1.

Partitioning: The problem obviously lends itself nicely to a domain decomposition as we are performing the same operation at each grid. Additionally, each operation only depends vary local data points.

Communication: The only caveat to domain decomposition is that any edge case will now depend on data just across the division. This data is precisely what must be communicated between the partitions. No other data should be communicated. The results should only be collected at the very end.

Agglomeration: The optimal level of communication should be that each processor sends one and only one message to its neighbor at any given iteration. We do this by combining square that are next to each and thus only needing to communicate the edges. The creation of these larger submatrices will make this communication more efficient.

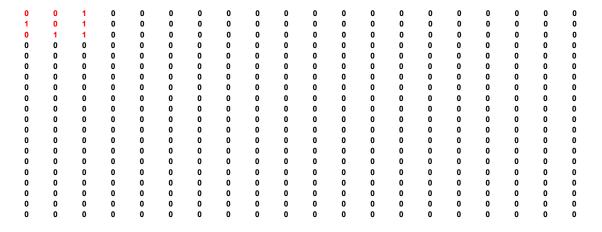
Mapping: A square submatrix is the most efficient way to divide up the grid. Thus each partition should process a square subgrid. Each iteration must also wait for all partitions to conclude as the next iteration will rely on the results of its neighbors. Thus each partition should be approximately equal in size. This all means that the whole grid should be equally divided amongst the maximum number of processors in order to maximize both communication and parallelism.

2.

The instruction for running my code are in the README.md file. Grape contains the necessary libraries to run this code. There is a .f90 file and a .cmd file. Simply compile the code and run qsub on the batch file. Edits can be made directly to the file but as is, it will create a glider and iterate until it returns to its original position.

3.

At steps = 0



We should get something like  $T_{comp} = t_c N^2$  where  $N^2$  is the grid size. In this case N = 20. From ones.f90 I found that a 5 by 5 grid took about  $2x10^{-6}$  seconds therefore  $t_c$  should be  $2x10^{-6}/25$  or  $8x10^{-8}$ . From this I find that  $T_{comp} = 3.2x10^{-5}$ . Next we look at  $T_{comm}$ . The scheme that we have should give us  $T_{comm} = 4P(t_s + 2t_w(N/P))$ . We know that N = 20 and P = 4 thus  $T_{comm} = 16(t_s + 10t_w)$ . We can now get  $t_s$  and  $t_w$  from HW6. From P.1 we can conclude that  $t_s = 1.5x10^{-6}$  seconds and  $t_w = 9.5x10^{-7}$ . Thus  $T_{comm} = 16(t_s + 10t_w) = 1.52x10^{-4}$  seconds. Per a processor we get  $T_{2D} = 1.52x10^{-4}/4 + 3.2x10^{-5}/4 = 3.8x10^{-5} + 8x10^{-6} = 4.6x10^{-5}$  seconds per an iteration. When ran in a  $10^6$  do loop the time clocked was about 17.8 seconds or about  $1.78x10^{-5}$  seconds per an iteration. These are within an order of magnitude which is good for me.