# Multicore Computing Project #1, Problem 2

# **I/ Introduction**

This document aims to report the performances of a multithreaded matrix multiplication program. This program uses the **static cyclic** strategy.

## II/ How to use

Compile and run the program by typing one of the following command lines within the problem2/directory of the project:

\$ java MatmultD.java <number of cores> < <matrix file>

# **III/ Testing environment**

**RAM**: 18 Go

CPU Type: 11-core Apple M3 Pro (6 performance + 5 efficiency)

<u>Hyperthreading</u>: No (1 thread per core) <u>Clock Speed</u>: Up to 4.06 GHz (P-cores) <u>Architecture</u>: ARM64 (Apple Silicon)

OS: Sequoia 15.3.2

# **IV/ Measurements**

For this test, the chosen task size is 30. It's a good compromise for ideal effectiveness:

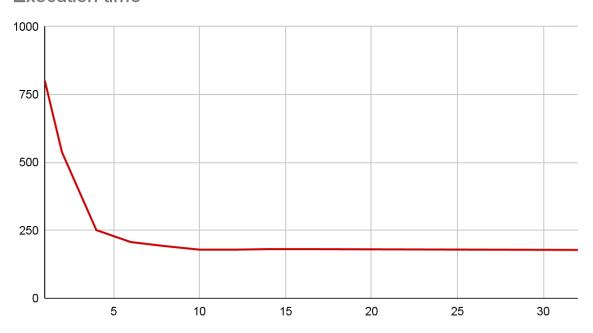
- <u>a too low value would increase the overhead</u>: the ratio between calculation time and task finding time would be too low.
- <u>a too high value may lead to loss of CPU resources</u>: if there are more threads than available tasks, some will remain idle.

The maximum number of threads being 32 here, a matrix of 1000x1000 can be calculated by almost all threads with a task size of 30 (32\*30 = 960).

#### **Execution time (in ms)**

	1	2	4	6	8	10	12	14	16	32
exec time (ms)	802	538	251	207	192	179	179	181	181	178

#### **Execution time**

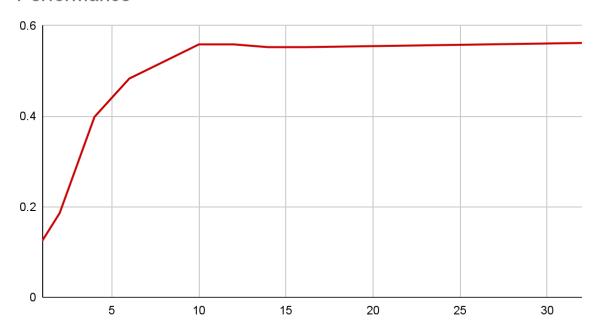


Graph showing the execution time (vertical axis) depending on the number of threads (horizontal axis)

### **Performance**

	1	2	4	6	8	10	12	14	16	32
performance (1/exec time)	0.125	0.186	0.398	0.483	0.521	0.559	0.559	0.552	0.552	0.562

## Performance



Graph showing the performance (vertical axis) depending on the number of threads (horizontal axis)

# **V/ Screenshots**

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# VI/ Analysis of the results

As in problem 1, the performance grows as the number of threads increases until it reaches a ceiling - 10 threads here. The shape of the curves look similar to a logarithm function. This ceiling is probably due to the fact that the machine has a limited number of physical cores (11), in addition to overhead and memory bandwidth limitations.