

# Assignment 2

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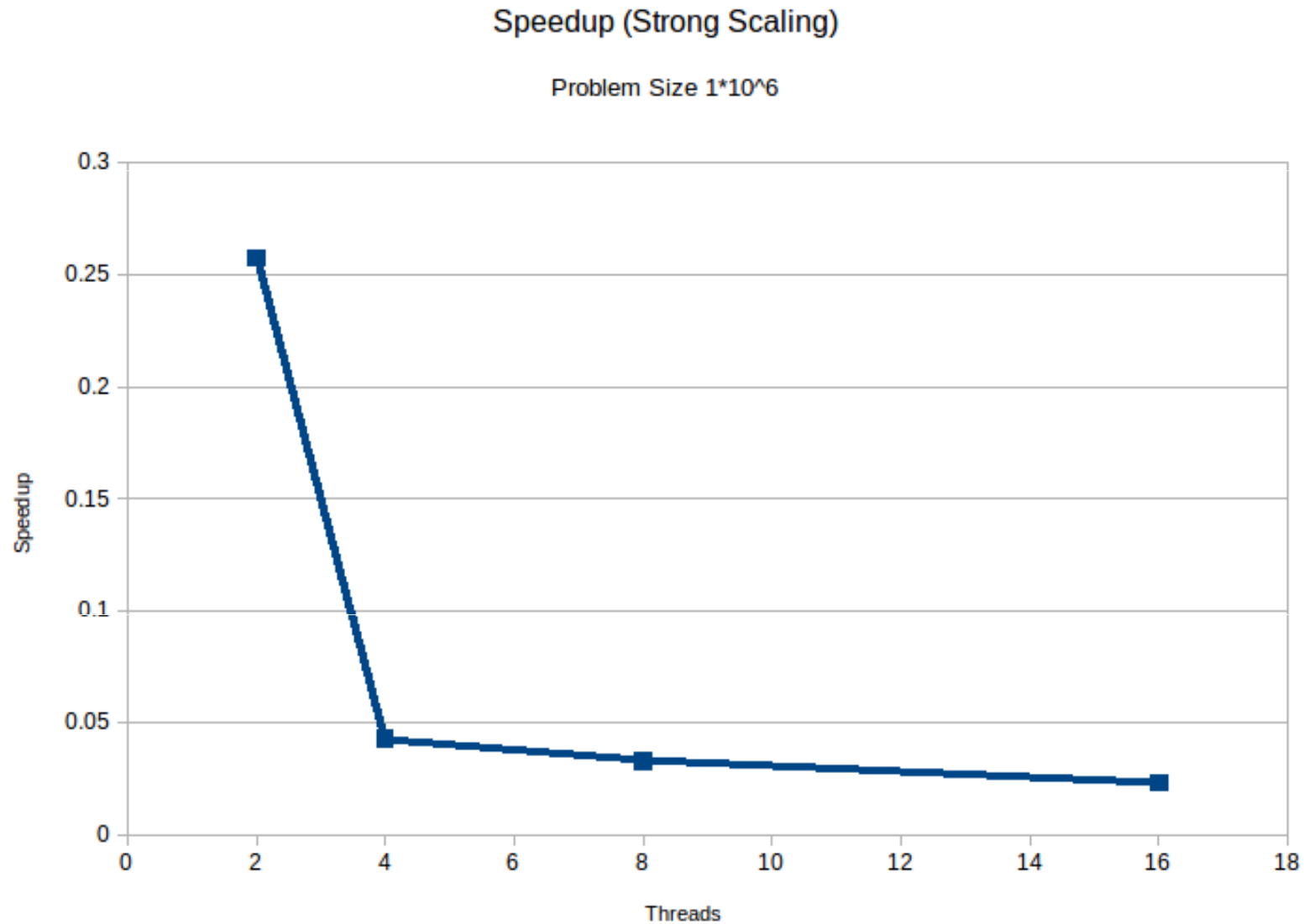
# Exercise 5 – Pi Calculation

- Pi Value = 3.141593
- Problem Size tried from  $1 \cdot 10^8$  to  $8 \cdot 10^8$ .
- Important Observation from OpenMP Parallelization
  - Reduction provides near linear speedup
  - Critical is much worse than even Serial Implementation

