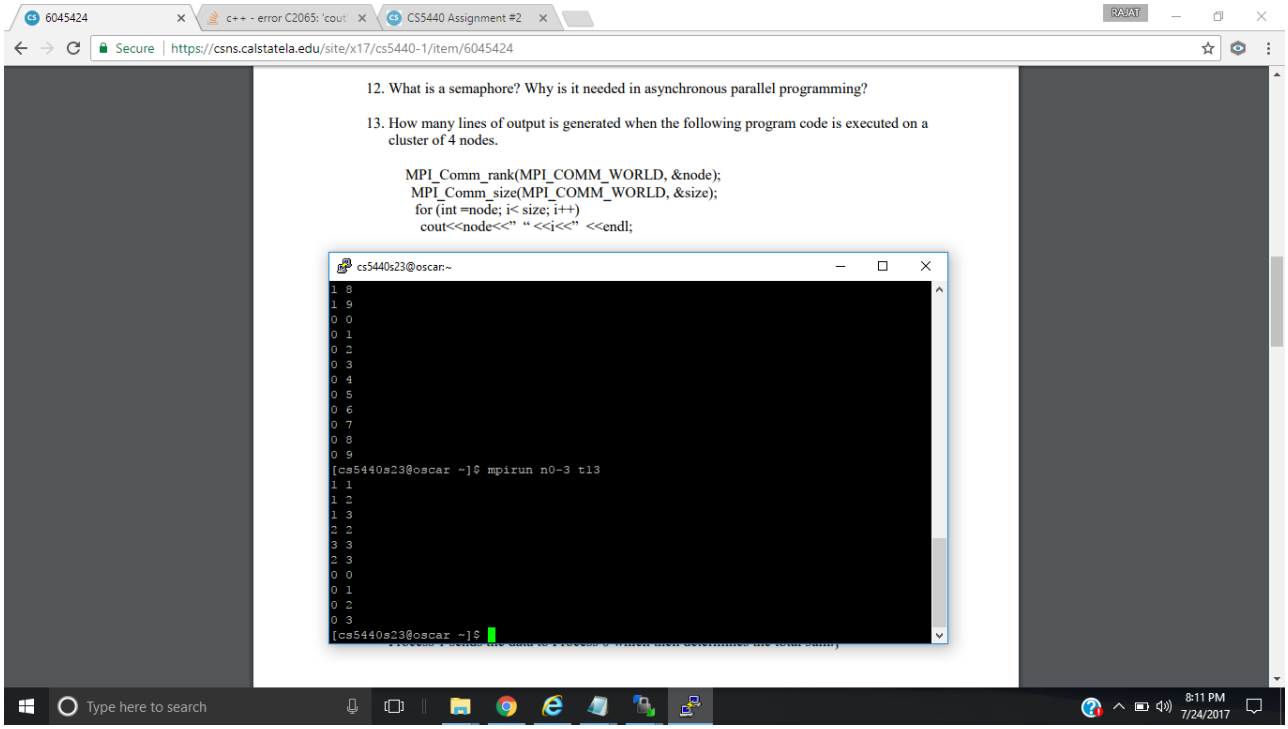
Assignment 2

Question 13



Code:

```
#include <mpi.h>
#include<iostream>
using namespace std;
int main(int argc, char** argv)
{
int size, node,i;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &node);
MPI_Comm_size(MPI_COMM_WORLD, &size);
for(i=node; i< size; i++){
cout<<node<<" "<<i<<" "<<endl;
}
MPI_Finalize();
return 0;
}
```

Hand Trace:

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Q13

Here Size = 4
For Node 0
for(i=0 ; i<4 ; i++)

0	1
0	2
0	3

For Node 1
for (i=1 ; i<4 ; i++)

