

CSCI 524 – Computer Architecture

Homework 8

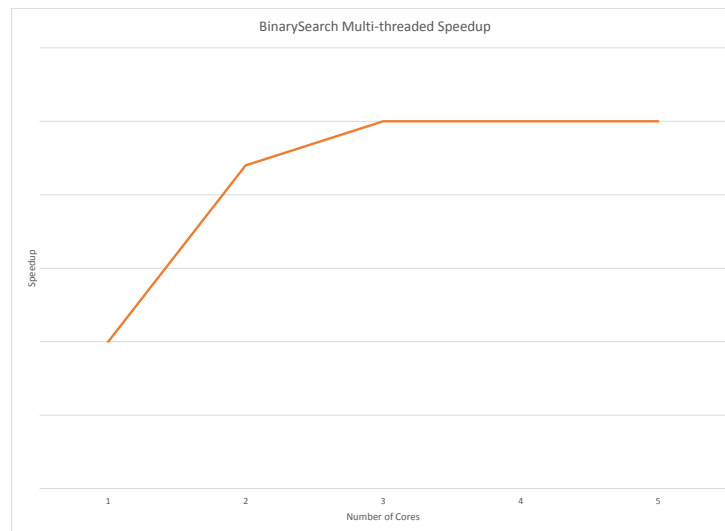
Due: December 2, 2016

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1. Problem 6.3 from COD reference (5th Edition).

• 6.3.1

Actually, a sequential binary search already has a pretty good execution time because the array is assumed to be in order so the algorithm can just keep dividing it into smaller halves until the desired element is found. Therefore, it has a time complexity of $\log_2 N$ in the worst case which is far less than N . While probably unnecessary, the computation of low and high can be computed on one core, mid can be computed on a second, and the comparison can be computed on a third. After three cores, there should be no observable speedup. A graph of this behavior would look something like:



• 6.3.2

In this problem, we can use the same number of cores as there are elements in the array A . From the previous problem, no noticeable speedup would be observed after the third core based on how the code is constructed. However, these additional cores could be put to use by creating new threads that would compare the N elements to the given value X in a parallel fashion. In this case we probably would see a speedup, although we should not forget about any overhead incurred by the instantiation of N threads.

2. Problem 6.5 from COD reference (5th Edition).

• 6.5.1

Assuming that Y is much smaller than $\text{length}(m)$, a thread should be spawned for both the left and the right sides of the MergeSort. Since this is a recursive function, then the number of threads spawned will continue to double until the base two logarithm of m is reached. This will look something like $1 + 2 + 4 + 8 + \log_2 m$.

