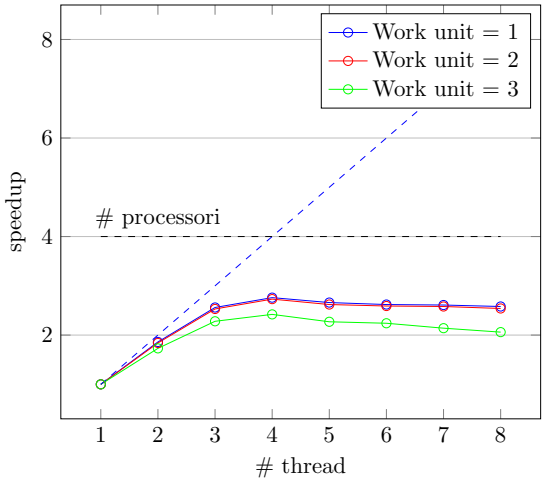
Nei grafici del tempo di esecuzione abbiamo inserito una iperbole a indicare l'andamento ideale del tempo di esecuzione all'aumentare del numero di thread. La linea orizzontale rappresenta il "limite" teorico di $\frac{T_1}{p}$, con T_1 a indicare il tempo sequenziale e p il numero di processori fisici. Con hyperthreading attivo, questo limite viene superato.

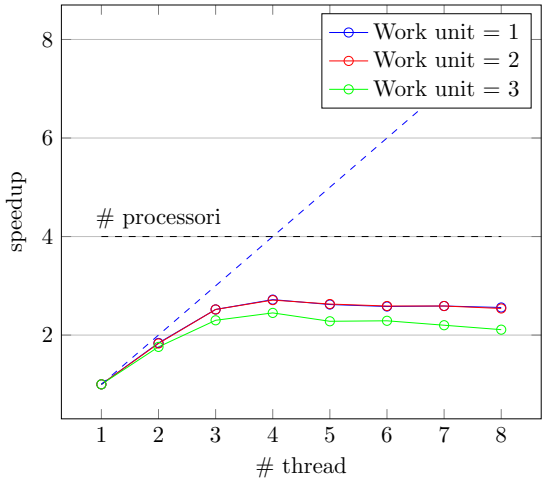
Nei grafici dello speedup abbiamo disegnato la bisettrice del quadrante, a indicare lo speedup perfettamente lineare. Il limite è rappresentato anche qui dalla linea orizzontale $y = p$, il massimo speedup che si può sperare di ottenere con p processori fisici. Anche questo limite viene superato dall'hyperthreading.

Elenco delle figure

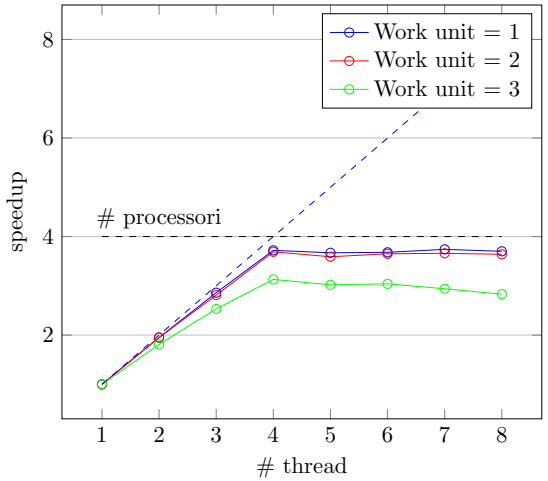
Figura 1: Speedup/thread e tempo/thread della prima implementazione, contro password di lunghezza 4, sul Raspberry Pi.



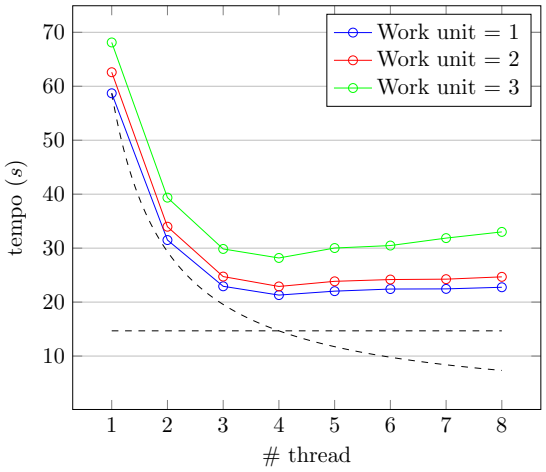
(a) JVM Oracle (1.7)



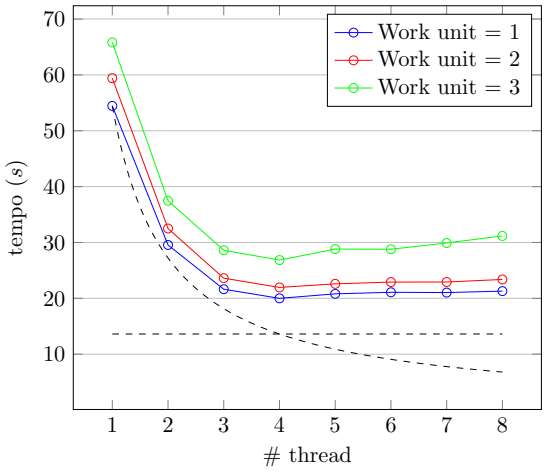
(b) JVM Oracle (1.8)



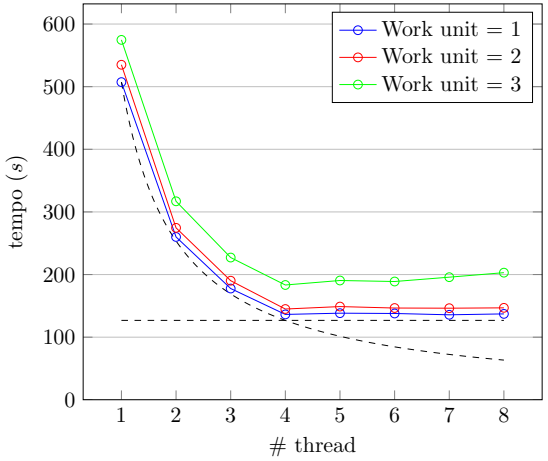
(c) JVM OpenJDK



(d) JVM Oracle (1.7)

