MPI: A Message-Passing Interface Standard

Version 3.0 ticket0.

Message Passing Interface Forum

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Chapter 1

MPI Environmental Management

This chapter discusses routines for getting and, where appropriate, setting various parameters that relate to the MPI implementation and the execution environment (such as error handling). The procedures for entering and leaving the MPI execution environment are also described here.

1.1 Implementation Information

1.1.1 Version Inquiries

In order to cope with changes to the MPI Standard, there are both compile-time and runtime ways to determine which version of the standard is in use in the environment one is using.

The "version" will be represented by two separate integers, for the version and subversion: In C and C++,

```
#define MPI_VERSION    2
#define MPI_SUBVERSION 2
```

in Fortran,

```
INTEGER MPI_VERSION, MPI_SUBVERSION
PARAMETER (MPI_VERSION    = 2)
PARAMETER (MPI_SUBVERSION = 2)
```

For runtime determination,

MPI_GET_VERSION(version, subversion)

OUT	version	version number (integer)
OUT	subversion	subversion number (integer)

```
int MPI_Get_version(int *version, int *subversion)
```

```
MPI_GET_VERSION(VERSION, SUBVERSION, IERROR)
    INTEGER VERSION, SUBVERSION, IERROR
```

{`void MPI::Get_version(int& version, int& subversion)` *(binding deprecated, see Section ??)* }

MPI_GET_VERSION is one of the few functions that can be called before MPI_INIT and after MPI_FINALIZE. Valid (MPI_VERSION, MPI_SUBVERSION) pairs in this and previous versions of the MPI standard are (2,2), (2,1), (2,0), and (1,2).

1.1.2 Environmental Inquiries

A set of attributes that describe the execution environment are attached to the communicator MPI_COMM_WORLD when MPI is initialized. The value of these attributes can be inquired by using the function MPI_COMM_GET_ATTR described in Chapter ??. It is erroneous to delete these attributes, free their keys, or change their values.

The list of predefined attribute keys include

MPI_TAG_UB Upper bound for tag value.

MPI_HOST Host process rank, if such exists, MPI_PROC_NULL, otherwise.

MPI_IO rank of a node that has regular I/O facilities (possibly myrank). Nodes in the same communicator may return different values for this parameter.

MPI_WTIME_IS_GLOBAL Boolean variable that indicates whether clocks are synchronized.

Vendors may add implementation specific parameters (such as node number, real memory size, virtual memory size, etc.)

These predefined attributes do not change value between MPI initialization (MPI_INIT and MPI completion (MPI_FINALIZE), and cannot be updated or deleted by users.

> *Advice to users.* Note that in the C binding, the value returned by these attributes is a *pointer* to an `int` containing the requested value. (*End of advice to users.*)

The required parameter values are discussed in more detail below:

Tag Values

Tag values range from `0` to the value returned for MPI_TAG_UB inclusive. These values are guaranteed to be unchanging during the execution of an MPI program. In addition, the tag upper bound value must be *at least* 32767. An MPI implementation is free to make the value of MPI_TAG_UB larger than this; for example, the value $2^{30} - 1$ is also a legal value for MPI_TAG_UB.

The attribute MPI_TAG_UB has the same value on all processes of MPI_COMM_WORLD.

Host Rank

The value returned for MPI_HOST gets the rank of the `HOST` process in the group associated with communicator MPI_COMM_WORLD, if there is such. MPI_PROC_NULL is returned if there is no host. MPI does not specify what it means for a process to be a `HOST`, nor does it requires that a `HOST` exists.

The attribute MPI_HOST has the same value on all processes of MPI_COMM_WORLD.

IO Rank

The value returned for MPI_IO is the rank of a processor that can provide language-standard I/O facilities. For Fortran, this means that all of the Fortran I/O operations are supported (e.g., `OPEN`, `REWIND`, `WRITE`). For C and C++, this means that all of the ISO C and C++, I/O operations are supported (e.g., `fopen`, `fprintf`, `lseek`).

If every process can provide language-standard I/O, then the value MPI_ANY_SOURCE will be returned. Otherwise, if the calling process can provide language-standard I/O, then its rank will be returned. Otherwise, if some process can provide language-standard I/O then the rank of one such process will be returned. The same value need not be returned by all processes. If no process can provide language-standard I/O, then the value MPI_PROC_NULL will be returned.

> *Advice to users.* Note that input is not collective, and this attribute does *not* indicate which process can or does provide input. (*End of advice to users.*)

Clock Synchronization

The value returned for MPI_WTIME_IS_GLOBAL is 1 if clocks at all processes in MPI_COMM_WORLD are synchronized, 0 otherwise. A collection of clocks is considered synchronized if explicit effort has been taken to synchronize them. The expectation is that the variation in time, as measured by calls to MPI_WTIME, will be less then one half the round-trip time for an MPI message of length zero. If time is measured at a process just before a send and at another process just after a matching receive, the second time should be always higher than the first one.

The attribute MPI_WTIME_IS_GLOBAL need not be present when the clocks are not synchronized (however, the attribute key MPI_WTIME_IS_GLOBAL is always valid). This attribute may be associated with communicators other then MPI_COMM_WORLD.

The attribute MPI_WTIME_IS_GLOBAL has the same value on all processes of MPI_COMM_WORLD.

MPI_GET_PROCESSOR_NAME(name, resultlen)

OUT	name	A unique specifier for the actual (as opposed to virtual) node.
OUT	resultlen	Length (in printable characters) of the result returned in `name`

```
int MPI_Get_processor_name(char *name, int *resultlen)
```

```
MPI_GET_PROCESSOR_NAME( NAME, RESULTLEN, IERROR)
    CHARACTER*(*) NAME
    INTEGER RESULTLEN,IERROR
```

{`void MPI::Get_processor_name(char* name, int& resultlen)` *(binding deprecated, see Section* **??***)* }

This routine returns the name of the processor on which it was called at the moment of the call. The name is a character string for maximum flexibility. From this value it must be possible to identify a specific piece of hardware; possible values include "processor

9 in rack 4 of mpp.cs.org" and "231" (where 231 is the actual processor number in the running homogeneous system). The argument name must represent storage that is at least MPI_MAX_PROCESSOR_NAME characters long. MPI_GET_PROCESSOR_NAME may write up to this many characters into name.

The number of characters actually written is returned in the output argument, resultlen. In C, a null character is additionally stored at name[resultlen]. The resultlen cannot be larger then MPI_MAX_PROCESSOR_NAME-1. In Fortran, name is padded on the right with blank characters. The resultlen cannot be larger then MPI_MAX_PROCESSOR_NAME.

Rationale. This function allows MPI implementations that do process migration to return the current processor. Note that nothing in MPI *requires* or defines process migration; this definition of MPI_GET_PROCESSOR_NAME simply allows such an implementation. (*End of rationale.*)

Advice to users. The user must provide at least MPI_MAX_PROCESSOR_NAME space to write the processor name — processor names can be this long. The user should examine the output argument, resultlen, to determine the actual length of the name. (*End of advice to users.*)

The constant MPI_BSEND_OVERHEAD provides an upper bound on the fixed overhead per message buffered by a call to MPI_BSEND (see Section **??**).

1.2 Memory Allocation

In some systems, message-passing and remote-memory-access (RMA) operations run faster when accessing specially allocated memory (e.g., memory that is shared by the other processes in the communicating group on an SMP). MPI provides a mechanism for allocating and freeing such special memory. The use of such memory for message-passing or RMA is not mandatory, and this memory can be used without restrictions as any other dynamically allocated memory. However, implementations may restrict the use of the MPI_WIN_LOCK and MPI_WIN_UNLOCK functions to windows allocated in such memory (see Section **??**.)

MPI_ALLOC_MEM(size, info, baseptr)

IN	size	size of memory segment in bytes (non-negative integer)
IN	info	info argument (handle)
OUT	baseptr	pointer to beginning of memory segment allocated

```
int MPI_Alloc_mem(MPI_Aint size, MPI_Info info, void *baseptr)
```

```
MPI_ALLOC_MEM(SIZE, INFO, BASEPTR, IERROR)
    INTEGER INFO, IERROR
    INTEGER(KIND=MPI_ADDRESS_KIND) SIZE, BASEPTR
```

{`void* MPI::Alloc_mem(MPI::Aint size, const MPI::Info& info)` *(binding deprecated, see Section* **??***)* }

The info argument can be used to provide directives that control the desired location of the allocated memory. Such a directive does not affect the semantics of the call. Valid info values are implementation-dependent; a null directive value of info = MPI_INFO_NULL is always valid.

The function MPI_ALLOC_MEM may return an error code of class MPI_ERR_NO_MEM to indicate it failed because memory is exhausted.

MPI_FREE_MEM(base)

IN	base	initial address of memory segment allocated by MPI_ALLOC_MEM (choice)

```
int MPI_Free_mem(void *base)
```

```
MPI_FREE_MEM(BASE, IERROR)
    <type> BASE(*)
    INTEGER IERROR
```

{`void MPI::Free_mem(void *base)` *(binding deprecated, see Section* **??***)* }

The function MPI_FREE_MEM may return an error code of class MPI_ERR_BASE to indicate an invalid base argument.

Rationale. The C and C++ bindings of MPI_ALLOC_MEM and MPI_FREE_MEM are similar to the bindings for the `malloc` and `free` C library calls: a call to MPI_Alloc_mem(..., &base) should be paired with a call to MPI_Free_mem(base) (one less level of indirection). Both arguments are declared to be of same type void* so as to facilitate type casting. The Fortran binding is consistent with the C and C++ bindings: the Fortran MPI_ALLOC_MEM call returns in baseptr the (integer valued) address of the allocated memory. The base argument of MPI_FREE_MEM is a choice argument, which passes (a reference to) the variable stored at that location. (*End of rationale.*)

Advice to implementors. If MPI_ALLOC_MEM allocates special memory, then a design similar to the design of C `malloc` and `free` functions has to be used, in order to find out the size of a memory segment, when the segment is freed. If no special memory is used, MPI_ALLOC_MEM simply invokes `malloc`, and MPI_FREE_MEM invokes `free`.

A call to MPI_ALLOC_MEM can be used in shared memory systems to allocate memory in a shared memory segment. (*End of advice to implementors.*)

Example 1.1

Example of use of MPI_ALLOC_MEM, in Fortran with pointer support. We assume 4-byte REALs, and assume that pointers are address-sized.

```
REAL A
POINTER (P, A(100,100))   ! no memory is allocated
CALL MPI_ALLOC_MEM(4*100*100, MPI_INFO_NULL, P, IERR)
! memory is allocated
...
A(3,5) = 2.71;
...
CALL MPI_FREE_MEM(A, IERR) ! memory is freed
```

Since standard Fortran does not support (C-like) pointers, this code is not Fortran 77 or Fortran 90 code. Some compilers (in particular, at the time of writing, g77 and Fortran compilers for Intel) do not support this code.

Example 1.2 Same example, in C

```
float  (* f)[100][100] ;
/* no memory is allocated */
MPI_Alloc_mem(sizeof(float)*100*100, MPI_INFO_NULL, &f);
/* memory allocated */
...
(*f)[5][3] = 2.71;
...
MPI_Free_mem(f);
```

1.3 Error Handling

An MPI implementation cannot or may choose not to handle some errors that occur during MPI calls. These can include errors that generate exceptions or traps, such as floating point errors or access violations. The set of errors that are handled by MPI is implementation-dependent. Each such error generates an **MPI exception**.

The above text takes precedence over any text on error handling within this document. Specifically, text that states that errors *will* be handled should be read as *may* be handled.

A user can associate error handlers to three types of objects: communicators, windows, and files. The specified error handling routine will be used for any MPI exception that occurs during a call to MPI for the respective object. MPI calls that are not related to any objects are considered to be attached to the communicator MPI_COMM_WORLD. The attachment of error handlers to objects is purely local: different processes may attach different error handlers to corresponding objects.

Several predefined error handlers are available in MPI:

MPI_ERRORS_ARE_FATAL The handler, when called, causes the program to abort on all executing processes. This has the same effect as if MPI_ABORT was called by the process that invoked the handler.

MPI_ERRORS_RETURN The handler has no effect other than returning the error code to the user.

Implementations may provide additional predefined error handlers and programmers can code their own error handlers.

The error handler MPI_ERRORS_ARE_FATAL is associated by default with MPI_COMM_WORLD after initialization. Thus, if the user chooses not to control error handling, every error that MPI handles is treated as fatal. Since (almost) all MPI calls return an error code, a user may choose to handle errors in its main code, by testing the return code of MPI calls and executing a suitable recovery code when the call was not successful. In this case, the error handler MPI_ERRORS_RETURN will be used. Usually it is more convenient and more efficient not to test for errors after each MPI call, and have such error handled by a non trivial MPI error handler.

After an error is detected, the state of MPI is undefined. That is, using a user-defined error handler, or MPI_ERRORS_RETURN, does *not* necessarily allow the user to continue to use MPI after an error is detected. The purpose of these error handlers is to allow a user to issue user-defined error messages and to take actions unrelated to MPI (such as flushing I/O buffers) before a program exits. An MPI implementation is free to allow MPI to continue after an error but is not required to do so.

> *Advice to implementors.* A good quality implementation will, to the greatest possible extent, circumscribe the impact of an error, so that normal processing can continue after an error handler was invoked. The implementation documentation will provide information on the possible effect of each class of errors. (*End of advice to implementors.*)

An MPI error handler is an opaque object, which is accessed by a handle. MPI calls are provided to create new error handlers, to associate error handlers with objects, and to test which error handler is associated with an object. C and C++ have distinct typedefs for user defined error handling callback functions that accept communicator, file, and window arguments. In Fortran there are three user routines.

An error handler object is created by a call to MPI_XXX_CREATE_ERRHANDLER(function, errhandler), where XXX is, respectively, COMM, WIN, or FILE.

An error handler is attached to a communicator, window, or file by a call to MPI_XXX_SET_ERRHANDLER. The error handler must be either a predefined error handler, or an error handler that was created by a call to MPI_XXX_CREATE_ERRHANDLER, with matching XXX. The predefined error handlers MPI_ERRORS_RETURN and MPI_ERRORS_ARE_FATAL can be attached to communicators, windows, and files. In C++, the predefined error handler MPI::ERRORS_THROW_EXCEPTIONS can also be attached to communicators, windows, and files.

The error handler currently associated with a communicator, window, or file can be retrieved by a call to MPI_XXX_GET_ERRHANDLER.

The MPI function MPI_ERRHANDLER_FREE can be used to free an error handler that was created by a call to MPI_XXX_CREATE_ERRHANDLER.

MPI_{COMM,WIN,FILE}_GET_ERRHANDLER behave as if a new error handler object is created. That is, once the error handler is no longer needed, MPI_ERRHANDLER_FREE should be called with the error handler returned from MPI_ERRHANDLER_GET or MPI_{COMM,WIN,FILE}_GET_ERRHANDLER to mark the error handler for deallocation. This provides behavior similar to that of MPI_COMM_GROUP and MPI_GROUP_FREE.

> *Advice to implementors.* High-quality implementation should raise an error when an error handler that was created by a call to MPI_XXX_CREATE_ERRHANDLER is attached to an object of the wrong type with a call to MPI_YYY_SET_ERRHANDLER.

To do so, it is necessary to maintain, with each error handler, information on the typedef of the associated user function. (*End of advice to implementors.*)

The syntax for these calls is given below.

1.3.1 Error Handlers for Communicators

MPI_COMM_CREATE_ERRHANDLER(function, errhandler)

IN	function	user defined error handling procedure (function)
OUT	errhandler	MPI error handler (handle)

```
int MPI_Comm_create_errhandler(MPI_Comm_errhandler_function *function,
             MPI_Errhandler *errhandler)
```

```
MPI_COMM_CREATE_ERRHANDLER(FUNCTION, ERRHANDLER, IERROR)
    EXTERNAL FUNCTION
    INTEGER ERRHANDLER, IERROR
```

```
{static MPI::Errhandler
             MPI::Comm::Create_errhandler(MPI::Comm::Errhandler_function*
             function) (binding deprecated, see Section ??) }
```

Creates an error handler that can be attached to communicators. This function is identical to MPI_ERRHANDLER_CREATE, whose use is deprecated.

