

**DS**  
**Assignment 2**  
**2020201088**

### Configuration of the system

- ❖ 6 +2(integrated-graphic) Gb Ram
- ❖ 100 Gb memory (Allocated to Ubuntu)
- ❖ 3 Gb Graphic Card
- ❖ Ryzen 5 3500h Processor

### Observations

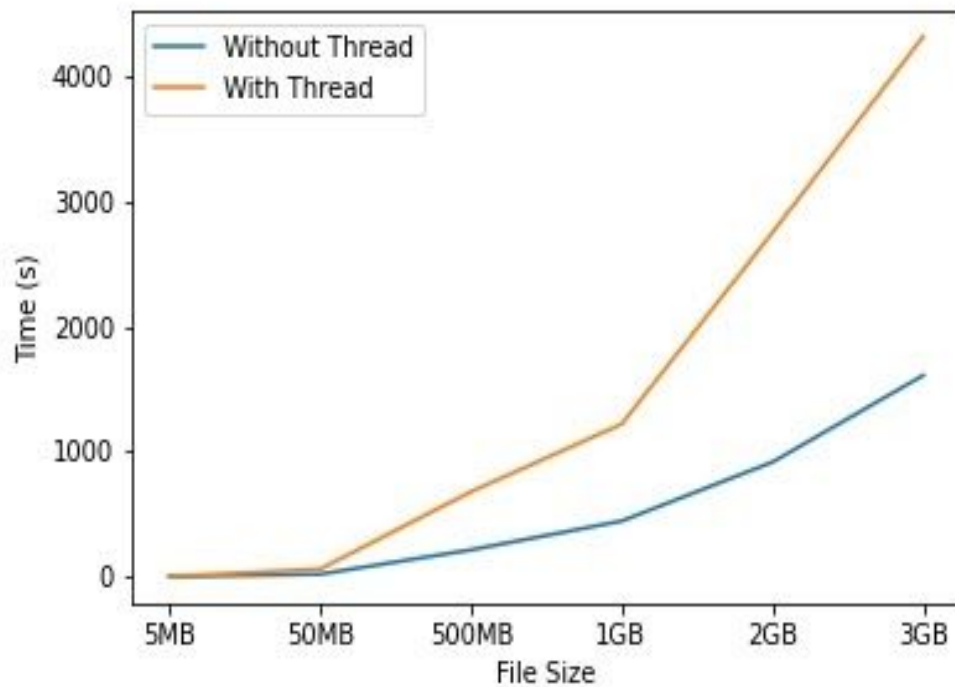
#### CASE -1

I have taken memory of 100MB and sorted the input.txt file on the Columns of C3 and C1

The observation table is :-

| Time in sec<br><hr/> File Size | Time for <b>without</b><br><b>Threading</b> Algorithm | Time for <b>with Threading</b><br>Algorithm<br>(Thread_count=10) |
|--------------------------------|---|--|
| 5Mb                            | 2.045   | 2.58   |
| 50 Mb                          | 21.339  | 61.934   |
| 500 Mb                         | 215.661   | 679.89   |
| 1 Gb                           | 446.054,  | 1221.079   |
| 2 Gb                           | 917.396   | 2752.107   |
| 3 Gb                           | 1610.4580   | 4318.2366  |

The Graph is :-

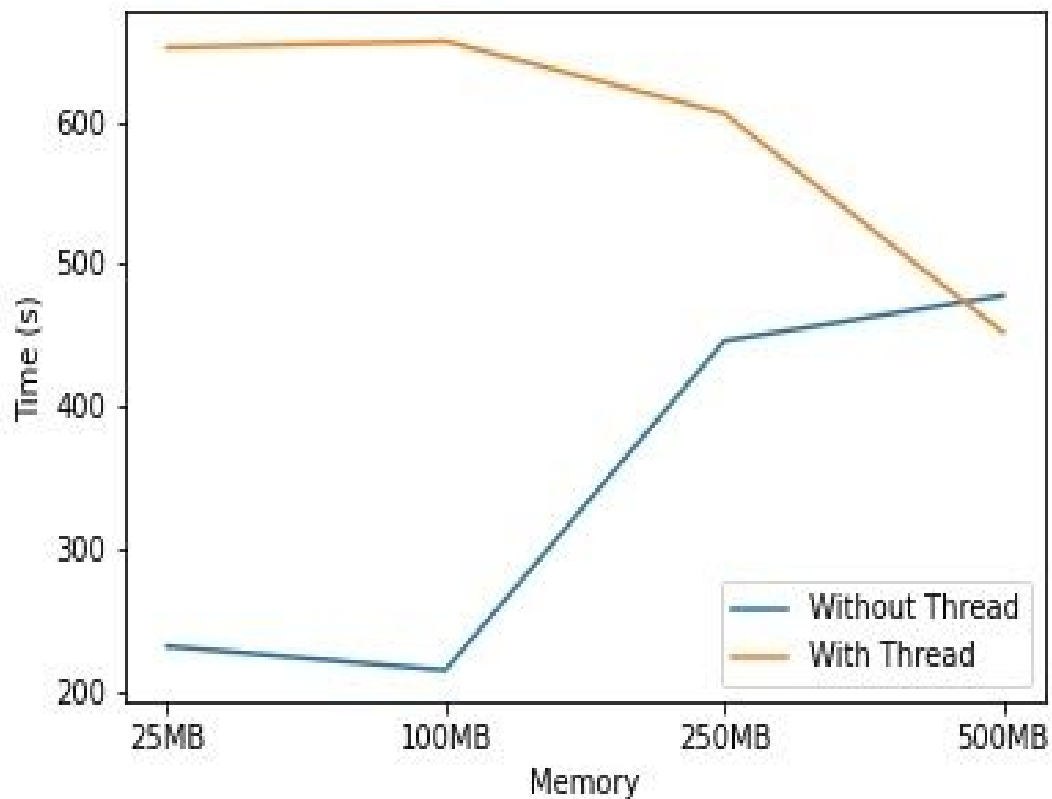


## CASE 2 :-

I have fixed the file size with 500 Mb and now I will vary the memory size and will compare both the algorithms :-

| Time in sec | Time for <b>without Threading</b> Algorithm | Time for <b>with Threading</b> Algorithm<br>(Thread_count=10) |
|-------------|---|---|
| Memory Size |   |   |
| 25Mb        | 232.2774                                    | 651.586   |
| 100 Mb      | 215.660                                     | 656.0610  |
| 250 Mb      | 446.1941,                                   | 605.7245  |
| 500 Mb      | 477.9178                                    | 452.5013  |

The Graph is :-



## Explanation

### Case 1

In the first algorithm, as natural , when we increase the file size keeping the size of the memory same, we observe that the time keeps on increasing as more file size will give us more chunk and more of I/O operations due to which the time increases

In the Second Algorithm, I have experimented keeping the thread\_count constant and memory size constant and on increasing the file size the time increases.

I have also observed that the time taken in the second algo is more, it is due to the reason that due to threads, there is more context switching and my system is only single processor therefore a lot of time is wasted in the context switching due to this more time is taken to sort the input files in the algo in which multithreading is used as compared to the normal algo.

**Case 2**

In this case we are keeping the file size same and keep varying the memory, so in this we can also observe the same as in threading more time will be required than the without threading case.

It is happening due to the same reason as there is an additional time i.e. the context switching time