

Assignment MPI: Ping Pong

The purpose of this assignment is for you to learn more about

- getting started with MPI point to point communication with a basic program
- implementing operations using regular communication patterns.

As usual all time measurements are to be performed on the cluster.

1 Ping pong (15 pts)

Question: Write a code that is to be run on two processes, where:

- process 0 read a value from the command line parameters,
- process 0 sends it to process 1,
- process 1 adds 2 to it,
- process 1 sends it back to process 0,
- and process 0 prints it.

Write that code in `pingpong/mpi-ping-pong.cpp`.

Question: Test that code with `make bench`. Submit an archive of your code and `slurm-xyz.out` files.