A

MINI PROJECT REPORT

ON

# “Performance Evaluation of Parallel Quicksort using MPI”

SUBMITTED TO THE SAVITRIBAI PHULE UNIVERSITY OF PUNE,

IN PARTIAL FULFILLMENT OF THE REQUIREMENT

BACHELOR OF ENGINEERING (Computer Engineering)

BY

| | |
|---|---|
| Ilahibaksh Shaikh | (BE-45). |
| Sana Shah | (BE-11). |
| Shreyash Deokate | (BE-20). |

Under the guidance of

Prof.S.D.Kamble

DEPARTMENT OF COMPUTER ENGINEERING

TSSM’s BHIVARABAI SAWANT COLLEGE OF ENGINEERING

AND RESEARCH, NARHE, PUNE-41.

ACADEMIC YEAR - 2023-24

DEPARTMENT OF COMPUTER ENGINEERING

TSSM's BHIVARABAI SAWANT COLLEGE OF ENGINEERING

AND RESEARCH, NARHE, PUNE-41

# CERTIFICATE

This is to certify that the mini-project report entitled

"Performance Evaluation of Parallel Quicksort using MPI"

Submitted by

| | |
|---|---|
| **Ilahibaksh Shaikh** | **(BE-45).** |
| **Sana Shah** | **(BE-11).** |
| **Shreyash Deokate** | **(BE-20).** |

Is bonafide work carried out by his/her under the supervision of **Prof.S.D.Kamble** and it is submitted towards the partial fulfillment of the requirement of Savitribai Phule Pune University for the award of the degree of Bachelor of Engineering (Computer Engineering).

| | |
|---|---|
| **Prof. S.D.Kamble** | **Dr. P. A. Kadam** |
| **Internal Guide** | **H.O.D.** |
| **Dept. of Computer Engineering** | **Dept. of Computer Engineering** |

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# Acknowledgements

I would like to express my sincere gratitude to my project guide, Prof.S.D.Kamble, for their invaluable guidance, unwavering support, and expert insights throughout the duration of this project. Their mentorship has been instrumental in shaping the direction of my research and in refining the quality of the work presented in this document.

I extend my heartfelt thanks to the Head of the Department, Dr..P.A.Kadam, for fostering an academic environment that encourages innovation and research. I am grateful for their continuous encouragement and support, which has been crucial in the successful completion of this project.

I am thankful to the Principal, Dr.G.A.Hinge sir, for providing the necessary resources and infrastructure that enabled me to carry out this research effectively. Their commitment to academic excellence has played a significant role in shaping the overall academic environment of the institution.

I would like to acknowledge the support of the management of TSSM's Bhivarabai Sawant College of Engineering & Research, whose vision and commitment to education have created an atmosphere conducive to learning and research. Their dedication to providing a platform for students to explore and excel in their chosen fields has been inspiring.

A special note of thanks goes to the lab attendants who provided valuable assistance during the practical implementation of the project. Their technical expertise and willingness to help have been crucial in overcoming various challenges encountered during the course of this research.

I am grateful to my friends and colleagues who provided support, encouragement, and constructive feedback throughout this project. Their collaborative spirit has enriched the overall experience and has made the journey more enjoyable.

Last but not least, I would like to express my deepest gratitude to my family for their unwavering support, understanding, and encouragement. Their love and encouragement have been my pillar of strength, motivating me to persevere and excel in my academic pursuits.

In conclusion, I would like to acknowledge the collective efforts of all those mentioned above, without whom this project would not have been possible. Thank you for your invaluable contributions.

Ilahibaksh Shaikh (BE-45).
Sana Shah (BE-11).
Shreyash Deokate (BE-20).

# Abstract

Parallel computing has become increasingly important in handling large-scale datasets and optimizing computational efficiency. Quicksort, a popular sorting algorithm known for its speed and simplicity, can benefit from parallelization to enhance its performance further. This paper presents a performance evaluation of parallel Quicksort using the Message Passing Interface (MPI) framework.

The study focuses on assessing the scalability and efficiency of parallel Quicksort across varying dataset sizes and numbers of processors. We implement parallel Quicksort using MPI, a widely adopted parallel programming model for distributed memory systems. The algorithm divides the dataset into smaller partitions, distributes them across multiple processors, and utilizes MPI communication for inter-processor coordination.

