

CSC 447: Parallel Programming for Multi-Core and Cluster Systems

Message Passing with MPI

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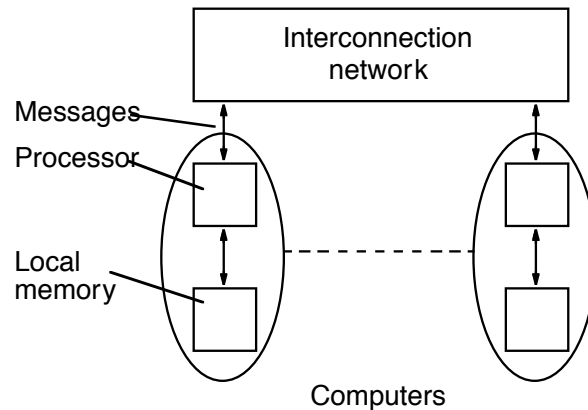
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Outline

- Message-passing model
- Message Passing Interface (MPI)
- Coding MPI programs
- Compiling MPI programs
- Running MPI programs
- Benchmarking MPI programs
- Mixing MPI and Pthreads

Message-Passing Multicomputer

- Complete computers connected through an interconnection network:



The Message-Passing Model

- Recall that a *process* has its own address space, and may have multiple *threads* sharing a single address space.
- MPI is used for communication among processes, which have separate address spaces.
- Interprocess communication consists of
 - Synchronization
 - Movement of data from one process's address space to another's.

Message Passing Features

- **Simplicity**
 - The basics of the paradigm are traditional communication operations.
- **Generality**
 - Can be implemented on most parallel architectures.
- **Performance**
 - The implementation can match the underlying hardware.
- **Scalability**
 - The same program can be deployed on larger systems

MPI

- **Standard for operations in message passing**
- **Led by MPI Forum (academia & industry)**
 - Standards
 - MPI-1 (1994)
 - MPI-2 standard (1997)
 - MPI-3 (2012)
- **Implementations**
 - Open-source: MPICH, OpenMPI
 - Proprietary: Cray, IBM, Intel

MPI Sources

- The Standard itself:
 - at <http://www.mpi-forum.org>
 - All MPI official releases, in both postscript and HTML
- Books:
 - Using MPI: Portable Parallel Programming with the Message-Passing Interface, by Gropp, Lusk, and Skjellum, MIT Press, 1994.
 - MPI: The Complete Reference, by Snir, Otto, Huss-Lederman, Walker, and Dongarra, MIT Press, 1996.
 - Designing and Building Parallel Programs, by Ian Foster, Addison-Wesley, 1995.
 - Parallel Programming with MPI, by Peter Pacheco, Morgan-Kaufmann, 1997.
 - MPI: The Complete Reference Vol 1 and 2, MIT Press, 1998(Fall).
- Other information on Web:
 - at <http://www.mcs.anl.gov/mpi>
 - pointers to lots of stuff, including other talks and tutorials, a FAQ, other MPI pages

What is MPI?

- A message-passing library specification
 - extended message-passing model
 - not a language or compiler specification
 - not a specific implementation or product
- For parallel computers, clusters, and heterogeneous networks

Hello, MPI World!