The user routine should be, in C, a function of type MPI_Comm_errhandler_function, which is defined as

```
typedef void MPI_Comm_errhandler_function(MPI_Comm *, int *, ...);
```

The first argument is the communicator in use. The second is the error code to be returned by the MPI routine that raised the error. If the routine would have returned MPI_ERR_IN_STATUS, it is the error code returned in the status for the request that caused the error handler to be invoked. The remaining arguments are "stdargs" arguments whose number and meaning is implementation-dependent. An implementation should clearly document these arguments. Addresses are used so that the handler may be written in Fortran. This typedef replaces MPI_Handler_function, whose use is deprecated.

In Fortran, the user routine should be of the form:

```
SUBROUTINE COMM_ERRHANDLER_FUNCTION(COMM, ERROR_CODE)
    INTEGER COMM, ERROR_CODE
```

In C++, the user routine should be of the form:

```
{typedef void MPI::Comm::Errhandler_function(MPI::Comm &, int *, ...);
             (binding deprecated, see Section ??)}
```

Rationale. The variable argument list is provided because it provides an ISO-standard hook for providing additional information to the error handler; without this hook, ISO C prohibits additional arguments. (*End of rationale.*)

Advice to users. A newly created communicator inherits the error handler that is associated with the "parent" communicator. In particular, the user can specify a "global" error handler for all communicators by associating this handler with the communicator MPI_COMM_WORLD immediately after initialization. (*End of advice to users.*)

MPI_COMM_SET_ERRHANDLER(comm, errhandler)

INOUT	comm	communicator (handle)
IN	errhandler	new error handler for communicator (handle)

```
int MPI_Comm_set_errhandler(MPI_Comm comm, MPI_Errhandler errhandler)
```

```
MPI_COMM_SET_ERRHANDLER(COMM, ERRHANDLER, IERROR)
    INTEGER COMM, ERRHANDLER, IERROR
```

{`void MPI::Comm::Set_errhandler(const MPI::Errhandler& errhandler)` *(binding deprecated, see Section* **??***)* }

Attaches a new error handler to a communicator. The error handler must be either a predefined error handler, or an error handler created by a call to MPI_COMM_CREATE_ERRHANDLER. This call is identical to MPI_ERRHANDLER_SET, whose use is deprecated.

MPI_COMM_GET_ERRHANDLER(comm, errhandler)

IN	comm	communicator (handle)
OUT	errhandler	error handler currently associated with communicator (handle)

```
int MPI_Comm_get_errhandler(MPI_Comm comm, MPI_Errhandler *errhandler)
```

```
MPI_COMM_GET_ERRHANDLER(COMM, ERRHANDLER, IERROR)
    INTEGER COMM, ERRHANDLER, IERROR
```

{`MPI::Errhandler MPI::Comm::Get_errhandler() const` *(binding deprecated, see Section* **??***)* }

Retrieves the error handler currently associated with a communicator. This call is identical to MPI_ERRHANDLER_GET, whose use is deprecated.

Example: A library function may register at its entry point the current error handler for a communicator, set its own private error handler for this communicator, and restore before exiting the previous error handler.

1.3.2 Error Handlers for Windows

MPI_WIN_CREATE_ERRHANDLER(function, errhandler)

IN	function	user defined error handling procedure (function)
OUT	errhandler	MPI error handler (handle)

```
int MPI_Win_create_errhandler(MPI_Win_errhandler_function *function,
             MPI_Errhandler *errhandler)
```

```
MPI_WIN_CREATE_ERRHANDLER(FUNCTION, ERRHANDLER, IERROR)
    EXTERNAL FUNCTION
    INTEGER ERRHANDLER, IERROR
```

{static MPI::Errhandler
MPI::Win::Create_errhandler(MPI::Win::Errhandler_function*
function) *(binding deprecated, see Section ??)* }

Creates an error handler that can be attached to a window object. The user routine should be, in C, a function of type MPI_Win_errhandler_function which is defined as

```
typedef void MPI_Win_errhandler_function(MPI_Win *, int *, ...);
```

The first argument is the window in use, the second is the error code to be returned.

In Fortran, the user routine should be of the form:

```
SUBROUTINE WIN_ERRHANDLER_FUNCTION(WIN, ERROR_CODE)
    INTEGER WIN, ERROR_CODE
```

In C++, the user routine should be of the form:

{typedef void MPI::Win::Errhandler_function(MPI::Win &, int *, ...);
(binding deprecated, see Section ??)}

MPI_WIN_SET_ERRHANDLER(win, errhandler)

INOUT	win	window (handle)
IN	errhandler	new error handler for window (handle)

```
int MPI_Win_set_errhandler(MPI_Win win, MPI_Errhandler errhandler)
```

```
MPI_WIN_SET_ERRHANDLER(WIN, ERRHANDLER, IERROR)
    INTEGER WIN, ERRHANDLER, IERROR
```

{void MPI::Win::Set_errhandler(const MPI::Errhandler& errhandler) *(binding deprecated, see Section ??)* }

Attaches a new error handler to a window. The error handler must be either a predefined error handler, or an error handler created by a call to MPI_WIN_CREATE_ERRHANDLER.

MPI_WIN_GET_ERRHANDLER(win, errhandler)

IN	win	window (handle)
OUT	errhandler	error handler currently associated with window (handle)

```
int MPI_Win_get_errhandler(MPI_Win win, MPI_Errhandler *errhandler)
```

```
MPI_WIN_GET_ERRHANDLER(WIN, ERRHANDLER, IERROR)
    INTEGER WIN, ERRHANDLER, IERROR
```

{`MPI::Errhandler MPI::Win::Get_errhandler() const`*(binding deprecated, see Section* **??***)* }

Retrieves the error handler currently associated with a window.

1.3.3 Error Handlers for Files

MPI_FILE_CREATE_ERRHANDLER(function, errhandler)

IN	function	user defined error handling procedure (function)
OUT	errhandler	MPI error handler (handle)

```
int MPI_File_create_errhandler(MPI_File_errhandler_function *function,
             MPI_Errhandler *errhandler)
```

```
MPI_FILE_CREATE_ERRHANDLER(FUNCTION, ERRHANDLER, IERROR)
    EXTERNAL FUNCTION
    INTEGER ERRHANDLER, IERROR
```

{`static MPI::Errhandler`
`MPI::File::Create_errhandler(MPI::File::Errhandler_function* function)`*(binding deprecated, see Section* **??***)* }

Creates an error handler that can be attached to a file object. The user routine should be, in C, a function of type MPI_File_errhandler_function, which is defined as

```
typedef void MPI_File_errhandler_function(MPI_File *, int *, ...);
```

The first argument is the file in use, the second is the error code to be returned.

In Fortran, the user routine should be of the form:

```
SUBROUTINE FILE_ERRHANDLER_FUNCTION(FILE, ERROR_CODE)
    INTEGER FILE, ERROR_CODE
```

In C++, the user routine should be of the form:

{`typedef void MPI::File::Errhandler_function(MPI::File &, int *, ...);`
(binding deprecated, see Section **??***)*}

MPI_FILE_SET_ERRHANDLER(file, errhandler)

INOUT	file	file (handle)
IN	errhandler	new error handler for file (handle)

```
int MPI_File_set_errhandler(MPI_File file, MPI_Errhandler errhandler)
```

```
MPI_FILE_SET_ERRHANDLER(FILE, ERRHANDLER, IERROR)
    INTEGER FILE, ERRHANDLER, IERROR
```

{`void MPI::File::Set_errhandler(const MPI::Errhandler& errhandler)` *(binding deprecated, see Section* **??***)* }

Attaches a new error handler to a file. The error handler must be either a predefined error handler, or an error handler created by a call to MPI_FILE_CREATE_ERRHANDLER.

MPI_FILE_GET_ERRHANDLER(file, errhandler)

IN	file	file (handle)
OUT	errhandler	error handler currently associated with file (handle)

```
int MPI_File_get_errhandler(MPI_File file, MPI_Errhandler *errhandler)
```

```
MPI_FILE_GET_ERRHANDLER(FILE, ERRHANDLER, IERROR)
    INTEGER FILE, ERRHANDLER, IERROR
```

{`MPI::Errhandler MPI::File::Get_errhandler() const` *(binding deprecated, see Section* **??***)* }

Retrieves the error handler currently associated with a file.

1.3.4 Freeing Errorhandlers and Retrieving Error Strings

MPI_ERRHANDLER_FREE(errhandler)

INOUT	errhandler	MPI error handler (handle)

```
int MPI_Errhandler_free(MPI_Errhandler *errhandler)
```

```
MPI_ERRHANDLER_FREE(ERRHANDLER, IERROR)
    INTEGER ERRHANDLER, IERROR
```

{`void MPI::Errhandler::Free()` *(binding deprecated, see Section* **??***)* }

Marks the error handler associated with errhandler for deallocation and sets errhandler to MPI_ERRHANDLER_NULL. The error handler will be deallocated after all the objects associated with it (communicator, window, or file) have been deallocated.

MPI_ERROR_STRING(errorcode, string, resultlen)

IN	errorcode	Error code returned by an MPI routine
OUT	string	Text that corresponds to the errorcode
OUT	resultlen	Length (in printable characters) of the result returned in string

```
int MPI_Error_string(int errorcode, char *string, int *resultlen)
```

```
MPI_ERROR_STRING(ERRORCODE, STRING, RESULTLEN, IERROR)
    INTEGER ERRORCODE, RESULTLEN, IERROR
    CHARACTER*(*) STRING
```

{`void MPI::Get_error_string(int errorcode, char* name, int& resultlen)` *(binding deprecated, see Section* ??*)* }

Returns the error string associated with an error code or class. The argument string must represent storage that is at least MPI_MAX_ERROR_STRING characters long.

The number of characters actually written is returned in the output argument, resultlen.

Rationale. The form of this function was chosen to make the Fortran and C bindings similar. A version that returns a pointer to a string has two difficulties. First, the return string must be statically allocated and different for each error message (allowing the pointers returned by successive calls to MPI_ERROR_STRING to point to the correct message). Second, in Fortran, a function declared as returning CHARACTER*(*) can not be referenced in, for example, a PRINT statement. (*End of rationale.*)

1.4 Error Codes and Classes

The error codes returned by MPI are left entirely to the implementation (with the exception of MPI_SUCCESS). This is done to allow an implementation to provide as much information as possible in the error code (for use with MPI_ERROR_STRING).

To make it possible for an application to interpret an error code, the routine MPI_ERROR_CLASS converts any error code into one of a small set of standard error codes, called *error classes*. Valid error classes are shown in Table 1.1 and Table 1.2.

The error classes are a subset of the error codes: an MPI function may return an error class number; and the function MPI_ERROR_STRING can be used to compute the error string associated with an error class. An MPI error class is a valid MPI error code. Specifically, the values defined for MPI error classes are valid MPI error codes.

The error codes satisfy,

$$0 = \text{MPI\_SUCCESS} < \text{MPI\_ERR\_...} \leq \text{MPI\_ERR\_LASTCODE}.$$

Rationale. The difference between MPI_ERR_UNKNOWN and MPI_ERR_OTHER is that MPI_ERROR_STRING can return useful information about MPI_ERR_OTHER.

Note that MPI_SUCCESS = 0 is necessary to be consistent with C practice; the separation of error classes and error codes allows us to define the error classes this way. Having a known LASTCODE is often a nice sanity check as well. (*End of rationale.*)

MPI_SUCCESS	No error
MPI_ERR_BUFFER	Invalid buffer pointer
MPI_ERR_COUNT	Invalid count argument
MPI_ERR_TYPE	Invalid datatype argument
MPI_ERR_TAG	Invalid tag argument
MPI_ERR_COMM	Invalid communicator
MPI_ERR_RANK	Invalid rank
MPI_ERR_REQUEST	Invalid request (handle)
MPI_ERR_ROOT	Invalid root
MPI_ERR_GROUP	Invalid group
MPI_ERR_OP	Invalid operation
MPI_ERR_TOPOLOGY	Invalid topology
MPI_ERR_DIMS	Invalid dimension argument
MPI_ERR_ARG	Invalid argument of some other kind
MPI_ERR_UNKNOWN	Unknown error
MPI_ERR_TRUNCATE	Message truncated on receive
MPI_ERR_OTHER	Known error not in this list
MPI_ERR_INTERN	Internal MPI (implementation) error
MPI_ERR_IN_STATUS	Error code is in status
MPI_ERR_PENDING	Pending request
MPI_ERR_KEYVAL	Invalid keyval has been passed
MPI_ERR_NO_MEM	MPI_ALLOC_MEM failed because memory is exhausted
MPI_ERR_BASE	Invalid base passed to MPI_FREE_MEM
MPI_ERR_INFO_KEY	Key longer than MPI_MAX_INFO_KEY
MPI_ERR_INFO_VALUE	Value longer than MPI_MAX_INFO_VAL
MPI_ERR_INFO_NOKEY	Invalid key passed to MPI_INFO_DELETE
MPI_ERR_SPAWN	Error in spawning processes
MPI_ERR_PORT	Invalid port name passed to MPI_COMM_CONNECT
MPI_ERR_SERVICE	Invalid service name passed to MPI_UNPUBLISH_NAME
MPI_ERR_NAME	Invalid service name passed to MPI_LOOKUP_NAME
MPI_ERR_WIN	Invalid win argument
MPI_ERR_SIZE	Invalid size argument
MPI_ERR_DISP	Invalid disp argument
MPI_ERR_INFO	Invalid info argument
MPI_ERR_LOCKTYPE	Invalid locktype argument
MPI_ERR_ASSERT	Invalid assert argument
MPI_ERR_RMA_CONFLICT	Conflicting accesses to window
MPI_ERR_RMA_SYNC	Wrong synchronization of RMA calls

Table 1.1: Error classes (Part 1)

MPI_ERR_FILE	Invalid file handle
MPI_ERR_NOT_SAME	Collective argument not identical on all processes, or collective routines called in a different order by different processes
MPI_ERR_AMODE	Error related to the amode passed to MPI_FILE_OPEN
MPI_ERR_UNSUPPORTED_DATAREP	Unsupported datarep passed to MPI_FILE_SET_VIEW
MPI_ERR_UNSUPPORTED_OPERATION	Unsupported operation, such as seeking on a file which supports sequential access only
MPI_ERR_NO_SUCH_FILE	File does not exist
MPI_ERR_FILE_EXISTS	File exists
MPI_ERR_BAD_FILE	Invalid file name (e.g., path name too long)
MPI_ERR_ACCESS	Permission denied
MPI_ERR_NO_SPACE	Not enough space
MPI_ERR_QUOTA	Quota exceeded
MPI_ERR_READ_ONLY	Read-only file or file system
MPI_ERR_FILE_IN_USE	File operation could not be completed, as the file is currently open by some process
MPI_ERR_DUP_DATAREP	Conversion functions could not be registered because a data representation identifier that was already defined was passed to MPI_REGISTER_DATAREP
MPI_ERR_CONVERSION	An error occurred in a user supplied data conversion function.
MPI_ERR_IO	Other I/O error
MPI_ERR_LASTCODE	Last error code

Table 1.2: Error classes (Part 2)

MPI_ERROR_CLASS(errorcode, errorclass)

IN	errorcode	Error code returned by an MPI routine
OUT	errorclass	Error class associated with errorcode

```
int MPI_Error_class(int errorcode, int *errorclass)
```

```
MPI_ERROR_CLASS(ERRORCODE, ERRORCLASS, IERROR)
    INTEGER ERRORCODE, ERRORCLASS, IERROR
```

{`int MPI::Get_error_class(int errorcode)` *(binding deprecated, see Section* **??***)* }

The function MPI_ERROR_CLASS maps each standard error code (error class) onto itself.

