# MPI Collectives

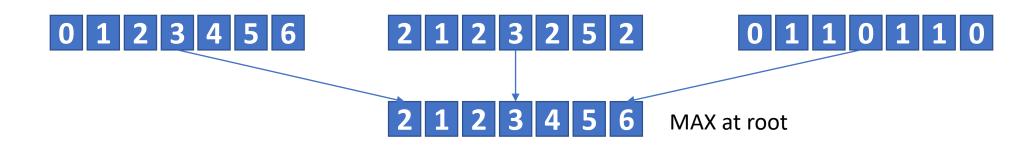
Jan 18, 2019

#### Previous Class

- MPI\_Barrier
- MPI\_Bcast
- MPI\_Gather
- MPI\_Allgather
- MPI\_Scatter
- MPI\_Alltoall
- Vector variants

#### Reduce

- MPI\_Reduce (inbuf, outbuf, count, datatype, op, root, comm)
- Combines element in inbuf of each process
- Combined value in outbuf of root
- op: MIN, MAX, SUM, PROD, ...



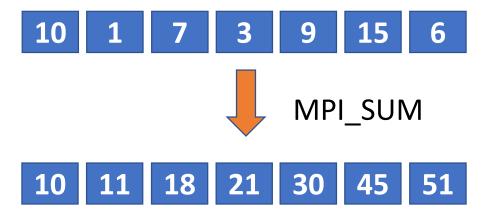
#### Allreduce

- MPI\_Allreduce (inbuf, outbuf, count, datatype, op, comm)
- op: MIN, MAX, SUM, PROD, ...
- Combines element in inbuf of each process
- Combined value in outbuf of each process
- inbuf may be MPI\_IN\_PLACE

Equivalent collective?

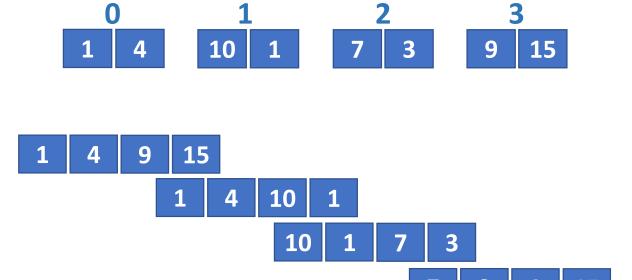
#### Scan

- MPI\_Scan (inbuf, outbuf, count, datatype, op, comm)
- op: MIN, MAX, SUM, PROD, ...
- Perform a prefix reduction on distributed data
- Reduction of values in the send buffers of processes with ranks 0:i-1 is returned in receive buffer of rank i



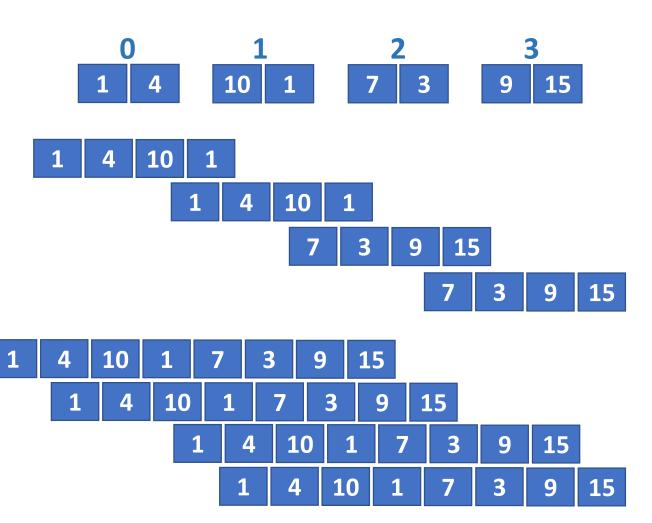
## Allgather – Naïve Algorithm

- Every process sends to and receives from everyone else
- Assume p processes and total n bytes
- Every process sends and receives n/p bytes
- Ring algorithm
- Time?
  - (p-1) \* (l + n/p\*(1/b))
- How can we improve?



