

# I116 - Final Assignment

## Combination Generation

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## Background Problems

**Definition:** A combination is a subset of size **k** from a set of integers in  $[1, n]$ , where order doesn't matter.

**Eg:** With  $n=3$  and  $k=2$ , 3 combinations that could be generated:  $(1, 2)$ ,  $(1, 3)$ ,  $(2, 3)$ .

-> When  $n$ ,  $k$  are big, it needs some alternative techniques to make the processing time shorter.

<b>n</b>	<b>k</b>	<b>combinations</b>
36	8	30.260.340
45	9	886.163.135
55	10	29.248.649.430
66	11	1.074.082.795.968

# Background

## Parallel Computing

### Definition:

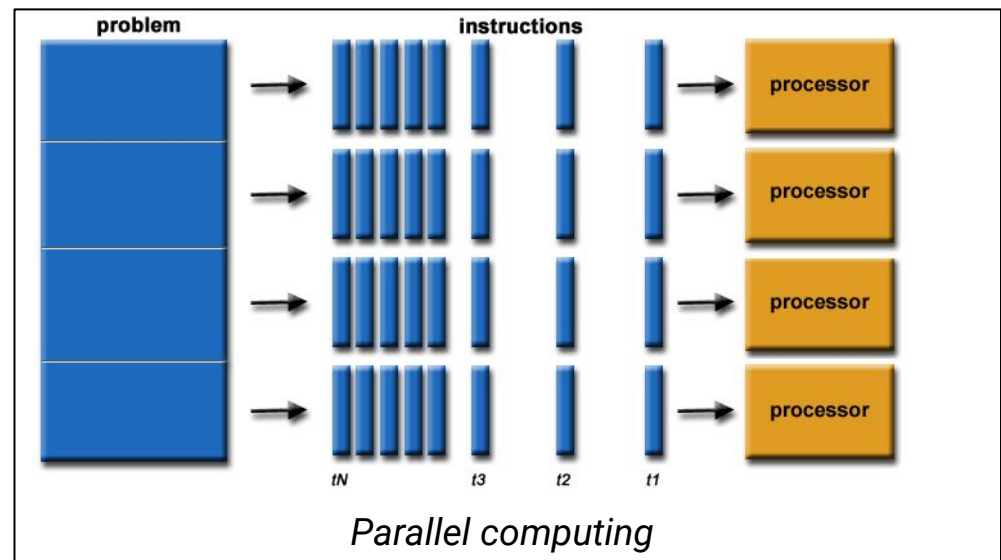
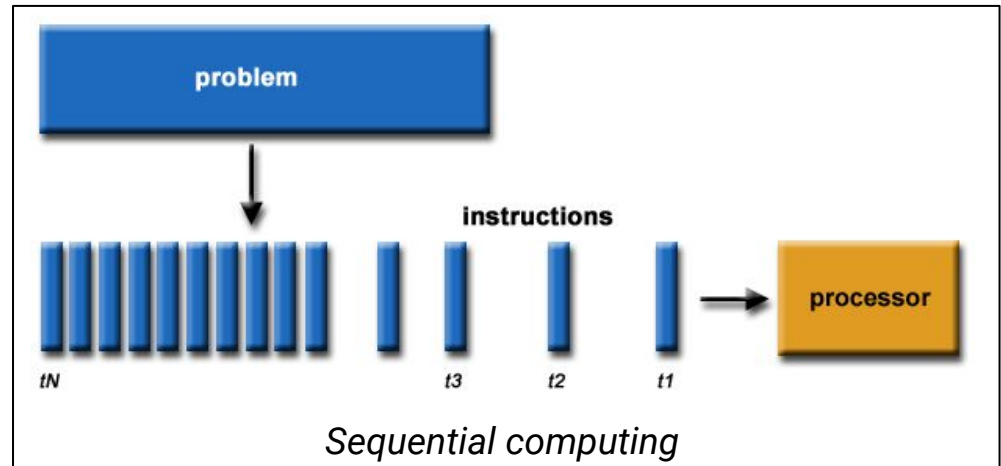
*Parallel Computing* is the simultaneous processing of multiple compute resources to solve a computational problem.

