1. Tell what machine you ran this on
2. Create a table with your results.
3. Draw a graph. The X axis will be the number of threads. The Y axis will be the performance in whatever units you sensibly choose. On the same graph, plot 4 curves:
   * static,1
   * static,4096
   * dynamic,1
   * dynamic,4096
4. What patterns are you seeing in the speeds?
5. Why does chunksize 1 vs. 4096 matter like this?
6. Why does static vs. dynamic matter like this?

In this project, I ran my program on OSU’s server(filp.engr.oregonstate.edu).

Then I got the following results, which are the peak performance of each condition after 10 times tries.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | static-1 | dynamic-1 | static-4096 | dynamic-4096 |
| 1 | 270.24 | 270.86 | 263.96 | 263.15 |
| 2 | 534.32 | 534.09 | 474.23 | 462.88 |
| 4 | 1036 | 1046.56 | 755.86 | 772.56 |
| 6 | 1553.64 | 1554.2 | 911.07 | 929.23 |
| 8 | 2070.1 | 2062.86 | 1118.95 | 1125.57 |
| 10 | 1706.97 | 2384.56 | 1101.68 | 1122.02 |
| 12 | 2045.55 | 2608.3 | 1124.69 | 1132.31 |
| 14 | 2135.21 | 2863.41 | 1123.77 | 1132.93 |
| 16 | 2292.2 | 2797.78 | 1111.71 | 1113.33 |

In the meantime, I drew a graph based on this table.

According to this graph I created, Static-4096 and dynamic-4096 are almost overlapped, and after 8