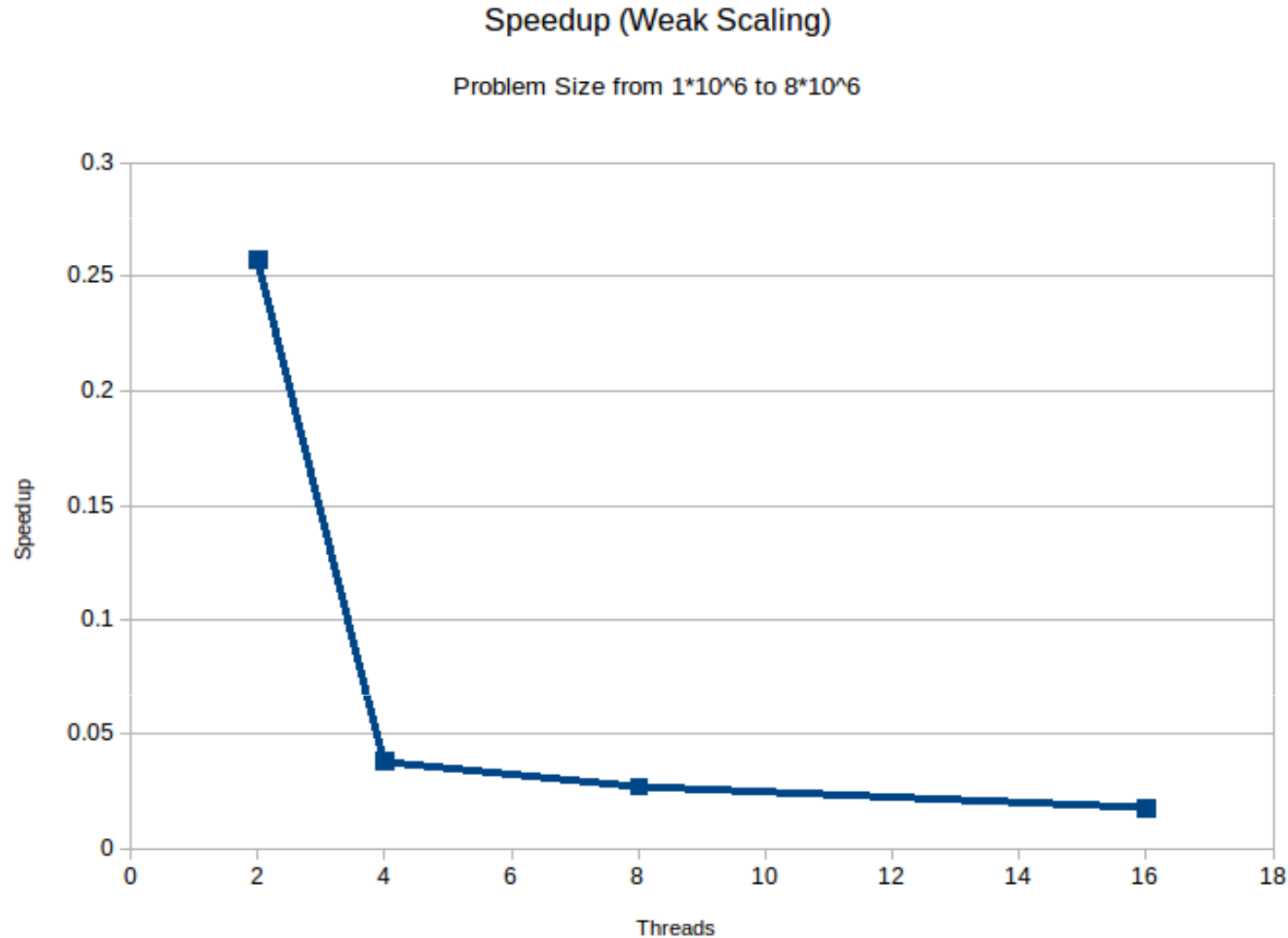
# Analysis of result using *critical*

- Using *critical* primitive for combining the values calculated by threads, is disastrous.
- Leads to serialization of code.
- Much worse performance than even Serial Implementation, because threads wait for each other. The synchronization is an overhead.

# Analysis of result using *critical*



# Analysis of result using *critical*

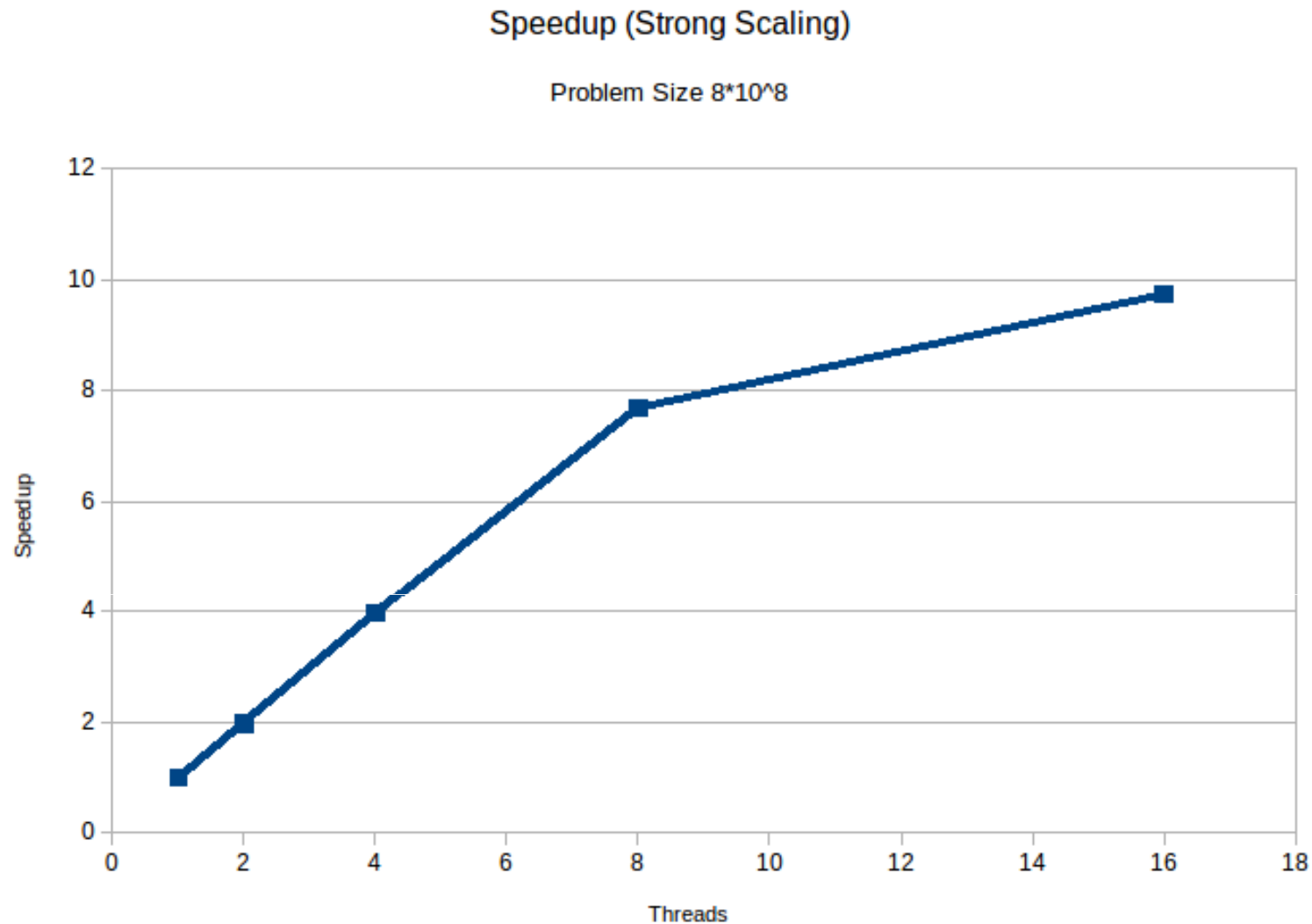


**Weak Scaling** : The problem size doubles from  $1 \cdot 10^6$  to  $8 \cdot 10^6$  while number of threads double from 2 to 8.