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

int main( int argc, char *argv[] )
{
    MPI_Init( &argc, &argv );
    printf( "Hello, MPI world!\n" );
    MPI_Finalize();
    return 0;
}
```

Notes on MPI C

- **mpi.h** must be **#included**
- **MPI_Init** initializes the MPI execution environment
- MPI functions return error codes or **MPI_SUCCESS**
 - By default, an error causes all processes to abort.
 - The user can cause routines to return (with an error code) instead.
 - A user can also write and install custom error handlers.
 - Libraries might want to handle errors differently from applications.

Running MPI Programs

- The MPI standard does not specify how to run an MPI program
- In general, starting an MPI program is dependent on the implementation of MPI you are using, and might require various scripts, program arguments, and/or environment variables.
- **mpiexec <args>** is part of MPI-2, as a recommendation, but not a requirement
- **mpirun -np <p> <exec> <args>**

Execution on 3 CPUs

- `% mpirun -np 3 sat`
- `0) 0110111110011001`
- `0) 1110111111011001`
- `2) 1010111110011001`
- `1) 1110111110011001`
- `1) 1010111111011001`
- `1) 0110111110111001`
- `0) 1010111110111001`
- `2) 0110111110111001`
- `2) 1110111110111001`
- `Process 1 is done`
- `Process 2 is done`
- `Process 0 is done`

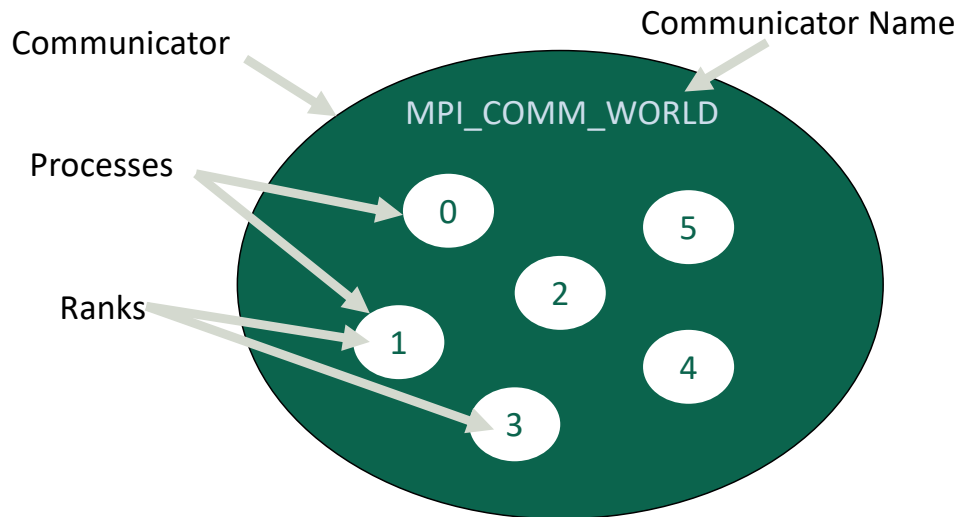
Some Basic Concepts

- Processes can be clustered into *groups*.
- Each message is sent in a *context*, and must be received in the same context.
- A group and context together form a *communicator*.
- A process is identified by its *rank* in the group associated with a communicator.
- There is a default communicator whose group contains all initial processes, called **MPI_COMM_WORLD**.

Finding Out About the Environment

- Two important questions that arise early in a parallel program are:
 - How many processes are participating in this computation?
 - Which one am I?
- MPI provides functions to answer these questions:
 - **MPI_Comm_size** reports the number of processes.
 - **MPI_Comm_rank** reports the *rank*, a number between 0 and size-1, identifying the calling process
- MPI Ranks
 - Ranks have private memory
 - Each rank has a unique identification number
 - Ranks are numbered sequentially: [0, n-1]

Communicator



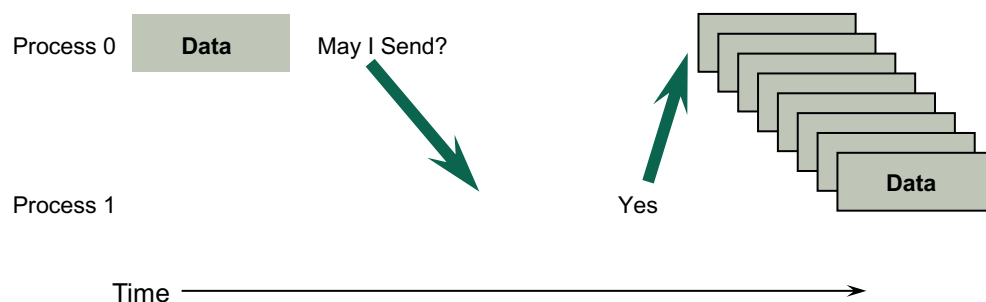
A Better Hello, MPI World!

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

int main( int argc, char *argv[] )
{
    int rank, size;
    MPI_Init( &argc, &argv );
    MPI_Comm_rank( MPI_COMM_WORLD, &rank );
    MPI_Comm_size( MPI_COMM_WORLD, &size );
    printf( "Hello world from rank %d of %d\n", rank, size );
    MPI_Finalize();
    return 0;
}
```

