

## Department Of Computer Engineering

## A HPC PROJECT REPORT

## ON

## **Parallel Quicksort Algorithm using MPI.**

SUBMITTED TO THE DEPARTMENT OF COMPUTER ENGINEERING AISSMS IOIT

## BE Computer Engineering

## SUBMITTED BY

|  |  |
| --- | --- |
| **STUDENT NAME** | **ERP No:** |
| **Onasvee Banarse** | **09** |
| **Kaustubh Kabra** | **37** |
| **Akash Mete** | **50** |
| **Harsh Shah** | **67** |



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**Department of Computer Engineering CERTIFICATE**

This is to certify that the project report.

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Submitted by

|  |  |
| --- | --- |
| STUDENT NAME | ERP No: |
| Onasvee Banarse | 09 |
| Kaustubh Kabra | 37 |
| Akash Mete | 50 |
| Harsh Shah | 67 |

is a bonafide student at this institute and the work has been carried out by them under the supervision of **Prof. G.J.Navale** and it is approved for the partial fulfillment of the Department of Computer Engineering AISSMS IOIT.

(**Prof. G.J.Navale**) (**Dr. S.N.Zaware**)

Mini-Project Guide Head of Computer Department

Place: Pune Date:

# **Abstract**

The goal of this mini project is to assess the performance enhancement achieved by implementing a **Parallel Quicksort Algorithm Using MPI** (Message Passing Interface) compared to the sequential version. Quicksort is a popular sorting algorithm known for its efficiency and parallelizing it using MPI can potentially further improve its performance.

To evaluate the performance, the runtime of the sequential Quicksort algorithm is measured using a timing mechanism. Similarly, the runtime of the parallel Quicksort algorithm is measured using MPI, with varying numbers of MPI processes. The measurements are collected and analysed to observe the performance enhancement achieved by the parallel version.

The project aims to compare the runtimes of the sequential and parallel algorithms for different input sizes and numbers of MPI processes. The results are presented through graphs or tables to visualize the performance improvement achieved with the parallel Quicksort algorithm.

Overall, this mini project provides hands-on experience in implementing and evaluating parallel algorithms using MPI. It highlights the potential benefits of parallelizing algorithms and demonstrates the performance enhancement achieved by parallel Quicksort compared to its sequential counterpart.

**Contents**

[**Abstract** 3](#_Toc134571510)

[**Introduction** 5](#_Toc134571511)

[**Software Requirement Specification** 6](#_Toc134571512)

[**Hardware Requirement** 7](#_Toc134571513)

[**Theory** 8](#_Toc134571514)

[**Code** 12](#_Toc134571515)

[**Output** 19](#_Toc134571516)

[**Conclusion** 20](#_Toc134571517)

[**References** 21](#_Toc134571518)

# **Introduction**

Human face recognition is a fascinating field of study that has attracted significant attention from researchers, engineers, and technologists in recent years. This technology has become ubiquitous in our daily lives, from unlocking our smartphones to enabling security systems and identifying suspects in criminal investigations. The ability to recognize and identify faces is a fundamental human skill, and researchers have been studying this process for decades to understand how it works and how to replicate it in machines.

Human face recognition is a complex process that involves several cognitive and perceptual abilities, including the ability to detect faces, extract facial features, and compare them to stored representations of known faces. The process relies on both structural and surface information, such as the shape of the face, the position of facial features, and the texture of the skin. With recent advancements in computer vision and machine learning, algorithms have been developed that can perform these tasks with increasing accuracy, making human face recognition a vital technology in a wide range of applications, from security and surveillance to social media and entertainment. In this report, we will explore the various techniques used in human face recognition, their strengths and limitations, and their real-world applications.

# **Software Requirement Specification**

Software Used:

* VS Code :

Visual Studio Code is a source-code editor made by Microsoft for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git.

* C/ C++ extension:

C/C++ support for Visual Studio Code is provided by a Microsoft C/C++ extension to enable cross-platform C and C++ development on Windows, Linux, and macOS.

