## 6CS005 Learning Journal - Semester 1 2018/19 Ashish Shrestha, 1828427

### **Table of Contents**

- 1 POSIX Threads 2
- 1.1 Password Cracking 2
- 1.2 Image Processing 2
- 1.3 Linear Regression 2
- 2 CUDA 3
- 2.1 Password Cracking 3
- 2.2 Image Processing 3
- 2.3 Linear Regression 3
- 3 MPI 4
- 3.1 Password Cracking 4
- 3.2 Image Processing 4
- 3.3 Linear Regression 4
- 4 Verbose Repository Log 5

## 1 POSIX Threads

## 1.1 Password Cracking

a. Insert a table of 10 running times and the mean running time.

| Calculating running times for the original program. |                            |  |
|---|----------------------------|--|
|   | Time for original program. |  |
| 1 <sup>st</sup>                                     | 852.086086160 Sec          |  |
| 2 <sup>nd</sup>                                     | 852.851117573 Sec          |  |
| 3 <sup>rd</sup>                                     | 866.621660790 Sec          |  |
| 4 <sup>th</sup>                                     | 841.839096854 Sec          |  |
| 5 <sup>th</sup>                                     | 870.891680057 Sec          |  |
| 6 <sup>th</sup>                                     | 825.242112556 Sec          |  |
| 7 <sup>th</sup>                                     | 864.673123279 Sec          |  |
| 8 <sup>th</sup>                                     | 877.859196113 Sec          |  |
| 9 <sup>th</sup>                                     | 871.069347481 Sec          |  |
| 10 <sup>th</sup>                                    | 854.746969314 Sec          |  |
| Total time:   | 8577.88039018 Sec          |  |
| Mean Time in sec:                                   | 857.788039018 Sec          |  |
| Mean Time in Min :                                  | 14.296467317 Min           |  |

From above table, we know that the average time taken to crack password is 14.296467317 minute.

b. Insert a paragraph that hypothesis's how long it would take to run if the number of initials were to be increased to 3. Include your calculations.

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <time.h>
#include <crypt.h>
Demonstrates how to crack an encrypted password using a simple
  "brute force" algorithm. Works on passwords that consist only of 2
 letters and a 2 digit integer. Your personalised data set is included
in the
 code.
 Compile with:
   cc -o CrackAZ99-With-3initials CrackAZ99-With-3initials.c -lcrypt
 If you want to analyse the results then use the redirection operator
 to send
 output to a file that you can view using an editor or the less
 utility:
    ./CrackAZ99-With-3initials > results.txt
 Dr Kevan Buckley, University of Wolverhampton, 2018
************************************
*****/
int n passwords = 4;
char *encrypted passwords[] = {
"$6$KB$.OnsMO.pEomFoalYh1Tz0da3BPcVeBs6fn3fn6Ag8XMjLMc5aImRgL9hBnjFpCVLi
qSq9dYwAelFBufipopxY1",
"$6$KB$a3I0PZzxK72KmUEF9BwCDgavNTcKF7gMyisIX92DAGRCeiU4eAngEL7TSC/
v.vAix7d0j1jFV3stlwZUohpEo0",
"$6$KB$hn2ozvmpb8pvNu.G7pewcZb6xu.iQBuE9MywKWKPqsALV.qpJnzo8NQqJBs7yvs13
jPV2dficoIfumz04V5uH/",
"$6$KB$o1ZCfk2QE6ENjSr9AViCaiPy6Ln1.pkNEorytYnS5qEAAk4dYSTUomM5YGbXSs6Zq
10bJ3HiraiyI00NH1oAb0"
};
/**
Required by lack of standard function in C.
*/
```

```
void substr(char *dest, char *src, int start, int length){
  memcpy(dest, src + start, length);
  *(dest + length) = '\0';
}
 This function can crack the kind of password explained above. All
combinations
 that are tried are displayed and when the password is found, #, is put
at the
 start of the line. Note that one of the most time consuming operations
that
 it performs is the output of intermediate results, so performance
experiments
 for this kind of program should not include this. i.e. comment out the
printfs.
*/
void crack(char *salt and encrypted){
  int w, x, y, z;
                      // Loop counters
  char salt[7];
                   // String used in hashing the password. Need space
  char plain[7]; // The combination of letters currently being checked
                  // Pointer to the encrypted password
  char *enc;
                 // The number of combinations explored so far
  int count = 0;
  substr(salt, salt and encrypted, 0, 6);
for(w='A'; w<='Z'; w++){
  for(x='A'; x<='Z'; x++){
    for(y='A'; y<='Z'; y++){
       for(z=0; z<=99; z++){
        sprintf(plain, "%c%c%c%02d", w, x, y, z);
        enc = (char *) crypt(plain, salt);
        count++;
        if(strcmp(salt and encrypted, enc) == 0){}
          printf("#%-8d%s %s\n", count, plain, enc);
          printf(" %-8d%s %s\n", count, plain, enc);
       }
     }
    }
  printf("%d solutions explored\n", count);
// Calculate the difference between two times. Returns zero on
// success and the time difference through an argument. It will
// be unsuccessful if the start time is after the end time.
```

```
int time difference(struct timespec *start,
                   struct timespec *finish,
                   long long int *difference) {
 long long int ds = finish->tv_sec - start->tv_sec;
 long long int dn = finish->tv nsec - start->tv nsec;
 if(dn < 0) {
   ds--;
   dn += 10000000000;
 *difference = ds * 1000000000 + dn;
 return !(*difference > 0);
int main(int argc, char *argv[]){
 int i:
 struct timespec start, finish;
 long long int time_elapsed;
 clock gettime(CLOCK MONOTONIC, &start);
   for(i=0;i<n passwords;i<i++) {</pre>
   crack(encrypted passwords[i]);
   }
 clock gettime(CLOCK MONOTONIC, &finish);
 time difference(&start, &finish, &time elapsed);
 printf("Time elapsed was %lldns or %0.9lfs or %0.9lfmin\n",
time elapsed, (time elapsed/1.0e9), ((time elapsed/1.0e9)/60));
  return 0:
}
/****************************
```

#### Ans:

From 2 initial number program we know that, it took approximately 14.296 minute time to run program. So, if we increase the number of initials to 3, which means (A-Z) = 26 character, then the time should increase by 26 \* 14.296 = 371.696 min = 6.1949 hours.

c. Explain your results of running your 3 initial password cracker with relation to your earlier hypothesis.

#### Ans:

From above (question number b) estimation it was found that it should take 6.1949 hours to run 3 initial password cracking program but actually it took 337.457580566 min = 5.624293009 hours  $\approx 6$  hours.

Multi-thread Password Cracking Program.

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```
#include <stdlib.h>
#include <stdio.h>
#include <ctype.h>
#include <svs/stat.h>
#include <string.h>
#include <time.h>
#include <pthread.h>
#include <crvpt.h>
*****
 Demonstrates how to crack an encrypted password using a simple
 "brute force" algorithm. Works on passwords that consist only of 2
uppercase
 letters and a 2 digit integer. Your personalised data set is included
in the
 code.
 Compile with:
   cc -o CrackAZ99-With-Data-multi-threads CrackAZ99-With-Data-multi-
threads.c -lcrypt -pthread
 If you want to analyse the results then use the redirection operator
to send
 output to a file that you can view using an editor or the less
utility:
   ./CrackAZ99-With-Data-multi-threads > results.txt
 Dr Kevan Buckley, University of Wolverhampton, 2018
************************************
*****/
int n passwords = 4;
```

```
char *encrypted passwords[] = {
"$6$KB$6SsUGf4Cq7/0ooym9WW0N3VKeo2lynKV9qXVyEG4HvYy1UFRx.XAye89TLp/
OTcW7cGpf9UlU0F.cK/S9CfZn1",
"$6$KB$1vCJQRsKAizZvuTjEqLE./
zeAgZ7AdgzTdx5Tob.bQDRGlX0EVkNhugMorBSvCp4fP0eoNm2wULs3DRABbrLQ/",
"$6$KB$VKxGV/w3/
XqUswkstexjD72Q5jKKSTyxSfIQlkwtApaQlnYvPfZA4O38d1fc4QvWxDc93T4HzfF/
ksMKqfzFM/",
"$6$KB$xJHmCu7jpWBZlq2AAXZUB5ZF8NcJqZkydHbCyfPwy3nE.djIlSmUxHDLAZdnwz8ys
5L8L9.61NMdYXsvN32r11"
};
/**
 Required by lack of standard function in C.
void substr(char *dest, char *src, int start, int length){
  memcpy(dest, src + start, length);
  *(dest + length) = '\0';
}
 This function can crack the kind of password explained above. All
combinations
 that are tried are displayed and when the password is found, #, is put
at the
 start of the line. Note that one of the most time consuming operations
that
 it performs is the output of intermediate results, so performance
experiments
 for this kind of program should not include this. i.e. comment out the
printfs.
*/
void crack block() {
  int i;
  pthread t th1, th2;
  void *first block crack();
  void *second block crack();
  for(i=0;i<n passwords;i<i++) {</pre>
    pthread create(&th1, NULL, first block crack, encrypted passwords[i]
);
    pthread create(&th2, NULL, second block crack,
encrypted passwords[i]);
```

