Introduction to Parallel and Distributed Computing Exercise 3 (June 3, 2024)

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The result is to be submitted by the deadline stated above via the Moodle interface as a .zip or .tgz file which contains

- a single PDF (`.pdf`) file with
  - a cover page with the title of the course, your name, matriculation number, and email address,
  - a section with the source code of the program benchmarked, the output of the parallelizing compiler, and an explanation of the output,
  - a section with the raw data of the benchmarks,
  - a section with a summary table and graphical diagrams of the benchmarks.
- the source (`.java`) file(s) of the programs.

Exercise 3: Multi-Threaded/Network Programming in Java

The goal of this exercise is to develop a multi-threaded client/server version of the "all pairs shortest paths" problem presented in Exercise 1; the solution shall be implemented in the programming language Java using Java's concurrency and networking API. Use for this exercise the most recent version of Java available (e.g., `module load jdk/21.0.2`, see `module avail jdk` for all installed Java versions).

First, create a sequential Java solution for the problem; you may use the provided sample program `MatMult.java` for matrix multiplication as a starting point of your solution. Benchmark the program with two appropriate values for N (not necessarily the same as in Exercises 1/2, at least one value N shall let the program run for at least one minute).

Next, develop a multi-threaded version of the program. Use the executor framework[1] to manage a fixed size pool of T threads among which tasks are scheduled each of which processes a block B of iterations of the squaring algorithm (generate the tasks as instances of `Callable` and use for task submission the method `invokeAll()` which blocks until all tasks have been processed); experiment to find a suitable value for B (in particular, report whether $B = 1$ is already optimal). Please note that the pool is to be created only *once* before the algorithm is started and subsequently *reused* for every "squaring" operation.

Write the program such that it can be started in one of two ways:

1. With the command line parameter `-server`: in this case the program is executed as a server which repeatedly waits (on some designated port) for the request of a client to create a random matrix of dimension N with seed R for the random number generator and solves the problem with T threads; the server sends back to the client the number M of milliseconds that the solution of the equation system took.

2. With the command line parameter `-client` N B R T: in this case, the program is started as a client that contacts the server on the designated port, sends the parameters N, B, R, and T to the server, waits for the result M, and prints M to the standard output.

Both server and clients may be run on the same machine. Please note that for the Java solution you may use the programs `MatMultPool.java` and `MatMultNet.java` posted on the course site as a pattern for your own solution.

For generating random numbers, use the class `java.util.Random`[2] of the Java standard library. For instance, assuming the declaration `import java.util.*;` the code

```
Random r = new Random(R);
for (int i=0; i<100; i++)
  System.out.println(r.nextDouble());
```

prints 100 floating point numbers generated by a random number generator with seed R.

For benchmarking Java programs, you may use the function

[1] https://docs.oracle.com/en/java/javase/21/docs/api/java.base/java/util/concurrent/ExecutorService.html

[2] https://docs.oracle.com/javase/8/docs/api/java/util/Random.html

```
System.currentTimeMillis()
```

which returns the current wall clock time in milliseconds.

Make sure that threads are pinned to freely available cores by executing a command like

```
dplace -c 64-91 program ...
```

which pins all threads to 32 physical cores (the numbers refer to the cpu partition in the upper half of the machine). Use `top` to verify the applied thread/core mapping and the thread's share of CPU time (which should be close to 100%).

Report the results as in Exercise 2 (state the version of Java that you used).

Alternative 1 Rather than using the Java executor framework, you may also use virtual threads[3] by creating a virtual thread for every block of B iterations; experiment to find a suitable value for B (in particular, report whether $B = 1$ is already optimal).

Alternative 2 You may also elaborate this exercise in C/C++ using Posix threads and Unix sockets (also using `dplace` for pinning threads to cores). In that case, you may simply split the N rows into N/T blocks each of which is processed by one thread. Use `srand()` and `rand()` for random number generation and measure times with `clock_gettime` (as in Exercise 1).

[3] https://docs.oracle.com/en/java/javase/21/core/virtual-threads.html