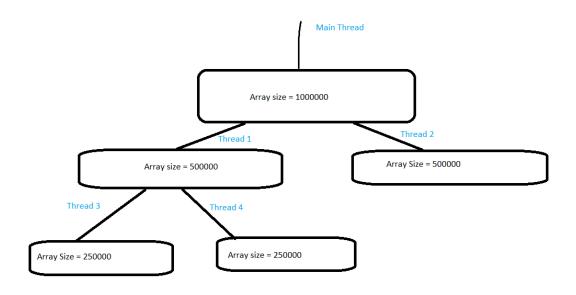
### Program Structures and Algorithms Spring 2023(SEC –8)

NAME: Mehul Natu NUID: 002743870

**Task:** To shows the results of your experiments and draws a conclusion (or more) about the efficacy of this method of parallelization sort.

**Relationship Conclusion:** With the experiments I would conclude that yes parallel sort indeed works wonder (wonder in terms of milliseconds okay) but for it to work an appropriate cutoff value is needed for each parallelism. Parallelism here means number of threads which could be run concurrently. Cutoff value is the size of the array after which we won't be doing any parallel sort. What I hypothesize is that cutoff value should be a reached when all the threads are running in parallel and we reach a certain depth That is the Array size at the depth we reach by parallelizing all the threads should be equal to cutoff. For example – suppose we have an array of size 1000000 and we could run total of 4 threads in parallel so the depth we would reach when all the threads are working in parallel would be 2. Now from the diagram we can see instead of waiting for other threads to get free so that we delegate our work to them I feel like Thread 3 and 4 should do their own work. This will remove unnecessary waiting time for threads. So Suppose the cutoff value is X, depth is D and N is size of array so lets find D in terms of X. It would be  $N/2^D = X$ .  $N/X = 2^D$ 

 $log_2(N/X) = D.$ 



Paralleling more would have better result provided with a good cutoff values for that particular Parallelization. Also it could been the case that Parallelizing with 32 and 64 threads could have been better since the test which I ran was on a machine having 16 total logical processors or threads.

Table of CutOff / array size ratio to speed or efficiency of different Parallelizing.  $P_4$  – represent Parallelizing with four threads similarly with other  $P_8$  – 8 threads,  $P_16$  – 16 threads

Cutoff Ratio	P_4	P_8	P_16	P_32	P_64
0 – 0.02	4th	3rd	2nd	1st	1st
0.02 – 0.15	4th	3rd	2nd	1 <sup>st</sup> (fastest in whole series)	1 <sup>st</sup> (fastest in whole series)
0.15 – 0.25	3rd	2nd	1st	1 <sup>st</sup>	1 <sup>st</sup>
0.25 – 0.5	2nd	1st	1st	1st	1st

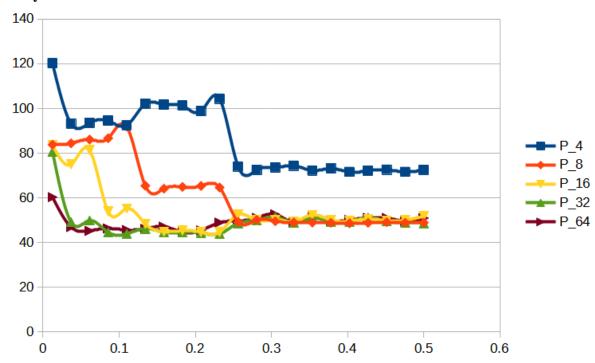
- Before we go any further Max depth achieved by each Parallelization -
- P\_4 depth of 2
- P\_8 depth of 3
- P 16 depth of 4
- P\_32 depth of 5
- P\_64 depth of 6
- **Behavior for Cutoff ratio from** (0 0.02) Here mostly depth needed to reach the cutoff is from 7-10 which cannot be achieved by any of the Parallelizing which we are using. So the times are worst
- Behavior for Cutoff ratio from (0.02 0.15) Here depth is between 4-6 where cutoff is reached. Which is kind of best case scenario for P\_32 and \_64 which could reach such depths. Now the question comes to mind why did not the P\_16 is performing as well as the P\_32 where depth is 4, this could be because when P\_16 reaches the depth of 4 it has only 2 threads which will work on that level, where as P\_32 would have more threads to work on the same depth. Now it's time for the runner ups presenting P\_16, P\_8 and P\_4 in sequence. Each doing there best parallel work and the one who could run as many parallel threads would win which is P\_16 then P\_8 and then P\_4.
- **Behavior for Cutoff ratio from (0.15 0.25)** Here depth is 3 4 where cutoff is reached. Here comes The P\_16 merging with P\_32 and P\_64. This because after level 3 the cutoff would kick in and no one would be able to do parallelizing and there for P\_32 and P\_64 won't be able to use its extra threads and P\_64, P\_32 and P\_16 would become one. While P\_8 and P\_4 are improving. One of the reason for P\_8 and P\_4 to improve could be as the depth gets lower the waiting time needed for threads to free up would get shorter as Less depth equals to less parallelizing.
- **Behavior for Cutoff ratio from** (0.25 0.5) Here depth is around 2 where cutoff is reached. and since P\_8 can reach depth of 3 it could utilize all the threads at depth level 2 and P\_16, P\_32 and P\_64 they would reach cutoff due to the low depth. So P\_8, P\_16, P\_32, P\_64 would perform at the same level. And still P\_4 is not able to reach their level or efficiency because it could go to depth of 2 but at depth 2 it could not have all the process parallel as shown in above figure. Where as P-8 to P\_64 could have all the threads in parallel at depth 2.