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```
pthread join(th1, NULL);
 pthread join(th2, NULL);
}
void *first block crack(char *salt and encrypted){
 int x, y, z;
                 // Loop counters
  char salt[7];
                 // String used in hashing the password. Need space
                 // The combination of letters currently being checked
 char plain[7];
                 // Pointer to the encrypted password
  char *enc;
 int count = 0; // The number of combinations explored so far
 substr(salt, salt and encrypted, 0, 6);
 for(x='A'; x<='M'; x++){
    for(y='A'; y<='Z'; y++){
       for(z=0; z<=99; z++){
        sprintf(plain, "%c%c%02d", x, y, z);
        enc = (char *) crypt(plain, salt);
        count++;
        if(strcmp(salt and encrypted, enc) == 0){
          printf("#%-8\overline{d}%s %s\n", count, plain, enc);
          printf(" %-8d%s %s\n", count, plain, enc);
        }
   }
 }
void *second block crack(char *salt and encrypted){
                // Loop counters
int x, y, z;
  char salt[7];
                   // String used in hashing the password. Need space
 char plain[7]; // The combination of letters currently being checked
                  // Pointer to the encrypted password
  char *enc;
                 // The number of combinations explored so far
 int count = 0;
 substr(salt, salt and encrypted, 0, 6);
 for(x='N'; x<='Z'; x++){
    for(y='A'; y<='Z'; y++){
       for(z=0; z<=99; z++){
        sprintf(plain, "%c%c%02d", x, y, z);
        enc = (char *) crypt(plain, salt);
        count++;
        if(strcmp(salt_and_encrypted, enc) == 0){
          printf("#%-8d%s %s\n", count, plain, enc);
        } else {
          printf(" %-8d%s %s\n", count, plain, enc);
        }
```

```
}
   }
  printf("%d solutions explored\n", count);
}
 int time difference(struct timespec *start, struct timespec *finish,
                   long long int *difference) {
 long long int ds = finish->tv sec - start->tv_sec;
 long long int dn = finish->tv nsec - start->tv nsec;
 if(dn < 0) {
   ds--;
   dn += 1000000000;
 *difference = ds * 1000000000 + dn;
 return !(*difference > 0);
int main(int argc, char *argv[]) {
 struct timespec start, finish;
 long long int time_elapsed;
 clock_gettime(CLOCK_MONOTONIC, &start);
   crack block();
 clock gettime(CLOCK MONOTONIC, &finish);
 time difference(&start, &finish, &time elapsed);
 printf("Time elapsed was %lldns or %0.9lfs or %0.9lfmin\n",
time elapsed, (time elapsed/1.0e9), ((time elapsed/1.0e9)/60));
 return 0;
}
/*************************
```

# d. Write a paragraph that compares the original results with those of your multi-thread password cracker.

| Calculating running times for the original program and for multi-thread version. |                            |                                |  |
|--|----------------------------|--------------------------------|--|
|  | Time for original program. | Time for multi-thread program. |  |
| 1 <sup>st</sup>  | 852.086086160 Sec          | 424.101145135 Sec              |  |
| 2 <sup>nd</sup>  | 852.851117573 Sec          | 428.928177644 Sec              |  |
| 3 <sup>rd</sup>  | 866.621660790 Sec          | 428.028800344 Sec              |  |
| 4 <sup>th</sup>  | 841.839096854 Sec          | 426.398617337 Sec              |  |
| 5 <sup>th</sup>  | 870.891680057 Sec          | 432.247245291 Sec              |  |
| 6 <sup>th</sup>  | 825.242112556 Sec          | 430.344344965 Sec              |  |
| 7 <sup>th</sup>  | 864.673123279 Sec          | 430.50855403 Sec               |  |
| 8 <sup>th</sup>  | 877.859196113 Sec          | 431.871656769 Sec              |  |
| 9 <sup>th</sup>  | 871.069347481 Sec          | 433.916258052 Sec              |  |
| 10 <sup>th</sup>   | 854.746969314 Sec          | 475.311364531 Sec              |  |
| Total time:  | 8577.88039018 Sec          | 4341.656164098 Sec             |  |
| Mean Time in sec:  | 857.788039018 Sec          | 434.1656164098 Sec             |  |
| Mean Time in Min:  | 14.296467317 Min           | 7.23609360683 Min              |  |

From above table, we know that the average time taken to crack password by using multi-threading is 7.2360 minute. So, we can say that by using multi-thread in password cracking can reduce time by half or more according to the processor of laptop or desktop.

- 1.2 Image Processing
- a. Insert the image displayed by your program



Image Processing program using multi-threaded edge detector.

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <GL/qlut.h>
#include <GL/ql.h>
#include <malloc.h>
#include <signal.h>
#include <pthread.h>
Displays two grey scale images. On the left is an image that has come
  image processing pipeline, just after colour thresholding. On the
right is
 the result of applying an edge detection convolution operator to the
left
 image. This program performs that convolution.
 Things to note:
    - A single unsigned char stores a pixel intensity value. O is
black, 256 is white.
    - The colour mode used is GL LUMINANCE. This uses a single number to
     represent a pixel's intensity. In this case we want 256 shades of
grey, which is best stored in eight bits, so GL UNSIGNED BYTE is
specified as
     the pixel data type.
 To compile adapt the code below wo match your filenames:
   cc -o ip coursework multi thread 014
ip_coursework_multi_thread_014.c -lglut -lGL -lm -pthread
 To run this program:
   ./ip coursework multi thread 014
 Dr Kevan Buckley, University of Wolverhampton, 2018
```

```
*************************************
*****/
#define width 100
#define height 72
unsigned char image[], results[width * height];
typedef struct arguments t {
 int start;
 int stride:
 unsigned char *input;
 unsigned char *output;
} arguments t;
void edge detect(unsigned char *image,unsigned char *results) {
 pthread t th1, th2, th3, th4;
 arguments t t1 arguments;
 t1 arguments.start = 0;
 t1 arguments.stride = 4;
 t1 arguments.input=image;
 t1 arguments.output=results;
 arguments t t2 arguments;
 t2 arguments.start = 1;
 t2 arguments.stride = 4;
 t2 arguments.input=image;
 t2 arguments.output=results;
 arguments t t3 arguments;
 t3 arguments.start = 2;
 t3 arguments.stride = 4;
 t3 arguments.input=image;
 t3 arguments.output=results;
 arguments t t4 arguments;
 t4 arguments.start = 3;
 t4 arguments.stride = 4;
 t4 arguments.input=image;
 t4 arguments.output=results;
 void *detect image edges();
 pthread create(&th1, NULL, detect image edges, &t1 arguments);
 pthread create(&th2, NULL, detect image edges, &t2 arguments);
 pthread create(&th3, NULL, detect image edges, &t3 arguments);
 pthread create(&th4, NULL, detect image edges, &t4 arguments);
 pthread join(th1, NULL);
 pthread join(th2, NULL);
 pthread_join(th3, NULL);
 pthread join(th4, NULL);
}
```

```
void *detect image edges(arguments t *args) {
  int i;
  int n pixels = width * height;
  unsigned char *in=args->input;
  unsigned char *out=args->output;
  for(i=args->start;i<n pixels;i+=args->stride){
    int x, y; // the pixel of interest
    int b, d, f, h; // the pixels adjacent to x,y used for the
calculation
    int r; // the result of calculate
    y = i / width;
    x = i - (width * y);
    if (x == 0 \mid | y == 0 \mid | x == width - 1 \mid | y == height - 1) {
      results[i] = 0;
    } else {
      b = i + width;
      d = i - 1;
      f = i + 1;
      h = i - width;
      r = (in[i] * 4) + (in[b] * -1) + (in[d] * -1) + (in[f] * -1)
          + (in[h] * -1);
      if (r > 0) { // if the result is positive this is an edge pixel
        out[i] = 255;
      } else {
        out[i] = 0;
      }
   }
 }
}
void tidy and exit() {
  exit(0);
void sigint callback(int signal number){
  printf("\nInterrupt from keyboard\n");
  tidy_and_exit();
static void display() {
  glClear(GL_COLOR_BUFFER_BIT);
  glRasterPos4i(-1, -1, 0, 1);
  glDrawPixels(width, height, GL_LUMINANCE, GL_UNSIGNED BYTE, image);
```

```
qlRasterPos4i(0, -1, 0, 1);
 glDrawPixels(width, height, GL LUMINANCE, GL UNSIGNED BYTE, results);
 qlFlush();
static void key pressed(unsigned char key, int x, int y) {
 switch(key){
    case 27: // escape
      tidy and exit();
      break;
    default:
      printf("\nPress escape to exit\n");
      break:
 }
}
int time difference(struct timespec *start, struct timespec *finish,
                    long long int *difference) {
 long long int ds = finish->tv sec - start->tv sec;
 long long int dn = finish->tv nsec - start->tv nsec;
 if(dn < 0) {
    ds--;
    dn += 1000000000;
 *difference = ds * 1000000000 + dn;
  return !(*difference > 0);
}
int main(int argc, char **argv) {
  signal(SIGINT, sigint callback);
 printf("image dimensions %dx%d\n", width, height);
  //detect edges(image, results);
 struct timespec start, finish;
 long long int time elapsed;
 clock gettime(CLOCK MONOTONIC, &start);
 edge detect(image, results);
 clock gettime(CLOCK MONOTONIC, &finish);
 time difference(&start, &finish, &time elapsed);
 printf("Time elapsed was %lldns or %0.9lfs\n", time elapsed,
         (time elapsed/1.0e9));
 glutInit(&argc, argv);
 qlutInitWindowSize(width * 2,height);
 glutInitDisplayMode(GLUT SINGLE | GLUT LUMINANCE);
 glutCreateWindow("6CS005 Image Progessing Courework");
```

```
glutDisplayFunc(display);
glutKeyboardFunc(key pressed);
glClearColor(0.0, 1.\overline{0}, 0.0, 1.0);
glutMainLoop();
tidy and exit();
return 0;
}
255, 255, 255, 255,
5,
255,
255.
255,
255,
```

```
5,
255,
255,
255.
255,
255,
255,
255
255,
255,
```

```
255,
255,
255,
255,
255,
255,
255.
```

```
255,
255,
5,
255,
255.
```

```
5,
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255,
255,
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```
255,
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255,
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255,
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```
255,
255,
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5,
255,
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255,
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255,
255,
255,
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```
255,
255,
255.
255,
255,
255, 255, 0, 0, 0, 255, 0, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255,
255,
255,
255,
5,
```

```
255.
255,
255,
255
255.
255,
255,
255.
255,
255,
255,
```

```
255,
255,
255,
255.
255,
255.
255,
255.
255,
255,0,0,255,255,0,0,0,0,0,255,255,0,0,255,0,0,0,255,
0,0,0,0,0,0,0,255,0,0,255,255,255,255,0,0,255,0,0,
0,0,0,0,0,0,0,255,0,0,0,0,255,0,0,255,0,0,
```

```
0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,255,0,
255, 255, 255, 255, 0, 0, 0, 0, 0, 255, 0, 0, 255, 0, 0, 0, 0, 0, 0,
255,255,0,0,0,0,0,0,0,0,0,0,0,255,0,0,0,255,0,
255,0,0,0,255,255,0,0,255,255,0,0,0,0,255,0,0,255,0,
255,
255,
255,
255,
255,
255.
255,
255,
```

```
255,
255,
255,
255,
255,
255.
0,0,255,0,0,0,255,255,0,0,0,0,255,0,0,0,255,0,0,
255, 255, 255, 255, 0, 0, 0, 255, 0, 0, 0, 255, 0, 0, 255, 0, 0, 0, 0,
255, 255, 0, 0, 0, 0, 0, 0, 0, 255, 0, 0, 255, 0, 0, 255, 0, 0, 255,
0,0,255,255,0,0,0,0,255,255,0,0,255,0,0,255,0,255,0,
255, 255, 0, 0, 0, 0, 255, 255, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255,
0,0,255,0,0,255,255,0,0,255,0,0,0,0,255,0,0,255,0,
255,0,255,0,0,0,0,0,255,0,0,255,0,0,255,0,0,255,0,
```

```
0,255,0,0,0,255,0,0,255,0,0,0,255,0,0,255,0,0,
5,
255,
255,
255,
255,
255,
255,
255,
255,
```

```
255, 255, 255, 255, 255, 255, 255, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
};
```

