All tasks may use different data.

3. Flynn's MPSPD Implementation

MPSPD will have more than one program with same values will be used by all the programs. All the programs will execute in different processors with the same values. We can have an example program 1 for this, which has four threads (tasks) called add, sub, mul, and div (assume as four programs/task) using same value with 5. If all task or threads are executed in different processor means, it will take the same values.

Single processing environment can have concurrent tasks exist at the same time and execute within the same time period by context switching (time limits). This paper only focuses on Flynn's MPSPD classification in single processing environment using concurrent approach.

Program 1. A Sample program for Flynn's MPSPD

```
class MPSPD implements Runnable{
    Thread t;
    String name;
    int a,b,sum;

    MPSPD(String str, int val1,int val2){
        t=new Thread(this,str);
        name=str;
        a=val1;
        b=val2;
        t.start(); }

    public void add(){ //task1
        sum=a+b;
        System.out.println("the sum is "+ sum + "
        produced by " + name +" task");
    }
}
```

```

public void sub(){//task2
    sum=a-b;
    System.out.println("the sub is "+ sum + "
produced by " + name +" task ");
}

public void mul(){//task3
sum=a*b; // program 3
System.out.println("the mul is "+ sum + " produced by " +
name +" task ");
}

public void div(){//task4
    sum=a/b; // program 4
System.out.println("the div is "+ sum + " produced by " +
name +" task ");
}

public void run(){
try{
if(name.equals("add")){
    add();
    t.sleep(200);}

if(name.equals("sub")){
    sub();
    t.sleep(200);}

if(name.equals("mul")){
    mul();
    t.sleep(200);}

if(name.equals("div")){
    div();
    t.sleep(200);}

}catch(Exception e){}
}

public static void main(String BDP[]){
MPSP b1=new MPSP("add",5,5); // value 1
MPSP b2=new MPSP("sub",5,5); // value 1
MPSP b3=new MPSP("mul",5,5); // value 1
MPSP b4=new MPSP("div",5,5); // value 1 }}
}

```

4. Results and Discussion

Sequential programming also called serial programming. It is normally a computer programs, which involves consecutive process or sequential process. It can uses only single processing environment. There are drawbacks in sequential programming. It can be executed in a sequential

manner. It will take more time for execution because instruction will execute by the processor one after another. It will have less clock speed. Biggest problems cannot be solved. The concurrent programming is also a computer program, which involves more than one process within the same time interval. Two or more tasks executing over the same time interval are said to execute concurrently. Parallel and distributed programmings are two approaches for achieving concurrency.

Java provides Thread class to create concurrent execution of tasks. Thread class has constructors and method, which are helping to create concurrent execution of tasks. The Program 1 developed to execute in a single processing environment using Flynn's classification with MPSP. In this program, MPSP (String str, int val1, int val2) constructor has an argument with "String str" will receive name of the task, "int val1, val2" will receive values for addition, subtraction, multiplication and division. In the main function b1, b2, b3, b4 are objects; once it has created constructor will be automatically called. The t=new Thread(this, str) creates tasks such as "add", "sub", "mul" and "div". The t.start() method has been starting all the tasks. After starting the tasks, it will be automatically called run() method. The run() method will execute add(), sub(), mul() and div() methods concurrently by using t.sleep(200) method (context switching). The t.sleep(200) method pause any task for 200 milliseconds during execution and it will allow to execute waiting of any other task. Until completing all the tasks, run() method permitted to execute tasks concurrently using sleep() method and it enabled to exploit the processor idle time. Here all the tasks will use different program respectively sum=a+b, sum=a-b, sum=a*b and sum=a/b. And it will use same data for all the tasks such as "add" task has 5,5; "sub" task has 5,5; "mul" task has 5,5; "div" task has 5,5; Finally, this program will produce the following result.

the sum is 10 produced by add task

the sub is 0 produced by sub task

the div is 1 produced by div task

the mul is 25 produced by mul task

Hence, this research finding introduced to use for Flynn's MPSP classification to execute on the single processing environment using concurrent approach.

5. Conclusion

Flynn's classical taxonomy has four classifications, except the first classification all other classification will utilize

multiprocessing environment. While executing a single program over processor, it executes one task at a time. Concurrent approaches can execute multiple tasks using context switching in single processor environments. It enabled to execute Flynn's MPSD classification in single processing environment. This finding also initiated to have high performance and throughput on single processing environment. Hence, this paper recommending you to have concurrent execution of multiple tasks with single values on single processing environment.

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