2022.1 Multicore Computing, Project #1

Problem 2

Document

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(i) Result

(a) Execution environment

CPU : AMD Ryzen 5 2600X Six-Core Processor (12 CPUs), $\sim 3.6 GHz$

Memory: DDR4 16384MB RAM

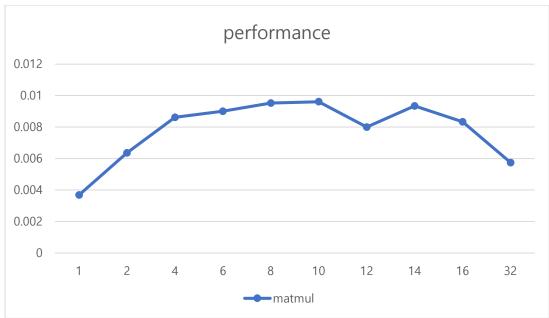
OS: Windows 10

(b) Tables and graphs

Thread#	1	2	4	6	8	10	12	14	16	32
Exec	271	157	116	111	105	104	125	107	120	174
time										

Thread#	1	2	4	6	8	10	12	14	16	32
Performan	0.0036	0.0063	0.0086	0.0090	0.0095	0.0096	0.0080	0.0093	0.0083	0.0057
ce	9	6	2	0	2	1	0	4	3	4
(1/exec										
time)										





(c) Explanation of results

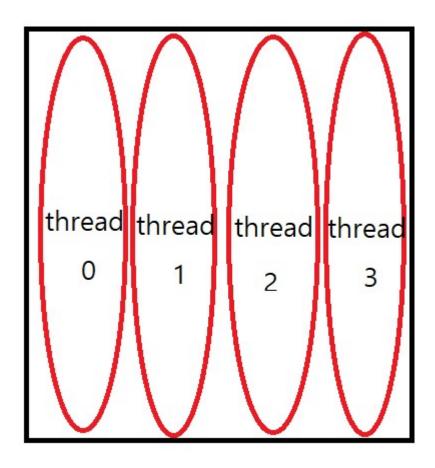
I implemented this matrix multiplication project by dividing 3-nested for iteration.

```
for(int i = this.start;i < this.end;i++){
   for(int j = 0;j < p;j++){
     for(int k = 0;k < n;k++){
       ans[i][j] += a[i][k] * b[k][j];
     }
   }
}</pre>
```

This iteration is the basic of multiplication of two matrices.

At the outermost loop of for, i is divided by start and end point.

If matrix is 100x100 and If I have 4 threads, each threads has start and end value like $0\sim25$, $26\sim50$, $51\sim75$, $76\sim100$ respectively.



If the matrix above is the multiplication result of the two matrices, Different threads take charge of the results of each column of the matrix.

So more threads reduce execution time, but too many threads slow execution time.

The more threads, the higher the overhead cost of context switching between threads, the slower the execution time.

In this matrix multiplication example, 8 to 10 threads appear to be the most efficient.

I think the results will be similar even if dynamic load balancing is implemented in 'for iteration'. Because the calculation time for multiplication is similar no matter what, so the time required for each thread is already similar.

(d) entire JAVA source code and screen capture image of program execution and output

MatmultD.java

```
import java.util.*;
import java.lang.*;
// command-line execution example) java MatmultD 6 < mat500.txt</pre>
// 6 means the number of threads to use
// < mat500.txt means the file that contains two matrices is given as standard
// In eclipse, set the argument value and file input by using the menu [Run]-
>[Run Configurations]->{[Arguments], [Common->Input File]}.
// Original JAVA source code: http://stackoverflow.com/questions/21547462/how-
to-multiply-2-dimensional-arrays-matrix-multiplication
public class MatmultD
 private static Scanner sc = new Scanner(System.in);
 public static void main(String [] args)
   int thread_no=0;
   if (args.length==1) thread_no = Integer.valueOf(args[0]);
   else thread no = 2;
   int a[][]=readMatrix();
   int b[][]=readMatrix();
   long startTime = System.currentTimeMillis();
    ThreadforMatrix.a = a;
    ThreadforMatrix.b = b;
    ThreadforMatrix.ans = new int[a.length][a.length];
   ArrayList<ThreadforMatrix> thread_arr = new ArrayList<ThreadforMatrix>();
    for(int i = 0; i<thread no;i++){</pre>
```

```
int start = i*(a.length/thread_no);
     int end = i == thread_no-1 ? a.length : (i+1)*(a.length/thread_no);
     System.out.println("new thread range "+start+ " ~ "+end);
     ThreadforMatrix thread = new ThreadforMatrix(start,end, a.length);
     thread_arr.add(thread);
     thread.start();
   for(int i = 0;i<thread_arr.size();i++){</pre>
     try {
       thread_arr.get(i).join();
     } catch (InterruptedException e) {
       e.printStackTrace();
    long endTime = System.currentTimeMillis();
   System.out.printf("[thread_no]:%2d , [Time]:%4d ms\n", thread_no, endTime-
startTime);
   printMatrix(ThreadforMatrix.ans);
   public static int[][] readMatrix() {
       int rows = sc.nextInt();
       int cols = sc.nextInt();
       int[][] result = new int[rows][cols];
       for (int i = 0; i < rows; i++) {
          for (int j = 0; j < cols; j++) {
             result[i][j] = sc.nextInt();
      return result;
  public static void printMatrix(int[][] mat) {
  System.out.println("Matrix["+mat.length+"]["+mat[0].length+"]");
    int rows = mat.length;
    int columns = mat[0].length;
   int sum = 0;
   for (int i = 0; i < rows; i++) {
     for (int j = 0; j < columns; j++) {
       // System.out.printf("%4d " , mat[i][j]);
       sum+=mat[i][j];
```

```
// System.out.println();
   // System.out.println();
   System.out.println("Matrix Sum = " + sum + "\n");
class ThreadforMatrix extends Thread {
 static int a[][];
 static int b[][];
 static int ans[][];
 int start;
  int end;
 ThreadforMatrix(int start, int end, int size){
   this.start = start;
   this.end = end;
 public void run(){
   long startTime = System.currentTimeMillis();
   int n = a[0].length;
   int m = a.length;
   int p = b[0].length;
   for(int i = this.start;i < this.end;i++){</pre>
     for(int j = 0; j < p; j++){}
       for(int k = 0; k < n; k++){
         ans[i][j] += a[i][k] * b[k][j];
   long endTime = System.currentTimeMillis();
   long timeDiff = endTime - startTime;
   System.out.println(this.getName()+" Execution Time: "+timeDiff+"ms");
```

