

MPI Basics

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Logistics

Reading: Grama Ch 6 + 4

- ▶ Ch 6: MPI basics
- ▶ Ch 4: Communication patterns
- ▶ Zaratan Setup Link on Schedule (Week 1)

Assignments

- ▶ A1 Due Soon
 - ▶ On-time by Thu 12-Feb
 - ▶ Late through Sat 14-Feb
- ▶ **Questions?**
- ▶ A2 up next week:
MPI Programming

Today

- ▶ Primitives for Distributed Memory Computing
- ▶ MPI Programming

Next Week

- ▶ Communication Patterns
- ▶ Thu 19-Feb: Mini-Exam 1

Generic Send and Receive

- ▶ Distributed memory machines require explicit sharing of data
- ▶ Minimum required functionality is:

```
send(void *sendbuf, int nelems, int dst_proc);  
receive(void *recvbuf, int nelems, int src_proc);
```

- ▶ Referred to as a “point-to-point” communication

- ▶ **Sample Use**

```
1 // P0 runs           // P1 runs  
2 a = 100;             receive(&a, 1, 0)  
3 send(&a, 1, 1);      printf("%d\n", a);  
4 a=50;
```

- ▶ Proc 0 sends a single integer to Proc 1
- ▶ Proc 0 then changes that integer
- ▶ Proc 1 receives and prints the integer

Programmatic Send/Receive

- ▶ Typically write this as a single program which every processor runs: Single Program, Multiple Data (SPMD)
- ▶ Assume availability of a function giving logical Proc Number
- ▶ Branching on proc number to take different actions

```
1 void exchange(){
2     int a = -1;
3     int my_proc = get_processor_number();
4     if(my_proc == 0){
5         a = 100;
6         send(&a, 1, 1);    // send data 100 to Proc 1
7         a=50;
8     }
9     else if(my_proc == 1){
10        receive(&a, 1, 0); // receive data from Proc 0
11        printf("%d\n", a);
12    }
13    printf("my_proc: %d  a: %d\n",my_proc,a);
14 }
```

Flavors Send/Receive

- ▶ Hardware+OS may support copying message into a “buffer” space which allows sending program to proceed faster: copy to buffer, OS/Hardware handles the rest
- ▶ Functions usually available to do both Blocking send() and Nonblocking “immediate” isend() BUT without OS/Hardware support they are the same

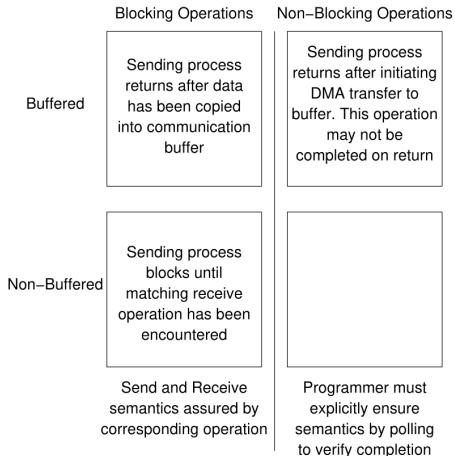


Figure 6.3 Space of possible protocols for send and receive operations.

Blocked and Unbuffered

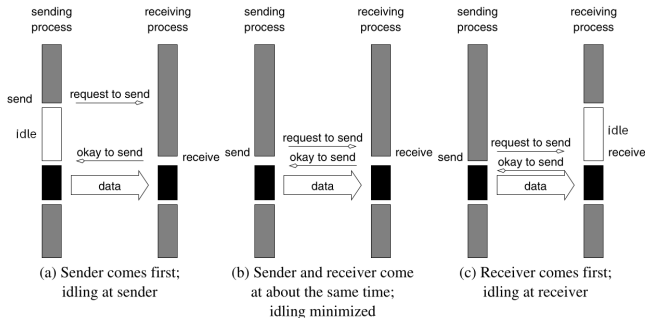


Figure 6.1 Handshake for a blocking non-buffered send/receive operation. It is easy to see that in cases where sender and receiver do not reach communication point at similar times, there can be considerable idling overheads.

Blocking/Unbuffered: no extra buffer available to hold pending sends/receives so must wait until message is sent to proceed
Blocked processors are idle, do no work, which cuts into speedup

Ordering of Send/Receive Must Align

1 P0	P1
2 send(&a, 1, 1);	send(&a, 1, 0);
3 receive(&b, 1, 1);	receive(&b, 1, 0);

Assuming send/receive are blocking and unbuffered, what's wrong with the above code?

