

US Population

Due Sunday November 8, 2015

Objectives

For this assignment, you will:

- Gain experience designing software that processes data in several stages
- Write divide-and-conquer parallel algorithms using fork-join parallelism
- Experience the difficulty of evaluating parallel programs experimentally
- Write up your findings (interesting parameters of your implementation and how you evaluated them)

Description

(This project was created in Spring 2010 by Dan Grossman. A full write-up of the assignment appears here: <http://www.cs.washington.edu/education/courses/cse332/11au/homework/asst6.html>. We have made slight modifications to the project for this class, but have tried to duplicate all of the relevant information.)

The United States Constitution has required since 1789 that a census be performed every 10 years. In this project, you will process some data from the 2000 census in order to efficiently answer certain queries about population density. These queries will ask for the population in some rectangular area of the country. The census data consists of roughly 210,000 data points – so any desktop computer has plenty of memory. Unfortunately, this size makes using parallelism less compelling (but nonetheless required and educational).

You will implement the desired functionality in several ways that vary in their simplicity and efficiency. Some of the ways will require fork-join parallelism and, in particular, Java's ForkJoin Framework. Others are entirely sequential.

The final portion of this project involves comparing execution times for different approaches and parameter settings. You will want to write scripts or code to collect timing data for you, and you will want to use a machine that has at least 4 cores (processing units). The Mac's in the CS department lab in Edmunds 227 typically have 4 cores. In addition, you will need to log in and run your code remotely on `project2.cs.pomona.edu`. This is a 48 core Linux machine available in the department.

This project is an experiment where much of the coding details and experimentation are left to you, though we will describe the algorithms you must use. Will parallelism help or hurt? Does it matter given that most of your code runs only in a preprocessing step? The answers may or may not surprise you, but you should learn about parallelism along the way.

You are *highly* encouraged to work in pairs on this assignment. **Just like last week, we will discuss a good design for this assignment in class on Wednesday. As such, please come to class prepared and ready to discuss your design!**



Figure 1: Map of the United States

The file `blkgrp_pop_centroid_withname.txt` (distributed with the starter files) was published by the U.S. Census Bureau*. The data divides the U.S. into 211,267 geographic areas called “census-block-groups” and reports for each such group the population in the year 2000 and the latitude and longitude of the group†.

Given this data, we can imagine the entire U.S. as a giant rectangle bounded by the minimum and maximum latitude and longitude of all the census-block-groups. Most of this rectangle will not have any population: the rectangle includes all of Alaska, Hawaii, and Puerto Rico and therefore a lot of ocean and Canada that have no U.S. population.

Note that the code we provide you reads in the input data and changes the coordinates for each census group. That is because the Earth is spherical but our grid is a rectangle. Our code uses the Mercator Projection to map a portion of a sphere onto a rectangle. It stretches latitudes more as you move north. You do not have to understand this except to know that the latitudes you will compute with are not the latitudes in the input file. You can manually disable this projection while testing by changing the code if you find it helpful to do so.

We can next imagine answering queries related to areas inside the U.S.:

- For some smaller rectangle inside the U.S. rectangle, what is the 2000 census population total?
- For some smaller rectangle inside the U.S. rectangle, what percentage of the total 2000 census U.S. population does it contain?

Such questions can reveal that population density varies dramatically in different regions, which explains, for example, how a presidential candidate can win despite losing the states that account

*You can find this file at http://www.census.gov/geo/www/cenpop/blkgrp/bg_cenpop.html. It is in the .zip file under the “All 50 States” link at the bottom.

†It actually reports the average latitude and longitude of the people in the group, but that will not concern us: just assume everyone in the group lived at this single point.

for most of the geographic area of the country. By supporting only rectangles as queries, we can answer queries more quickly. Other shapes could be approximated using multiple small rectangles.

Your program will first process the data to find the four corners of the rectangle containing the United States. Some versions of the program will then further preprocess the data to build a data structure that can efficiently answer the queries described above. The program will then prompt the user for such queries and answer them until the user chooses to quit. For testing and timing purposes, you may also wish to provide an alternative where queries are read from a second file.

Classes

The starter code contains 4 Java classes: `PopulationQuery`, `Rectangle`, `CensusGroup`, and `CensusData`. You must finish the `PopulationQuery` class as well as create classes of your own to implement four different algorithms for answering population queries.

`Rectangle`

This class represents a rectangle. You do not have to use this class but it may be convenient.

`CensusGroup`

This class represents an individual “census block group”. For each census block group, it stores the latitude and longitude of the group as well as the population in the group.

