# HW 6 OBSERVATION

For parallel implementation I used start,stop points :

Size=matrix size and CommSize=no of nodes.

lines = size/CommSize;

int start = rank\*lines;

int stop = start+lines-1;

start-stop point for each process according to their rank. i.e For rank 0 , matrix size = 100 and CommSize=5 :- line=100/5=20 ; start = 0\*20=0 ; stop = 0+20-1=19 . Therefor start = 0 and stop =19 .

Speed up: Best speed up for N=500 AND P=20

Speed up = 4.8

In parallel execution, For larger matrix size (500,1000,…) , the code was working only for specific nodes.

That’s why I only measured timing for that particular number of nodes.