### Main type:

- Data parallelisms
- Task parallelisms

### Supported devices:

- Multi-core CPU
- GPU
- FPGA



## Proposed Algorithms

# Sequential Generation (1st method)

### Main idea:

- Use an ordered array to generate combinations
- Shift the right-most element that doesn't have maximum value of its position step by step

### Advantages:

- Simple
- Fast

### Disadvantages:

- Hard to divide into sub-problems, so cannot be parallelized
- Not suitable for searching

**Eg:** *With  $n=3$  and  $k=2$*

- The initial ordered array is: [1, 2, 3]
- 1st shift: [1, 2]
- 2nd shift: [1, 3]
- 3rd shift: [2, 3]

## Proposed Algorithms

# By-index Generation (2nd method)

### Combinadic of an Integer:

A representation of the number based on combinations that maps to an unique combination.

$$C = C_{k-1}^{n1} + C_{k-2}^{n2} + \dots + C_1^{n(k-1)}$$

**Eg:** suppose we have to generate combinations of an array [1, 2, 3], so all 2- elements combinations can be generated:

- $0 = 1C_2 + 0C_1 \rightarrow (1, 0) \rightarrow (2, 1)$
- $1 = 2C_2 + 0C_1 \rightarrow (2, 0) \rightarrow (3, 1)$
- $2 = 2C_2 + 1C_1 \rightarrow (2, 1) \rightarrow (3, 2)$

### Advantages

- Independent, then could be parallelized

### Disadvantages:

- Complex, then requires more computing power

# Tools & Experiments

## Tools:

- OS: **CentOS 7**
- CPU: **Intel(R) Xeon(R) Gold 6130 CPU @ 2.10GHz (32 cores), Intel(R) Xeon(R) CPU E5-2687W 0 @ 3.10GHz (16 cores)**
- Language: **Python 3.5, Python3.6**
- Libraries: **Multiprocessing**
- Algorithms: **Sequential Generation, By-index Generation**



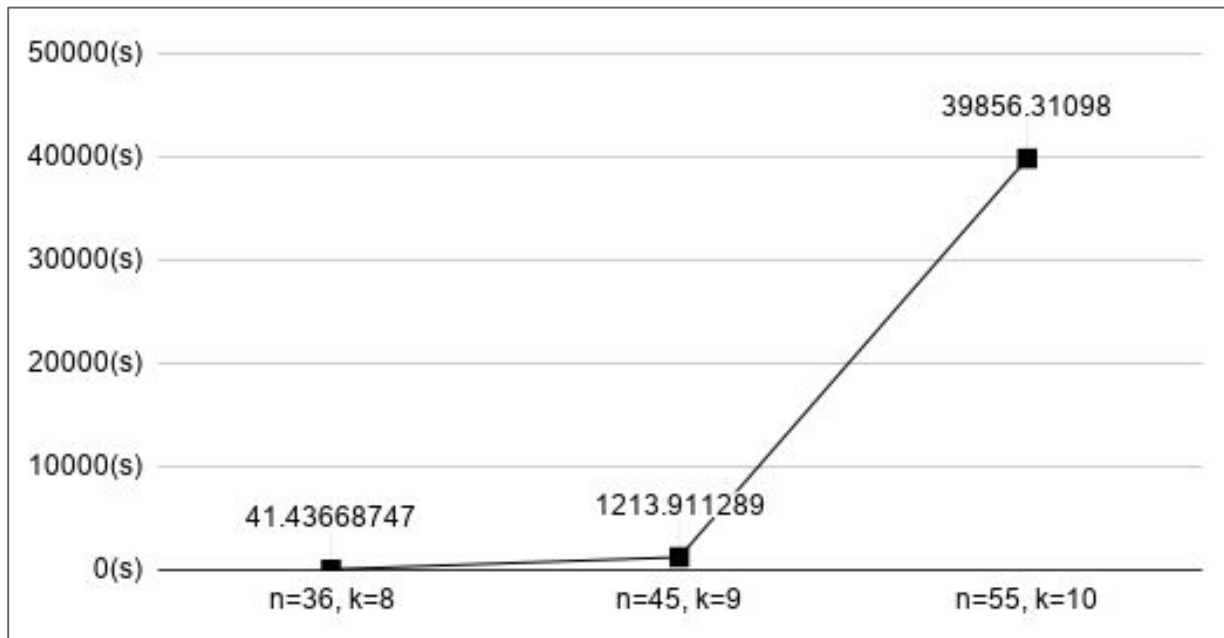
*PC Cluster in JAIST*

## Evaluation:

- To measure the usage, execution time per CPU cores
- To measure the execution time when running an algorithm with 8 cores, 16 cores, 30 cores

## Experiments 1

# Sequential Generation (1st method)



*Execution time of running 1st method*

Source code can be seen here:

<https://github.com/m-inh/i116-final-assignment>

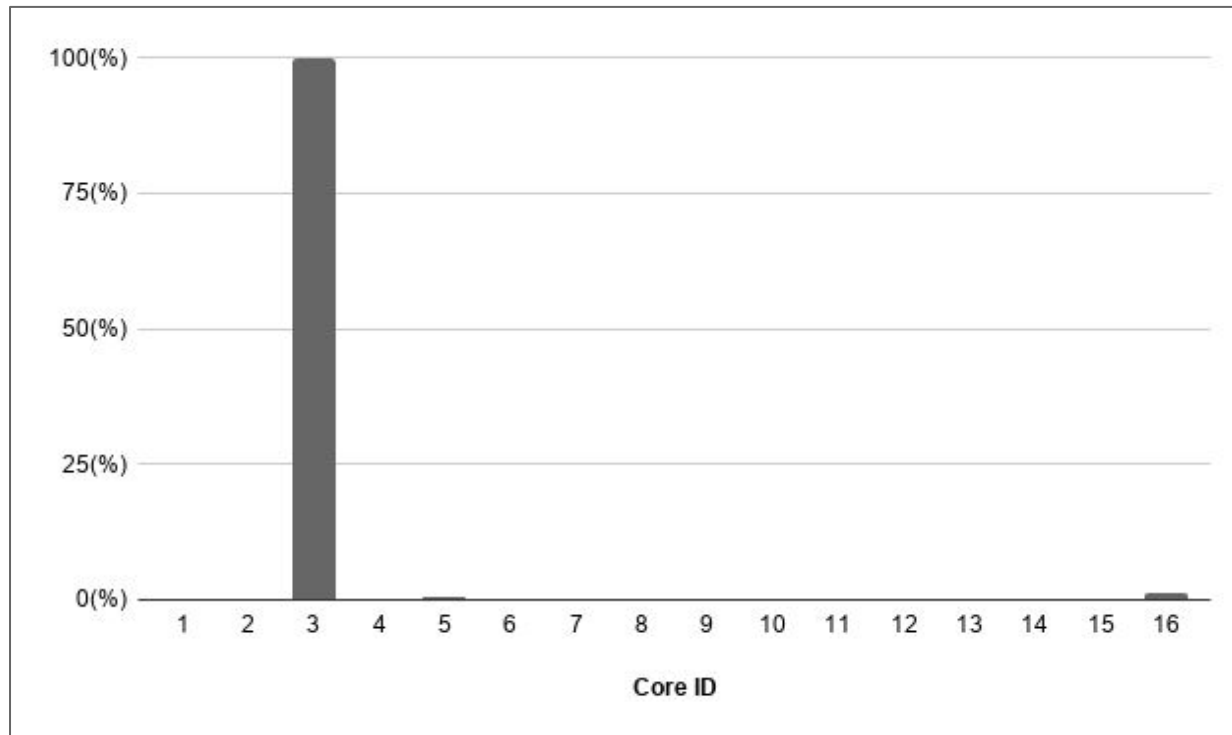
Data can be seen here:

<https://docs.google.com/spreadsheets/d/1W-LX1mG01MFvtW4Mb-yMZy3pKsY-V6X5fCwKUospUPw/edit#gid=0>



## Experiments 2

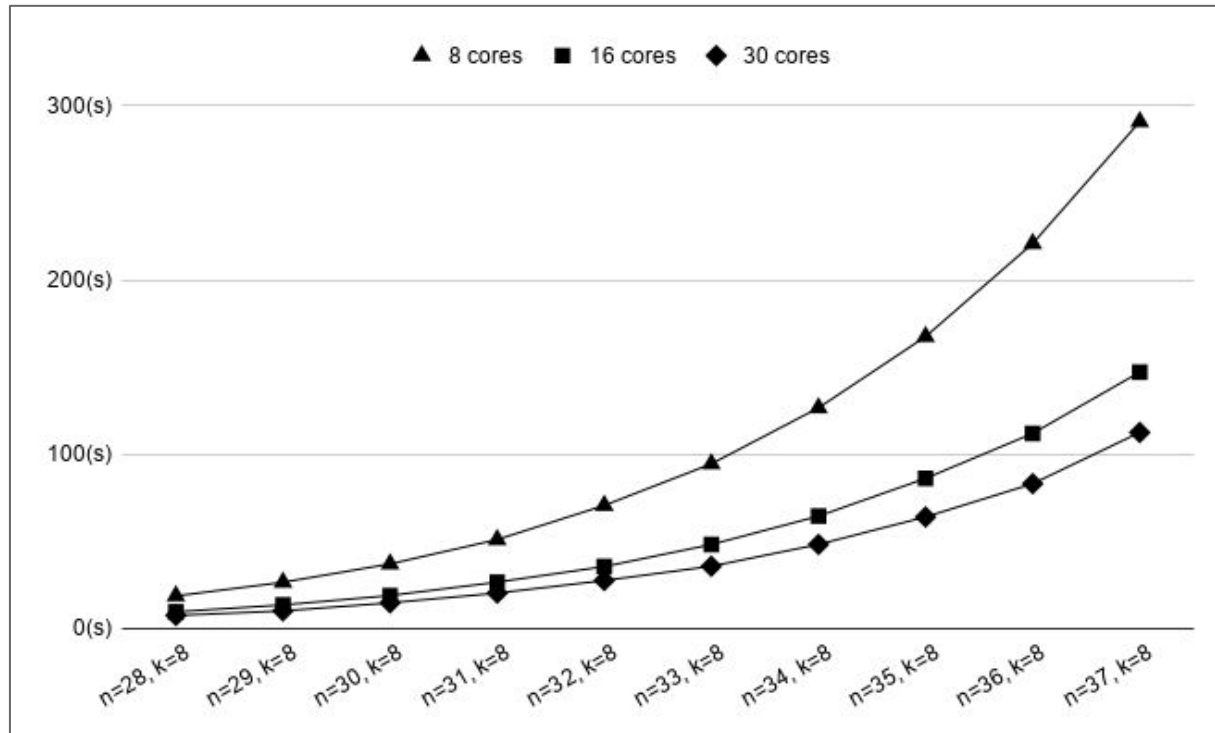
# Sequential Generation (1st method)



