# **Concurrent Merge Sort**

Explanation of the implemented Code

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# Function to get shared memory

This function returns a pointer to (type casted to int) shared memory which gets share between the childs of a process or between threads. Shmtget is used to allocate the memory segment and shmat is used to attach that shared segment to the return int pointer. Errors have been handled.

```
ll *get_shared_mem(int arr_size)
{
    key_t share_mem_key = IPC_PRIVATE;
    size_t SHM_SIZE = arr_size * 8;
11
       shared_mem_id; ll *shared_mem_at; ll f = 0;
    if ((shared_mem_id = shmget(share_mem_key, SHM_SIZE, IPC_CREAT | 0666)) < 0)</pre>
         perror("SHMGET");
         f = 1;
    }
    if ((shared_mem_at = shmat(shared_mem_id, NULL, 0)) == (ll *)-1)
         perror("SHMAT");
         f = 1;
    }
    if (f)
     {
         return NULL;
    return shared_mem_at;
}
```

## Merge Function

We can directly copy the sorted elements in the final array, no need for a temporary sorted array. This is for merging left and right array. It takes argument as array, left

index, right index, mid value.

```
void merge(ll *a, ll l1, ll h1, ll h2)
    int count, m = 0;
   count = h2 + 1 - l1;
    int sorted[count + 1];
    int i = l1;
    int k = 1 + h1;
   while (h1 >= i && h2 >= k)
        if (0 < (a[k] - a[i]))</pre>
            sorted[m++] = a[i++];
        else if ((a[i] - a[k]) == 0)
            sorted[m++] = a[i++];
            sorted[m++] = a[k++];
        else if (0 < (a[i] - a[k]))</pre>
            sorted[m++] = a[k++];
        }
    }
   while (0 <= (h1 - i))
        sorted[m++] = a[i++];
   while (0 \le (h2 - k))
        sorted[m++] = a[k++];
   int arr_count = 0;
    arr_count = l1;
   for (i = 0; i < count; ++l1, i++)</pre>
        a[l1] = sorted[i];
   }
}
```

## Normal Merge Sort

This function implemends normal merge sort

```
void *normal_mergesort(ll *BRR, ll low, ll high)
{
    ll sz = high + 1 - low, mid;
```

```
if (sz >= 5)
{
    mid = low + ((high - low) >> 1);
    normal_mergesort(BRR, low, mid), normal_mergesort(BRR, mid + 1, high);
    merge(BRR, low, mid, high);
}
else
{
    selection_sort(BRR, low, high);
}
return NULL;
}
```

# Multi Process Merge Sort

This function implements that if array has length less than 5 then it performs selection sort . If greater then it splits the array into left and right part and forks and create process to sort left part and in parent it again forks to create process to sort right part . In the parent it waits for child process and join left and right process.

```
void *multiprocess_mergesort(ll *ARR, ll low, ll high)
{
11
        sz = high + 1 - low, mid; if (sz < 5)
    {
         selection_sort(ARR, low, high);
         return NULL;
    mid = low + (high - low) / 2;
    pid_t pid1;
    pid_t pid2;
    pid1 = fork();
    if (pid1 < 0)
         perror("Left Child Process not created\n");
         return NULL;
    }
    else if (!pid1)
         multiprocess_mergesort(ARR, low, mid);
         _exit(1);
    }
    else if (0 < pid1)</pre>
         pid2 = fork();
         if (pid2 < 0)
             perror("Right Child Process not created");
             return NULL;
         }
```

```
else if (!pid2)
{
          multiprocess_mergesort(ARR, mid + 1, high);
          _exit(1);
}
else
{
          int status;
          waitpid(pid1, &status, 0), waitpid(pid2, &status, 0);
          merge(ARR, low, mid, high);
}
return NULL;
}
```

## Threaded Multi Sort

This function is already well commented for understanding.

```
void *threaded_mergesort(void *T_ARR)
{
      Extracting the struct out of parameter T_ARR ll l, r, mid;
   struct array *T_arr = (struct array *)T_ARR;
      Extracting values of Array to be sorted.
    r = T_arr->R_INDEX;
    l = T_arr->L_INDEX;
    ll *arr = T_arr->ARRAY;
      Checking for single item array. ll sz = r + 1 - l;
   if (sz < 5)
        selection_sort(arr, l, r);
        return NULL;
    }
       Finding middle index from where to divide the array. mid = l + (r - l) / 2;
    struct array L_arr, R_arr;
       Allocating struct for left half of the provided array L_arr.R_INDEX = mid;
    L_arr.L_INDEX = 1;
    L_arr.ARRAY = arr;
       Allocating struct for right half of the provided array R_arr.R_INDEX = r;
    R_{arr.L_{INDEX}} = mid + 1;
    R_{arr.ARRAY} = arr;
```

```
/ Creating threads for both half. pthread_t tid1;
   pthread_t tid2;
   pthread_create(&tid1, NULL, threaded_mergesort, &L_arr), pthread_create(&tid2,
NULL, threaded_mergesort, &R_arr);
   //Joining Threads
   pthread_join(tid1, NULL), pthread_join(tid2, NULL);

/ merge the two half. merge(arr, l, mid, r);
}
```