b. Insert a table that has columns containing running times for the original program and your multithread version. Mean running times should be included at the bottom of the columns.

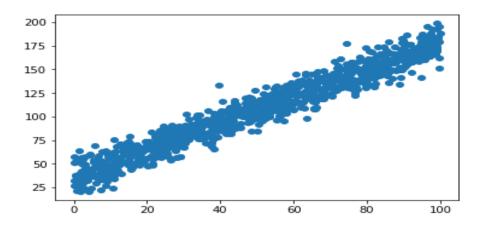
| Calculating running times for the original program and for multi-thread version. |                                      |  |
|--|--------------------------------------|--|
|  | Time for original program in second. | Time for multi-thread program in second. |
| 1 <sup>st</sup>  | 0.000244189                          | 0.000276838                              |
| 2 <sup>nd</sup>  | 0.000158769                          | 0.000386129                              |
| 3 <sup>rd</sup>  | 0.000134126                          | 0.000563675                              |
| 4 <sup>th</sup>  | 0.000124196                          | 0.000390902                              |
| 5 <sup>th</sup>  | 0.000320527                          | 0.000624942                              |
| 6 <sup>th</sup>  | 0.000182322                          | 0.00058715                               |
| 7 <sup>th</sup>  | 0.000297749                          | 0.000371939                              |
| 8 <sup>th</sup>  | 0.000330665                          | 0.000629257                              |
| 9 <sup>th</sup>  | 0.000338829                          | 0.000600857                              |
| 10 <sup>th</sup>   | 0.000286728                          | 0.000544998                              |
| Total time:  | 0.0024181                            | 0.004976687                              |
| Mean Time:   | 0.00024181                           | 0.0004976687                             |

c. Insert an explanation of the results presented in the above table. Ans:

From above table the mean time to run an original program is 0.00024181 sec and for multi-thread program mean time is 0.0004976687 sec. Which shows that the multi-thread program took more time to execute compared to original program because in multi-thread program there are four pixels in parallel which processes each thread. So, it took more time.

# 1.3 Linear Regression

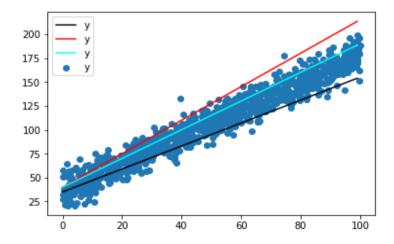
a. Insert a scatter plot of your data.



b. Have 3 guesses at the optimum values for m and c and present them in a graph that overlays your data.

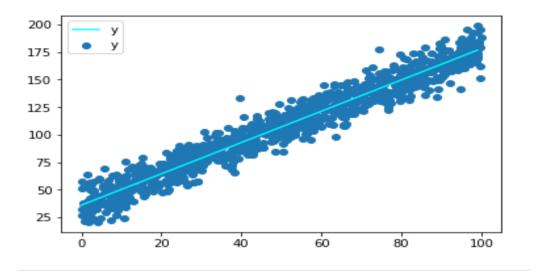
The three initial guesses are:

- 1. m = 1.2, c = 35
- 2. m = 1.75, c = 40
- 3. m = 1.5, c = 40



c. Insert a graph that presents your data with the solution overlaid. My data,

$$m = 1.42$$
,  $c = 36.18$ 



d. Insert a comment that compares your guesses with the solution found.

