

Quicksort Sort: Parallel Analysis

Toby Isaac

CSE 6230, Fall 2017

1 Pseudocode

Note that this is for quicksort as written when project 2 was assigned. Improvements are possible.

Algorithm 1: sortQuicksort(r, P, n, A)

Data: r is the process's rank;
 P is the number of processes (power of 2 in this pseudocode);
 n is the number of local keys (may differ between processes);
 A is the array of keys.
/* local sort with no special condition, $O(n \log_2 n)$ */
1 sortLocal(n, A, d)
2 if $P > 1$ then
3 $p \leftarrow \text{choosePivot}(r, P, n, A)$
 /* Binary search for where p fits between keys in A ($O \log_2 n$) */
4 $n_{\text{lo}}, n_{\text{hi}} \leftarrow \text{split}(n, A, p)$
5 $n_{\text{new}}, A_{\text{new}} \leftarrow \text{swapQuicksort}(r, P, n_{\text{lo}}, n_{\text{hi}}, A, d)$
6 sortQuicksort($r \bmod P/2, P/2, n_{\text{new}}, A_{\text{new}}$)
 /* A_{new} is sorted, but may have wrong size */
 /* repartition to restore original keys per process */
7 repartition($r, P, n_{\text{new}}, A_{\text{new}}, n, A_{\text{new}}$)

Algorithm 2: choosePivot(r, P, n, A)

Data: r is the process's rank;
 P is the number of processes (power of 2);
 n is the number of local keys (same on all processes);
 A is the array of keys.
1 if $r = 0$ then $p \leftarrow A[n/2]$;
 /* Broadcast is $O(\log_2 P)$ */
2 $p \leftarrow \text{Bcast}(p, 0, P)$
3 return p

Algorithm 3: swapQuicksort(r, P, n, A, d)

Data: r is the process's rank;
 P is the number of processes (power of 2);
 n_{lo} is the number of local keys less than or equal to the pivot;
 n_{hi} is the number of local keys greater than to the pivot;
 A is the array of keys.

```
/* Communicating partner in the other half */
1  $q \leftarrow r + P/2 \bmod P$ 
2 if  $r < q$  then
3    $n_{send}, A_{send} \leftarrow n_{hi}, A_{hi}$ 
4    $n_{keep}, A_{keep} \leftarrow n_{lo}, A_{lo}$ 
5 else
6    $n_{send}, A_{send} \leftarrow n_{lo}, A_{lo}$ 
7    $n_{keep}, A_{keep} \leftarrow n_{hi}, A_{hi}$ 
8  $R \leftarrow \text{Isend}(A_{send}, n_{send}, q)$ 
   /* New size unknown, can either get upper bound on possible buffer */
   /* or probe for message size, allocate buffer, and receive */
9  $A_{new}, n_{new} \leftarrow \text{Probe/Recv}(q)$ 
10 Wait( $R$ )
11 return  $n_{keep} + n_{recv}, [A_{keep}, A_{recv}]$ 
```

2 Runtime analysis

We want an expression for $T_q(n, p)$, the runtime of parallel quicksort in terms of n , the number of local keys, and P , the number of processes.

First the base case:

$$T_q(n, 1) = T_l(n) := T_{\text{localSort}}(n) \in O(n \log_2 n).$$

Then the recursive case:

$$\begin{aligned} T_q(n, P) = & T_l(n) + \\ & (T_{cp}(n, P) := T_{\text{choosePivot}}(n, P)) + \\ & (T_{spl}(n) := T_{\text{split}}(n)) + \\ & (T_{sq}(n, n_{new}, P) := T_{\text{swapQuicksort}}(n, n_{new}, P)) + \\ & T_q(n_{new}, P/2) + \\ & (T_{rp}(n, n_{new}, P) := T_{\text{repartition}}(n, n_{new}, P)) \end{aligned}$$

We are going to make some simplifying assumptions:

1. $T_l(n) = C_l n \log_2 n$
2. Since we assume in the code that $T_{cp}(n, P) \in O(\log_2 P)$, we will assume that it is independent of n , and $T_{cp}(n, P) = C_{cp} \log_2 P$.

