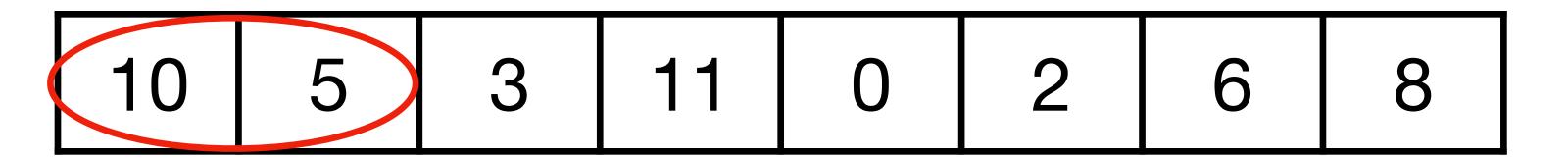
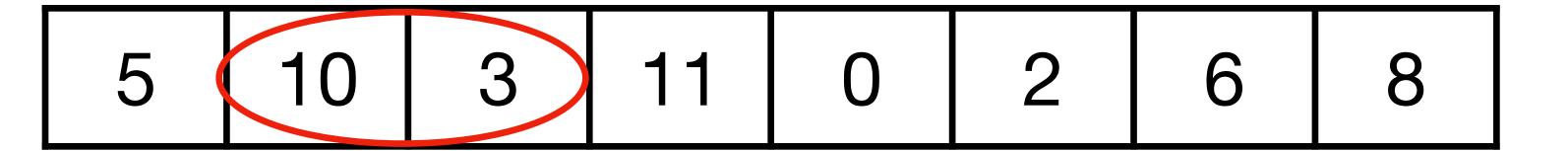
Bubble Sort

Kartik Gopalan

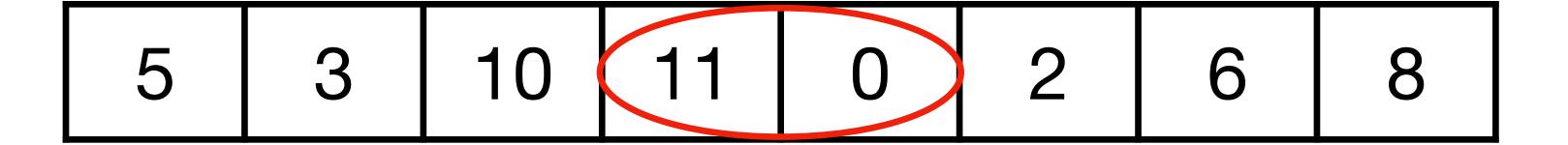
10	5	3 11	0	2	6	8
----	---	------	---	---	---	---

