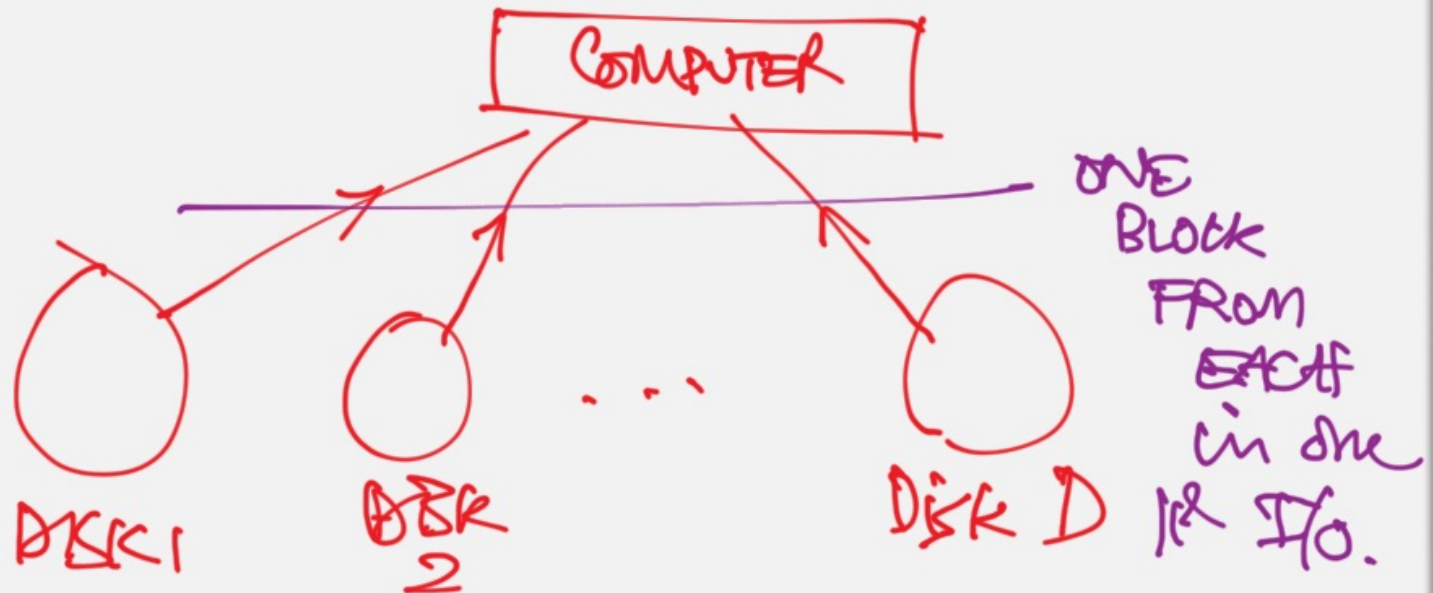


Hw/ STAT: $\mu = 87.26$; $\sigma = 13.13$.

PARALLEL DISKS MODEL (PDM):



IN ONE I/O we BRING BD
elements FROM the disks to the
Computer.

ONE PASS \rightarrow $\frac{n}{BD}$ I/O
OPERATIONS.

PROBLEM: SORTING n elements.

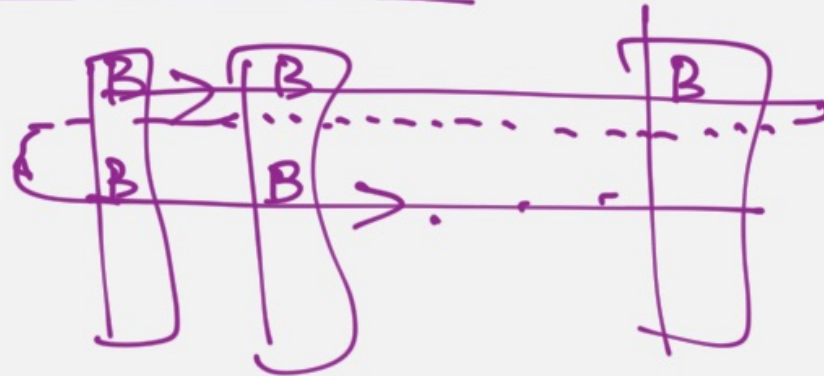
There will be $\frac{n}{D}$ input elements
in EACH NODE.

