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Course : Principle of Comp & Info Tech Arch (2022 Spring)

Assignment : Lab2

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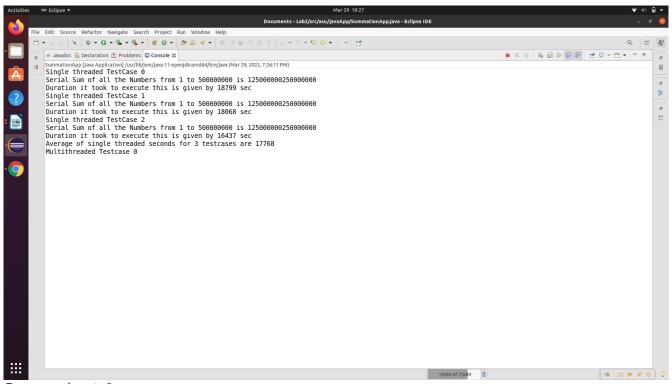
## Report

In this lab, you will implement a multi-threaded sum application in a language that supports parallelism (not Python).

Your program will sum up all the numbers from 1 to 500,000,000. The result should be 125,000,000,250,000,000.

You should define a function for each of the following approaches. Each function should be timed so that you can print out how long the operation took. Sample code to do so is here: https://stackoverflow.com/a/7370824

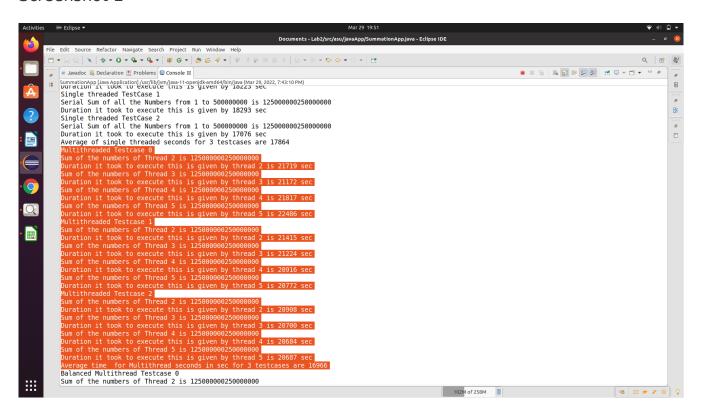
# Approach 1: Single threaded sum



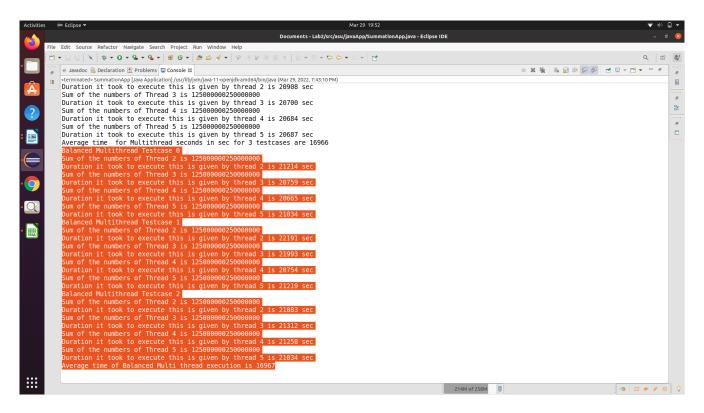
Screenshort 1:

**Approach 2:** Multi-threaded sum. For this approach, you should test with a variable number of threads ranging from 2 to (at least) 10. The work should be split in numerical order. For example, if you have 2 threads, thread 1 should sum up the first half of the numbers and thread 2 should handle the second half.

#### Screenshot-2



**Approach 3:** Balanced multi-threaded sum. For this approach, you should test with a variable number of threads ranging from 2 to (at least) 10. The work should be split in numerical order. For example, if you have 2 threads, thread 1 should sum up the odd numbers and thread 2 should handle the evens. With 3 threads, thread 1 would handle 1, 4, 7, ..., thread 2 would handle 2, 5, 8, ..., and thread 3 would handle 3, 6, 9, ..., etc.



Screenshort 3.

2. Your CPU and the number of cores + threads

CPU( Processor ) : Intel® Core $^{\text{TM}}$  i5-6200U CPU @ 2.30GHz  $\times$  4

OS Name : Ubuntu 20.04.2 LTS

In both Approaches I have used 16 threads for testing purpose.

