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### Computer Architecture: Assignment 1

Q1. (a) Using Recursion – Calculating the time for printing 100 numbers is not possible. In the worst case the algorithm needs to do  $2^{100}$  instructions. Assuming the Clock rate to be 1Ghz, which means our laptop can handle approximately  $10^9$  instructions. Then also  $10^{20}$  seconds will be left.

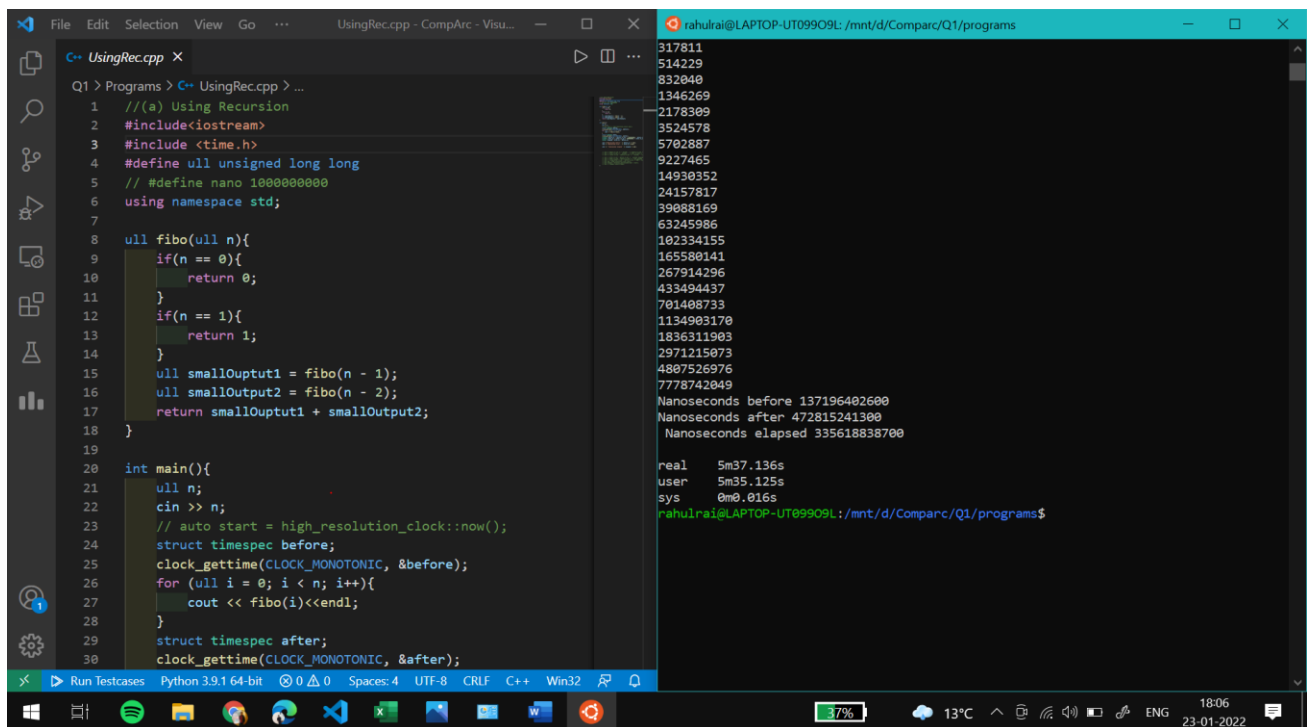
So, to calculate time using timespec, I calculated time to print first 50 numbers and after that calculated the time to print the next 50 numbers theoretically using the Time complexity of the algorithm.

To print 50 numbers, time required = 335618838700 nanoseconds

Time complexity of the Recursive Solution =  $1.68^n$

So Total Time =  $335618838700 * (1.68)^{50}$

Total Time =  $618.458291866 * 10^{20}$  nanoseconds



The screenshot shows a C++ program named 'UsingRec.cpp' in a Visual Studio Code editor. The program calculates the first 50 Fibonacci numbers using a recursive function. The code includes headers for `<iostream>` and `<time.h>`, and defines `ull` as `unsigned long long`. The `fibonacci` function is recursive, and the `main` function uses `clock_gettime` to measure the execution time. The terminal window on the right shows the output of the program, which is the first 50 Fibonacci numbers, and the timing results: 'Nanoseconds before 137196402600', 'Nanoseconds after 472815241300', and 'Nanoseconds elapsed 335618838700'. The system status bar at the bottom indicates the battery level is 37%, the temperature is 13°C, and the date is 23-01-2022.

