Message-Passing Interface
Selected Topics and Best Practices

October 9, 2013 | Florian Janetzko, f.janetzko(at)fz-juelich.de
References and Literature


[RR] Rolf Rabenseifner, *Optimization of MPI Applications*, University of Stuttgart High-Performance Computing-Center Stuttgart (HLRS)


Outline

- Introduction
- Message-Passing Interface – Overview
- MPI – Selected Topics and Best Practice
Outline – Introduction

- Introduction
  - Motivation – Why going Parallel?
  - Hardware – Basic Concepts
  - Software – Programming Concepts
  - Parallel Algorithms – A Design Strategy
- Message-Passing Interface – Overview
- MPI – Selected Topics and Best Practice
- Summary
Motivation – Why going Parallel?

Motivation 

- Why going Parallel?

1. $\text{H}_2\text{O}$

2. $C_{256}H_{381}N_{65}O_{79}S_{6}$

3. $v = 2100 \text{ cm}^{-1}$

4. $v = 3821 \text{ cm}^{-1}$

5. $v = 4278 \text{ cm}^{-1}$
Motivation – Why going Parallel?

- Fast growth of parallelism of HPC systems
  - Multi-core
  - CPUs

- Hardware limitations
  - CPU frequency
  - Cooling
  - Power consumption
Motivation – Why going Parallel?

Simulations requirements are increasing
- Scientific problem sizes become larger
- Better accuracy/resolution required
- New kinds of scientific problems arise

Hardware limitations
- CPU frequency
- Cooling
- Power consumption

 ➢ Parallel Computing
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Hardware Basics: von Neumann Architecture

Simulations’ core requirements to hardware:

- Read data
- Perform instructions on data
- Write data/results

What to do in parallel? ➔ All (computation AND I/O)
Hardware Basics: Flynn’s Taxonomy

- Classification of computer architectures

<table>
<thead>
<tr>
<th></th>
<th>Single Instruction</th>
<th>Multiple Instructions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single Data</td>
<td>SISD</td>
<td>MISD</td>
</tr>
<tr>
<td>Multiple data</td>
<td>SIMD</td>
<td>MIMD</td>
</tr>
</tbody>
</table>

- SISD: Uniprocessor, Pentium
- SIMD: SSE instruction of x86, vector processors
- MISD: not common, used for fault tolerance, digital signal processing
- MIMD: Multiprocessor architecture
Multiprocessor Architectures: Shared Memory

- All CPUs share the same memory
- Single address space
- Uniform memory access (UMA) multiprocessor
- Symmetric multiprocessor (SMP)
Multiprocessor Architectures: Distributed Memory

- Each CPU has its own memory and address space
- Non-uniform memory access (NUMA)
- Data exchange between memory of different CPUs
  - Via interconnect
  - Explicit data transfer necessary (message passing)
Nowadays Multiprocessor Architectures: Hybrid Distributed-Shared Memory Architectures

- SMP with up to 16 cores
- Several SMP are combined in one *compute node (CN)*
  - Shared memory within one CN
- CN are connected via a network
  - Distributed memory between different CNs
Processes and Threads

Process
- Instance of the OS to execute a program
- Executes one or multiple \rightarrow threads of execution

Thread
- Smallest unit of processing
- Sequence of instructions

Threads are started within a process and
- Share the address space of the parent process
- Have a local stack
Multithreading:

- A process can execute several threads
- Threads can be created and destroyed at run-time
- Threads share heap and static global data but have their own stack and registers

Example: Simultaneous multithreading (SMT) (Hardware MT)
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Software: Programming Paradigms

**SPSD**
(single program single data)

**SPMD**
(single program multiple data)

**MPMD**
(multiple programs multiple data)
Parallel Programming Concepts

Classification according to process interaction

1. Message passing
   - Parallel processes exchange data by passing messages
   - Examples: PVM, MPI

2. Shared memory
   - Parallel threads share a global address space
   - Examples: POSIX threads, OpenMP

3. Implicit
   - Process interaction is not visible to the programmer
   - Examples: PGAS (CAF, UPC), GA
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## Task/Channel Model

### Task

A program, its local memory, and a collection of I/O ports. Tasks can communicate with each other via → channels.

### Primitive Task (ptask)

The smallest logical unit of instructions an algorithm can be split in.

### Channel

A message queue which connects the output port of one task with the input port of another task.

![Diagram of Task/Channel Model]

- Primitive task
- Communication channel
Foster’s Design Methodology

Problem

Partitioning

Mapping

Communication

Agglomeration
Partitioning

Splitting the problem into smaller pieces

- Data-centric approach (Domain decomposition)
  \[ \tilde{y} = \alpha \tilde{y} + \tilde{x} \]

- Computation-centric approach
  \[ \tilde{y}^{\text{max}}, \tilde{y}^{\text{min}}, \tilde{y}^{\text{avg}} \rightarrow \tilde{y} \]
Partitioning

Checklist for good partitioning schemes

✓ The ratio tasks/number of cores should be at least 10:1
✓ Avoid redundant storage of data
✓ Try to have tasks of comparable size
✓ The number of tasks should scale with the problem size
Communication

Local Communication
- A task needs data from a small number of other tasks

Global Communication
- A task needs data from all other tasks

Communication is part of the parallel overhead, so check
- Communication operations should be balanced among tasks
- Minimize communication
- Tasks can communicate concurrently
- Tasks can compute concurrently
Agglomeration

