

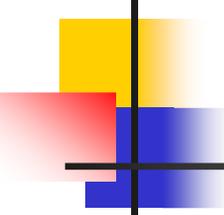
CSE 633 2010 Fall semester

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12/09/2010



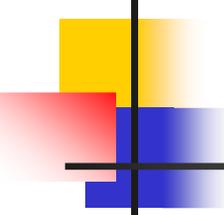
topic

Study of parallel sorting algorithm



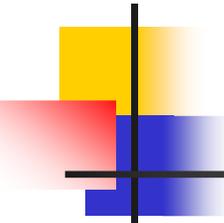
abstract

- Sorting data is a basic, widely used function
- Hard to improve performance by modify sequential sorting algorithm
- Using parallel method to shorten running time is a good choice



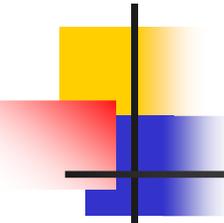
Review project plan

- **Step 1:** make a basic parallel quickSort programme by using openMP and C++, compare parallel quickSort with sequential quickSort
- **Step 2:** improve programme to achieve better performance
- **Step 3:** make a parallel BitonicSort programme, compare with quickSort



My Medium-grained quickSort

- A little different from Hypercube medium-grained quickSort
 1. store all data in a array at first
 2. break this array into 2 parts, low part and high part.
 3. repeat step 2 until we have N arrays and data store in array $0 < \text{array } 1 < \dots < \text{array } N$
 $N = \text{node number}$
 4. each node load the a array and sort it independently