Figure 1 Time using Timespec for first 50 numbers

I also tried to run the program for 3 hours but it was able to print first 54-55 numbers only. Below is the attached screenshot.

```

// (a) Using Recursion
#include <iostream>
#include <time.h>
#define ull unsigned long long
using namespace std;

ull fibo(ull n) {
    if (n == 0)
        return 0;
    if (n == 1)
        return 1;
    return fibo(n-1) + fibo(n-2);
}

int main() {
    ull n;
    cin >> n;
    // auto clock = high_resolution_clock::now();
    struct timespec before;
    clock_gettime(CLOCK_MONOTONIC, &before);
    for (ull i = 0; i < n; i++) {
        cout << fibo(i) << endl;
    }
    struct timespec after;
    clock_gettime(CLOCK_MONOTONIC, &after);
    uint64_t before_ns = (before.tv_sec * 1000000000) + before.tv_nsec;
    uint64_t after_ns = (after.tv_sec * 1000000000) + after.tv_nsec;
    int64_t elapsed = after_ns - before_ns;
    cout << "Nanoseconds before " << before_ns << endl;
    cout << "Nanoseconds after " << after_ns << endl;
    cout << "Nanoseconds elapsed " << elapsed << endl;
    // cout << before.tv_sec << " seconds, " << before.tv_nsec << " nano seconds before" << endl;
    // cout << after.tv_sec << " seconds, " << after.tv_nsec << " nano seconds after" << endl;
    // cout << (after.tv_sec - before.tv_sec) << " seconds elapsed" << endl;
    // cout << (long)(after.tv_sec - before.tv_sec) * 1000 << " (long)(after.tv_sec - before.tv_nsec) / 1000000;
    // auto end = high_resolution_clock::now();
    // auto duration = duration_cast<seconds>(end - start);
    // cout << "Time: " << duration << endl;
}

```

```

14930352
24157817
39088169
63245986
102334155
165580141
267914296
433494437
701408733
1134903170
1836311903
2971215073
4807526976
7778742049
12586269025
20365011074
32951280099
53316291173
86267571272
139583862445
225851433717
365435296162
^C

real 193m37.460s
user 192m58.984s
sys 0m0.797s
rahu1rai@LAPTOP-UT099O9L: /mnt/d/CompArc$

```

(b) Using Loop

```

// (b) Using Loop
#include <iostream>
#include <time.h>
#define ull unsigned long long
using namespace std;

void fibo(ull n) {
    ull a = 0;
    ull b = 1;
    cout << a << endl;
    cout << b << endl;
    ull next = a + b;
    for (ull i = 3; i <= n; i++) {
        cout << next << endl;
        a = b;
        b = next;
        next = a + b;
    }
}

int main() {
    ull n;
    cin >> n;
    struct timespec before;
    clock_gettime(CLOCK_MONOTONIC, &before);
    fibo(n);
    struct timespec after;
    clock_gettime(CLOCK_MONOTONIC, &after);
    uint64_t before_ns = (before.tv_sec * 1000000000) + before.tv_nsec;
    uint64_t after_ns = (after.tv_sec * 1000000000) + after.tv_nsec;
    int64_t elapsed = after_ns - before_ns;
    cout << "Nanoseconds before " << before_ns << endl;
    cout << "Nanoseconds after " << after_ns << endl;
    cout << "Nanoseconds elapsed " << elapsed << endl;
}

```

```

72723460248141
117669030460994
190392490709135
308061521170129
498454011879264
806515533049393
1304969544928657
2111485077978050
3416454622906707
5527939700884757
8944394323791464
14472334024676221
23416728348467685
37889062373143906
61305790721611591
99194853094755497
160500643816367088
259695496911122585
420196140727489673
679891637638612258
1100087778366101931
1779979416004714189
2880067194370816120
4660046610375530309
7540113804746346429
12200160415121876738
1293530146158671551
13493690561280548289
14787220707439219840
9834167195010216513
6174843828739884737
16008811023750191250
Nanoseconds before 164014067482800
Nanoseconds after 16401452228000
Nanoseconds elapsed 45479800

real 0m2.153s
user 0m0.000s
sys 0m0.016s
rahu1rai@LAPTOP-UT099O9L: /mnt/d/comparc$

