


## Summary

### Architectures

- **Hardware architectures - from simple logic to supercomputers**
  - logic, CPU architecture, pipelines, out-of-order execution, multithreading, ...
- **Data-Parallelism**
  - Vectorization, Reduction, General data-parallelism
- **Concurrency in languages**
  - Some examples: Haskell, Occam, Chapel
- **Operating systems**
  - Structures: monolithic, modular, layered, kernels
  - UNIX, POSIX

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## Summary

### Exam preparations

### Helpful

- Distinguish central aspects from excursions, examples & implementations.
- Gain full understanding of all central aspects.
- Be able to categorize any given example under a general theme discussed in the lecture.
- Explain to and discuss the topics with other (preferably better) students.
- Try whether you can connect aspects from different parts of the lecture.

### Not helpful

- Remembering the slides word by word.
- Learn the Chapel / Unix / Posix / Occam / sockets reference manual page by page.

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