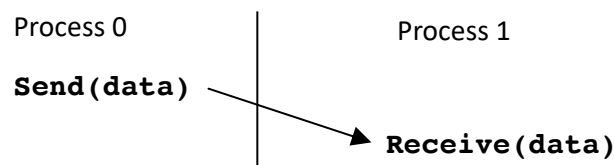

Message Passing

- Data transfer plus synchronization
- Requires cooperation of sender and receiver
- Cooperation not always apparent in code



MPI Basic Send/Receive

- We need to fill in the details in



- Things that need specifying:
 - How will “data” be described?
 - How will processes be identified?
 - How will the receiver recognize/screen messages?
 - What will it mean for these operations to complete?

Single-Program Multiple-Data (SPMD)

- All processes run the same program, each accesses a different portion of data.
- All processes are launched simultaneously.
- Communication:
 - Point-to-point messages.
 - Collective communication operations.

Using SPMD Computational Model

```
main (int argc, char *argv[])
{
    MPI_Init(&argc, &argv);
    .
    .
    /*find process rank */
    MPI_Comm_rank(MPI_COMM_WORLD, &myrank);

    if (myrank == 0)
        master();
    else
        slave();
    .
    .
    MPI_Finalize();
}
```

master() and slave() are to be executed by master process and slave process, respectively.

Point to Point Communication

- Blocking Communication
 - Block until completed (*send stuff on your own*)
- Non-blocking Communication
 - Return without waiting for completion (*give them to someone else*)
- Forms of Sends:
 - **Synchronous**: message gets sent only when it is known that someone is already waiting at the other end (*think fax*)
 - **Buffered**: message gets sent and if someone is waiting for it so be it; otherwise it gets saved in a temporary buffer until someone retrieves it. (*think mail*)
 - **Ready**: Like synchronous, only there is no acknowledgement that there is a matching receive at the other end, just a programmer's assumption! (**Use it with extreme care**)

MPI: Point-to-point Communication

- MPI blocking standard send:

```
int MPI_Send(void *buf, int count, MPI_Datatype datatype, int dest, int tag, MPI_Comm comm)
int MPI_Recv(void *buf, int count, MPI_Datatype datatype, int source, int tag,
             MPI_Comm comm, MPI_Status *status)
```

- buf is the starting address of the array
- count is its length
- datatype is its MPI datatype
- comm is the communicator context
- dest is the rank of the destination process in comm
- tag is an extra distinguishing number, like a note
- Receiving fewer than **count** occurrences of **datatype** is OK, but receiving more is an error

Example

```
MPI_Comm_rank(MPI_COMM_WORLD, &myrank); /* find rank */

if (myrank == 0) {
    int x;
    MPI_Send(&x, 1, MPI_INT, 1, msgtag, MPI_COMM_WORLD);
} else if (myrank == 1) {
    int x;
    MPI_Recv(&x, 1,
    MPI_INT, 0, msgtag, MPI_COMM_WORLD, status);
}
```

To send an integer x from process 0 to process 1

Retrieving Further Information

- **Status** is a data structure allocated in the user's program.

```
int recvd_tag, recvd_from, recvd_count;
MPI_Status status;
MPI_Recv(..., MPI_ANY_SOURCE, MPI_ANY_TAG, ..., &status )
recvd_tag = status.MPI_TAG;
recvd_from = status.MPI_SOURCE;
MPI_Get_count( &status, datatype, &recvd_count );
```

Other Blocking Sends

- **MPI_Ssend**—Blocking Synchronous send
 - The sender notifies the receiver; after the matching receive is posted
 - The receiver acks back and the sender sends the message.
- **MPI_Bsend**—Blocking Buffered (asynchronous) send
 - The sender notifies the receiver and the message is either buffered on the sender side or the receiver side according to size until a matching receive forces a network transfer or a local copy respectively.
- **MPI_Rsend**—Blocking Ready send
 - The receiver is notified and the data starts getting sent immediately following that

Blocking Send Performance

- Synchronous sends offer the highest asymptotic data rate (AKA bandwidth) but the startup cost (latency) is very high, and they run the risk of deadlock.
- Buffered sends offer the lowest latency but:
 - suffer from buffer management complications
 - have bandwidth problems because of the extra copies and system calls
- Ready sends *should* offer the best of both worlds but are so prone to cause trouble they are to be avoided!
- Standard sends are usually the ones that are most carefully optimized by the implementers.
 - For large message sizes they can always deadlock.