Simplify the program
Increase locality

1. Grouping tasks together $\rightarrow$ elimination of communication
2. Grouping sending and receiving ptasks $\rightarrow$ less messages

Maintain scalability
- Do not group too many tasks
- Extreme: group everything $\rightarrow$ serial code!
Agglomeration

Checklist for good agglomeration scheme

- Increase of locality
- Replicated computations use less time than the communication they replace
- Computation and communication per task is balanced
- Number of tasks is an increasing function of the problem size
- Number of tasks fits to target (HPC) architecture
Mapping

Assigning tasks to cores – sometimes conflicting goals

- Maximizing system utilization
- Minimizing inter-processor communication

Considerations/checklist:

✓ One task or multiple tasks per processor
✓ Ratio tasks to processors
✓ Static or dynamic allocation of tasks to processors
✓ Hybrid programming approach?
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- Introduction
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  - Introduction and History
  - Basic concepts and terms
  - General usage
- MPI – Selected Topics and Best Practices
Introduction – What is MPI?

MPI (Message-Passing Interface)

- Industry standard for a message-passing programming model
- Provides specifications
- Implemented as a library with language bindings for Fortran and C
- Portable across different computer architectures

- Purpose: provision of a means for communication between processes
Brief History

<1992 Several message-passing libraries were developed
  ▪ PVM, P4, LAM …
1992 SC92: Several developers for message-passing libraries agreed to develop a standard for message passing
1994 MPI-1 standard published
1997 Development of MPI-2 standard started
2008 MPI-2.1
2009 MPI-2.2
2012 MPI-3.0, current version of the MPI standard
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## MPI Terminology – Basics

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Task</strong></td>
<td>An instance, sub-program or process of an MPI program</td>
</tr>
<tr>
<td><strong>Group</strong></td>
<td>An ordered set of process identifiers (henceforth: processes)</td>
</tr>
<tr>
<td><strong>Rank</strong></td>
<td>A unique number assigned to each task of an MPI program within a group</td>
</tr>
<tr>
<td></td>
<td><em>(start at 0)</em></td>
</tr>
<tr>
<td><strong>Context</strong></td>
<td>A property that allows the partitioning of the communication space</td>
</tr>
<tr>
<td><strong>Communicator</strong></td>
<td>Scope for communication operations within or between groups (intra-communicator or inter-communicator). Combines the concepts of group and context.</td>
</tr>
</tbody>
</table>
MPI Terminology – Communicators, Groups, Context

(Intra-communicator)

(Rank)

0

(Task)

0

Group

0

Communication in context A

Communication in context B

1

2

3

1

2

3

Inter-communicator

Communicator
### MPI Terminology – Data Types

#### Basic Data Types

Data types which are defined within the MPI standard

- Basic data types for Fortran and C are **different**
- Examples:

<table>
<thead>
<tr>
<th>Fortran type</th>
<th>MPI basic type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER</td>
<td>MPI_INTEGER</td>
</tr>
<tr>
<td>REAL</td>
<td>MPI_REAL</td>
</tr>
<tr>
<td>CHARACTER</td>
<td>MPI_CHARACTER</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>C type</th>
<th>MPI basic type</th>
</tr>
</thead>
<tbody>
<tr>
<td>signed int</td>
<td>MPI_INT</td>
</tr>
<tr>
<td>float</td>
<td>MPI_FLOAT</td>
</tr>
<tr>
<td>char</td>
<td>MPI_CHAR</td>
</tr>
</tbody>
</table>

#### Derived Data Types

Data types which are constructed from basic (or derived) data types
MPI Terminology – Messages

<table>
<thead>
<tr>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>A packet of data which needs to be exchanged between processes</td>
</tr>
</tbody>
</table>

- **Packet of data:**
  - An array of elements of an MPI data type (basic or derived data type)
  - Described by
    - Position in memory (address)
    - Number of elements
    - MPI data type

- **Information for sending and receiving messages**
  - Source and destination process (ranks)
  - Source and destination location
  - Source and destination data type
  - Source and destination data size
**MPI Terminology – Properties of Procedures (I)**

<table>
<thead>
<tr>
<th><strong>Blocking</strong></th>
<th>A procedure is blocking if return from the procedure indicates that the user is allowed to reuse resources specified in the call to the procedure.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Nonblocking</strong></td>
<td>If a procedure is nonblocking it will return as soon as possible from to the calling process. However, the user is not allowed to reuse resources specified in the call to the procedure before the communication has been completed by an appropriate call at the calling process.</td>
</tr>
</tbody>
</table>

**Examples**
- Blocking
- Nonblocking
### MPI terminology – Properties of procedures (II)

<table>
<thead>
<tr>
<th><strong>Collective</strong></th>
<th>A procedure is collective if all processes in a group need to invoke the procedure</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Synchronous</strong></td>
<td>A synchronized operation will complete successfully only if the (required) matching operation has started (send – receive).</td>
</tr>
<tr>
<td><strong>Buffered (Asynchronous)</strong></td>
<td>A buffered operation may complete successfully before a (required) matching operation has started (send – receive).</td>
</tr>
</tbody>
</table>
(Non-)Blocking – (A)Synchronous