```

Time taken = 45479800 nanoseconds

(c) Using Recursion + Memoization

```
1 // (c) Using Recursion + Memoization
2 #include <iostream>
3 #include <time.h>
4 #define ull unsigned long long
5 using namespace std;
6
7 ull fibo_help(ull n, ull *ans) {
8     if(n <= 1) {
9         return n;
10    }
11
12    // Checking if output already exists
13    if(ans[n] != -1){
14        return ans[n];
15    }
16    // If not, then call recursion
17    // Calculate output
18    ull a = fibo_help(n-1, ans);
19    ull b = fibo_help(n-2, ans);
20
21    // Saving the output
22    ans[n] = a + b;
23
24    // Returning the final output
25    return ans[n];
26 }
27
28 ull fibo(ull n) {
29     // Creating ans array to store the answer for recursion
30     ull *ans = new ull[n+1];
31 }
```

72723460248141  
117669030460994  
190392490709135  
308061521170129  
498454011879264  
80651553049393  
1304969544928657  
2111485077978050  
3416454622906707  
5527939700884757  
8944394323791464  
14472334024676221  
23416728348467685  
37889062373143906  
61305790721611591  
99194853094755497  
160500643816367088  
259695496911122585  
420196140727489673  
679891637638612258  
1100087778366101931  
1779979416004714189  
2880067194370816120  
4660046610375530309  
7540113804746346429  
12200160415121876738  
1293530146158671551  
13493690561280548289  
14787220707439219840  
9834167195010216513  
6174643828739884737  
16008811023750101250  
Nanoseconds before 17488928315500  
Nanoseconds after 17488973978300  
Nanoseconds elapsed 45662800  
real 0m1.368s  
user 0m0.000s  
sys 0m0.016s

Time taken = 45662800 nanoseconds

#### (d) Using Loop and Memo

```
8 ull *ans = new ull[n+1];
9
10 ans[0] = 0;
11 ans[1] = 1;
12
13 for(ull i = 2; i <= n; i++) {
14     ans[i] = ans[i-1] + ans[i-2];
15 }
16
17 return ans[n];
18 }
19
20 int main(){
21     ull n;
22     cin >> n;
23     // ull *ans = new ull[n+1];
24     // for(ull i = 0; i <= n; i++) {
25     //     ans[i] = -1;
26     // }
27     struct timespec before;
28     clock_gettime(CLOCK_MONOTONIC, &before);
29     for(ull i = 0; i < n; i++){
30         cout << fibo(i)<<endl;
31     }
32     struct timespec after;
33     clock_gettime(CLOCK_MONOTONIC, &after);
34
35     uint64_t before_ns = (before.tv_sec * 1000000000) + before.tv_nsec;
36     uint64_t after_ns = (after.tv_sec * 1000000000) + after.tv_nsec;
37     int64_t elapsed = after_ns - before_ns;
38 }
```

72723460248141  
117669030460994  
190392490709135  
308061521170129  
498454011879264  
80651553049393  
1304969544928657  
2111485077978050  
3416454622906707  
5527939700884757  
8944394323791464  
14472334024676221  
23416728348467685  
37889062373143906  
61305790721611591  
99194853094755497  
160500643816367088  
259695496911122585  
420196140727489673  
679891637638612258  
1100087778366101931  
1779979416004714189  
2880067194370816120  
4660046610375530309  
7540113804746346429  
12200160415121876738  
1293530146158671551  
13493690561280548289  
14787220707439219840  
9834167195010216513  
6174643828739884737  
16008811023750101250  
Nanoseconds before 17418036932100  
Nanoseconds after 17418047672800  
Nanoseconds elapsed 10740700  
real 0m1.264s  
user 0m0.000s  
sys 0m0.016s

Time taken = 10740700 nanoseconds

Time using Timespec (in nanoseconds)			
		Time	Speedup
Program 1	Using Recursion	6.18458E+22	1
Program 2	Using Loop	45479800	7.35374E-16
Program 3	Using Recursion and Memoi	45662800	7.38333E-16
Program 4	Using Loop and Memoization	10740700	1.73669E-16
	SpeedUp = Time required by Program 1/ Time required by program I where i =2, 3, 4		

