



LAB EXPERIMENT 3

PARALLEL AND DISTRIBUTED COMPUTING

1. Write a MPI code to implement quick sort .

CODE:

```
/* quicksort */  
#include <stdio.h>  
#include <mpi.h>  
include <time.h>  
  
#define N 1000000  
  
void showElapsed(int id, char *m);  
void showVector(int *v, int n, int id);
```

```
int * merge(int *v1, int n1, int *v2, int n2);
```

```
void swap(int *v, int i, int j);
```

```
void qsort(int *v, int left, int right);
```

```
double startTime, stopTime;
```

```
void showElapsed(int id, char *m)
```

```
{
```

```
    printf("%d: %s %f secs\n",id,m,(clock()-  
        startTime)/CLOCKS_PER_SEC);
```

```
}
```

```
void showVector(int *v, int n, int id)
```

```
{
```

```
    int i;
```

```
    printf("%d: ",id);
```

```
    for(i=0;i<n;i++)
```

```
        printf("%d ",v[i]);
```

```
    putchar('\n');
```

```
}
```

```
int * merge(int *v1, int n1, int *v2, int n2)
```

```
{
```

```
    int i,j,k;
```

```
    int * result;
```

```
    result = (int *)malloc((n1+n2)*sizeof(int));
```

```
    i=0; j=0; k=0;
```

```
    while(i<n1 && j<n2)
```

```
        if(v1[i]<v2[j])
```

```
        {
```

```
            result[k] = v1[i];
```

```

        i++; k++;
    }
    else
    {
        result[k] = v2[j];
        j++; k++;
    }
    if(i==n1)
        while(j<n2)
        {
            result[k] = v2[j];
            j++; k++;
        }
    else
        while(i<n1)
        {
            result[k] = v1[i];
            i++; k++;
        }
    return result;
}

```

```

void swap(int *v, int i, int j)

```

```

{
    int t;
    t = v[i];
    v[i] = v[j];
    v[j] = t;
}

```

```

void qsort(int *v, int left, int right)

```

```

{
    int i,last;
    if(left>=right)
        return;
    swap(v,left,(left+right)/2);
    last = left;
    for(i=left+1;i<=right;i++)
        if(v[i]<v[left])
            swap(v,++last,i);
    swap(v,left,last);
    qsort(v,left,last-1);
    qsort(v,last+1,right);
}

```

```

main(int argc, char **argv)
{
    int * data;
    int * chunk;
    int * other;
    int m,n=N;
    int id,p;
    int s;
    int i;
    int step;
    MPI_Status status;

    startTime = clock();

    MPI_Init(&argc,&argv);
    MPI_Comm_rank(MPI_COMM_WORLD,&id);
    MPI_Comm_size(MPI_COMM_WORLD,&p);

```

```

showElapsed(id,"MPI setup complete");

if(id==0)
{
    int r;
    srandom(clock());

    s = n/p;
    r = n%p;
    data = (int *)malloc((n+s-r)*sizeof(int));
    for(i=0;i<n;i++)
        data[i] = random();
    if(r!=0)
    {
        for(i=n;i<n+s-r;i++)
            data[i]=0;
        s=s+1;
    }
    showElapsed(id,"generated the random numbers");

    MPI_Bcast(&s,1,MPI_INT,0,MPI_COMM_WORLD);
    chunk = (int *)malloc(s*sizeof(int));
MPI_Scatter(data,s,MPI_INT,chunk,s,MPI_INT,0,MPI_COMM_WORLD);

    showElapsed(id,"scattered data");

    qsort(chunk,0,s-1);

    showElapsed(id,"sorted");
}

