## 2021 NYCU OS HW3 report

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Question	Answer	
Q1. Briefly describe your design for the sorting algorithm, merge function, the thread management. Also, describing the number of sort threads and number of merge threads in the Multi-thread program.	Sorting algorithm:   我是用 bubble sort 演算法直接實作 function。 Merge function:   我是用 vector 的內建函式 merge()進行 function 的建構。 Thread management:   在 multi thread 中,我都是分成兩部分,bubble sort 部分以及 merge 部分所需要的 thread 數量,舉例來說,如果將 input data 切成 8 份實作,就會需要 8 個 bubble sort thread 以及 7 個 merge thread,以此類推;如果將資料切成 16 份就會需要 16 個 bubble sort thread 以及 15 個 merge thread。  以下是我這次作業實作的三種狀況,分別為 single thread 以及 multi thread best and worst case。	
	bubble function called: merge function called: Thread number:  Multi thread(worst):	1 split input data into 8 part 8 times
	bubble function called:	split input data into 16 part 16 times 15 times (8 + 4 + 2 + 1 = 15) 31 ( total) 16 (bubble sort) 15 (merge)

## Q2.

Show the fastest time acceleration between single-thread and multi-thread. (Take screenshots of the time between single-thread and multi-thread)

According to the screenshot image below:

Input data: input1.txt

Single thread (split into 8 part): 0:00.53 Multi thread (split into 8 part): 0:00.39 Multi thread (split into 16 part): 0:00.26

但是因為 input1.txt 比較小所以有可能會出現 multi thread worst case 跑的跟 best case 差不多快的狀況。因此我也跑了 input2.txt,但是我在跑 single thread 的時候居然忘記下 time……,只知道大概跑了半小時左右。依然還是可以跟其他兩個做出很明顯的比較啦。如下圖

According to the screenshot image below:

Input data: input2.txt

Single thread (split into 8 part): 5000 mins Multi thread (split into 8 part): 11:36.82 Multi thread (split into 16 part): 4:45.95

[c0717001@linux1 hw\_3]\$ time ./MT\_worst < input2.txt > output2.txt 1463.819u 0.344s 11:36.82 210.1% 0+0k 0+13456io 0pf+0w [c0717001@linux1 hw\_3]\$ diff output2.txt answer2.txt [c0717001@linux1 hw\_3]\$ time ./MT\_best < input2.txt > output2.txt 727.474u 0.239s 4:45.95 254.4% 0+0k 0+13456io 0pf+0w [c0717001@linux1 hw\_3]\$ diff output2.txt answer2.txt

## Q3.

You need a brief description of the best multi-threads and worst multithreads methods. The includes the number of threads used and the way of partitioning, comparing the difference in time, taking the and screenshot

Number of threads used:

MT\_best: 31(16 for bubble sort + 15 for merge process)
MT\_worst:15(8 for bubble sort + 7 for merge process)

The way of partitioning:

都是用一個大的 array 包著數個 vectors。 MT\_best: split input data into 16 parts. MT worst: split input data into 8 parts.

content | The way of comparing:

Bubble sort 用以 compare and sort, Merge 部分就是分別兩個要合併的 vector 要吃進來的數字誰大誰就放在比較後面。

The difference in time:

MT\_best: 4:45.95 MT\_worst: 11:36.82

between	two
multi-thread	
results.	

[c0717001@linux1 hw\_3]\$ time ./MT\_worst < input2.txt > output2.txt 1463.819u 0.344s 11:36.82 210.1% 0+0k 0+13456io 0pf+0w [c0717001@linux1 hw\_3]\$ diff output2.txt answer2.txt [c0717001@linux1 hw\_3]\$ time ./MT\_best < input2.txt > output2.txt 727.474u 0.239s 4:45.95 254.4% 0+0k 0+13456io 0pf+0w [c0717001@linux1 hw\_3]\$ diff output2.txt answer2.txt

## Q4. What did you learn from doing hw3?

這次作業真的學到很多!尤其是 c++語法的各種複習,因為 pthread 吃的 input 必須要是 void 特別的形式,所以就需要用到 struct 去封包全部需要 input 的變數等等,另外就是如果把 vector 設定在全域變數也會更加方便整特資料的拿取跟存取,其實整體來說不會算太難,但是我花了好一段時間才真正搞懂 pthread 韓式到的底式怎沒運做的,了解完成以後基本上就是超級,!個人覺得是滿好玩的一次作業!