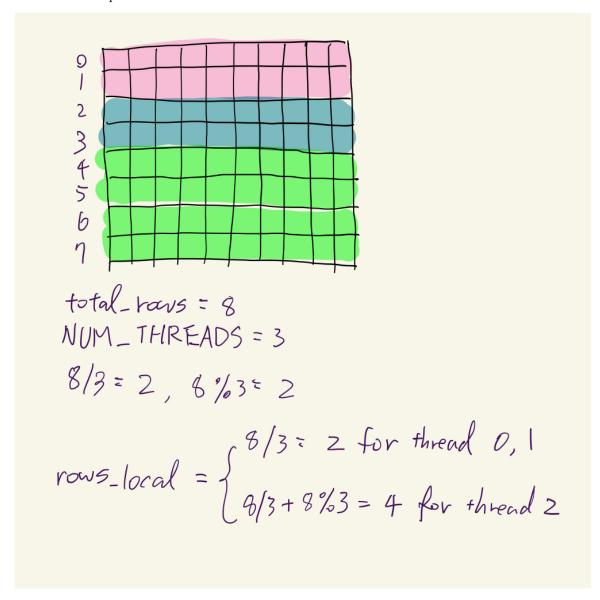
## REPORT FOR OS HW2

## 1. HOW I DISPATCH THE WORK

I use 2-D block cyclic data distribution to dispatch the work, and the last threads also does the remaining rows. Here's an example



## 2. TEST CASES

threads	case1_time	Elapsed time with different number of worker threads case1							
1	87.51145	threads case1							
2	50.973713	80 —							
3	36.761927	60 —							
4	33.404813	40							
8	36.182827	20							
16	33.316566	1 2 3 4 8 16 32							
32	31.216537	# worker threads							

This is the expected outcome. Since the program is run on a 4-core cpu, in cases with over 4 threads, the extra threads would need to be scheduled to run on the 4 cores, which doesn't aid efficiency.

threads	case2_time	Elapsed time with different number of worker threads case2								
1	881.48221									
2	464.687052	1000 - 900 -								
3	328.190143	800 - 700 -								
4	276.628958	600 - 500 -								
8	265.562057	400 - 300 -								
16	265.73285	200 - 100 -								
32	261.991477	0 -	1		2	3	4	8	16	32

This is a similar result to case i., just that the execution time is a lot longer due to much larger matrices.

threads	case3_time	Elapsed time with different number of							
1	0.220705	worker threads case3							
2	0.195339	U.E.							
3	0.198179	0.215 0.21 - 0.205							
4	0.199282								
8	0.204273	Chart Area							
16	0.197213	0.175							
32	0.189075	0.17 1 2 3 4 8 16 32							

There are only one row in this case, so the time is all very close due to only the last thread doing the work.

threads	case4_time	Elapsed time with different number of									
1	0.072731		worker threads case4								
2	0.03646	0.08									
3	0.072493	0.06									
4	0.019657	0.05									
8	0.028157	0.03									
16	0.026724	0.02									
32	0.055543	0	1		2	3	4	8	16	32	

The times are all quite close due to m2.txt being small (4096\*1).

iv.

i.

ii.

iii.