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| THNGEO002 |
| Parallel vs. Sequential Programming |
| Parallel Programming with the Java Fork/Join framework: Cloud Classification |

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# Introduction

## Aim

The aim of this project is to compare the speed up times of using the java fork/join Framework against using a regular sequential program. I am going to show how using parallel programming in this manner will provide correct and faster results than a serial program, this is done by performing experiments on the outputs of a cloud simulation data, in which the prevailing wind averages are calculated and the cloud classifications are assigned.

## Parallel Algorithm

Parallel algorithms allow instructions to be processed simultaneously on devices that have more than one core; it makes use of the available CPU cores and returns a result at a quicker time than using a serial program.

In this experiment, the java Fork-Join framework is used. This framework is designed to meet the needs of the divide and conquer fork-join parallelism by making use of the java.util.concurrent package. This framework supports the use of light weight threads and is small enough such that millions of the threads can be created.

The divide and conquer algorithm ensures the accumulation of partial results across the threads by making recursive calls (breaking down the problems into smaller sub problems) while trying to access all the available processor cores.

## Expected speed ups

Using this algorithm the total time is the tree height which is O(log n) , this is exponentially faster than using a serial approach which would be O(n).

With relation to the sequential cutoff, in theory, using the divide and conquer to bifurcate to a single element will ensure optimal speed of O(n/p +log(n)) but in practice, the creation of the multiple threads and communication between them will swamp the savings, eventually increasing the time.

We use Amdahl’s law to give the theoretical speed up of the implementation of the parallel program.

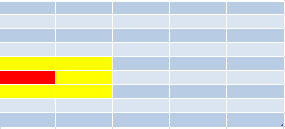
The speed up formula is where p is the parallel fraction, n is the number of processors and (1-p) is the sequential fraction. This formula shows that speed up is dependent on the resources of the system.

# Method

A cloud simulation data was provided in order to conduct this experiment. With the provided data, the prevailing wind averages and the cloud classifications are calculated. The prevailing wind averages are calculated by getting the average x and y values of all the data in the simulation. The cloud classifications are determined by getting the local averages and comparing it to the uplift value of the current element in the matrix (a particular cloud in the simulation).

## Local average & classification

The local average is the average of all the neighboring elements as well as the element itself. This is illustrated in (figure a).

 For eg. If we want to find the local average of the red element in the 9x5 matrix, we calculate the average of all the yellow elements and the red element to get the local average of that specific red element, hence why it’s the average of all the “neighboring” elements

We are going to use (ixj) to define each element on the matrix

(figure a)

To implement this in code, I ensured that all possible neighbors are used. This consisted of 9 IF statements, one for each element you are on. There can only be a total of 8 neighbors in the worst case scenario, and that is when you are on the “middle” element. For the corner cases I checked if a) i=0,j=0 b)i+max,j+max c)i=0,j+max d)i+max,j+0. Finally, for the non corner cases and non middle case I checked for a)x=0 b)y=0 c)i=max d)j=max. This ensures that all neighboring cases are dealt with and produces the correct local average for each element.

The classification of each element was assigned immediately after the local average was calculated. The classification was determined by comparing the uplift value and wind magnitude (which is calculated using the local average x and y values using the formula ). The given conditions to compare the magnitude and uplift were implemented and a classification (0, 1, and 2) was assigned to each element in the matrix.

## The serial method

sequentialCalc.java

The serial method was simple to implement. It first takes in the file to be read and the file to be written to, which then makes a call to a method called average(fileR,fileW) passing the two file names as parameters. A vector wind is then created to store the corresponding x and y values of the prevailing wind average and an object of the *provided* CloudData.java is created. Three for loops are used in order to get to each element in the matrix, upon which the x and y values of each element are added to a cumulative total respectively and a call to the local average and classification is made in order to determine the classification and assign the value to it. The prevailing wind average is calculated by dividing the cumulative total by the dim method in the CloudData. The output is then written to the file using the write method of the cloud data.

