

Message Passing Interface (MPI)

Lecture Overview

- **Advantages of Message Passing**
- **Background on MPI**
- **“Hello, world” in MPI**
- **Key Concepts in MPI**
- **Basic Communications in MPI**
- **Simple send and receive program**

Advantages of Message Passing

- **Universality** : MP model fits well on separate processors connected by fast/slow network. Matches the hardware of most of today's parallel supercomputers as well as network of workstations (NOW)
- **Expressivity** : MP has been found to be a useful and complete model in which to express parallel algorithms. It provides the control missing from data parallel or compiler based models
- **Ease of debugging** : Debugging of parallel programs remain a challenging research area. Debugging is easier for MPI paradigm than shared memory paradigm (even if it is hard to believe)

Advantages of Message Passing

- **Performance:**

- This is the most compelling reason why MP will remain a permanent part of parallel computing environment
- As modern CPUs become faster, management of their caches and the memory hierarchy is the key to getting most out of them
- MP allows a way for the programmer to explicitly associate specific data with processes and allows the compiler and cache management hardware to function fully
- Memory bound applications can exhibit superlinear speedup when run on multiple PEs compare to single PE of MP machines

Background on MPI

- **MPI - Message Passing Interface**
 - Library standard defined by committee of vendors, implementers, and parallel programmer
 - Used to create parallel SPMD programs based on message passing
- **Available on almost all parallel machines in C and Fortran**
- **About 125 routines including advanced routines**
- **6 basic routines**

MPI Implementations

- **Most parallel machine vendors have optimized versions**
- **Others:**
 - <http://www.mpi.nd.edu/MPI/Mpich>
 - <http://www-unix.mcs.anl.gov/mpi/mpich/>
 - [indexold.html](#)
 - GLOBUS:
 - <http://www.globus.org/mpi/>
 - <http://exodus.physics.ucla.edu/appleseed/>

Key Concepts of MPI

- **Used to create parallel SPMD programs based on message passing**
- **Normally the same program is running on several different nodes**
- **Nodes communicate using message passing**

Include files

- **The MPI include file**
 - C: `mpi.h`
 - Fortran: `mpif.h` (a f90 module is a good place for this)
- **Defines many constants used within MPI programs**
- **In C defines the interfaces for the functions**
- **Compilers know where to find the include files**

Communicators

- **Communicators**

- A parameter for most MPI calls
- A collection of processors working on some part of a parallel job
- `MPI_COMM_WORLD` is defined in the MPI include file as all of the processors in your job
- Can create subsets of `MPI_COMM_WORLD`
- Processors within a communicator are assigned numbers 0 to $n-1$

Data types

- **Data types**
 - When sending a message, it is given a data type
 - Predefined types correspond to "normal" types
 - MPI_REAL , MPI_FLOAT -Fortran and C real
 - MPI_DOUBLE PRECISION , MPI_DOUBLE - Fortran and C double
 - MPI_INTEGER and MPI_INT - Fortran and C integer
 - Can create user-defined types

Minimal MPI program

- Every MPI program needs these...
 - C version

```
#include <mpi.h> /* the mpi include file */
/* Initialize MPI */
ierr=MPI_Init(&argc, &argv);
/* How many total PEs are there */
ierr=MPI_Comm_size(MPI_COMM_WORLD, &nPEs);
/* What node am I (what is my rank? */
ierr=MPI_Comm_rank(MPI_COMM_WORLD, &iam);
...
ierr=MPI_Finalize();
```

In C MPI routines are functions and return an error value

Minimal MPI program

- Every MPI program needs these...
 - Fortran version

```
include 'mpif.h'  ! MPI include file
c    Initialize MPI
      call MPI_Init(ierr)
c    Find total number of PEs
      call MPI_Comm_size(MPI_COMM_WORLD, nPEs, ierr)
c    Find the rank of this node
      call MPI_Comm_rank(MPI_COMM_WORLD, iam, ierr)
      ...
      call MPI_Finalize(ierr)
```

In Fortran, MPI routines are subroutines, and last parameter is an error value

MPI “Hello, World”

- **A parallel hello world program**
 - Initialize MPI
 - Have each node print out its node number
 - Quit MPI

C/MPI version of “Hello, World”

```
#include <stdio.h>
#include <math.h>
#include <mpi.h>
int main(argc, argv)
int argc;
char *argv[ ];
{
    int myid, numprocs;

    MPI_Init (&argc, &argv) ;
    MPI_Comm_size(MPI_COMM_WORLD, &numprocs) ;
    MPI_Comm_rank(MPI_COMM_WORLD, &myid) ;
    printf("Hello from %d\n", myid) ;
    printf("Numprocs is %d\n", numprocs) ;
    MPI_finalize();
}
```

Fortran/MPI version of “Hello, World”

- ```
program hello
include 'mpif.h'
integer myid, ierr, numprocs

call MPI_INIT(ierr)
call MPI_COMM_RANK(MPI_COMM_WORLD, myid, ierr)
call MPI_COMM_SIZE(MPI_COMM_WORLD, numprocs,ierr)

write (*,*) "Hello from ", myid
write (*,*) "Numprocs is", numprocs
call MPI_FINALIZE(ierr)
stop
end
```

# Basic Communications in MPI

---

- **Data values are transferred from one processor to another**
  - One process sends the data
  - Another receives the data
- **Synchronous**
  - Call does not return until the message is sent or received
- **Asynchronous**
  - Call indicates a start of send or received, and another call is made to determine if finished

# Synchronous Send

---

- **MPI\_Send**: Sends data to another processor
- Use **MPI\_Receive** to "get" the data
- **C**
  - `MPI_Send(&buffer, count, datatype, destination, tag, communicator);`
- **Fortran**
  - Call `MPI_Send(buffer, count, datatype, destination, tag, communicator, ierr)`
- **Call blocks until message on the way**