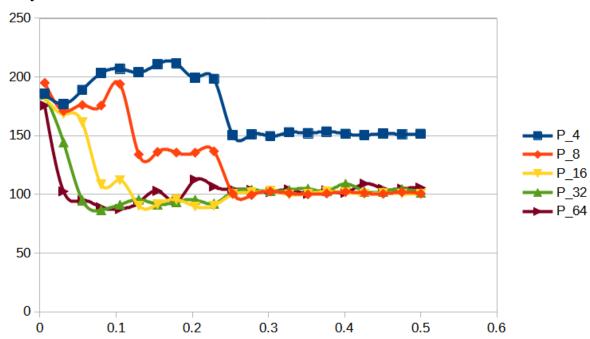
Data for graph and all these calculation could be found with file named – 2000000\_WOC\_parallelism\_4\_8\_16\_32\_64.ods, 4000000\_WOC\_parallelism\_4\_8\_16\_32\_64.ods, 8000000\_WOC\_parallelism\_4\_8\_16\_32\_64.ods, 16000000\_WOC\_parallelism\_4\_8\_16\_32\_64.ods

### **Graphical Representation:**

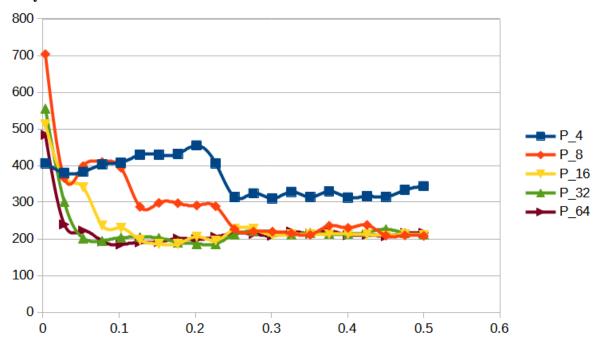
All the graph have X axis as ratio of CutOff to Array Size. And Y axis is time in milliseconds.

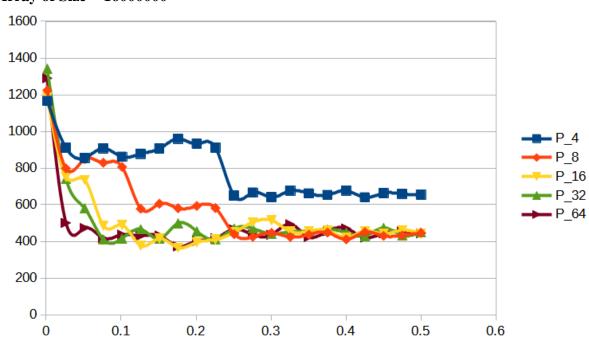
## **Array of Size = 2000000**





# **Array of Size = 8000000**



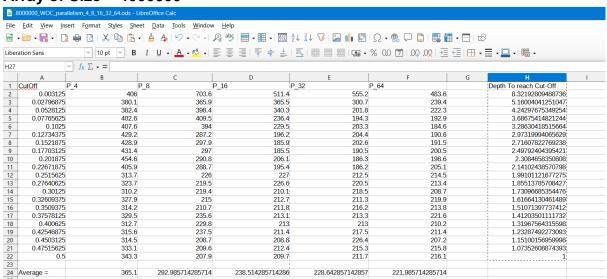


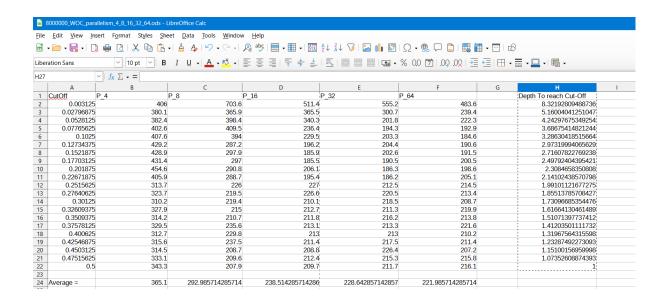
#### **Evidence to support that conclusion:**

