

Technische Universität München

Assignment 3: MPI Point-to-Point and One-Sided Communication

Programming of Super Computers

Friedrich Menhorn, Benjamin R  th, Erik Wannerberg
Team 12

December 12, 2015



Contents

1. Provided Implementation and Baseline

- 1.1 Cannon's algorithm
- 1.2 Baseline
- 1.3 Scalability

2. MPI Point-to-Point Communication

- 2.1 MPI Non-Blocking Operations
- 2.2 Optimizations
- 2.3 Scaling

3. MPI One-Sided Communication

- 3.1 MPI One-Sided Operations
- 3.2 Optimizations
- 3.3 Scaling

1. Provided Implementation and Baseline

- 1.1 Cannon's algorithm
- 1.2 Baseline
- 1.3 Scalability

2. MPI Point-to-Point Communication

- 2.1 MPI Non-Blocking Operations
- 2.2 Optimizations
- 2.3 Scaling

3. MPI One-Sided Communication

- 3.1 MPI One-Sided Operations
- 3.2 Optimizations
- 3.3 Scaling

Cannon's algorithm

- explain algorithm
- provided implementation

Baseline

Challenges in getting an accurate baseline and changes to the Load-Leveler batch script.

Scalability

- Compute time scalability with fixed 64 processes and varying size of input files.
- MPI time scalability with fixed 64 processes and varying size of input files.
- Differences in scalability between the Sandy Bridge and Haswell architectures.

1. Provided Implementation and Baseline

- 1.1 Cannon's algorithm
- 1.2 Baseline
- 1.3 Scalability

2. MPI Point-to-Point Communication

- 2.1 MPI Non-Blocking Operations
- 2.2 Optimizations
- 2.3 Scaling

3. MPI One-Sided Communication

- 3.1 MPI One-Sided Operations
- 3.2 Optimizations
- 3.3 Scaling

MPI Non-Blocking Operations

- Which non-blocking operations were used?

Optimizations

- Was communication and computation overlap achieved?
- What is the theoretical maximum overlap that can be achieved? Explain.

Scaling

- Was a speedup observed versus the baseline?
- Were there any differences between Sandy Bridge and Haswell nodes?

1. Provided Implementation and Baseline

- 1.1 Cannon's algorithm
- 1.2 Baseline
- 1.3 Scalability

2. MPI Point-to-Point Communication

- 2.1 MPI Non-Blocking Operations
- 2.2 Optimizations
- 2.3 Scaling

3. MPI One-Sided Communication

- 3.1 MPI One-Sided Operations
- 3.2 Optimizations
- 3.3 Scaling

MPI One-Sided Operations

- Which one-sided operations were used?

Optimizations

- Was communication and computation overlap achieved?

Scaling

- Was a speedup observed versus the baseline?
- Was a speedup observed versus the non-blocking version?
- Were there any differences between Sandy Bridge and Haswell nodes?