Parallelism beyond the node

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Real-time feedback

- click here
- Typos, confused explanations, bad examples
- This is very important to ensure the best teaching standards!

Supercomputers

Sometimes:

- You are willing to sacrifice some efficiency for a faster solution
- After a certain amount of time, your solution becomes useless (e.g. climatology)
- The amount of data and parallelism is too large for a single machine (cosmology, oil reservoir)
- It is too dangerous or too expensive to run an experiment, and simulating it requires huge amount of resources (weapons simulation for defense, fault simulations)
- Data are becoming more complex or simply more <any attribute>

Efficiency loss? What are you talking about?

- The latency of the DRAM can be measured in tens of nanoseconds
- Sending a byte to a directly connected computer can take 2-3 orders of magnitude longer than DRAM, depending on the interconnect technology
- If you have to use Message Passing, try hard to minimize communication

MPI Basics

MPI

- MPI is a standard : http://www.mpi-forum.org/
  - Defines API for C, C++, Fortran77, Fortran90
- library with diverse functionalities:
  - Communication primitives (blocking, non-blocking)
  - Parallel I/O
  - RMA
  - neighborhood collectives

MPI

- A single program is executed with multiple instances, processes, on the same or different nodes
- These instances communicate via library calls for:
  - initialize, finalize, manage working groups/identifiers
  - direct point-to-point communication between two processes
  - collective communication

Processes

- Each process running its own instance of the program has access exclusively to its own data
- Two processes communicate by exchanging messages
- Processes have identifiers
- Function calls are used to send data from one process to another

Processes

Process 1

- a=5
- Send(a,2)

Process 2

Processes

Process 1

- a=5
- Send(a,2)

Process 2

- Recv(b,1)
- b++

Processes

Process 1

- a=5
- Send(a,2)

Process 2

- Recv(b,1)
- b++

b is now 6

Single Program on Multiple Data

Process 1

- if pid==1:
- a=5
- Send(a,2)
- else:
- Recv(b,1)
- b++

Process 2

- if pid==1:
- a=5
- Send(a,2)
- else:
- Recv(b,1)
- b++

SPMD

- Every process runs the same program
- Each process has a unique identifier and runs the version of the program with that particular identifier
- Private data
- You usually run one process per socket/core depending on the parallelization strategy

Hello World

```
#include <mpi.h>
#include <iostream>
int main(int argc, char** argv) {
  MPI_Init(nullptr, nullptr);
  // Get the number of processes
  int world_size;
  MPI_Comm_size(MPI_COMM_WORLD, &world_size);
  // Get the rank of the process
  int rank;
  MPI_Comm_rank(MPI_COMM_WORLD, &rank);
  // Get the name of the processor
  char processor_name[MPI_MAX_PROCESSOR_NAME];
  int name_len;
  MPI_Get_processor_name(processor_name, &name_len);
  std::cout << "Hello world from processor " << processor_name << " rank " << rank <<
" of " << world_size << std::endl;
  MPI_Finalize();
}
```

Hello World

```
~ mpic++ mpi_hello_world.cpp -o mpi_hello_world

~ mpirun -n 16 ./mpi_hello_world
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 15 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 0 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 6 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 1 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 4 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 5 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 7 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 10 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 11 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 12 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 13 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 14 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 2 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 3 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 8 of 16
Hello world from processor hpc-200-06-07.cr.cnaf.infn.it rank 9 of 16
```

Exercise MPI Hello World

- Try it

Point-to-Point Communication

Messages

- In general, in order to be able to communicate using messages you need to fill in a header and a payload
- In MPI the header includes:
  - the id of the sender and receiver
  - the tag: the "subject" of the message
  - the datatype of the content
  - the number of elements of that datatype
  - the position of the first element to send/receive