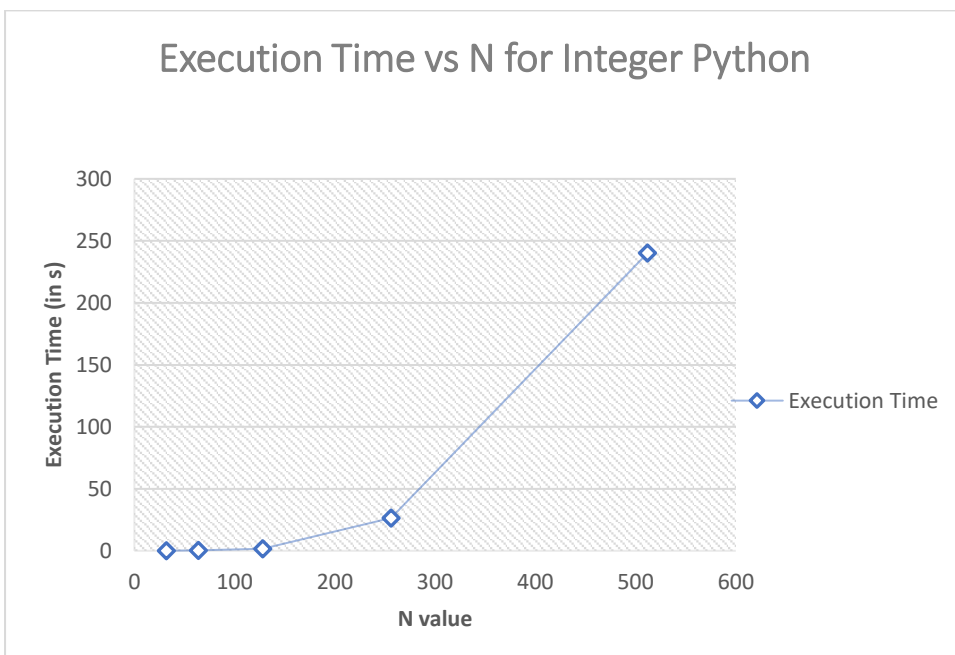
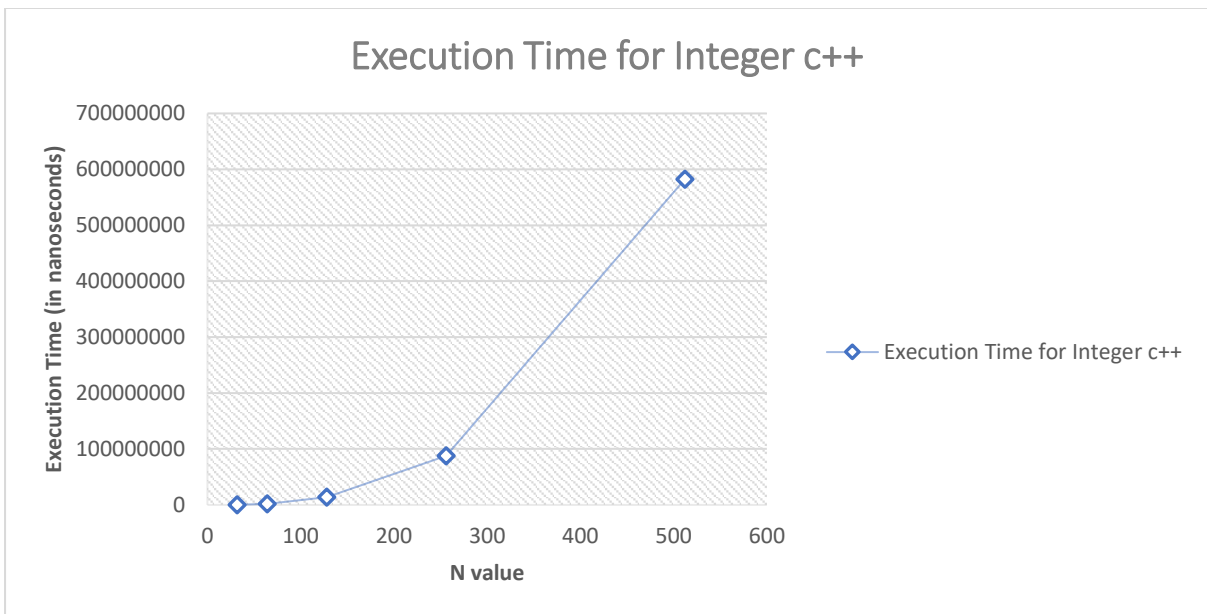
Q2. For the codes, Go to Q1/Programs/

For part (a) and part(b), refer the Excel sheet.

