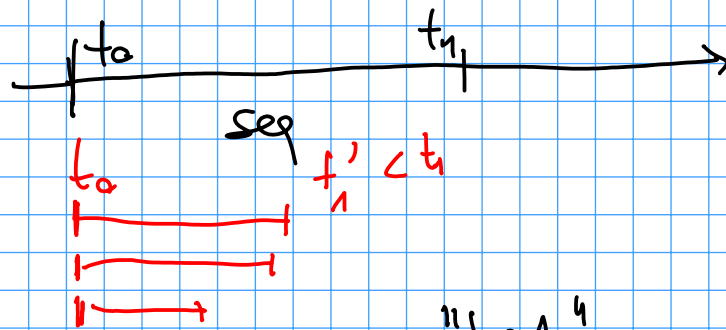


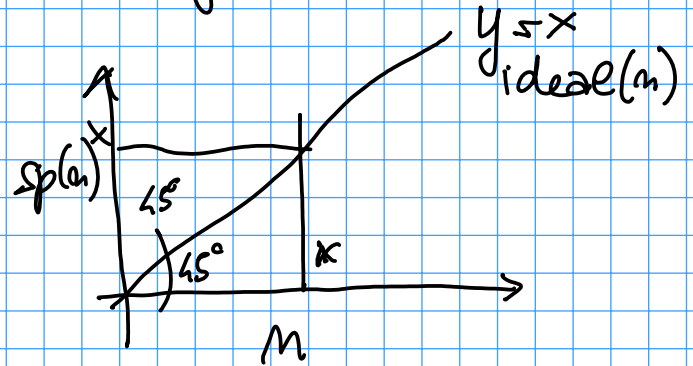
P



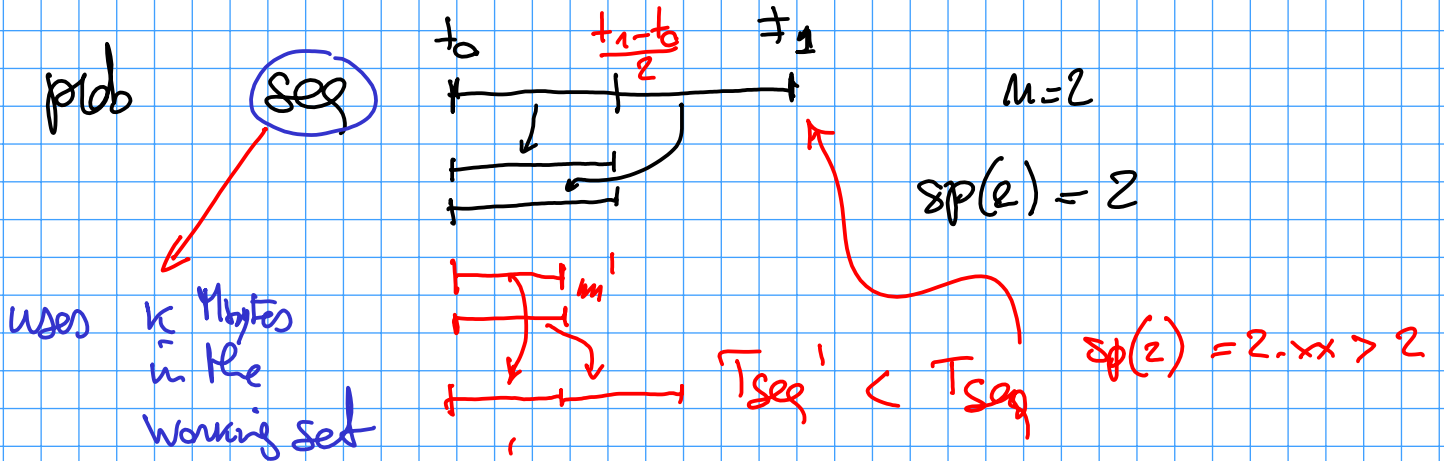
Speedup (n) = $\frac{T_{seq}}{T_{par}(n)}$

per degree

"best" you know



Why ideal $sp(n) = n$?