MPI: Collective Communication

- Collective operations are called by all processes in a communicator.
- **MPI_BCAST** distributes data from one process (the root) to all others in a communicator.
- **MPI_REDUCE** combines data from all processes in communicator and returns it to one process.
- In many numerical algorithms, **SEND/RECEIVE** can be replaced by **BCAST/REDUCE**, improving both simplicity and efficiency.

MPI: Collective Communication

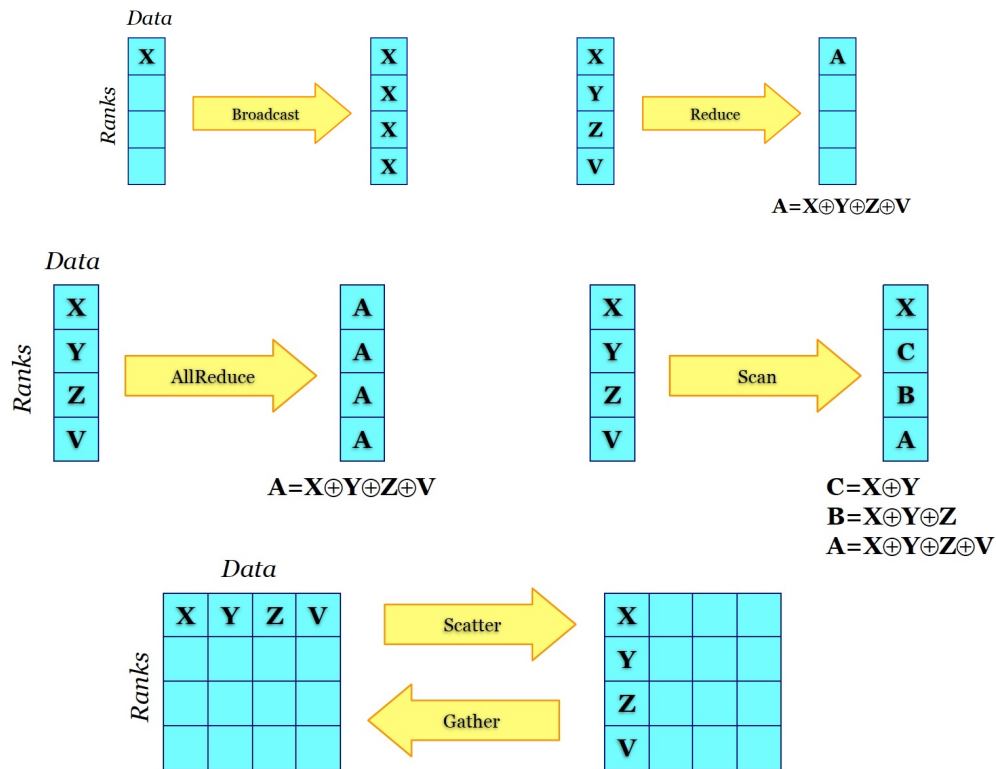
- Instructions to exchange data including all the ranks in a communicator
- The root rank indicates the source or destination of the operation

- Broadcast: one to many

```
int MPI_Bcast(void *buffer, int count, MPI_Datatype datatype,  
             int root, MPI_Comm comm)
```

- Reduction: many to one

```
int MPI_Reduce(const void *sendbuf, void *recvbuf, int count,  
              MPI_Datatype datatype, MPI_Op op, int root, MPI_Comm comm)
```



MPI Datatypes

- The data in a message to sent or received is described by a triple (address, count, datatype), where
- An MPI *datatype* is recursively defined as:
 - predefined, corresponding to a data type from the language (e.g., MPI_INT, MPI_DOUBLE_PRECISION)
 - a contiguous array of MPI datatypes
 - a strided block of datatypes
 - an indexed array of blocks of datatypes
 - an arbitrary structure of datatypes
- There are MPI functions to construct custom datatypes, such an array of (int, float) pairs, or a row of a matrix stored column-wise.

