Exercise 1

I set the timeron flag by creating a timer.flag file.
With that I saw benchmark times of about 6s and that the functions *psinv* and *resid* took a lot of time.
Also I saw that mg3P.constprop.4, the optimized version of mg3p spent quite a lot of time in the children calls of those two.

Output with timeron set:

```
 Benchmark

 No input file. Using compiled defaults
 Size:  256x 256x 256  (class B)
 Iterations:                  20

 iter   1
 iter   5
 iter  10
 iter  15
 iter  20

 Benchmark completed
 VERIFICATION SUCCESSFUL
 L2 Norm is  1.8005644013551E-06
 Error is    6.6330115975290E-14


 Benchmark Completed.
 Class           =                        B
 Size            =           256x 256x 256
 Iterations      =                       20
 Operation type  =          floating point
 Verification    =              SUCCESSFUL
 Version         =                   3.3.1
  SECTION   Time (secs)
  benchmk :    5.307  (100.00%)
  mg3P    :    3.984  ( 75.07%)
  psinv   :    1.331  ( 25.09%)
  resid   :    2.649  ( 49.91%)
    --> mg-resid:    1.377  ( 25.95%)
  rprj3   :    0.635  ( 11.96%)
  interp  :    0.493  (  9.28%)
  norm2   :    0.051  (  0.97%)
  comm3   :    0.100  (  1.88%)
Execution finished. Running gprof...
Appending gprof analysis to log file...
Flat profile:

Each sample counts as 0.01 seconds.
```

% time	cumulative seconds	self seconds	calls	self ms/call	total ms/call	name
42.72	2.84	2.84	147	19.33	22.24	resid
20.16	4.18	1.34	168	7.98	10.49	psinv
14.44	5.14	0.96	131072	0.01	0.01	vranlc
10.83	5.86	0.72	147	4.90	7.42	rprj3
7.67	6.37	0.51	147	3.47	3.47	interp
3.91	6.63	0.26	485	0.54	2.52	norm2u3
0.00	6.63	0.00	131642	0.00	0.00	randlc
0.00	6.63	0.00	1123	0.00	0.00	timer_start
0.00	6.63	0.00	1119	0.00	0.00	timer_stop

% time — the percentage of the total running time of the program used by this function.

cumulative seconds — a running sum of the number of seconds accounted for by this function and those listed above it.

self seconds — the number of seconds accounted for by this function alone. This is the major sort for this listing.

calls — the number of times this function was invoked, if this function is profiled, else blank.

self ms/call — the average number of milliseconds spent in this function per call, if this function is profiled, else blank.

total ms/call — the average number of milliseconds spent in this function and its descendents per call, if this function is profiled, else blank.

name — the name of the function. This is the minor sort for this listing. The index shows the location of the function in the gprof listing. If the index is in parenthesis it shows where it would appear in the gprof listing if it were to be printed.

Call graph (explanation follows)

granularity: each sample hit covers 2 byte(s) for 0.15% of 6.63 seconds

index	% time	self	children	called	name
					<spontaneous>
[1]	100.0	0.00	6.63		mg3P.constprop.2 [1]
		2.84	0.43	147/147	resid [2]
		1.34	0.42	168/168	psinv [3]
		0.72	0.37	147/147	rprj3 [5]
		0.51	0.00	147/147	interp [7]

```
                2.84    0.43     147/147         mg3P.constprop.2 [1]
[2]     49.3    2.84    0.43     147           resid [2]
                0.09    0.34     170/485         norm2u3 [4]
                0.00    0.00     340/1119        timer_stop [10]
                0.00    0.00     170/1123        timer_start [9]
-----------------------------------------------
                1.34    0.42     168/168         mg3P.constprop.2 [1]
[3]     26.6    1.34    0.42     168           psinv [3]
                0.09    0.33     168/485         norm2u3 [4]
                0.00    0.00     336/1119        timer_stop [10]
                0.00    0.00     168/1123        timer_start [9]
-----------------------------------------------
                                 8             norm2u3 [4]
                0.08    0.29     147/485         rprj3 [5]
                0.09    0.33     168/485         psinv [3]
                0.09    0.34     170/485         resid [2]
[4]     18.4    0.26    0.96     485+8         norm2u3 [4]
                0.96    0.00  131072/131072      vranlc [6]
                0.00    0.00  131642/131642      randlc [8]
                0.00    0.00     491/1123        timer_start [9]
                0.00    0.00       2/1119        timer_stop [10]
                                 8             norm2u3 [4]
-----------------------------------------------
                0.72    0.37     147/147         mg3P.constprop.2 [1]
[5]     16.4    0.72    0.37     147           rprj3 [5]
                0.08    0.29     147/485         norm2u3 [4]
                0.00    0.00     294/1119        timer_stop [10]
                0.00    0.00     147/1123        timer_start [9]
-----------------------------------------------
                0.96    0.00  131072/131072      norm2u3 [4]
[6]     14.5    0.96    0.00  131072          vranlc [6]
-----------------------------------------------
                0.51    0.00     147/147         mg3P.constprop.2 [1]
[7]      7.7    0.51    0.00     147           interp [7]
                0.00    0.00     147/1119        timer_stop [10]
                0.00    0.00     147/1123        timer_start [9]
-----------------------------------------------
                0.00    0.00  131642/131642      norm2u3 [4]
[8]      0.0    0.00    0.00  131642          randlc [8]
-----------------------------------------------
                0.00    0.00     147/1123        rprj3 [5]
                0.00    0.00     147/1123        interp [7]
                0.00    0.00     168/1123        psinv [3]
                0.00    0.00     170/1123        resid [2]
                0.00    0.00     491/1123        norm2u3 [4]
[9]      0.0    0.00    0.00    1123          timer_start [9]
-----------------------------------------------
                0.00    0.00       2/1119        norm2u3 [4]
                0.00    0.00     147/1119        interp [7]
                0.00    0.00     294/1119        rprj3 [5]
                0.00    0.00     336/1119        psinv [3]
                0.00    0.00     340/1119        resid [2]
```

