# Program Structures & Algorithms Spring 2022

# Assignment No. 4 Parallel Sorting

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#### Task

- 1. A cutoff (defaults to, say, 1000) which you will update according to the first argument in the command line when running. It's your job to experiment and come up with a good value for this cutoff. If there are fewer elements to sort than the cutoff, then you should use the system sort instead.
- 2. Recursion depth or the number of available threads. Using this determination, you might decide on an ideal number (*t*) of separate threads (stick to powers of 2) and arrange for that number of partitions to be parallelized (by preventing recursion after the depth of *lg t* is reached).
- 3. An appropriate combination of these.

## **Data Output**

Exported Console Output into a pdf and added to the code base repo. Also added observations into the codebase.

### **Code Changes**

```
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                                            int[] result = new int[xs1.length + xs2.len
// TO IMPLEMENT
int i = 0;
int j = 0;
for (int k = 0; k < result.length; k++) {
    if (i >= xs1.length) {
        result[k] = xs2[j++];
    } elss if (j >= xs2.length) {
        result[k] = xs1[i++];
    } elss if (xs2[j] < xs1[i]) {
        result[k] = xs2[j++];
    } else {
        result[k] = xs1[i++];
    }
} else {</pre>
                            blic static void sort(int[] array, int from, int to, ForkJoinPool parallelPool) {
   if (to - from < cutoff) Arrays.sort(array, from, to);</pre>
```

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INFO6205 > sn
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                                                                                                                                 long endTime = System.currentTimeMillis();
timeTaken = endTime - startTime;
                                                                                                                               FileOutputStream fileOutputStream = new FileOutputStream( name: "./src/"+"arraySize-"+arraySize+"-thread"+threadsCount+".csv");
OutputStreamMriter outputStreamMriter = new OutputStreamMriter(fileOutputStream);
BufferedMriter bufferedMriter = new BufferedMriter(outputStreamMriter);
for(int index=0; index=timeList.size(); index+) {
    StringBullder stringBullder = new StringBullder();
    stringBullder.append(cutOff*(index+1));
    stringBullder.append(cutOff
                                                                                                                                                stringBuilder.append(("Outle");
stringBuilder.append("(double) timeList.get(index)/10);
stringBuilder.append((double) timeList.get(index)/10);
stringBuilder.append("\n");
bufferedMriter.mite(stringBuilder.toString());
bufferedMriter.flush();
                                                                                                                                 bufferedWriter.close():
                                                                                              threadsCount = 2;
arraySize*=2;
                                                                             int arraySize = 50000;
int cutOff = 5000;
// Changing the threads and sizes for computing avg times for sorting
                                                                                                             System.out.println("Size of the Array ::: " + arraySize);
ForkJoinPool pool = new ForkJoinPool(threadsCount);
System.out.println("Current pool of threads ::: " + threadsCount);
Random random = new Random();
int[] array = new int[arraySize];
ArrayList<long> timeList = new ArrayList<>();
                                                                                                                                 parasit.cutoy* z (utor* * j;
long timeTaken;
long startTime = System.currentTimeMillis();
for (int t = 0; t < 10; t++) {
    for (int k = 0; k < anray.length; k++) {
        array[k] = random.nextInt( bound: 18888888);
    }
}</pre>
                                                                                                                            Parsort.isortiaray, Home U, array.length, pool;
}
long endTime = System.currentTime#fillis();
timeTaken = endTime - startTime;
timeList.add(timeTaken);
System.out.println("Cutoff used ::: " + ParSort.cutoff + " , and time for 10 samples ::: " + timeTaken);
```

After loading the outputs onto sheets and plotting the values of the different cutoffs and threads. I have come to a conclusion that 4 will be the optimal number of threads for processing as there is no change in the performance much as we increase the threads. Also the lowest performance is achieved when the cutoff is exactly ½ th the size of the array.