Agenda for Today

1. Department Events
2. Q&A
3. Lampson's Hints for System Design
4. Project Overview
5. Project Planning
6. Reminders
Department Events

CS Table: Topic to be determined

noon on Tuesday, November 15th

CS Extra: Compression vs. Enrichment of Spatio-Temporal Data

Goce Trajcevski, Iowa State University (ECE)
Snacks in the CS Commons at 4pm, talk in Noyce 3821 at 4:15pm
Concurrency Bugs Assignment Q&A

How much freedom do we have to change the code/context to fix a bug?

Try to keep changes as small as possible, but as long you're not drastically changing the entire program you will receive full credit for a proposed fix that you can explain.
P2P Chat Lab Q&A
Lampson's Hints
Lampson's Hints

Work with your neighbor to come up with three of Lampson's hints that you think are particularly useful. What does each hint mean?

Make actions atomic or restartable: make sure anything your program does either completes or has no effect.

Make the common case fast: a system should make sure common operations are fast.

Divide and Conquer: break problems into smaller problems that you can solve, and then combine to solve the larger problem.

Tolerate faults: expect errors/failures and be prepared to handle them.
Lampson's Hints

Handle all the cases: be prepared to deal with all possible inputs, not just the common ones.

Plan to throw one away: be prepared to discard a design that isn't working.

Cache results: save the results of time or resource intensive work so you can reuse it later.

Leave it to the client: don't try to solve the problem you think clients want you to solve. Give them a useful interface (and flexibility)

Don't hide power: hide complexity with abstraction, but don't hide powerful interfaces behind abstractions.
Lampson's Hints

Make it fast: rather than general or powerful. Design a system that does basic things quickly.

When in doubt, use brute force: solve problems in a straightforward (but maybe inefficient) way if you can't come up with a better solution.

Compute answers in the background: do something useful with otherwise-wasted time.
The Project
Project: What are we doing?

What is the project?
You'll implement a system that combines important concepts from class.

What do we turn in?
A proposal, describing your plans for the project (next week)
A project presentation, describing the work you did (final exam time)
A project implementation in C or CUDA (end of semester)

Are there specific requirements?
Yes. Your project must combine at least three important concepts from class. We'll look at those concepts next.
Project: Concepts

Processes
Virtual Memory
Memory Management
Scheduling
Parallelism with Threads
Thread Synchronization
Files and File Systems
Parallelism with GPUs
Networks and Distributed Systems

Have I missed something you want to use? We can discuss it.
Project Organizing
Generating Project Ideas

On your own
Try to think of a project that includes two or three of the key class concepts.

With your neighbor(s)
Missing a class concept? Work together to find a third you can incorporate. Identify (at least) one of Lampson's hints that will help with this project.

Key Concepts:
Processes
Virtual Memory
Memory Management
Scheduling
Parallelism with Threads
Thread Synchronization
Files and File Systems
Parallelism with GPUs
Networks and Distributed Systems
Reminders
Reminders

Assignments
The concurrency bugs assignment is due Wednesday this week.
The Project Proposal is due next Monday.
You will have time to work on proposals in class on Friday.

Lab
P2P Chat Lab is due December 2nd, the Friday after Thanksgiving.

Mentor Office Hours
Sunday 1–4pm, Monday 8–9pm, Tuesday 8–9pm