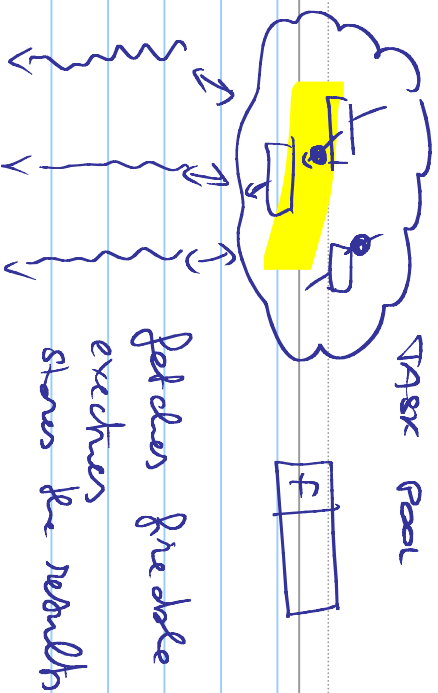


# HAERO DASA Flow (PART 2)

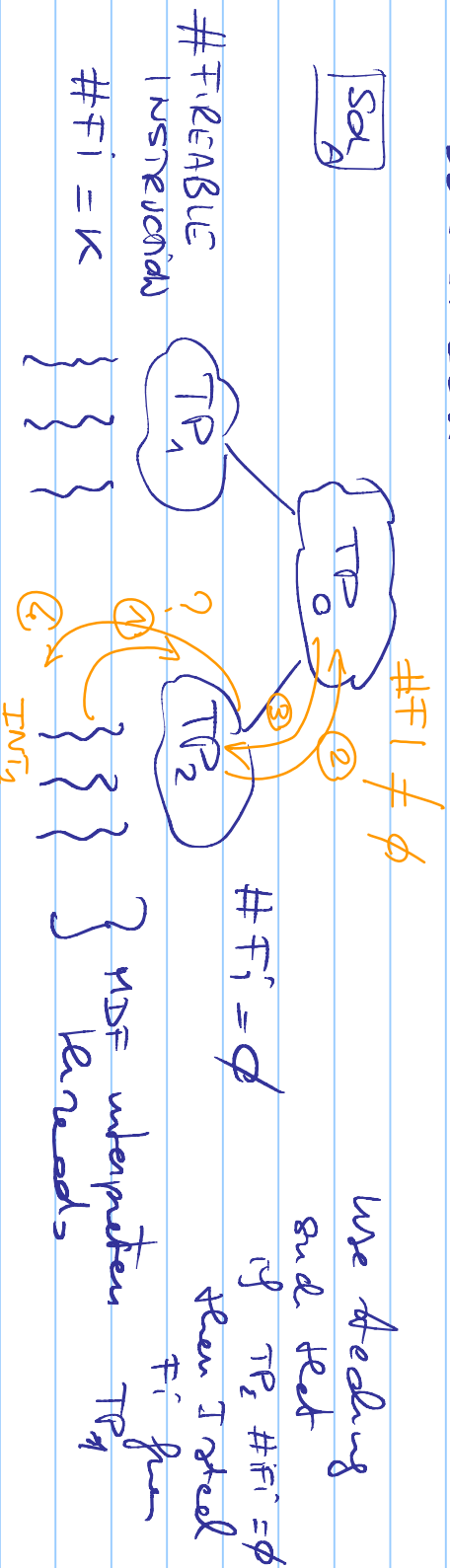


1) TASK POOL IS SHARED

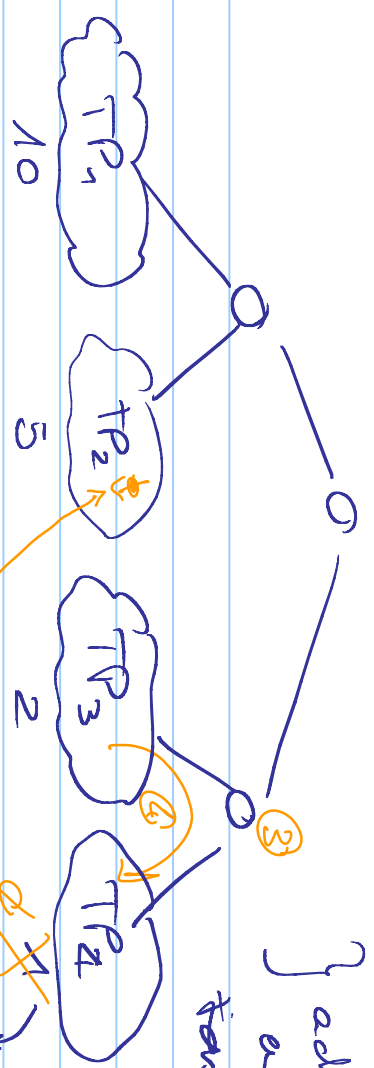
- need mechanisms to protect the resources
- need also to avoid the task pool becomes a bottleneck