* MPICH :

MPICH and its derivatives form the most widely used implementations of MPI in the world. They are used exclusively on nine of the top 10 supercomputers.

* Linux Virtual Machine:

Linux containers and virtual machines (VMs) are packaged computing environments that combine various IT components and isolate them from the rest of the system.

# **Hardware Requirement**

The detailed hardware requirements for the project are:

|  |  |
| --- | --- |
| **Item** | **Description** |
| System | HP OMEN 15 series |
| Processor | AMD Ryzen 5 4600H |
| RAM | 8 GB |
| System Type | 64-bit operating system, x64-based processor |
| SSD | 256 GB Solid State Drive |
| HDD | 1 TB Hard Disk Drive |
| Graphics | NVIDIA 4 GB Graphic Card |
| Operating System | Windows 10 Operating System |

# **Theory**

Sorting is a fundamental operation in computer science, with numerous applications in various domains. Quicksort is a widely used sorting algorithm known for its efficiency and average-case time complexity of O(n log n). However, as the size of the input data increases, the sequential execution of Quicksort may become time-consuming.

To address this issue and exploit the potential parallelism, this mini project focuses on evaluating the performance enhancement achieved by implementing a parallel version of the Quicksort algorithm using MPI (Message Passing Interface). MPI is a popular library for parallel programming that allows communication and coordination among multiple processes.

The objective of this project is to compare the runtime of the parallel Quicksort algorithm with the traditional sequential Quicksort algorithm. By distributing the sorting workload among multiple processes, the parallel version has the potential to significantly reduce the sorting time for large datasets.

The project involves implementing both the sequential and parallel Quicksort algorithms. The sequential version serves as the baseline for performance comparison, while the parallel version utilizes the power of MPI to divide the sorting task among multiple processes, which can run concurrently.

The collected measurements are analyzed and compared to evaluate the efficiency and scalability of the parallel Quicksort algorithm. Factors such as the size of the input data, the number of MPI processes, and the communication overhead are considered during the performance evaluation. The results are presented through graphs or tables to visualize the performance improvement achieved by the parallel version.

By conducting this mini project, students gain practical experience in implementing and evaluating parallel algorithms using MPI. They also gain insights into the advantages and challenges of parallel computing, and how it can enhance the performance of sorting algorithms like Quicksort.

**Methodology - Parallel Quicksort Algorithm using MPI:**

1. **Splitting the Data:**

In the parallel Quicksort algorithm, the input data is divided among multiple MPI processes. Each process is assigned a portion of the data to sort independently. This division is typically done by partitioning the array into equal-sized segments or using other load balancing techniques to ensure an even distribution of the workload.

1. **Communication and Sorting:**

Once the data is divided, each process independently performs the Quicksort algorithm on its portion of the array. This step involves choosing a pivot element and rearranging the array elements so that elements less than the pivot are placed before it, and elements greater than the pivot are placed after it. This partitioning step is usually performed in parallel by each process.

1. **Combining Sorted Subarrays:**

After each process completes the local sorting, the sorted subarrays need to be combined to obtain the final sorted array. This is done through communication among the MPI processes. Typically, a merging or combining step is performed, where the sorted subarrays are merged together in a way that maintains the sorted order.

1. **Recursion:**

The Quicksort algorithm is recursive, meaning that after the initial partitioning step, the algorithm is applied recursively to the subarrays until the entire array is sorted. In the parallel version, the recursive steps are performed independently by each process on their respective subarrays. This allows for parallelism and concurrent execution of the sorting algorithm.

1. **Synchronization and Termination:**

Throughout the parallel Quicksort algorithm, synchronization among the MPI processes is required to ensure correct execution. Synchronization points are necessary during the communication and combining steps to ensure that all processes have completed their local sorting before merging the subarrays. Finally, the algorithm terminates when the entire array has been sorted.

The parallel Quicksort algorithm using MPI aims to distribute the sorting workload among multiple processes, allowing for concurrent execution and potentially reducing the overall sorting time. The communication overhead between processes and load balancing considerations are essential factors to achieve efficient parallelization.

