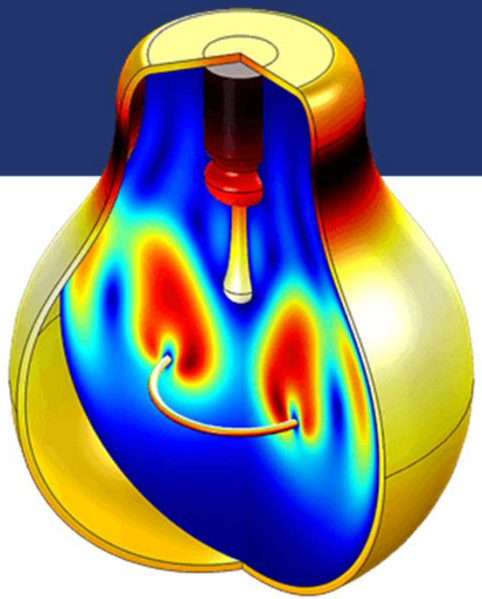
Parallel programming

HW2 assignment

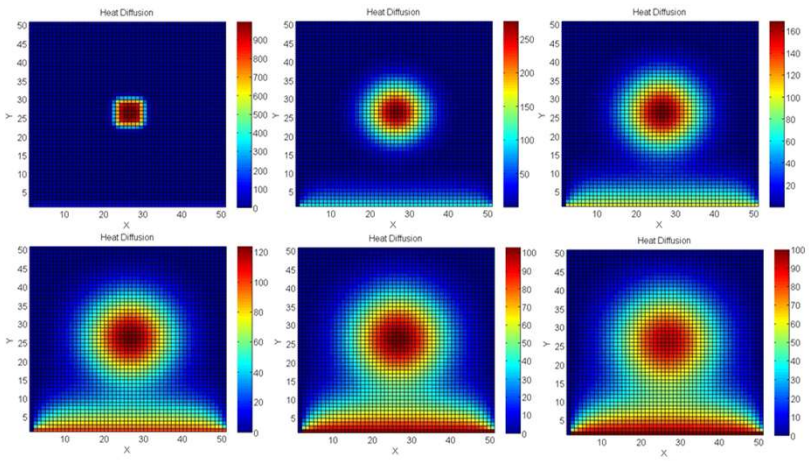


FAKULTA
ELEKTROTECHNICKÁ
ČVUT V PRAZE

What is a heat diffusion

Heat diffusion/transfer:

- exchange of thermal energy between physical systems
- rate of heat transfer is dependent on the temperatures of the systems



Simplified model

- Discretization of the space into **cells** (i.e., matrix) with constant temperature
- The new temperature in the given coordinates (i,j) is equal to the average of old temperatures of all 9 spots in neighborhood