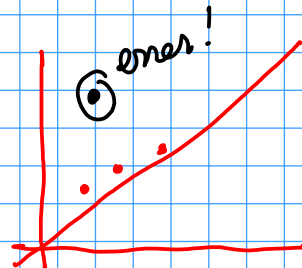
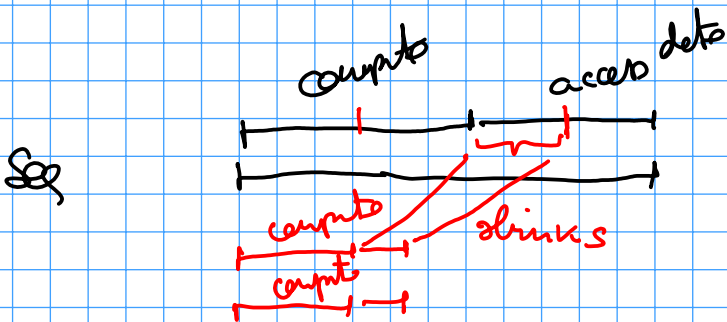


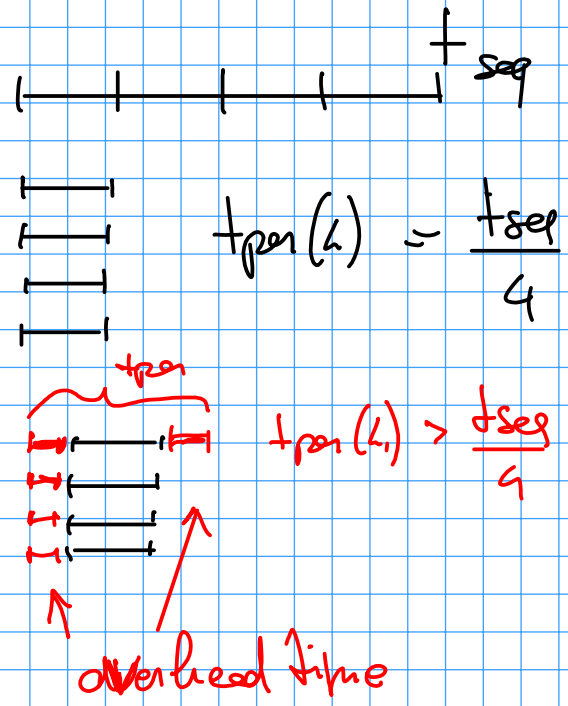
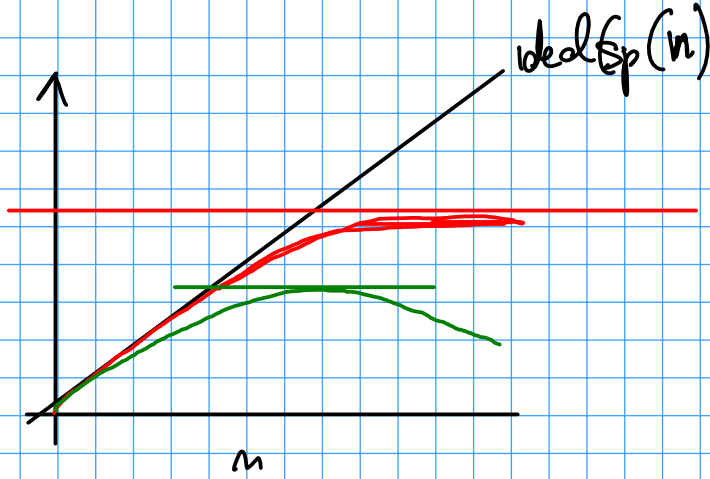
L1 cache of my core $\frac{k}{2}$ Mbytes

