DISTRIBUTED SYSTEM DESIGN MPI

What is MPI?

- MPI = Message Passing Interface
- MPI is a library of routines that can be used to create parallel programs.

Fundamentals: Communicators & Groups

- MPI defines communicators and groups to define which collection of processes may communicate with each other
- Most MPI routines/functions require a communicator as an input parameter
- For simplicity, we'll be using the MPI_COMM_WORLD communicator
 - This communicator includes *all of your MPI processes*

Fundamentals: Ranks

- Within a communicator, each process has its own and unique ID or rank
 - These IDs are commonly used conditionally to control program execution
- Ranks start from 0

- MPI_Init(int *argc, char ***argv)
- This initializes the MPI execution environment.
 - Therefore, this must be called (once) at the start of every MPI program

- MPI_Comm_size(MPI_Comm comm, int *size)
- This determines the number of processes in the group associated with the **comm** communicator

- MPI_Comm_rank(MPI_Comm comm, int *rank)
- This determines the **rank** of the calling process within the **comm** communicator.

- MPI_Wtime()
- This returns an elapsed wall clock time in seconds (double precision) on the calling processor.
 - We'll use this to measure the runtime of an MPI program

- MPI_Send(void *buf, int count, MPI_Datatype datatype, int dest, int tag, MPI_Comm comm)
- This is a basic blocking send operation. It returns only after the application has sent the data to the recipient(s)

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

• This receives a message and blocks until the requested data is available in the application buffer

- MPI_Finalize()
- This terminates the MPI execution environment.
 - This should be called at the end of every MPI program

Running MPI

MPI Examples

- Together, we'll program two MPI examples:
 - HelloWorld
 - A Distributed Sum Program