1.5 Error Classes, Error Codes, and Error Handlers

Users may want to write a layered library on top of an existing MPI implementation, and this library may have its own set of error codes and classes. An example of such a library is an I/O library based on MPI, see Chapter ?? on page ??. For this purpose, functions are needed to:

1. add a new error class to the ones an MPI implementation already knows.
2. associate error codes with this error class, so that MPI_ERROR_CLASS works.
3. associate strings with these error codes, so that MPI_ERROR_STRING works.
4. invoke the error handler associated with a communicator, window, or object.

Several functions are provided to do this. They are all local. No functions are provided to free error classes or codes: it is not expected that an application will generate them in significant numbers.

MPI_ADD_ERROR_CLASS(errorclass)

OUT	errorclass	value for the new error class (integer)

```
int MPI_Add_error_class(int *errorclass)
```

```
MPI_ADD_ERROR_CLASS(ERRORCLASS, IERROR)
    INTEGER ERRORCLASS, IERROR
```

{`int MPI::Add_error_class()` *(binding deprecated, see Section ??)* }

Creates a new error class and returns the value for it.

Rationale. To avoid conflicts with existing error codes and classes, the value is set by the implementation and not by the user. (*End of rationale.*)

Advice to implementors. A high-quality implementation will return the value for a new errorclass in the same deterministic way on all processes. (*End of advice to implementors.*)

Advice to users. Since a call to MPI_ADD_ERROR_CLASS is local, the same errorclass may not be returned on all processes that make this call. Thus, it is not safe to assume that registering a new error on a set of processes at the same time will yield the same errorclass on all of the processes. However, if an implementation returns the new errorclass in a deterministic way, and they are always generated in the same order on the same set of processes (for example, all processes), then the value will be the same. However, even if a deterministic algorithm is used, the value can vary across processes. This can happen, for example, if different but overlapping groups of processes make a series of calls. As a result of these issues, getting the "same" error on multiple processes may not cause the same value of error code to be generated. (*End of advice to users.*)

The value of MPI_ERR_LASTCODE is a constant value and is not affected by new user-defined error codes and classes. Instead, a predefined attribute key MPI_LASTUSEDCODE is associated with MPI_COMM_WORLD. The attribute value corresponding to this key is the current maximum error class including the user-defined ones. This is a local value and may be different on different processes. The value returned by this key is always greater than or equal to MPI_ERR_LASTCODE.

> *Advice to users.* The value returned by the key MPI_LASTUSEDCODE will not change unless the user calls a function to explicitly add an error class/code. In a multi-threaded environment, the user must take extra care in assuming this value has not changed. Note that error codes and error classes are not necessarily dense. A user may not assume that each error class below MPI_LASTUSEDCODE is valid. (*End of advice to users.*)

MPI_ADD_ERROR_CODE(errorclass, errorcode)

IN	errorclass	error class (integer)
OUT	errorcode	new error code to associated with errorclass (integer)

```
int MPI_Add_error_code(int errorclass, int *errorcode)
```

```
MPI_ADD_ERROR_CODE(ERRORCLASS, ERRORCODE, IERROR)
    INTEGER ERRORCLASS, ERRORCODE, IERROR
```

{`int MPI::Add_error_code(int errorclass)` *(binding deprecated, see Section ??)* }

Creates new error code associated with errorclass and returns its value in errorcode.

> *Rationale.* To avoid conflicts with existing error codes and classes, the value of the new error code is set by the implementation and not by the user. (*End of rationale.*)

> *Advice to implementors.* A high-quality implementation will return the value for a new errorcode in the same deterministic way on all processes. (*End of advice to implementors.*)

MPI_ADD_ERROR_STRING(errorcode, string)

IN	errorcode	error code or class (integer)
IN	string	text corresponding to errorcode (string)

```
int MPI_Add_error_string(int errorcode, char *string)
```

```
MPI_ADD_ERROR_STRING(ERRORCODE, STRING, IERROR)
    INTEGER ERRORCODE, IERROR
    CHARACTER*(*) STRING
```

{`void MPI::Add_error_string(int errorcode, const char* string)` *(binding deprecated, see Section ??)* }

Associates an error string with an error code or class. The string must be no more than MPI_MAX_ERROR_STRING characters long. The length of the string is as defined in the calling language. The length of the string does not include the null terminator in C or C++. Trailing blanks will be stripped in Fortran. Calling MPI_ADD_ERROR_STRING for an errorcode that already has a string will replace the old string with the new string. It is erroneous to call MPI_ADD_ERROR_STRING for an error code or class with a value $\leq$ MPI_ERR_LASTCODE.

If MPI_ERROR_STRING is called when no string has been set, it will return a empty string (all spaces in Fortran, "" in C and C++).

Section 1.3 on page 6 describes the methods for creating and associating error handlers with communicators, files, and windows.

MPI_COMM_CALL_ERRHANDLER (comm, errorcode)

IN	comm	communicator with error handler (handle)
IN	errorcode	error code (integer)

```
int MPI_Comm_call_errhandler(MPI_Comm comm, int errorcode)

MPI_COMM_CALL_ERRHANDLER(COMM, ERRORCODE, IERROR)
    INTEGER COMM, ERRORCODE, IERROR
```

{void MPI::Comm::Call_errhandler(int errorcode) const *(binding deprecated, see Section ??)* }

This function invokes the error handler assigned to the communicator with the error code supplied. This function returns MPI_SUCCESS in C and C++ and the same value in IERROR if the error handler was successfully called (assuming the process is not aborted and the error handler returns).

> *Advice to users.* Users should note that the default error handler is MPI_ERRORS_ARE_FATAL. Thus, calling MPI_COMM_CALL_ERRHANDLER will abort the comm processes if the default error handler has not been changed for this communicator or on the parent before the communicator was created. (*End of advice to users.*)

MPI_WIN_CALL_ERRHANDLER (win, errorcode)

IN	win	window with error handler (handle)
IN	errorcode	error code (integer)

```
int MPI_Win_call_errhandler(MPI_Win win, int errorcode)

MPI_WIN_CALL_ERRHANDLER(WIN, ERRORCODE, IERROR)
    INTEGER WIN, ERRORCODE, IERROR
```

{void MPI::Win::Call_errhandler(int errorcode) const *(binding deprecated, see Section ??)* }

This function invokes the error handler assigned to the window with the error code supplied. This function returns MPI_SUCCESS in C and C++ and the same value in IERROR if the error handler was successfully called (assuming the process is not aborted and the error handler returns).

> *Advice to users.* As with communicators, the default error handler for windows is MPI_ERRORS_ARE_FATAL. (*End of advice to users.*)

MPI_FILE_CALL_ERRHANDLER (fh, errorcode)

IN	fh	file with error handler (handle)
IN	errorcode	error code (integer)

```
int MPI_File_call_errhandler(MPI_File fh, int errorcode)
```

```
MPI_FILE_CALL_ERRHANDLER(FH, ERRORCODE, IERROR)
    INTEGER FH, ERRORCODE, IERROR
```

{`void MPI::File::Call_errhandler(int errorcode) const`*(binding deprecated, see Section* **??***)* }

This function invokes the error handler assigned to the file with the error code supplied. This function returns MPI_SUCCESS in C and C++ and the same value in IERROR if the error handler was successfully called (assuming the process is not aborted and the error handler returns).

> *Advice to users.* Unlike errors on communicators and windows, the default behavior for files is to have MPI_ERRORS_RETURN. (*End of advice to users.*)

> *Advice to users.* Users are warned that handlers should not be called recursively with MPI_COMM_CALL_ERRHANDLER, MPI_FILE_CALL_ERRHANDLER, or MPI_WIN_CALL_ERRHANDLER. Doing this can create a situation where an infinite recursion is created. This can occur if MPI_COMM_CALL_ERRHANDLER, MPI_FILE_CALL_ERRHANDLER, or MPI_WIN_CALL_ERRHANDLER is called inside an error handler.
>
> Error codes and classes are associated with a process. As a result, they may be used in any error handler. Error handlers should be prepared to deal with any error code they are given. Furthermore, it is good practice to only call an error handler with the appropriate error codes. For example, file errors would normally be sent to the file error handler. (*End of advice to users.*)

1.6 Timers and Synchronization

MPI defines a timer. A timer is specified even though it is not “message-passing,” because timing parallel programs is important in “performance debugging” and because existing timers (both in POSIX 1003.1-1988 and 1003.4D 14.1 and in Fortran 90) are either inconvenient or do not provide adequate access to high-resolution timers. See also Section **??** on page **??**.

MPI_WTIME()

`double MPI_Wtime(void)`

`DOUBLE PRECISION MPI_WTIME()`

{`double MPI::Wtime()` *(binding deprecated, see Section ??)* }

MPI_WTIME returns a floating-point number of seconds, representing elapsed wall-clock time since some time in the past.

The "time in the past" is guaranteed not to change during the life of the process. The user is responsible for converting large numbers of seconds to other units if they are preferred.

This function is portable (it returns seconds, not "ticks"), it allows high-resolution, and carries no unnecessary baggage. One would use it like this:

```
{
   double starttime, endtime;
   starttime = MPI_Wtime();
    ....  stuff to be timed  ...
   endtime   = MPI_Wtime();
   printf("That took %f seconds\n",endtime-starttime);
}
```

The times returned are local to the node that called them. There is no requirement that different nodes return "the same time." (But see also the discussion of MPI_WTIME_IS_GLOBAL).

MPI_WTICK()

`double MPI_Wtick(void)`

`DOUBLE PRECISION MPI_WTICK()`

{`double MPI::Wtick()` *(binding deprecated, see Section ??)* }

MPI_WTICK returns the resolution of MPI_WTIME in seconds. That is, it returns, as a double precision value, the number of seconds between successive clock ticks. For example, if the clock is implemented by the hardware as a counter that is incremented every millisecond, the value returned by MPI_WTICK should be 10^{-3}.

1.7 Startup

One goal of MPI is to achieve *source code portability*. By this we mean that a program written using MPI and complying with the relevant language standards is portable as written, and must not require any source code changes when moved from one system to another. This explicitly does *not* say anything about how an MPI program is started or launched from the command line, nor what the user must do to set up the environment in which an MPI program will run. However, an implementation may require some setup to be performed before other MPI routines may be called. To provide for this, MPI includes an initialization routine MPI_INIT.

MPI_INIT()

```
int MPI_Init(int *argc, char ***argv)
```

```
MPI_INIT(IERROR)
    INTEGER IERROR
```

{`void MPI::Init(int& argc, char**& argv)` *(binding deprecated, see Section ??)* }

{`void MPI::Init()` *(binding deprecated, see Section ??)* }

All MPI programs must contain exactly one call to an MPI initialization routine: MPI_INIT or MPI_INIT_THREAD. Subsequent calls to any initialization routines are erroneous. The only MPI functions that may be invoked before the MPI initialization routines are called are MPI_GET_VERSION, MPI_INITIALIZED, [and] MPI_FINALIZED[], and any function with the prefix MPI_T. The version for ISO C accepts the argc and argv that are provided by the arguments to main or NULL: ticket266. ticket266.

```
int main(int argc, char **argv)
{
    MPI_Init(&argc, &argv);

    /* parse arguments */
    /* main program    */

    MPI_Finalize();     /* see below */
}
```

The Fortran version takes only IERROR.

Conforming implementations of MPI are required to allow applications to pass NULL for both the argc and argv arguments of main in C and C++. In C++, there is an alternative binding for MPI::Init that does not have these arguments at all.

> *Rationale.* In some applications, libraries may be making the call to MPI_Init, and may not have access to argc and argv from main. It is anticipated that applications requiring special information about the environment or information supplied by mpiexec can get that information from environment variables. (*End of rationale.*)

MPI_FINALIZE()

```
int MPI_Finalize(void)
```

```
MPI_FINALIZE(IERROR)
    INTEGER IERROR
```

{`void MPI::Finalize()` *(binding deprecated, see Section ??)* }

This routine cleans up all MPI state. Each process must call MPI_FINALIZE before it exits. Unless there has been a call to MPI_ABORT, each process must ensure that all pending nonblocking communications are (locally) complete before calling MPI_FINALIZE. Further, at the instant at which the last process calls MPI_FINALIZE, all pending sends must be matched by a receive, and all pending receives must be matched by a send.

For example, the following program is correct:

```
Process 0                Process 1
---------                ---------
MPI_Init();              MPI_Init();
MPI_Send(dest=1);        MPI_Recv(src=0);
MPI_Finalize();          MPI_Finalize();
```

Without the matching receive, the program is erroneous:

```
Process 0                Process 1
-----------              -----------
MPI_Init();              MPI_Init();
MPI_Send (dest=1);
MPI_Finalize();          MPI_Finalize();
```

A successful return from a blocking communication operation or from MPI_WAIT or MPI_TEST tells the user that the buffer can be reused and means that the communication is completed by the user, but does not guarantee that the local process has no more work to do. A successful return from MPI_REQUEST_FREE with a request handle generated by an MPI_ISEND nullifies the handle but provides no assurance of operation completion. The MPI_ISEND is complete only when it is known by some means that a matching receive has completed. MPI_FINALIZE guarantees that all local actions required by communications the user has completed will, in fact, occur before it returns.

MPI_FINALIZE guarantees nothing about pending communications that have not been completed (completion is assured only by MPI_WAIT, MPI_TEST, or MPI_REQUEST_FREE combined with some other verification of completion).

Example 1.3 This program is correct:

```
rank 0                          rank 1
=====================================================
...                             ...
MPI_Isend();                    MPI_Recv();
MPI_Request_free();             MPI_Barrier();
MPI_Barrier();                  MPI_Finalize();
MPI_Finalize();                 exit();
exit();
```

Example 1.4 This program is erroneous and its behavior is undefined:

```
rank 0                          rank 1
=====================================================
...                             ...
MPI_Isend();                    MPI_Recv();
MPI_Request_free();             MPI_Finalize();
MPI_Finalize();                 exit();
exit();
```

If no MPI_BUFFER_DETACH occurs between an MPI_BSEND (or other buffered send) and MPI_FINALIZE, the MPI_FINALIZE implicitly supplies the MPI_BUFFER_DETACH.

Example 1.5 This program is correct, and after the MPI_Finalize, it is as if the buffer had been detached.

```
rank 0                          rank 1
=====================================================
...                             ...
buffer = malloc(1000000);       MPI_Recv();
MPI_Buffer_attach();            MPI_Finalize();
MPI_Bsend();                    exit();
MPI_Finalize();
free(buffer);
exit();
```

Example 1.6 In this example, MPI_Iprobe() must return a FALSE flag. MPI_Test_cancelled() must return a TRUE flag, independent of the relative order of execution of MPI_Cancel() in process 0 and MPI_Finalize() in process 1.

The MPI_Iprobe() call is there to make sure the implementation knows that the "tag1" message exists at the destination, without being able to claim that the user knows about it.

```
rank 0                          rank 1
========================================================
MPI_Init();                     MPI_Init();
MPI_Isend(tag1);
MPI_Barrier();                  MPI_Barrier();
                                MPI_Iprobe(tag2);
MPI_Barrier();                  MPI_Barrier();
                                MPI_Finalize();
                                exit();
MPI_Cancel();
MPI_Wait();
MPI_Test_cancelled();
MPI_Finalize();
exit();
```

Advice to implementors. An implementation may need to delay the return from MPI_FINALIZE until all potential future message cancellations have been processed.

