# 2022 NYCU OS HW2 report

Question	Answer
Q1. (5pts) Briefly describe your design for the add, multiple function of matrix, the thread management. Also, describe the number of threads in the Multi-thread program.	I use a for loop to create threads, and distribute the rows to each thread. In the thread function, I use two for loops for addition and three for loops for multiplication, like single_thread.cpp does. It's also worth mentioning that I directly sum up matC and matD inside the thread function to make the calculation faster. Then, I use pthread_join to wait for all the threads to complete its calculation. Finally, I sum up all the results of each thread and get the final answer.
Q2. (15pts) Try at least 3 kinds of number of threads, and compare the difference in time.(Take screenshots of the time of each case) Also, explain the results.	<pre>#threads = 20 sh-4.4\$ time ./multi_thread &lt; input.txt 2248968 2528950360 real</pre>
	real 0m0.163s user 0m0.508s sys 0m0.002s #threads = 2 sh-4.4\$ time ./multi_thread < input.txt 2248968 2528950360 real 0m0.297s user 0m0.542s sys 0m0.004s
	When number of threads = 2, each thread has to do 250 rows calculation, which is much larger than doing 25 rows calculation when number of threads = 20.  Besides, the time of #threads=15 ~ 20 is roughly the same (in the 0.15~0.17 interval). I guess it's because the total calculation isn't that large, though

#threads=20 saves some time in parallel calculation but thread creation also need some cpu time.

# Q3. (10pts)

Show the best speedup between multithread and single-thread. (Take screenshots of the time of single-thread and multi-

Also, explain why multi-thread is faster.

### Multi thread:

```
sh-4.4$ time ./multi_thread < input.txt
2248968
2528950360
real 0m0.158s
               0m0.158s
0m0.505s
0m0.006s
user
```

```
Single_thread:
sh-4.4$ time ./single_thread < input.txt
2248968
2528950360
           0m0.708s
0m0.690s
real
user
           0m0.011s
```

## Speedup = 4.481

Multi-thread is faster because parallel calculation is faster than compute it all along. Also, threads shared the same global variable so we can save some time transferring the data.