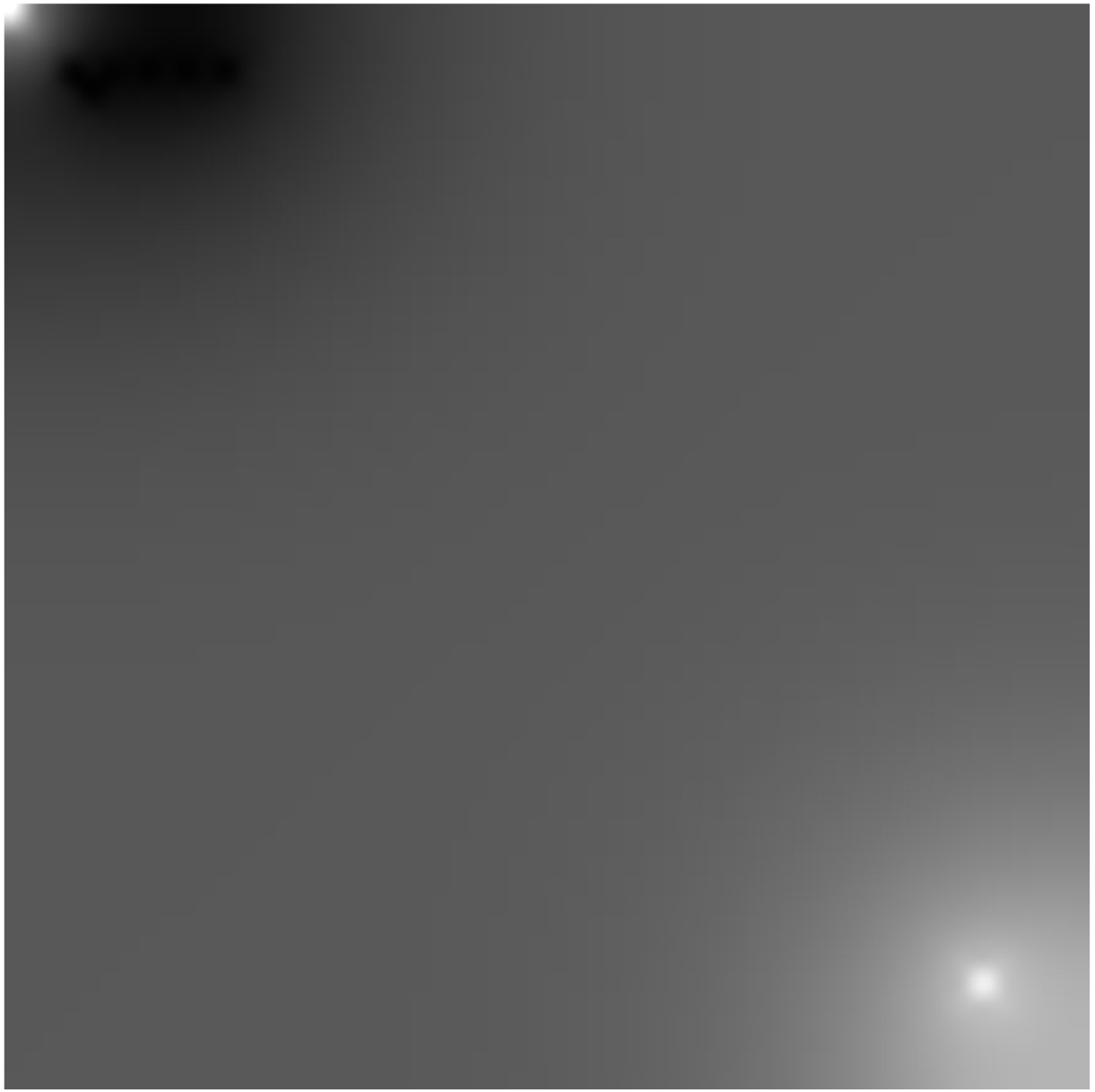
$t[i-1][j-1]$	$t[i-1][j]$	$t[i-1][j+1]$
$t[i][j-1]$	$t[i][j]$	$t[i][j+1]$
$t[i+1][j-1]$	$t[i+1][j]$	$t[i+1][j+1]$