MatmultD.java

MatmultD thread #1

```
C:\Users\a\multicore\proj1\problem2>java MatmultD 1 < mat500.txt
new thread range 0 ~ 500
Thread-0 Execution Time: 256ms
[thread_no]: 1 , [Time]: 271 ms
Matrix[500][500]
Matrix Sum = 125231132
```

MatmultD thread #2

```
C:\Users\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\
```

MatmultD thread #4

```
C:\Users\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\
```

```
C:\Users\undacka\undackmulticore\undackproj1\undackproblem2>java MatmultD 6 < mat500.txt
new thread range 0 ~ 83
new thread range 166 ~ 249
new thread range 249 ~ 332
new thread range 332 ~ 415
new thread range 415 ~ 500
Thread-2 Execution Time: 91ms
Thread-5 Execution Time: 89ms
Thread-3 Execution Time: 91ms
Thread-4 Execution Time: 95ms
Thread-1 Execution Time: 95ms
Thread-0 Execution Time: 97ms
[thread_no]: 6 , [Time]: 111 ms
Matrix[500][500]
Matrix Sum = 125231132
```

MatmultD thread #8

```
C:\( \pi \) \text{Users\( \pi \) \text{Ammulticore\( \pi \) problem2\( ) java \) \text{MatmultD 8 < mat500.txt} \\
\text{new thread range 0 \( \sim \) 62 \\
\text{new thread range 124 \( \sim \) 186 \\
\text{new thread range 186 \( \sim \) 248 \\
\text{new thread range 248 \( \sim \) 310 \\
\text{new thread range 248 \( \sim \) 310 \\
\text{new thread range 372 \( \sim \) 434 \\
\text{new thread range 372 \( \sim \) 434 \\
\text{new thread range 434 \( \sim \) 500 \\
\text{Thread-0 Execution Time: 88ms } \\
\text{Thread-5 Execution Time: 85ms } \\
\text{Thread-4 Execution Time: 85ms } \\
\text{Thread-2 Execution Time: 85ms } \\
\text{Thread-6 Execution Time: 86ms } \\
\text{Thread-1 Execution Time: 86ms } \\
\text{Thread-1 Execution Time: 88ms } \\
\text{Thread-1 Execution Time: 88ms } \\
\text{Thread-7 Execution Time: 88ms } \\
\text{Thread-7 Execution Time: 88ms } \\
\text{Thread-7 Execution Time: 88ms } \\
\text{Thread-10} \( \text{Execution Time: 88ms } \\
\text{Thread-10} \\
\text{Execution Time: 88ms } \\
\text{Thread-10} \\
\text{Execution Time: 88ms } \\
\te
```

MatmultD thread #10

```
C:\(\psi \)Users\(\pma \) \(\pma \)
```

```
C:\Users\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\underrunk\unders\unders\unders\unders\unders\unders\unders\unders\unde
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             proj1Mproblem2>java MatmultD 12 < mat500.txt
                                                                                                   thread range 0 ~ 4
thread range 41 ~
```