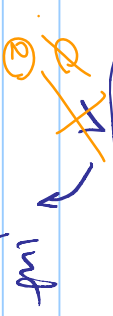
Sol<sub>A</sub>



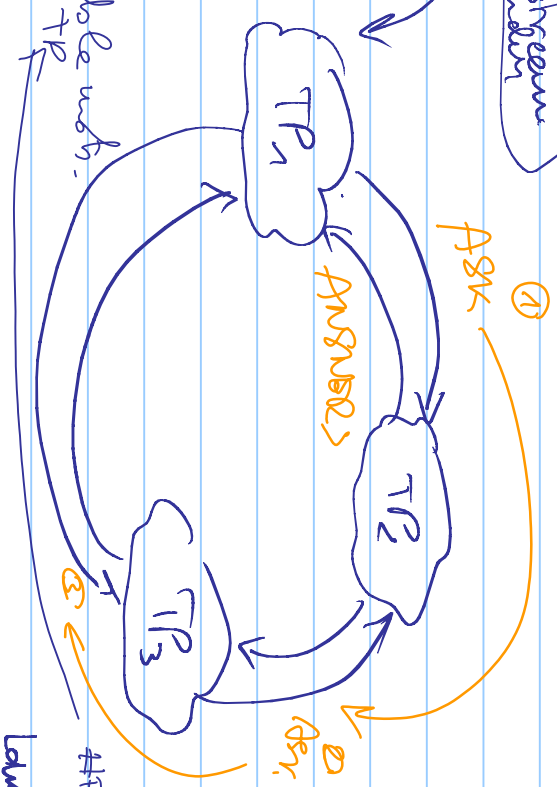
#F1



} active / on perine activities for one of load balancing

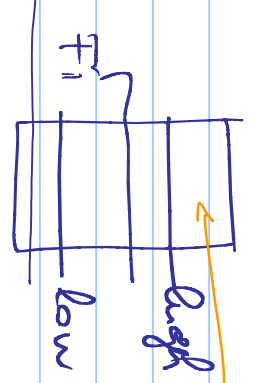


Input stream



ask fresh work. to other TP

TP: High water mark Low

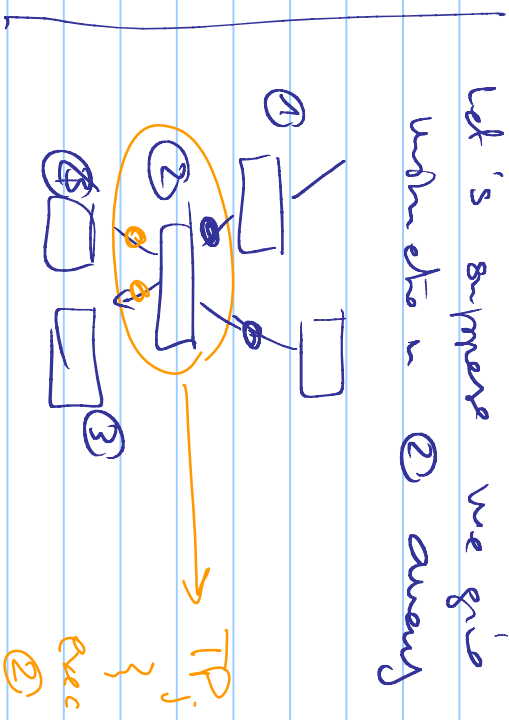
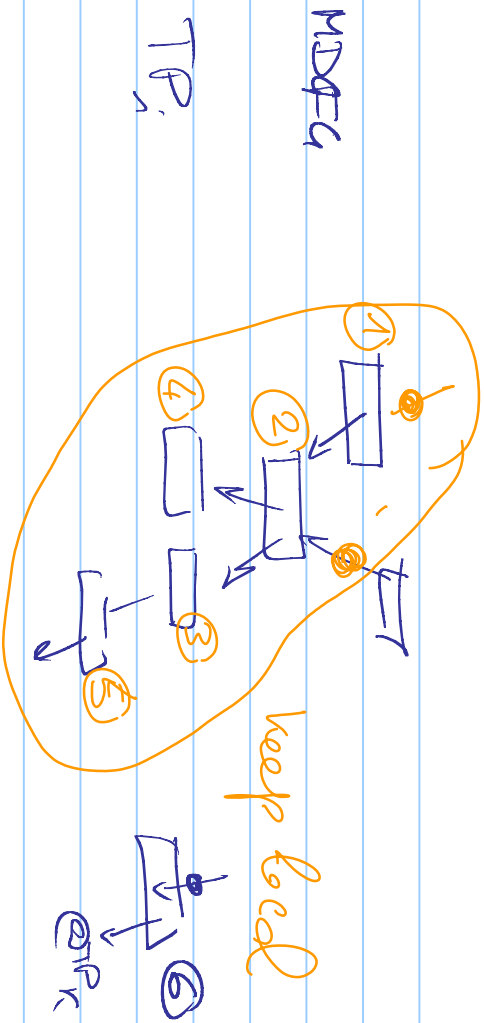


Low #F1 < High #F1 => PASSIVE

#F1: answer to requests for fresh work for vehicles

② Reduce communications & synchronization

(DISTR. MATH, SHM)