3. $T_{spl}(n) = C_{spl} \log_2 N$.
4. $T_{sq}(n, n_{\text{new}}, P) = C_{sq}^0 + C_{sq}^1 \max\{n, n_{\text{new}}\}$, where we include the constant term because we think that latency may be important.
5. We will ignore T_{rp} for the current analysis and come back to it later.
6. We will assume that, based on the quality of the pivot, the largest value of n_{new} over all processes grows by some factor $1 \leq \theta < 2$ at each iteration, so we will use $n_{\text{new}} = \theta n$. For example, I think that if the starting keys are uniformly random, and the pivot is chosen uniformly randomly over all keys, we would have $\theta = 3/2$.

Then

$$T_q(n, P) = C_l n \log_2 n + C_{cp} \log_2 P + C_{spl} \log_2 n + C_{sq}^0 + C_{sq}^1 \theta n + T_q(\theta n, P/2).$$

Expanding this recurrence:

$$\begin{aligned} T_q(n, P) &= C_l n \log_2 n + C_{cp} \log_2 P + C_{spl} \log_2 n + C_{sq}^0 + C_{sq}^1 n + \\ &\quad C_l \theta n \log_2(\theta n) + C_{cp} \log_2 P/2 + C_{spl} \log_2(\theta n) + C_{sq}^0 + C_{sq}^1 \theta n + \\ &\quad C_l \theta^2 n \log_2(\theta^2 n) + C_{cp} \log_2 P/4 + C_{spl} \log_2(\theta^2 n) + C_{sq}^0 + C_{sq}^1 \theta^2 n + \\ &\quad \vdots \\ &\quad C_l \theta^{\log_2 P - 1} n \log_2(\theta^{\log_2 P - 1} n) + C_{cp} \log_2 2 + C_{spl} \log_2(\theta^{\log_2 P - 1} n) + C_{sq}^0 + C_{sq}^1 \theta^{\log_2 P - 1} n + \\ &\quad C_l \theta^{\log_2 P} n \log_2(\theta^{\log_2 P} n). \end{aligned}$$

Let us introduce to terms in θ and $\log_2 P$,

$$\begin{aligned} S_1(\theta, \log_2 P) &:= \sum_{i=0}^{\log_2 P} \theta^i = \frac{\theta^{\log_2 P + 1} - 1}{\theta - 1}, \\ S_2(\theta, \log_2 P) &:= \log_2 \theta \sum_{i=0}^{\log_2 P} i \theta^i. \end{aligned}$$

Then we can write the expansion of $T_q(n, P)$ as

$$\begin{aligned} T_q(n, P) &= C_l (S_1(\theta, P) n \log_2 n + S_2(\theta, P) n) + C_{cp} \frac{1}{2} (\log_2^2 P + \log_2 P) + \\ &\quad C_{spl} (\log_2 n \log_2 P + \log_2 \theta \frac{1}{2} (\log_2 P - 1) \log_2 P) + \\ &\quad C_{sq}^0 \log_2 P + C_{sq}^1 S_1(\theta, P/2) n. \end{aligned}$$

In the case of perfect pivot selection, $\theta = 1$, this becomes a lower bound: (Note that $S_1(1, P) = \log_2 P + 1$ and $S_2(1, P) = 0$.)

$$\begin{aligned} T_q(n, P) &\geq C_l (\log_2 P + 1) n \log_2 n + C_{cp} \frac{1}{2} (\log_2^2 P + \log_2 P) + \\ &\quad C_{spl} (\log_2 n \log_2 P) + \\ &\quad C_{sq}^0 \log_2 P + C_{sq}^1 n \log_2 P. \end{aligned}$$

In the worst case of always choosing an endpoint pivot, $\theta = 2$, this becomes an upper bound: (Note that $S_1(2, P) = 2P - 1$ and $S_2(2, P) = 2P(\log_2 P - 1) + 1$.)

$$\begin{aligned}
T_q(n, P) \leq & C_l((2P - 1)n \log_2 n + (2P(\log_2 P - 1) + 1)n) + C_{cp} \frac{1}{2}(\log_2^2 P + \log_2 P) + \\
& C_{spl}(\log_2 n \log_2 P + \frac{1}{2}(\log_2 P - 1) \log_2 P) + \\
& C_{sq}^0 \log_2 P + C_{sq}^1(P - 1)n.
\end{aligned}$$