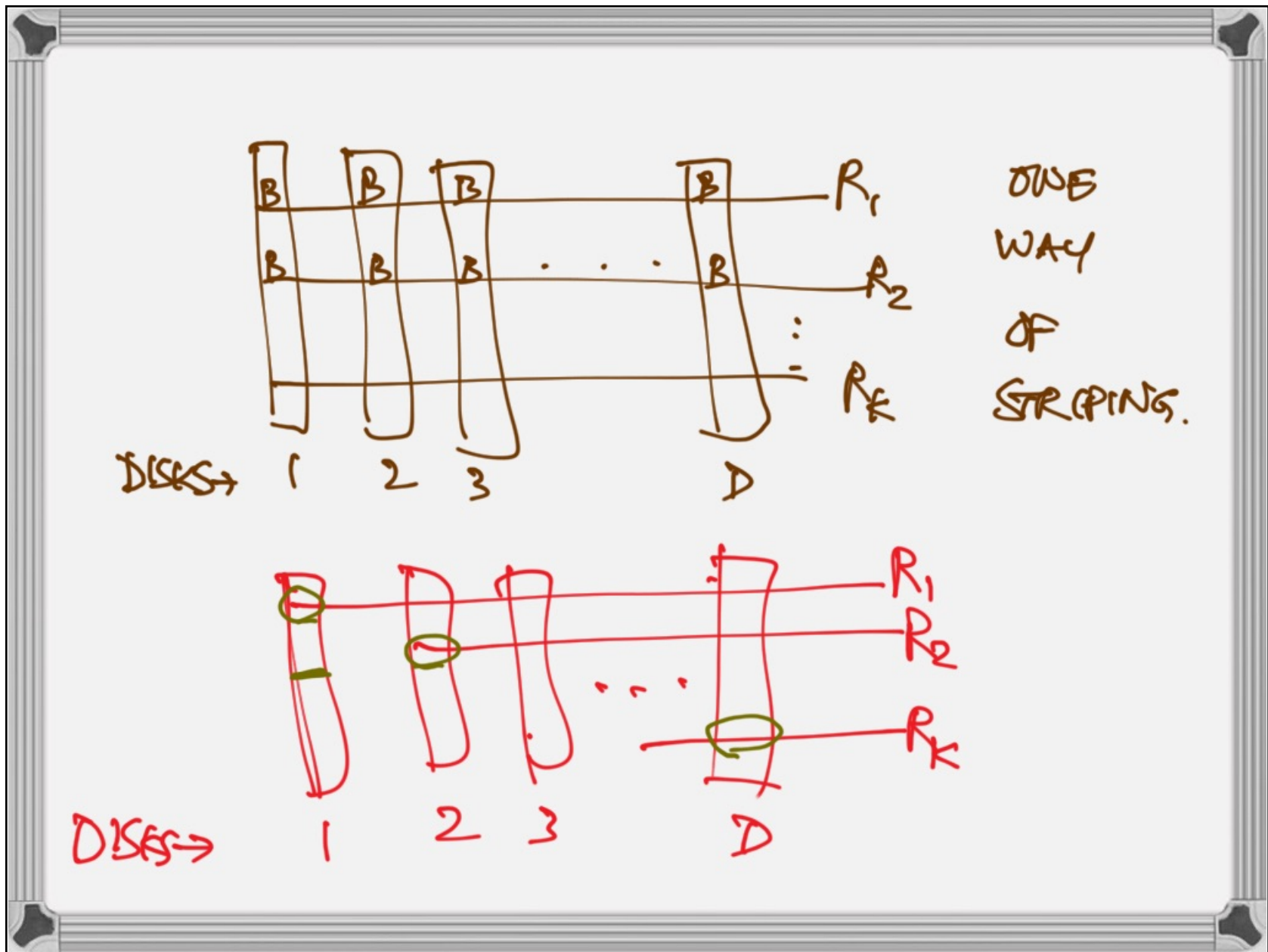
IN the Output, the Smallest $\frac{n}{D}$ elements should be in the FIRST DISK.