**3.** The results from each test. You should perform each test at least 3 times and report all results and average results for each test.

#### Test case 1:

## Approach 1:

# Single threaded TestCase 0

Serial Sum of all the Numbers from 1 to 500000000 is 125000000250000000

Duration it took to execute this is given by **18526 sec**Single threaded TestCase 1

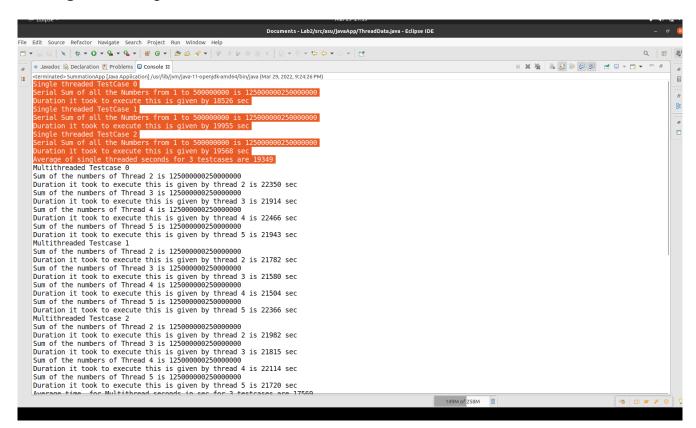
Serial Sum of all the Numbers from 1 to 500000000 is 125000000250000000

Duration it took to execute this is given by 19955 sec Single threaded TestCase 2

Serial Sum of all the Numbers from 1 to 500000000 is 125000000250000000

Duration it took to execute this is given by 19568 sec

Average of single threaded seconds for 3 testcases are 19349 sec



# Approach 2:

#### Multithreaded Testcase 0

Sum of the numbers of Thread 2 is 125000000250000000
Duration it took to execute this is given by thread 2 is 22350 sec
Sum of the numbers of Thread 3 is 125000000250000000
Duration it took to execute this is given by thread 3 is 21914 sec
Sum of the numbers of Thread 4 is 125000000250000000
Duration it took to execute this is given by thread 4 is 22466 sec
Sum of the numbers of Thread 5 is 125000000250000000
Duration it took to execute this is given by thread 5 is 21943 sec

#### Multithreaded Testcase 1

Sum of the numbers of Thread 2 is 125000000250000000
Duration it took to execute this is given by thread 2 is 21782 sec
Sum of the numbers of Thread 3 is 125000000250000000
Duration it took to execute this is given by thread 3 is 21580 sec
Sum of the numbers of Thread 4 is 125000000250000000
Duration it took to execute this is given by thread 4 is 21504 sec
Sum of the numbers of Thread 5 is 1250000000250000000
Duration it took to execute this is given by thread 5 is 22366 sec

#### Multithreaded Testcase 2

Sum of the numbers of Thread 2 is 125000000250000000

Duration it took to execute this is given by thread 2 is 21982 sec

Sum of the numbers of Thread 3 is 125000000250000000

Duration it took to execute this is given by thread 3 is 21815 sec

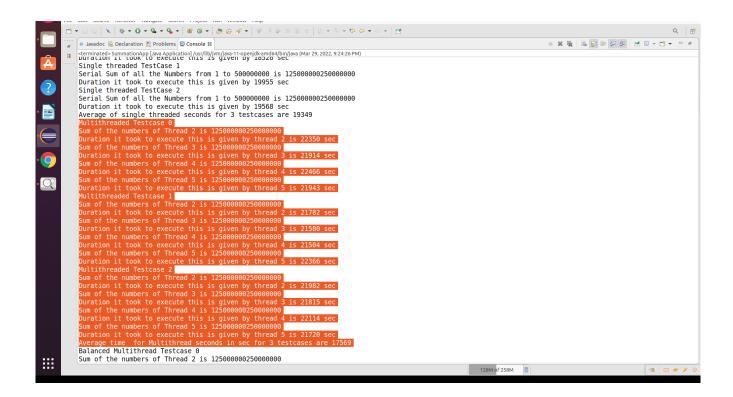
Sum of the numbers of Thread 4 is 125000000250000000

