

Report

Assignment-2

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Q1 Linux Kernel

Using `INSTALL_MOD_STRIP` along with `make modules_install` strips all debugging symbols and reduces the size of the modules to be installed and the size of the `initrd` image. Though the size of the kernel(`vmlinux`) is not affected.

Size of `initrd.img-5.8.0-45-generic` : 52.9 MB

Size of `initrd.img-5.10.1` : 50.5 MB

Size of `lib/modules/5.8.0-45-generic` : 291.6 MB

Size of `lib/modules/5.10.1` : 284.6 MB

Q3 Multithreaded In-place merge sort

Idea

Convert the threads to the nearest no. of threads suitable to form a perfect tree, then use the normal function of merge sort with following changes:-

- If the level in perfect tree(mergeSort tree) is greater than or equal to last level of perfect tree use mergeSort function without any threads
- Else form 2 threads, for `[left, mid]` and `[mid+1, hi]` mergesort
- Use `pthread_join` to wait for both subarrays to get sorted
- Merge the sorted subarrays in the same thread and return

Note:-

- For measuring time of execution of mergeSort with threading use Wall clock time not CPU clock time.
- Benefit of multithreading is observed for arrays of very large size, most likely because of overhead in thread creation

Graphs

X-axis → #threads, Y-axis → time

Fig1. Array size=1e2, thread_step= +1

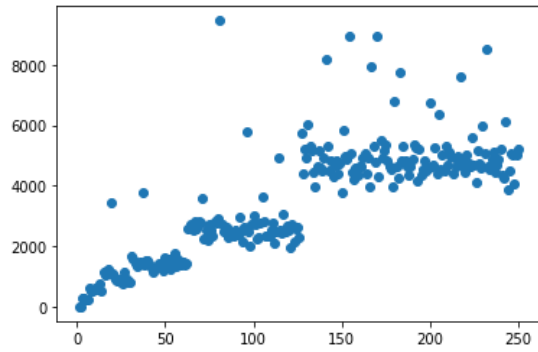


Fig2. Array size=1e4, thread_step= +1

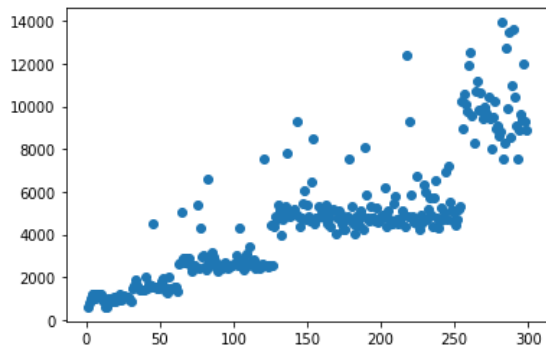


Fig3. Array size=1e7, thread_step= +1

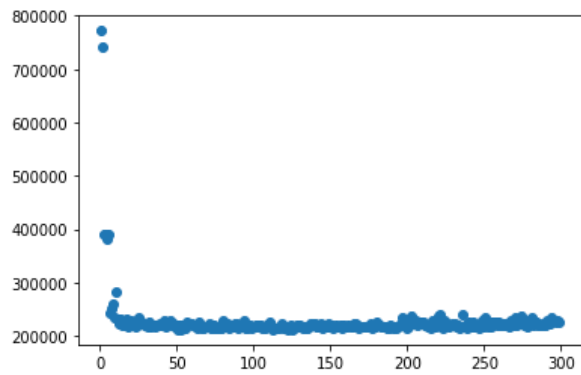
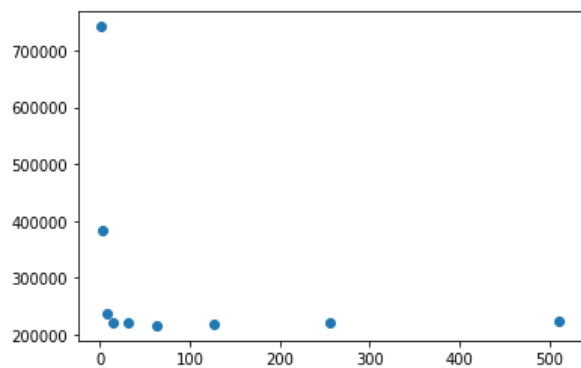


Fig4. Array size=1e7, thread_step= x2



Conclusion

As observed from graphs, multithreading decreases execution time for arrays of size $1e7$ (or large array) while for others multithreading has more time than 1 thread execution.