The next $\frac{n}{D}$ smallest elements should be in the second disk, etc.

Another Convention:

STRIPING
DATA.





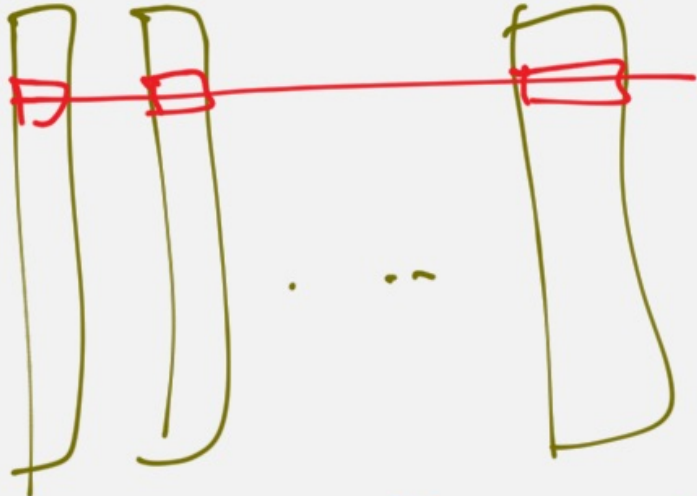
PROBLEM: SORTING. INPUT: $X = k_1, k_2, \dots, k_n$.

THEOREM: ANY SORTING ALGORITHM
ON A PDM WITH D DISKS
NEEDS

$$\Omega\left(\frac{n}{BD} \frac{\log(nM)}{\log\left(\frac{M}{B}\right)}\right) \text{ I/O}$$

OPERATIONS.

DISK STRIPED MERGE SORT (DSM SORT):



The diagram shows three vertical rectangles representing disks. A horizontal red line spans across them, with small red rectangles indicating data blocks. The first two disks have one block each, and the third disk has two blocks. Ellipses between the second and third disks indicate more disks in the system.

TREAT
the DISKS
AS A SINGLE
DISK with a
BLOCK SIZE of BD.

IT USES $\frac{M}{BD}$ - WAY MERGE.

STRATEGY:

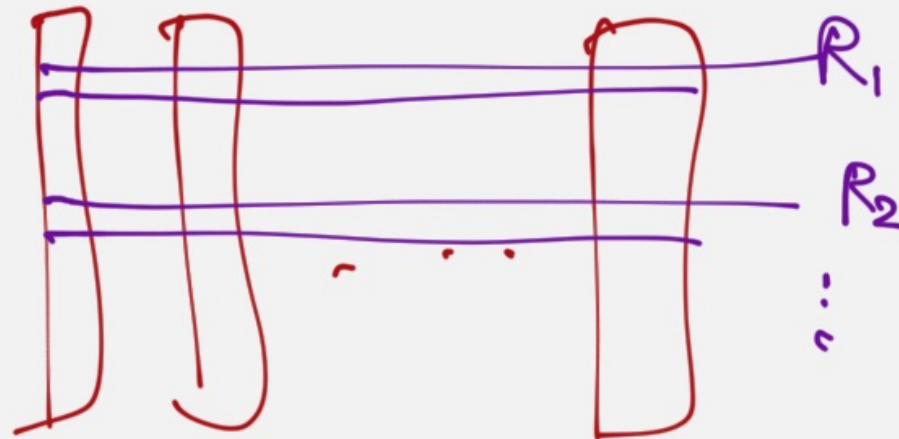
① FORM RUNS OF length M EACH.
THIS TAKES ONE PASS.

② MERGE the $\frac{N}{M}$ RUNS USING
 R -WAY MERGE FOR SOME
RELEVANT R .

FOR DSM, $R = \frac{M}{BD}$.

GENERAL ASSUMPTION: $M = \Theta(BD)$.

At any time BRING BD ELEMENTS
FROM EACH OF THE RINGS TO
THE CORE & START MERGING.

