



**POLITECNICO**  
MILANO 1863

**MPI**

Alessandro Margara

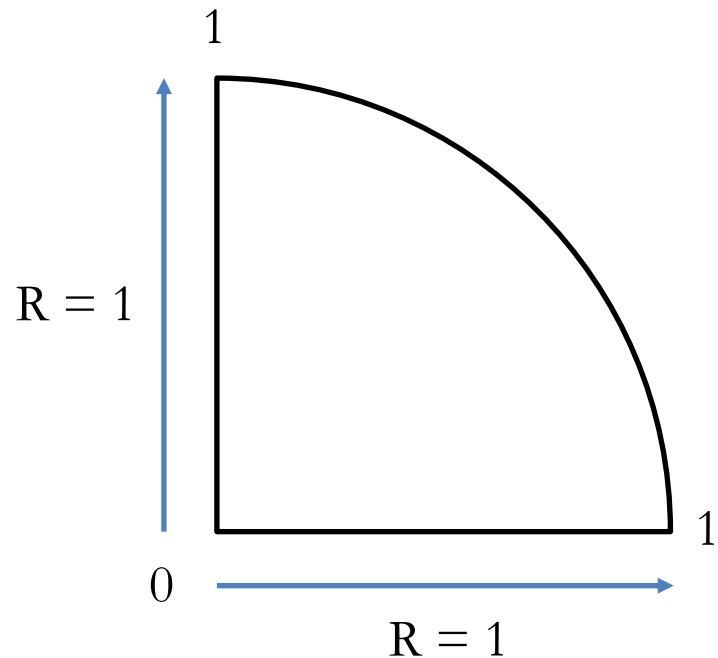
[alessandro.margara@polimi.it](mailto:alessandro.margara@polimi.it)

<https://margara.faculty.polimi.it>

# Exercise 1

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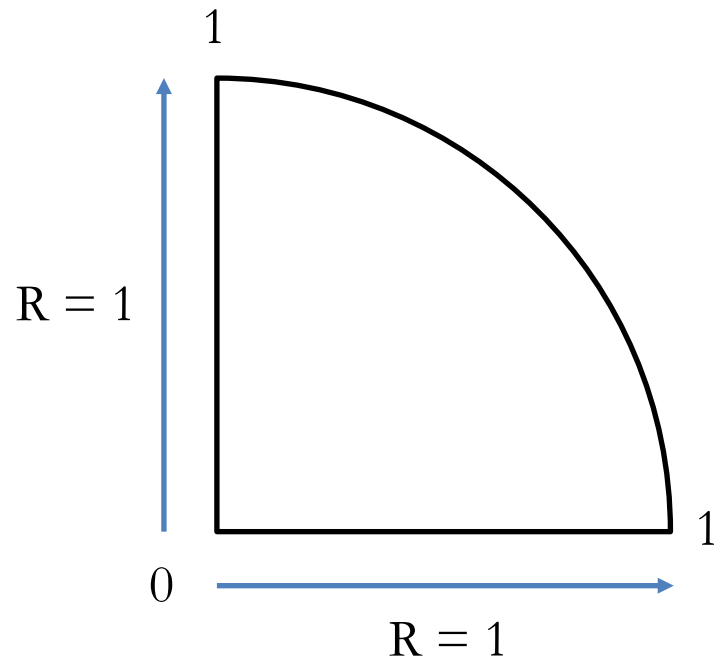
- Use a Monte Carlo simulation to estimate the value of  $\pi$
- Given a circle of radius  $R=1$ , its area is  $A=\pi$ 
  - Let us consider only one fourth of the circle
  - Then the area is  $A=\pi/4$



# Exercise 1

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- Consider the cartesian coordinates as in figure
- Given a point  $P(x,y)$  it will be within the circle iff
  - $\text{Sqrt}(x^2+y^2) \leq \text{Sqrt}(1)$
  - $x^2+y^2 \leq 1$
- We can estimate  $A$  by generating many random points and checking how many of them fall within the circle
- We can then compute  $\text{Pi} = 4*A$



# Exercise 2

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- Implement a guess game
  - N rounds
  - One process acts as leader and selects a number X between 1 and 1000 (included)
    - In the first round, the leader is process 0
  - All processes (including the leader) select a random number and send it to the leader
    - The process that selects the number that is closest to X wins the round and becomes the leader for the next round
    - If multiple processes have the same score, no one wins the round, and the leader does not change
  - Process 0 keeps track of the number of rounds won by each process and prints the updated leaderboard at the end of each round

# Exercise 3

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- You are to implement a simple traffic simulator
- Consider a linear road divided into consecutive segments numbered 0..N as in the figure below
  - N is represented by variable `num_segments` in the template
  - You may assume the number of segments to be a multiple of the number of processes



# Exercise 3

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- The simulation evolves in discrete rounds for a given number of iterations
  - num\_iterations in the template file
- At each round
  - Some cars enter the road in segment 0
    - Use function create\_random\_input() to obtain the number of cars
  - Each car either remains in the same segment or moves to the next one
    - Use function move\_next\_segment() to determine if a car moves or not
    - Cars that move out of the last segment are not part of the simulation anymore

# Exercise 3

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- Every 10 iterations, you have to compute the total number of cars that are currently within the road
  - Process P0 prints the sum
  - The code for printing is already in the template
- Run the simulation in parallel on multiple processes, minimizing synchronization and communication as much as possible
- You may set `DEBUG` to 1 to obtain deterministic values and check the correctness of your code
  - At each round a single car enters the road
  - Cars always move to the next segment