Tesla Wells

16.35 PSET 1

Threading Questions

1. The threaded version performed less well than the non threaded version. This is probably because creating and trashing threads takes resources and in this instance (in which we don’t benefit a ton from multi-threading because there isn’t a ton of latency or waiting for user inputs/inputs from external sources) the cost of trashing and making the threads outweighs the benefits.
2. The performance doesn’t seem like it will scale with the number of vehicles. It might get a little more approximate, but it’s mostly the relationship between the work being done in comparison to the effort it takes to thread at this level instead of a parallel processing issue.
3. Yes. You could not trash the threads every single time, and run the vehicle threads independently of each other.
4. Yes it is because they don’t need to share resources and there are not conflicts of ordering