

SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	Babes-Bolyai University
1.2 Faculty	Mathematics and Informatics
1.3 Department	Informatics
1.4 Field of study	Informatics
1.5 Study cycle	Licence
1.6 Study programme / Qualification	Informatics - english

2. Information regarding the discipline

2.1 Name of the discipline	Parallel and Distributed Programming						
2.2 Course coordinator	Prof. dr. Florian Boian						
2.3 Seminar coordinator	Prof. dr. Florian Boian						
2.4. Year of study	2	2.5 Semester	5	2.6. Type of evaluation	E	2.7 Type of discipline	Mandatory

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	5	Of which: 3.2 course	2	3.3 seminar/laboratory	3
3.4 Total hours in the curriculum	70	Of which: 3.5 course	28	3.6 seminar/laboratory	42
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					25
Additional documentation (in libraries, on electronic platforms, field documentation)					15
Preparation for seminars/labs, homework, papers, portfolios and essays					30
Tutorship					15
Evaluations					9
Other activities:					-
3.7 Total individual study hours			94		
3.8 Total hours per semester			150		
3.9 Number of ECTS credits			6		

4. Prerequisites (if necessary)

4.1. curriculum	
4.2. competencies	

5. Conditions (if necessary)

5.1. for the course	<ul style="list-style-type: none"> The specific requirements of the course, as those of laboratory work are posted at: a http://www.cs.ubbcluj.ro/~florin/ PPD
5.2. for the seminar /lab activities	<ul style="list-style-type: none"> Laboratoare cu acces la sisteme de operare Unix și Windows, cu acces individual pe bază de user și parolă

	<ul style="list-style-type: none"> • Cerintele specifice cursului, ca și cele ale activității de laborator sunt postate la: http://www.cs.ubbcluj.ro/~florin/PPD
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6. Specific competencies acquired

Professional competencies	<ul style="list-style-type: none"> • Define notions, concepts, theories and models to core parallel programming concurrent and distributed. • Critical analysis and use of the principles, methods and techniques of quantitative and qualitative evaluation work processes and communication between them, the prospects for parallel programming concurrent and distributed. • Apply basic concepts and theories of multiprocessor computer architecture, programming methods and operating systems project development professional • Ability to solve problems through negotiations cooperare between processes operating on different platforms connected by unreliable channels
Transversal competencies	<ul style="list-style-type: none"> • Execution of the tasks required under specified requirements and the deadlines imposed, with the rules of professional ethics and moral conduct • Information and documentation in the field of activity continuously in Romanian and English • seeking to improve business results by engaging in professional activities

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	<ul style="list-style-type: none"> • Learning the main entities and concepts that operates in the context of parallel programming, concurrent and distributed. • The base communication between processes and threads, located on aceeași machine or remote machines. • Acquiring specific bases parallel programming concurrent and distributed • Case studies and developing multiplatform projects, with examples on Unix and Windows
7.2 Specific objective of the discipline	<ul style="list-style-type: none"> • non-sequential programming paradigms: parallel programming, concurrent programming, distributed programming, similarities and differences • parallel architectures and parallel programming systems • competing systems: communication and synchronization between processes that evolve simultaneously • Distributed systems and middleware technologies for distributed implementations • RPC paradigm • Management of distributed processes • distributed shared memory • Distributed File Systems

8. Content

8.1 Course	Teaching methods	Remarks
Week. 1 Nonsequential programming paradigms: <ul style="list-style-type: none"> • Parallel programming • Concurrent programming 	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation 	

<ul style="list-style-type: none"> • Distributed programming • Comparing these paradigms • Granularity levels 	<ul style="list-style-type: none"> • Didactical demonstration 	
<p>Week. 2 Parallel architectures.</p> <ul style="list-style-type: none"> • Pipeline • Vectorial machines • Grid and cluster systems • Supercalcomputing 	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
<p>Week. 3-4 Develop GPU applications</p> <ul style="list-style-type: none"> • Architecture; NVIDIA platforms • API; CUDA model. • OpenCL 	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
<p>Week. 5 Parallel programming with grid and cluster</p>	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
<p>Week. 6 Parallel evaluation and sequential programs transformations</p> <ul style="list-style-type: none"> • Expressions • Sequences of assignments • FOR - LOOP 	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
<p>Week. 7 - 8 Concurrent systems</p> <ul style="list-style-type: none"> • Concepts • Inter-process communications: <ul style="list-style-type: none"> ○ pipe and FIFO ○ shared memory ○ message queues • Sincronizations: <ul style="list-style-type: none"> • semaphores • mutex variables • conditional variables • reader-writer • barriers 	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
<p>Week. 9-10 Distributed systems and middleware technologies</p> <ul style="list-style-type: none"> • RPC • High-level RPC • Low-level RPC • Generating RPC 	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
<p>Week. 11 Distributed objects</p> <ul style="list-style-type: none"> • RMI • Pyro • CORBA • Web services 	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
<p>Week. 12 Managements of distributed processes</p>	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	
<p>Week. 13 Distributed shared memory</p>	<ul style="list-style-type: none"> • Interactive exposure 	

