

Falling Spheres Demo (FSD):				
Strong Scaling Test:				
Parallelization Technology:	Number of Threads:	Number of Spheres:	Simulation Duration (sec):	Runtime (sec):
PThreads	1	500	2	45.277
PThreads	2	500	2	24.463
PThreads	4	500	2	13.2657
PThreads	8	500	2	7.81075
PThreads	16	500	2	4.77876
PThreads	32	500	2	4.93982
Weak Scaling Test:				
Parallelization Technology:	Number of Threads:	Number of Spheres:	Simulation Duration (sec):	Runtime (sec):
PThreads	1	1000	2	88.512
PThreads	2	2000	2	92.772
PThreads	4	4000	2	102.429
PThreads	8	8000	2	114.354
PThreads	16	16000	2	148.072
PThreads	32	32000	2	283.062
Other Tests:				
Parallelization Technology:	Number of Threads:	Number of Spheres:	Simulation Duration (sec):	Runtime (sec):
PThreads	1	500	2	45.3832
PThreads	1	1000	2	92.9901
PThreads	1	2000	2	186.014
PThreads	1	4000	2	365.776
PThreads	1	8000	2	733.244
Parallelization Technology:	Number of Threads:	Number of Spheres:	Simulation Duration (sec):	Runtime (sec):
PThreads	2	500	2	22.464
PThreads	2	1000	2	43.6942
PThreads	2	2000	2	94.7018
PThreads	2	4000	2	180.305
PThreads	2	8000	2	373.781
Parallelization Technology:	Number of Threads:	Number of Spheres:	Simulation Duration (sec):	Runtime (sec):
PThreads	4	500	2	12.5132
PThreads	4	1000	2	25.7591
PThreads	4	2000	2	50.8842
PThreads	4	4000	2	102.372
PThreads	4	8000	2	202.752
Parallelization Technology:	Number of Threads:	Number of Spheres:	Simulation Duration (sec):	Runtime (sec):
PThreads	8	500	2	7.67465
PThreads	8	1000	2	15.4241
PThreads	8	2000	2	29.7943
PThreads	8	4000	2	59.588
PThreads	8	8000	2	119.552
Parallelization Technology:	Number of Threads:	Number of Spheres:	Simulation Duration (sec):	Runtime (sec):
PThreads	16	500	2	5.01548
PThreads	16	1000	2	9.48119
PThreads	16	2000	2	20.551
PThreads	16	4000	2	38.0811
PThreads	16	8000	2	72.4229
Parallelization Technology:	Number of Threads:	Number of Spheres:	Simulation Duration (sec):	Runtime (sec):
PThreads	32	500	2	6.23015
PThreads	32	1000	2	9.68554
PThreads	32	2000	2	23.8504
PThreads	32	4000	2	44.3997
PThreads	32	8000	2	70.864