## The parallel method

Parallel.java parallelCalc.java

The parallelCalc class fundamentally makes use of the concurrent package and specifically uses the ForkJoinPool framework as mentioned above. In the main, the file is read, a wind vector object is created and a call to the invokeP(CloudData obj,int size) method is made. The invokeP method takes in the CloudData object and the size of the data, which then calls the invoke method (while sending the CloudData object, 0 and the size as parameters to the constructor of the Parallel class) of the object created from the ForkJoinPool, This method is used to perform a task that is specified and returns an answer. In this case, a vector is returned for the prevailing wind averages.

The parallel class extends a subclass from the ForkJoinPool known as RecrsiveTask; this is an abstract class that returns a value to you. This is particularly useful in this situation as it uses the reduction pattern to produce a single answer. This class uses a generic data type to return, thus in this case the return type is a Vector.

The compute method uses recursion in order to split each task into smaller subtasks following the divide and conquer method. We use a sequential cutoff (to reduce the amount of swamps) as the base case in the recursive function, once the tasks are split into smaller subtasks and the sequential cutoff is met (calculates by high minus low) the program then performs the sequential part of the program. This uses the locate method from the CloudData class to trace through each element to assign the prevailing wind x and y vector, as well as set its classification. The right subtask, uses fork to split up the process in threads while the left subtask only uses the compute such that it reduces the number of threads. The join is then used to ensure that the execution of the threads is completed. The returned vectors from the left and right subtask are then added and returned back to the parallelCalc class as a vector.

## Authenticity of the Results

I ensured that my results were correct by two methods:

1. Using the terminal with the command *diff largesample\_output.txt testOutput.txt > error.txt.* This gives me any item that do not match between the two files in another file called errors.txt
2. Using the website [https://diffchecker.com/diff](https://www.diffchecker.com/diff). This website allows me to put the contents of two files and returns and shows which parts of the file are not the same by highlighting in red.

After applying both methods to my output, It was guaranteed that were no errors in the output. The results I was getting were correct.

## Timing and speed up

To be able to have accurate timing of the execution of the serial and parallel program, I used currentTimeMillies which is used to return the current time in milliseconds. tick() is a method which records the starting time of the stopwatch and tock() gives the time it took to run the program by subtracting the current time from the start time.

Because the java virtual machines have not optimized the library internals, the time calculated for the first few tests are not accurate enough. To prevent this erroneous time results, the computations are calculated 500 times in a loop and an average of the time is reported. This ensures the results that are obtained are correct and valid.

The speedup is determined by getting the ratio of the best serial times and the best parallel times(by best I mean the sequential cutoff that provided the fastest time). Speed up is noted for the different data sizes available.

The formulas for Sequential cut off used in the experiment is {xE} thus sequential cut offs of 10,100,1000,10000,100000 were used to ensure that a wide range of cutoffs can be used to determine the best optimal sequential cutoff for a given data size.

## Architectures

1. Toshiba Windows 10

|  |  |
| --- | --- |
| Processor | Intel® Core™ i7-3630QM CPU @ 2.40GHz |
| Installed RAM | 6.00GB |
| System type | 64-bit operating system, x64- based processor |
| Cores | 4 |
| Logical Processors | 8 |
| Maximum Speed | 2.40GHz |

1. Toshiba Satelite Windows 8.1Pro

|  |  |
| --- | --- |
| Processor | Intel® Core™ i3-5005U CPU @ 2.00GHz |
| Installed RAM | 4.00GB |
| System type | 64-bit operating system, x64- based processor |
| Cores | 2 |
| Logical Processors | 4 |
| Maximum Speed | 2.00GHz |

# Results and Discussion

## Results

### Architecture 1: Toshiba Windows 10

(Figure b) Time vs data size of serial and parallel.