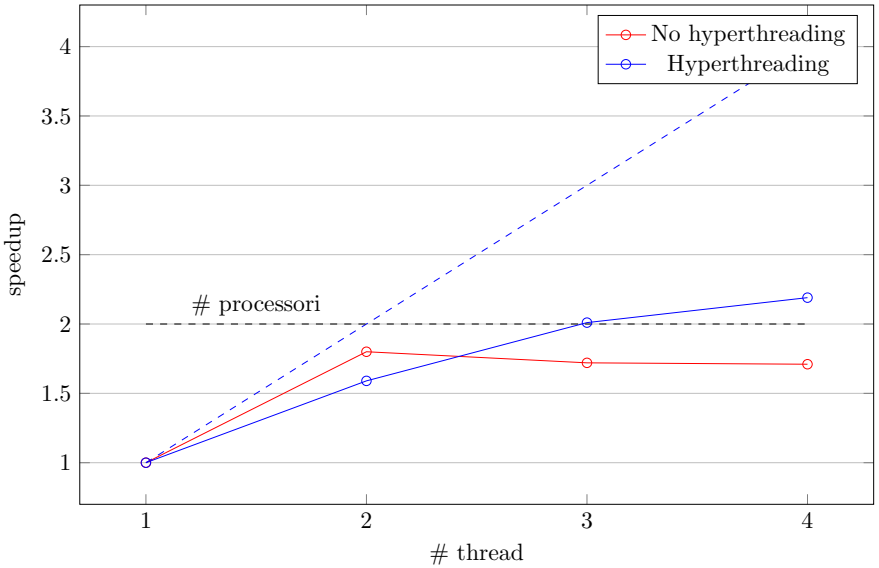


(e) JVM Oracle (1.8)

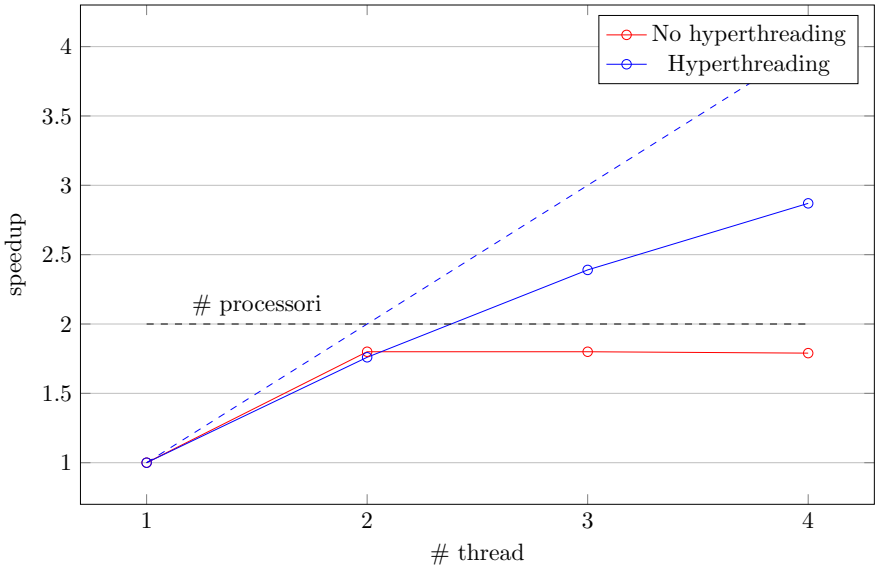


(f) JVM OpenJDK

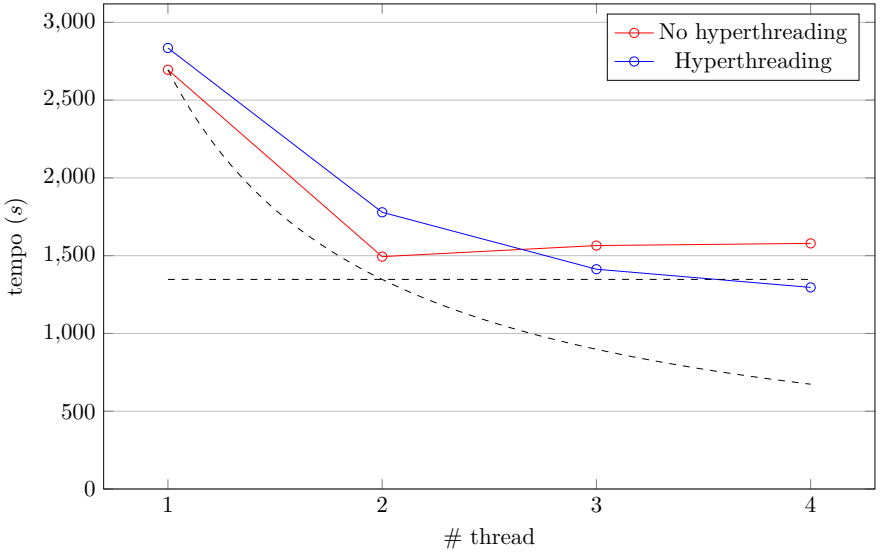
Figura 2: Speedup/thread e tempo/thread con l'i5, prima e seconda implementazione, contro password di lunghezza 6.



