

Lab Course

Efficient Programming of Multicore Processors and Supercomputers

Report 5: Parallelization of Heat with MPI

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General notes

- ▶ Task divisible into smaller subtasks with different problems
 - ▶ Parsing of inputfile
 - ▶ Initializing of array
 - ▶ Relaxation
 - ▶ Coarsening of output

Parsing of input file

- ▶ Different approaches:
 - ▶ “Root process” parses input, then broadcast
 - ▶ Every process parses input
- ▶ First approach is very easy for simple types
- ▶ Heatsrc is an array of structs!
- ▶ Second approach might lead to problems if every process reads at same time
- ▶ Idea: Use “token” to indicate whether the file is free or not

```
1  // check input file
2  int file_free=0;
3  {
4      if (myid==root)
5          file_free=1;
6      else
7          MPI_Recv(&file_free, 1, MPI_INT, myid-1, 1,
8                  MPI_COMM_WORLD, &status);
9      if (file_free==1)
10     {
11         // parse input
12     }
13     if (myid!=nprocs-1)
14     {
15         MPI_Send(&file_free, 1, MPI_INT, myid+1, 1,
16                 MPI_COMM_WORLD);
17     }
18 }
```

Initialization of the processes

- ▶ Consists of two subtasks
 - ▶ Calculation of arraysizes and initialization of them
 - ▶ Initialization of heatsources
- ▶ Needed: Cartesian topology
- ▶ One row/column of “ghost cell” (also halo cells) at borders for heatsources and communication

```
1  if (((act_res)%(proc_x))==0)
2  (arraysize_x)=(len_x)=(act_res)/(proc_x);
3  else {
4      if ((col)==((proc_x)-1))
5      {
6          //last processor in dim x
7          (arraysize_x)=(act_res/proc_x)+1;
8          (len_x)=(act_res)%(arraysize_x);
9      } else {
10         (arraysize_x)=(len_x)=((act_res)/(proc_x))+1;
11     }
12 }
13 // Also do this for y
```

- ▶ Check if border of array is actually border for global grid
- ▶ Adjust distance to array's position in global grid

```

1      int c_x=(col)*(arraysize_x);
2      int c_y=(row)*(arraysize_y);
3      for( i=0; i<numsrcs; i++ )
4      {
5          // top row
6          if ((row)==0)
7          {
8              for( j=0; j<spx; j++ )
9              {
10                 dist = sqrt (pow((double)(j+c_x)/((double)(np-1)
11                    -
12                    heatsrcs[i].posx, 2))+
13                    pow(heatsrcs[i].posy, 2));
14                 if( dist <= heatsrcs[i].range )
15                 {
16                     (u)[j] +=
17                     (heatsrcs[i].range-dist) /
18                     heatsrcs[i].range *
19                     heatsrcs[i].temp;
20                 }
21             }
22         }

```


Notes

- ▶ Very easy to mix up x and y
- ▶ Incredibly difficult to debug just looking at the residual
- ▶ Work with a small arraysize and print the arrays out!

Parallelization of the jacobi relaxation

- ▶ Three tasks: Reduction of global residual, communication of borders and adjustment of calculation to different arraysizes and to interleave communication and calculcation
- ▶ First task is pretty simple

1

```
MPI_Allreduce(&residual, &globresid, 1, MPI_DOUBLE,  
              MPI_SUM, MPI_COMM_WORLD);
```

- For communication between processes, we need to determine neighbors

```
1      int north, south, west, east;  
2      MPI_Cart_shift(comm_2d, 1, 1, &north, &south);  
3      MPI_Cart_shift(comm_2d, 0, 1, &west, &east);
```

- We also need types for communication, as the layout of columns and lines in the memory vary

```
1      MPI_Type_contiguous(npx-2, MPI_DOUBLE,  
                           &north_south_type);  
2      MPI_Type_vector(npy-2, 1, npx, MPI_DOUBLE,  
                       &east_west_type);
```

```
1 MPI_Request reqs[8];
2 MPI_Isend(&u[1+sizey] , 1, *north_south_type, north, 9,
  comm_2d, &reqs[0]);
3 MPI_Isend(&u[1+(sizey-2)*sizey] , 1, *north_south_type,
  south, 9, comm_2d, &reqs[1]);
4 MPI_Irecv(&u[1], 1, *north_south_type, north, 9,
  comm_2d, &reqs[2]);
5 MPI_Irecv(&u[1+(sizey-1)*sizey], 1, *north_south_type,
  south, 9, comm_2d, &reqs[3]);
6 MPI_Isend(&u[1+sizey], 1, *east_west_type, west, 9,
  comm_2d, &reqs[4]);
7 MPI_Isend(&u[2*sizey-2], 1, *east_west_type, east, 9,
  comm_2d, &reqs[5]);
8 MPI_Irecv(&u[sizey], 1, *east_west_type, west, 9,
  comm_2d, &reqs[7]);
9 MPI_Irecv(&u[2*sizey-1], 1, *east_west_type, east, 9,
  comm_2d, &reqs[6]);
```