Linear regression multi-thread program.

```
#include <stdio.h>
#include <math.h>
#include <pthread.h>
**********************************
 * This program takes an initial estimate of m and c and finds the
associated
 * rms error. It is then as a base to generate and evaluate 8 new
estimates,
 * which are steps in different directions in m-c space. The best
estimate is
 * then used as the base for another iteration of "generate and
evaluate". This
 * continues until none of the new estimates are better than the base.
This is
 * a gradient search for a minimum in mc-space by using thread.
 * To compile:
    cc -o lr_coursework_multi-thread 'lr_coursework _multi-thread.c' -
lm -pthread
```

```
* To run:
   ./lr coursework multi-thread
 * Dr Kevan Buckley, University of Wolverhampton, 2018
***********************************
****/
typedef struct point t {
  double x;
  double y;
} point t;
int n data = 1000;
point t data[];
double residual error(double x, double y, double m, double c) {
  double e = (m * x) + c - y;
  return e * e;
}
  double bm = 1.3;
  double bc = 10;
  double be:
  double dm[8];
  double dc[8];
  double e[8];
  double step = 0.01;
  double best error = 999999999;
  int best error i;
  int minimum found = 0;
  double om[] = \{0,1,1,1,0,-1,-1,-1\};
  double oc[] = \{1,1,0,-1,-1,-1,0,1\};
double rms error(double m, double c) {
  int i;
  double mean;
  double error sum = 0;
  for(i=0; i<n data; i++) {
    error sum += residual error(data[i].x, data[i].y, m, c);
  }
  mean = error_sum / n_data;
  return sqrt(mean);
}
void *function_threads(void *args){
6CS005 Portfolio, Ashish Shrestha, 1828427
```

```
int *arg = args;
   int i = *arg;
      dm[i] = bm + (om[i] * step);
      dc[i] = bc + (oc[i] * step);
      e[i] = rms error(dm[i], dc[i]);
      if(e[i] < best error) {</pre>
        best error = e[i];
        best error i = i;
       pthread exit(NULL);
  }
}
 int time difference(struct timespec *start,
                    struct timespec *finish,
                    long long int *difference) {
  long long int ds = finish->tv_sec - start->tv_sec;
  long long int dn = finish->tv nsec - start->tv nsec;
  if(dn < 0) {
    ds--;
    dn += 10000000000;
  *difference = ds * 1000000000 + dn;
  return !(*difference > 0);
}
int main() {
  int i;
  pthread_t th[8];
  be = rms error(bm, bc);
  struct timespec start, finish;
  long long int time_elapsed;
  clock gettime(CLOCK MONOTONIC, &start);
  while(!minimum found) {
    for(i=0;i<8;i++) {
       pthread create(&th[i], NULL,(void*)function threads , &i);
       pthread join(th[i],NULL);
    /*printf("best m,c is %lf,%lf with error %lf in direction %d\n",
      dm[best_error_i], dc[best_error_i], best_error, best_error_i);*/
    if(best error < be) {</pre>
      be = best error;
      bm = dm[best error i];
      bc = dc[best_error_i];
```

```
} else {
      minimum found = 1;
  }
 printf("minimum m,c is %lf,%lf with error %lf\n", bm, bc, be);
 clock gettime(CLOCK MONOTONIC, &finish);
 time difference(&start, &finish, &time elapsed);
 printf("Time elapsed was %lldns or %0.9lfs\n", time elapsed,
                                          (time elapsed/1.0e9));
  return 0;
}
 point t data[] = {
  {77.23,150.76}, {79.80,130.99}, {72.07,129.56}, {68.54,135.57},
  {83.81,149.30}, {85.64,146.39}, {76.45,131.33}, {84.98,160.16},
  {65.01,144.98}, {78.23,138.68}, {80.13,138.82}, {14.69,60.34},
  {15.27,56.88}, {42.63,99.46}, {49.53,108.22}, {46.79,114.60},
  {74.02,138.49},{68.93,143.70},{29.07,78.24},{22.66,57.23},
  {13.55,60.50}, {24.42,89.84}, {69.63,141.88}, {68.20,121.97},
  {13.52,67.63},{98.18,171.90},{96.84,167.57},{15.31,79.26},
  {81.15,155.58},{7.24,42.23},{92.34,171.28},{7.59,35.72},
  {86.80,140.15}, {94.64,164.89}, {55.48,117.90}, {94.96,162.89},
  {27.86,70.22},{58.08,132.89},{66.77,128.47},{74.02,138.16},
  { 0.44,37.42},{24.84,61.83},{36.74,93.20},{ 6.16,36.15},
  { 8.67,46.12}, {62.84,120.85}, {91.14,160.36}, {38.19,92.96},
  {38.61,86.03},{ 4.54,41.42},{ 7.66,45.15},{90.28,151.89},
  {66.28,136.36},{14.97,53.68},{99.09,181.15},{ 4.32,37.34},
  {28.45,70.87}, {51.71,106.37}, {72.04,154.43}, {92.30,157.78},
  {43.08,107.99},{68.79,133.45},{21.91,66.64},{0.87,21.60},
  {37.19,90.34}, {34.04,84.70}, {31.02,84.13}, {44.61,88.35},
  {14.38,51.01}, {65.07,131.80}, {25.28,83.50}, {57.93,103.46},
  {63.70,133.50},{61.95,135.18},{25.10,71.75},{7.30,35.50},
  {27.96,56.29}, {56.46,101.30}, {64.09,138.41}, {84.80,156.70},
  {82.47,148.81},{65.74,115.48},{2.20,50.31},{79.73,146.57},
  {99.84,195.89},{75.87,157.39},{99.03,169.23},{1.04,37.54},
  {90.77,169.12},{44.44,112.84},{53.09,117.78},{29.20,74.15},
  { 8.14,48.53},{75.40,151.29},{ 0.36,51.74},{44.53,109.50},
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  {43.62,95.03}, { 4.17,37.63}, {42.83,86.76}, {94.99,162.04},
  {38.27,103.19}, { 8.92,31.66}, { 5.91,47.62}, {72.11,147.98},
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  {53.25,100.04}, {25.62,75.47}, {65.53,127.89}, {20.46,68.16},
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  {50.63,118.03},{26.69,86.74},{38.28,96.89},{79.50,149.35},
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```

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{22.32,78.38},{10.91,53.39},{97.40,188.44},{97.81,192.36},
{46.23,100.00}, {84.68,160.74}, {56.35,103.47}, {87.88,148.54},
{11.47,48.34},{74.44,155.79},{24.04,77.24},{85.92,156.32},
{95.47,166.23}, {50.51,99.85}, {79.61,150.41}, {56.65,126.88},
{10.18,46.83},{94.11,165.73},{16.84,68.82},{1.32,53.18},
{35.24,82.85},{76.50,133.97},{49.70,115.78},{84.58,154.89},
{ 2.58,54.96},{28.05,56.88},{39.27,84.67},{ 1.26,26.79},
{37.45,81.33},{26.01,83.07},{72.33,139.74},{ 8.92,61.33},
{95.21, 187.73}, {12.96, 57.68}, {47.92, 99.43}, {20.09, 47.75},
{74.33,144.70},{36.15,79.94},{83.59,153.50},{5.37,46.07},
{98.97,198.88}, {85.91,179.15}, {95.38,169.13}, {85.64,160.16},
{56.06, 100.60}, {96.89, 176.63}, {83.93, 150.17}, {48.80, 111.06},
{22.27,79.22},{95.58,173.58},{56.49,124.20},{92.03,146.39},
{66.49,131.04},{39.22,90.96},{17.98,48.44},{ 1.00,33.27},
```

```
{80.50, 169.11}, {82.88, 173.50}, {57.92, 111.58}, {68.90, 130.96},
{38.65,87.82}, {20.49,73.50}, {58.10,106.58}, {38.99,88.07},
{41.65,91.96}, {82.00,140.65}, {33.81,91.57}, {23.62,78.38}
{75.76,151.93},{40.42,116.08},{30.84,84.99},{76.73,148.69},
{ 7.81,62.57},{66.31,134.40},{70.76,143.33},{16.91,60.19},
{ 8.16,44.28},{72.52,138.18},{28.13,66.46},{70.97,126.90},
{54.46,112.39},{61.94,110.06},{45.47,92.99},{90.78,156.57},
{66.08,109.59},{12.35,56.66},{17.23,52.58},{71.21,158.27}
{61.22,122.83},{50.62,117.43},{26.52,54.24},{57.46,126.25},
{28.74,90.15}, {10.49,48.72}, {62.11,138.78}, {79.20,140.57},
{73.06,141.61},{19.01,52.29},{15.35,51.63},{98.03,174.79},
{19.43,73.68}, {57.18,95.12}, {28.71,84.43}, {56.17,114.52},
{12.66,50.03}, {35.83,78.66}, {73.95,137.25}, {96.68,169.26},
{13.12,70.59},{72.84,142.80},{80.36,150.96},{29.96,67.92},
{41.51,98.54}, {51.54,102.60}, {81.96,131.69}, {74.14,138.07},
{10.89,57.54},{68.18,127.68},{ 2.46,49.79},{51.99,119.32},
{11.65,55.78}, {75.74,132.46}, {80.32,146.13}, {96.60,165.24},
{66.52,147.54}, {18.28,66.38}, {66.88,138.55}, {66.37,141.96},
{94.67,179.38}, {56.35,108.03}, {74.57,130.64}, {59.22,113.97},
{52.15,104.28}, {46.60,107.63}, {60.24,126.30}, {75.58,129.28},
{47.49,100.09}, {96.21,162.75}, {20.45,68.77}, {39.10,94.83},
{29.27,76.85},{ 8.94,36.23},{97.54,167.51},{13.40,64.23},
{26.77,72.87},{85.95,157.69},{11.91,43.38},{65.80,107.86},
{41.47,89.57},{77.07,131.29},{2.25,41.23},{21.29,83.85},
{97.15,164.38},{33.93,89.39},{90.07,158.68},{1.90,32.41},
{59.48,126.95},{18.54,62.78},{36.23,97.52},{86.61,160.14},
{28.96,57.15}, {15.98,67.67}, {58.71,127.68}, {45.96,105.75},
{90.77,155.07},{72.45,143.70},{40.83,85.07},{40.26,94.81},
{ 7.74,52.45}, {42.50,102.66}, { 6.20,30.04}, {40.97,97.68},
{57.38,131.11},{81.44,168.91},{2.14,42.62},{47.76,106.77}
{82.71,158.27},{97.74,181.81},{57.87,122.41},{99.50,182.94},
{77.02,151.94},{39.36,86.25},{2.21,56.76},{55.28,132.20},
{74.87,132.06}, {42.57,109.85}, {10.54,46.27}, {68.74,123.83},
{99.98,188.43},{35.14,89.08},{79.73,145.31},{95.77,160.03},
{81.03,147.97}, {26.37,71.29}, {97.06,185.07}, {90.27,164.86},
{84.43,162.64}, {77.12,138.46}, {78.68,141.56}, {60.29,129.14},
{11.58,45.54},{47.52,115.01},{50.02,113.78},{95.50,184.29},
{43.90,87.31}, {50.31,92.19}, {57.40,110.42}, {41.27,95.48},
{52.73,122.70},{97.37,181.72},{87.18,156.97},{0.27,27.24},
{32.53,78.79}, {94.39,163.45}, {29.47,74.81}, {20.24,73.08},
{ 4.56,59.03}, {38.65,90.42}, {63.17,145.59}, {12.77,49.40},
{14.36,72.37}, {71.92,127.46}, {35.96,72.29}, {54.82,105.88}
{30.31,90.56}, {70.58,121.99}, {46.53,104.57}, {83.62,164.66},
{10.50,43.60},{27.90,68.17},{46.54,100.24},{48.49,115.46},
{53.57,109.34}, {19.56,55.62}, {81.20,152.35}, {55.46,96.62},
{94.19,158.45},{56.27,124.61},{80.51,146.14},{67.37,141.02},
{31.71,89.49}, {93.04,161.28}, {42.11,91.72}, {33.56,93.79},
{ 4.44,60.08}, { 8.21,47.86}, {90.51,177.18}, {27.26,73.60},
{29.63,85.02},{52.43,112.75},{73.07,130.27},{1.79,20.71}
{28.08,81.49}, {51.24,117.62}, {47.53,109.75}, {79.66,172.71},
{15.43,51.60}, {39.10,78.55}, {48.00,114.36}, {2.19,39.04},
{16.43,49.62}, {47.88,102.29}, {24.64,68.34}, {57.88,127.64},
```

e. Insert a table that shows running times for the original and multi-thread versions.

| Calculating running times for the original program and for multi-thread version. |                                      |  |  |
|--|--------------------------------------|--|--|
|  | Time for original program in second. | Time for multi-thread program in second. |  |
| 1 <sup>st</sup>  | 0.153255700                          | 0.729684644                              |  |
| 2 <sup>nd</sup>  | 0.154264022                          | 0.730370932                              |  |
| 3 <sup>rd</sup>  | 0.153620850                          | 0.729603310                              |  |
| 4 <sup>th</sup>  | 0.155420145                          | 0.739406606                              |  |
| 5 <sup>th</sup>  | 0.152466764                          | 0.720501911                              |  |
| 6 <sup>th</sup>  | 0.150451341                          | 0.730797864                              |  |
| 7 <sup>th</sup>  | 0.155607034                          | 0.731083206                              |  |
| 8 <sup>th</sup>  | 0.151813714                          | 0.712123609                              |  |
| 9 <sup>th</sup>  | 0.153453562                          | 0.744400154                              |  |
| 10 <sup>th</sup>   | 0.153750012                          | 0.707047138                              |  |
| Total time:  | 1.534103144                          | 7.275019374                              |  |
| Mean Time:   | 0.1534103144                         | 0.7275019374                             |  |

From above table the mean time to run an original program is 0.1534103144 sec and for multi-thread program mean time is 0.7275019374 sec. Which shows that the multi-thread program took more time to execute compared to original program because in multi-thread program each of the evaluations i.e. eights values for m and c, performs on a different thread. So, it took more time than the original one.

```
2 CUDA
2.1 Password Cracking
CUDA based Password Cracking program.
#include < cuda runtime api.h >
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <time.h>
Compile with:
 nvcc -o CrackAZ99-With-Data-cuda CrackAZ99-With-Data-cuda.cu
To run program:
 ./CrackAZ99-With-Data-cuda
 Dr Kevan Buckley, University of Wolverhampton, 2018
************************
This function returns 1 if the attempt at cracking the password is
 identical to the plain text password string stored in the program.
 Otherwise.it returns 0.
device int is a match(char *attempt) {
 char plain password[] = "ML4249";
char *a = attempt;
 char *p = plain password;
 while(*a == *p) {
 if(*a == '\0') {
  return 1;
 a++;
 p++;
return 0;
The kernel function run in 675 threads uses
```

nested loops to generate all possible passwords and test whether they match the hidden password.

```
global void crack() {
 char alpha[26]=
{'A','B','C','D','E','F','G','H','I','J','K','L','M','N','O','P','Q','R','S','T','U','V','W','X','Y','Z'};
 char num[10] = \{'0', '1', '2', '3', '4', '5', '6', '7', '8', '9'\};
 char result[7];
 result[6] = '\0';
 int e, f, g, h;
 for(e=0;e<=9;e++) {
   for(f=0; f<=9; f++) {
     for(g=0; g<=9; g++) {
      for(h=0; h<=9; h++) {
      result[0] = alpha[blockldx.x];
      result[1] = alpha[threadIdx.x];
      result[2] = num[e];
      result[3] = num[f];
      result[4] = num[g];
      result[5] = num[h];
      if(is a match(result)) {
      printf("password found: %s\n", result);
      } else {
          //printf("tried: %s\n", result);
   }
 }
int time difference(struct timespec *start, struct timespec *finish,
             long long int *difference) {
 long long int ds = finish->tv sec - start->tv sec;
 long long int dn = finish->tv_nsec - start->tv_nsec;
 if(dn < 0) {
  ds--:
  dn += 10000000000:
 *difference = ds * 1000000000 + dn;
 return !(*difference > 0);
int main(int argc, char *argv[]) {
 struct timespec start, finish;
```

a. Insert a table that shows running times for the original, multi-thread and CUDA versions.

| Calculating running times for the original program, multi-thread version and CUDA version. |                            |                                |                        |
|--|----------------------------|--------------------------------|------------------------|
|  | Time for original program. | Time for multi-thread program. | Time for CUDA program. |
| 1 <sup>st</sup>  | 852.086086160 Sec          | 424.101145135 Sec              | 0.085126579 Sec        |
| 2 <sup>nd</sup>  | 852.851117573 Sec          | 428.928177644 Sec              | 0.086923126 Sec        |
| 3 <sup>rd</sup>  | 866.621660790 Sec          | 428.028800344 Sec              | 0.089922869 Sec        |
| 4 <sup>th</sup>  | 841.839096854 Sec          | 426.398617337 Sec              | 0.087610839 Sec        |
| 5 <sup>th</sup>  | 870.891680057 Sec          | 432.247245291 Sec              | 0.085183689 Sec        |
| 6 <sup>th</sup>  | 825.242112556 Sec          | 430.344344965 Sec              | 0.084066495 Sec        |
| 7 <sup>th</sup>  | 864.673123279 Sec          | 430.50855403 Sec               | 0.084478937 Sec        |
| 8 <sup>th</sup>  | 877.859196113 Sec          | 431.871656769 Sec              | 0.088146979 Sec        |
| 9 <sup>th</sup>  | 871.069347481 Sec          | 433.916258052 Sec              | 0.090095827 Sec        |
| 10 <sup>th</sup>   | 854.746969314 Sec          | 475.311364531 Sec              | 0.091534554 Sec        |
| Total time:  | 8577.88039018 Sec          | 4341.656164098 Sec             | 0.873089894 Sec        |
| Mean Time in sec:  | 857.788039018 Sec          | 434.1656164098 Sec             | 0.0873089894 Sec       |
| Mean Time in Min :   | 14.296467317 Min           | 7.23609360683 Min              | 0.014551498234 Min     |

b. Write a short analysis of the results Ans:

From above table the mean time to run an original program is 14.296467317 Min and for multi-thread program mean time is 7.23609360683 Min and for CUDA program mean time is 0.0873089894 Sec or 0.014551498234 Min. CUDA version crack password faster than other two program because in CUDA password cracking program runs parallel over 675 threads. So, it is fastest among other two program.

## 2.2 Image Processing

CUDA based image processing program.

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <GL/qlut.h>
#include <GL/ql.h>
#include <malloc.h>
#include <signal.h>
#include <cuda runtime api.h>
*****
 Displays two grey scale images. On the left is an image that has come
  image processing pipeline, just after colour thresholding. On the
right is
 the result of applying an edge detection convolution operator to the
left
 image. This program performs that convolution.
 Things to note:
   - A single unsigned char stores a pixel intensity value. O is black,
256 is
     white.
    - The colour mode used is GL LUMINANCE. This uses a single number to
     represent a pixel's intensity. In this case we want 256 shades of
grey,
     which is best stored in eight bits, so GL UNSIGNED BYTE is
specified as
     the pixel data type.
 To compile adapt the code below wo match your filenames:
   nvcc -o ip_coursework_014 'ip_coursework_014 .cu' -lglut -lGL -lm
 To run the program:
  ./ip coursework 014
 Dr Kevan Buckley, University of Wolverhampton, 2018
```

```
*************************************
*****/
#define width 100
#define height 72
unsigned char results[width * height];
255.
255,
255.
255,
5,
255,
255,
255.
255,
5,
```

```
255.
255.
5,
255,
255,
255.
255,
255,
255
255.
255,
```

```
255,
255,
255,
255,
255,
255,
255,
255.
255,
```

```
255.
255.
255,
0,
255,
```

```
255,
0,
255.
255,
255.
255,
255,
255,
Θ,
255,
```

```
255,
255.
255,
255,
255.
255,
255,
255.
255.
255,
```

```
255,
255,
255,
255,
5.
255,
255.
255,
255,
255,
255.
```

```
255.
255.
255.
255,
255,
255,
255, 255, 0, 0, 0, 255, 0, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255,
255,
255.
255,
```

```
255,
255.
255,
255,
255,
255,
255,
255,
255,
255,
```

```
255.
255,
255,
255,
255,
255,
255,
255,
255,0,0,255,255,0,0,0,0,0,255,255,0,0,255,0,0,255,
0,0,0,0,0,0,0,255,0,0,255,255,255,255,0,0,255,0,0,
```

```
0,0,0,0,0,0,0,255,0,0,0,0,255,0,0,255,0,0,
0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,255,0,
255, 255, 255, 255, 0, 0, 0, 0, 0, 255, 0, 0, 255, 0, 0, 0, 0, 0, 0,
255, 255, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 255, 0, 0, 0, 255, 0,
255,0,0,0,255,255,0,0,255,255,0,0,0,0,255,0,0,255,0,
255.
255,
255,
255,
255,
255,
```

