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Motivation

Up to now we have been dealing with a thread view of parallel processing:

- low overhead executable element
- shared memory within a process
- no explicit way to communicate outside of a process with other threads
 - can be done but no direct support
 - support is in the process

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Motivation(2)

Plenty of room for application of multithreading, but if you want to step up to HPC you need to work with 100's, nay 1000's of processors

- can't be the thread model, because clearly we have to be outside of a single process
- need to work with many processors.

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MPI (Message Passing Interface)

Industry and academia got together to provide a specification of how multiple processors, across different architectures, could be used for parallel processing

- MPI 1 (94), 1.1 (95), 1.2 (97)
- MPI 2 (97), 2.2(06)
- MPI 3 (12)

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standard, not implementation

- MPI is a standard, created by a small group of individuals who (in all likelihood) will have to implement it
- not an IEEE standard (good and bad)
- as a result there are multiple implementations, each with their own quirks

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MPI implementations

- mpich (http://www.mpich.org/)
- openmpi(http://www.open-mpi.org/)
- lam/mpi (http://www.lam-mpi.org/)
 - basically subsumed by openmpi now
- Intel MPI (http://software.intel.com/en-us/intel-mpi-library)
 - in HPC as IMPI, requires intel compilers

On HPC OpenMPI is default

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Roughly 3 main goals

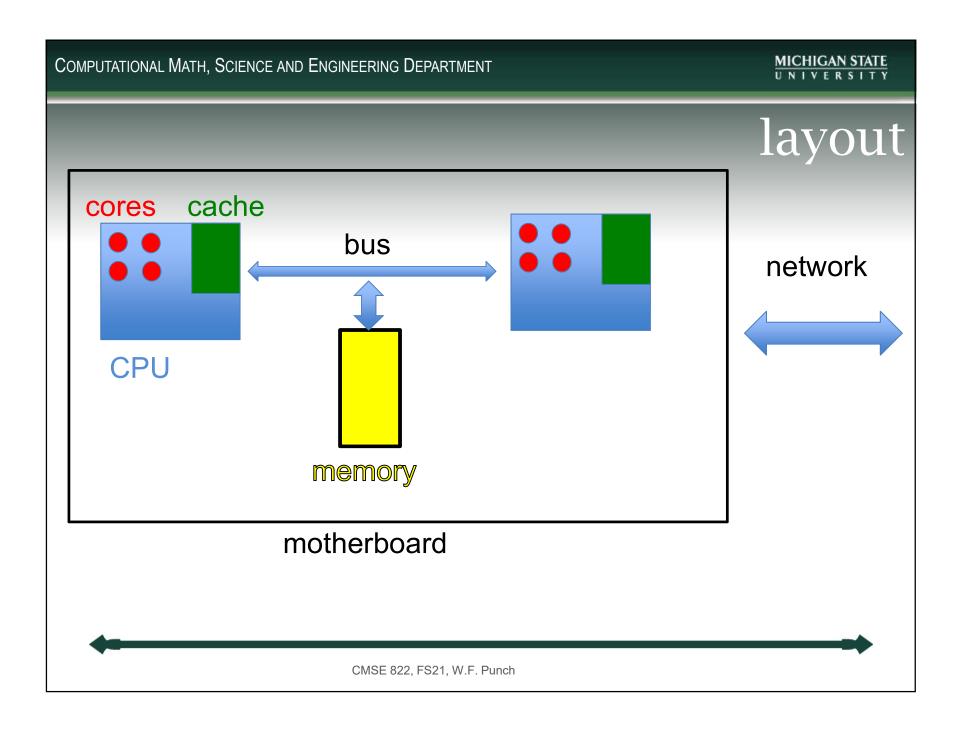
- creation of a topology of processes that are used in the computation
- a way for those processes to communicate with each other
- synchronization to coordinate their efforts.



Process == computational element

Process does not necessarily mean Unix process.

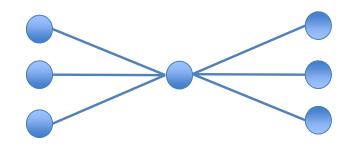
- more like a computational element
- could be a thread, a node, another computing system on the network
- MPI does not (necessarily) take a stance on the kinds of things that count as a process



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typically distributed memory

- can create a virtual topology interconnect between CE
 - remember, could be threads, could be chips on the same board, could be at UIUC Illinois



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distributed, everybody gets a copy

The default approach is that every process gets a copy of the data

distributed!