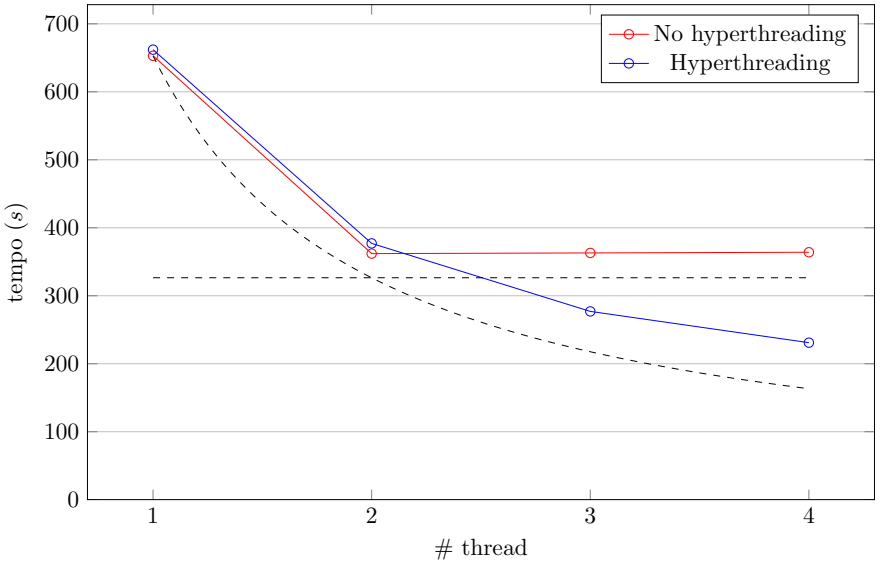
(a) I implementazione



(b) II implementazione



(c) I implementazione



(d) II implementazione

Figura 3: Speedup/thread su iMac, prima implementazione, contro password di lunghezza 5.

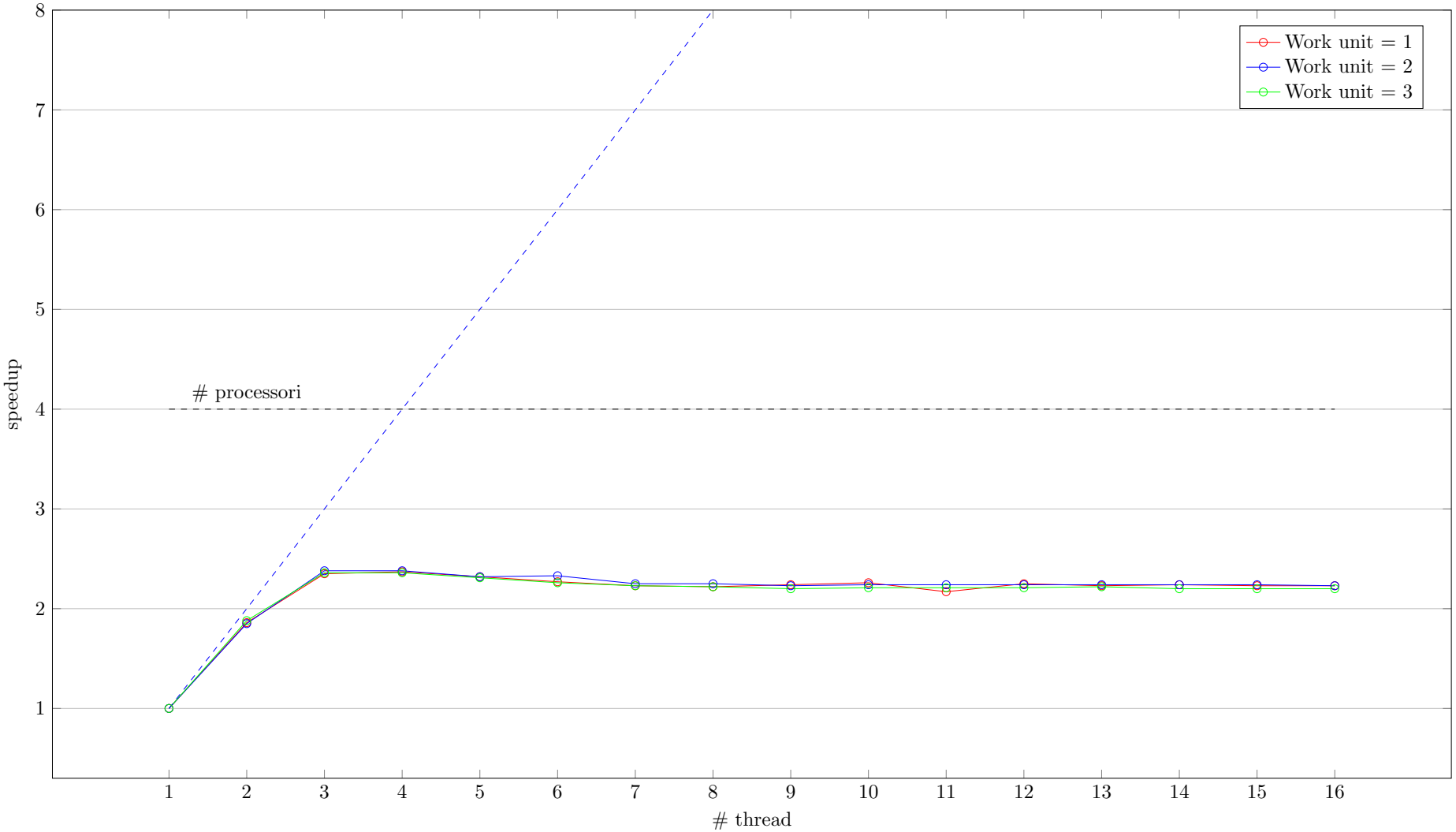


Figura 4: Tempo/thread su iMac, prima implementazone, contro password di lunghezza 5.

