Name: Shengyuan

Total points: 38 /40

**CODE: 15 points total**

| **Requirement** | **Points** | **Comment** |
| --- | --- | --- |
| OpenAcc updates (15 points) | | |
| * OpenMP version * Multicore version * Acc Loops version | 15/15 | It is interesting that the compiler seemed to know which variables should be private in your OpenACC version for the GPU. I think it is best to add the private clause, however, for readability of the code. |

**REPORT: 25 points in total**

| **Requirement** | **Points** | **Comment** |
| --- | --- | --- |
| Your name and general formatting (1) | 1 |  |
| Points are based on these items found in the readme file for the assignment. (24 points) | | |
| 1. Devise a title for your report. (1) 2. Explain briefly what problem you are analyzing and optimizing- orient the reader of your report to the problem. (2) 3. The concept of speedup is different for code on accelerators. Using many smaller, slower cores speeds up code in a different way so that traditional speedup does not apply. Use other methods to show the change in speed, such as bar charts, for each of your versions that you want to report on. (Recall that openacc lab 2 provided a simple spreadsheet to create bar charts.) (3) 4. Describe results of profiling. (3) 5. Report recorded results as you added improvements to the code. (5) 6. Describe the code changes you made in each .c file that you ultimately timed and recorded. (3) 7. Explain what the 'problem size' is and how you changed it and your observations about performance as it varied. (4) 8. Describe experiments you tried and what worked better. Describe why the GPU performed the way it did. (3) | 22/24 | You did not explain the problem as asked in the instructions. -2 |
| **TOTAL** | 25/25 |  |