One possible solution is to place a barrier inside MPI_FINALIZE (*End of advice to implementors.*)

Once MPI_FINALIZE returns, no MPI routine (not even MPI_INIT) may be called, except for MPI_GET_VERSION, MPI_INITIALIZED, [and] MPI_FINALIZED[], and any function with the prefix MPI_T. Each process must complete any pending communication it initiated before it calls MPI_FINALIZE. If the call returns, each process may continue local computations, or exit, without participating in further MPI communication with other processes. MPI_FINALIZE is collective over all connected processes. If no processes were spawned, accepted or connected then this means over MPI_COMM_WORLD; otherwise it is collective over the union of all processes that have been and continue to be connected, as explained in Section ?? on page ??.

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Advice to implementors. Even though a process has completed all the communication it initiated, such communication may not yet be completed from the viewpoint of the underlying MPI system. E.g., a blocking send may have completed, even though the data is still buffered at the sender. The MPI implementation must ensure that a process has completed any involvement in MPI communication before MPI_FINALIZE returns. Thus, if a process exits after the call to MPI_FINALIZE, this will not cause an ongoing communication to fail. (*End of advice to implementors.*)

Although it is not required that all processes return from MPI_FINALIZE, it is required that at least process 0 in MPI_COMM_WORLD return, so that users can know that the MPI portion of the computation is over. In addition, in a POSIX environment, they may desire to supply an exit code for each process that returns from MPI_FINALIZE.

Example 1.7 The following illustrates the use of requiring that at least one process return and that it be known that process 0 is one of the processes that return. One wants code like the following to work no matter how many processes return.

```
...
MPI_Comm_rank(MPI_COMM_WORLD, &myrank);
...
MPI_Finalize();
if (myrank == 0) {
    resultfile = fopen("outfile","w");
    dump_results(resultfile);
    fclose(resultfile);
}
exit(0);
```

MPI_INITIALIZED(flag)

OUT	flag	Flag is true if MPI_INIT has been called and false otherwise.

```
int MPI_Initialized(int *flag)
```

```
MPI_INITIALIZED(FLAG, IERROR)
    LOGICAL FLAG
    INTEGER IERROR
```

{bool MPI::Is_initialized() *(binding deprecated, see Section ??)* }

This routine may be used to determine whether MPI_INIT has been called. MPI_INITIALIZED returns true if the calling process has called MPI_INIT. Whether MPI_FINALIZE has been called does not affect the behavior of MPI_INITIALIZED. It is one of the few routines that may be called before MPI_INIT is called.

MPI_ABORT(comm, errorcode)

IN	comm	communicator of tasks to abort
IN	errorcode	error code to return to invoking environment

```
int MPI_Abort(MPI_Comm comm, int errorcode)
```

```
MPI_ABORT(COMM, ERRORCODE, IERROR)
    INTEGER COMM, ERRORCODE, IERROR
```

{void MPI::Comm::Abort(int errorcode) *(binding deprecated, see Section ??)* }

This routine makes a "best attempt" to abort all tasks in the group of comm. This function does not require that the invoking environment take any action with the error code. However, a Unix or POSIX environment should handle this as a `return errorcode` from the main program.

It may not be possible for an MPI implementation to abort only the processes represented by comm if this is a subset of the processes. In this case, the MPI implementation should attempt to abort all the connected processes but should not abort any unconnected processes. If no processes were spawned, accepted or connected then this has the effect of aborting all the processes associated with MPI_COMM_WORLD.

Rationale. The communicator argument is provided to allow for future extensions of MPI to environments with, for example, dynamic process management. In particular, it allows but does not require an MPI implementation to abort a subset of MPI_COMM_WORLD. (*End of rationale.*)

Advice to users. Whether the errorcode is returned from the executable or from the MPI process startup mechanism (e.g., `mpiexec`), is an aspect of quality of the MPI library but not mandatory. (*End of advice to users.*)

Advice to implementors. Where possible, a high-quality implementation will try to return the errorcode from the MPI process startup mechanism (e.g. `mpiexec` or singleton init). (*End of advice to implementors.*)

1.7.1 Allowing User Functions at Process Termination

There are times in which it would be convenient to have actions happen when an MPI process finishes. For example, a routine may do initializations that are useful until the MPI job (or that part of the job that being terminated in the case of dynamically created processes) is finished. This can be accomplished in MPI by attaching an attribute to MPI_COMM_SELF with a callback function. When MPI_FINALIZE is called, it will first execute the equivalent of an MPI_COMM_FREE on MPI_COMM_SELF. This will cause the delete callback function to be executed on all keys associated with MPI_COMM_SELF, in the reverse order that they were set on MPI_COMM_SELF. If no key has been attached to MPI_COMM_SELF, then no callback is invoked. The "freeing" of MPI_COMM_SELF occurs before any other parts of MPI are affected. Thus, for example, calling MPI_FINALIZED will return false in any of these callback functions. Once done with MPI_COMM_SELF, the order and rest of the actions taken by MPI_FINALIZE is not specified.

> *Advice to implementors.* Since attributes can be added from any supported language, the MPI implementation needs to remember the creating language so the correct callback is made. Implementations that use the attribute delete callback on MPI_COMM_SELF internally should register their internal callbacks before returning from MPI_INIT / MPI_INIT_THREAD, so that libraries or applications will not have portions of the MPI implementation shut down before the application-level callbacks are made. (*End of advice to implementors.*)

1.7.2 Determining Whether MPI Has Finished

One of the goals of MPI was to allow for layered libraries. In order for a library to do this cleanly, it needs to know if MPI is active. In MPI the function MPI_INITIALIZED was provided to tell if MPI had been initialized. The problem arises in knowing if MPI has been finalized. Once MPI has been finalized it is no longer active and cannot be restarted. A library needs to be able to determine this to act accordingly. To achieve this the following function is needed:

MPI_FINALIZED(flag)

OUT	flag	true if MPI was finalized (logical)

```
int MPI_Finalized(int *flag)
```

```
MPI_FINALIZED(FLAG, IERROR)
    LOGICAL FLAG
    INTEGER IERROR
```

{`bool MPI::Is_finalized()` *(binding deprecated, see Section* **??***)* }

This routine returns true if MPI_FINALIZE has completed. It is legal to call MPI_FINALIZED before MPI_INIT and after MPI_FINALIZE.

> *Advice to users.* MPI is "active" and it is thus safe to call MPI functions if MPI_INIT *has* completed and MPI_FINALIZE *has not* completed. If a library has no other way of knowing whether MPI is active or not, then it can use MPI_INITIALIZED and MPI_FINALIZED to determine this. For example, MPI is "active" in callback functions that are invoked during MPI_FINALIZE. (*End of advice to users.*)

1.8 Portable MPI Process Startup

A number of implementations of MPI provide a startup command for MPI programs that is of the form

```
mpirun <mpirun arguments> <program> <program arguments>
```

Separating the command to start the program from the program itself provides flexibility, particularly for network and heterogeneous implementations. For example, the startup script need not run on one of the machines that will be executing the MPI program itself.

Having a standard startup mechanism also extends the portability of MPI programs one step further, to the command lines and scripts that manage them. For example, a validation suite script that runs hundreds of programs can be a portable script if it is written using such a standard starup mechanism. In order that the "standard" command not be confused with existing practice, which is not standard and not portable among implementations, instead of mpirun MPI specifies mpiexec.

While a standardized startup mechanism improves the usability of MPI, the range of environments is so diverse (e.g., there may not even be a command line interface) that MPI cannot mandate such a mechanism. Instead, MPI specifies an mpiexec startup command and recommends but does not require it, as advice to implementors. However, if an implementation does provide a command called mpiexec, it must be of the form described below.

It is suggested that

```
mpiexec -n <numprocs> <program>
```

be at least one way to start <program> with an initial MPI_COMM_WORLD whose group contains <numprocs> processes. Other arguments to mpiexec may be implementation-dependent.

Advice to implementors. Implementors, if they do provide a special startup command for MPI programs, are advised to give it the following form. The syntax is chosen in order that mpiexec be able to be viewed as a command-line version of MPI_COMM_SPAWN (See Section **??**).

Analogous to MPI_COMM_SPAWN, we have

```
mpiexec -n    <maxprocs>
       -soft  <        >
       -host  <        >
       -arch  <        >
       -wdir  <        >
       -path  <        >
       -file  <        >
        ...
       <command line>
```

for the case where a single command line for the application program and its arguments will suffice. See Section **??** for the meanings of these arguments. For the case corresponding to MPI_COMM_SPAWN_MULTIPLE there are two possible formats:

Form A:

```
mpiexec { <above arguments> } : { ... } : { ... } : ... : { ... }
```

As with MPI_COMM_SPAWN, all the arguments are optional. (Even the `-n x` argument is optional; the default is implementation dependent. It might be `1`, it might be taken from an environment variable, or it might be specified at compile time.) The names and meanings of the arguments are taken from the keys in the `info` argument to MPI_COMM_SPAWN. There may be other, implementation-dependent arguments as well.

Note that Form A, though convenient to type, prevents colons from being program arguments. Therefore an alternate, file-based form is allowed:

Form B:

```
mpiexec -configfile <filename>
```

where the lines of <`filename`> are of the form separated by the colons in Form A. Lines beginning with '`#`' are comments, and lines may be continued by terminating the partial line with '\'.

Example 1.8 Start 16 instances of `myprog` on the current or default machine:

```
mpiexec -n 16 myprog
```

Example 1.9 Start 10 processes on the machine called `ferrari`:

```
mpiexec -n 10 -host ferrari myprog
```

Example 1.10 Start three copies of the same program with different command-line arguments:

```
mpiexec myprog infile1 : myprog infile2 : myprog infile3
```

Example 1.11 Start the `ocean` program on five Suns and the `atmos` program on 10 RS/6000's:

```
mpiexec -n 5 -arch sun ocean : -n 10 -arch rs6000 atmos
```

It is assumed that the implementation in this case has a method for choosing hosts of the appropriate type. Their ranks are in the order specified.

Example 1.12 Start the `ocean` program on five Suns and the `atmos` program on 10 RS/6000's (Form B):

```
mpiexec -configfile myfile
```

where `myfile` contains

```
-n 5  -arch sun    ocean
-n 10 -arch rs6000 atmos
```

(*End of advice to implementors.*)

Chapter 2

Tool Interfaces

2.1 Introduction

This chapter discusses a set of interfaces that allows debuggers, performance analyzers, and other tools to extract information about the operation of MPI processes. Specifically, this chapter defines both the PMPI profiling interface (Section 2.2) for transparently intercepting and inspecting any profilable MPI call, and the MPI_T tool information interface (Section 2.3) for querying MPI control and performance variables. The interfaces described in this chapter are all defined in the context of an MPI process, i.e., are callable from the same code that invokes other MPI functions. 11/4/25

2.2 Profiling Interface

2.2.1 Requirements

To meet [the]the requirements for the MPI profiling interface, an implementation of the MPI functions *must* ticket0.

1. provide a mechanism through which all of the MPI defined [functions]functions, except those allowed as macros (See Section ??[)]), may be accessed with a name shift. This requires, in C and Fortran, an alternate entry point name, with the prefix `PMPI_` for each MPI function. The profiling interface in C++ is described in Section ??. For routines implemented as macros, it is still required that the PMPI_ version be supplied and work as expected, but it is not possible to replace at link time the MPI_ version with a user-defined version. ticket0. ticket0.

2. ensure that those MPI functions that are not replaced may still be linked into an executable image without causing name clashes.

3. document the implementation of different language bindings of the MPI interface if they are layered on top of each other, so that the profiler developer knows whether she must implement the profile interface for each binding, or can [economise]economize by implementing it only for the lowest level routines. ticket0.

4. where the implementation of different language bindings is done through a layered approach ([e.g.]e.g., the Fortran binding is a set of “wrapper” functions that call the ticket0.

C implementation), ensure that these wrapper functions are separable from the rest of the library.

This separability is necessary to allow a separate profiling library to be correctly implemented, since (at least with Unix linker semantics) the profiling library must contain these wrapper functions if it is to perform as expected. This requirement allows the person who builds the profiling library to extract these functions from the original MPI library and add them into the profiling library without bringing along any other unnecessary code.

5. provide a no-op routine MPI_PCONTROL in the MPI library.

2.2.2 Discussion

The objective of the MPI profiling interface is to ensure that it is relatively easy for authors of profiling (and other similar) tools to interface their codes to MPI implementations on different machines.

Since MPI is a machine independent standard with many different implementations, it is unreasonable to expect that the authors of profiling tools for MPI will have access to the source code that implements MPI on any particular machine. It is therefore necessary to provide a mechanism by which the implementors of such tools can collect whatever performance information they wish *without* access to the underlying implementation.

We believe that having such an interface is important if MPI is to be attractive to end users, since the availability of many different tools will be a significant factor in attracting users to the MPI standard.

The profiling interface is just that, an interface. It says *nothing* about the way in which it is used. There is therefore no attempt to lay down what information is collected through the interface, or how the collected information is saved, filtered, or displayed.

While the initial impetus for the development of this interface arose from the desire to permit the implementation of profiling tools, it is clear that an interface like that specified may also prove useful for other purposes, such as "internetworking" multiple MPI implementations. Since all that is defined is an interface, there is no objection to its being used wherever it is useful.

As the issues being addressed here are intimately tied up with the way in which executable images are built, which may differ greatly on different machines, the examples given below should be treated solely as one way of implementing the objective of the MPI profiling interface. The actual requirements made of an implementation are those detailed in the Requirements section above, the whole of the rest of this chapter is only present as justification and discussion of the logic for those requirements.

The examples below show one way in which an implementation could be constructed to meet the requirements on a Unix system (there are doubtless others that would be equally valid).

2.2.3 Logic of the Design

Provided that an MPI implementation meets the requirements above, it is possible for the implementor of the profiling system to intercept all of the MPI calls that are made by the user program. She can then collect whatever information she requires before calling the underlying MPI implementation (through its name shifted entry points) to achieve the desired effects.

Miscellaneous Control of Profiling

There is a clear requirement for the user code to be able to control the profiler dynamically at run time. This is normally used for (at least) the purposes of

- Enabling and disabling profiling depending on the state of the calculation.
- Flushing trace buffers at non-critical points in the [calculation]calculation. ticket0.
- Adding user events to a trace file.

These requirements are met by use of the MPI_PCONTROL.

MPI_PCONTROL(level, ...)

IN	level	Profiling level

```
int MPI_Pcontrol(const int level, ...)
```

```
MPI_PCONTROL(LEVEL)
    INTEGER LEVEL
```

{`void MPI::Pcontrol(const int level, ...)` *(binding deprecated, see Section ??)* }

MPI libraries themselves make no use of this routine, and simply return immediately to the user code. However the presence of calls to this routine allows a profiling package to be explicitly called by the user.

Since MPI has no control of the implementation of the profiling code, we are unable to specify precisely the semantics that will be provided by calls to MPI_PCONTROL. This vagueness extends to the number of arguments to the function, and their datatypes.

However to provide some level of portability of user codes to different profiling libraries, we request the following meanings for certain values of level.

- `level==0` Profiling is disabled.
- `level==1` Profiling is enabled at a normal default level of detail.
- `level==2` Profile buffers are [flushed. (This may be a no-op in some profilers).]flushed, which may be a no-op in some profilers. ticket0.
- All other values of `level` have profile library defined effects and additional arguments.

We also request that the default state after MPI_INIT has been called is for profiling to be enabled at the normal default level. (i.e. as if MPI_PCONTROL had just been called with the argument 1). This allows users to link with a profiling library and obtain profile output without having to modify their source code at all.

The provision of MPI_PCONTROL as a no-op in the standard MPI library [allows them to modify their source code to obtain]supports the collection of more detailed profiling information[, but still be able to link exactly the]with source [same code]code that can still link against the standard MPI library. ticket0. ticket0. ticket0.

2.2.4 Profiler Implementation Example

ticket0.

