## Assignment 2: Threading

## **Contributors:**

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## Task1:

Screenshot of the main code:

```
int main(int argc, char* argv[])

//*

wfptr = fopen("out.txt", "w");
    rfptr = fopen("in.txt", "r");

fscanf(rfptr, "%d", &n); //reading n from file

t = atol(argv[1]); //reading t from Argv (passed in the command line)

matrix1 = (int*)malloc(n * sizeof(int*)); //allocating double pointer to make a 2D Array(matrix) matrix1[n][n]
    for (int i = 0; i < n; i++)
        matrix2 = (int*)malloc(n * sizeof(int*)); //allocating double pointer to make a 2D Array(matrix) matrix2[n][n]
    for (int i = 0; i < n; i++)
        matrix2[i] = (int*)malloc(n * sizeof(int*));

matrix3 = (int*)malloc(n * sizeof(int*)); //allocating double pointer to make a 2D Array(matrix) matrix3[n][n]
    for (int i = 0; i < n; i++)
        matrix3[i] = (int*)malloc(n * sizeof(int*));

matrix3[i] = (int*)malloc(n * sizeof(int*));</pre>
```

## Task2:

Screenshot of the thread function(s):

## Task3:

Screenshot highlighting the parts of the code that were added to make the code thread-safe, with explanations on the need for them:

```
int Even = 0, Odd = 0, Total = 0; //(write)
                                         //number of threads (read only)
                                                                                                           Global
int** matrix1;
                                                                                                          variables
int** matrix2;
int** matrix3;
FILE* wfptr;
                                         //(write)
FILE* rfptr;
pthread mutex t lock;
                                                                                                Declaring 2 locks
pthread mutex t Flock;
void* multi(void* x)
   printf("ThreadID=%d, startLoop=%d, endLoop=%d\n\n", b, s, e);
   pthread mutex_lock(&Flock);
fprintf(wfptr, "ThreadID=%d, startLoop=%d, endLoop=%d\n\n", b, s, e);}
                                                                                           Lock "Flock"
                                                                            Critical section 1
   pthread_mutex_unlock(&Flock); 
                                                                                               UnLock "Flock"
    for (int k = s; k < e; k++)
        for (int i = 0; i < n; i++)
           sum = 0;
           for (int j = 0; j < n; j++)
   sum += matrix1[k][j] * matrix2[j][i];</pre>
           matrix3[k][i] = sum;
           pthread_mutex_lock(&lock); 
                                                                                   Lock "lock"
                                   Critical
                                   section
           pthread_mutex_unlock(&lock);
                                                                                     UnLock "lock"
```

- Flock: we used mutex Flock to lock the critical section 1, which might happen on the global pointer \*wfptr since the threads are writing on the file
   \*note: this might be unnecessary depending on the low level definition of fprintf() but we added this lock just in case.
- 2- Lock: we used this lock on critical section 2, to save the global variables Even, Odd, Total from racing between threads, because these variables are shared between all the threads and all the threads (more than 1) write on them.
  - all other global variables are thread-safe as we noted in the screenshot above (comments).

## Task4:

Screenshot of the output of the two versions of your code (thread-safe vs. non-thread-safe), when running passing the following number of threads (T): 1, 2, 4, 8, 16, 32.

#### thread safe:

#### T=1:

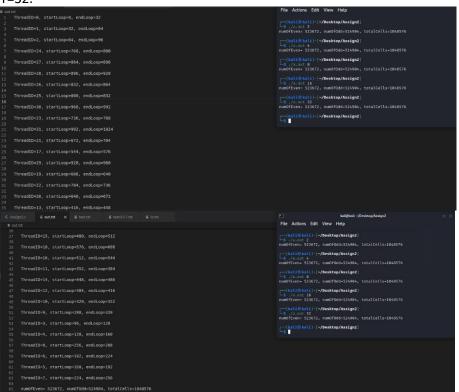
#### T=2:

#### T=4:

#### T=8:

#### T=16:

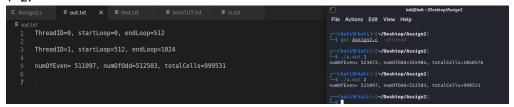
#### T=32:



#### 2- Non-thread safe:

#### T=1:

#### T=2:

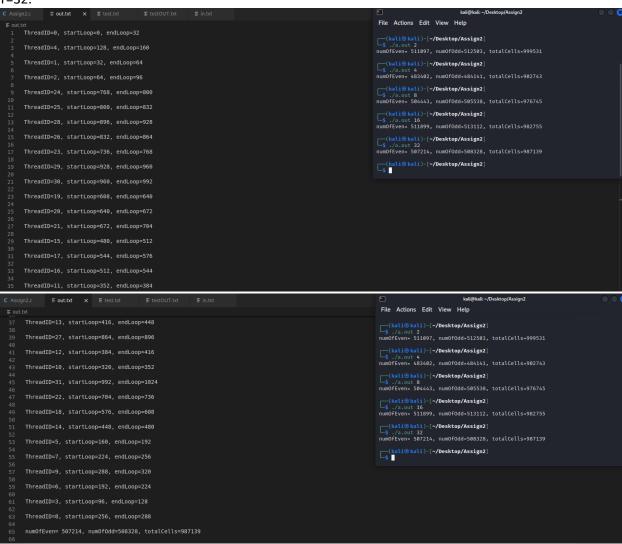


#### T=4:

#### T=8:

#### T=16:

#### T=32:



## Task5:

we made 3 tests to make sure our conclusion is accurate:

#### Test1:

```
-(kali®kali)-[~/Desktop/Assign2]
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
real
        5.20s
user
        5.19s
       0.01s
sys
       99%
cpu
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
real
       2.81s
       5.22s
user
sys
       0.05s
       187%
cpu
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
       1.51s
real
user
       5.02s
       0.08s
sys
cpu 338%
 L$ time ./a.out 8
 numOfEven= 523672, numOfOdd=524904, totalCells=1048576
        1.46s
        4.79s
 user
 sys
        0.06s
        331%
 cpu
time ./a.out 16
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
real
        1.41s
user
        4.73s
svs
        0.06s
        339%
cpu
└-$ time ./a.out 32
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
real
       1.40s
user
       4.64s
       0.08s
sys
cpu
      337%
```

we made a chart to make the result more clear:





-to be continued ....

#### Test 2:

```
time ./a.out 1
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
        5.34s
user
        5.31s
        0.01s
sys
        99%
cpu
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
real
       3.06s
user
       5.76s
        0.04s
svs
       189%
cpu
time ./a.out 4
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
real
       1.88s
user
       5.33s
sys
       0.14s
       290%
cpu
$ time ./a.out 8
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
        1.54s
real
user
        4.89s
svs
        0.11s
cpu
        324%
time ./a.out 16
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
       1.62s
real
        5.04s
user
sys
       0.11s
cpu
       319%
 numOfEven= 523672, numOfOdd=524904, totalCells=1048576
        1.44s
 real
 user
        4.82s
        0.10s
 sys
        341%
 cpu
```

