

# Q1: weightage 5%, 30 Minutes

- [4 Marks] Optimize the following code for better performance; use as many optimizations as possible

```
#define PI 3.142
vector <float> V(10000); // Assume initialized
for( int i=0; i<V.size(); i++){
    if (i%2==0) V[i]=V[i]+sin(PI/10);
    else V[i]=V[i]-sin(PI/20);
}
```

- [4 Marks] Given a computing machine with  $P_{\text{peak}} = 20 \text{ TF/s}$  and peak bandwidth of slowest path is 5 GB/s. The machine needs to execute the following code, calculate the performance.

```
// assume a[] and s are double, and c[] and d[] are float
for(int i=0; i<NLarge; i++) a[i]=a[i]+s*(c[i]-d[i]);
```

- Scheduling [2+5 Marks] // Assume all the task arrived at time 0
  - There are N tasks and 1 processor, how many different ways we can schedule the N tasks on one processor? // task are non-preemptive
  - There are N tasks and 2 processors, each task is non-preemptive and has a fixed execution time of either 5s or 10s. Schedule these N tasks on 2 processors such that overall execution time is minimized. (Assume  $n_1$  task<sub>1</sub> with execution time 10s and  $n_2$  task with 5s and  $n_1+n_2=N$ )

# Q1: weightage 5%, 30 Minutes

- [4 Marks] Optimize the following code for better performance; use as many optimizations as possible

```
#define PI 3.142
vector <float> V(10000); // Assume initialized
for( int i=0; i<V.size(); i++){
    if (i%2==0) V[i]=V[i]+sin(PI/10);
    else V[i]=V[i]-sin(PI/20);
}
```

1. V.size(); // Can be taken out of the loop
2. Sin(PI/10) and sin(PI/20) can be precomputed and put in to look up table (LUT)
3. For loop can be split in to two for loop one for if and other for else
4. After loop splitting loops can be written using iterator to use AVX/simdization

# Q1: weightage 5%, 30 Minutes

- [4 Marks] Given a computing machine with  $P_{\text{peak}} = 20 \text{ TF/s}$  and peak bandwidth of slowest path is 5 GB/s. The machine needs to execute the following code, calculate the performance.

```
//assume a[] and s are double, and c[] and d[] are float  
for(int i=0;i<NLarge;i++) a[i]=a[i]+s*(c[i]-d[i]);
```

- $P_{\text{peak}} = 20 \text{ TF/s}$ ,  $b_s = 5 \text{ GB/s}$
- Memory movement : 16B for  $a[i]$ , 4B for  $c[i]$ , 4B for  $d[i]$ , 0 for  $s$  and total 24B
- FLOPs per iteration : 3
- $I_s = 3/24 \text{ F/B}$ ,  $B_c = 8 \text{ B/F}$
- Performance =  $P = \min(P_{\text{peak}}, I * b_s)$   
 $= \min(20 \text{ TF/s}, 3/24 \text{ F/B} * 5 \text{ G.B/s})$   
 $= \min(20 \text{ TF/s}, 0.625 \text{ GF/s})$   
 $= 0.625 \text{ G F/s}$

# Q1: weightage 5%, 30 Minutes

- Scheduling [2+5 Marks] // Assume all the task arrived at time 0
- There are  $N$  tasks and 1 processor, how many different ways we can schedule the  $N$  tasks on one processor? // task are non-preemptive
  - **ANS:  $N!$**
- There are  $N$  tasks and 2 processors, each task is non-preemptive and has a fixed execution time of either 5s or 10s. Schedule these  $N$  tasks on 2 processors such that overall execution time is minimized. (Assume  $n_1$  task with execution time 10s and  $n_2$  task with 5s and  $n_1+n_2=N$ )
  - **ANS: Sort all the task based on Longest Task First and allocate one by one to least loaded processor. This will produce optimal result.**
  - **ANS: (Another Approach but same as earlier)** Take first all  $n_1$  10s tasks divide them equally, if  $n_1$  is even both the processor have equal amount of work. But if  $n_1$  is odd, one processor have 10s of extra work. For  $n_2$  5s of works.
    - Case  $n_2=0$ , previous one is optimal
    - If  $n_2=1$  or  $n_2=2$ , then put the  $n_2$  task to less loaded processor
    - Else schedule  $n_2-2$  5s tasks as done for 10s tasks