COURSE DATA

DATA SUBJECT

Code: 36438
Name: Parallel programming
Cycle: Undergraduate Studies
ECTS Credits: 6
Academic year: 2025-26

STUDY (S)

Degree	Center	Acad. year	Period
1406 - Degree in Data Science	Escola Tècnica Superior d'Enginyeria	2	Second quarter
1407 - Degree in Multimedia Engineering	Escola Tècnica Superior d'Enginyeria	4	Second quarter

SUBJECT-MATTER

Degree	Subject-matter	Character
1406 - Degree in Data Science	Computer Science	COMPULSORY
1407 - Degree in Multimedia Engineering	Optatividad	ELECTIVES

COORDINATION

ZARAGOZA ALVAREZ IRENE

SUMMARY

This course introduces students to parallel, concurrent and distributed programming.

The course begins by introducing the characterization or profiling of a program, which enables us to locate the more expensive elements of the program. This information will provide us with ideas for making possible improvements to the program.

Students will then learn various models of parallel programming and basic ideas on the different architectures that support it.

We will use these models to obtain basic knowledge of the design of concurrent algorithms and to measure their efficiency.

In the practical component of the course, various problems will be set and the efficiency of the sequential approach will be compared to that of the concurrent approach.

The theory classes will be taught in Spanish. The language for the practical and laboratory classes will be stated in the course guidelines available on the website for this degree.

PREVIOUS KNOWLEDGE

RELATIONSHIP TO OTHER SUBJECTS OF THE SAME DEGREE

There are no specified enrollment restrictions with other subjects of the curriculum.

OTHER REQUIREMENTS

Students are recommended to have passed 36411 Programming Fundamentals and 36413 Algorithms and Data Structures of the first year of the bachelors degree in Data Science. They are also recommended to have completed 36435 Data Storage Infrastructure of the first semester of the second year.
The prior knowledge and skills required for this course are:
- Analysis of algorithms (best and worst cases),
- Programming in Python, and
- Programming with basic data structures (sequence, binary trees, graphs).

COMPETENCES / LEARNING OUTCOMES

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(CB3) Students must have the ability to gather and interpret relevant data (usually in their field of study) to make judgements that take relevant social, scientific or ethical issues into consideration.

(CB5) Students must have developed the learning skills needed to undertake further study with a high degree of autonomy.

(CE02) To methodologically know and apply the programming techniques and the algorithms necessary for the efficient processing of information and the computer resolution of problems that use large volumes of data.

(CE08) Ability to understand, select and use the infrastructure and the techniques used to handle mass data, according to criteria of efficiency, scalability, security, error tolerance and adaptation to the production environment.

(CG05) Analysis and synthesis capability in the preparation of reports and in the defence of ideas.

(CG07) Ability to autonomously make decisions and to properly and originally elaborate reasoned arguments, in order to obtain reasonable and contrastable hypotheses.

(CT02) To be able to complete technical, scientific, social and human training in general, and to organise self-learning with a high degree of autonomy.

(CT05) Ability to evaluate the advantages and disadvantages of different methodological and / or technological alternatives in different fields of application.

G2 - Have the learning skills needed to undertake further studies or to gain further training with a certain degree of autonomy. (RD1393/2007)

MM2 - Be able to understand and manage the different technologies involved in multimedia systems, both from the point of view of hardware and electronics and of software.

DESCRIPTION OF CONTENTS

1. Introduction

Basic concepts.
Need and justification.

2. Types of parallelism and architectures.

Parallel & distributed architectures, multiprocessors and multicomputers.
Processes and threads.

3. Profiling

Analysis of program performance: Objectives and tools.

4. Performance Metrics for Parallel & Distributed Systems

Definition, use and applications.

5. Parallel & distributed programming models

Types of parallelism
Message passing, Tasks, Data parallelism, Shared memory and others

6. Analysis of problems and design of parallel programs

Embarrassingly parallel problems.
Identification of the load and bottlenecks.
Strategies for decomposition of the problem.
Communication needs
Selection of the paradigm to be used.