Messages

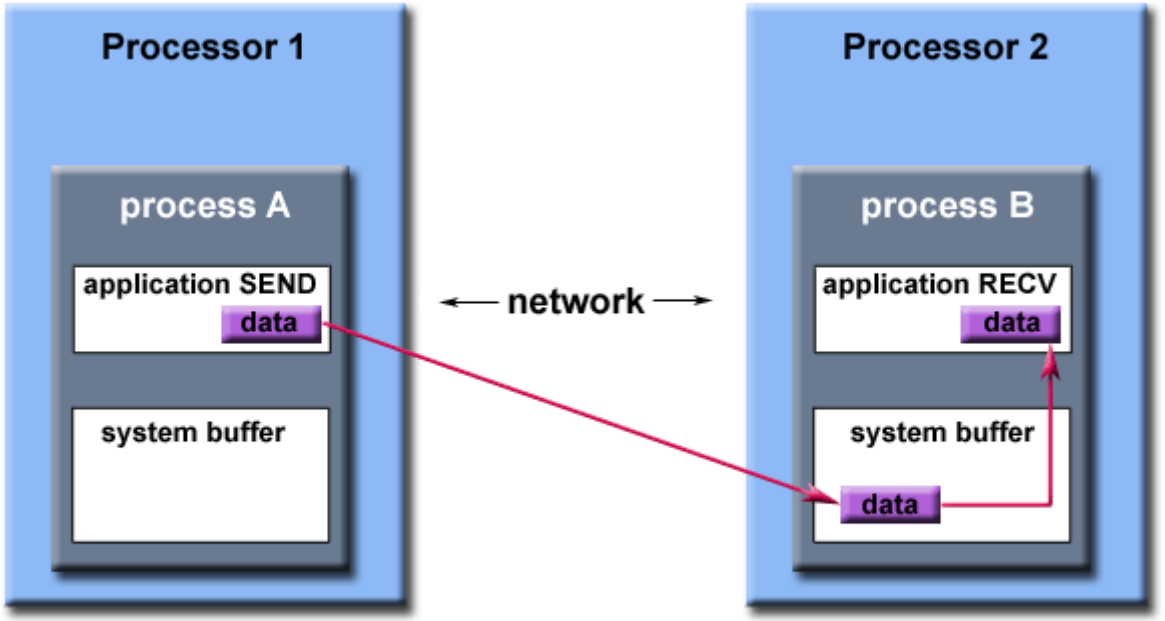
- If the sender waits for the message to be received, the communication is synchronous
- An asynchronous send returns immediately after the message has been sent
- Receiving is usually synchronous
- Messages have to match, otherwise deadlocks can occur

Data types

MPI datatype	C equivalent
MPI_SHORT	short int
MPI_INT	int
MPI_LONG	long int
MPI_LONG_LONG	long long int
MPI_UNSIGNED_CHAR	unsigned char
MPI_UNSIGNED_SHORT	unsigned short int
MPI_UNSIGNED	unsigned int
MPI_UNSIGNED_LONG	unsigned long int
MPI_UNSIGNED_LONG_LONG	unsigned long long int
MPI_FLOAT	float
MPI_DOUBLE	double
MPI_LONG_DOUBLE	long double
MPI_BYTE	char

System buffer

- A send operation occurs 5 seconds before the receive is ready - where is the message while the receive is pending?
- Opaque to the programmer and managed entirely by the MPI library
- Able to exist on the sending side, the receiving side, or both
- Allows asynchronous operations



Path of a message buffered at the receiving process

Blocking and non blocking communication

```
x = 0
MPI_Send(&x...)
..other work to do..
```

```
x = 0
MPI_ISend(&x..., req)
..other work to do..
MPI_Wait(...,req)
```

What's the difference?

Send a message! Example

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


   main(int argc, char *argv[])  {
   int numtasks, rank, dest, source, rc, count,
tag=1;
   char inmsg, outmsg='x';
   MPI_Status Stat;   // required variable for
receive routines
   MPI_Init(&argc,&argv);
   MPI_Comm_size(MPI_COMM_WORLD, &numtasks);
   MPI_Comm_rank(MPI_COMM_WORLD, &rank);
```

Send a message! Example

```
// task 0 sends to task 1 and waits to receive a return message
   if (rank == 0) {
     dest = 1;
     MPI_Send(&outmsg, 1, MPI_CHAR, dest, tag, MPI_COMM_WORLD);
     }
// task 1 waits for task 0 message then returns a message
   else if (rank == 1) {
     source = 0;
     MPI_Recv(&inmsg, 1, MPI_CHAR, source, tag, MPI_COMM_WORLD,
&Stat);
     }
   MPI_Finalize();
   }
```

Your turn now: Ping Pong

- Modify the previous example to send and receive a message:
  - rank 0 sends a message to rank 1.
  - once received, rank 1 sends the same message to rank 0
- Measure time between a send and receive (ping)
- Try to run it on many iterations such that the total time is between 1s and 10s
- Measure bandwidth and investigate how it changes with a varying message size
- time can be measured with:

```
double MPI_Wtime( )
```

Blocking ping pong exercise

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

main(int argc, char *argv[])  {
int numtasks, rank, dest, source, rc, count, tag=1;
char inmsg, outmsg='x';
MPI_Status Stat;   // required variable for receive routines

MPI_Init(&argc,&argv);
MPI_Comm_size(MPI_COMM_WORLD, &numtasks);
MPI_Comm_rank(MPI_COMM_WORLD, &rank);

// task 0 sends to task 1 and waits to receive a return message
if (rank == 0) {
  dest = 1;
  source = 1;
  MPI_Send(&outmsg, 1, MPI_CHAR, dest, tag, MPI_COMM_WORLD);
  MPI_Recv(&inmsg, 1, MPI_CHAR, source, tag, MPI_COMM_WORLD, &Stat);
  }
```