	<ul style="list-style-type: none"> • Explanation • Conversation • Didactical demonstration 	
Week. 14 Distributed file systems	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation • Didactical demonstration 	

Bibliography

1. BACON J. Concurrent Systems: Operating Systems, Database and Distributed Systems - an integrated approach. Addison-Wesley, 1998
2. BOIAN F.M. Programare distribuita în Internet; metode si aplicatii. Ed. Albastra, grupul Microinformatica, Cluj, 1997
3. BOIAN F.M. FERDEAN C.M., BOIAN R.F., DRAGOS R.C. Programare concurenta pe platforme Unix, Windows, Java. Ed. Albastra, grupul Microinformatica, Cluj, 2002
4. BOIAN F.M. Servicii web; modele, platforme, aplicații. Ed. Albastră - grupul Microinformatica, Cluj, 2012
5. IGNAT I. KACSO A. Unix: generarea proceselor. Ed. Albastra, grupul Microinformatica, Cluj, 1995
6. MATLOFF N.S. Programming on parallel Machines, Univ. of California Davis Press
7. SINNEN O. Task Scheduling for Parallel Systems, Willey, 2007
8. STALLINGS W. Operating Systems: Internal and Design Principles. Prentice Hall, 1998.
9. TANENBAUM A.S. Distributed Operating Systems. Prentice Hall, 2005
10. TARI Z., BUKHRES O. Fundamentals of Distributed Object Systems. Willey, 2001
11. Ubuntu - The Complete Reference; Richard Petersen McGraw-Hill, 2009

Windows 7 User Guide. Microsoft, 2009

8.2 Seminar / laboratory	Teaching methods	Remarks
Open CL, architecture and programming	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation Didactical demonstration 	
MPI introduction	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation Didactical demonstration 	
Paralel programming project	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation Didactical demonstration 	
Concurrent programming in Unix	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation Didactical demonstration 	
Concurrent programming in Windows	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation Didactical demonstration 	
Concurrent programming project	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation Didactical demonstration 	
CORBA examples	<ul style="list-style-type: none"> • Interactive exposure 	

	<ul style="list-style-type: none"> • Explanation • Conversation Didactical demonstration	
RMI and Pyro examples	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation Didactical demonstration	
Distributed programming project	<ul style="list-style-type: none"> • Interactive exposure • Explanation • Conversation Didactical demonstration	

Bibliography

1. BACON J. Concurrent Systems: Operating Systems, Database and Distributed Systems - an integrated approach. Addison-Wesley, 1998
 2. BOIAN F.M. Programare distribuita în Internet; metode si aplicatii. Ed. Albastra, grupul Microinformatica, Cluj, 1997
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 5. IGNAT I. KACSO A. Unix: generarea proceselor. Ed. Albastra, grupul Microinformatica, Cluj, 1995
 6. MATLOFF N.S. Programming on parallel Machines, Univ. of California Davis Press
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- Windows 7 User Guide. Microsoft, 2009

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- By learning the theoretical and methodological concepts and addressing practical discipline included in operating systems, students acquire a body of knowledge consistent, consistent with partial competencies required for possible occupations provided in Grid 1 - RNCIS
- The course complies with IEEE and ACM Curricula Recommendations for Computer Science studies.
- The course curriculum exists in universities and faculties in Romania
- The course content is very well appreciated by software companies whose employees and graduates of this course

10. Evaluation

Tip activitate	10.1 Criterii de evaluare	10.2 metode de evaluare	10.3 Pondere din nota finală
10.4 Curs	Insușirea și înțelegerea corectă a problematicei tratate la curs. Rezolvarea corectă a problemelor	Lucrare de control: programare paralelă	25%
		Lucrare de control: programare concurentă	25%
		Lucrare de control: programare distribuită	25%
10.5 Seminar/laborator	Activitatea desfășurată în laborator	Colocviu în ultimele 2 săptămâni ale semestrului	25 %
10.6 Standard minim de performanță			

- Minimum nota 5 la fiecare dintre cele patru probe: examen scris, examen practic, activitatea de laborator

Date

10.05.2014

Signature of course coordinator

Prof. dr. Florian Mircea Boian

Signature of seminar coordinator

Prof. dr. Florian Mircea Boian

Date of approval

Signature of the head of department