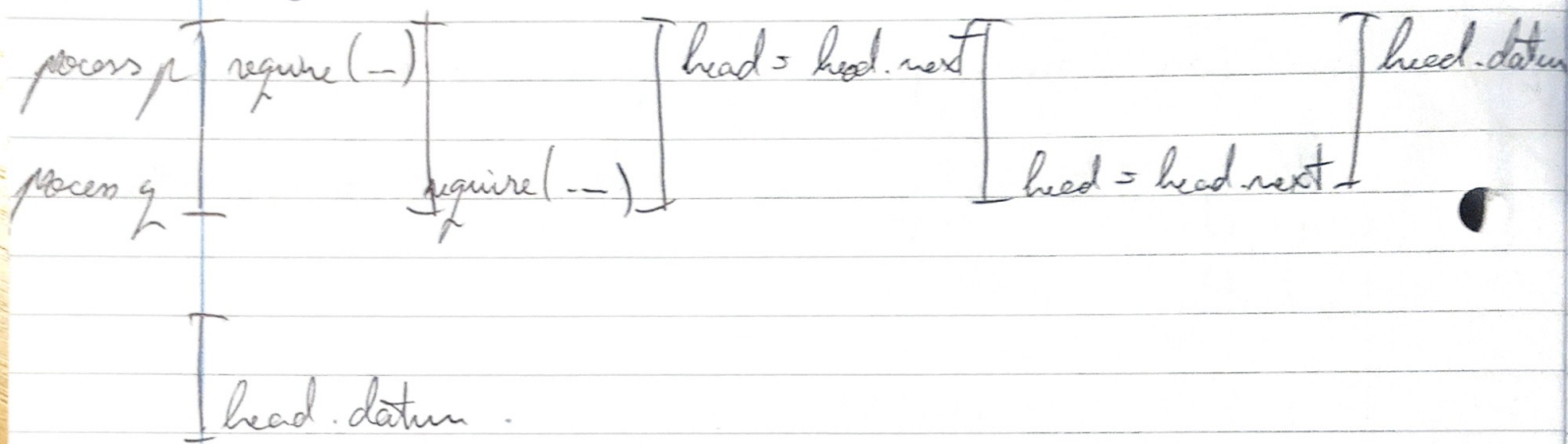


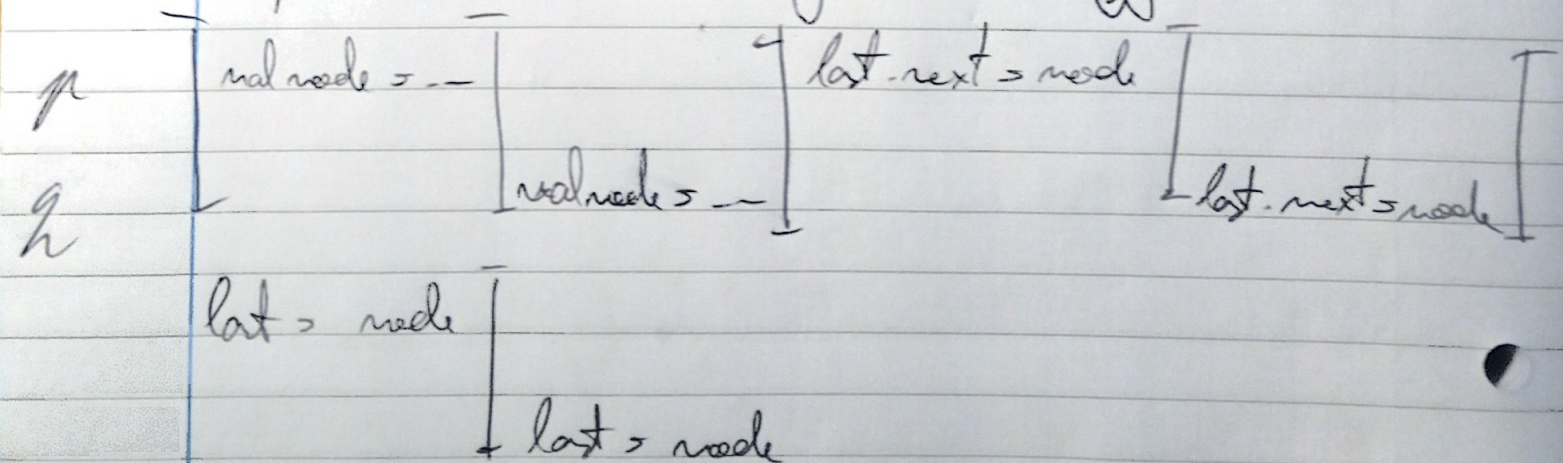
### Question 3

Deque could enter a memory race with itself; an example being this case:



While it is true that two variables are popped, both threads will return the same value (head.data). This would also probably completely break the queue if it were to only have one item inside.

Deque could enter a memory race with itself as well:





In this case, only one of the engines is actually successfully executed while the other is basically ignored.

#### Question 4      Q4. scale

The network would not be able to sort more than  $n$  values:

If we had  $n+m$  values such that the first  $n$  are greater than the last  $m$ , what would happen is that: these  $n$  values will become the "largest values" remembered by the  $n$  nodes and the last  $m$  values would just pass through in the same order they came in (therefore, unsorted).

Each of the  $n$  values has to go through all  $n$  nodes so that would necessitate  $O(n^2)$  messages.

Let  $m_k$  be the message that transmits the  $k$ -th value from the input to the first node and  $m'_k$  be the message that transmits the last remaining value (the largest) between the  $k$ -th and  $(k+1)$ -th node. We then have:

$$m_1 \leq m_2 \leq m_3 \leq \dots \leq m_n \leq m'_1 \leq m'_2 \leq m'_3 \leq \dots \leq m'_{n-1}$$

The longest totally ordered chain of messages should be  $\Theta(n) \sim 2n$ .



I did some tests with the following results:

Length:	Time:
10	$0.249 \times 10^{-4}$
50	$1.05 \times 10^{-4}$
100	$1.81 \times 10^{-4}$
1000	$133.5 \times 10^{-4}$

} Here, the time seems to be  $O(n)$

I but it jumps to  $O(n^2)$  once the  
 this is probably because the ratio between the length is too big.  
 by over the length and number of threads is too high.

### Question 5

I decided that the smallest task would be computing  $c[i][j]$

which means doing  $n$  multiplications and  $n-1$  additions:

$$c[i][j] = \sum_{k=1}^n a[i][k] \cdot b[k][j]$$

I used the version that encapsulates the concurrency within objects.

Doing some tests, we get the following times:

Matrix size	Number of workers	Concurrent	Sequential
$n$	$n$	Time x10	Time x10
500	16	2458 ms	2086 ms
500	16	1069 ms	2072 ms
500	16	987 ms	2373 ms
500	16	1000	2326
50	16	380	16
50	16	439	16
1000	16	70029	62457
1000	16	26579	62012
1000	16	29503	60444
1000	16	28563	60192
2000	16	243390	881678
2000	32	331781	1062309



From my experiments, the best number of workers is roughly 16 and the best number of tasks is around 30. If the sizes of the matrices is less than  $100 \times 100$ , there's no point in using concurrency.