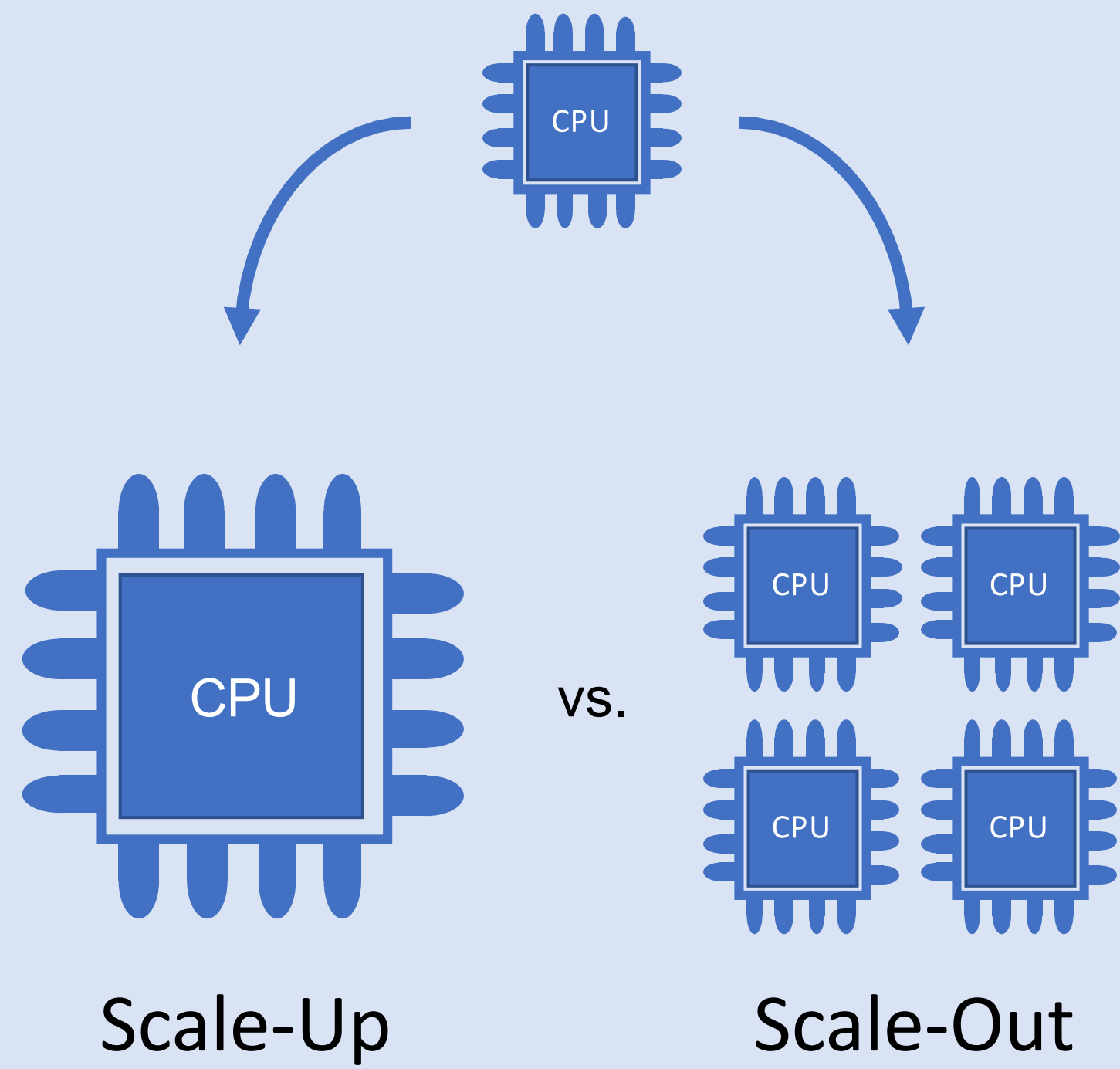
