

Large-Scale Parallel Computing
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**EXERCISE 5** 

#### Hands-on session



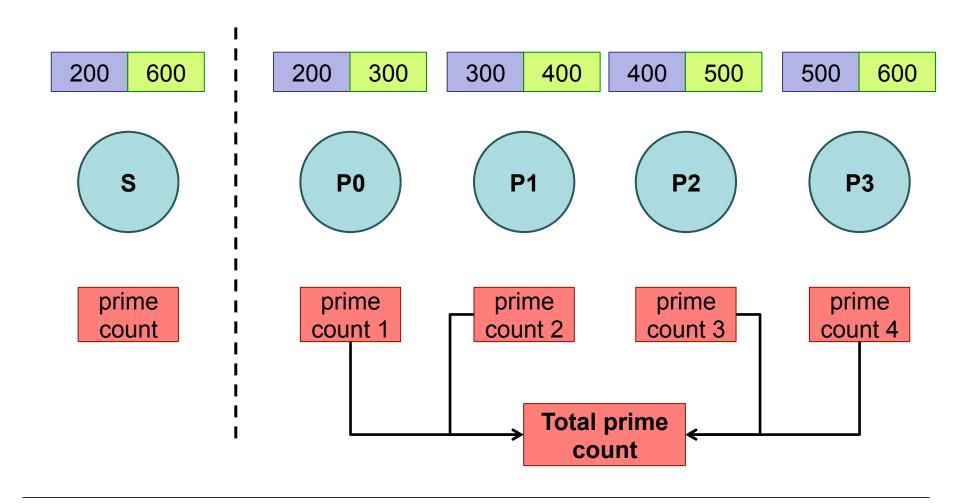
- Hands-on session
- Students will develop the solution during the exercise session
- 1. Login to Lichtenberg cluster (with –Y option)
- 2. Copy ex05.tgz from /home/as65huly/public
- 3. Run the **find\_prime\_serial** program
  - Usage: ./find\_prime\_serial <starting\_val> <ending\_val>
- 4. Submit the batch job **job\_find\_prime.sh** and check the output
  - Attention: Change the email address in the batch job before submitting!



 Given is a serial program that counts the total number of prime numbers in a given range

- Implement an MPI version of the program
  - Distribute the number range equally among the processes
- Count the total number of prime numbers in the range
- Calculate the total time taken by each process
- Calculate time taken by each process
- Find the percentage difference between maximum, minimum and average times







Percentage difference between maximum, average and minimum

```
(maximum – minimum)

perc_diff_max_min = -----

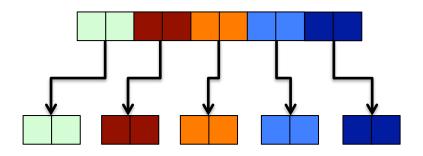
(maximum)
```

- Similar for
  - Percentage difference between maximum and average
  - Percentage difference between average and minimum



- How to distribute the number range?
  - Make an array with starting\_val and ending\_val for each process
  - Scatter the array among processes

```
MPI_Scatter(const void *sendbuf, int sendcount,
MPI_Datatype sendtype, void *recvbuf, int recvcount,
MPI_Datatype recvtype, int root, MPI_Comm comm)
```

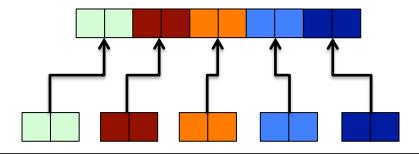




- How to find total count? Maximum, minimum and average times?
  - Approach 1:
    - Gather all the data at process 0
    - Serially find sum, maximum, minimum and average

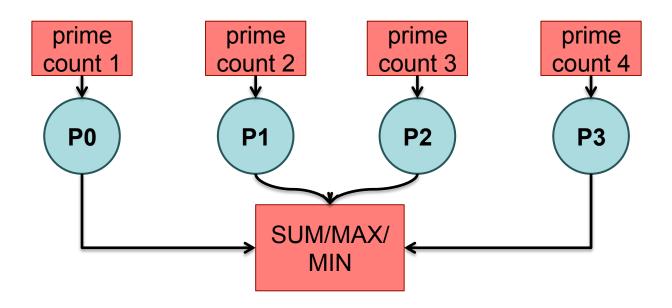
Inefficient serial execution does not take advantage of multiple processes

