Program Structures & Algorithms Spring 2022

Assignment No. 4

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Task

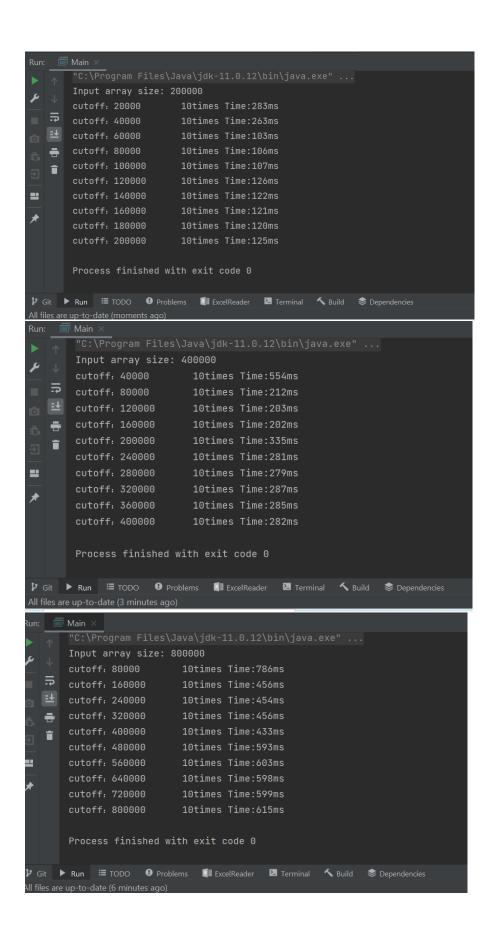
- A cutoff (defaults to, say, 1000) which you will update according to the first argument in the command line when running. It's your job to experiment and come up with a good value for this cutoff. If there are fewer elements to sort than the cutoff, then you should use the system sort instead.
- Recursion 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).
- An appropriate combination of these.

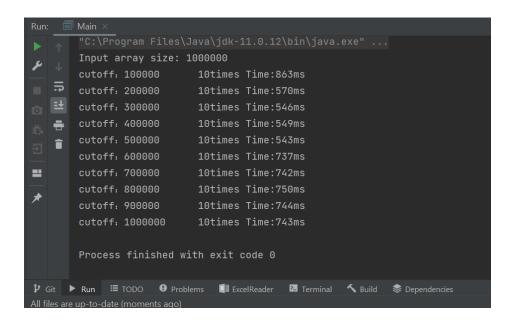
• Output screenshot

Approach 1 (based on cut offs)

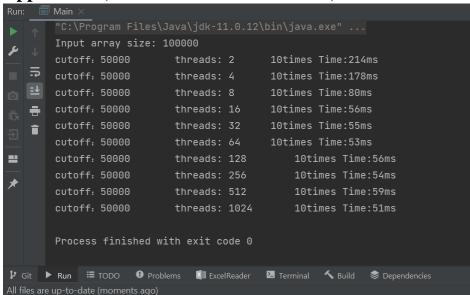
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### Main ×