For coordinates on borders, compute the average from a smaller neighborhood

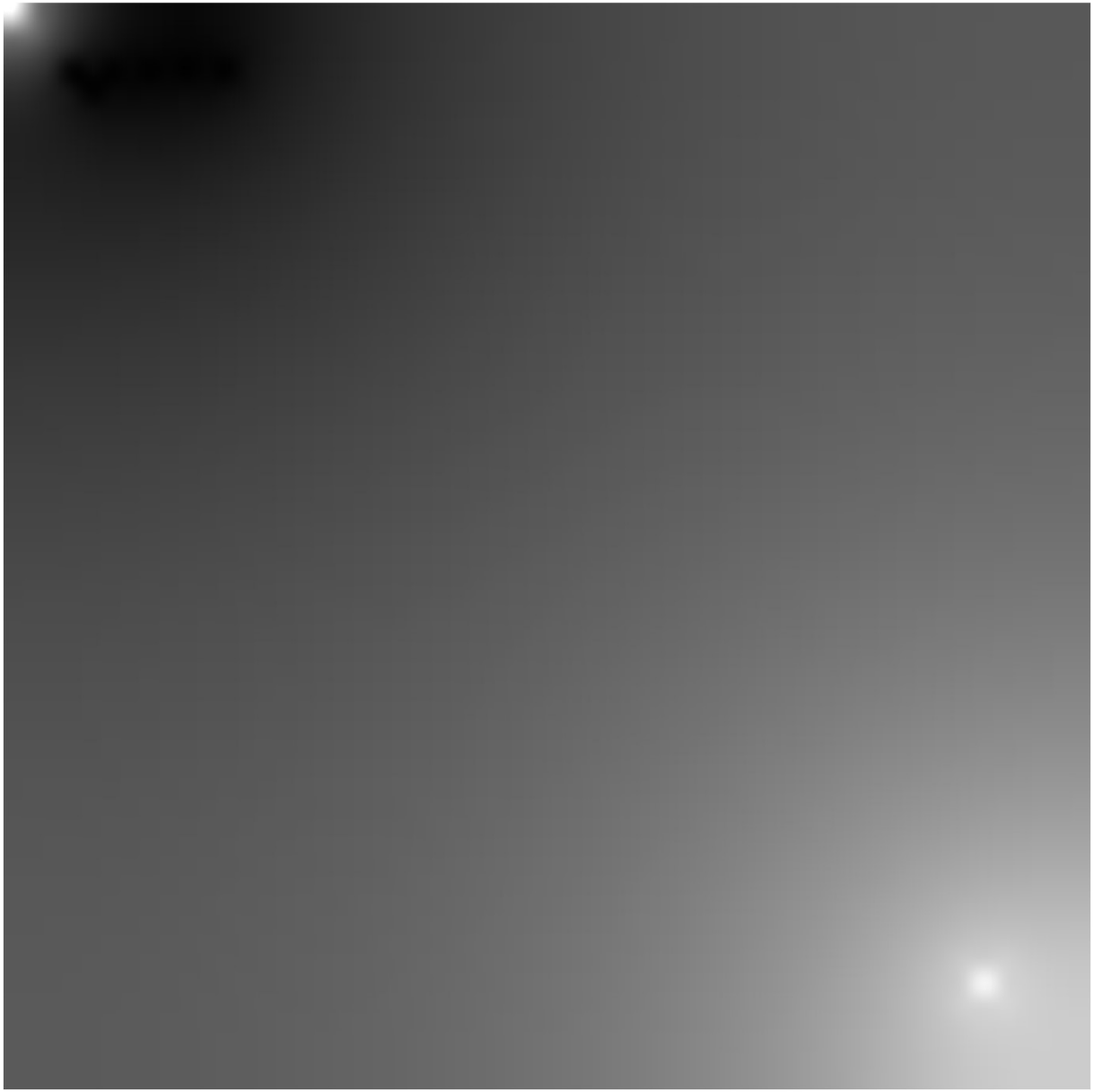
$$\forall i,j: \left|t_{prev}[i][j] - t_{old}[i][j]\right| \leq 0.00001$$

- **Spots with permanent temperature** (part of input)
- Iterative algorithm: repeat the computation until the difference between two consecutive iterations is negligible