For Integer													
Execution time(Using Lang. Hooks)		C++			Python			CPU TIME = System + User (in Seconds)		System Time(in Seconds)		Proportion- Execution Time/ Total System Time	
N	C++(Nanosec)	Python(Seconds)	Real	User	System	Real	User	System	C++	Python	C++	Python	Python
32	289100	0.0430883	0m0.074s	0m0.000s	0m0.016s	0m0.322s	0m0.813s	0m0.844s	0.016	1.857	0.074	0.322	0.00378936
64	2040200	0.2450856	0m0.119s	0m0.000s	0m0.031s	0m0.609s	0m1.047s	0m1.094s	0.031	2.141	0.119	0.609	0.017144538
128	14014400	1.6316608	0m0.238s	0m0.047s	0m0.031s	0m2.085s	0m2.547s	0m1.125s	0.076	3.872	0.238	2.305	0.067685394
256	87756400	26.5567879	0m0.547s	0m0.156s	0m0.103s	0m28.434s	0m27.68s	0m1.326s	0.265	29.076	0.547	28.438	0.019432176
512	582217500	240.161876	0m1.408s	0m0.688s	0m0.141s	4m4.836s	4m0.719s	0m0.844s	0.829	243.563	1.408	244.836	0.41506747

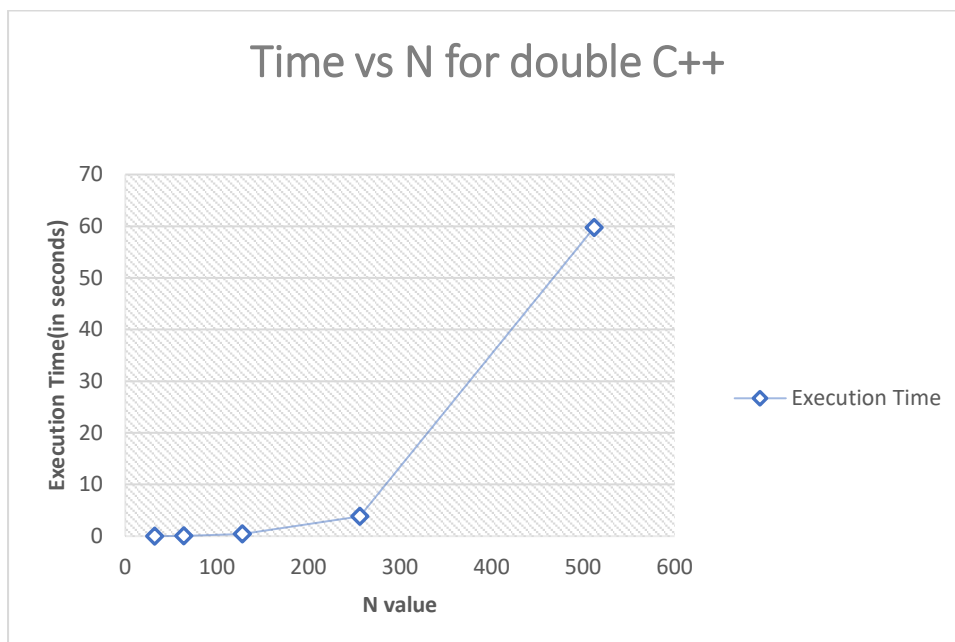
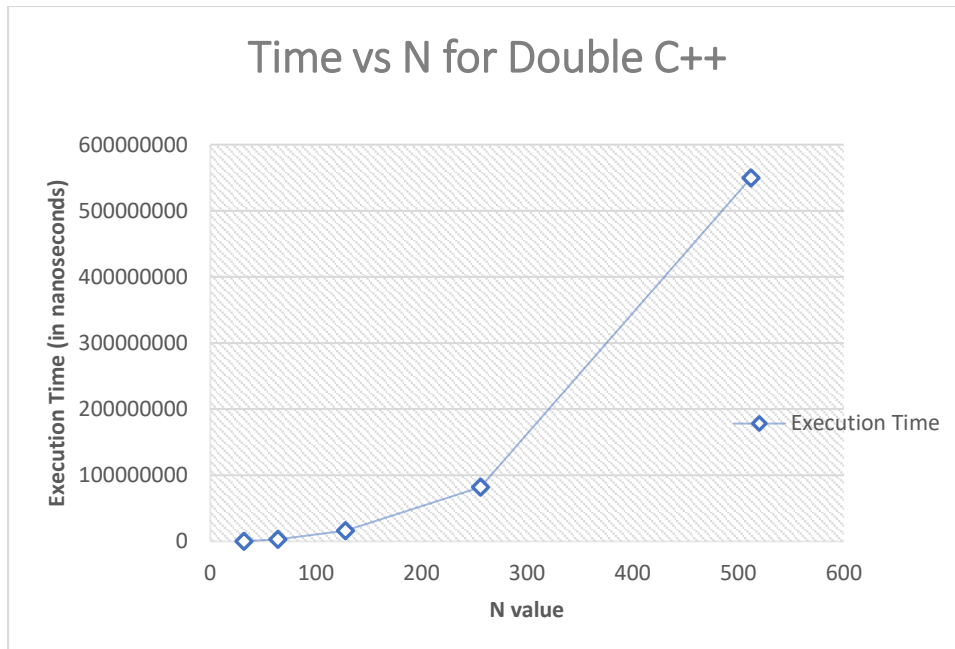
For Double													
Execution time(Using Lang. Hooks)		C++			Python			CPU TIME = System + User (in Seconds)		System Time(in Seconds)		Proportion- Execution Time/ Total System Time	
N	C++(Nano)	Python(Seconds)	Real	User	System	Real	User	System	C++(in s)	Python	C++	Python	Python
32	263900	0.0093464	0m0.080s	0m0.000s	0m0.063s	0m0.428s	0m0.703s	0m1.172s	0.063	1.902	0.09	0.425	0.02199826
64	2934300	0.0775208	0m0.178s	0m0.000s	0m0.031s	0m0.858s	0m1.353s	0m1.000s	0.031	1.953	0.178	0.689	0.025803774
128	16351000	0.434057	0m0.409s	0m0.063s	0m0.031s	0m1.114s	0m1.359s	0m0.969s	0.094	2.328	0.409	1.114	0.38967417
256	81900300	3.8310476	0m0.787s	0m0.266s	0m0.063s	0m5.308s	0m4.953s	0m1.125s	0.329	6.078	0.787	5.108	0.104066495
512	545716000	59.7218721	0m2.650s	0m1.094s	0m0.344s	1m3.941s	1m2.250s	0m1.063s	1.438	63.315	2.65	63.941	0.20748070

