







	Count	10000000	10000000	100000000	10000000	
	Threshold	10000	10	10000	10	
	Trial	Sloppy pin 1-8	Sloppy no pin	Sloppy pin 1-8	Sloppy no pin	
	1	2.554	2.54	2.839	3.232	
SLOPPY	2	2.229	2.603	2.832	3.152	
COUNTER	3	2.361	2.544	2.726	3.156	
PERFORMANCE	4	2.601	2.519	2.853	3.198	
	5	2.218	2.533	2.821	2.924	
	6	2.445	2.531	3.069	3.128	
	7	2.308	2.66	2.971	3.14	
RAW	8	2.303	2.719	2.987	3.139	
DATA:	9	2.541	2.585	2.888	3.054	
Pinning improves performance by 7.52% Threshold (10 to 10,000) improves performance by 17.12%						
	45	2.010	0.007	0.074	2.407	
	15	2.233	2.037	2.0/1	3.107	
	10	2.418	2.820	2.0/3	3.133	
	19	2.593	2.003	3.000	3.000	
	10	2.221	2.521	2 744	3.075	
	20	2.300	2.03	2.744	3.141	
	avo	2,4011	2.5935	2,8939	3,1328	
	stdev	0 123	0.112	0,148	0.094	
threshold (S)	% speedup	17.03%	17.21%			
CPU pinning	% speedup	7.42%		7.63%		













MATRIX GENERATOR - 4					
Consider the i	mportance of the state variable				
What will the	code do if we remove it?				
Consider ro	ows = 1000 bls = 1000				
= Consider ra cc	bws = 10 bls = 10				
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