## Allgather – Recursive Doubling

- Every process sends and receives (2<sup>k-1</sup>)\* n/p bytes in step k
- Time?
  - $(\log p) * I + (p-1)*n/p*(1/b)$

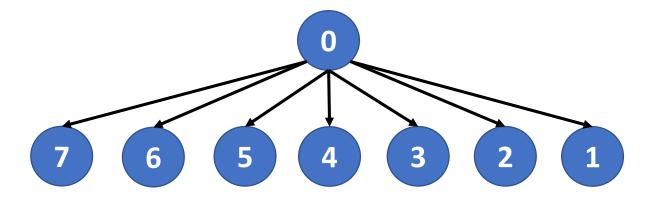


## Broadcast – Naïve Algorithm

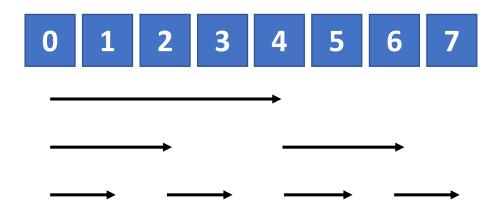
Root process sends to every other process

#### Cons

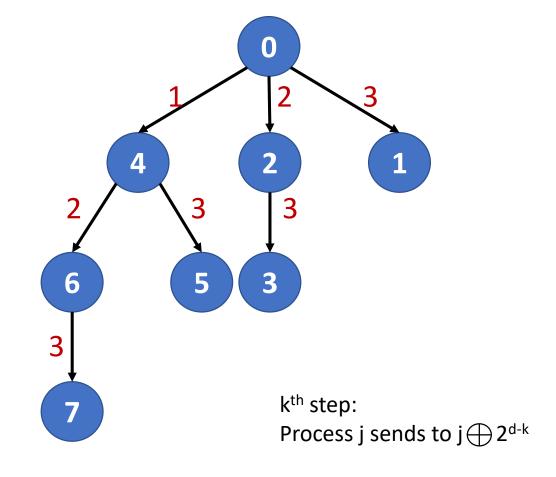
- Root is a bottleneck
- Idling processes
- Communication links are underutilized



#### Broadcast – Binomial Tree



- #Steps for p (=2<sup>d</sup>) processes?
  - log p
- Transfer time for n bytes
  - T(p) = log p \* (l + n/b)
  - $T(p^2) = 2 \log p * (1 + n/b)$

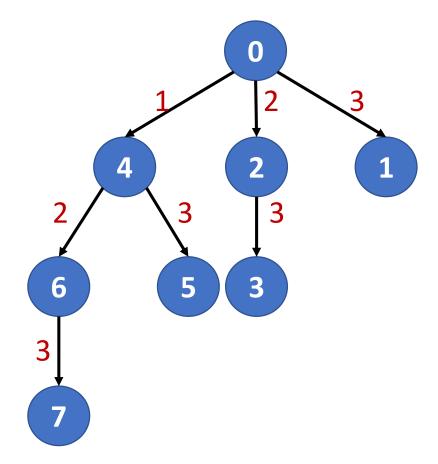


## Broadcast Algorithm

Q: Which interconnect would most likely exhibit minimum link contention for binomial tree broadcast algorithm?

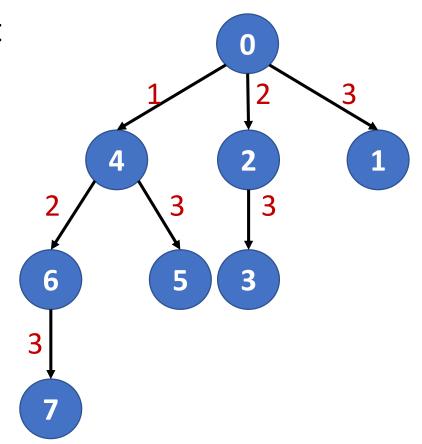
Q: What about non-power of 2 processes?

Q: Equivalent collective?



## Time Analysis

- Time for broadcasting n bytes from root
  - $\log p * (I + n/b)$
  - Latency term: log p
  - Bandwidth term: log p
- Time for scatter of n bytes from root
  - $\log p * I + (p-1)*(n/p)*(1/b)$
- Time for allgather (ring) of n/p bytes
  - (p-1) \* I + (p-1)\*(n/p)\*(1/b)
- Time for broadcast of n bytes using scatter and allgather
  - $(\log p + p-1) * l + 2((p-1)/p)*(n/b)$



## Broadcast Algorithms in MPICH

- Short messages
  - < MPIR\_CVAR\_BCAST\_SHORT\_MSG\_SIZE
  - Binomial
- Medium messages
  - Scatter + Allgather (Recursive doubling)
- Large messages
  - > MPIR\_CVAR\_BCAST\_LONG\_MSG\_SIZE
  - Scatter + Allgather (Ring)