(c) Execution Time vs N



Less the execution time, better is the performance and vice versa.

For integers, with increasing value of N, we can see that Python (240 seconds approx for N = 512) is taking more time than C++ (only a few seconds for N = 512) to execute the program. This implies that C++ is relatively faster than python to execute the program.



Considering the worst-case scenario for both the cases that is for N = 512

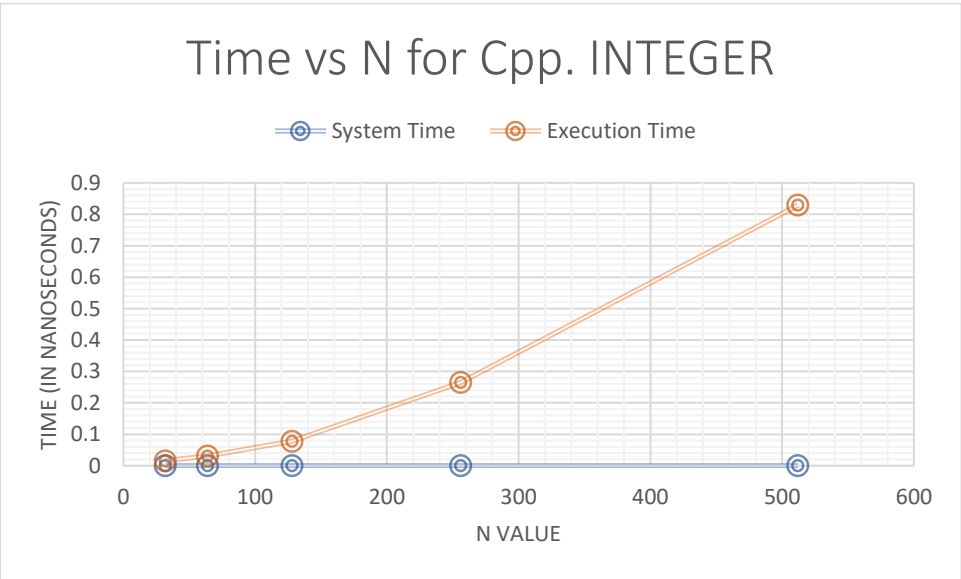
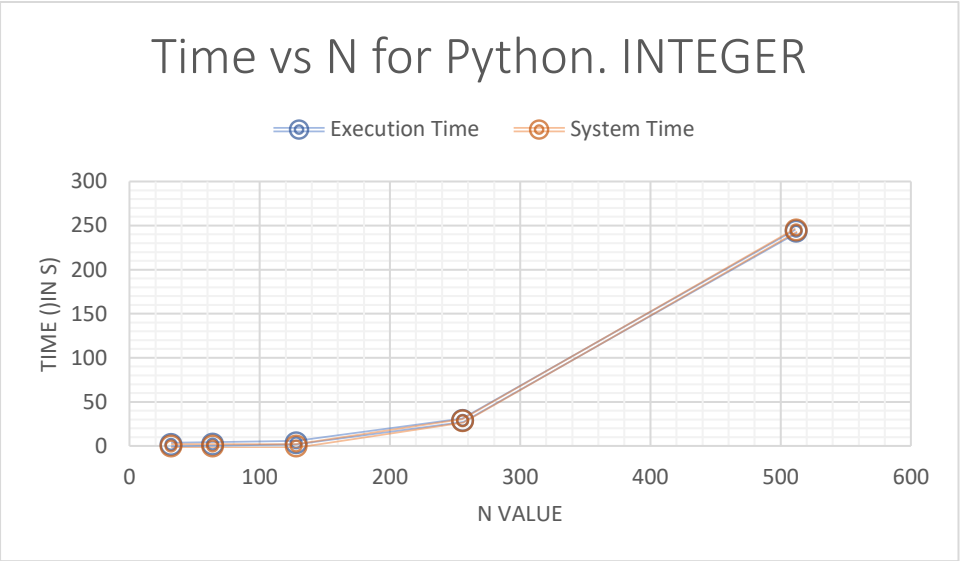
Less Execution time implies better performance. For N = 512, time taken by C++ is in seconds while python takes 59 seconds approx. to execute the same program. From this we can conclude that C++ is faster than python even in computing the double values.