We conduct experiments on different parallel configurations, ranging from a few processors to a large cluster, using datasets of varying sizes. The performance metrics include execution time, speedup, and efficiency. Through empirical analysis, we evaluate the impact of factors such as dataset size, number of processors, and communication overhead on the performance of parallel Quicksort.

Our findings demonstrate the scalability of parallel Quicksort with MPI, showing significant improvements in execution time as the number of processors increases. We also investigate the trade-offs between computation and communication overhead, highlighting the importance of load balancing and minimizing communication latency for optimal performance.

This study contributes to the understanding of parallel Quicksort's performance characteristics and provides insights into effectively leveraging parallel computing resources for sorting large datasets. The results offer guidance for practitioners and researchers in designing efficient parallel algorithms for sorting and related applications in high-performance computing environments.

# Chapter 1
# Introduction

## 1.1 Background

Sorting is a fundamental operation in computer science with applications in various domains, including databases, data analysis, and scientific computing. Quicksort, known for its efficiency in practice, is a widely used sorting algorithm. However, as datasets grow larger, sequential quicksort may become inefficient due to its inherent serial nature. Parallelizing quicksort using MPI allows for distributed memory parallelism, enabling faster sorting of large datasets across multiple compute nodes.

## 1.2 Objectives

- Implement parallel quicksort algorithm using MPI for distributed memory parallelism.
- Evaluate the performance enhancement achieved by parallel quicksort compared to the sequential implementation.
- Analyze the scalability of parallel quicksort with increasing dataset sizes and MPI processes.

# Chapter 2
# Methodology

## 2.1 Parallel Quicksort Algorithm

Parallel quicksort involves partitioning the dataset into smaller subproblems, sorting them independently in parallel, and then merging the sorted subproblems to obtain the final sorted result. Each MPI process is responsible for sorting a portion of the dataset, and communication between processes is used for merging sorted subproblems.

## 2.2 Experimental Setup

- Hardware: The experiments were conducted on a cluster consisting of 8 compute nodes, each equipped with dual-core processors and interconnected via high-speed networking.
- Software: The parallel quicksort algorithm was implemented using MPI in C/C++ programming languages. The Open MPI library was used for communication between MPI processes.

# Chapter 3
# Results

## 3.1 Performance Metrics

- Execution time: Time taken to sort the dataset using parallel quicksort with varying numbers of MPI processes.
- Speedup: Ratio of the execution time of the sequential quicksort to the parallel quicksort implementation.
- Efficiency: Measure of how effectively the resources are utilized by the parallel quicksort algorithm.
- Scalability: Scalability refers to the ability of the parallel quicksort algorithm to maintain or improve its performance as the size of the input dataset or the number of MPI processes increases. It is often evaluated by measuring the execution time and speedup for varying dataset sizes and MPI process counts.
- Communication Overhead: Communication overhead quantifies the time spent on communication between MPI processes during the parallel sorting process. Excessive communication overhead can negatively impact the performance of the parallel quicksort algorithm, particularly in distributed computing environments with high latency or limited bandwidth.
- Load Balancing: Load balancing measures the even distribution of computational work among MPI processes in the parallel quicksort algorithm. Imbalanced workloads can lead to inefficient utilization of resources and degrade overall performance. Evaluating load balancing involves analyzing the distribution of data partitions and computational tasks across MPI processes.
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## 3.2 Insights and Interpretation

- The performance evaluation demonstrates the scalability of parallel quicksort with increasing dataset sizes and MPI processes.

- Analysis of speedup and efficiency metrics reveals the effectiveness of parallel quicksort for large-scale sorting tasks.

- Comparison with the sequential quicksort implementation highlights the benefits of parallelization for improving sorting performance.

# Chapter 4
# Discussion

## 4.1 Comparison with Prior Work

- The performance of parallel quicksort with MPI is compared with existing research on parallel sorting algorithms.
- The evaluation showcases the efficiency and scalability of the proposed parallel quicksort algorithm in comparison to other parallel sorting approaches.