Analyses of quickSort programme

- Data size and processors number

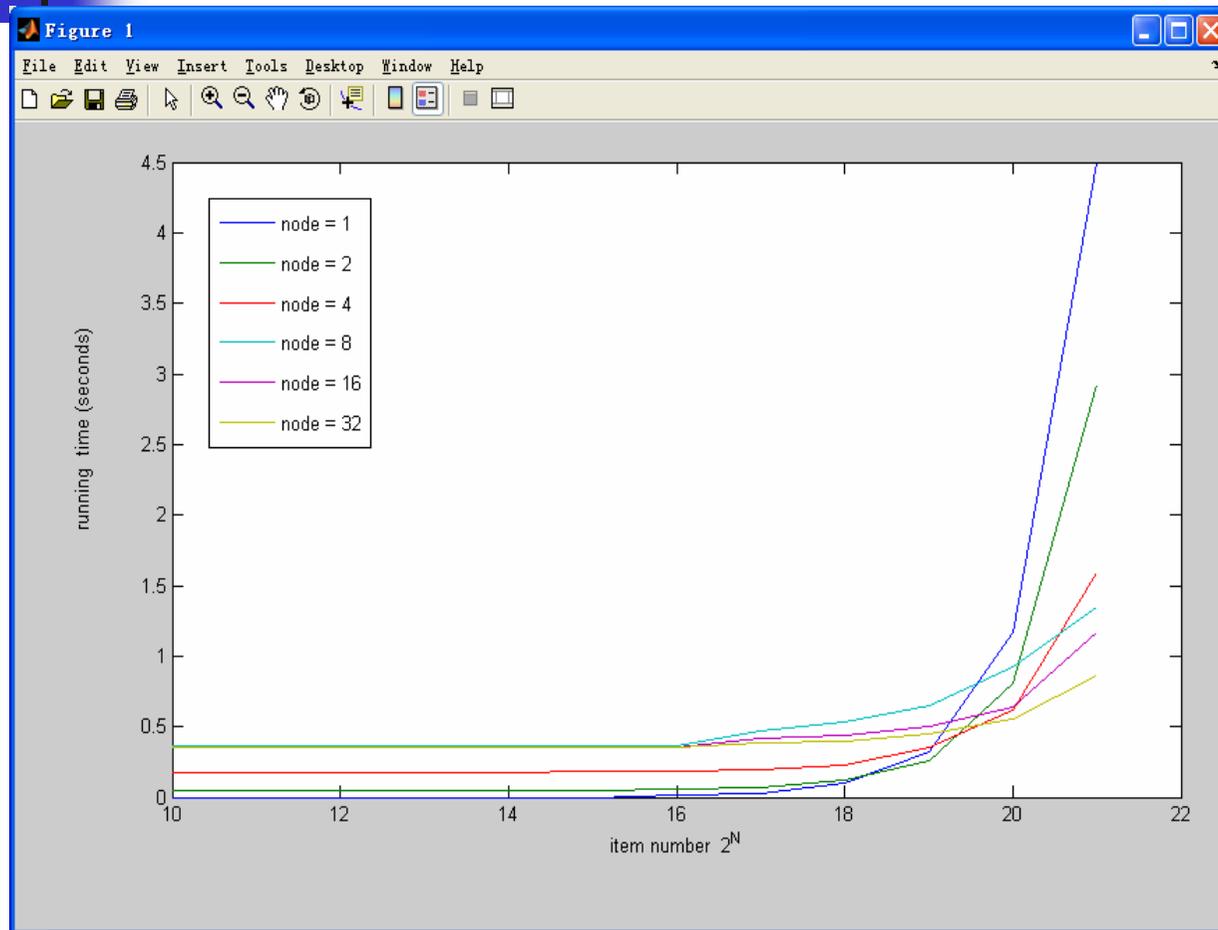
data size: $2^{10} \sim 2^{21}$

processor number: $1 \sim 32$

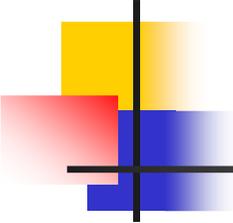
- Running time depend on data

worst case running time is much larger than expected running time

Analyses of quickSort programme



Running time to
sorting random
data from 2^{10} to
 2^{21} by 1 to 32
processors



Improvement

- To avoid $w-c$ running time, we can use a simple method to assign data randomly to every nodes

assign the $(i*N)$ th data to node 0

assign the $(i*N + 1)$ th data to node 1

⋮

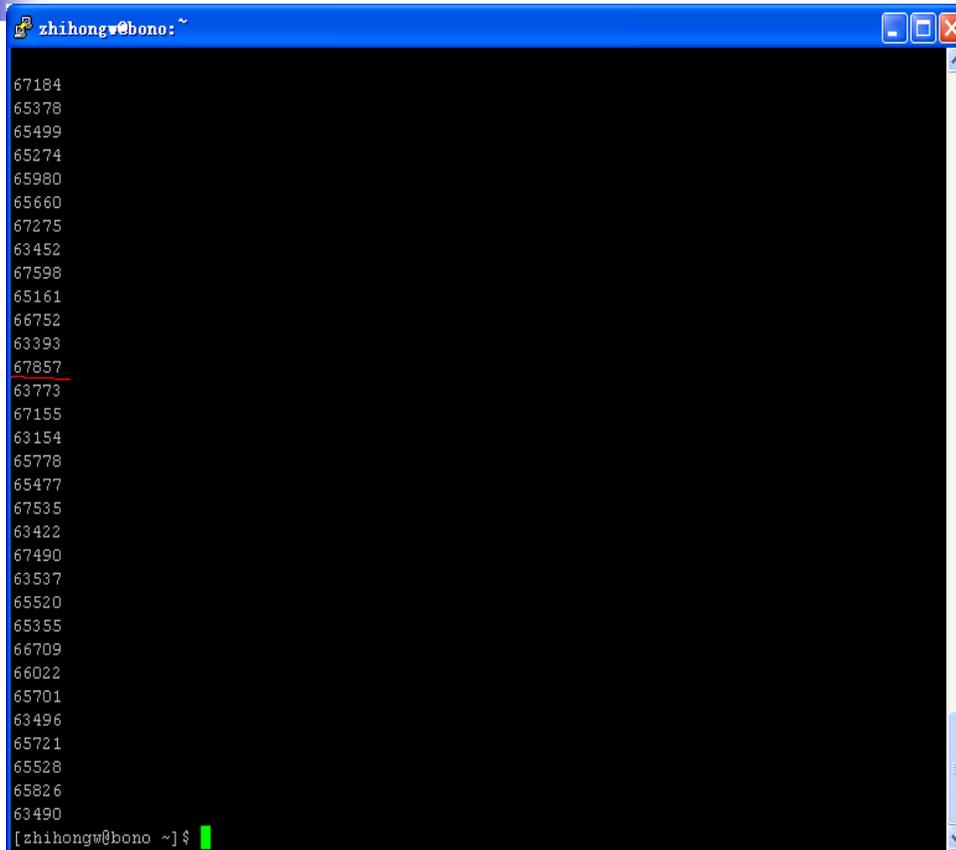
assign the $(i*N + N - 1)$ th data to node $N - 1$

