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平行程式設計-Training1

Training A

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| Case 1 | Case 2 |
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Training B

|  |  |
| --- | --- |
| Case 1 | Case 2 |
|  | B0521229-B-2-2processors.PNG |
|  |  |
|  |  |
|  |  |

Training C

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| --- | --- |
| Case 1 | Case 2 |
| B0521229-C-1-2processors.PNG | B0521229-B-2-2processors.PNG |
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**心得結語**

以我原先的觀點來說, 不管是broadcast、scatter或gather等MPI之collective communication call 會比用 P-2-P blocking之send/recv方法來的快速,但問了老師說其實並不一定有絕對的結果,最主要還是看對方寫出來的MPI Library之效能,以上的程式練習幫助我學習了很多MPI之使用方式,謝謝。