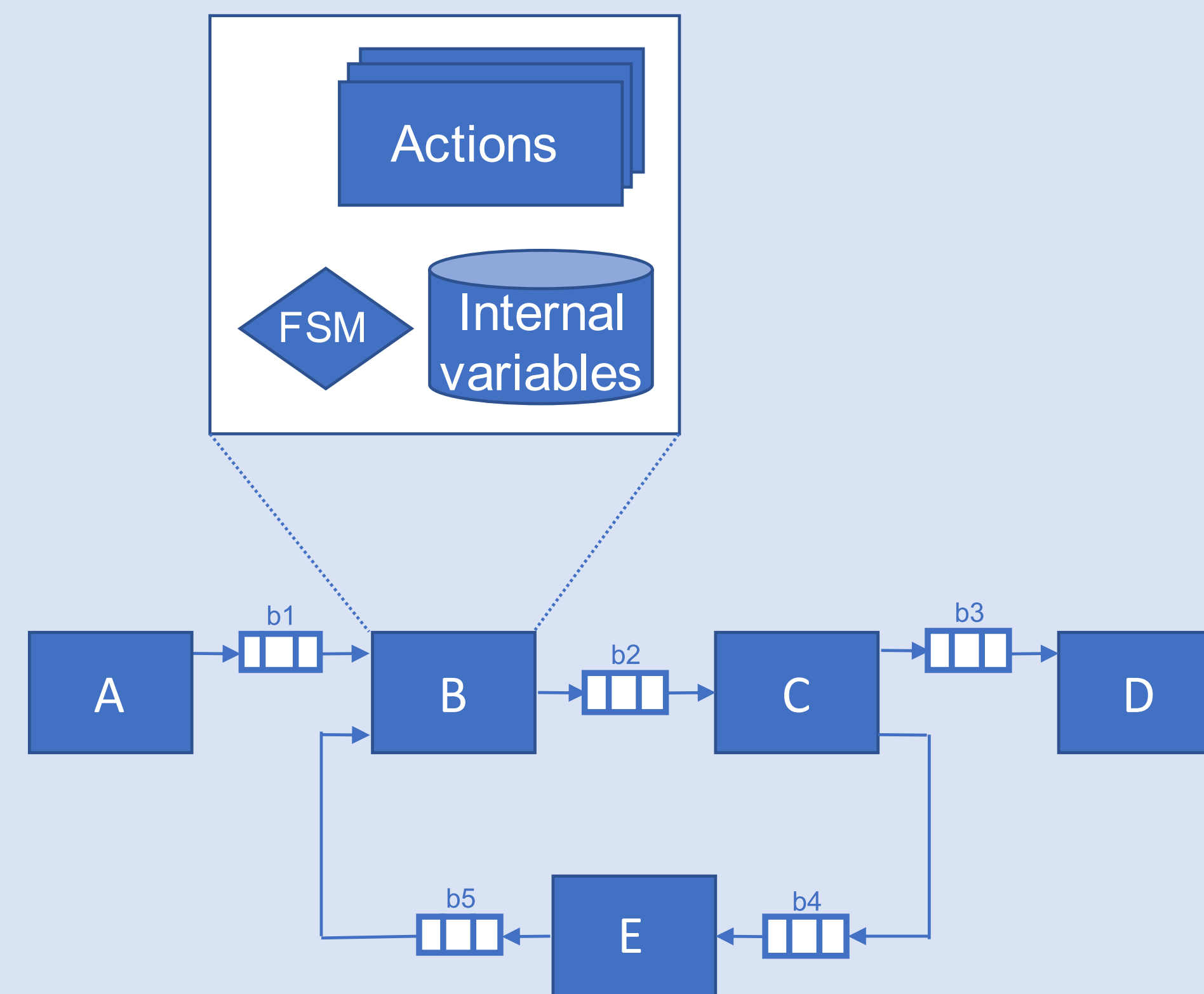


