

# **Message Passing Interface (MPI)**

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#### **Overview**

- What MPI is
- How to use MPI
- Hands-on with MPI

# Ask any questions as you have them!

#### What is MPI?

# MPI stands for Message Passing Interface

- A standard for parallel computing, passing information between computers over the network
- This is the standard for multiprocessing across more than one system, the backbone for high-performance computing

#### **How to use MPI**

- MPI has libraries and bindings for most popular programming languages with varying degrees of support
  - We will be using C today, but you can use just about anything provided we have the libraries on the system
- Compiling or running with mpirun will execute that program with MPI enabled

- Log into Laputa (10.92.51.56)
  - ssh USERNAME@laputa
- Setup the module
  - module load mpi/openmpi-x86\_64
  - This should give you access to mpirun (hopefully we can sort this out so we don't have to do this step)

# Try out mpirun

- mpirun hostname
- Where "hostname" is the command to run. This will echo the name of the system we are running on, once for each process
- Notice anything missing?

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#### Add a hostfile

- Edit HOSTFILE within your home directory
- Add a list of the IP addresses or hostnames for each node we want to use, each on it's own line
  - In this case, it's barus01 barus08

# Try mpirun again, with a hostfile

- mpirun –hostfile HOSTFILE hostname
- This time it should show us all of the hostnames of both laputa but also all of the barus nodes available to us

# MPI Scripts

- In /scratch is a file called mpi\_hello.c, copy it to your home directory
  - cp /scratch/hello.c ~
- Compile the program using mpicc
  - mpicc -o hello hello.c
- Run with mpirun
  - mpirun –hostfile HOSTFILE ./hello