Assignment 2

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Tutorial: 03

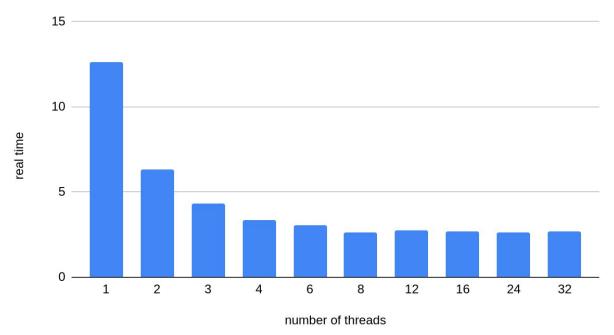
Question 2

Table of timings:

| Threads | Timings (in seconds) | Speedup from Original |
|--------------|----------------------|-----------------------|
| 1 (original) | 12.914 | |
| 1 | 12.602 | 1.02 |
| 2 | 6.312 | 2.05 |
| 3 | 4.316 | 2.99 |
| 4 | 3.331 | 3.88 |
| 6 | 3.060 | 4.22 |
| 8 | 2.657 | 4.86 |
| 12 | 2.733 | 4.73 |
| 16 | 2.700 | 4.78 |
| 24 | 2.659 | 4.86 |
| 32 | 2.665 | 4.85 |

Bar Graph of Timings:

Execution time / thread count



- **a)** No, we do not observe N-times speedup for all numbers of threads. When using up to 4 threads, we see around N-times speedup, as seen from the table above. But after that, the speedup stays at around 4.8 no matter how many threads the program uses.
- **b)** The linux servers used to time the executions of the programs has 4 physical cores. That means that no matter how many threads we use, only 4 threads can run concurrently, so the maximum speedup will be around 4 times. That is why for threads larger than 4, the speedup is still around 4 times and we are not seeing any increase in the speedup.

Question 4

| Test File: Medium.txt | | | | |
|-----------------------|---------------------------------|--|------------------|--|
| #Threads: | Observed Timing (seconds) | Observed Speedup Compared to original | Expected Speedup | |
| Original Program | 20.1 | 1.0 | 1.0 | |
| 1 | 21.2 | 0.95 | 1.0 | |
| 2 | 11 | 1.83 | 2.0 | |
| 3 | 7.7 | 2.61 | 3.0 | |
| 4 | 5.75 | 3.5 | 4.0 | |
| 8 | 4.88 | 4.11 | 8.0 | |
| 16 | 4.81 | 4.17 | 16.0 | |

| Test File: Hard.txt | | | | |
|---------------------|---------------------------------|--|------------------|--|
| #Threads: | Observed Timing (seconds) | Observed Speedup Compared to original | Expected Speedup | |
| Original Program | 6.89 | 1.0 | 1.0 | |
| 1 | 7.39 | 0.93 | 1.0 | |
| 2 | 3.71 | 1.86 | 2.0 | |
| 3 | 2.54 | 2.71 | 3.0 | |
| 4 | 1.96 | 3.52 | 4.0 | |
| 8 | 1.49 | 4.62 | 8.0 | |
| 16 | 1.51 | 4.56 | 16.0 | |

| Test File: Hard2.txt | | | | | |
|----------------------|---------------------------------|--|------------------|--|--|
| #Threads: | Observed Timing (seconds) | Observed Speedup Compared to original | Expected Speedup | | |
| Original Program | 6.9 | 1.0 | 1.0 | | |
| 1 | 7.4 | 0.93 | 1.0 | | |
| 2 | 3.7 | 1.86 | 2.0 | | |
| 3 | 2.54 | 2.72 | 3.0 | | |
| 4 | 1.96 | 3.52 | 4.0 | | |
| 8 | 1.49 | 4.63 | 8.0 | | |
| 16 | 1.5 | 4.6 | 16.0 | | |

Yes, the results are what I expected them to be. Just like question 2, there is (roughly) an N-times speedup when running the program with number of threads less than or equal to 4. But since the server has 4 physical cores, at most 4 threads can run concurrently. That is why for number of threads larger than 4, we are still seeing a speedup of around 4.