

1 Implementation Design

1.1 Design Choices

The class `Stencil` holds both the parallel implementation using the FastFlow library and using the native C++ threads. The one using C++ threads can be called with the method `stdthread`. The operator `()` instead will use the FastFlow library. The class can also be used as a node; an example is given in the file “main.cpp”, where using the function `fastflow` creates a pipe between the reader, the stencil and the writer.

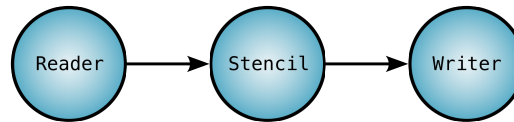


Figure 1: