Concurrent Game of Life

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1 Functionality and Design

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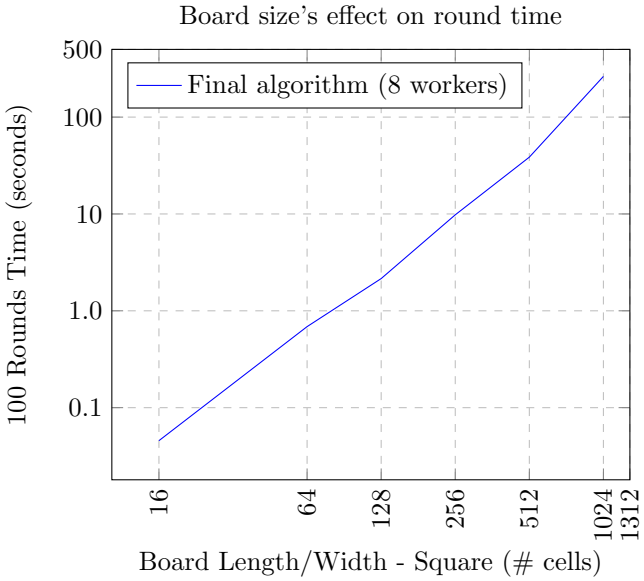
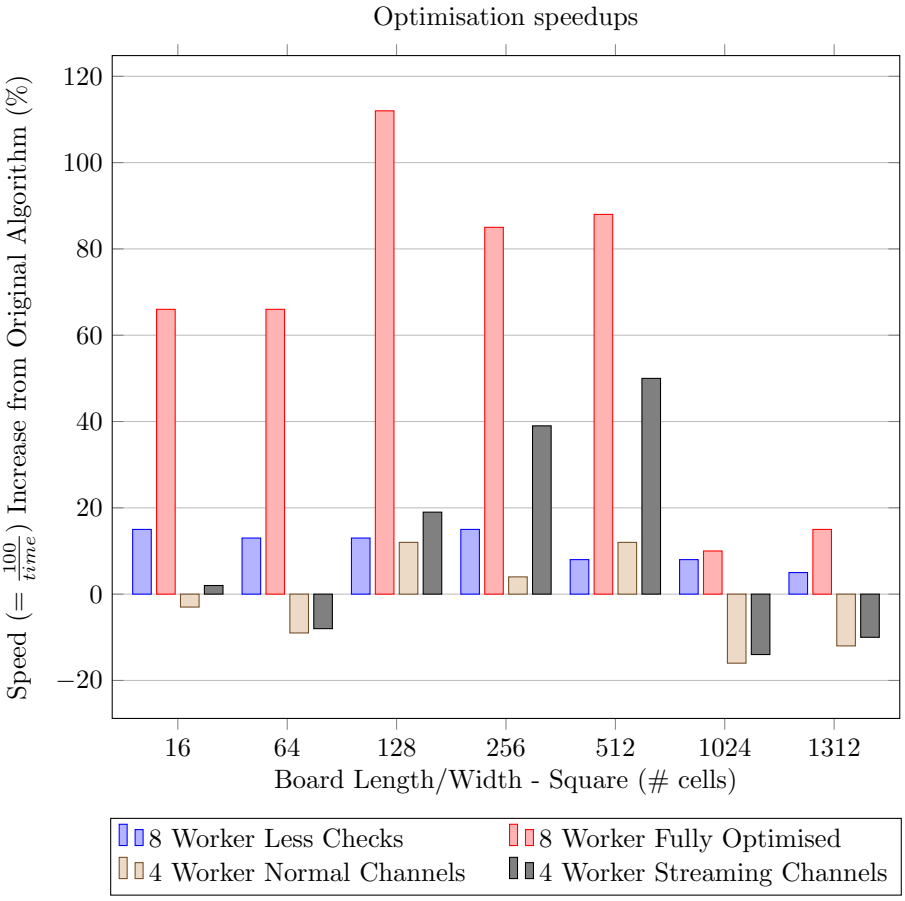
2 Tests and Experiments




Optimisation speedups
Speed (= $\frac{100}{time}$) Increase from Original Algorithm (%)
120
100
80
60
40
20
0
−20
16
64
128
256
512
1024
1312
Board Length/Width - Square (# cells)
8 Worker Less Checks
8 Worker Fully Optimised
4 Worker Normal Channels
4 Worker Streaming Channels

3 Critical Analysis

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