(Non)-Blocking
- Statement about *reusability of message buffer*

(A)Synchronous
- Statement about *matching communication call*

Example
- Blocking, synchronous sending:
  - Will return from call when buffer can be reused
  - After return receiving has started
- Blocking, asynchronous sending:
  - Will return from call when buffer can be reused
  - After return, receiving has not started necessarily, message may be buffered internally
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The MPI Infrastructure – Linking

Program must be linked against an MPI library
- Usually done using compiler wrappers

C/C++
mpicc myprog.c -o myprog
mpiCC myprog.cc -o myprog

Fortran
mpif90 myprog.f90 -o myprog

Names of these wrappers are not standardized! The prefix mpi is very common, however, other prefixes and names are possible, e.g. mpcc for the IBM XL C compiler on AIX.
The MPI Infrastructure – Launching applications

Program must be started with the MPI start-up mechanism

```
mpirun [options] my_application.exe
mpiexec [options] my_application.exe
```

Names of these start-up mechanisms are not standardized!
The above commands are very common, however, other mechanisms are possible, e.g. `poe` on AIX or `runjob` on Blue Gene/Q (e.g. JUQUEEN).
Language Bindings

Language bindings for

- Fortran (Fortran77, Fortran90, Fortran2008 compatible)
- ISO C

Definitions included using header files

```c/c++
#include <mpi.h>
```

```fortran
include 'mpif.h' ! Fortran 77
use mpi       ! Fortran 90
use mpi_f08   ! Fortran 2008 (new in 3.0)
```

For Fortran the Fortran77/Fortran90 bindings are used throughout this course
Nomenclature of MPI Functions

Generic format of MPI functions

C/C++

```c
error = MPI_Function(parameter,...);
```

Fortran

```fortran
call MPI_FUNCTION(parameter,....,ierror)
```

Never ever forget the `ierror` parameter in Fortran calls because this may lead to unpredictable behavior!

MPI Namespace:

MPI_ and PMPI_ prefixes must **not** be used for user-defined functions or variables since they are used by MPI!
Example: Initialization and Finalization of MPI

**C/C++**

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

**Fortran**

```fortran
MPI_INIT(IERROR)
  INTEGER :: IERROR
```

**C/C++**

```c
int MPI_Finalize(void);
```

**Fortran**

```fortran
MPI_FINALIZE(IERROR)
  INTEGER :: IERROR
```
Example: Getting Total Number of Tasks

**C/C++**

```c
int MPI_Comm_size(MPI_Comm comm, int *size)
```

```c
...  
    ierror = MPI_Comm_size(MPI_COMM_WORLD, &size);
    ...
```

**Fortran**

```fortran
MPI_COMM_SIZE(COMM, SIZE, IERROR)
    INTEGER :: COMM, SIZE, IERROR
```

```fortran
...  
    call MPI_Comm_size(MPI_COMM_WORLD, size, ierror)
    ...
```
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- Introduction
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- MPI – Selected Topics and Best Practices
  - General Hints and Remarks
  - Point-to-Point Communication
  - Collective Communication
  - Derived Datatypes
  - MPI_Info Object
  - One-sided Communication
General Performance Considerations

Communication protocols

- Rendezvous protocol
  - Optimized for high bandwidth
  - Needs an initial handshake between involved tasks → high latency

- Eager protocol
  - Low latency but low bandwidth
  - Useful for many small messages

Which protocol is used is determined by the eager limit (message size in bytes > eager limit → rendezvous)

- Check environment variables!
General Performance Considerations

Communication overhead

Transfer time = latency + message length / bandwidth

- Latency: Startup for message handling
- Bandwidth: Transfer of bytes

- For n messages

Transfer time = n*latency + total message length / bandwidth

- Try to avoid communication
- Send few big messages instead of many small ones
- Chose the appropriate protocol
General Hints and Recommendations

1. Avoid communication if possible (usually)
   - No communication is the fastest communication

2. Use as few resources as possible
   - Keeps small memory/communication footprint

3. Provide as much information to MPI as possible
   - Allows MPI to choose best way of delivering messages
   - Allows MPI to optimize/reorder communication

4. Give MPI the freedom to optimize
   - Let MPI choose best way of communication
Common Mistakes

Wrong API usage
- Missing `ierror` argument in Fortran
- Collective routines not called on all ranks of `com`

Wrong variable declarations
- Using `INTEGER` where `MPI_OFFSET_KIND` or `MPI_ADDRESS_KIND` is needed
- `status` variable not declared with dimension `MPI_STATUS_SIZE` (Fortran)

Nonblocking communication
- Reusing buffers before it is save to do so
- Missing `MPI_Wait[...]

