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        Here's How our Sample Code Sets NUMT and NUMTRIES
    The sample code uses defined constants and global arrays, like this:
    #ifndef NUMT
#define NUMT
    #endif
    #ifndef NUMTRIALS
    #define NUMTRIALS
                                    10000
    float Heights[NUMTRIALS];
    which you can then set from the command line in a script, like this:
    #!/hin/hash
    # number of threads:
    for t in 1 2 4 6 8
        echo NUMT = $t
        # number of trials:
        for n in 1 10 100 1000 10000 100000 1000000
               g++ -DNUMTRIALS=$n -DNUMT=$t prog.cpp -o prog -lm -fopenmp
        done
    done
Oregon State
Computer Graphics
```

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           If You Want to Use Powershell From Windows,
                      We Need to do it Differently
    1. Change the NUMT and NUMTRIES to global int variables:
    int NUMT = 2;
    int NUMTRIALS = 10000;
    2. Change the global arrays to be global pointers:
    float *Height;
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argc and argv

When you write in C or C++, your main program, which is really a special function, looks like this:

int main( int argc, char *argv[]) {
....

These arguments describe what was entered on the command line used to run the program. The argc is the number of arguments (the arg count)
The argv is a list of argc character strings that were typed (the arg vector).
The name of the program counts as the 0<sup>th</sup> argv (i.e., argv[0])

So, for example, when you type
Is -I
in a shell, the Is program sees argc and argv filled like this:

argc = 2
argv[0] = "Is"
argv[1] = "-I"
```

If You Want to Use Powershell From Windows, We Need to do it Differently

1. Change the NUMT and NUMTRIES to global int variables:

int NUMT = 2; int NUMTRIALS = 10000;

2. Change the global arrays to be global pointers:

float *Height;

3. In the main program, after you have set NUMT and NUMTRIALS using *atoi*, dynamically allocate the arrays, like this:

Height = new float [NUMTRIALS];



From then on, you can treat Heights as a normal array. For example:

float height = Heights[n];

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argc and argv

So, NUMT and NUMTRIALS are global int variables with default values:

```
int NUMT = 2;
int NUMTRIALS = 10000:
```

You want to set them from the command line, like this:

./prog 4 50000

Then, inside your main program, you would say this:

```
if( argc >= 2 )
     NUMT = atoi( argv[1] );
if( argc >= 3 )
     NUMTRIALS = atoi( argv[2] );
```

The if-statements guarantee that nothing bad happens if you forget to type values on the command line.

The **atoi** function converts a string into an integer ("ascii-to-integer"). If you ever need it, there is also an **atof** function for floating-point.



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shared() in the #pragma omp Line

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Also, remember, since NUMTRIALS is a variable, it needs to be declared as $\it shared$ in the $\it \#pragma\ omp\ line$:

#pragma omp parallel for default(none) shared(NUMTRIALS,Height,Width) reduction(+:numHits)

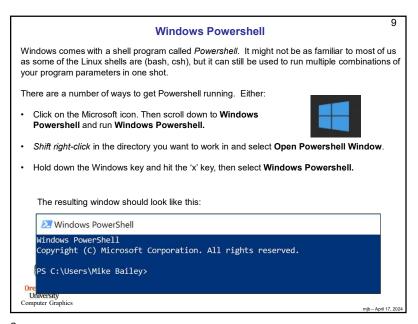
NUMT does not need to be declared in this way because it is not used in the for-loop that has the $\#pragma\ omp$ in front of it.



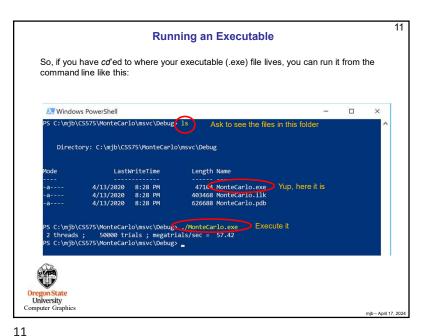
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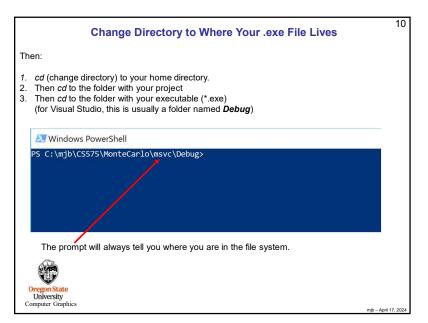
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                                          Running a Loop
                 But, here's the cool part. Type:
                           foreach ($t in 1, 2, 4)
                                      foreach ($n in 1024, 2048, 4096)
                                                 ./MonteCarlo.exe $t $n
                 followed by Enter:
     Windows PowerShel
                                                                                          each ( $n in 1024, 2048, 4096 )
                  ./MonteCarlo.exe $t $n
     1 threads
                     1024 trials ; megatrials/sec = 31.62
2048 trials ; megatrials/sec = 30.65
     1 threads :
     1 threads;
                     4096 trials ; megatrials/sec = 28.66
     2 threads;
                     1024 trials ; megatrials/sec = 62.25
     2 threads;
                      2048 trials ; megatrials/sec = 60.36
     2 threads;
                      4096 trials ; megatrials/sec = 58.16
                     1024 trials ; megatrials/sec = 86.61
     4 threads;
     4 threads;
                     2048 trials; megatrials/sec = 90.55
                     4096 trials ; megatrials/sec = 112.23
     4 threads ;
      C:\mjb\CS575\MonteCarlo\msvc\Debug> _
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```

