|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Versions** | **Grid Size** | **Fish** | **Sharks** | **Steps** | **Threads** | **Shark**  **Breed Time** | **Fish**  **Breed Time** | **Starve Time** | **Duration** |
| Normal | 50x50 | 50 | 50 | 50 | None | 4 | 3 | 4 | 6.711s |
| SpeedUp | 50x50 | 50 | 50 | 50 | 1 | 3 | 3 | 4 | 6.337s |
| Normal | 50x50 | 50 | 50 | 50 | None | 4 | 3 | 4 | 7.175s |
| SpeedUp | 50x50 | 50 | 50 | 50 | 2 | 3 | 3 | 4 | 6.668s |
| Normal | 100x100 | 100 | 100 | 50 | None | 4 | 3 | 4 | 1.99s |
| SpeedUp | 100x100 | 100 | 100 | 50 | 4 | 3 | 3 | 4 | 1.80s |
| Normal | 100x100 | 100 | 100 | 50 | None | 4 | 3 | 4 | 1.981s |
| SpeedUp | 100x100 | 100 | 100 | 50 | 8 | 3 | 3 | 4 | 2.725s |
| Normal | 100x100 | 100 | 100 | 50 | None | 4 | 3 | 4 | 1.904s |
| SpeedUp | 100x100 | 100 | 100 | 50 | 10 | 3 | 3 | 4 | 2.01s |

# **TIMED RESULTS FOR WA-TOR PROJECT THREADED AND NON-THREADED**

## Criteria

* All tests ran once.
* All ran on an online linux distro [Home - Replit](https://replit.com/~).

## Description of Measurements

**The performance of the Wa-Tor simulation was measured using:**

* Grid Sizes: 50x50(on windows) and 100x100.
* Entity Counts: Equal numbers of fish and sharks (e.g., 50 fish and 50 sharks for 50x50 grid).
* Simulation Steps: 50 steps for consistency.
* Threads: The threaded version was run with 1, 2, 4, 8, and 10 threads for parallel processing.
* Timing: Execution time (in seconds) was recorded using the time package in Go.

## Explanation of Results

**No Speedup for Low Threads:**

* With 1 or 2 threads, the speedup was marginal or barely noticeable (e.g., ~6.7s vs. ~6.3s). This is due to the overhead of thread creation and synchronisation, which can outweigh the benefits of parallelism at smaller workloads.

**4 Threads Show No Additional Gain:**

* The grid size and workload are not large enough to fully benefit from parallelisation, as each thread processes fewer rows.

**Slight Improvement with 8-10 Threads:**

At higher grid sizes, the workload becomes sufficiently larger for threading to show slight speedup. However, the improvement is marginal because or lost:

* The grid still requires frequent synchronisation to merge thread results.
* Core contention occurs as threads compete for limited CPU resources (e.g., on a dual-core Intel i3).

## Why Speedup is Limited

**Concurrency Overheads:**

Creating threads, dividing the grid, and synchronising updates introduce significant overhead, especially for smaller grid sizes.

**Core Limitation:**

My Intel core i3 processor has only 2 physical cores 4 logical limiting the maximum concurrent work that can be performed. Using more threads than cores leads to context-switching overhead, reducing potential gains.

**Uneven Work Distribution:**

Threads process sections of the grid, and some sections may have fewer entities, leading to idle time for some threads while others handle more work.

**Synchronised Grid Updates:**

After processing fish and sharks, the grid state must be synchronised across threads. This reduces the benefits of parallel processing.

## Conclusions

* 50x50 Grid: The threaded version offers no meaningful advantage due to high overhead relative to the workload. Although with the use of, 4 threads a change is noted as it is using the full capacity of my system i.e. 4 total threads available.
* 100x100 Grid: Small speedups (~1-2%) are observed with 8-10 threads, but the gains are marginal due to core limitations and synchronisation overhead.
* Concurrency is effective only for larger workloads and when the number of threads aligns with the available CPU cores.
* Overheads from synchronisation and thread management can outweigh benefits for smaller grid sizes or fewer entities.
* Optimal thread count depends on workload size and hardware capabilities, typically matching or slightly exceeding the number of available CPU cores.

## References

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