Blocking ping pong exercise

```
// task 1 waits for task 0 message then returns a message
else if (rank == 1) {
  dest = 0;
  source = 0;
  MPI_Recv(&inmsg, 1, MPI_CHAR, source, tag, MPI_COMM_WORLD, &Stat);
  MPI_Send(&outmsg, 1, MPI_CHAR, dest, tag, MPI_COMM_WORLD);
  }

// query receive Stat variable and print message details
MPI_Get_count(&Stat, MPI_CHAR, &count);
printf("Task %d: Received %d char(s) from task %d with tag %d \n",
       rank, count, Stat.MPI_SOURCE, Stat.MPI_TAG);

MPI_Finalize();
}
```

The blocking ring exercise

- Write an MPI program in which each process sends its rankId to its neighbors rankId+1 and rankId-1
- Close the ring by making the last rankId communicate with the rankId=0
- Measure the time for 1000 iterations and a variable number of processes

Non-Blocking ring exercise

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

main(int argc, char *argv[])  {
int numtasks, rank, next, prev, buf[2], tag1=1, tag2=2;
constexpr int nRequests = 4;
MPI_Request reqs[nRequests]; // required variable for non-blocking calls
MPI_Status stats[nRequests];   // required variable for Waitall routine

MPI_Init(&argc,&argv);
MPI_Comm_size(MPI_COMM_WORLD, &numtasks);
MPI_Comm_rank(MPI_COMM_WORLD, &rank);

// determine left and right neighbors
prev = rank-1;
next = rank+1;
if (rank == 0)  prev = numtasks - 1;
if (rank == (numtasks - 1))  next = 0;
```

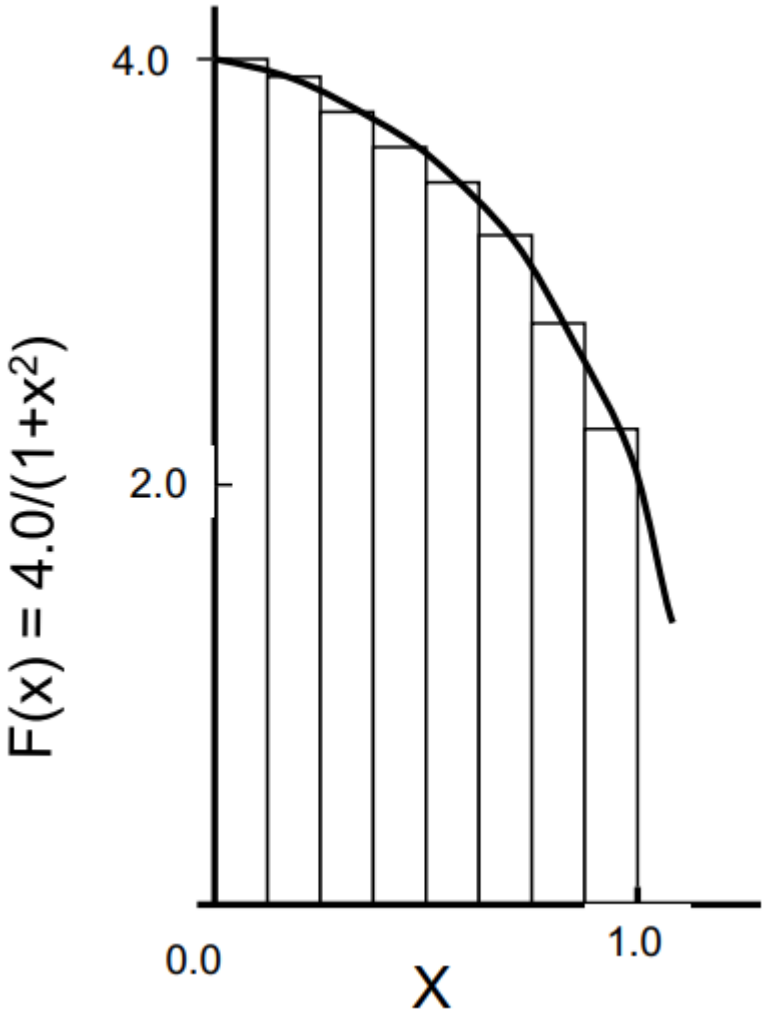
Non-Blocking ring exercise

```
// post non-blocking receives and sends for neighbors
MPI_Irecv(&buf[0], 1, MPI_INT, prev, tag1, MPI_COMM_WORLD, &reqs[0]);
MPI_Irecv(&buf[1], 1, MPI_INT, next, tag2, MPI_COMM_WORLD, &reqs[1]);