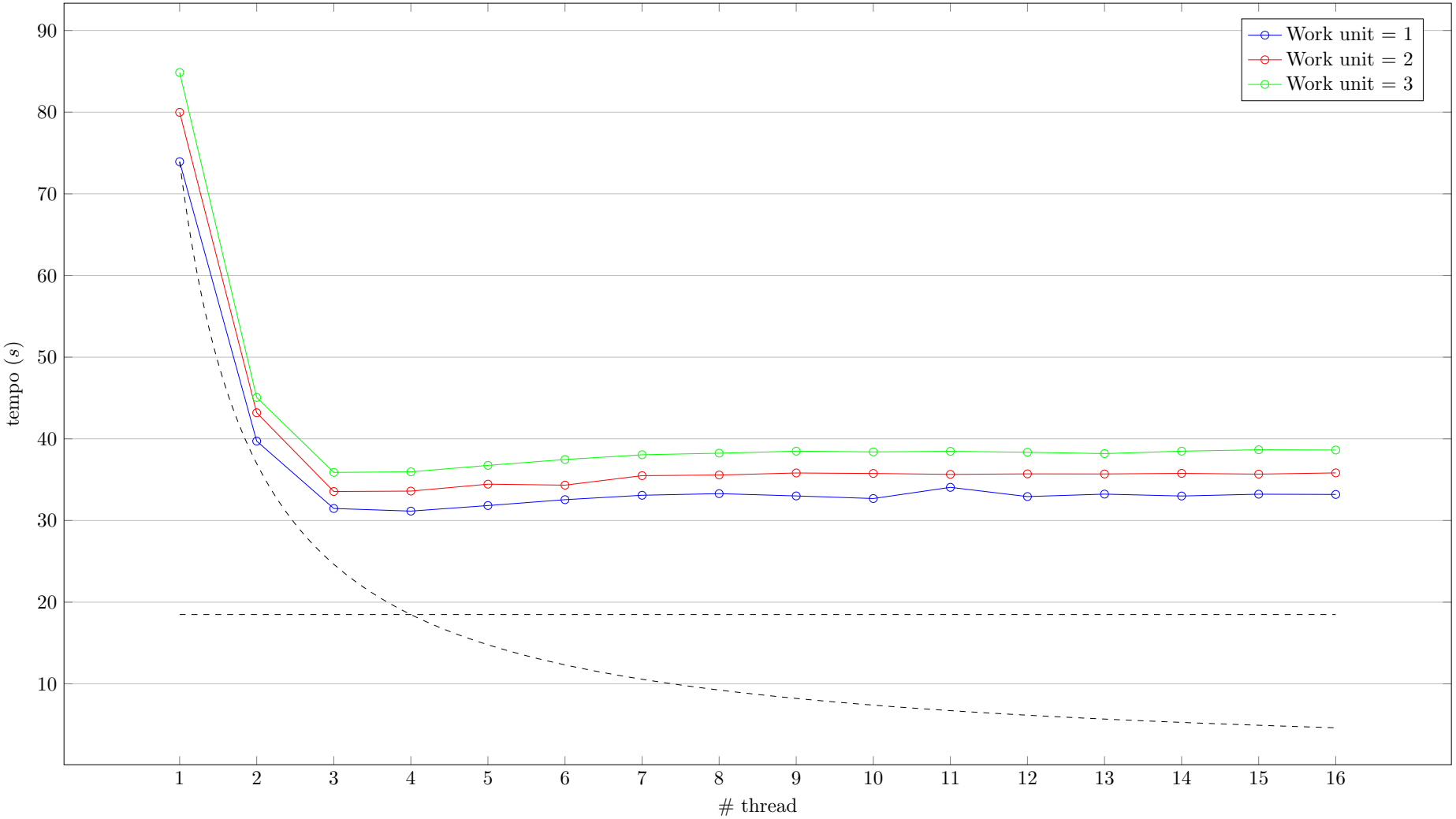
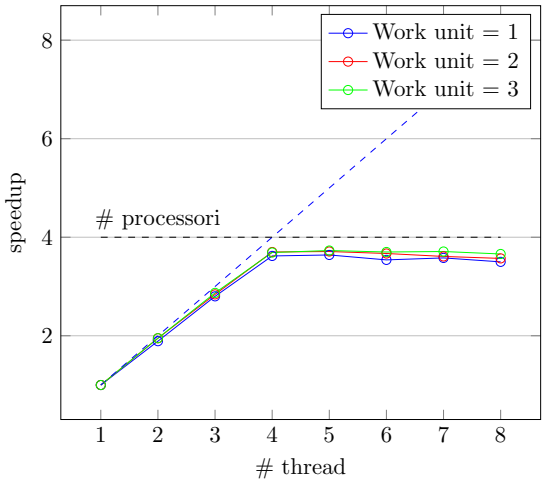
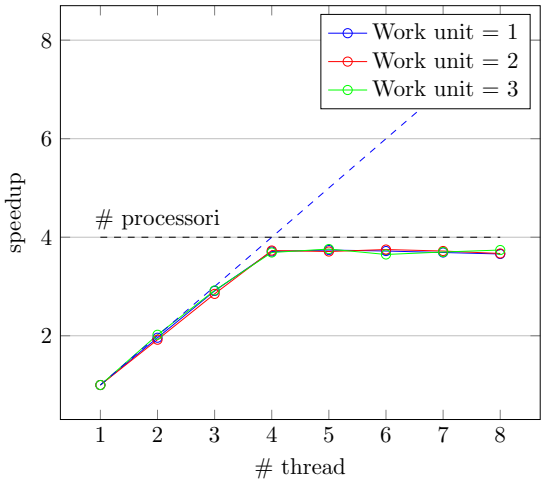


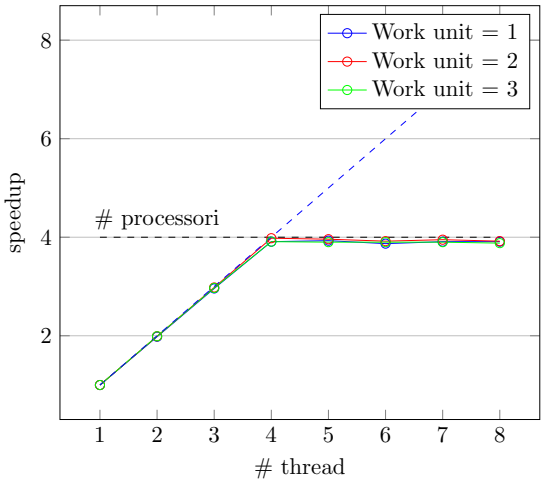
Figura 5: Speedup/thread e tempo/thread della seconda implementazione, contro password di lunghezza 5, sul Raspberry Pi.



