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Assignment 1 - Introduction to HPC

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Code

The following was written in the Rust programming language.

```
#![feature(non_ascii_idents)] // feature flag that for the usage of \alpha as a
variable name
use std::time::Instant;
/// the following function enacts the algorithm as specified in the assignment
fn advection(N: usize, dt: f32) -> f32 {
    let now = Instant::now(); // a time instant used for benchmarking
    let tmax = 2.0;
    let nbstep = (tmax / dt) as isize;
    let xmin = 0.0;
    let xmax = 1.0;
    let dx = (xmax - xmin) / 2.0;
    let v = 1.0;
    let xc = 0.25;
    let \alpha = v * dt/(2.0 * dx);
    let x: Vec<f32> = (0..=N+2)
                             .map(|i| xmin + (i as f32 - 1.0))
                             .collect();
    let u0: Vec<f32> = (0..=N+2)
                    .map(|i| -200.0 * (x[i] - xc).powi(2))
                    .collect();
    let mut u = u0.clone();
    let mut unew = u0.clone();
    for timestep in 1..=nbstep {
        let current_time = timestep as f32 * dt;
```

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```
for j in 1..=(N + 1) {
            unew[j] = u[j] - \alpha * (u[j+1] - u[j-1] + 0.5 * (u[j+1] - 2.0*u[j] +
u[j-1]))
        u = unew.clone();
        u[0] = u[N+1];
        u[N+2] = u[1]
    }
    // measuring and returing elasped time
    now.elapsed().as_secs_f32()
}
/// a main function similar to java's or c's main()
fn main() {
    // runs the calculations 10 times in a loop and benchmarks for case 1
    let case_1_results = (0..10).map(|\_| advection(103, 0.0009))
                                 .fold(0.0, |sum, x| sum + x) / 10.0;
    // runs the calculations 10 times in a loop and benchmarks for case 2
    let case_2_results = (0..10).map(|_| advection(1003, 0.00009))
                                 .fold(0.0, |sum, x| sum + x) / 10.0;
    println!("Average time taken for Case 1: N = 103, dt = 0.0009 over 10 runs is
{} seconds", case_1_results);
    println!("Average time taken for Case 2: N = 1003, dt = 0.00009 over 10 runs
is {} seconds", case_2_results);
```

Results (Part 1)

When compiled with the --release flag (which signals the compiler to produce and optimised binary), the time taken is -

```
Average time taken for Case 1: N = 103, dt = 0.0009 over 10 runs is 0.00054672 seconds

Average time taken for Case 2: N = 1003, dt = 0.00009 over 10 runs is 0.038205974 seconds
```

Reproducing results (Part 1)

Via pre-compiled binaries

```
# to run with optimization level 0 (debug version)
git clone https://github.com/DhruvDh/advection.git
cd advection
./advection-debug
```

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```
# to run with optimization level 3 (release version)
git clone https://github.com/DhruvDh/advection.git
cd advection
./advection-release
```

Compiling yourself

To compile this on your machine first ensure you have the Rustup toolchain for Rust installed on your machine, which can be done via running the following command on Linux -

```
curl https://sh.rustup.rs -sSf | sh
```

For other operating systems visit https://rustup.rs/ and follow the instructions for your OS.

And then -

```
# to run with optimization level 0 (debug version)
git clone https://github.com/DhruvDh/advection.git
cd advection
cargo run

# to run with optimization level 3 (release version)
git clone https://github.com/DhruvDh/advection.git
cd advection
cargo run --release
```