

# hardware-specs

Below are the hardware specifications of the machines I used for my project:

I utilized the UMBC GL servers for running the code and conducting the main computations. The code was initially developed locally on my personal computer, a **MacBook Air with the M2 base version**, which features an **8-core CPU** (4 performance cores and 4 efficiency cores). However, all execution and testing were performed exclusively on the GL servers.

## Processor Details of the MacBook Air (M2 Base Version):

CPU: Apple M2  
Total Cores: 8 (4 performance cores + 4 efficiency cores)  
Architecture: ARM64

## Processor Details of the GL Server (lscpu):

Architecture: x86\_64  
CPU Operating Modes: 32-bit, 64-bit  
Byte Order: Little Endian  
Total CPUs: 8  
Online CPUs: 0-7  
Threads per Core: 2  
Cores per Socket: 4  
Sockets: 1  
Vendor ID: GenuineIntel  
CPU Family: 6  
Model: 158  
Model Name: Intel(R) Core(TM) i7-8550U CPU @ 1.80GHz  
Stepping: 10  
CPU Speed: 1992.000 MHz