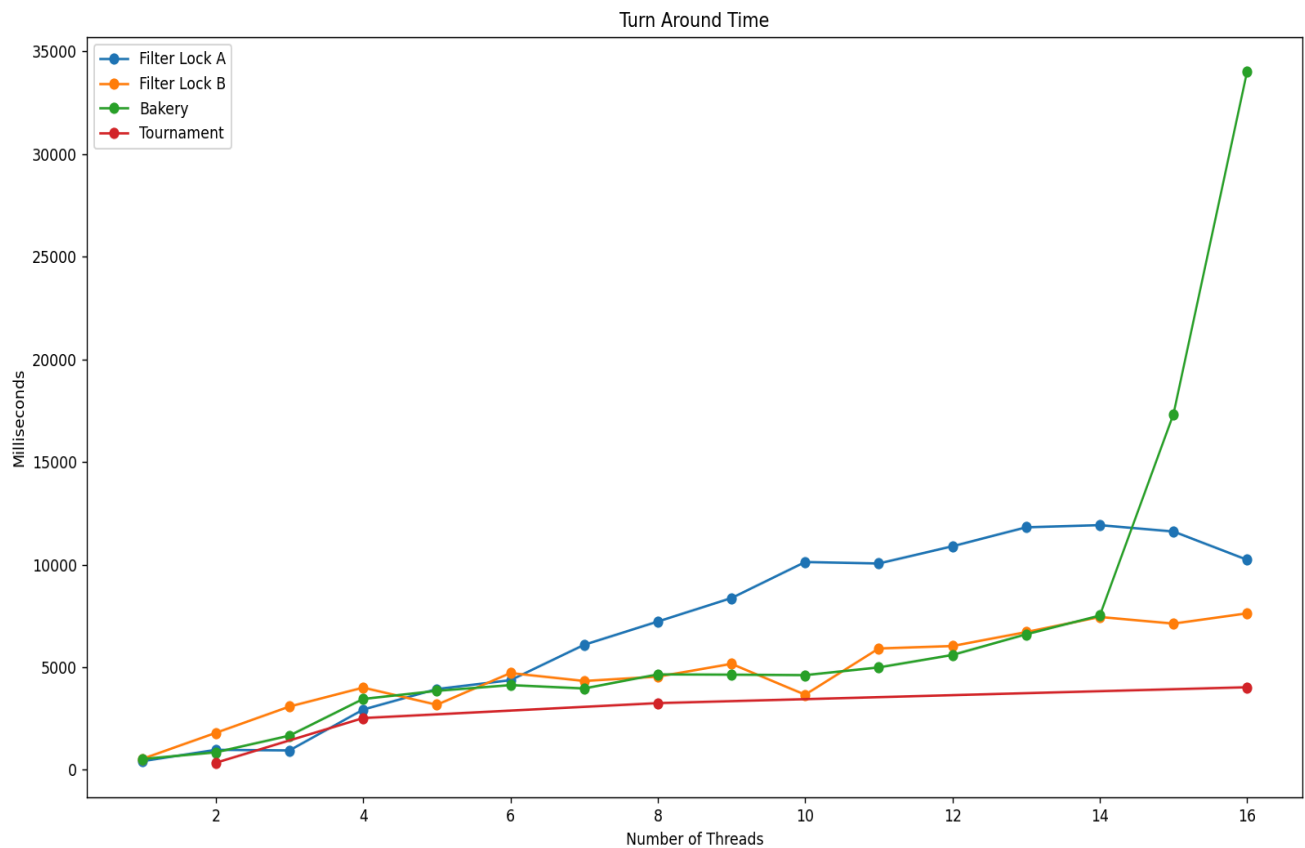
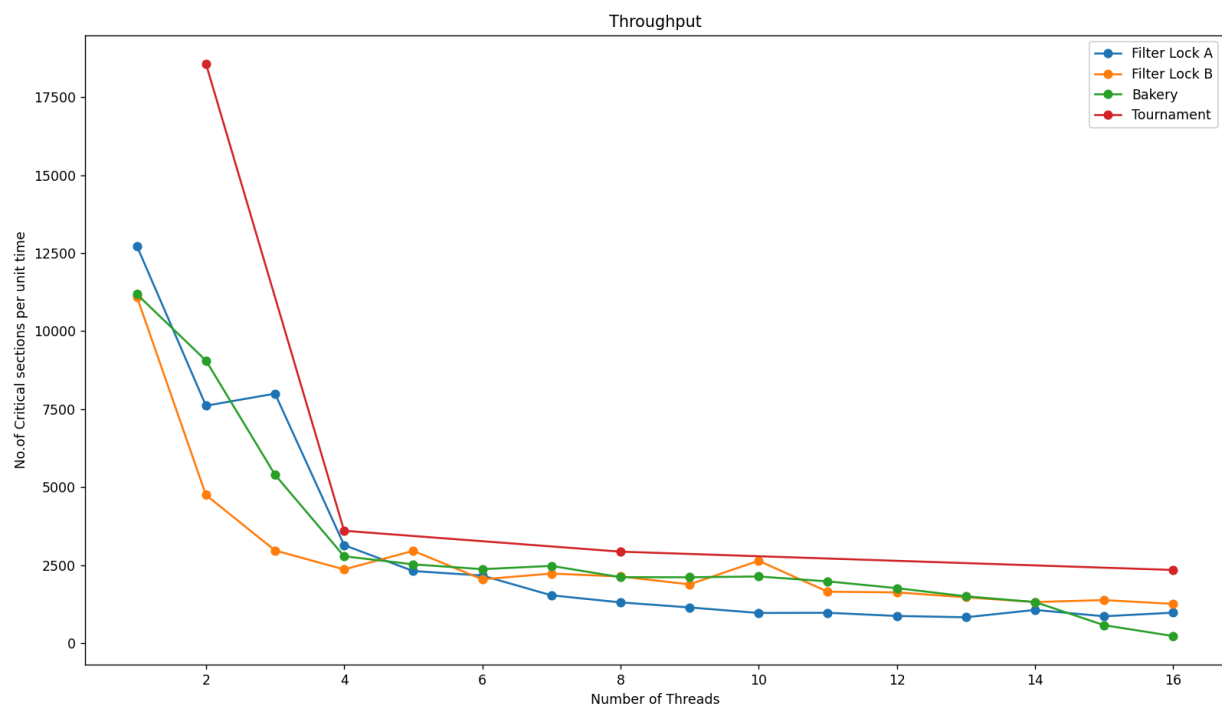


Multicore Programming Assignment-1

All algorithms have been run with 1 to 16 threads except the Tournament tree algorithm. It is run with 2,4,8,16 threads. For the critical section, we are using a counter and in each case, we are iterating it to 1000000. In each case, threads share an equal amount of work when iterating the counter.



With the increase in threads, turnaround time is increasing. But we are seeing a spike in turnaround time for the Bakery algorithm with 16 threads. We have run this multiple times but are seeing the same result.



When looking at the throughput, it is decreasing with an increase in threads.