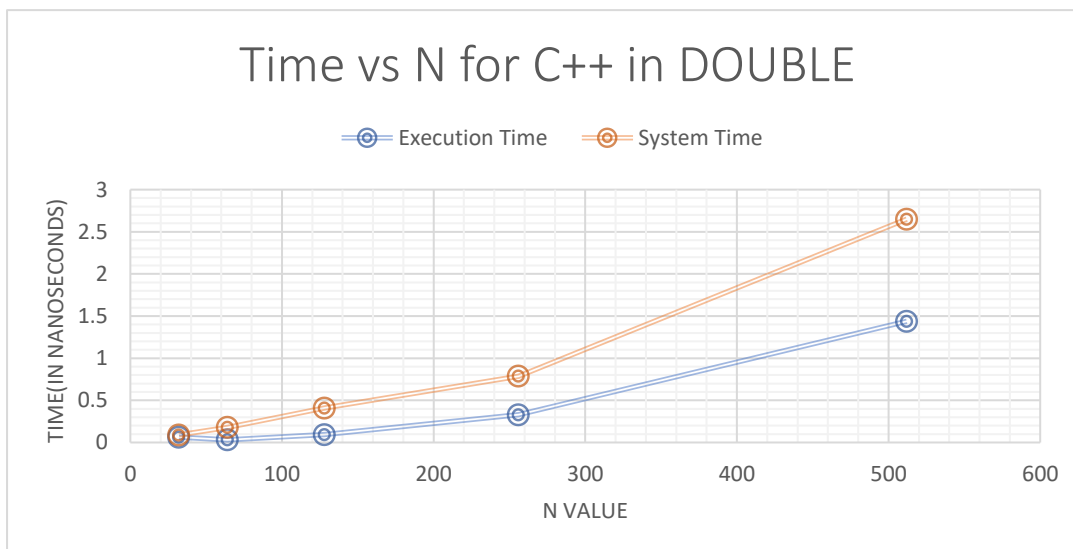
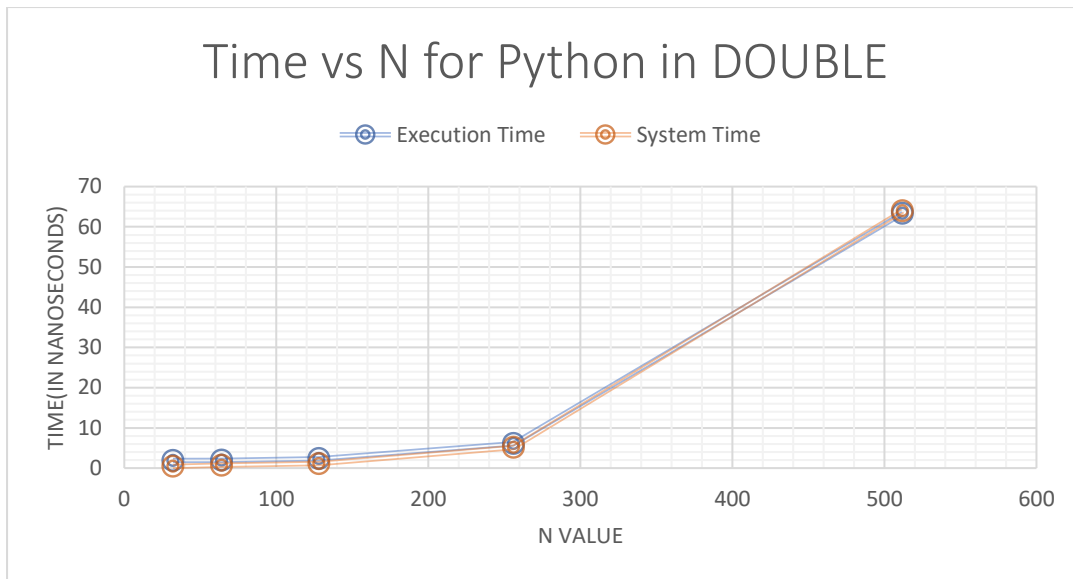
Common observation in both the cases is the execution time increase as the value of n increases or in other words we can say that the program becomes slower when n value increases.

