

Multicore Computing Project 1

Hardware and Software Information

| | |
|----------------|---|
| Hardware Model | Lenovo ThinkPad T470s |
| Memory | 7.5 GiB |
| Processor | Intel® Core™ i5-7300U CPU @ 2.60GHz × 4 |
| Graphics | Mesa Intel® HD Graphics 620 (KBL GT2) |
| Disk Capacity | 128.0 GB |

| | |
|------------------|---------------------------------------|
| OS Name | Fedora Linux 35 (Workstation Edition) |
| OS Type | 64-bit |
| GNOME Version | 41.5 |
| Windowing System | X11 |
| Software Updates | > |

Hyperthreading: ON

Core **Count**: 2
Thread **Count**: 4

Problem 2

Tables

Execution Times

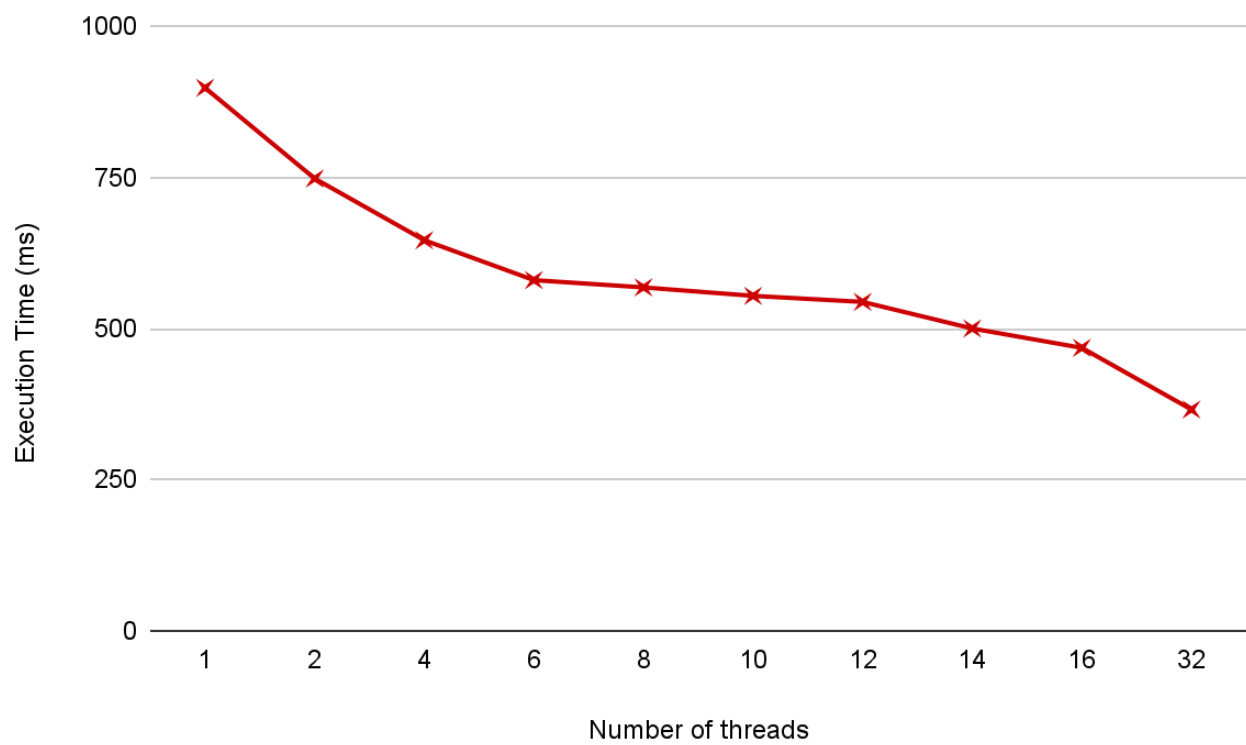
| | 1 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 32 |
|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| exec times in ms | 449 | 374 | 323 | 290 | 284 | 277 | 272 | 250 | 234 | 183 |