Ways around it, need more advanced features.

we'll see later (kind of ugly actually)

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various ways to exchange info

The fundamental property of MPI is the ability to exchange information between CE on the topology

 make this as seamless as possible so that, no matter the architecture of the CE, can move data



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no shared memory

Even if the CE are on the same chip, the assumption is no shared memory

- have to pass info between CE as messages
- allows for a level of abstraction
- local implementation can make "local messages" faster

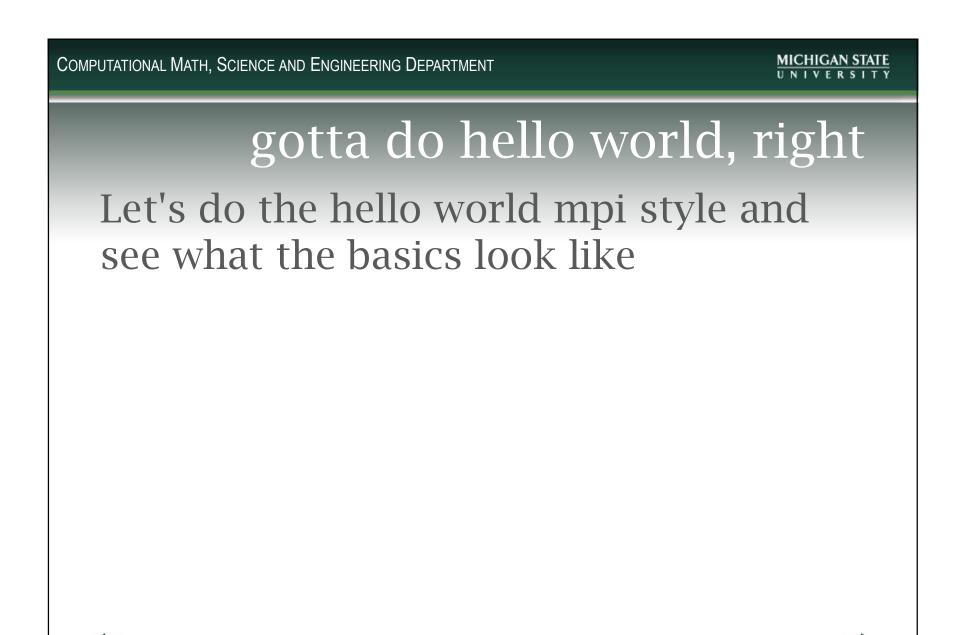
MICHIGAN STATE COMPUTATIONAL MATH, SCIENCE AND ENGINEERING DEPARTMENT need synch Probably obvious, but we need synch to make all this stuff work CMSE 822, FS21, W.F. Punch

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A warning

- The MPI standard supports C, C++ and Fortran
 - not really, in 2012 C++ bindings were deprecated with the intent of removing them
 - interesting story of "no one willing to do the work"
 - still in most implementations
 - some ways around this we will use

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0004488 15470000 0044895 4459C745 6250000 4480155 00000044 3007485 1765000 0044805 5708000 0044805 12670000 0044805 12670000 0044805 12670000 0044805 12670000 0044805 12670000 0044805 126700000 0480155 10000000 4890748 3077485 10400004 126700 0044805 12670000 0044805 12670000 0044805 12670000 0044805 12670000 0044805 12670000 0044805 1267000 0044805 1267000 0044805 1267000 0044805 1267000 0044805 1267000 0044805 1267000 0044805 1267000 0044805 1267000 0044805 1267000 0044805 1267000 0044805 126700 0044805 1267000 0044805 1267	«Ē' . Ē . Hā⟨HçSJ . Hā . O . Hā«Ē? . Hāfhā«Ē Eα . Hā/HçS Hā HāαĒ Hāfhā«Ē



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SPMD

- You can think of MPI runs as "single program multiple data"
- it is not unlike what you saw in OpenMP
 - you run a single program
 - each CE gets a copy of the program
 - distinguish each CE in some way

```
#include <iostream>
using std::cout; using std::endl;
#include <mpi.h> <-----
                                                            need
                                                            mpi.h
int main(int argc, char **argv){
      comm_sz; // total procs
int
    my rank; // my id
 int
// MPI from here
                                                            setup MPI
MPI_Init(&argc, &argv); <</pre>
// get # of procs from communicator
                                                              total CE
 MPI_Comm_size(MPI_COMM_WORLD, &comm_sz);_____
                                                              we have
// get my id from the communicator
                                                             my id
 MPI_Comm_rank(MPI_COMM_WORLD, &my_rank); <--
 if (my_rank == 0)
                                                              each CE does
  cout <<"I'm the master process 0"<<endl;
                                                              work based on
 else
                                                              their id
  cout <<"I'm process:"<<my_rank<<", out of:"<<comm_sz<<endl;
 // MPI finished here
                                                          clean up
 MPI_Finalize();
```

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how to compile

MPI provides its own set of compilers and its own way to run the resulting compiled code

These are wrappers so they use the underlying compiler with the right flags.