```
255.
255,
255,
255,
255.
255,
255.
0,0,255,0,0,0,255,255,0,0,0,0,255,0,0,0,255,0,0,
0,255,255,0,0,0,0,255,255,0,0,255,0,0,0,255,0,0,0,
255, 255, 255, 255, 0, 0, 0, 255, 0, 0, 0, 255, 0, 0, 255, 0, 0, 0, 0, 0,
255, 255, 0, 0, 0, 0, 0, 0, 0, 255, 0, 0, 255, 0, 0, 255, 0, 0, 255,
0,0,255,255,0,0,0,0,255,255,0,0,255,0,0,255,0,255,0,
```

```
255, 255, 0, 0, 0, 0, 255, 255, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255,
0,0,255,0,0,255,255,0,0,255,0,0,0,255,0,0,255,0,0,255,0,
255,0,255,0,0,0,0,0,255,0,0,255,0,0,255,0,0,255,0,
0,255,0,0,0,255,0,0,255,0,0,0,255,0,0,255,0,0,255,0,0,
255,
255,
255,
255.
255,
255,
```

```
255.
255,
255,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
};
global void detect edges(unsigned char *in, unsigned char *out) {
\overline{u}nsigned int i = block\overline{I}dx.x;
int x, y; // the pixel of interest
int b, d, f, h; // the pixels adjacent to x,y used for the
calculation
int r; // the result of calculate
y = i / 100;
x = i - (100 * y);
```

```
if (x == 0 | | y == 0 | | x == width - 1 | | y == height - 1) {
      out[i] = 0;
    } else {
      b = i + width;
      d = i - 1;
      f = i + 1;
      h = i - width;
      r = (in[i] * 4) + (in[b] * -1) + (in[d] * -1) + (in[f] * -1)
          + (in[h] * -1);
      if (r > 0) { // if the result is positive this is an edge pixel
        out[i] = 255;
      } else {
        out[i] = 0;
      }
    }
  }
void tidy_and_exit() {
  exit(0);
}
void sigint callback(int signal number){
  printf("\nInterrupt from keyboard\n");
  tidy and exit();
}
static void display() {
  glClear(GL_COLOR_BUFFER_BIT);
  glRasterPos4i(-1, -1, 0, 1);
  glDrawPixels(width, height, GL LUMINANCE, GL UNSIGNED BYTE, image);
  glRasterPos4i(0, -1, 0, 1);
  glDrawPixels(width, height, GL_LUMINANCE, GL_UNSIGNED_BYTE, results);
  glFlush();
}
static void key_pressed(unsigned char key, int x, int y) {
  switch(key){
    case 27: // escape
      tidy and exit();
      break:
    default:
      printf("\nPress escape to exit\n");
      break;
  }
}
int time difference(struct timespec *start, struct timespec *finish,
                    long long int *difference) {
```

```
long long int ds = finish->tv sec - start->tv sec;
 long long int dn = finish->tv nsec - start->tv nsec;
 if(dn < 0) {
   ds--;
    dn += 10000000000;
  *difference = ds * 1000000000 + dn;
  return !(*difference > 0);
}
int main(int argc, char **argv) {
  signal(SIGINT, sigint callback);
 printf("image dimensions %dx%d\n", width, height);
   unsigned char *d_results;
 unsigned char *d image;
 struct timespec start, finish;
 long long int time elapsed;
 clock gettime(CLOCK MONOTONIC, &start);
 cudaMalloc((void**)&d results, sizeof(unsigned char) * (width *
height));
  cudaMalloc((void**)&d image, sizeof(unsigned char) * (width *
height));
  cudaMemcpy(d image, &image, sizeof(unsigned char) * (width * height),
cudaMemcpyHostToDevice);
  cudaMemcpy(&d_results, &results, sizeof(unsigned char) * (width *
height), cudaMemcpyHostToDevice);
 detect edges <<<7200, 1>>>(d image, d results);
 cudaThreadSynchronize();
  cudaMemcpy(&results, d results, sizeof(unsigned char) * (width *
height), cudaMemcpyDeviceToHost);
  cudaMemcpy(&image, &d image, sizeof(unsigned char) * (width * height),
cudaMemcpyDeviceToHost);
 cudaFree(&d image);
  cudaFree(&d results);
 clock gettime(CLOCK MONOTONIC, &finish);
 time difference(&start, &finish, &time elapsed);
 printf("Time elapsed was %lldns or %0.9lfs\n", time elapsed,
         (time elapsed/1.0e9));
 glutInit(&argc, argv);
 glutInitWindowSize(width * 2,height);
```

b. Insert a table that shows running times for the original, multi-thread and CUDA versions.

| Calculating running times for the original program, multi-thread version and CUDA version. |                                      |  |                                  |
|--|--------------------------------------|--|----------------------------------|
|  | Time for original program in second. | Time for multi-thread program in second. | Time for CUDA program in second. |
| 1 <sup>st</sup>  | 0.000244189                          | 0.000276838                              | 0.075386513                      |
| 2 <sup>nd</sup>  | 0.000158769                          | 0.000386129                              | 0.074686924                      |
| 3 <sup>rd</sup>  | 0.000134126                          | 0.000563675                              | 0.076007492                      |
| 4 <sup>th</sup>  | 0.000124196                          | 0.000390902                              | 0.074578661                      |
| 5 <sup>th</sup>  | 0.000320527                          | 0.000624942                              | 0.072643177                      |
| 6 <sup>th</sup>  | 0.000182322                          | 0.00058715                               | 0.080916637                      |
| 7 <sup>th</sup>  | 0.000297749                          | 0.000371939                              | 0.078102321                      |
| 8 <sup>th</sup>  | 0.000330665                          | 0.000629257                              | 0.078525085                      |
| 9 <sup>th</sup>  | 0.000338829                          | 0.000600857                              | 0.078103622                      |
| 10 <sup>th</sup>   | 0.000286728                          | 0.000544998                              | 0.080501337                      |
| Total time:  | 0.0024181                            | 0.004976687                              | 0.769451769                      |
| Mean Time:   | 0.00024181                           | 0.0004976687                             | 0.0769451769                     |

Write a short analysis of the results

## 2.3 Linear Regression

Insert a table that shows running times for the original, multi-thread and CUDA versions.

| Calculating running times for the original program, multi-thread and CUDA version. |                                      |  |                                  |
|--|--------------------------------------|--|----------------------------------|
|  | Time for original program in second. | Time for multi-thread program in second. | Time for CUDA program in second. |
| 1 <sup>st</sup>  | 0.153255700                          | 0.729684644                              |                                  |
| 2 <sup>nd</sup>  | 0.154264022                          | 0.730370932                              |                                  |
| 3 <sup>rd</sup>  | 0.153620850                          | 0.729603310                              |                                  |
| 4 <sup>th</sup>  | 0.155420145                          | 0.739406606                              |                                  |
| 5 <sup>th</sup>  | 0.152466764                          | 0.720501911                              |                                  |
| 6 <sup>th</sup>  | 0.150451341                          | 0.730797864                              |                                  |
| 7 <sup>th</sup>  | 0.155607034                          | 0.731083206                              |                                  |
| 8 <sup>th</sup>  | 0.151813714                          | 0.712123609                              |                                  |
| 9 <sup>th</sup>  | 0.153453562                          | 0.744400154                              |                                  |
| 10 <sup>th</sup>   | 0.153750012                          | 0.707047138                              |                                  |
| Total time:  | 1.534103144                          | 7.275019374                              |                                  |
| Mean<br>Time:  | 0.1534103144                         | 0.7275019374                             |                                  |

Write a short analysis of the results

```
3 MPI
3.1 Password Cracking
a. MPI based Password Cracking.
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <crypt.h>
#include "time diff.h"
#include <stdio.h>
#include <mpi.h>
#include <unistd.h>
Demonstrates how to crack an encrypted password using a simple
  "brute force" algorithm. Works on passwords that consist only of 2
uppercase letters and a 2 digit integer. Your personalised data set is
included in the code.
 Compile with:
   mpicc -o CrackAZ99-With-Data-MPI CrackAZ99-With-Data-MPI.c
time diff.c -lcrvpt
 If you want to analyse the results then use the redirection operator
to send
 output to a file that you can view using an editor or the less
utility:
   mpiexec -n 3 ./CrackAZ99-With-Data-MPI
 Dr Kevan Buckley, University of Wolverhampton, 2018
************************************
*****/
int n passwords = 4;
char *encrypted passwords[] = {
 "$6$KB$6SsUGf4Cq7/Oooym9WWQN3VKeo2lynKV9gXVyEG4HvYy1UFRx.XAye89TLp/
OTcW7cGpf9UlU0F.cK/S9CfZn1",
"$6$KB$1vCJQRsKAizZvuTjEqLE./
zeAgZ7AdgzTdx5Tob.bQDRGlX0EVkNhugMorBSvCp4fP0eoNm2wULs3DRABbrLQ/",
"$6$KB$VKxGV/w3/
XqUswkstexjD72Q5jKKSTyxSfIQlkwtApaQlnYvPfZA4O38d1fc4QvWxDc93T4HzfF/
ksMKqfzFM/",
"$6$KB$xJHmCu7jpWBZlq2AAXZUB5ZF8NcJqZkydHbCyfPwy3nE.djIlSmUxHDLAZdnwz8ys
5L8L9.61NMdYXsyN32r11"
};
```

