Walchand College of Engineering, Sangli Department of Computer Science and Engineering

Course: High Performance Computing Lab

Practical No 1

PRN: 22510019

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Batch: B6

<u>Title</u>: Introduction to OpenMP

Problem Statement 1 – Demonstrate Installation and Running of OpenMP code in C

Recommended Linux based System:

Following steps are for windows:

OpenMP – Open Multi-Processing is an API that supports multi-platform shared-memory multiprocessing programming in C, C++ and Fortran on multiple OS. OpenMP uses a portable, scalable model that gives programmers a simple and flexible interface for developing parallel applications for platforms ranging from the standard desktop computer to the supercomputer.

To set up OpenMP,

We need to first install C, C++ compiler if not already done. This is possible through the MinGW Installer.Reference: Article on GCC and G++ installer (<u>Link</u>)

Note: Also install 'mingw32-pthreads-w32' package.

Then, to run a program in OpenMP, we have to pass a flag '-fopenmp'.

Example:

```
soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL$ gcc -fopenmp Hello.c -o Hello
soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL$ ./Hello
Hello, world.
Soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL$
```

<u>Problem Statement 2</u> – Print 'Hello, World' in Sequential and Parallel in OpenMP

We first ask the user for number of threads – OpenMP allows to set the threads at runtime. Then, we print the Hello, World in sequential – number of times of threads count and then run the code in parallel in each thread.

Code snapshot:

```
C Hello.c
                           X
               c ps2.c
Assignment1 > C ps2.c > ...
       #include <stdio.h>
       #include <omp.h>
   2
   3
       int main(void)
   5
            #pragma omp parallel
   6
            printf("Hello, world.\n");
   7
            return 0;
   8
  10
```

Output snapshot:

```
soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL/Assignment1/
soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL/Assignment1$ gcc -fopenmp ps2.c -o ps2
soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL/Assignment1$ ./ps2
Hello, world.
```

```
soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL/Assignment1$ ./pss2
Enter the number of threads: 15
Sequential printing:
Hello, World - Iteration 0
Hello, World - Iteration 1
Hello, World - Iteration 2
Hello, World - Iteration 3
Hello, World - Iteration 4
Hello, World - Iteration 5
Hello, World - Iteration 6
Hello, World - Iteration 7
Hello, World - Iteration 8
Hello, World - Iteration 9
Hello, World - Iteration 10
Hello, World - Iteration 11
Hello, World - Iteration 12
Hello, World - Iteration 13
Hello, World - Iteration 14
Parallel printing:
Hello, World from thread 12
Hello, World from thread 10
Hello, World from thread 0
Hello, World from thread 14
Hello, World from thread 11
Hello, World from thread 8
Hello, World from thread 9
Hello, World from thread 2
Hello, World from thread 6
Hello, World from thread 7
Hello, World from thread 1
Hello, World from thread 4
Hello, World from thread 5
Hello, World from thread 3
Hello, World from thread 13
soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL/Assignment1$
```

GitHub Link:

HPCL/Assignment1 at main · Somzee5/HPCL

Problem statement 3: Calculate theoretical FLOPS of your system on which you are running the above codes.

```
soham@Vivobook16x-Soham:/mnt/d/SEM VII/HPCL/Assignment1$ lscpu
Architecture:
                         x86_64
                         32-bit, 64-bit
 CPU op-mode(s):
                         48 bits physical, 48 bits virtual
  Address sizes:
                         Little Endian
 Byte Order:
CPU(s):
                         16
 On-line CPU(s) list:
                         0-15
Vendor ID:
                         AuthenticAMD
  Model name:
                         AMD Ryzen 7 5800HS with Radeon Graphics
    CPU family:
    Model:
                         80
   Thread(s) per core:
                         2
   Core(s) per socket:
                         8
   Socket(s):
                         1
   Stepping:
                         0
    BogoMIPS:
                         6387.72
```

8 ops (256-bit AVX2) \times 2 (FMA) = 16 FLOPs per cycle

FLOPs per Second per Core

= Clock speed × FLOPs per cycle per core

 $= 4.1 \text{ GHz} \times 16 \text{ FLOPs/cycle}$

 $=4.1 \times 10^9 \times 16$

= 65.6 GFLOPS/core

 $FLOPS = 8 \times 4.1 \times 10^9 \times 16$

= 524.8 GFLOPS

Class: Final Year (CSE) Year: 2025-26 Semester: 1