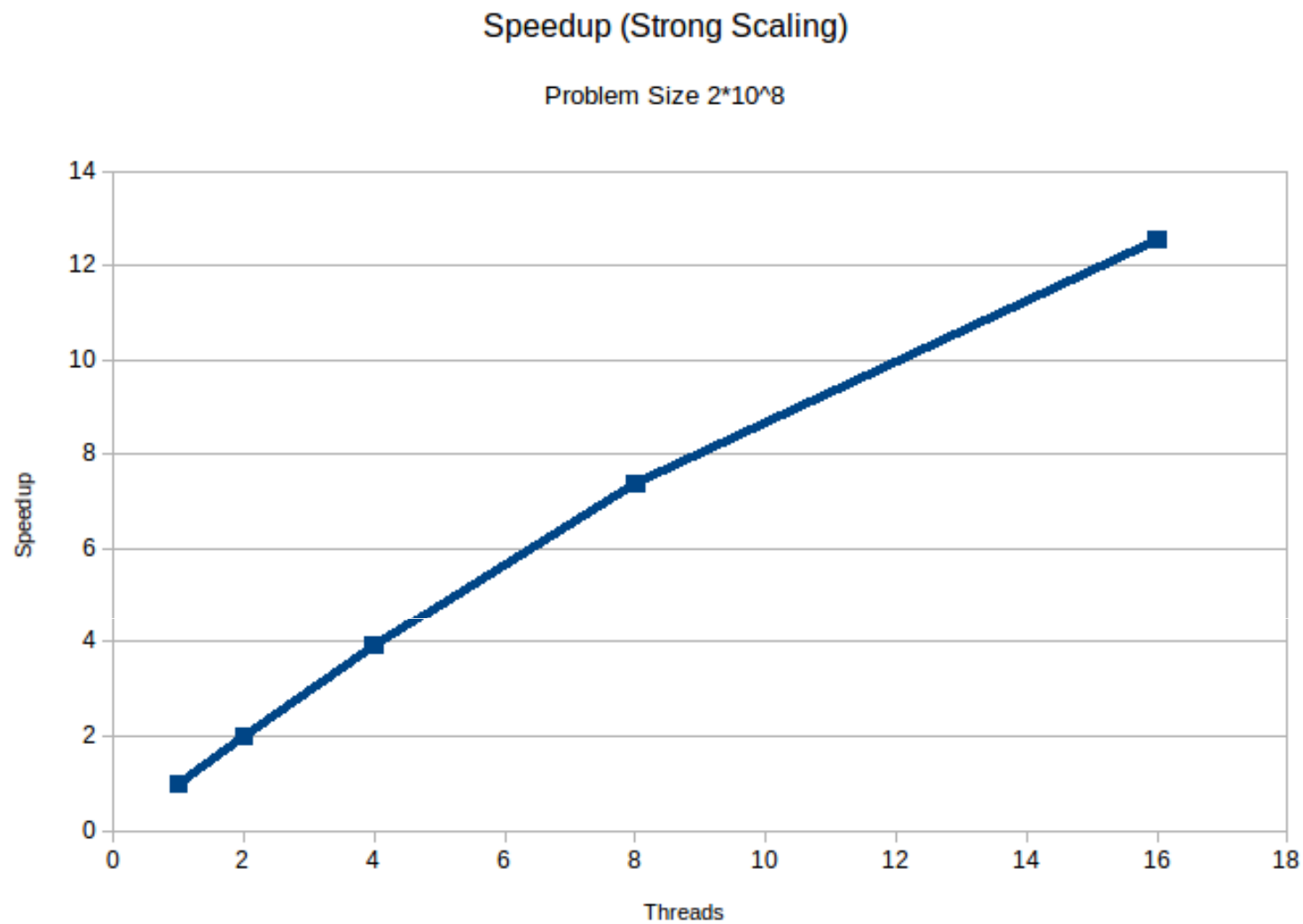
# Analysis of result using *reduction*

- Using *reduction* for combining the results obtained by threads is optimal.
- Compiler creates private copies of variable, and combines them after each thread executes the loop.
- Near Linear Speedup achieved.