MPI_Isend(&rank, 1, MPI_INT, prev, tag2, MPI_COMM_WORLD, &reqs[2]);
MPI_Isend(&rank, 1, MPI_INT, next, tag1, MPI_COMM_WORLD, &reqs[3]);

   // do some work while sends/receives progress in background

// wait for all non-blocking operations to complete
// MPI_Waitall (count,&array_of_requests,&array_of_statuses)
MPI_Waitall(nRequests, reqs, stats);

   // continue - do more work

MPI_Finalize();
}
```

The non-blocking ring exercise

- Modify the previous program in order to use non-blocking communication
- Measure the time for 1000 iterations and a variable number of processes
- Do you notice any speed-up?

Pi



We know that:

$$\int_0^1 \frac{4.0}{(1+x^2)}\,dx = \pi$$

– The integral can be approximated as the sum of the rectangles:

$$\sum_{i=0}^{N} F(x_i)\Delta x \approx \pi$$

Numerical integration

```
constexpr int num_steps = 1<<20;
double pi = 0.;
constexpr double step = 1.0/(double) num_steps;
double sum = 0.;

for (int i=0; i< num_steps; i++){
  auto x = (i+0.5)*step;
  sum = sum + 4.0/(1.0+x*x);
}
pi = step * sum;

std::cout << "result: " <<  std::setprecision (15) <<
pi << std::endl;
```

Numerical integration

- Modify your Hello World program so that each process independently computes the value of π and prints it to the screen.
- Choose a number of steps per process and try to parallelize it using MPI
- Every process sends its partial result to rank 0
