

**Write a MPI Program to demonstration of MPI_Reduce and MPI_Allreduce
(MPI_MAX, MPI_MIN, MPI_SUM, MPI_PROD)**

```
#include <mpi.h>
#include <stdio.h>

int main(int argc, char** argv) {
    MPI_Init(&argc, &argv); // Initialize MPI
    int rank, size;
    int value, sum, prod, max, min;
    int all_sum, all_prod, all_max, all_min;
    MPI_Comm_rank(MPI_COMM_WORLD, &rank); // Get this process's ID
    MPI_Comm_size(MPI_COMM_WORLD, &size); // Get total number of processes
    value = rank + 1; // Each process sets its value to (rank + 1)
    // --- MPI_Reduce: results are available only on root (rank 0) ---
    MPI_Reduce(&value, &sum, 1, MPI_INT, MPI_SUM, 0, MPI_COMM_WORLD);
    MPI_Reduce(&value, &prod, 1, MPI_INT, MPI_PROD, 0, MPI_COMM_WORLD);
    MPI_Reduce(&value, &max, 1, MPI_INT, MPI_MAX, 0, MPI_COMM_WORLD);
    MPI_Reduce(&value, &min, 1, MPI_INT, MPI_MIN, 0, MPI_COMM_WORLD);
    if (rank == 0) {
        printf("== Results using MPI_Reduce (only at root) ==\n");
        printf("Sum = %d\n", sum);
        printf("Prod = %d\n", prod);
        printf("Max = %d\n", max);
        printf("Min = %d\n", min);
    }
    // --- MPI_Allreduce: results are available to ALL processes ---
    MPI_Allreduce(&value, &all_sum, 1, MPI_INT, MPI_SUM, MPI_COMM_WORLD);
    MPI_Allreduce(&value, &all_prod, 1, MPI_INT, MPI_PROD, MPI_COMM_WORLD);
    MPI_Allreduce(&value, &all_max, 1, MPI_INT, MPI_MAX, MPI_COMM_WORLD);
    MPI_Allreduce(&value, &all_min, 1, MPI_INT, MPI_MIN, MPI_COMM_WORLD);
    printf("Process %d - Allreduce: Sum=%d, Prod=%d, Max=%d, Min=%d\n",
        rank, all_sum, all_prod, all_max, all_min);
```

```
    MPI_Finalize(); // Finalize MPI  
    return 0;  
}
```

Output:

```
mpicc reduce_allreduce_demo.c -o reduce_allreduce_demo
```

```
mpirun ./reduce_allreduce_demo
```

```
== Results using MPI_Reduce (only at root) ==
```

```
Sum = 3
```

```
Prod = 2
```

```
Max = 2
```

```
Min = 1
```

```
Process 0 - Allreduce: Sum=3, Prod=2, Max=2, Min=1
```

```
Process 1 - Allreduce: Sum=3, Prod=2, Max=2, Min=1
```