

ИНФОРМАТИКА



```
~/polytech $ date
```

```
осень 2019
```

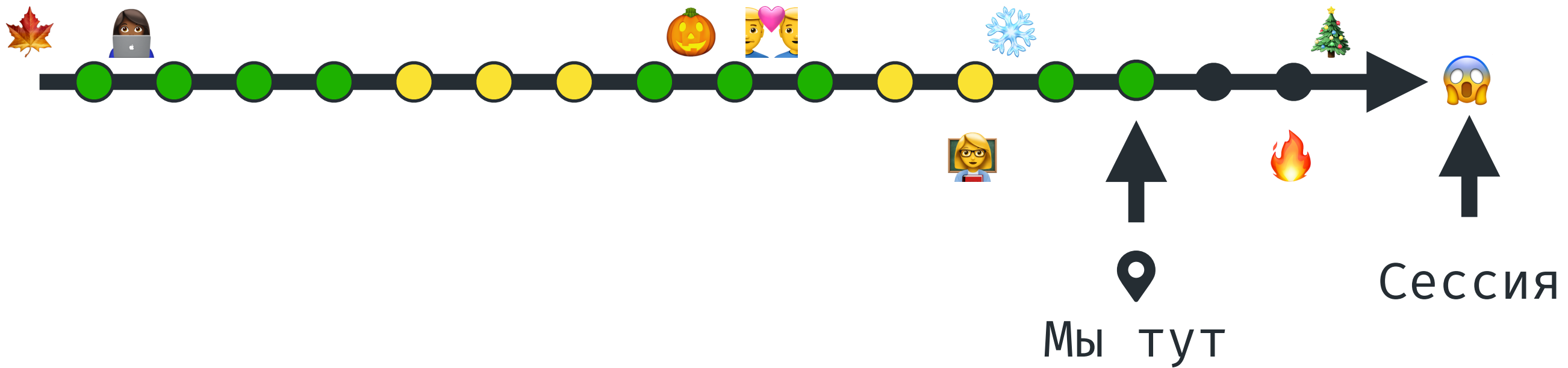
```
~/polytech $ name
```

```
константин кориков
```

```
~/polytech $ topic
```

```
Элементы конкурентного программирования
```

ГДЕ МЫ?



О ЧЁМ ПОГОВОРИМ?

1. Parallelism $\neq$ Concurrency
2. Threads и processes
3. Синхронизация
4. Actors
5. GPU: параллелизм данных
6. Лямбда-архитектура

Parallelism $\neq$ Concurrency

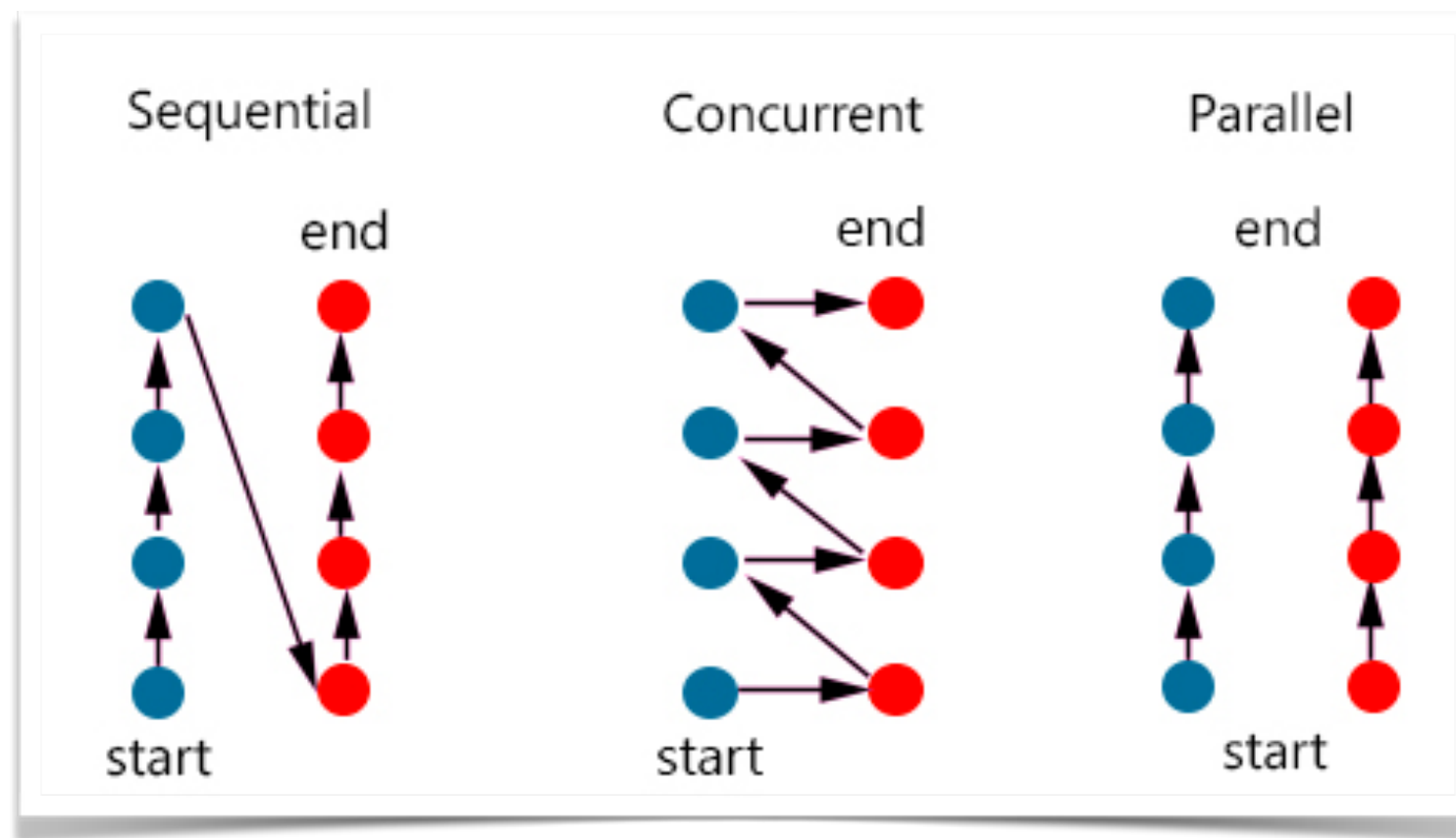
Parallelism $\neq$ Concurrency

Конкурентные задачи:
пересекаются во времени,
могут выполняться параллельно
или порционно