MPI\_Gather(const void \*sendbuf, int sendcount,
MPI\_Datatype sendtype, void \*recvbuf, int recvcount,
MPI\_Datatype recvtype, int root, MPI\_Comm comm)





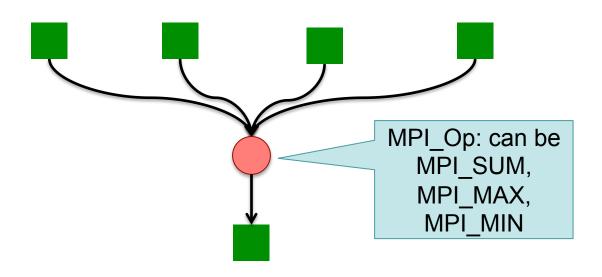
- How to find total count? Maximum, minimum and average times?
  - An operation, similar to gather (mirror of broadcast), but that also applies
    a certain operator on the data, like sum, maximum, etc.





Reduction operations

MPI\_Reduce(void \*sendbuf, void\* recvbuf, int count,
MPI\_Datatype datatype, MPI\_Op op, int root, MPI\_Comm
comm )





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### Task 1 steps

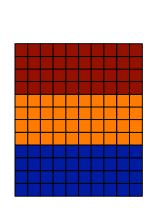


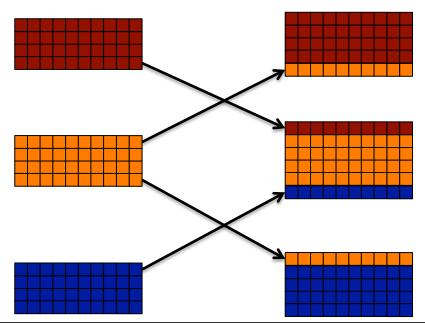
- Initialize MPI
- 2. Distribute number range among processes
- 3. Each process prime in its range
- 4. Use MPI\_Reduce to collect prime count
- 5. Use MPI\_Reduce to collect maximum, minimum and average time
- 6. Rank 0 prints the output

#### **NEWS** filter – data distribution



- Implement row wise data distribution among processes
  - Processes will need one row above and below their image share to apply the NEWS filter
  - How to identify a process above and below:
    - rank 1 is above, rank + 1 is below

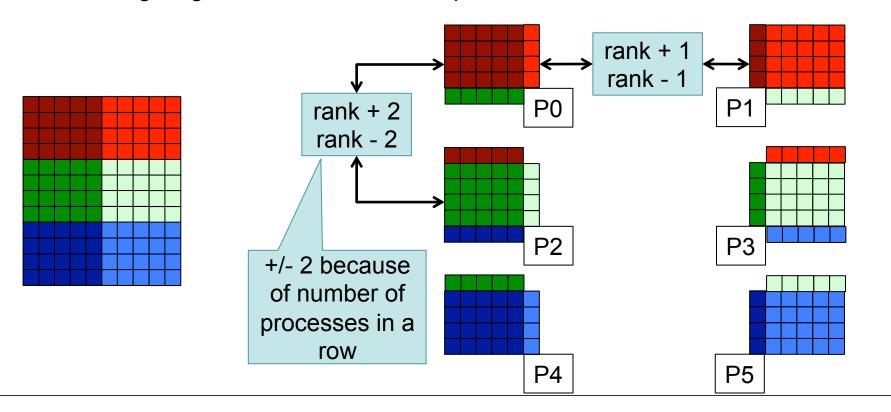




#### **NEWS** filter – data distribution

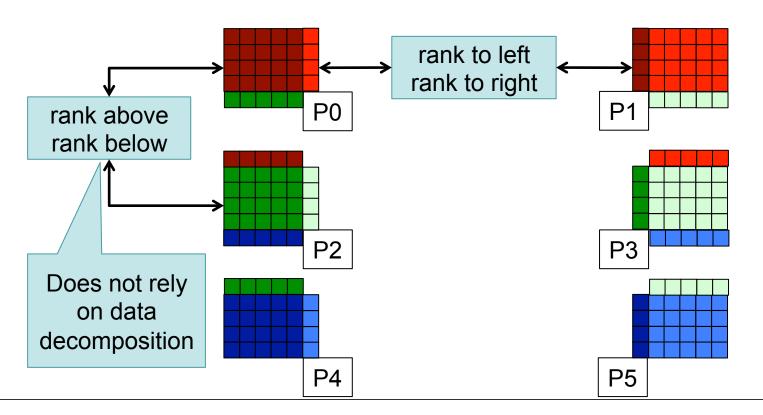


- What if we data distribution is complex, and we need data from all neighbors?
  - Finding neighbors can become complicated





 Instead of using ranks, why not simply say left neighbor, right neighbor, above neighbor, below neighbor?

