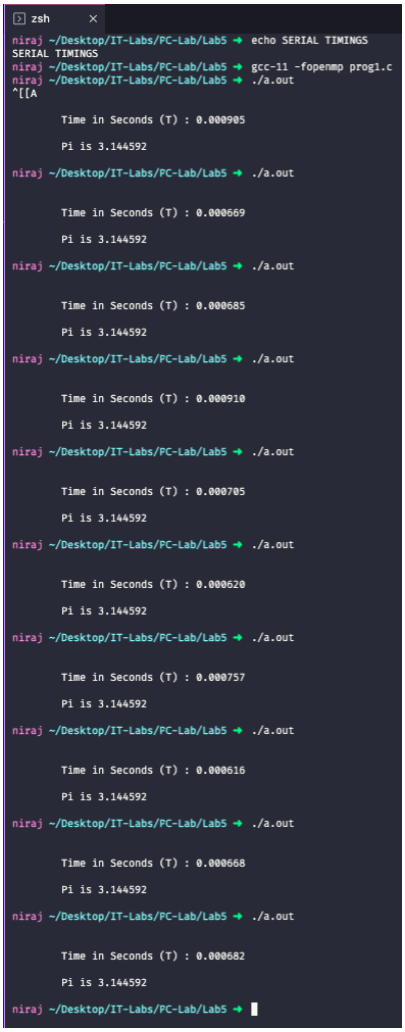
IT301 – Parallel Computing

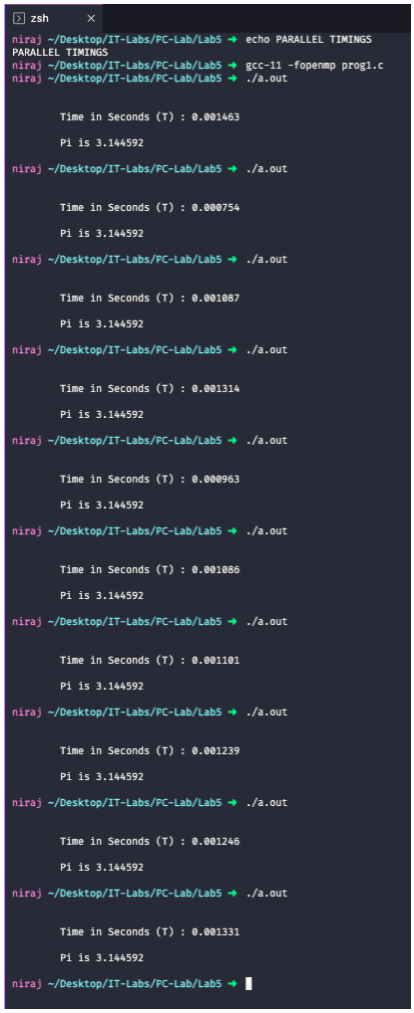
Assignment – 5

Name: Niraj Nandish

Roll No: 191IT234

1. Program 1
    a. Observation – As we can see below in the two images, the time it took for the program to run sequentially is less than the time it took for the program to run parallelly. We can say that using parallel execution for small number of iterations will be slower compared to running it sequentially.





