

## Introduction:

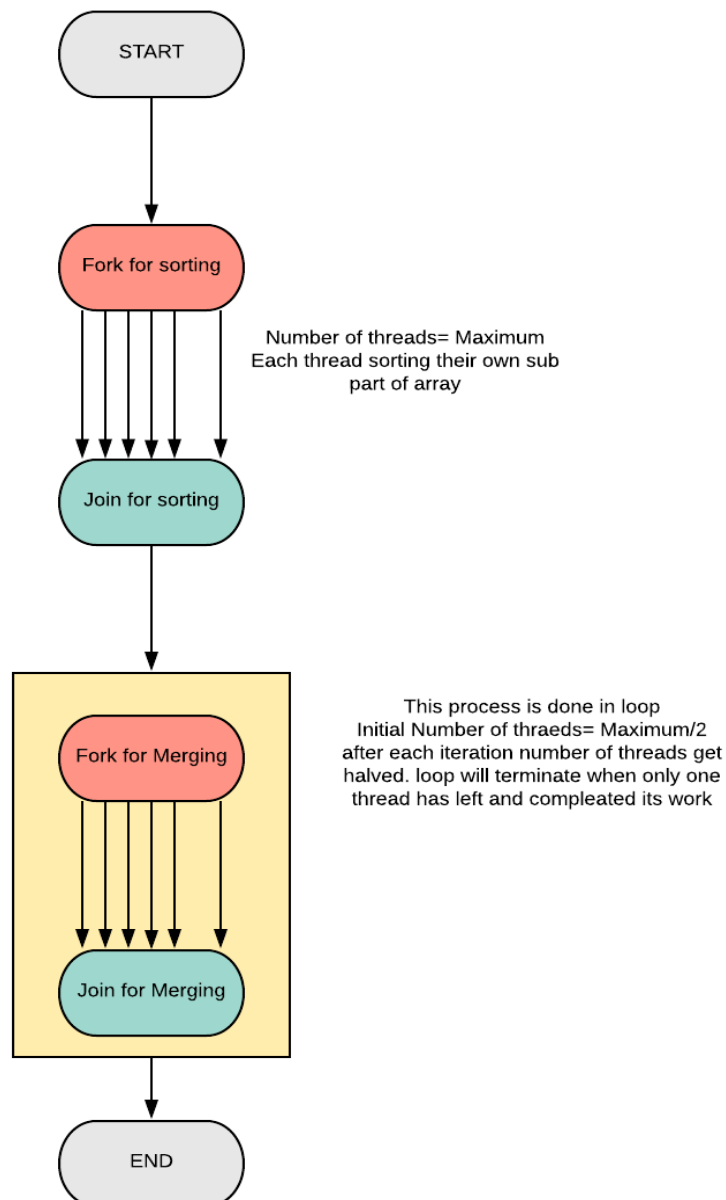
The objective of this experiment is to sort a structure by using multiple threads using OPENMP. We are using OpenMP with C++. OPENMP is one of the oldest and standard libraries for parallel processing. It is supported by various programming languages like C, C++, Java and Python.

## Implementation:

We have implemented library sort.h with functions for merge sort, quick sort, radix sort, and heap sort. In this experiment, we are not using any additional memory and taken minimum communication with other threads which has a great impact on speed and scalability.

After calling the sort function with reference to data in it, each process calculates the index and offset of the data element to be kept in repeated manner. As there is an exact similar copy of data for each process every other process could easily guess the values of other process.

A quick breakdown is given below in picture.



## **Results:**

According to my program's output I can say that my program is completing all the basic requirement, very efficient in speed and also scaled very well. I have summarized the results below.

**Scalability:** Able to run it with  $10^{10}$  size of data without any issue. I hope it will scale more than that.

**Payload :** I verified that the payload is intact after sorting and it also does not change among processes.

**Sorting:** Used merge sort, quick sort, radix sort and heap sort and all of them are working fine.

## **Experiment:**

### **Create executable file using:**

```
g++ -fPIC -c -Wall sort.cpp
gcc -shared -o libpsort.so sort.o
```

### **Run the file using:**

```
bash test.sh //this will give an idea about speedup and thraed
```

I have checked using a number of the threads as 1 to 10, 13, 19, 20, 23 with test the data size of  $10^3$  to  $10^{10}$  and it is working fine without taking much time.

## **Scalability:**

I have checked this code up to  $10^{10}$  data size and it is executing smoothly. Also, I tried to minimize allocating any extra memory so we can say that this code is very efficient in terms of speed and scale.