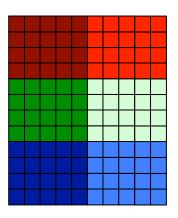




- How to achieve such configuration?
- What is a process rank?
  - Just a unique identifier assigned by MPI runtime
  - To find out a process rank, we use MPI\_COMM\_WORLD, which acts as an identifier for the default naming scheme
- Can we create another unique identifier scheme that allows left, right, above, below operations?
  - Virtual topologies
    - The virtual topology should have its own identifier, similar to MPI\_COMM\_WORLD, to find a process's unique id in the virtual topology



A way of assigning unique identifiers to processes following a Cartesian topology



```
int MPI_Cart_create(
MPI_Comm MPI_COMM_WORLD,
int 2, //ndims 2D
Int {2, 3}, //2 columns, 3 rows
int 0, //periodic - no
int 0, //reorder, ignore for now
MPI_comm *virtual_topo_comm);
```



- How to find neighbors?
  - Above, below, etc. limited to 2 dimensions
- MPI provides generic function to find neighbors

Virtual topology communicator

Direction means the dimension in which to move:

Left, right is along the row dimension Up, down is along the column dimension

Displacement is movement in the dimension:

1 step neighbors, 2 step neighbors, etc.

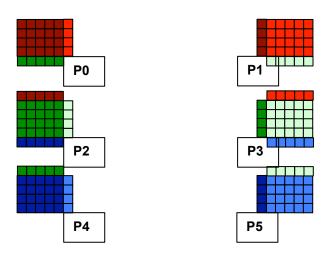
Process at my\_position - displacement

Process at my\_position + displacement



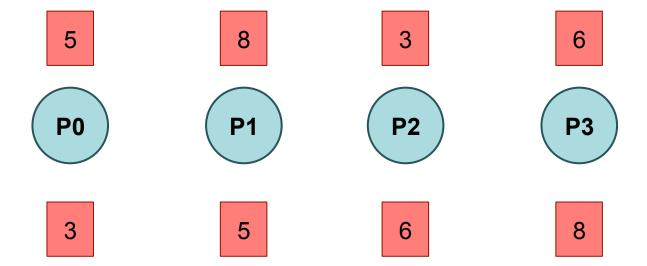
```
int MPI_Cart_shift(MPI_Comm virtual_topo_comm,
int 0 /*direction*/, int 1 /*displacement*/,
int *proc_left, int *proc_right);
```

```
int MPI_Cart_shift(MPI_Comm virtual_topo_comm,
int 1 /*direction*/, int 1 /*displacement*/,
int *proc_below, int *proc_above);
```



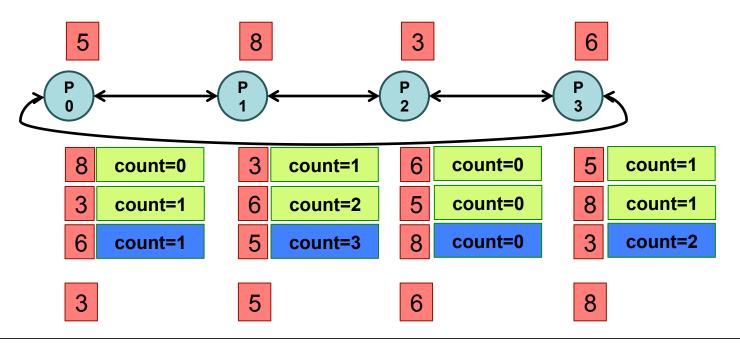


Implement counting sort using ring topology





- Implement counting sort using ring topology
  - Create a ring topology (ndims = 1, periodic = true)
  - 2. Shift values along the ring and count how many are smaller than original value
  - 3. The count value at the end gives the destination rank





- Use MPI\_Sendrecv to exchange values between processes in ring
- For comparison and shifting, use MPI\_Cart\_shift for finding neighbors
- For sending values in final sorted order, each process knows where to send the data, but does not know from which process to receive the data
- Use MPI\_ANY\_SOURCE for that