Class: Final Year (Computer Science and Engineering)

Year: 2022-23 **Semester:** 1

Course: High Performance Computing Lab

Practical No. 11

Exam Seat No: 2019BTECS00110

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Q1. Execute the all-to-all broadcast operation (Program C) with varying message sizes.

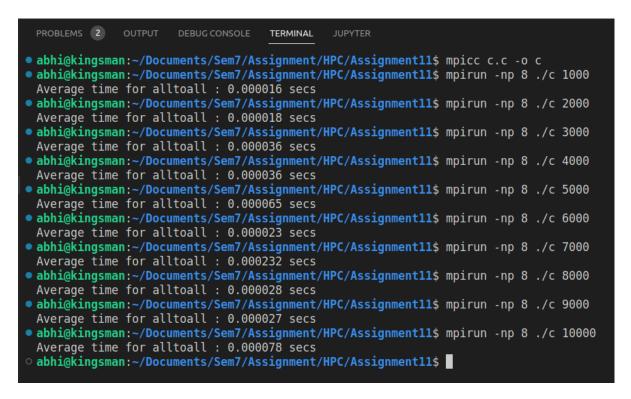
Plot the performance of the operation with varying message sizes from $1\mbox{K}$ to $10\mbox{K}$ (with

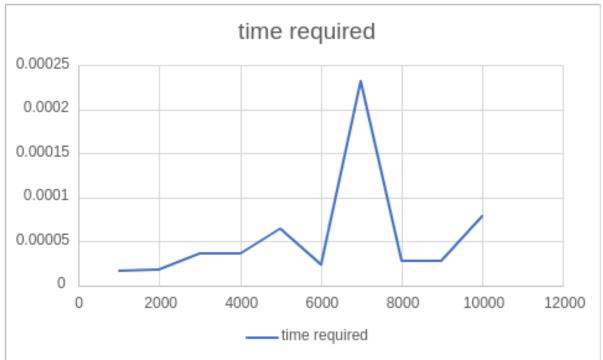
constant number of processes, 8). Explain the performance observed.

Code:

```
#include <mpi.h>
int main(int argc, char *argv[])
    if (argc != 2)
        printf("Usage : alltoall message size\n");
    int rank;
    int num procs;
    int size = atoi(argv[1]);
    MPI Init(&argc, &argv);
    MPI_Comm_size(MPI_COMM_WORLD, &num_procs);
    MPI Comm rank(MPI COMM WORLD, &rank);
    char input buffer[size * num procs];
    char recv_buffer[size * num_procs];
    srand(time(NULL));
        input_buffer[i] = rand() % 256;
    for (j = 1; j < num_procs; j++)
        int k = 0;
            input buffer[i] = input buffer[k];
    double total_time = 0.0;
    double start_time = 0.0;
for (i = 0; i < 100; i++)</pre>
        MPI_Barrier(MPI_COMM_WORLD);
        start time = MPI Wtime();
        MPI_Alltoall(input_buffer, size, MPI_CHAR, recv_buffer, size, MPI_CHAR, MPI_COMM_WORLD);
        MPI Barrier(MPI COMM WORLD);
        total_time += (MPI_Wtime() - start_time);
        printf("Average time for alltoall : %f secs\n", total_time / 100);
    MPI Finalize();
```

Output:





Conclusion:

So, as we can see when we increase the number of Processors for execution of the code the execution time also increases. This observation is not because of the computation time but as we increase the number of processes the communication overhead between the processors increases and thus there is increase in execution time.

Q2. Execute the all-reduce operation (Program D) with varying number of processes (1

to 16) and fixed message size of $10\mbox{K}$ words. Plot the performance of the operation with

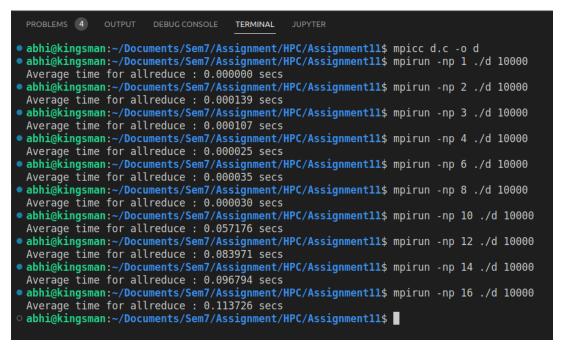
varying number of processes (with constant message size). Explain the performance

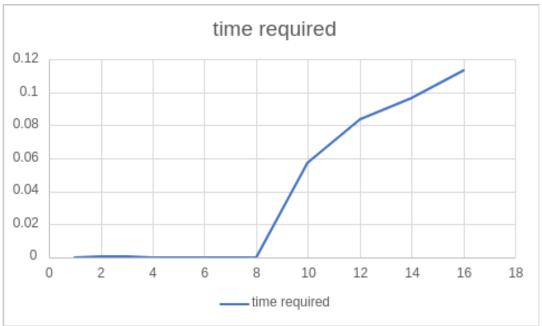
observed.

Code:

```
#include <time.h>
4 #include <mpi.h>
  int main(int argc, char *argv[])
       if (argc != 2)
          printf("Usage : allreduce message size\n");
       int rank;
       int size = atoi(argv[1]);
       char input buffer[size];
       char recv buffer[size];
      MPI_Init(&argc, &argv);
      MPI Comm_rank(MPI_COMM_WORLD, &rank);
       srand(time(NULL));
       for (i = 0; i < size; i++)
          input_buffer[i] = rand() % 256;
       double total_time = 0.0;
       double start time = 0.0;
       for (i = 0; i < 100; i++)
          MPI Barrier(MPI COMM WORLD);
           start_time = MPI_Wtime();
          MPI Allreduce(input buffer, recv buffer, size, MPI BYTE, MPI BOR, MPI COMM WORLD);
          MPI Barrier(MPI COMM WORLD);
          total time += (MPI Wtime() - start time);
       if (rank == 0)
           printf("Average time for allreduce : %f secs\n", total time / 100);
       MPI_Finalize();
```

Output:





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Conclusion:

So, as we can see when we increase the number of Processors for execution of the code the execution time also increases. This observation is not because of the computation time but as we increase the number of processes the communication overhead between the processors increases and thus there is increase in execution time.

Github Link: https://github.com/pavanshinde7494/HPC-Assignment