For Integer																
Execution time(Using Lang. Hooks)			C++			Python			CPU TIME = System + User (in Seconds)			System Time(in Seconds)			Proportion- Execution Time/ Total System Time	
N	C++(Nanosec)	Python(Seconds)	Real	User	System	Real	User	System	C++	Python	C++	Python	Python	C++	Python	
32	280700	0.0430893	0m0.014s	0m0.000s	0m0.016s	0m0.322s	0m0.813s	0m0.844s	0.016	1.657	0.014	0.322	0.00708056	0.133817702	0.133817702	
64	2940200	0.2450856	0m0.118s	0m0.000s	0m0.031s	0m0.689s	0m1.047s	0m1.036s	0.031	2.941	0.118	0.689	0.07144538	0.402434409	0.402434409	
128	14074400	1.6318608	0m0.208s	0m0.047s	0m0.031s	0m2.085s	0m2.547s	0m1.125s	0.078	3.672	0.208	2.085	0.067685385	0.78286705	0.78286705	
256	87756400	26.9567879	0m0.547s	0m0.156s	0m0.103s	0m28.434s	0m27.681s	0m1.328s	0.265	25.016	0.547	28.438	0.180432076	0.93384885	0.93384885	
512	582217500	240.167676	0m1.408s	0m0.688s	0m0.141s	0m4.936s	0m4.718s	0m2.844s	0.823	243.563	1.408	244.936	0.413987147	0.888658538	0.888658538	

For Double																
Execution time(Using Lang. Hooks)			C++			Python			CPU TIME = System + User (in Seconds)		System Time(in Seconds)		Proportion- Execution Time/ Total System Time			
N	C++(Nano)	Python(Seconds)	Real	User	System	Real	User	System	C++(in s)	Python	C++	Python	C++	Python		
32	263900	0.0093464	0m0.090s	0m0.000s	0m0.063s	0m0.425s	0m0.703s	0m1.172s	0.063	1.902	0.09	0.425	0.00298	0.02198923		
64	2914300	0.0715209	0m0.178s	0m0.000s	0m0.031s	0m0.689s	0m0.953s	0m1.000s	0.031	1.953	0.178	0.689	0.06373472	0.903803774		
128	6375000	0.4340597	0m0.409s	0m0.063s	0m0.031s	0m1.194s	0m1.355s	0m0.563s	0.094	2.328	0.409	1.194	0.03897386	0.38874417		
256	87800300	3.8310478	0m0.787s	0m0.268s	0m0.063s	0m5.108s	0m4.953s	0m1.125s	0.329	6.078	0.787	5.108	0.04686485	0.75609513		
512	549712600	59.7214721	0m2.650s	0m1.094s	0m0.344s	0m3.941s	0m2.250s	0m1.063s	1.438	63.313	2.655	63.941	0.207438771	0.93406804		

Here I have considered Execution Time as CPU time and System Time as Real Time.





In python, we can observe that the system and the execution time are varying nearly same.

In the case of C++, we can observe that in the case of integer, the System time is very less as compared to the program execution time.

In case of double for C++, we can observe that execution time is less than system time but the value of execution time is considerable.