# Analysis of result using *reduction*

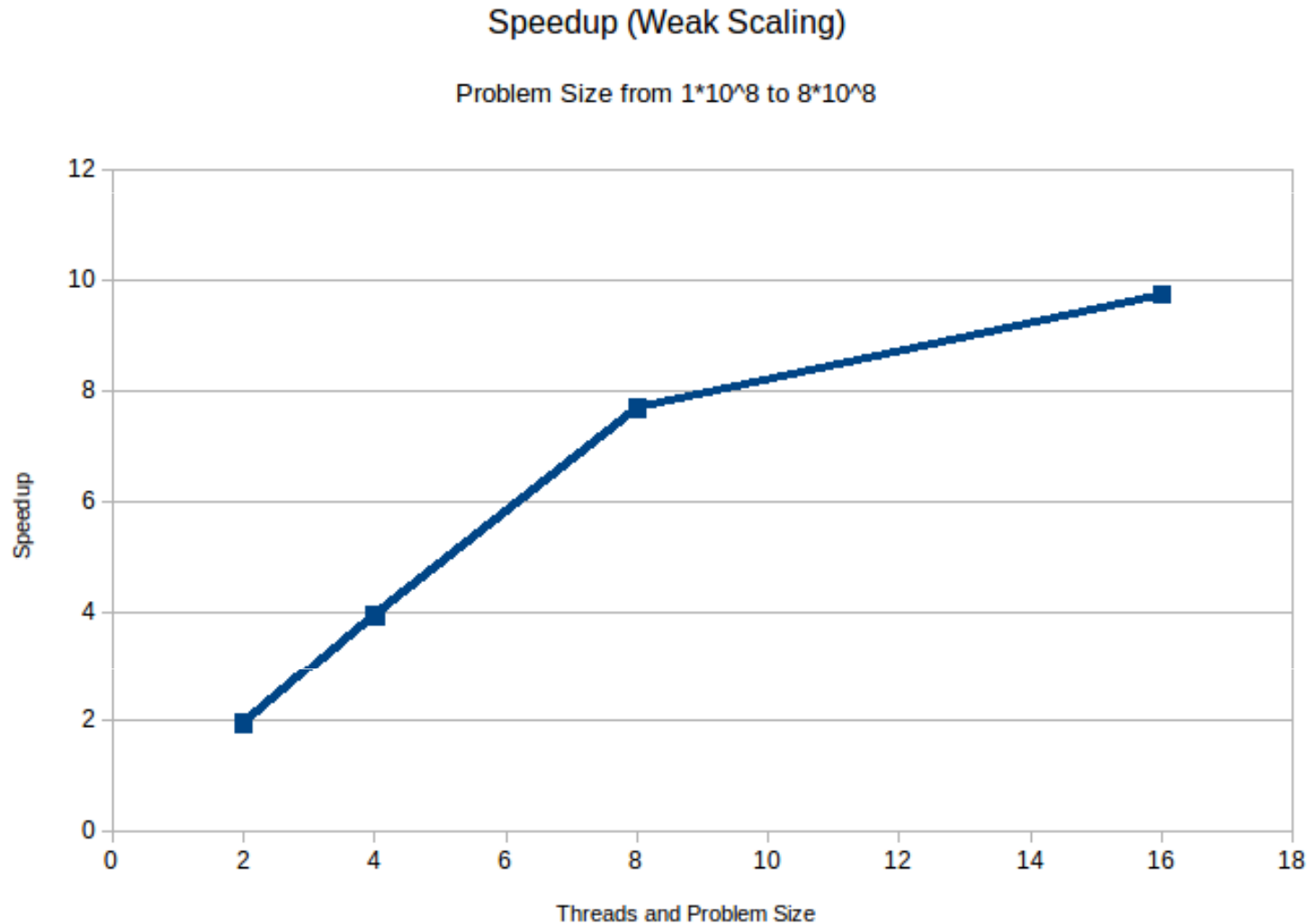


# Analysis of result using *reduction*





# Analysis of result using *reduction*



**Weak Scaling** : The problem size doubles from  $1 \cdot 10^8$  to  $8 \cdot 10^8$  while number of threads double from 2 to 8.

# Exercise 6 – Matrix Multiplication

## Optimizations Performed

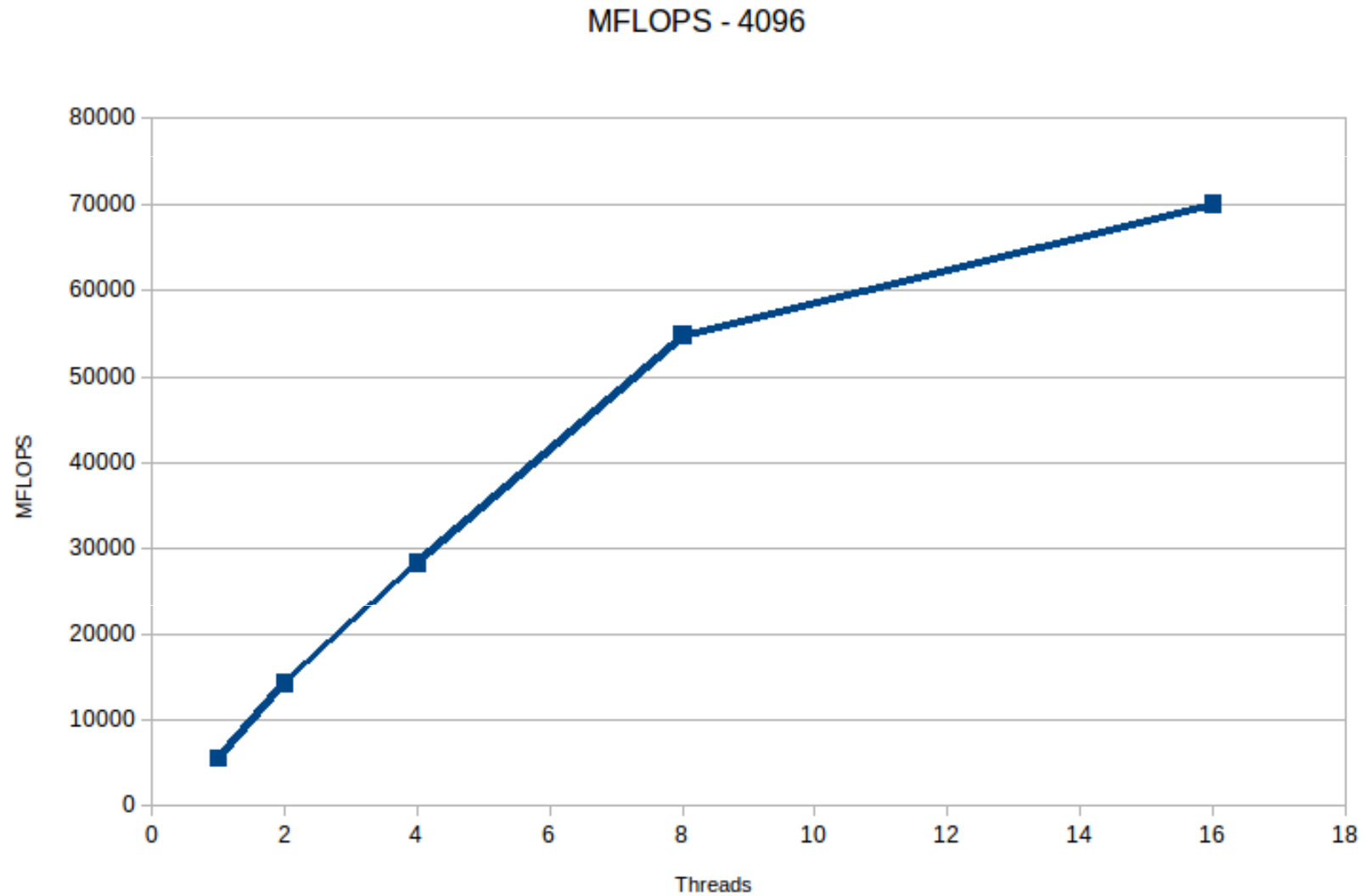
- Vector Intrinsics

- Improved the performance using Vector Intrinsics by calculating 2x8 matrix, in one loop iteration, using 12 vector registers.
- Performance increased from ~4.8 GFLOPs to ~7.9 GFLOPs

