

# Tools of high performance computing 2024

## Exercise 2

Return by Wednesday 29.1.2024 23:59 to Moodle.

Exercise session: Friday 30.1.2024

### Problem 1. (6 points)

When in a program an array is accessed past the upper limit of its index it might go unnoticed. For example (on the left in Fortran and on the right in C):

<code>integer :: a(10)</code>	<code>int a[10];</code>
<code>...</code>	<code>...</code>
<code>print *,a(11)</code>	<code>printf("%d\n",a[10]);</code>

There is, however a limit beyond which the array can not be accessed without the program crashing. Investigate this limit by defining the array `a` as shown above and trying to access elements with larger and larger index. Run the program many times. Comment on your results.

### Problem 2. (6 points)

Run the program of problem 1 under debugger so that it crashes. After crash, in the debugger, print the array content and the value of index which was last used.

### Problem 3. (6 points)

Write a program (Fortran or C) that computes the sum

$$\sum_{k=0}^n \exp(\sin(k/1000000)).$$

Measure the CPU time used in the computation using 32, 64, and 128-bit<sup>1</sup> floating point numbers<sup>2</sup>. In order to get enough measurable CPU time use large enough values of  $n$ . Ascertain that you are really using the mentioned kinds of floating point numbers. To measure CPU time, use the corresponding Fortran or C/C++ functions (see next page). Remember to print the result in the end, so that the compiler doesn't optimize away the loop. Comment on your results.

### Problem 4. (6 points)

Unpack the attached package `simpleprofiling.zip`. Use either the Fortran or C version in this problem. By using the profiler, investigate what are the times spent in the two innermost loops in the code (the lines `sum1=sum1+...` and

- 1 Seems that at least GNU and Intel C/C++ compilers support 128-bit float as `__float128` and not as `long double`.
- 2 If you are using C/C++ remember to use the math functions specific for the floating point kind: `expf`, `sinf` for `float`, `exp`, `sin` for `double` and `expl`, `sinl` for `__float128`.

sum2=sum2+...). Remember to compile the code with options

```
-O0 -pg -g -static1
```

Comment on your results.

## Measuring CPU time (problem 3)

### Fortran

```
...  
real :: t1,t2  
...  
call cpu_time(t1)  
  ! do the computations  
call cpu_time(t2)  
print *, 'CPU time in seconds: ',t2-t1  
...
```

### C/C++

```
...  
#include <time.h>  
...  
clock_t t1,t2;  
double cputime;  
...  
t1=clock();  
  // do the computations  
t2=clock();  
cputime=(double)(t2-t1)/CLOCKS_PER_SEC;  
printf("CPU time in seconds: %g\n",cputime);  
...
```

<sup>1</sup> The last option links the executable statically; i.e., includes all libraries in the executable file. This way you also get profiling information on the library functions; in this case math functions exp, sin and cos.