`CensusData`

This class is a container for the census data. It contains an array whose elements are `CensusGroup` objects. Feel free to add methods to this class as needed.

`PopulationQuery`

`PopulationQuery` is the primary class that handles population queries. The starter code for `PopulationQuery` contains a `parse` method which takes care of parsing the input file (sequentially) and populating an object of type `CensusData`.

The `main` method in the `PopulationQuery` class is the method that controls everything. The `main` method is responsible for processing the command line arguments, calling the `parse` method, and then prompting the user for a query. At least 4 command-line arguments are required (*in this order*):

1. The file containing the input data
2. Two integers x and y describing the size of a grid[‡] that will be used to answer population queries. The integer x corresponds to the number of columns (i.e. the x-axis) and the integer y corresponds to the number of rows (i.e. the y-axis) of the grid.
3. One of `-v1`, `-v2`, `-v3`, or `-v4` corresponding to which version of your implementation to use

[‡]i.e., a two-dimensional array which in Java means an array of arrays

Note: You are welcome to add additional command-line arguments after these four for your own experimentation, testing, and timing purposes, but ***the order of your command line parameters should be consistent with those specified above for our testing***, and a cleaner approach would be to use a different main method in another class. See the end of this write-up for details on using command line arguments in Eclipse.

Suppose $x = 100$ and $y = 50$. That would mean we want to think of the rectangle containing the entire U.S. as being a grid with 100 columns (the x-axis) numbered 1 through 100 from west to east and 50 rows (the y-axis) numbered 1 through 50 from south to north[§]. The grid would have 5000 little rectangles in it.

Using larger x and y values will let us answer queries more precisely but will require more time and/or space. Once we have our grid, a query then describes a rectangle within the U.S. A query is simply four numbers in the following order:

1. The westernmost column that is part of the rectangle; error if this is less than 1 or greater than x .
2. The southernmost row that is part of the rectangle; error if this is less than 1 or greater than y .
3. The easternmost column that is part of the rectangle; error if this is less than the westernmost column or greater than x .
4. The northernmost row that is part of the rectangle; error if this is less than the southernmost column or greater than y

Your program should print a single one-line prompt asking for these four numbers and then read them in. Any illegal input (i.e., not 4 integers on one line) indicates the user is done and the program should end. Otherwise, you should output two numbers:

- The total population in the queried rectangle
- The percentage (rounded to two decimal digits, e.g., 37.22%) of the U.S. population in the queried rectangle

You should then repeat the prompt for another query.

To implement your program, you will need to determine in which grid position each census-block-group lies. That will require first knowing the four corners of the U.S. rectangle, which can be computed by finding the minimum and maximum latitude and longitude over all the census-block-groups. Note that smaller latitudes are farther south and smaller longitudes are farther west. Also note all longitudes are negative, but this should not cause any problems.

[§]Note we choose to be “user friendly” by not using zero-based indexing.

Four Different Implementations for Answering a Query

You will implement up to 4 versions of your program (including the extra credit, if you choose to do it). There are significant opportunities to share code among the different versions and you should seize these opportunities.

Feel free to modify the existing classes (e.g. `CensusData` and `PopulationQuery`). You will also end up creating your own classes. This project requires you to think about *how* you will divide up the work of answering a query among your different classes and what quantities will be computed in which classes. **As such, you should set aside enough time to iterate through different class designs until you settle on a design that works.**

Version 1: Simple and Sequential

Before processing any queries, process the data to find the four corners of the U.S. rectangle using a sequential $O(n)$ algorithm, where n is the number of census-block-groups. Then for each query do another sequential $O(n)$ traversal to answer the query (determining for each census-block-group whether or not it is in the query rectangle). The most reusable approach for each census-block-group is probably to first compute what grid position it is in and then test if this grid position is in the query rectangle.

Version 2: Simple and Parallel

This version is the same as version 1 except both the initial corner-finding and the traversal for each query should use the ForkJoin Framework effectively. The work will remain $O(n)$, but the span should be $O(\log n)$. Finding the corners should require only one data traversal, and each query should require only one additional data traversal.

Version 3: Smarter and Sequential

This version will, like version 1, not use any parallelism, but it will perform additional preprocessing so that each query can be answered in $O(1)$ time. This involves two additional steps:

First create a grid of size $x*y$ (use an array of arrays) where each element is an int that will hold the total population for that grid position. Recall x and y are the command-line arguments for the grid size. Compute the grid using a single $O(n)$ traversal, where n is the number of census-block-groups.