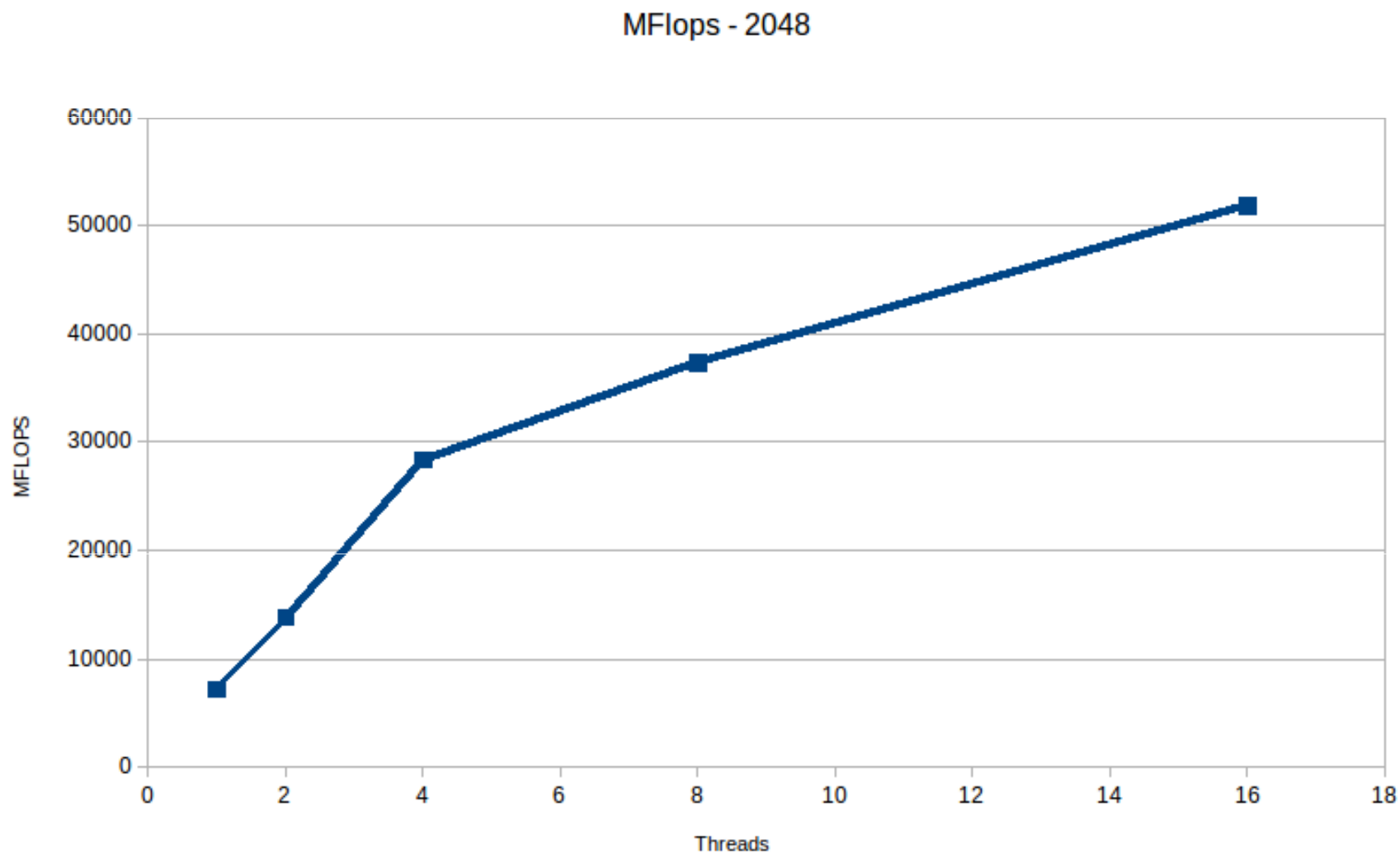
- OpenMP Parallelization

- Parallelized at block level

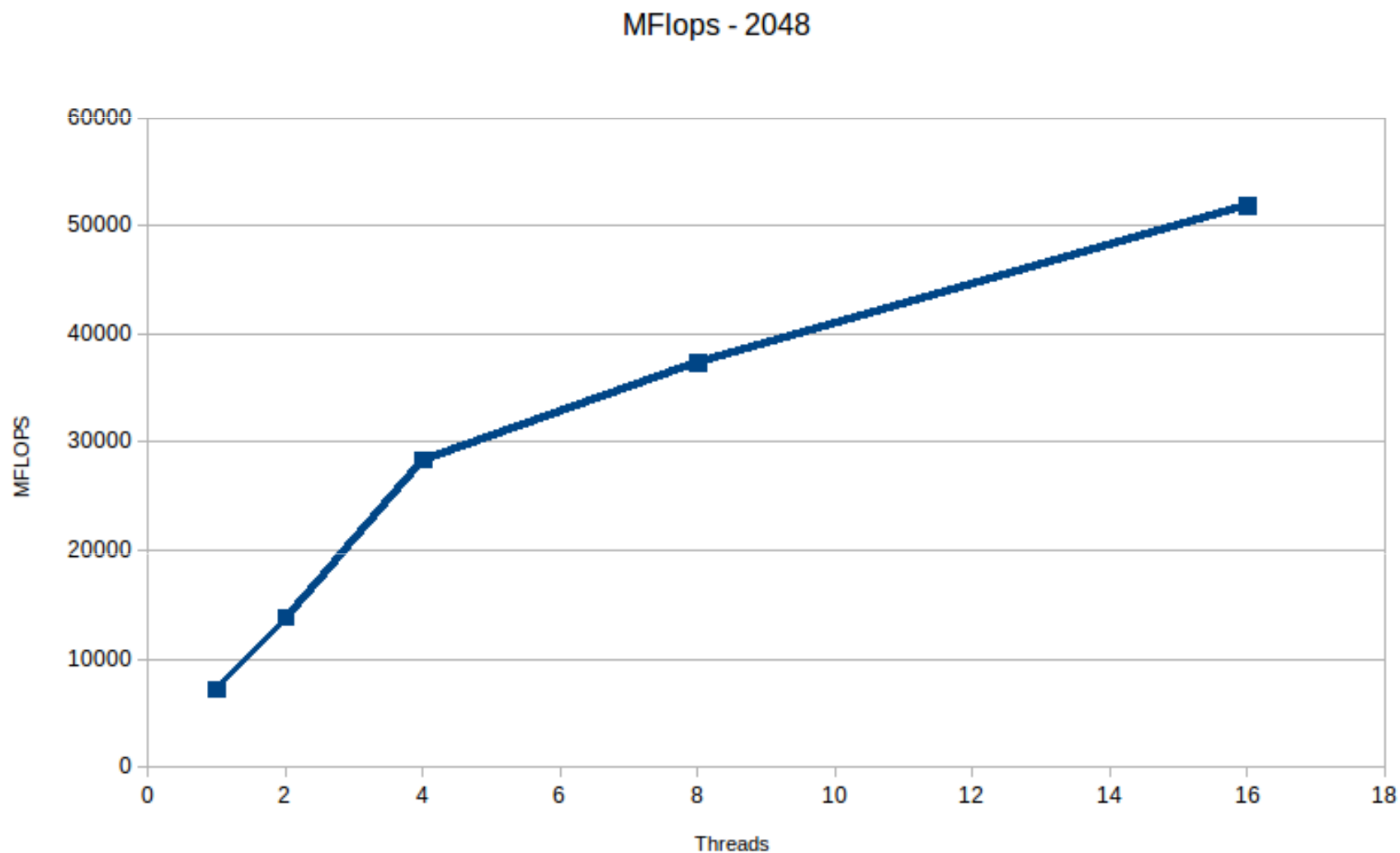
# Matrix Multiplication - Speedup



# Matrix Multiplication - Speedup



# Matrix Multiplication - Speedup



