

UE Parallel Algorithms and Programming

TD # 3

Exercise 1

Below an improved solution for question 1.2.

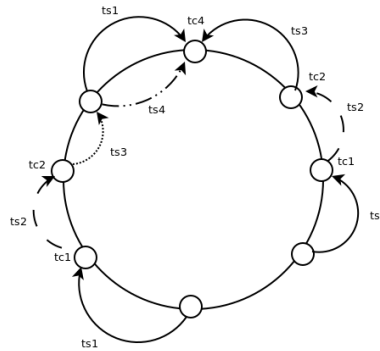


Figure 1: Solution to exercise 1.2

- at ts1: 3 sends to 2; 4 sends to 5 and 7 sends to 0
- at tc1: 2 computes its local sum; 5 computes and 0 computes
- at ts2: 5 sends to 6; 2 sends to 1
- at tc2: 6 computes; 1 compute
- at ts3: 1 sends to 0; 6 sends to 7
- at tc3: 0 computes
- at ts4: 7 sends to 0
- at tc4: 0 computes

We notice that tc3 and ts4 can be run in parallel !!

$$T = 3(ts + tc) + \max(ts, tc)$$

Exercise 2

Bellow a possible answer for Exercise 2, question 3: Algorithm to broadcast a message in a ring with two-way links.

```
1  /* source is k */
2  Bcast(M, k)
3  {
4      my_id = MY_NUM();
5      nb_procs = NUM_PROCS();
6
7      /* now root of bcast is 0 */
8      id_shift = (my_id - k) % nb_procs;
9
10     /* if I'm in the first half of the processes, I recv from left and I
11     send to the right */
12     if(id_shift < nb_procs/2){
13         from = (my_id - 1) % nb_procs;
14         to = (my_id + 1) % nb_procs;
15     }
16     else{
17         /* recv from right and send to left */
18         from = (my_id + 1) % nb_procs;
19         to = (my_id - 1) % nb_procs;
20     }
21
22     if(my_id = k){
23         /* send an initial message in both directions */
24         SEND(M, (k-1) % nb_procs);
25         SEND(M, (k+1) % nb_procs);
26     }
27     else{
28         /* if I'm the last process on one subpart, I only recv */
29         if(id_shift == (nb_procs/2)-1 || id_shift == nb_procs/2){
30             RECV(&M, from);
31         }
32         else{
33             RECV(&M, from);
34             SEND(M, to);
35         }
36     }
37 }
```