

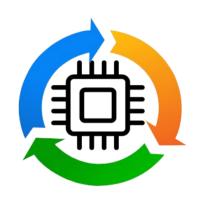
PARALLEL PROGRAMMING...

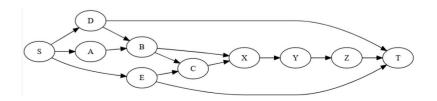
By Patrick Lemoine 2024.

Class Taskflow_HPC



```
myFunctionLambda 1=[...](const int &k) {...}
myFunctionLambda 2=[...](const int &k) {...}
Taskflow_HPC myTask( NbThread, NumType );
//NumType 0: NoThread, 1: multithread, 2: std::async, 3: Specx, 4: jthread...
myTask.add(
  parameters=Frontend::parameters(valnput1,...,valOutput1,...),
    task=myFunctionLambda 1);
myTask.add(
  _parameters=Frontend::parameters(valnput1,...,valOutput1,...),
    _task=myFunctionLambda 2);
myTask.run();
myTask.close();
myTask.debriefing();
```

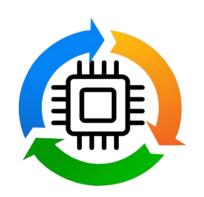


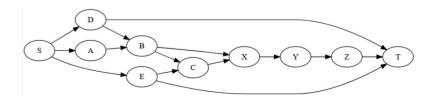


Detach



```
myFunctionLambda 1=[...](const int &k) {...}
myFunctionLambda 2=[...](const int &k) {...}
myFunctionLambda 3=[...](const int &k) {...}
Taskflow HPC myTask( NbThread, NumType );
//NumType 0: NoThread, 1: multithread, 2: std::async, 3: Specx, 4: jthread...
myTask.add(
  _parameters=Frontend::parameters(valnput1,...,valOutput1,...),
    _task=myFunctionLambda 1);
myTask.qDetach=true;
                                                                            Detach Part
myTask.add(
  _parameters=Frontend::parameters(valnput1,...,valOutput1,...),
    task=myFunctionLambda 2);
myTask.add(
  _parameters=Frontend::parameters(valnput1,...,valOutput1,...),
    _task=myFunctionLambda 3);
myTask.run();
myTask.close();
myTask.debriefing();
```

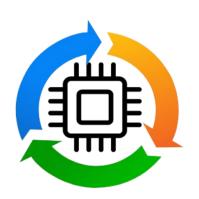


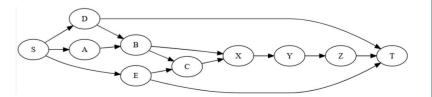


For_each



```
myFunctionLambda 1=[...](const int &k) {...}
myFunctionLambda 2=[...](const int &k) {...}
Taskflow HPC myTask( NbThread, NumType );
//NumType 0: NoThread, 1: multithread, 2: std::async, 3: Specx, 4: jthread...
std::vector<int> v(nb,0);
myTask.for_each(v.begin(),v.end()
  _parameters=Frontend::parameters(valnput1,...,valOutput1,...),
    task=myFunctionLambda 1);
myTask.run();
myTask.for each(v.begin(),v.end()
  parameters=Frontend::parameters(valnput1,...,valOutput1,...),
    _task=myFunctionLambda 2);
myTask.run();
myTask.close();
myTask.debriefing();
```







Compute π with Taskflow_HPC

GOAL: The following code computes the π number by using a numerical evaluation of an integral by a rectangle method.

$$\pi = \int_0^1 \frac{4}{1+x^2} dx \cong \Delta \sum_{i=0}^{N-1} \frac{4}{1+x_i^2}$$

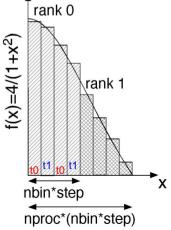
```
void MyDemo()
  std::cout<<"\n":
  int nbThreads=9;
  long int nbN=1000000;
  int sizeBlock=nbN/nbThreads:
  double h=1.0/double(nbN);
  double integralValue=0.0;
  std::vector<double> valuesVec(nbThreads,0.0);
  auto FC1=[h,sizeBlock](const int k,double& s) {
       int vkBegin=k*sizeBlock;
       int vkEnd=(k+1)*sizeBlock;
       double sum=0.0; double x=0.0;
       for(int j=vkBegin;j<vkEnd;j++) { x=h*double(j); sum+=4.0/(1.0+x*x); }
       s=sum;
    return true;
```

integralValue=h*std::reduce(valuesVec.begin(),valuesVec.end());

std::cout<<"PI Value= "<<integralValue<<"\n";

std::cout<<"\n":

Test1.debriefingTasks();





Thank you for your attention!