Performance

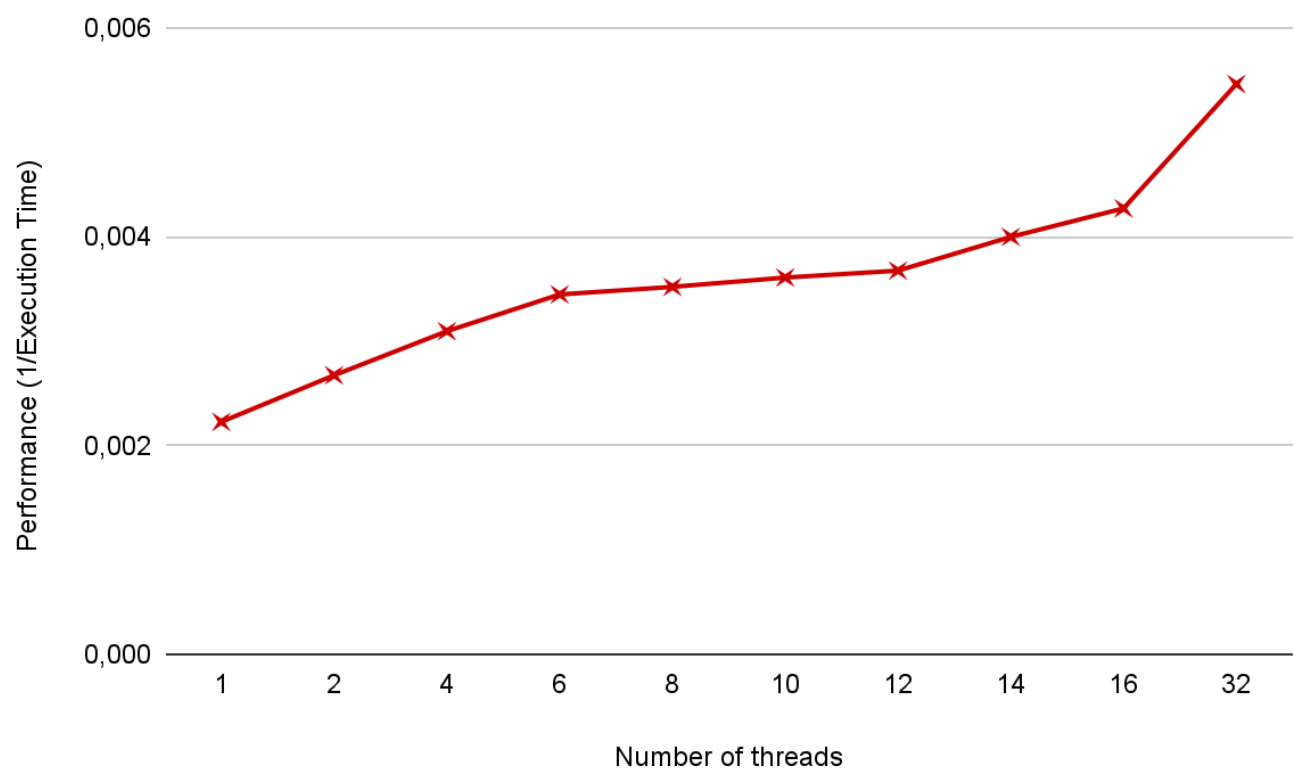
| | 1 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 32 |
|-------------------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|------------------|----------------|----------------|
| Performance 1/exec time | 0,002227171492 | 0,002673796791 | 0,003095975232 | 0,003448275862 | 0,003521126761 | 0,003610108303 | 0,003676470588 | 0,00400043504274 | 0,004273504274 | 0,005464480874 |

Graphs

Execution Times



Performance



Interpretation

As we can see on the graphs the more threads we add the faster the program gets. The program is definitely slower than the original one when it comes to low thread count (1 or 2) because there are many more variables to set up, however all this setup phase becomes worth it when we have a high thread count.

Compile & Run

Compile

To compile the code simply write:

```
javac [java_file]
```

Replace "[java_file]" by the name of the desired java file

Run

To run simply write:

```
java [class_name] [nbThreads] < [matrix_file]
```

Replace:

- [class_name] by the name of the compiled class
- [nbThreads] by the number of desired threads
- [matrix_file] by the file containing the matrices to compute