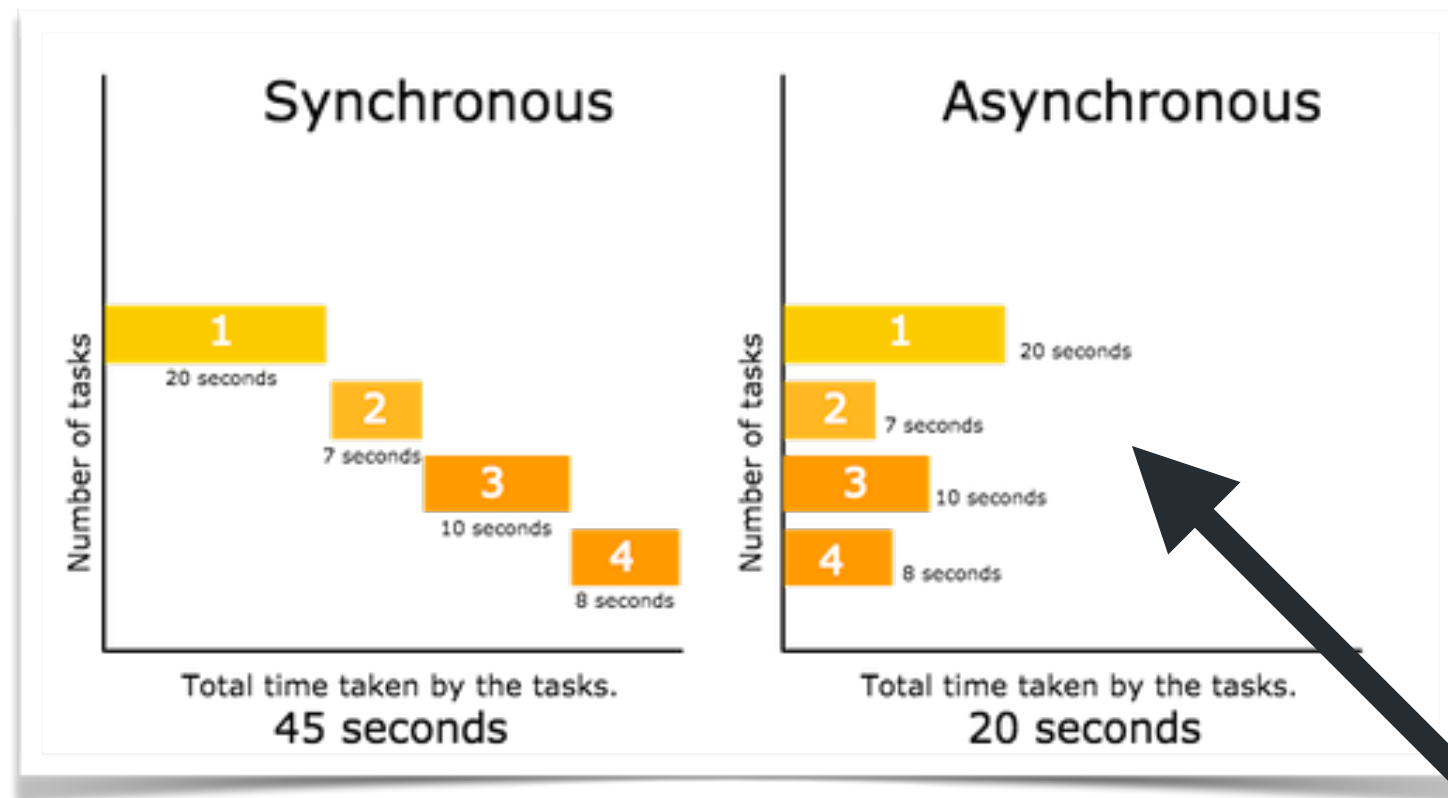
Parallelism $\neq$ Concurrency

Параллельные задачи:
выполняться одновременно

Parallelism $\neq$ Concurrency

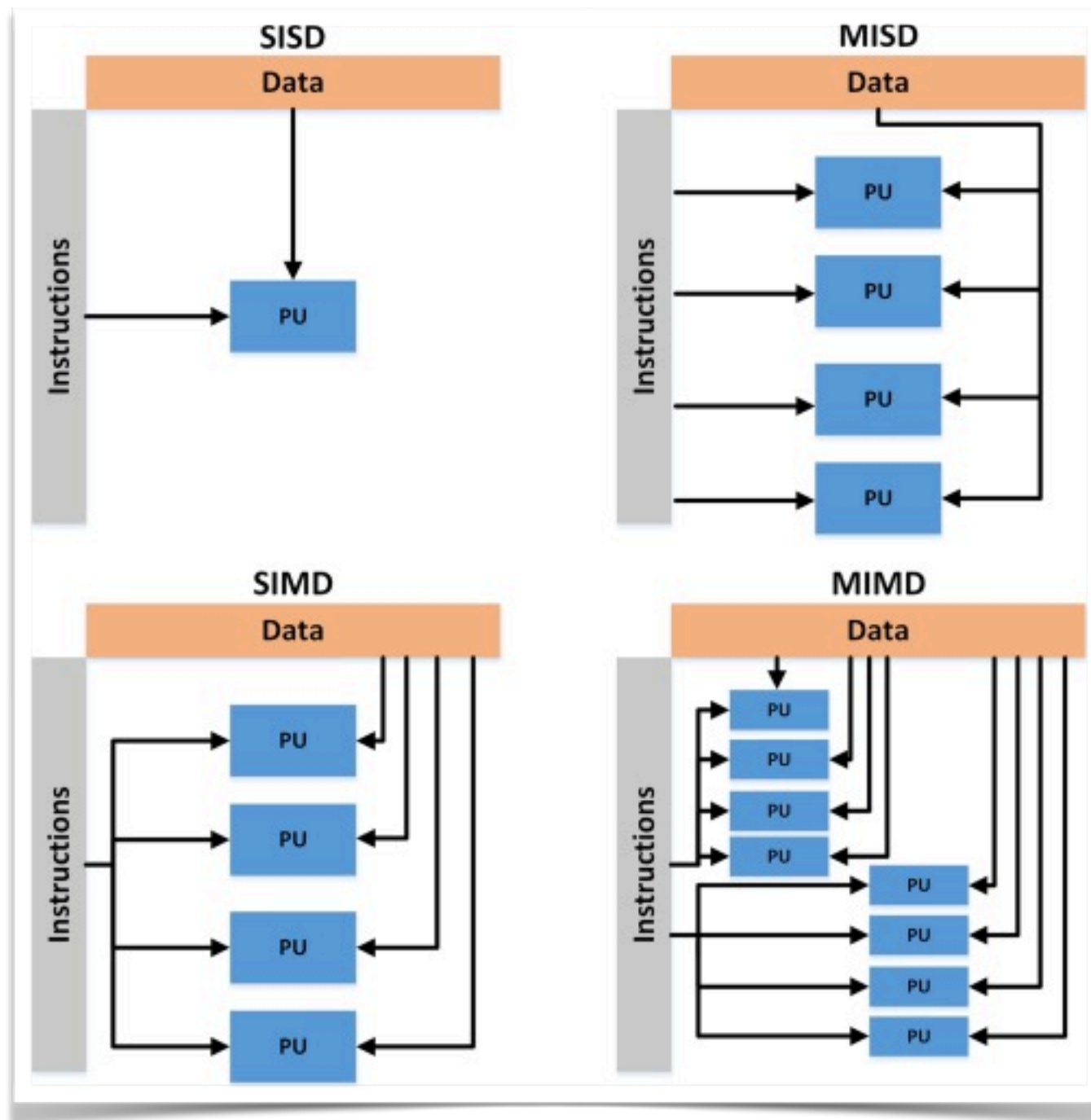


Asynchronous и synchronous



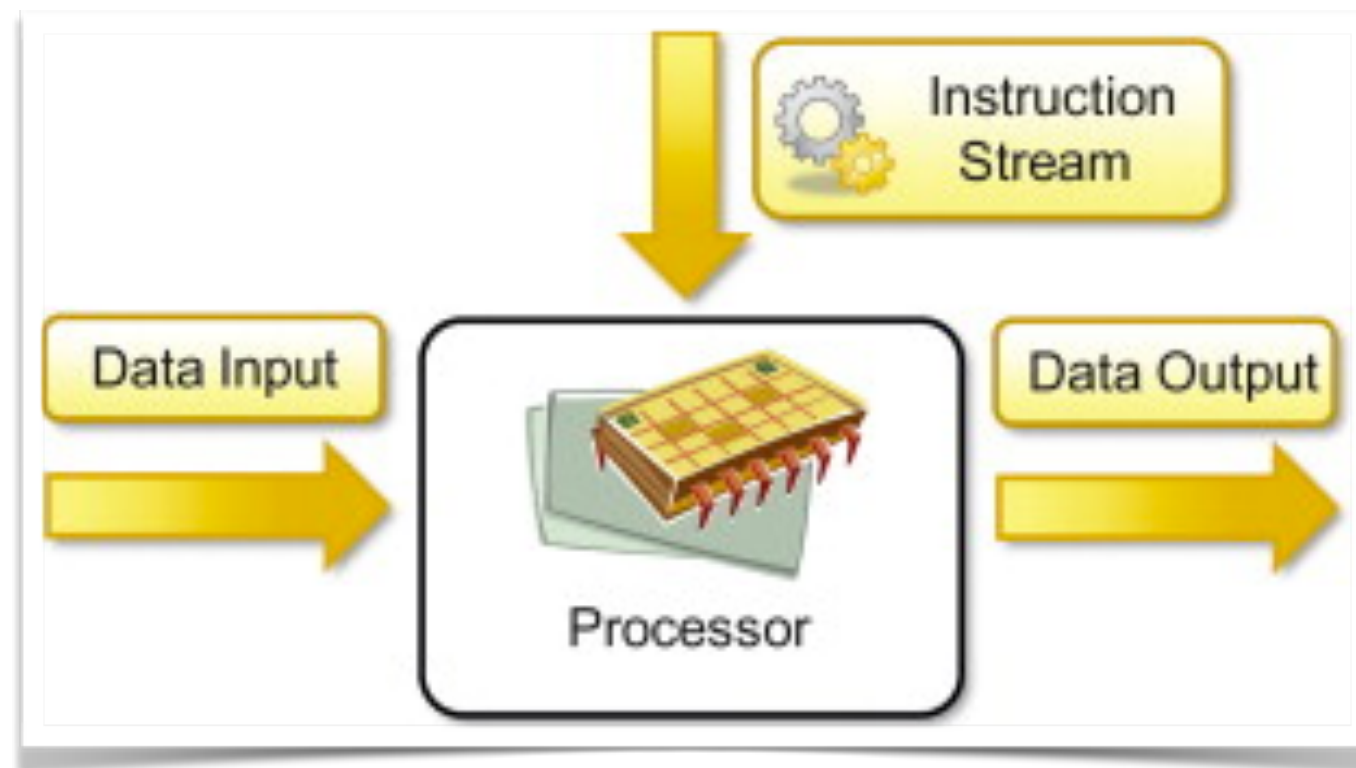
Могут вызывать
callback-
функции

Железо



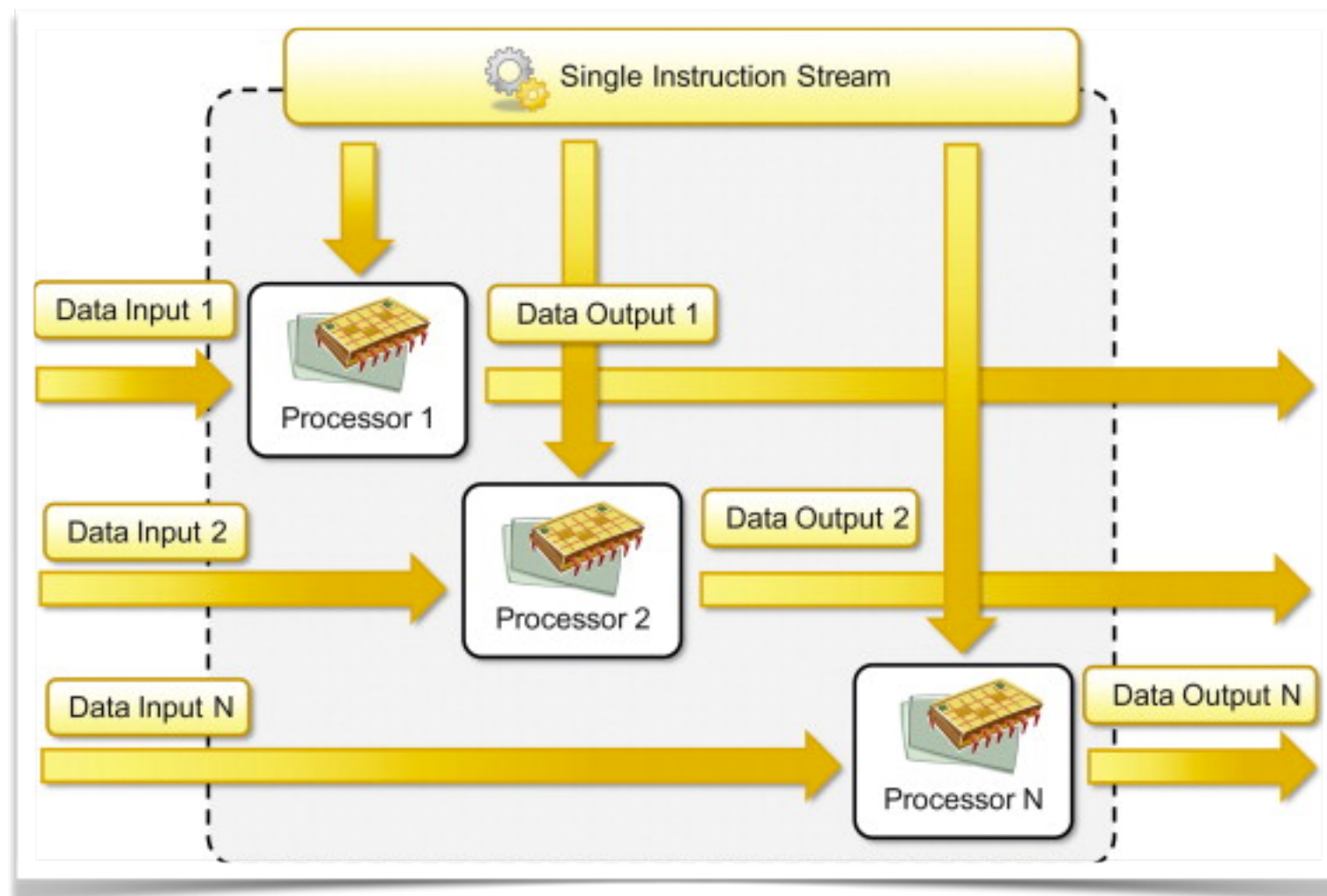
Классификация Flynn'a

Железо



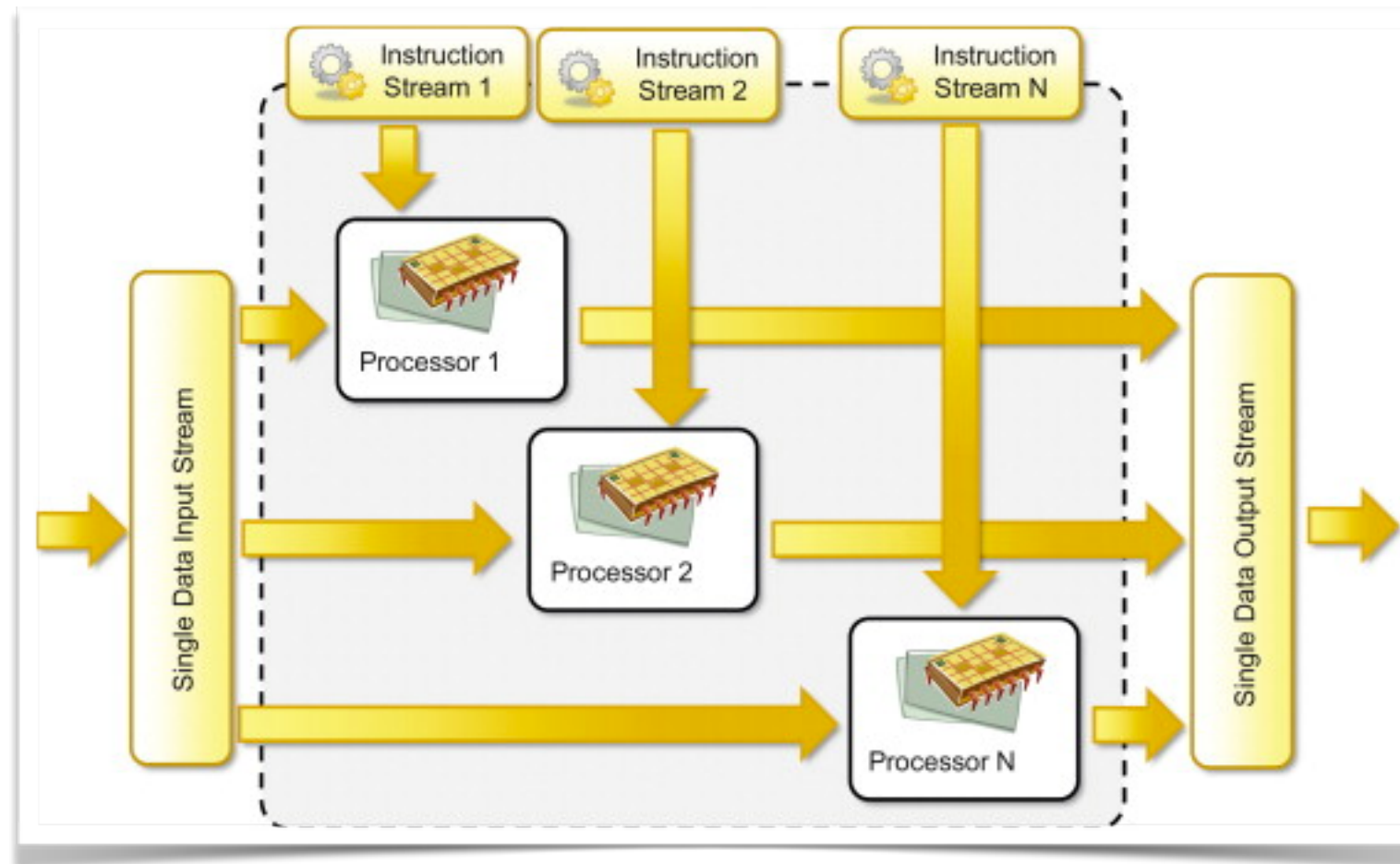
Single-instruction
Single-data
(SISD)

Железо



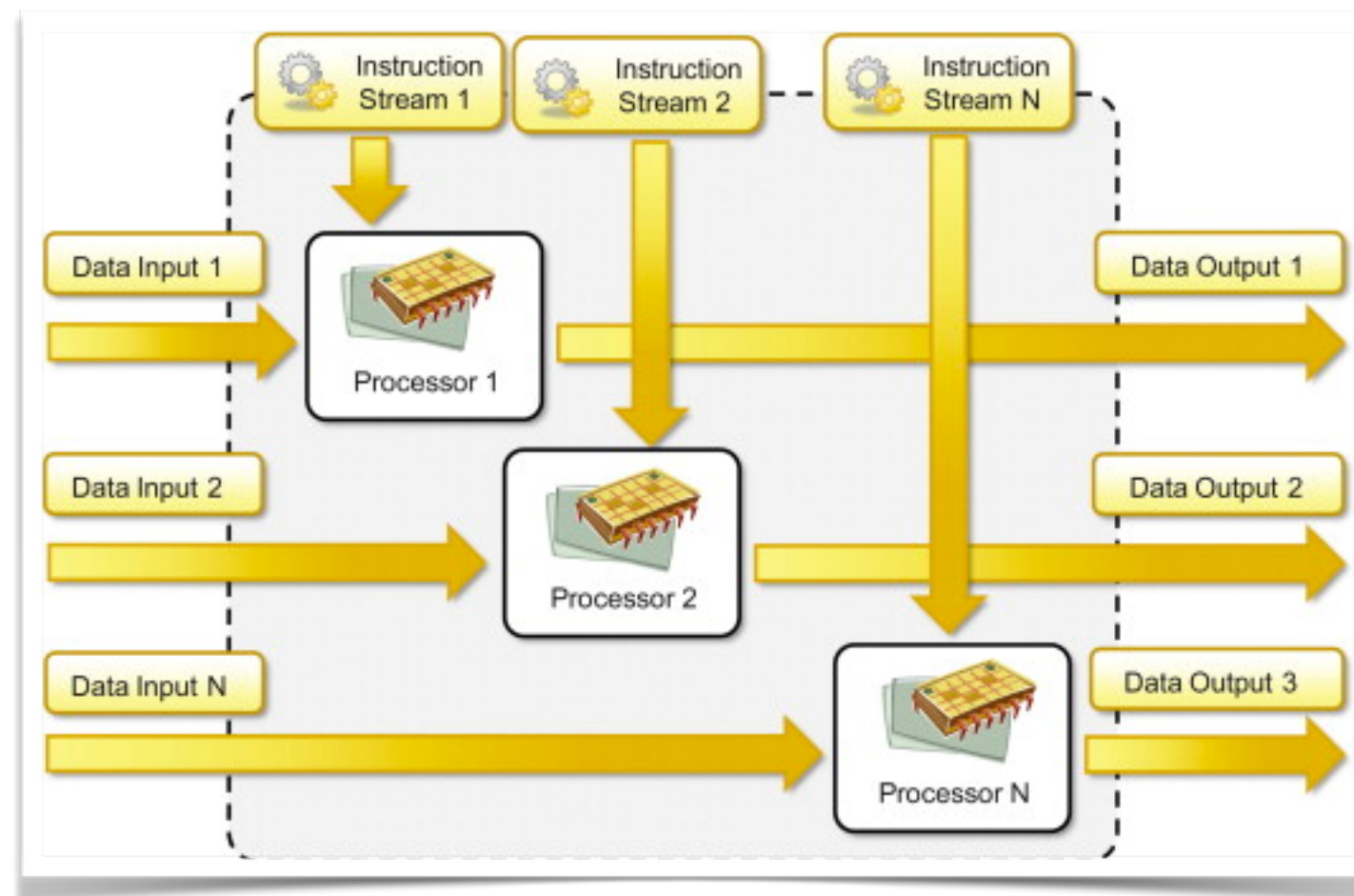
Single-instruction
Multiple-data
(SIMD)

