

INFO6205 Assignment 5 (Parallel Sorting)

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Repository: <https://github.com/fengb3/INFO6205>

Output result

the console output looks like this

Array Size: 2000000

Thread Count: 1

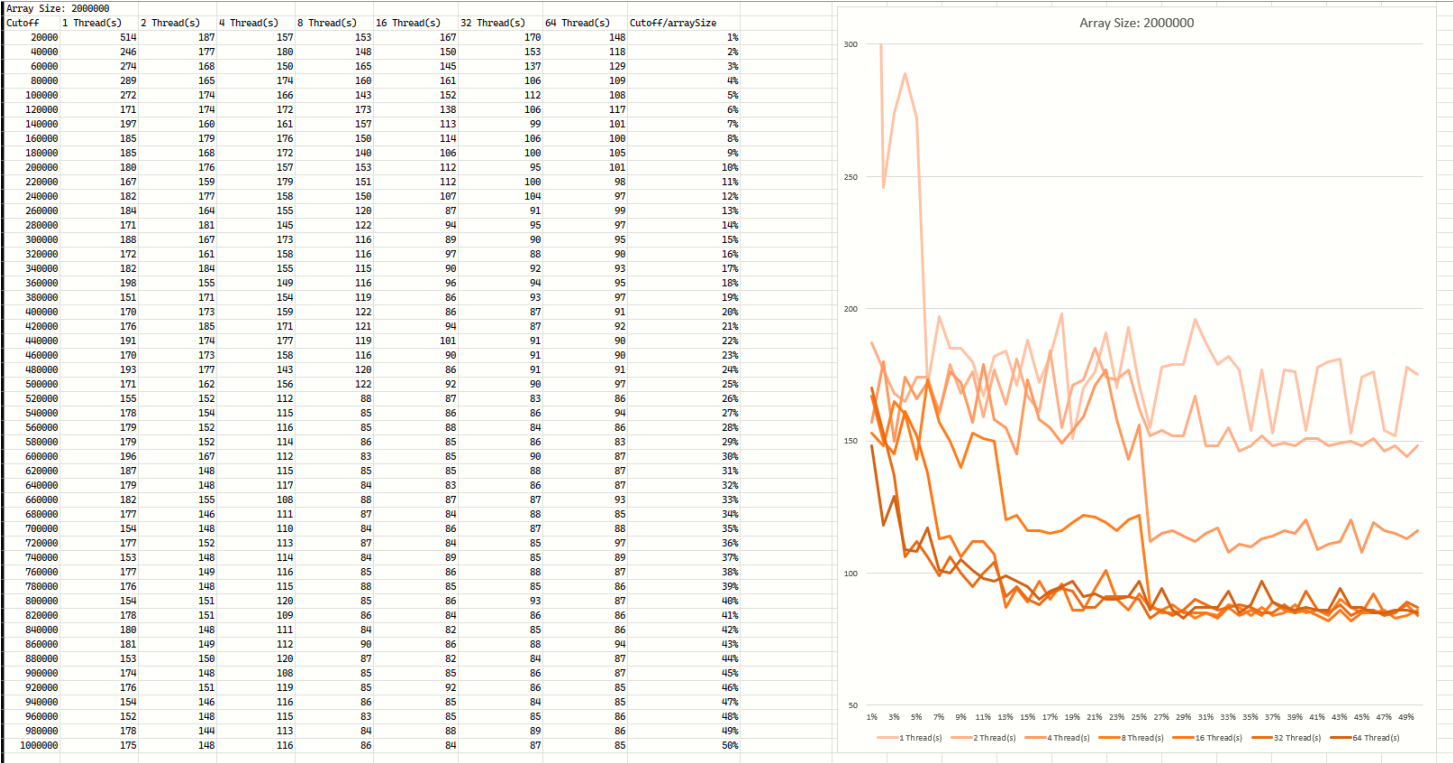
cutoff: 20000	10 times, time usage: 514
cutoff: 40000	10 times, time usage: 246
cutoff: 60000	10 times, time usage: 274
cutoff: 80000	10 times, time usage: 289
cutoff: 100000	10 times, time usage: 272
cutoff: 120000	10 times, time usage: 171
cutoff: 140000	10 times, time usage: 197
cutoff: 160000	10 times, time usage: 185
cutoff: 180000	10 times, time usage: 185
cutoff: 200000	10 times, time usage: 180
cutoff: 220000	10 times, time usage: 167
cutoff: 240000	10 times, time usage: 182
cutoff: 260000	10 times, time usage: 184
cutoff: 280000	10 times, time usage: 171
cutoff: 300000	10 times, time usage: 188
cutoff: 320000	10 times, time usage: 172
cutoff: 340000	10 times, time usage: 182
cutoff: 360000	10 times, time usage: 198
cutoff: 380000	10 times, time usage: 151