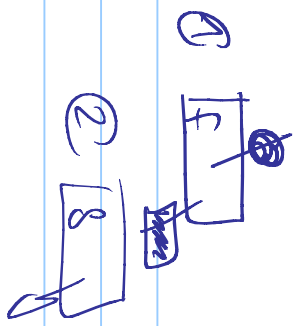
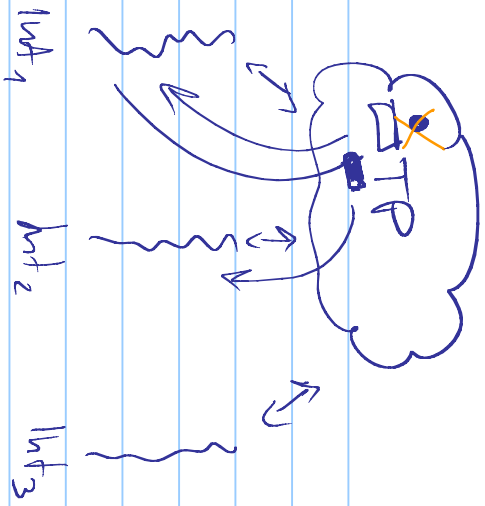


Let's suppose we give  
update in ② away

} free ②

get from TP<sub>j</sub> request for freeable whether  
needs to give ⑥ rather than the freeable one  
in 1-2-3-4-5

needs  
be an  
output  
from  
to TP<sub>j</sub>



Scheduling 1:

Int<sub>1</sub> ASRS

get ①

Delivers bits

3) if the ref time is in code

the interpreter uses it

Int<sub>2</sub> ASRS

get ②

Wrt. Priority scheduling will be much better

priority:

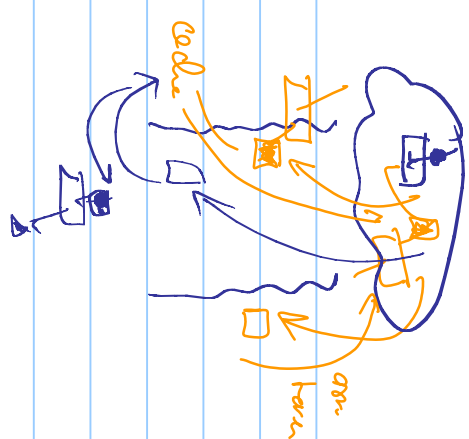
1) code the servers of the

remote interpreters

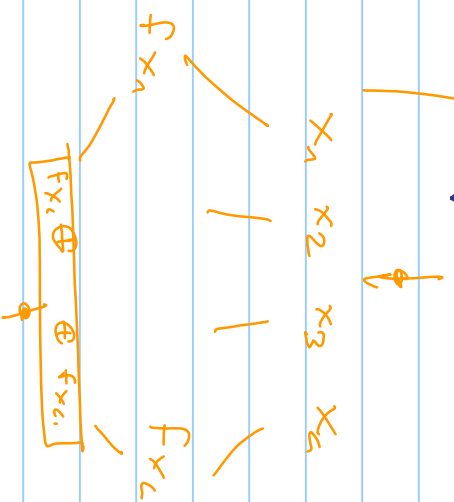
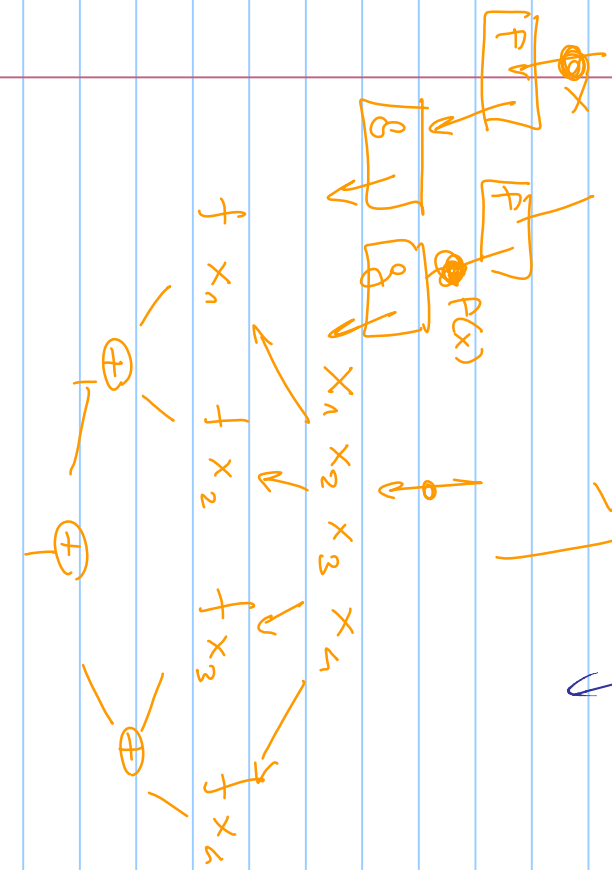
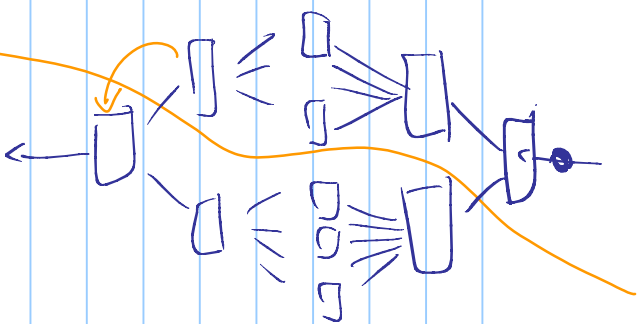
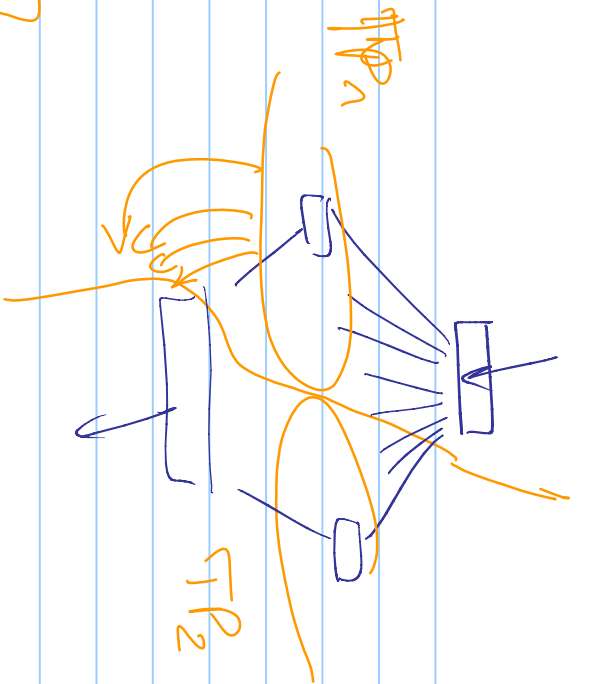
2) send references to the tower