1	1
1	2
1	3

There the final o/p will be

0	1
0	2
0	3
1	1
1	2
1	3
2	1
2	2
2	3
3	1
3	2
3	3

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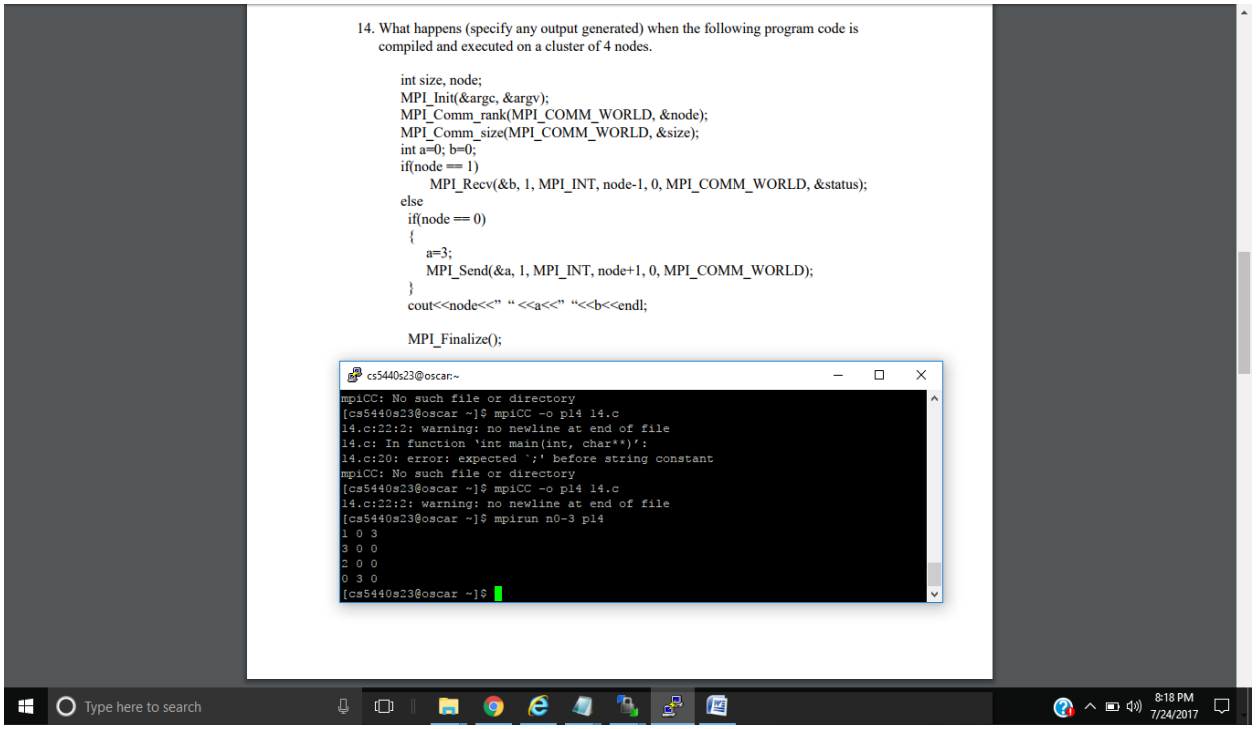
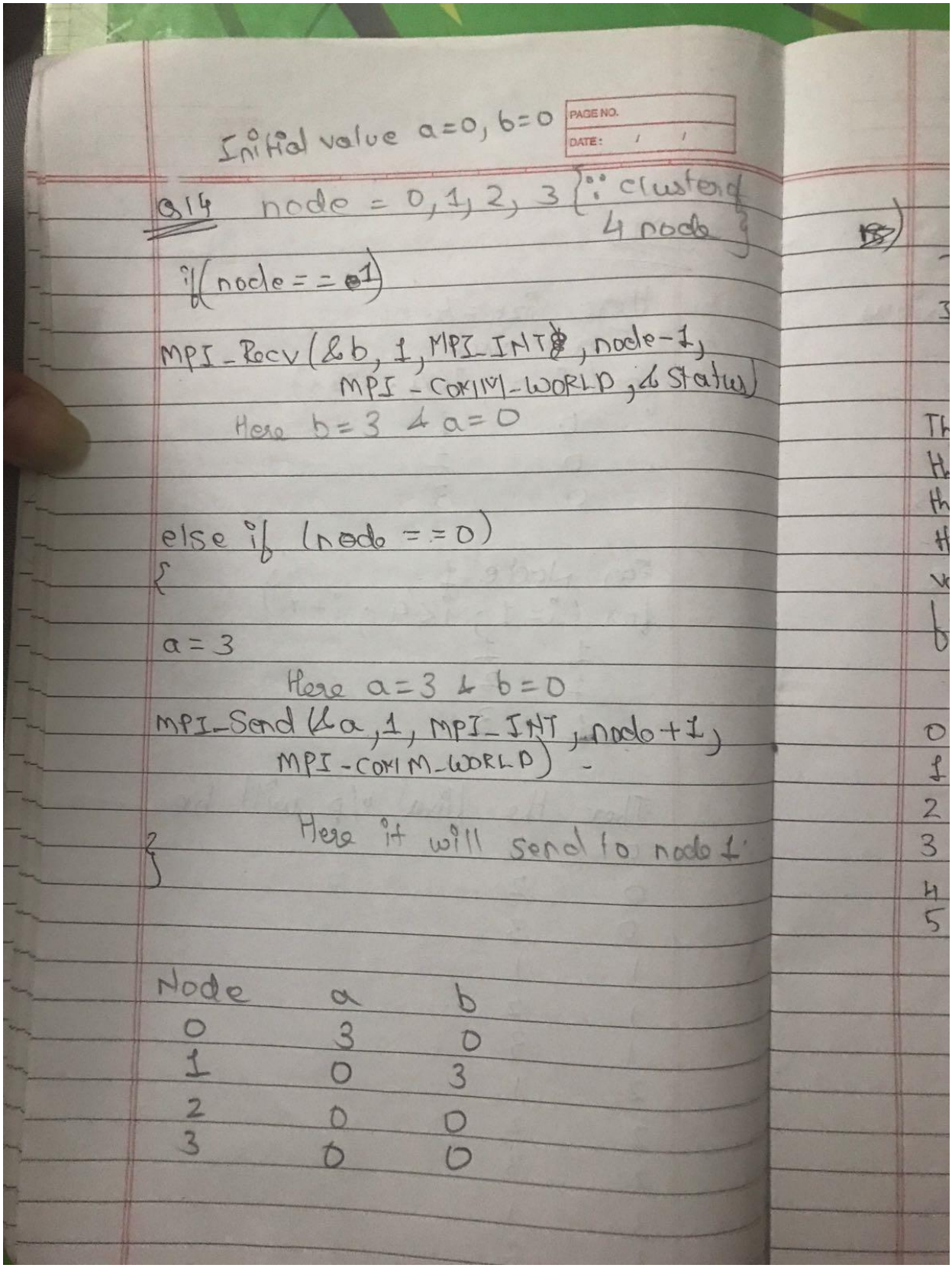
Question 14:



Code:

```
#include<iostream>
#include <mpi.h>
using namespace std;
int main(int argc, char** argv)
{
int size, node;
MPI_Status status;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &node);
MPI_Comm_size(MPI_COMM_WORLD, &size);
int a=0, b=0;
if(node == 1)
MPI_Recv(&b, 1, MPI_INT, node-1, 0, MPI_COMM_WORLD,&status);
else
if(node == 0)
{
a=3;
MPI_Send(&a, 1, MPI_INT, node+1, 0, MPI_COMM_WORLD);
}
cout<<node<<" "<<a<<" "<<b<<endl;
MPI_Finalize();
}
```

Hand Trace:



Initial value a=0, b=0

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Q14 node = 0, 1, 2, 3 {∵ clustered 4 node}

if(node == 1)

MPI_Recv(&b, 1, MPI_INT, node-1, MPI_COMM_WORLD, &Status)