Code screenshots

```
import java.util.*;
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;

public class MatmultD {
    private static Scanner sc = new Scanner(System.in);
    private static int nbThreads;
    private static int nbThreadsWorking;
    private static float tmpLinesPerThread;
    private static double linesPerThread;
    private static Matrix ans;
    private static Matrix matrixA;
    private static Matrix matrixB;

    public static void main(String[] args) {
        // Check args
        if (args.length == 1) {
            nbThreads = Integer.valueOf(args[0]);
        } else {
            nbThreads = 1;
        }

        // Creates matrices
        matrixA = new Matrix();
        matrixB = new Matrix();

        // Start program
        long startTime = System.currentTimeMillis();

        // Check if matrices are correct
        if (matrixA.height == 0) {
            long endTime = System.currentTimeMillis();
            System.out.printf("[nbThreads]:%2d , [Time]:%4d ms\n", nbThreads, endTime - startTime);
            return;
        }
        if (matrixA.width != matrixB.height)
            return;

        // Init final matrix
        ans = new Matrix(matrixB.width, matrixA.height);

        tmpLinesPerThread = matrixA.height / nbThreads;
        int rest = matrixA.height % nbThreads;

        if (tmpLinesPerThread < 1) {
            linesPerThread = 1;
            nbThreadsWorking = matrixA.height;
        } else if (rest != 0) {
            linesPerThread = Math.floor(tmpLinesPerThread);
            nbThreadsWorking = nbThreads;
        } else {
            linesPerThread = tmpLinesPerThread;
            nbThreadsWorking = nbThreads;
        }
        rest = matrixA.height % nbThreadsWorking;
        // Start Thread pool
        ExecutorService es = Executors.newCachedThreadPool();
        // Execute threads
        for (int i = 0; i < nbThreads; i++) {
            if (i < nbThreadsWorking) {
                if (i + 1 == nbThreadsWorking && rest != 0) {
                    es.execute(new MyThread(i, (int) linesPerThread, rest));
                } else {
                    es.execute(new MyThread(i, (int) linesPerThread));
                }
            } else {
                es.execute(new MyThread(i));
            }
        }

        // No more threads are expected to run
        es.shutdown();

        // Wait for all threads to finish
        while (!es.isTerminated()) {
        }

        // Stop chrono
        long endTime = System.currentTimeMillis();

        // Print
        printMatrix(ans.matrix);
        System.out.printf("[Number of threads]:%2d , [Process Time]:%4d ms\n", nbThreads, endTime -
            startTime);
    }
}
```

```
public static int[][] readMatrix(int rows, int cols) {
    int[][] result = new int[rows][cols];
    for (int i = 0; i < rows; i++) {
        for (int j = 0; j < cols; j++) {
            result[i][j] = sc.nextInt();
        }
    }
    return result;
}

public static void printMatrix(int[][] mat) {
    System.out.println("Matrix[" + mat.length + "][" + mat[0].length +
"]");
    int rows = mat.length;
    int columns = mat[0].length;
    int sum = 0;
    for (int i = 0; i < rows; i++) {
        for (int j = 0; j < columns; j++) {
            System.out.printf("%4d ", mat[i][j]);
            sum += mat[i][j];
        }
        System.out.println();
    }
    System.out.println();
    System.out.println("Matrix Sum = " + sum + "\n");
}

public static class Matrix {
    public int height;
    public int width;
    public int[][] matrix;

    public Matrix() {
        height = sc.nextInt();
        width = sc.nextInt();
        matrix = readMatrix(height, width);
    }

    public Matrix(int width, int height) {
        this.height = height;
        this.width = width;
        this.matrix = new int[height][width];
    }

    public int getNumber(int y, int x) {
        return matrix[y][x];
    }
}
```

```

public static class MyThread implements Runnable {
    private int id;
    private int nbLines = 0;
    private boolean runnable = false;
    private int start = 0;

    public MyThread(int id, int lines, int more) {
        this.id = id;
        nbLines = lines + more;
        this.runnable = true;
        this.start = id * lines;
    }

    public MyThread(int id, int lines) {
        this.id = id;
        nbLines = lines;
        this.runnable = true;
        this.start = id * lines;
    }

    public MyThread(int id) {
        this.id = id;
        this.runnable = false;
    }

    public void run() {
        long startTime = System.currentTimeMillis();
        if (this.runnable) {
            int linesDone = 0;

            for (int i = start; linesDone < nbLines; i++) {
                for (int j = 0; j < matrixB.width; j++) {
                    for (int x = 0; x < matrixB.width; x++) {
                        ans.matrix[i][j] += matrixA.getNumber(i, x) * matrixB.getNumber(x,
j);
                    }
                }
                linesDone++;
            }
            long endTime = System.currentTimeMillis();
            long timeDiff = endTime - startTime;
            System.out.println("Thread#" + id + " Execution Time: " + timeDiff + "ms");
        }
    }
}

```