```
/**
 Required by lack of standard function in C.
void substr(char *dest, char *src, int start, int length){
  memcpy(dest, src + start, length);
  *(dest + length) = '\0';
}
 This function can crack the kind of password explained above. All
combinations
 that are tried are displayed and when the password is found, #, is put
at the
 start of the line. Note that one of the most time consuming operations
that
 it performs is the output of intermediate results, so performance
experiments
 for this kind of program should not include this. i.e. comment out the
printfs.
*/
void first block crack(char *salt and encrypted){
  int x, y, z;
                   // Loop counters
                   // String used in hashing the password. Need space
  char salt[7];
  char plain[7]; // The combination of letters currently being checked
                  // Pointer to the encrypted password
  char *enc;
  int count = 0; // The number of combinations explored so far
  substr(salt, salt and encrypted, 0, 6);
  for(x='A'; x<='M'; x++){
    for(y='A'; y<='Z'; y++){}
      for(z=0; z<=99; z++){
   printf("Instance 1");
        sprintf(plain, "%c%c%02d", x, y, z);
        enc = (char *) crypt(plain, salt);
        count++;
        if(strcmp(salt and encrypted, enc) == 0){
          printf("#%-8d%s %s\n", count, plain, enc);
          printf(" %-8d%s %s\n", count, plain, enc);
        }
      }
    }
  }
  printf("%d solutions explored\n", count);
```

```
void second block crack(char *salt and encrypted){
  int x, y, z;
                  // Loop counters
                   // String used in hashing the password. Need space
 char salt[7];
 char plain[7]; // The combination of letters currently being checked
                  // Pointer to the encrypted password
 char *enc;
 int count = 0; // The number of combinations explored so far
 substr(salt, salt and encrypted, 0, 6);
 for(x='N'; x<='Z'; x++){
    for(y='A'; y<='Z'; y++){
      for(z=0; z<=99; z++){
        printf("Instance 2");
        sprintf(plain, "%c%c%02d", x, y, z);
        enc = (char *) crypt(plain, salt);
        count++;
        if(strcmp(salt and encrypted, enc) == 0){
          printf("#%-8d%s %s\n", count, plain, enc);
        } else {
          printf(" %-8d%s %s\n", count, plain, enc);
     }
    }
 }
 printf("%d solutions explored\n", count);
int main(int argc, char *argv[]){
 struct timespec start, finish;
 long long int time elapsed;
 int account = 0;
 clock gettime(CLOCK MONOTONIC, &start);
int size, rank;
 MPI Init(NULL, NULL);
 MPI Comm size(MPI COMM WORLD, &size);
 MPI Comm rank(MPI COMM WORLD, &rank);
 if(size != 3) {
    if(rank == 0) {
      printf("This program needs to run on exactly 3 processes\n");
  } else {
    if(rank == 0){
      int x;
```

```
int y;
     int i;
  MPI Send(&x, 1, MPI INT, 1, 0, MPI COMM WORLD);
     MPI_Send(&y, 1, MPI_INT, 2, 0, MPI_COMM_WORLD);
   } else {
     if(rank == 1){
   int i;
       int number = rank + 10;
     MPI_Recv(&number, 1, MPI_INT, 0, 0,
MPI COMM WORLD, MPI STATUS IGNORE);
   for ( i = 0; i < n passwords; i < i++) {
     first block crack(encrypted passwords[i]);
   }
     }
   else if(rank == 2){
   int i;
      int number = rank + 10;
     MPI_Recv(&number, 1, MPI_INT, 0, 0,
MPI COMM WORLD, MPI STATUS IGNORE);
   for (i = 0; i<n passwords;i<i++){
      second block crack(encrypted passwords[i]);
   }
   }
 MPI Finalize();
 clock gettime(CLOCK MONOTONIC, &finish);
 time difference(&start, &finish, &time elapsed);
 printf("Elapsed Time: %0.9lfs or %0.9lfmin\n", (time elapsed/1.0e9),
((time elapsed/1.0e9)/60));
  return 0;
```

b. Insert a table that shows running times for the original, multi-thread version, CUDA version and MPI versions.

| Calculating running times for the original program, multi-thread version, CUDA version and MPI versions. |                            |                                    |                        |                       |
|--|----------------------------|------------------------------------|------------------------|-----------------------|
|  | Time for original program. | Time for multi-<br>thread program. | Time for CUDA program. | Time for MPI program. |
| 1 <sup>st</sup>  | 852.086086160 Sec          | 424.101145135 Sec                  | 0.085126579 Sec        | 448.548901729 Sec     |
| 2 <sup>nd</sup>  | 852.851117573 Sec          | 428.928177644 Sec                  | 0.086923126 Sec        | 450.614477814 Sec     |
| 3 <sup>rd</sup>  | 866.621660790 Sec          | 428.028800344 Sec                  | 0.089922869 Sec        | 457.101931998 Sec     |
| 4 <sup>th</sup>  | 841.839096854 Sec          | 426.398617337 Sec                  | 0.087610839 Sec        | 452.628022154 Sec     |
| 5 <sup>th</sup>  | 870.891680057 Sec          | 432.247245291 Sec                  | 0.085183689 Sec        | 459.816985690 Sec     |
| 6 <sup>th</sup>  | 825.242112556 Sec          | 430.344344965 Sec                  | 0.084066495 Sec        | 450.138745586 Sec     |
| 7 <sup>th</sup>  | 864.673123279 Sec          | 430.50855403 Sec                   | 0.084478937 Sec        | 453.292350263 Sec     |
| 8 <sup>th</sup>  | 877.859196113 Sec          | 431.871656769 Sec                  | 0.088146979 Sec        | 458.325443892 Sec     |
| 9 <sup>th</sup>  | 871.069347481 Sec          | 433.916258052 Sec                  | 0.090095827 Sec        | 455.466813751 Sec     |
| 10 <sup>th</sup>   | 854.746969314 Sec          | 475.311364531 Sec                  | 0.091534554 Sec        | 457.408307580 Sec     |
| Total time:  | 8577.88039018 Sec          | 4341.656164098 Sec                 | 0.873089894 Sec        | 4543.341980457 Sec    |
| Mean Time in sec:  | 857.788039018 Sec          | 434.1656164098 Sec                 | 0.0873089894 Sec       | 454.3341980457 Sec    |
| Mean Time in Min :   | 14.296467317 Min           | 7.23609360683 Min                  | 0.014551498234 Min     | 7.572236634095 Min    |

c. Write a short analysis of the results

## 3.2 Image Processing

a. MPI based Image Processing Program.

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <GL/glut.h>
#include <GL/ql.h>
#include <malloc.h>
#include <signal.h>
#include <mpi.h>
Displays two grey scale images. On the left is an image that has come
  image processing pipeline, just after colour thresholding. On the
right is
  the result of applying an edge detection convolution operator to the
  image. This program performs that convolution.
 Things to note:
   - A single unsigned char stores a pixel intensity value. O is black,
256 is
     white.
    - The colour mode used is GL LUMINANCE. This uses a single number to
     represent a pixel's intensity. In this case we want 256 shades of
grey,
     which is best stored in eight bits, so GL UNSIGNED BYTE is
specified as
     the pixel data type.
 To compile adapt the code below wo match your filenames:
   mpicc -o ip coursework 014 mpi 'ip coursework 014 mpi.c' -lglut -
lGL -lm
 To run the program:
 mpiexec -n 4 ./ip_coursework 014 mpi
 Dr Kevan Buckley, University of Wolverhampton, 2018
**************************************
*****/
#define width 100
#define height 72
unsigned char image[], results[width * height];
int startIndex, endIndex;
int time difference(struct timespec *start, struct timespec *finish,
```

```
long long int *difference);
void detect edges(unsigned char *in, unsigned char *out);
static void key_pressed(unsigned char key,int x, int y);
void sigint callback(int signal number);
static void display();
void tidy and exit();
 void detect_edges(unsigned char *in, unsigned char *out) {
  int n pixels = width * height;
  for(i=0;i<n_pixels;i++) {</pre>
    int x, y; // the pixel of interest
    int b, d, f, h; // the pixels adjacent to x,y used for the
calculation
    int r; // the result of calculate
    y = i / width;
    x = i - (width * y);
    if (x == 0 \mid | y == 0 \mid | x == width - 1 \mid | y == height - 1) {
      results[i] = 0;
    } else {
      b = i + width;
      d = i - 1;
      f = i + 1;
      h = i - width;
      r = (in[i] * 4) + (in[b] * -1) + (in[d] * -1) + (in[f] * -1)
          + (in[h] * -1);
      if (r > 0) { // if the result is positive this is an edge pixel
        out[i] = 255;
      } else {
        out[i] = 0;
      }
   }
 }
void tidy and exit() {
  exit(0);
void sigint callback(int signal number){
  printf("\nInterrupt from keyboard\n");
  tidy and exit();
static void display() {
  glClear(GL COLOR BUFFER BIT);
  glRasterPos4i(-1, -1, 0, 1);
```

```
glDrawPixels(width, height, GL LUMINANCE, GL UNSIGNED BYTE, image);
 glRasterPos4i(0, -1, 0, 1);
 glDrawPixels(width, height, GL LUMINANCE, GL UNSIGNED BYTE, results);
 qlFlush();
}
static void key pressed(unsigned char key, int x, int y) {
  switch(key){
    case 27: // escape
      tidy and exit();
      break:
    default:
      printf("\nPress escape to exit\n");
 }
}
 int time difference(struct timespec *start, struct timespec *finish,
                    long long int *difference) {
 long long int ds = finish->tv sec - start->tv sec;
 long long int dn = finish->tv nsec - start->tv nsec;
 if(dn < 0) {
    ds--;
    dn += 10000000000;
 *difference = ds * 1000000000 + dn;
  return !(*difference > 0);
}
int main(int argc, char **argv) {
  signal(SIGINT, sigint callback);
 printf("image dimensions %dx%d\n", width, height);
 int size,rank;
 MPI Init(NULL, NULL);
 MPI Comm size(MPI COMM WORLD,&size);
 MPI Comm rank(MPI COMM WORLD,&rank);
 if (size !=4){
 printf("This program needs exactly 4 instances.\n");
 exit(-1);
}
 if(rank == 0){
 startIndex = 0;
 endIndex=1799;
```

```
struct timespec start, finish;
  long long int time elapsed;
  clock gettime(CLOCK MONOTONIC, &start);
  detect edges(image, results);
  //results, receive
  MPI Recv(&results[1800],1800,
MPI UNSIGNED CHAR, 1, 0, MPI COMM WORLD, MPI STATUS IGNORE);
  MPI Recv(&results[3600],1800,
MPI UNSIGNED CHAR, 2, 0, MPI COMM WORLD, MPI STATUS IGNORE);
  MPI Recv(&results[5400],1800,
MPI UNSIGNED CHAR, 3, 0, MPI COMM WORLD, MPI STATUS IGNORE);
  clock gettime(CLOCK MONOTONIC, &finish);
  time difference(&start, &finish, &time elapsed);
  printf("Time elapsed was %lldns or %0.9lfs\n", time elapsed,
         (time elapsed/1.0e9));
  glutInit(&argc, argv);
  glutInitWindowSize(width * 2,height);
  glutInitDisplayMode(GLUT SINGLE | GLUT LUMINANCE);
  glutCreateWindow("6CS005 Image Progessing Courework");
  glutDisplayFunc(display);
  glutKeyboardFunc(key pressed);
  glClearColor(0.0, 1.\overline{0}, 0.0, 1.0);
  glutMainLoop();
  tidy and exit();
 }else if(rank==1) {
   startIndex = 1800;
   endIndex = 3599;
   detect edges(image, results);
   MPI Send(&results[1800], 1800, MPI UNSIGNED CHAR, 0, 0,
MPI COMM WORLD);
 else if(rank==2) {
   startIndex = 3600;
   endIndex = 5399;
   detect edges(image, results);
   MPI Send(&results[3600], 1800, MPI UNSIGNED CHAR, 0, 0,
MPI COMM WORLD);
 else if(rank==3) {
   startIndex = 5400;
   endIndex = 7199;
```

```
detect edges(image, results);
MPI Send(&results[5400], 1800, MPI UNSIGNED CHAR, 0, 0,
MPI COMM WORLD);
MPI Finalize();
return 0;
255.
255,
255.
255,
5,
255,
255.
255,
255,
```

```
255.
255,
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255,
255,
255.
255,
5,
255,
```