T_{seq}' iff

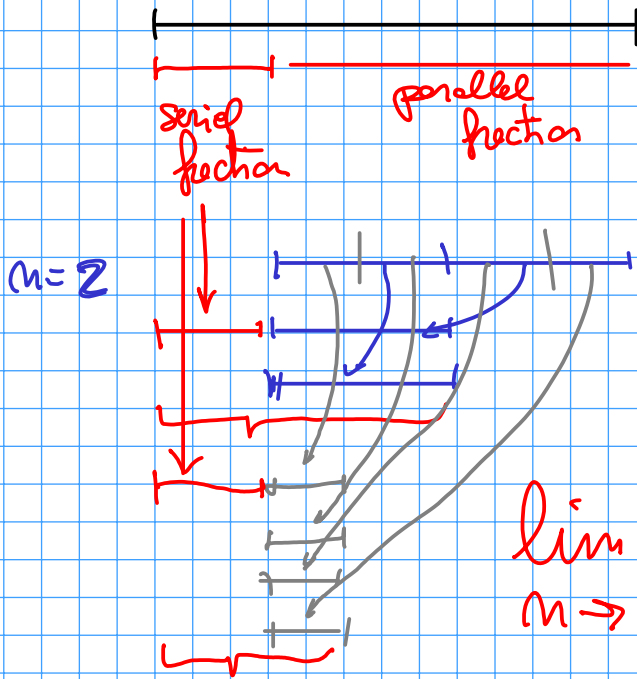
each "half" of comp uses half of the WS

\Rightarrow WS fits L1 cache





Amdahl's Law



$$Sp(n) = \frac{T_{seq}}{T_{seq} + T_{par}(n)}$$

$n \rightarrow \infty$

$$\lim_{n \rightarrow \infty} T_{par}(n) = \text{serial fraction}$$

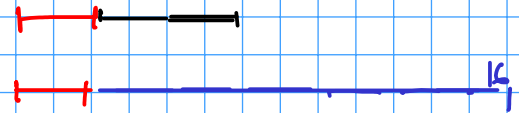
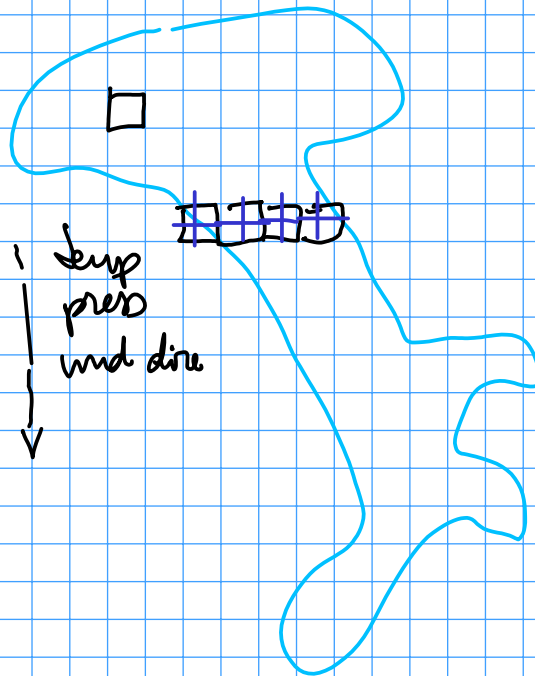
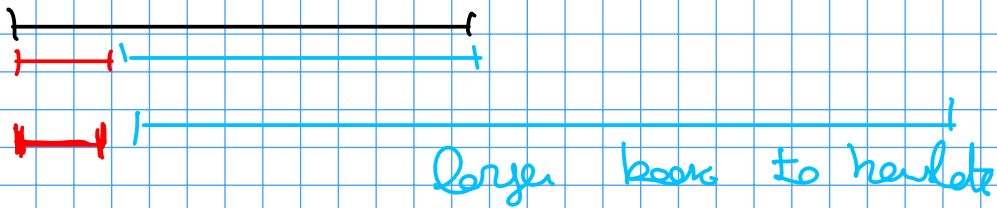
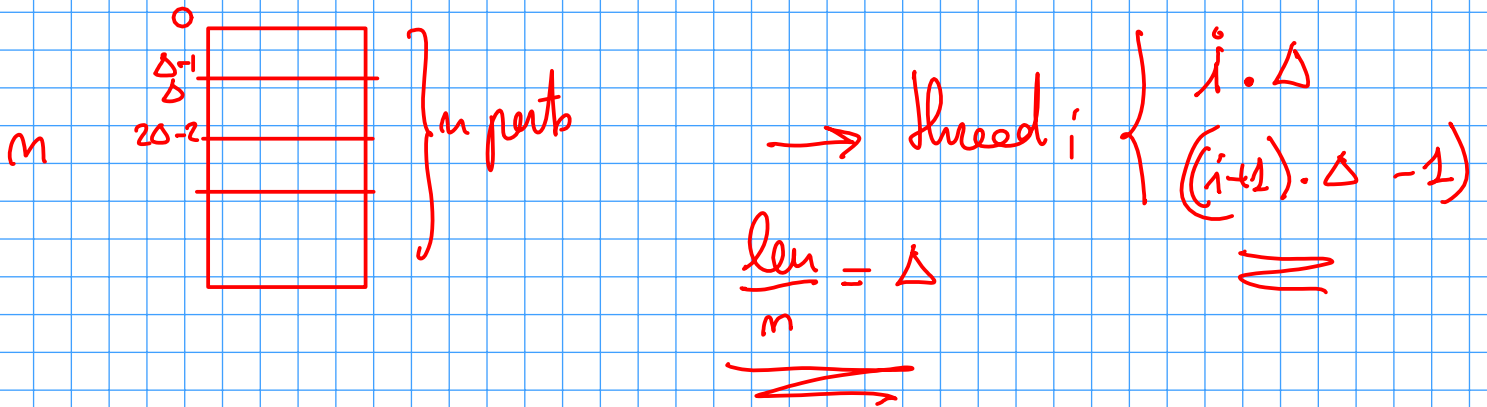
T_{seq}