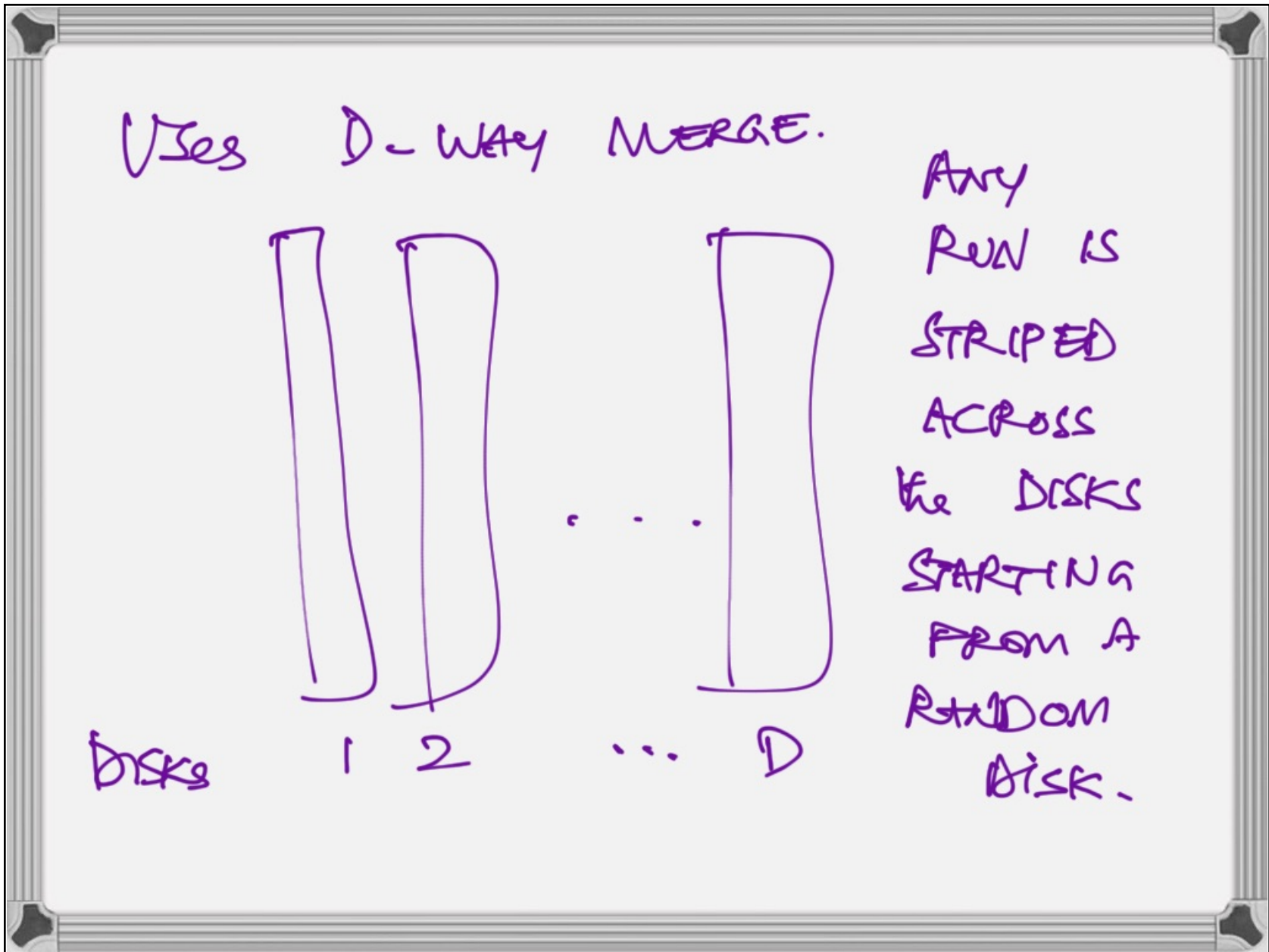


of I/O OPERATIONS

$$= O \left[\frac{n}{BD} \left(\frac{\log \left(\frac{n}{M} \right)}{\log \left(\frac{M}{BD} \right)} + 1 \right) \right]$$

(R. BARRE & J. VITTER 1996):

SIMPLE RANDOMIZED MERGE
SORT (SRM SORT).