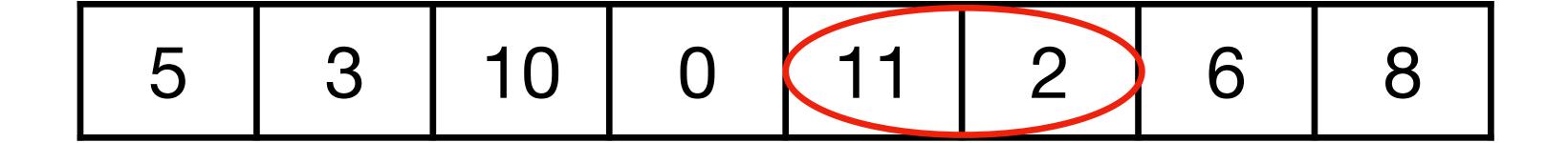
Compare and Swap

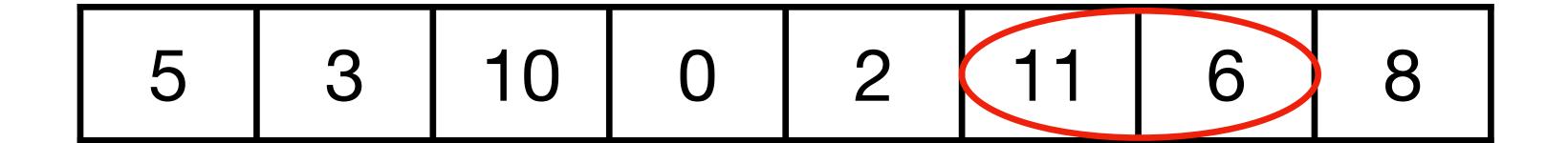




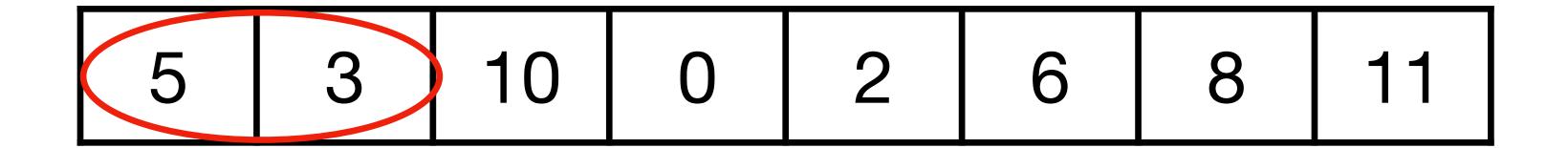
5 3 10 11 0 2 6 8

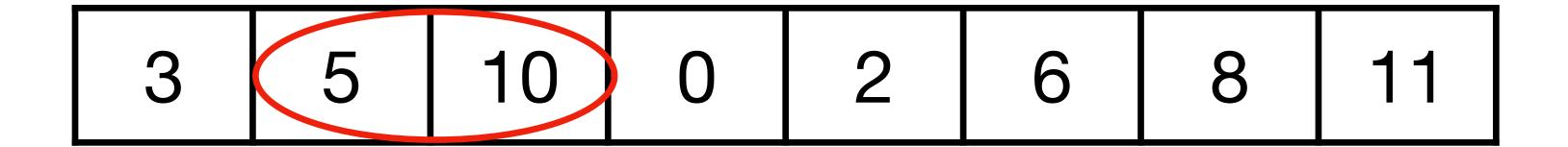




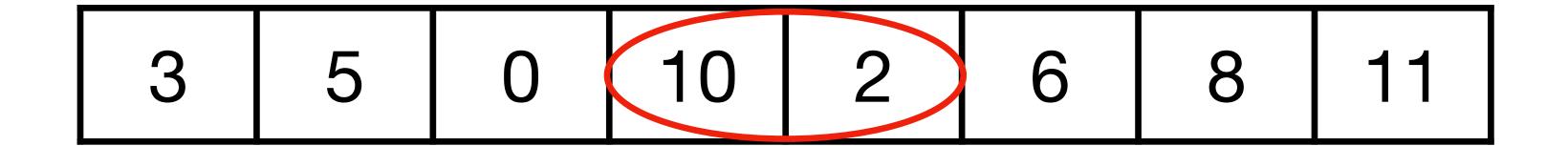


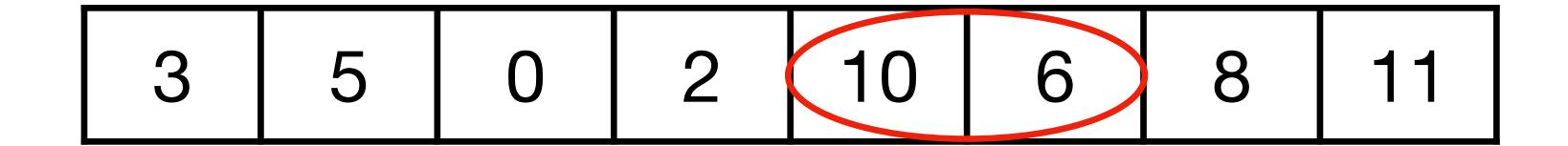
