## Assume # worker = 2, # work = 2

Worker O	Manager	Worker 1
MPI. I fond (Request for work)	MPI_Irecv	MPI_Isend (Requiet for Work)
read-dict	get_names	MPI-Probe
MPI_sad (Dict size)	MPI-Wait	MPI-get-count
MPI_Probe	buid-2d-array	MPI_recV
MPI_get-court	MPI_recv K	make-profile
MPI- recve	MPI_ send (file name)	MPI_ send (Profile result)
make -profile	YMPI-recu	MPI- Probe
MPI_ send (Profile result),	MPI_send (file name)	MPI-get-count
MPI-Probe	MPI_ read /	Terminate
MPI-got-court	MPI - send (Termination)	
Ternitate	YMPI _ recv	
	MDI_send (Termination)	
	write _ protiles	
	Torminate	

Q1: Why program uses non-blocking sound/reco MPI functions?

At: To overlap communication and computation.

Q2- Why there is no deadlock problem?

A2: All MPI stud and MPI recu are moter together, so there's no possibility of deadlock.