

# Sample Program: Trapezoidal Rule

Following Foster's methodology, we

1. partition the problem (find the area of a single trapezoid, add them up)
2. identify communication (information about single trapezoid scattered, single areas gathered)
3. aggregate tasks (there are probably more trapezoids than cores, so split  $[a, b]$  into `comm_SZ` subintervals)
4. map tasks to cores (subintervals to cores; results back to process 0)

# Sample Program: Trapezoidal Rule

```
/* File:      mpi_trap1.c
 * Purpose:   Use MPI to implement a parallel version of the trapezoidal
 *            rule. In this version the endpoints of the interval and
 *            the number of trapezoids are hardwired.
 *
 * Input:     None.
 * Output:    Estimate of the integral from a to b of f(x)
 *            using the trapezoidal rule and n trapezoids.
 *
 * Compile:   mpicc -g -Wall -o mpi_trap1 mpi_trap1.c
 * Run:       mpiexec -n <number of processes> ./mpi_trap1
 *
 * Algorithm:
 *   1. Each process calculates "its" interval of
 *      integration.
 *   2. Each process estimates the integral of f(x)
 *      over its interval using the trapezoidal rule.
 *   3a. Each process != 0 sends its integral to 0.
 *   3b. Process 0 sums the calculations received from
 *       the individual processes and prints the result.
 *
 * Note: f(x), a, b, and n are all hardwired.
 *
 * IPP:   Section 3.2.2 (pp. 96 and ff.)
 */
#include <stdio.h>

/* We'll be using MPI routines, definitions, etc. */
#include <mpi.h>

/* Calculate local integral */
double Trap(double left_endpt, double right_endpt, int trap_count,
            double base_len);
```

```

/* Function we're integrating */
double f(double x);

int main(void) {
    int my_rank, comm_sz, n = 1024, local_n;
    double a = 0.0, b = 3.0, dx, local_a, local_b;
    double local_int, total_int;
    int source;

    /* Let the system do what it needs to start up MPI */
    MPI_Init(NULL, NULL);

    /* Get my process rank */
    MPI_Comm_rank(MPI_COMM_WORLD, &my_rank);

    /* Find out how many processes are being used */
    MPI_Comm_size(MPI_COMM_WORLD, &comm_sz);

    dx = (b-a)/n;          /* dx is the same for all processes */
    local_n = n/comm_sz; /* So is the number of trapezoids */

    /* Length of each process' interval of
     * integration = local_n*dx. So my interval
     * starts at: */
    local_a = a + my_rank*local_n*dx;
    local_b = local_a + local_n*dx;
    local_int = Trap(local_a, local_b, local_n, dx);

    /* Add up the integrals calculated by each process */
    if (my_rank != 0) {
        MPI_Send(&local_int, 1, MPI_DOUBLE, 0, 0,
                 MPI_COMM_WORLD);
    } else {
        total_int = local_int;
        for (source = 1; source < comm_sz; source++) {
            MPI_Recv(&local_int, 1, MPI_DOUBLE, source, 0,
                    MPI_COMM_WORLD, MPI_STATUS_IGNORE);

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        total_int += local_int;
    }
}

/* Print the result */
if (my_rank == 0) {
    printf("With n = %d trapezoids, our estimate\n", n);
    printf("of the integral from %f to %f = %.15e\n",
        a, b, total_int);
}

/* Shut down MPI */
MPI_Finalize();

return 0;
} /* main */

/*-----
* Function:      Trap
* Purpose:       Serial function for estimating a definite integral
*                using the trapezoidal rule
* Input args:    left_endpt
*                right_endpt
*                trap_count
*                base_len
* Return val:    Trapezoidal rule estimate of integral from
*                left_endpt to right_endpt using trap_count
*                trapezoids
*/
double Trap(
    double left_endpt /* in */,
    double right_endpt /* in */,
    int trap_count /* in */,
    double base_len /* in */) {
    double estimate, x;
    int i;

```

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    estimate = (f(left_endpt) + f(right_endpt))/2.0;
    for (i = 1; i <= trap_count-1; i++) {
        x = left_endpt + i*base_len;
        estimate += f(x);
    }
    estimate = estimate*base_len;

    return estimate;
} /* Trap */

/*-----
* Function:    f
* Purpose:     Compute value of function to be integrated
* Input args:  x
*/
double f(double x) {
    return x*x;
} /* f */

```