



ASSIGNMENT 1

POSIX Threads

November 6, 2014

Student:

Robin Klusman

10675671

Maico Timmerman

10542590

Supervisor:

Dr. A. Pimentel

Course:

Concurrency and Parallel

Programming

Course code:

5062COPP6Y

Contents

1	Introduction	2
2	Method	2
2.1	Wave Equation Simulation	2
2.2	Sieve of Eratosthenes	2
3	Results	2
4	Discussion	2

1 Introduction

For this assignment a parallel programming solution needs to be implemented for two problems, a wave equation simulation and the Sieve of Eratosthenes. For the wave simulation the user can specify the amount of wave amplitude points, the amount of steps it needs to simulate and the desired amount of threads. The program then calculates all the wave values until it has done the specified amount of steps.

For the Sieve of Eratosthenes the program will keep producing prime numbers with the use of multiple threads, thus utilising parallelism, until the user decides to send a SIGINT to terminate the program.

2 Method

2.1 Wave Equation Simulation

First the specified amount of threads need to be created, these threads will then all start executing the function *calc_wave*. *calc_wave* first checks if there is an amplitude point in the row $t + 1$ that needs calculation. This check is done in ascending order, using a variable *current_index* that keeps track of which amplitude point was the last one being calculated. *current_index* is mutex locked to check and increment it before starting calculation on that particular amplitude point, so that no two threads waste their time calculating the same point. Once the *current_index* reaches the last point in the wave, *i_max*, threads will wait until all other threads finish their calculations. When the row is completely finished the *current_index* is reset and the rows are rotated, after which an event is generated telling all threads to restart their routine.

2.2 Sieve of Eratosthenes

To find prime numbers, the Sieve of Eratosthenes algorithm is used. This algorithm finds primes by filtering out non-primes from a constant flow of natural numbers, $n \in \mathbb{N}$. These numbers are passed through a series of filters, will filter for multiples of the first prime that was encountered, this will always be 2. Any number that is not found to be a multiple of 2 by this filter will be passed on to the next filter. If there is no next filter that means that the number we have is a prime, since it has passed through all filters and was not found to be a multiple of anything. So for this prime, a new filter will then be created.

3 Results

4 Discussion