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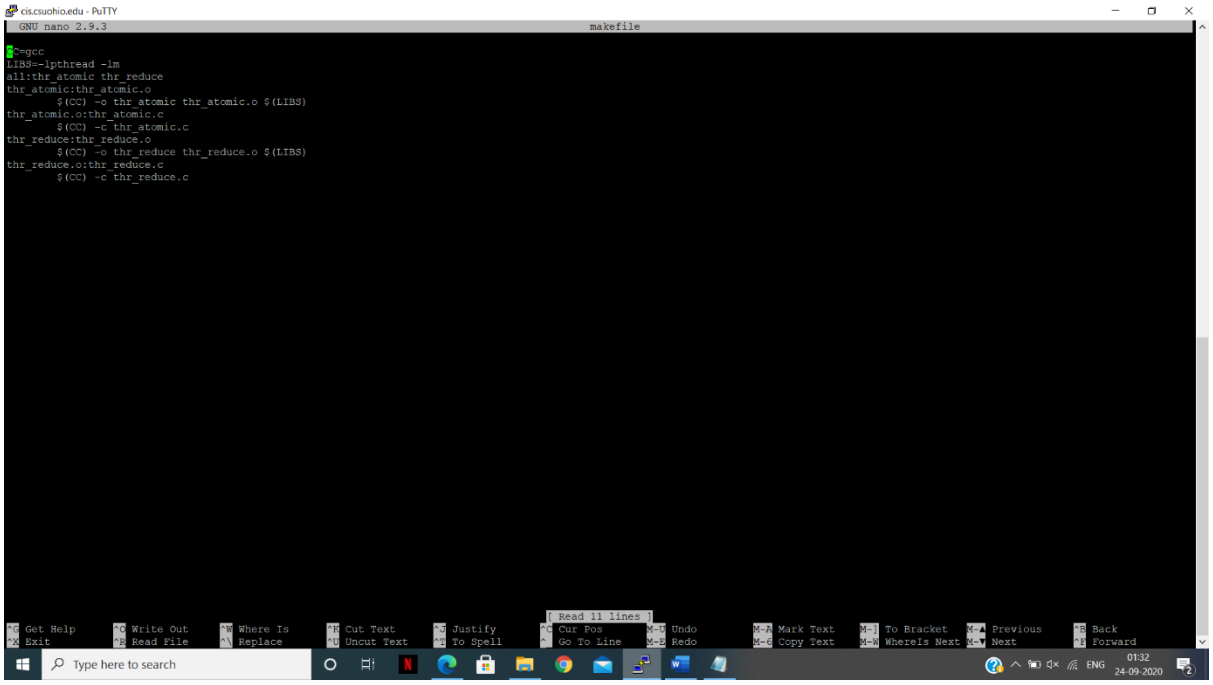
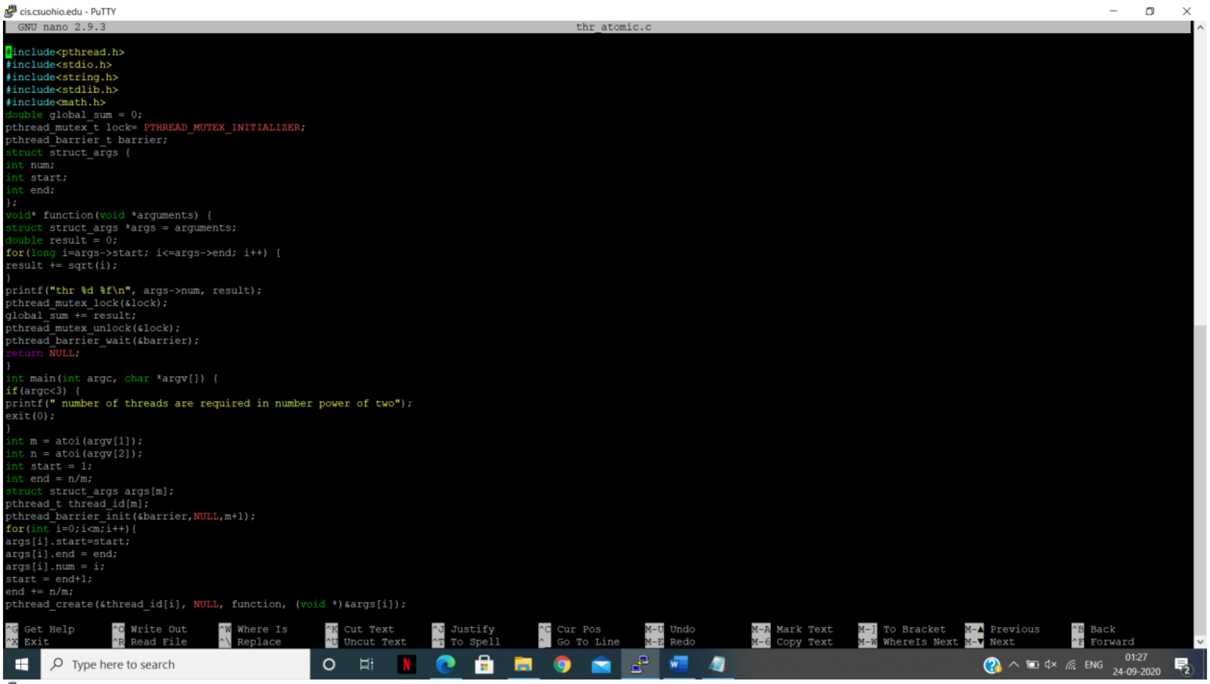
1)**MAKING FILE**:



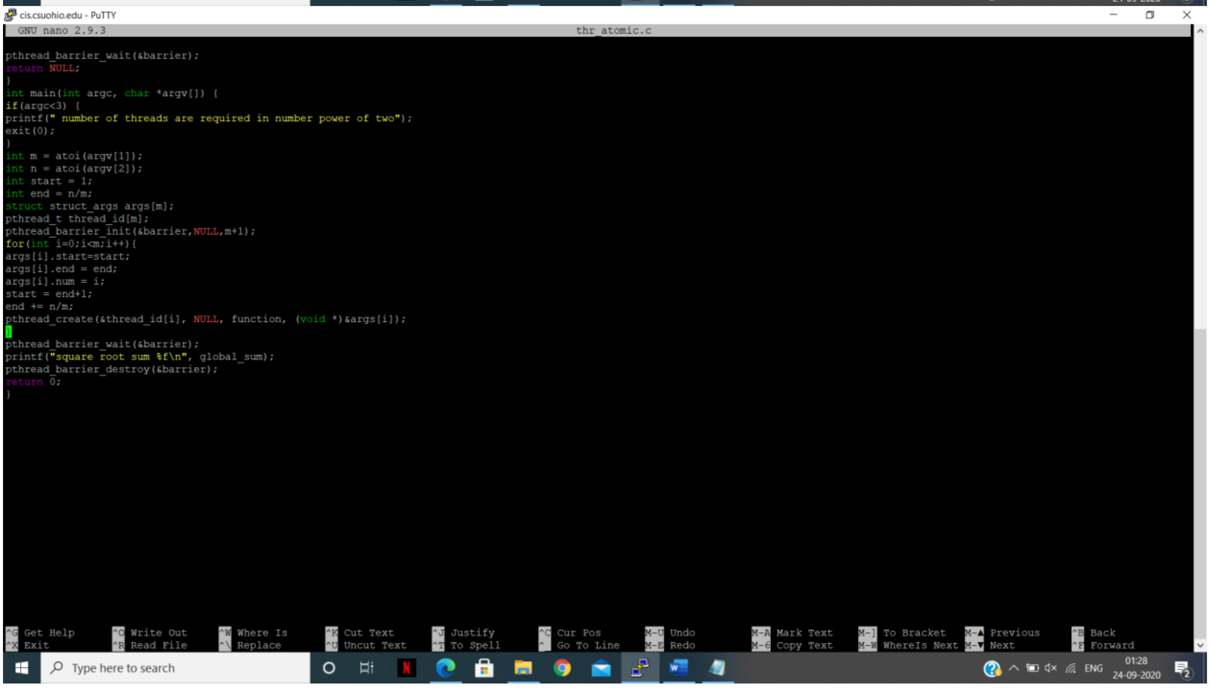
Experience and Explanation:

The most liked part in this proj1 is the makefile.it was pretty nice to write the steps very easy because all the steps you mention in the class lecture of project-1 by following the video I done this part.

2)thr_atomic.c



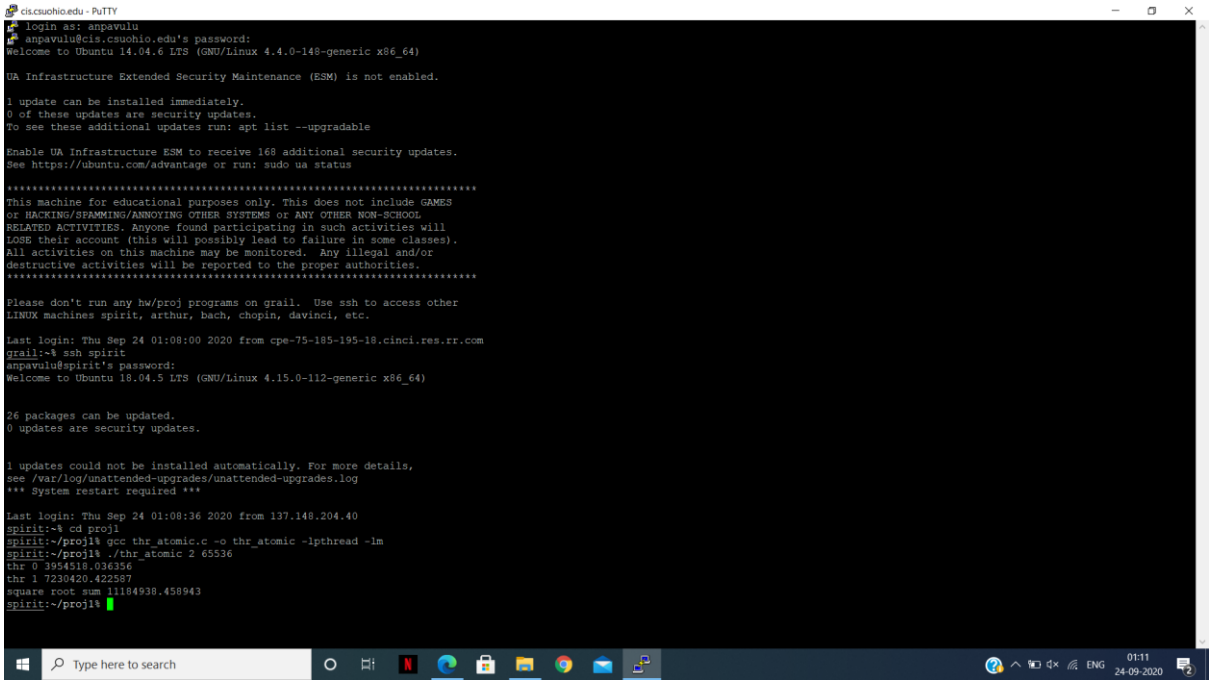
```c
#include<pthread.h>
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
#include<math.h>
double global_sum = 0;
pthread_mutex_t lock= PTHREAD_MUTEX_INITIALIZER;
pthread_barrier_t barrier;
struct struct_args {
int num;
int start;
int end;
};
void* function(void *arguments) {
struct struct_args *args = arguments;
double result = 0;
for(long i=args->start; i<=args->end; i++) {
result += sqrt(i);
}
printf("thr %d %f\n", args->num, result);
pthread_mutex_lock(&lock);
global_sum += result;
pthread_mutex_unlock(&lock);
pthread_barrier_wait(&barrier);
return NULL;
}
int main(int argc, char *argv[]) {
if(argc<3) {
printf(" number of threads are required in number power of two");
exit(0);
}
int m = atoi(argv[1]);
int n = atoi(argv[2]);
int start = 1;
int end = n/m;
struct struct_args args[m];
pthread_t thread_id[m];
pthread_barrier_init(&barrier,NULL,m+1);
for(int i=0;i<m;i++){
args[i].start=start;
args[i].end = end;
args[i].num = i;
start = end+1;
end += n/m;
pthread_create(&thread_id[i], NULL, function, (void *)&args[i]);
```