[10] 0.0 0.00 0.00 1119 timer_stop [10]

This table describes the call tree of the program, and was sorted by the total amount of time spent in each function and its children.

Each entry in this table consists of several lines. The line with the index number at the left hand margin lists the current function. The lines above it list the functions that called this function, and the lines below it list the functions this one called. This line lists:

index — A unique number given to each element of the table. Index numbers are sorted numerically. The index number is printed next to every function name so it is easier to look up where the function is in the table.

% time — This is the percentage of the `total' time that was spent in this function and its children. Note that due to different viewpoints, functions excluded by options, etc, these numbers will NOT add up to 100%.

self — This is the total amount of time spent in this function.

children — This is the total amount of time propagated into this function by its children.

called — This is the number of times the function was called. If the function called itself recursively, the number only includes non-recursive calls, and is followed by a `+' and the number of recursive calls.

name — The name of the current function. The index number is printed after it. If the function is a member of a cycle, the cycle number is printed between the function's name and the index number.

For the function's parents, the fields have the following meanings:

self — This is the amount of time that was propagated directly from the function into this parent.

children — This is the amount of time that was propagated from the function's children into this parent.

called — This is the number of times this parent called the function `/' the total number of times the function was called. Recursive calls to the function are not included in the number after the `/'.

name — This is the name of the parent. The parent's index number is printed after it. If the parent is a

member of a cycle, the cycle number is printed between the name and the index number.

If the parents of the function cannot be determined, the word `<spontaneous>' is printed in the `name' field, and all the other fields are blank.

For the function's children, the fields have the following meanings:

self This is the amount of time that was propagated directly from the child into the function.

children This is the amount of time that was propagated from the child's children to the function.

called This is the number of times the function called this child `/' the total number of times the child was called. Recursive calls by the child are not listed in the number after the `/'.

name This is the name of the child. The child's index number is printed after it. If the child is a member of a cycle, the cycle number is printed between the name and the index number.

If there are any cycles (circles) in the call graph, there is an entry for the cycle-as-a-whole. This entry shows who called the cycle (as parents) and the members of the cycle (as children.) The `+' recursive calls entry shows the number of function calls that were internal to the cycle, and the calls entry for each member shows, for that member, how many times it was called from other members of the cycle.

Index by function name

[7] interp (real.c) [8] randlc [9] timer_start
[4] norm2u3 (real.c) [2] resid (real.c) [10] timer_stop
[3] psinv (real.c) [5] rprj3 (real.c) [6] vranlc

Job complete.

```
int i3, i2, i1;
if (timeron) timer_start(T_resid);
#pragma omp parallel for private(i3, i2, i1) collapse(2) schedule(dynamic)
for (i3 = 1; i3 < n3-1; i3++) {
        for (i2 = 1; i2 < n2-1; i2++) {
```

```
            double u1[M], u2[M]; //chat gpt proposed this, but seemed to slow down the
program a bit compared to declaration outside + private copies
            for (i1 = 0; i1 < n1; i1++) {
                  u1[i1] = u[i3][i2-1][i1] + u[i3][i2+1][i1]
                  + u[i3-1][i2][i1] + u[i3+1][i2][i1];
                  u2[i1] = u[i3-1][i2-1][i1] + u[i3-1][i2+1][i1]
                  + u[i3+1][i2-1][i1] + u[i3+1][i2+1][i1];
            }
            for (i1 = 1; i1 < n1-1; i1++) {
                  r[i3][i2][i1] = v[i3][i2][i1]
                  - a[0] * u[i3][i2][i1]
                  //-------------------------------------------------------------------
                  /            / Assume a[1] = 0 (Enable 2 lines below if a[1] not= 0)
                  //-------------------------------------------------------------------
                  // - a[1] * ( u[i3][i2][i1-1] + u[i3][i2][i1+1]
                  // + u1[i1] )
                  //-------------------------------------------------------------------
                  - a[2] * ( u2[i1] + u1[i1-1] + u1[i1+1] )
                  - a[3] * ( u2[i1-1] + u2[i1+1] );
            }
      }
}
```

