Starting Directory

```
Thu Apr 23 18:52:26 [3.29 3.36 3.50] andersvn@hpc-login-1-3:~/EECS120-hw1
408 $ ls
driver.cc LICENSE Makefile mergesort-omp.cc sort.cc sort.hh sort.sh timer.c timer.h
```

After executing 'make mergesort-omp'

```
Thu Apr 23 18:55:34 [2.55 3.00 3.33] andersvn@hpc-login-1-3:~/EECS120-hw1
411 $ make mergesort-omp
icpc -openmp -03 -g -o driver.o -c driver.cc
icpc -openmp -03 -g -o sort.o -c sort.cc
icpc -openmp -03 -g -o mergesort-omp.o -c mergesort-omp.cc
icpc -openmp -03 -g -o mergesort-omp driver.o sort.o mergesort-omp.o

Thu Apr 23 18:55:42 [2.59 3.00 3.32] andersvn@hpc-login-1-3:~/EECS120-hw1
412 $ ls
driver.cc driver.o LICENSE Makefile mergesort-omp mergesort-omp.cc mergesort-omp.o sort.cc sort.hh sort.o sort.sh timer.c timer.h
```

Sequential, N = 1

Quicksort Time = 1e-06 seconds

Mergesort Time = 0.109126 seconds

Parallel, N = 1

Quicksort Time = 0 seconds

Mergesort Time = 0.061505 seconds

Sequential, N = 1000

Quicksort Time = 0.000167 seconds

Mergesort Time = 0.076314 seconds

Parallel, N = 1000

Quicksort Time = 0.000147 seconds

Mergesort Time = 0.066347 seconds

Sequential, N = 10000000

Quicksort Time = 4.30543 seconds

Mergesort Time = 2.99191 seconds

Parallel, N = 10000000 Quicksort Time = 2.79454 seconds Mergesort Time = 2.83371 seconds

Therefore, parallel merge is faster than sequential merge through these examples. For my program, I recommend not going above 10 million values because it would take too long to sort. It makes sense that an array of size 10 million, quicksort and parallel merge sort have similar time complexities of O(nlogn). Quicksort is considered better because it is place sorting and does not need memory like mergesort. Merge sort would be better for something like a linked list or very large arrays. In my code, you can choose to either run it sequentially or parallel. I commented out the sequential function and it will parallel merge by default. I noticed that with small values of N, the difference in sorting time is not very large and sometimes could be sporadic because the value is so small and the hardware you use can also change the time.

Directory After Compiling

```
24 02:08:42 [3.24 3.13 3.10] andersvn@hpc-login-1-3:~/EECS120-hw1
   $ ls
           mergesort-omp
                                     mergesort-omp.e2492022
                                                               mergesort-omp.o
                                                                                         mergesort-omp.o2492044
                                                                                                                   sort.hh timer.h
driver.cc
          mergesort-omp.cc
mergesort-omp.e2492009
mergesort-omp.e2492012
                                     mergesort-omp.e2492044
                                                               mergesort-omp.o2492009
                                                                                         mergesort-omp.o2492050
                                                                                                                    sort.o
                                                               mergesort-omp.o2492012
                                     mergesort-omp.e2492050
                                                                                         mergesort-omp.o2492052
                                                                                                                    sort.sh
akefile
                                     mergesort-omp.e2492052
                                                               mergesort-omp.o2492022
                                                                                         sort.cc
                                                                                                                    timer.c
```