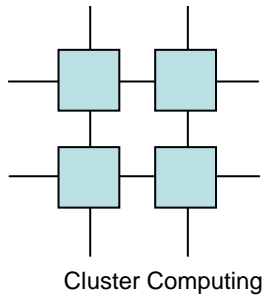


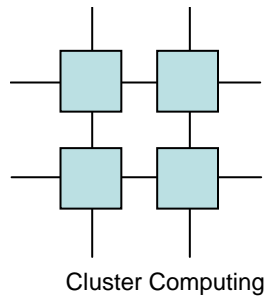
# Mandatory Assignment 5

## Clone Machine

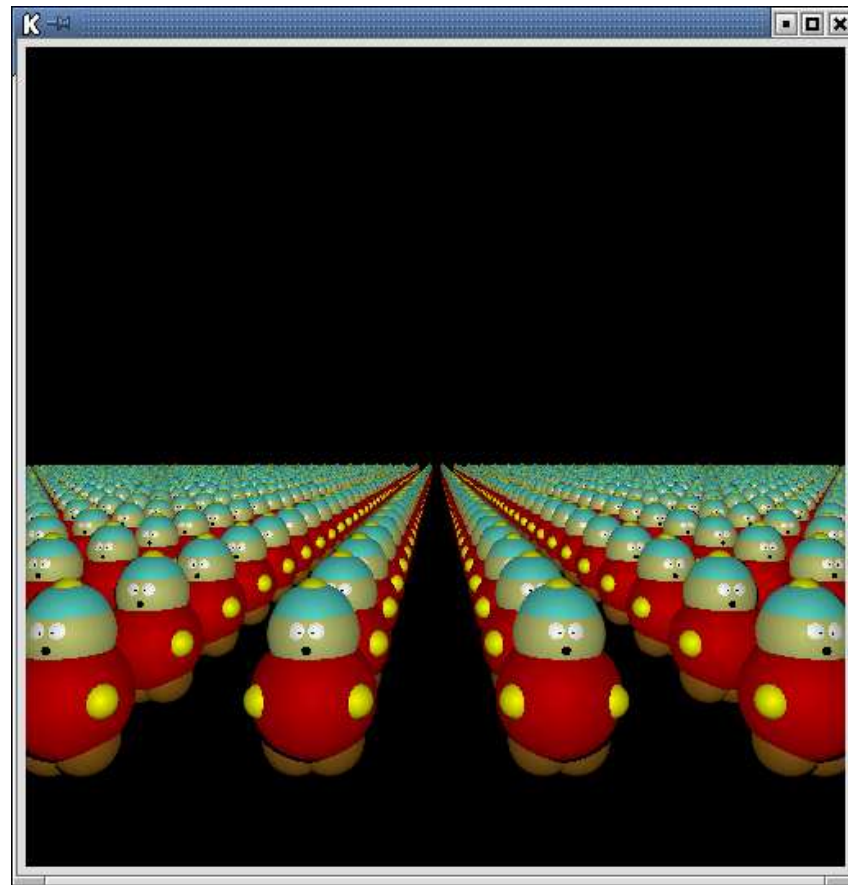


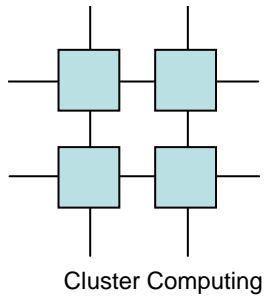
# Clone Machine

- Really a raytracer
- An actual application
  - Though this one only support spheres
- Can be embarrassingly parallel
  - And achieve good speedup
- Can be pipelined
  - And achieve really good speedup



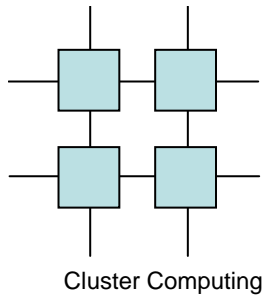
# Wind Trap





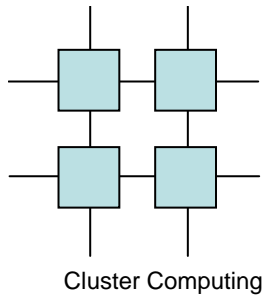
# Assignment

- Write a parallel version of the sequential application
- Your parallel version should be based on a abstract memory paradigm
  - JavaSpaces
  - TSpaces
  - PastSet
  - (others?)
- Evaluate your solution
  - Include performance graph
  - Disable graphics for this



# Decomposition

- Striping
- Tiling
- Cyclic striping
- 'By object'



# Practical issues

- Keep the report short
  - Analyses
  - Decomposition
  - Performance
    - Graph
  - Hand in June 19th 9.15