They show that SRM is
OPTIMAL ON AN AVERAGE
IF $M = \Omega(BD \log D)$.

(l, m) -MERGE SORT

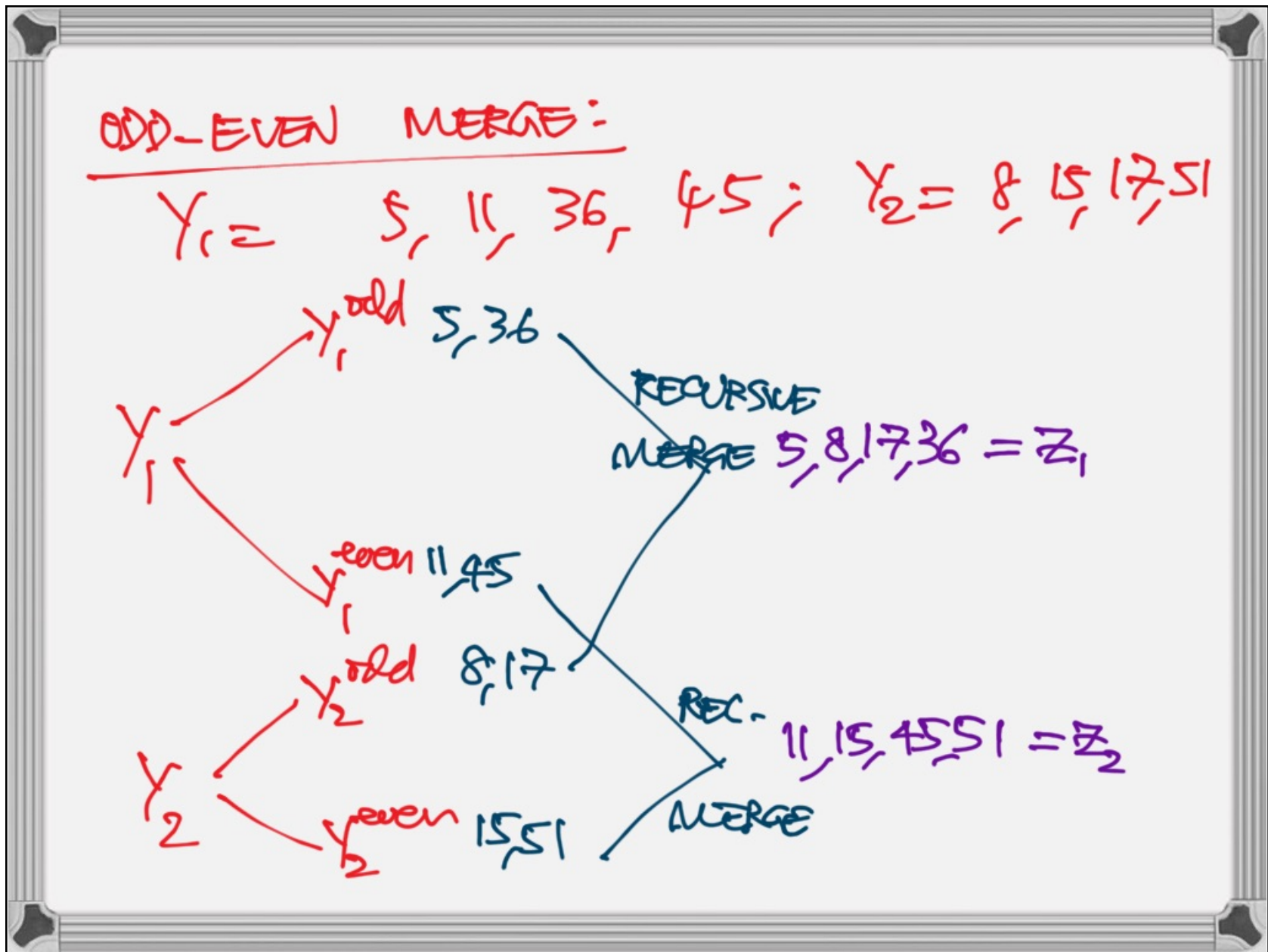
(RAJASEKARAN 1996).

