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Parallel Computer Architecture: A Hardware/Software Approach. David E. Culler, University of California, Berkeley; laswinder Pal Singh, Princeton University; with Anoop Gupta, Stanford University. 1100 pages Cloth ISBN 1-55860-343-3 US \$89.95 August 1998. (I.P. Singh's Version of this page)

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Type of Computing ... Hardware

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From a strictly hardware point of view, describes a computer architecture where all processors have direct (usually bus based) access to common physical memory. In a programming sense, it describes a model where parallel tasks all have the same "picture" of memory and can directly address and access the same_logical_memory

locations regardless of where the physical memory actually exists.

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CS 258 Parallel
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Architecture [] : Culler,
David / Singh, J.P. /
Gupta, Anoop []]:
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Publishers In []]: A
Hardware/Software

Approach [][]: A
1998-9-29 []: 1056 []:
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The parallel computing is the usage of identical parallel processors (more than two processors) for processing several tasks at the same time,. In parallel computing, small problems resulting Page 15/25

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Parallel architecture enhances the conventional concepts of computer architecture with communication architecture. Computer architecture defines critical abstractions (like user-system Page 16/25

boundary and hardware-software boundary) and organizational structure, whereas communication architecture defines the basic communication and synchronization operations.

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multiprocessor where the cost of accessing a memory location is the same for all processors; that ...

Symmetric
multiprocessing Wikipedia
Parallel hardware and
software systems allow
us to solve problems
demanding more
resources than those
provided by a single
system and, at the

same time, to reduce

the time required to obtain a solution. The speed-up measures the effectiveness of parallelization; in the general case the speedup of the parallel computation is defined as

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supports parallelism, with multi-core and multi-processor computers having multiple processing elements within a single machine, while clusters, MPPs, and grids use multiple computers to work on the same task. Specialized parallel computer architectures are sometimes used alongside traditional processors, for accelerating specific

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