



Master Slave Paradigm

- What is it?
- What problems fit this paradigm?
- What problems don't fit?

What is MSP?

- In the context of needing to complete many tasks.
- One processor issues tasks to a single processor in a team. The master processor is responsible for coordination of the entire computation. The slaves perform individual tasks.

What problems fit the Paradigm?

- In general, the best fit for this type of computation involves the need to complete many (perhaps it is unknown how many) tasks.
- Each task may have an unknown run time. This could be due to the nature of the task or the nature of the processors.

Examples

- Adaptive Quadrature
- Global Optimization
- Solving multiple problems, each solve requires an unknown number of iterations. (EX. Root finding, solving ODEs, etc.)

Problems not suitable for MSP?

- Problems with regular predictable compute loads on homogeneous systems.

Master/Slave Code

```
/* code based on that of Fikret Ercal U of Missouri
*/
```

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

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

```
#define WORKTAG 1
```

```
#define DIETAG 2
```

```
#define MWORK 200
```

```
double A[1000],B[1000],C[1000],D[1000];
```

```
void master();
```

```
void slave();
```

```
main(argc, argv)
int          argc;
char         *argv[];
{
    int myrank,i;
    for (i=0;i <1000; i++)
    {
        A[i]=i;
        B[i]=i;
        C[i]=0;
    }

    MPI_Init(&argc, &argv);
    MPI_Comm_rank(MPI_COMM_WORLD,&myrank);
    if (myrank == 0) {
        master();
        for (i=1; i < MWORK; i++)
            printf ("results C[%d]=%3.0f on %3.0f\n",i, C[i],D[i]);
    } else {
        slave();
    }
    MPI_Finalize();          /* cleanup MPI */
}
```



```

void master()
{
    int            com_size, rank, work;
    double         result;
    MPI_Status     status;
    MPI_Comm_size(MPI_COMM_WORLD, &com_size);
    for (rank = 1; rank < com_size; ++rank)
    {
        work = rank;
        MPI_Send(&work,                /* message buffer */
                 1,                     /* one data item */
                 MPI_INT,               /* data item is an integer */
                 rank,                  /* destination process rank */
                 WORKTAG,               /* user chosen message tag */
                 MPI_COMM_WORLD); /* always use this */
    }
    work++;
}

```

```

while(work < MWORK){
    MPI_Recv(&result,      /* message buffer */
            1,            /* one data item */
            MPI_DOUBLE,    /* data item is a double real */
            MPI_ANY_SOURCE, /* receive from any sender */
            MPI_ANY_TAG,    /* receive any type of message */
            MPI_COMM_WORLD, /* always use this */
            &status);      /* info about received message */

    C[status.MPI_TAG]=result;
    D[status.MPI_TAG]=status.MPI_SOURCE;

    MPI_Send(&work, 1, MPI_INT, status.MPI_SOURCE,
            WORKTAG, MPI_COMM_WORLD);

    work++;
}
for (rank = 1; rank < com_size; ++rank) {
    MPI_Recv(&result, 1, MPI_DOUBLE, MPI_ANY_SOURCE, MPI_ANY_TAG,
MPI_COMM_WORLD, &status);
    C[status.MPI_TAG]=result;
    D[status.MPI_TAG]=status.MPI_SOURCE;
}

for (rank = 1; rank < com_size; ++rank) {
    MPI_Send(0, 0, MPI_INT, rank, DIETAG, MPI_COMM_WORLD);
}
}

```

```
void slave()
```

```
{
```

```
    double        result, x=0.;
```

```
    int           work, i, j;
```

```
    MPI_Status     status;
```

```
    for(;;){
```

```
        MPI_Recv(&work, 1, MPI_INT,  
0,MPI_ANY_TAG,MPI_COMM_WORLD,&status);
```

```
        if (status.MPI_TAG == DIETAG)
```

```
        {
```

```
            return;
```

```
        }
```

```
        result = A[work]+B[work];
```

```
        /* begin useless computation to increase time */
```

```
            for(i=0; i<999; i++){
```

```
                for(j= 0; j< 999; j++){
```

```
                    x += 1/(1+i+j);}}
```

```
        /* End useless computation */
```

```
        MPI_Send(&result, 1, MPI_DOUBLE, 0, work,  
MPI_COMM_WORLD);
```

```
    }
```

```
}
```