[Suppose that the profiler wishes to]A profiler can accumulate the total amount of data sent by the [MPI_SEND]MPI_SEND function, along with the total elapsed time spent in the [function. This could trivially be achieved thus]function, as follows:

ticket0. ticket0.

```
static int totalBytes = 0;
static double totalTime = 0.0;

int MPI_Send(void* buffer, int count, MPI_Datatype datatype,
             int dest, int tag, MPI_Comm comm)
{
   double tstart = MPI_Wtime();       /* Pass on all the arguments */
   int extent;
   int result    = PMPI_Send(buffer,count,datatype,dest,tag,comm);

   MPI_Type_size(datatype, &extent);  /* Compute size */
   totalBytes += count*extent;

   totalTime  += MPI_Wtime() - tstart;         /* and time          */

   return result;
}
```

2.2.5 MPI Library Implementation Example

ticket0. [On a Unix system, in which the MPI library is implemented in C, then]If the MPI library is implemented in C on a Unix system, then there [there are various possible options, of which two of the most obvious]are various options, including the two presented here, for supporting [are presented here. Which is better depends on whether the linker and]the name-shift requirement. The choice between these two options [compiler support weak symbols.]depends partly on whether the linker and compiler support weak symbols.

ticket0. ticket0. ticket0.

Systems with Weak Symbols If the compiler and linker support weak external symbols ([e.g.]e.g., Solaris 2.x, other system V.4 machines), then only a single library is required through the use of `#pragma weak` thus

ticket0.

```
#pragma weak MPI_Example = PMPI_Example

int PMPI_Example(/* appropriate args */)
{
    /* Useful content */
}
```

The effect of this `#pragma` is to define the external symbol `MPI_Example` as a weak definition. This means that the linker will not complain if there is another definition of the symbol (for instance in the profiling library), however if no other definition exists, then the linker will use the weak definition.

Systems Without Weak Symbols In the absence of weak symbols then one possible solution would be to use the C macro pre-processor thus

```
#ifdef PROFILELIB
#    ifdef __STDC__
#        define FUNCTION(name) P##name
#    else
#        define FUNCTION(name) P/**/name
#    endif
#else
#    define FUNCTION(name) name
#endif
```

Each of the user visible functions in the library would then be declared thus

```
int FUNCTION(MPI_Example)(/* appropriate args */)
{
    /* Useful content */
}
```

The same source file can then be compiled to produce both versions of the library, depending on the state of the `PROFILELIB` macro symbol.

It is required that the standard MPI library be built in such a way that the inclusion of MPI functions can be achieved one at a time. This is a somewhat unpleasant requirement, since it may mean that each external function has to be compiled from a separate file. However this is necessary so that the author of the profiling library need only define those MPI functions that she wishes to intercept, references to any others being fulfilled by the normal MPI library. Therefore the link step can look something like this

```
% cc ... -lmyprof -lpmpi -lmpi
```

Here `libmyprof.a` contains the profiler functions that intercept some of the MPI functions[.], `libpmpi.a` contains the "name shifted" MPI functions, and `libmpi.a` contains the normal definitions of the MPI functions. ticket0,NEW

2.2.6 Complications

Multiple Counting

Since parts of the MPI library may themselves be implemented using more basic MPI functions ([e.g.]e.g., a portable implementation of the collective operations implemented using point to point communications), there is potential for profiling functions to be called from within an MPI function that was called from a profiling function. This could lead to "double counting" of the time spent in the inner routine. Since this effect could actually be useful under some circumstances ([e.g.]e.g., it might allow one to answer the question "How much time is spent in the point to point routines when they're called from collective functions ?"), we have decided not to enforce any restrictions on the author of the MPI library that would overcome this. Therefore the author of the profiling library should be aware of this problem, and guard against it herself. In a single threaded world this is easily achieved through use of a static variable in the profiling code that remembers if you are already inside a profiling routine. It becomes more complex in a multi-threaded environment (as does the meaning of the times recorded[!])[].

ticket0. ticket0. ticket0. ticket0.

Linker Oddities

ticket0. The Unix linker traditionally operates in one [pass :]pass: the effect of this is that functions from libraries are only included in the image if they are needed at the time the library is scanned. When combined with weak symbols, or multiple definitions of the same function, this can cause odd (and unexpected) effects.

Consider, for instance, an implementation of MPI in which the Fortran binding is achieved by using wrapper functions on top of the C implementation. The author of the profile library then assumes that it is reasonable only to provide profile functions for the C binding, since Fortran will eventually call these, and the cost of the wrappers is assumed to be small. However, if the wrapper functions are not in the profiling library, then none of the profiled entry points will be undefined when the profiling library is called. Therefore none of the profiling code will be included in the image. When the standard MPI library is scanned, the Fortran wrappers will be resolved, and will also pull in the base versions of the MPI functions. The overall effect is that the code will link successfully, but will not be profiled.

To overcome this we must ensure that the Fortran wrapper functions are included in the profiling version of the library. We ensure that this is possible by requiring that these be separable from the rest of the base MPI library. This allows them to be `ar`ed out of the base library and into the profiling one.

2.2.7 Multiple Levels of Interception

The scheme given here does not directly support the nesting of profiling functions, since it provides only a single alternative name for each MPI function. Consideration was given to an implementation that would allow multiple levels of call interception, however we were unable to construct an implementation of this that did not have the following disadvantages

ticket0.
- assuming a particular implementation language[.],
- imposing a run time cost even when no profiling was taking place.

Since one of the objectives of MPI is to permit efficient, low latency implementations, and it is not the business of a standard to require a particular implementation language, we decided to accept the scheme outlined above.

ticket206. [Note, however, that it is possible to use the scheme above to implement a multi-level system, since the function called by the user may call many different profiling functions before calling the underlying MPI function.] ticket206.

[Unfortunately such an implementation may require more cooperation between the different profiling libraries than is required for the single level implementation detailed above.]Note, however, that it is possible to use the scheme above to implement a multi-level system, since the function called by the user may call many different profiling functions before calling the underlying MPI function. This capability has been demonstrated in the P^{N}MPI tool infrastructure [?].

2.3 MPI_T Tool Information Interface

To optimize MPI applications or their runtime behavior, it is often advantageous to understand the performance switches an MPI implementation offers to the user as well as to monitor properties and timing information from within the MPI implementation. The MPI_T interface described in this section provides a mechanism for the MPI implementation to expose a set of variables, each of which represent a particular property, setting, or performance measurement from within the MPI implementation. The interface is split into two parts: the first part provides information about control variables used by the MPI implementation to fine tune its configuration. The second part provides access to performance variables that can provide insight into internal performance information of the underlying MPI implementation.

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To avoid restrictions on the MPI implementation, the MPI_T interface allows the implementation to specify which control and performance variables exist. Additionally, the MPI_T interface can obtain metadata about each available variable, such as its datatype and size, a textual description, etc. The MPI_T interface provides the necessary routines to find all variables that exist in the particular MPI implementation, query their properties, retrieve descriptions about their meaning and access and, if appropriate, alter their values.

All identifiers covered by this interface carry the prefix MPI_T and can be used independently from the MPI functionality. This includes initialization and finalization of MPI_T, which is provided through a separate set of routines. Consequently, MPI_T routines can be called before MPI_INIT (or equivalent and after MPI_FINALIZE.

On success, all MPI_T routines return MPI_T_SUCCESS, otherwise they return an appropriate return code indicating the reason why the call was not successfully completed. Details on return codes can be found in Section 2.3.9. However, unsuccessful calls to the MPI_T interface are not fatal and do not have any impact on the execution of MPI routines.

Since the MPI_T interface mostly focuses on tools and support libraries, MPI implementations are only required to provide C bindings . Except where otherwise noted, all conventions and principles governing the C bindings of the MPI API also apply to the MPI_T interface. The MPI_T interface is available by including the *mpi.h* header file.

> *Advice to users.* The number and type of control variables and performance variables can vary between MPI implementations, platforms, and even different builds of the same implementation on the same platform. Hence, any application relying on a particular variable will not be portable.
>
> This interface is primarily intended for performance monitoring tools, support tools, and libraries controlling the application's environment. Application programmers should either avoid using the MPI_T interface or avoid being dependent on the existence of a particular control or performance variable. (*End of advice to users.*)

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2.3.1 Verbosity Levels

The MPI_T interface provides users access to internal configuration and performance information through a set of control and performance variables defined by the MPI implementation. Since some implementations may export a large number of variables, variables are classified by a verbosity level that categorizes both their intended audience (end users, performance tuners or MPI implementors) and a relative measure of level of detail (basic, detailed or all). See Table 2.1

MPI_T_VERBOSITY_USER_BASIC	Basic information of interest for end users
MPI_T_VERBOSITY_USER_DETAIL	Detailed information of interest for end users
MPI_T_VERBOSITY_USER_ALL	All information of interest for end users
MPI_T_VERBOSITY_TUNER_BASIC	Basic information required for tuning
MPI_T_VERBOSITY_TUNER_DETAIL	Detailed information required for tuning
MPI_T_VERBOSITY_TUNER_ALL	All information required for tuning
MPI_T_VERBOSITY_MPIDEV_BASIC	Basic low-level information for MPI implementors
MPI_T_VERBOSITY_MPIDEV_DETAIL	Detailed low-level information for MPI implementors
MPI_T_VERBOSITY_MPIDEV_ALL	All low-level information for MPI implementors

Table 2.1: MPI_T verbosity levels.

11/4/21 *Advice to implementors.* If an MPI implementation chooses to use only a single verbosity level for all variables, it is recommended that MPI_T_VERBOSITY_USER_BASIC
11/4/21 be used. If an MPI implementation only uses a single level of detail value for all
11/3/28 variables in each target audience, it is recommended that all variables be assigned to corresponding BASIC level. (*End of advice to implementors.*)

2.3.2 Binding of MPI_T Variables to MPI Objects

Each MPI_T variable provides access to a particular control setting or performance property
11/3/28 provided by the MPI implementation. A variable may refer to a particular MPI object such as a communicator, datatype, or one-sided communication window, or the variable may refer more generally to the MPI environment of the process. In the first case, the variable must be bound to exactly one MPI object before it can be used. Table 2.2 lists all MPI object types to which an MPI_T variable can be bound, together with matching constant that are used by MPI_T routines to identify the object type.

Constant	MPI object
MPI_T_BIND_NO_OBJECT	N/A; applies globally to entire MPI process
MPI_T_BIND_MPI_COMMUNICATOR	MPI communicators
MPI_T_BIND_MPI_DATATYPE	MPI datatypes
MPI_T_BIND_MPI_ERRORHANDLER	MPI error handlers
MPI_T_BIND_MPI_FILE	MPI file handles
MPI_T_BIND_MPI_GROUP	MPI groups
MPI_T_BIND_MPI_OPERATOR	MPI reduction operators
MPI_T_BIND_MPI_REQUEST	MPI requests
MPI_T_BIND_MPI_WINDOW	MPI windows for one-sided communication
[11/4/21]MPI_T_BIND_MPI_MESSAGE	[11/4/21]MPI message object
[11/4/21]MPI_T_BIND_MPI_INFO	[11/4/21]MPI info object

Table 2.2: Constants to identify associations of MPI_T control variables.

Rationale. Some variables have meanings tied to a specific MPI object. Examples include the number of send or receive operations using a particular datatype, the
11/4/25 number of times a particular error handler has been called, or or the communication

protocol and "eager limit" used for a particular communicator. Creating a new MPI_T variable for each MPI object could cause the number of variables to grow without bound since they cannot be reused to avoid naming conflicts. By associating MPI_T variables with a specific MPI object, only a single variable must be specified and maintained by the MPI implementation, which can then be reused on as many MPI objects of the respective type as created during the program's execution. (*End of rationale.*)

2.3.3 String Arguments

Several MPI_T functions return one or more strings. These functions have two arguments for each string to be returned: an OUT parameter that identifies a pointer to the buffer in which the string will be returned, and an IN/OUT parameter to pass the length of the buffer. The user is responsible for the memory allocation of the buffer and must pass the 11/3/28 size of the buffer (n) as the length argument. Let n be the length value specified to the function. On return, the function writes at most $n-1$ of the string's characters into the buffer, followed by a null terminator. If the returned string's length is greater than or equal to n, the string will be truncated to $n-1$ characters. In this case, the length of the string plus one (for the terminating null character) is returned in the length argument. If the user passes the null pointer as the buffer argument or passes 0 as the length argument, the function does not return the string and only returns the length of the string plus one in the length argument. If the user passes the null pointer as the length argument, the buffer 11/3/28 argument is ignored and nothing is returned.

MPI_T does not specify the character encoding of strings in the interface. The only requirement is that strings are terminated with a null character. MPI reserves all datatype, 11/4/21 enumeration datatype items, variables and category names with the prefix `MPI_T` for its own use.

2.3.4 Initialization and Finalization

Since the MPI_T interface is implemented in a separate name space and is independent of the core MPI functions, it requires a separate set of initialization and finalization routines.

MPI_T_INIT_THREAD(required, provided)

IN	required	desired level of thread support (integer)
OUT	provided	provided level of thread support (integer)

```
int MPI_T_Init_thread(int required, int *provided)
```

All programs or tools that use the MPI_T interface must initialize the MPI_T interface before calling any other MPI_T routine. A user can initialize the MPI_T interface by calling MPI_T_INIT_THREAD, which can be called multiple times. In addition, this routine initializes the thread environment. The argument required is used to specify the desired level of thread support. The possible values and their semantics are identical to the ones that can be used with MPI_INIT_THREAD listed in Section ??. The call returns in provided information about the actual level of thread support that will be provided by the MPI 11/4/21 implementation for calls to MPI_T routines. It can be one of the four values listed in 11/3/28

11/3/28

Section ??.

Advice to users. The MPI specification does not require all MPI processes to exist before the call to MPI_INIT. If MPI_T is used before MPI_INIT has been called, MPI_T_INIT_THREAD must be called on each process that exists. Processes created by the MPI implementation during MPI_INIT inherit the status of MPI_T (whether it is initialized or not as well as all active handles) from the process they are created from. (*End of advice to users.*)

Advice to implementors. If MPI_T_INIT_THREAD is called before MPI_INIT_THREAD, it is possible that the requested and granted thread level for MPI_T_INIT_THREAD influences the behavior and return value of MPI_INIT_THREAD. The same is true for the reverse order. (*End of advice to implementors.*)

MPI_T_FINALIZE( )

```
int MPI_T_Finalize(void)
```

This routine finalizes the use of the MPI_T interface and may be called as often as the corresponding MPI_T_INIT_THREAD routine up to the current point of execution. Calling it more times is erroneous. As long as the number of calls to MPI_T_FINALIZE is smaller than the number of calls to MPI_T_INIT_THREAD up to the current point of execution, the MPI_T interface remains initialized and calls to all MPI_T routines are permissible. Further, additional calls to MPI_T_INIT_THREAD after one or more calls to MPI_T_FINALIZE are permissible.

Once MPI_T_FINALIZE is called the same number of times as the routine MPI_T_INIT_THREAD up to the current point of execution, the MPI_T interface is no longer initialized. Further, the call to MPI_T_FINALIZE that ends the initialization of MPI_T may clean up all MPI_T state, invalidate all open sessions (see Section 2.3.7), and all handles that have been allocated by MPI_T. MPI_T can be reinitialized by subsequent calls to MPI_T_INIT_THREAD.

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At the end of the program execution, unless MPI_ABORT is called, an application must have called MPI_T_INIT_THREAD and MPI_T_FINALIZE an equal number of times.

2.3.5 Datatype System

11/4/25

All variables managed through the MPI_T interface represent their values through typed buffers of a given length and typed using an MPI datatype (similar to regular send/receive buffers). Since the initialization of MPI_T is separate from the initialization of MPI, MPI_T routines can be called before MPI_Init and can also use MPI datatypes before MPI_Init. Therefore, within the context of MPI_T, it is permissible to use a subset of MPI datatypes as specified below before a call to MPI_Init (or equivalent), but only while the MPI_T system is initialized (i.e., after at least one call to MPI_T_Init_thread without a corresponding call to MPI_T_Finalize).

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The MPI_T interface only relies on a subset of the basic MPI datatypes and does not

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Allowed MPI Datatype
MPI_INT
MPI_LONG_LONG
MPI_CHAR
MPI_DOUBLE

Table 2.3: MPI datatypes that can be used by the MPI_T interface.

use any derived MPI datatypes. Table 2.3 lists all MPI datatypes that can be returned by the MPI_T interface to represent MPI_T variables.

> *Rationale.* The MPI_T interface requires a significantly simpler type system than MPI itself. Therefore, only the subset required by MPI_T is required to be present before MPI_Init (or equivalent). This avoids the need for MPI implementations to initialize the complete MPI datatype system. (*End of rationale.*)

For variables of type MPI_INT, an MPI implementation can provide additional information in the form of a name and names for individual values represented by this integer variable. We refer to this in the following as an enumeration. In this case, the respective calls providing additional metadata for each control or performance variable, i.e., MPI_CVAR_GET_INFO (Section 2.3.7) and MPI_CVAR_GET_INFO (Section 2.3.6), return a descriptor of type MPI_T_Enum that can be passed to the following functions to extract this additional information.

This allows the MPI implementation to describe variables with a fixed set of values that each represents a particular state, similar to a C style enumeration. The values range from 0 to $N-1$, with a fixed N that can be queried using MPI_T_ENUM_GET_INFO.

MPI_T__ENUM_GET_INFO(enumtype, num, name, name_len)

IN	[11/4/21]enumtype	MPI_T enumeration to be queried
OUT	num	number of discrete values represented by this enumeration
OUT	name	buffer to return the string containing the name of the enumeration
INOUT	name_len	length of the string and/or buffer for name

```
int MPI_T_Enum_get_info(MPI_T_Enum enumtype, int *num, char *name, int
             *name_len)
```

If enumtype is a valid enumeration , this routine returns the enumeration range and the name of the enumeration. For a range of 0 to $N-1$, the value N is returned in num. N [must be greater than 0, i.e., the enumeration must]represent at least one item. The integer values in this range denote the N items represented by this enumeration type.

The arguments name and name_len are used to return the name of the enumerations as described in Section 2.3.3.

The routine is required to return a name of at least length one. This name must be unique with respect to all other names for MPI_T enumerations used by the MPI implemen-

11/4/21 tation.

11/4/21 Names for the individual items in each enumeration enumtype can be queried using
11/4/21 MPI_T_ENUMTYPE_ENUM_GET_ITEM.

11/4/21 MPI_T__ENUM_GET_ITEM(datatype, item, name, name_len)

IN	[11/4/21]enumtype	MPI_T enumeration information to be queried
IN	item	item number in the MPI_T enumeration to be queried
OUT	name	buffer to return the string containing the name of the enumeration item
INOUT	name_len	length of the string and/or buffer for name

11/4/21 11/4/21

```
int MPI_T_Enum_get_item(MPI_T_Enum enumtype, int item, char *name, int
              *name_len)
```

11/4/21 The arguments name and name_len are used to return the name of the enumeration item as described in Section 2.3.3.

If completed successfully, the routine is required to return a name of at least length
11/4/25 one. This name must be unique with respect to all other names of items for the same
11/4/21 enumeration .

2.3.6 Control Variables

The routines described in this section of the MPI_T interface specification focus on the ability to list, query, and possibly set control variables exposed by the MPI implementation. These variables can typically be used by the user to fine tune properties and configuration settings of the MPI implementation. On many systems, such variables can be set using environment variables, although other configuration mechanisms may be available, such as configuration files or central configuration registries. A typical example that is available in several existing MPI implementations is the ability to specify an "eager limit", i.e., an upper bound on the size of messages sent or received using an eager protocol.

Control Variable Query Functions

An MPI implementation exports a set of N control variables through MPI_T. If N is zero, then the MPI_T implementation does not export any control variables, otherwise the provided control variables are indexed from 0 to $N-1$. This index number is used in subsequent MPI_T calls to identify the individual variables.

11/4/21 An MPI implementation is allowed to increase the number of control variables during the execution of an MPI application when new variables become available through dynamic
11/4/21 loading. However, MPI implementations are not allowed to change the index of a control
11/4/25 variable or delete a variable once it has been added to the set.

Advice to users. While MPI_T guarantees that indices or variable properties do not change during a particular run of an MPI program, it does not provide a similar guarantee between runs. (*End of advice to users.*)

The following function can be used to query the number of control variables, N:

MPI_T_CVAR_GET_NUM(num)

OUT	num	returns number of control variables

```
int MPI_T_Cvar_get_num(int *num)
```

The function MPI_T_CVAR_GET_INFO provides access to additional information for each variable.

MPI_T_CVAR_GET_INFO(index, name, name_len, verbosity, datatype, enumtype, count, desc, desc_len, bind, attributes) 11/4/21

IN	index	index of the control variable to be queried
OUT	name	buffer to return the string containing the name of the control variable
INOUT	name_len	length of the string and/or buffer for name
OUT	verbosity	verbosity level of this variable
OUT	datatype	MPI_T datatype of the information stored in the control variable 11/4/21
OUT	enumtype	optional descriptor for enumeration information
OUT	count	number of elements returned
OUT	desc	buffer to return the string containing a description of the control variable
INOUT	desc_len	length of the string and/or buffer for desc
OUT	bind	type of MPI object to which this variable must be bound
OUT	attributes	additional attributes defining this variable

```
int MPI_T_Cvar_get_info(int index, char *name, int *name_len, int
            *verbosity, MPI_Datatype *datatype, MPI_T_Enumtype enumtype,
            int *count, char *desc, int *desc_len,  int *bind,
            MPI_T_Cvar_attributes *attributes)
```

11/4/21 11/4/21

After a successful call to MPI_T_CVAR_GET_INFO for a particular variable, subsequent calls to this routine querying information about the same variable must return the same information. An MPI implementation is not allowed to alter any of the returned values. 11/4/21

The arguments name and name_len are used to return the name of the control variable as described in Section 2.3.3.

If completed successfully, the routine is required to return a name of at least length one. The name must be unique with respect to all other names for MPI_T control variables used by the MPI implementation.

The argument verbosity returns the verbosity level of the variable (see Section 2.3.1). 11/3/28

The argument datatype returns the MPI datatype that is used to represent the control variable. If the variable is of type MPI_INT, MPI can optionally specify an enumeration for the values represented by this variable and return it in enumtype. In this case, MPI returns 11/4/25 11/3/28 11/4/21 an enumeration identifier, which can then be used as described in Section 2.3.5 to gather more information. If the datatype is not MPI_INT or the argument enumtype is the null pointer, this argument is ignored.

The arguments desc and desc_len are used to return a description of the control variable as described in Section 2.3.3.

Returning a description is optional. If an MPI implementation decides not to return a description, the first character for desc must be set to the null character and desc_len must be set to one at the return of this call.

The parameter bind returns the type of the MPI object to which the variable must be bound or the value MPI_T_BIND_NO_OBJECT (see Section 2.3.2).

Additional information about the variable is returned through the attributes argument using an opaque structure of type `MPI_T_Cvar_attributes` and can be queried using the
11/3/28 following accessor function.

ONLY MOVED

MPI_T_CVAR_ATTR_GET_SCOPE(attributes, scope)

IN	attributes	attributes returned by a previous query call
OUT	scope	scope of when changes to this variable are possible

```
int MPI_T_Cvar_attr_get_scope(MPI_T_Cvar_attributes attributes, int *scope)
```

11/4/25 The scope of a variable determines whether an operation is either local to the process
11/3/28 or collective across multiple processes can change a variable through the MPI_T interface. On successful return from MPI_T_CVAR_ATTR_GET_SCOPE , the argument scope will be set to one of the constants listed in Table 2.4.

Scope Constant	Description
MPI_T_SCOPE_READONLY	read-only, cannot be written
MPI_T_SCOPE_LOCAL	may be writeable, writing is a local operation
MPI_T_SCOPE_GLOBAL	may be writeable, writing is a global operation

Table 2.4: Scopes for MPI_T control variables.

Advice to users. The scope of a variable only indicates if a variable might be changeable; it is not a guarantee that it can be changed at any time. If it cannot be
11/4/21 changed at a time the user tries to write to it, the MPI implementation is allowed to return an error code as the result of the write operation. (*End of advice to users.*)

11/3/28

Rationale. The use of opaque attributes enables extensions of the MPI_T specification in subsequent versions of the MPI standard without having to redefine or alter the query function. Instead new information can be added by adding new accessor functions. (*End of rationale.*)

11/4/24

Example: Printing All Control Variables

The following example shows how the MPI_T interface can be used to query and print all control variables.

```
#include <mpi.h>
int list_all_control_vars() {
        int i, num, namelen, bind,verbose,count;
        char name[100];
        MPI_T_Cvar_attributes attr;
        MPI_Datatype datatype;

        err=MPI_T_Cvar_get_num(&num);
        if (err!=MPI_T_SUCCESS) return err;

        for (i=0; i<num; i++) {
                 namelen=100;
                err=MPI_T_Cvar_get_info(i, name, &namelen,
                        &verbose, &datatype, &count,
                        NULL, NULL, /*no description */
                        &bind, &attr);
                if (err!=MPI_T_SUCCESS) return err;
                printf(''Var %i: &s\n'', i, name);
        }
        return MPI_T_SUCCESS;
}
```

Handle Allocation and Deallocation

Before reading or writing the value of a variable, a user must first allocate a handle for it by binding it to an MPI object (see also Section 2.3.2).

> *Rationale.* MPI_T handles are distinct from MPI handles because they must be usable before MPI_INIT and after MPI_FINALIZE. 11/3/28 Further, accessing handles, in particular for performance variables, can be time critical and having a separate handle space 11/3/28 enables optimizations. (*End of rationale.*)

MPI_T_CVAR_HANDLE_ALLOC(index, object, handle)

IN	index	index of control variable for which handle is to be allocated
IN	obj_handle	reference to a handle of the MPI object to which this variable is supposed to be bound
OUT	handle	allocated handle

```
int MPI_T_Cvar_handle_alloc(int index, void *obj_handle, MPI_T_Cvar_handle
             *handle)
```

11/3/28

This routine binds the control variable specified by the argument index to the MPI object referenced by the handle passed in argument obj_handle and returns an allocated variable handle in the argument handle. The value of index should be in the range 0 to $N-1$, where N is the number of available control variables as determined from a prior call to MPI_T_CVAR_GET_NUM. The value of obj_handle must be the memory address of the 11/4/25 object's MPI handle, and the type of the MPI object it references must be consistent with the type returned in the bind argument in a prior call to MPI_T_CVAR_GET_INFO.

MPI_T_CVAR_HANDLE_FREE(handle)

INOUT	handle	handle to be freed

```
int MPI_T_Cvar_handle_free(MPI_T_Cvar_handle *handle)
```

When a handle is no longer needed, a user of MPI_T should call 11/4/21 MPI_T_CVAR_HANDLE_FREE to free the handle and the associated resources in the MPI implementation. On a successful return, MPI_T sets the handle to MPI_T_CVAR_HANDLE_NULL.

Control Variable Access Functions

MPI_T_CVAR_READ(handle, buf)

IN	handle	handle to the control variable to be read
OUT	buf	initial address of storage location for variable value

```
int MPI_T_Cvar_read(MPI_T_Cvar_handle handle, void* buf)
```

The MPI_T_CVAR_READ queries the value of the control variable identified by the 11/4/25 argument handle and stores the result in the buffer identified by the parameter buf. The 11/3/28 user is responsible to ensure that the buffer is of the appropriate size to hold the entire value of the control variable (based on the returned datatype and count from a prior corresponding call to MPI_T_CVAR_GET_INFO).

MPI_T_CVAR_WRITE(handle, buf)

IN	handle	handle to the control variable to be written
IN	buf	initial address of storage location for variable value

```
int MPI_T_Cvar_write(MPI_T_Cvar_handle handle, void* buf)
```

The MPI_T_CVAR_WRITE sets the value of the control variable identified by the ar- 11/4/25 gument handle to the data stored in the buffer identified by the parameter buf. The user 11/3/28 is responsible to ensure that the buffer is of the appropriate size to hold the entire value of the control variable (based on the returned datatype and count from a prior corresponding call to MPI_T_CVAR_GET_INFO).

If the variable has a global scope (as returned by a prior corresponding MPI_T_CVAR_ATTR_GET_SCOPE call), any write call to this variable must be issued consistently in all connected (as defined in Section ??) MPI processes. The user is responsible to ensure that the writes in all processes are consistent.

If it is not possible to change the variable at the time the call is made, the function returns either MPI_T_ERR_SETNOTNOW, if there may be a later time at which the variable could be set, or MPI_T_ERR_SETNEVER, if the variable cannot be set for the remainder of the application's execution. 11/4/24

Example: Reading the Value of a Control Variable

The following example shows how the MPI_T interface can be used to query the value with 11/4/25
a control variable of a given index. 11/4/25

```
int getValue_int_comm(int index, MPI_Comm comm, int *val) {
        int err;
        MPI_T_Cvar_handle handle;

        /* Check if variable index can be bound to a communicator */

        err=MPI_T_Cvar_handle_alloc(index,&comm,&handle);
        if (err!=MPI_T_SUCCESS) return err;

        /* Check if variable is represented by an integer */

        err=MPI_T_Cvar_read(handle,val);
        if (err!=MPI_T_SUCCESS) return err;

        err=MPI_T_Cvar_handle_free(&handle);
        return err;
}
```

2.3.7 Performance Variables

The following section focuses on the ability to list and query performance variables provided by the MPI implementation. Performance variables provide insight into MPI implementation specific internals and can represent information such as the state of the MPI implementation (e.g., waiting blocked, receiving, not active), aggregated timing data for submodules, or queue sizes and lengths. Performance variables are always local to an MPI process. 11/3/28

> *Rationale.* The interface for performance variables is separate from the interface for control variables, since performance variables have different requirements and parameters. By keeping them separate, the interface provides cleaner semantics and allows 11/3/28 for more performance optimization opportunities. (*End of rationale.*)

Performance Variable Classes 11/3/28

Each performance variable is associated with a class that describes its basic semantics, basic behavior, its starting value, and when and how an MPI implementation can change 11/4/25 its value. The starting value is the value the variable assumes when it is used for the first time or whenever it is reset.

Additionally, the class of the variable defines what datatypes can represent it and whether or not the value of a variable can overflow.

> *Advice to users.* If a performance variable belongs to a class that can overflow, it is up to the user to appropriately protect against this, e.g., by frequently reading and reseting the variable value. (*End of advice to users.*)

> *Advice to implementors.* MPI implementations should use large enough datatypes for each performance variable to avoid overflows under normal circumstances. (*End of advice to implementors.*)

The classes are defined by the following constants:

- MPI_T_PVAR_CLASS_STATE
  A performance variable in this class represents a set of discrete states. Variables of this class are represented by a single MPI_INT and can be set by the MPI implementation at any time. The starting value is the current state of the implementation at the time the starting value is set . Variables of this class cannot overflow.

- MPI_T_PVAR_CLASS_LEVEL
  A performance variable in this class represents a value that describes the utilization level of a resource. The value of a variable of this class can change at any time to match the current utilization level of the resource. Values returned from variables in this class are represented by a single element of one of the following datatypes: MPI_INT, MPI_LONG_LONG, MPI_DOUBLE. The starting value is the current utilization level of the resource at the time the starting value is set. Variables of this class cannot overflow.

- MPI_T_PVAR_CLASS_SIZE
  A performance variable in this class represents a value that describes the maximal size of of a resource. Values returned from variables in this class are represented by a single element of one of the following datatypes: MPI_INT, MPI_LONG_LONG, and MPI_DOUBLE. The starting value is the current utilization level of the resource at the time the starting value is set. Variables of this class cannot overflow.

