

# Report: Homework 5 - Advanced Programming

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Instructor:	Dipl.-Ing. Dr. Simon Ostermann
Parts solved of the sheet:	Cloud task
Programming language:	Java
Library used:	jclouds
Total points:	15

## 1 Requirements

- Java 1.7
- Maven 3.0.5

## 2 How to run the programme

First of all extract the archive file `homework_5.tar.gz`:

```
$ tar -xzf homework_5.tar.gz
$ cd homework_5
```

Afterwards move/copy the povray files `povray`, `gm` and `scherk.pov` to the `povray/` directory:

```
$ cp <gm-file-path> <povray-file-path> <scherk.pov-file-path> povray/
```

Now use maven to compile the sources and build a jar with dependencies:

```
$ mvn compile assembly:single
```

At last run the created jar, where `<instances>` is the number of instances which should be started and `<frames>` is the number of frames which should be rendered:

```
$ java -jar target/ec2-cloud-renderer-1.0.0-SNAPSHOT-jar-with-dependencies.jar <
aws_access_key_id> <aws_secret_access_key> <instances> <frames>
```

## 3 Programme explanation

The files of the the programme are structured as follows:

- The `src` directory contains the source file
- The `povray` directory contains the binaries `povray` and `gm` and the povray file `schерks.pov` which will be copied to the amazon instances
- The `pom.xml` file contains information about the project and configuration details used by `Maven` to build the project
- The `results` directory will be generated during runtime and contains the animated gif-file

The source file `src/main/java/de/yarnseemannsgarn/ec2_cloud_renderer/-App.java` basically uses the `jclouds Compute API` to create as many instances as given by the user. Fixed parameters are the instance type (`t1.micro`) and the location (`us-west-1`). To enable ssh connections to the instances the `SshjSshClientModule` is used. For parallel rendering the programme uses the standard `Thread` class of Java. The locale machine collects the rendered pictures and runs the `gm` script to produce the gif file.

## 4 Results

Measurement were made for 128 frames with 1, 2, 4, 8 and 16 instances. Table 1 shows the measurement results.

Instances	Copy + Render time in s	Speedup	Efficiency
1	775.57	-	-
2	439.82	1.76	0.88
4	278.27	2.79	0.70
8	178.44	4.35	0.54
16	148.49	5.22	0.33

Table 1: Measurements

While the speedup increases with the number of instances, the efficiency decreases. This is because the speedup does not double with the doubling of the instances, due to network latency, instance availability and performance etc. The programme could be enhanced, so that multiple processors of the instances are used.