# Exercise 7 - Quicksort

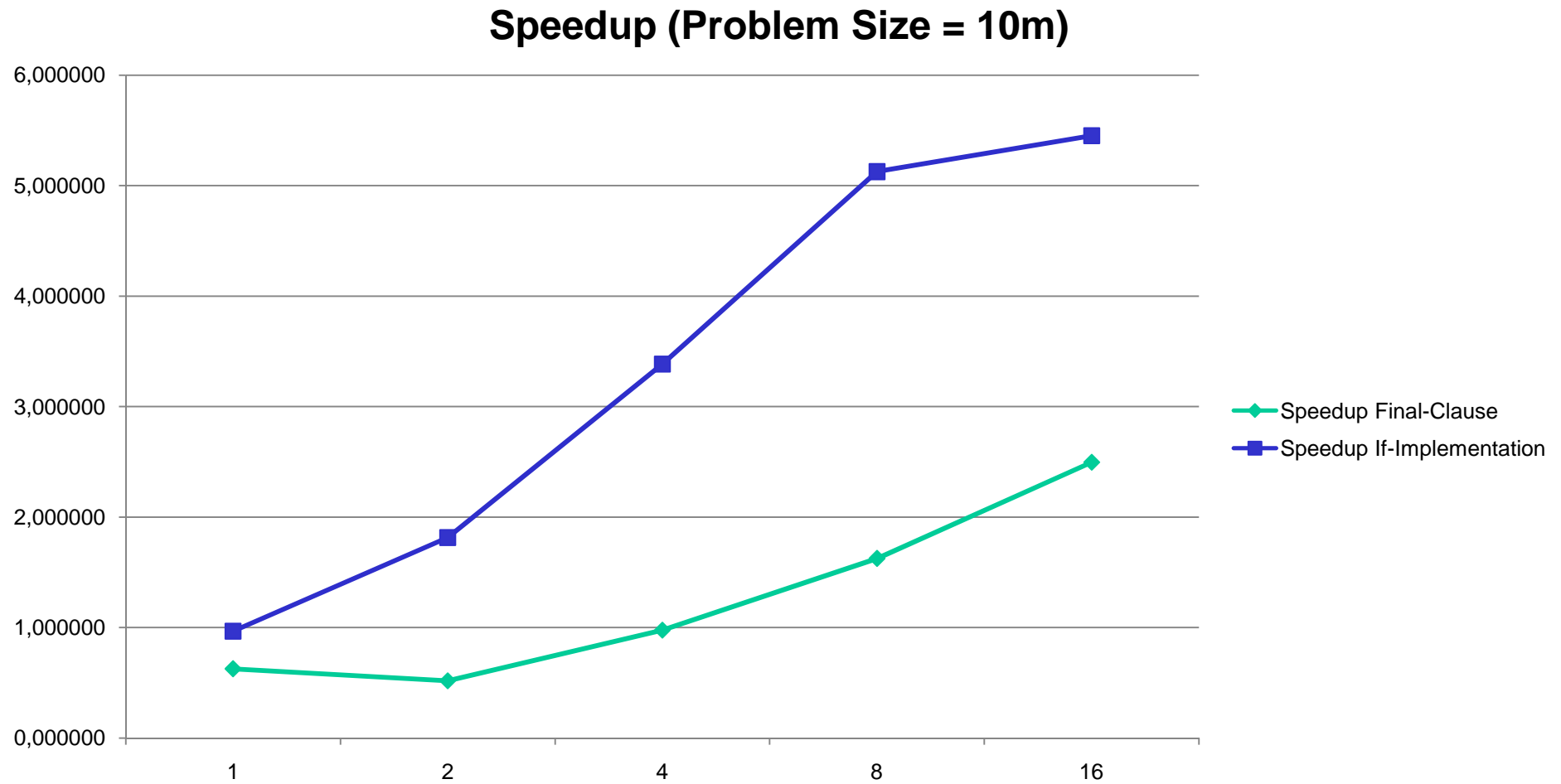
OpenMP tasks used

*final* clause stops parallelization of recursion when  
 $\text{cur\_array\_length} < (\text{init\_length} / \text{max\_num\_threads} * 16)$   
(final\_quicksort.c)