$f \in (0, 1)$
serial fraction

$(1-f)$ non serial fraction

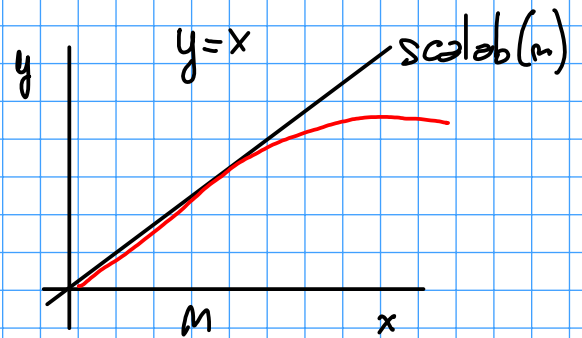
$$Sp(n) = \frac{T_{seq}}{f T_{seq} + \frac{(1-f) T_{seq}}{n}} \xrightarrow{n \rightarrow \infty} \frac{T_{seq}}{f T_{seq}} = \frac{1}{f}$$

serial fraction doesnot increase with the size of the data



scalability

$$\underline{\underline{\text{scalob}(n)}} = \frac{T(1)}{T(n)}$$



Efficiency

$$E(n) = \frac{T_{id}}{T(n)}$$

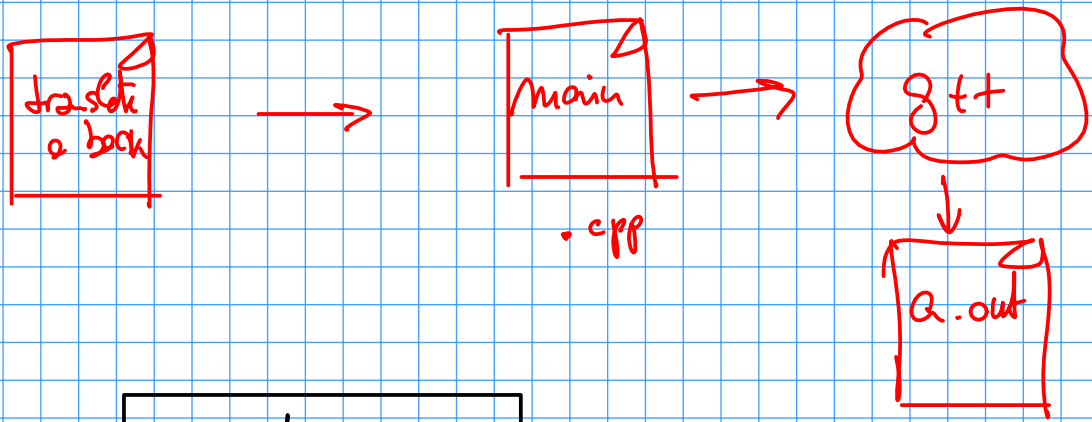
← ideal parallel time

← actual parallel time

$$T_{id} = \frac{T_{seq}}{n}$$

$$E(n) = \frac{T_{seq}}{nT(n)} = \frac{\text{speedup}(n)}{n}$$

std::chrono



> time a.out

std::chrono

$t_0 = \text{now}();$

≡

$t_1 = \text{now}();$

↑ elapsed = $\text{fn}(t_1 - t_0)$ ↑

$\text{exe}_1 \dots \text{exe}_n \Rightarrow \text{avg}$

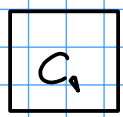
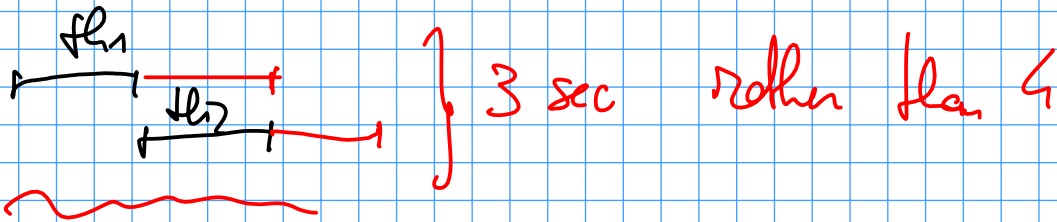
12 13.1 12.5 12.7 (17) (10)

└──────────────────┘

↑

> a.out 1024
m 10 s 12.7 1024 XXX

m	1	s	1.2	1024	xxx
m	1	s	1.3	"	"
m	1	s	1.4	"	"



stick (t_{h1}, c_1)
 (t_{h2}, c_2)

```
X {
  x = 1.234
  for (
    (x) = sin(x);
  )
  cout << x;
}
```

-03