Improper of Send/Receive May Deadlock

1 P0	P1
2 send(&a, 1, 1);	send(&a, 1, 0); // both blocked
3 receive(&b, 1, 1);	receive(&b, 1, 0);

- ▶ Both processors block until the other calls receive()
- ▶ They will both wait forever: mild form of deadlock
- ▶ In some cases, may NOT see a deadlock due to send() being **buffered** by OS/Hardware

Blocking with Buffers

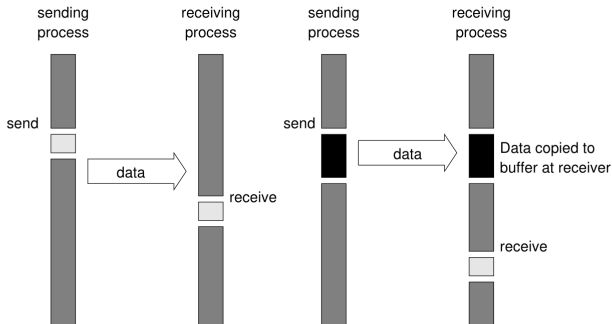


Figure 6.2 Blocking buffered transfer protocols: (a) in the presence of communication hardware with buffers at send and receive ends; and (b) in the absence of communication hardware, sender interrupts receiver and deposits data in buffer at receiver end.

Hardware buffer support, sender and receiver have a memory minion

No buffer support: sender interrupts receiver

The Danger Continues

1	P0	P1
2		
3	<code>receive(&a, 1, 1);</code>	<code>receive(&a, 1, 0);</code>
4	<code>send(&b, 1, 1);</code>	<code>send(&b, 1, 0);</code>

- ▶ `receive()` always blocks until message is obtained
- ▶ Does the above code work even in the buffered setting?

Non-blocking Communication

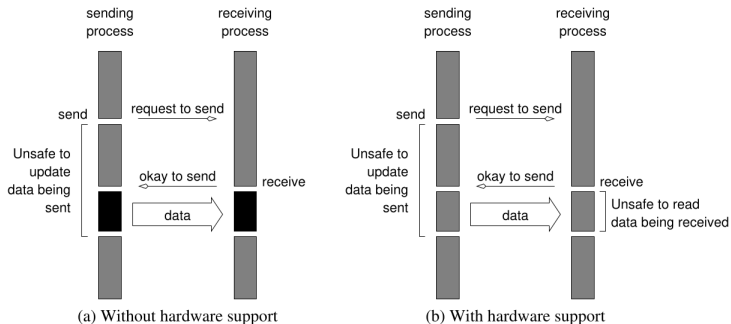
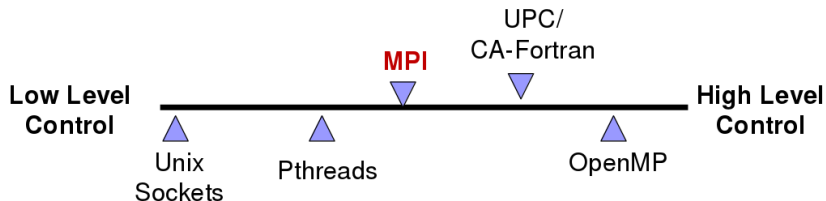


Figure 6.4 Non-blocking non-buffered send and receive operations (a) in absence of communication hardware; (b) in presence of communication hardware.

- ▶ Takes a bit more work on the programming side
- ▶ Must explicitly ensure that transaction completes with function calls
- ▶ `isend(data, dest, status)`: send w/o waiting
- ▶ `ireceive(data, dest, status)`: receive w/o waiting
- ▶ `wait(status)`: wait until a message has been sent or

MPI: Message Passing Interface

- ▶ Standardized library of functions for C/C++/Fortran
- ▶ Communicate between processors in a distributed memory machine
- ▶ First appearing around 1992
- ▶ MPI Version 1.x universally deployed, Version 2.x less so
- ▶ Open Source Versions: MPICH, Open MPI
- ▶ Proprietary Versions: Intel, Platform, IBM, Platform, Cray
- ▶ Typically vendor configures MPI for particular architecture / network of a large-scale machine



