

Lab 3 Report

Andres Calderon

acald013@ucr.edu

November 5, 2016

1 Part 1

Testing from home...

Mean improvement 1 : 5.41x

Mean improvement 2 : 14.12x

2 Part 2

Number of Cores	Optimization			
	Baseline	Remove evens	Remove Bcast	Reorder loops
4	92.40	44.75	44.61	18.92
6	63.15	30.96	30.31	12.45
8	47.10	23.17	22.41	9.11
10	39.85	18.95	18.11	7.04
12	33.27	16.00	15.22	5.99
14	27.97	13.64	12.99	5.11
16	24.91	12.11	11.43	4.51
18	22.07	10.71	10.13	4.01
20	19.52	9.56	9.10	3.54
22	17.59	8.67	8.28	3.24
24	16.17	7.92	7.67	2.85
26	14.96	7.34	7.05	2.75
28	13.85	6.79	6.55	2.54
30	13.12	6.40	6.20	2.39

Table 1: Comparing the four versions of the Sieve of Erastosthenes.

Number of Cores	Optimization			
	Baseline	Remove evens	Remove Bcast	Reorder loops
32	28.18	13.82	13.74	2.72
64	14.28	6.99	6.77	1.36
128	13.03	6.32	6.31	0.73
256	6.55	3.17	3.11	0.37

Table 2: Comparing the four versions of the Sieve of Erastosthenes.

3 Part 3

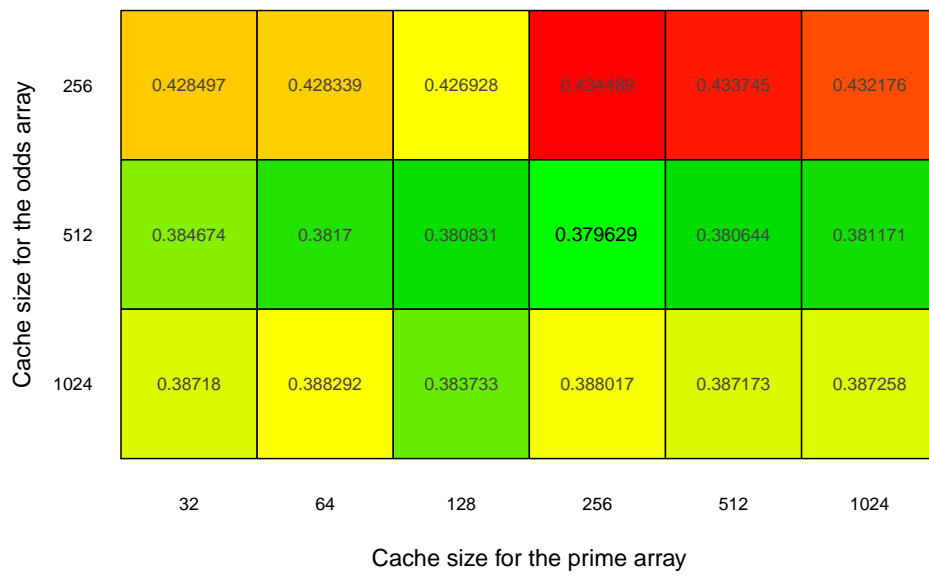


Figure 1: Execution time in seconds of different cache sizes for prime and odds arrays.