Железо



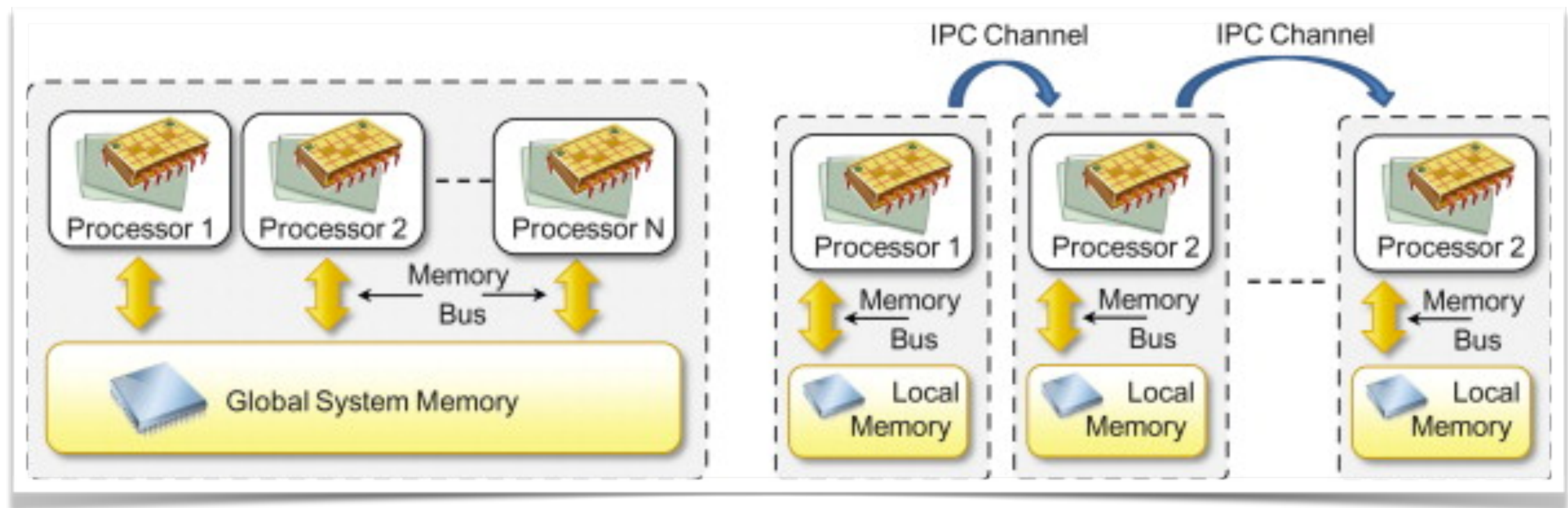
Multiple-instruction
Single-data
(MISD)

Железо



Multiple-instruction
Multiple-data
(MIMD)

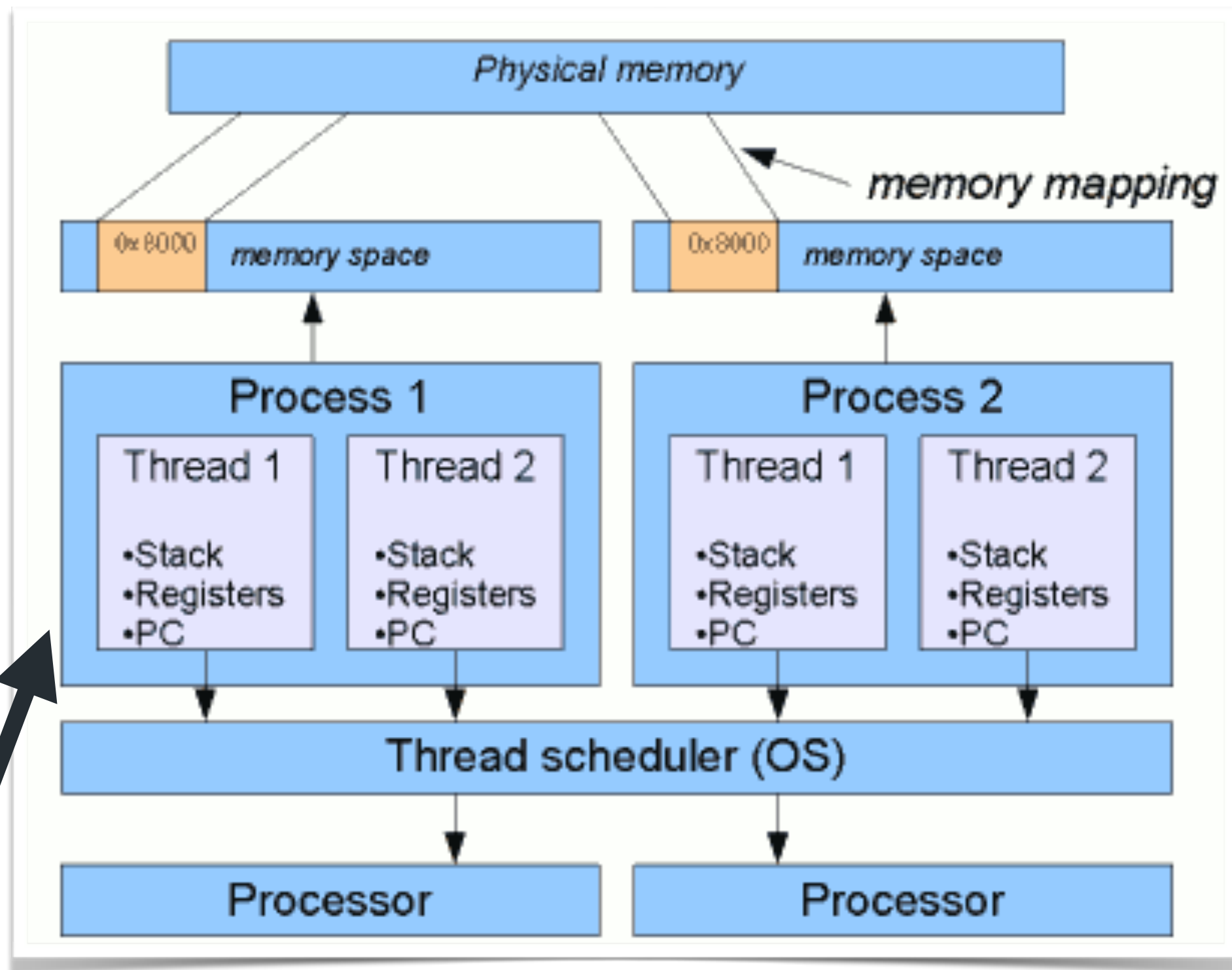
Железо



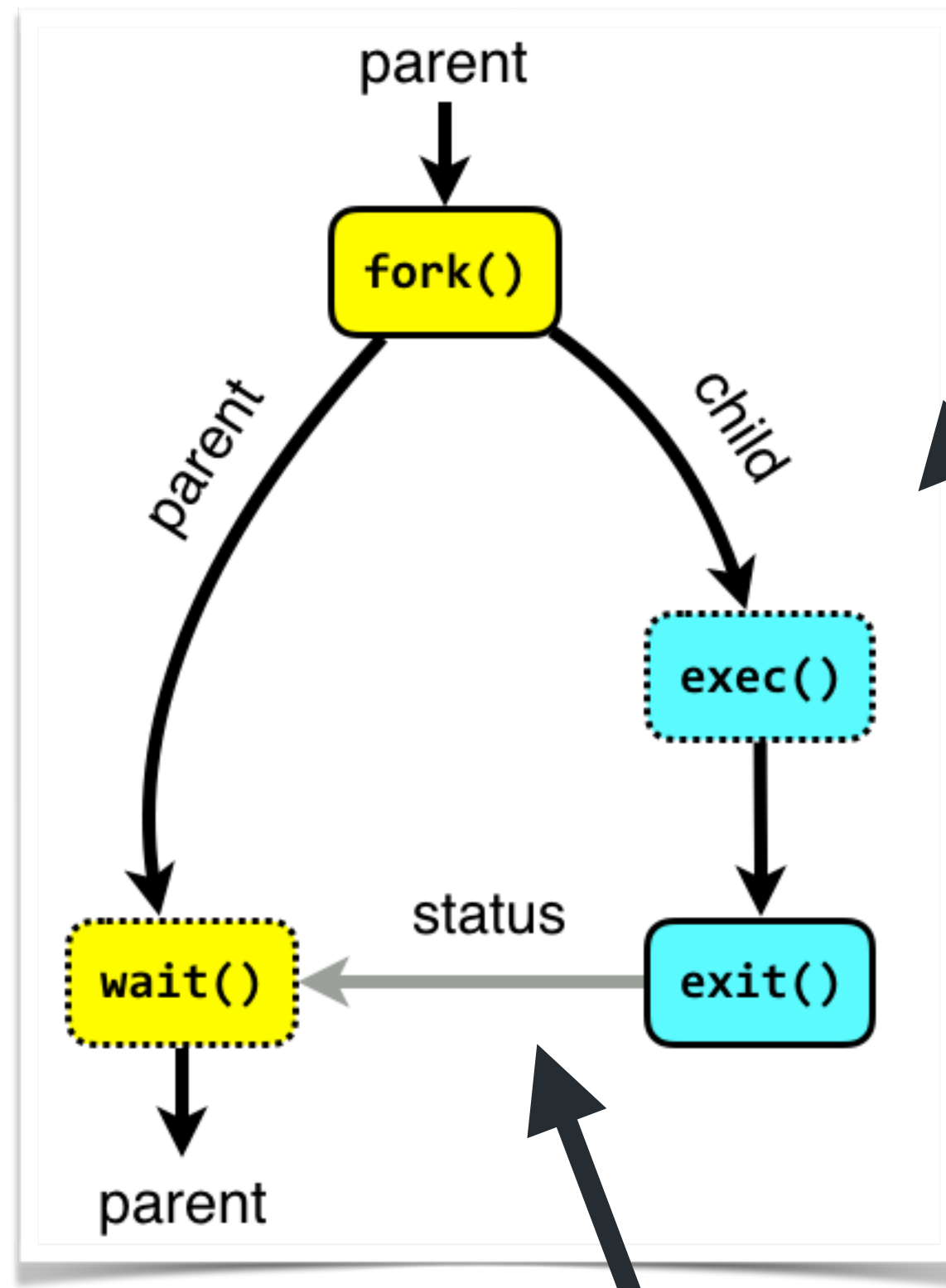
shared memory
MIMD

distributed memory
MIMD

Threads и processes



Можно сделать свои threads (кооперативные)