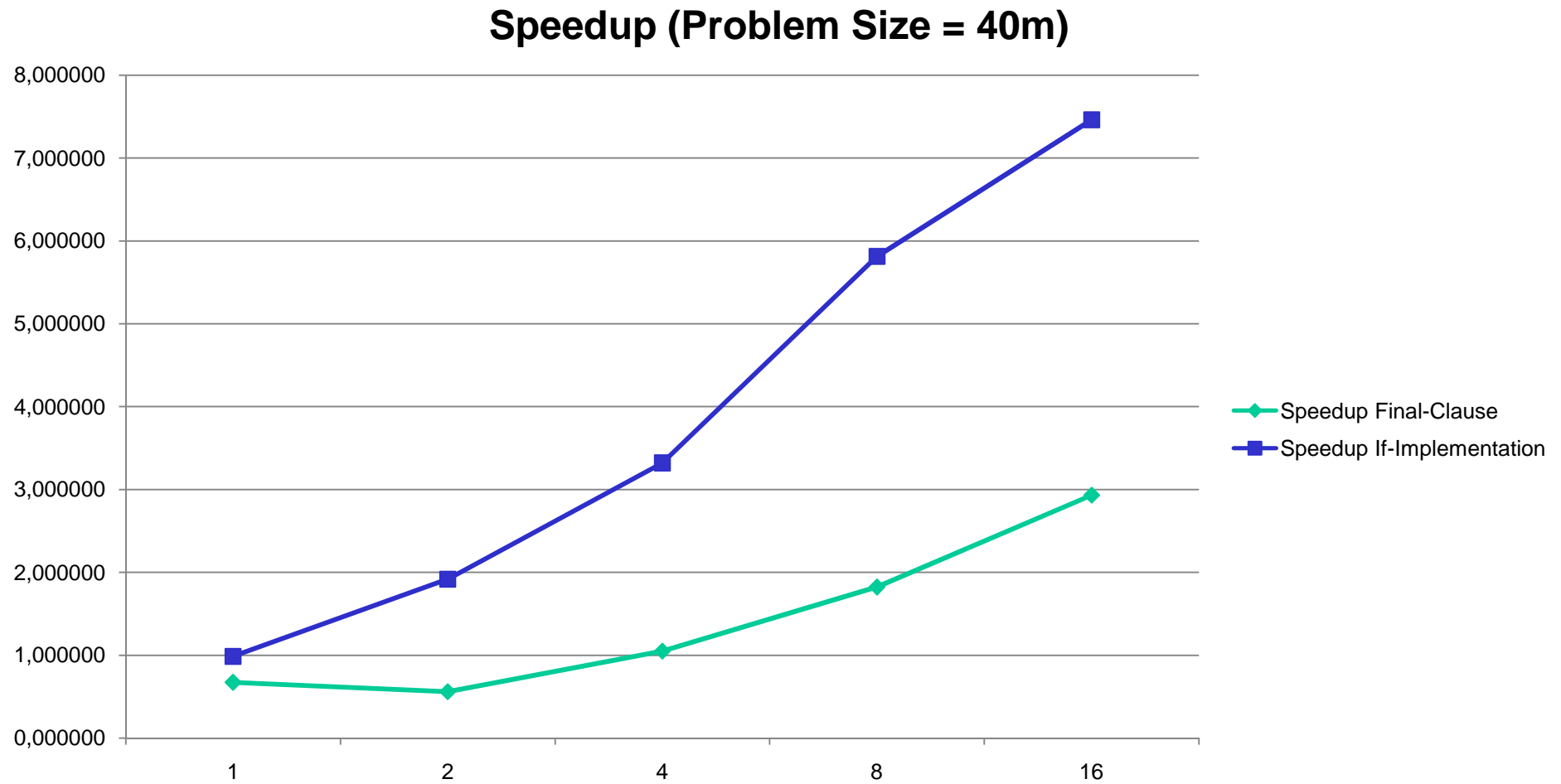
Code implemented using if-else construct in place of final