*CPU-cores utilization of running 1st method*

## Experiments 3

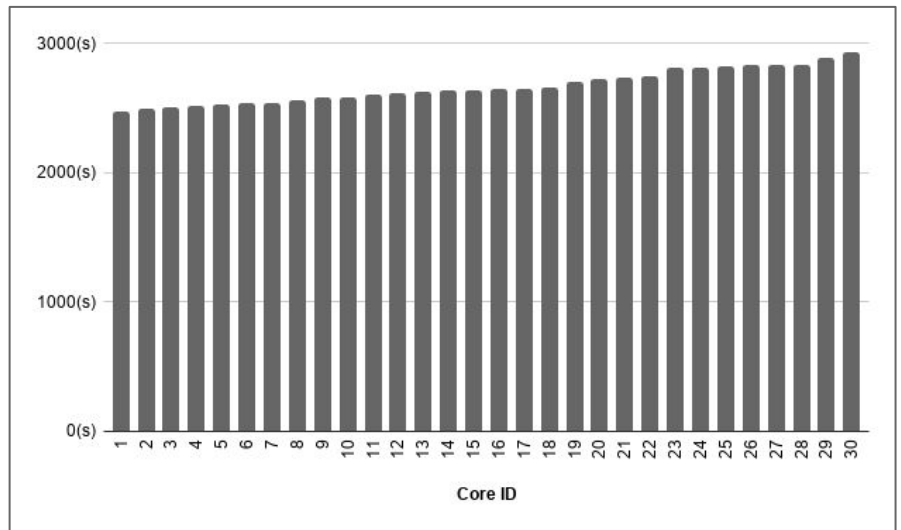
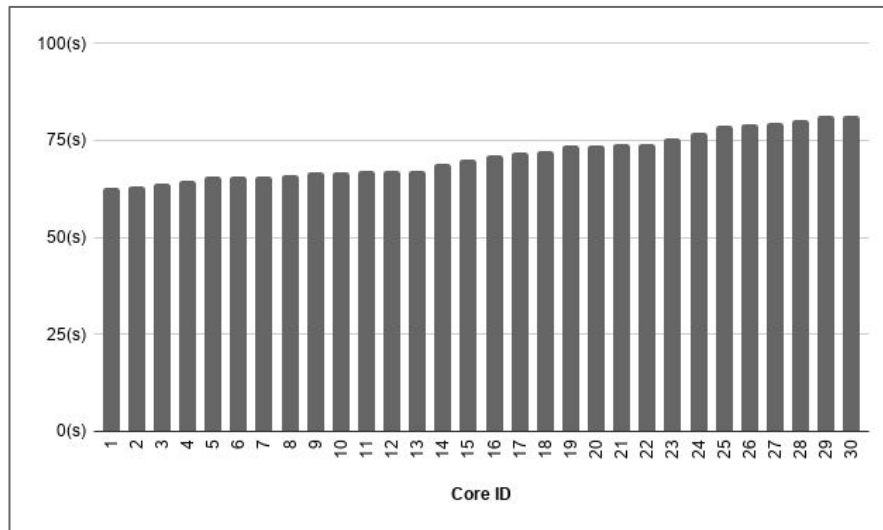
# By-index Generation (2nd method)



*Execution time of running 2nd method*

## Experiments 4

# By-index Generation (2nd method)



*Execution time per CPU-core of running 2nd method*

**Left:  $n=36, k=8$ ,    Right:  $n=45, k=9$**

# Comments

The reasonable strategy :

- Use 1st method for generating all combinations
- Use 2nd method for searching, or generating a small number of combinations.

Some works can be done to achieve a better performance:

- Port Python code to lower language like C/C++/Rust.
- Find a way to divide a job in 1st method into smaller jobs, so this method can be executed in parallel.
- Distribute jobs of 2nd method to many computers. (use MPI)

# Thanks for your kind attention!

Please feel free to comment and ask me some questions.  
It helps me improving my presentation in the next times.