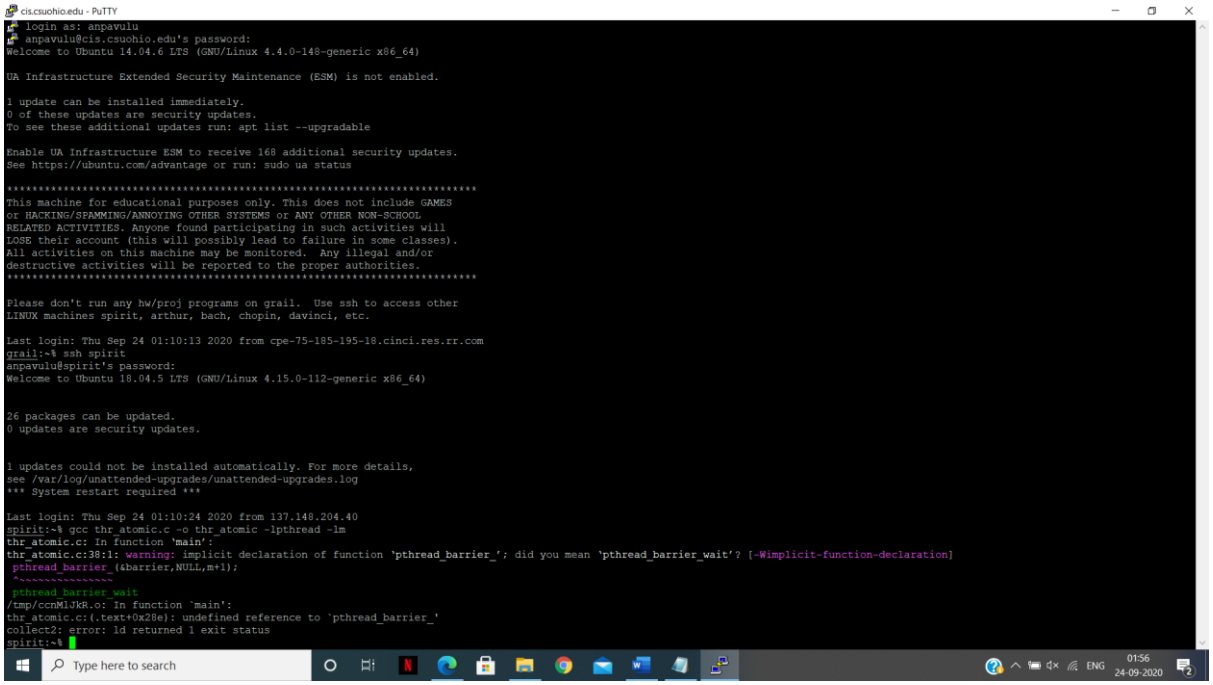
```c
pthread_barrier_wait(&barrier);
return NULL;
}
int main(int argc, char *argv[]) {
if(argc<3) {
printf(" number of threads are required in number power of two");
exit(0);
}
int m = atoi(argv[1]);
int n = atoi(argv[2]);
int start = 1;
int end = n/m;
struct struct_args args[m];
pthread_t thread_id[m];
pthread_barrier_init(&barrier,NULL,m+1);
for(int i=0;i<m;i++){
args[i].start=start;
args[i].end = end;
args[i].num = i;
start = end+1;
end += n/m;
pthread_create(&thread_id[i], NULL, function, (void *)&args[i]);

pthread_barrier_wait(&barrier);
printf("square root sum %f\n", global_sum);
pthread_barrier_destroy(&barrier);
return 0;
}
```