```

```

else
{
    MPI_Bcast(&s,1,MPI_INT,0,MPI_COMM_WORLD);
    chunk = (int *)malloc(s*sizeof(int));
    MPI_Scatter(data,s,MPI_INT,chunk,s,MPI_INT,0,MPI_COMM_WORLD);

    showElapsed(id,"got data");

    qsort(chunk,0,s-1);

    showElapsed(id,"sorted");
}

step = 1;
while(step<p)
{
    if(id%(2*step)==0)
    {
        if(id+step<p)
        {
            MPI_Recv(&m,1,MPI_INT,id+step,0,MPI_COMM_WORLD,&
            status); other = (int *)malloc(m*sizeof(int));

            MPI_Recv(other,m,MPI_INT,id+step,0,MPI_COMM_WORL
            D,&status); showElapsed(id,"got merge
            data");

            chunk = merge(chunk,s,other,m);
            showElapsed(id,"merged data");
            s = s+m;
        }
    }
}

else

```

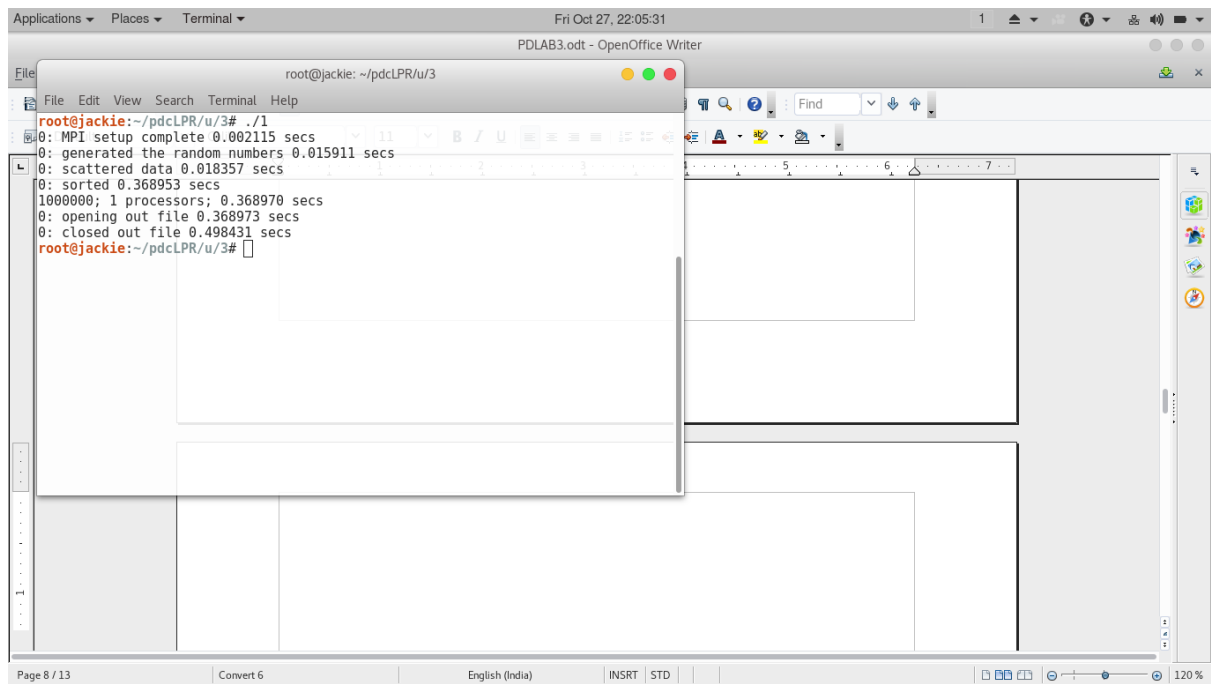
```

{
    int near = id-step;
    MPI_Send(&s,1,MPI_INT,near,0,MPI_COMM_WORLD);
    MPI_Send(chunk,s,MPI_INT,near,0,MPI_COMM_WORLD);
    showElapsed(id,"sent merge data");
    break;
}
step = step*2;
}
if(id==0)
{
    FILE * fout;

    stopTime = clock();
    printf("%d; %d processors; %f secs\n", s,p,(stopTime-
                                                startTime)/CLOCKS_PER_SEC);

    showElapsed(id,"opening out file");
    fout = fopen("result","w");
    for(i=0;i<s;i++)
        fprintf(fout,"%d\n",chunk[i]);
    fclose(fout);
    showElapsed(id,"closed out file");
}
MPI_Finalize();
}

