

# Game of Life Review

- How did you distribute work to threads?
- How many threads did you create?
- How many mutexes did you need?
  - how many times is *lock()/unlock()* called?
- How much speedup did you see on
  - lab machine, 100 gen, largeTable.life
  - xeon, 100 gen, largeTable.life

# Cont.

- Best speedup for Xeon?
- Best speedup for Lab Machine?
- Any speedup for Lab Machine (1-core)?