cutoff: 400000	10 times, time usage: 170
cutoff: 420000	10 times, time usage: 176
cutoff: 440000	10 times, time usage: 191
cutoff: 460000	10 times, time usage: 170
cutoff: 480000	10 times, time usage: 193
cutoff: 500000	10 times, time usage: 171
cutoff: 520000	10 times, time usage: 155
cutoff: 540000	10 times, time usage: 178
cutoff: 560000	10 times, time usage: 179
cutoff: 580000	10 times, time usage: 179
cutoff: 600000	10 times, time usage: 196
cutoff: 620000	10 times, time usage: 187
cutoff: 640000	10 times, time usage: 179
cutoff: 660000	10 times, time usage: 182
cutoff: 680000	10 times, time usage: 177
cutoff: 700000	10 times, time usage: 154
cutoff: 720000	10 times, time usage: 177
cutoff: 740000	10 times, time usage: 153
cutoff: 760000	10 times, time usage: 177
cutoff: 780000	10 times, time usage: 176
cutoff: 800000	10 times, time usage: 154
cutoff: 820000	10 times, time usage: 178
cutoff: 840000	10 times, time usage: 180
cutoff: 860000	10 times, time usage: 181
cutoff: 880000	10 times, time usage: 153
cutoff: 900000	10 times, time usage: 174
cutoff: 920000	10 times, time usage: 176
cutoff: 940000	10 times, time usage: 154

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cutoff: 960000 10 times, time usage: 152
cutoff: 980000 10 times, time usage: 178
cutoff: 1000000 10 times, time usage: 175
Thread Count: 2
cutoff: 20000 10 times, time usage: 187
cutoff: 40000 10 times, time usage: 177
cutoff: 60000 10 times, time usage: 168
cutoff: 80000 10 times, time usage: 165
cutoff: 100000 10 times, time usage: 174
cutoff: 120000 10 times, time usage: 174
cutoff: 140000 10 times, time usage: 160
cutoff: 160000 10 times, time usage: 179
cutoff: 180000 10 times, time usage: 168
cutoff: 200000 10 times, time usage: 176
cutoff: 220000 10 times, time usage: 159
cutoff: 240000 10 times, time usage: 177
cutoff: 260000 10 times, time usage: 164
```

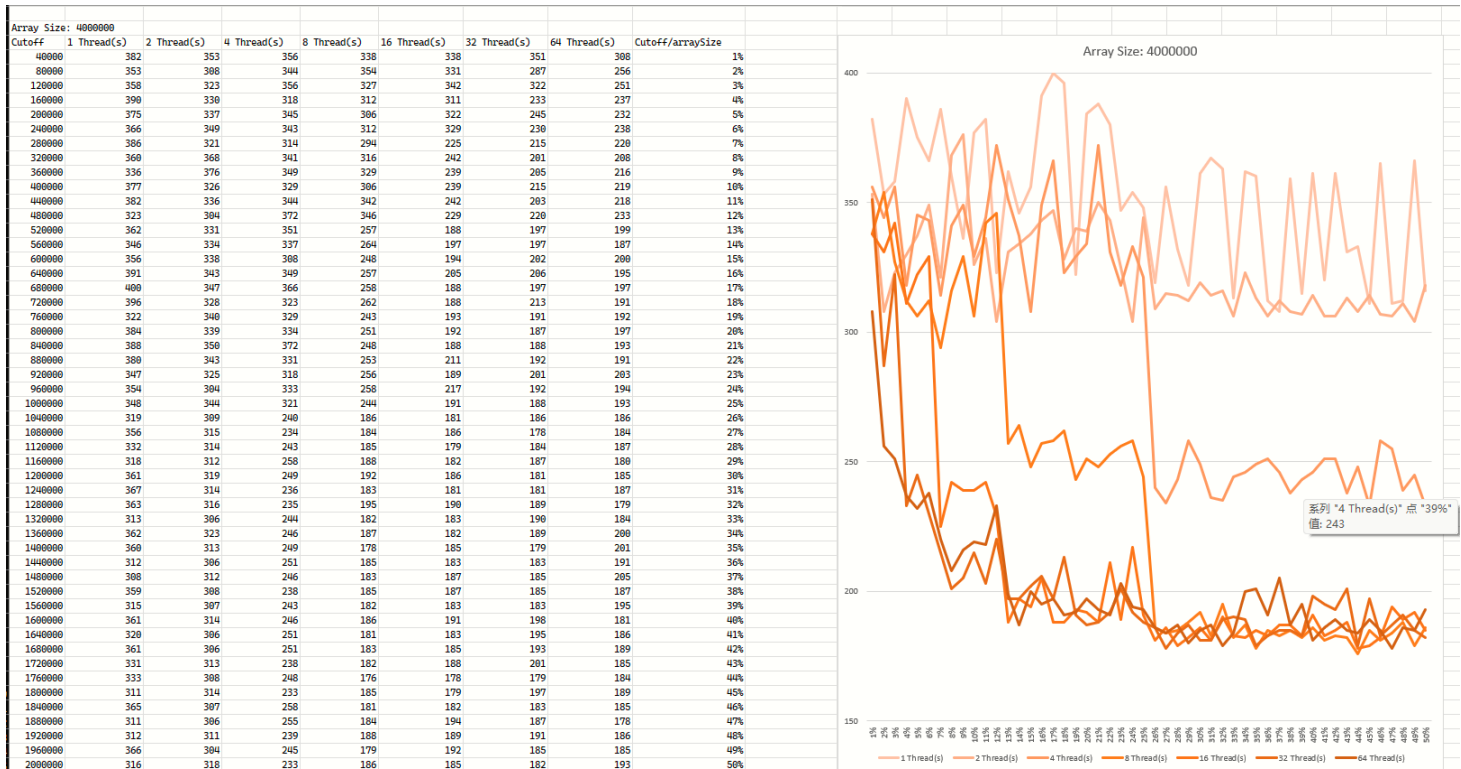
Graph

I try 5 different value for size of array (2 million to 10 million). The cutoff value increasing based on the percentage of array size.