9. Oktober 2013
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Point-to-Point Communication

- Communication between two processes
  - Note: A process can send messages to itself!
- A source process sends a message to a destination process by a call to an MPI send routine
- A destination process needs to post a receive by a call to an MPI receive routine
- The destination process is specified by its rank in the communicator, e.g. MPI_COMM_WORLD
- Every message sent with a point-to-point call, needs to be matched by a receive.
Parts of Messages

1. Data part
   - Contains actual data to be sent/received
   - Needs three specifications
     1. Initial address (send/receive buffer): \texttt{BUF}
     2. Number of elements to be sent/received: \texttt{COUNT}
     3. Datatype of the elements: \texttt{DATATYPE}

2. Message envelope
   - Contains information to distinguish messages
     1. Source process: \texttt{SOURCE}
     2. Destination process: \texttt{DEST}
     3. A marker: \texttt{TAG}
     4. The context of processes: \texttt{COMM}
Point-to-Point Communication
Blocking Communication

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Sending Messages

C/C++

```c
int MPI_Send(void *buf, int count, MPI_Datatype datatype,
           int dest, int tag, MPI_Comm comm)
```

Fortran

```fortran
MPI_SEND(BUF, COUNT, DATATYPE, DEST, TAG, COMM, IERROR)
<type> :: BUF(*)
INTEGER :: COUNT, DATATYPE, DEST, TAG, COMM, IERROR
```

- **BUF** is the address of the message to be sent, with COUNT elements of type DATATYPE
- **DEST** is the rank of the destination process within the communicator COMM
- **TAG** is a marker used to distinguish different messages
Receiving Messages

**C/C++**

```c
int MPI_Recv(void *buf, int count, MPI_Datatype datatype,
             int source, int tag, MPI_Comm comm,
             MPI_Status *status)
```

**Fortran**

```fortran
MPI_RECV(BUF, COUNT, DATATYPE, SOURCE, TAG, COMM, STATUS, IERROR)
```

- **BUF, COUNT** and **DATATYPE** refer to the receive buffer
- **SOURCE** is the rank of the sending source process within the communicator **COMM** (can be **MPI_ANY_SOURCE**)
- **TAG** is a marker used to prescribe that only a message with the specified tag should be received (can be **MPI_ANY_TAG**)
- **STATUS** (output) contains information about the received message
## Send Modes

<table>
<thead>
<tr>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Synchronous send: MPI_Ssend</td>
<td>- Only completes when the receive has started</td>
</tr>
<tr>
<td>Buffered send: MPI_Bsend</td>
<td>- Always completes (unless an error occurs) irrespective of whether a receive has been posted or not</td>
</tr>
<tr>
<td></td>
<td>- Needs a user-defined buffer (MPI_BUFFER_ATTACH, MPIS3.0, 3.6)</td>
</tr>
<tr>
<td>Standard send: MPI_Ssend</td>
<td>- Either synchronous or buffered</td>
</tr>
<tr>
<td></td>
<td>- Uses an internal buffer if buffered</td>
</tr>
<tr>
<td>Ready send: MPI_Rsend</td>
<td>- Always completes (unless an error occurs) irrespective of whether a receive has been posted or not</td>
</tr>
<tr>
<td></td>
<td>- May be started only if the matching receive is already posted</td>
</tr>
</tbody>
</table>
MPI_Send

**Standard send: MPI_Send**

- **Either** synchronous or buffered
- **Uses an internal buffer if buffered**

- Depends on the MPI implementation
- Do *not assume* either case:
  - It can buffer
    - On the sender side
    - On the receiver side
  - It can wait for the matching receive to start
MPI_Rsend

Ready send: MPI_Rsend

- Always completes (unless an error occurs) irrespective of whether a receive has been posted or not
- May be started only if the matching receive is already posted

- User’s responsibility for writing a correct program
- Error-prone, use only if absolutely necessary and you really know what you are doing!
Pitfall – Deadlock (obvious)

- Processes are waiting for sends or receives which can never be posted
- Do not have all processes sending or receiving at the same time with blocking calls
  - Use special communication patterns for example, even-odd
  - Use `MPI_Sendrecv`
  - Use nonblocking routines

```latex
\ldots
\text{Call MPI\textunderscore Ssend}(\ldots, \text{dest=my\textunderscore right\textunderscore neighbor}, \ldots)
\text{Call MPI\textunderscore Recv}(\ldots, \text{source=my\textunderscore left\textunderscore neighbor}, \ldots)
\ldots
```
Pitfall – Deadlock (not so obvious)

Assumption: MPI_Send is implemented as buffered send

```c
if (myrank == 0) {
    ierr = MPI_Send(..., dest=1, ...)
    ierr = MPI_Recv(..., source=1, ...)
}
else {
    ierr = MPI_Send(..., dest=0, ...)
    ierr = MPI_Recv(..., source=0, ...)
}
```

- MPI_Send will return immediately if the message was buffered
- If buffer is filled, MPI_Send will be synchronous!
- Avoid posting many sends/large buffer without corresponding receives or better: DO NOT ASSUME BUFFERING!
Pitfall – Serialization

- Usage of synchronized sends might lead to serialization
- Use buffered send or → nonblocking send/receive
Pitfall – Buffer Contention

- Will fill-up message and/or envelop buffers
- Performance penalty
  - Try to combine messages
  - Use → collective communication
  - Posting receives before sends reduces buffer space

```c
if (my_rank != 0) {
  for (i=1; i<=100000; i++) {
    ierr = MPI_Send(..., dest=0, ...)
  }
}
else {
  ➔ receive messages
}
```
Blocking Point-to-Point – Recommendations

MPI_Send / MPI_Sendrecv should give best performance

- Minimal transfer time since MPI can optimize communication
- Can be implemented as synchronous or buffered send – do not assume either case

Synchronous send MPI_Ssend

- High latency, good bandwidth
- No buffers are used (saving resources)
- Risk of idle times, serialization, deadlocks

