Day5

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1. Scripts

1.1. compile script

```
#!/bin/sh

#source /opt/ohpc/pub/apps/spack/share/spack/setup-env.sh
#spack load gcc/5i5y5cb
#spack load openmpi/c7kvqyq
source ~/git/spack/share/spack/setup-env.sh
```

```
spack load openmpi
inputFile=$1
outputFile='${1%.*}.out"  # extract the name of the file without extension and adding extension .out
#cmd='mpicc $inputFile -o $outputFile"  # running code using MPI
echo "------"
echo "Command executed: $cmd"
echo "-----"
$cmd
echo "Compilation successful. Check at $outputFile"
echo "-----"
```

1.2. run script

```
#!/bin/sh
#source /opt/ohpc/pub/apps/spack/share/spack/setup-env.sh
#spack load gcc/5i5y5cbc
source ~/git/spack/share/spack/setup-env.sh
spack load openmpi
cmd="mpirun -np $2 $1"
echo "------"
echo "Command executed: $cmd"
echo "#########
                OUTPUT
echo
mpirun -np $2 $1
echo
echo "#########
```

2. Task1

```
#include <mpi.h>
```

```
#include <stdio.h>
int main(int argc, char** argv) {
    MPI Init(&argc, &argv);
    int rank:
    MPI Comm rank(MPI COMM WORLD, &rank);
    int size;
    MPI Comm size(MPI COMM WORLD, &size);
    int number;
    if (rank == 0) {
        number = 100:
        MPI Send(&number, 1, MPI INT, 1, 0, MPI COMM WORLD);
        printf("Process 0 sent number %d to process 1\n", number);
        MPI Recv(&number, 1, MPI INT, 1, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        printf("Process 0 received number %d from process 1\n", number);
    } else if (rank == 1) {
        MPI Recv(&number, 1, MPI INT, 0, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        printf("Process 1 received number %d from process 0\n", number);
        number = 200;
        MPI Send(&number, 1, MPI INT, 0, 0, MPI COMM WORLD);
        printf("Process 1 sent number %d to process 0\n", number);
    } else{
        printf("I am process %d and I have nothing to do\n", rank);
    MPI Finalize();
    return 0;
}
```

```
bash compile.sh task1.c
```

```
Command executed: mpicc task1.c -o task1.out
Compilation successful. Check at task1.out
```

```
bash run.sh ./task1.out 2
```

```
Command executed: mpirun -np 2 ./task1.out
```

3. MPI_{Sendrecv} Example

```
#include <mpi.h>
#include <stdio.h>
int main(int argc, char** argv) {
    MPI Init(&argc, &argv);
    int rank;
    MPI Comm rank(MPI COMM WORLD, &rank);
    int size;
    MPI Comm size(MPI COMM WORLD, &size);
    int sendBuf, recvBuf;
    if (rank == 0) {
        sendBuf = 100;
        MPI Sendrecv(&sendBuf, 1, MPI INT, 1, 0, &recvBuf, 1, MPI INT, 1, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        printf("Process 0 sent %d and received number %d\n", sendBuf, recvBuf);
    } else if (rank == 1) {
        sendBuf = 200;
        MPI Sendrecv(&sendBuf, 1, MPI INT, 0, 0, &recvBuf, 1, MPI INT, 0, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        printf("Process 1 received %d and sent number %d\n", recvBuf, sendBuf);
    } else {
        printf("I am process %d and I have nothing to do\n", rank);
    }
    MPI Finalize();
    return 0;
}
```

• Compile the program:

```
bash compile.sh mpi_sendrecv_example.c

Command executed: mpicc mpi_sendrecv_example.c -o mpi_sendrecv_example.out

Compilation successful. Check at mpi_sendrecv_example.out
```

• Run the program:

In this example, $MPI_{Sendrecv}$ is used to send and receive messages in a single call. Process 0 sends the number 100 to process 1 and receives a number from process 1. Process 1 receives the number from process 0, modifies it to 200, and sends it back to process 0.

