Weather Data Results

For each of the versions of your sequential and multithreaded program detailed in B and C, report the minimum, average, and maximum running time observed over the 10 runs. (5 points)

SEQ

PART B:

Average Running Time:2374.9 ms Minimum Running Time:2196.0 ms Maximum Running Time:3158.0 ms

PART C:

Average Running Time:13667.0 ms Minimum Running Time:13067.0 ms Maximum Running Time:14594.0 ms

NO-LOCK

PART B:

Average Running Time:1316.8 ms Minimum Running Time:1071.0 ms Maximum Running Time:2591.0 ms

PART C:

Average Running Time:5244.0 ms Minimum Running Time:4944.0 ms Maximum Running Time:5805.0 ms

COARSE-LOCK:

PART B:

Average Running Time:1312.9 ms Minimum Running Time:1183.0 ms Maximum Running Time:1778.0 ms

PART C:

Average Running Time:11883.8 ms Minimum Running Time:10853.0 ms Maximum Running Time:14218.0 ms

CS. 6240-02

HW1

Vikas Janardhanan

FINE-LOCK

PART B:

Average Running Time:1295.8 ms Minimum Running Time:1146.0 ms Maximum Running Time:1878.0 ms

PART C:

Average Running Time:5647.0 ms Minimum Running Time:5291.0 ms Maximum Running Time:6206.0 ms

NO-SHARING

PART B:

Average Running Time:1484.0 ms Minimum Running Time:1079.4 ms Maximum Running Time:2528.0 ms

PART C:

Average Running Time: 5653.0 ms Minimum Running Time: 3823.8 ms Maximum Running Time:7475.0 ms

Report the number of worker threads used and the speedup of the multithreaded versions based on the corresponding average running times. (5 points)

Number of Worker Threads = 4

SPEED UP:

NO-LOCK

PART B: 1.8 PART C: 2.6

COARSE-LOCK

PART B: 1.8 PART C: 1.15

FINE-LOCK

PART B: 1.83 PART C: 2.4

PART B: 1.6 PART C: 2.41

NO-SHARING

- 1. Which program version (SEQ, NO-LOCK, COARSE-LOCK, FINE-LOCK, NO-SHARING) would you normally expect to finish fastest and why? Do the experiments confirm your expectation? If not, try to explain the reasons. NO-LOCK is normally expected to finish fastest.
 - When more than one thread works on the data, the resulting parallelism helps to speed up the computation
 - Since there is no lock in this case, there is no bottleneck of waiting for a resource
 - Since there is no synchronization mechanism to take care of the concurrent access of the data structure, the results produced is expected to contain errors.
 - The experiment results are in line with expectation, we have observed the least running time of 1071ms in NO-LOCK
- 2. Which program version (SEQ, NO-LOCK, COARSE-LOCK, FINE-LOCK, NO-SHARING) would you normally expect to finish slowest and why? Do the experiments confirm your expectation? If not, try to explain the reasons. SEQ is expected to finish slower as compared to others. Since data is read in a sequential manner its expected to finish slower. The experiment does confirm our expectation. However, for small inputs SEQ might be faster because of the extra time spent by OS in context switching where threads are involved. The advantage of threads normally is significant when the input size is large such as the present case.
- Compare the temperature averages returned by each program version.
 Report if any of them is incorrect or if any of the programs crashed because of concurrent accesses.
 The output returned by NO-LOCK version is erroneous because of the

below reasons:

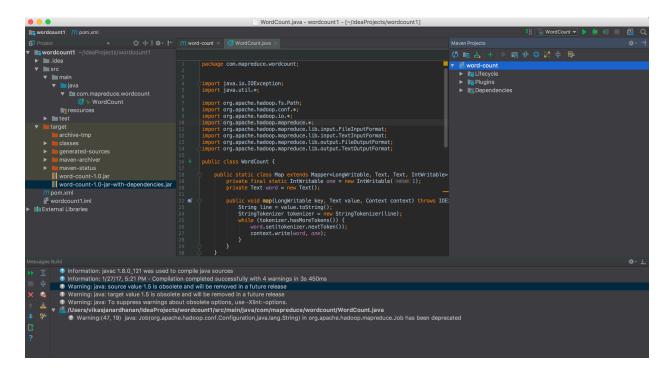
Since there is no synchronization mechanism used here the updated results in the data structure is erroneous.ie, suppose updating happens from one or more threads at the same time for the same key, then update from one of the thread is lost in the process.

NO-LOCK version was also crashing with nullpointerException because of the inconsistent nature of the data structure due to lack of synchronization.

- 4. Compare the running times of SEQ and COARSE-LOCK. Try to explain why one is slower than the other. (Make sure to consider the results of both B and C—this might support or refute a possible hypothesis.)
 SEQ is slower than COARSE-LOCK:
 - In SEQ the processing of the input happens sequentially whereas in COARSE-LOCK multiple threads works in parallel on the data, this speeds up the processing
 - Only bottleneck in COARSE-LOCK is the synchronized access to the data structure. However, due to parallel nature its faster than SEQ
 - However, when delay is introduced using Fibonacci, the time taken is almost same, because at a time only one thread can have access to data structure and until the delay time is over other threads wait on acquiring the lock. This makes the thread execution more like sequential.
- 5. . How does the higher computation cost in part C (additional Fibonacci computation) affect the difference between COARSE-LOCK and FINE-LOCK? Try to explain the reason.
 - In COARSE-LOCK, Fibonacci function call is in the synchronized block and it cannot run parallel on two threads as the lock is acquired on the whole data structure.
 - However, in FINE-LOCK, the same function can run in parallel as there
 is a chance that not all threads would be updating for the same key in
 the hashmap.
 - Because of the above reasons, FINE-LOCK performance is better.

Word Count Local Execution

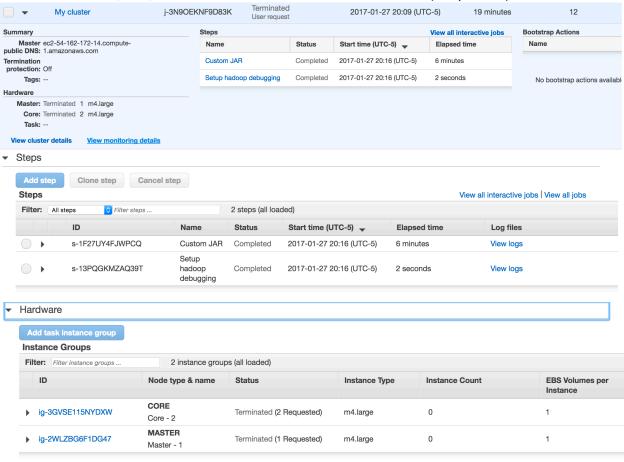
Project directory structure, showing that the WordCount.java file is somewhere in the src directory. (10 points)



The console output for a successful run of the WordCount program inside the IDE. The console output refers to the job summary information Hadoop produces, not the output your job emits. Show at least the last 20 lines of the console output. (10 points)

Word Count AWS Execution

Show a similar screenshot that provides convincing evidence of a successful run of the Word Count program on AWS. Make sure you run the program using at least three machines, i.e., one master node and two workers. (10 points)



Controller log:

```
AMS_LEADUR_NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NELVELT-NEL
```

Syslog