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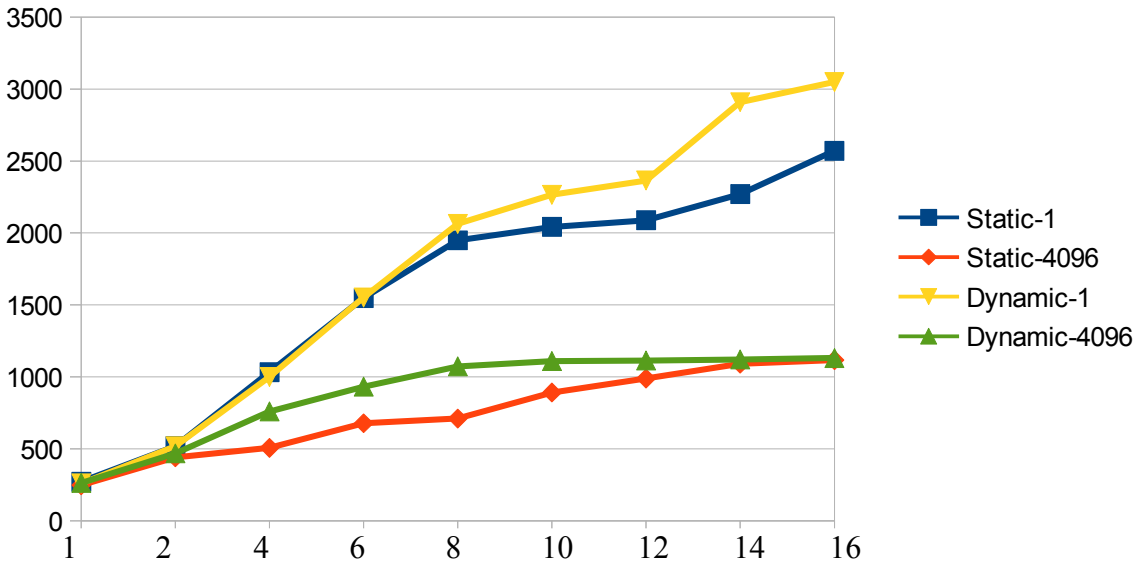
CS 475

This was run on the engr flip servers from osu, while I was remotely connected in. It is a very powerful machine.

Below is a table of my results. All results are in megaMults/sec:

	Static-1	Static-4096	Dynamic-1	Dynamic-4096
1	270.9	246.38	259.36	262.1
2	518.48	440.48	517.23	467.57
4	1032.49	506.45	999.44	759.2
6	1547.96	677.18	1551.12	931.79
8	1948.97	710.36	2063.18	1072.1
10	2041.85	1090.79	2264.85	1109.34
12	2088.26	1088.34	2364.06	1013.94
14	2270.08	1091.33	2908.8	1021
16	2571.42	1116.51	3049.02	1018.42



I am seeing that a higher number of threads offers higher speeds, as expected. I also see that larger chunk sizes slow down the operation, especially in the case of dynamic calculations which seem to be hurt by the chunk sizes more than static operations.

In general though, this all can be summed up as large chunks requiring longer for a single thread to complete, because that is the minimum processing time it can have. This causes the program to greatly slow down when its minimum required time per task is increased like that.

Dynamic also runs faster than because it schedules the processes to be done in a more optimal manner, aka they all complete at a closer rate to each other.