4. MPI_{Sendrecy} Example2

```
#include <mpi.h>
#include <stdio.h>
int main(int argc, char** argv) {
    MPI Init(&argc, &argv);
    int rank;
    MPI Comm rank(MPI COMM WORLD, &rank);
    int size;
    MPI Comm size(MPI COMM WORLD, &size);
    int Buffer;
    if (rank == 0) {
        Buffer = 100;
       MPI Sendrecv(&Buffer, 1, MPI INT, 1, 0, &Buffer, 1, MPI INT, 1, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        printf("Process 0 received number %d\n", Buffer);
    } else if (rank == 1) {
        Buffer = 200;
        MPI_Sendrecv(&Buffer, 1, MPI_INT, 0, 0, &Buffer, 1, MPI_INT, 0, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
        printf("Process 1 received number %d\n", Buffer);
    } else {
        printf("I am process %d and I have nothing to do\n", rank);
    }
    MPI Finalize();
    return 0;
}
```

• Compile the program:

```
bash compile.sh mpi_sendrecv_example2.c

Command executed: mpicc mpi_sendrecv_example2.c -o mpi_sendrecv_example2.out

Compilation successful. Check at mpi_sendrecv_example2.out
```

• Run the program:

```
bash run.sh ./mpi sendrecv example2.out 2
```

In this example, $MPI_{Sendrecv}$ is used to send and receive messages in a single call. Process 0 sends the number 100 to process 1 and receives a number from process 1. Process 1 receives the number from process 0, modifies it to 200, and sends it back to process 0.

5. MPI_{Sendrecvreplace} Example

```
#include <mpi.h>
#include <stdio.h>

int main(int argc, char** argv) {
    MPI_Init(&argc, &argv);

    int rank;
    MPI_Comm_rank(MPI_COMM_WORLD, &rank);
    int size;
    MPI_Comm_size(MPI_COMM_WORLD, &size);

if (size < 2) {
        fprintf(stderr, "World size must be greater than 1 for this example\n");
        MPI_Abort(MPI_COMM_WORLD, 1);
    }

int number;
    if (rank == 0) {</pre>
```

```
number = 100;
    MPI_Sendrecv_replace(&number, 1, MPI_INT, 1, 0, 1, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
    printf("Process 0 sent and received number %d\n", number);
} else if (rank == 1) {
    number = 200;
    MPI_Sendrecv_replace(&number, 1, MPI_INT, 0, 0, 0, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
    printf("Process 1 received and sent number %d\n", number);
} else {
    printf("I am process %d and I have nothing to do\n", rank);
}

MPI_Finalize();
    return 0;
}
```

• Compile the program:

```
bash compile.sh mpi_sendrecv_replace_example.c

Command executed: mpicc mpi_sendrecv_replace_example.c -o mpi_sendrecv_replace_example.out

Compilation successful. Check at mpi_sendrecv_replace_example.out
```

• Run the program:

```
bash run.sh ./mpi_sendrecv_replace_example.out 2
```

In this example, $MPI_{Sendrecvreplace}$ is used to send and receive messages using the same buffer. Process 0 sends the number 100 to process 1 and receives a number from process 1 into the same buffer. Process 1 receives the number from process 0, modifies it to 200, and sends it back to process 0 using the same buffer.

6. Task2: Cyclic sum of all the ranks

```
#include <mpi.h>
#include <stdio.h>
int main(int argc, char** argv) {
    MPI Init(&argc, &argv);
    int rank, sum = 0;
    MPI Comm rank(MPI COMM WORLD, &rank);
    int size;
    MPI Comm size(MPI COMM WORLD, &size);
    int number;
    if (rank == 0) {
        sum = 0;
        MPI Send(&sum, 1, MPI INT, rank + 1, 0, MPI COMM WORLD);
        MPI Recv(&sum, 1, MPI INT, size - 1, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        printf("Cyclic sum: %d\n", sum);
    } else if (rank == size - 1) {
        MPI Recv(&sum, 1, MPI INT, rank - 1, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        sum+= rank;
        MPI Send(&sum, 1, MPI INT, 0, 0, MPI_COMM_WORLD);
    } else{
        MPI Recv(&sum, 1, MPI INT, rank - 1, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        sum+= rank:
        MPI Send(&sum, 1, MPI INT, rank + 1, 0, MPI COMM WORLD);
    MPI Finalize();
    return 0:
```

```
bash compile.sh cyclic_sum.c
```

```
Command executed: mpicc cyclic_sum.c -o cyclic_sum.out
Compilation successful. Check at cyclic_sum.out
```

```
bash run.sh ./cyclic_sum.out 10
```