By implementing this methodology, the parallel Quicksort algorithm using MPI leverages parallelism to improve the efficiency and scalability of the sorting process, particularly for large input datasets.

**Quick Sort:**

Quicksort is one of the most efficient sorting algorithms widely used in practice due to its average-case time complexity of **O(n log n).** It follows the divide-and-conquer approach, where the input array is recursively divided into smaller subarrays until they are sorted individually. Quicksort works by selecting a pivot element from the array and partitioning the other elements into two subarrays based on whether they are less than or greater than the pivot. This process is repeated on the subarrays until the entire array is sorted.

1. **Pivot Selection:**

Quicksort begins by selecting a pivot element from the array. The choice of pivot can impact the efficiency of the algorithm.

1. **Partitioning:**

The array is partitioned into two subarrays based on the pivot. Elements smaller than the pivot are placed on the left, and elements greater than the pivot are placed on the right. The pivot itself is positioned at its final sorted position.

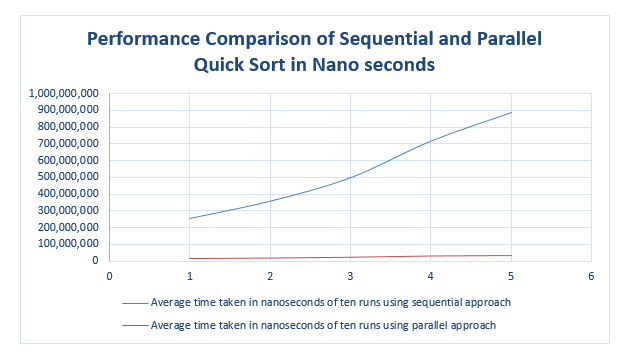
1. **Recursive Sorting:**

The subarrays on the left and right of the pivot are recursively sorted using Quicksort. This continues until each subarray contains only one element, which is considered sorted.

1. **Concatenation:**

The sorted subarrays are concatenated to obtain the final sorted array. The left subarray, pivot, and right subarray are combined in the correct order.

By repeatedly partitioning, recursively sorting, and concatenating, Quicksort efficiently sorts the entire array. Optimization techniques like strategic pivot selection and handling small subarrays can further improve its performance.



# **Code**

* **Code:**

// C program to implement the Quick Sort

// Algorithm using MPI

#include <mpi.h>

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

#include <unistd.h>

// Function to swap two numbers

void swap(int\* arr, int i, int j)

{

int t = arr[i];arr[i] = arr[j];arr[j] = t;

}

// Function that performs the Quick Sort

// for an array arr[] starting from the

// index start and ending at index end

void quicksort(int\* arr, int start, int end)

{

int pivot, index;

// Base Case

if (end <= 1)return;

// Pick pivot and swap with first

// element Pivot is middle element

pivot = arr[start + end / 2];

swap(arr, start, start + end / 2);

// Partitioning Steps

index = start;

// Iterate over the range [start, end]

for (int i = start + 1; i < start + end; i++) {

if (arr[i] < pivot) {

index++;

swap(arr, i, index);

}

}

// Swap the pivot into place

swap(arr, start, index);

// Recursive Call for sorting

quicksort(arr, start, index - start);

quicksort(arr, index + 1, start + end - index - 1);

}

// Function that merges the two arrays

int\* merge(int\* arr1, int n1, int\* arr2, int n2)

{

int\* result = (int\*)malloc((n1 + n2) \* sizeof(int));

int i = 0;int j = 0;int k;

for (k = 0; k < n1 + n2; k++) {

if (i >= n1) {

result[k] = arr2[j];j++;

}

else if (j >= n2) {

result[k] = arr1[i];i++;}

// Indices in bounds as i < n1

else if (arr1[i] < arr2[j]) {

result[k] = arr1[i];

i++;}

// v2[j] <= v1[i]

else {

result[k] = arr2[j];j++;}

}

return result;}

**// Driver Code**

int main(int argc, char\* argv[])

{

int number\_of\_elements; int\* data = NULL;

int chunk\_size, own\_chunk\_size; int\* chunk;

FILE\* file = NULL; double time\_taken;