5 3 10 0 2 6 11 8

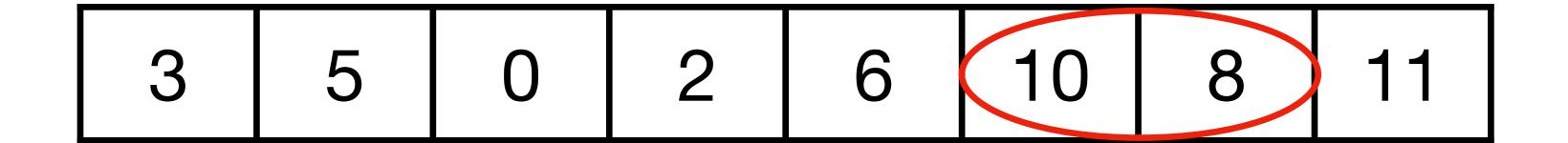


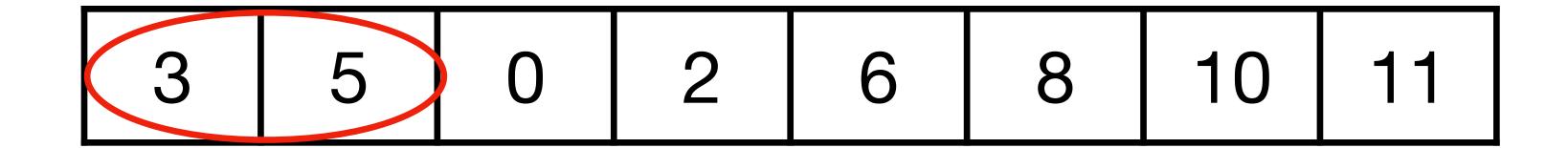


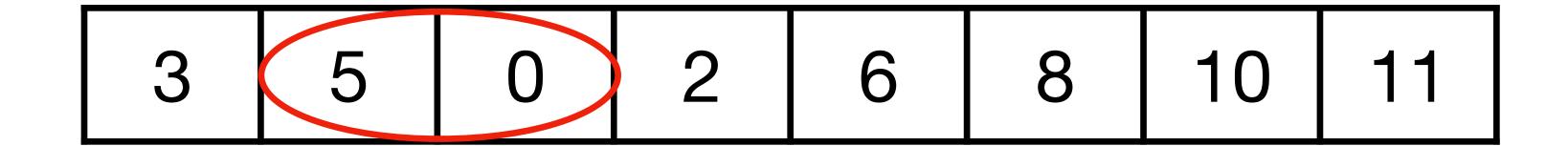


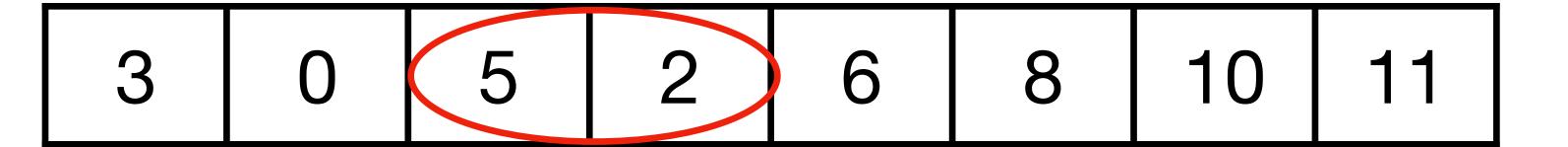


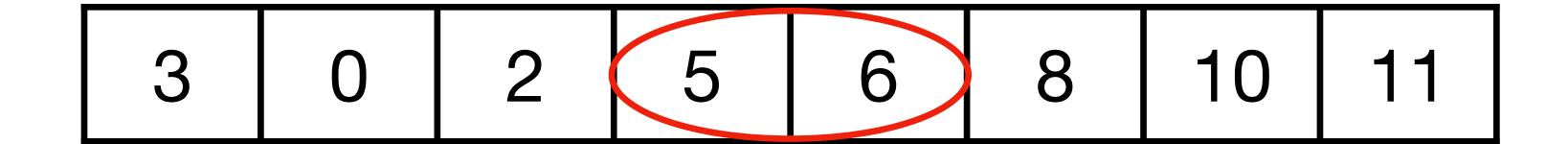




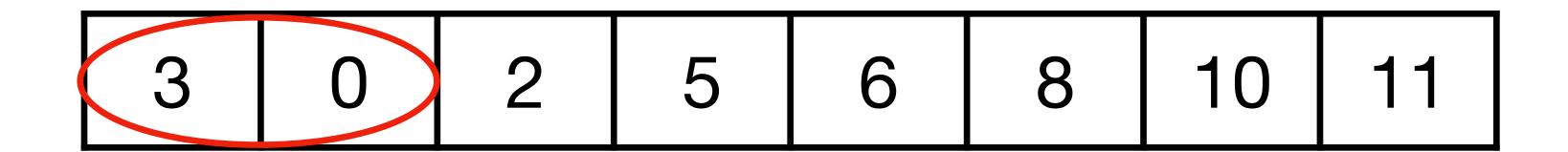