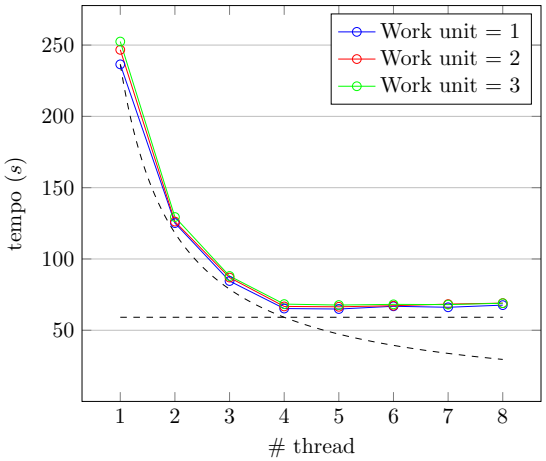
(a) JVM Oracle (1.7)



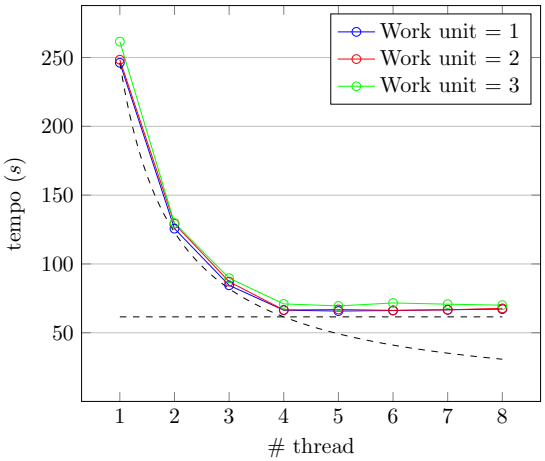
(b) JVM Oracle (1.8)



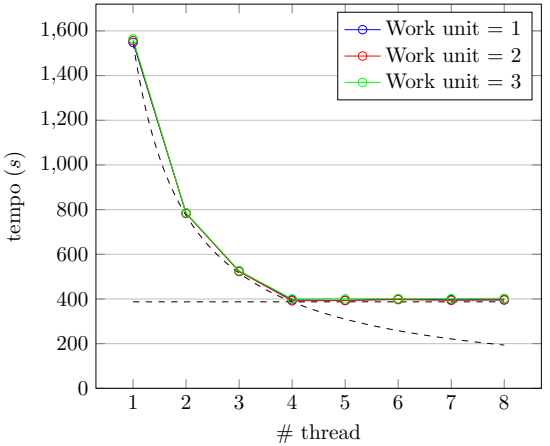
(c) JVM OpenJDK



(d) JVM Oracle (1.7)

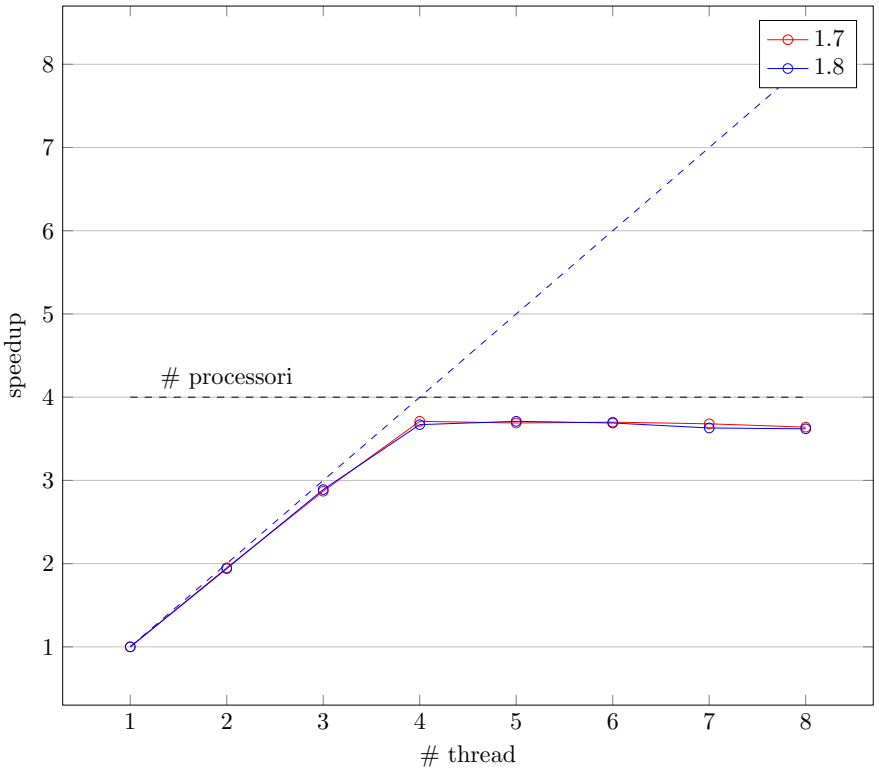


(e) JVM Oracle (1.8)



(f) JVM OpenJDK

Figura 6: Speedup/thread e tempo/thread su Raspberry Pi, seconda implementazione, contro password di lunghezza 6.



