## Universida<sub>de</sub>Vigo

Subject Guide 2023 / 2024

IDENTIFYIN	<u> </u>			
	y and distribution			
Subject	Concurrency and distribution			
Code	006G151V01308			
Study	Grado en			
programme	Ingeniería Informática			
Descriptors	ECTS Credits	Choose	Year	Quadmester
	6	Mandatory	3rd	2nd
Teaching	#EnglishFriendly			
language	Spanish			
	Galician			
Department				
Coordinator	González Moreno, Juan Carlos			
	A0570-Ax2tc-4 A0570-Ax2tc-4, A0570-Ax2tc-4			
Lecturers	A0570-Ax2tc-4 A0570-Ax2tc-4, A0570-Ax2tc-4 López Fernández, Hugo			
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General	The content forms the necessary basis to understand	the operation of	competing and	/ or distributed
description	applications, the evaluation of competing algorithms			
	systems, the operation of modern processors, and th			
	processes / threads even in a distributed way.	•	·	5
	The classes are given mainly in Spanish. The student Portuguese, and / or English. Certain additional information be given in English.			
	English Friendly subject: International students may references in English, b) tutoring sessions in English,			

## **Training and Learning Results**

Code

- A1 Students will have shown they have sufficient knowledge and understanding of an area of study, starting after completion of general secondary education, and normally reaching a level of proficiency that, being mostly based on advanced textbooks, will also include familiarity with some cutting-edge developments within the relevant field of study.
- A2 Students will be able to apply their knowledge and skills in their professional practice or vocation and they will show they have the required expertise through the construction and discussion of arguments and the resolution of problems within the relevant area of study.
- A3 Students will be able to gather and interpret relevant data (normally within their field of study) that will allow them to have a reflection-based considered opinion on important issues of social, scientific and ethical nature.
- A5 Students will acquire the learning skills that are required to pursue further studies with a high degree of independence.
- B5 Ability to conceive, develop and maintain computing systems, services and applications through use of software engineering methods as tools to ensure quality, according to the knowledge and training acquired.
- Ability to conceive and develop centralized or distributed computing systems and architectures, integrating hardware, software and networks, according to the knowledge and training acquired.
- Ability to solve problems by taking the initiative, making decisions and acting independently and creatively. Ability to communicate the knowledge contents, skills and abilities of the Computer Science Engineer profession.
- C14 Ability to analyze, design, build and maintain applications in a robust, safe and efficient way, choosing the most appropriate paradigm and programming languages.
- C15 Ability to know, understand and assess the structure and architecture of computers, as well as their basic components.
- C16 Knowledge of the characteristics, functions and structure of Operating Systems and design and implementation of applications based on their services.

- C17 Knowledge and application of the characteristics, functions and structure of Distributed Systems, Computer Networks and the Internet and design and implementation of applications based on them.
- C20 Knowledge and application of the fundamental principles and basic techniques of parallel, concurrent, distributed and real-time programming.
- C28 Ability to identify and analyze problems and design, develop, implement, verify and document software solutions on the basis of sound knowledge of the theories, models and techniques available nowadays.
- D4 Analysis, synthesis and evaluation capacity
- D5 Organizational and planning skills
- D6 Ability to abstract: ability to create and use models that reflect real situations
- D7 Ability to search, relate and structure information from various sources and to integrate ideas and knowledge.
- D8 Ability to work in situations of lack of information and / or under pressure
- D10 Interpersonal relationship skills.
- D11 Critical thinking
- D14 Have motivation for quality and continuous improvement

Expected vegulte from this cubiest						
Expected results from this subject		<del></del>				
Expected results from this subject		Training and Learning				
			Result	S		
RA2: To know systems and environments with concurrency and distribution.	Α1	В5	C14	D4		
	A2	В6	C15	D5		
	А3	В9	C16	D6		
	Α5		C17	D7		
			C20	D8		
			C28	D11		
				D14		
RA3: To know the process of generating applications for concurrent and distributed systems.	A1	B5	C14	D4		
	A2	В6	C15	D5		
	А3	В9	C16	D6		
	A5		C17	D7		
			C20	D8		
			C28	D10		
				D11		
				D14		
RA4: To know the tools and their properties in use to generate code for concurrent and distributed	A1	B5	C14	D4		
systems.	A2	В6	C15	D6		
	А3	В9	C16	D7		
	Α5		C17	D8		
			C20	D10		
			C28	D11		
				D14		

Contents	
Topic	
Concurrent and distributed systems	- Concept of concurrent and distributed programming
	- Introduction to the modeling of competing or distributed systems
	- Hardware architectures for the concurrence and distribution
	-Tools for the development of competing and distributed applications
Processes	- Concept of processes
	- Scheduler
	- Atomicity and mutual exclusion
	- Transactional concurrence
	- Clock and distributed status
Synchronisation and communication	- Synchronization and communication in concurrent and distributed
	systems
	- Synchronization and communication at the low level
	- Synchronization and communication at the high level
	- Security and vivacity in competing and distributed systems
Programming and application development tools	- Concurrent and distributed programming with JAVA
	- Concurrent and distributed programming with
	C/C++
	- Design patterns for the development of concurrent and distributed
	applications
	- Tools and methodologies of design, verification and debugging of
	competing and distributed applications