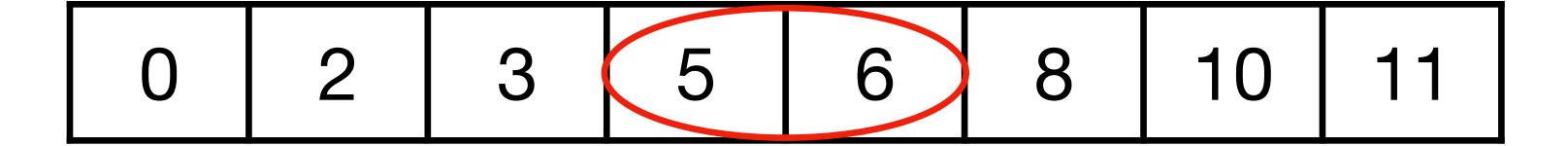


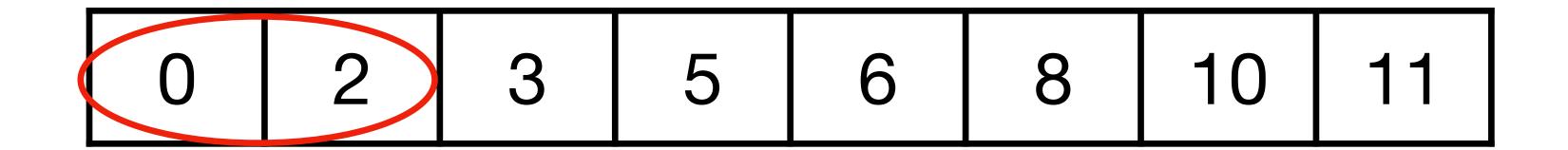


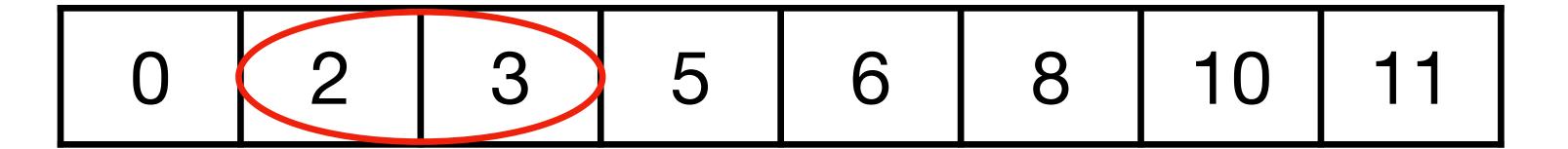


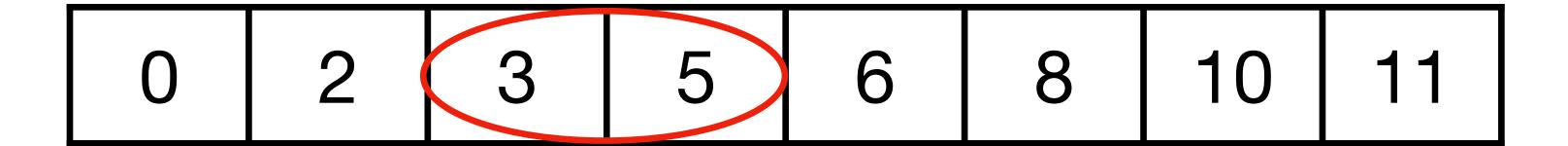


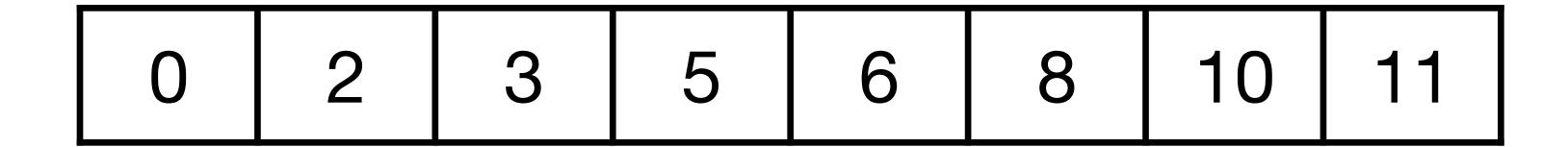










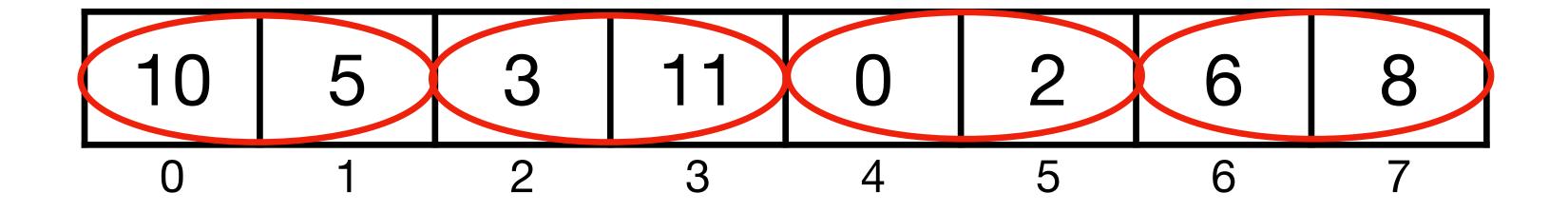


No swaps in the last round.