WORKLOAD

PRESENCIAL ACTIVITIES

Activity	Hours
Theory	34,00
Laboratory	20,00
Classroom practices	6,00
Total hours	**60,00**

NON PRESENCIAL ACTIVITIES

Activity	Hours
Attendance at other activities	0,00
Individual or group project	30,00
Independent study and work	15,00
Preparation of lessons	35,00
Preparation for assessment activities	10,00
Resolution of case studies	0,00
Total hours	**90,00**

TEACHING METHODOLOGY

The topics taught in the theory classes will provide a global and integrating vision, analyse the key and most complex aspects of the course in detail, and encourage student participation at all times (CB3). These activities are complemented by practical activities in which the basic concepts will be applied and expanded with the knowledge and experience students acquire when completing their assignments (CB5). These activities include finding solutions to problems and questions discussed in the classroom, discussion sessions, problem solving and other exercises previously worked on by the students, laboratory practice, and individual evaluation questionnaires to be completed in the classroom in the presence of academic staff (CG05, CG07, CE02, CE08).

As well as classroom activities, students will carry out individual tasks outside the classroom. These will include work on monographs, bibliographic searches, questions and problems, as well as studying for classes and exams (CT02, CT05). Most of this work will be done individually and is intended to promote autonomous learning. Some tasks, however, will require work to be done in small groups of 4-6 students to promote their ability to work as members of a team.

The University of Valencia's e-learning platform (Aula Virtual) will be used to communicate with the students. The students will also be able to access the learning materials used in class and the problems and exercises they need to solve via this platform.

EVALUATION

Evaluation for this course will comprise the following components:

SE1- Objective test. This will consist of one or more exams comprising theoretical and practical questions and problems (CG05, CG07, CT02, CT05, CE02, CE08). The score obtained on this component will account for 50% of the final grade for the first examination sitting. Students will need to obtain a minimum score of 5 points out of 10 on this component in order to pass the course in the first evaluation call.

SE2- Evaluation of practical activities based on the student's fulfilment of the objectives of the laboratory sessions, solutions to problems and preparation of papers/reports (CB3, CB5, CG05, CG07, CT02, CT05, CE02, CE08). Attendance is compulsory unless absence is properly justified. The score obtained on this component will account for 30% of the final grade. Students will need to obtain a minimum score of 5 points out of 10 on this component in order to pass the course in the first evaluation call. This minimum score will not apply in the second evaluation call.

The activities on component SE2 cannot be retaken.

SE3- Continuous assessment based on the student's participation and degree of involvement in the teaching-learning process and taking into account his/her attendance at face-to-face activities, solutions to questions and problems set periodically, and presentation and exposition of assignments (CB3, CB5, CG05, CG07, CT02, CT05, CE02, CE08). The score obtained on this component will account for 20% of the final grade.

The activities on component SE3 cannot be retaken.

The second examination sitting will comprise an exam that will account for 70% of the final grade. A minimum of 4,5 points out of 10 will be needed to pass the exam, and the grade obtained during the academic year in block SE2 will account for the remaining 30%.

Copying or plagiarism or any other fraudulent practice in any activity that is part of the evaluation will result in the impossibility of passing the course, and the student will then be subject to the appropriate disciplinary procedures indicated in the ACTION PROTOCOL FOR FRAUDULENT PRACTICES AT THE UNIVERSITY OF VALENCIA (ACGUV 123/2020).

In all cases the evaluation system will be governed by the University of Valencia's regulations on grading and assessment for bachelor's degrees and master's degrees, which is available at:

http://www.uv.es/graus/normatives/2017_108_Reglament_avaluacio_qualificacio.pdf

REFERENCES

- [Zaccone , Giancarlo (2019)] Python Parallel Programming Cookbook Second Edition (Packt Publishing) https://uves.summon.serialssolutions.com/#!/search?bookMark=ePnHCXMw42JgAfZbU5kZuAzNLUBrF82NjTigEWxsBmxtA6tMTgaVgErQ1ngF0PnWwP5xjgJ0NVIusLxWSAY2L0FNTB4GlpKi0lReCMXNIOvmGuLsoVtallocDx3ciE8yMjc3Bh2SZ0RIHgCtySwH

- [Vallejo Fernández, David. González Morcillo, Carlos. Albusac Jiménez, Javier A. (2016)] Programación Concurrente y Tiempo Real. 3ª edición (David Vallejo). http://www.libropctr.com/docs/LibroPCTR_2017_Intro.pdf

- [Trobec, Roman. Slivnik, Botjan. Bulić, Patricio. Robič, Borut (2018)] Introduction to Parallel Computing (Springer) https://link.springer.com/book/10.1007/978-3-319-98833-7

- [Lanaro, Gabriele (2017)] Python High Performance Programming. Second edition (Packt Publishing) https://ebookcentral.proquest.com/lib/univalencia/detail.action?docID=1572936

- [Palach, Jan (2014)] Parallel Programming with Python (Packt Publishing) https://ebookcentral.proquest.com/lib/univalencia/detail.action?docID=1644017