## Planning

	ala aawa ama	Total hours
	Classroom	
17	17	34
0	15	15
24	24	48
1	20	21
0	4	4
3	9	12
0	2	2
es 0	12	12
2	0	2
	17 0 24 1 0 3 0 es 0	24 24 1 20 0 4 3 9 0 2

<sup>\*</sup>The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies	
	Description
Lecturing	Description of the theoretical contents of the course.
	Presentation of examples and cases studies.
	Previous readings.
	Control of knowledge acquisition by of the student.
	Interaction with/between the students via specific activities.
Previous studies	Reading of documents related with the contents of the course.
	Analysis and design of the tasks of the laboratory work.
Laboratory practical	Implementation and debugging of the exercises posed like programming tasks.
	Proofs of operation and/or performance of concurrent applications and distributed with a critical
	analysis of the observations.
	CONTINUOUS EVALUATION
	Character: Mandatory
	Assistance: No mandatory
	GLOBAL EVALUATION
	Character: Mandatory
Problem solving	Resolution of problems. Verification, correction and performance analysis.
	Implementation of alternative solutions.
	Critical analysis of the proposed solutions .
Presentation	Brief description of the milestones reached in the programming tasks and related exercises.

Personalized assistance	
Methodologies	Description
Lecturing	The professor summarises the information and the knowledge inherent to the course contents, interrelating the different parts and linking the concepts between them, with the bibliography and with the practices.
Presentation	The student exposes to the teacher and/or to a group of students the design of a solution and the obtained results .
Laboratory practical	The student works in the tasks published during the course with the teachers' support.
Tests	Description
Essay questions exam	The student answers a set of questions with rational arguments.
Report of practices, practicum and external practices	The student elaborates reports documenting the decisions taken and the results obtained including critical reasoning.
Laboratory practice	The student demonstrates his/her implementations of the programming tasks according to the specified requirements.
Problem and/or exercise solving	The student provides an informal demonstrates that the solutions have the required properties.

Assessment			
	Description	Qualification	Training and
			Learning Results
Presentation	(P5) Development of algorithms or applications and their analysis with a	5	B5 C14 D4
	certain level of formalism to check the correctness and study the		B6 C15 D5
	performance. Assessment with a score of 1-10, optional and voluntary		B9 C16 D6
	participation. (RA1, RA2, RA3, RA4)		C17 D7
			C20 D8
			C28 D11
			D14

Problem and/or exercise solving	(P1) Set of short questions for the control of carrying out activities, homework, and studies. Average of the tests carried out have a score of 1-10. (RA1, RA2, RA3, RA4)	10	 В6	C14 C15 C16 C17 C20 C28	D6 D7 D8
Essay questions exam	(P2) Set of long questions that relate the different sections of the content and measure the level of acquisition of the competences of the subject. Test with score of 1-10, minimum required: 4. (RA1, RA2, RA3, RA4)	40	В6	C14 C15 C16 C17 C20 C28	D6 D7 D8
Report of practices practicum and external practices	s, (P3) Preparation of reports (according to a guide) that collect the main developments and results obtained by the student. Some of these reports will be produced in small groups. Average of evaluations of the activities with scores of 1-10.  (RA1, RA2, RA3, RA4)	25	В6	C14 C15 C16 C17 C20 C28	D5
Laboratory practice	e (P4) Demonstration of the developments and implementation of the programming tasks and study experiments. Average of evaluations of the activities with scores of 1-10., Minimum required: 4. (RA1, RA2, RA3, RA4)	25		C14 C15 C16 C17 C20 C28	D5 D6 D7 D8

## Other comments on the Evaluation

TEST 3: Practice ReportDescription: Preparation of reports (following a guide that will be provided) that include the main developments and results obtained. Part of the evaluation is done with "quizzes" live. Average of the evaluations of the activities with scores from 1-10. This test is mandatory. Methodology(s) applied(s): Laboratory practices. Rating: 25% Minimum: For the release of this part of the subject, the student must obtain a grade equal to or greater than 5 points (out of 10) in the final grade of the test.

TEST 4: Laboratory practiceDescription: Demonstration of the developments and implementations of the programming tasks and study experiments. It is calculated with the average of the evaluations of the activities carried out with scores from 1-10. This test is mandatory.Methodology(s) applied: Laboratory practicesRating: 25%Minimum: For the release of this part of the subject, the student must obtain a grade equal to or greater than 5 points (out of 10) in the final grade of the test. A minimum of 4 points is required to pass the rest of the compulsory tests.

GLOBAL EVALUATION SYSTEMProcedure for choosing the global assessment modality: Since the default assessment system is CONTINUOUS ASSESSMENT, it is considered that all enrolled students opt for said system. In case of wanting to be

evaluated through the GLOBAL EVALUATION system, "Once the period of one month from the beginning of the semester has passed, a period of 5 working days will be enabled for the students enrolled in the subject to formally state their intention to benefit from the GLOBAL EVALUATION
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☐ The final grade for the subject is calculated using the weighted average of the previous tests. In order to take said average, the student must achieve at least a 4 in tests 2 and
3. ====================================

Sources of information
Basic Bibliography
Complementary Bibliography

Recommendations