-> results significantly better for all problem sizes and # of threads tested

# Quicksort – Strong Scaling 1

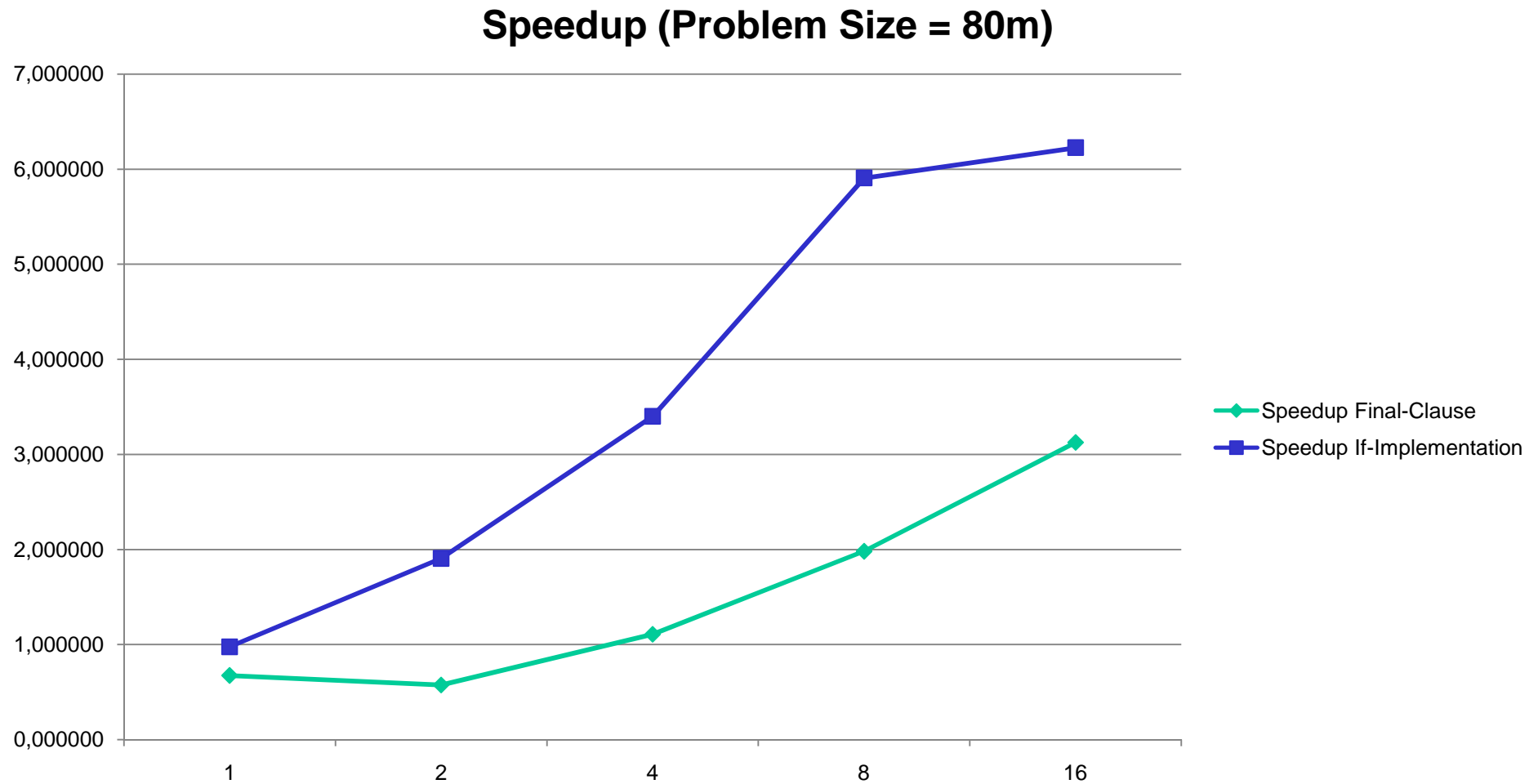


# Quicksort – Strong Scaling 2

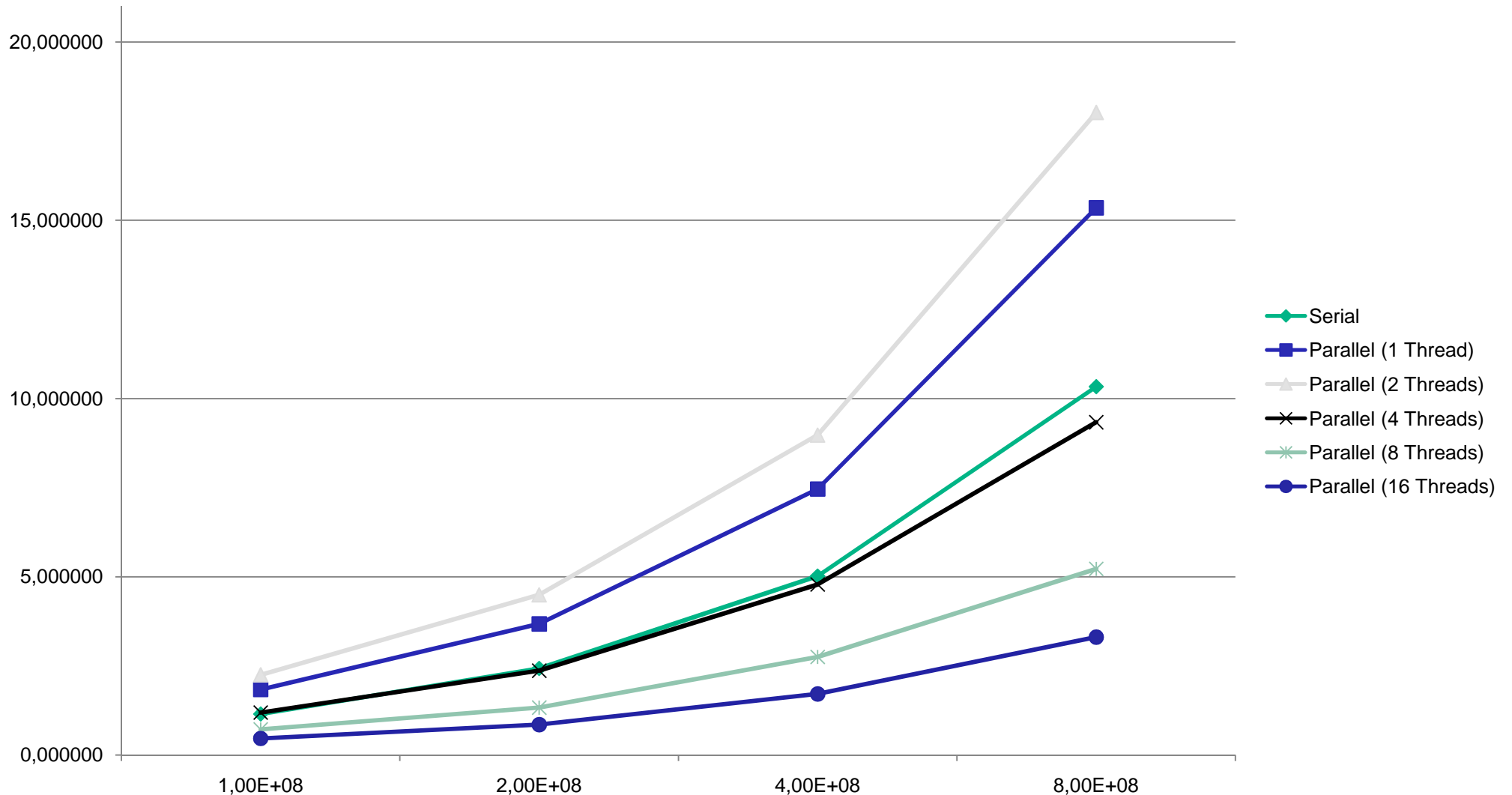




# Quicksort – Strong Scaling 3



# Quicksort - Elapsed Time to Different Problem Sizes (*final*)



# Quicksort - Elapsed Time to Different Problem Sizes (*if-else*)

