



Basic principles:

- multithreading should not obscure the implementation of algorithms
- a user should see the program logic, not parallelisation artifacts
- thread scheduling and balancing should be automatic

Two levels of parallelism:

- parallel Consumers/Producers
- Fork&Join algorithms on parallel containers

Architecture:

- based on the classical *Producer-Consumer InfoBus* pattern
- all *BusMembers* declare their input/output *BusItem* types, including possible multiplicity (one *BusItem* processed by several Consumers)
- pluggable *Balancer* orchestrates Producer/Consumer threads to optimize performance

Uses:

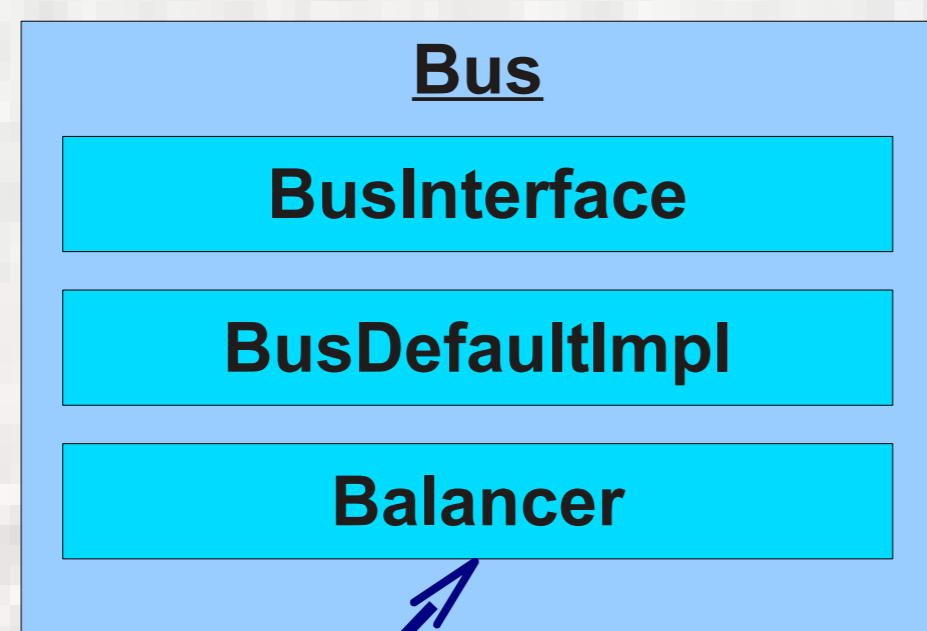
- Java 7
- ObjectBrowser
- Colt
- JUNG
- BeanShell
- FreeHEP
- Generic Collections
- Concurrent
- Log4J
- Groovy
- Scala
- Clojure

Design:

- based on advanced multithreaded architecture of Java 7
- allows *BusMembers* in JVM-compatible multithreaded languages (*Groovy*, *Scala*, *Clojure*)
 - possibility to re-write a part of the framework in those languages foreseen
- completely interactive with the graphical interface (various Observers)

Future Evolution:

- persistency (Parallel IO)
- distributed operation

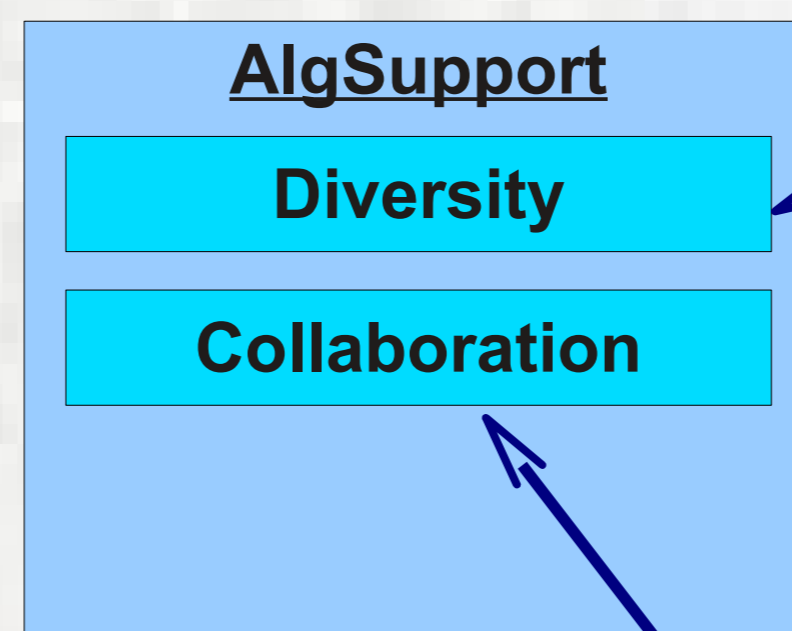


thread scheduling and balancing

Interactor

Monitor

SelfTest

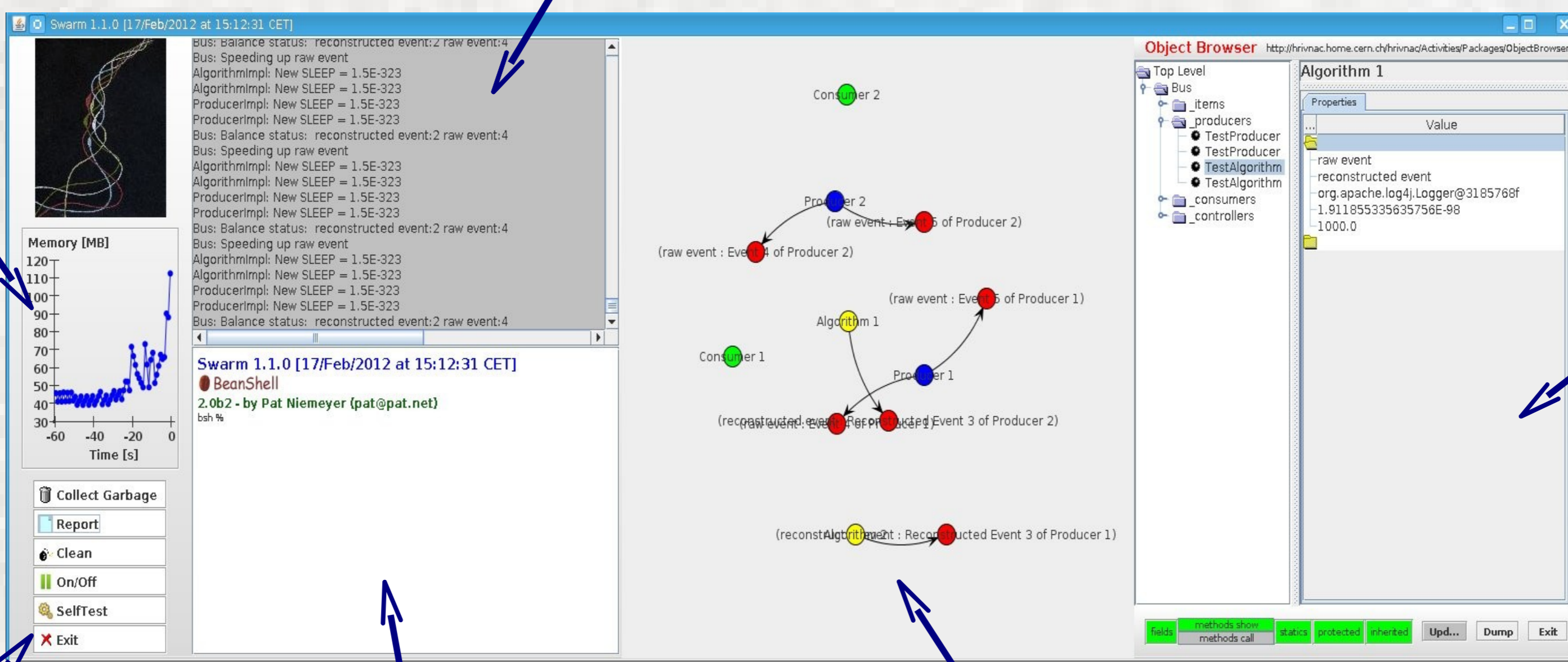


support for multiple languages

support for Fork & Join Containers

Memory consumption

Processing Log



Object Browser

Global Operations

Command Line
full Java available

Dynamical Graphical view of

- Producers/Consumers/Algorithms
- BusItems
- calls