Using these tools also makes sure you get the includes and libraries right.

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compilers

This is on HPCC. I would stick to one of development machines for the moment.

- dev-intel14
- dev-intel16
- dev-intel18
- dev-amd20

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versioning

If you want the latest and greatest, you need to load (in order):

- module load GCC/11.1.0-cuda-11.4.0
- module load OpenMPI/4.1.1

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compiler (latest, greatest)

mpic++ my_code.cpp

mpic++ --showme

```
/opt/software/GCC/11.1.0-cuda-11.4.0/bin/c++ - I/opt/software/OpenMPI/4.1.1-GCC-11.1.0-cuda-11.4.0/include -pthread - L/opt/software/hwloc/2.4.1-GCCcore-11.1.0/lib - Wl,-rpath - Wl,/opt/software/hwloc/2.4.1-GCCcore-11.1.0/lib - Wl,-rpath - Wl,/opt/software/OpenMPI/4.1.1-GCC-11.1.0-cuda-11.4.0/lib -Wl,--enable-new-dtags - L/opt/software/OpenMPI/4.1.1-GCC-11.1.0-cuda-11.4.0/lib -lmpi
```

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can use all the normal flags

mpic++ -Wall -g -std=c++11 helloWord.cpp

Just adds your commandline flags to the other flags

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simple run

You can just run the job, but only 1 processor

>./a.out

I'm the master process 0

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run more processors

mpirun -n proc_cnt a.out-n, how many processors

>mpirun -n 4 a.out

I'm the master process 0

I'm process:1, out of:4

I'm process:2, out of:4

I'm process:3, out of:4

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srun vs mpirun vs mpiexec

The startup of an MPI job can be confusing:

- mpirun: startup script, no standard for what it does. Most common
- mpiexec: MPI standard, often interchangeable with mpirun.
- srun: SLURM specific for MPI runs. mpirun probably calls this.

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hostfile

You can create a file called the hostfile which lists the individual names of the machines you want to run on.

>cat my_hosts

dev-intel14-k20

dev-intel14-k20

dev-intel14-k20

dev-intel14-k20

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run with the hostfile

>mpirun -hostfile my_hosts a.out

I'm the master process 0

I'm process:1, out of:4

I'm process:2, out of:4

I'm process:3, out of:4

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batch run a job

You cannot list the set of hosts to run on since jobs are scheduled. However, you can request jobs in a script and, when the scheduler goes, the scheduler will create such a file so your job can run.

https://help.rc.ufl.edu/doc/Sample_SLURM_Scripts

```
#!/bin/bash
#SBATCH --job-name=mpi job test
                                    # Job name
#SBATCH --mail-type=END, FAIL
                                    # Mail events (NONE, BEGIN, END, FAIL, ALL)
#SBATCH --mail-user=email@msu.edu
                                    # Where to send mail.
                                    # Number of MPI tasks (i.e. processes)
#SBATCH --ntasks=24
#SBATCH --cpus-per-task=1
                                    # Number of cores per MPI task
                                    # Maximum number of nodes to be allocated
#SBATCH --nodes=2
#SBATCH --ntasks-per-node=12
                                    # Maximum number of tasks on each node
                                    # Maximum number of tasks on each socket
#SBATCH --ntasks-per-socket=6
#SBATCH --distribution=cyclic:cyclic # Distribute tasks cyclically first among nodes and
                                     # then among sockets within a node
                                    # Memory (i.e. RAM) per processor
#SBATCH --mem-per-cpu=600mb
                                    # Wall time limit (days-hrs:min:sec)
#SBATCH --time=00:05:00
                                    # Path to the standard output and error files
#SBATCH --output=mpi test %j.log
relative to the working directory
echo "Date
                       = $(date)"
echo "Hostname
                       = $(hostname -s)"
echo "Working Directory = $(pwd)"
echo ""
echo "Number of Nodes Allocated
                                    = $SLURM JOB NUM NODES"
                                    = $SLURM NTASKS"
echo "Number of Tasks Allocated
echo "Number of Cores/Task Allocated = $SLURM CPUS PER TASK"
mpirun -n $SLURM NTASKS myExecutableName
```

COMPUTATIONAL MATH, SCIENCE AND ENGINEERING DEPARTMENT MICHIGAN STATE What is required? ntasks: that's how many MPI CE you get. CMSE 822, FS21, W.F. Punch

MICHIGAN STATE COMPUTATIONAL MATH, SCIENCE AND ENGINEERING DEPARTMENT submit sbatch -constraint="[intel16|intel18]" hello.sbatch constraint not required but it does allow machine selection