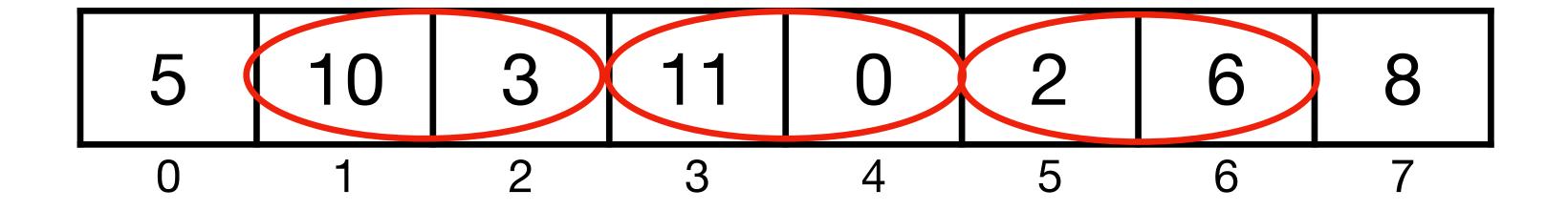
Sorted!

Stop.

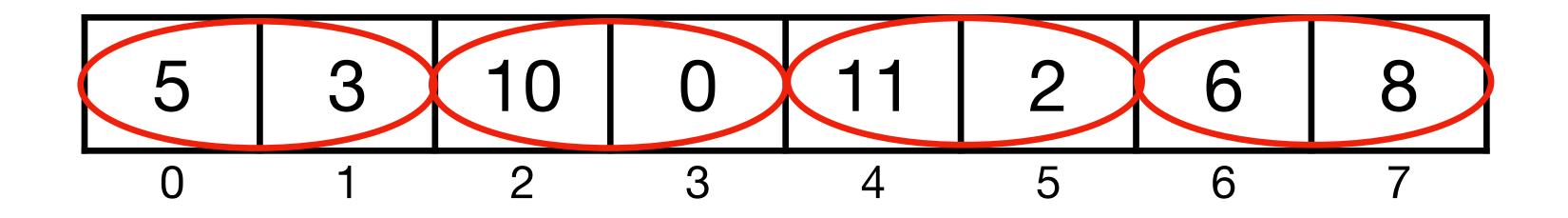
Compare and swap even pairs (sequentially)



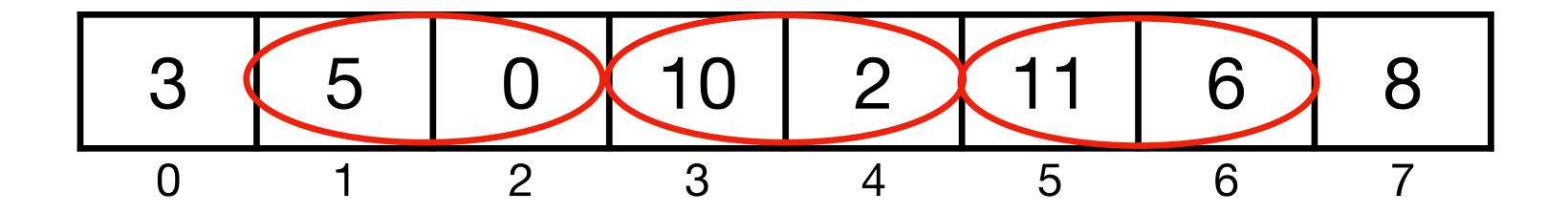
Compare and swap odd pairs (sequentially)



