

```

1: #include "bsp_5_2_lib.h"
2:
3: #include <cassert>
4: #include <fstream>
5: #include <execution>
6: #include <iostream>
7: #include <limits>
8: #include <stdexcept>
9: #include <string>
10: #ifdef _OPENMP
11: #include <omp.h>
12: #endif
13: #include <vector>
14: #include <cmath>
15: using namespace std;
16:
17:
18: void meandevvec(vector<int> x, float &a, float &g, float &h, float &d)
19: {
20:     a = 0;
21:     #pragma omp parallel for default(none) shared(x) reduction(+:a)
22:     for(size_t k=1; k<=x.size(); ++k)
23:     {
24:         a = a+x.at(k-1);
25:     }
26:     a = a/x.size();
27:
28:     g = 1;
29:     #pragma omp parallel for default(none) shared(x) reduction(*:g)
30:     for(size_t k=1; k<=x.size(); ++k)
31:     {
32:         g = g*pow(x.at(k-1), 1.0/x.size());
33:     }
34:
35:     h = 0;
36:     #pragma omp parallel for default(none) shared(x) reduction(+:h)
37:     for(size_t k=1; k<=x.size(); ++k)
38:     {
39:         h = h + 1.0/x.at(k-1);
40:     }
41:     h = x.size()/h;
42:
43:     d = 0;
44:     #pragma omp parallel for default(none) shared(x,a) reduction(+:d)
45:     for(size_t k=1; k<=x.size(); ++k)
46:     {
47:         d = d + pow(x.at(k-1)-a, 2);
48:     }
49:     d = d/x.size();
50:     d = sqrt(d);
51:
52:     return;
53: }
54:
55:
56: void minmaxvec(vector<int> &x, int &minv, int &maxv)
57: {
58:     minv = numeric_limits<int>::max();
59:     maxv = numeric_limits<int>::min();
60:
61:     #pragma omp parallel for default(none) shared(x) reduction(min:minv) reduction(max:maxv)
62:     for (size_t i = 0; i < x.size(); ++i)
63:     {
64:         minv = min(minv, x[i]);
65:         maxv = max(maxv, x[i]);
66:     }
67:     return;

```

slow

one loop

✓

✓

```
68: }
69:
70:
71: void meandevmaxminvec(std::vector<int> &x, float &a, float &g, float &h, float &d, float &minv, float &maxv)
72: {
73:     const size_t n = x.size();
74:
75:     float sum = reduce(execution::par, x.begin(), x.end());
76:     float logsum = transform_reduce(execution::par, x.begin(), x.end(), 0.0, plus<>(),
77:     ), [(float y){ return log(y); }]);
78:     float invsum = transform_reduce(execution::par, x.begin(), x.end(), 0.0, plus<>(),
79:     ), [(float y){ return 1.0/y; }]);
80:
81:     a = sum / n;
82:     g = exp(logsum / n);
83:     h = n / invsum;
84:
85:     // for calculating the deviation - splitting of the square in the sum
86:     float sq_sum = transform_reduce(execution::par, x.begin(), x.end(), 0.0, plus<>(),
87:     ), [(float y){ return y * y; }]);
88:     d = sqrt(sq_sum / n - a*a);
89:
90:     auto [min_it, max_it] = minmax_element(execution::par, x.begin(), x.end());
91:     minv = *min_it;
92:     maxv = *max_it;
93:
94:     return;
95: }
96:
97: // for reading a file and writing into a txt-file
98: // [Str10, p.364]
99: void fill_vector(istream& istr, vector<int>& v)
100: {
101:     int d=0;
102:     while ( istr >> d) v.push_back(d); // Einlesen
103:     if (!istr.eof())
104:     { // Fehlerbehandlung
105:         cout << " Error handling \n";
106:         if ( istr.bad() ) throw runtime_error("Schwerer Fehler in istr");
107:         if ( istr.fail() ) // Versuch des Aufräumens
108:         {
109:             cout << " Failed in reading all data.\n";
110:             istr.clear();
111:         }
112:     }
113:     v.shrink_to_fit(); // C++11
114:     return;
115: }
116:
117: void read_vector_from_file(const string& file_name, vector<int>& v)
118: {
119:     ifstream fin(file_name); // Oeffne das File im ASCII-Modus
120:     if( fin.is_open() ) // File gefunden:
121:     {
122:         v.clear(); // Vektor leeren
123:         fill_vector(fin, v);
124:     }
125:     else // File nicht gefunden:
126:     {
127:         cout << "\nFile " << file_name << " has not been found.\n\n" ;
128:         assert( fin.is_open() && "File not found." ); // exeption handling for
129:         the poor programmer
130:     }
131:
132:     return;
133: }
```

```
131:
132: void write_vector_to_file(const string& file_name, const vector<float>& v)
133: {
134:     ofstream fout(file_name);           // Oeffne das File im ASCII-Modus
135:     if( fout.is_open() )
136:     {
137:         for (unsigned int k=0; k<v.size(); ++k)
138:         {
139:             fout << v.at(k) << endl;
140:         }
141:     }
142:     else
143:     {
144:         cout << "\nFile " << file_name << " has not been opened.\n\n" ;
145:         assert( fout.is_open() && "File not opened." );           // exeption handlin
g for the poor programmer
146:     }
147:
148:     return;
149: }
```

```
1: #ifndef BSP_5_2_LIB_H_INCLUDED
2: #define BSP_5_2_LIB_H_INCLUDED
3:
4: #include <iostream>
5: #include <omp.h>
6: #include <vector>
7:
8:
9: /** \brief Funktion zur Berechnung des arithmetischen, geometrischen und harmonische
n Mittels und der Standardabweichung aus den Eintraegen eines gegebenen Vektors
10: *
11: * \param[in,out] x Vektor mit Eintraegen
12: * \param[in,out] a arithmetisches Mittel
13: * \param[in,out] g geometrisches Mittel
14: * \param[in,out] h harmonisches Mittel
15: * \param[in,out] d Standardabweichung (deviation)
16: * \return
17: *
18: */
19: void meandevvec(std::vector<int> x, float &a, float &g, float &h, float &d);
20:
21:
22: /** Calculating the minimal and maximal element of a given vector with openMP (p
arallel)
23: * @param[in,out] x vector
24: * @param[in,out] minv minimal entry of x
25: * @param[in,out] maxv maximal entry of x
26: *
27: */
28: void minmaxvec(std::vector<int> &x, int &minv, int &maxv);
29:
30: /** Calculating the arithmetic, geometric and harmonic mean value of a given vector
as well as the standard deviation and the minimal and maximal element with execution polici
es
31: *
32: * \param[in,out] x vector
33: * \param[in,out] a arithmetic mean
34: * \param[in,out] g geometric mean
35: * \param[in,out] h harmonic mean
36: * \param[in,out] d standard deviation
37: * @param[in,out] minv minimal entry of x
38: * @param[in,out] maxv maximal entry of x
39: *
40: */
41: void meandevmaxminvec(std::vector<int> &x, float &a, float &g, float &h, float &d, f
loat &minv, float &maxv);
42:
43: void fill_vector(std::istream& istr, std::vector<int>& v);
44:
45: void read_vector_from_file(const std::string& file_name, std::vector<int>& v);
46:
47: void write_vector_to_file(const std::string& file_name, const std::vector<float>& v)
;
48:
49: #endif // BSP_5_2_LIB_H_INCLUDED
```

[illegible]

```
69:    vector<float> ve{a,g,h,d,minvp,maxvp};
70:    write_vector_to_file(name2, ve);
71:
72:    return 0;
73: }
```