with the number

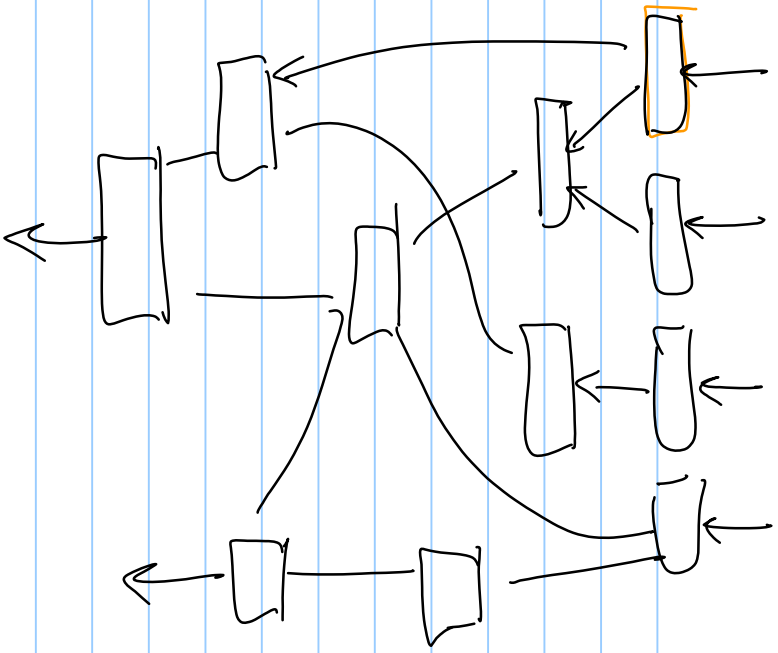
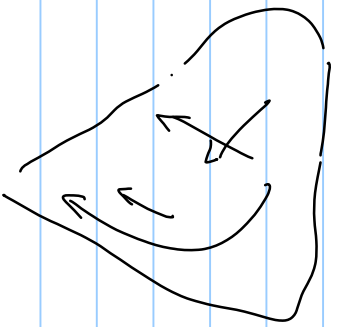
addresses



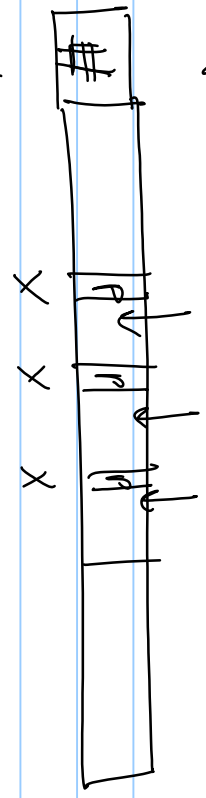
otherwise the interpreter owns the tower to the owner



