Program Structures & Algorithms Spring 2022

Assignment No. 4

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Task

Your task is to implement a parallel sorting algorithm such that each partition of the array is sorted in parallel. You will consider two different schemes for deciding whether to sort in parallel.

- 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.

GitHub Link: https://github.com/eswarsaladi/parallelsorting-assignment

Code:

```
package edu.neu.coe.info6205.sort.par;
import java.io.BufferedWriter;
import java.io.FileOutputStream;
import java.io.IOException;
```

```
import java.io.OutputStreamWriter;
import java.util.ArrayList;
import java.util.HashMap;
import java.util.Map;
import java.util.Random;
import java.util.concurrent.ForkJoinPool;
public class Main {
               ParSort.threadPool = myPool;
```

```
long startTime = System.currentTimeMillis();
              System.out.println("cutoff: " + (ParSort.cutoff) + "\t\t10times
Time:" + time
              FileOutputStream fis = new FileOutputStream("./src/result" +
threadCount + ".csv");
                  bw.write(content);
```

```
xs = processArg(xs);
System.arraycopy(xs, 2, result, 0, xs.length - 2);
if (x.equalsIgnoreCase("N"))
   setConfig(x, Integer.parseInt(y));
else if (x.equalsIgnoreCase("P")) // noinspection ResultOfMethodCallIgnored
```

```
ForkJoinPool.getCommonPoolParallelism();
}

private static void setConfig(String x, int i) {
    configuration.put(x, i);
}

@SuppressWarnings("MismatchedQueryAndUpdateOfCollection")
private static final Map<String, Integer> configuration = new HashMap<>();
}
```

```
package edu.neu.coe.info6205.sort.par;
import java.util.Arrays;
import java.util.concurrent.CompletableFuture;
import java.util.concurrent.ForkJoinPool;

/**
* This code has been fleshed out by Ziyao Qiao. Thanks very much.

*/
class ParSort {

public static int cutoff = 1000;
public static ForkJoinFool threadPool;

public static void sort(int[] array, int from, int to) {
```

```
if (to - from < cutoff)
          CompletableFuture<int[]> parsort1 = parsort(array, from, from + (to -
from) / 2); // TO IMPLEMENT
          CompletableFuture<int[]> parsort2 = parsort(array, from + (to - from) /
2, to); // TO IMPLEMENT
          CompletableFuture<int[]> parsort = parsort1.thenCombine(parsort2, (xs1,
xs2) -> {
          parsort.whenComplete((result, throwable) -> System.arraycopy(result, 0,
array, from, result.length));
```

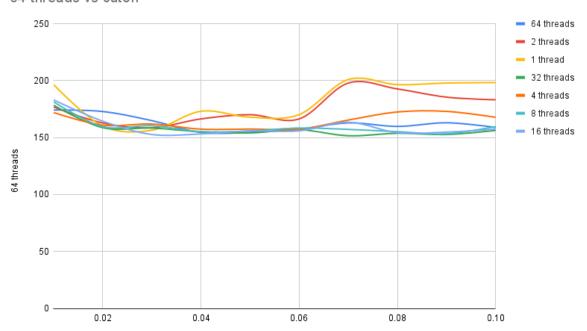
```
// System.out.println("# threads: " +
private static CompletableFuture<int[]> parsort(int[] array, int from, int to) {
    return CompletableFuture.supplyAsync(
                System.arraycopy(array, from, result, 0, result.length);
```

Observations: Excel Sheet and Graphs

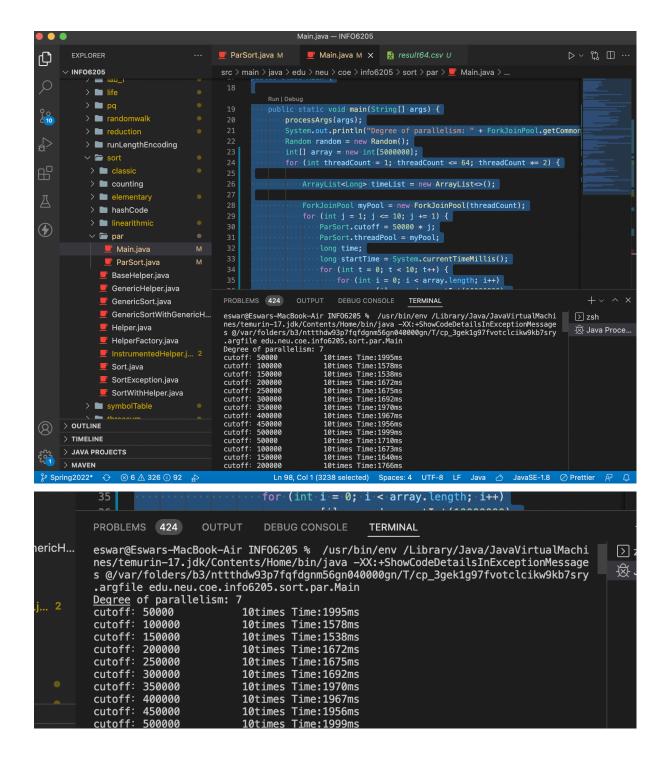
avg	64 threads	32 threads	16 threads	8 threads	4 threads	2 threads	1 thread	cutoff
180.3428	timoudo	till oddo	unoudo	o umoudo	7 1111 0000	2 11110000	- unoud	Julion
571	174.2	178.4	183.1	181.4	172	176.8	196.5	0.01
162.7714 286	172.9	158.7	164.4	159.6	160.9	162.8	160.1	0.02
159.0571 429	164.9	158.4	152.7	160.4	161.9	158.6	156.5	0.03
159.2714 286	154.5	155.1	153.2	155.2	157.4	166.4	173.1	0.04

0.05	167.9	170.1	157.5	155.8	155.9	154.1	154.6	159.4142 857
0.06	170.2	166.4	157.4	158.4	155.9	156.9	157.3	160.3571 429
0.07	201	197.9	165.4	157.2	163.5	151.6	162.9	171.3571 429
0.08	196.5	192.7	172.5	155.2	154.3	153.8	159.8	169.2571 429
0.09	197.9	185.5	173	153.3	154.8	152.7	163	168.6
0.1	198.3	183.2	167.8	159.7	157.4	156.3	158.9	168.8
Min Time	156.5	158.6	157.4	153.3	152.7	151.6	154.5	159.0571 429
Max Time	201	197.9	173	181.4	183.1	178.4	174.2	180.3428 571
Avg Time	181.8	176.04	164.58	159.62	159.52	157.6	162.3	

64 threads vs cutoff



Screenshots:



Observations:

- 1. Without cutoff, a 32 threads performs better with 157.6 ms time
- 2. 0.03 is the best cut off when number of threads are not considered with 159.06 ms time
- The best performance is given by 32 threads with 0.07 cut off val with time of 151.6 ms