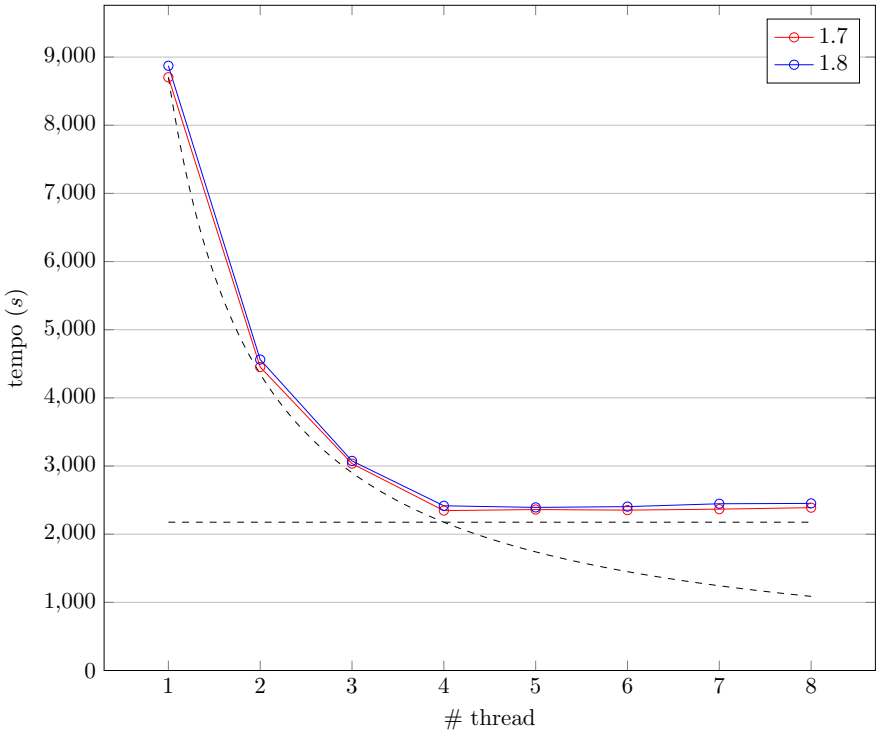


Figura 7: Speedup/thread su iMac, seconda implementazione, contro password di lunghezza 5.

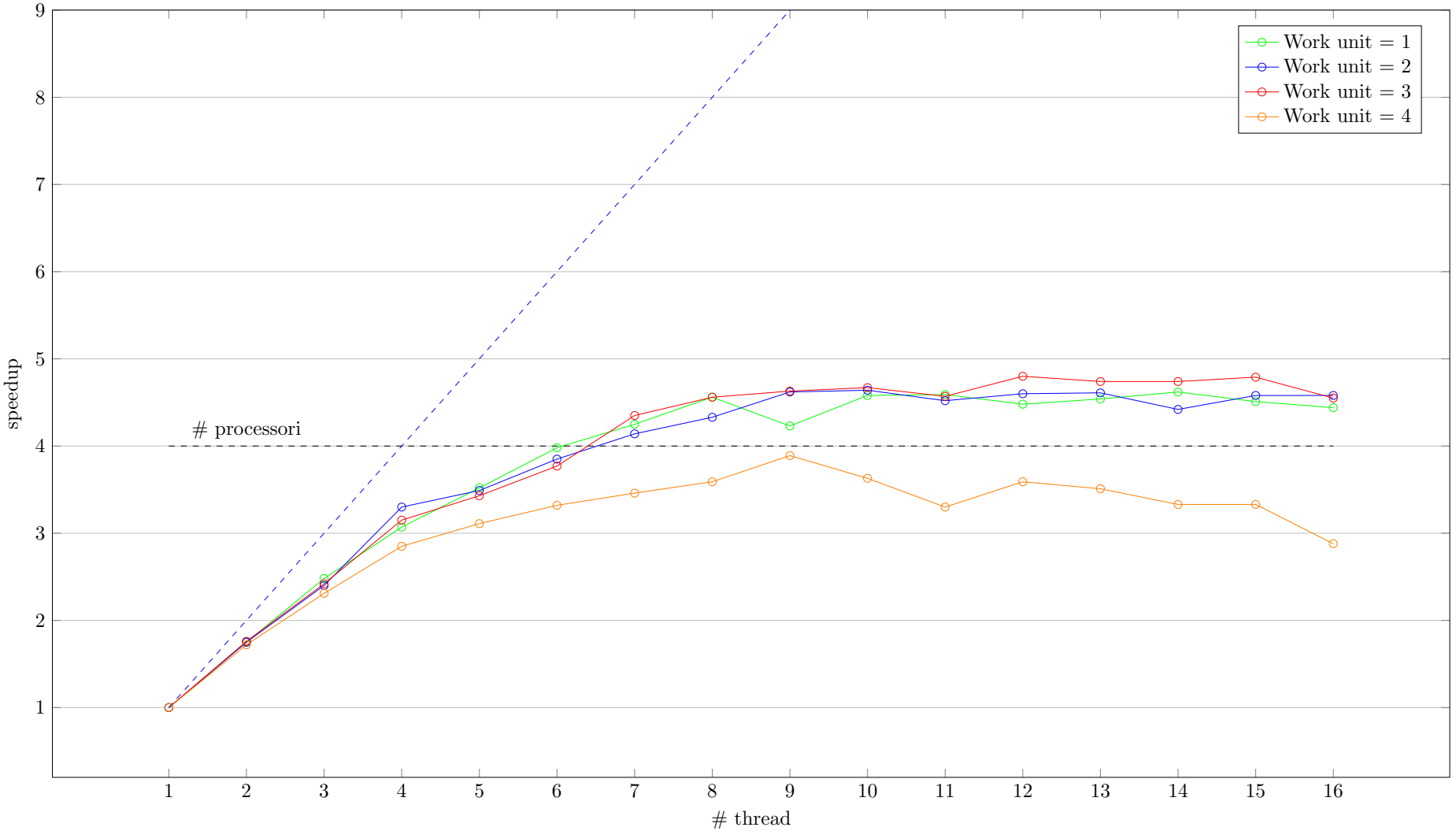


Figura 8: Tempo/thread su iMac, seconda implementazone, contro password di lunghezza 5.

