**Write a program to implement Parallel Bubble Sort and Merge sort using OpenMP. Use existing algorithms and measure the performance of sequential and parallel algorithms.**

**Name: Onasvee Banarse**

**Roll No: 09**

**BE COMPUTER SHIFT 1**

**Parallel Bubble Sort**

**Code:**

#include <iostream>

#include <vector>

#include <omp.h>

#include <chrono>

using namespace std;

using namespace chrono;

void parallel\_bubble\_sort(vector<int>& arr) {

    int n = arr.size();

    bool swapped = true;

    omp\_set\_num\_threads(2);  // set number of threads to 2

    for (int i = 0; i < n && swapped; i++) {

        swapped = false;

        #pragma omp parallel for shared(arr)

        for (int j = 0; j < n - i - 1; j++) {

            if (arr[j] > arr[j + 1]) {

                swap(arr[j], arr[j + 1]);

                swapped = true;

            }

        }

    }

}

int main() {

    vector<int> arr = {5, 1, 4, 2, 8, 9, 7, 6, 34, 11, 3, 50};

    cout << "Original array: ";

    for (int x : arr) {

        cout << x << " ";

    }

    cout << endl;

    auto start = high\_resolution\_clock::now();

    parallel\_bubble\_sort(arr);

    auto end = high\_resolution\_clock::now();

    auto duration = duration\_cast<microseconds>(end - start);

    cout << "Sorted array: ";

    for (int x : arr) {

        cout << x << " ";

    }

    cout << endl;

    cout << endl;

    cout << "Time taken by bubble sort: " << duration.count() << " microseconds" << endl;

    int num\_threads = omp\_get\_max\_threads();

    cout << "Number of threads used by OpenMP: " << num\_threads << endl;

    return 0;

}

**Output:**

**Case 1:**

PS C:\Practical\_2> g++ -fopenmp bubble\_sort\_parallel.cpp -o bubblesortp

PS C:\Practical\_2> .\bubblesortp.exe

Original array: 5 1 4 2 8 9 7 6 34 11 3 50

Sorted array: 1 2 3 4 5 6 7 8 9 11 34 50

Time taken by bubble sort: 1002 microseconds.

Number of threads used by OpenMP: 2

**Case 2: Sorting random 1000 elements.**

PS C:\Practical\_2> g++ -fopenmp bubble\_sort\_parallel.cpp -o bubblesortp

PS C:\Practical\_2> .\bubblesortp.exe

Array Sorted

Time taken by bubble sort: 25006 microseconds.

Number of threads used by OpenMP: 2

**Parallel Merge Sort**

**Code:**

#include <iostream>

#include <vector>

#include <omp.h>

// #include <cstdlib>

// #include <ctime>

#include <chrono>

using namespace std;

using namespace chrono;

void merge(vector<int>& arr, int left, int mid, int right) {

    int i, j, k;

    int n1 = mid - left + 1;

    int n2 = right - mid;

    vector<int> L(n1), R(n2);

    for (i = 0; i < n1; i++)

        L[i] = arr[left + i];

    for (j = 0; j < n2; j++)

        R[j] = arr[mid + 1 + j];

    i = 0;

    j = 0;

    k = left;

    while (i < n1 && j < n2) {

        if (L[i] <= R[j]) {

            arr[k] = L[i];

            i++;

        }

        else {

            arr[k] = R[j];

            j++;

        }

        k++;

    }

    while (i < n1) {

        arr[k] = L[i];

        i++;

        k++;

    }

    while (j < n2) {

        arr[k] = R[j];

        j++;

        k++;

    }

}

void merge\_sort(vector<int>& arr, int left, int right) {

    if (left < right) {

        int mid = left + (right - left) / 2;

        #pragma omp parallel sections num\_threads(2)

        // parallelize the two recursive calls to merge\_sort using two threads

        {

            #pragma omp section

            {

                merge\_sort(arr, left, mid);

            }

            #pragma omp section

            {

                merge\_sort(arr, mid + 1, right);

            }

        }

        merge(arr, left, mid, right);

    }

}

int main() {

    vector<int> arr = { 38, 27, 43, 3, 9, 82, 10 };

    int n = arr.size();

    cout << "Original array: ";

    for (int x : arr) {

        cout << x << " ";

    }

    cout << endl;

    // srand(time(nullptr)); // Seed the random number generator with the current time

    // vector<int> arr(1000); // Create a vector of size 1000

    // // Generate random numbers between 0 and 999 and insert them into the vector

    // for (int i = 0; i < 1000; i++) {

    //     arr[i] = rand() % 1000;

    // }

    // Time the sort function

    auto start = high\_resolution\_clock::now();

    merge\_sort(arr, 0, n - 1);

    auto end = high\_resolution\_clock::now();

    auto duration = duration\_cast<microseconds>(end - start);

    cout << "Sorted array: ";

    for (int i = 0; i < n; i++) {

        cout << arr[i] << " ";

    }

    cout << endl;

    cout << endl;

    cout << "Time taken by bubble sort: " << duration.count() << " microseconds" << endl;

    // Get the number of threads used by OpenMP

    int num\_threads = omp\_get\_max\_threads();

    cout << "Number of threads used by OpenMP: " << num\_threads << endl;

    return 0;

}

**Output:**

**Case 1:**

PS C:\Practical\_2> g++ -fopenmp merge\_sort\_parallel.cpp -o mergesortp

PS C:\Practical\_2> .\mergesortp.exe

Original array: 38 27 43 3 9 82 10

Sorted array: 3 9 10 27 38 43 82

Time taken by bubble sort: 0 microseconds

Number of threads used by OpenMP: 12

**Case 2: Sorting random 1000 elements.**

PS C:\Practical\_2> g++ -fopenmp merge\_sort\_parallel.cpp -o mergesortp

PS C:\Practical\_2> .\mergesortp.exe

Array Sorted

Time taken by bubble sort: 2998 microseconds

Number of threads used by OpenMP: 12