# MPI\_Send

---

**Call MPI\_Send(buffer, count, datatype, destination, tag, communicator, ierr)**

- **Buffer:** The data
- **Count :** Length of source array (in elements, 1 for scalars)
- **Datatype :** Type of data, for example : MPI\_DOUBLE\_PRECISION, MPI\_INT, etc
- **Destination :** Processor number of destination processor in communicator
- **Tag :** Message type (arbitrary integer)
- **Communicator :** Your set of processors
- **ierr :** Error return (Fortran only)

# Synchronous Receive

---

- **Call blocks until message is in buffer**
- **C**
  - `MPI_Recv(&buffer, count, datatype, source, tag, communicator, &status);`
- **Fortran**
  - Call `MPI_RECV(buffer, count, datatype, source, tag, communicator, status, ierr)`
- **Status - contains information about incoming message**
  - C
    - `MPI_Status status;`
  - Fortran
    - `Integer status(MPI_STATUS_SIZE)`

# Status

---

- **In C**

- status is a structure of type MPI\_Status which contains three fields MPI\_SOURCE, MPI\_TAG, and MPI\_ERROR
- status.MPI\_SOURCE, status.MPI\_TAG, and status.MPI\_ERROR contain the source, tag, and error code respectively of the received message

- **In Fortran**

- status is an array of INTEGERS of length MPI\_STATUS\_SIZE, and the 3 constants MPI\_SOURCE, MPI\_TAG, MPI\_ERROR are the indices of the entries that store the source, tag, & error
- status(MPI\_SOURCE), status(MPI\_TAG), status(MPI\_ERROR) contain respectively the source, the tag, and the error code of the received message.

# MPI\_Recv

---

**Call MPI\_Recv(buffer, count, datatype, source, tag, communicator, status, ierr)**

- **Buffer:** The data
- **Count :** Length of source array (in elements, 1 for scalars)
- **Datatype :** Type of data, for example :  
MPI\_DOUBLE\_PRECISION, MPI\_INT, etc
- **Source :** Processor number of source processor in communicator
- **Tag :** Message type (arbitrary integer)
- **Communicator :** Your set of processors
- **Status:** Information about message
- **ierr :** Error return (Fortran only)

# Basic MPI Send and Receive

---

- **A parallel program to send & receive data**
  - Initialize MPI
  - Have processor 0 send an integer to processor 1
  - Have processor 1 receive an integer from processor 0
  - Both processors print the data
  - Quit MPI

# Simple Send & Receive Program

---

```
#include <stdio.h>
#include "mpi.h"
#include <math.h>
/*****
This is a simple send/receive program in MPI
*****/
int main(argc,argv)
int argc;
char *argv[];
{
 int myid, numprocs;
 int tag,source,destination,count;
 int buffer;
 MPI_Status status;
 MPI_Init(&argc,&argv);
 MPI_Comm_size(MPI_COMM_WORLD,&numprocs);
 MPI_Comm_rank(MPI_COMM_WORLD,&myid);
```

# Simple Send & Receive Program (cont.)

---

```
tag=1234;
source=0;
destination=1;
count=1;
if(myid == source){
 buffer=5678;

 MPI_Send(&buffer,count,MPI_INT,destination,tag,MPI_COMM_WO
RLD);
 printf("processor %d sent %d\n",myid,buffer);
}
if(myid == destination){

 MPI_Recv(&buffer,count,MPI_INT,source,tag,MPI_COMM_WORLD,
&status);
 printf("processor %d got %d\n",myid,buffer);
}
MPI_Finalize();
```

# Simple Send & Receive Program

---

```
program send_recv
```

```
include "mpif.h"
```

! This is MPI send - recv program

```
integer myid, ierr,numprocs
```

```
integer tag,source,destination,count
```

```
integer buffer
```

```
integer status(MPI_STATUS_SIZE)
```

```
call MPI_INIT(ierr)
```

```
call MPI_COMM_RANK(MPI_COMM_WORLD, myid, ierr)
```

```
call MPI_COMM_SIZE(MPI_COMM_WORLD, numprocs, ierr)
```

```
tag=1234
```

```
source=0
```

```
destination=1
```

```
count=1
```

# Simple Send & Receive Program (cont.)

---

```
if(myid .eq. source)then
 buffer=5678
 Call MPI_Send(buffer, count, MPI_INTEGER,destination,&
 tag, MPI_COMM_WORLD, ierr)
 write(*,*)"processor ",myid," sent ",buffer
endif
if(myid .eq. destination)then
 Call MPI_Recv(buffer, count, MPI_INTEGER,source,&
 tag, MPI_COMM_WORLD, status,ierr)
 write(*,*)"processor ",myid," got ",buffer
endif
call MPI_FINALIZE(ierr)
stop
end
```

# The 6 Basic MPI Calls

---

- **MPI is used to create parallel programs based on message passing**
- **Usually the same program is run on multiple processors**
- **The 6 basic calls in MPI are:**
  - `MPI_INIT( ierr )`
  - `MPI_COMM_RANK( MPI_COMM_WORLD, myid, ierr )`
  - `MPI_COMM_SIZE( MPI_COMM_WORLD, numprocs, ierr )`
  - `MPI_Send(buffer, count, MPI_INTEGER, destination, tag, MPI_COMM_WORLD, ierr)`
  - `MPI_Recv(buffer, count, MPI_INTEGER, source, tag, MPI_COMM_WORLD, status, ierr)`
  - `call MPI_FINALIZE(ierr)`