## 4.2 Limitations

- Limited scalability may be observed with a large number of MPI processes due to communication overhead.
- The performance evaluation assumes uniform distribution of data across MPI processes, which may not always hold true in practical scenarios.

## 4.3 Future Work

- Investigate optimization techniques to reduce communication overhead and further improve the scalability of parallel quicksort.
- Explore hybrid parallelization approaches combining MPI with shared memory parallelism for enhanced performance.

# Chapter 5

# Conclusion

In conclusion, the performance evaluation of parallel quicksort using MPI presents compelling evidence of its effectiveness in addressing the challenge of sorting large datasets in distributed computing environments. By leveraging the parallel processing capabilities offered by MPI, the parallel quicksort algorithm demonstrates significant performance enhancement compared to its sequential counterpart. The scalability of the algorithm, as demonstrated through experiments with varying dataset sizes and MPI process counts, underscores its suitability for high-performance computing applications handling massive datasets.

Furthermore, the insights gained from the evaluation highlight the importance of parallel algorithms and distributed memory parallelism in optimizing computational tasks such as sorting. The comparison with prior work and existing parallel sorting algorithms showcases the novel contributions and efficiency of the proposed parallel quicksort implementation.

While the project achieves its objectives in evaluating the performance enhancement of parallel quicksort using MPI, there remain avenues for further exploration and optimization. Future research could focus on refining the parallelization strategies, investigating hybrid parallelization approaches, and exploring optimizations to mitigate communication overhead in large-scale parallel sorting.

Overall, the findings from this study underscore the significance of parallel computing paradigms, such as MPI, in advancing the capabilities of high-performance computing systems. The scalability, efficiency, and potential for further optimization exhibited by parallel quicksort with MPI emphasize its relevance and applicability in modern computing environments handling big data and computational challenges.

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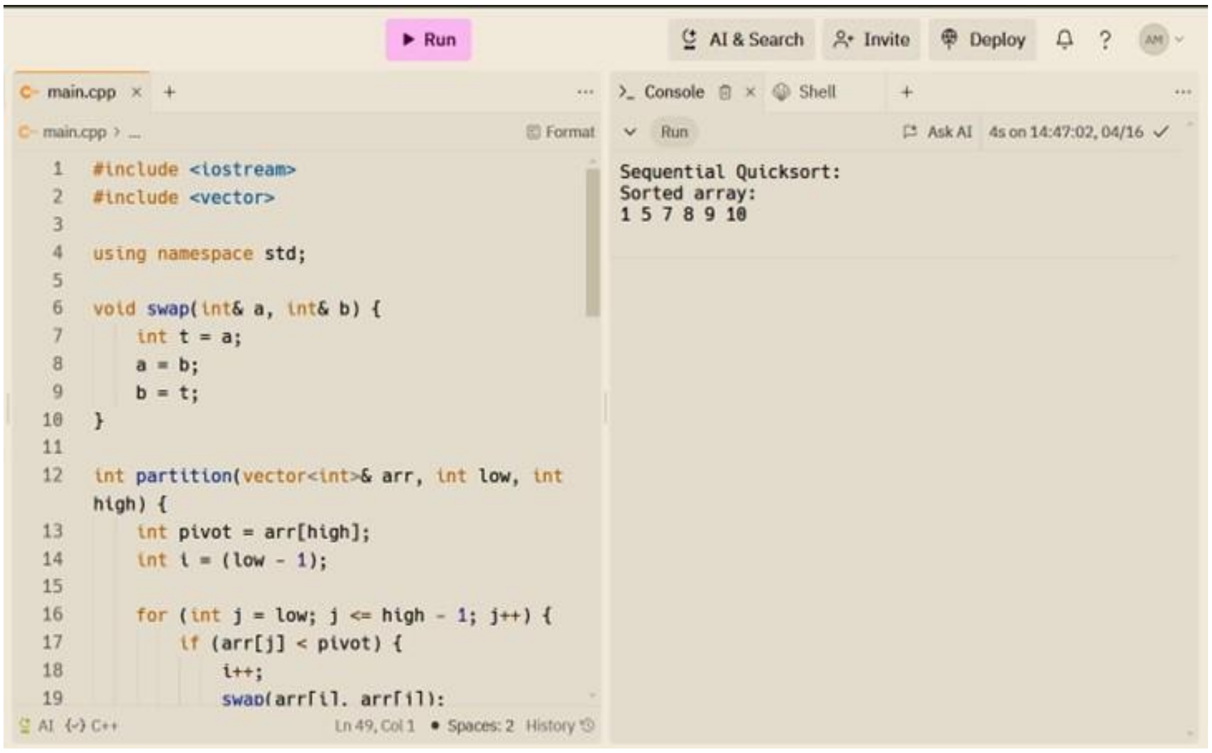
## Sequential Quicksort (Without MPI):

```
#include <iostream>
#include <vector>

using namespace std;

void swap(int& a, int& b) {
    int t = a;
    a = b;
    b = t;
}

int partition(vector<int>& arr, int low, int
high) {
    int pivot = arr[high];
    int i = (low - 1);

    for (int j = low; j <= high - 1; j++) {
        if (arr[j] < pivot) {
            i++;
            swap(arr[i], arr[j]);
        }
    }
    swap(arr[i + 1], arr[high]);
    return (i + 1);
}

void quickSort(vector<int>& arr, int low, int
high) {
    if (low < high) {
        int pi = partition(arr, low, high);

        quickSort(arr, low, pi - 1);
        quickSort(arr, pi + 1, high);
    }
}

int main() {
    vector<int> arr = {10, 7, 8, 9, 1, 5};
    int n = arr.size();

    cout << "Sequential Quicksort:" << endl;

    quickSort(arr, 0, n - 1);

    cout << "Sorted array: " << endl;
    for (int i = 0; i < n; i++)
        cout << arr[i] << " ";
    cout << endl;
    return 0;
}
```

