

PARALLEL PROGRAMMING III

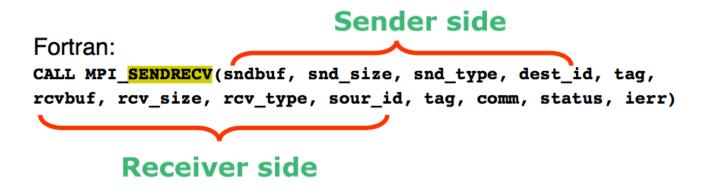


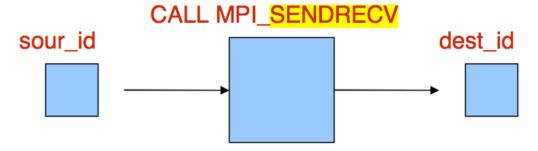




SendRecv

The easiest way to send and receive data without warring about deadlocks











```
PROGRAM send recv
INCLUDE 'mpif.h'
INTEGER ierr, myid, nproc
INTEGER status (MPI STATUS SIZE)
REAL A(2), B(2)
CALL MPI_INIT(ierr)
CALL MPI_COMM_SIZE(MPI_COMM_WORLD, nproc, ierr)
CALL MPI COMM RANK (MPI COMM WORLD, myid, ierr)
IF( myid .EQ. 0 ) THEN
  a(1) = 2.0
  a(2) = 4.0
  CALL MPI_SENDRECV(a, 2, MPI_REAL, 1, 10, b, 2, MPI_REAL, 1, 11, MPI_COMM_WORLD, status, ierr)
ELSE IF ( myid .EQ. 1 ) THEN
  a(1) = 3.0
  a(2) = 5.0
  CALL MPI SENDRECV(a, 2, MPI REAL, 0, 11, b, 2, MPI REAL, 0, 10, MPI COMM WORLD, status, ierr)
END IF
WRITE(6,*) myid, ': b(1)=', b(1), ' b(2)=', b(2)
CALL MPI FINALIZE(ierr)
END
```

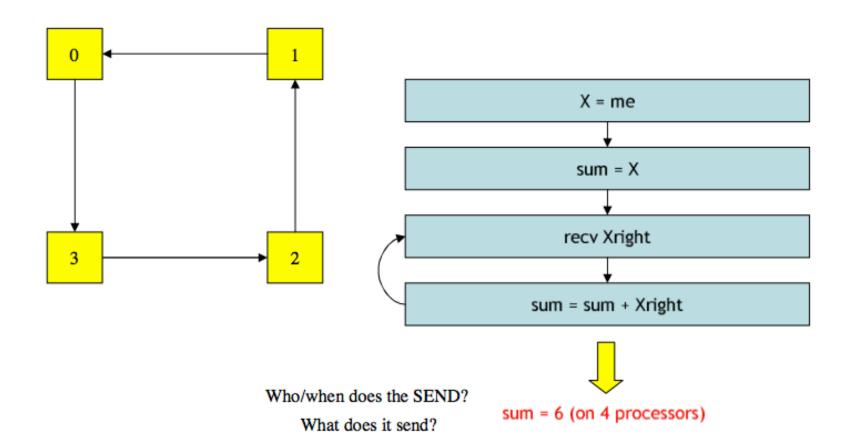






Communication Cycle





How many times?



Exercise

Implement the proposed exercise, first exchanging one single element (mype) among processes as illustrated in class as well as on the previous slide. Try to optimize the code for sending in the ring a large set of data and overlapping the computation (Σ) and the communication (send-recv). In case of a dataset larger than one element the local sum is considered a vector sum (element by element).