Finally I optimized interp and rprj3 too to get some more speedup, basically identical procedure. The random generator vranlc also took a lot of time, but there were some dependencies and simple multithreading would have made the result non-deterministic though potentially still a valid generator.

Normal output with timeron set:

```
 Benchmark

 No input file. Using compiled defaults
 Size:  256x 256x 256  (class B)
 Iterations:                  20

  iter   1
  iter   5
  iter  10
  iter  15
  iter  20

 Benchmark completed
```

```
 VERIFICATION SUCCESSFUL
 L2 Norm is  1.8005644013551E-06
 Error is    6.6330115975290E-14


 Benchmark Completed.
 Class           =                        B
 Size            =           256x 256x 256
 Iterations      =                       20
 Operation type  =          floating point
 Verification    =              SUCCESSFUL
 Version         =                   3.3.1
  SECTION   Time (secs)
  benchmk :    2.712  (100.00%)
  mg3P    :    1.929  ( 71.12%)
  psinv   :    0.603  ( 22.23%)
  resid   :    1.415  ( 52.16%)
    --> mg-resid:    0.686  ( 25.29%)
  rprj3   :    0.146  (  5.38%)
  interp  :    0.321  ( 11.83%)
  norm2   :    0.054  (  2.01%)
  comm3   :    0.123  (  4.54%)
Execution finished. Running gprof...
Appending gprof analysis to log file...
Flat profile:

Each sample counts as 0.01 seconds.
  %   cumulative   self              self     total
 time   seconds   seconds    calls  ms/call  ms/call  name
 95.66     25.16    25.16                             setup
  3.65     26.12     0.96   131072     0.01     0.01  vranlc
  0.72     26.31     0.19      485     0.39     2.37  norm2u3
  0.00     26.31     0.00   131642     0.00     0.00  randlc
  0.00     26.31     0.00     1123     0.00     0.00  timer_start
  0.00     26.31     0.00     1119     0.00     0.00  timer_stop
  0.00     26.31     0.00      168     0.00     2.37  psinv
  0.00     26.31     0.00      147     0.00     0.00  interp
  0.00     26.31     0.00      147     0.00     2.74  resid

 %         the percentage of the total running time of the
time       program used by this function.

cumulative a running sum of the number of seconds accounted
 seconds   for by this function and those listed above it.

 self      the number of seconds accounted for by this
seconds    function alone.  This is the major sort for this
           listing.

calls      the number of times this function was invoked, if
           this function is profiled, else blank.
```

 self   the average number of milliseconds spent in this
ms/call   function per call, if this function is profiled,
           else blank.

 total   the average number of milliseconds spent in this
ms/call   function and its descendents per call, if this
           function is profiled, else blank.

name   the name of the function. This is the minor sort
          for this listing. The index shows the location of
           the function in the gprof listing. If the index is
           in parenthesis it shows where it would appear in
           the gprof listing if it were to be printed.

                    Call graph (explanation follows)

