

CS 575

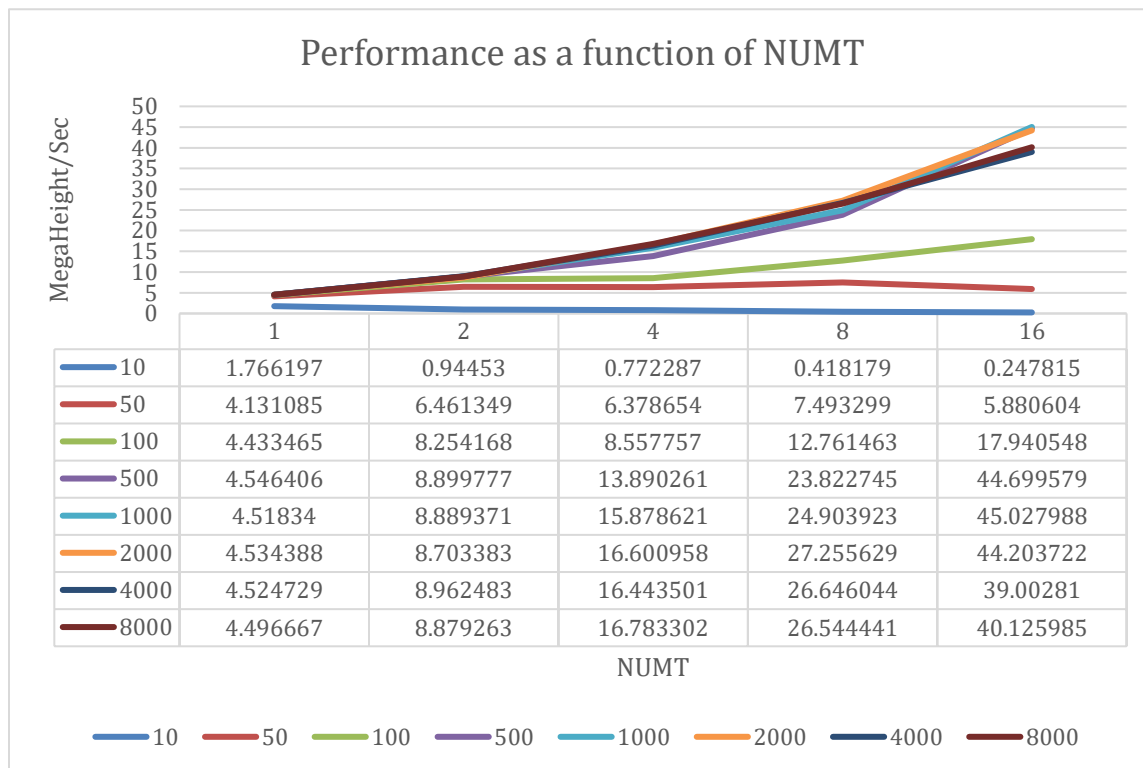
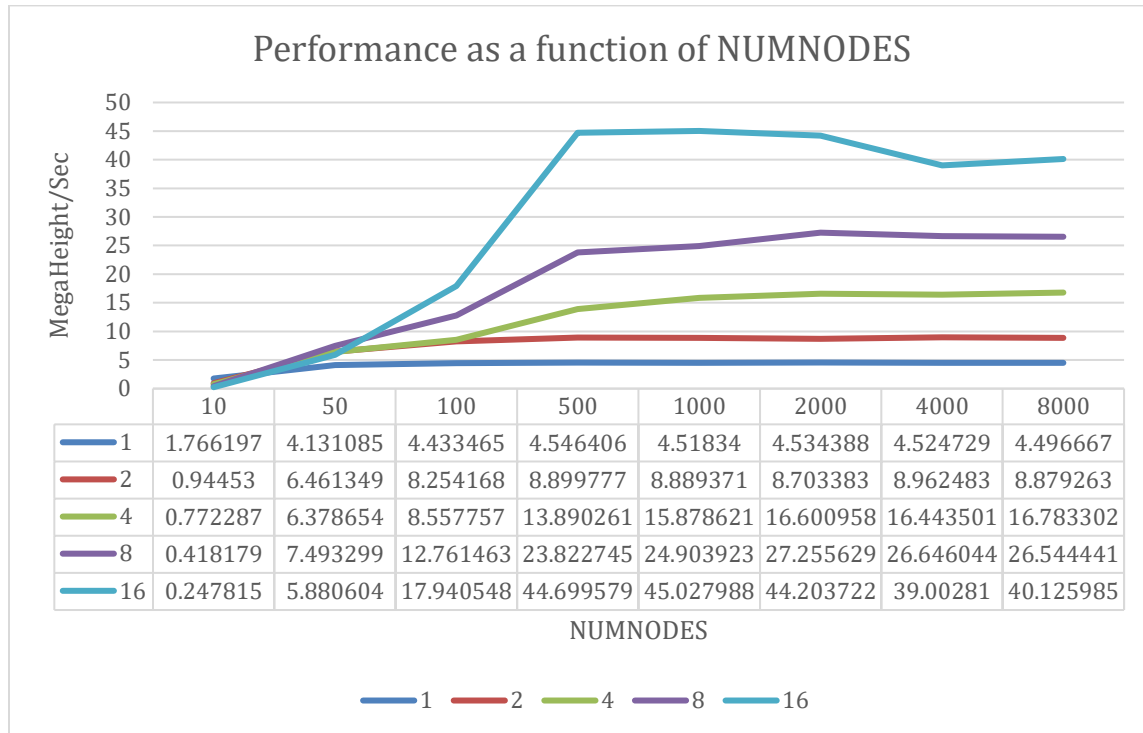
Project #2

Numeric Integration with OpenMP Reduction

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Code was run on the flip server. Got results as:



From observation, regardless of the number of threads, the curves of the performance all appear increased and then maintain stable. I think the curves appear increased because the workload of each thread is not saturated, and then they maintain stable since the workload is saturated.

```
16 threads , 10 Nodes : Volume = 0.382288 ;
16 threads , 50 Nodes : Volume = 0.432350 ;
16 threads , 100 Nodes : Volume = 0.434729 ;
16 threads , 500 Nodes : Volume = 0.435714 ;
16 threads , 1000 Nodes : Volume = 0.435761
16 threads , 2000 Nodes : Volume = 0.435776
```

Run the program with NUMT = 16, we got results as above. The number of threads did not affect the total volume, but the number of nodes did, which is: as the number of nodes grows, the volume is closed to 0.4358. Thus, we can estimate that the actual volume is 0.4358.

Consider # of nodes = 2000, the speed-up and the Parallel Fraction are:

# of threads	speedup	Fp=(n/n-1)(1-1/S)
2	1.919417	0.95801713
4	3.661124	0.969146479
8	6.010873	0.833634806
16	9.748553	0.897420674

Consider $F_p = 0.89742$, $\max Speedup = \lim_{n \rightarrow \infty} Speedup = \frac{1}{1-F_p} = 9.748489$