# STUDY MODULE DESCRIPTION FORM

| Name of the module/subject | Code |
|---|---|
| **Distributed programming** | **1010335411010335196** |

| Field of study | Profile of study (general academic, practical) | Year /Semester |
|---|---|---|
| **Computer Science** | **(brak)** | **1 / 1** |
| Elective path/specialty | Subject offered in: | Course (compulsory, elective) |
| **-** | **polish** | **obligatory** |

| Cycle of study: | Form of study (full-time,part-time) |
|---|---|
| **Second-cycle studies** | **part-time** |

| No. of hours | | | | | No. of credits |
|---|---|---|---|---|---|
| Lecture: **16** | Classes: **-** | Laboratory: **8** | Project/seminars: **8** | | **6** |

| Status of the course in the study program (Basic, major, other) | (university-wide, from another field) |
|---|---|
| **(brak)** | **(brak)** |

| Education areas and fields of science and art | ECTS distribution (number and %) |
|---|---|
| **technical sciences** | **6 100%** |

**Responsible for subject / lecturer:**

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**Responsible for subject / lecturer:**

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## Prerequisites in terms of knowledge, skills and social competencies:

| | | |
|---|---|---|
| 1 | **Knowledge** | Student has theoretical and practical knowledge on algorithm design and analysis, on abstract data structures and their implementation and on computationally hard problems; he/she has theoretical and practical knowledge on computer system architectures, on operating systems and on popular information engineering technologies. |
| 2 | **Skills** | Student is able to design algorithms using basic algorithmic techniques and analyse the algorithm complexity; he/she knows how to apply programming environments and platforms to develop, execute and test simple programs implemented in imperative, object-oriented and declarative languages. |
| 3 | **Social competencies** | Student understands the need of permanent learning and improving the professional, personal and social competencies; a student realises the responsibility for his/her work done individually or in a team; he/she is also ready to accept the rules of group work. |

## Assumptions and objectives of the course:

providing students with basic models of distributed systems and with general methods of communication and synchronization in systems of this type; presentation of selected problems in design of distributed systems.

## Study outcomes and reference to the educational results for a field of study

### Knowledge:

1. Student has theoretical and practical knowledge on algorithm design and analysis, on abstract data structures and their implementation and on computationally hard problems - [K_W04]
2. Student has theoretical and practical knowledge on network technologies - [K_W07]
3. Student has theoretical and practical knowledge on internet technologies - [K_W11]

### Skills:

1. Student is able to work individually and in a team; he/she can estimate a time for the given task and construct a schedule for it - [K_U02]
2. Student is able to plan and perform experiments and to apply mathematical methods and models in order to test, analyse and evaluate information systems and their parts - [K_U07]
3. Student is able to analyse a functioning of a computer system and also a functioning of operating systems and computer networks or their parts - [K_U11]

### Social competencies:

1. Student understands the need of permanent learning and improving the professional, personal and social competencies - [K_K01]
2. Student understands the importance of a thorough design of a given project, respecting notation standards, using a proper language and keeping deadlines - [K_K07]

## Assessment methods of study outcomes

Lecture. Written exam consisting of theoretical questions and simple problems to solve.

Labs. Oral or written tests for preparation of a student to exercises, rating a student's activity during exercises, evaluation of reports including their punctual delivery.

Project. Keeping all milestone deadlines of the project; evaluation of the final report.

More than 50% points are necessary for passing the exam, project and labs.

## Course description

Lecture. Distributed programming vs. parallel programming, a distributed model of a parallel program, network transparency, client-server model, MPI library, Open CL environment, synchronisation of threads and processes, efficiency measures of distributed systems, design of distributed algorithms, elements of programming in the client-server model, problems of security and fault-tolerance in distributed systems, distributed programming in the multiparadigm programming methodology.

Labs. Distributed programming using the MPI standard and the GPGPU technology. Distributed programming as a variant of the multiparadigm programming in the Mozart/Oz environment. Task queuing in supercomputer systems (optional).

Project. The project illustrates capabilities of distributed programming of a given software or hardware platform.

## Basic bibliography:

1. Programowanie współbieżne i rozproszone, Weiss Z., Gruźlewski T., Wyd. Naukowo-Techniczne, Warszawa, 1993

2. Programowanie. Koncepcje, techniki i modele, Roy P. van, Haridi S., Wyd. Helion, Gliwice, 2005

3. Systemy rozproszone. Zasady i paradygmaty, Tanenbaum A.S., Steen M. van, Wyd. Naukowo-Techniczne, Warszawa, 2006

## Additional bibliography:

1. Sztuka programowania wieloprocesorowego, Herlihy M.,Shavit N., PWN, Warszawa, 2008

2. Introduction to Parallel Computing, Barney B., https://computing.llnl.gov/tutorials/parallel_comp/

3. A User's Guide to MPI, Pacheco P.S., http://www.wellesley.edu/CS/courses/CS331/notes/mpi.guide.pdf

## Result of average student's workload

| Activity | Time (working hours) |
|---|---|
| 1. Lectures | 16 |
| 2. Labs | 8 |
| 3. Project | 8 |
| 4. Consultations and the exam | 18 |
| 5. Preparation to labs, preparing the reports | 21 |
| 6. Design of the project | 38 |
| 7. Preparation to the exam | 41 |

## Student's workload

| Source of workload | hours | ECTS |
|---|---|---|
| Total workload | 150 | 6 |
| Contact hours | 50 | 2 |
| Practical activities | 75 | 3 |