7. MPI_{Ssend}

```
#include <mpi.h>
#include <stdio.h>

int main(int argc, char** argv) {
    MPI_Init(&argc, &argv);

    int rank;
    MPI_Comm_rank(MPI_COMM_WORLD, &rank);
    int size;
    MPI_Comm_size(MPI_COMM_WORLD, &size);
    int number;
    if (rank == 0) {
        number = 100;
    }
}
```

```
MPI_Ssend(&number, 1, MPI_INT, 1, 0, MPI_COMM_WORLD);
    printf("Process 0 sent number %d to process 1\n", number);
} else if (rank == 1) {
    MPI_Recv(&number, 1, MPI_INT, 0, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
    printf("Process 1 received number %d from process 0\n", number);
}

MPI_Finalize();
    return 0;
}
```

Process 0 sent number 100 to process 1

• Compile the program:

```
Command executed: mpicc mpi_ssend_example.c -o mpi_ssend_example.out

Compilation successful. Check at mpi_ssend_example.out
```

• Run the program:

In this example, MPI_{Ssend} is used to send a number from process 0 to process 1 synchronously.

8. MPI_{Bsend}

```
#include <mpi.h>
#include <stdio.h>
#include <stdlib.h>
int main(int argc, char** argv) {
    MPI Init(&argc, &argv);
    int rank;
   MPI Comm rank(MPI COMM WORLD, &rank);
    int size;
    MPI Comm size(MPI COMM WORLD, &size);
    int number;
    if (rank == 0) {
        number = 100;
        int buffer size = MPI BSEND OVERHEAD + sizeof(int);
        void* buffer = malloc(buffer size);
        MPI Buffer attach(buffer, buffer size);
        MPI Bsend(&number, 1, MPI INT, 1, 0, MPI COMM WORLD);
        printf("Process 0 sent number %d to process 1\n", number);
        MPI Buffer detach(&buffer, &buffer size);
        free(buffer);
    } else if (rank == 1) {
        MPI Recv(&number, 1, MPI INT, 0, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        printf("Process 1 received number %d from process 0\n", number);
    MPI Finalize();
    return 0;
```

8.1. Compilation and Execution

• Compile the program:

```
bash compile.sh mpi_bsend_example.c

Command executed: mpicc mpi_bsend_example.c -o mpi_bsend_example.out

Compilation successful. Check at mpi_bsend_example.out
```

• Run the program:

In this example, MPI_{Bsend} is used to send a number from process 0 to process 1 using a buffered send.

9. MPI_{Bsend} Array

```
#include <mpi.h>
#include <stdio.h>
#include <stdlib.h>

int main(int argc, char** argv) {
    MPI_Init(&argc, &argv);
```

```
int rank;
   MPI Comm rank(MPI_COMM_WORLD, &rank);
    int size;
    MPI Comm size(MPI COMM WORLD, &size);
    if (size < 2) {
        fprintf(stderr, "World size must be greater than 1 for this example\n");
        MPI Abort(MPI COMM WORLD, 1);
    }
    int array size = 10;
   int* array = (int*)malloc(array_size * sizeof(int));
    if (rank == 0) {
       // Initialize the array with some values
        for (int i = 0; i < array size; i++) {
            array[i] = i + 1;
       int buffer size = MPI BSEND_OVERHEAD + array_size * sizeof(int);
        void* buffer = malloc(buffer size);
       MPI Buffer attach(buffer, buffer size);
        MPI Bsend(array, array size, MPI INT, 1, 0, MPI COMM WORLD);
        printf("Process 0 sent array to process 1\n");
        MPI Buffer detach(&buffer, &buffer size);
        free(buffer);
    } else if (rank == 1) {
       MPI Recv(array, array size, MPI INT, 0, 0, MPI COMM WORLD, MPI STATUS IGNORE);
        printf("Process 1 received array from process 0: ");
        for (int i = 0; i < array size; i++) {
            printf("%d ", array[i]);
        printf("\n");
    }
    free(array);
    MPI Finalize();
    return 0;
}
```

• Compile the program:

```
bash compile.sh mpi_bsend_array_example.c

Command executed: mpicc mpi_bsend_array_example.c -o mpi_bsend_array_example.out

Compilation successful. Check at mpi_bsend_array_example.out
```

• Run the program:

```
bash run.sh ./mpi_bsend_array_example.out 2
```

In this example, $`MPI_{Bsend}`$ is used to send an array of integers from process 0 to process 1 using a buffered send. The received data is printed by process 1.

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