README file

Group members:

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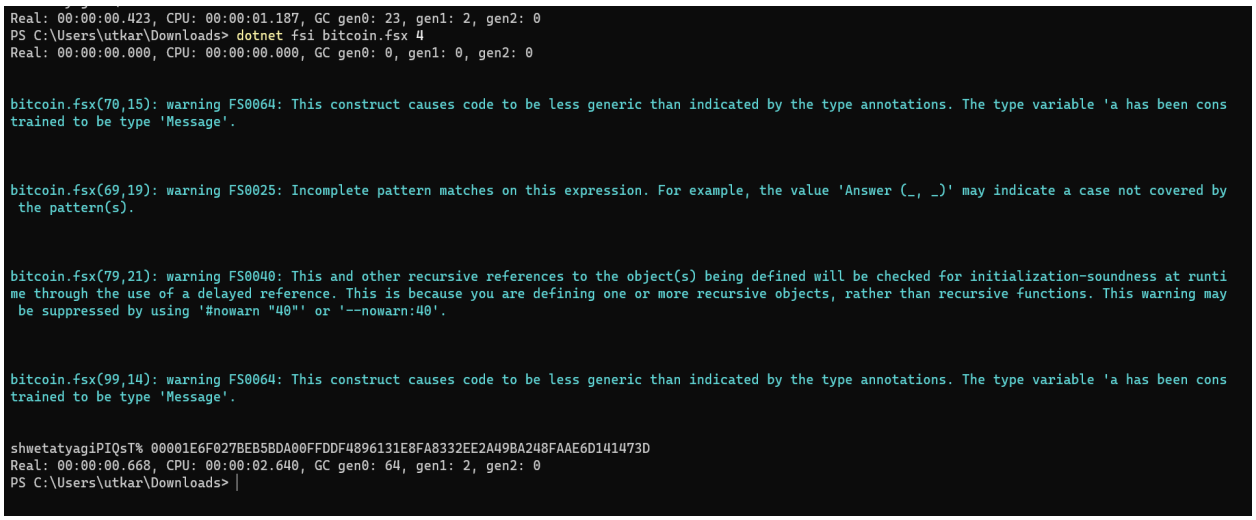
1. Size of the work unit that you determined results in the best performance for your implementation and an explanation of how you determined it. The size of the work unit refers to the number of sub-problems that a worker gets in a single request from the boss.

   We have used 10 actors in our implementation. We are able to utilize all the cores in my computer (mine has 4 cores) while spawning 12 work units, as I increase or decrease this number, my Real to CPU time ratio drops. This behavior varies for different number of required leading zeroes.

   We determined this number by hit and trial method.

2. The result of running your program for input 4

   OUTPUT:



3. The running time for the above as reported by time for the above and report the time. The ratio of CPU time to REAL TIME tells you how many cores were effectively used in the computation. If you are close to 1 you have almost no parallelism (points will be subtracted).

   Real Time: 0.668

   CPU Time:2.640

Cores used = CPU Time/Real Time = 3.95 (My PC has 4 cores)

4. The coin with the most 0s you managed to find.

   We are able to find maximum six zeros (we found 7 zeros earlier but it did't happen again).