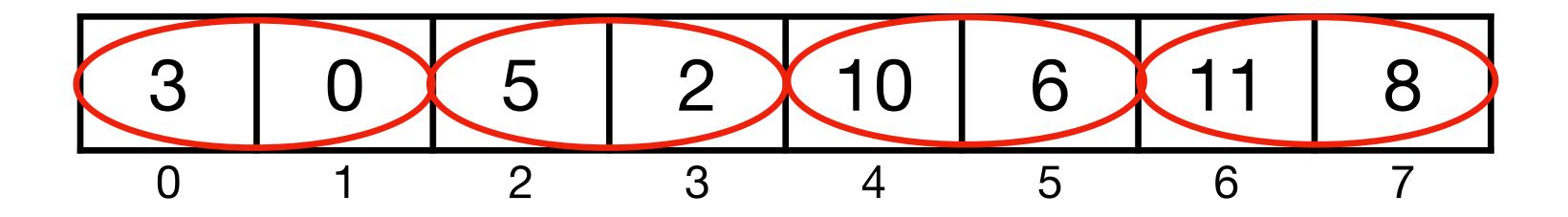
Even pairs



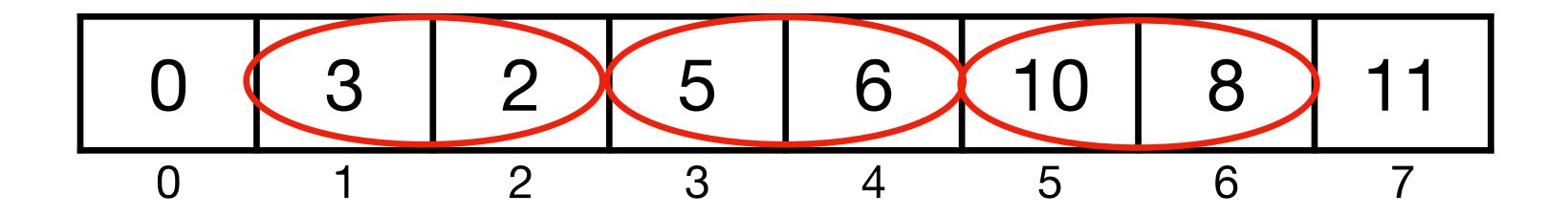
Odd pairs



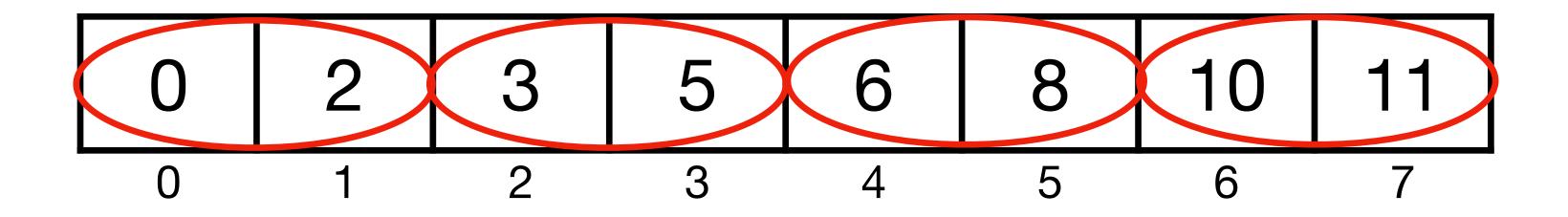
Even pairs



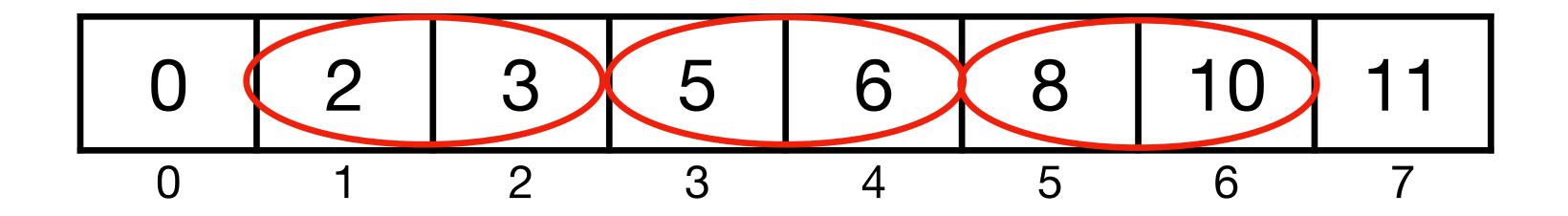