MPI In a Nutshell: 6 Essential Functions

```
// Initialize and Terminate MPI
int MPI_Init(int *argc, char ***argv);
int MPI_Finalize();

// Get total number of processors
int MPI_Comm_size(MPI_Comm comm, int *size);

// Get logical proc number of calling process
int MPI_Comm_rank(MPI_Comm comm, int *rank);

// Send a message to dest processor
int MPI_Send(void *buf, int count, MPI_Datatype datatype,
             int dest, int tag, MPI_Comm comm);

// Receive a message from source processor
int MPI_Recv(void *buf, int count, MPI_Datatype datatype,
             int source, int tag, MPI_Comm comm,
             MPI_Status *status);
```

MPI Hello World

```
1 // mpi_hello.c: C Example of hello world with MPI.  Compile and run as
2 // > mpicc -o mpi_hello mpi_hello.c
3 // > mpirun ./mpi_hello      # use number of processors equal to total machine
4 // > mpirun -np 2 mpi_hello  # use 2 processors
5 // > mpirun -np 8 mpi_hello  # use 8 processors
6
7 #include <stdio.h>
8 #include <mpi.h>
9
10 int main (int argc, char *argv[]){
11     int rank;                // the id of this processor
12     int size;                // the number of processors being used
13
14     MPI_Init (&argc, &argv);    // starts MPI
15     MPI_Comm_rank (MPI_COMM_WORLD, &rank); // get current process id
16     MPI_Comm_size (MPI_COMM_WORLD, &size); // get number of processes
17
18     // Say hello from this proc
19     printf( "Proc %d of %d says 'Hello world'\n", rank, size );
20
21     MPI_Finalize();
22     return 0;
23 }
```

Compilation and Running

- ▶ Demo using openmpi implementation
- ▶ mpirun for interactive running
- ▶ mpirun -np 4
progr sets number of
“processors” to 4

```
>> cd 04-mpi-code/  
>> mpicc -o mpi_hello mpi_hello.c  
>> ./mpi_hello  
...  
Proc 0 of 1 says 'Hello world'  
  
>> mpirun -np 2 mpi_hello  
...  
Proc 0 of 2 says 'Hello world'  
Proc 1 of 2 says 'Hello world'  
  
>> mpirun mpi_hello  
...  
Proc 2 of 4 says 'Hello world'  
Proc 0 of 4 says 'Hello world'  
Proc 1 of 4 says 'Hello world'  
Proc 3 of 4 says 'Hello world'
```

MPI Implementations and OpenMPI Warnings

- ▶ Several Implementations of MPI:
 - ▶ **OpenMPI** and **MPICH** are free, open source, widely available
 - ▶ HPC Vendors like IBM and Cray provide their own tailored MPI versions
- ▶ Recent Versions of OpenMPI can complain a LOT about various items missing; usually options / environment vars exist to suppress these warnings
 - ▶ Example: `--mca btl_base_warn_component_unused 0` to warn about missing HPC network components during `mpirun`
 - ▶ Example: `--mca opal_warn_on_missing_libcuda 0` if not intending to use GPU libraries
- ▶ Exact nature of warnings/errors varies a lot, look at messages which often dictate how to disable them
- ▶ Provided `mpiopts.sh` script can be sourced to set environment variables and suppress inconsequential warnings though Zaratan doesn't seem to have many at the moment

Warning Suppression in OpenMPI

```
>> mpicc mpi_hello_plus.c
```

```
# On the below machine, warnings abound
```

```
>> mpirun -np 2 a.out
```

```
-----  
The library attempted to open the following supporting CUDA libraries,  
but each of them failed.  CUDA-aware support is disabled.  
libcuda.so.1: cannot open shared object file: No such file or directory  
libcuda.dylib: cannot open shared object file: No such file or directory  
/usr/lib64/libcuda.so.1: cannot open shared object file: No such file or directory  
/usr/lib64/libcuda.dylib: cannot open shared object file: No such file or directory  
If you are not interested in CUDA-aware support, then run with  
--mca opal_warn_on_missing_libcuda 0 to suppress this message.  If you are interested  
in CUDA-aware support, then try setting LD_LIBRARY_PATH to the location  
of libcuda.so.1 to get passed this issue.  
-----
```

```
P0000 [val]: Hello world from process    0 of 2  
P0001 [val]: Hello world from process    1 of 2  
[val:558294] 1 more process has sent help message help-mpi-common-cuda.txt / dlopen failed  
[val:558294] Set MCA parameter "orte_base_help_aggregate" to 0 to see all help / error messages
```

```
# in BASH, sourcing provided script sets some environment variables to quiet things down
```

```
>> source mpiopts.sh
```

```
>> mpirun $MPIOPTS -np 2 a.out
```

```
P0001 [val]: Hello world from process    1 of 2  
P0000 [val]: Hello world from process    0 of 2
```