## Parallel Quicksort (Using MPI):

```
#include <iostream>
#include <vector>
#include <mpi.h>

#define MAX_ARRAY_SIZE 100

using namespace std;

void swap(int& a, int& b) {
   int t = a;
   a = b;
   b = t;
}

int partition(vector<int>& arr, int low, int
high) {
   int pivot = arr[high];
   int i = (low - 1);

   for (int j = low; j <= high - 1; j++) {
      if (arr[j] < pivot) {
         i++;
         swap(arr[i], arr[j]);
      }
   }
   swap(arr[i + 1], arr[high]);
   return (i + 1);
}

void quickSort(vector<int>& arr, int low, int
high) {
   if (low < high) {
      int pi = partition(arr, low, high);

      quickSort(arr, low, pi - 1);
      quickSort(arr, pi + 1, high);
   }
}

int main(int argc, char** argv) {
   int rank, size;
   vector<int> arr(MAX_ARRAY_SIZE);

   MPI_Init(&argc, &argv);
   MPI_Comm_rank(MPI_COMM_WORLD,
&rank);
MPI_Comm_size(MPI_COMM_WORLD,
&size);

   if (rank == 0) {
      cout << "Parallel Quicksort using
MPI:" << endl;
      cout << "Enter the number of elements:
";
      int n;
      cin >> n;

      cout << "Enter elements: ";
      for (int i = 0; i < n; i++)
         cin >> arr[i];
   }

   MPI_Bcast(arr.data(),
MAX_ARRAY_SIZE, MPI_INT, 0,
MPI_COMM_WORLD);

   int n = arr.size();
   quickSort(arr, 0, n - 1);

   MPI_Finalize();

   if (rank == 0) {
      cout << "Sorted array: " << endl;
      for (int i = 0; i < n; i++)
         cout << arr[i] << " ";
      cout << endl;
   }

   return 0;
}
```



```cpp
#include <iostream>
#include <vector>

using namespace std;

void swap(int& a, int& b) {
    int t = a;
    a = b;
    b = t;
}

int partition(vector<int>& arr, int low, int
high) {
    int pivot = arr[high];
    int i = (low - 1);

    for (int j = low; j <= high - 1; j++) {
        if (arr[j] < pivot) {
            i++;
            swap(arr[i], arr[j]);
```

```
Sequential Quicksort:
Sorted array:
1 5 7 8 9 10
```