```



2. Write a parallel program using MPI to sort a given set of integers using merge sort.

CODE:

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

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

```
#include <stdlib.h>
```

```
#include <time.h>
```

```
const int n = 1;
```

```
const int m = 1;
```

```
void fill_matrix_randomly(int matrix[n][m], int  
max_value); void write_matrix(int matrix[n]  
[m]);
```

```
int find_max(int* vector, int vector_size);
```

```
int find_min(int* vector, int vector_size);
```

```
void write_vector(int* vector, int vector_size);
```

```
int main(int argc, char* argv[])
```

```
{
```

```
    int my_rank = 0;
```

```
    int comm_size = 0;
```

```
    int a[n][m];
```

```
    int receive_buffer[m];
```

```
    int partial_max[m];
```

```
    int partial_min[m];
```

```
    MPI_Init(&argc, &argv);
```

```
MPI_Comm_rank(MPI_COMM_WORLD, &my_rank);
MPI_Comm_size(MPI_COMM_WORLD, &comm_size);
```

```
if (comm_size != n)
{
    printf("Please set process count = %d and run again.", n);
    MPI_Finalize();
    return 0;
}
```

```
if (my_rank == 0)
{
    fill_matrix_randomly(a, 10);
    write_matrix(a);
}
```

```
/* MPI Scatter(address of send buffer, number of elements sent to each
process, data type of send buffer, address of receive buffer, number of elements
in receive buffer, data type of receive buffer, rank of sending process,
communicators space) */
```

```
MPI_Scatter(a, n, MPI_INT, receive_buffer, n, MPI_INT, 0, MPI_COMM_WORLD);
```

```
/* MPI_Reduce(address of send buffer, address of receive buffer, number of
elements in send buffer, data type of elements in send buffer, reduce operation,
rank of root process, communicators space) */
```

```
MPI_Reduce(receive_buffer, partial_max, n, MPI_INT, MPI_MAX, 0,
MPI_COMM_WORLD);
```

```
MPI_Reduce(receive_buffer, partial_min, n, MPI_INT, MPI_MIN, 0,
MPI_COMM_WORLD);
```

```
if (my_rank == 0)
{
    printf("Vector of partial max values.\n");
    write_vector(partial_max, n);
    printf("Vector of partial min values.\n");
    write_vector(partial_min, n);
}
```

```

    int max = find_max(partial_max, n);
    int min = find_min(partial_min, n);
    printf("Matrix boundaries = [%d..%d]\n", min, max);
}
MPI_Barrier(MPI_COMM_WORLD);
MPI_Finalize();

return 0;
}

```

```

int find_max(int* vector, int vector_size)
{
    int max = vector[0];
    int i = 0;
    for (i = 0; i < vector_size; i++)
    {
        if (vector[i] > max)
        {
            max = vector[i];
        }
    }
    return max;
}

```

```

int find_min(int* vector, int vector_size)

    int min = vector[0];
    int i = 0;
    for (i = 0; i < vector_size; i++)
    {
        if (vector[i] < min)

```

```

    {
        min = vector[i];
    }
}
return min;

```

```

void fill_matrix_randomly(int matrix[n][m], int max_value)

```

```

{
    int i = 0;
    int j = 0;
    srand(time(NULL));
    for (i = 0; i < n; i++)
    {
        for (j = 0; j < m; j++)
        {
            matrix[i][j] = rand() % max_value;
        }
    }
}

```

```

void write_matrix(int matrix[n][m])

```

```

{
    int i = 0;
    int j = 0;
    for (i = 0; i < n; i++)
    {
        for (j = 0; j < m; j++)
        {
            printf("%4d", matrix[i][j]);
        }
        printf("\n");
    }
}

```

```
    }  
}  
  
void write_vector(int* vector, int vector_size)  
{  
    int i = 0;  
    for (i = 0; i < vector_size; i++)  
    {  
        printf("vector[%d] = %d\n", i, vector[i]);  
    }  
}
```