- MPI_T_PVAR_CLASS_PERCENTAGE
  The value of a performance variable in this class represents the percentage utilization of a finite resource. The value of a variable of this class can change at any time to match the current utilization level of the resource. It will be returned as an MPI_DOUBLE datatype. The value must always be between 0.0 (resource not used at all) and 1.0 (resource completely used). The starting value is the current percentage utilization level of the resource at the time the starting value is set. Variables of this class cannot overflow.

- MPI_T_PVAR_CLASS_HIGHWATERMARK
  A performance variable in this class represents a value that describes the high watermark utilization of a resource. The value of a variable of this class grows monotonically from the initialization or reset of the variable. It can be represented by

11/4/25 a single element of one of the following datatypes: MPI_INT, MPI_LONG_LONG,
11/4/21 MPI_DOUBLE. The starting value is the current utilization level of the resource
11/4/21 at the time the starting value is set. Variables of this class cannot overflow. 11/4/21

- 11/4/21 MPI_T_PVAR_CLASS_LOWWATERMARK
  11/3/28 A performance variable in this class represents a value that describes the low water-
  11/3/28 mark utilization of a resource. The value of a variable of this class decreases monoton-
  ically from the initialization or reset of the variable. It can be represented by a single 11/4/25
  element of one of the following datatypes: MPI_INT, MPI_LONG_LONG,MPI_DOUBLE. 11/4/21
  The starting value is the current utilization level of the resource at the time the start- 11/4/21
  ing value is set. Variables of this class cannot overflow. 11/4/21

- MPI_T_PVAR_CLASS_COUNTER 11/3/28
  A performance variable in this class counts the number of occurrences of a specific 11/3/28
  event (e.g., the number of memory allocations within an MPI library). The value of 11/4/21
  a variable of this class increases monotonically from the initialization or reset of the 11/3/28
  performance variable by one for each specific event that is observed. Values must be
  non-negative and represented by a single element of one of the following datatypes: 11/4/25
  MPI_INT, MPI_LONG_LONG. The starting value for variables of this class is 0. 11/4/21
  Variables of this class can overflow. 11/4/21

- MPI_T_PVAR_CLASS_AGGREGATE 11/3/28
  The value of a performance variable in this class is an an aggregated value that 11/4/21
  represents a sum of arguments processed during a specific event (e.g., the amount of
  memory allocated by all memory allocations). This class is similar to the counter
  class, but instead of counting individual events, the value can be incremented by
  arbitrary amounts. The value of a variable of this class increases monotonically
  from the initialization or reset of the performance variable. It must be non-negative
  and represented by a single element of one of the following datatypes: MPI_INT, 11/4/25
  MPI_LONG_LONG, MPI_DOUBLE. The starting value for variables of this class is 11/4/21
  0. Variables of this class can overflow. 11/4/21

- MPI_T_PVAR_CLASS_TIMER 11/4/21
  The value of a performance variable in this class represents the aggregated time that 11/3/28
  the MPI implementation spends executing a particular event or type of event. This 11/4/21
  class has the same basic semantics as MPI_T_PVAR_CLASS_AGGREGATE, but
  explicitly records a timing value. The value of a variable of this class increases mono-
  tonically from the initialization or reset of the performance variable. It must be
  non-negative and represented by a single element of one of the following datatypes: 11/4/25
  MPI_T_INT, MPI_T_LONG_LONG, MPI_T_DOUBLE. The starting value for vari- 11/3/28
  ables of this class is 0. If the type MPI_DOUBLE is used, the units representing time 11/3/28
  in this datatype must match the units used by MPI_WTIME. Variables of this class 11/4/21
  can overflow. 11/4/21

- MPI_T_PVAR_CLASS_GENERIC 11/4/21

  This class can be used to describe a variable that does not fit into any of the other classes. For variables in this class, there is no default starting value or behavior nor any restrictions on which datatype can be used.

Performance Variable Query Functions

An MPI implementation exports a set of N performance variables through MPI_T. If N is 11/4/21 zero, then the MPI implementation does not export any performance variables, otherwise the provided performance variables are indexed from 0 to $N-1$. This index number is used in subsequent MPI_T calls to identify the individual variables.

11/4/21 An MPI implementation is allowed to increase the number of performance variables during the execution of an MPI application when new variables become available through dynamic loading. However, MPI_T implementations are not allowed to change the index of a performance variable or delete a variable once it has been added to the set.

The following function can be used to query the number of performance variables, N:

MPI_T_PVAR_GET_NUM(num)

OUT	num	returns number of performance variables

```
int MPI_T_Pvar_get_num(int *num)
```

The function MPI_T_PVAR_GET_INFO provides access to additional information for each variable.

11/4/21 MPI_T_PVAR_GET_INFO(index, name, name_len, verbosity, varclass, datatype, enumtype, count, desc, desc_len, bind, attributes)

IN	index	index of the performance variable to be queried
OUT	name	buffer to return the string containing the name of the performance variable
INOUT	name_len	length of the string and/or buffer for name
OUT	verbosity	verbosity level of this variable
OUT	var_class	class of performance variable
OUT	datatype	MPI_T datatype of the information stored in the performance variable
OUT	enumtype	optional descriptor for enumeration information
OUT	count	number of elements returned
OUT	desc	buffer to return the string containing a description of the performance variable
INOUT	desc_len	length of the string and/or buffer for desc
OUT	bind	type of MPI object to which this variable must be bound
OUT	attributes	additional attributes defining this variable

11/4/21 (beside datatype row)

```
int MPI_T_Pvar_get_info(int num, char *name, int *name_len, int *verbosity,
              int *var_class, MPI_Datatype *datatype, MPI_T_Enumtype
              enumtype, int *count, char *desc, int *desc_len, int *bind,
              MPI_T_Pvar_attributes *attributes)
```

11/4/21
11/4/21

After a successful call to MPI_T_PVAR_GET_INFO for a particular variable, subsequent calls to this routine querying information about the same variable must return the
same information. An MPI implementation is not allowed to alter any of the returned 11/4/21
values.

The arguments name and name_len are used to return the name of the performance
variable as described in Section 2.3.3. If completed successfully, the routine is required 11/4/25
to return a name of at least length one. CHANGED AND MOVED 11/4/25

The argument verbosity returns the verbosity level of the variable (see Section 2.3.1). 11/3/28

The class of the performance variable is returned in the parameter var_class . The class 11/3/28
must be one of the constants defined in Section 2.3.7.

The combination of the name and the class of the performance variable must be unique 11/4/25
with respect to all other names for MPI_T performance variables used by the MPI implementation.

The argument datatype returns the MPI datatype that is used to represent the perfor- 11/4/25
mance variable. The value consists of count elements of this datatype. 11/3/28

If the variable is of type MPI_INT, MPI can optionally specify an enumeration for the 11/4/21
values represented by this variable and return it in enumtype. In this case, MPI returns an enumeration identifier, which can then be used as described in Section 2.3.5 to gather more information. If the datatype is not MPI_INT or the argument enumtype is the null pointer, this argument is ignored.

The arguments desc and desc_len are used to return a description of the performance 11/3/28
variable as described in Section 2.3.3.

Returning a description is optional. If an MPI implementation decides not to return a description, the first character for desc must be set to the null character and desc_len must be set to one at the return from this function.

The parameter bind returns the type of the MPI object to which the variable must be bound or the value MPI_T_BIND_NO_OBJECT (see Section 2.3.2).

Additional information about the variable is returned through the attributes argument using an opaque structure of type `MPI_T_Pvar_attributes` and can be queried using the following accessor functions.

MPI_T_PVAR_ATTR_GET_READONLY(attributes, readonly)

IN	attributes	attributes returned by a previous query call
OUT	readonly	flag indicating whether a variable can be written/reset

```
int MPI_T_Pvar_attr_get_readonly(MPI_T_Pvar_attributes attributes, int
            *readonly)
```

Upon return, the argument readonly is set to zero if the variable can be written or reset 11/3/28
by the useror it. It is set to one if the variable can only be read. 11/3/28

MPI_T_PVAR_ATTR_GET_CONTINUOUS(attributes, continuous)

IN	attributes	attributes returned by a previous query call
OUT	continuous	flag indicating whether a variable can be started and stopped or is continuously active

```
int MPI_T_Pvar_attr_get_continuous(MPI_T_Pvar_attributes attributes, int
              *continuous)
```

11/3/28 Upon return, the argument continuous is set to zero if the variable can be started and
stopped by the user, i.e, it is possible for the user to control if and when the value of a
11/3/28 variable is updated . It is set to one if the variable is always active and cannot be controlled
11/3/28 by the user.

11/3/28

Performance Experiment Sessions

Within a single program, multiple components can use the MPI_T interface. To avoid collisions with respect to accesses to performance variables, users of the MPI_T interface must first create a session. All subsequent calls accessing performance variables are then within the context of this session. Any call executed in a session must not influence the results in any other session.

MPI_T_PVAR_SESSION_CREATE(session)

OUT	session	identifier of performance session

```
int MPI_T_Pvar_session_create(MPI_T_Pvar_session *session)
```

This call creates a new session for accessing performance variables and returns an identifier for this session in the argumentsession.

MPI_T_PVAR_SESSION_FREE(session)

INOUT	session	identifier of performance experiment session

```
int MPI_T_Pvar_session_free(MPI_T_Pvar_session *session)
```

11/3/28 This call frees an existing session. Calls to MPI_T can no longer be made within the
11/3/28 context of a session after it is freed. This call also frees all handles that have been allocated
within the specified session (see below for handle allocation and freeing). On a successful
return, MPI_T sets the session identifier to MPI_T_PVAR_SESSION_NULL.

Handle Allocation and Deallocation

Before using a performance variable, a user must first allocate a handle for it by binding it
11/3/28 to an MPI object (see also Section 2.3.2).

MPI_T_PVAR_HANDLE_ALLOC(session, index, objhandle, handle)

IN	session	identifier of performance experiment session
IN	index	index of performance variable for which handle is to be allocated
IN	obj_handle	reference to a handle of the MPI object to which this variable is supposed to be bound
OUT	handle	allocated handle

```
int MPI_T_Pvar_handle_alloc(MPI_T_Pvar_session session, int index, void
             *obj_handle, MPI_T_Pvar_handle *handle)
```

11/3/28

This routine binds the performance variable specified by the argument index to the MPI object referenced by the handle passed in argument obj_handle and returns an allocated variable handle in the argument handle. The value of index should be in the range 0 to $N-1$, where N is the number of available control variables as determined from a prior call to MPI_T_PVAR_GET_NUM. The value of obj_handle must be the memory address of the object's MPI handle, and the type of MPI object it references must be consistent with the type returned in the bind argument in a prior call to MPI_T_PVAR_GET_INFO.

MPI_T_PVAR_HANDLE_FREE(session, handle)

IN	session	identifier of performance experiment session
INOUT	handle	handle to be freed

```
int MPI_T_Pvar_handle_free(MPI_T_Pvar_session session, MPI_T_Pvar_handle
             *handle)
```

When a handle is no longer needed, a user of MPI_T should call MPI_T_PVAR_HANDLE_FREE to free the handle and the associated resources in the MPI implementation. On a successful return, MPI_T sets the handle to MPI_T_PVAR_HANDLE_NULL. 11/4/21

Starting and Stopping of Performance Variables

11/3/28

Performance variables that have the continuous flag set during the query operation are continuously operating once a handle has been allocated. Such variables may be queried at any time, but they cannot be stopped or paused by the user. All other variables are in a stopped state after their handle has been allocated; their values are not updated until they have been started by the user.

MPI_T_PVAR_START(session, handle)

IN	session	identifier of performance experiment session
IN	handle	handle of a performance variable

```
int MPI_T_Pvar_start(MPI_T_Pvar_session session, MPI_T_Pvar_handle handle)
```

11/4/25 This functions starts the performance variable with the handle identified by the pa-
11/4/25 rameter handle in the session identified by the parameter session.

If the constant MPI_T_PVAR_ALL_HANDLES is passed in handle, the MPI implementation attempts to start all variables within the session identified by the parameter session for which handles have been allocated. In this case, the routine returns MPI_T_SUCCESS if all variables are started successfully, otherwise MPI_T_ERR_NOSTARTSTOP is returned. Continuous vari-
11/3/28 ables and variables that are already started are ignored when MPI_T_PVAR_ALL_HANDLES is specified.

MPI_T_PVAR_STOP(session, handle)

IN	session	identifier of performance experiment session
IN	handle	handle of a performance variable

```
int MPI_T_Pvar_stop(MPI_T_Pvar_session session, MPI_T_Pvar_handle handle)
```

11/4/25 This functions stops the performance variable with the handle identified by the param-
11/4/25 eter handle in the session identified by the parameter session.

If the constant MPI_T_PVAR_ALL_HANDLES is passed in handle, the MPI implementation attempts to stop all variables within the session identified by the parameter session for which handles have been allocated. In this case, the routine returns MPI_SUCCESS if all variables are stopped successfully, otherwise MPI_T_ERR_NOSTARTSTOP is returned. Continuous variables and variables that are already stopped are ignored when
11/3/28 MPI_T_PVAR_ALL_HANDLES is specified.

Performance Variable Access Functions

MPI_T_PVAR_READ(session, handle, buf)

IN	session	identifier of performance experiment session
IN	handle	handle of a performance variable
OUT	buf	initial address of storage location for variable value

```
int MPI_T_Pvar_read(MPI_T_Pvar_session session, MPI_T_Pvar_handle  handle,
              void* buf)
```

The MPI_T_PVAR_READ call queries the value of the performance variable with the handle handle in the session identified by the parameter session and stores the result in the
11/4/25 buffer identified by the parameter buf. The user is responsible to ensure that the buffer is
11/3/28 of the appropriate size to hold the entire value of the performance variable (based on the
11/3/28 returned datatype and count during the MPI_T_PVAR_GET_INFO call).

The constant MPI_T_PVAR_ALL_HANDLES cannot be used as an argument for the MPI_T function MPI_T_PVAR_READ.

MPI_T_PVAR_WRITE(session,handle, buf)

IN	session	identifier of performance experiment session
IN	handle	handle of a performance variable
IN	buf	initial address of storage location for variable value

```
int MPI_T_Pvar_write(MPI_T_Pvar_session session, MPI_T_Pvar_handle handle,
             void* buf)
```

The MPI_T_PVAR_WRITE call attempts to write the value of the performance variable
with the handle identified by the parameter handle in the session identified by the parameter 11/4/25
session. The value to be written is passed in the buffer identified by the parameter buf. The 11/4/25
user is responsible to ensure that the buffer is of the appropriate size to hold the entire 11/3/28
value of the performance variable (based on the returned datatype and count during the MPI_T_PVAR_GET_INFO call).

If it is not possible to change the variable, the function returns
MPI_T_ERR_PVAR_WRITE. 11/3/28

The constant MPI_T_PVAR_ALL_HANDLES cannot be used as an argument for the MPI_T function MPI_T_PVAR_WRITE.

MPI_T_PVAR_RESET(session, handle)

IN	session	identifier of performance experiment session
IN	handle	handle of a performance variable

```
int MPI_T_Pvar_reset(MPI_T_Pvar_session session, MPI_T_Pvar_handle  handle)
```

The MPI_T_PVAR_RESET call sets the performance variable with the handle identified 11/3/28
by the parameter handle to its starting value specified in Section 2.3.7. If it is not possible 11/4/25
to change the variable, the function returns MPI_T_ERR_PVAR_WRITE.