MatmultD thread #14

```
C:#UsersWaWmulticoreWproj1Wproblem2>java MatmultD 14 < mat500.txt
new thread range 0 ~ 35
new thread range 35 ~ 70
new thread range 70 ~ 105
new thread range 105 ~ 140
new thread range 140 ~ 175
new thread range 175 ~ 210
new thread range 210 ~ 245
new thread range 210 ~ 245
new thread range 315 ~ 350
new thread range 315 ~ 350
new thread range 350 ~ 385
new thread range 350 ~ 385
new thread range 420 ~ 455
new thread range 455 ~ 500
Thread-2 Execution Time: 77ms
Thread-0 Execution Time: 75ms
Thread-1 Execution Time: 78ms
Thread-1 Execution Time: 78ms
Thread-1 Execution Time: 88ms
Thread-1 Execution Time: 88ms
Thread-1 Execution Time: 71ms
Thread-3 Execution Time: 71ms
Thread-4 Execution Time: 81ms
Thread-3 Execution Time: 81ms
Thread-1 Execution Time: 88ms
Thread-1 Execution Time: 88ms
Thread-1 Execution Time: 88ms
Thread-1 Execution Time: 88ms
Thread-9 Execution Time: 88ms
Thread-1 Execution Time: 88ms
Thread-1 Execution Time: 88ms
Thread-9 Execution Time: 88ms
Thread-9 Execution Time: 88ms
Thread-1 Execution Time: 88ms
Thread-8 Execution Time: 89ms
[thread-no]:14 , [Time]: 107 ms
Matrix[500][500]
Matrix Sum = 125231132
```

```
C:\(\pi\Users\(\pi\at\)multicore\(\pi\pro\)jimproblem2>java MatmultD 16 < mat500.txt new thread range 0 ~ 31

new thread range 31 ~ 62

new thread range 62 ~ 93

new thread range 93 ~ 124

new thread range 124 ~ 155

new thread range 185 ~ 186

new thread range 186 ~ 217

new thread range 217 ~ 248

new thread range 217 ~ 248

new thread range 279 ~ 310

new thread range 310 ~ 341

new thread range 310 ~ 341

new thread range 372 ~ 403

new thread range 372 ~ 403

new thread range 485 ~ 500

Thread-3 Execution Time: 81ms

Thread-5 Execution Time: 91ms

Thread-6 Execution Time: 91ms

Thread-6 Execution Time: 91ms

Thread-1 Execution Time: 77ms

Thread-1 Execution Time: 79ms

Thread-1 Execution Time: 51ms

Thread-1 Execution Time: 51ms

Thread-1 Execution Time: 51ms

Thread-1 Execution Time: 66ms

Thread-1 Execution Time: 68ms

Thread-2 Execution Time: 68ms

Thread-1 Execution Time: 51ms

Thread-2 Execution Time: 51ms

Thread-3 Execution Time: 51ms
```

```
C:\Users\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\
     new thread range 30 ~ 45

new thread range 45 ~ 60

new thread range 60 ~ 75

new thread range 75 ~ 90

new thread range 70 ~ 105
       new thread range 90 103
new thread range 105 ~ 120
new thread range 120 ~ 135
new thread range 135 ~ 150
  new thread range 105 ~ 120
new thread range 120 ~ 135
new thread range 135 ~ 150
new thread range 150 ~ 165
new thread range 165 ~ 180
       new thread range 165 ~
new thread range 180 ~
new thread range 165 ^{\sim} 180 new thread range 180 ^{\sim} 195 new thread range 210 ^{\sim} 225 new thread range 225 ^{\sim} 240 new thread range 240 ^{\sim} 255 new thread range 255 ^{\sim} 270 new thread range 270 ^{\sim} 285 new thread range 285 ^{\sim} 300 new thread range 300 ^{\sim} 315 new thread range 315 ^{\sim} 330 new thread range 330 ^{\sim} 345 new thread range 345 ^{\sim} 360 new thread range 360 ^{\sim} 375 new thread range 375 ^{\sim} 390 new thread range 375 ^{\sim} 390 new thread range 390 ^{\sim} 420 new thread range 405 ^{\sim} 420 new thread range 420 ^{\sim} 435 new thread range 450 ^{\sim} 450 new thread range 450 ^{\sim} 465 new thread range 465 ^{\sim} 507 new thread range 465 ^{\sim} 465 new thread range 465 ^{\sim} 507 new thread range 465 ^{\sim} 5
       new thread range 465 ~ 500
Thread-7 Execution Time: 75ms
Thread-14 Execution Time: 14ms
Thread-4 Execution Time: 77ms
             Thread-15 Execution Time: 11ms
Thread-10 Execution Time: 71ms
       Inread-10 Execution Time: /Ims
Thread-8 Execution Time: /5ms
Thread-0 Execution Time: 82ms
Thread-5 Execution Time: 77ms
Thread-9 Execution Time: 81ms
Thread-13 Execution Time: 47ms
Thread-16 Execution Time: 11ms
```

How to compile and execute

```
C:\Users\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\unders\
```

Just use 'javac' to compile in my directory(problem2) and run 'java MatmultD #num_thread < matrix file name like above.