Duration it took to execute this is given by thread 4 is 22114 sec

Sum of the numbers of Thread 5 is 125000000250000000

Duration it took to execute this is given by thread 5 is 21720 sec

Average time for Multithread seconds in sec for 3 testcases are **17569 sec** 



# Approach 3:

Balanced Multithread Testcase 0 Sum of the numbers of Thread 2 is 125000000250000000 Duration it took to execute this is given by thread 2 is 21884 sec Sum of the numbers of Thread 3 is 125000000250000000 Duration it took to execute this is given by thread 3 is 22405 sec Sum of the numbers of Thread 4 is 125000000250000000 Duration it took to execute this is given by thread 4 is 21614 sec Sum of the numbers of Thread 5 is 125000000250000000 Duration it took to execute this is given by thread 5 is 21801 sec Balanced Multithread Testcase 1 Sum of the numbers of Thread 2 is 125000000250000000 Duration it took to execute this is given by thread 2 is 21474 sec Sum of the numbers of Thread 3 is 125000000250000000 Duration it took to execute this is given by thread 3 is 22580 sec Sum of the numbers of Thread 4 is 125000000250000000 Duration it took to execute this is given by thread 4 is 22039 sec Sum of the numbers of Thread 5 is 125000000250000000 Duration it took to execute this is given by thread 5 is 21523 sec

Balanced Multithread Testcase 2

Sum of the numbers of Thread 2 is 1250000002500000000

Duration it took to execute this is given by thread 2 is 22150 sec

Sum of the numbers of Thread 3 is 125000000250000000

Duration it took to execute this is given by thread 3 is 22066 sec

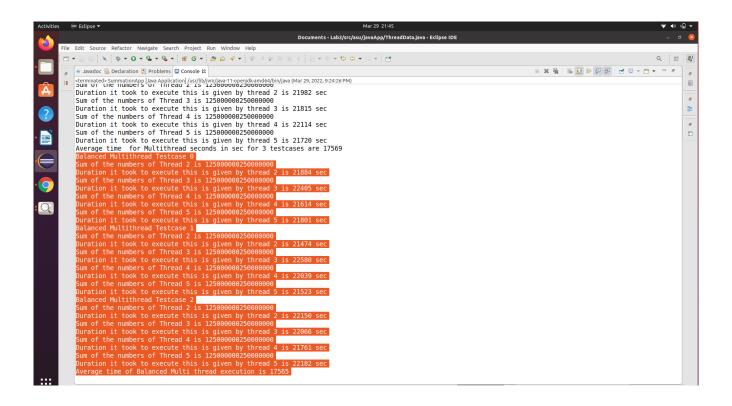
Sum of the numbers of Thread 4 is 125000000250000000

Duration it took to execute this is given by thread 4 is 21761 sec

Sum of the numbers of Thread 5 is 125000000250000000

Duration it took to execute this is given by thread 5 is 22182 sec

Average time of Balanced Multi thread execution is 17565 sec



4. Provide a detailed explanation for all of the results you received (this should probably be the longest section). Why did you receive these results? Are they what you expected? Etc.

Approch 1 : Serial Approch : main : 20561 sec

Example TestCase1:

Approach 2:

In the Equal Split: Thread 2: 20491 sec Thread 3: 20336 sec Thread 4: 20259 sec

Approach 3:

In the Balanced Split: Thread 2: 20032 sec Thread 3: 20052 sec Thread 4: 20055 sec

In case of Approach 1, serial execution by the main thread, In this case no threads were actually created externally.

though the JVM creates the thread named main when it starts running the program.

so approach 1 took 20561 sec for serial execution as shown in Test case 1.

In case of Approach 2, threads are divided equally to handle huge number. like for example if there are two threads,

one will handle half of the numbers addition (sum) and other thread handle next half of the numbers.

In this case, we are externally creating the threads and calculating the time it takes execute addition functionality when multiple threads involved.

In Test case shown above, 2 threads took 20491 sec to do the assigned operation. In this case, Thread0 handled 1st half of the numbers addition and thread1 handled next half of the functionality.

In case of 3 Threads, the numbers are equally divided for all three of the threads and functionality got executed.

Thread 3 takes lower time to execute.

Thread 4 took even less time to execute.

as the number of threads increases, the work should be done in the fastest possible way.

In case of Approach 3, threads are divided in the balanced way. like for Example, If there are two Threads, thread0 will handle the sum of the odd numbers up to the max. and that of thread2 handle the even number addition. If In case of two Threads, it takes 20032 sec to complete the execution process. if the 3 threads starts(In the balanced way, thread0 starts with execution 1,4,7...summation,

thread1 2,5,8... thread2 is 3,6,9..summation.) ,it took 20052 sec to complete the execution process.

if the 4 threads starts ,it took 20055 sec to complete the execution process. as the number of the Threads Increases each time , the execution will become faster(task in hand will complete soon).

