

# HPC

## Experiment 3

### Bubble Sort (Serial and Parallel)

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#### Code:

##### **Bubble:**

```
#include <stdio.h>
#include <stdlib.h>
#include <stdint.h>
#include <time.h>

void swap(int32_t *, int32_t *);
int32_t bubble_sort(int32_t *, uint32_t);

int32_t main() {
    int32_t *arr;
    uint32_t i = 0, N = 0;

    srand(time(NULL));
    do {
        printf("What should the size of array be?\nSize: ");
        scanf("%d", &N);
    } while(N <= 0);

    arr = (int32_t *) malloc(N * sizeof(int32_t));

    while(i < N) {
        arr[i++] = rand();
    }

    bubble_sort(arr, N);

    for(i = 0; i < N; i++)
        printf("%d ", arr[i]);

    return 0;
}

void swap(int32_t *a, int32_t *b) {
    *a = *a ^ *b;
    *b = *a ^ *b;
```

```

*a = *a ^ *b;

return;
}

int32_t bubble_sort(int32_t *arr, uint32_t N) {
    if(arr == NULL) {
        printf("Reference to null.");
        return 1;
    }

    for (int32_t i = 0; i < N; i++) {
        for(int32_t j = i+1; j < N; j++) {
            if(*(arr+i) > *(arr+j)) {
                swap(arr+i, arr+j);
            }
        }
    }

    return 0;
}

```

### Brick sort:

```

#include <stdio.h>
#include <omp.h>
#include <stdint.h>
#include <stdlib.h>
#include <time.h>
#include <stdbool.h>

int32_t brick_sort(int32_t *, uint32_t);
int32_t print_arr(int32_t *, uint32_t);
uint32_t swap(int32_t *, int32_t *);

uint32_t main(void) {
    uint32_t N = 0;
    uint32_t i = 0;
    int32_t *arr = NULL;
    srand(time(NULL));

    do {
        printf("What should the size of array be?\nSize: ");
        scanf("%d", &N);
    }while(N <= 0);
}

```

```

arr = (int32_t *) malloc(N * sizeof(int32_t));

while(i < N) {
    arr[i++] = rand();
}
brick_sort(arr, N);
print_arr(arr, N);

return 0;
}

```

```

int32_t print_arr(int32_t *arr, uint32_t N) {
    uint32_t i = 0;
    if(arr == NULL) {
        return 1;
    }

    while(i < N)
        printf("%d ", *(arr+i++));

    return 0;
}

```

```

uint32_t swap(int32_t *a, int32_t *b) {
    *a = *a ^ *b;
    *b = *a ^ *b;
    *a = *a ^ *b;
}

```

```

int32_t brick_sort(int32_t *arr, uint32_t N) {
    bool sorted = false;
    uint32_t i = 0;

    if(arr == NULL) {
        return 1;
    }

    while(!sorted) {
        sorted = true;
        #pragma omp for
        for (i = 1; i < N; i++) {
            if(arr[i] > arr[i + 1]) {
                swap(&arr[i], &arr[i+1]);
                sorted = false;
            }
        }
    }
}

```

```

    }
}

#pragma omp for
for (i = 0; i < N - 1; i++) {
    if(arr[i] > arr[i + 1]) {
        swap(&arr[i], &arr[i+1]);
        sorted = false;
    }
}

return 0;
}

```

Output:

```

hp@localhost ~/l/M/T/HPC (main)> time ./e3_bubble_serial.out
What should the size of array be?
Size: 100000

```

```

hp@localhost ~/l/M/T/HPC (main)> time ./e3_brick_sort.out
What should the size of array be?
Size: 100000

hp@localhost ~/l/M/T/HPC (main)>

```

```
583804 2146586192 2146595846 2146610759 2146626821 2146677133 2146
64 2146971727 2147003352 2147009654 2147034525 2147044468 21470455
147398023 2147398778 2147399262 2147447880 2147458069 2147470459
```

---

|             |            |               |            |
|-------------|------------|---------------|------------|
| Executed in | 35.98 secs | fish          | external   |
| usr time    | 34.17 secs | 315.00 micros | 34.17 secs |
| sys time    | 0.01 secs  | 181.00 micros | 0.01 secs  |

```
hp@localhost ~/l/M/T/HPC (main)> █
```