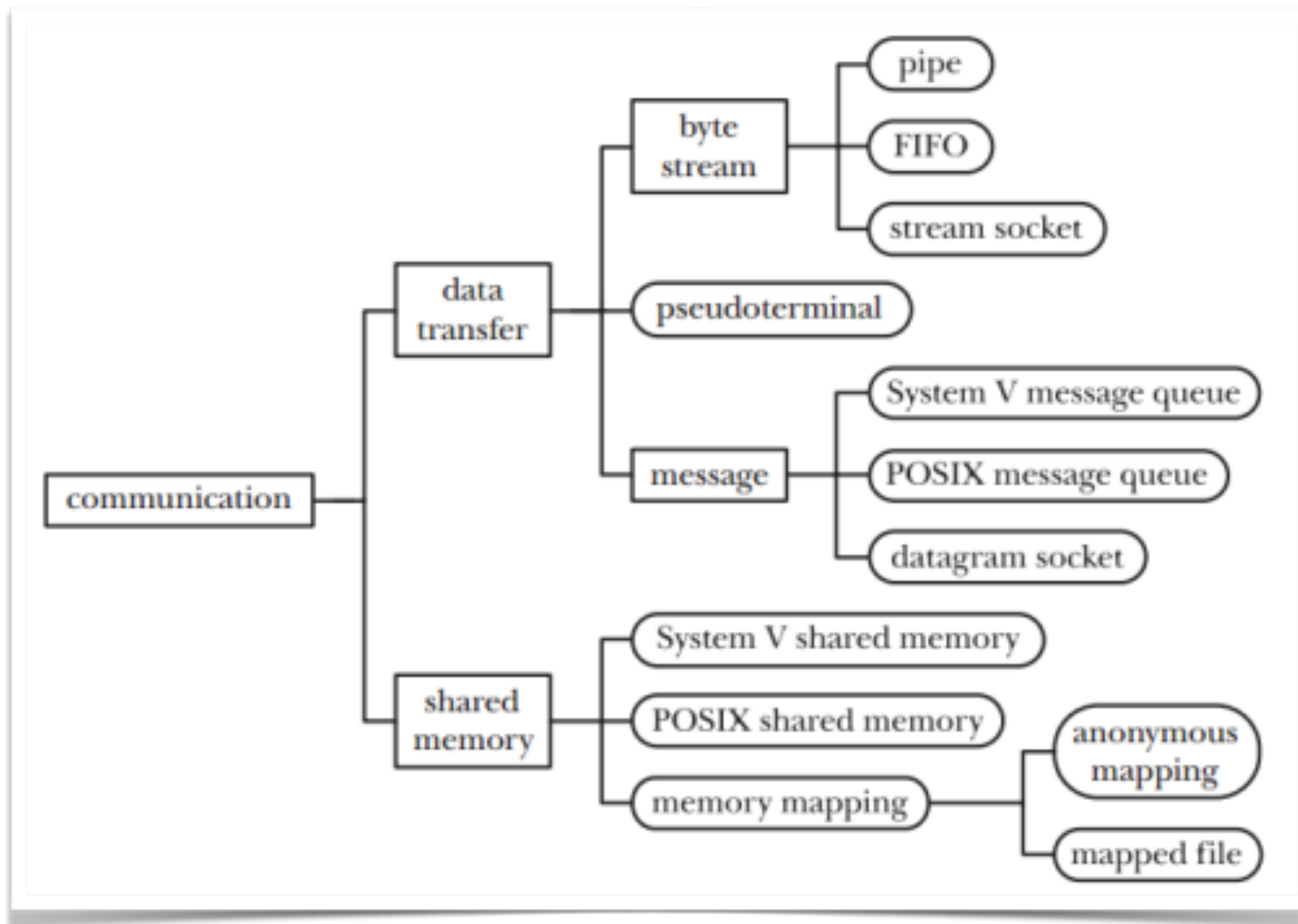
«ЖИЗНЬ»
процесса

Иначе будет зомби 🧟



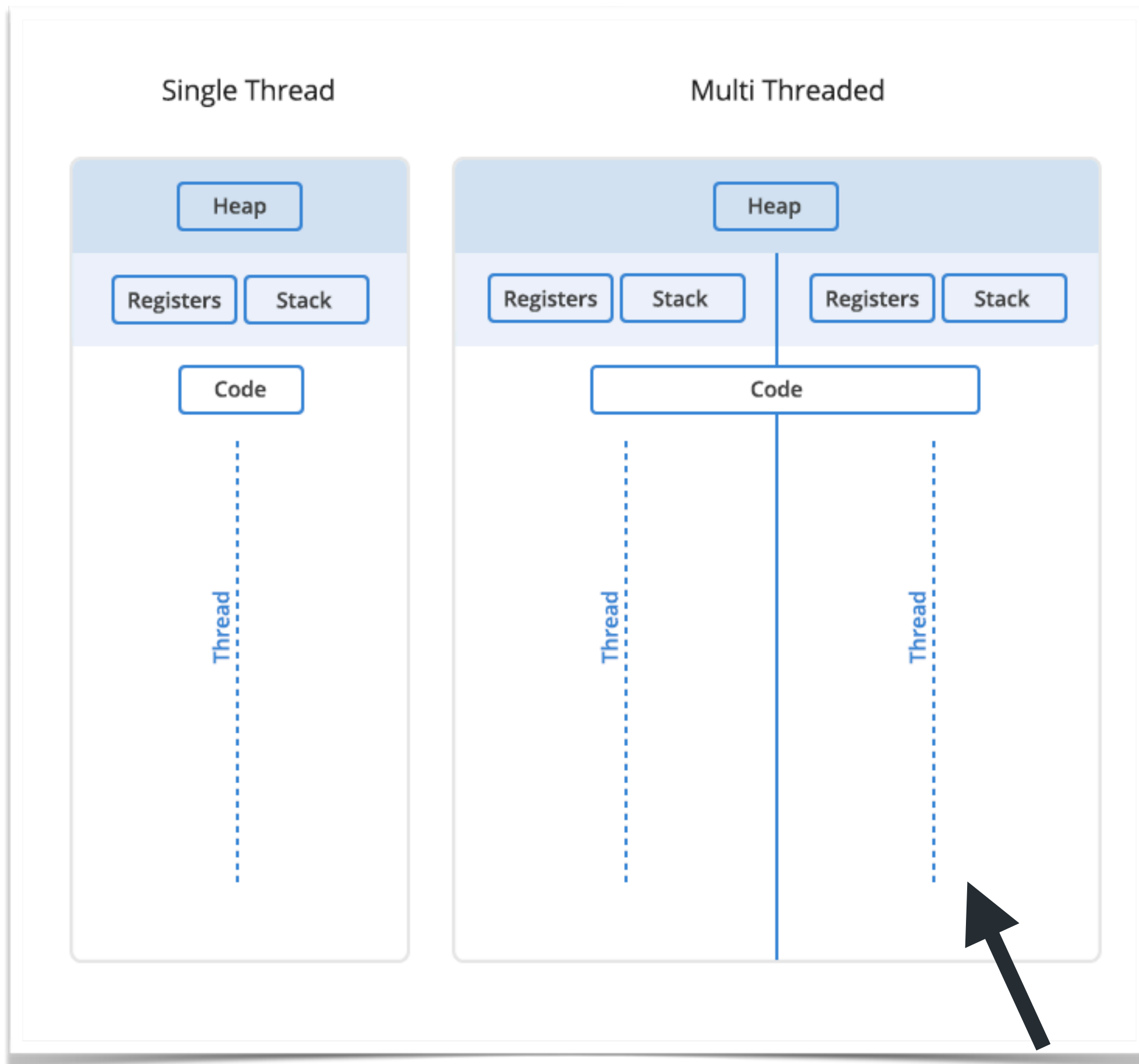
```
1 from multiprocessing import Process
2
3 def fun_in_child():
4     print('Hello from child!')
5
6 p = Process(target=fun_in_child)
7 p.start()
8 p.join()
```

IPC в *nix





```
1 from multiprocessing import Process, Queue
2
3 def f(q):
4     q.put([42, None, 'hello'])
5
6 if __name__ == '__main__':
7     q = Queue()
8     p = Process(target=f, args=(q,))
9     p.start()
10    print(q.get())    # prints "[42, None, 'hello']"
11    p.join()
```

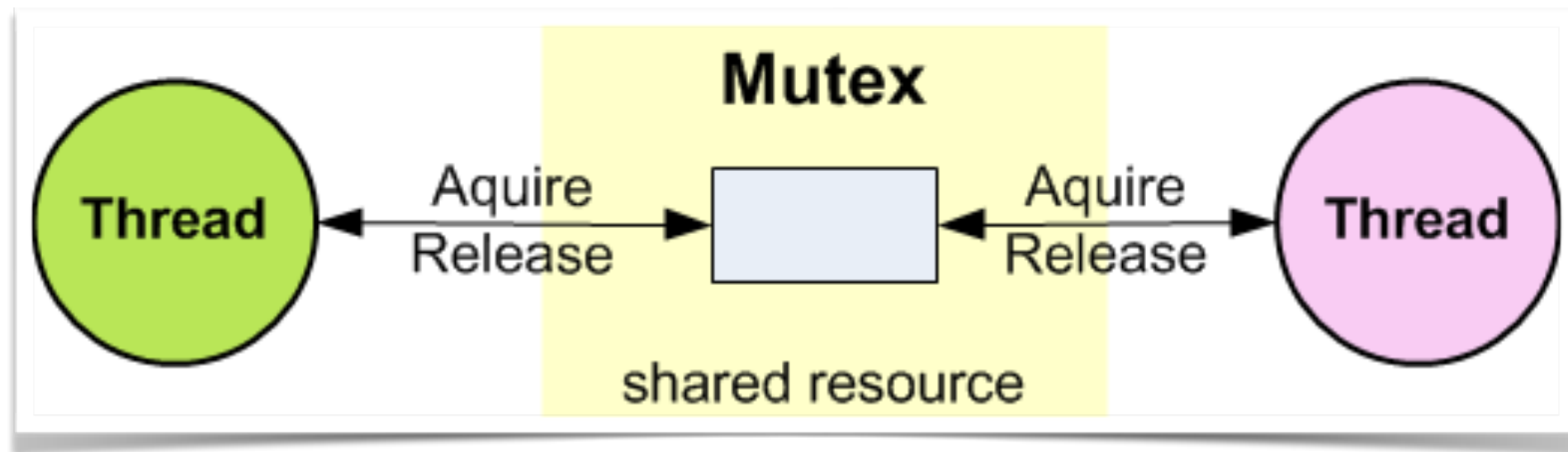
Можно сделать демона 😈



```
1 from threading import Thread
2
3 def subproc(n: int):
4     [print(i) for i in range(n)]
5
6 if __name__ == "__main__":
7     thread1 = Thread(target=subproc, args=(5,))
8     thread2 = Thread(target=subproc, args=(5,))
9
10    thread1.start()
11    thread2.start()
12    thread1.join()
13    thread2.join()
```

