

# CPU- and Runtime analysis

## Introduction/Justification

It is of interest to the user to know, not only the accuracy of a given program but also the calculation cost of using a given method, be it difference schemes, relaxation methods or adaptive meshing.

A way of quantifying the calculation cost of an algorithm is by measuring the time it takes to run it. There are at least two ways in which this can be done: the runtime and CPU-time can give the required estimate. The runtime is the time as if calculated by a person timing the execution of the algorithm while the CPU-time is the time that is allocated in the processor for the execution in mind. The CPU-time will always be less than or equal to the runtime, as the runtime will be affected by other processes that might be using the same processor.[?]

## Method

The different numerical methods were thus applied on a test matrix; a simple matrix composed of two small rods inside a parallel-plate capacitor. 25 runs, call it a bundle of runs, of a given algorithm were clocked to diminish any fluctuations in current processes being calculated. From this, the average CPU- and runtime (henceforth referred to as "time" unless otherwise specified) was calculated for each run. Each bundle was run ten times from which the mean and variance were calculated, call this one trial. Trials were run for iteration values ranging from 130 to 600 with increases of ten iterations. For each trial, dividing the total time by the number of iterations gave us a mean time per iteration,  $\mu^{t/n}$ , where  $t$  is the time and  $n$  is the number of iterations. For the variance, the median, rather than the mean, was used as this quantifies the uncertainty in the time measurement. The timing functions used were `chrono::high_resolution_clock::now()` for runtime and `std::chrono::duration_cast<std::chrono::microseconds>(std::chrono::high_resolution_clock::now() - start).count()` for CPU-time.

## Results

Below follows a table holding the results of the trials:

Table 1: Mean runtime per iteration for three different methods

	5 point - Jacobi	9 point - Jacobi	9 point - Gauss-Seidel
<b>CPU-time(ms):</b>	0.11853	0.192614	0.19257
<b>Runtime(ms):</b>	0.512	0.9164	0.9167

## Conclusions and discussion

The results are as expected: there is a difference between the 5- and 9-point difference schemes, while there is no perceived difference between the tested relaxation methods. The 9-point difference method involves more points to calculate the potential in an element than the 5-point method does, hence the longer time per iteration. Meanwhile, the difference between the Jacobi and Gauss-Seidel methods is from where information is retrieved; the Gauss-Seidel retrieves information from data from the current iteration while the Jacobi method uses all information from the previous iteration. As neither involve more calculations than the other, the results show what is expected: that the time per iteration is the same within their variance.

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clock() function

[https://www.gnu.org/software/libc/manual/html\\_node/Processor-And-CPU-Time.html](https://www.gnu.org/software/libc/manual/html_node/Processor-And-CPU-Time.html)

*And - CPU - Time*

*R.McGrathetal*

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*TheGNUCLibraryReferenceManual*

CAN THIS BE USED???? chrono::high\_resolution\_clock

[http://www.cplusplus.com/reference/chrono/high\\_resolution\\_clock/](http://www.cplusplus.com/reference/chrono/high_resolution_clock/)

*N/A*

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