Abstract for

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by

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Abstract

Stream processing is a contemporary computer programming paradigm for parallel programming by delivering a computation with the means of a set of streams and a set of actors. A stream is a channel that carries data elements from a source to a destination. An actor reads elements from incoming channels, processes them, and generates output elements on output channels.

In this talk we discuss a graph transformation that eliminates performance bottlenecks in a stream graph that ensures that there will be a minimum number of channels to minimize the communication of a stream program. We want to explore the theoretical and experimental aspects of the problem.