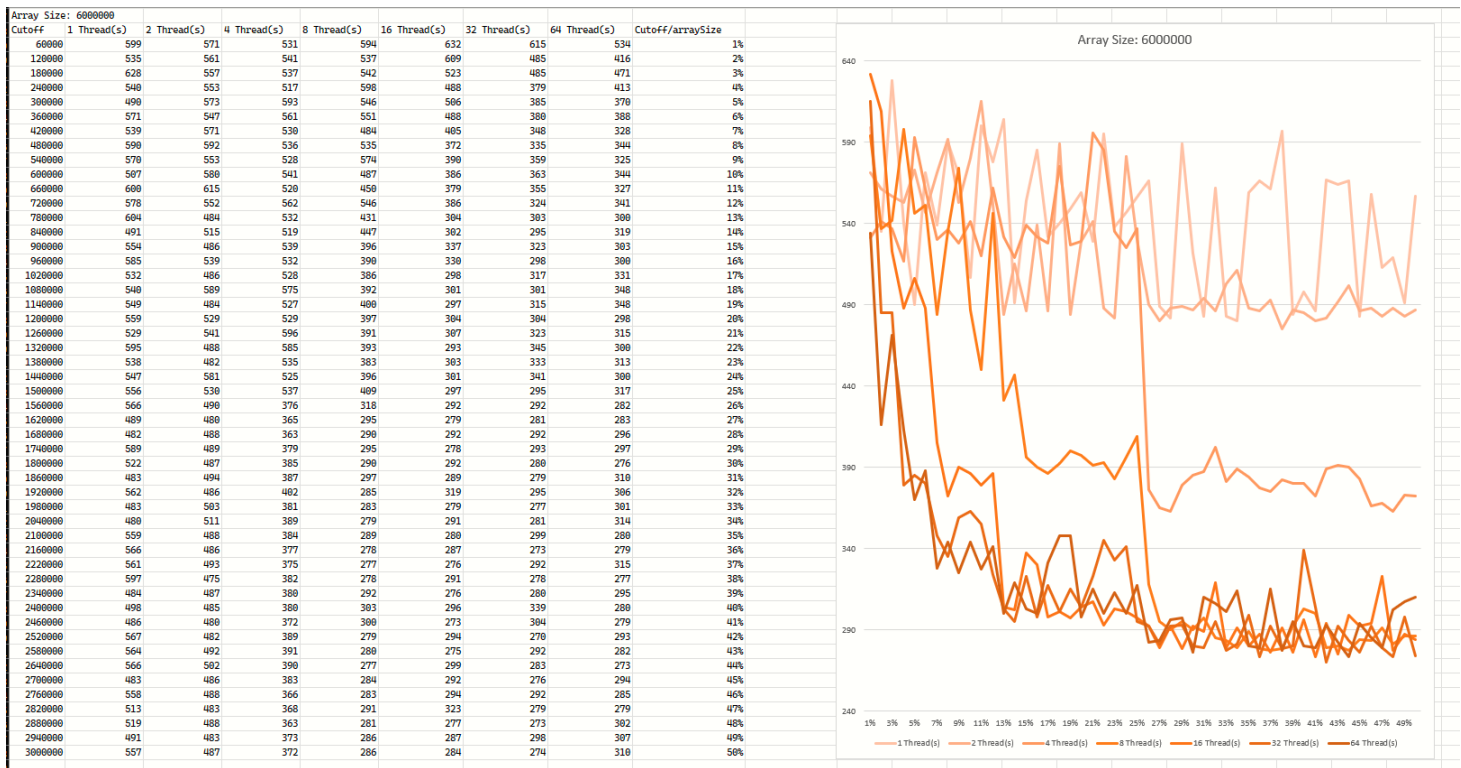
Array Size 2,000,000



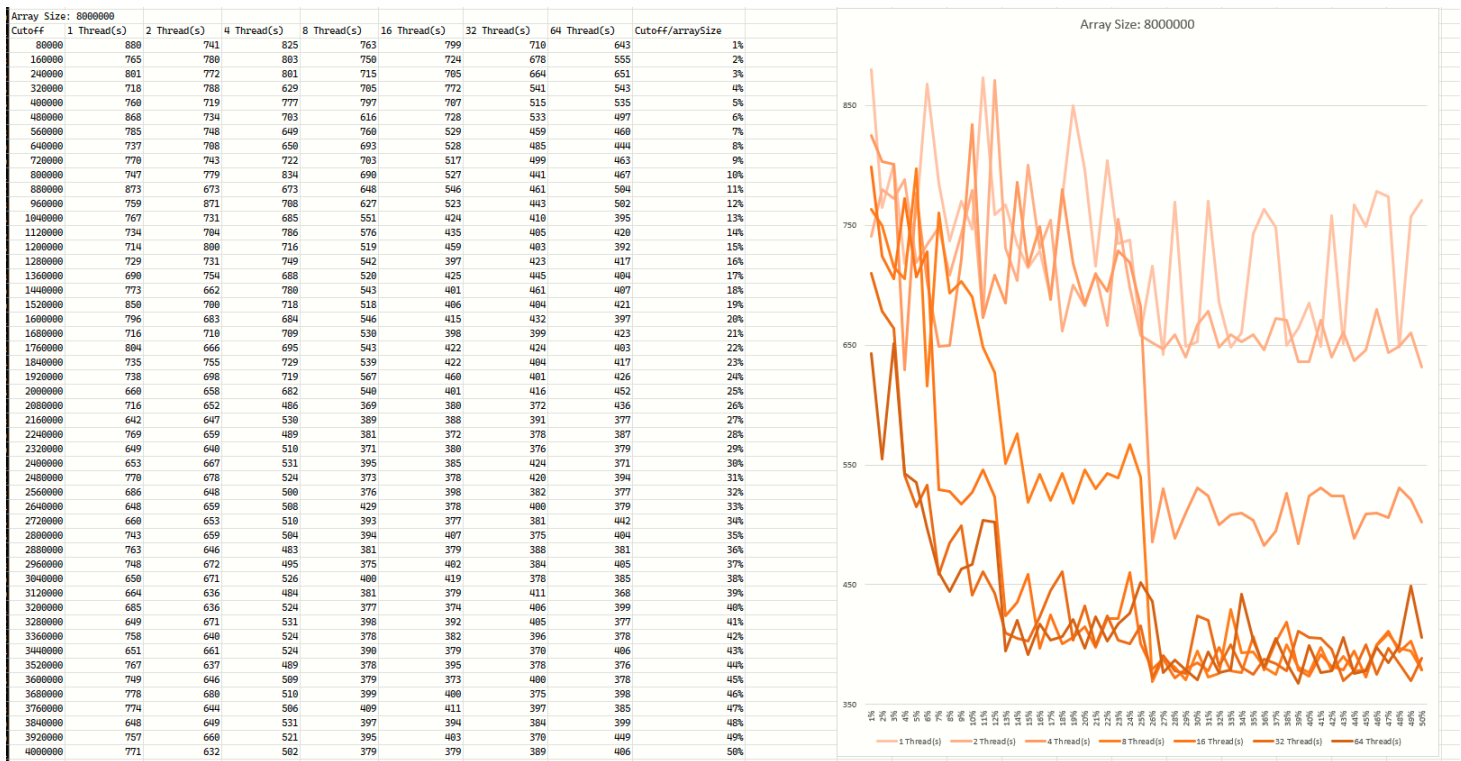
Array Size 4,000,000



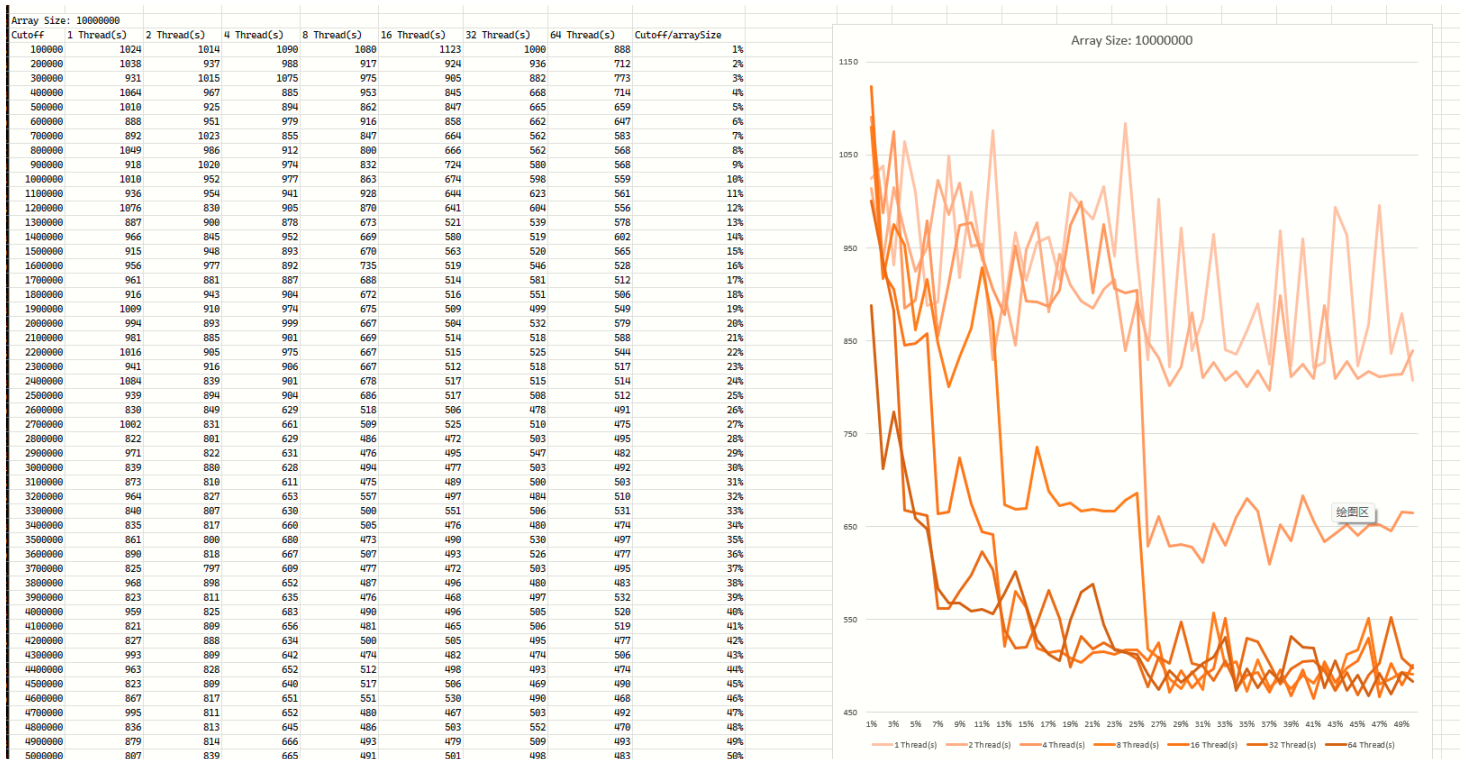
Array Size 6,000,000



Array Size 8,000,000



Array Size 10,000,000



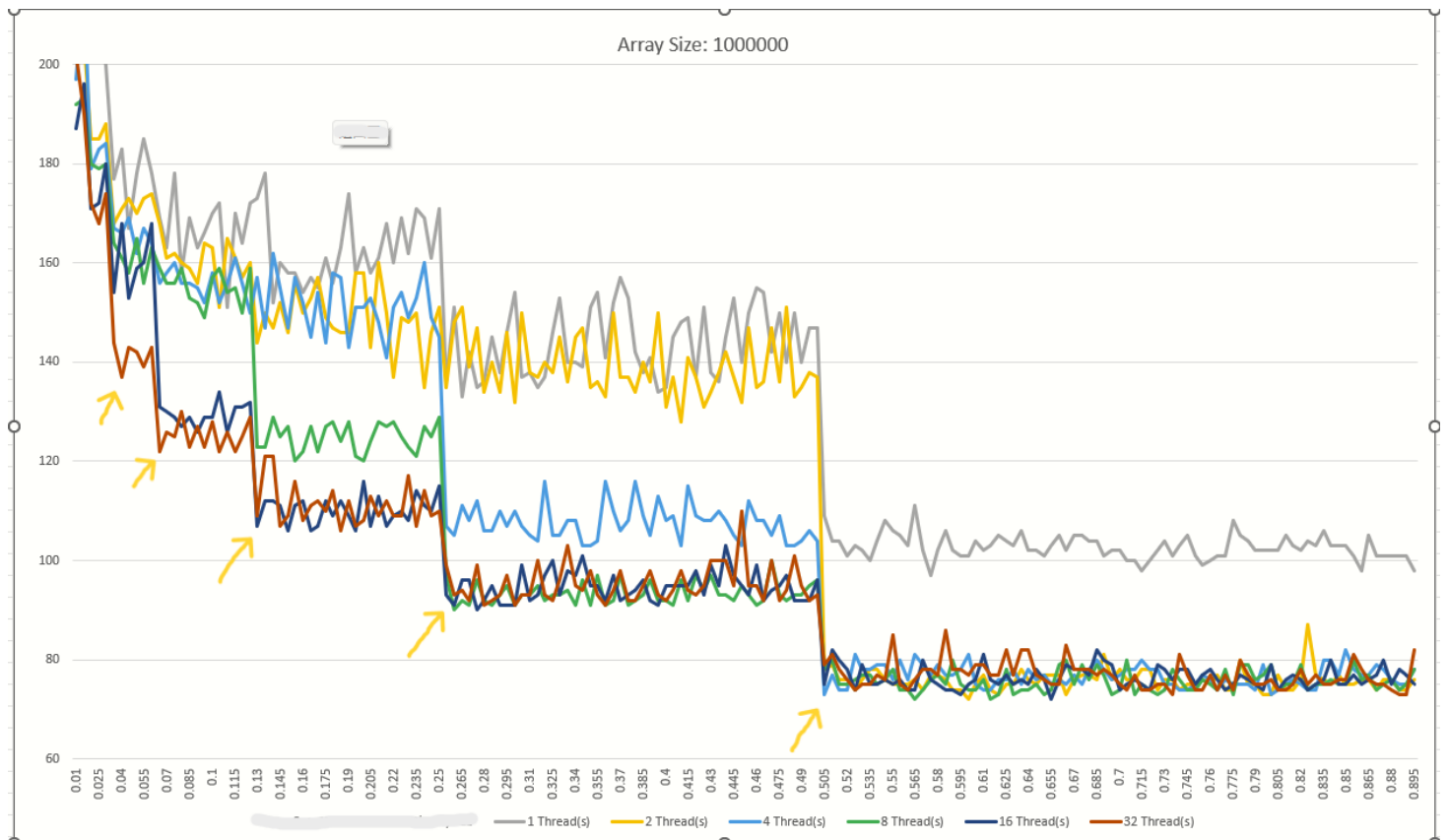
Observation

In the chart above, we can see the cutoff value is above 25% of arraysized, the parallel sorting proformance better than cutoff value smaller than 25% of arraysized.

For number of threads, it seems that the more threads we have the faster the algorithm sort the array.
For threads number more than 16, there is no obvious difference.

More Observation