Here b=3 & a=0

else if (node == 0)
{

a = 3

Here a=3 & b=0

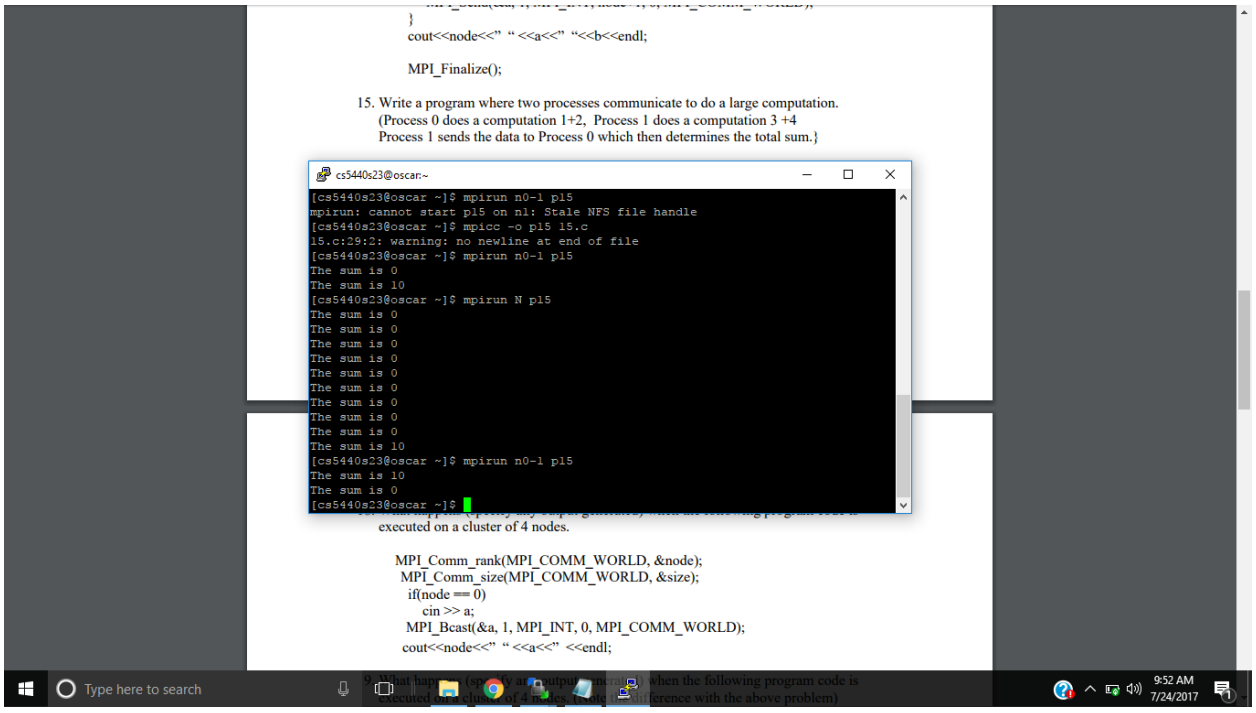
MPI_Send(&a, 1, MPI_INT, node+1, MPI_COMM_WORLD)

Here it will send to node 1

}

Node	a	b
0	3	0
1	0	3
2	0	0
3	0	0

Question 15:

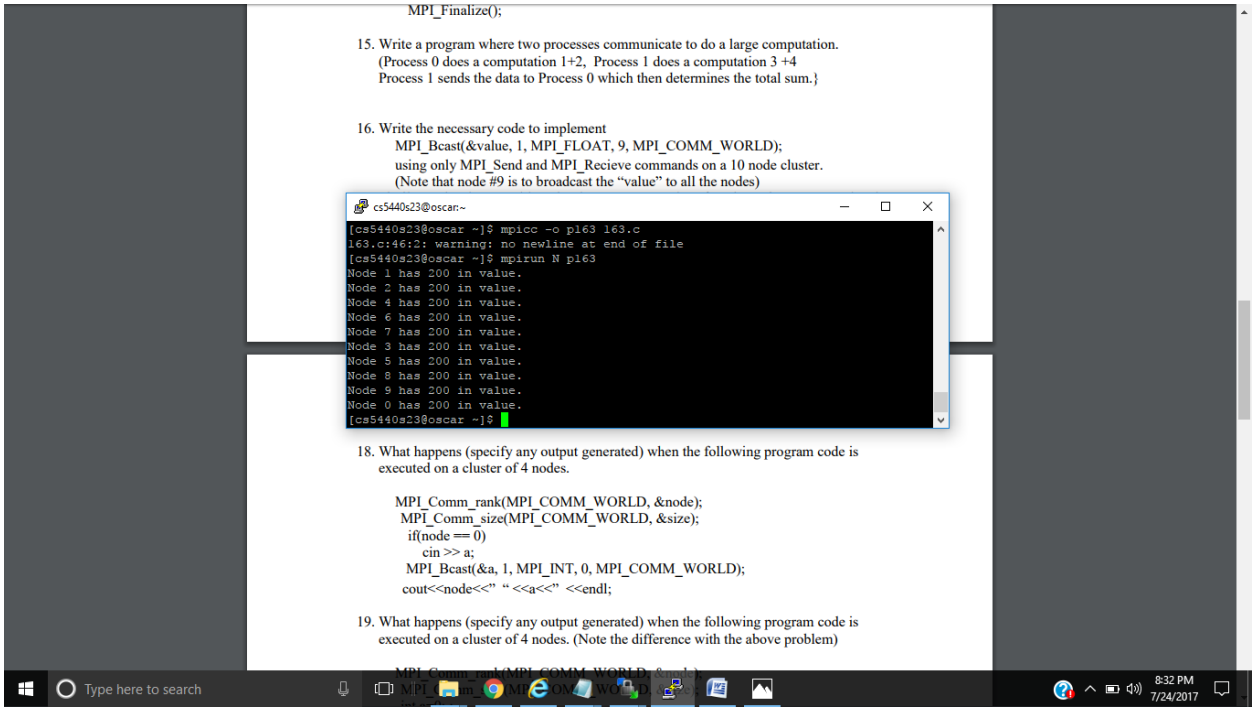


Code:

```
#include<stdio.h>
#include <mpi.h>
int main(int argc, char** argv)
{
int size, node;
MPI_Status status;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &node);
MPI_Comm_size(MPI_COMM_WORLD, &size);
int a=0, b=0, sum=0;
if(node == 1){
MPI_Recv(&a, 1, MPI_INT, 0, 0, MPI_COMM_WORLD,&status);
b=3+4;
MPI_Send(&b, 1, MPI_INT, 0, 0, MPI_COMM_WORLD);

}else
if(node == 0)
{
a=1+2;
MPI_Send(&a, 1, MPI_INT, 1, 0, MPI_COMM_WORLD);

MPI_Recv(&b, 1, MPI_INT, 1, 0, MPI_COMM_WORLD,&status);

sum= a+b;
```