Odd pairs

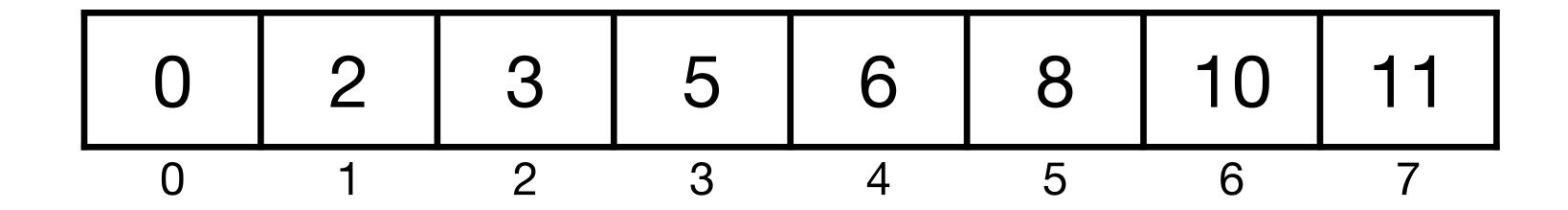


Even pairs



Odd pairs





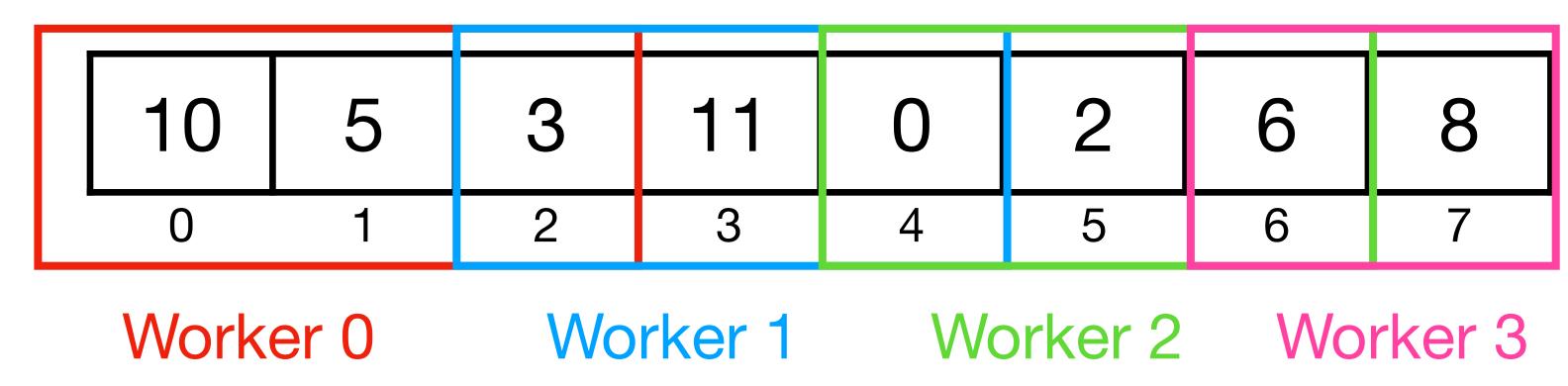
No swaps in the last two rounds.

Sorted!

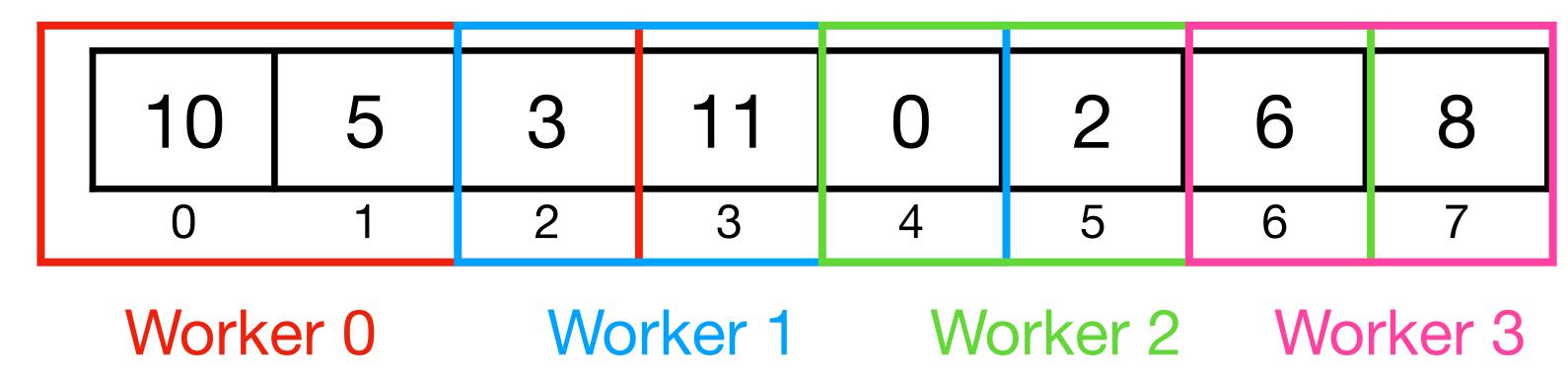
Stop.

