Lab 4 Report

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Part 1: FFI in Rust

Question 1

Question 2

In test.rs:

```
#[test]
pub fn compute_eu_distance() {
    use super::*;

    let p1 = Point{
        x: 5,
        y: 6,
    };

    let p2 = Point {
        x: -7,
        y: 11,
```

```
};
let correct_result = 13.0;
assert_eq!(compute_euclidean_distance(&p1, &p2), correct_result);
}
```

The output:

```
running 1 test

test test::compute_distance ... ok

test result: ok. 1 passed; 0 failed; 0 ignored; 0 measured; 0 filtered

out; finished in 0.00s
```

Question 3

```
use std::cmp::max;
pub fn compute_chebyshev_distance(p1: &Point, p2: &Point) -> i32 {
    let x_abs = (p1.x as i32 - p2.x as i32).abs();
    let y_abs = (p1.y as i32 - p2.y as i32).abs();
    max(x_abs,y_abs)
}
```

Question 4

In main.rs, we wil rewrite like this:

```
use std::cmp::max;
pub fn compute_chebyshev_distance_c(p1: &Point, p2: &Point) -> i32{
    unsafe {
        let x_abs = abs(p1.x as i32 - p2.x as i32);
        let y_abs = abs(p1.y as i32 - p2.y as i32);
        max(x_abs,y_abs)
    }
}
```

fn main() as follows:

```
fn main() {
   println!("===== Distance Calculator =====");
    println!("Please input the coordinate for the 1st point.");
    println!("x1: ");
   let x1: i32 = handle_input();
   println!("y1: ");
   let y1: i32 = handle_input();
    let p1 = Point {
       x: x1 as i8,
       y: y1 as i8,
   };
    println!("Please input the coordinate for the 2nd point.");
    println!("x2: ");
    let x2: i32 = handle_input();
    println!("y2: ");
    let y2: i32 = handle_input();
    let p2 = Point {
        x: x2 as i8,
       y: y2 as i8,
   };
    println!("The points you entered are: ({},{}) and ({},{})",
             p1.x, p1.y, p2.x, p2.y
    );
   loop {
        println!("\nPlease choose what kind of distance you want to
get:");
        println!("1.Euclidean Distance \n2.Manhattan Distance
\n3.Chebyshev Distance \n4.Exit");
```

```
let choice: i32 = handle_input();
        match choice {
                println!("Euclidean Distance is: {}",
compute_euclidean_distance(&p1, &p2));
                println!("Manhattan Distance is: {}",
compute_manhattan_distance(&p1, &p2));
            3 => {
                println!("Chebyshev Distance is: {}",
compute_chebyshev_distance(&p1, &p2));
                break;
               println!("Wrong instruction, try again")
       };
```

Part 2: Applying Concurrency with Rayon

Question 6

The output shows as follows:

```
The average age of people older than 30 is 36.5
```

We make some changes in fn main() like this:

Question 8

```
Original time: [17.309 us 17.498 us 17.718 us]

Rayon time: [86.458 us 87.036 us 87.675 us]
```

As we can see, the result with Rayon is a little bit slower than the original one.

Question 9

With size 1000 (One-thousand):

Original time: [2.4933 us 2.5375 us 2.5892 us]

Rayon time: [39.540 us 40.022 us 40.634 us]

With size 10000 (Ten-thousand): refer to Question 8

With size 100000 (One-hundred-thousand):

Original time: [183.10 us 187.84 us 193.63 us]

Rayon time: [477.66 us 479.84 us 482.43 us]

With size 1000000 (One-million):

Original time: [1.6835 ms 1.6977 ms 1.7129 ms]

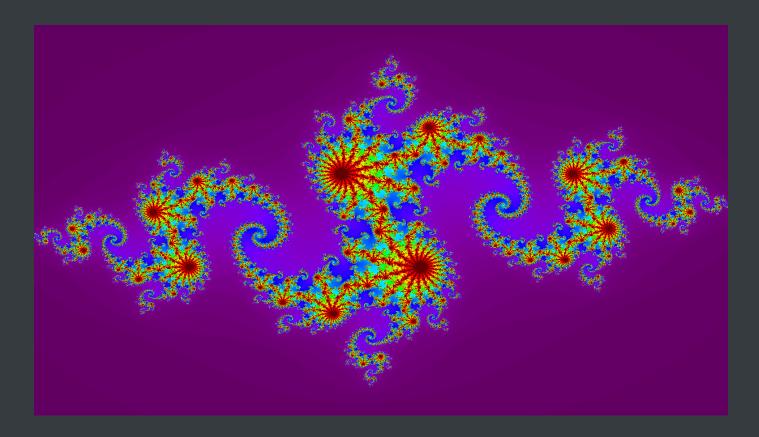
Rayon time: [3.4808 ms 3.5008 ms 3.5227 ms]

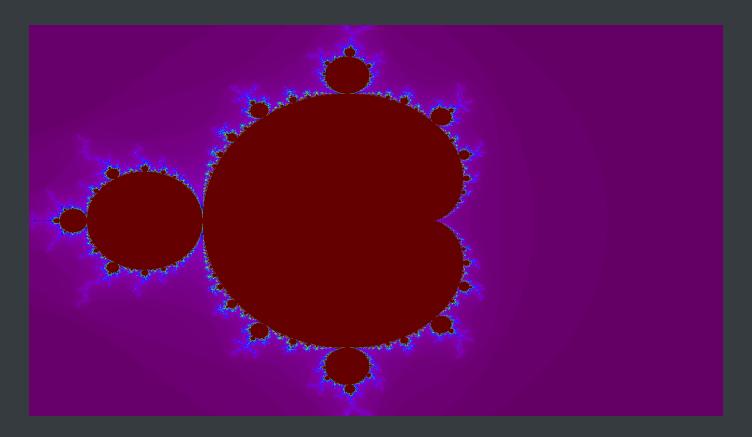
From the results we can see that the results using Rayon are slower than the traditional solution for all four test examples.

In my view, this is because our operation let $num_over_30 = v.iter().filter(l&xl x.age > 30).count()$ as f32; is very simple and easy to do, and, the overhead of <u>creating and managing</u> multiple threads is also very high.

Part 3: Drawing Pixels Concurrently

Before starting Question 10, the sample code will generate a picture like this:





We define the *Mandelbrot* function like this:

```
fn mandelbrot(x: u32, y: u32, width: u32, height: u32, max_iter: u32) ->
u32 {
```

```
let width = width as f32;
let height = height as f32;
let mut c = Complex {
    // scale and translate the point to image coordinates
    re: 3.0 * (x as f32 - 0.5 * width) / width,
    im: 2.0 * (y as f32 - 0.5 * height) / height,
};
let mut z = Complex {
    // scale and translate the point to image coordinates
    re: 0.0,
    im: 0.0,
};
let mut i = 0;
for t in 0..max_iter {
    if z.norm() >= 2.0 {
        break;
    Z = Z * Z + C;
    i = t;
```

We will make the following changes to apply Rayon crate:

Refer to **Question 11**.