Various factors are involved when the thread execution starts and all threads are got spited there work equally. Each thread should completes its work in order to calculate the time of execution.

When I executed the threads each time, some time threads were taking much longer time than single approach. Usually, 2 Threads takes a bit longer time to execute than 16Threads.

Analyzing the performance of the balanced multi thread approach, we can see that it follows a similar trend when compared to the approach 2 with performance peak at 7 threads. But comparing the averages of approaches 2 and 3, shows us that both of them are more or less at the same level of performance, with approach 2 performing better in some cases and approach 3 performing better in the other.

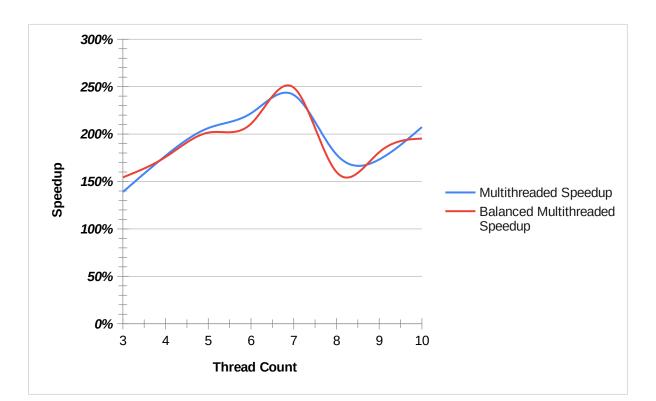
## Are they what you expected?

No, the performance of the actual received outcomes falls far short of the expectations. Although, in terms of performance, approach 2 – multi-threaded sum outperforms approach 1 – single threaded sum. Similarly, approach 3 – balanced multi-threaded sum outperforms approach 2 – multi-threaded sum by a little margin.

5. What is the theoretical maximum speedup you expected, according to Amdahl's Law? Detail this number as both a percent speedup and an expected time (in seconds) according to your average sequential results. How do these values compare to what you received?

#### Amdal's Law states that:

MaximumSpeedup = 1/(1-(P/100)).



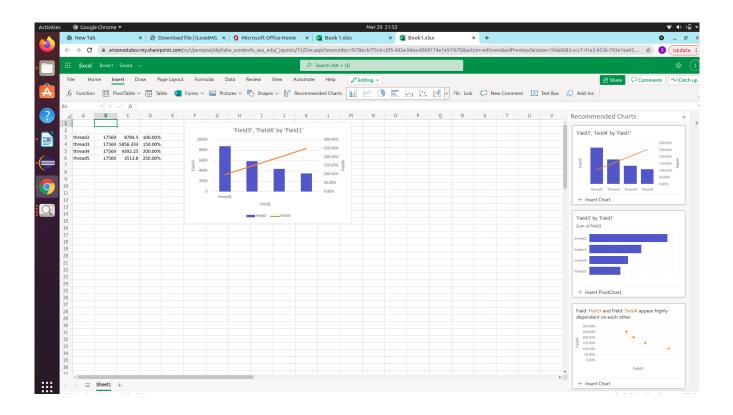
How do these values compare to what you received?

Between the theoretical maximum speedup expected and the actual speedup numbers received, there is a significant variance. For example, for a multi-threaded sum of 3 threads, the maximum speedup should be 300 %, but the maximum speedup received is only 139 %. Maximum speedup for balanced multi-threaded total of 3 thread count should be 300 %, while the actual received maximum speedup is only 154 %. When the theoretical maximum speedup expected values are compared to the actual maximum speedup values received, there is a significant disparity between the two.