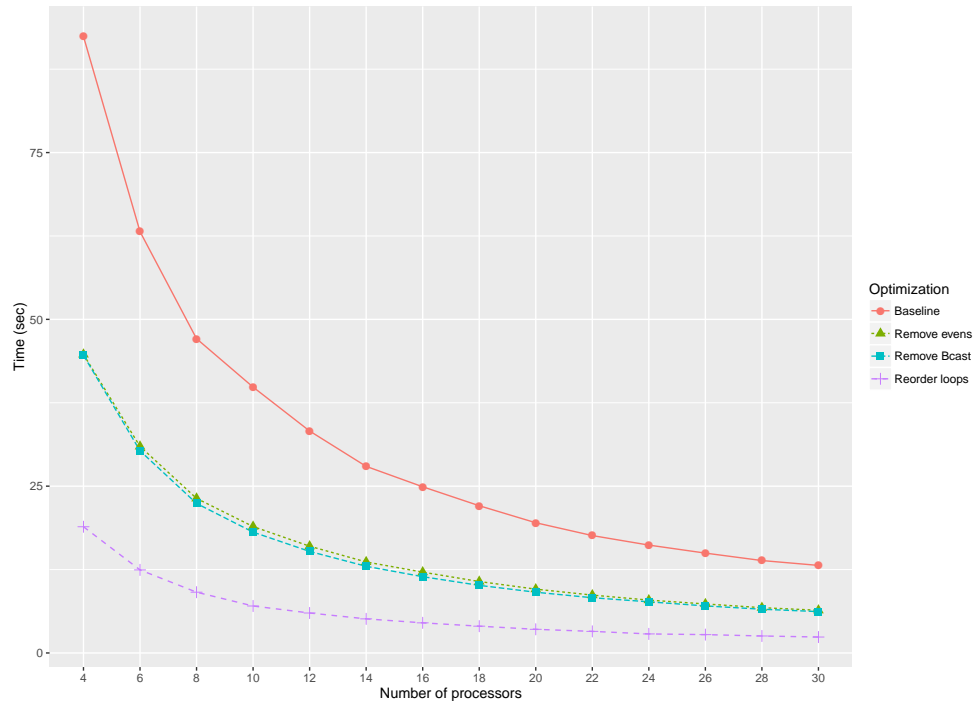


Figure 2: Execution time of the Sieve of Eratosthenes and its optimizations.

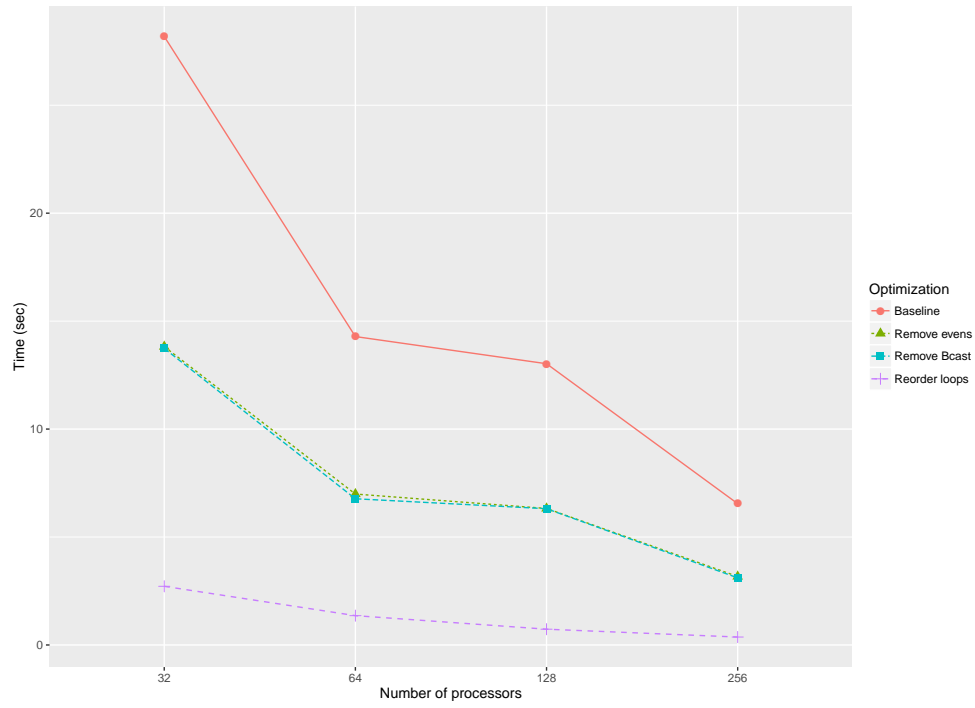


Figure 3: Execution time of the Sieve of Erastosthenes and its optimizations.