# MPI Tutorial

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## What is MPI(Message Passing Interface)?

- X A compiler
- X A library
- **X** A framework
- X A programming language
- is a standard/document that defines an interface for message-passing libraries

## Message Passing in Parallel Computing

- MPI is for communication among processes, which have separate address spaces.
- MPI provides a powerful, efficient, and portable way to express parallel programs

## Why do we need MPI?

- Lots of interfaces and therefore lots of libraries
- Developers: Portability issues
- Hardware Vendors: Optimization

#### Communicator

- A communicator defines a group of processes that have the ability to communicate with one another.
- In this group of processes, each is assigned a unique rank, and they
  explicitly communicate with one another by their ranks.
- There is a default communicator whose group contains all initial processes, called MPI COMM WORLD.

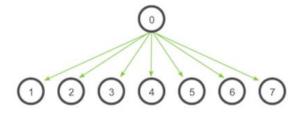
# Point to Point Communication

#### Send & Receive

```
MPI_Send(
    void* data,
    int count,
    MPI_Datatype datatype,
    int destination,
    int tag,
    MPI_Comm communicator)
MPI_Recv(
    void* data,
    int count,
    MPI_Datatype datatype,
    int source,
    int tag,
    MPI_Comm communicator,
    MPI_Status* status)
```

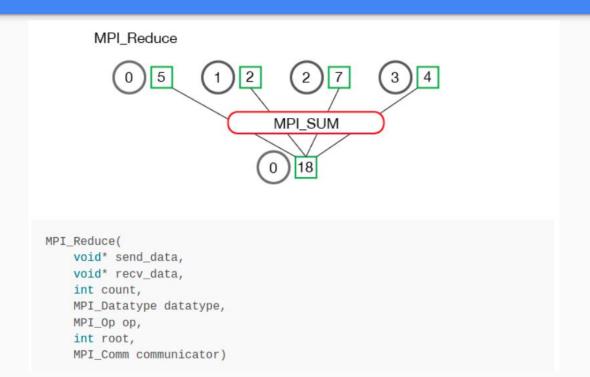
# **Collective Communication**

#### Broadcast

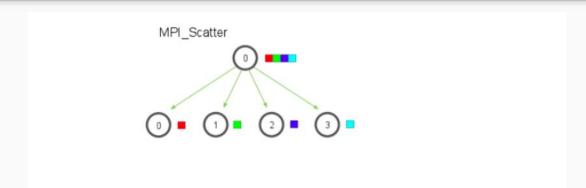


```
MPI_Bcast(
    void* data,
    int count,
    MPI_Datatype datatype,
    int root,
    MPI_Comm communicator)
```

### Reduce

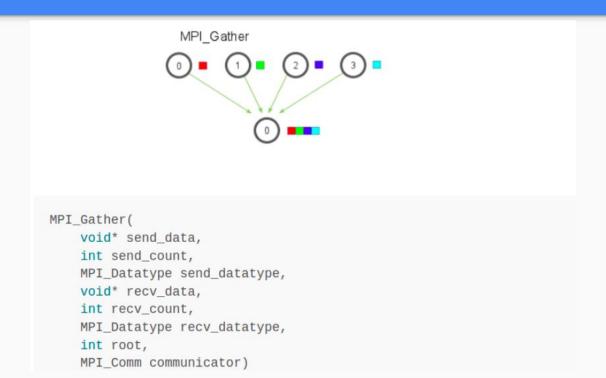


#### Scatter



```
MPI_Scatter(
    void* send_data,
    int send_count,
    MPI_Datatype send_datatype,
    void* recv_data,
    int recv_count,
    MPI_Datatype recv_datatype,
    int root,
    MPI_Comm communicator)
```

### Gather



### **Additional Commands**

• Refer to <u>documentation</u>

# Thanks!