Buffered send MPI_Bsend

- Low latency, buffer does not scale with message size
- Try → MPI_Isend instead
Point-to-Point Communication

Nonblocking Communication

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Nonblocking Communication

Communication separated into 3 phases
1. Initiate communication
   - Routines: MPI_I... (‘I’ for ‘immediate)
   - Nonblocking routines return before the communication has completed
   - Nonblocking routines have the same arguments as their blocking counterparts except for an extra request argument
2. User-application can attend other work
   - Computation, communication, . . .
3. Complete communication
   - Waiting for the communication request to finish
Communication Modes – Send and Receive

Send modes

- Synchronous send: MPI_Issend
- Buffered send: MPI_Ibsend
- Standard send: MPI_Isend
- Ready send: MPI_Irsend

Receive all modes

- Receive: MPI_Irecv
- Probe: MPI_Iprobe
Nonblocking Send

- Nonblocking send routines have the same arguments as their blocking counterparts except for the extra `REQUEST` argument.
- Send buffer `BUF` must not be accessed before the send has been successfully tested for completion with `MPI_WAIT` or `MPI_TEST`.

```c
define C/C++
    int MPI_Isend(void *buf, int count, MPI_Datatype datatype, int dest, int tag, MPI_Comm comm, MPI_Request *request)
```

```fortran
define Fortran
    MPI_ISEND(BUF, COUNT, DATATYPE, DEST, TAG, COMM, REQUEST, IERROR)
    <type> :: BUF(*)
    INTEGER :: COUNT, DATATYPE, DEST, TAG, COMM, REQUEST, IERROR
```
Nonblocking Receive

### C/C++

```c
int MPI_Irecv(void *buf, int count, MPI_Datatype datatype,
              int source, int tag, MPI_Comm comm,
              MPI_Request *request)
```

### Fortran

```fortran
MPI_Irecv(BUF, COUNT, DATATYPE, SOURCE, TAG, COMM,
           REQUEST, IERROR)
```

- Nonblocking receive routines have the same arguments as its blocking counterpart except for the extra `REQUEST` argument.
- Send buffer `BUF` must not be accessed before the receive has been successfully tested for completion with `MPI_WAIT` or `MPI_TEST`.
The **REQUEST** Handle

- Used for nonblocking communication
- Request handles must be stored in a variable of sufficient scope
  - C/C++ : `MPI_Request`
  - Fortran : `INTEGER`
- A nonblocking communication routine returns a value for the request handle
- This value is used by `MPI_WAIT` or `MPI_TEST` to test when the communication has completed
- If the communication has completed the request handle is set to `MPI_REQUEST_NULL`
Completion of Communication – Wait

- Waits until communication associated with REQUEST is completed (call is blocking)
- If several communications are pending (MPI3.0, 3.7.5)
  - MPI_Waitall
  - MPI_Waitsome
  - MPI_Waitany
Completion of Communication – Test

**C/C++**

```c
int MPI_Test(MPI_Request *request, int *flag,
             MPI_Status *status)
```

**Fortran**

```fortran
MPI_TEST(REQUEST, STATUS, FLAG, IERROR)
LOGICAL :: FLAG
INTEGER :: REQUEST, STATUS, IERROR
```

- If communication associated with REQUEST is complete call returns flag=true, otherwise flag=false (nonblocking call)
- If several communications are pending **(MPIS3.0, 3.7.5)**
  - MPI_Testall
  - MPI_Testsome
  - MPI_Testany
Pitfall – Overlapping Communication

Communication advances in general in MPI routines
- MPI_Isend[...], MPI_Irecv[...], MPI_Test[...], MPI_Wait[...]

Usually nonblocking communication is used to
- Avoid deadlocks
- Avoid idle times to wait for receiver or sender (see next slide)

Therefore
- Use nonblocking routines for these cases
- Do not spend too much time in this
- Check system documentation (environment variables)
Pitfall – Late Receiver / Late Sender

Example:
Communication between task 0 and 1

- Sender waits for receiver to call corresponding receive operation
- Performance penalty
- Use nonblocking calls

- Receiver waits for sender to call corresponding send operation
- Performance penalty
- Use nonblocking calls
Pitfall – Communication Protocol

MPI usually switches protocols depending on message size
- Small messages → eager protocol
- Large messages → rendezvous protocol

Trade-off between latency and bandwidth
- Eager protocol might lead to time penalties when large messages are send with low bandwidth
- Rendezvous protocol might lead to time penalties if sender is blocked while waiting for receiver

Check limit for rendezvous protocol and adjust it to your needs!
Pitfall – Environment Settings

On some systems special environment variables must be set

- One-sided or nonblocking point-to-point communication
  - Blue Gene/P
    \[\text{export DCMF\_INTERRUPT}=1\]
  - Blue Gene/Q
    \[\text{export PAMID\_ASYNC\_PROGRESS}=1\]

Check information for your system

Also check other environment settings on the system
Outline

- Introduction
- Message-Passing Interface – Overview
- MPI – Selected Topics and Best Practices
  - General Hints and Remarks
  - Point-to-Point Communication
  - Collective Communication
  - Derived Datatypes
  - MPI_Info Object
  - One-sided Communication
Characteristics of Collective Communication

- Collective action over a communicator.
  - All processes of the communicator must communicate, i.e. all processes must call the collective routine.
- Synchronization may or may not occur
- Collective operations can be blocking or nonblocking (MPI3.0)
- No tags are used
Collective Communication – Overview

