PHYS405
Advanced Computational Physics
Parallel Computing

Assignment # 7
Due: Friday, November 13, 2009

Purpose: Learn how to use *MPE* in *MPI* based parallel codes.
Note: Please identify all your work.

Make a *movie* based on the parallel *Game of Life*, **parallel_life_game.c** .

Instrument the parallel *Game of Life* code with *MPE* calls to display the matrices of live and dead cells in each successive generation of the game. Make a *slow motion* movie by inserting a time delay between the frames.

Make sure that your program works on both the *borg0* and on the *xphys#* machines.