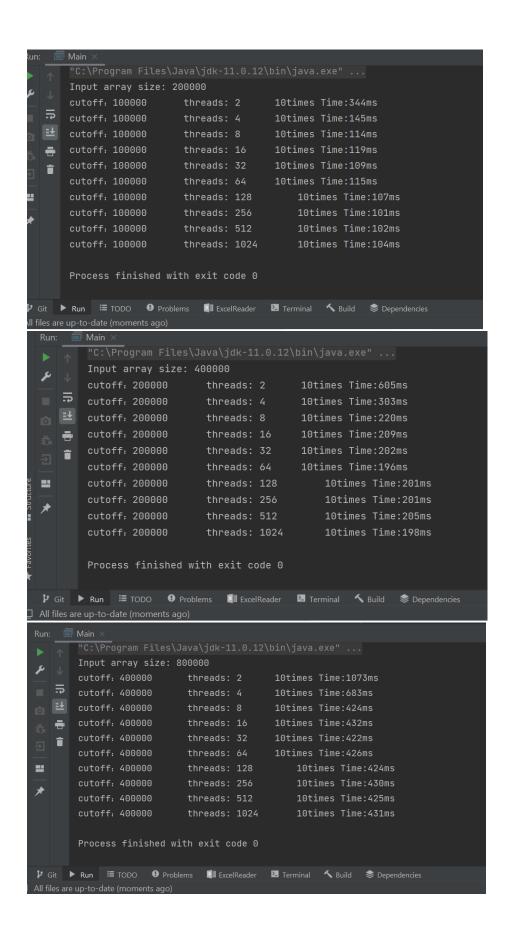
| "C:\Program Files\Java\jdk-11.0.12\bin\java.exe" ...
| Input array size: 100000 | 10times Time:226ms | 10times Time:118ms | 10times Time:108ms | 10times Time:49ms | 10times Time:47ms | 10times Time:47ms | 10times Time:56ms | 10times Time:56ms | 10times Time:55ms | 10times Time:55ms | 10times Time:57ms | 10times Time:57ms | 10times Time:58ms | 10times Time:62ms | 10times Time:75ms | 10time
```

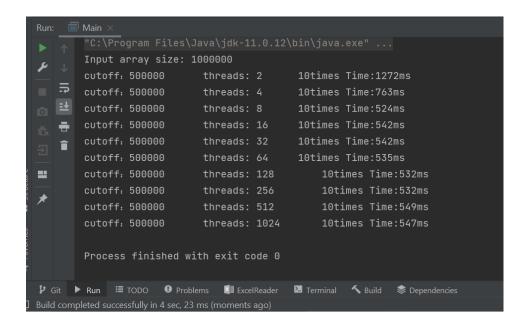




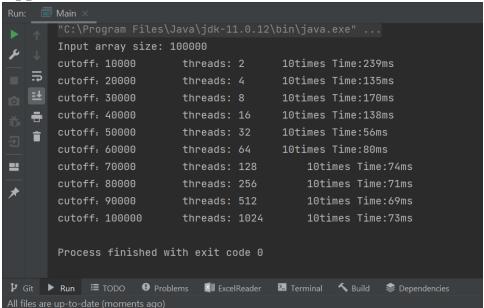
Approach 2 (based on number of threads)

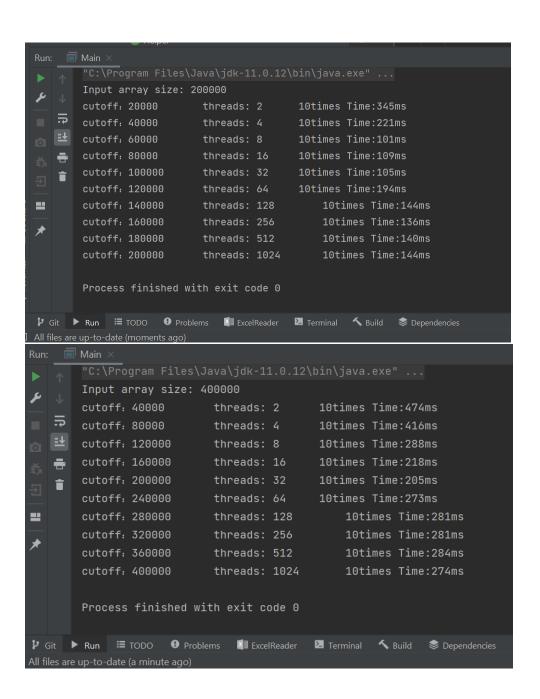


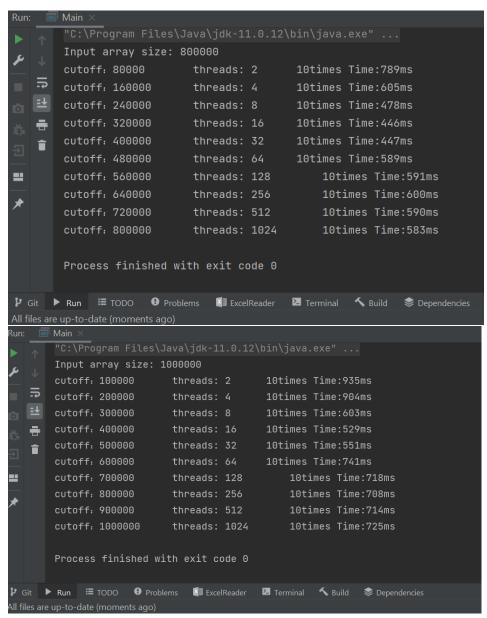




Approach 3 (based on cut off and threads)







• Relationship Conclusion

1. Parallel sort based merely on cut off

Assuming the input array size is sufficiently large, with 5 different input array size, with the number of cut off increasing, according to the screenshots in Approach1, we can see that the consuming time can be least when the number of cut offs equals to the half of the array size. Also, there is a trend that when the cut off increase approaches to the half of the array size, the consuming time becomes less, when the cut off more than a half of the array size, the consuming time increase again.

2. Parallel sort based on threads

From the first approach, we conclude that when the number of cut offs equals to the half of the input array size, the consuming time is the least, and we take half of the array size as our cut off value and make it fixed in this approach. We can see from the screenshots in approach 2 that with the input array size increasing, the number of threads we need to get the least consuming time become less.

3. Parallel sort based on threads and cut off
In this approach, we make number of threads and cut off as variables. From
the screenshot in Approach 3, the least consuming time occurs
approximately when the number of cut off equals to the half of the input
array size and the thread number is 32.