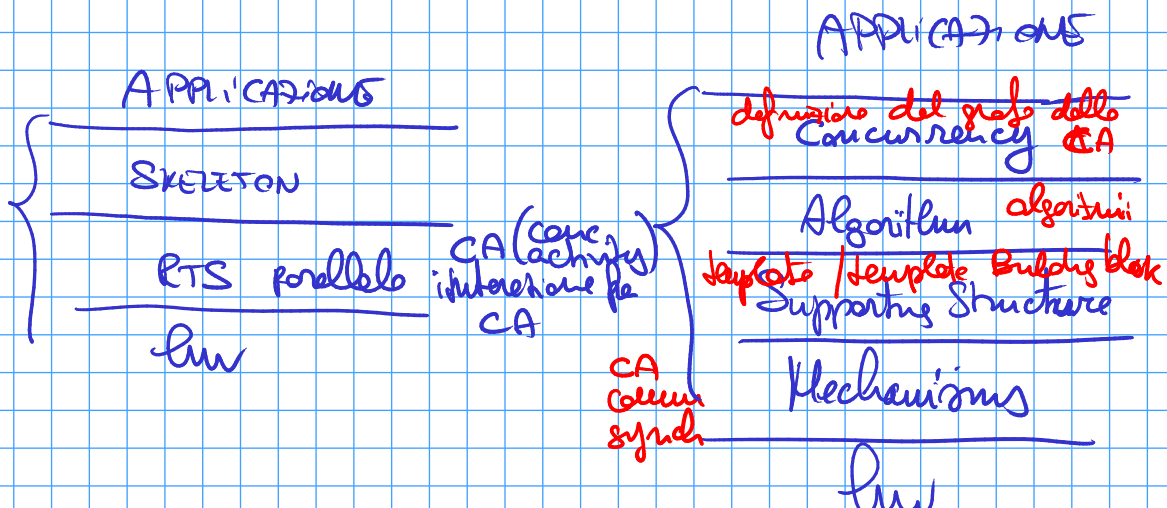
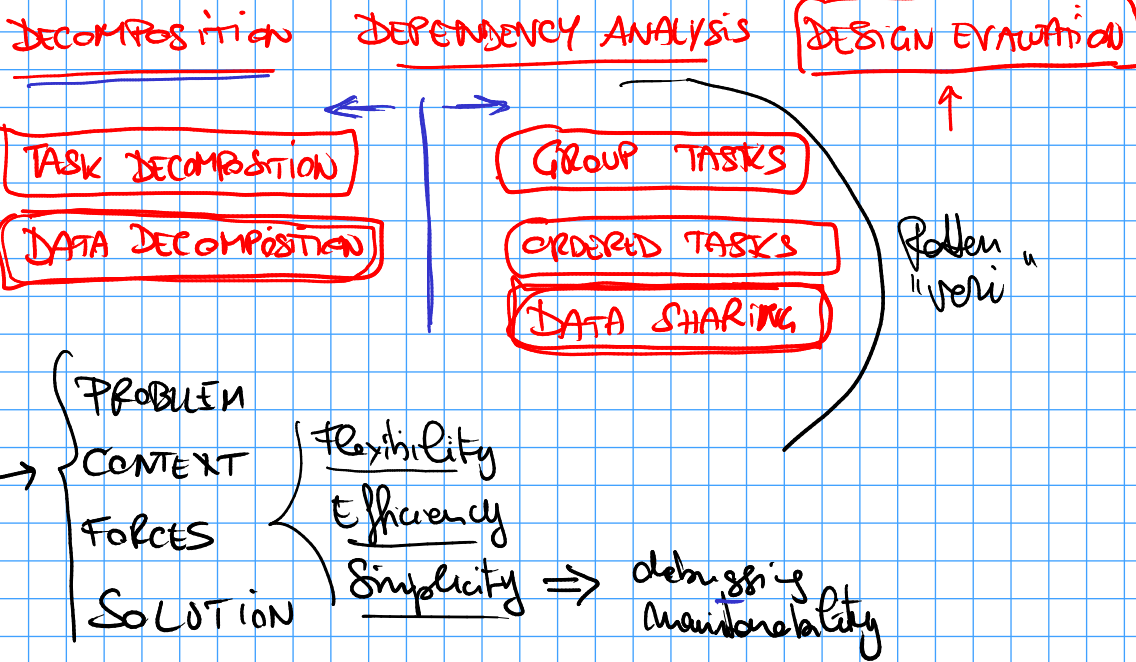


Skeletons
(implementazioni parametriche di pattern)

Pattern (paralleli)
modellano le tipiche computazioni parallele



1) FINDING CONCURRENCY



2) Algorithm Structure (design space)

organize by task

Task proliferation

Divide & Conquer

organize by
data decomposition

Geometric decomposition

Recursive data

organize by
flow of data

Pipeline

Event-based
coordination

$\square \rightarrow \square \parallel$ tree ::= Node(x) | Tree(tree, tree)

|| map tree f Node(x) = fNode(f(x))

|| map tree f Tree(a, b) =
Tree (map tree f (a),
map tree f (b))

3) Supporting structures (design space)

Program structures

Data structures