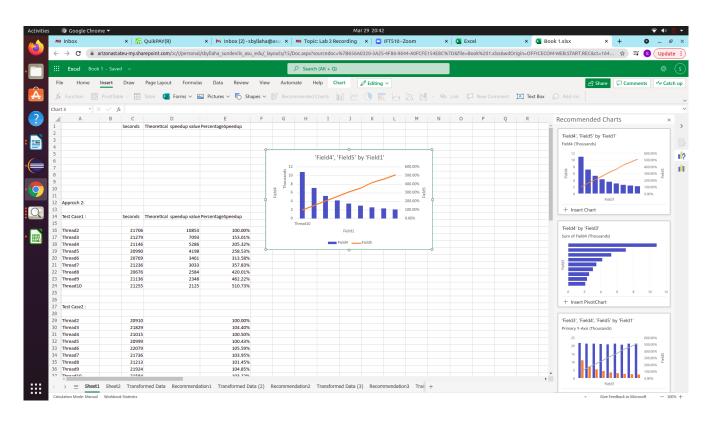
# Approach For 5 Threads:

### as shown in screenshots below:

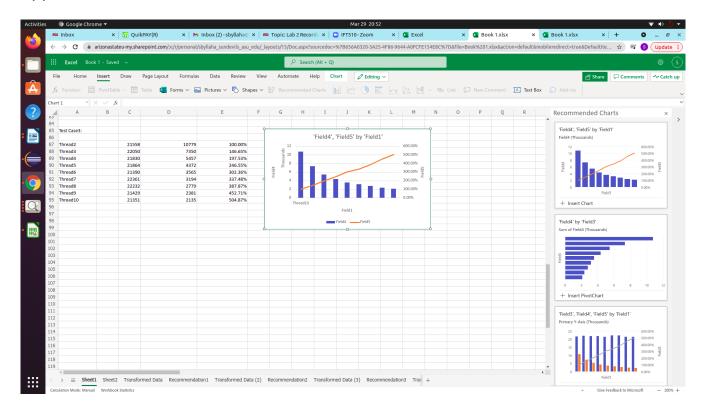
Threads	3	4	5
Multi-threaded	153%	205%	258%
Balanced- MultiThreaded	146%	197%	246%



# Approach 2 for 10 threads:-



# Approch3 for 10 Threads:-



#### Code:

```
package asu.javaApp;
import java.math.BigInteger;
import java.util.ArrayList;
import java.util.List;
public class SummationApp {
    public SummationApp() {
        // TODO Auto-generated constructor stub
    }
    public static BigInteger noOfThreads;
    public static void main(String[] args) {
        long average = 0;
        for (int i = 0; i < 3; i++) {
            System.out.println("Single threaded TestCase " + i);
            long startTime = System.currentTimeMillis();
            BigInteger sum = serialCalculation();
            long endTime = System.currentTimeMillis();
            long duration = (endTime - startTime);
            average += duration;
            System.out.println("Serial Sum of all the Numbers from 1
to 5000000000 is " + sum):
            System.out.println("Duration it took to execute this is
given by " + duration + " sec");
        System.out.println("Average of single threaded seconds for 3
testcases are " + average / 3);
        average = 0;
        int threadValue = 5;
        for (int i = 0; i < 3; i++) {
            System.out.println("Multithreaded Testcase " + i);
            for (int m = 2; m <= threadValue; m++) {</pre>
                long startTime = System.currentTimeMillis();
                BigInteger threadCount = BigInteger.valueOf(m);
```

```
multiThreadCalculation(threadCount);
                long endTime = System.currentTimeMillis();
                long duration = (endTime - startTime);
                average += duration;
                System.out.println("Sum of the numbers of Thread " +
m + " is " + ThreadData.sum);
                System.out.println("Duration it took to execute this
is given by thread " + m + " is " + duration + " sec");
        System.out.println("Average time for Multithread seconds in
sec for 3 testcases are " + average / (threadValue * 3));
        average = 0;
        for (int i = 0; i < 3; i++) {
            System.out.println("Balanced Multithread Testcase " +
i);
            for (int n = 2; n <= threadValue; n++) {</pre>
                long startTime = System.currentTimeMillis();
                noOfThreads = BigInteger.valueOf(n);
                ThreadData.isApproch3 = true:
                try {
multiThreadCalculationUsingApprochThree(noOfThreads);
                } catch (InterruptedException e) {
                    e.printStackTrace();
                long endTime = System.currentTimeMillis();
                long duration = (endTime - startTime);
                average += duration;
                System.out.println("Sum of the numbers of Thread " +
n + " is " +
                    ThreadData.sum):
                System. out. println("Duration it took to execute this
is given by thread " + n +
                    " is " + duration + " sec");
            }
        System.out.println("Average time of Balanced Multi thread
execution is " + average / (threadValue * 3));
```