#### main function

This is the driver code of the problem where it calls different functions for execution . The basic general functions for printing has not been explained as they were understood from their name.

```
int main()
{
      Getting size of the array to apply merge sort. cyan();
    printf("\tEnter Size of Array : ");
    reset();
    ll arr_size;
    scanf("%lld", &arr_size);
       Getting shared memory for processes implementation
       of merge sort. This array ARR will get used in multi-process
       mergesort.
    ll *ARR;
    //checking if the number entered is valid or not
    if (arr_size < 0 || arr_size > 99999999999)
    {
        printf("Enter valid number. Re-run Code\n");
          return -1; _exit(1);
    }
   ARR = get_shared_mem(arr_size);
    if (ARR == 0)
        printf("\tExiting...\n");
        return -1;
    }
       BRR is just a copy of ARR array but it is not shared memory.
       BRR will be used for normal-mergesort
    ll BRR[arr_size];
       Initialising struct T_ARR which will be used for
       multi-threaded mergesort.
```

```
struct array T_ARR;
    T_ARR.R_INDEX = (arr_size - 1);
    T_ARR.L_INDEX = start;
    T_ARR.ARRAY = (ll *)malloc(arr_size * sizeof(ll));
    input(arr_size, ARR, BRR, T_ARR);
    print_res_multi_proc_ms(ARR, arr_size);
    shmdt(ARR);
    print_res_multi_thread_ms(T_ARR, arr_size);
    print_res_normal_merge_sort(BRR, arr_size);
       Comaprison of above three method o merge-sort algo. green();
    printf("\tNormal mergesort is %Lf times faster than Threaded mergesort\n", t2 /
t1);
    printf("\tNormal mergesort is %Lf times faster than Multi-Process mergesort\n", t3
/ t1);
    printf("\tThreaded mergesort is %Lf times faster than Multi-Process mergesort\n",
t3 / t2);
    reset();
    return 0;
}
```

#### Conclusion

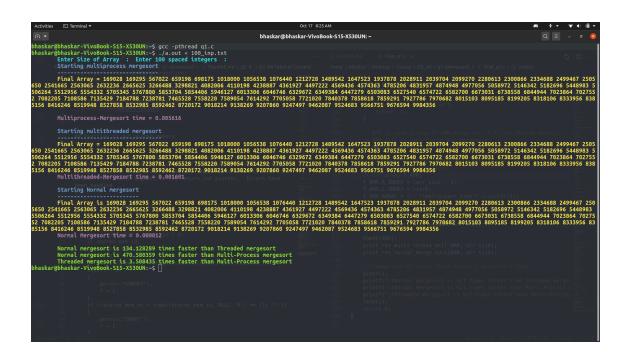
In General (for large n), The normal merge sort is the fastest due to no extra processing and no creation of the threads and processes . Next is the Multithreaded Merge sort which is faster than Concurrent Merge sort as Concurrent Merge sort requires more time for coping the PCB of the process whereas in Threaded Merge Sort there is some common section which is not needed to be copied. The reason of normal merge sort being faster than the other can be understood due to **Context Switching** and also due to **Cache Misses**.

# N=1

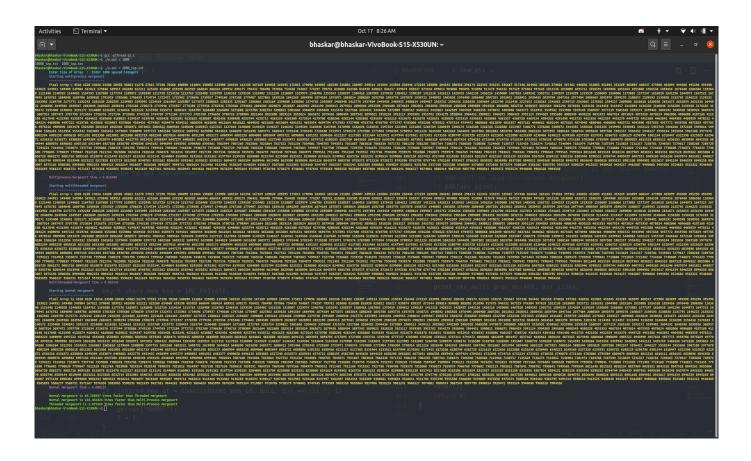
```
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```

#### N=10

## N=100



#### N=1000



## N=10000

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