MPI Oversubscribing

Default OpenMPI config uses all processors on a single machine, fails for larger requests unless using option `--oversubscribe`

```
>> mpirun -np 2 a.out
```

```
...
```

```
P0001 [val]: Hello world from process    1 of 2
```

```
P0000 [val]: Hello world from process    0 of 2
```

```
>> mpirun -np 16 a.out
```

```
-----  
There are not enough slots available in the system to satisfy the 16  
slots that were requested by the application:
```

```
    a.out
```

```
Either request fewer slots for your application, or make more slots  
available for use.
```

```
...
```

```
Alternatively, you can use the --oversubscribe option to ignore the  
number of available slots when deciding the number of processes to  
launch.
```

```
-----  
>> mpirun --oversubscribe -np 16 a.out
```

```
P0009 [val]: Hello world from process    9 of 16
```

```
...
```

```
P0014 [val]: Hello world from process   14 of 16
```

```
P0012 [val]: Hello world from process   12 of 16
```

```
# Newer MPI versions prefer `--map-by :OVERSUBSCRIBE` to `--oversubscribe`
```

Hostfiles

- ▶ For laptop/desktop MPI or on Zaratan, system config establishes the nodes with processors
- ▶ Some clusters instead use a **hostfile** in `mpirun` to indicate host names of other machines in cluster
- ▶ Simplest form of hostfile is a list of symbolic or IP addresses for machines to recruit for the run

```
myclust>> cat hostfile.txt
node01.mycluster.umd.edu
node02.mycluster.umd.edu
node03.mycluster.umd.edu
node04.mycluster.umd.edu
node05.mycluster.umd.edu
```

```
myclust>> mpirun -hostfile hostfile.txt -np 100 ./a.out
...
P0003 [node01]: Hello world from process    3 of 100
...
P0089 [node02]: Hello world from process   39 of 100
...
P0190 [node05]: Hello world from process   89 of 100
```

- ▶ Again, **we won't need hostfiles as Zaratan is already configured for MPI**

MPI On Zaratan

- ▶ UMD's HPC cluster is Zaratan, access via
`>> ssh MYID@login.zaratan.umd.edu`
- ▶ **Login Nodes** are login-1 login-2 login-3 and are meant for development, compilation, data manipulation, short (≤ 1 min) tests
- ▶ Most nodes (including login) have 128 cores on them but are shared among all logged in users
- ▶ Keep code runs on login short and sweet
- ▶ When experimenting with MPI, limit procs requested to **no more than 16**

```
profk@login-1 [04-mpi-code]% mpicc -o mpi_hello_plus mpi_hello_plus.c
profk@login-1 [04-mpi-code]% mpirun -np 16 mpi_hello_plus
P0011 [login-1.zaratan.umd.edu]: Hello world from process    11 of 16
P0013 [login-1.zaratan.umd.edu]: Hello world from process    13 of 16
P0014 [login-1.zaratan.umd.edu]: Hello world from process    14 of 16
...
```

- ▶ To request longer jobs and more processors, use the **SLURM Scheduler** discussed in more detail later

