Kennesaw State University

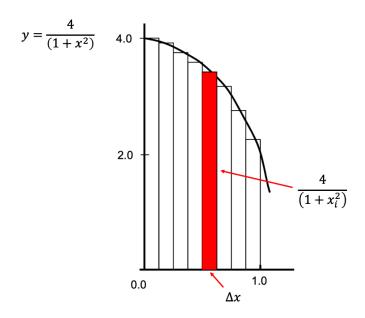
Parallel and Distributed Computing

Project - MPI

Instructor: Kun Suo Points Possible: 100 Due date: check on the D2L

Mathematically, we know the following equation:

$$\int_0^1 \frac{4}{(1+x^2)} \, dx = \pi$$



We can approximate the value of π as a sum of rectangles:

$$\sum_{i=0}^{N} f(x_i) \Delta x \approx \pi$$

Where each rectangle has width Δx and height $F(x_i)$ at the middle of interval i.

The following code implements the above calculation of PI. We divide the area between 0 and 1 into 100000 small rectangles and the value of PI is approximately equal to the sum of all rectangles' size. However, the program executes in the sequential implementation.

https://github.com/kevinsuo/CS4504/blob/master/pi.c

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#define NUMSTEPS 1000000
int main() {
       int i;
       double x, pi, sum = 0.0;
        struct timespec start, end;
        clock gettime(CLOCK MONOTONIC, &start);
        double step = 1.0/(double) NUMSTEPS;
        x = 0.5 * step;
        for (i=0;i<= NUMSTEPS; i++) {</pre>
               x+=step;
               sum += 4.0/(1.0+x*x);
        pi = step * sum;
        clock_gettime(CLOCK_MONOTONIC, &end);
        u int64 t diff = 1000000000L * (end.tv sec - start.tv sec) + end.tv nsec -
start.tv nsec;
        printf("PI is %.20f\n",pi);
        printf("elapsed time = %llu nanoseconds\n", (long long unsigned int) diff);
        return 0;
```

(1) Write a parallel program to calculate PI using MPI based on this sequential solution.

To compile the program with MPI, use:

```
$ mpicc -g program.c -o program.o
```

Please write a brief report introducing your implementation.

(2) Estimate your MPI program execution time and compare the time using different number of threads (n=1, 2, 4, ...).

Submitting Assignment

Submit your assignment through D2L using the appropriate assignment link. For task, please submit the <u>source code</u>, <u>screenshot of output</u> and <u>report(introducing the code logic and highlight your results/output)</u>.