# COP5615: Distributed Oper Sys Princ, Fall 18 Project 1

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# **Group Info:**

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#### Introduction:

The goal of this project is to use Elixir and the actor model to build a good solution to the Lucas Square Pyramid problem that runs well on multi-core machines. (The bonus part will be in another document)

#### **Results:**

# 1. Instructions for running the code

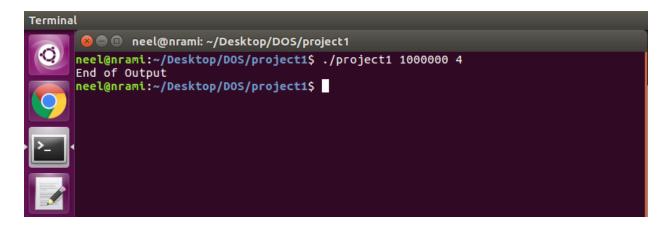
- a. For Ubuntu based systems
  - i. Go the project directory
  - ii. Type the command in the terminal: mix escript.build (Optional)
  - iii. Type the command in the terminal: ./project1 1000000 4
  - iv. Here the first command line argument is the value of 'n'
  - v. Here the second command line argument is the value of 'k'
  - vi. General command: ./project1 <n> <k>

#### b. For Windows

- i. Go the project directory
- ii. Type the command in the cmd: mix escript.build (Optional)
- iii. Type the command in the cmd: escript .\project1 1000000 4
- iv. Here the first command line argument is the value of 'n'
- v. Here the second command line argument is the value of 'k'
- vi. General command: escript .\project1 <n> <k>

## 2. Result of running the program

Command given: ./project1 1000000 4



No number was printed. This means that there are no 4 consecutive numbers whose sum of squares is a perfect square.

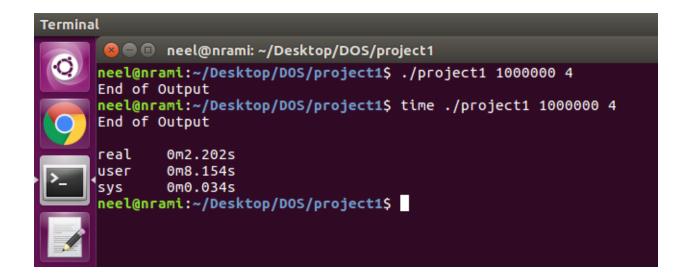
When only 'End of Output' is printed, it means no number was printed.

## 3. Output Format

- a) First all the start indices which follow the Lucas Square Pyramid Principle will be displayed line by line.
- b) Then 'End of Output' is printed.
- c) When only 'End of Output' is printed, it means no number was printed.
- d) The list of numbers is not printed in sorted order.

## 4. Running time of the program

Command given: time ./project1 1000000 4



Real Time = 2.202 seconds

CPU Time = 8.188 seconds (User Time + System Time)

**CPU to Real Time Ratio = 3.72** 

This means 4 cores were used. Also the program war run on a computer with 4 cores.

#### 5. Size of the work unit and reason:

- a. The number actors in our program is 10. Thus, the size of the work unit is n/10.
- b. **Reason:** We have tested our program with several actors along with combinations of N and the expected value of CPU time to real time ratio for actors with value 10 and above was more or less the same. So we just decided to keep 10 actors so work unit is n/10.

## 6. Largest Problem that we managed to solve:

We were able to run the code for  $n=5*10^8$ 

# 7. Output for other values of n and k