Improvement

```
zhihongw@bono: ~  
[zhihongw@bono ~]$ ./qsort 2097152 32  
69237  
65402  
65538  
65270  
65980  
65738  
65085  
63452  
67598  
65161  
64661  
63407  
67813  
63768  
65018  
63144  
67931  
65395  
65568  
65459  
67440  
67807  
65533  
63254  
66709  
66022  
65701  
63496  
67760  
63489  
65826  
63490
```

When sorting a random data, after medium-grained quickSort step, every node was assigned about 67000 items, one node has 69237 items, which is larger than any other nodes

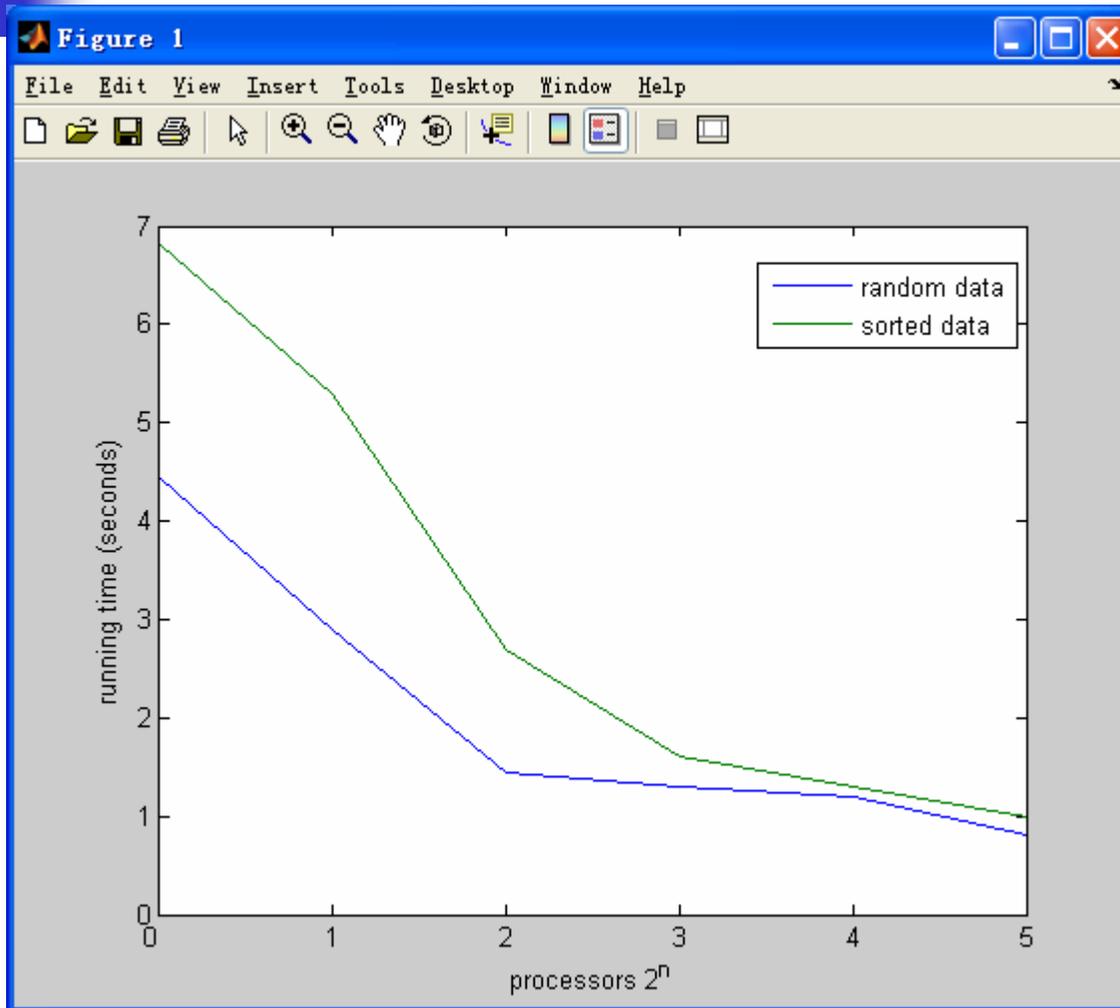
Improvement



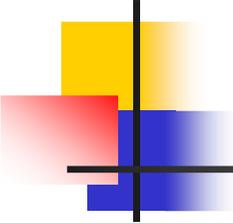
```
zhihong@bono: ~  
67184  
65378  
65499  
65274  
65980  
65660  
67275  
63452  
67598  
65161  
66752  
63393  
67857  
63773  
67155  
63154  
65778  
65477  
67535  
63422  
67490  
63537  
65520  
65355  
66709  
66022  
65701  
63496  
65721  
65528  
65826  
63490  
[zhihong@bono ~] $
```