Cholera Federation



### ③ Access to readable instructions



Task peel



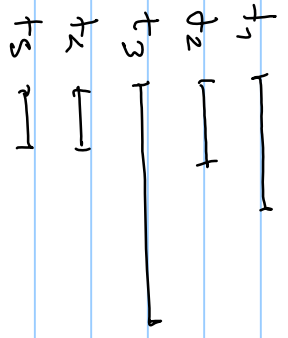
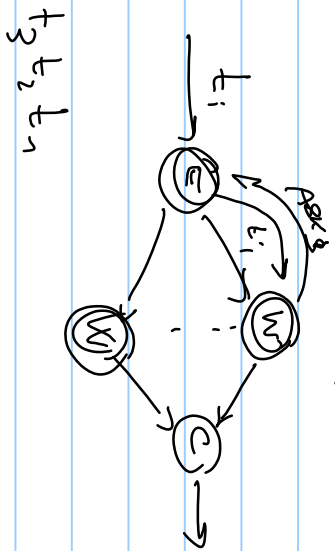
1) each input stream produces a readable instruction



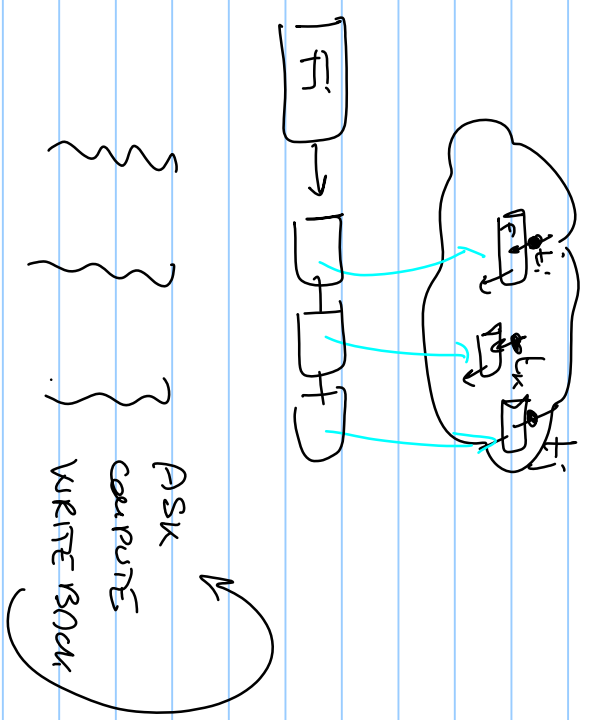
2) each time you get an output from it, the running time goes to the readable

FROM  
MAP (f)

TEMPLATE implementation:



MDP implementation



GIVES YOU LOAD BALANCE  
"FOR SET"



STRUCTURED  
PARAMETERS  
PROCURERS

(Programs / Implementations)

templates

(Implementations)

more data flow

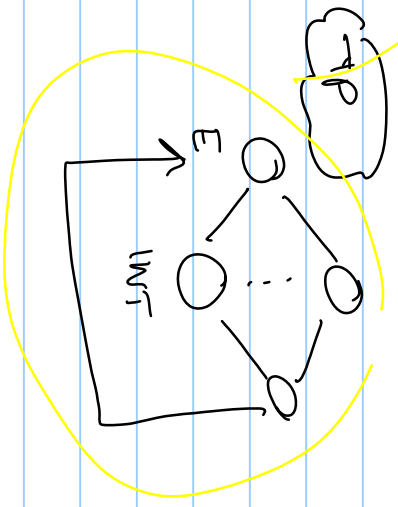
shared memory multi/many core

cow now

accelerators

shared memory multicore

cow now



Templates  $\implies$  programs made of calls to parallel functions

graphs built out of elementary building blocks