Blocking collectives

- One-to-all
  - MPI_Bcast, MPI_Scatter[v]
- All-to-one
  - MPI_Gather[v], MPI_Reduce
- All-to-all
  - MPI_Allgather[v], MPI_All_to_all[v,w], MPI_Allreduce, MPI_Reduce_scatter
- Other
  - MPI_Scan, MPI_Exscan

Nonblocking collectives (MPI 3.0, 5.12)

- Use the same semantics as above, just add an ‘I’ and a request:
  - MPI_I<routine name>(..., request)
Example: Broadcast

**Blocking**

**C/C++**

```c
int MPI_Bcast(void *buf, int count, MPI_Datatype datatype, int root, MPI_Comm comm)
```

**Fortran**

```fortran
MPI_BCAST(BUF, COUNT, DATATYPE, ROOT, COMM, IERROR)
```

```
type :: BUF(*)
INTEGER :: COUNT, DATATYPE, ROOT, COMM, IERROR
```

**Nonblocking**

**C/C++**

```c
int MPI_Ibcast(void *buf, int count, MPI_Datatype datatype, int root, MPI_Comm comm, MPI_Request *req)
```

**Fortran**

```fortran
MPI_IBCAST(BUF, COUNT, DATATYPE, ROOT, COMM, REQUEST, IERROR)
```

```
type :: BUF(*)
INTEGER :: COUNT, DATATYPE, ROOT, COMM, REQUEST, IERROR
```
Properties of Nonblocking Collectives

New in **MPI3.0, 5.12** (available in newer MPI implementations)

Properties similar to nonblocking *point-to-point* communication

1. Initiate communication
   - Routines: `MPI_I...` (‘I’ for ‘immediate’)
   - Nonblocking routines return before the communication has completed
   - Nonblocking routines have the same arguments as their blocking counterparts except for an extra request argument

2. User-application can attend other work
   - Computation, communication, . . .

3. Complete communication
   - Waiting for the communication request to finish

Same completion calls (e.g. `MPI_Wait` etc.)

**EXCEPTION:** *nonblocking* collective operations cannot be matched with *blocking* collective operations
General Hints for Collective Routines

Use if suitable for your algorithm

- Should be vendor optimized
- Provides MPI with all information (↔ split into P2P)
  - Should give best performance (also for MPI I/O!!)

Don’t use MPI_Barrier (except for debugging purposes)

Try to avoid all-to-all communication
Pitfall 1 – Collective Communication

Collective routines
- ALL ranks of a communicator have to execute them
- Do not mix P2P and collective routines!

```c
... if (my_rank == 0) {
    MPI_Bcast(&result, 1, MPI_DOUBLE, 0, MPI_COMM_WORLD);
} else {
    MPI_Recv(&result, 1, MPI_DOUBLE, 0, MPI_ANY_TAG, MPI_COMM_WORLD, stat);
} ...
```
Pitfall 2 – Collective Communication

```c
... if (my_rank == 0) {
    MPI_Bcast(&result, 1, MPI_DOUBLE, 0, MPI_COMM_WORLD);
} else {
    MPI_Ibcast(&result, 1, MPI_DOUBLE, 0, MPI_COMM_WORLD, &request);
} ...
```

Do not mix blocking and nonblocking collectives!
Pitfall 3 – Collective Communication

Blocking collective

- Operations must be executed in the same order on all participating tasks
- Otherwise a deadlock will occur
Outline

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  - Collective Communication
  - Derived Datatypes
  - MPI_Info Object
  - One-sided Communication
Motivation

With MPI communication calls only multiple consecutive elements of the same type can be sent.

Buffers may be non-contiguous in memory:
- Sending only the real/imaginary part of a buffer of complex doubles
- Sending sub-blocks of matrices

Buffers may be of mixed type:
- User defined data structures

```c
struct buff_layout {
    int i[3];
    double d[5];
} buffer;
```
Solutions without MPI Derived Datatypes

Non-contiguous data of a single type

- Consecutive MPI calls to send and receive each element in turn
  - *Additional latency costs due to multiple calls*

- Copy data to a single buffer before sending it
  - *Additional latency costs due to memory copy*

Contiguous data of mixed types

- Consecutive MPI calls to send and receive each element in turn
  - *Additional latency costs due to multiple calls*
Derived Datatypes

- General MPI datatypes describe a buffer layout in memory by specifying
  - A sequence of basic datatypes
  - A sequence of integer (byte) displacements
- Derived datatypes are derived from basic datatatypes using constructors
- MPI datatypes are referenced by an opaque handle

**MPI datatypes are opaque objects! Using the `sizeof()` operator on an MPI datatype handle will return the size of the handle, neither the size nor the extent of an MPI datatype.**
Creating a Derived Datatype: Type Map

Any derived datatype is defined by its type map

- A list of basic datatypes
- A list of displacements (positive, zero, or negative)
- Any type matching is done by comparing the sequence of basic datatypes in the type maps

General type map:

<table>
<thead>
<tr>
<th>Datatype</th>
<th>Displacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>datatype 0</td>
<td>displacement of datatype 0</td>
</tr>
<tr>
<td>datatype 1</td>
<td>displacement of datatype 1</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
</tbody>
</table>
Example of a Type Map

```c
struct buff_layout {
    int i[3];
    double d[5];
} buffer;
```

