HW02 - Time Bomb

Chelsi Gupta

September 12, 2018

1 Steps for Implementation

- First I initialized the timer by using the rand function. The timer is a random integer between 1 to 10.
- Then the process 0 generates the time bomb and sends it to randomly selected process. Which is done through "rand()%size".
- The process that receives this timer, decrements it and then sends it to other processes by using MPLSend().
- The process which receives 1 as the timer and then decrements it to zero, declares itself as the loser. This process then sends the timer(which is 0) to all other processes.
- If a process receives a 0 timer value, it will simply stop its execution and display "bomb exploded".
- I compiled and ran the program using "mpic++ timebomb.cpp -o a.out" and "mpirun -np 4 ./a.out" commands respectively.

2 Code

```
#include <iostream>
#include <stdlib.h>
#include <mpi.h>
#define MCW MPLCOMM_WORLD

using namespace std;

int main(int argc, char **argv){
    int rank, size;
    int timer=rand()%10+1;

    MPI_Init(&argc, &argv);
    MPI_Comm_rank(MCW, &rank);
    MPI_Comm_size(MCW, &size);
```

```
if(rank==0)
    MPI_Send(&timer, 1, MPI_INT, rand()% size, 0, MCW);
while(1){
    MPI_Recv(&timer, 1, MPI_INT, MPI_ANY_SOURCE, 0, MCW, MPI_STATUS_IGNORE);
    if (!timer){
         cout<<rank<<":_bomb_exploded"<<endl;</pre>
         break;
    timer --;
    cout <<" I _am_ process _"<<rank <<" _and _the _timer _ is : _"<<timer << end l;
    if (!timer){
    \verb|cout|<<"Lam_process_"<<| rank|<<"_and_I_am_the_loser."<<| endl|;
         for(int i=0; i < size; ++i){
             MPI_Send(&timer, 1, MPI_INT, i, 0, MCW);
    MPI_Send(&timer, 1, MPI_INT, rand()% size, 0, MCW);
}
MPI_Finalize();
return 0;
```

3 Output

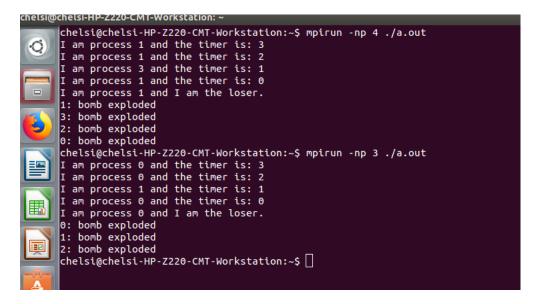


Figure 1: My Output