MPI Hello On Zaratan

```
# assumes correct environment configuration on Zaratan,  
# that ~/.bashrc has lines below for mpicc / mpirun  
#   source ~profk/bin/cmsc216-env  
#   source ~profk/bin/cmsc416-env
```

```
>> ssh profk@login.zaratan.umd.edu
```

```
...
```

```
Last login: Thu Jan 29 17:18:51 2026
```

```
profk@login-1 [04-mpi-code]% cd 416/04-mpi-code/
```

```
profk@login-1 [04-mpi-code]% mpicc -o mpi_hello_plus mpi_hello_plus.c
```

```
profk@login-1 [04-mpi-code]% mpirun -np 16 mpi_hello_plus
```

```
P0011 [login-1.zaratan.umd.edu]: Hello world from process 11 of 16
```

```
P0013 [login-1.zaratan.umd.edu]: Hello world from process 13 of 16
```

```
P0014 [login-1.zaratan.umd.edu]: Hello world from process 14 of 16
```

```
P0010 [login-1.zaratan.umd.edu]: Hello world from process 10 of 16
```

```
P0000 [login-1.zaratan.umd.edu]: Hello world from process 0 of 16
```

```
P0002 [login-1.zaratan.umd.edu]: Hello world from process 2 of 16
```

```
P0004 [login-1.zaratan.umd.edu]: Hello world from process 4 of 16
```

```
P0005 [login-1.zaratan.umd.edu]: Hello world from process 5 of 16
```

```
P0006 [login-1.zaratan.umd.edu]: Hello world from process 6 of 16
```

```
P0007 [login-1.zaratan.umd.edu]: Hello world from process 7 of 16
```

```
P0009 [login-1.zaratan.umd.edu]: Hello world from process 9 of 16
```

```
P0012 [login-1.zaratan.umd.edu]: Hello world from process 12 of 16
```

```
P0015 [login-1.zaratan.umd.edu]: Hello world from process 15 of 16
```

```
P0001 [login-1.zaratan.umd.edu]: Hello world from process 1 of 16
```

```
P0003 [login-1.zaratan.umd.edu]: Hello world from process 3 of 16
```

```
P0008 [login-1.zaratan.umd.edu]: Hello world from process 8 of 16
```

MPI Send and Recieve

MPI's most basic functionality is point-to-point message transfer via `MPI_Send()` / `MPI_Recv()`

```
1 {
2   int count = 5;
3   int a[count]={10,20,30,40,50};
4   int b[count];
5   int partner = 1;
6   int tag = 1;
7
8   // Send contents of a to partner proc with tag=1
9   MPI_Send(a, count, MPI_INT, partner, tag, MPI_COMM_WORLD);
10
11  // Receive message into b from partner proc
12  MPI_Recv(b, count, MPI_INT, partner, tag, MPI_COMM_WORLD,
13          MPI_STATUS_IGNORE); // ignore status of receipt
14 }
```

- ▶ **Analyze** the codepack program `send_recv_demo.c`
 - ▶ Study code then try several runs
 - ▶ Pick a number of procs that will cause it problems
- ▶ **Compare** with `send_recv_bugs.c`
 - ▶ Vary the `ss` and `rr` param to demo stalls
 - ▶ Vary the size of buffers sent to check implementation
 - ▶ Note Laptop vs Zaratan buffer sizes differ

Tags Make Messages Unique

```
int a[10], b[10], myrank;
MPI_Status status;
...
MPI_Comm_rank(MPI_COMM_WORLD, &myrank);
if (myrank == 0) {
    ////////////////////// V : TAG to send
    MPI_Send(a, 10, MPI_INT, 1, 1, MPI_COMM_WORLD);
    MPI_Send(b, 10, MPI_INT, 1, 2, MPI_COMM_WORLD);
}
else if (myrank == 1) {
    ////////////////////// V : TAG to receive
    MPI_Recv(b, 10, MPI_INT, 0, 2, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
    MPI_Recv(a, 10, MPI_INT, 0, 1, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
}
```

- ▶ Tags must be honored on receive
- ▶ Above code may deadlock if not buffered due to the misordering of tags
- ▶ Mostly we will use tag=1 for simplicity
- ▶ Alternatively MPI_ANY_TAG works for MPI_Recv()
- ▶ Receiver can capture the received status (last param) and query what tag was received (we won't bother with this)

MPI Data Types Supported

```
// Sends a message.
```

```
int MPI_Send(void *buf, int count, MPI_Datatype datatype,  
             int dest, int tag, MPI_Comm comm);
```

```
// Receives a message.
```

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

- ▶ Buffer is always untyped (void* buf)
- ▶ To strive for slightly better safety, MPI has standard datatypes

MPI_CHAR	signed char
MPI_INT	signed int
MPI_LONG	signed long int
MPI_FLOAT	float
MPI_DOUBLE	double
MPI_BYTE	Last two used for sending
MPI_PACKED	structure arrays