Other MPI Datatypes

- MPI_CHAR
- MPI_BYTE
- MPI_SHORT
- MPI_FLOAT
- MPI_LONG
- MPI_UNSIGNED_CHAR
- MPI_UNSIGNED_SHORT
- MPI_UNSIGNED
- MPI_UNSIGNED_LONG
- MPI_LONG_DOUBLE
- MPI_LONG_LONG_INT
- MPI_PACKED
- MPI_FLOAT_INT
 - struct { float, int }
- MPI_LONG_INT
- MPI_DOUBLE_INT
- MPI_SHORT_INT
- MPI_2INT
- MPI_LONG_DOUBLE_INT

Why Datatypes?

- Since all data is labeled by type, an MPI implementation can support communication between processes on machines with very different memory representations and lengths of elementary datatypes (heterogeneous communication).
- Specifying application-oriented layout of data in memory
 - reduces memory-to-memory copies in the implementation
 - allows the use of special hardware (scatter/gather) when available

MPI Tags

- Messages are sent with an accompanying user-defined integer *tag*, to assist the receiving process in identifying the message.
- Messages can be screened at the receiving end by specifying a specific tag, or not screened by specifying **MPI_ANY_TAG** as the tag in a receive.
- Some non-MPI message-passing systems have called tags “message types”. MPI calls them tags to avoid confusion with datatypes.

Tags and Contexts

- Separation of messages used to be accomplished by use of tags, but
 - this requires libraries to be aware of tags used by other libraries.
 - this can be defeated by use of “wild card” tags.
- Contexts are different from tags
 - no wild cards allowed
 - allocated dynamically by the system when a library sets up a communicator for its own use.
- User-defined tags still provided in MPI for user convenience in organizing application
- Use MPI_Comm_split to create new communicators

MPI is Simple

- Many parallel programs can be written using just these six functions, only two of which are non-trivial:
 - `MPI_INIT`
 - `MPI_FINALIZE`
 - `MPI_COMM_SIZE`
 - `MPI_COMM_RANK`
 - `MPI_SEND`
 - `MPI_RECV`
- Point-to-point (send/recv) isn't the only way...

Example: PI in C

```
#include <mpi.h>
#include <math.h>
int main(int argc, char *argv[])
{
    int done = 0, n, myid, numprocs, i, rc;
    double PI25DT = 3.141592653589793238462643;
    double mypi, pi, h, sum, x, a;
    MPI_Init(&argc,&argv);
    MPI_Comm_size(MPI_COMM_WORLD,&numprocs);
    MPI_Comm_rank(MPI_COMM_WORLD,&myid);
    while (!done) {
        if (myid == 0) {
            printf("Enter the number of intervals: (0 quits) ");
            scanf("%d",&n);
        }
        MPI_Bcast(&n, 1, MPI_INT, 0, MPI_COMM_WORLD);
        if (n == 0) break;
    }
}
```

Example: PI in C (Continued)

```
h    = 1.0 / (double) n;
sum  = 0.0;
for (i = myid + 1; i <= n; i += numprocs) {
    x = h * ((double)i - 0.5);
    sum += 4.0 / (1.0 + x*x);
}
mypi = h * sum;
MPI_Reduce(&mypi, &pi, 1, MPI_DOUBLE, MPI_SUM, 0, MPI_COMM_WORLD);
if (myid == 0)
    printf("pi is approximately %.16f, Error is %.16f\n",
           pi, fabs(pi - PI25DT));
}
MPI_Finalize();
return 0;
}
```

Example 2:

```
#include "mpi.h"
#include <stdio.h>
#include <math.h>
#define MAXSIZE 1000
void main(int argc, char *argv)
{
    int myid, numprocs;
    int data[MAXSIZE], i, x, low, high, myresult, result;
    char fn[255];
    char *fp;
    MPI_Init(&argc,&argv);
    MPI_Comm_size(MPI_COMM_WORLD,&numprocs);
    MPI_Comm_rank(MPI_COMM_WORLD,&myid);
```