<table>
<thead>
<tr>
<th>Datatype</th>
<th>Displacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPI_INT</td>
<td>0</td>
</tr>
<tr>
<td>MPI_INT</td>
<td>4</td>
</tr>
<tr>
<td>MPI_INT</td>
<td>8</td>
</tr>
<tr>
<td>MPI_DOUBLE</td>
<td>16</td>
</tr>
<tr>
<td>MPI_DOUBLE</td>
<td>24</td>
</tr>
<tr>
<td>MPI_DOUBLE</td>
<td>32</td>
</tr>
<tr>
<td>MPI_DOUBLE</td>
<td>40</td>
</tr>
<tr>
<td>MPI_DOUBLE</td>
<td>48</td>
</tr>
</tbody>
</table>
Datatype Constructors

Available MPI datatype constructors:

- MPI_Type_contiguous
- MPI_Type_vector
- MPI_Type_indexed
- MPI_Type_indexed_block
- MPI_Type_create_struct
- MPI_Type_create_subarray
- MPI_Type_create_darray

Some constructors have alternative routines with displacements in bytes instead of multiples of datatypes

- MPI_Type_create_h[vector,indexed,...]

Use the simplest derived datatype that suits your needs. The more complex the datatype the slower is its handling.
Struct Data

C/C++

```c
int MPI_Type_create_struct(int count, int *array_of_blocklengths,
    MPI_Aint *array_of_displacements, MPI_Datatype *array_of_types,
    MPI_Datatype *newtype)
```

Fortran

```fortran
MPI_TYPE_CREATE_STRUCT(COUNT, ARRAY_OF_BLOCKLENGTHS,ARRAY_OF_DISPLACEMENTS,
    ARRAY_OF_TYPES, NEWTYPE,IERROR)
INTEGER :: COUNT, ARRAY_OF_BLOCKLENGTHS(*), ARRAY_OF_TYPES(*), NEWTYPE,
    IERROR
INTEGER(KIND=MPI_ADDRESS_KIND) :: ARRAY_OF_DISPLACEMENTS(*)
```

**oldtypes**

- `MPI_INTEGER`
- `MPI_REAL`

**array_of_displacement**

- `array_of_displacement(0)=0`
- `array_of_displacement(1)=16`

**newtype**

- `array_of_blocklength(0)=3`
- `array_of_blocklength(1)=5`
Committing and Freeing Derived Datatypes

- Before it can be used in a communication, each derived datatype has to be committed.
- Mark a datatype for deallocation.
  - Datatype will be deallocated when all pending operations are finished.
Example: Exchanging Velocity Information

For each point there are

- 3 coordinates
- 3 color values \((r, g, b, \epsilon [0, 255])\)

```c
struct pointstrct
{
    int    r;
    int    g;
    int    b;
    double x;
    double y;
    double z;
} point;
```

```fortran
type pointvel
    integer    :: r
    integer    :: g
    integer    :: b
    real*8    :: x
    real*8    :: y
    real*8    :: z
end type pointvel

type (pointstrct) :: point
```
Example: Exchanging Velocity Information

Constructing derived datatype with `MPI_Type_create_struct`

- Take (possible) alignment into account!

```c
struct pointstruct
{
    int    r;
    int    g;
    int    b;
    double x;
    double y;
    double z;
} point;
```

Do not rely on C’s address operator &, as ANSI C does not guarantee pointer values to be absolute addresses. Furthermore, address space may be segmented. Always use `MPI_Get_address`, which also guarantees portability (Address relative to `MPI_BOTTOM`).
Example: Exchanging Velocity Information

C/C++

```c
int MPI_Get_address(void *location, MPI_Aint *address)
```

- Finding addresses and relative displacements of memory blocks

```c
MPI_Aint addr_block_1, addr_block_2;
MPI_Aint displacement = 0;

MPI_Get_address(&block_1, &addr_block_1);
MPI_Get_address(&block_2, &addr_block_2);

displacement = addr_block_2 - addr_block_1;
```

Fortran

```fortran
MPI_GET_ADDRESS(LOCATION, ADDRESS, IERROR)
```

```fortran
  <type> :: LOCATION(*)
  INTEGER(KIND=MPI_ADDRESS_KIND) :: ADDRESS
  INTEGER :: IERROR
```
Example: Exchanging Velocity Information

```c
struct pointstrct {
    int     r;
    int     g;
    int     b;
    double  x;
    double  y;
    double  z;
} point;

MPI_Get_address(&point,&addrbase);
MPI_Get_address(&point.x,&addrdbl);

disp[0] = 0;
disp[1] = addrdbl – addrbase;

type[0] = MPI_INT;
type[1] = MPI_DOUBLE;

length[0] = 3;
length[1] = 3;

MPI_Type_create_struct(2,length,disp,type,&mypoint);
MPI_Type_commit(&mypoint);
```
Example: Exchanging Velocity Information