- rank 0 executes the final sum
- Make sure everything works even if the number of steps is not multiple of the number of processes
- Compare timing with same number of threads as processes in tbb/std::threads

Probe before receiving

If you don't want to allocate the maximum possible amount of memory for the receiving buffer you can use MPI_Probe

```
MPI_Probe(int source, int tag, MPI_Comm comm, MPI_Status* status)
```

It will ask for the properties of the incoming message without receiving it:

```
MPI_Probe(0, 0, MPI_COMM_WORLD, &status);
MPI_Get_count(&status, MPI_INT, &number_amount);
int* number_buf = (int*)malloc(sizeof(int) * number_amount);
MPI_Recv(number_buf, number_amount, MPI_INT, 0, 0,
                MPI_COMM_WORLD, MPI_STATUS_IGNORE);
```

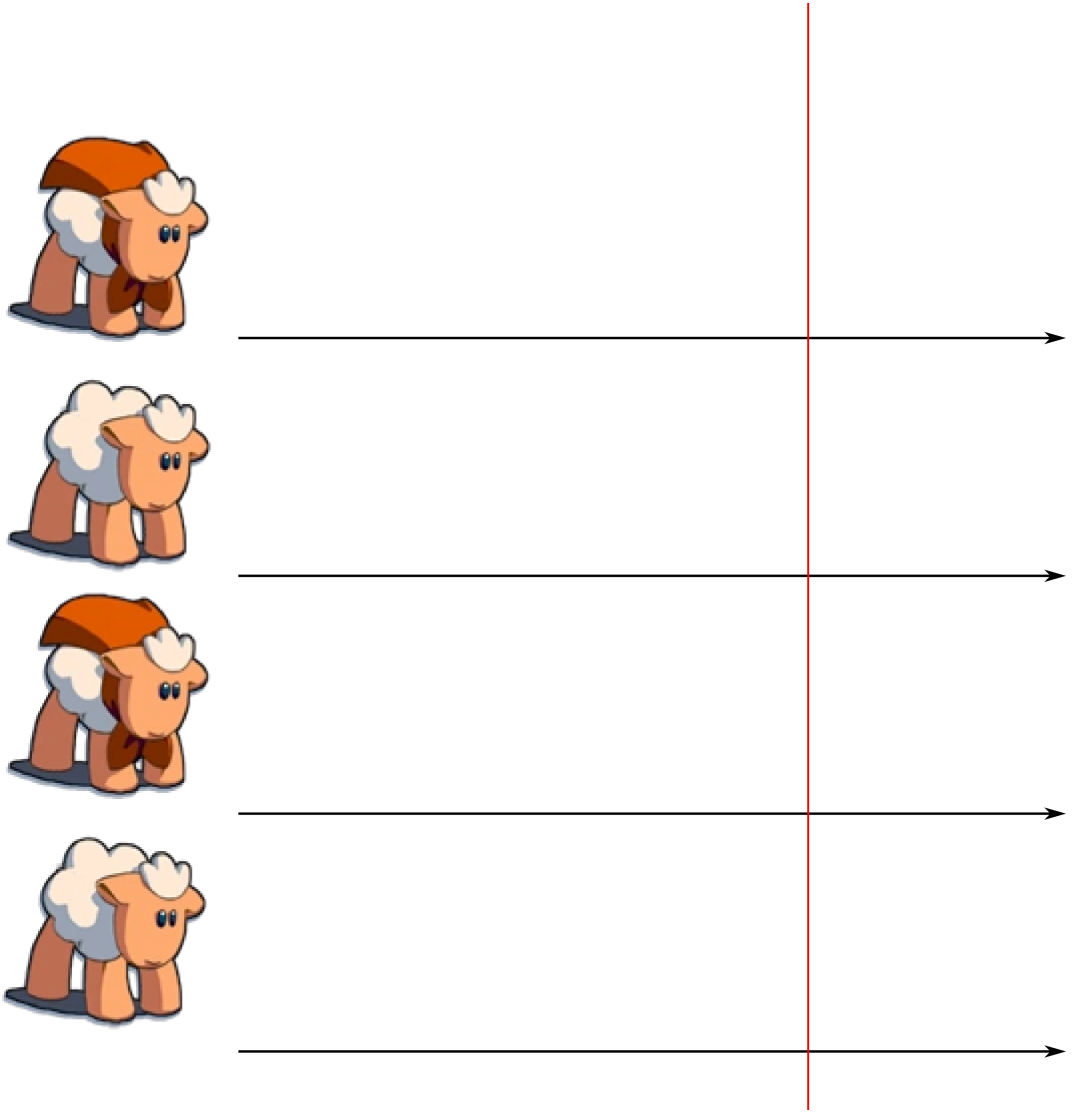
Collective Communication

Collective communication/synchronization

- A message can be sent to/received from a group of processes
  - Broadcast, scatter, gather, reduce
- A group of processes can synchronize
  - Achieved by means of barriers
  - A process in the group has to wait for **all** the other processes in the group before it can start executing the next line of code
  - Usually needed for timing, not for correctness
- Use collective communication when possible
  - they are implemented more efficiently than the sum of their point-to-point equivalent calls

Barrier

