Gather

Gather is precisely the converse of scatter

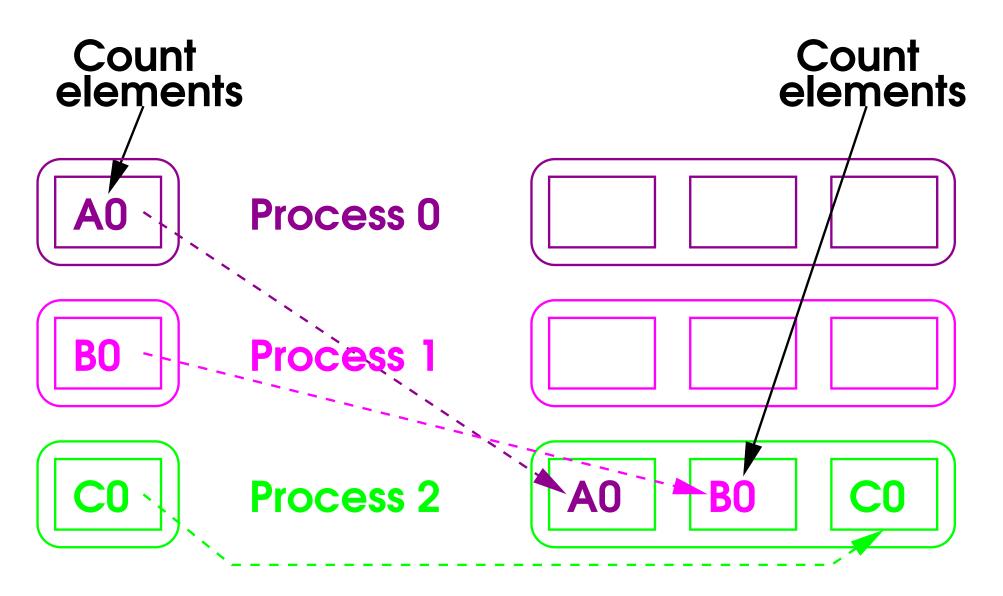
Just change MPI_Scatter to MPI_Gather
 And Scatter to Gather for C++, of course

Of course, the array sizes need changing

It is the receive buffer that needs to be bigger

The send buffer is used on all processes
The receive buffer is used only on the root

Gather

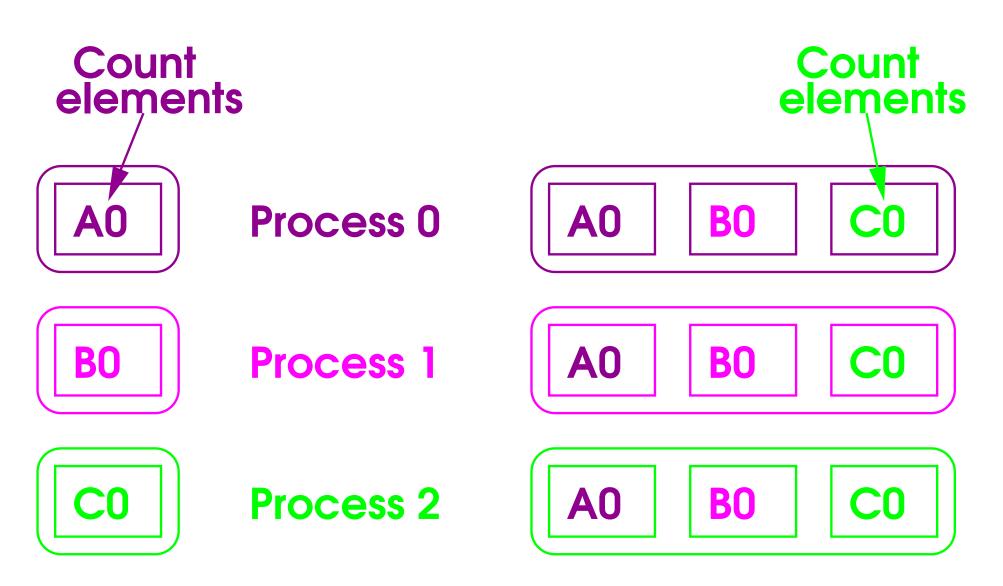


Allgather (1)

You can gather data and then broadcast it The interface is very similar, with one difference

- This is now a symmetric operation
 So has no argument specifying the root process
- Change MPI_Gather to MPI_Allgather
 And Gather to Allgather for C++
 And remove the root process argument, of course
- The receive buffer is now used on all processes

Allgather



Allgather (2)

Fortran example:

```
REAL(KIND=KIND(0.0D0)) :: &
    sendbuf (100), recvbuf (100,30)

INTEGER :: error

CALL MPI_Allgather ( &
    sendbuf, 100, MPI_DOUBLE_PRECISION, &
    recvbuf, 100, MPI_DOUBLE_PRECISION, &
    MPI_COMM_WORLD, error)
```

Allgather (3)

```
C example:
    double sendbuf [ 100 ], recvbuf [ 30 ] [ 100 ];
    int error;
    error = MPI_Allgather (
        sendbuf, 100, MPI_DOUBLE,
        recvbuf, 100, MPI_DOUBLE,
        MPI COMM_WORLD )
C++ example:
    double sendbuf [100], recvbuf [30] [100];
    MPI::COMM_WORLD . Allgather (
        sendbuf, 100, MPI::DOUBLE,
        recvbuf, 100, MPI::DOUBLE)
```

Alltoall

You can do a composite gather/scatter operation Essentially the same interface as MPI_Allgather

- Just change MPI_Allgather to MPI_Alltoall
 And Allgather to Alltoall for C++
- Now, both buffers need to be bigger

Think of this as a sort of parallel transpose Used when implementing matrix transpose

It's very powerful – a key for performance

Alltoall