Coding explaination:First I written defined libraries file like thread,standardlibrary,string,input and output and math for the calculation of sqrt.next initialized with global sum it store the partial sum of all the threads and passing command line arguments,struct array,mutex_intializer for locking of thread to complete one processor and then go to the other. I locked at global sum.then after in the main first know the range and threads then divide with threads in the four loop we have to run with logic as mentioned above.

Output:



Experience:

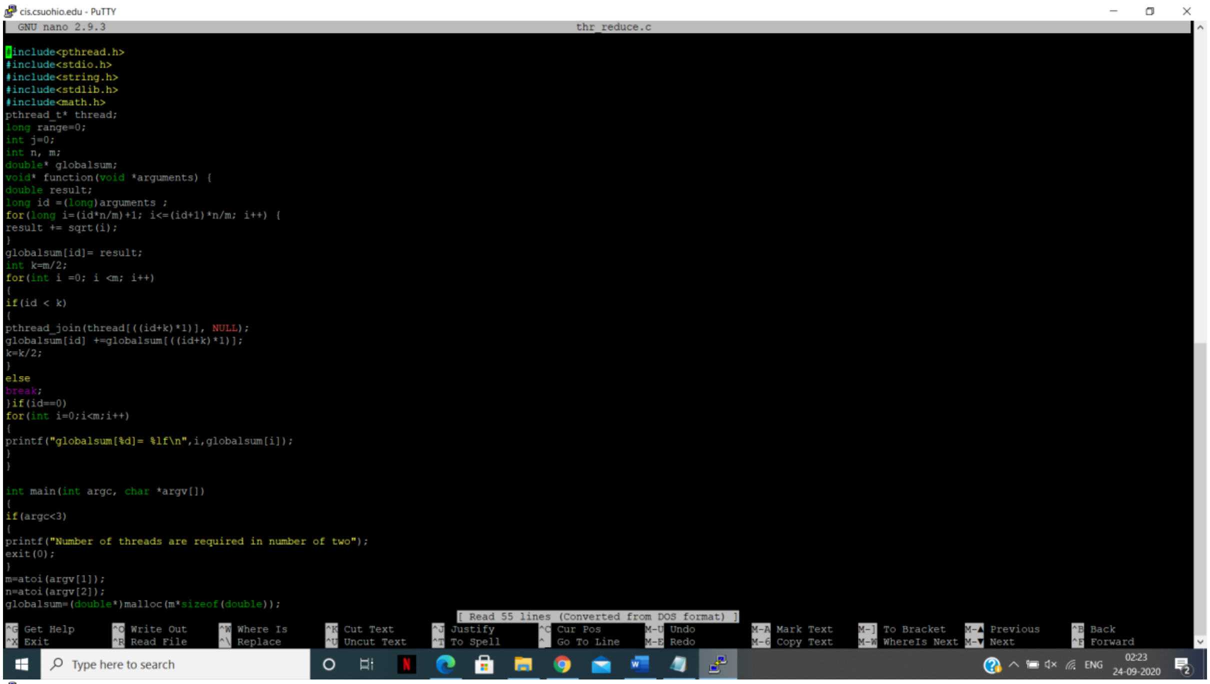


pthread_barrier_init(&barrier,NULL,m+1);

