### **ARYAMAN MISHRA**

## 19BCE1027

LAB8

# 1. Simple MPI Send and Recv

```
#include <mpi.h>
#include <stdio.h>
#include <stdlib.h>
int main(int argc, char** argv) {
// Initialize the MPI environment
 MPI_Init(NULL, NULL);
 // Find out rank, size
 int world_rank;
 MPI_Comm_rank(MPI_COMM_WORLD, &world_rank);
 int world_size;
 MPI_Comm_size(MPI_COMM_WORLD, &world_size);
 // We are assuming at least 2 processes for this task
 if (world_size < 2) {
  fprintf(stderr, "World size must be greater than 1 for %s\n", argv[0]);
  MPI_Abort(MPI_COMM_WORLD, 1);
 }
 int number;
 if (world_rank == 0) {
```

```
// If we are rank 0, set the number to -1 and send it to process 1
 number = -1;
 MPI_Send(
  /* data = */ &number,
  /* count = */ 1,
  /* datatype = */ MPI_INT,
  /* destination = */1,
  /* tag = */ 0,
  /* communicator = */ MPI_COMM_WORLD);
} else if (world_rank == 1) {
 MPI_Recv(
  /* data = */ &number,
  /* count = */ 1,
  /* datatype = */ MPI_INT,
  /* source = */ 0,
  /* tag
            = */ 0,
  /* communicator = */ MPI_COMM_WORLD,
  /* status
          = */ MPI_STATUS_IGNORE);
 printf("Process 1 received number %d from process 0\n", number);
}
MPI_Finalize();
## 19/10/2021 O 16:00.05 Home/mobaxterm/Desktop/19BCE1027 PCD mpicc -o lab81 lab81.c
                       Process 1 received number -1 from process 0
```

```
#include <mpi.h>
#include <stdio.h>
#include <stdlib.h>
int main(int argc, char** argv) {
 const int PING_PONG_LIMIT = 10;
 // Initialize the MPI environment
 MPI_Init(NULL, NULL);
 // Find out rank, size
 int world_rank;
 MPI_Comm_rank(MPI_COMM_WORLD, &world_rank);
 int world_size;
 MPI_Comm_size(MPI_COMM_WORLD, &world_size);
 // We are assuming 2 processes for this task
 if (world_size != 2) {
  fprintf(stderr, "World size must be two for %s\n", argv[0]);
  MPI_Abort(MPI_COMM_WORLD, 1);
 }
 int ping_pong_count = 0;
 int partner_rank = (world_rank + 1) % 2;
 while (ping_pong_count < PING_PONG_LIMIT) {
  if (world_rank == ping_pong_count % 2) {
```

```
// Increment the ping pong count before you send it
   ping_pong_count++;
   MPI_Send(&ping_pong_count, 1, MPI_INT, partner_rank, 0, MPI_COMM_WORLD);
   printf("%d sent and incremented ping_pong_count %d to %d\n",
        world_rank, ping_pong_count, partner_rank);
  } else {
   MPI_Recv(&ping_pong_count, 1, MPI_INT, partner_rank, 0, MPI_COMM_WORLD,
          MPI_STATUS_IGNORE);
   printf("%d received ping_pong_count %d from %d\n",
        world_rank, ping_pong_count, partner_rank);
  }
}
MPI Finalize();
                                     /home/mobaxterm/Desktop/19BCE1027_PCD mpicc -o lab811 lab811.c
                                               sent and incremented ping_pong_count 1 to 1
0 received ping_pong_count 2 from 1
0 sent and incremented ping_pong_count 3 to 1
0 received ping_pong_count 4 from 1
0 sent and incremented ping_pong_count 5 to 1
  received ping_pong_count 6 from 1
  sent and1 received ping_pong_count 1 from 0
 sent and incremented ping_pong_count 2 to 0
1 received ping_pong_count 3 from 0
1 sent and incremented ping_pong_count 4 to 0
1 received ping_pong_count 5 from 0
 sent and incremented ping_pong_count 6 to 0 received incremented ping_pong_count 7 to 1
  received ping_pong_count 8 from 1
  sent and incremented ping_pong_count 9 to 1
0 received ping_pong_count 10 from 1
ping_pong_count 7 from 0
1 sent and incremented ping_pong_count 8 to 0
```

#### 2. Simple MPI iSend and iRecv

1 received ping\_pong\_count 9 from 0 1 sent and incremented ping\_pong\_count 10 to 0

#include < stdio.h >

```
#include < stdlib.h >
#include"mpi.h"
//int MPI_Isend(void *buf,int count , MPI_Datatype datatype,int dest , int tag ,MPI_Comm
comm, MPI_Request *request);
//int MPI_Irecv(void *buf,int count , MPI_Datatype datatype,int source , int tag ,
MPI_Comm comm,MPI Request *request)
//int MPI_Wait(MPI_Request *request , MPI_Status *status)
int main(int argc,char* argv[])
{
int numtasks,rank,next,prev,buf[2],tag1=1,tag2=2;
tag1=tag2=0;
MPI_Request reqs[4];
MPI_Status stats[4];
MPI_Init(&argc,&argv);
MPI_Comm_size(MPI_COMM_WORLD,&numtasks);
MPI_Comm_rank(MPI_COMM_WORLD,&rank);
prev=rank-1;
next=rank+1;
if(rank==0)
prev=numtasks-1;
if(rank==numtasks-1)
next=0;
MPI_Irecv(&buf[0],1,MPI_INT,prev,tag1,MPI_COMM_WORLD,&reqs[0]);
MPI_Irecv(&buf[1],1,MPI_INT,prev,tag2,MPI_COMM_WORLD,&reqs[1]);
MPI_Isend(&rank,1,MPI_INT,next,tag2,MPI_COMM_WORLD,&regs[2]);
```

```
MPI_Isend(&rank,1,MPI_INT,next,tag1,MPI_COMM_WORLD,&reqs[3]);

MPI_Waitall(4,reqs,stats);

printf("Task %d communicated with tasks %d & %d\n",rank,prev,next);

MPI_Finalize();

return 0;

}
```

# 3. Simple MPI Bcast

```
#include <mpi.h>
#include <stdio.h>

int main(int argc, char** argv) {
    int rank;
    int buf;
    const int root=0;

MPI_Init(&argc, &argv);

MPI_Comm_rank(MPI_COMM_WORLD, &rank);

if(rank == root) {
    buf = 777;
}
```

```
printf("[%d]: Before Bcast, buf is %d\n", rank, buf);

/* everyone calls bcast, data is taken from root and ends up in everyone's buf */

MPI_Bcast(&buf, 1, MPI_INT, root, MPI_COMM_WORLD);

printf("[%d]: After Bcast, buf is %d\n", rank, buf);

MPI_Finalize();

return 0;
}
```

### 4. Implementation of Bcast using MPI send and recv

```
if (world_rank == root) {
  // If we are the root process, send our data to everyone
  int i;
  for (i = 0; i < world\_size; i++) {
   if (i != world_rank) {
    MPI_Send(data, count, datatype, i, 0, communicator);
   }
  }
 } else {
  // If we are a receiver process, receive the data from the root
  MPI_Recv(data, count, datatype, root, 0, communicator, MPI_STATUS_IGNORE);
 }
}
int main(int argc, char** argv) {
 MPI_Init(NULL, NULL);
 int world_rank;
 MPI_Comm_rank(MPI_COMM_WORLD, &world_rank);
 int data;
 if (world_rank == 0) {
  data = 100;
  printf("Process 0 broadcasting data %d\n", data);
```