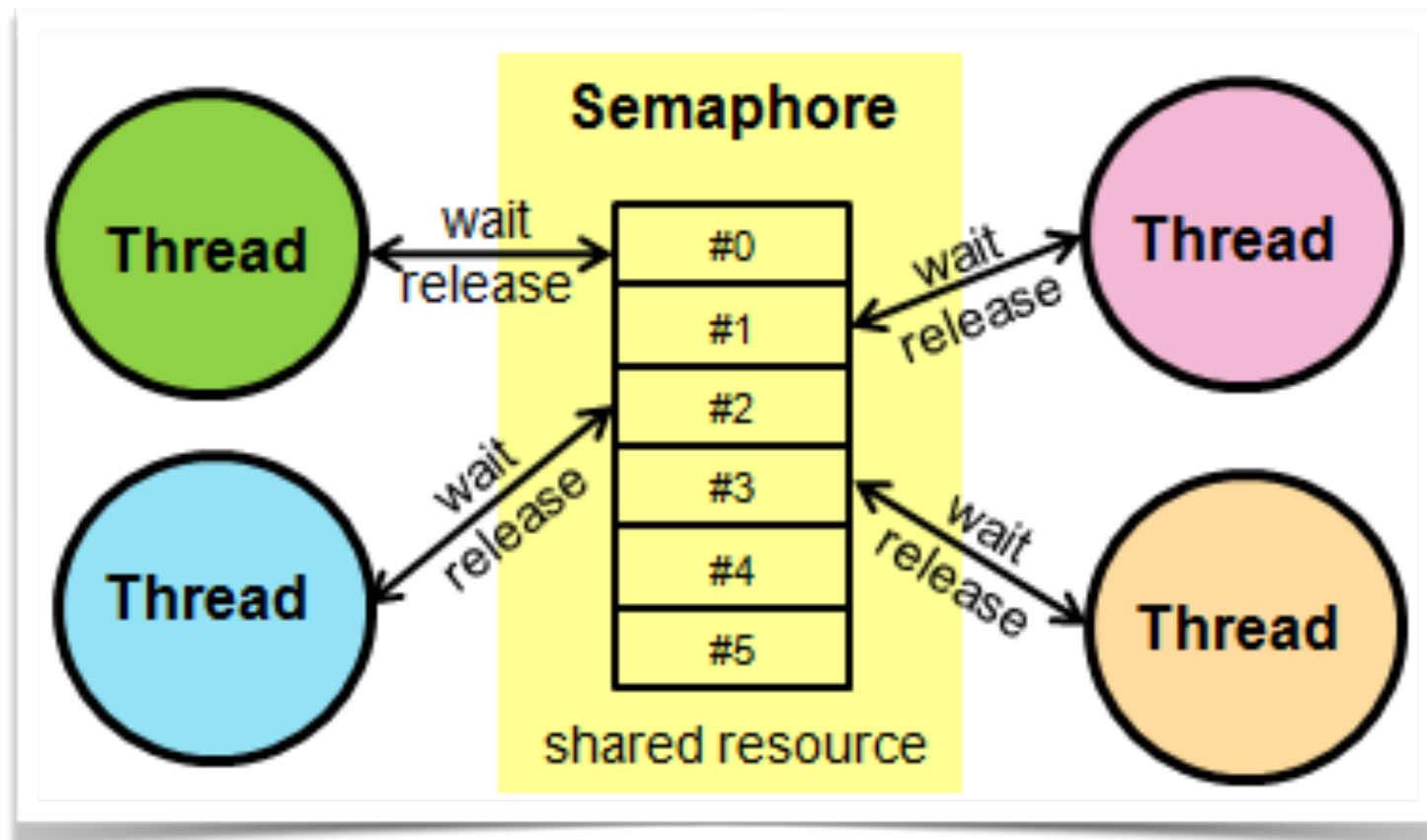
Синхронизация

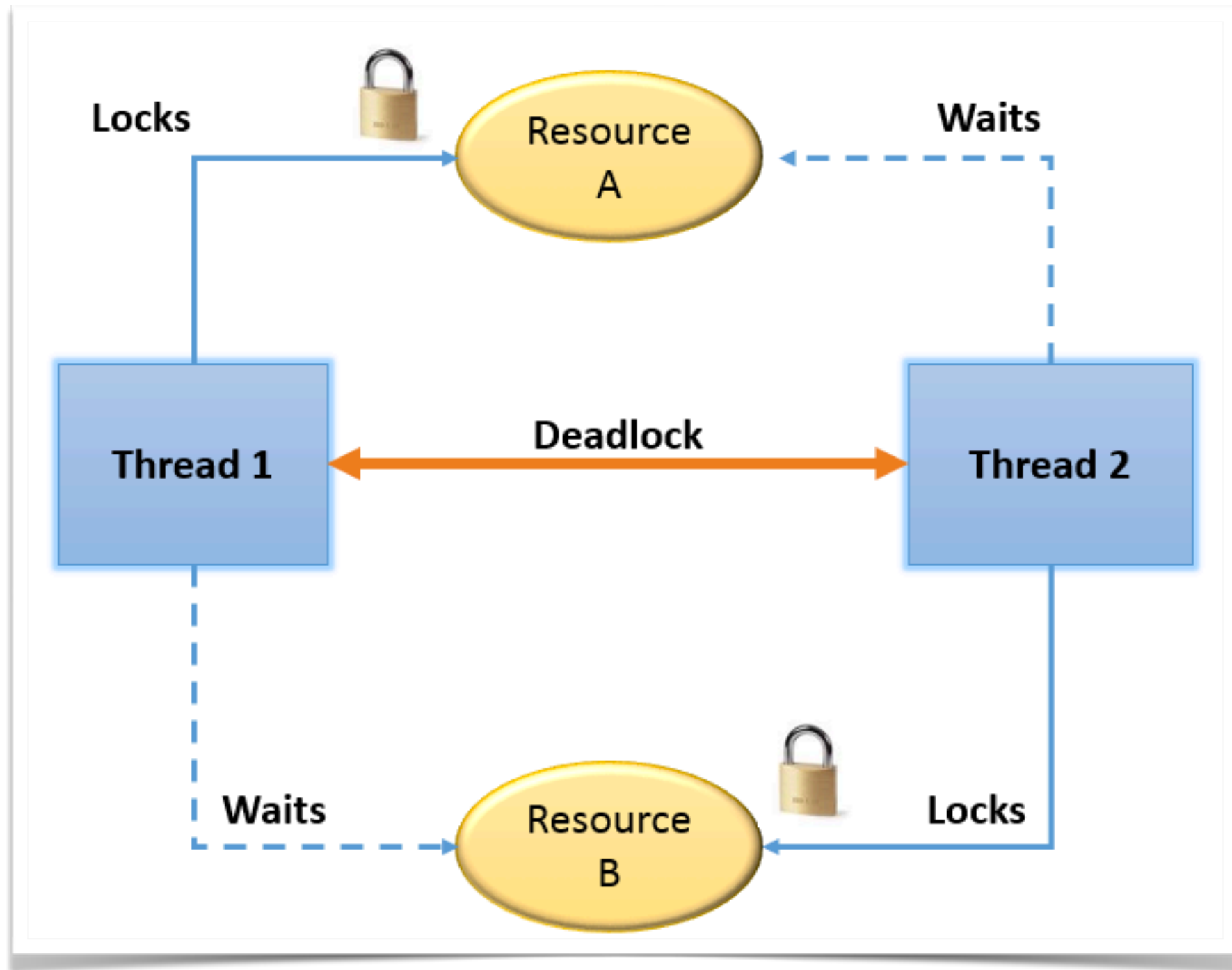
Knock knock.
Race condition.
Who's there?



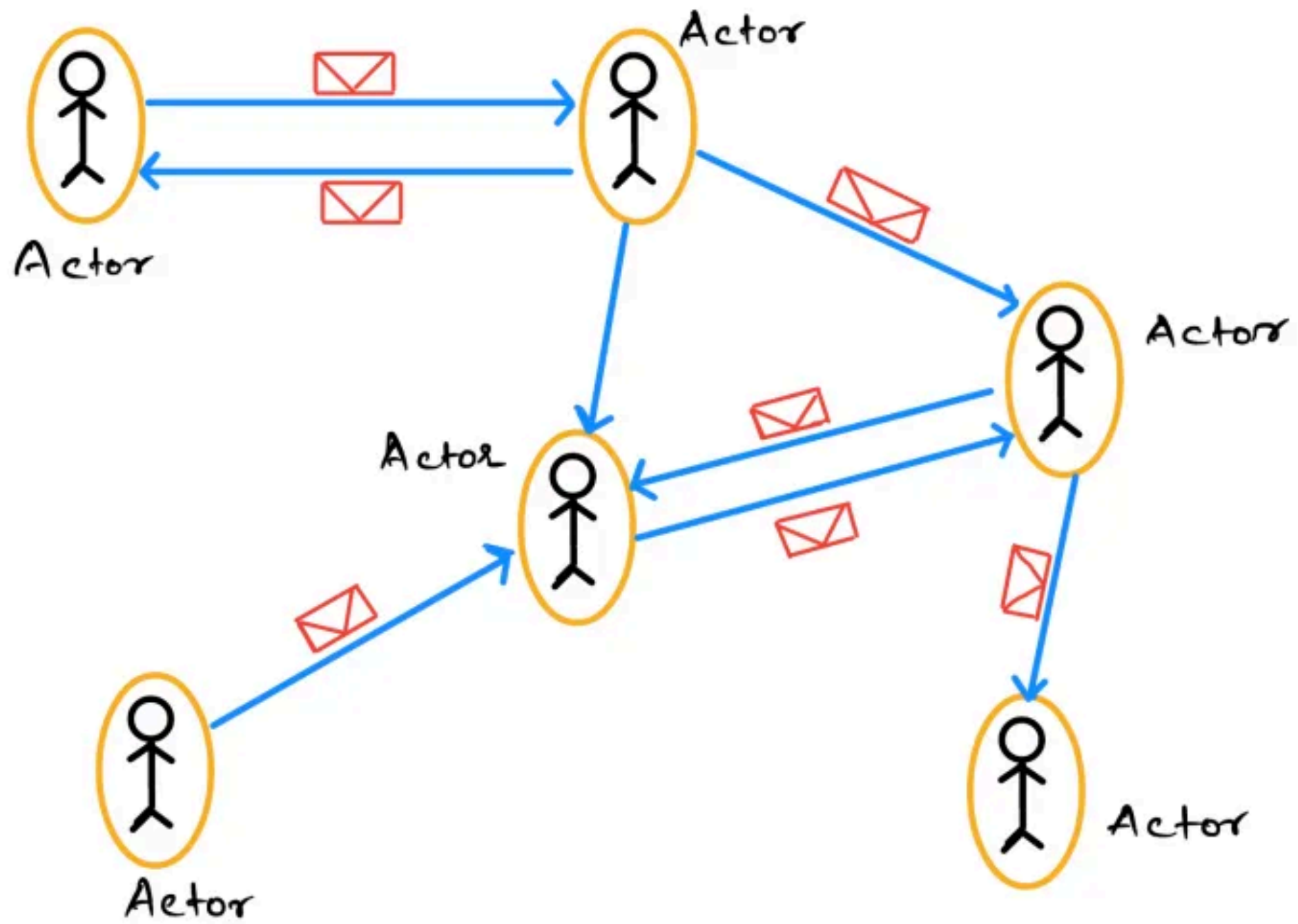


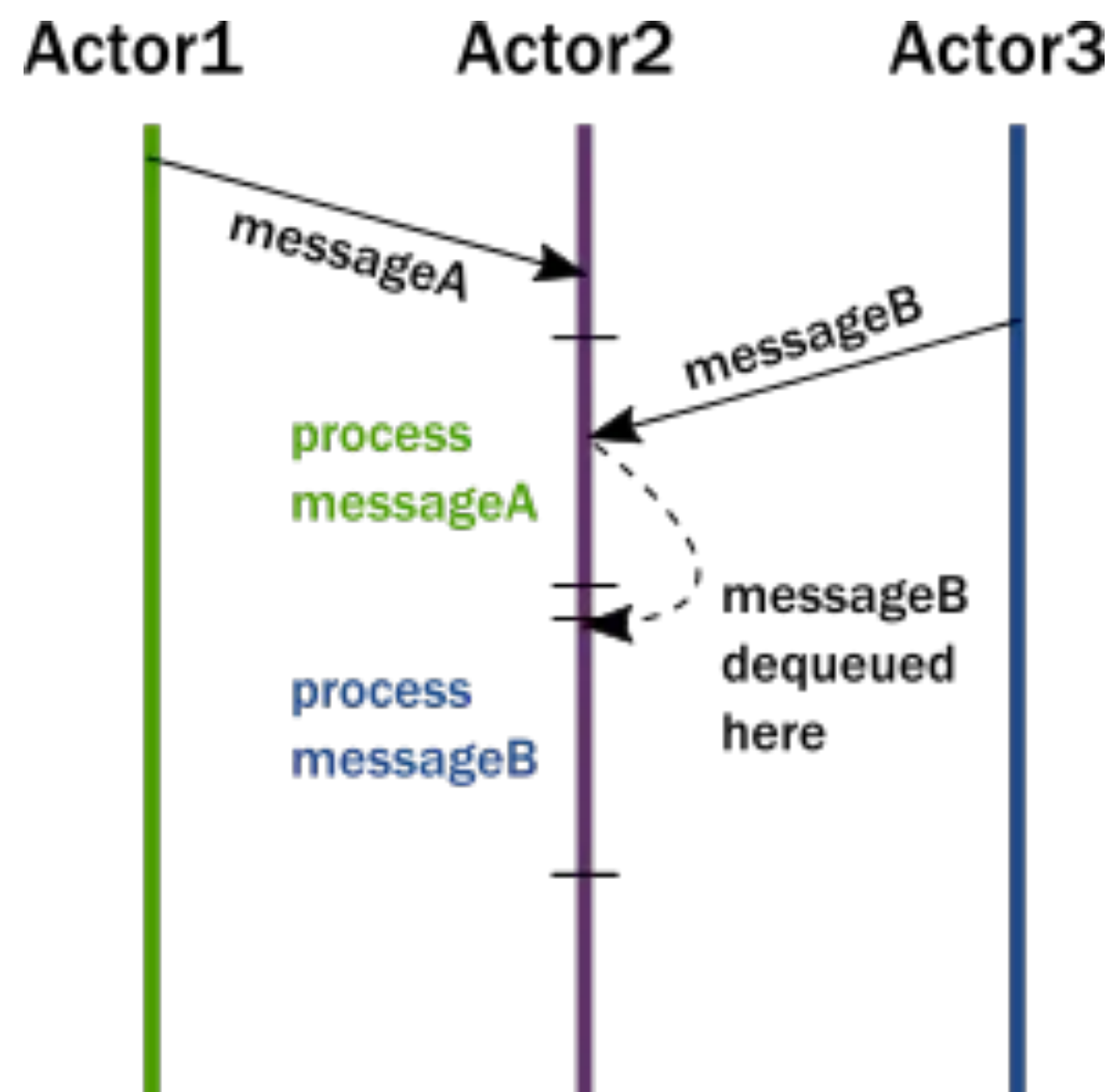
```
1 from threading import Lock
2
3 mutex = Lock()
4
5 try:
6     mutex.acquire()
7     # Работа с общими ресурсами
8
9 except:
10    # Обрабатываем исключения
11    pass
12
13 finally:
14    mutex.release()
```