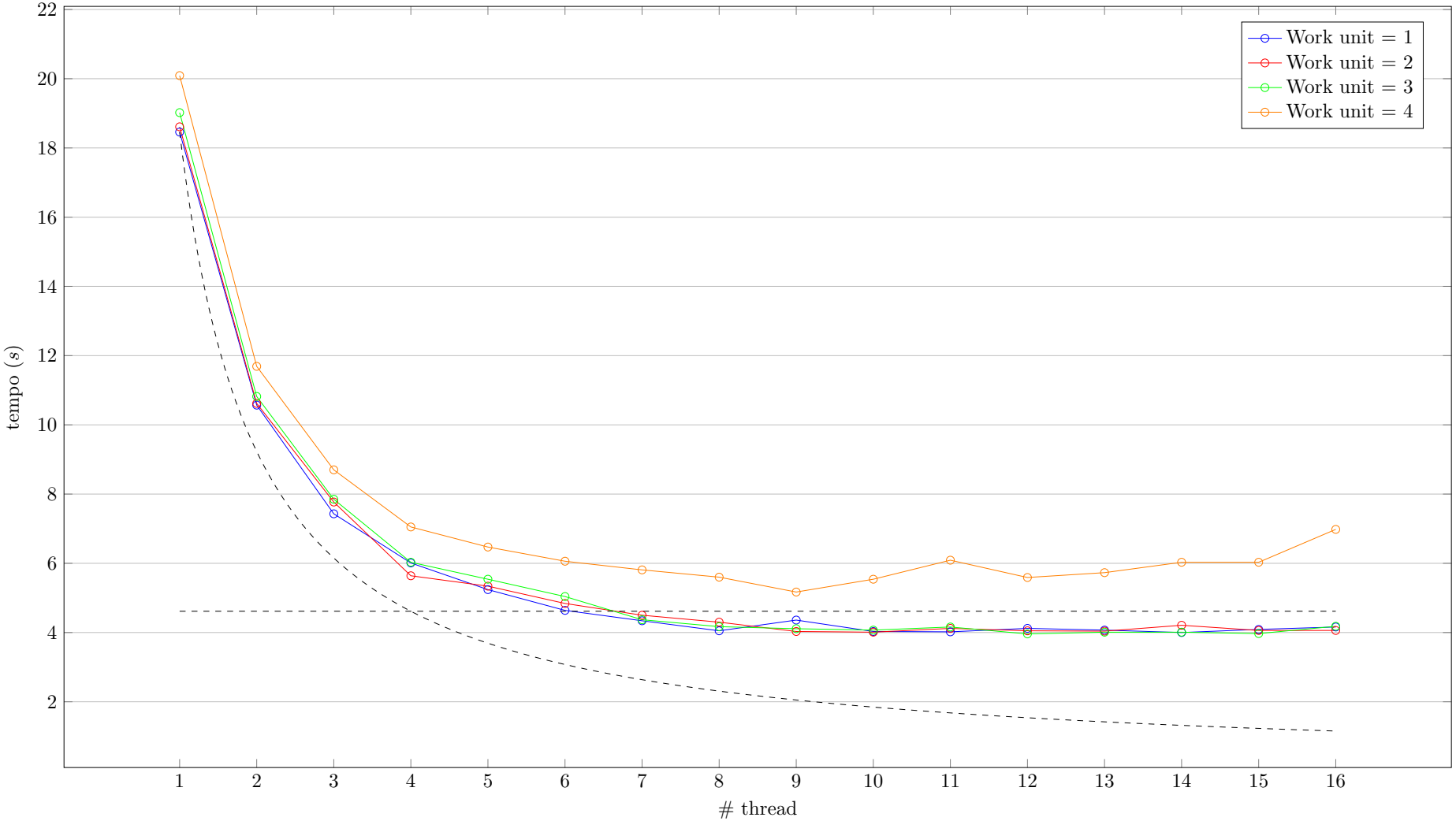


Figura 9: Speedup/thread su iMac, seconda implementazione, contro password di lunghezza 6.

