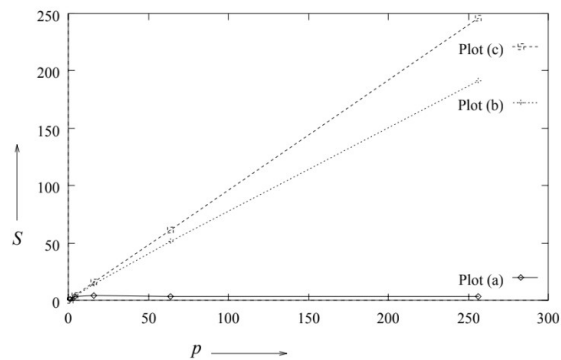


1. The speedup is formulated as $S = \frac{W}{W_s} = \frac{W}{W_s + \frac{W - W_s}{p}}$. Thus, as p increases, the fraction

$\frac{W - W_s}{p}$ approaches zero. However, no matter how large p is, S cannot exceed $\frac{W}{W_s}$.

2. Plot(a): (standard speedup); Plot(b): scaled speed; Plot(c): isoefficiency



3. Since every time we traverse the binary tree needs to lock the root node, a moderate number of threads could be throttled by the single recursive lock.

```

1  search_tree(void *tree_ptr)
2  {
3      struct node *node_pointer;
4      node_pointer = (struct node *) tree_ptr;
5      pthread_mutex_lock(&tree_lock);
6      if (is_search_node(node_pointer) == 1) {
7          /* solution is found here */
8          print_node(node_pointer);
9          pthread_mutex_unlock(&tree_lock);
10         return(1);
11     }
12     else {
13         if (tree_ptr -> left != NULL)
14             search_tree((void *) tree_ptr -> left);
15         if (tree_ptr -> right != NULL)
16             search_tree((void *) tree_ptr -> right);
17     }
18     printf("Search unsuccessful\n");
19     pthread_mutex_unlock(&tree_lock);
20 }

```