(Continued)

```

if (myid == 0) { /* Open input file and initialize data */
    strcpy(fn, getenv("HOME"));
    strcat(fn, "/MPI/rand_data.txt");
    if ((fp = fopen(fn, "r")) == NULL) {
        printf("Can't open the input file: %s\n\n", fn);
        exit(1);
    }
    for(i = 0; i < MAXSIZE; i++) fscanf(fp, "%d", &data[i]);
}
MPI_Bcast(data, MAXSIZE, MPI_INT, 0, MPI_COMM_WORLD); /* broadcast data */
x = n/nproc; /* Add my portion Of data */
low = myid * x;
high = low + x;
for(i = low; i < high; i++)
    myresult += data[i];
printf("I got %d from %d\n", myresult, myid); /* Compute global sum */
MPI_Reduce(&myresult, &result, 1, MPI_INT, MPI_SUM, 0, MPI_COMM_WORLD);
if (myid == 0) printf("The sum is %d.\n", result);
MPI_Finalize();
}

```

Alternative set of 6 Functions for Simplified MPI

- MPI__INIT
- MPI__FINALIZE
- MPI__COMM_SIZE
- MPI__COMM_RANK
- MPI__BCAST
- MPI__REDUCE

Sources of Deadlocks

- Send a large message from process 0 to process 1
 - If there is insufficient storage at the destination, the send must wait for the user to provide the memory space (through a receive)
- What happens with

Process 0	Process 1
Send (1)	Send (0)
Recv (1)	Recv (0)

This is called “unsafe” because it depends on the availability of system buffers

Some Solutions to the “unsafe” Problem

- Order the operations more carefully:

Process 0	Process 1
Send (1)	Recv (0)
Recv (1)	Send (0)

Use non-blocking operations:

Process 0	Process 1
Isend (1)	Isend (0)
Irecv (1)	Irecv (0)
Waitall	Waitall

When to use MPI

- Portability and Performance
- Irregular Data Structures
- Building Tools for Others
 - Libraries
- Need to Manage memory on a per processor basis

Benchmarking MPI Programs

- **MPI_Barrier** — barrier synchronization
- **MPI_Wtick** — timer resolution
- **MPI_Wtime** — current time

Benchmarking MPI Programs

```
▪ double elapsed_time;  
...  
▪ MPI_Init (&argc, &argv);  
  MPI_Barrier (MPI_COMM_WORLD);  
  elapsed_time = - MPI_Wtime();  
...  
▪ MPI_Reduce (...);  
  elapsed_time += MPI_Wtime();
```

When *not* to use MPI

- Regular computation matches HPF
 - But see PETSc/HPF comparison ([ICASE 97-72](#))
- Solution (e.g., library) already exists
 - <http://www.mcs.anl.gov/mpi/libraries.html>
- Require Fault Tolerance
 - Sockets
- Distributed Computing
 - CORBA, DCOM, etc.

Pure MPI

- Advantages
 - No modifications on existing MPI codes
 - MPI library need not to support multiple threads
- Problems
 - Does MPI library uses internally different protocols?
 - Shared memory inside of the SMP nodes
 - Network communication between the nodes
 - Does application topology fit on hardware topology?
 - Unnecessary MPI-communication inside of SMP nodes!

Hybrid MPI

- Advantages
 - No message passing inside of the SMP nodes
 - No topology problem
- Major Problems
 - All other threads are sleeping while master thread communicates!
 - Which inter-node bandwidth?
 - MPI-lib must support at least MPI_THREAD_FUNNELED

Calling MPI inside of OMP MASTER

- Inside of a parallel region, with “OMP MASTER”
- Requires MPI_THREAD_FUNNELED, i.e., only master thread will make MPI-calls
- Caution
 - There isn’t any synchronization with “OMP MASTER”!
 - Therefore, “OMP BARRIER” normally necessary to guarantee, that data or buffer space from/for other threads is available before/after the MPI call!

Thread support within Open MPI

- In order to enable thread support in Open MPI, configure with:
`configure --enable-mpi-threads`
- This turns on:
 - Support for full MPI_THREAD_MULTIPLE
 - internal checks when run with threads (--enable-debug)
`configure --enable-mpi-threads --enable-progress-threads`
- This (additionally) turns on progress threads to asynchronously transfer/receive data per network BTL
- For further reading see:
<http://www.openmp.org/press-release/sc13-tutorial-hybrid-mpi-openmp-parallel-programming/>

Mixing MPI with Pthreads

- Each MPI process typically creates and then manages **N** threads, where **N** makes the best use of the available cores/node.
- Finding the best value for **N** will vary with the platform and your application's characteristics.
- In general, there may be problems if multiple threads make MPI calls.
 - The program may fail or behave unexpectedly.
- If MPI calls must be made from within a thread, they should be made only by one thread.

