

A Component Architecture For High Performance Scientific

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The Common Component Architecture (CCA) provides a means for software developers to manage the complexity of large-scale scientific simulations and to move toward a plug-and-play environment for high-performance computing. In the scientific computing context, component models also promote collaboration using independently developed software, thereby allowing particular individuals or groups to focus on the aspects of greatest interest to them.

A Component Architecture for High-Performance Scientific ...

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simulations and to move toward a plug-and-play environment for high-performance computing.

A COMPONENT ARCHITECTURE FOR HIGH-PERFORMANCE SCIENTIFIC ...

The Common Component Architecture (CCA) provides a means for developers to manage the complexity of large-scale scientific software systems and to move toward a "plug and play" environment for ...

(PDF) A Component Architecture for High-Performance Computing

multiple components in a distributed environment and propose how to deal with them. We conclude in section 5 and present future directions. 2. Characteristics of Component Architecture for High Performance Applications The introduction explained the motivation for Ligature and provided a rough outline of its functionality. Before

Ligature: Component Architecture for High-Performance ...

The Common Component Architecture (CCA) provides a means for software developers to manage the complexity of large-scale scientific simulations and to move toward a plug-and-play environment for high-performance computing. In the scientific computing context, component models also promote collaboration using independently developed software ...

A Component Architecture for High-Performance Scientific ...

A Dynamic Component Architecture for High Performance Gameplay [GDC slides; Terrance Cohen of Insomniac Games] Close. 13. Posted by u/[deleted] 9 years ago. ... It isn't clear to me how they resolve instances of components from handles. although it seems to indicate that components are referenced by handles rather than memory pointers or pool ...

A Dynamic Component Architecture for High Performance ...

Ligature: Component Architecture for High-Performance Applications Furthermore, the complexity of combining within one application components with different performance characteristics often prevents such applications from achieving required performance levels. The Ligature project at LANL addresses the issue of designing a software ...

Ligature: Component Architecture for High-Performance ...

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The High Level Architecture (HLA) is a standard for distributed simulation, used when building a simulation for a larger purpose by combining (federating) several simulations. The standard was developed in the 90s under the leadership of the US Department of Defense [2] and was

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later transitioned to become an open international IEEE standard.

High Level Architecture - Wikipedia

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A Component Architecture For High Performance Scientific

Technology Component Architectures are used to capture the high-level, logical technology architecture that describes the classes of technology that should be used. This tutorial introduces the Technology Component Architecture and describes how they are defined in Essential Architecture Manager. Purpose

Define Technology Component Architecture - Essential ...

Component-based architecture focuses on the decomposition of the design into individual functional or logical components that represent well-defined communication interfaces containing methods, events, and properties. It provides a higher level of abstraction and divides the problem into sub-problems, each associated with component partitions.

Component-Based Architecture - Tutorialspoint

Component-based software engineering, also called components-based development, is a branch of software engineering that emphasizes the separation of concerns with respect to the wide-ranging functionality available throughout a given software system. It is a reuse-based approach to defining, implementing and composing loosely coupled independent components into systems. This practice aims to bring about an equally wide-ranging degree of benefits in both the short-term and the long-term for the

Component-based software engineering - Wikipedia

1) In Kubernetes architecture, there is one or more master and multiple nodes. One or masters used to provide high-availability. 2) The Master node communicates with Worker nodes using Kube API-server to kubelet communication. 3) In the Worker node, there can be one or more pods and pods can contain one or more containers. 4) Containers can be deployed using the image also can be deployed ...

Kubernetes Architecture & Components Overview & It's Key ...

The QC1 was specifically designed for portable applications, including SD cards, Bluetooth, WiFi, portable hard drives, media players, digital cameras, and other applications requiring high-density component architecture with low battery power requirements.

Component architecture | Article about component ...

Component-based architecture A hybrid approach between layered and feature-based architecture. Instead of having a layered approach,

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horizontal slices, we instead split the application vertically...

Component Based Architecture. Revamping the architecture ...

Component architecture. 04/18/2014; 2 minutes to read; In this article. Applies To: Microsoft Dynamics AX 2012 R3, Microsoft Dynamics AX 2012 R2, Microsoft Dynamics AX 2012 Feature Pack, Microsoft Dynamics AX 2012 This section lists Microsoft Dynamics AX components by functional category and describes the Microsoft Dynamics AX architecture of selected components.

Component architecture | Microsoft Docs

Kubernetes components. A K8s setup consists of several parts, some of them optional, some mandatory for the whole system to function. This is a high-level diagram of the architecture. Let's have a look into each of the component's responsibilities. Master Node. The master node is responsible for the management of Kubernetes cluster.

Introduction to Kubernetes Architecture

Martin Fowler defines architecture as " highest-level breakdown of a system into its parts ". On top of that, I would say that software architecture describes how the software is composed of its parts and what are the rules and constraints of the communication between those parts.

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