MESSAGE-PASSING PROGRAM

Homework #4

By

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Problem Specification:

**Re-do Homework 1 as a message-passing program in MPI with one-dimensional data distribution and measure its speedup compared to the original.**

Program Design:

**My intent was to restructure the original program the same way I did last time, taking cues from the example program in the first reference on how to build an MPI program. I did not understand this nor the other examples, nor the tutorial slides. The structure is built assuming that indices are passed to slave processes so that game() can run in that process with the given indices, because this was what I understood the purpose of MPI\_Sendrecv() to be.**

Testing Plan:

Test Cases:

**I did not successfully complete the program so that it could be tested.**

Analysis and Conclusions:

**I could not understand the way that MPI works to put a program together based on the examples. I have submitted my project as-is; it compiles and nothing else.**

**The GitLab link is here: https://gitlab.cs.uab.edu/jprob/432hw4**

References:

**http://condor.cc.ku.edu/~grobe/docs/intro-MPI-C.shtml**

**https://www.rookiehpc.com/mpi/docs/mpi\_sendrecv.php**