**Bütün Algoritmaların Birleştirilmiş 3’Lü Grafiği En Aşağıdadır.**

|  |  |  |
| --- | --- | --- |
|  | Running Time | İdeal Running Time |
| 1 Thread | 104 | 104,00 |
| 2 Thread | 94 | 47,00 |
| 4 Thread | 92 | 23,00 |
| 6 Thread | 82 | 13,67 |
| 8 Thread | 100 | 12,50 |
| 10 Thread | 93 | 9,30 |
| 12 Thread | 87 | 7,25 |
| 16 Thread | 91 | 5,69 |
| 20 Thread | 109 | 5,45 |
| 24 Thread | 110 | 4,58 |

|  |  |  |
| --- | --- | --- |
|  | Speed Up | İdeal Speed Up |
| 1 Thread | 1,15 | 1 |
| 2 Thread | 1,28 | 2 |
| 4 Thread | 1,30 | 4 |
| 6 Thread | 1,46 | 6 |
| 8 Thread | 1,20 | 8 |
| 10 Thread | 1,29 | 10 |
| 12 Thread | 1,38 | 12 |
| 16 Thread | 1,32 | 16 |
| 20 Thread | 1,10 | 20 |
| 24 Thread | 1,09 | 24 |

|  |  |  |
| --- | --- | --- |
|  | Running Time | İdeal Running Time |
| 1 Thread | 120 | 120,00 |
| 2 Thread | 1980 | 990,00 |
| 4 Thread | 258 | 64,50 |
| 6 Thread | 341 | 56,83 |
| 8 Thread | 355 | 44,38 |
| 10 Thread | 488 | 48,80 |
| 12 Thread | 536 | 44,67 |
| 16 Thread | 581 | 36,31 |
| 20 Thread | 629 | 31,45 |
| 24 Thread | 834 | 34,75 |

|  |  |  |
| --- | --- | --- |
|  | Speed Up | İdeal Speed Up |
| 1 Thread | 1,00 | 1 |
| 2 Thread | 0,06 | 2 |
| 4 Thread | 0,47 | 4 |
| 6 Thread | 0,35 | 6 |
| 8 Thread | 0,34 | 8 |
| 10 Thread | 0,25 | 10 |
| 12 Thread | 0,22 | 12 |
| 16 Thread | 0,21 | 16 |
| 20 Thread | 0,19 | 20 |
| 24 Thread | 0,14 | 24 |

|  |  |  |
| --- | --- | --- |
|  | Running Time | İdeal Running Time |
| Thread 1 | 147 | 147,00 |
| Thread 2 | 10116 | 73,50 |
| Thread 4 | 15627 | 36,75 |
| Thread 6 | 15592 | 24,50 |
| Thread 8 | 20979 | 18,38 |
| Thread 10 | 21143 | 14,70 |
| Thread 12 | 23372 | 12,25 |
| Thread 16 | 23617 | 9,19 |
| Thread 20 | 29281 | 7,35 |
| Thread 24 | 30784 | 6,13 |

|  |  |  |
| --- | --- | --- |
|  | Speed Up | İdeal Speed Up |
| Thread 1 | 1,00 | 1 |
| Thread 2 | 0,01 | 2 |
| Thread 4 | 0,01 | 4 |
| Thread 6 | 0,01 | 6 |
| Thread 8 | 0,01 | 8 |
| Thread 10 | 0,01 | 10 |
| Thread 12 | 0,01 | 12 |
| Thread 16 | 0,01 | 16 |
| Thread 20 | 0,01 | 20 |
| Thread 24 | 0,00 | 24 |

3’lü Grafik Değerlerinden Pivot Seçimi Yaptığım Algoritmanın Değerinin Bu Kadar Yüksek Olmasının Nedeni Recursive Olmasıdır.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Merge Sort RT | Normal Quick RT | Pivot Secim Quick RT |
| 1 Thread | 104 | 120 | 147 |
| 2 Thread | 94 | 1980 | 10116 |
| 4 Thread | 92 | 258 | 15627 |
| 6 Thread | 82 | 341 | 15592 |
| 8 Thread | 100 | 355 | 20979 |
| 10 Thread | 93 | 488 | 21143 |
| 12 Thread | 87 | 536 | 23372 |
| 16 Thread | 91 | 581 | 23617 |
| 20 Thread | 109 | 629 | 29281 |
| 24 Thread | 110 | 834 | 30784 |