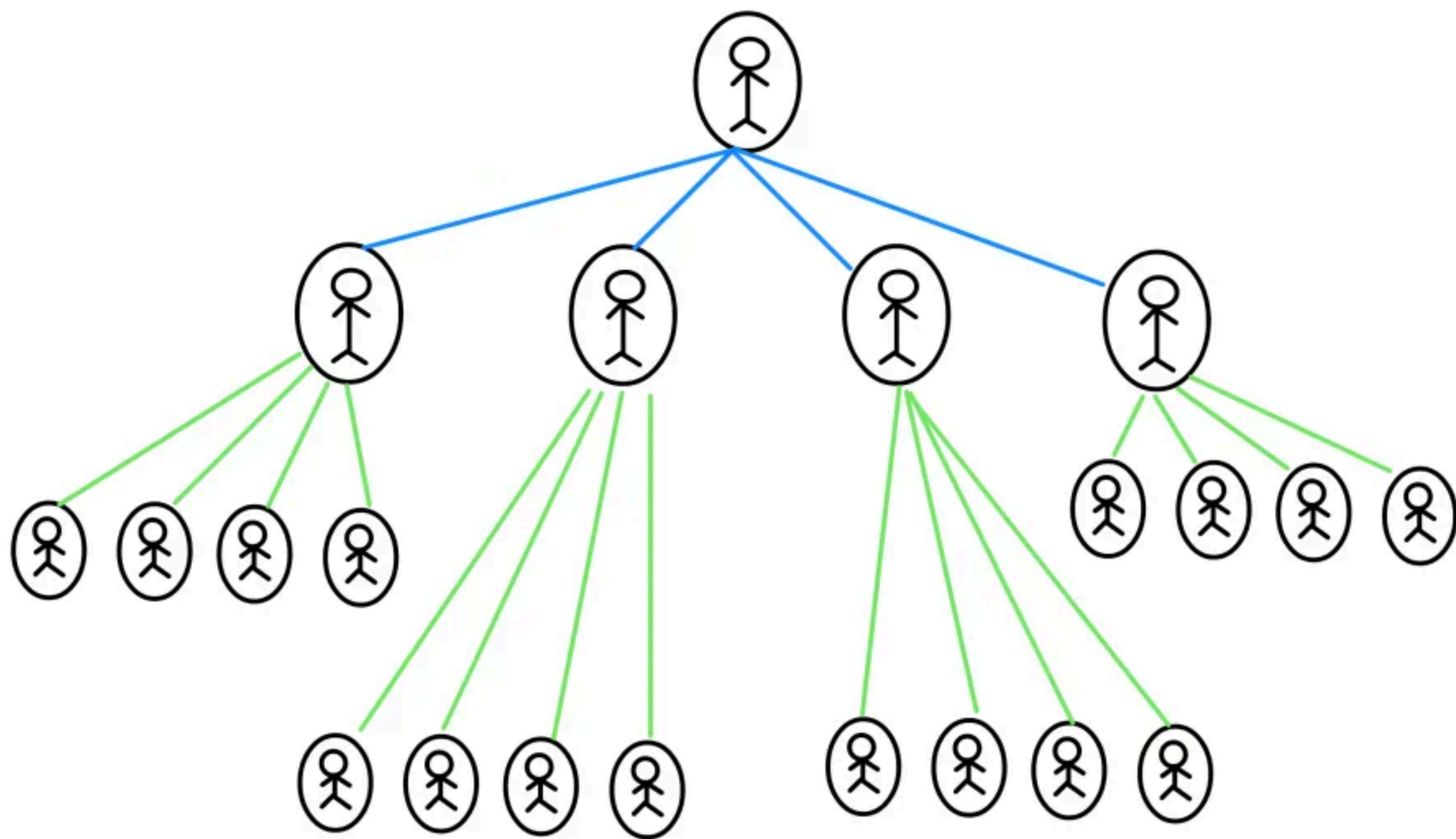


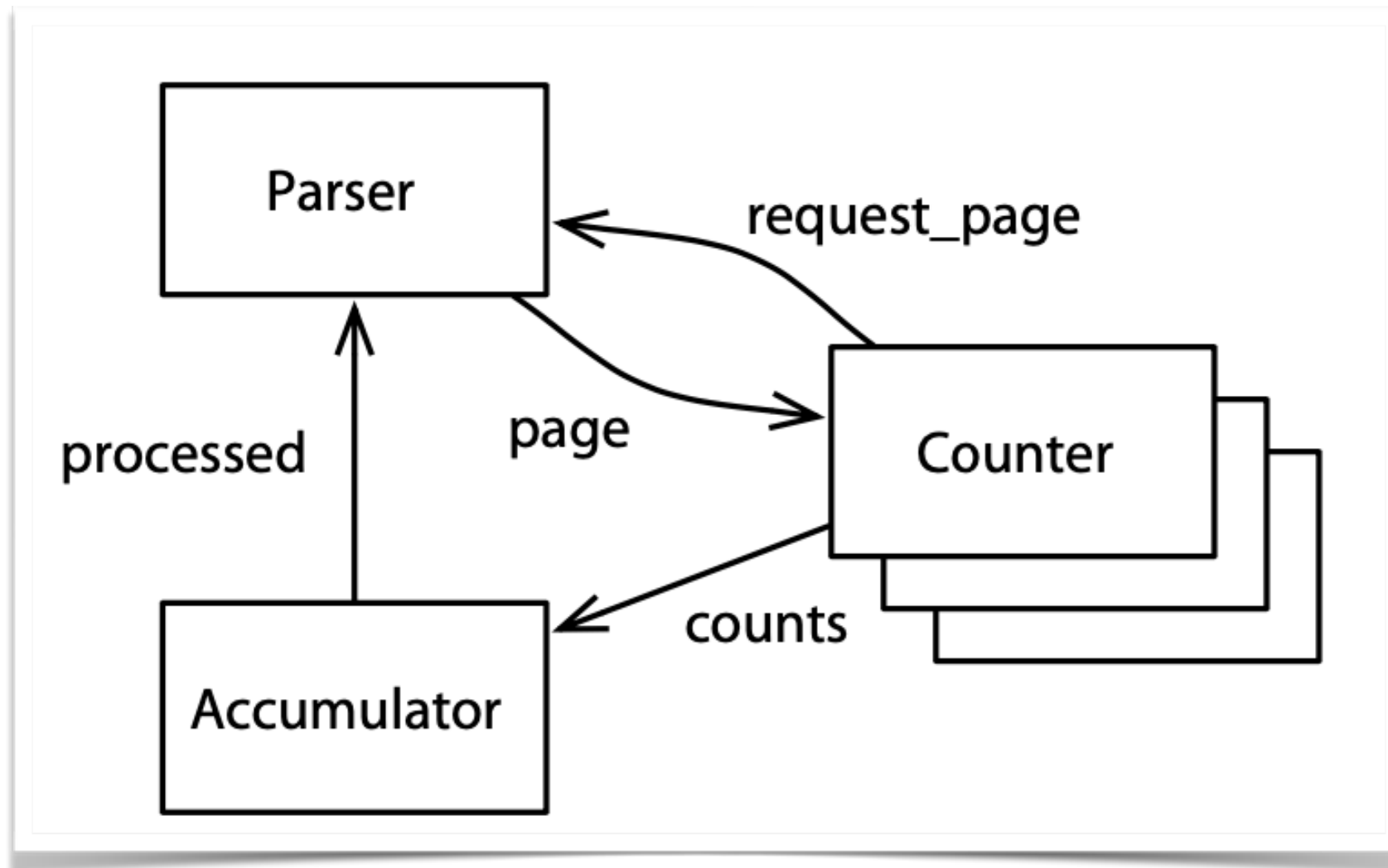


Actors





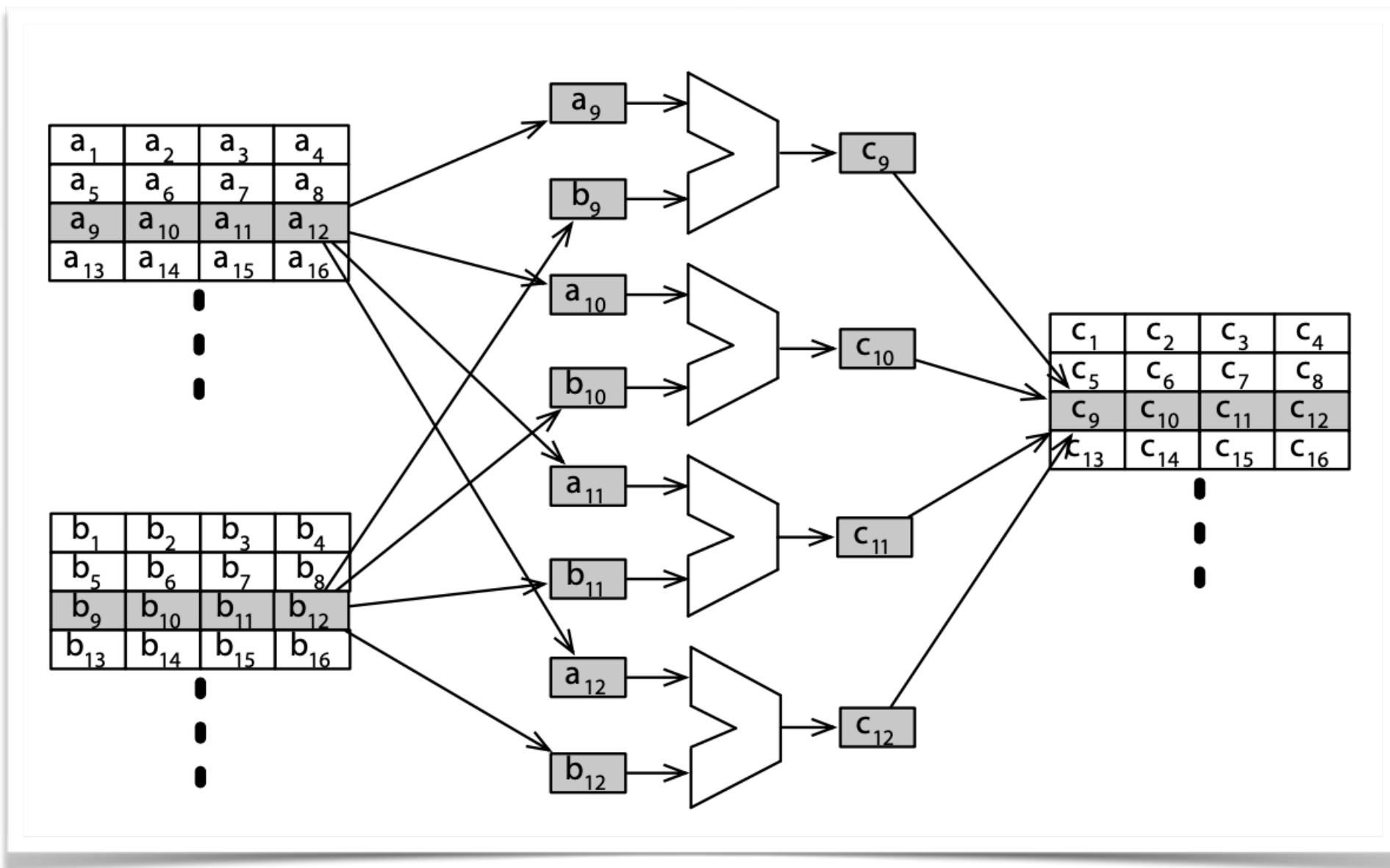




GPU: параллелизм данных

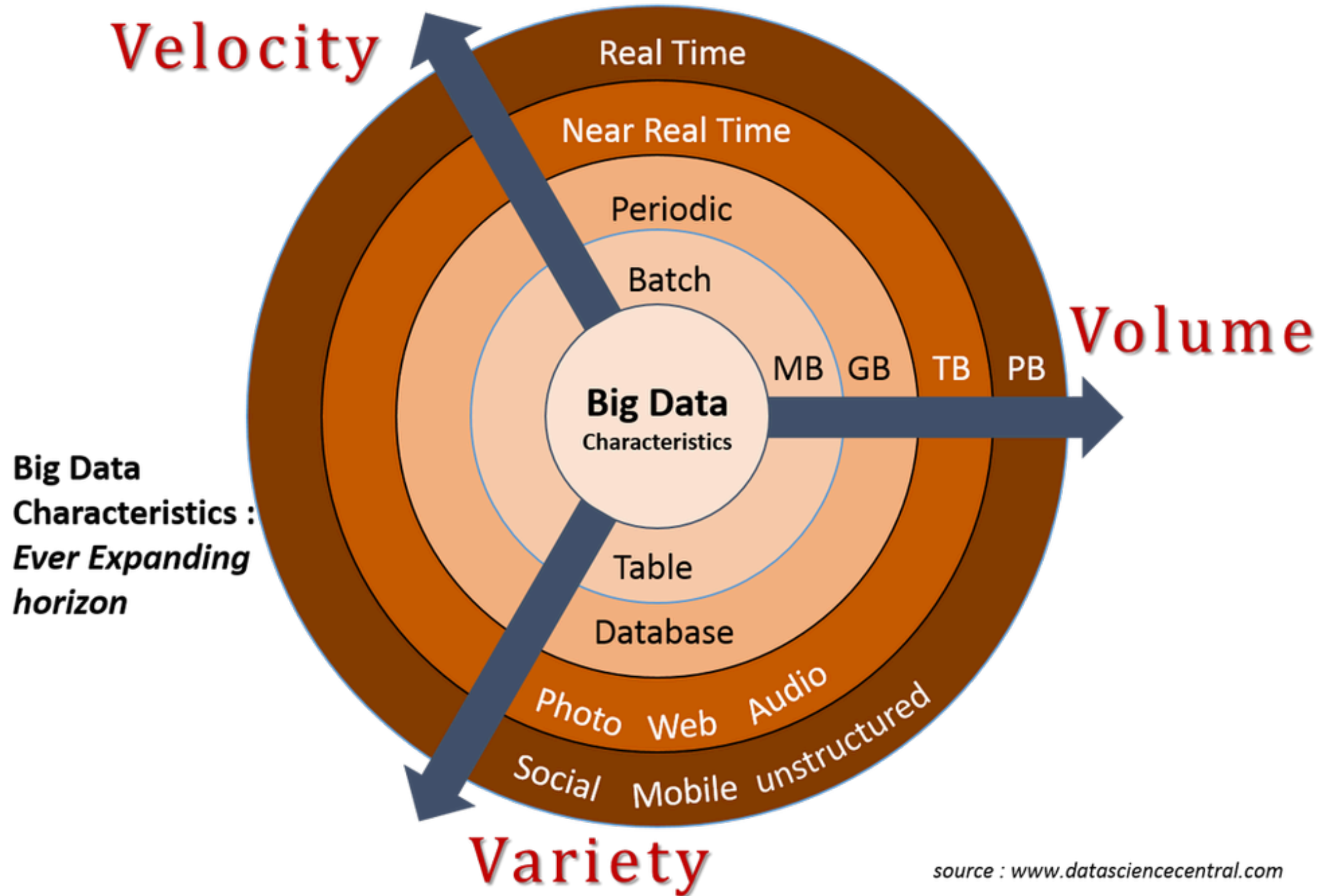


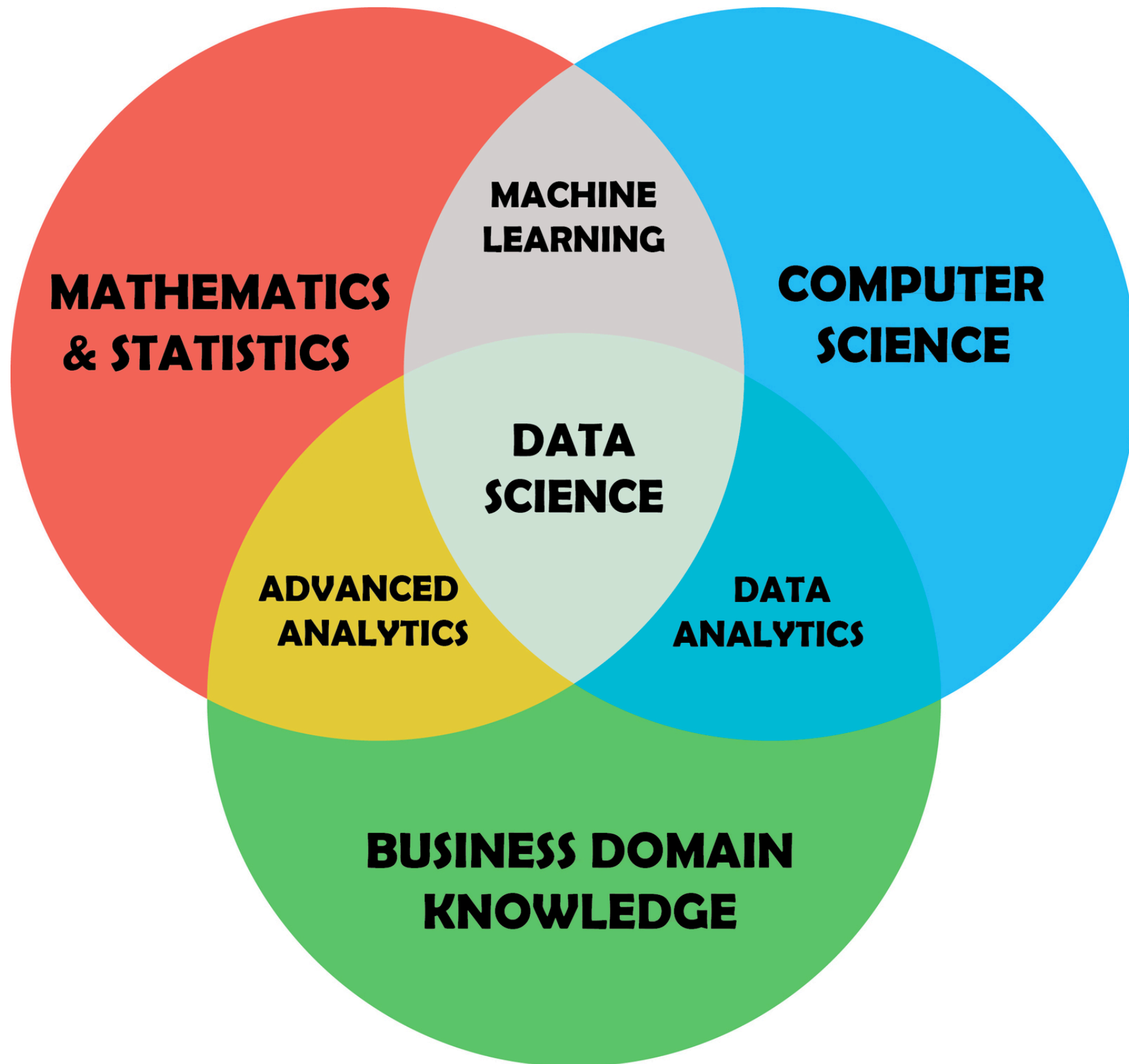
GPU

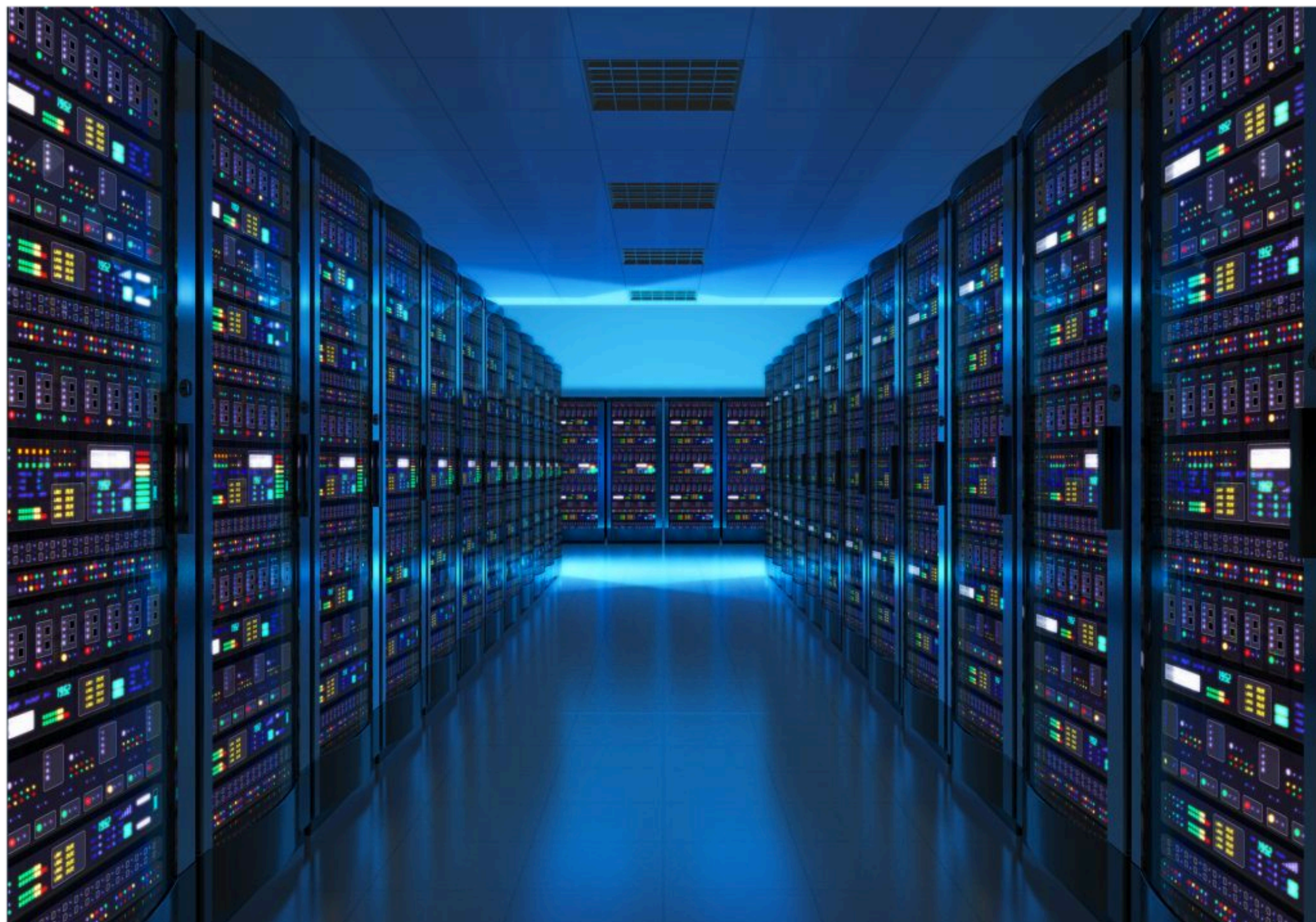


Язык OpenCL

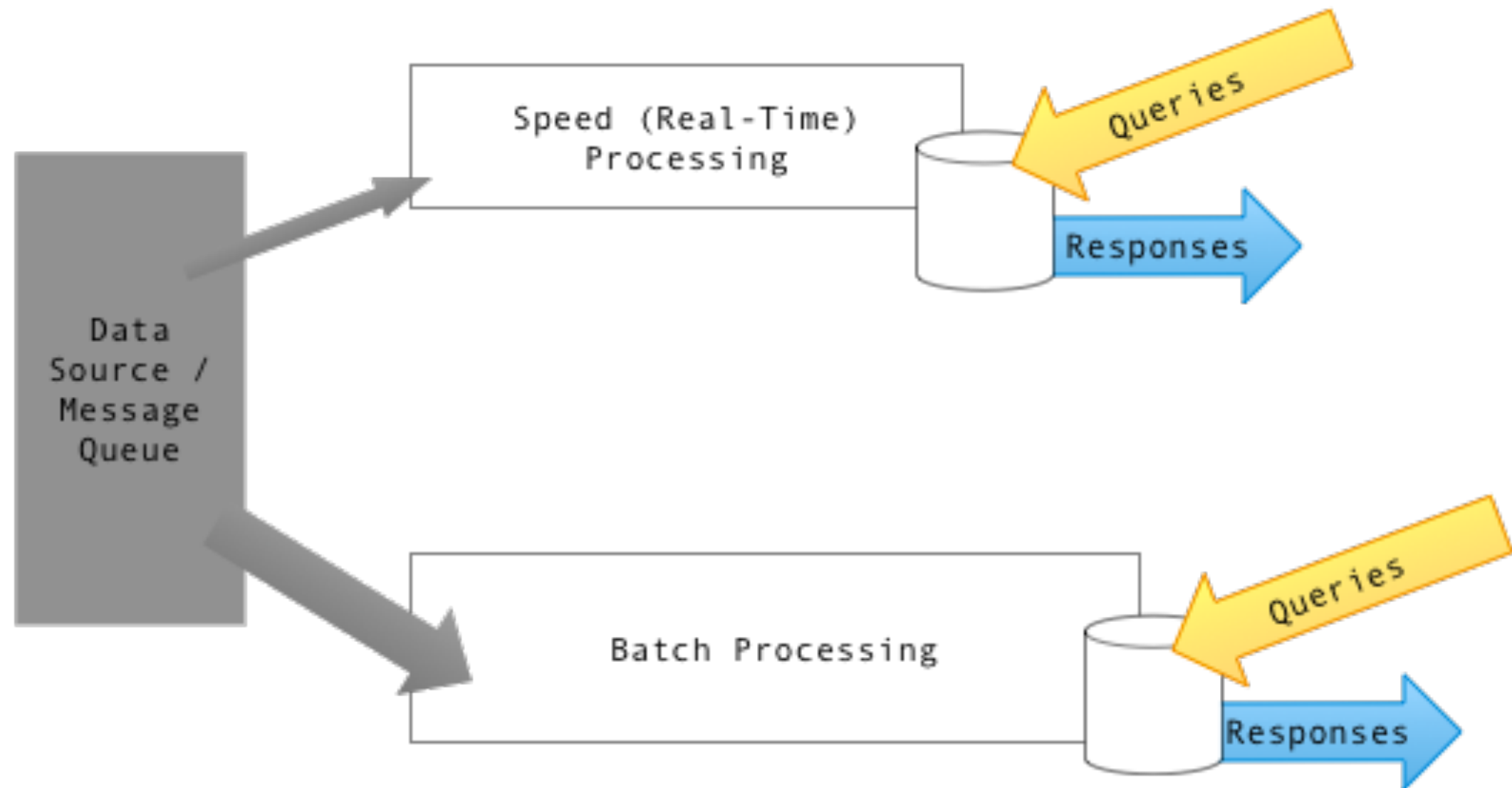
Лямбда-архитектура





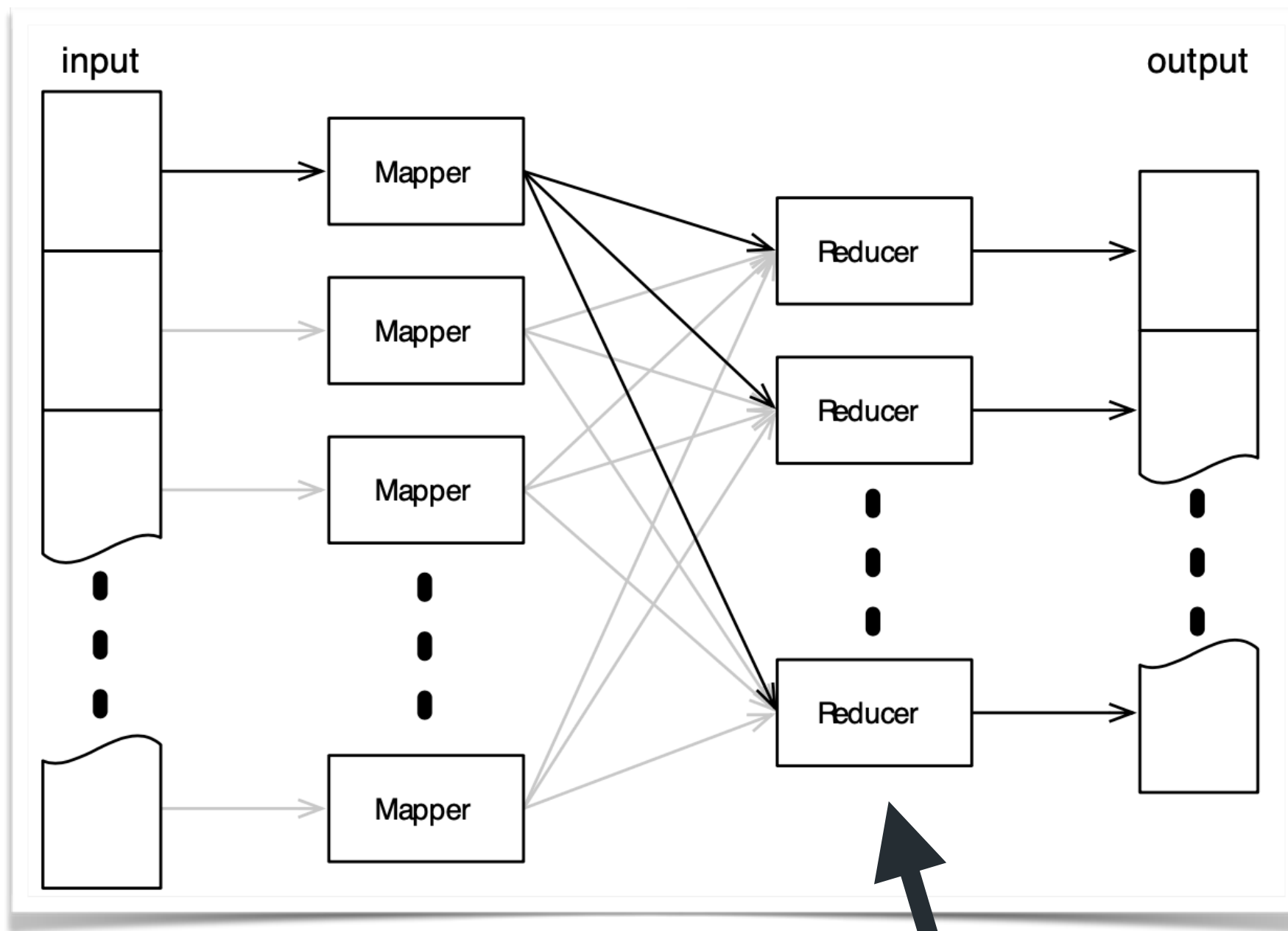


Кластер
