

Os testes foram feitos utilizando o código com os valores de 1000, 10000 e 100000.

Questão 3) Com os threads quanto maior o valor de um for maior será significância do trabalho.

Questão 4) Houve um melhoramento de desempenho e o speedup aumentou de acordo com o aumento dos threads.

Questão 5) O algoritmo de selection sort ordenou de forma mais eficiente e dessa forma o tempo de execução foi menor e com isso houve uma melhoria de desempenho da máquina.

```
#include <stdio.h>
#include <omp.h>
#include <time.h>
#include <stdlib.h>
#include <math.h>
```

```
struct Task3{
    int val;
    int index;
}

void selectionSort(int array[],int n) {
    for (int i = 0; i < (n - 1); i++) {
        int indice = i;
        for (int j = (i + 1); j < n; j++){
            if (array[indice] > array[j]){
                indice = j;
            }//fim if
        }//fim for j

        int auxiliar = array[indice];
        array[indice] = array[i];
        array[i] = auxiliar;
    }//fim for i
}
```

```
}//fimselectionSort
```

```
#pragma omp declare reduction(maximum : struct Task3 : omp_out = omp_in.val > omp_out.val ? omp_in :  
omp_out)
```

```
void selectionsort(int arr[], int size,int threds) {
```

```
    // #pragma omp parallel
```

```
    omp_set_num_threads(threds);
```

```
    for (int i = size - 1; i > 0; --i) {
```

```
        struct Compare max;
```

```
        max.val = arr[i];
```

```
        max.index = i;
```

```
        #pragma omp parallel for //reduction(maximum:max)
```

```
        for (int j = i - 1; j >= 0; j--) {
```

```
            #pragma omp critical
```

```
        } //fim for
```

```
        if (arr[j] > max.val) {
```

```
            max.val = arr[j];
```

```
            max.index = j;
```

```
        } //fimif
```

```
    } //fim for i
```

```
    int tmp = arr[i];
```

```
    arr[i] = max.val;
```

```
    arr[max.index] = tmp;
```

```
} //fimselectionsort
```

```
int main() {
```

```
    int MAX;
```

```
    printf("TAMANHO\tSerial\t1\t2\t4\t8\t16\t32\t64\t128\n");
```

```

for(int max=1000;max<100000;max*=10){
    double s1,s2,s4,s8,s16,s32,e1,e2,e4,e8,e16,e32,e64,e128;

    MAX=max;
    int x[MAX];
    printf("%d\t",max);

    fflush(stdout);

    for (int i = 0; i < MAX; i++) {
        x[i] = rand() % 1000;
    } //fim for

    double tempiS=clock();
    selectionSort(x,MAX);
    double tempis=clock();
    double proctime = ((double)tempis - tempiS) / CLOCKS_PER_SEC;

    printf("%6.4f\t",proctime);

    for(int n=1; n<=32; n*=2) {

        for (int i = 0; i < MAX; i++) {
            x[i] = rand() % 1000;
        } //fim for i

        double tempoI = clock();
        selectionsort(x, MAX,n);
        double tempoF = clock();
        double procTime = ((double)tempoF - tempoI) / CLOCKS_PER_SEC;

        if(n==1) {
            s1= (proctime/procTime);
            e1= s1/n;

```

```
}else if(n==2) {  
    s2=(proctime/procTime);  
    e2=s2/n;  
}else if(n==4){  
    s4=(proctime/procTime);  
    e4=s4/n;  
}else if(n==8){  
    s8=(proctime/procTime);  
    e8=s8/n;  
}else if(n==16){  
    s16=(proctime/procTime);  
    e16=s16/n;  
}else if(n==32){  
    s32=(proctime/procTime);  
    e32=s32/n;  
}else if(n==64){  
    s64=(proctime/procTime);  
    e64=s64/n;  
}else if(n==128){  
    s128=(proctime/procTime);  
    e128=s128/n;  
}
```

```
printf("%6.4f\t", procTime);
```

```
}
```

```
printf("\n\t\t");
```

```
printf("%6.4f\t",s1);
```

```
printf("%6.4f\t",s2);
```

```
printf("%6.4f\t",s4);
```

```
printf("%6.4f\t",s8);
```

```
printf("%6.4f\t",s16);
```

```
printf("%6.4f\t\n",s32);
```

```
printf("%6.4f\t\n",s64);
```

```

printf("%6.4f\t\n",s128);
printf("\t\t%6.4f\t",e1);
printf("%6.4f\t",e2);
printf("%6.4f\t",e4);
printf("%6.4f\t",e8);
printf("%6.4f\t",e16);
printf("%6.4f\t\n",e32);
printf("%6.4f\t\n",e64);
printf("%6.4f\t\n",e128);
}
return 0;
} //fimmain

```

Tamanho	Seq	1	2	4	8	16	32	64	128
<b>1000</b>	0.00	0.00	0.00	0.02	0.06	0.12	0.24	0.48	0.96
		0.96	1.00	0.14	0.04	0.02	0.01	0.01	0.00
<b>10000</b>	0.20	0.20	0.14	1.09	0.66	1.28	3.05	2.56	4.10
		1.04	1.43	0.19	0.31	0.16	0.07	0.05	0.01
<b>100000</b>	25.52	23.29	15.05	59.32	27.60	34.65	45.98	52.69	63.56
		1.10	1.70	0.43	0.92	0.74	0.55	0.65	0.35