# Assignment 1 - CS 6240

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## Weather Data Source Code:

The source code for this part of the assignment is available in the folder named "assignment1". The "src" folder contains the final code. Run instructions for the code are as follows:

- For cleaning the project, building the jar and then running it from the command line, please use the following rule
  - make default input=<location of input file>
- For cleaning the project, use the following rule make clean
- For building the jar, use the following rule make jar

## Weather Data Results:

The results for various runs of the program over 10 runs for both parts B and C are as follows (all data is in milliseconds):

## For Sequential run:

Without Fibonacci:

Max:2779 Min:596 Avg:827

With Fibonacci:

Max:10092 Min:9956 Avg:9999

#### For No Lock run:

Without Fibonacci:

Max:397 Min:186 Avg:319

With Fibonacci:

Max:5506 Min:4523 Avg:4884

#### For Coarse Lock run:

Without Fibonacci:

Max:967 Min:914 Avg:934

With Fibonacci:

Max:16426 Min:14437 Avg:15143

#### For Fine Lock run:

Without Fibonacci:

Max:581 Min:349 Avg:445

With Fibonacci:

Max:6538 Min:4568 Avg:5477

## For No Sharing run:

Without Fibonacci:

Max:432 Min:324 Avg:353

With Fibonacci:

Max:6711 Min:4526 Avg:5007

For the system on which the code was run to get the above data, the number of worker threads were 4 (dual core CPU - i7-6500U)

## Speed up for multithreaded implementation:

Threaded no lock:

Without Flbonacci: 2.5925 With Fibonacci: 2.0473

Threaded coarse lock:
Without Fibonacci: 0.8854
With Fibonacci: 0.6603

Threaded fine lock:

Without Fibonacci: 1.8584 With Fibonacci: 1.8256

Threaded no sharing: Without Fibonacci: 2.3428 With Fibonacci: 1.997

- 1. Disregarding whether the final data is correct or not, multithreaded implementation of the program with no lock is expected to complete first. This is because, in other implementations of multithreading with locks involved, it would take time for multiple threads to simultaneously update/insert data into the shared data structure, but in a no lock scenario, the different threads have no regards to whether another thread is working on the data structure or not, leading to no wait periods for update/insert. This is observed in the reported data above.
  - If correctness of the final data is to be taken into account, no sharing implementation should finish the earliest since each thread has it's own data accumulation data structure on which there is no locking required since there is only one thread working on it. The only delay it might encounter would be during the data accumulation stage but the final run times should be comparable or lesser than that seen from the next fastest, fine lock implementation. This is observed in the reported data above.
- 2. Irrespective of whether the final data is correct or not, sequential execution is expected to be the slowest because there is only one thread working diligently

through the entire data set one after the other and updates the records based on the input data. This is not seen in the data reported above. This anomaly might be because of the overhead created because of the locking and unlocking of the data structure and also because of the overhead for thread backoff. Maybe, for considerably larger data sets, the expected run times might be seen.

- 3. After examining the output data, it is clear that multithreaded implementation without locks gives false data since there would be simultaneous updates/inserts which would cause the data to be highly inconsistent.
- 4. As mentioned in point (2), in for this data set (1912.csv), and this particular implementation of sequential and coarse lock programs, it is seen that coarse lock is taking longer to complete when compared to sequential execution. This might be because of the overhead created from locking the data structure and thread backoff and could also be because of how the OS schedules the threads involved in result accumulation.
- 5. If observed from the above data, the run time for coarse lock with fibonacci is approximately 16.2131 times that of when there is no fibonacci running. The same for fine lock is seen as 12.3079. As can be seen, the higher computation of fibonacci is causing a more drastic increase in run time for coarse lock since only one thread can run the fibonacci computation at any given time but in the case of fine lock, all threads could, in theory, execute fibonacci at the same time causing for a faster completion of the code.

## Word Count Local Execution:

The source code for Hadoop Word Count is available in the folder "HadoopFIrst". The "src" folder contains the source code for WordCount and a sample input is available in the folder "input" inside this project. Output is created in a folder named "output", alongside "input" folder. Run instructions for the code are as follows:

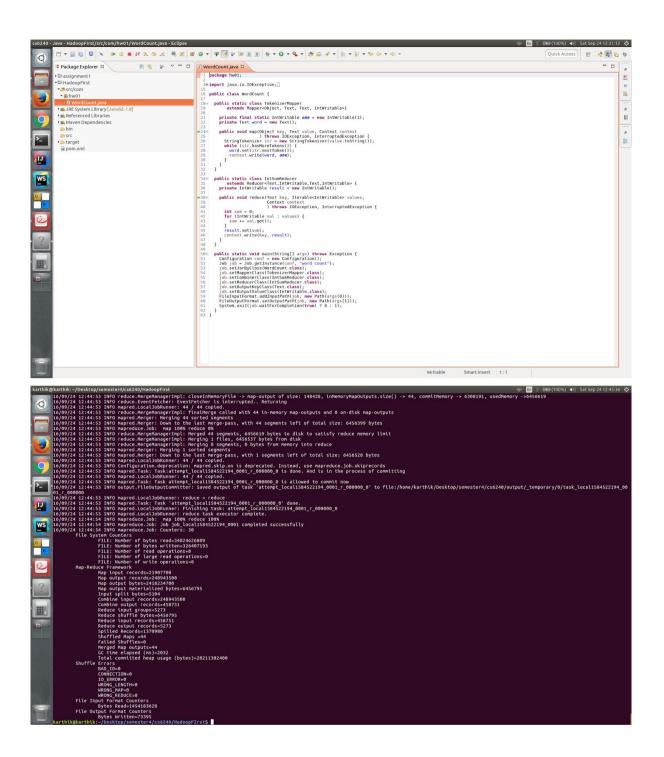
 For cleaning the project, building the jar and then running the jar locally, use the following code:

make local

Point to note, I have hadoop installed such that executing "hadoop" from the terminal runs hadoop.

 For cleaning the project, use the following code: make clean

 For building the jar, use the following code: make jar



## Word Count AWS Execution:

