

INFO 6205

Program Structures & Algorithms

Fall 2020

Assignment 5

Task and Observations

N : 10000, 100000, 200000, 500000, 1000000, 2000000

Thread Count : 4, 16, 64, 374, 1024

Cut off : $2^8(256)$, $2^{10}(1024)$, $2^{12}(4096)$, $2^{14}(16384)$, $2^{16}(1048576)$

Output

```
Available Processor: 4
N = 100000
Thread Count: 4
Cutoff : 1024           Average Time:24ms
Cutoff : 4096           Average Time:17ms
Cutoff : 16364          Average Time:15ms
Cutoff : 65536          Average Time:14ms
Thread Count: 16
Cutoff : 1024           Average Time:11ms
Cutoff : 4096           Average Time:8ms
Cutoff : 16364          Average Time:6ms
Cutoff : 65536          Average Time:5ms
Thread Count: 64
Cutoff : 1024           Average Time:8ms
Cutoff : 4096           Average Time:8ms
Cutoff : 16364          Average Time:5ms
Cutoff : 65536          Average Time:6ms
Thread Count: 256
Cutoff : 1024           Average Time:12ms
Cutoff : 4096           Average Time:6ms
Cutoff : 16364          Average Time:6ms
Cutoff : 65536          Average Time:5ms
Thread Count: 1024
Cutoff : 1024           Average Time:19ms
Cutoff : 4096           Average Time:8ms
Cutoff : 16364          Average Time:5ms
Cutoff : 65536          Average Time:6ms
```

For N= 100000, 16364 and 65536 cut-off values give the best performance. Thread counts higher than 4 give the best result. Cut off Rates(Cutoff/Number) are 0.16 and 0.64.

```
N = 200000
Thread Count: 4
Cutoff : 1024           Average Time:21ms
Cutoff : 4096           Average Time:13ms
Cutoff : 16364          Average Time:12ms
Cutoff : 65536          Average Time:11ms
Cutoff : 161144         Average Time:21ms
Thread Count: 16
Cutoff : 1024           Average Time:21ms
Cutoff : 4096           Average Time:16ms
Cutoff : 16364          Average Time:15ms
Cutoff : 65536          Average Time:13ms
Cutoff : 161144         Average Time:15ms
```

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Thread Count: 64	
Cutoff : 1024	Average Time:21ms
Cutoff : 4096	Average Time:16ms
Cutoff : 16364	Average Time:14ms
Cutoff : 65536	Average Time:14ms
Cutoff : 161144	Average Time:26ms
Thread Count: 256	
Cutoff : 1024	Average Time:37ms
Cutoff : 4096	Average Time:14ms
Cutoff : 16364	Average Time:13ms
Cutoff : 65536	Average Time:18ms
Cutoff : 161144	Average Time:15ms
Thread Count: 1024	
Cutoff : 1024	Average Time:43ms
Cutoff : 4096	Average Time:16ms
Cutoff : 16364	Average Time:14ms
Cutoff : 65536	Average Time:12ms
Cutoff : 161144	Average Time:15ms

For N= 200000 Cut-off value 65536 is the best value among them.

N = 500000	
Thread Count: 4	
Cutoff : 1024	Average Time:55ms
Cutoff : 4096	Average Time:47ms
Cutoff : 16364	Average Time:48ms
Cutoff : 65536	Average Time:46ms
Cutoff : 161144	Average Time:35ms
Thread Count: 16	
Cutoff : 1024	Average Time:63ms
Cutoff : 4096	Average Time:39ms
Cutoff : 16364	Average Time:38ms
Cutoff : 65536	Average Time:37ms
Cutoff : 161144	Average Time:37ms
Thread Count: 64	
Cutoff : 1024	Average Time:62ms
Cutoff : 4096	Average Time:40ms
Cutoff : 16364	Average Time:37ms
Cutoff : 65536	Average Time:40ms
Cutoff : 161144	Average Time:39ms
Thread Count: 256	
Cutoff : 1024	Average Time:62ms
Cutoff : 4096	Average Time:44ms
Cutoff : 16364	Average Time:87ms
Cutoff : 65536	Average Time:96ms
Cutoff : 161144	Average Time:75ms
Thread Count: 1024	
Cutoff : 1024	Average Time:133ms
Cutoff : 4096	Average Time:93ms
Cutoff : 16364	Average Time:328ms
Cutoff : 65536	Average Time:306ms
Cutoff : 161144	Average Time:119ms

For 500000 number of elements, less thread number (4 and 16) give the best result with 35 ms. When thread number is increasing, performance is getting better in small cut-off values. For example, cutoff value 4096 is better than other options.

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N = 1000000

Thread Count: 4

Cutoff : 1024	Average Time:256ms
Cutoff : 4096	Average Time:185ms
Cutoff : 16364	Average Time:163ms
Cutoff : 65536	Average Time:182ms
Cutoff : 161144	Average Time:144ms

Thread Count: 16

Cutoff : 1024	Average Time:266ms
Cutoff : 4096	Average Time:184ms
Cutoff : 16364	Average Time:183ms
Cutoff : 65536	Average Time:173ms
Cutoff : 161144	Average Time:178ms

Thread Count: 64

Cutoff : 1024	Average Time:252ms
Cutoff : 4096	Average Time:184ms
Cutoff : 16364	Average Time:172ms
Cutoff : 65536	Average Time:194ms
Cutoff : 161144	Average Time:185ms

Thread Count: 256

Cutoff : 1024	Average Time:169ms
Cutoff : 4096	Average Time:107ms
Cutoff : 16364	Average Time:105ms
Cutoff : 65536	Average Time:113ms
Cutoff : 161144	Average Time:99ms

Thread Count: 1024

Cutoff : 1024	Average Time:160ms
Cutoff : 4096	Average Time:115ms
Cutoff : 16364	Average Time:98ms
Cutoff : 65536	Average Time:90ms
Cutoff : 161144	Average Time:111ms

For N is 1000000, cut off value 161144 is the best value among them. Performance is better in higher thread counts. For example 256 and 1024 thread counts has the best time performance.

N = 2000000

Thread Count: 4

Cutoff : 1024	Average Time:352ms
Cutoff : 4096	Average Time:231ms
Cutoff : 16364	Average Time:175ms
Cutoff : 65536	Average Time:253ms
Cutoff : 161144	Average Time:384ms
Cutoff : 1048576	Average Time:522ms

Thread Count: 16

Cutoff : 1024	Average Time:611ms
Cutoff : 4096	Average Time:315ms
Cutoff : 16364	Average Time:311ms
Cutoff : 65536	Average Time:335ms
Cutoff : 161144	Average Time:335ms
Cutoff : 1048576	Average Time:329ms

Thread Count: 64

Cutoff : 1024	Average Time:422ms
Cutoff : 4096	Average Time:360ms
Cutoff : 16364	Average Time:359ms
Cutoff : 65536	Average Time:353ms
Cutoff : 161144	Average Time:352ms
Cutoff : 1048576	Average Time:382ms

Thread Count: 256

Cutoff : 1024	Average Time:475ms
Cutoff : 4096	Average Time:359ms
Cutoff : 16364	Average Time:344ms

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Cutoff : 65536	Average Time:311ms
Cutoff : 161144	Average Time:321ms
Cutoff : 1048576	Average Time:360ms
Thread Count: 1024	
Cutoff : 1024	Average Time:486ms
Cutoff : 4096	Average Time:365ms
Cutoff : 16364	Average Time:366ms
Cutoff : 65536	Average Time:335ms
Cutoff : 161144	Average Time:326ms
Cutoff : 1048576	Average Time:359ms

For N= 2000000, small cut off number is not good choice. Cut off value 65536 and 161144 have good performance. Also, Thread count 4 with cut off value 16364 outperform in this experiment. Cut off rate is 0.0008, 0.03 and 0.08.

This is also other experiment which I tried 1,2 and 4 thread count. Last 3 values give the best performance whereas One thread count also performs closely better.

N = 4000000	
Thread Count: 1	
Cutoff : 1024	Average Time:623ms
Cutoff : 4096	Average Time:446ms
Cutoff : 16364	Average Time:468ms
Cutoff : 65536	Average Time:741ms
Cutoff : 161144	Average Time:716ms
Cutoff : 1048576	Average Time:935ms
Cutoff : 1500000	Average Time:912ms
Thread Count: 2	
Cutoff : 1024	Average Time:829ms
Cutoff : 4096	Average Time:660ms
Cutoff : 16364	Average Time:636ms
Cutoff : 65536	Average Time:636ms
Cutoff : 161144	Average Time:676ms
Cutoff : 1048576	Average Time:749ms
Cutoff : 1500000	Average Time:763ms
Thread Count: 4	
Cutoff : 1024	Average Time:883ms
Cutoff : 4096	Average Time:669ms
Cutoff : 16364	Average Time:653ms
Cutoff : 65536	Average Time:327ms
Cutoff : 161144	Average Time:300ms
Cutoff : 1048576	Average Time:269ms
Cutoff : 1500000	Average Time:258ms

Relationship conclusion

Parallel programming has good improvements in this experiment. Thread count between 4 to 1024 has close efficacy.

Cut off value less than 1024 degrade performance. Because of that, cut off values should be chosen more than 1024 for large numbers. Most of case, 16000 and 64000 cut off values outperform comparing to other values.

Evidence to support relationship

Amdahl's Law is showed that it is possible to speedup program by running independent task with parallel computing.

$$S_{\text{latency}}(s) = \frac{1}{(1-p) + \frac{p}{s}} \quad \text{where}$$

S_{latency} is the theoretical speedup of the execution of the whole task,
 s is the number of threads across which the parallel portion is split,

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p is the proportion of execution time that the part benefiting from improved resources originally occupied.

Although it is possible get program faster by parallelizing, the speedup is limited by the serial part of the program. For example, if 95% of the program can be parallelized, the theoretical maximum speedup using parallel computing would be 20 times.

REFERENCES

Amdahl, Gene M. (1967). *"Validity of the Single Processor Approach to Achieving Large-Scale Computing Capabilities"* (PDF). *AFIPS Conference Proceedings* (30): 483–485. [doi:10.1145/1465482.1465560](https://doi.org/10.1145/1465482.1465560).

Code part:

```
int[] numberN = {100000, 200000, 500000, 1000000, 2000000, 4000000 }; |
int[] threadCounts = { 1, 2, 4}; //, 16, 64, 256, 1024 };
int[] cutOffs = { 1024, 4096, 16384, 65536, 161144, 1048576, 1500000 };
Random random = new Random();
for (int n = 0; n < numberN.length; n++) {
    int[] array = new int[numberN[n]];
    System.out.println("        N = " + numberN[n]);
    ArrayList<Long> timeList = new ArrayList<>();

    for (int th = 0; th < threadCounts.length; th++) {
        ParSort.myPool = new ForkJoinPool(threadCounts[th]);
        System.out.println("        Thread Count: " + threadCounts[th]);

        for (int j = 0; j < cutOffs.length; j++) {
            if (cutOffs[j] > numberN[n])
                continue;
            ParSort.cutoff = cutOffs[j];

            long time;
            long startTime = System.currentTimeMillis();
            for (int t = 0; t < 10; t++) {
                for (int i = 0; i < array.length; i++) array[i] = random.nextInt(10000000);
                ParSort.sort(array, 0, array.length);
            }
            long endTime = System.currentTimeMillis();
            time = (endTime - startTime);
            timeList.add(time);

            System.out.println("Cutoff: " + (ParSort.cutoff) + "\t\t Average Time: " + time / 10 + "ms");
        }
    }
}
```