granularity: each sample hit covers 2 byte(s) for 0.04% of 26.31 seconds

```
index % time    self  children    called     name
                                             <spontaneous>
[1]     95.6   25.16    0.00                 setup [1]
-----------------------------------------------
                                             <spontaneous>
[2]      4.4    0.00    1.15                 mg3P.constprop.8 [2]
             0.00    0.40     147/147         resid [5]
             0.00    0.40     168/168         psinv [6]
             0.06    0.29     147/485         norm2u3 [3]
             0.00    0.00     294/1119        timer_stop [9]
             0.00    0.00     147/1123        timer_start [8]
             0.00    0.00     147/147         interp [10]
-----------------------------------------------
                        8                    norm2u3 [3]
             0.06    0.29     147/485         mg3P.constprop.8 [2]
             0.07    0.33     168/485         psinv [6]
             0.07    0.34     170/485         resid [5]
[3]      4.4    0.19    0.96     485+8       norm2u3 [3]
             0.96    0.00  131072/131072      vranlc [4]
             0.00    0.00  131642/131642      randlc [7]
             0.00    0.00     491/1123        timer_start [8]
             0.00    0.00       2/1119        timer_stop [9]
                        8                    norm2u3 [3]
-----------------------------------------------
             0.96    0.00  131072/131072      norm2u3 [3]
[4]      3.7    0.96    0.00  131072         vranlc [4]
-----------------------------------------------
             0.00    0.40     147/147         mg3P.constprop.8 [2]
[5]      1.5    0.00    0.40     147         resid [5]
             0.07    0.34     170/485         norm2u3 [3]
             0.00    0.00     340/1119        timer_stop [9]
             0.00    0.00     170/1123        timer_start [8]
```

```
-----------------------------------------------
                0.00    0.40     168/168        mg3P.constprop.8 [2]
[6]      1.5    0.00    0.40     168         psinv [6]
                0.07    0.33     168/485        norm2u3 [3]
                0.00    0.00     336/1119       timer_stop [9]
                0.00    0.00     168/1123       timer_start [8]
-----------------------------------------------
                0.00    0.00  131642/131642      norm2u3 [3]
[7]      0.0    0.00    0.00  131642         randlc [7]
-----------------------------------------------
                0.00    0.00     147/1123       interp [10]
                0.00    0.00     147/1123       mg3P.constprop.8 [2]
                0.00    0.00     168/1123       psinv [6]
                0.00    0.00     170/1123       resid [5]
                0.00    0.00     491/1123       norm2u3 [3]
[8]      0.0    0.00    0.00    1123         timer_start [8]
-----------------------------------------------
                0.00    0.00       2/1119       norm2u3 [3]
                0.00    0.00     147/1119       interp [10]
                0.00    0.00     294/1119       mg3P.constprop.8 [2]
                0.00    0.00     336/1119       psinv [6]
                0.00    0.00     340/1119       resid [5]
[9]      0.0    0.00    0.00    1119         timer_stop [9]
-----------------------------------------------
                0.00    0.00     147/147        mg3P.constprop.8 [2]
[10]     0.0    0.00    0.00     147         interp [10]
                0.00    0.00     147/1119       timer_stop [9]
                0.00    0.00     147/1123       timer_start [8]
-----------------------------------------------
```

This table describes the call tree of the program, and was sorted by
the total amount of time spent in each function and its children.

Each entry in this table consists of several lines. The line with the
index number at the left hand margin lists the current function.
The lines above it list the functions that called this function,
and the lines below it list the functions this one called.
This line lists:

index A unique number given to each element of the table.
Index numbers are sorted numerically.
The index number is printed next to every function name so
it is easier to look up where the function is in the table.

% time This is the percentage of the `total' time that was spent
in this function and its children. Note that due to
different viewpoints, functions excluded by options, etc,
these numbers will NOT add up to 100%.

self This is the total amount of time spent in this function.

children This is the total amount of time propagated into this
function by its children.

called This is the number of times the function was called. If the function called itself recursively, the number only includes non-recursive calls, and is followed by a `+' and the number of recursive calls.

name The name of the current function. The index number is printed after it. If the function is a member of a cycle, the cycle number is printed between the function's name and the index number.

For the function's parents, the fields have the following meanings:

self This is the amount of time that was propagated directly from the function into this parent.

children This is the amount of time that was propagated from the function's children into this parent.

called This is the number of times this parent called the function `/' the total number of times the function was called. Recursive calls to the function are not included in the number after the `/'.

name This is the name of the parent. The parent's index number is printed after it. If the parent is a member of a cycle, the cycle number is printed between the name and the index number.

If the parents of the function cannot be determined, the word `<spontaneous>' is printed in the `name' field, and all the other fields are blank.

For the function's children, the fields have the following meanings:

self This is the amount of time that was propagated directly from the child into the function.

children This is the amount of time that was propagated from the child's children to the function.

called This is the number of times the function called this child `/' the total number of times the child was called. Recursive calls by the child are not listed in the number after the `/'.

name This is the name of the child. The child's index number is printed after it. If the child is a member of a cycle, the cycle number is printed between the name and the index number.

If there are any cycles (circles) in the call graph, there is an
entry for the cycle-as-a-whole. This entry shows who called the
cycle (as parents) and the members of the cycle (as children.)
The `+' recursive calls entry shows the number of function calls that
were internal to the cycle, and the calls entry for each member shows,
for that member, how many times it was called from other members of
the cycle.

Index by function name

[10] interp (real.c) [7] randlc [8] timer_start
[3] norm2u3 (real.c) [5] resid (real.c) [9] timer_stop
[6] psinv (real.c) [1] setup (real.c) [4] vranlc

Job complete.