#### Chart2:

# TEST 2



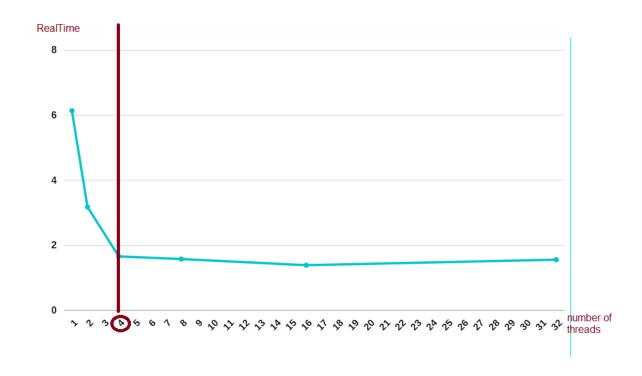
#### Test3:

```
-(kali⊕kali)-[~/Desktop/Assign2]
 numOfEven= 523672, numOfOdd=524904, totalCells=1048576
 real
         6.14s
         6.10s
 user
 sys
         0.02s
         99%
 cpu
└$ time ./a.out 2
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
        3.18s
real
user
        6.01s
sys
        0.06s
        190%
cpu
 L-$ time ./a.out 4
 numOfEven= 523672, numOfOdd=524904, totalCells=1048576
         1.66s
 real
         5.06s
 user
 sys
        0.14s
        313%
 cpu
 time ./a.out 8
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
        1.58s
real
        5.00s
user
sys
        0.09s
        321%
cpu
└-$ time ./a.out 16
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
        1.39s
real
        4.72s
user
sys
        0.06s
        342%
cpu
└$ time ./a.out 32
numOfEven= 523672, numOfOdd=524904, totalCells=1048576
real
        1.56s
        4.96s
user
svs
        0.07s
        323%
cpu
```

### chart3:

# TEST 3

No Major Improvemnt after 4 threads (Diminishing retruns Law)



#### -Our conclusion:

our machine should have near 4 cores with 1 hyper-thread each or something near these numbers,

because when our program works on parallelism, each cpu core should work on 1 software thread all at the same time, which means that whan you double up the number of software threads, the execution time should cut in half (roughly). in our tests we noticed that whenever we use more than 4 threads we don't see any major improvement on the execution time, and sometimes the time increases instead of improving(the law of diminishing returns).

#### - machine actual properties:

```
-(kali®kali)-[~/Desktop/Assign2]
Architecture:
                         x86_64
  CPU op-mode(s):
                         32-bit, 64-bit
                         39 bits physical, 48 bits virtual
  Address sizes:
                         Little Endian
  Byte Order:
CPU(s):
                         0-3
  On-line CPU(s) list:
Vendor ID:
                         GenuineIntel
                         Intel(R) Core(TM) i5-8400 CPU @ 2.80GHz
 Model name:
   CPU family:
   Model:
                         158
   Thread(s) per core: 1
   Core(s) per socket: 4
   Socket(s):
    Stepping:
                         10
    BogoMIPS:
                         5615.99
    Flags:
                         fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge
                         mca cmov pat pse36 clflush mmx fxsr sse sse2 ht sys
                         call nx rdtscp lm constant_tsc rep_good nopl xtopolo
                         gy nonstop_tsc cpuid tsc_known_freq pni pclmulqdq ss
                         se3 cx16 pcid sse4_1 sse4_2 x2apic movbe popcnt aes
                         xsave avx rdrand hypervisor lahf_lm abm 3dnowprefetc
                         h invpcid_single pti fsgsbase avx2 invpcid rdseed cl
                         flushopt md_clear flush_l1d
Virtualization features:
  Hypervisor vendor:
                         KVM
  Virtualization type:
                         full
Caches (sum of all):
                         128 KiB (4 instances)
  L1d:
                         128 KiB (4 instances)
  L1i:
  L2:
                         1 MiB (4 instances)
  L3:
                         36 MiB (4 instances)
NUMA:
  NUMA node(s):
  NUMA node0 CPU(s):
                         0-3
Vulnerabilities:
  Itlb multihit:
                         KVM: Mitigation: VMX unsupported
  L1tf:
                         Mitigation; PTE Inversion
 Mds:
                         Mitigation; Clear CPU buffers; SMT Host state unknow
 Meltdown:
                         Mitigation; PTI
 Spec store bypass:
                         Vulnerable
 Spectre v1:
                         Mitigation; usercopy/swapgs barriers and __user poin
                         ter sanitization
                         Mitigation; Full generic retpoline, STIBP disabled,
 Spectre v2:
                         RSB filling
                         Unknown: Dependent on hypervisor status
  Srbds:
                         Not affected
  Tsx async abort:
  -(kali® kali)-[~/Desktop/Assign2]
```