Now modify the grid so that instead of each grid element holding the total for that grid position, it instead holds the total for that position and all positions that are farther north and/or west. In other words, the grid element g stores the total population of everyone in the rectangle whose upper-left corner is the northwest corner of the country and whose lower-right corner is g . This can be done in time $O(xy)$ but you need to be careful about the order you process the elements.

For example, suppose after step 1 we have this grid (with $x=y=4$):

```
0 11 1 9  
1 7 4 3
```

```

2 2 0 0
9 1 1 1

```

Then step 2 would update the grid to be:

```

0 11 12 21
1 19 24 36
3 23 28 40
12 33 39 52

```

There is an arithmetic trick to completing the second step in a single pass over the grid. Suppose our grid positions are labeled starting from (1,1) in the bottom-left corner. (You can implement it differently, but this is how queries are given.) So our grid is:

```

(1,4) (2,4) (3,4) (4,4)
(1,3) (2,3) (3,3) (4,3)
(1,2) (2,2) (3,2) (4,2)
(1,1) (2,1) (3,1) (4,1)

```

Now, using standard Java array notation, notice that after step 2, for any element not on the left or top edge:

```
grid[i][j]=orig+grid[i-1][j]+grid[i][j+1]-grid[i-1][j+1]
```

where orig is $\text{grid}[i][j]$ after step 1. So you can do all of step 2 in $O(xy)$ time by simply proceeding one row at a time top to bottom or one column at a time from left to right, or any number of other ways. The key is that you update $(i-1, j)$, $(i, j+1)$, and $(i-1, j+1)$ before (i, j) .

Given this unusual grid, we can use a similar trick to answer queries in $O(1)$ time. Remember a query gives us the corners of the query rectangle. In our example above, suppose the query rectangle has corners (3,3), (4,3), (3,2), and (4,2). The initial grid would give us the answer 7, but we would have to do work proportional to the size of the query rectangle (small in this case, potentially large in general). After the second step, we can instead get 7 as $40 - 21 - 23 + 11$. In general, the trick is to:

- Take the value in the bottom-right corner of the query rectangle.
- Subtract the value just above the top-right corner of the query rectangle (or 0 if that is outside the grid).
- Subtract the value just left of the bottom-left corner of the query rectangle (or 0 if that is outside the grid).
- Add the value just above and to the left of the upper-left corner of the query rectangle (or 0 if that is outside the grid).

Notice this is $O(1)$ work. Draw a picture or two to convince yourself this works. Note: A simpler approach to answering queries in $O(1)$ time would be to precompute the answer to every possible query ahead of time. But that would take $O(x^2y^2)$ space and preprocessing time.

Version 4 (Extra Credit): Smarter and Parallel

As in version 2, the initial corner finding should be done in parallel. As in version 3, you should create the grid that allows $O(1)$ queries. The first step, building the grid, should be done in parallel using the ForkJoin 4 Framework. The second step, modifying the grid to sum from the northwest, should remain sequential; just use the code you wrote in version 3.

To parallelize the first grid-building step, you will need each parallel subproblem to return a grid. To combine the results from two subproblems, you will need to add the contents of one grid to the other. If the grids were always small, doing this sequentially would be okay, but for larger grids you will want to parallelize this as well using another ForkJoin computation. So, in order to merge two results during the parallel grid-building, you will need to add the grids in parallel. (To test that this works correctly, you may need to set a sequential cutoff lower than your final setting.)

Warning: do not attempt to use a single shared grid into which all threads add their results. The result of having two threads writing the same grid cell at the same time is unpredictable! Note that your ForkJoin tasks will need several values that are the same for all tasks: the input array, the grid size, and the overall corners. Rather than passing many unchanging arguments in every constructor call, it is cleaner and probably faster to pass an object that has fields for all these unchanging values.

Getting Started

1. As usual, download the starter code from </common/cs/cs062/assignments/assignment09>
2. Read through this writeup and look through the starter code until you are sure you understand what this assignment is asking you to do and how the Java classes work.
3. It is important that you first think about your design before jumping into coding! You must implement 4 (including the extra credit) different algorithms for answering a population query. Think carefully about what classes (and/or interfaces) you'll need in order to accomplish this.
4. Come to class on Wednesday ready to discuss your design.
5. See the sections below for what experiments you should run and guidelines for the report you must write. There is also a section on “Command Line Arguments in Eclipse” at the end.