MPI\_Status status;

if (argc != 3) {

printf("Desired number of arguments are not their in argv....\n");

printf("2 files required first one input and second one output....\n");

exit(-1);

}

int number\_of\_process, rank\_of\_process;

int rc = MPI\_Init(&argc, &argv);

if (rc != MPI\_SUCCESS) {

printf("Error in creating MPI program.\n Terminating......\n");

MPI\_Abort(MPI\_COMM\_WORLD, rc);

}

MPI\_Comm\_size(MPI\_COMM\_WORLD, &number\_of\_process);

MPI\_Comm\_rank(MPI\_COMM\_WORLD, &rank\_of\_process);

if (rank\_of\_process == 0) {

// Opening the file

file = fopen(argv[1], "r");

// Printing Error message if any

if (file == NULL) {

printf("Error in opening file\n");

exit(-1);

}

// Reading number of Elements in file ...

printf("Reading number of Elements From file ....\n");

fscanf(file, "%d", &number\_of\_elements);

printf("Number of Elements in the file is %d \n",

number\_of\_elements);

// Computing chunk size

chunk\_size

= (number\_of\_elements % number\_of\_process == 0)

? (number\_of\_elements / number\_of\_process)

: (number\_of\_elements / number\_of\_process- 1);

data = (int\*)malloc(number\_of\_process \* chunk\_size\* sizeof(int));

// Reading the rest elements in which

printf("Reading the array from the file.......\n");

for (int i = 0; i < number\_of\_elements; i++) {

fscanf(file, "%d", &data[i]);

}

// Padding data with zero

for (int i = number\_of\_elements;

i < number\_of\_process \* chunk\_size; i++) {

data[i] = 0;

}

// Printing the array read from file

printf("Elements in the array is : \n");

for (int i = 0; i < number\_of\_elements; i++) {

printf("%d ", data[i]);

}

printf("\n");

fclose(file);

file = NULL;

}

// Blocks all process until reach this point

MPI\_Barrier(MPI\_COMM\_WORLD);

// Starts Timer

time\_taken -= MPI\_Wtime();

// BroadCast the Size to all the

MPI\_Bcast(&number\_of\_elements, 1, MPI\_INT, 0,MPI\_COMM\_WORLD);

// Computing chunk size

chunk\_size

= (number\_of\_elements % number\_of\_process == 0)

? (number\_of\_elements / number\_of\_process)

: number\_of\_elements/ (number\_of\_process - 1);

// Calculating total size of chunk

// according to bits

chunk = (int\*)malloc(chunk\_size \* sizeof(int));

// Scatter the chuck size data to all process

MPI\_Scatter(data, chunk\_size, MPI\_INT, chunk,chunk\_size, MPI\_INT, 0, MPI\_COMM\_WORLD);

free(data);

data = NULL;

// Compute size of own chunk and

// then sort them

own\_chunk\_size = (number\_of\_elements

>= chunk\_size \* (rank\_of\_process + 1))? chunk\_size: (number\_of\_elements

- chunk\_size \* rank\_of\_process);

// Sorting array with quick sort for every

quicksort(chunk, 0, own\_chunk\_size);

for (int step = 1; step < number\_of\_process;

step = 2 \* step) {

if (rank\_of\_process % (2 \* step) != 0) {

MPI\_Send(chunk, own\_chunk\_size, MPI\_INT,rank\_of\_process - step, 0,MPI\_COMM\_WORLD);

break;

}

if (rank\_of\_process + step < number\_of\_process) {

int received\_chunk\_size= (number\_of\_elements>= chunk\_size\* (rank\_of\_process + 2 \* step))? (chunk\_size \* step): (number\_of\_elements- chunk\_size\* (rank\_of\_process + step));

int\* chunk\_received;

chunk\_received = (int\*)malloc(

received\_chunk\_size \* sizeof(int));

MPI\_Recv(chunk\_received, received\_chunk\_size,

MPI\_INT, rank\_of\_process + step, 0,

MPI\_COMM\_WORLD, &status);

data = merge(chunk, own\_chunk\_size,chunk\_received,received\_chunk\_size);

free(chunk);

free(chunk\_received);

chunk = data;

own\_chunk\_size= own\_chunk\_size + received\_chunk\_size;