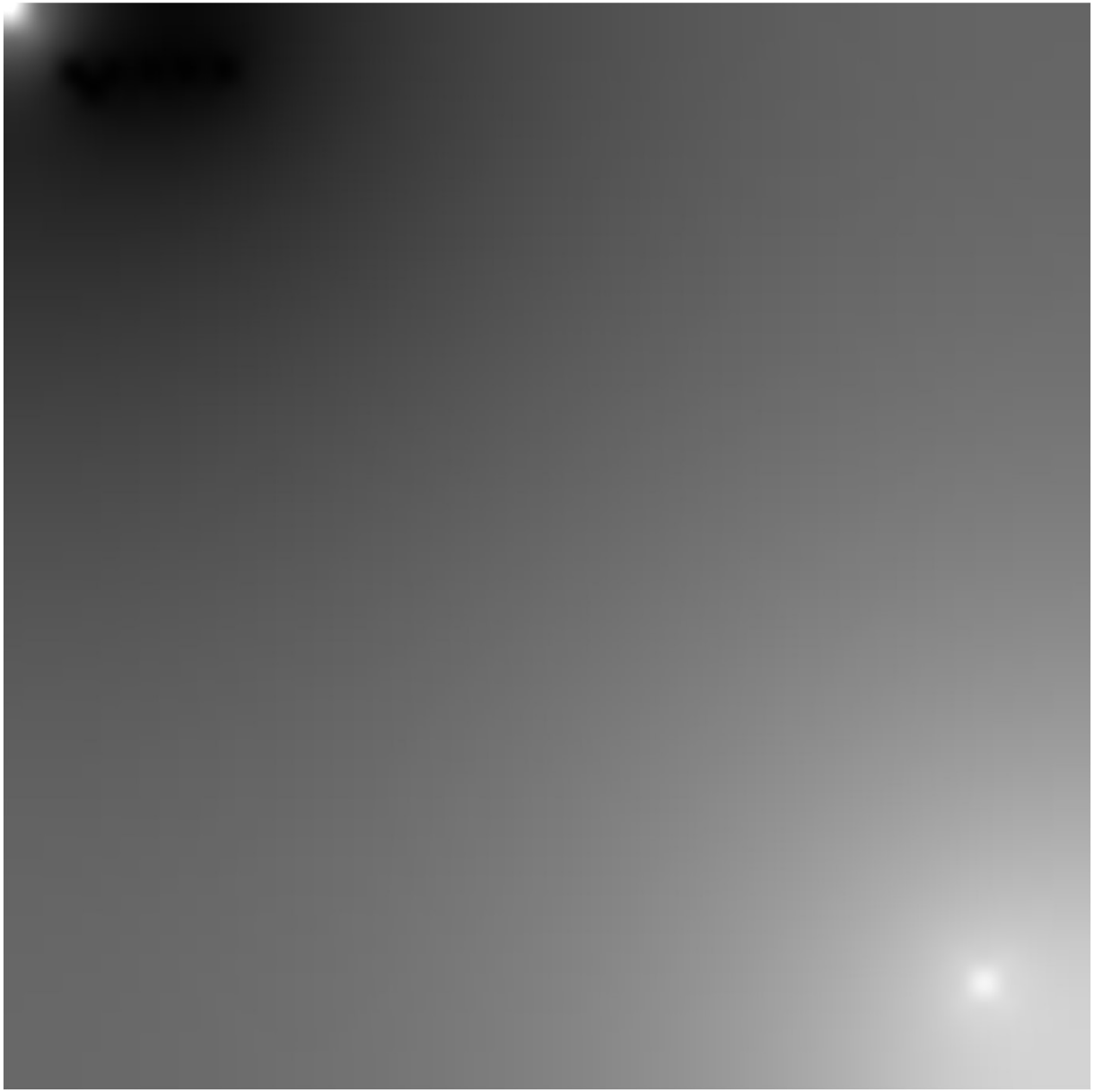
Example of evolution – 1



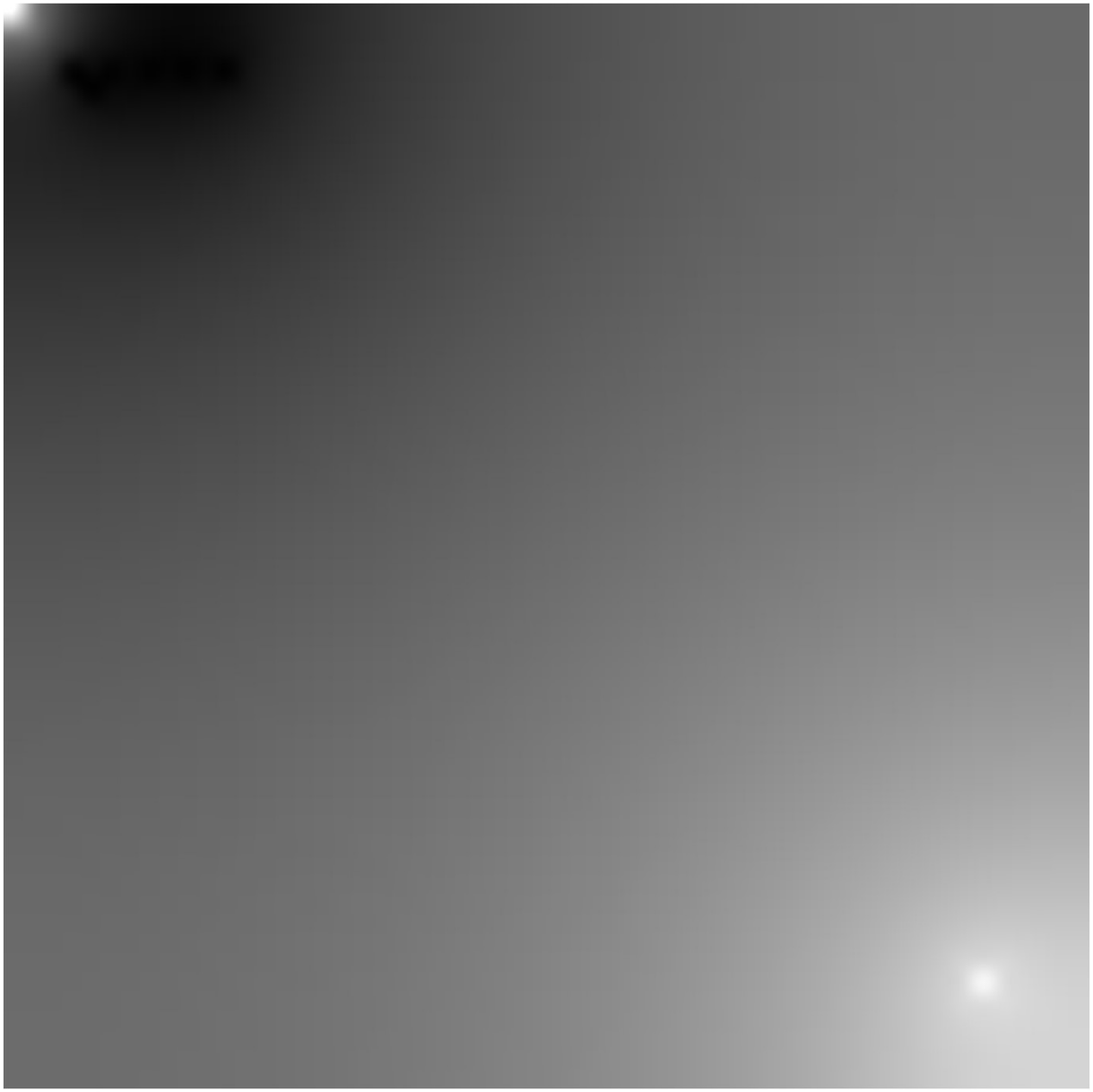
Example of evolution – 2



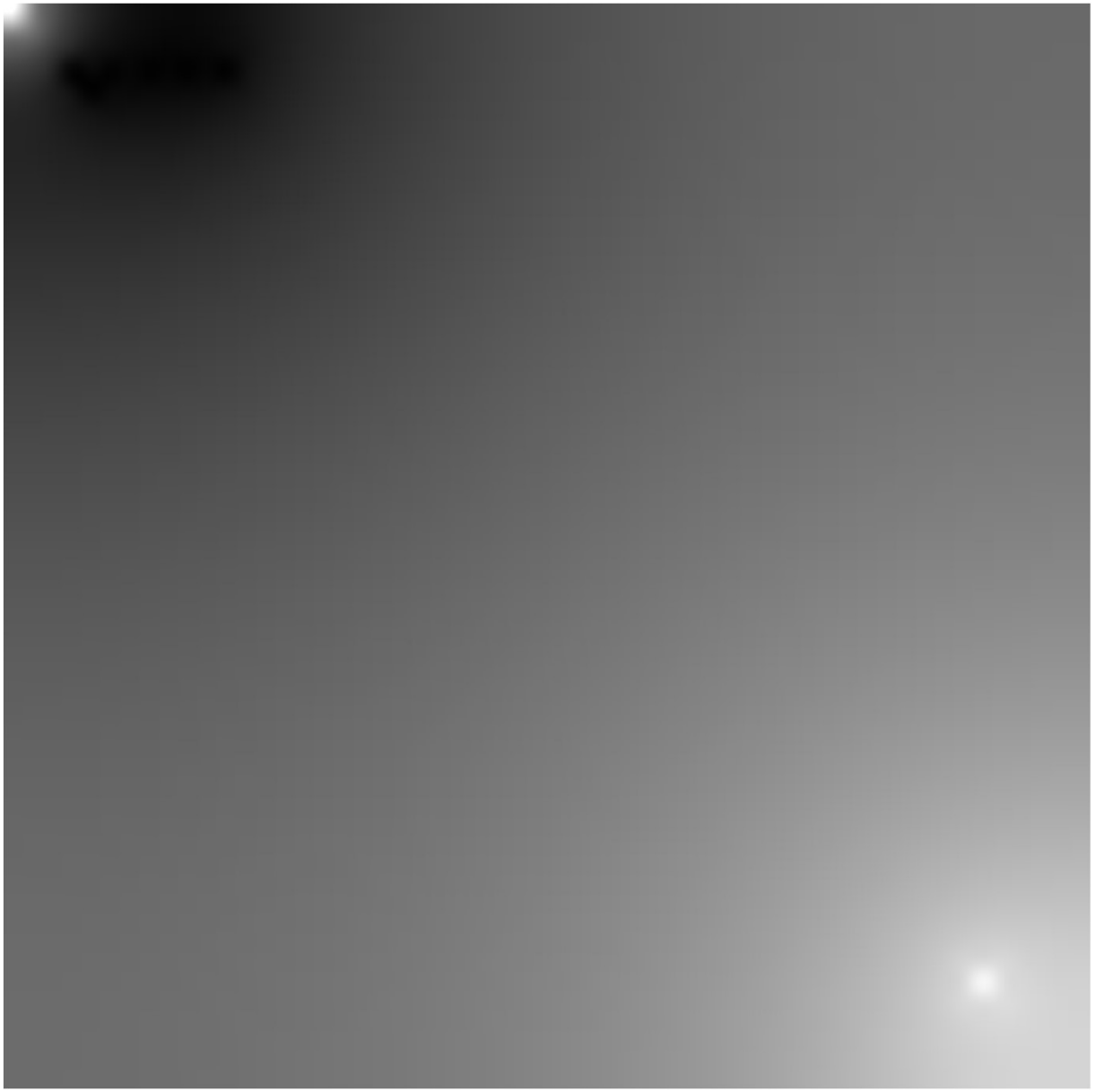
Example of evolution – 3



Example of evolution – 4



Example of evolution – 5



HW2 assignment

Use the **code skeleton:**

- reads test problems, measures runtime
- The program outputs an image in Netbpm format

Assignment:

- implement the Simple 2D Heat Diffusion simulator
- use MPI
- upload your solution to UploadSystem

Flags for g++ (used by UploadSystem)

- -Ofast -std=c++17 -march=native

Tricky issues

- Think about the partition of the input matrix among processes
- Use floats for temperature computation
- Initialize the cells having non-permanent temperature with 128