Experimentation

The write-up requires you to measure the performance (running time) of various implementations with different parameter settings. To report interesting results properly, you should use a machine with at least four processors and report relevant machine characteristics. You will also need to report interesting numbers more relevant to long-running programs. In particular you need to:

- Not time parsing the input data into a file. In other words, you should avoid timing the parsing since it is slow but not interesting.

- Allow the Java Virtual Machine and the ForkJoin Framework to “warm up” before taking measurements. The easiest way to do this is to put the code to be timed in a loop and not count the first few loop iterations, which are probably slower. That is, to test the running time of some variant V, execute something like

```
for (i = 0; i < 30; i++) V
```

and average the time of the last 10 iterations. The first few iterations may run slower, until Java decides to invest the effort to optimize V. That is why you ignore the first iterations. Even once this optimization is done, each iteration of V may take a somewhat different amount of time, which is why it is more accurate to take an average of several runs of V. While this is wasted work for your program, (a) you should do this only for timing experiments and (b) this may give a better sense of how your program would behave if run many times, run for a long time, or run on more data.

- Write extra code to perform the experiments, but this code should not interfere with your working program. You do not want to sit entering queries manually in order to collect timing data.

For guidelines on what experiments to run, see the section below (Report). Note you may not have the time or resources to experiment with every combination of every parameter; you will need to choose wisely to reach appropriate conclusions in an effective way.

Report

Turn in a report answering the following questions. Note there is a fair amount of data collection for comparing timing, so do not wait until the last minute. Your report should be submitted as a PDF file. (You can use Microsoft Word but you should then print to PDF).

- If you worked with a partner, how did you split up the work? Describe who did what work.
- How did you test your program? What parts did you test in isolation and how? What smaller inputs did you create so that you could check your answers? What boundary cases did you consider? Be sure to describe the system you used for testing. What type of machine did you use? How many cores were used in the test? (On a mac, you can open the “Activity Monitor” program. Then go to the “Window” menu item, and select “CPU Usage.” This should give you a floating window that shows the usage of each of the cores.)
- Compare the performance of version 1 to version 2 and version 3 to version 4 (if implemented). Did parallelism help?
- For finding the corners of the United States and for the first grid-building step, you implemented parallel algorithms using Java’s ForkJoin Framework. The code should have a sequential cut-off that can be varied. Perform experiments to determine the optimal value of this sequential cut-off. Graph the results and reach appropriate conclusions. Note that if the sequential cut-off is high enough to eliminate all parallelism, then you should see performance close to the sequential algorithms, but evaluate this claim empirically.

- Compare the performance of version 1 to version 3 and version 2 to version 4 (if implemented) as the number of queries changes. That is, how many queries are necessary before the pre-processing is worth it? Produce and interpret an appropriate graph or graphs to reach your conclusion. Note you should time the actual code answering the query, not including the time for a (very slow) human to enter the query.
- What Extra Credit projects did you implement? What was interesting or difficult about them? Describe how you implemented them.

Grading

You will be graded based on the following criteria:

Criterion	Points
Version 1	4
Version 2 - correctly uses <code>ForkJoin</code> framework	4
Version 3 - correctly answers queries in $O(1)$ time	4
Timing and report	8
General correctness	2
Appropriate comments (including JavaDoc)	2
Style and formatting	2
Extra Credit	2

Submitting Your Work

Please save the PDF of your writeup in the directory you export from Eclipse. If you worked with a partner, you can submit one project for both students. Be sure to put both of your names in your writeup as well as putting both of your names in the JavaDoc comments at the top of each class you write. Rename your exported directory to be **Assignment09_LastNameFirstName** (or **Assignment09_LastNameFirstName_LastNameFirstName** if you did it in pairs) and drag this directory to the dropbox.

Help with Command Line Arguments in Eclipse

In Java, command line arguments are passed to the program's main method using the args array of type String. For example, assume you run a program from the command line as follows:

```
> java census.PopulationQuery filename 10 20 -v4
```

Then in your main method, the args array will have length of 4, where args[0] will hold the value "filename", args[1] will hold the value "10", args[2] will hold the value "20", and args[3] will hold the value "-v4". Note that in all cases, the values are stored as Strings. Thus, to use the value in args[1] as an int, it will need to be converted. For example, by calling Integer.parseInt(args[1]);.

In order to pass command line arguments using Eclipse, you need to go to the "Run" menu at the top of the screen. Select "Run Configurations..." from the menu. When the "Run Configuration" window pops up, select the appropriate configuration from the left hand side of the screen. Then click on the "Arguments" tab, and enter your command line arguments in the text box labeled "Program arguments:" separating each argument by a space.