

Game of Life

The program has been tested with 100 and 1000 iterations, on a matrix of 4000 columns and a number of rows in the range [1024, 6400], with steps of 1024 rows. The number of workers considered for the test were within the set $\{2^i \mid 0 \leq i \leq 6\}$.

The thread version was tested with dynamic scheduling with a shared queue, and with static scheduling with worker-private queues. The static version was always faster, so that's the only one showed in the graphs.

The OpenMP version shows more consistent with repeated tests, w.r.t. the thread version.

Both versions slow down with a number of threads that exceeded 64, the number of real cores of the remote Xeon PHI.