}
printf("The sum is %d \n",sum);
MPI_Finalize();
}

Question 16:

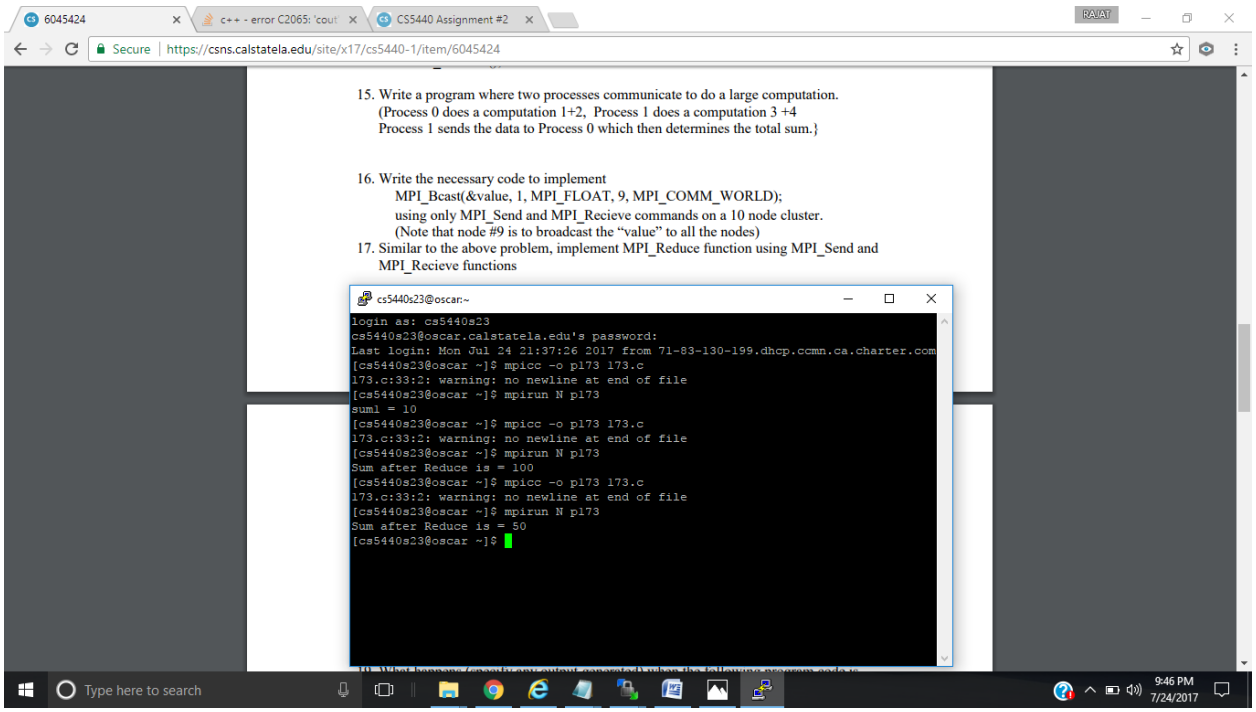


Code:

```
#include <mpi.h>
#include<stdio.h>
int main(int argc, char** argv)
{
int size, node,x;
MPI_Status status;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &node);
MPI_Comm_size(MPI_COMM_WORLD, &size);
int a=0, b=0, value=100;
float sum=0;
if(node==9)
{
value=200;
for(x=0;x<=8;x++){
MPI_Send(&value, 1, MPI_INT, x, 0, MPI_COMM_WORLD);
}
}
MPI_Recv(&value, 1, MPI_INT, 9, 0, MPI_COMM_WORLD,&status);
```

printf("Node %d has %d in value. \n", node,value);
MPI_Finalize();
}

Question 17:

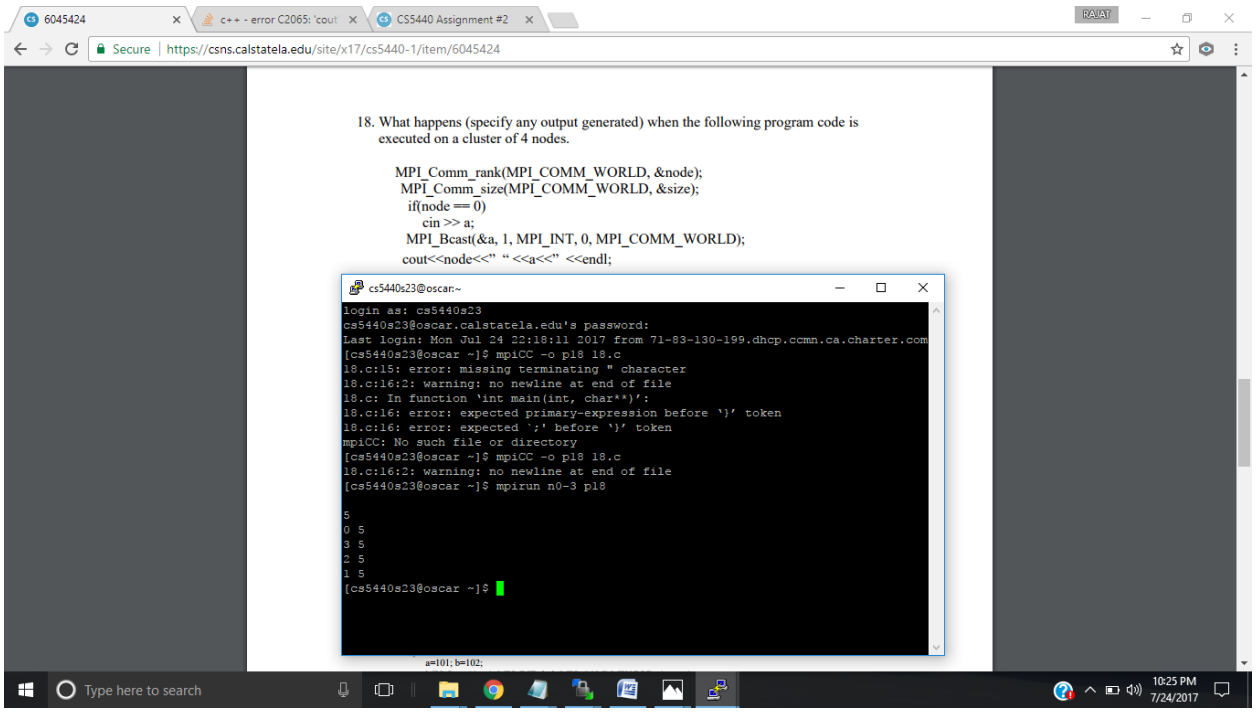


Code

```
#include <mpi.h>
#include<stdio.h>
int main(int argc, char** argv)
{
int size, node,x;
MPI_Status status;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &node);
MPI_Comm_size(MPI_COMM_WORLD, &size);
int a=0, b=0,s=98, sum=0, value=10;
if(node==9)
{
for(x=0;x<=9;x++){
MPI_Send(&value, 1, MPI_INT, x, 0, MPI_COMM_WORLD);
}
}
MPI_Recv(&value, 1, MPI_INT, 9, 0, MPI_COMM_WORLD,&status);
for(x=0;x<=9;x++)
{
sum=sum+value;
}
```

```
if(node==0)
      printf("sum1 = %d \n",sum);

MPI_Finalize();
}
```

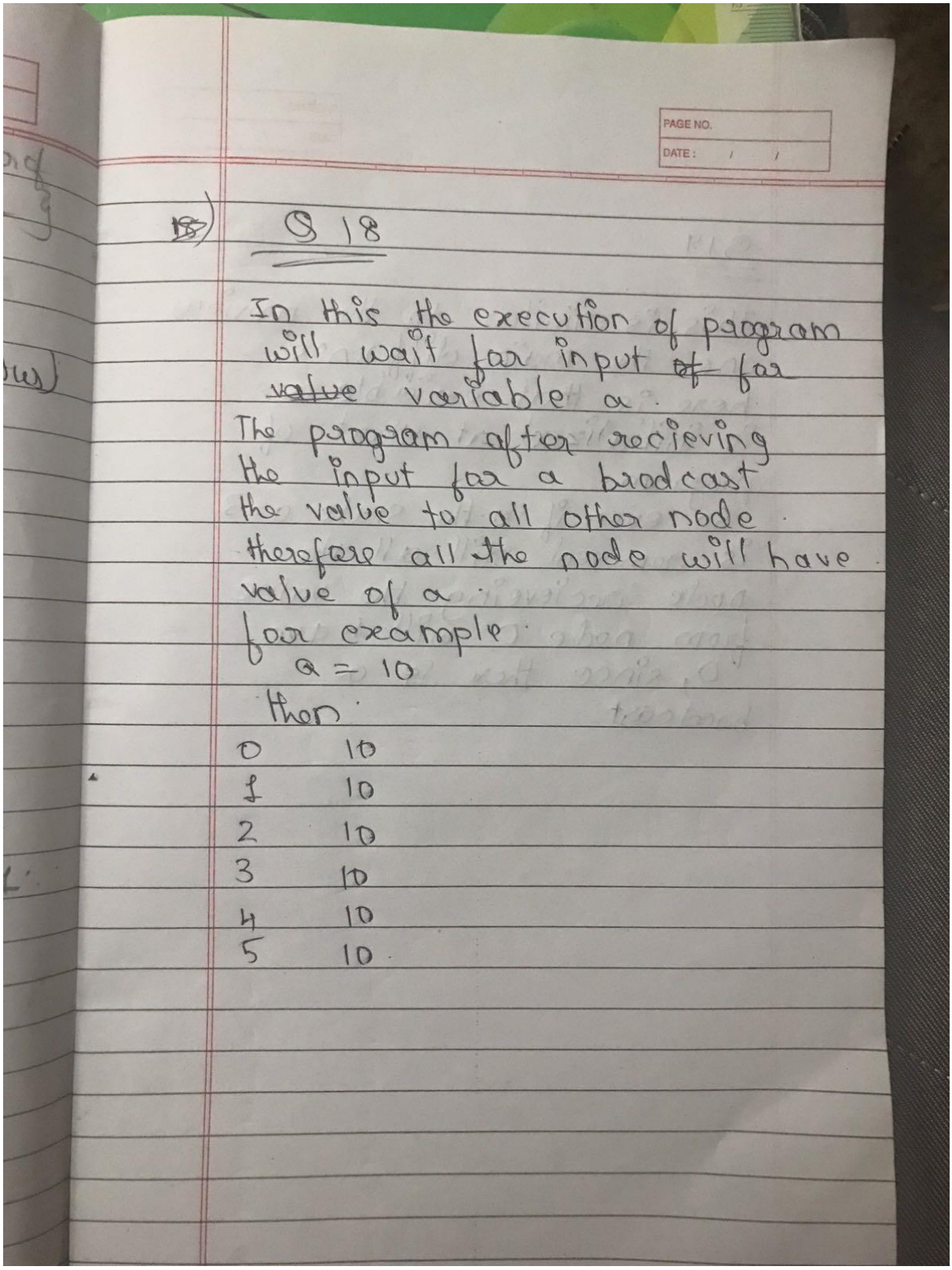
Question 18:



Code:

```
#include <mpi.h>
#include<stdio.h>
#include<iostream>
using namespace std;
int main(int argc, char** argv)
{
int size, node,a;
MPI_Status status;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &node);
MPI_Comm_size(MPI_COMM_WORLD, &size);
 if(node == 0)
 cin >> a;
 MPI_Bcast(&a, 1, MPI_INT, 0, MPI_COMM_WORLD);
 cout<<node<<" " <<a<<" "<<endl;
}
```

Hand Trace:

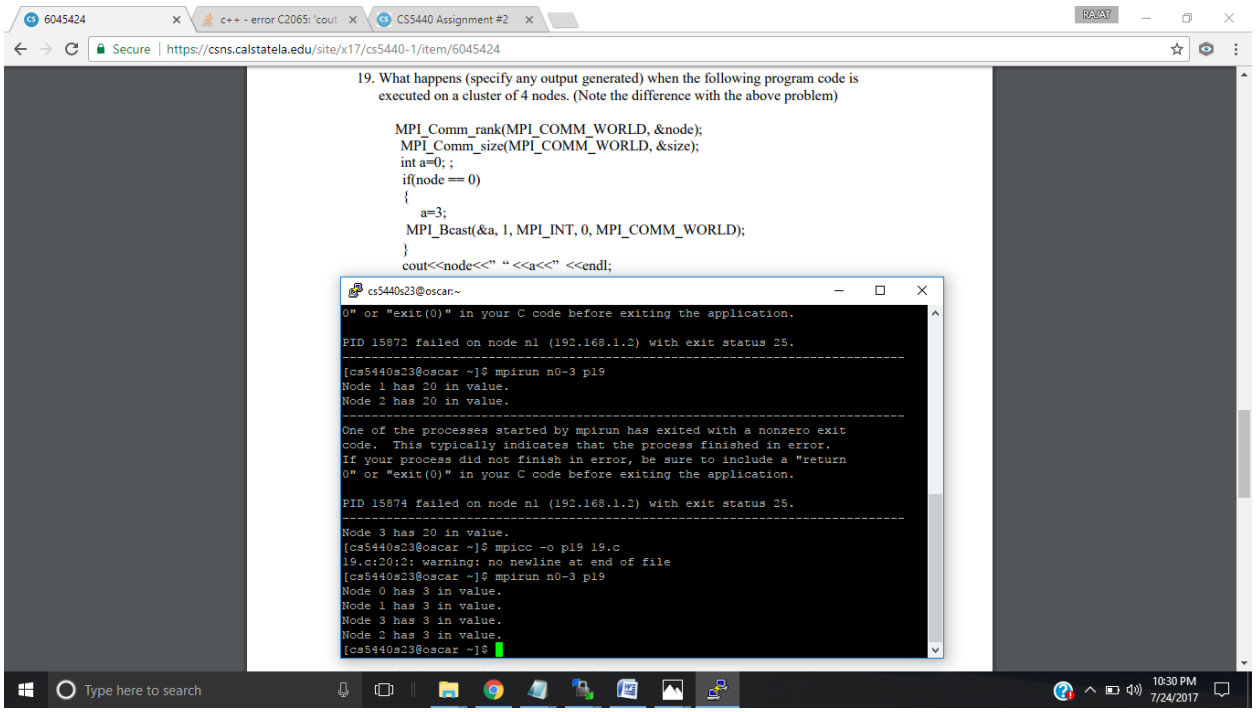


Q 18

In this the execution of program will wait for input ~~of~~ for ~~value~~ variable a.
The program after recieving the input for a brodcast the value to all other node. therefore all the node will have value of a.
for example.
a = 10
then.

0	10
1	10
2	10
3	10
4	10
5	10

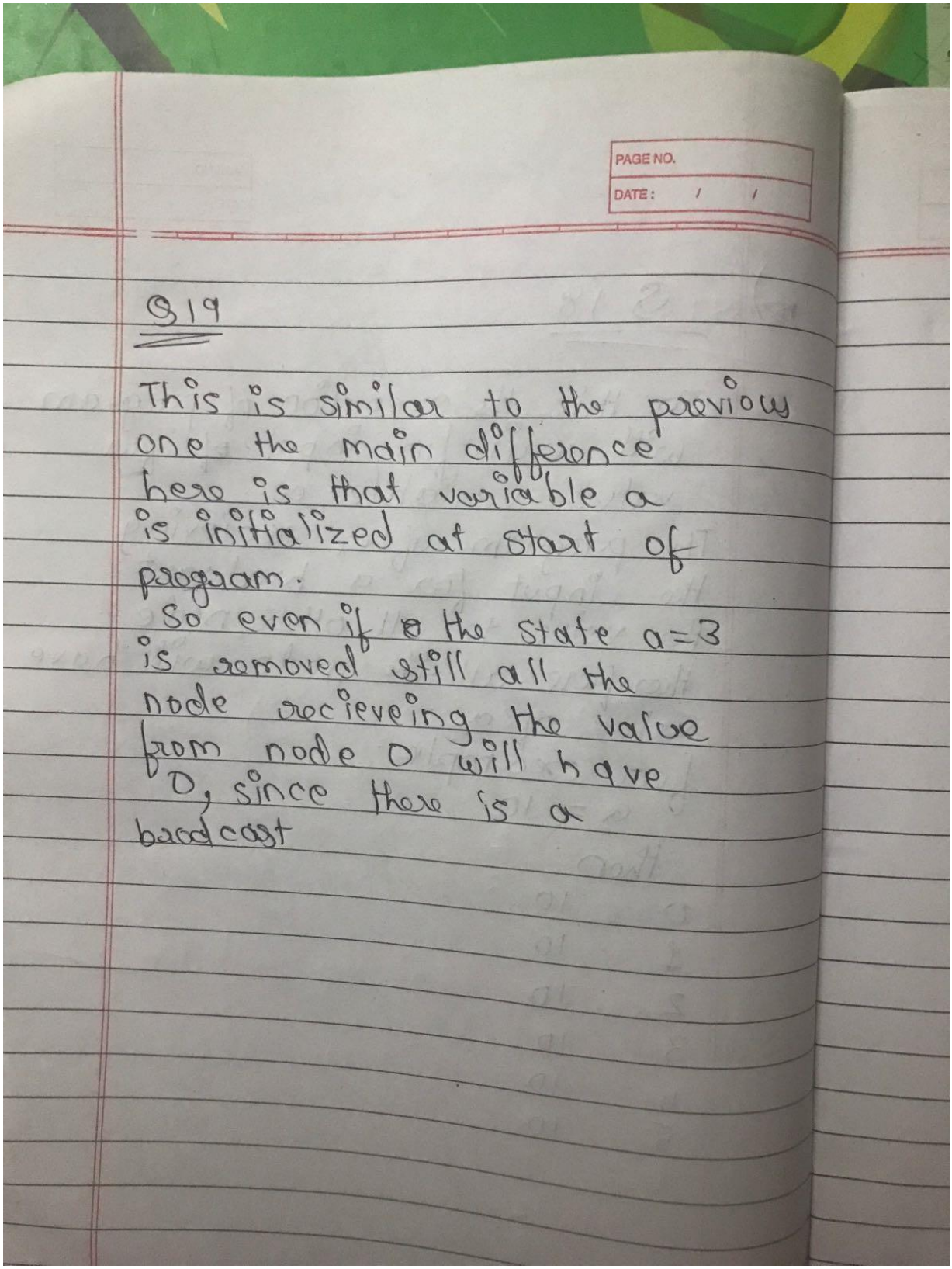
Question 19:



Code:

```
#include <mpi.h>
#include<stdio.h>
int main(int argc, char** argv)
{
int size, node;
MPI_Status status;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &node);
MPI_Comm_size(MPI_COMM_WORLD, &size);
int a=0;
 if(node == 0)
  a=3;
 MPI_Bcast(&a, 1, MPI_INT, 0, MPI_COMM_WORLD);
 printf("Node %d has %d in value. \n", node,a);
MPI_Finalize();
}
```

Hand Trace:



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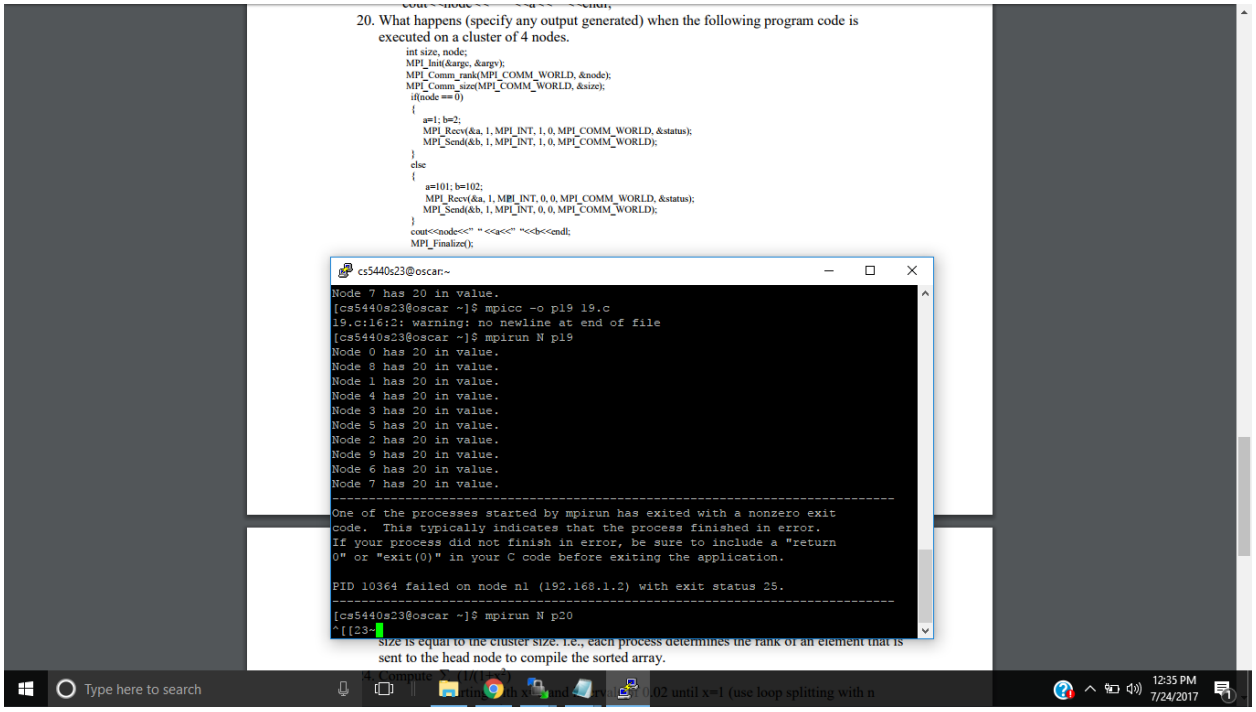
Q19

This is similar to the previous one the main difference here is that variable a is initialized at start of program.