## 6CS005 Portfolio, Ashish Shrestha, 1828427

255.

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255,
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```

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255.
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5,
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```

```
255.
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255, 255, 0, 0, 0, 255, 0, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255,
255,
```

```
255,
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5,
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255,
255.
255,
255.
255,
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255.
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255,
255.
255,
255,
```

```
255,0,0,255,255,0,0,0,0,0,255,255,0,0,255,0,0,0,255,
0,0,0,0,0,0,0,255,0,0,255,255,255,255,0,0,255,0,0,
0,0,0,0,0,0,0,255,0,0,0,0,255,0,0,255,0,0,
0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,255,0,
255, 255, 255, 255, 0, 0, 0, 0, 0, 255, 0, 0, 255, 0, 0, 0, 0, 0, 0,
255, 255, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 255, 0, 0, 0, 255, 0,
255,0,0,0,255,255,0,0,255,255,0,0,0,0,255,0,0,255,0,
255,
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```

```
255,
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0,0,255,0,0,0,255,255,0,0,0,0,255,0,0,0,255,0,0,
```

```
0,255,255,0,0,0,0,255,255,0,0,255,0,0,0,255,0,0,0,
255, 255, 255, 255, 0, 0, 0, 255, 0, 0, 0, 255, 0, 0, 255, 0, 0, 0, 0,
255, 255, 0, 0, 0, 0, 0, 0, 0, 255, 0, 0, 255, 0, 0, 255, 0, 0, 255,
0,0,255,255,0,0,0,0,255,255,0,0,255,0,0,255,0,255,0,
255, 255, 0, 0, 0, 0, 255, 255, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255,
0,0,255,0,0,255,255,0,0,255,0,0,0,255,0,0,255,0,0,255,0,
255,0,255,0,0,0,0,0,255,0,0,255,0,0,255,0,0,255,0,
0,255,0,0,0,255,0,0,255,0,0,0,255,0,0,255,0,0,
5,
255.
255,
255,
```

```
255.
255,
255.
255,
255,
255.
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
};
```

/\*

b. Insert a table that shows running times for the original program, multi-thread, CUDA and MPI version.

| Calculat         | ing running times for t              | he original program,                            | multi-thread, CUDA ar            | nd MPI version.                 |
|------------------|--------------------------------------|---|----------------------------------|---------------------------------|
|                  | Time for original program in second. | Time for multi-<br>thread program in<br>second. | Time for CUDA program in second. | Time for MPI program in second. |
| 1 <sup>st</sup>  | 0.000244189                          | 0.000276838                                     | 0.075386513                      | 0.000233578                     |
| 2 <sup>nd</sup>  | 0.000158769                          | 0.000386129                                     | 0.074686924                      | 0.000235632                     |
| 3 <sup>rd</sup>  | 0.000134126                          | 0.000563675                                     | 0.076007492                      | 0.000272333                     |
| 4 <sup>th</sup>  | 0.000124196                          | 0.000390902                                     | 0.074578661                      | 0.000206501                     |
| 5 <sup>th</sup>  | 0.000320527                          | 0.000624942                                     | 0.072643177                      | 0.000221924                     |
| 6 <sup>th</sup>  | 0.000182322                          | 0.00058715                                      | 0.080916637                      | 0.000228754                     |
| 7 <sup>th</sup>  | 0.000297749                          | 0.000371939                                     | 0.078102321                      | 0.000254298                     |
| 8 <sup>th</sup>  | 0.000330665                          | 0.000629257                                     | 0.078525085                      | 0.000210393                     |
| 9 <sup>th</sup>  | 0.000338829                          | 0.000600857                                     | 0.078103622                      | 0.000221053                     |
| 10 <sup>th</sup> | 0.000286728                          | 0.000544998                                     | 0.080501337                      | 0.000254021                     |
| Total time:      | 0.0024181                            | 0.004976687                                     | 0.769451769                      | 0.002338487                     |
| Mean<br>Time:    | 0.00024181                           | 0.0004976687                                    | 0.0769451769                     | 0.0002338487                    |

c. Write a short analysis of the results

## 3.3 Linear Regression

Insert a table that shows running times for the original program, multi-thread, CUDA and MPI version.

| Calculating running times for the original program, multi-thread, CUDA and MPI version. |                                      |   |                                  |                                 |  |  |  |
|---|--------------------------------------|---|----------------------------------|---------------------------------|--|--|--|
|   | Time for original program in second. | Time for multi-<br>thread program in<br>second. | Time for CUDA program in second. | Time for MPI program in second. |  |  |  |
| 1 <sup>st</sup>   | 0.153255700                          | 0.729684644                                     |                                  |                                 |  |  |  |
| 2 <sup>nd</sup>   | 0.154264022                          | 0.730370932                                     |                                  |                                 |  |  |  |
| 3 <sup>rd</sup>   | 0.153620850                          | 0.729603310                                     |                                  |                                 |  |  |  |
| 4 <sup>th</sup>   | 0.155420145                          | 0.739406606                                     |                                  |                                 |  |  |  |
| 5 <sup>th</sup>   | 0.152466764                          | 0.720501911                                     |                                  |                                 |  |  |  |
| 6 <sup>th</sup>   | 0.150451341                          | 0.730797864                                     |                                  |                                 |  |  |  |
| 7 <sup>th</sup>   | 0.155607034                          | 0.731083206                                     |                                  |                                 |  |  |  |
| 8 <sup>th</sup>   | 0.151813714                          | 0.712123609                                     |                                  |                                 |  |  |  |
| 9 <sup>th</sup>   | 0.153453562                          | 0.744400154                                     |                                  |                                 |  |  |  |
| 10 <sup>th</sup>  | 0.153750012                          | 0.707047138                                     |                                  |                                 |  |  |  |
| Total time:   | 1.534103144                          | 7.275019374                                     |                                  |                                 |  |  |  |
| Mean<br>Time:   | 0.1534103144                         | 0.7275019374                                    |                                  |                                 |  |  |  |

Write a short analysis of the results

## 4 Verbose Repository Log

Paste your verbose format repository log here. With subversion this can be achieved by the following:

svn update

svn –v log > log.txt

6CS005 Portfolio, Ashish Shrestha, 1828427

gedit log.txt
Then select, copy and paste the text here