```
MPI_Barrier(MPI_Comm communicator)
```



Barrier

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MPI_Barrier(MPI_Comm communicator)
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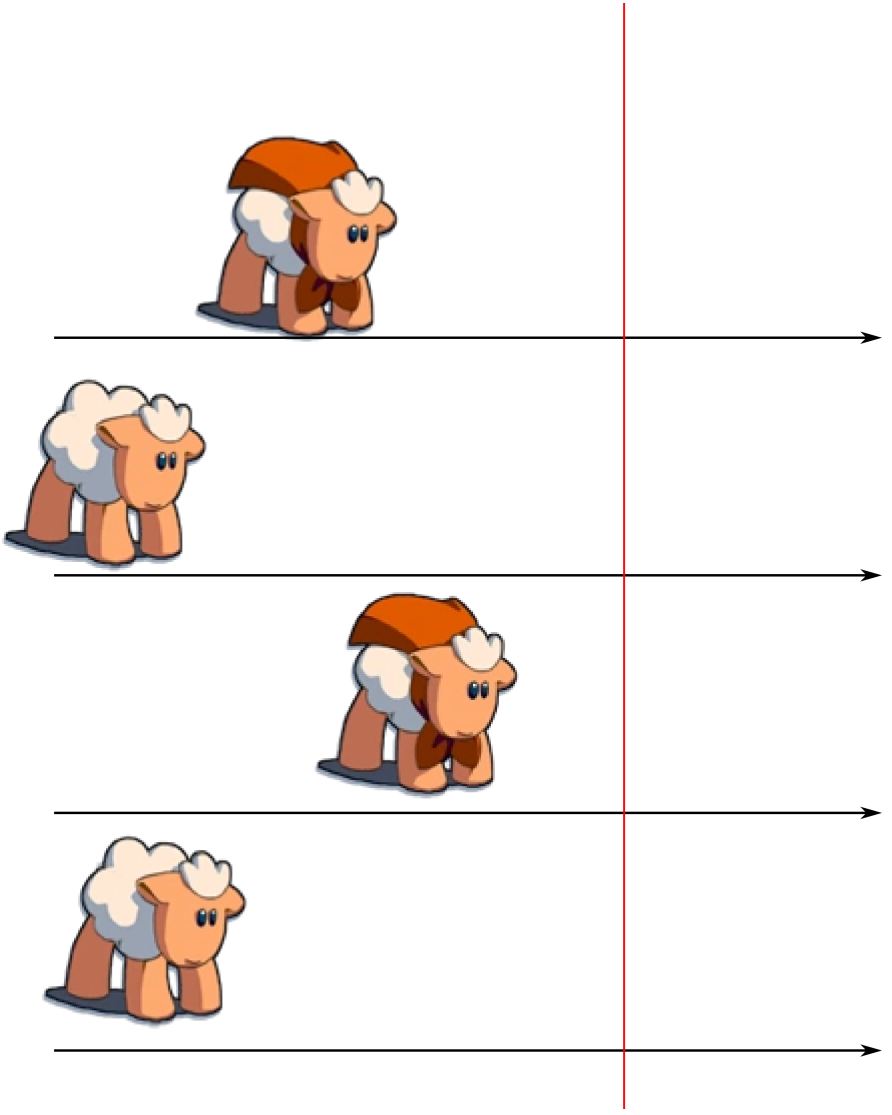

Barrier

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MPI_Barrier(MPI_Comm communicator)
