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Course: Parallel computing  
lab

Sem: 06

### Assignment 03

Aim: Implementation of parallel quick sort  
[Hyper quick sort] using CUDA.

Theory: The traditional way to implement quicksort on serialized processors is where-by steps are (sorted) executed sequentially untill the program terminates. Quicksort is a highly efficient algorithm/sorting technique that divides a large data array in smaller ones. A vast array is divided into two arrays, one containing values smaller than the provided value, say pivot, on which the partition is based and the other contains values greater than pivot value.

While executing quicksort on CPU one process gets started and it executes the code line by line.

parallel programming is whereby a program is broken down into concurrent programs which are executed concurrently on multiple threads on a processor. Here the coordination is required.

There are many approaches to implement quicksort algorithm parallelly.

- 1) Naive parallel quick sort.
- 2) Optimized parallel quick sort.
- 3) Using both sequential and parallel approaches.
- 4) Hyperquick sort.
- 5) parallel quicksort by regular sampling.

• **Hyperquicksort**:- This approach is an improvement of both sequential and parallel approaches. There was a problem of load balancing. This process improves the chances of finding a true median by sorting the subjects sequentially using one pivot that is broadcasted to all the processes at the beginning of the algorithm.

• **Steps**:-

- 1) A list of size  $n$  is divided among ' $n$ ' processes. Assume list of size 16 & 4 processes so each process will handle 4 elements.



2) A process among the four responsible for finding the pivot element, finds a pivot and broadcast it to all the processes which sort their<sup>th</sup> (algorithm) sublists sequentially using the broadcasted pivot element. This step will improve chances of finding pivotes close to the true medium.

3) Pivot selection and broadcasting to another processes. Sublist partitioning of low and high values. swapping of values between partner-processes.

4) The remaining top half from one partner processes (sublist partitioning of low and high) and the received top half from the other partner process are merged into local sublist for each process.

5) Recurse the upper half and lower half of each subprocess to archive a sorted list.

6) Finally merge the processes in order to get fully sorted list.

**Analysis:** There are  $\log(n)$  steps and  $n$  processes the total time complexity is  $O(\log n)$ . Space complexity is  $O(\log n)$ .

**Conclusion:** Thus, we have successfully implemented quicksort.

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