Then I try to extent the percentage of array size as cutoff value (1% - 90%) to see how cutoff value effect sorting speed.



In some intervals of cutoff values, the sorting time tends to be stable.

(50% - 100%], (25% - 50%], (12.5% - 25%], (6.25%, -12.5%] ...

in generally, this interval is $(\frac{1}{(n+1)^2}, \frac{1}{n}]$ where $n = 2, 3, 4...etc$

The larger n , the lower the efficiency of sorting. When the cutoff value is greater than 50% of the array size, the sorting efficiency is the highest and tends to be stable.

Multithreading is always more efficient than single threading. When the number of threads is greater than or equal to 2, the increase of threads will bring more obvious improvement when the cutoff value is lower. As the cutoff value increases, the improvement brought by increasing the number of threads is not obvious

Conclusion

Since we are using a merge sort strategy, this strategy requires dividing the array into halves. The number of dividing operation depends on the cutoff value. This results in increasing the dividing operation to n times when the cutoff is less than $1/n^2$, where $n \geq 2$. This is why the sorting time is different between the previously mentioned intervals

When the cutoff value is smaller, in an other word when there are more partitions. Using more threads results in significant performance gains. However, whenever two adjacent partition are sorted and merged, some threads will be idle and not participate in the rest of the sorting. So when the cutoff value is too small, the sorting efficiency is low.

Since our algorithm will split the array into two parts at least once. when the cutoff value is large, there will be two threads participating in the sorting, and the remaining threads will be idle, which will result in when the cutoff is greater than 50% of the array size, no matter how many threads we set, the algorithm efficiency are not improved.

For parallel sorting, the best strategy is to **set the cutoff value greater than 50% of the array size, and use two threads.**

possible improvement

make those idle threads participate in soring rest of the array.