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Problem 1
   first, assume n is evenly divisible by P,
     we have P coves in general.
 : the sndo code is:
     quo = n// P;
    remain = " 1/2 p;
   if ( my_ ind < remain)
        my-first_i = my_ind * (quo +1);
   else
       my-first-i = my_ind * (quo) + remainder;
     my_last_i = my-first_i+ quo.
Problem 2.
    from the question, we know each element follows the crithmetic
    series. Thus, one way of assigning is paining the first element
    and the last into the are and then one by one assigned.
   the psudo code is:
        9=n // P;
        r= n % p:
         my-core_i = arrli] for (*(i in range (0, r))
         // assign the remainder to r cores
```

iteratively e.g. if r= 2, assign o, I elements to Gre-o, Gre-1.

```
arr = arr [r::] // decrease the Size of away
if (9%2 == 0): // 9 is even
    i = 0
   While ( |en (aw) |=0): // iterative assign elements to ares.
        my-are-i < arr [0: 9/2] first \frac{9}{2} and lost \frac{9}{2}.
        my_core_i < arr [len(arr)-9/2, lon(arr)]
        \alpha m = \alpha m \Gamma V_2: |en(\alpha m) - 9/27
         i+=1.
else:
                           When a is odd
                          literative assign first 9/12 and last a/h
     i = 0
    While ( |en (aw) != 0): to every core and assign the middle element
         my-are-i < arr [0: 9//2] to ares.
         my-core-i & arr [len(arr)-9/12, lonlarr)]
         my-Gre- i 4 arr [len(arr)/2]
         ar = arr [ 9/2: len(arr) - 9/27
         aw = aw. pop(|an(am)/2)
         it=1.
```

this psudo code uses the property that the away has the visiting time of arithmetic series. Thus, if we pick the first % and last all elements iteratively for different Goves, all of the ares will have an averaged time of instruction.

Thus, every ares will have the tasks assigned almost evenly.

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Problem 3.

Based on the hints given from the problem, we can have the psudo code below like this:

divisor = 2.

Core - difference = 1

total = my - value

while (divisor <= P)

if (my - ind % divisor == 0)

fortner = my - ind + Are - difference

(receive from portner)

total += received - value
```

else

f

partner = my - ind - are-difference

(Send to partner).

g

divisor #=2

Care-difference *=2

J

Problem 4.

- (a), : it has p cores
 - it has P-1 receives and P-1 additions.
- (b). : it is the tree-structured global sum
 - : # add = log2 P Were Pis the number of Cones.
 - it will have log_P remives and log_P additions

Problem 5.

(1). There are $|0|^2$ instructions and a single processor (an solve the problem in $|0|^b$ seconds, which means $|0|^b$ instruction persecuted

Also, we now have p processors and each executes 151/p instruction

:. Tins-one =
$$\frac{10^{12}/P}{10^{12}} = \frac{10^{6}}{P}$$

Which is the instruction execution time for one processon

- : each processor must send 109 (p-1) messages.
- : Tsend = 100 cp-1) x ts

(where to is the time for send one message)

Trum = Tins-one + Tsend
$$= \frac{10^{6}}{7} + 10^{9} (9-1) \cdot ts.$$

Here, P=1000 and ts=10-9

$$7 \text{run} = \frac{10^{b}}{10^{3}} + |0^{9}(|0^{3}-|) \cdot |0^{-9}|$$

$$= |0^{3} + |0^{3}-| = |2| \cdot |0^{3}-| = |999| \text{ g}$$

(2). True = Tins + Tsend
=
$$\frac{|0^{b}|}{P} + |0^{9}| (P^{4}) + ts$$

and $P = |0^{3}|, ts = |0^{-3}|$

$$True = \frac{|0^{b}|}{|0^{3}|} + |0^{9}| (|0^{3}| - 1) \cdot |0^{-3}|$$

$$= |0^{3}| + |0^{6}| (|0^{3}| - 1)|$$

$$= |0^{3}| + |0^{9}| - |0^{6}|$$

$$= |0^{9}| - |0^{6}| + |0^{3}| s$$

$$\approx 9.99 \circ 0 | \times |0^{8}| s$$

Problem 6.

(A). : there are P processors.

(B) for a 2-D Tonus, assume we have P processors and me assume there are n rows and m Glumns where $n^2 = P$. Then the structure is like this:

Since for each row, # links = JP

$$h + row_{link} = h^2 = P$$

Also, for each col, # links = Lp

Also, max - dis = yow_max - dis + al-max - dis =
$$\left[\frac{dP}{2}\right] + \left[\frac{dP}{2}\right] = \left[2 \cdot \left[\frac{dP}{2}\right]\right]$$

(C). Then, for a hypercube, if we have total processors of P,

we can have relation ship:

dimension	processors	link s
	2	1
2	4	4
3	8	12
4	16	32

Based on the table, we can find the formula of edges based on

the dimension and the processors:

links =
$$\frac{P}{2} \cdot \log_2 P = \frac{P \cdot \log P}{2}$$

Then, we can find the max distance is the dimension:

(D). Since it is the fully Connected Network,

each processor will have links to P-1 processors.

$$\# links = P \cdot (P-1)/2 = \frac{P^2-P}{2}$$

Since all the processors can have direct Connection with

any other processor,

:
$$\max_{-1} dis = 1$$

Problem 7.

- (a). Since it is a planar mesh with P processors, the bisection width is only half of the toroidal mesh, bisec-width = $NP = P^{\frac{1}{2}}$
- (b) it is a three-dimensional mesh with P processors : the bisec width is the area of its bisection plane, bisec - width = $(\sqrt[3]{P})^2 = P^{\frac{2}{3}}$

Problem &.

Tserial = n and Tparallel =
$$\frac{n}{p} + \log_2(p)$$

The Speedup - Tserial = $\frac{n}{n}$

$$if = \frac{Speedup}{p} = \frac{T_{Seriol}}{p \cdot T_{porallel}} = \frac{n}{p \cdot (\frac{n}{p} + \log_2(p))} = \frac{n}{n + p \log p}$$

- : now we increase p by a factor of k
- : assume we increase n by a factor of a to maintain Constant efficiency.

$$\frac{an}{an+kp\cdot\log_2(kp)} = \frac{n}{n+p\log p}$$

$$\Delta h_1(n+plog_2p) = [an+kp\cdot log_2(kp)] \cdot h_2$$

$$a_{R} + a_{P} \cdot g_{2}P = a_{R} + k_{P} \cdot g_{2}(k_{P})$$

$$a_{R} \cdot g_{2}P = k_{R} \cdot g_{2}(k_{P})$$

$$\alpha = k \frac{\log_2(k) + \log_2(k)}{\log_2(k)} + \log_2(k)$$

$$\alpha = k \frac{\log_2(k)}{\log_2(k)} + 1.$$

we need to increase n by a factor of k. [log_2(x) t].

Thus, Since we doubted the number of P from 8 to 16

$$k = 2 \quad \text{and} \quad P = 8$$

$$A = 2 \left[\frac{\log_2(2)}{\log_1(8)} + 1 \right] = 2 \left[\frac{1}{3} + 1 \right] = \frac{8}{3}$$

: We need to increase n by a factor of $\frac{8}{3}$.

Thus, the parallel program is scalable