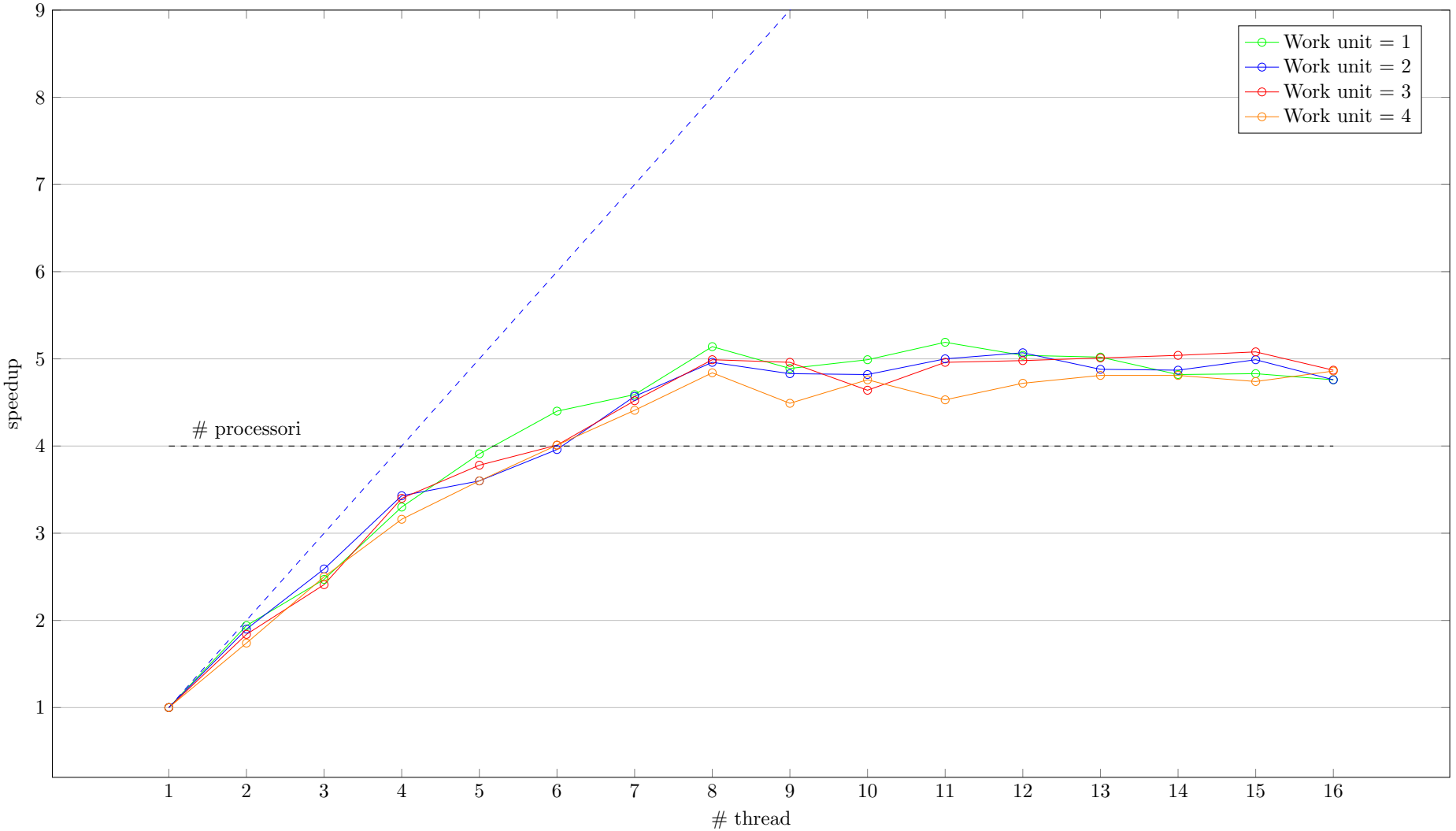


Figura 10: Tempo/thread su iMac, seconda implementazone, contro password di lunghezza 6.

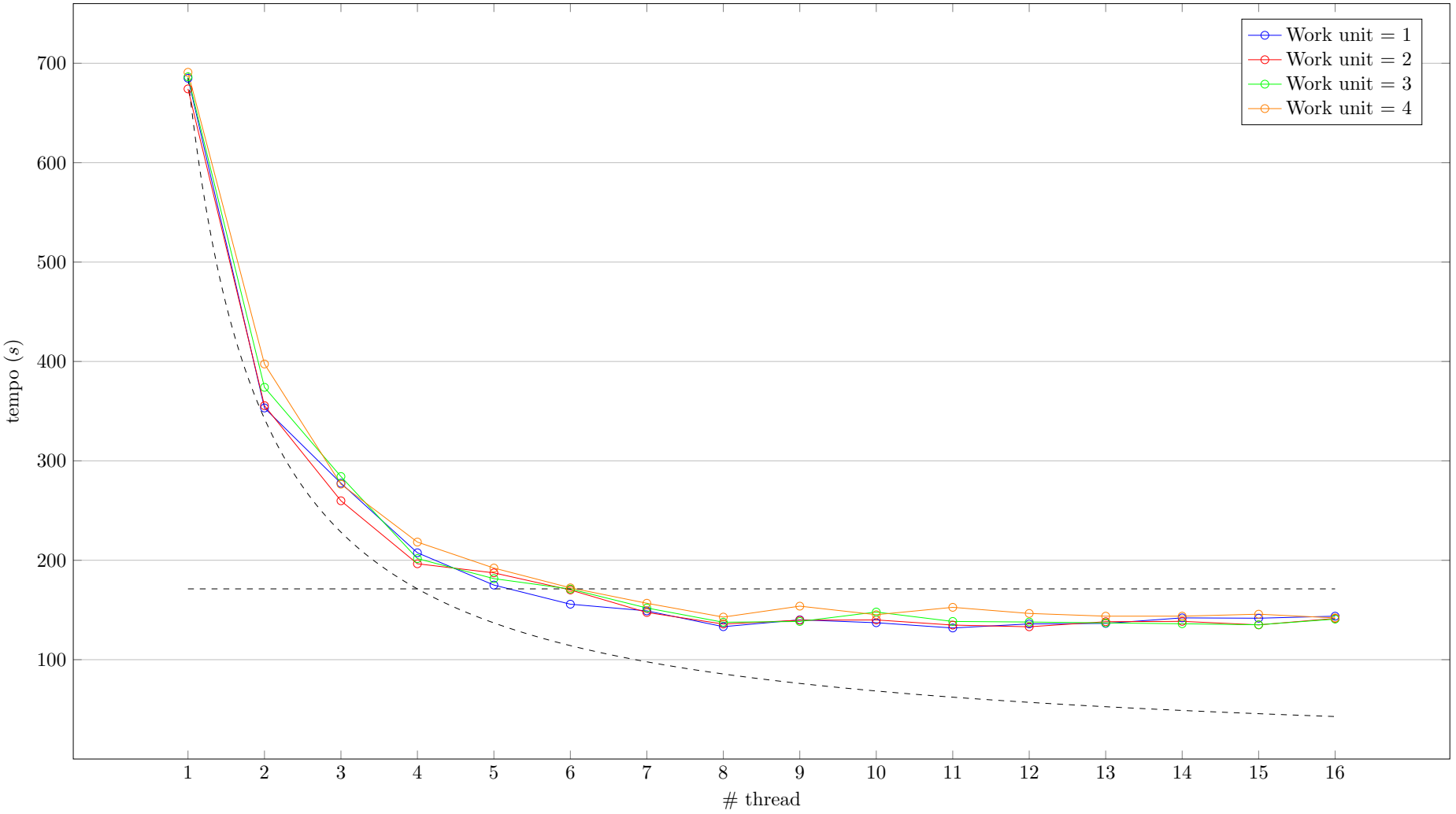


Figura 11: Speedup/thread su iMac, contro i file di benchmark.