}

```
private static void
multiThreadCalculationUsingApprochThree(BigInteger threadCount)
throws InterruptedException {
        BigInteger number = new BigInteger("500000000");
        ThreadData.sum = BigInteger.ZERO;
        List < ThreadData > data = new ArrayList < ThreadData > ();
        List < Thread > threads = new ArrayList < Thread > ();
        int datapointer = 0;
        BigInteger threadDivision =
threadCount.divide(BigInteger.TWO);
        BigInteger remainder = threadCount.subtract(threadDivision);
        for (BigInteger i = BigInteger.ZERO;
i.compareTo(threadCount) < 0; i = i.add(BigInteger.ONE)) {</pre>
            BigInteger start;
            if (threadCount.equals(BigInteger.TWO)) {
                start = i.equals(BigInteger.ZERO) ? BigInteger.TWO :
threadCount.subtract(i);
            } else {
                start = threadCount.subtract(i);
            }
            if (!threadDivision.equals(BigInteger.ZERO)) {
                data.add(new ThreadData(number, start, number,
false));
                threads.add(new Thread(data.get(datapointer)));
                threadDivision =
threadDivision.subtract(BigInteger.ONE);
                datapointer++;
            } else if (!remainder.equals(BigInteger.ZERO)) {
                data.add(new ThreadData(number, start, number,
true)):
                threads.add(new Thread(data.get(datapointer)));
                remainder = remainder.subtract(BigInteger.ONE);
                datapointer++;
            }
```

```
for (Thread thread: threads) {
            thread.start();
            thread.join();
        }
    }
    private static void multiThreadCalculation(BigInteger
threadCount) {
        BigInteger number = new BigInteger("500000000");
        ThreadData.sum = BigInteger.ZERO;
        List < ThreadData > data = new ArrayList < ThreadData > ();
       List < Thread > threads = new ArrayList < Thread > ();
        int datapointer = 0;
        for (BigInteger i = BigInteger.ZERO;
i.compareTo(threadCount) < 0; i = i.add(BigInteger.ONE)) {</pre>
            BigInteger start = i.equals(BigInteger.ZERO) ?
BigInteger. ONE:
i.multiply((number.divide(threadCount))).add(BigInteger.ONE);
            BigInteger stop = i.equals(BigInteger.ZERO) ?
number.divide(threadCount) :
(i.add(BigInteger.ONE)).multiply(number.divide(threadCount));
            if (!number.mod(threadCount).equals(BigInteger.ZERO) &&
i.equals(threadCount.subtract(BigInteger.ONE))) {
                BigInteger x = number.mod(threadCount);
                stop = stop.add(x);
            data.add(new ThreadData(number, start, stop));
            threads.add(new Thread(data.get(datapointer)));
            datapointer++;
```

```
for (Thread thread: threads) {
            try {
                thread.start();
                thread.join();
            } catch (InterruptedException e) { // TODO Auto-
generated catch block
                e.printStackTrace();
        }
    }
    public static BigInteger serialCalculation() {
        BigInteger number = new BigInteger("500000000");
        BigInteger sum = BigInteger.ZERO;
        for (BigInteger i = BigInteger.value0f(1);
i.compareTo(number) <= 0; i = i.add(BigInteger.ONE)) {</pre>
            sum = sum.add(i);
        return sum;
    }
}
package asu.javaApp;
import java.math.BigInteger;
public class ThreadData implements Runnable {
    public BigInteger number;
    public BigInteger start;
    public BigInteger stop;
    public static BigInteger sum;
    public static Boolean isApproch3 = false;
```

```
public Boolean threadName = null;
    public static Boolean divideOnlyOnce = true;
    public ThreadData(BigInteger number, BigInteger start, BigInteger
stop) {
        this.number = number;
        this.start = start;
        this stop = stop;
    }
    public ThreadData(BigInteger number, BigInteger start, BigInteger
stop, Boolean threadName) {
        this.number = number;
        this.start = start;
        this.stop = stop;
        this.threadName = threadName;
    }
    @Override
    public void run() {
        if (isApproch3.equals(false)) {
            for (BigInteger i = this.start; i.compareTo(this.stop)
<= 0; i = i.add(BigInteger.ONE)) {
                sum = sum.add(i);
        } else {
            if (this.threadName) {
                sumOfEvenNumber(this.start, this.stop);
            } else {
                sumOfOddNumbers(this.start, this.stop);
            }
        }
    }
    private void sumOfEvenNumber(BigInteger start2, BigInteger
stop2) {
```