**Performance Of L1, L2, L3 and Sequential versions for Different No Of Threads**

**Target System Architecture**

disci:/cs5332\_omp$ lscpu

Architecture: x86\_64

CPU op-mode(s): 32-bit, 64-bit

Byte Order: Little Endian

CPU(s): 16

On-line CPU(s) list: 0-15

Thread(s) per core: 1

Core(s) per socket: 8

Socket(s): 2

NUMA node(s): 2

Vendor ID: GenuineIntel

CPU family: 6

Model: 62

Stepping: 4

CPU MHz: 2599.763

BogoMIPS: 5199.29

Virtualization: VT-x

L1d cache: 32K

L1i cache: 32K

L2 cache: 256K

L3 cache: 20480K

NUMA node0 CPU(s): 0,2,4,6,8,10,12,14

NUMA node1 CPU(s): 1,3,5,7,9,11,13,15

**Compiler version**

The compiler version of the system is determined by the command **gcc –version** and below is the detail of compiler used.

disci:/cs5332\_omp$ gcc --version

gcc (GCC) 4.4.7 20120313 (Red Hat 4.4.7-17)

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**Raw table of the result**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **No Of Threads** | | | **L1version** | | **L2version** | | **L3version** | | **Sequential** | |  | |
|  | 1 | | | 2.446774 | | 2.15128 | | 2.503824 | | 2.403458 | |  | |
|  | 2 | | | 2.40716 | | 2.39639 | | 2.490068 | | 2.198466 | |  | |
|  | 3 | | | 2.200857 | | 2.239246 | | 2.255033 | | 2.217472 | |  | |
|  | 4 | | | 2.358774 | | 2.332618 | | 2.218919 | | 2.489203 | |  | |
|  | 5 | | | 2.405628 | | 2.749794 | | 2.322742 | | 2.217484 | |  | |
|  | 6 | | | 2.137342 | | 2.334852 | | 2.318719 | | 2.4219 | |  | |
|  | 7 | | | 2.272192 | | 2.295556 | | 2.31043 | | 2.311459 | |  | |
|  | 8 | | | 2.152461 | | 3.130965 | | 2.238299 | | 2.224405 | |  | |
|  | |  |  | |  | |  | |  | |  | |

**Graph of the above result**

**Description on findings**

* Based on the above table and the graph we can conclude that all the four versions run approximately.
* For L2 version when no of thread increases the time taken to execute the threads also increases.