* REDUCE

Ans: For reduce, the speedup is comparable to the static implementation beam previous reduce assignment. Speedup incloses when value of in increases. The speedup seems to increase with increase in number of threads at a higher value of 'n', but eventually the speedup drops with more number of threads. This seems to be due to creation of multiple threads increases the total work of this seems to be substantial amount of work for such peoblem. Hence, speedup is less optimal and deops at very high number of threads. And for such small problem using the task constant does not have a substantial improvement on speedup. Hence, the speedup is comparable.

* Merge Sout

Ans: For mergisoit, the speedup sciens to have improved by using the task constant. As the value of n increases speedup increases. As Task defines a block that can be done asynchronously with the rest of the code, a new task is generated for the seen thread to execute. This improves the overall speedup for larger Values of 'n'.