• Depth and Cutoff values from which the graphs are created -

### **Array of Size = 2000000**

1	CutOff Ratio P_	4 P_8	P_16	P_32	P_6	64	Depth To reach Cut-Off
2	0.0125	120.2	83.8	83.6	80.7	60.3	6.32192809488736
3	0.036875	93.2	84.4	75	49.1	46.9	4.76121314041288
4	0.06125	93.5	86.1	81.3	49.8	45.2	4.02914634565952
5	0.085625	94.5	86.7	53.8	44.5	46.3	3.5458241068142
6	0.11	92.5	91.9	55.2	43.9	45.6	3.18442457113743
7	0.134375	102.1	65.4	48.3	46.2	46.1	2.89566334018526
8	0.15875	101.7	64.1	44.8	44.7	47.1	2.65517150300256
	0.183125	101.3	64.9	45.3	44.5	44.6	2.44909933535248
10	0.2075	98.8	65.3	44.6	44.4	45.4	2.2688167584278
11	0.231875	104.4	64.6	44.6	43.8	48.9	2.10858081315392
12	0.25625	74	49.2	52.5	48.7	49.6	1.96437609026928
13	0.280625	72.5	50.1	49.9	49.8	51	1.83328455503358
14	0.305	73.6	49.5	50.2	51.5	52.6	1.71311885221184
15	0.329375	74.4	49	49.4	48.9	48.9	1.60219703813751
16	0.35375	72.2	48.9	52.3	50.8	51.5	1.49919794694284
17	0.378125	73.1	48.8	50.1	49.4	49.6	1.40306485761277
18	0.4025	71.6	48.6	49.6	49.3	50.1	1.31293931166011
19	0.426875	72.1	48.8	50.5	51.1	51	1.22811442148463
20	0.45125	72.6	49.1	49.8	49.5	51	1.14800116288755
21	0.475625	71.6	48.8	50	49	49.5	1.07210354627118
22	0.5	72.5	48.9	51.7	48.7	50.9	1
23							
24	Average	85.8285714285714	61.7571428571429	53.9285714285714	49.4428571428571	49.147619047619	
25							
26		2	3	4	5	6	





1	Cutt off ratio P_	4 P	8	P_16	P_32	P_64	Depth To reach Cut-Off
2	0.0015625	1165	1223.2	1185.2	1341.8	1289.8	9.321928095
3	0.026484375	910	797.7	750.7	740.4	500.6	5.238714727
4	0.05140625	854.6	847.9	735.2	580.1	472.5	4.281912416
5	0.076328125	907.1	828.7	486	409.7	416.4	3.711641438
6	0.10125	861.1	806	488.8	415.1	436.4	3.304006187
7	0.126171875	877.4	577.7	377	465.5	429.8	2.98653774
8	0.15109375	905.8	605.1	415.3	414.1	431.4	2.72648411
9	0.176015625	959.5	580.6	365.6	498.6	372.6	2.506224592
10	0.2009375	931.6	592.8	394.3	454.4	401.2	2.315181262
11	0.225859375	910.6	581.5	409.2	410	416.8	2.146503296
12	0.25078125	648.3	438.6	449.6	469.6	465.3	1.995498608
13	0.275703125	665.5	424.8	503.5	469.5	436.9	1.858812475
14	0.300625	640.5	445.9	514.5	439.5	435.7	1.733963106
15	0.325546875	675.9	423.4	454.3	452.3	493	1.619062805
16	0.35046875	660.7	436.2	454.5	454.1	423.8	1.512642285
17	0.375390625	652.1	447.8	459.7	464.5	455.6	1.413535474
18	0.4003125	676.3	410.6	421.2	447.7	470	1.320801429
19	0.425234375	639.3	450.1	456.4	429.5	420.9	1.233669869
20	0.45015625	662.6	429.6	440.7	473	443.8	1.151502245
21	0.475078125	658.9	432.1	461.1	433.3	453.8	1.073763316
22	0.5	653.1	445.8	441.1	448.5	443.8	1
23							
24	Average =	786.471428571429	582.195238095238	507.804761904762	510.057142857143	481.433333333333	
25							
26				i			