компьютеров



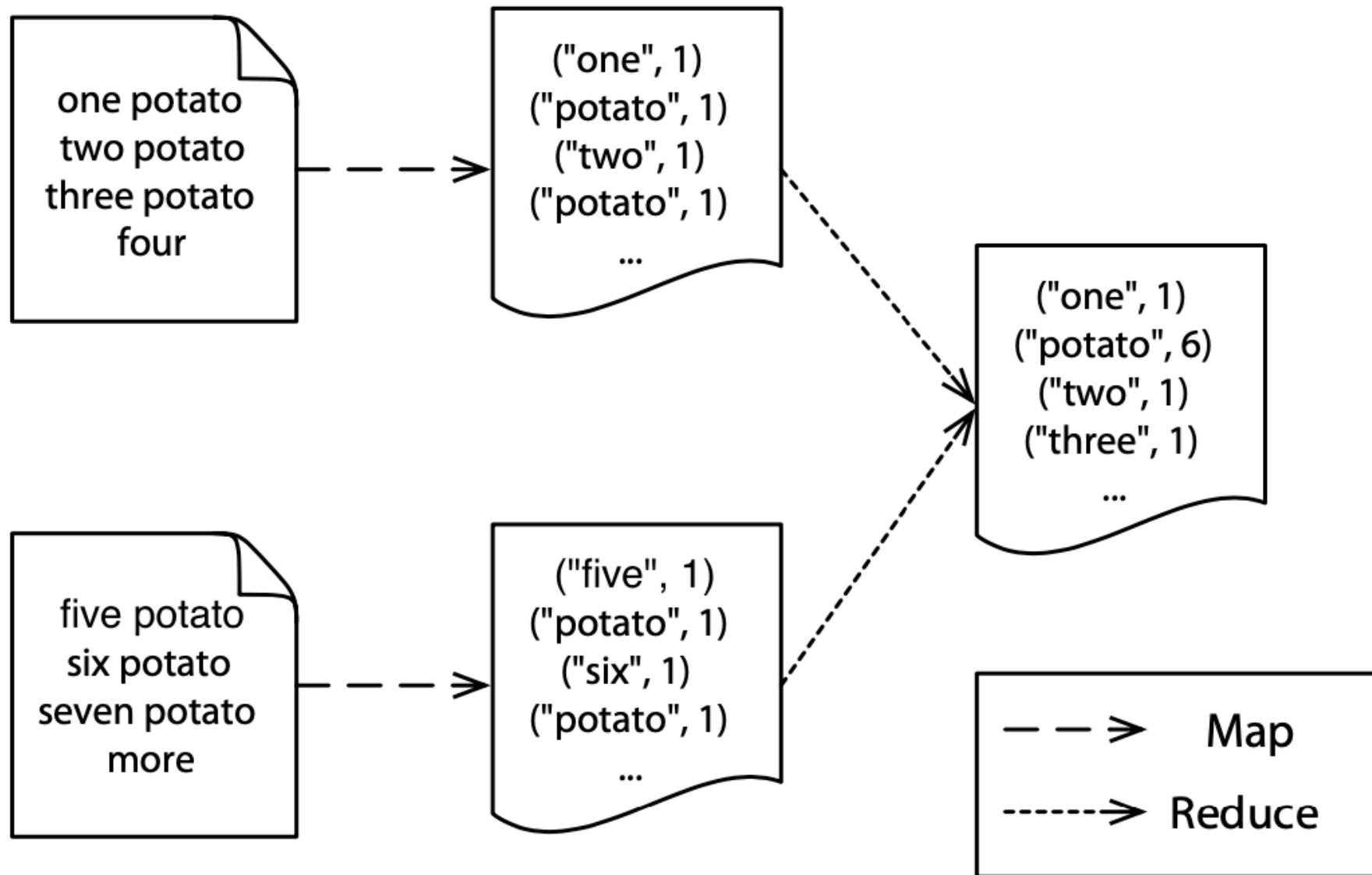
Лямбда-архитектура

Batch Processing

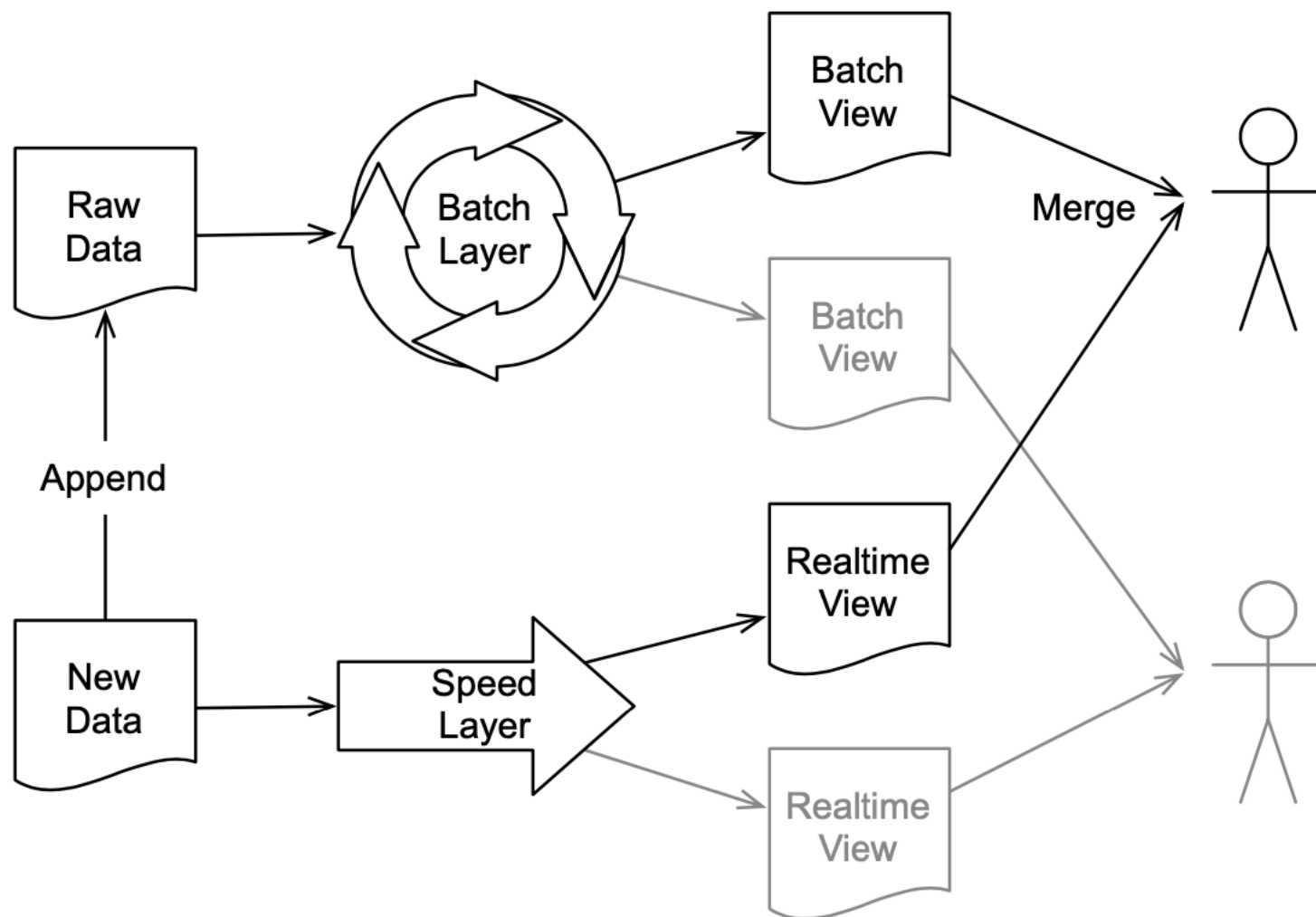


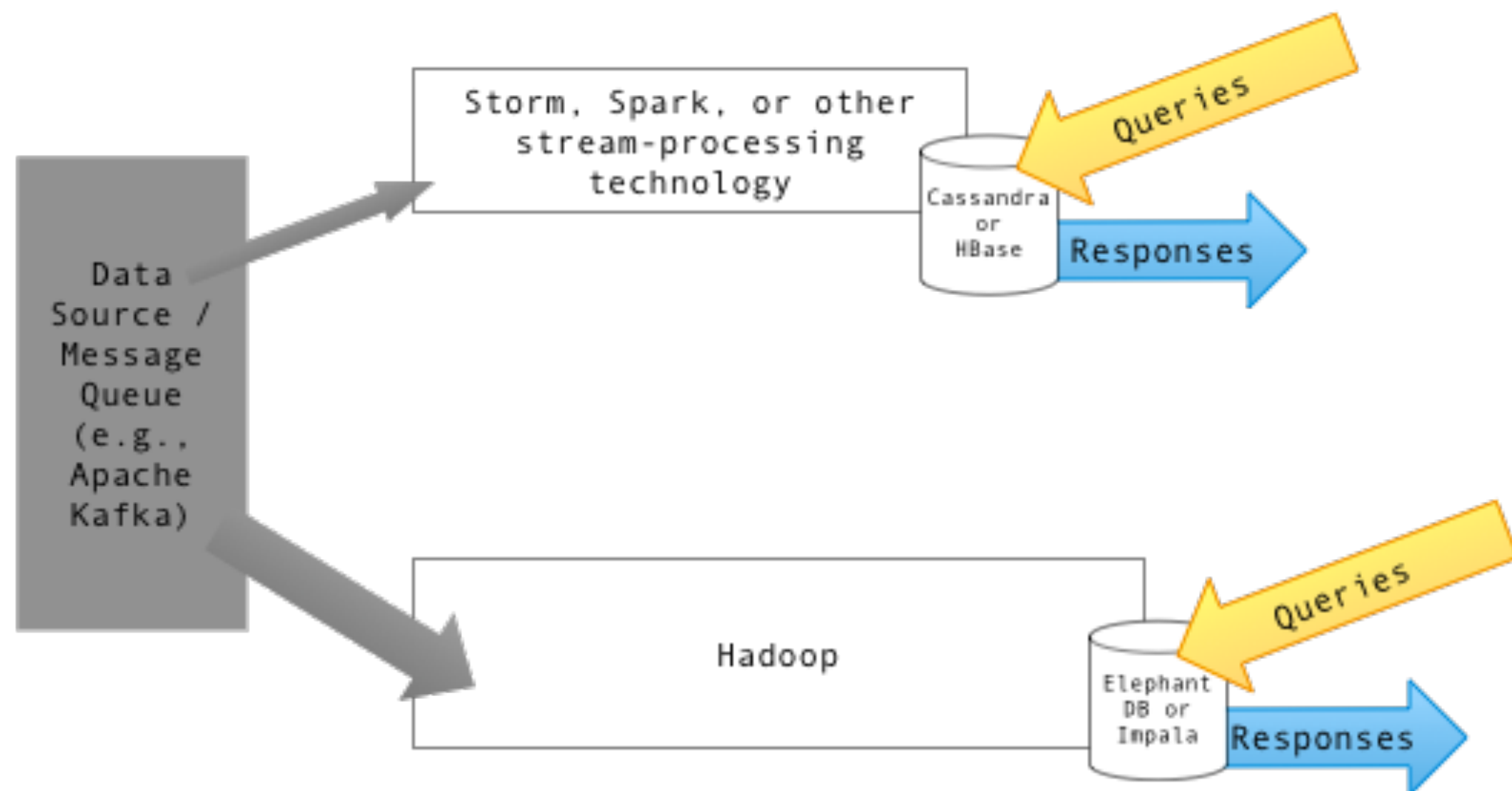
MapReduce

Batch Processing



Speed Processing





The
Pragmatic
Programmers

Seven Concurrency Models in Seven Weeks

When Threads Unravel



Paul Butcher

Series editor: *Bruce Tate*

Development editor: *Jacquelyn Carter*



MASTERING CLOUD COMPUTING