Parallel Even-Odd Pass Bubble Sort

Concurrent worker processes operate on overlapping segments of the array

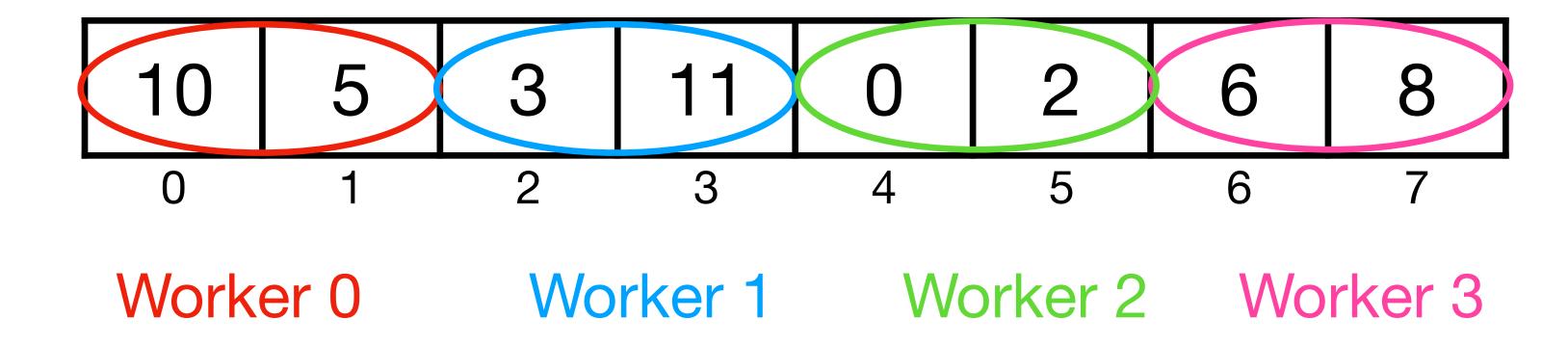


Concurrent worker processes operate on overlapping segments of the array

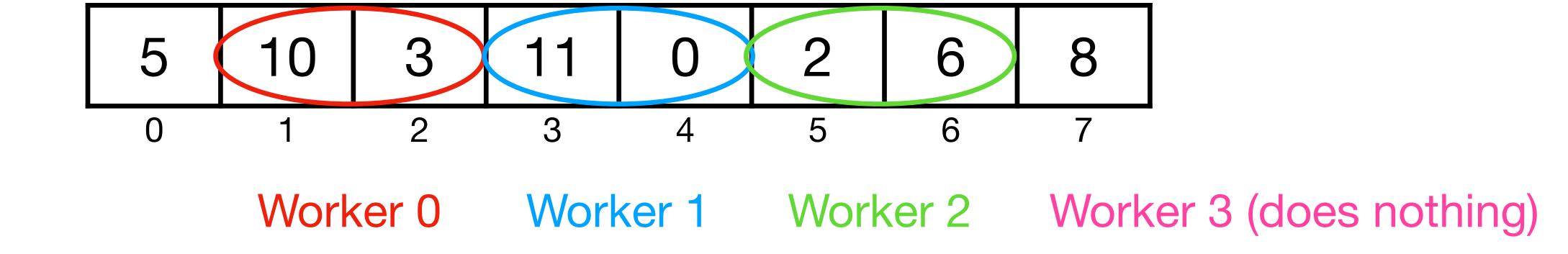


Each worker does the following on its range

- Barrier (pass == even)
- Even pass bubbling
- Barrier (pass == odd)
- Odd pass bubbling



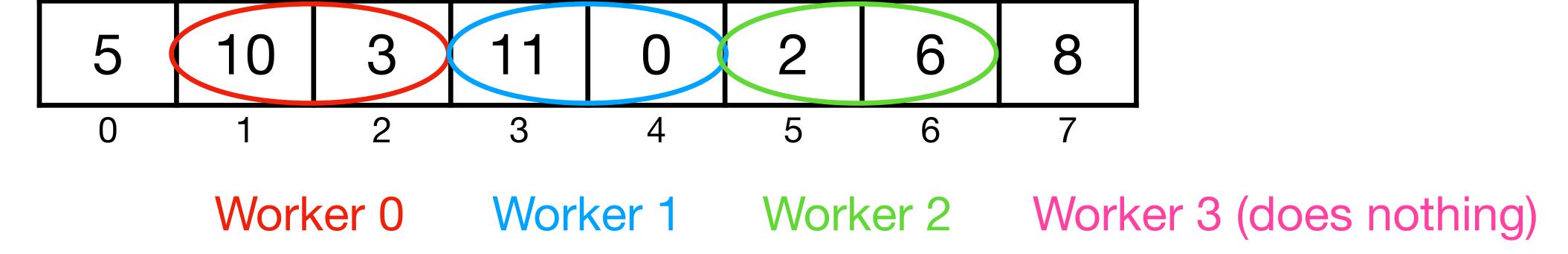
- Barrier (pass == even)
- Even pass bubbling



- Barrier (pass == odd)
- Odd pass bubbling

And so forth as before...

....but in parallel



Barrier is simply a busy while loop checking for a condition

```
barrier( condition )
{
    while(!condition);
}
```