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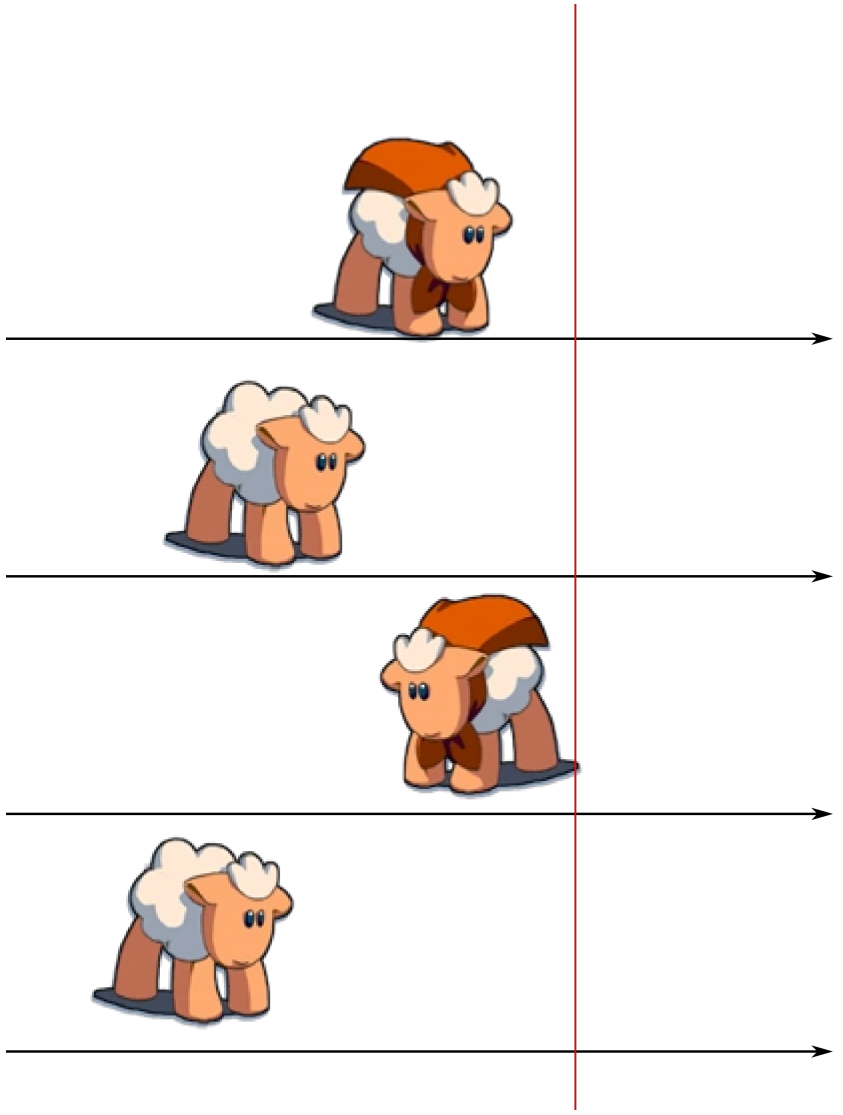

Barrier

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MPI_Barrier(MPI_Comm communicator)
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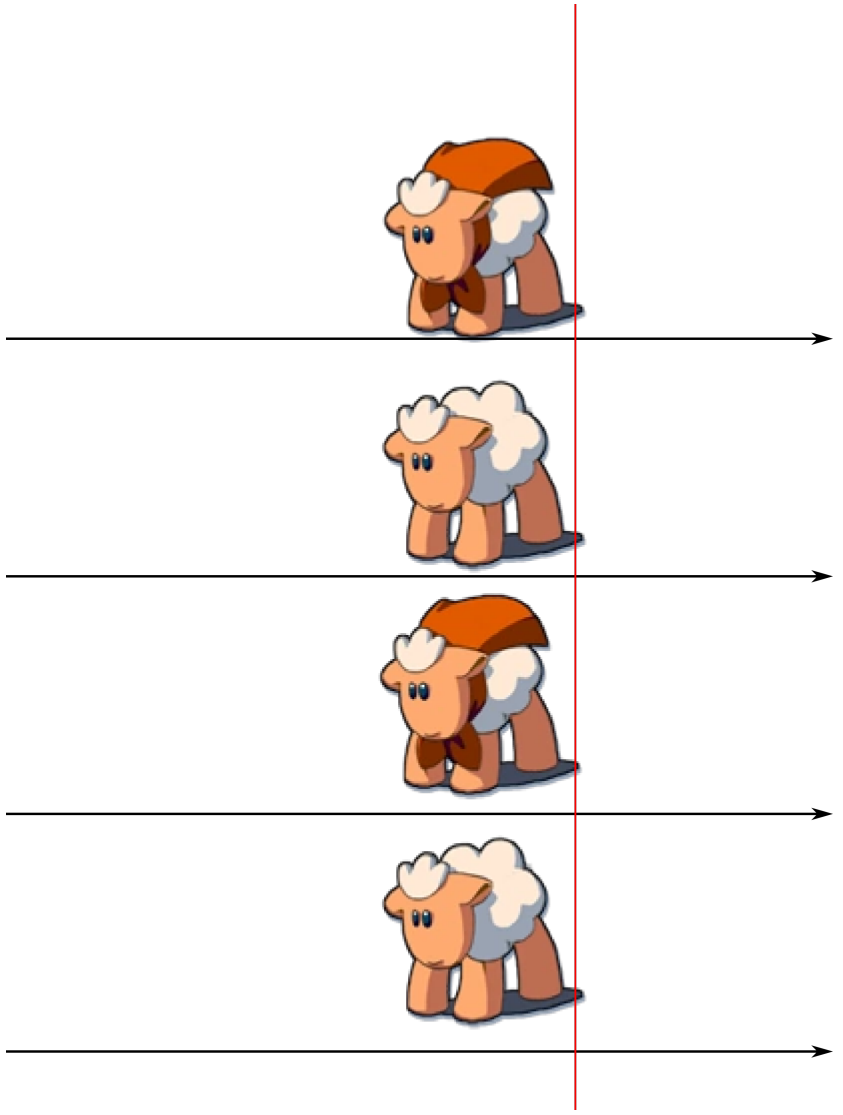
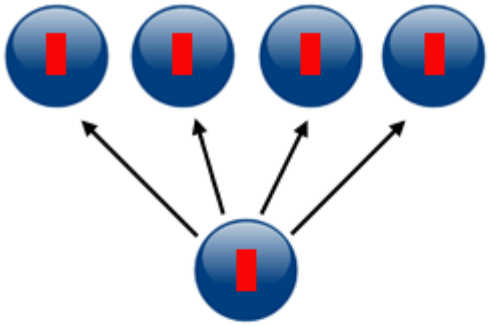


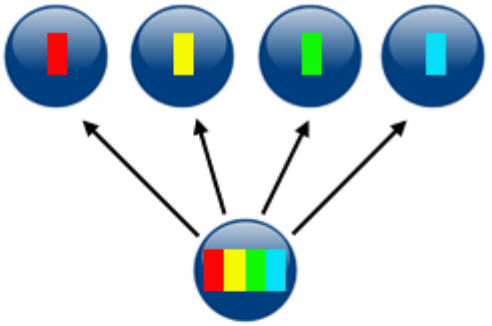
Barrier

