

# 1 Hands-on; Miscellaneous II

1. **The same example for send-receive pair with the previous one but now it uses a MPMD programming style.** See the files: [code4.c](#), [code5.c](#), [code4-5defs.h](#), [progrp](#).  
Execute as;  
`mpirun -p4pg progrp code5`
2. **Derived data types, SendRecv.** Study following programs. [code34.c](#), [code35.c](#), [code36.c](#).
3. **Wait for an MPI request to complete,** [code38.c](#). **Test for the completion of a request,** [code37.c](#).
4. **Stack Management,** This code ( [code46.c](#) ) example demonstrates how to query and set a thread's stack size.

## 1.1 HOMEWORK - Due to January 10, 2011

1. Threads; Computing the value of  $\pi$ . The following [program](#) computes the value of the  $\pi$  number by a given number of threads;
  - Analyze the code for the possible synchronization issues.
  - Compile and execute the code by increasing the number of the threads and number of the intervals.
  - Make the following procedures:
    - Draw a figure as Execution Time vs Number of Threads.
      - \* If you increase the number of threads as the multiple of 2, then take the *ln*.
      - \* If you increase the number of threads as the multiple of 10, then take the *log*.
    - Make the Speed-Up and Efficiency analysis.
2. Modify the loop work-sharing OpenMP [program](#) as printing out
  - local sums of array C
  - global sum of array C using *reduction(+ : sum)* clause