Practical 1

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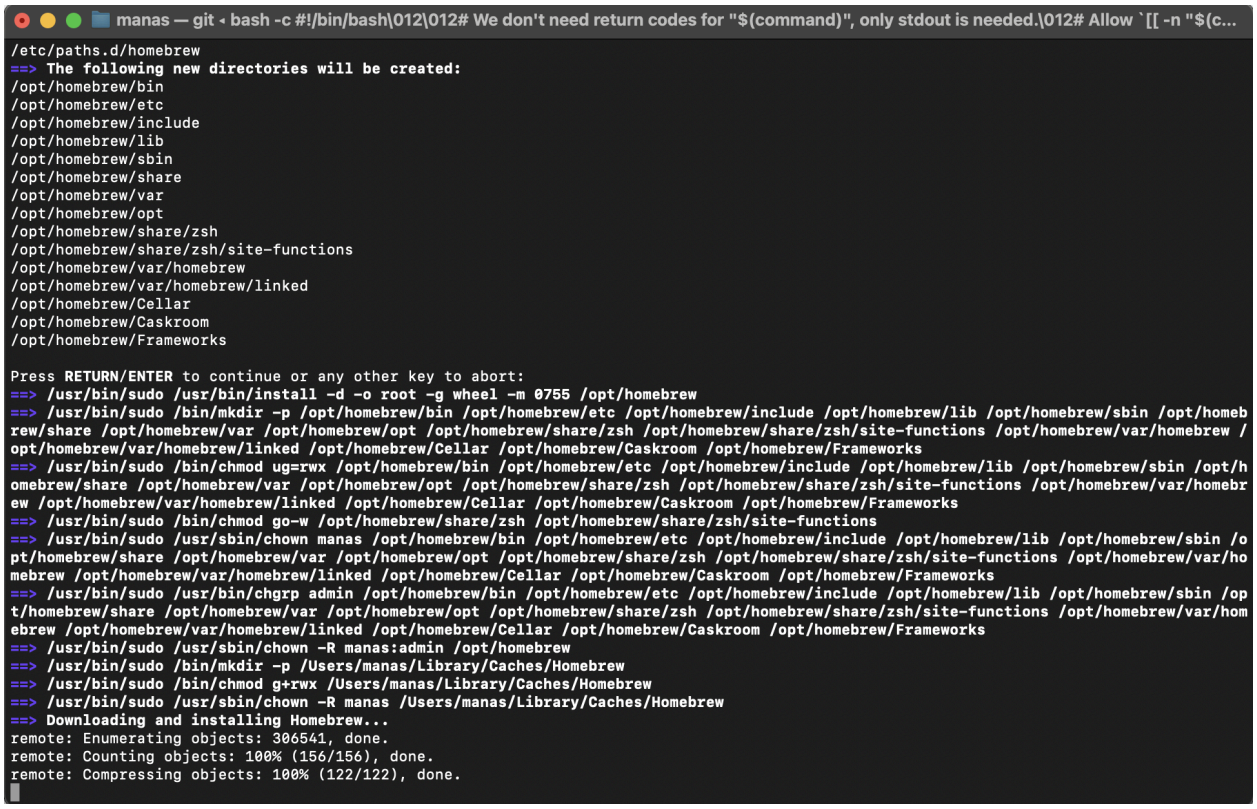
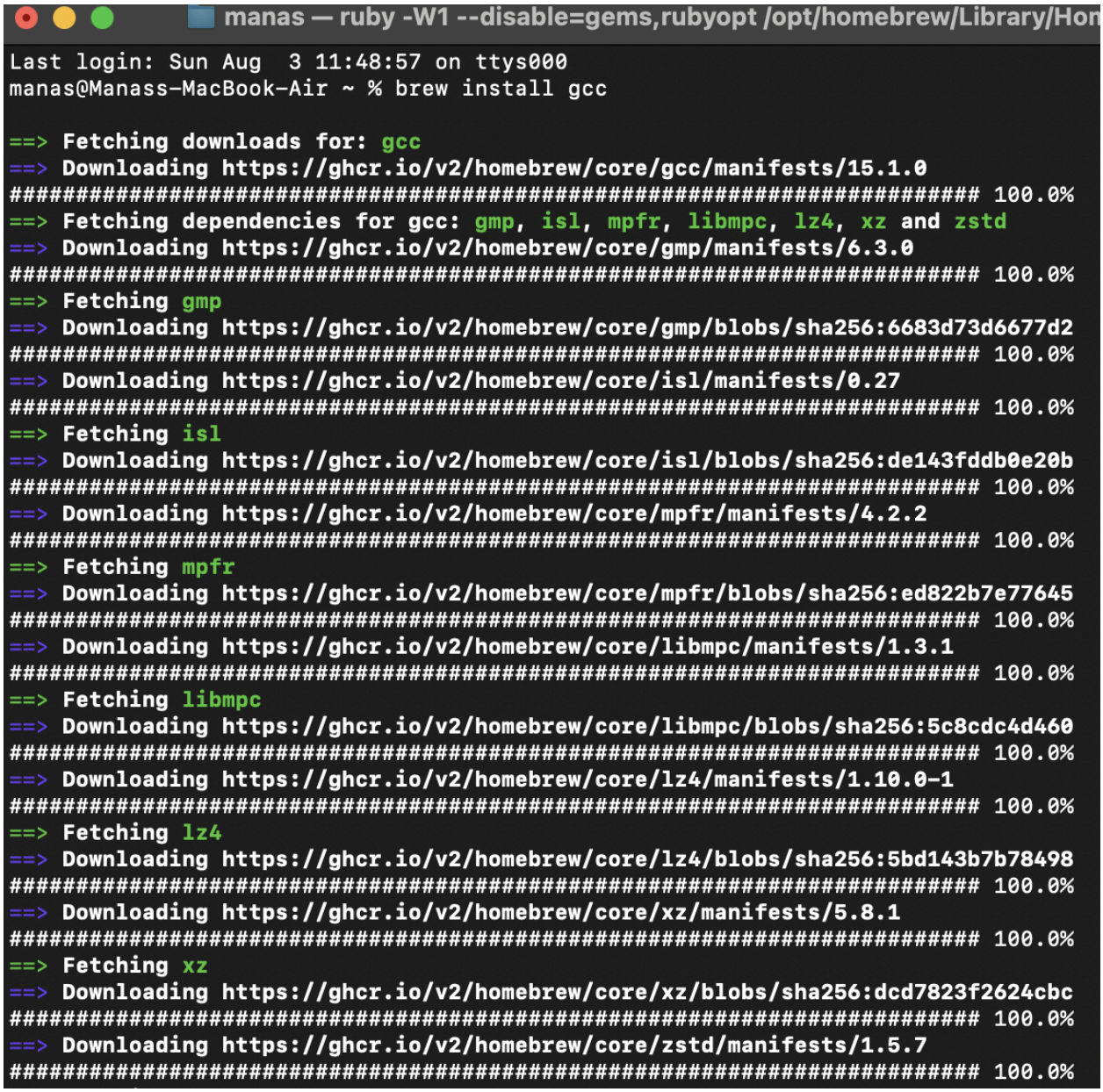
Introduction to OpenMP

Problem Statement 1: Installation of OpenMP code in C

Installation of OpenMP:



Installation of GCC for running OpenMP:



OpenMP Program in C:

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

int main(void)
{
    #pragma omp parallel
    printf("Hello, world.\n");
    return 0;
}
```

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.
Hello, world.
Hello, world.
Hello, world.
Hello, world.
Hello, world.
Hello, world.
```

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

Program:

C P2.c > main()

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

int main() {
    int n_threads;

    printf("Enter number of threads: ");
    scanf("%d", &n_threads);

    printf("\nSequential Hello, World:\n");
    for (int i = 0; i < n_threads; i++) {
        printf("Hello, World from iteration %d (sequential)\n", i);
    }

    omp_set_num_threads(n_threads);

    printf("\nParallel Hello, World:\n");

    #pragma omp parallel
    {
        int tid = omp_get_thread_num();
        printf("Hello, World from thread %d (parallel)\n", tid);
    }

    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=T×f×I

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