If the constant MPI_T_PVAR_ALL_HANDLES is passed in handle, the MPI implementation attempts to reset all variables within the session identified by the parameter session for which handles have been allocated. In this case, the routine returns MPI_T_SUCCESS if all variables are reset successfully, otherwise MPI_T_ERR_NOWRITE is returned. Readonly variables are
ignored when MPI_T_PVAR_ALL_HANDLES is specified. 11/3/28

MPI_T_PVAR_READRESET(session, handle, buf)

IN	session	identifier of performance experiment session
IN	handle	handle of a performance variable
OUT	buf	initial address of storage location for variable value

```
int MPI_T_Pvar_readreset(MPI_T_Pvar_session session, MPI_T_Pvar_handle
             handle, void* buf)
```

This call atomically combines the functionality of MPI_T_PVAR_READ and 11/4/25
MPI_T_PVAR_RESET with the same semantics as if these two calls were called separately. 11/3/28

The constant MPI_T_PVAR_ALL_HANDLES can not be used as an argument for the MPI_T function MPI_T_PVAR_READRESET.

Advice to implementors. Although MPI places no requirements on the interaction with external mechanisms such as signal handlers, it is strongly recommended that all routines to start, stop, read, write, and reset performance variables should be safe to call in asynchronous contexts. Examples of asynchronous contexts include signal handlers and interrupt handlers. Such safety permits the development of sampling-based tools. High quality implementations should strive to make the results of any such interactions intuitive to users, and document known restrictions. (*End of advice to implementors.*)

11/4/24

Example: Tool to Detect Receives with Long Unexpected Message Queues

The following example shows a sample tool to identify receive operations that occur during times with long message queues. The tool assumes that the MPI implementation exports the current length of the unexpected message queue as a variable with the name MPIT_UMQ_LENGTH. The tool is implemented as a PMPI tool using the MPI profiling interface.

The tool consists of two parts: (1) the initialization (by intercepting calls to MPI_INIT) and (2) the test for long unexpected message queues (by intercepting calls to MPI_RECV). To capture all receives, the example would have to be extended to have similar wrappers for all receive operations.

Part 1— Initialization: During initialization, the tool searches for the variable and, once the right index is found, allocates a session, a handle for the variable with the found index, and starts the performance variable.

```
#include <mpi.h> /* Adds MPIT definitions as well */

/* Global variables for the tool */
static MPI_T_Pvar_session session;
static MPI_T_Pvar_handle handle;

int MPI_Init(int *argc, char ***argv) {
        int err, num, i, index, namelen, verb, varclass, bind,threadsup;
        MPIT_Pvar_attributes attr;
        char name[16];
        MPI_Comm comm;

        err=PMPI_Init(argc,argv);
        if (err!=MPI_SUCCESS) return err;

        err=PMPI_T_Init_thread(MPI_THREAD_SINGLE,&threadsup);
        if (err!=MPI_T_SUCCESS) return err;

        err=PMPI_T_Pvar_get_num(&num);
        if (err!=MPI_T_SUCCESS) return err;
```

```
        index=-1;
        while ((i<num) && (index<0)) {
                namelen=16;
                err=PMPI_T_Pvar_get_info(i, name, namelen, &verb, &varclass,
                          &count, NULL, NULL, &bind, &attr);
                if (strcmp(name,MPIT_UMQ_LENGTH)==0) index=i;
                i++; }

        /* this could be handled in a more flexible way for a generic tool */
        ASSERT(index>=0);
        ASSERT(varclass==MPI_T_PVAR_RESOURCE_LEVEL);
        ASSERT(datatype==MPI_INT);
        ASSERT(bind==MPI_T_BIND_MPI_COMMUNICATOR);

        /* Create a session */
        err=PMPI_T_Pvar_session_create(&session);
        if (err!=MPI_T_SUCCESS) return err;

        /* Get a handle and bind to MPI_COMM_WORLD */
        comm=MPI_COMM_WORLD;
        err=PMPI_T_Pvar_handle_alloc(session, index, &comm, &handle);
        if (err!=MPI_T_SUCCESS) return err;

        /* Start variable */
        err=PMPI_T_Pvar_start(session, handle);
        if (err!=MPI_T_SUCCESS) return err;

        return MPI_SUCCESS;
}
```

11/4/24

Part 2 — Testing the Queue Lengths During Receives: During every receive operation, the tool reads the unexpected queue length through the matching performance variable and compares it against a predefined threshold.

```
#define THRESHOLD 5

int MPI_Recv(void *buf, int count, MPI_Datatype dt, int source, int tag,
                         MPI_Comm comm, MPI_Status *status)
{
        int value, err;

        if (comm==MPI_COMM_WORLD) {
                err=PMPI_T_Pvar_read(session, handle, &value);
                if ((err==MPI_T_SUCCESS) && (value>THREASHOLD))
                {
                                  /* tool identified receive with long UMQ */
                        /* execute tool functionality, */
```

```
                    /* e.g., gather and print call stack */
                }
        }

        return PMPI_Recv(buf, count, dt, source, tag, comm, status);
}
```

2.3.8 Variable Categorization

MPI implementations can optionally group performance and control variables into categories
11/4/21 to express logical relationships between various variables. For example, an MPI implemen-
tation could group all control and performance variables that refer to message transfers in
11/3/28 the MPI implementation and thereby distinguish them from variables that refer to local
resources such as memory allocations or other interactions with the operating system.

Categories can also contain other categories to form a hierarchical grouping. Cate-
gories can never include themselves, either directly or transitively within other included
11/4/28 categories. Expanding on the example above, this allows MPI to refine the grouping
of variables referring to message transfers into variables to control and monitor message queues, message matching activities and communication protocols. Each of these groups of variables would be represented by a separate category and these categories would then be listed in a single category representing variables for message transfers.

The category information may be queried in a fashion similar to the mechanism for querying variable information. The MPI implementation exports a set of N categories via
the MPI_T interface. If $N = 0$, then the MPI implementation does not export any categories,
11/4/25 otherwise the provided categories are indexed from 0 to $N-1$. This index number is used
11/4/21 in subsequent calls to MPI_T functions to identify the individual categories.

An MPI implementation is permitted to increase the number of categories during the
execution of an MPI program when new categories become available through dynamic load-
ing. However, MPI implementations are not allowed to change the index of a category or
11/4/21 delete it once it has been added to the set.

11/4/25 Similarly, MPI implementations are allowed to add variables to categories, but they
are not allowed to remove variables from categories or change the order in which they are
returned.

The following function can be used to query the number of control variables, N.

MPI_T_CATEGORY_GET_NUM(num)

OUT	num	current number of categories

```
int MPI_T_Category_get_num(int *num)
```

Individual category information can then be queried by calling the following function:

MPI_T_CATEGORY_GET_INFO(index, name, name_len, desc, desc_len, num_controlvars, num_perfvars, num_categories)

IN	index	index of the category to be queried
OUT	name	buffer to return the string containing the name of the category
INOUT	name_len	length of the string and/or buffer for name
OUT	desc	buffer to return the string containing the description of the category
INOUT	desc_len	length of the string and/or buffer for desc
OUT	num_controlvars	number of control variables in the category
OUT	num_perfvars	number of performance variables in the category
OUT	num_categories	number of MPI_T categories contained in the category

```
int MPI_T_Category_get_info(int index, char *name, int *name_len, char
              *desc, int *desc_len, int *num_controlvar s, int
              *num_perfvars, int *num_categories)
```

The arguments name and name_len are used to return the name of the category as described in Section 2.3.3.

The routine is required to return a name of at least length one. This name must be unique with respect to all other names for MPI_T categories used by the MPI implementation. 11/4/21

The arguments desc and desc_len are used to return the description of the category as described in Section 2.3.3.

Returning a description is optional. If an MPI implementation decides not to return a description, the first character for desc must be set to the null character and desc_len must be set to one at the return of this call.

The function returns the number of control variables, performance variables and other categories contained in the queried category in the arguments num_controlvars, num_perfvars, and num_categories respectively.

> *Advice to implementors.* To avoid confusion and to simplify the interpretation of the categories provided by a particular implementation, it is recommended that categories should either only contain other categories or only control and performance variables. Mixing categories and control and performance variables within a single category is not recommended. (*End of advice to implementors.*)

MPI_T_CATEGORY_GET_CVARS(cat_index, len, indices)

IN	cat_index	index of the category to be queried, in the range $[0, N-1]$
IN	len	the length of the indices array
OUT	indices	an integer array of size len, indicating control variable indices

```
int MPI_T_Category_get_cvars(int cat_index, int len, int indices[])
```

MPI_T_CATEGORY_GET_CVARS can be used to query which control variables are contained in a particular category. A category contains zero or more control variables.

MPI_T_CATEGORY_GET_PVARS(cat_index,len,indices)

IN	cat_index	index of the category to be queried, in the range $[0, N-1]$
IN	len	the length of the indices array
OUT	indices	an integer array of size len, indicating performance variable indices

```
int MPI_T_Category_get_pvars(int cat_index, int len, int indices[])
```

MPI_T_CATEGORY_GET_PVARS can be used to query which performance variables are contained in a particular category. A category contains zero or more performance variables.

MPI_T_CATEGORY_GET_CATEGORIES(cat_index,len,indices)

IN	cat_index	index of the category to be queried, in the range $[0, N-1]$
IN	len	the length of the indices array
OUT	indices	an integer array of size len, indicating category indices

```
int MPI_T_Category_get_categories(int cat_index, int len, int indices[])
```

MPI_T_CATEGORY_GET_CATEGORIES can be used to query which other categories
11/4/21 are contained in a particular category. A category contains zero or more other categories.

As mentioned above, MPI implementations can grow the number of categories as well as the number of variables or other categories within a category. In order to allow users of the MPI_T interface to quickly check whether new categories have been added or new variables or categories have been added to a category, MPI maintains a virtual timestamp. This timestamp is monotonically increasing during the execution and is returned by the following function:

MPI_T_CATEGORY_CHANGED(stamp)

OUT	stamp	a virtual time stamp to indicate the last change to the categories

`int MPI_T_Category_changed(int *stamp)`

If two subsequent calls to this routine return the same timestamp, it is guaranteed that the category information has not changed between the two calls. If the timestamp retrieved from the second call is higher, then some categories have been added or expanded.

> *Advice to users.* The timestamp value is purely virtual and only intended to check for changes in the category information. It should not be used for any other purbose. (*End of advice to users.*)

The index values returned in indices by MPI_T_CATEGORY_GET_CVARS, MPI_T_CATEGORY_GET_PVARS and MPI_T_CATEGORY_GET_CATEGORIES can be used as input to MPI_T_CVAR_GET_INFO, MPI_T_PVAR_GET_INFO and MPI_T_CATEGORY_GET_INFO respectively.

The user is responsible for allocating the arrays passed into the functions MPI_T_CATEGORY_GET_CVARS, MPI_T_CATEGORY_GET_PVARS and
MPI_T_CATEGORY_GET_CATEGORIES. Starting from array index 0, each function writes 11/3/28
up to len elements into the array. If the category contains more than len elements, the function returns an arbitrary subset of size len. Otherwise, the entire set of elements is returned in the beginning entries of the array, and any remaining array entries are not
modified. 11/4/25

2.3.9 MPI_TReturn Codes 11/4/21

All MPI_T functions return an integer return code (see Table 2.5) to indicate whether the 11/4/21
MPI_T function has completed successfully or aborted its execution. In the latter case the 11/4/21
return code indicates the reason for not completing the routine. None of the return codes 11/4/21
returned by an MPI_T routine impact the execution of the MPI process and do not invoke 11/4/21
MPI error handlers. The execution of the MPI process continues as if the MPI_T call 11/4/21
would have completed. However, the MPI implementation is not required to check all user 11/3/28
provided parameters; if a user passes invalid parameter values to any MPI_T routine the 11/4/21
behavior of the implementation is undefined. 11/4/21

2.3.10 Profiling Interface

All requirements for the profiling interfaces, as described in Section 2.2, also apply to the
MPI_T interface. In particular, this means that compliant MPI implementation must 11/3/28
provide matching PMPI_T calls for every MPI_T call. All rules, guidelines, and recommen- 11/4/21
dations from Section 2.2 apply equally to PMPI_T calls. 11/3/28

Return Code	Description
Return Codes for all MPI_T Functions	
MPI_T_SUCCESS	[11/4/21]Call completed [11/4/21]successfully
MPI_T_ERR_MEMORY	Out of memory
MPI_T_ERR_NOTINITIALIZED	MPI_T not initialized
MPI_T_ERR_CANTINIT	MPI_T not in the state to be initialized
Return Codes for Datatype Functions: MPI_T_[11/4/25]ENUM_*	
[11/4/25]	[11/4/25]
[11/4/25]	[11/4/25]
[11/4/25]MPI_T_ERR_INVALIDINDEX	[11/4/25]The enumeration index is invalid
MPI_T_ERR_INVALIDITEM	The item index queried is out of range (for MPI_T_MPI_T_[11/4/25]ENUMITEM only)
Return Codes for variable and category query functions: MPI_T_*_GET_INFO	
MPI_T_ERR_INVALIDINDEX	The variable or category index is invalid
Return Codes for Handle Functions: MPI_T_*_ALLOCATE,FREE	
MPI_T_ERR_INVALIDINDEX	The variable index is invalid
MPI_T_ERR_INVALIDHANDLE	The handle is invalid
MPI_T_ERR_OUTOFHANDLES	No more handles available
Return Codes for Session Functions: MPI_T_PVAR_SESSION_*	
MPI_T_ERR_OUTOFSESSIONS	No more sessions available
MPI_T_ERR_INVALIDSESSION	Session argument is not a valid session
Return Codes for Control Variable Access Functions: MPI_T_CVAR_READ, WRITE	
MPI_T_ERR_SETNOTNOW	Variable cannot be set at this moment
MPI_T_ERR_SETNEVER	Variable cannot be set until end of execution
MPI_T_ERR_INVALIDVAR	Control variable does not exist
MPI_T_ERR_INVALIDHANDLE	The handle is invalid
Return Codes for Performance Variable Access and Control: MPI_T_PVAR_START, STOP, READ, WRITE, RESET, READRESET	
MPI_T_ERR_INVALIDHANDLE	The handle is invalid
MPI_T_ERR_INVALIDSESSION	Session argument is not a valid session
MPI_T_ERR_NOSTARTSTOP	Variable can not be started or stopped for MPI_T_PVAR_START and MPI_T_PVAR_STOP
MPI_T_ERR_NOWRITE	Variable can not be written or reset for MPI_T_PVAR_WRITE and MPI_T_PVAR_RESET
Return Codes for Category Functions: MPI_T_CATEGORY_*	
[11/4/25]MPI_T_ERR_INVALIDINDEX	[11/4/25]The category index is invalid

Table 2.5: Return [11/4/25] codes used MPI_T functions.

Bibliography

[1] mpi-debug: Finding Processes. http://www-unix.mcs.anl.gov/mpi/mpi-debug/.

[2] James Cownie and William Gropp. A Standard Interface for Debugger Access to Message Queue Information in MPI. In *Proceedings of the 6th European PVM/MPI Users' Group Meeting on Recent Advances in Parallel Virtual Machin e and Message Passing Interface*, pages 51–58, Barcelona, Spain, September 1999.

Examples Index

This index lists code examples throughout the text. Some examples are referred to by content; others are listed by the major MPI function that they are demonstrating. MPI functions listed in all capital letter are Fortran examples; MPI functions listed in mixed case are C/C++ examples.

MPI Constant and Predefined Handle Index

This index lists predefined MPI constants and handles.

MPI Declarations Index

This index refers to declarations needed in C/C++, such as address kind integers, handles, etc. The underlined page numbers is the "main" reference (sometimes there are more than one when key concepts are discussed in multiple areas).

MPI Callback Function Prototype Index

This index lists the C typedef names for callback routines, such as those used with attribute caching or user-defined reduction operations. C++ names for these typedefs and Fortran example prototypes are given near the text of the C name.

MPI Function Index

The underlined page numbers refer to the function definitions.