Interleaving of calculation and communication

- ▶ Only the outermost layer of calculated gridpoints depends on values from other processes
- ▶ Start communication, calculate all but the outermost layer, then synchronize and calculate the outermost layer

```

1    // calculate inner points, which do not depend on
    borders
2    for( i=2; i<len_y+0; i++ ) {
3        for( j=2; j<len_x+0; j++ )
4            {
5                // Calculate new values
6            }
7    }
8    MPI_Waitall(8, reqs, MPI_STATUS_IGNORE);
9    for (i=1; i<len_x+1; i++)
10    {
11        // top row
12        unew = 0.25 *
            (u[i]+u[size_x-1+i]+u[size_x+1+i]+u[2*size_x+i]);
13        diff = unew - u[size_x+i];
14        utmp [size_x+i] = unew;
15        sum+=diff*diff;
16        // .. bottom row,
17    }
18    for (i=2; i<len_y; i++)
19    {
20        //leftmost and rightmost column
21    }

```

Coarsening

- ▶ State: Every process has its own, potentially very large array
- ▶ Goal: Writeout the heatdistribution of the entire body in a reasonable resolution uvis
- ▶ Obviously, gathering the whole array is no option
- ▶ In general, there is MPI_IO to writeout distributed array, but due to calculation of pixmap, this might be pretty difficult

- ▶ Coarse all local arrays to `uvis/arraysize` and gather those arrays
- ▶ One root process then writes the entire picture
- ▶ Issues:
 - ▶ Padded arrays: We stretch those to size of normal arrays.
 - ▶ Also, resolution might not be divisible through number of processes in dimension. We just increase the resolution in those cases
- ▶ Might lead to wrong output for very small resolutions, but works very fine for reasonable sizes
- ▶ We need to define a `MPI_Datatype`, so that receiving process knows datalayout of global `uvis`

```
1 MPI_Datatype subarray, subarray_resized;
2 int sizes[2];
3 sizes [0] = visresgloby;
4 sizes [1] = visresglobx;
5 int subsizes[2];
6 subsizes [0] = visresy;
7 subsizes [1] = visresx;
8 int starts[2]= {0,0};
9 int order;
10 int* displs=(int*) malloc (nprocs*sizeof(int));
11 int* counts=(int*) malloc (nprocs*sizeof(int));
12 int cords[2];
```

```
1  for (a=0; a<nprocs; a++)
2  {
3      counts[a]=1;
4      MPI_Cart_coords(comm_2d, a, 2, cords);
5      displs[a]=cords[0]*visresx+cords[1]*visresy*visresglobx;
6  }
7  MPI_Type_create_subarray(2, sizes, subsizes, starts,
8      MPI_ORDER_C, MPI_DOUBLE, &subarray);
9  MPI_Type_commit(&subarray);
10 MPI_Type_create_resized(subarray, 0, 1*sizeof(double),
11     &subarray_resized);
12 MPI_Type_commit(&subarray_resized);
13 MPI_Gatherv(uloc, visresx*visresy, MPI_DOUBLE,
14     param.uvis, counts, displs, subarray_resized, root,
15     comm_2d);
```

Measurements

- ▶ Sadly, due to SuperMUC maintenance we could not run a lot of tests on our implementation
- ▶ Speedup for square topologies looks like it is limited by memory bandwidth

Measurement	Floprate	Speedup
Sequential (Baseline)	3,896.2 MFlop/s	1
Auto parallelization 8 threads	13,208.1 MFlop/s	3.39
OMP 16 Threads	22,247.3 MFlop/s	5.71
MPI 64 processes, blocking	74,064.5 MFlop/s	19.01
MPI 64 processes, nonblocking	80,339.4 MFlop/s	20.62

Thank you for your attention!