When sorting a sorted data, after medium-grained quickSort step, every node was assigned about 65000 items, one node has 67857 items, which is larger than any other nodes. The worse case did not appear and data were divided more evenly

Improvement

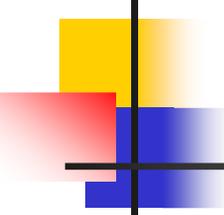


Running time
of sorting
random data
and sorted data



Parallel BitonicSort

- Distribute data items evenly to all nodes
- Every nodes sort data by bitonicSort
- Merge data

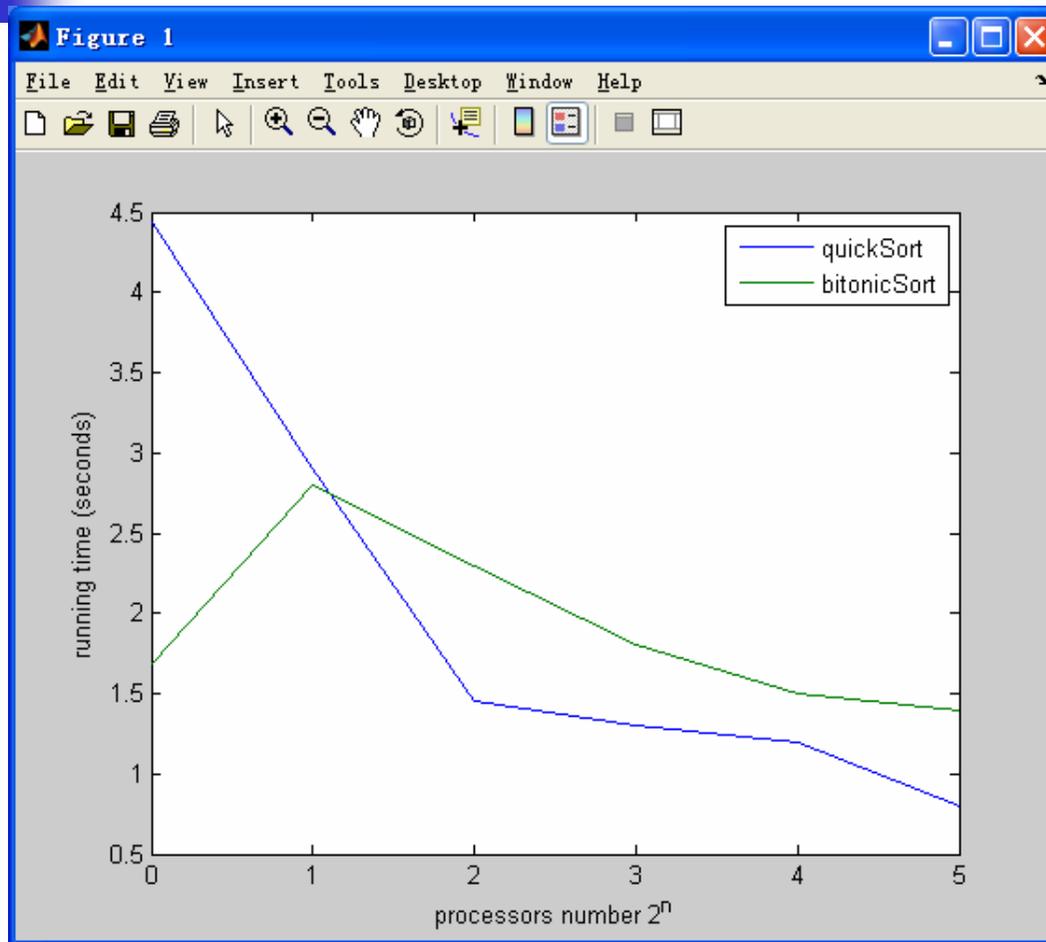


Analyses of Parallel BitonicSort

- Data size and processors number

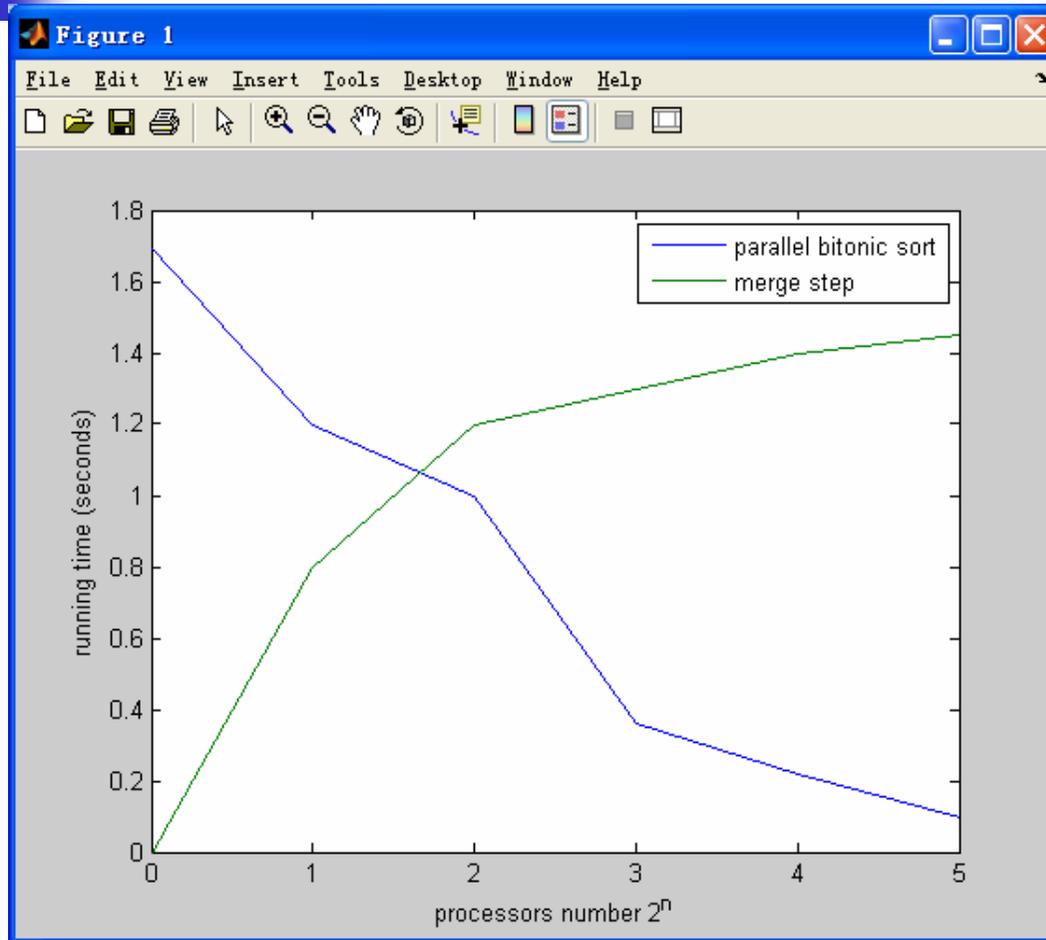
As same as quickSort

Analyses of Parallel BitonicSort

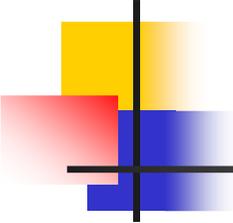


Comparing quickSort and bitonicSort when sorting 2^{21} items, with the increasing of processors number, quickSort become more efficient.

Analyses of Parallel BitonicSort

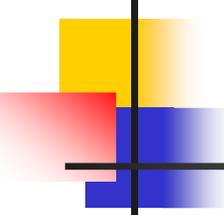


Comparing running time of parallel bitonicSort step and merge step, with the increasing of processors number, merge step running time approach to a constant, which dominate the whole running time



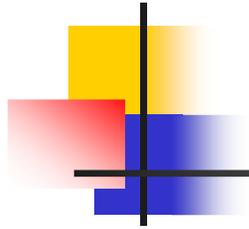
disadvantage

- Data set size still too small
- Inefficient of BitonicSort merge step



reference

- R. Miller, L. Boxer “Algorithms sequential and parallel ” second edition



Thanks !