3.2.2 Message Data

The send buffer specified by the MPI_SEND operation consists of count successive entries of the type indicated by datatype, starting with the entry at address buf. Note that we specify the message length in terms of number of *elements*, not number of *bytes*. The former is machine independent and closer to the application level.

The data part of the message consists of a sequence of count values, each of the type indicated by datatype. count may be zero, in which case the data part of the message is empty. The basic datatypes that can be specified for message data values correspond to the basic datatypes of the host language. Possible values of this argument for Fortran and the corresponding Fortran types are listed in Table 3.1.

MPI datatype	Fortran datatype
MPI_INTEGER	INTEGER
MPI_REAL	REAL
MPI_DOUBLE_PRECISION	DOUBLE PRECISION
MPI_COMPLEX	COMPLEX
MPI_LOGICAL	LOGICAL
MPI_CHARACTER	CHARACTER(1)
MPI_BYTE	
MPI_PACKED	

Table 3.1: Predefined MPI datatypes corresponding to Fortran datatypes

Possible values for this argument for C and the corresponding C types are listed in Table 3.2. ticket18.

The datatypes MPI_BYTE and MPI_PACKED do not correspond to a Fortran or C datatype. A value of type MPI_BYTE consists of a byte (8 binary digits). A byte is uninterpreted and is different from a character. Different machines may have different representations for characters, or may use more than one byte to represent characters. On the other hand, a byte has the same binary value on all machines. The use of the type MPI_PACKED is explained in Section 4.2.

MPI requires support of these datatypes, which match the basic datatypes of Fortran and ISO C. Additional MPI datatypes should be provided if the host language has additional data types: MPI_DOUBLE_COMPLEX for double precision complex in Fortran declared to be of type DOUBLE COMPLEX; MPI_REAL2, MPI_REAL4 and MPI_REAL8 for Fortran reals, declared to be of type REAL*2, REAL*4 and REAL*8, respectively; MPI_INTEGER1 MPI_INTEGER2 and MPI_INTEGER4 for Fortran integers, declared to be of type INTEGER*1, INTEGER*2 and INTEGER*4, respectively; etc.

> *Rationale.* One goal of the design is to allow for MPI to be implemented as a library, with no need for additional preprocessing or compilation. Thus, one cannot assume that a communication call has information on the datatype of variables in the communication buffer; this information must be supplied by an explicit argument. The need for such datatype information will become clear in Section 3.3.2. (*End of rationale.*)

ticket18.

MPI datatype	C datatype
MPI_CHAR	[ticket63.][signed]char (treated as printable character)
MPI_SHORT	signed short int
MPI_INT	signed int
MPI_LONG	signed long int
MPI_LONG_LONG_INT	signed long long int
MPI_LONG_LONG (as a synonym)	signed long long int
MPI_SIGNED_CHAR	signed char (treated as integral value)
MPI_UNSIGNED_CHAR	unsigned char (treated as integral value)
MPI_UNSIGNED_SHORT	unsigned short int
MPI_UNSIGNED	unsigned int
MPI_UNSIGNED_LONG	unsigned long int
MPI_UNSIGNED_LONG_LONG	unsigned long long int
MPI_FLOAT	float
MPI_DOUBLE	double
MPI_LONG_DOUBLE	long double
MPI_WCHAR	wchar_t (defined in <stddef.h>) (treated as printable character)
[ticket18.]MPI_C_BOOL	_Bool
[ticket18.]MPI_INT8_T	int8_t
[ticket18.]MPI_INT16_T	int16_t
[ticket18.]MPI_INT32_T	int32_t
[ticket18.]MPI_INT64_T	int64_t
[ticket18.]MPI_UINT8_T	uint8_t
[ticket18.]MPI_UINT16_T	uint16_t
[ticket18.]MPI_UINT32_T	uint32_t
[ticket18.]MPI_UINT64_T	uint64_t
[ticket18.]MPI_C_COMPLEX	float_Complex
[ticket18.]MPI_C_FLOAT_COMPLEX (as a synonym)	float_Complex
[ticket18.]MPI_C_DOUBLE_COMPLEX	double_Complex
[ticket18.]MPI_C_LONG_DOUBLE_COMPLEX	long double_Complex
MPI_BYTE	
MPI_PACKED	

Table 3.2: Predefined MPI datatypes corresponding to C datatypes

Rationale. The datatypes MPI_C_BOOL, MPI_INT8_T, MPI_INT16_T, MPI_INT32_T, MPI_UINT8_T, MPI_UINT16_T, MPI_UINT32_T, MPI_C_COMPLEX, MPI_C_FLOAT_COMPLEX, MPI_C_DOUBLE_COMPLEX, and MPI_C_LONG_DOUBLE_COMPLEX have no corresponding C++ bindings. This was intentionally done to avoid potential collisions with the C preprocessor and namespaced C++ names. C++ applications can use the C bindings with no loss of functionality. (*End of rationale.*)