2. Program 2
    a. Code

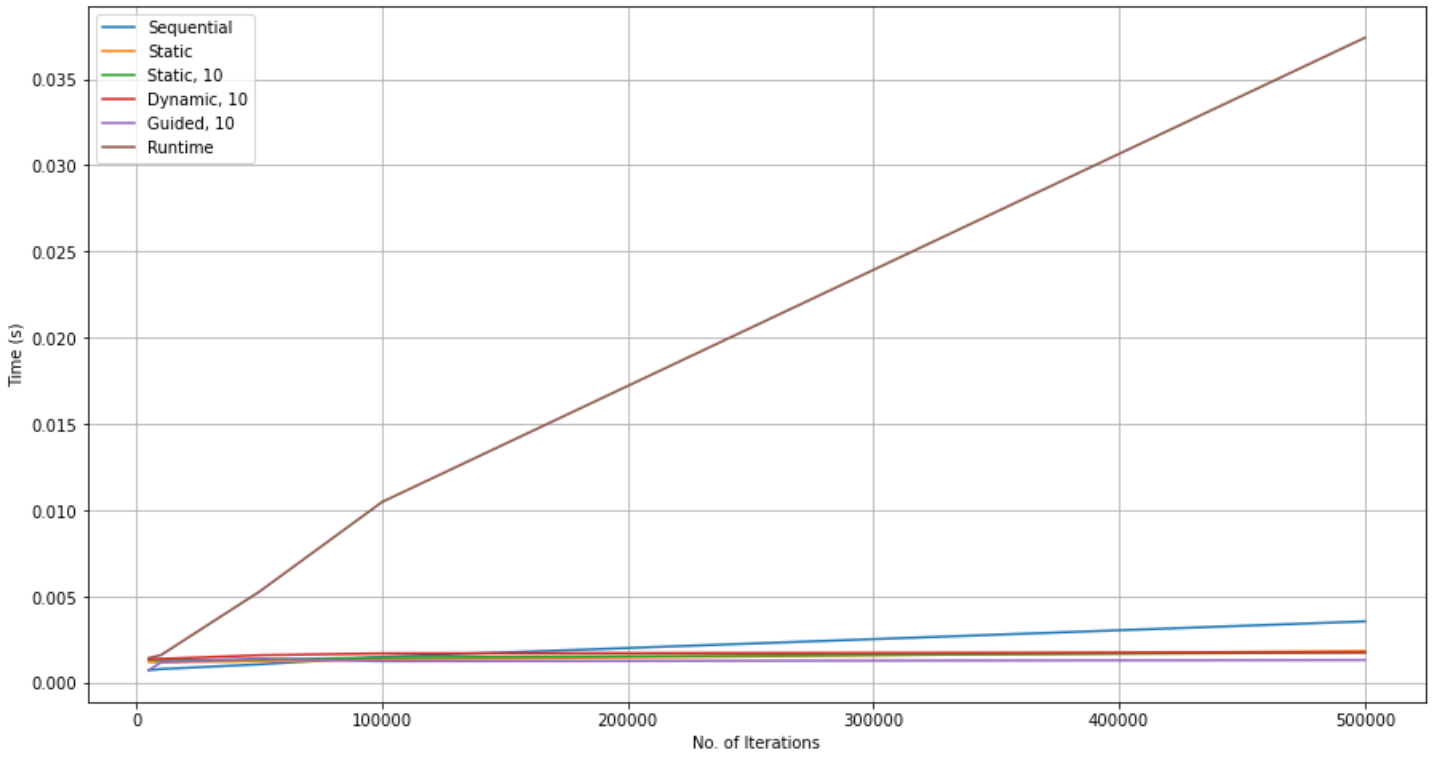
```c
#include <omp.h>
#include <stdio.h>
#include <stdlib.h>
#include <sys/time.h>

int main()
{
  struct timeval TimeValue_Start;
  struct timezone TimeZone_Start;
  struct timeval TimeValue_Final;
  struct timezone TimeZone_Final;
  long time_start, time_end;
  double time_overhead;

  const int N = 500000;
  int a[N], b[N], c[N];
  for (int i = 0; i < N; i++)
  {
    a[i] = rand();
    b[i] = rand();
  }
  gettimeofday(&TimeValue_Start, &TimeZone_Start);
  #pragma omp parallel num_threads(10)
  #pragma omp for schedule(static)
  for (int i = 0; i < N; i++)
  {
    c[i] = a[i] + b[i];
  }
  gettimeofday(&TimeValue_Final, &TimeZone_Final);
  time_start = TimeValue_Start.tv_sec * 1000000 + TimeValue_Start.tv_usec;
  time_end = TimeValue_Final.tv_sec * 1000000 + TimeValue_Final.tv_usec;
  time_overhead = (time_end - time_start) / 1000000.0;
  printf("\n\t\t Time in Seconds (T) : %lf\n\n", time_overhead);
  return 0;
}
```

b. Observation

TIME (s) → SCHEDULE () ↓	5k Iterations	10k Iterations	50k Iterations	100k Iterations	500k Iterations
Sequential	0.000762	0.000828	0.001100	0.001532	0.003587
Static	0.001229	0.001216	0.001288	0.001376	0.001877
Static, 10	0.001360	0.001318	0.001381	0.001496	0.001791
Dynamic, 10	0.001390	0.001418	0.001628	0.001732	0.001797
Guided, 10	0.000757	0.001220	0.001438	0.001280	0.001349
Runtime	0.001468	0.001640	0.005310	0.010508	0.037395



We can see from the graph that the time taken for parallel execution (except runtime) perform worse than sequential execution for lower iterations, but as the number of iterations increases it performs better. The initial worse performance is due to the overhead in creating and maintaining the threads.