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Languages and Compilers for Parallel Computing (Research Monographs in Parallel and Distributed Computing)

David Gelernter, Alexandru Nicolau, David Padua

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These contributions provide a timely overview of research being done in universities and industry on state-of-the-art programming languages and compilers for parallel computers.

The topics covered include languages and language extensions for parallel computing—a status report on CONSUL, a future-based parallel language for a general-purpose high-parallel computer; COOL, blackboard programming in shared Prolog, refined C, the XYZ abstraction levels of pokerlike languages, and the PARSEQ project. There are chapters on interactive/graphical environments that extend or complement traditional programming languages, on fundamental parallelization techniques and parallelization systems, on techniques for the automatic extraction of fine-grain parallelism, and on parallelization techniques targeted at shared-memory parallel processors, distributed memory parallel processors, and dataflow computers.

Tools for parallel programming, debugging, and performance enhancement are investigated, and work being done on the parallelization of C and Lisp reported. In the area of compilation and restructuring of parallel programs, there are chapters on the translation of C-Linda, machine code optimization for the Cray computer, and techniques for the further parallelization of parallel programs.

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