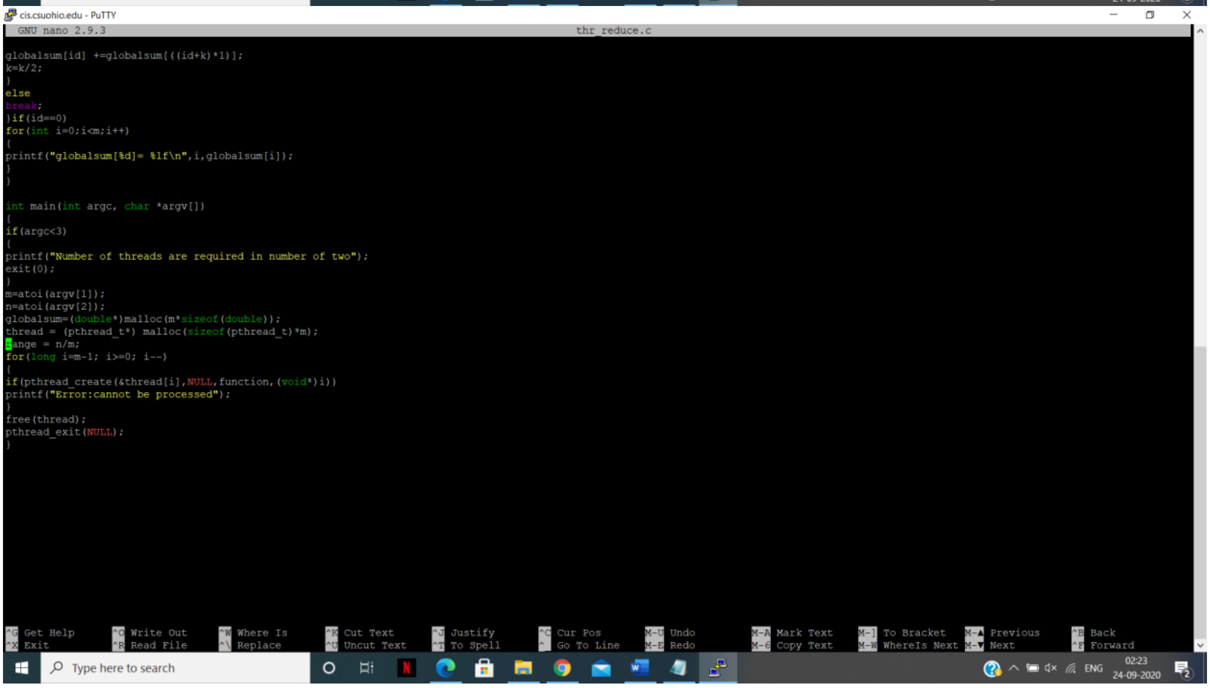
this init trouble me for some time later search in the google and fix it.

By listening the lecture remaining all small syntaxes and some logical errors figure it out and get output overall some trouble but done with first part nicely.

3)thr_reduce.c:



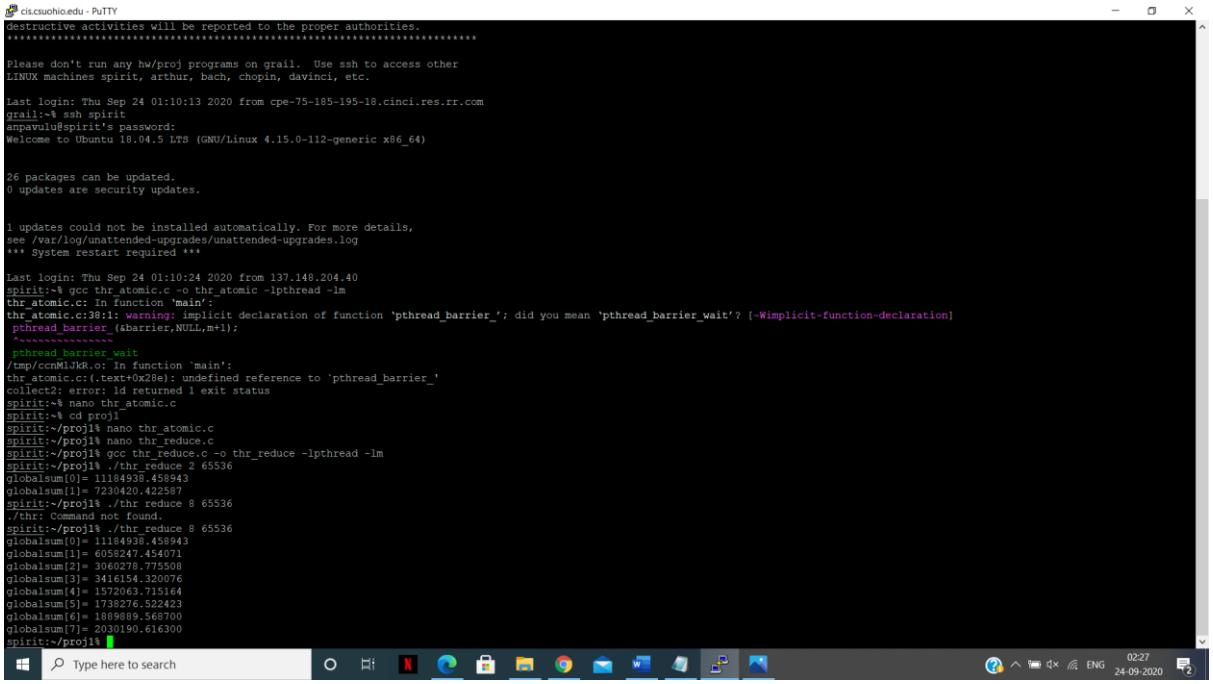
```
GNU nano 2.9.3                    thr_reduce.c

#include<pthread.h>
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
#include<math.h>
pthread_t* thread;
long range=0;
int j=0;
int n, m;
double* globalsum;
void* function(void *arguments) {
double result;
long id =(long)arguments ;
for(long i=(id*n/m)+1; i<=(id+1)*n/m; i++) {
result += sqrt(i);
}
globalsum[id]= result;
int k=m/2;
for(int i =0; i <m; i++)
{
if(id < k)
{
pthread_join(thread[((id+k)*1)], NULL);
globalsum[id] +=globalsum[((id+k)*1)];
k=k/2;
}
else
break;
}if(id==0)
for(int i=0;i<m;i++)
{
printf("globalsum[%d]= %lf\n",i,globalsum[i]);
}
}

int main(int argc, char *argv[])
{
if(argc<3)
{
printf("Number of threads are required in number of two");
exit(0);
}
m=atoi(argv[1]);
n=atoi(argv[2]);
globalsum=(double*)malloc(m*sizeof(double));
                [ Read 55 lines (Converted from DOS format) ]
```