```
MPI_Barrier(MPI_Comm communicator)
```

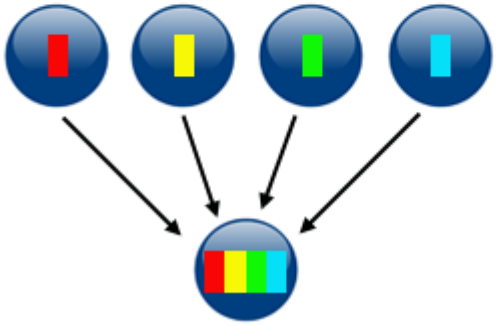
Collective communication



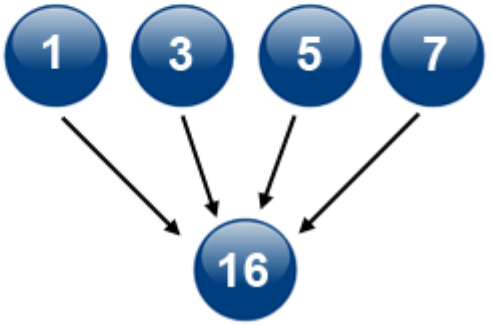
broadcast



scatter



gather



reduction

Collective communication

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

```
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)
```

```
MPI_Gather(
    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)
```

```
MPI_Reduce(
    void* send_data,
    void* recv_data,
    int count,
    MPI_Datatype datatype,
    MPI_Op op,
    int root,
    MPI_Comm communicator)
```

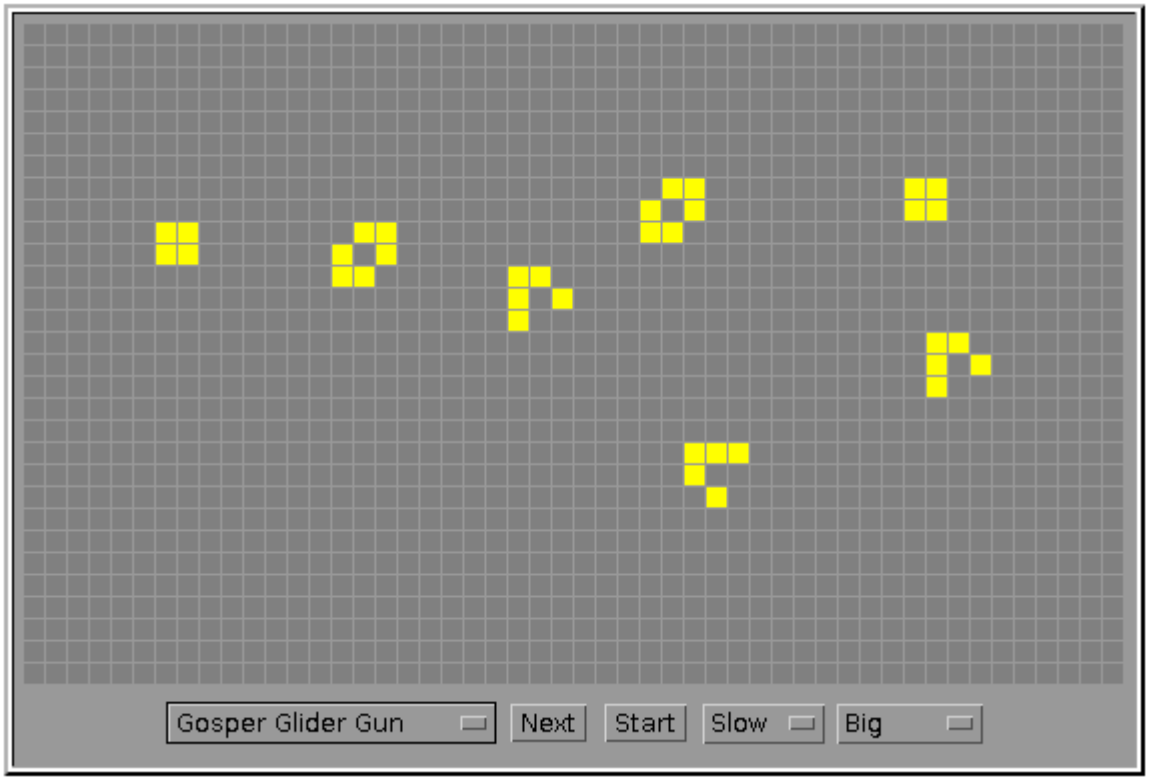
Reduce operations

- `MPI_MAX` - Returns the maximum element.
- `MPI_MIN` - Returns the minimum element.
- `MPI_SUM` - Sums the elements.
- `MPI_PROD` - Multiplies all elements.
- `MPI_LAND` - Performs a logical and across the elements.
- `MPI_LOR` - Performs a logical or across the elements.
- `MPI_BAND` - Performs a bitwise and across the bits of the elements.
- `MPI_BOR` - Performs a bitwise or across the bits of the elements.
- `MPI_MAXLOC` - Returns the maximum value and the rank of the process that owns it.
- `MPI_MINLOC` - Returns the minimum value and the rank of the process that owns it.

Exercise Pi

- Modify the numerical integration exercise to use the collective reduction

Exercise Game of Life



- Cellular Automaton
- Any live cell with fewer than two live neighbours dies
- Any live cell with more than three live neighbours dies
- Any live cell with two or three live neighbours lives, unchanged, to the next generation.
- Any dead cell with exactly three live neighbours will come to life.
- Borders should be treated as portals

Final MPI exercise - Game of Life

- p processors
- board NxM booleans (x and o)
- initially the master sends a piece of the board to each processor
- each processor computes its CA and exchanges borders information with neighboring processors
- at each m steps, the master gathers the entire board and prints it on screen (x and o)