

hello.c

```
#include <stdio.h>
#include "mpi.h"
int main(int argc, char* argv[])
{
    int rank, size, len;
    MPI_Init(&argc, &argv);
    MPI_Comm_rank(MPI_COMM_WORLD, &rank);
    MPI_Comm_size(MPI_COMM_WORLD, &size);
    printf("Hello, world, I am %d of %d\n",rank, size);
    MPI_Finalize();
    return 0;
}
```

Program to transfer data from core 0 to core 1.

World1.c

```
#include <stdio.h>
#include "mpi.h"
int main(int argc, char* argv[])
{
    int rank, size, len;
    int num=10;
    MPI_Init(&argc, &argv);
```

```

MPI_Comm_rank(MPI_COMM_WORLD, &rank);
MPI_Comm_size(MPI_COMM_WORLD, &size);
if(rank == 0)
{
printf("Sending message containing: %d from rank %d\n", num,rank);
MPI_Send(&num, 1, MPI_INT, 1, 1, MPI_COMM_WORLD);
}
else
{
printf(" at rank %d\n",rank);
MPI_Recv(&num, 1, MPI_INT, 0, 1, MPI_COMM_WORLD,
MPI_STATUS_IGNORE);
printf("Received message containing: %d at rank %d\n", num,rank);
}
MPI_Finalize();
return 0;
}

```

The cores 2 and will be in waiting mode

World.c

```

#include <stdio.h>
#include "mpi.h"
int main(int argc, char* argv[])
{
int rank, size;

```

```

int num[20]; //N=20, n=4
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &rank);
MPI_Comm_size(MPI_COMM_WORLD, &size);
for(int i=0;i<20;i++)
num[i]=i+1;
if(rank == 0){
int s[4];
printf("Distribution at rank %d \n", rank);
for(int i=1;i<4;i++)

MPI_Send(&num[i*5], 5, MPI_INT, i, 1, MPI_COMM_WORLD); //N/n i.e.
20/4=5

int sum=0, local_sum=0;
for(int i=0;i<5;i++)
{
local_sum=local_sum+num[i];
}
for(int i=1;i<4;i++)
{
MPI_Recv(&s[i], 1, MPI_INT, i, 1, MPI_COMM_WORLD,
MPI_STATUS_IGNORE);
}
printf("local sum at rank %d is %d\n", rank,local_sum);
sum=local_sum;
for(int i=1;i<4;i++)
sum=sum+s[i];
printf("final sum = %d\n\n",sum);
} else {

```

```
int k[5];

MPI_Recv(k, 5, MPI_INT, 0, 1, MPI_COMM_WORLD,
MPI_STATUS_IGNORE);

int local_sum=0;

for(int i=0;i<5;i++)
{
local_sum=local_sum+k[i];
}

printf("local sum at rank %d is %d\n", rank, local_sum);

MPI_Send(&local_sum, 1, MPI_INT, 0, 1, MPI_COMM_WORLD);

}

MPI_Finalize();

return 0;

}
```