# CSCI 596: HW 8

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# 1 OpenMP Target Offload Computation of $\pi$

### 1.1 Modified source Code of omp\_teams\_pi.c

The text below is the code for the modifications made to the  $omp\_teams\_pi.c$  file from the previously named  $omp\_target\_pi.c$ .

```
1 #include <omp.h>
2 #include <stdio.h>
3 #define NBIN 1000000
4 #define NTMS 12
5 #define NTRD 96
7 int main() {
    float step ,sum=0.0,pi;
    step = 1.0/(float)NBIN;
9
    float sum_teams[NTMS];
10
11
    for (int j=0; j < NTMS; j++) sum_teams[j] = 0.0;
12
    // #pragma omp target map(step,sum)
    #pragma omp target teams map(step, sum_teams) num_teams(NTMS)
14
16
      #pragma omp distribute
      for (int j=0; j<NTMS; j++) {
17
         long long ibgn = NBIN/NTMS*j;
18
         long long iend = NBIN/NTMS*(j+1);
19
         if (j == NTMS-1) iend = NBIN;
20
         // # pragma omp parallel for reduction(+:sum) num_threads(NTRD)
21
        # pragma omp parallel for reduction (+:sum_teams[j]) num_threads (NTRD)
22
         // for (long long i=0; i<NBIN; i++)
23
24
         for (long long i=ibgn; i<iend; i++) {
          float x = (i+0.5)*step;
25
26
           // \text{ sum } += 4.0/(1.0+x*x)
           sum_{teams}[j] += 4.0/(1.0+x*x);
27
28
      } // End OMP Distribute
    } // End OMP Target
30
31
    for (int j=0; j < NTMS; j++) sum += sum_teams[j];
33
34
    pi = sum*step;
    printf("PI = \%f \setminus n", pi);
35
    return 0;
36
37 }
```

#### 1.2 Output of omp\_teams\_pi.c

Output of *omp\_teams\_pi.c* after being run on a GPU accelerated compute node.

# 2 DPC++ Computation of $\pi$

### 2.1 Output of pi.c

Output of pi.c after being run on a GPU accelerated compute node on the Intel Develoud using DPC++.