FOUNDATIONS AND APPLICATIONS PROGRAMMING

MK
MORGAN KAUFMANN

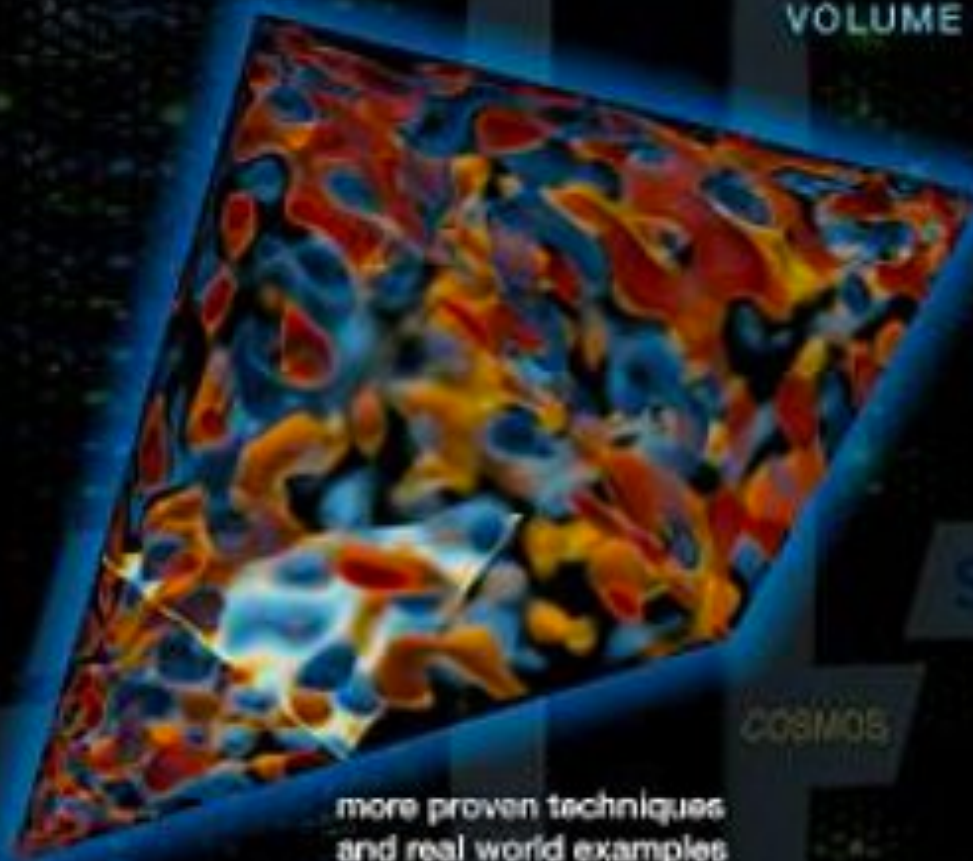
Rajkumar Buyya, Christian Vecchiola, S. Thamarai Selvi

SGI UV 2000

High Performance Parallelism Pearls

Multicore and Many-core Programming Approaches

VOLUME TWO



more proven techniques
and real world examples
of highly scalable parallel
programming

MK
Morgan Kaufmann

James Reinders and Jim Jeffers

Что дальше?