Unsigned types also available

Exercise: Heat Transfer in MPI

- ▶ Discuss conversion of the following A1 code to an MPI version
- ▶ How is data in `H[] []` divided up?
- ▶ Is communication required?
- ▶ How would one arrange `MPI_Send()` / `MPI_Recv()` calls?
- ▶ How much data needs to be transferred and between who?
- ▶ When the computation is finished, how can all data be printed / displayed / saved?

```
// Simulate the temperature changes for internal cells
for(t=0; t<max_time-1; t++){
    for(p=1; p<width-1; p++){
        double left_diff  = H[t][p] - H[t][p-1];
        double right_diff = H[t][p] - H[t][p+1];
        double delta = -k*( left_diff + right_diff );
        H[t+1][p] = H[t][p] + delta;
    }
}
```

Some Patterns that occur in the problem

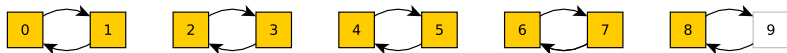
- ▶ Pair exchange of items: made easier with `MPI_Sendrecv()`
- ▶ Collecting final output for display: `MPI_Gather()`
 - ▶ Previewed here
 - ▶ Discussed in following lectures

Exchange: Sendrecv() for exchanging data between pairs

```
{
    double send[10], recv[10]; int partner;
    if(procid % 2 == 1){ // odd procs send left, receive left
        partner = procid-1;
        MPI_Send(send, 10, MPI_DOUBLE, partner, 1, MPI_COMM_WORLD);
        MPI_Recv(recv, 10, MPI_DOUBLE, partner, 1, MPI_COMM_WORLD,
                 MPI_STATUS_IGNORE);
    }
    else{ // even procs receive right, send right
        partner = procid+1;
        MPI_Recv(recv, 10, MPI_DOUBLE, partner, 1, MPI_COMM_WORLD,
                 MPI_STATUS_IGNORE);
        MPI_Send(send, 10, MPI_DOUBLE, partner, 1, MPI_COMM_WORLD);
    }
}

{ // Sendrecv simplifies this pattern
    double send[10], recv[10]; int partner;
    partner = (procid % 2 == 1) ? procid-1 : procid+1;
    MPI_Sendrecv(send, 10, MPI_DOUBLE, partner, 1,
                 recv, 10, MPI_DOUBLE, partner, 1,
                 MPI_COMM_WORLD, MPI_STATUS_IGNORE);
}
```

Take Care: Pair exchange can hang



```
{  
  double send[10], recv[10]; int partner;  
  partner = (procid % 2 == 1) ? procid-1 : procid+1;  
  MPI_Sendrecv(send, 10, MPI_DOUBLE, partner, 1,  
               recv, 10, MPI_DOUBLE, partner, 1,  
               MPI_COMM_WORLD, MPI_STATUS_IGNORE);  
}
```

- ▶ With 9 processors, logic is broken
- ▶ Proc 8 will wait to communicate with absent partner
- ▶ Program never terminates
- ▶ Special checks for `procid == (nprocs-1)` can surmount this
- ▶ Heat problem is interesting as it involves communicating with a Left and Right partner, yet more complex and part of A2...

Gather Preview

Before Call Begins

P0 send_buf[] <div>10 20</div> recv_buf[] <div>? ? ? ? ? ? ? ?</div>	P1 send_buf[] <div>30 40</div> recv_buf[] <div>NULL</div>	P2 send_buf[] <div>50 60</div> recv_buf[] <div>NULL</div>	P3 send_buf[] <div>70 80</div> recv_buf[] <div>NULL</div>
---	--	--	--

`MPI_Gather(send_buf,2,MPI_INT, recv_buf,2,MPI_INT, 0,MPI_COMM_WORLD);`

P0 send_buf[] <div>10 20</div> recv_buf[] <div>10 20 30 40 50 60 70 80</div>	P1 send_buf[] <div>30 40</div> recv_buf[] <div>NULL</div>	P2 send_buf[] <div>50 60</div> recv_buf[] <div>NULL</div>	P3 send_buf[] <div>70 80</div> recv_buf[] <div>NULL</div>
---	--	--	--

After Call Completes

- ▶ Every processor has computed columns
- ▶ One processor needs to gather all of the data for printing / saving, usually “root” processor with ID/rank 0
- ▶ Everyone calls `MPI_Gather()` to get data to root proc