(Figure c) Time vs Sequential cutoff for parallel

(Figure d) Speed up graph of Serial time against the Average Parallel Time

**Table for the Parallel Times for different sequential cutoff and data sizes**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sequential Cutoff** | **Data Size #1** | **Data Size #2** | **Data Size #3** | **Data Size #4** | **Data Size #5** |
| 10 | 0.004174011 | 0.020491999 | 0.04230395 | 0.077001944 | 0.13346203 |
| 100 | 0.002657992 | 0.011867987 | 0.037320007 | 0.06193998 | 0.10156985 |
| 1000 | 0.002625992 | 0.015765952 | 0.03488606 | 0.059288118 | 0.09785002 |
| 10000 | 0.003069998 | 0.016685946 | 0.035498045 | 0.061959997 | 0.09807597 |
| 100000 | 0.004189976 | 0.014002022 | 0.03649802 | 0.06460198 | 0.10622795 |
| Average | 0.003343594 | 0.015762781 | 0.037301216 | 0.064958404 | 0.107437164 |

**Table for serial times with different data sizes**

|  |  |
| --- | --- |
| **Data Size** | **time** |
| 200 | 0.01165404 |
| 800 | 0.03825406 |
| 1800 | 0.07487812 |
| 3200 | 0.13031043 |
| 5242 | 0.20719464 |

### Architecture 2: Toshiba Satelite Windows 8.1Pro

(Figure e) Time vs data size of serial and parallel.

(Figure f) Time vs Sequential cutoff for parallel

(Figure g) Speed up graph of Serial time against the Average Parallel Time

**Table for the Parallel Times for different sequential cutoff and data sizes**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sequential Cutoff** | **Data Size #1** | **Data Size #2** | **Data Size #3** | **Data Size #4** | **Data Size #5** |
| 10 | 0.010111992 | 0.032052014 | 0.06707394 | 0.11968421 | 0.20569666 |
| 100 | 0.007924016 | 0.025723996 | 0.056014147 | 0.09545225 | 0.15942143 |
| 1000 | 0.007802014 | 0.024431989 | 0.053192165 | 0.08954802 | 0.14526746 |
| 10000 | 0.007390013 | 0.026297996 | 0.054098178 | 0.0957023 | 0.1504274 |
| 100000 | 0.007818015 | 0.027649993 | 0.059058093 | 0.09303423 | 0.15322937 |
| Average | 0.00820921 | 0.027231198 | 0.057887305 | 0.098684202 | 0.162808464 |

**Table for serial times with different data sizes**

|  |  |
| --- | --- |
| **Data Size** | **time** |
| 200 | 0.043192048 |
| 800 | 0.115655966 |
| 1800 | 0.2436297 |
| 3200 | 0.4518955 |
| 5242 | 0.7405875 |

## Discussion

### Is it worth using parallelization (multithreading) to tackle this problem in Java?

As we look at our results (specifically figure b and figure e) we see that the use of multithreading in parallelization does in fact improve the time taken to execute and finish the program. For either architecture, we notice the time taken in parallel program is much faster than it would take in the serial program. Regardless of which architecture, it is visible to the eye that the serial program is increasing time exponentially compared to the parallel program as the data size increase.

Although, architecture 2 has fewer cores and logical processor, we still notice an increase in speed up when you compare the parallel and sequential program. Yes, it is slower than architecture 1, but when we only look at the serial and parallel program, we notice that the speed ups are increasing linearly.

Speed up is calculated as the ratio of serial time to parallel time, thus , If we take the gradient of the graphs in figure d and g we can get the speed up as seen in the table below.

|  |  |  |
| --- | --- | --- |
| **Data size** | **Architecture 1** | **Architecture 2** |
| 200 | 3.485483299 | 5.261413384 |
| 800 | 2.426859798 | 4.247186176 |
| 1800 | 2.007390837 | 4.208689655 |
| 3200 | 2.006059607 | 4.579208129 |
| 5242 | 1.92851926 | 4.548826774 |

So yes, It is worth tackling this problem in parallel. Although, it will depend on the architecture you use to notice any increase in execution time. From the speed up graphs in figure d and g, we can see what the parallel equivalent of the serial time would take, and the results all favor parallel processing.

### For what range of data set sizes does the parallel program perform well?

The data set sizes chosen for this experiment was 200000, 800000, 1800000, 3200000 and 5242000. To answer this question we are not going to considering specific sequential cutoffs for the parallel program results, Instead, we are going to work with averages of the results. The below table shows the difference between the serial and average parallel times of execution for the different data sizes.