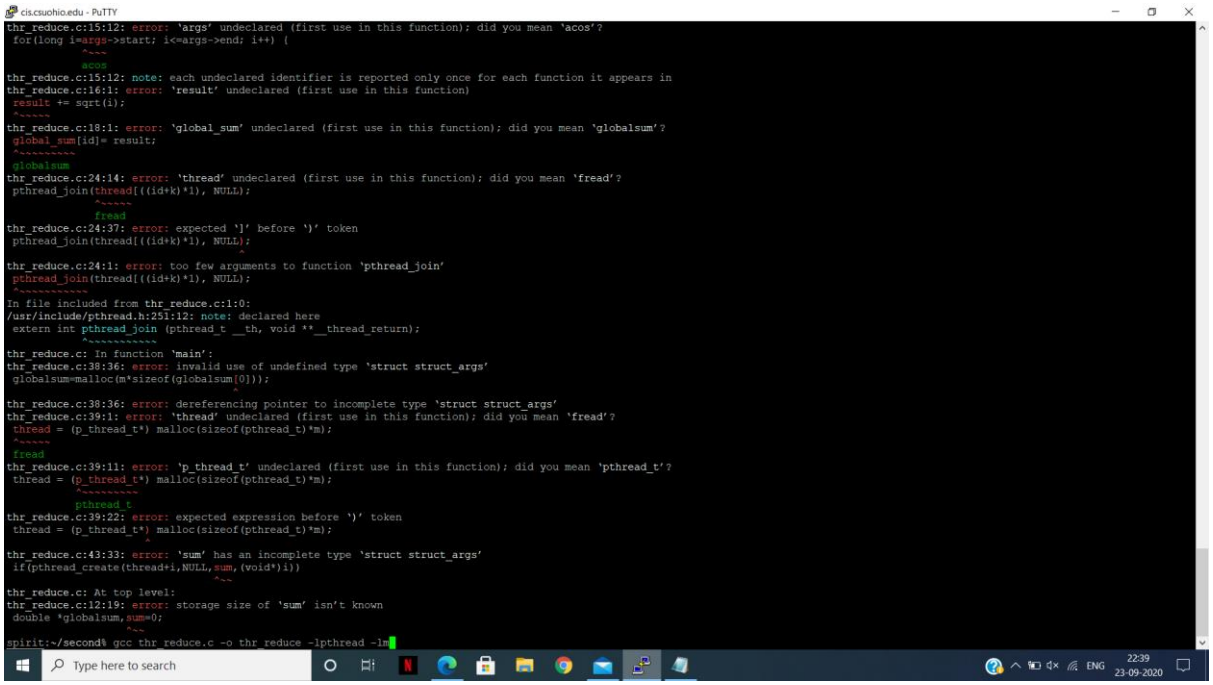
```
GNU nano 2.9.3                    thr_reduce.c

globalsum[id] +=globalsum[((id+k)*1)];
k=k/2;
}
else
break;
}if(id==0)
for(int i=0;i<m;i++)
{
printf("globalsum[%d]= %lf\n",i,globalsum[i]);
}
}

int main(int argc, char *argv[])
{
if(argc<3)
{
printf("Number of threads are required in number of two");
exit(0);
}
m=atoi(argv[1]);
n=atoi(argv[2]);
globalsum=(double*)malloc(m*sizeof(double));
thread = (pthread_t*) malloc(sizeof(pthread_t)*m);
range = n/m;
for(long i=m-1; i>=0; i--)
{
if(pthread_create(&thread[i],NULL,function,(void*)i))
printf("Error:cannot be processed");
}
free(thread);
pthread_exit(NULL);
}
```

coding explanation: defined the libraries standard,,thread,string,and math. After that declare global variables and global sum and then divided with number of threads .after that setting up for loop with(id+k)*1 to wait for thr partner id and then again slices until for zero thread like that we will print all the values.the remaining flow will be same mentioned in the thr_atomic.c same logic is taken here I just modified for partner thread id only to join.

Output:



Experience:



double* globalsum; firstly this declaration I messed with double globalsum[m]; as I already used an int "m".here solved first error.

Second result is declared in function but not declared starting then after declared double result;

Third after if condition pthread_join(thread[((id+k)*1))],NULL); in these line closing the brackets I did mistake after that solved again.

Fourth allocating memory to threads using malloc that steps also got error

Fifth one declaring m,n as global and used as int m,int nin the main function how you can use global as local that errors.

Sixth declaring p_thread*t only I forgot to store in the pointer of thread later I declare . p_thread*t pthread.

I just mentioning the some errors which are irritated me because It become really hard and get panic by seeing that much error and warnings by seeing the errors knowing that error type and solving it become challenging a quite bit over all I was done finally.The lecture video helped me to get logical id especially when I stucked.how to write?later I got simply while listening twice and slowly understanding things happening in that .