Mixing MPI with Pthreads: dotprod

```
void *dotprod(void *arg)
{
    int i, start, end, len, numthrs, myid;
    long mythrd;
    double mysum, *x, *y;

    mythrd = (long)arg;
    MPI_Comm_rank (MPI_COMM_WORLD, &myid);

    numthrs = dotstr.numthrs;
    len = dotstr.vecLen;
    start = myid*numthrs*len + mythrd*len;
    end = start + len;
    x = dotstr.a;
    y = dotstr.b;
```

Continued

Mixing MPI with Pthreads: dotprod

```
/* Perform the dot product and assign result to the appropriate variable in the
structure. */

mysum = 0;
for (i=start; i<end ; i++)
{
    mysum += (x[i] * y[i]);
}

/* Lock a mutex prior to updating the value in the structure, and unlock it
upon updating.*/

pthread_mutex_lock (&mutexsum);
printf("Task %d thread %ld adding partial sum of %f to node sum of %f\n",
      myid, mythrd, mysum, dotstr.sum);
dotstr.sum += mysum;
pthread_mutex_unlock (&mutexsum);

pthread_exit((void*)0);
}
```

End dotprod()

Mixing MPI with Pthreads: main

```
int main(int argc, char* argv[])
{
    int len=VECLEN, myid, numprocs;
    long i;
    int nump1, numthrds;
    double *a, *b;
    double nodesum, allsum;
    void *status;
    pthread_attr_t attr;

    /* MPI Initialization */
    MPI_Init (&argc, &argv);
    MPI_Comm_size (MPI_COMM_WORLD, &numprocs);
    MPI_Comm_rank (MPI_COMM_WORLD, &myid);

    /* Assign storage and initialize values */
    numthrds=MAXTHRDS;
    a = (double*) malloc (numprocs*numthrds*len*sizeof(double));
    b = (double*) malloc (numprocs*numthrds*len*sizeof(double));
    ...
}
```

Continued

Mixing MPI with Pthreads: main

```
a = (double*) malloc (numprocs*numthrds*len*sizeof(double));
b = (double*) malloc (numprocs*numthrds*len*sizeof(double));

for (i=0; i<len*numprocs*numthrds; i++) {
    a[i]=1;
    b[i]=a[i];
}

dotstr.vecLen = len;
dotstr.a = a;
dotstr.b = b;
dotstr.sum=0;
dotstr.numthrds=MAXTHRDS;

/* Create thread attribute to specify that the main thread needs
to join with the threads it creates. */

pthread_attr_init(&attr );
pthread_attr_setdetachstate(&attr, PTHREAD_CREATE_JOINABLE);
```

Continued

Mixing MPI with Pthreads: main

```
/* Create a mutex */
pthread_mutex_init (&mutexsum, NULL);

/* Create threads within this node to perform the dotproduct */
for(i=0;i<numthrds;i++) {
    pthread_create( &callThd[i], &attr, dotprod, (void *)i);
}

/* Release the thread attribute handle as it is no longer needed */
pthread_attr_destroy(&attr );

/* Wait on the other threads within this node */
for(i=0;i<numthrds;i++) {
    pthread_join( callThd[i], &status);
}

nodesum = dotstr.sum;
printf("Task %d node sum is %f\n",myid, nodesum);
```

Continued

Mixing MPI with Pthreads: `main`

```
/* After the dot product, perform a summation of results on each node */
MPI_Reduce (&nodesum, &allsum, 1, MPI_DOUBLE, MPI_SUM, 0, MPI_COMM_WORLD);

if (myid == 0)
printf ("Done. MPI with threads version: sum = %f \n", allsum);
MPI_Finalize();
free (a);
free (b);
pthread_mutex_destroy(&mutexsum);
exit (0);
}
```

End main()

Summary

- The parallel computing community has cooperated on the development of a standard for message-passing libraries.
- There are many implementations, on nearly all platforms.
- MPI subsets are easy to learn and use.
- Lots of MPI material is available.