## Introduction



- New challenges in software design
- Portability of applications
  - Abstracting massive parallelism

## Dataflow model of computation



## Tool: ORCC

```

(a) An example with three actors (Producer, Increment and Consumer) and two buffers (b1 and b2).
actor Producer (int count=10) ==> int Out:
  int i := 0;
  prod : action ==> Out:[tbl] repeat 512
  guard i < count
  var List(type:int, size=512) tbl
  do
    tbl := [ j : for int j in 1 .. 512 ];
    i := i + 1;
  end
end

(b) Consumer.cal
actor Consumer () int In ==>
  consume: action In:[a] repeat 128 ==> end
end

(c) Producer.cal
actor Inc () int In ==> int Out:
  exec : action
  In:[a] repeat 512 ==>
  Out:[a] repeat 512
  do
    foreach int i in 32 .. 63 do
      a[i] := a[i] + 1;
    end
  end
end
  
```

Fig.1: RVC-CAL program example: dataflow network topology and actors source code.

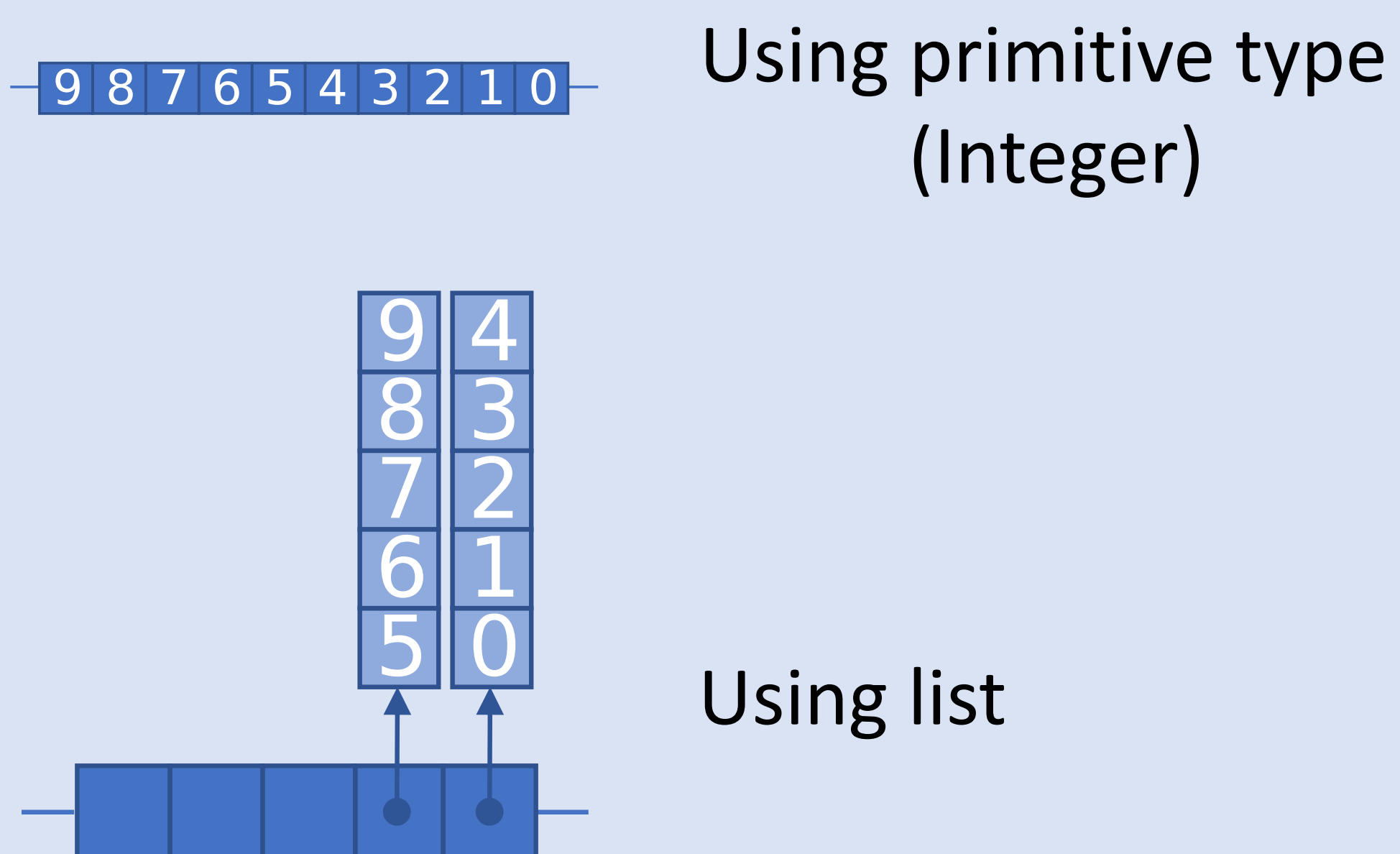
## Problem statement

**For shared memory architecture a lot of unnecessary copies are generated**

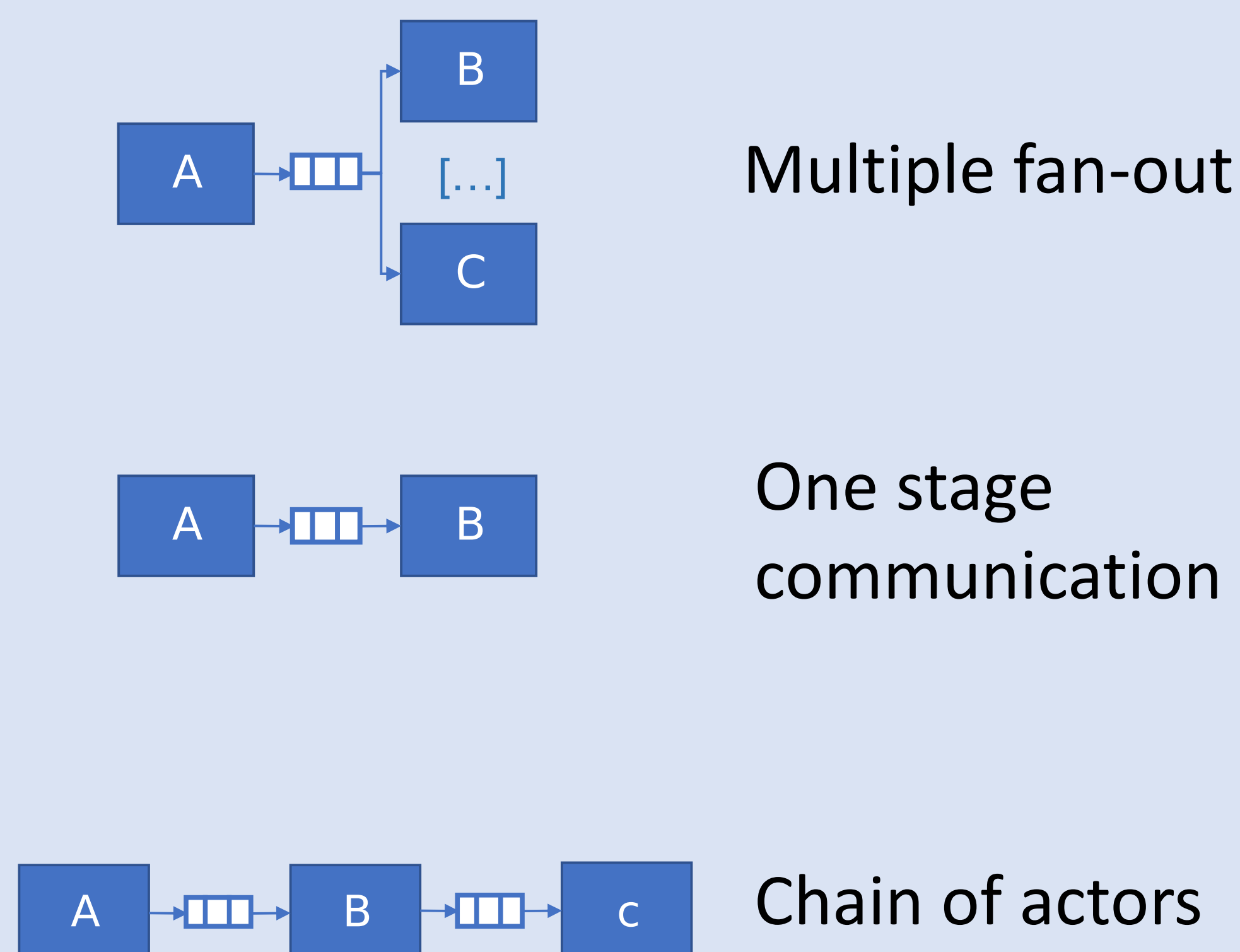
## Design proposition

### Composite data types

- Introduce composite data types such as *list* to represent actions firing
- e.g. two firings of five integers

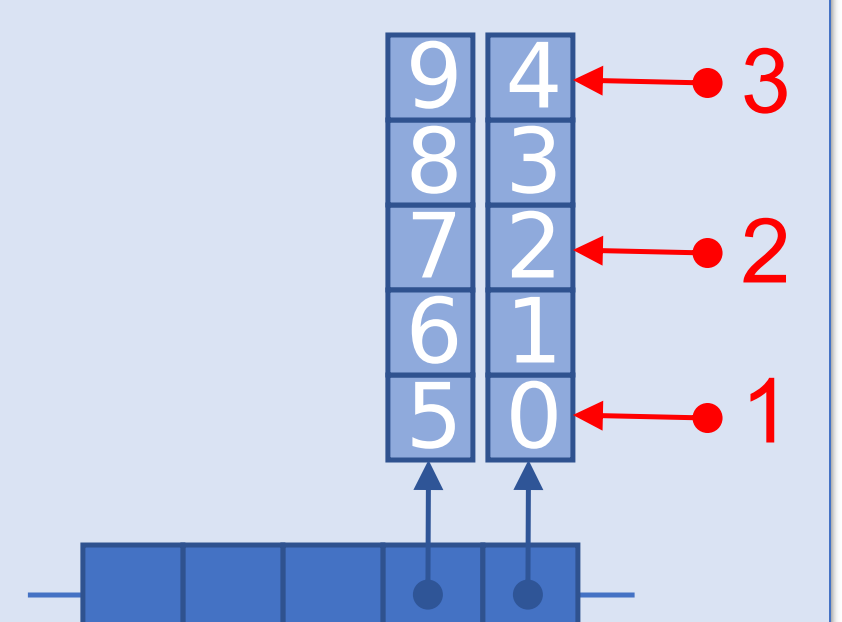


### Buffer identification



### Implementations

- Fully dynamic solution
- Consume data at any rate
- Semi dynamic solution
- Consume data of a size dividing an entire chunk
- Static solution
- Always consume an entire chunk



## Conclusions

- Tradeoff between memory copy and memory allocation
- Not beneficial for all applications

## Future work

- Automatic selection of the appropriate implementation
- Integration in TURNUS framework