# **Assignment 4(Parallel Sorting)**

#### Tasks:

- 1. A cutoff (defaults to, say, 1000) which you will update according to the first argument in the command line when running. It's your job to experiment and come up with a good value for this cutoff. If there are fewer elements to sort than the cutoff, then you should use the system sort instead.
- 2. Recursion depth or the number of available threads. Using this determination, you might decide on an ideal number (t) of separate threads (stick to powers of 2) and arrange for that number of partitions to be parallelized (by preventing recursion after the depth of *lq t* is reached).
- 3. An appropriate combination of these.

### **Relationship:**

From the graphs below it could be observed that increasing the number of threads after 4 does not have a huge effect on time.

The cutoff value can be observed to not affecting the time after 25% of the array size.

So, it can be concluded that the optimal solution for the combination of thread and cutoff value is 4 threads and 25% of array size.

And, for recursion depth d and threads t:

t=2^d

Maximum depth possible: lg (array size/cutoff)

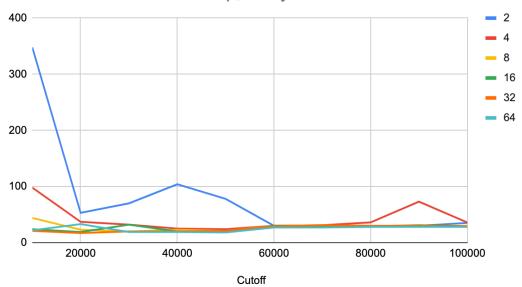
#### **Evidence:**

Have performed parallel sort experiment on different sizes of array for increasing threads and cutoffs.

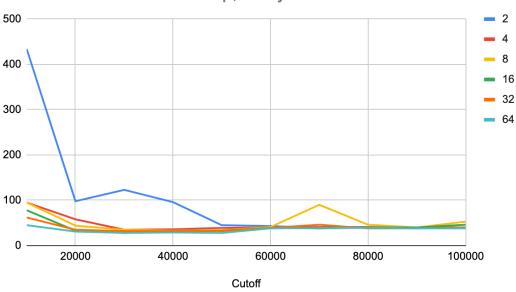
Plotted all the resulting values on the graph.

#### **Graph:**

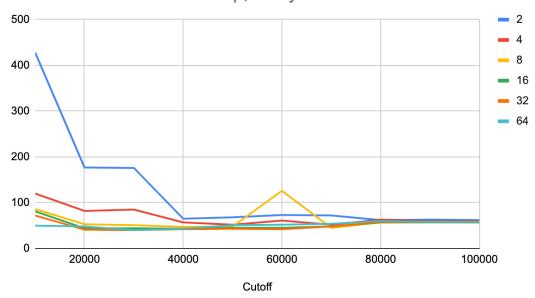
### CutOff Vs Time Relationship, Array Size:50000



### CutOff Vs Time Relationship, Array Size:100000



### CutOff Vs Time Relationship, Array Size:150000



## **Console Output:**

