

Parallel and Distributed Computing

Activity

CPU Specifications:

Architecture: x86_64
CPU op-mode(s): 32-bit, 64-bit
Address sizes: 39 bits physical, 48 bits virtual
Byte Order: Little Endian
CPU(s): 4
On-line CPU(s) list: 0-3
Vendor ID: GenuineIntel
Model name: Intel(R) Core(TM) i5-5200U CPU @ 2.20GHz
CPU family: 6
Model: 61
Thread(s) per core: 2
Core(s) per socket: 2
Socket(s): 1
Stepping: 4
CPU(s) scaling MHz: 92%
CPU max MHz: 2700.0000
CPU min MHz: 500.0000

Code:

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include <math.h>
#include <sys/time.h>

#define MAX 500000
#define THREADS_TO_USE 4

void time_function(const char * label, void (*func)()) {
    struct timeval start, end;
    gettimeofday(&start, NULL);

    func();

    gettimeofday(&end, NULL);

    double time_taken = (end.tv_sec - start.tv_sec) * 1e6;
    time_taken = (time_taken + (end.tv_usec - start.tv_usec)) / 1e6;

    printf("%s took %f seconds\n", label, time_taken);
    printf("-----\n");
}

// number of primes in the range 1 to MAX
void func1() {
    int count = 0;

    for(int i = 1; i <= MAX; ++i) {
        if(i < 2) {
            continue;
        }

        int prime = 1;

        for(int j = 2; j < i; ++j) {
```

```

        if(i % j == 0) {
            prime = 0;
            break;
        }
    }

    if(prime) {
        count++;
    }
}

printf("Func1: Total primes = %d\n", count);
}

```

```

// number of primes from 4 till MAX
void func2() {
    int count = 2;

    for(int i = 4; i <= MAX; ++i) {
        int prime = 1;

        for(int j = 2; j < i; ++j) {

            if(i % j == 0) {
                prime = 0;
                break;
            }
        }

        if(prime) {
            count++;
        }
    }

    printf("Func2: Total primes = %d\n", count);
}

```

```

// number of primes from 4 till MAX using sqrt optimization
void func3() {
    int count = 2;

```

```

for(int i = 4; i <= MAX; ++i) {
    int prime = 1;

    int limit = sqrt(i);

    for(int j = 2; j <= limit; ++j) {

        if(i % j == 0) {
            prime = 0;
            break;
        }
    }

    if(prime) {
        count++;
    }
}

printf("Func3: Total primes = %d\n", count);
}

```

```

typedef struct {
    int start, end, count;
} Thread_data;

```

```

// Thread function to count primes in a range
void * thread_func(void * arg) {
    Thread_data * data = (Thread_data *)arg;
    data->count = 0;

    for(int i = data->start; i <= data->end; ++i) {

        if(i < 2) {
            continue;
        }

        int prime = 1;
        int root = (int)sqrt(i);
    }
}

```

```

        for(int j = 2; j <= root; ++j) {

            if(i % j == 0) {
                prime = 0;
                break;
            }
        }

        if(prime) {
            data->count++;
        }
    }

    return NULL;
}

// number of primes from 4 till MAX using pthreads
void func4() {
    pthread_t threads[THREADS_TO_USE];
    Thread_data data[THREADS_TO_USE];
    int range = MAX / THREADS_TO_USE;
    int total = 0;

    for(int i = 0; i < THREADS_TO_USE; ++i) {
        data[i].start = i * range + 1;
        data[i].end = (i == THREADS_TO_USE - 1) ? MAX : (i + 1) * range;
        pthread_create(&threads[i], NULL, thread_func, &data[i]);
    }

    for(int i = 0; i < THREADS_TO_USE; ++i) {
        pthread_join(threads[i], NULL);
        total += data[i].count;
    }

    printf("Func4 (pthreads): Total primes = %d\n", total);
}

int main() {
    time_function("Func1", func1);
    time_function("Func2", func2);

```

```
    time_function("Func3", func3);  
    time_function("Func4", func4);  
}
```

Output:

Func1: Total primes = 41538
Func1 took 44.859748 seconds

Func2: Total primes = 41538
Func2 took 40.565163 seconds

Func3: Total primes = 41538
Func3 took 0.112759 seconds

Func4 (pthreads): Total primes = 41538
Func4 took 0.057541 seconds

1	Simple Version	44 seconds
2	Simple Version starting with 4	40 seconds
3	Sqrt Optimization	112 milliseconds
4	Using pthreads	57 milliseconds