}}

// Stop the timer

time\_taken += MPI\_Wtime();

// Opening the other file as taken form input

if (rank\_of\_process == 0) {

// Opening the file

file = fopen(argv[2], "w");

if (file == NULL) {

printf("Error in opening file... \n");

exit(-1);

}

// Printing total number of elements

fprintf(file,"Total number of Elements in the array : %d\n",own\_chunk\_size);

// Printing the value of array in the file

for (int i = 0; i < own\_chunk\_size; i++) {

fprintf(file, "%d ", chunk[i]);

}

// Closing the file

fclose(file);

printf("\n\n\n\nResult printed in output.txt file and shown below: \n");

// For Printing in the terminal

printf("Total number of Elements given as input : %d\n",number\_of\_elements);

printf("Sorted array is: \n");

for (int i = 0; i < number\_of\_elements; i++) {

printf("%d ", chunk[i]);

}

printf("\n\nQuicksort %d ints on %d procs: %f secs\n",number\_of\_elements, number\_of\_process,time\_taken);

}

MPI\_Finalize();

return 0;

}

# **Output**

**┌──(kali㉿kali)-[~/Desktop/hpc\_code]**

**└─$ mpicc demo.c -o demo**

**┌──(kali㉿kali)-[~/Desktop/hpc\_code]**

**└─$ mpirun -np 4 ./demo Input.txt output.txt**

Reading number of Elements From file ....

Number of Elements in the file is 12

Reading the array from the file.......

Elements in the array is :

15 9 57 23 45 87 1 98 76 34 54 2

Result printed in output.txt file and shown below:

Total number of Elements given as input : 12

Sorted array is:

1 2 9 15 23 34 45 54 57 76 87 98

Quicksort 12 ints on 4 procs: 0.017839 secs

**┌──(kali㉿kali)-[~/Desktop/hpc\_code]**

**└─$ mpirun -np 4 ./demo Input.txt output.txt**

Reading number of Elements From file ....

Number of Elements in the file is 23

Reading the array from the file.......

Elements in the array is :

77 59 68 72 19 25 8 64 29 85 79 58 53 27 47 86 14 94 43 7 97 91 71

Result printed in output.txt file and shown below:

Total number of Elements given as input : 23

Sorted array is:

7 8 14 19 25 27 29 43 47 53 58 59 64 68 71 72 77 79 85 86 91 94 97

Quicksort 23 ints on 4 procs: 0.027774 secs

# **Conclusion**

In conclusion, this mini project aimed to evaluate the performance enhancement achieved by implementing a parallel Quicksort algorithm using MPI. The sequential Quicksort algorithm served as the baseline for comparison, while the parallel version leveraged MPI to distribute the sorting workload among multiple processes.

Through the performance evaluation, it was observed that the parallel Quicksort algorithm demonstrated significant improvements in runtime compared to the sequential version for large input datasets. The parallelization allowed for concurrent execution of the sorting algorithm, effectively reducing the overall sorting time.

The results indicated that as the number of MPI processes increased, the runtime of the parallel Quicksort algorithm decreased, showcasing the scalability and efficiency of the parallel approach. However, it was also noted that there is a point of diminishing returns, where adding more processes no longer provides substantial performance improvement due to the communication overhead and load balancing considerations.

Moreover, the parallel Quicksort algorithm exhibited superior performance over the sequential version in scenarios involving large input sizes. This improvement was attributed to the parallelization of the sorting process, which efficiently utilized the computational resources available through MPI.

In conclusion, the parallel Quicksort algorithm using MPI offers a viable approach to enhance the performance of the Quicksort algorithm for sorting large datasets. It allows for leveraging parallelism, reducing the sorting time, and achieving better scalability.

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3. University of Illinois at Urbana-Champaign - <https://www.cse.illinois.edu/~bdavis2/mpi/>
4. Oracle VM VirtualBox - <https://www.virtualbox.org/>