MPI_Gather Sample

Use of Gather

```
// Preamble for any code
MPI_Comm comm = MPI_COMM_WORLD;
int sendarray[100];
int procid, total_procs, *rbuf;
...;
// Only proc 0 needs space for to
// receive entirety of data
if(procid == 0) {
    rbuf = malloc(total_procs*100*
                  sizeof(int));
}

// Everyone calls gather
// proc 0 gets all data eventually
MPI_Gather(sendarray, 100, MPI_INT,
           rbuf, 100, MPI_INT,
           0, comm);
```

Equivalent Non-Gather Code

```
if(rank == 0){
    for(i=0; i<100; i++){
        rbuf[i] = sendarray[i];
    }
    for(i=1; i<total_procs; i++){
        int *rloc = &rbuf[i*100];
        MPI_Recv(rloc, 100,
                 MPI_INT, i,
                 tag, MPI_COMM_WORLD,
                 MPI_STATUS_IGNORE);
    }
}
else{
    MPI_Send(sendarray, 100,
             MPI_INT, 0,
             tag, MPI_COMM_WORLD);
}
```

Collective Communication Patterns Next

- ▶ gather is an example of a class of **Collective Communication Patterns**
- ▶ Will study more of these in subsequent lectures
- ▶ Using built-in collective comm. patterns simplifies programs
- ▶ MPI implementation typically uses the most efficient underlying communications for a particular network

Sending Structs

Sending structs can be done via the MPI_BYTE type

```
{  
    // from send_structs.c  
    typedef struct {  
        double x;  
        int a, b;  
    } dint_t;  
    dint_t mine[10] = { {.x=1.23, .a=5, .b=7}, {.x=...}, ...}  
    ...;  
    // calculate data sizes "manually" just as is done in a malloc()  
    MPI_Send(mine, 10*sizeof(dint_t), MPI_BYTE,  
            partner, 1, MPI_COMM_WORLD);  
}
```

- ▶ Simple and effective if all compute nodes **use the same binary layout** (the typical case)
- ▶ MPI also provides a (complex) method for situations where struct layout differs between nodes
- ▶ Must Dictate # of struct fields, types, and ordering into a MPI_Datatype and use MPI_Type_create_struct()
- ▶ Likely hurts performance if struct layout differs so will not discuss in detail

Non-blocking Send / Receive

Effect	Blocking	Non-Blocking
Send	<code>MPI_Send(...)</code>	<code>MPI_Isend(..., &request)</code>
Receive	<code>MPI_Recv(...)</code>	<code>MPI_Irecv(..., &request)</code>
Sync	Automatic	<code>MPI_Wait(&request, ...)</code>

- ▶ Non-blocking calls trigger send/receive to be initiated but do not block process(or) to completion
- ▶ `MPI_Request` struct tracks whether operation has completed
- ▶ Block via `MPI_wait()` until send/recv completes
- ▶ Prior to blocking, unsafe to alter/use data in buffers
- ▶ Can pair `MPI_Isend()` / `MPI_Recv()` and vice versa
- ▶ May return to this late in the semester if time allows some more speed for the low price of more complexity

Faux Example of MPI_Isend() / MPI_IRecv()

```
1  int data_a[100] = {...};
2  int data_b[100] = {...};
3  int partner = ...;
4  int tag = ...;
5
6  ...; // compute data_a[]
7
8  MPI_Request request;
9  MPI_Isend(data_a, 100, MPI_INT, partner, tag, MPI_COMM_WORLD, &request);
10
11 ...; // unsafe to alter data_a[] so compute data_b[]
12
13 MPI_Wait(&request, MPI_STATUS_IGNORE); // block until data_a[] has been sent
14                                     // now safe to alter data_a[]
15 for(int i=0; i<100; i++){           // more computations on data_a[]
16     data_a[i]++;
17 }
18 ...;
19 MPI_Irecv(data_a, 100, MPI_INT, partner, tag, MPI_COMM_WORLD, &request);
20
21 ...; // unsafe to do anything with data_a[], compute on data_b[]
22
23 MPI_Wait(&request, MPI_STATUS_IGNORE); // block until data_a[] has been sent
24                                     // now safe to alter data_a[]
25 for(int i=0; i<100; i++){           // more computations on data_a[]
26     data_a[i]++;
27 }
```