BATCHER'S ODD-EVEN MERGE SORT:

INPUT: $X = k_1, k_2, \dots, k_n.$

ALGORITHM:

- ① Partition X into two:
 $X_1 = k_1, k_2, \dots, k_{\frac{n}{2}}; X_2 = k_{\frac{n}{2}+1}, \dots, k_n$
- ① RECURSIVELY SORT X_1 to get Y_1 ;
 RECURSIVELY SORT X_2 to get Y_2
- ② MERGE Y_1 and Y_2
 USING ODD-EVEN MERGE.



SHUFFLE Z_1 and Z_2 .

5, 11, 8, 15, 17, 45, 36, 51



ONE
COMPARISON
EXCHANGE

5, 8, 11, 15, 17, 36, 45, 51

GENERAL ALGORITHM: MERGE Y_1 and Y_2 .

- ① Partition Y_1 into Y_1^{odd} & Y_1^{even}
 Partition Y_2 into Y_2^{odd} & Y_2^{even}

- ② RECURSIVELY MERGE y_1^{odd} & y_2^{odd}
to get z_1 ;
RECURSIVELY MERGE y_1^{even} & y_2^{even}
to get z_2 .
- ③ Shuffle z_1 and z_2 to get Q .
- ④ DO ONE COMPARISON-EXCHANGE
OF NEIGHBORS STARTING
FROM POSITION 2.

ZERO-ONE LEMMA:

IF A COMPARISON BASED OBLIVIOUS
SORTING ALGORITHM CORRECTLY
SORTS every sequence of zeros
and ones of length n , then it
also correctly sorts any
sequence of arbitrary elements
of length n .

PROOF OF CORRECTNESS (ODD-EVEN MERGE):

Assume that both Y_1 and Y_2 have only zeros and ones. $|Y_1| = n = |Y_2|$.

Let the # of zeros in Y_1 be n_1
and the # of zeros in Y_2 be n_2 .

$$\# \text{ of zeros in } Z_1 = \left\lceil \frac{n_1}{2} \right\rceil + \left\lceil \frac{n_2}{2} \right\rceil$$

$$\# \text{ of zeros in } Z_2 = \left\lfloor \frac{n_1}{2} \right\rfloor + \left\lfloor \frac{n_2}{2} \right\rfloor$$

\Rightarrow # of ZEROS in Z_1 is AT MOST
 TWO MORE than the # of ZEROS
 in Z_2 .

CASE 1: # of ZEROS in Z_1 and Z_2 are the
 Same.

$Z_1 \rightarrow$ 000...0111...1
 $Z_2 \rightarrow$ 000...0111...1

\Downarrow
 SHUFFLE 000000...00111111...11

This sequence is already
 solved!

CASE 2: # of ZEROS in $z_1 = \#$ of ZEROS in $z_2 + 1$.

$z_1 \rightarrow$ 000...00|11...1

$z_2 \rightarrow$ 000...0|111...1

↓
Shuffle

000000...000|11111...1

THE SEQUENCE IS ALREADY SORTED!

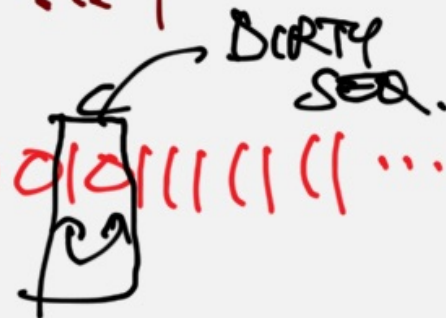
CASE 3: # of ZEROS in $Z_1 = \#$ of ZEROS
in $Z_2 + 2$.

Z_1 : 000...000111...1

Z_2 : 000...011111...1

↓
Shuffle

000000...000111111...11



THE SEQ. GETS CLEANED
WITH A COMPARE-EXCHANGE!