## **Practical 1**

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# **Introduction to OpenMP**

Problem Statement 1: Installation of OpenMP code in C

### Installation of OpenMP:

```
manas—git bash-c#l/bin/bash(012)012# We don't need return codes for "$(command)", only stdout is needed.|012# Allow `[[-n "$(c... /stc./paths.d/homebrew)
== The following new directories will be created:
/opt/homebrew/bin
/opt/homebrew/stc
/opt/h
```

#### Installation of GCC for running OpenMP:

```
manas — ruby -W1 --disable=gems.rubyopt /opt/homebrew/Library/Hon
Last login: Sun Aug 3 11:48:57 on ttys000
manas@Manass-MacBook-Air ~ % brew install gcc
==> Fetching downloads for: gcc
==> Downloading https://ghcr.io/v2/homebrew/core/gcc/manifests/15.1.0
==> Fetching dependencies for gcc: gmp, isl, mpfr, libmpc, lz4, xz and zstd
==> Downloading https://ghcr.io/v2/homebrew/core/gmp/manifests/6.3.0
==> Fetchina amp
==> Downloading https://ghcr.io/v2/homebrew/core/gmp/blobs/sha256:6683d73d6677d2
Downloading https://ghcr.io/v2/homebrew/core/isl/manifests/0.27
==> Fetching isl
==> Downloading https://ghcr.io/v2/homebrew/core/is1/blobs/sha256:de143fddb0e20b
==> Downloading https://ghcr.io/v2/homebrew/core/mpfr/manifests/4.2.2
==> Fetching mpfr
==> Downloading https://ghcr.io/v2/homebrew/core/mpfr/blobs/sha256:ed822b7e77645
==> Downloading https://ghcr.io/v2/homebrew/core/libmpc/manifests/1.3.1
==> Fetchina libmpc
==> Downloading https://ghcr.io/v2/homebrew/core/libmpc/blobs/sha256:5c8cdc4d460
Downloading https://ghcr.io/v2/homebrew/core/lz4/manifests/1.10.0-1
==> Fetching 1z4
==> Downloading https://ghcr.io/v2/homebrew/core/lz4/blobs/sha256:5bd143b7b78498
==> Downloading https://ghcr.io/v2/homebrew/core/xz/manifests/5.8.1
==> Fetching xz
==> Downloading https://ghcr.io/v2/homebrew/core/xz/blobs/sha256:dcd7823f2624cbc
==> Downloading https://ghcr.io/v2/homebrew/core/zstd/manifests/1.5.7
```

# OpenMP Program in C:

### Output of the Program:

```
    manas@Manass-MacBook-Air HPCL 1 % gcc-15 -fopenmp Program.c -o Program
    manas@Manass-MacBook-Air HPCL 1 % ./Program
    Hello, world.
    Hello, world.
```

Problem Statement 2: Print Hello, World in Sequential and Parallel in OpenMP

## Program:

```
C P2.c > 分 main()
      #include <stdio.h>
      #include <omp.h>
      int main() {
          int n_threads;
          printf("Enter number of threads: ");
          scanf("%d", &n_threads);
 8
          printf("\nSequential Hello, World:\n");
11
          for (int i = 0; i < n_threads; i++) {</pre>
              printf("Hello, World from iteration %d (sequential)\n", i);
12
13
15
          omp_set_num_threads(n_threads);
          printf("\nParallel Hello, World:\n");
          #pragma omp parallel
21
              int tid = omp_get_thread_num();
22
              printf("Hello, World from thread %d (parallel)\n", tid);
23
24
25
          return 0;
```

### Output:

```
manas@Manass-MacBook-Air HPCL 1 % gcc-15 -fopenmp P2.c -o P2
manas@Manass-MacBook-Air HPCL 1 % ./P2
Enter number of threads: 4

Sequential Hello, World:
Hello, World from iteration 0 (sequential)
Hello, World from iteration 1 (sequential)
Hello, World from iteration 2 (sequential)
Hello, World from iteration 3 (sequential)

Parallel Hello, World:
Hello, World from thread 0 (parallel)
Hello, World from thread 2 (parallel)
Hello, World from thread 3 (parallel)
Hello, World from thread 1 (parallel)
```

#### Analysis:

- Takes user input for number of threads.
- Prints "Hello, World" sequentially that many times (one by one).
- Sets OpenMP to use that many threads.
- Prints "Hello, World" in parallel, where each thread prints its own line.
- scanf() → takes user input.
- omp\_set\_num\_threads(n) → sets thread count at runtime.
- #pragma omp parallel → creates multiple threads.
- omp\_get\_thread\_num() → gets each thread's ID.

Problem Statement 3: Calculate theoretical FLOPS of your system on which you are running the above codes.

**FLOPS** = Floating Point Operations Per Second It's a measure of your system's **computational performance**, how many floating-point operations it can perform **per second**.

Theoretical FLOPS=TxfxI

penMP "Hello, World" code **does not perform floating point calculations**, so its **actual FLOPS** ≈ **0**.