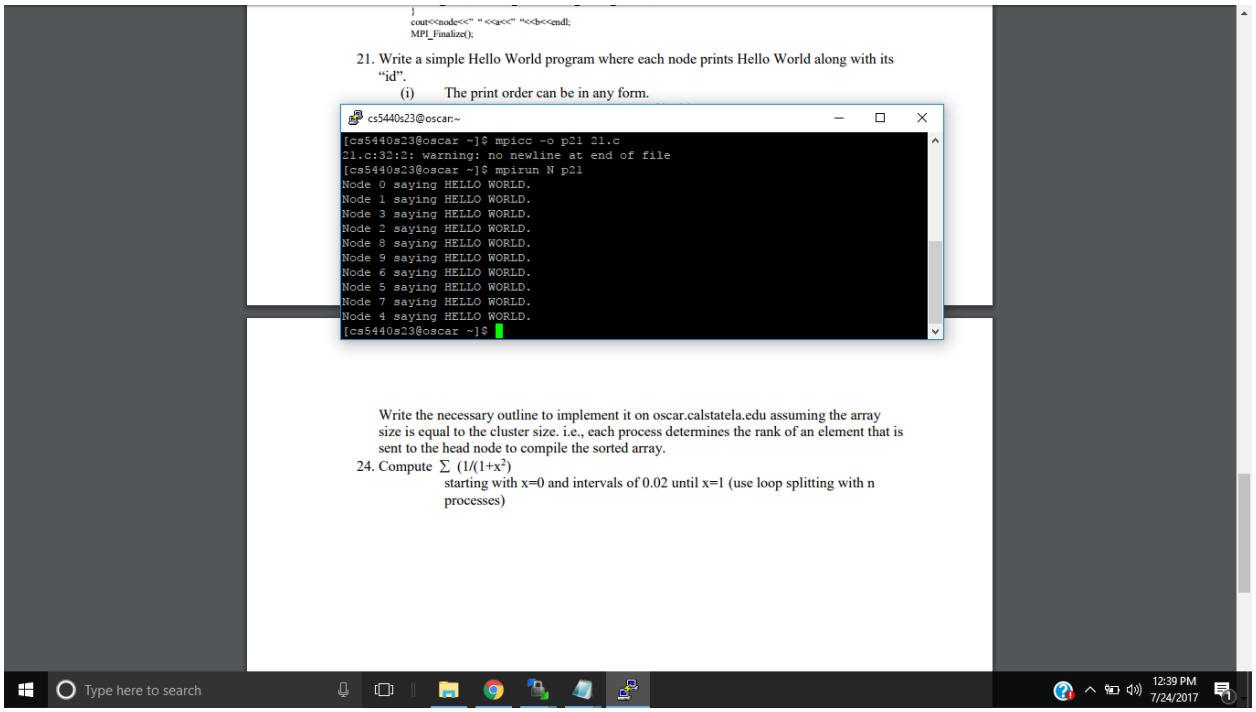
So even if the state a=3 is removed still all the node recieveing the value from node 0 will have 0, since there is a broadcast

Question 20:



Both process goes in a state of indefinite wait where first process waiting for second to send data and second waiting for first to send data.

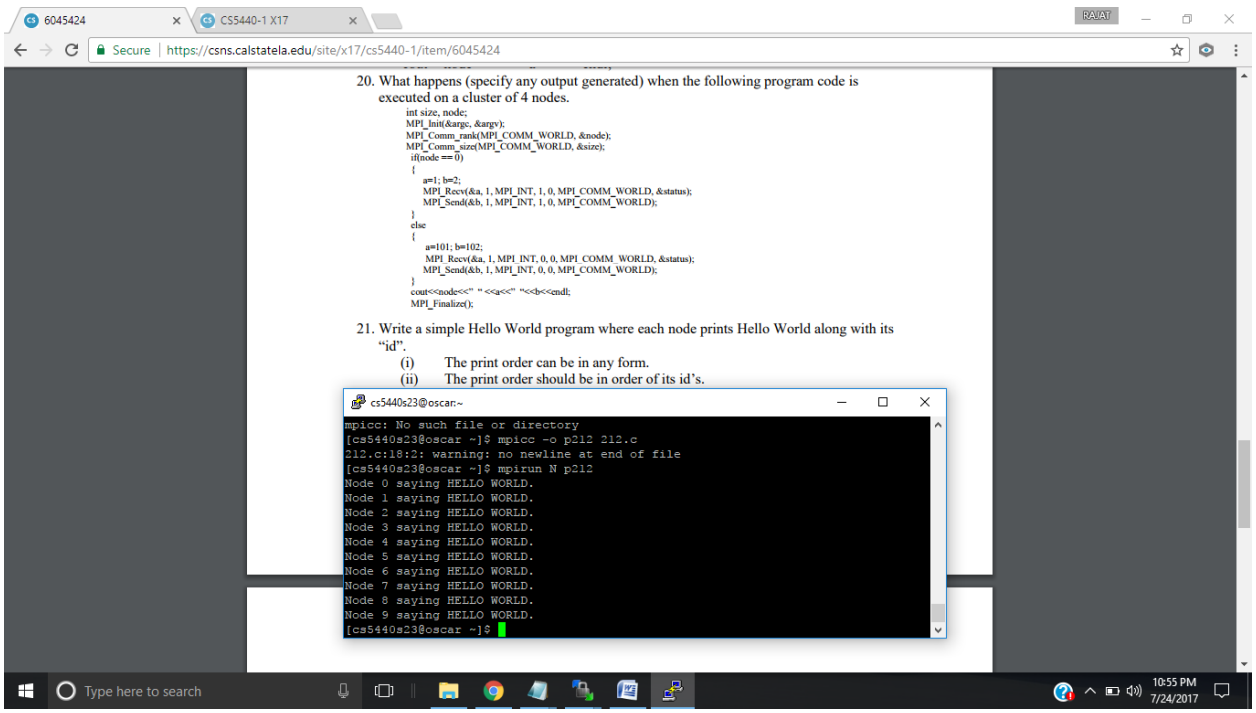
Question 21(i)



Code:

```
#include <mpi.h>
#include<stdio.h>
int main(int argc, char** argv)
{
int size, node;
MPI_Status status;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &node);
MPI_Comm_size(MPI_COMM_WORLD, &size);
printf("Node %d saying HELLO WORLD. \n", node);
MPI_Finalize();
}
```

Question 21(ii)



Code:

```
#include <stdio.h>
#include <mpi.h>
int main(int argc, char** argv)
{
  int size, node;
 MPI_Status status;
 MPI_Init(&argc, &argv);
 MPI_Comm_rank(MPI_COMM_WORLD, &node);
 MPI_Comm_size(MPI_COMM_WORLD, &size);
int value1=20, value2=22;
if(node>0)
```

```
  MPI_Recv(&value1, 1, MPI_INT, node-1, 0, MPI_COMM_WORLD, &status);
printf("Node %d saying HELLO WORLD. \n", node);
 if(node<9)
  MPI_Send(&value2, 1, MPI_INT, node+1, 0, MPI_COMM_WORLD);
 MPI_Finalize();
 return 0;
}
```