

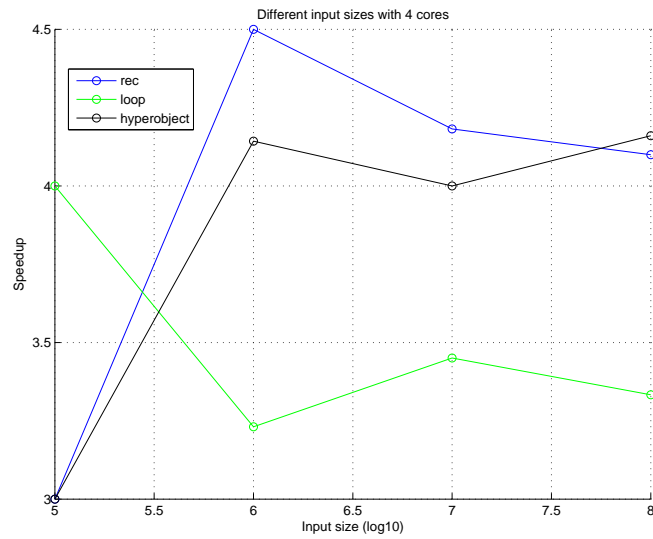
## CS 140 HW #4

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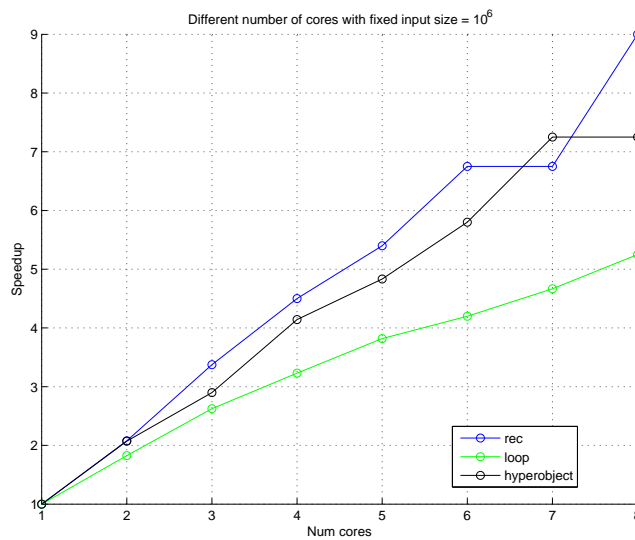
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### Task 1 and 2

In task 1 the number of processors were fixed to 4, and different sizes of  $n$  were tested. In Fig. 1a the speedup were measured against the size of  $n$  in a log scale. For task 2 the speedup were measured against different number of processors and with the problem size fixed to  $n = 10^6$



(a)



(b)

Figure 1: Showing a) Speedup for different sizes of  $n$ . b) Speedup for different number of processors

### Task 3

The innerproduct program was tested for 20, 40, 60, 80, 100, 120, 140. The test was run with  $n = 10^7$  and with  $CILK\_NPROCS = 8$ . From Fig. 2 one can see that for the most part the running time decreases for increasing coarseness. This can be due to the fact that increasing the coarseness leads to a smaller number of spawns, resulting in less overhead.

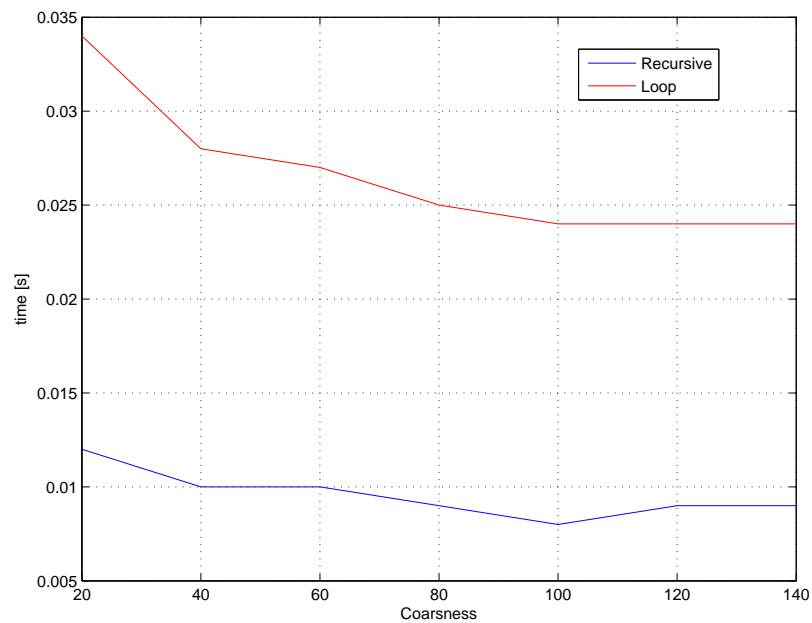


Figure 2: Plot of running time vs coarseness