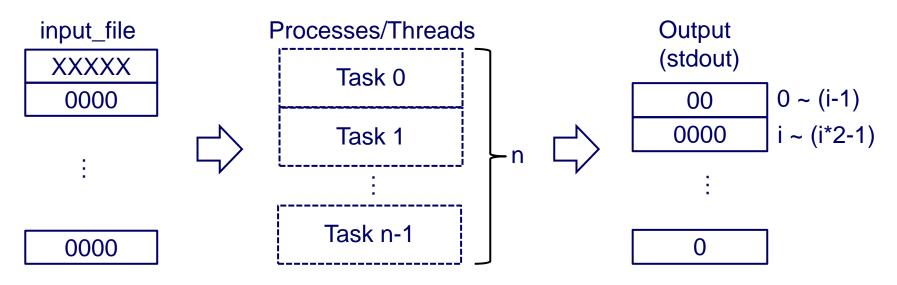
Finding Frequency Distribution (도수분포)

- A given number of processes or threads find a frequency distribution of values in a file
 - Divide and conquer
- Multi-process program
 - fork()
 - Each process has a separate virtual memory space
 - » Use POSIX message queue
- Multi-threaded program
 - pthread_create()
 - Threads share the same virtual memory space
 - » Use mutex

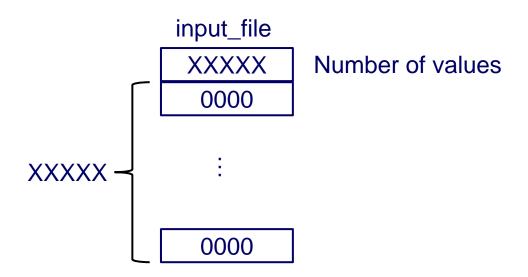
Finding Frequency Distribution

- Command
 - ku_pfred n i input_file
 - ku_tfred n i input_file
 - » n: number of processes/threads <int>
 - » i: interval <int>
 - » input_file: a file that includes XXXXX values



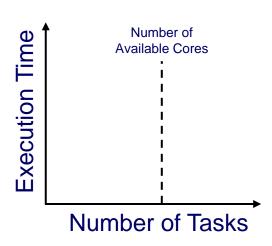
Finding Frequency Distribution

- Input file format
 - First line represents the number of values
 - Each value occupies 4 bytes (□□□0 ~ 9999)
- You may want to study pread() and pwrite()



Performance Evaluation

- Measure the time taken for different numbers of cores
 - Can measure on your computer
 - A quad-core machine (octa-core with hyperthreading) will be also provided at SSLab (신공 1218)
 - » You can use the machine from 12/2(Mon.)
 - » 2:00~5:00 pm Mon. ~ Fri.
- Intention
 - NOT to compare yours with others
 - To observe the impact of parallelism



Submission Guideline

- Source codes
 - ku_pfred.c and ku_pfred.h (optional)
 - ku_tfred.c and ku_tfred.h (optional)
- Document
 - Design and implementation (3 pages)
 - Function description

Function Name	Arguments	Description
	Return Value	

- Performance evaluation
- Deadline
 - 12/6(Fri.) Midnight (hard deadline)

Submission Guideline

- E-mail: <u>sslab2019@gmail.com</u>
- **Title**
 - [2019_시스템프로그램#2_A] ID_Name
 - » A Class: 9:00 am Wed. (2036)
 - [2019_시스템프로그램#2_B] ID_Name
 - » B Class: 9:00 am Mon. (2035)

Grading

- Whether have both design alternatives been properly implemented?
 - Process- and thread-based designs
 - » Of course parallelism is important!!!
 - If you cannot implement both, choose one (not recommended)
- How much the codes well organized and stable?
- Does the document include all required information?
- Cheating -> F