**Fortran**

```fortran
Example: Exchanging Velocity Information

```fortran

```fortran
call MPI_Address(point, addrbase, ierror)
call MPI_Address(point%x, addrdbl, ierror)

displ(0) = 0
displ(1) = addrdbl - addrbase

type(0) = MPI_INTEGER
type(1) = MPI_REAL8

length(0) = 3
length(1) = 3

call MPI_Type_create_struct(2, length, displ, type, mypoint, ierror)
call MPI_Type_commit(mypoint, ierror)

type pointvel
  integer :: r
  integer :: g
  integer :: b
  real*8 :: x
  real*8 :: y
  real*8 :: z
end type pointvel

end type pointstrct :: point
```
Sending Parts of Structures

```c
struct pointstruct
{
    int r;
    int g;
    int b;
    double x;
    double y;
    double z;
} point[10];
```

Just want to send b and x of all elements

```c
MPI_Get_address(&point,&addrbase);
MPI_Get_address(&point.b,&addrb);
MPI_Get_address(&point.x,&addrdbl);
displ[0] = addrb - addrbase;
displ[1] = addrdbl - addrbase;
type[0] = MPI_INT;
type[1] = MPI_DOUBLE;
length[0] = 1;
length[1] = 1;
MPI_Type_create_struct(2,length,displ,type,&newpoint);
MPI_Type_commit(&newpoint);
```

Wrong!
(except for first Element)

Memory:
intended:
done:
Sending Parts of Structures

MPI-1 solution

- Include lower and upper bounds (MPI_LB, MPI_UB)

```c
MPI_Get_address(&point[0], &addrbase);
MPI_Get_address(&point[0].b, &addrb);
MPI_Get_address(&point[0].x, &addrx);
MPI_Get_address(&point[1], &addrn);

displ[0] = 0;
disl[1] = addrb - addrbase;
disl[2] = addrx - addrbase;
disl[3] = addrn - addrbase;
type[0] = MPI_LB;  length[0] = 1;
type[1] = MPI_INT; length[0] = 1;
type[2] = MPI_DOUBLE; length[0] = 1;
type[3] = MPI_UB; length[0] = 1;

MPI_Type_create_struct(4, length, displ, type, &mypoint);
MPI_Type_commit(&mypoint);
```
Sending Parts of Structures

MPI-2 solution

- Resize the derived datatype `newpoint`
  - Size of a datatype: number of bytes actually transferred
  - Extend of a datatype: UB - LB

```c/c++
int MPI_Type_create_resized(MPI_Datatype oldtype,
                            MPI_Aint lb, MPI_Aint extent,
                            MPI_Datatype* newtype)
```

```fortran
MPI_TYPE_CREATE_RESIZED(OLDTYPE, LB, EXTENT, NEWTYPE, IERROR)

INTEGER :: OLDTYPE, NEWTYPE, IERROR
INTEGER(KIND=MPI_ADDRESS_KIND) :: LB, EXTENT
```
Sending Parts of Structures

```c
[...]  
MPI_Get_address(&point[0], &addrbase);
MPI_Get_address(&point[1], &addrn);

lb = addrbase;
extend = addrn - addrbase;

MPI_Type_create_resized(newpoint, lb, extend, &npoint);
MPI_Type_commit(&npoint);
```
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MPI_Info Object (MPIS 3.0, 9+13.2.8)

- Can be used to pass hints for optimization to MPI (file system dependent)
- Consists of (key,value) pairs, where key and value are strings
- A key may have only one value
- MPI_INFO_NULL is always a valid MPI_Info object
- The maximum key size is MPI_MAX_INFO_KEY
- The maximum value size is MPI_MAX_INFO_VALUE (implementation dependent)

**Warning:**

MPI_MAX_INFO_VALUE might be very large! It is not advisable to declare strings of that size!
Create and Free MPI_Info Objects

**C/C++**

```
int MPI_Info_create(MPI_Info info)
```

**Fortran**

```
MPI_INFO_CREATE(INFO, IERROR)
   INTERGER :: INFO, IERROR
```

- The created info objects contains no (key,value) pairs

**C/C++**

```
int MPI_Info_free(MPI_Info info)
```

**Fortran**

```
MPI_INFO_FREE(INFO, IERROR)
   INTERGER :: INFO, IERROR
```

- The info object is freed and set to `MPI_INFO_NULL`
Set and Delete (key,value) Pairs

**C/C++**

```c
int MPI_Info_set(MPI_Info info, char *key, char *value)
```

**Fortran**

```fortran
MPI_INFO_SET(INFO, KEY, VALUE, IERROR)
    CHARACTER(*) :: KEY, VALUE
    INTEGER     :: INFO, IERROR
```

**C/C++**

```c
int MPI_Info_delete(MPI_Info info, char *key)
```

**Fortran**

```fortran
MPI_INFO_DELETE(INFO, KEY, IERROR)
    CHARACTER(*) :: KEY
    INTEGER     :: INFO, IERROR
```
Retrieve Active (key,value) Pairs of an Info Object

**C/C++**

```c
int MPI_Info_get_nkeys(MPI_Info info, int *nkeys)
```

**Fortran**

```fortran
MPI_INFO_GET_NKEYS(INFO, NKEYS, IERROR)
  INTERGER :: INFO, NKEYS, IERROR
```

**C/C++**

```c
int MPI_Info_get_nthkey(MPI_Info info, int n, char *key);
```

**Fortran**

```fortran
MPI_INFO_GET_NTHKEY(INFO, N, KEY, IERROR)
  CHARACTER(*):: KEY
  INTERGER :: INFO, N, IERROR
```
Retrieve Active (key,value) Pairs of an Info Object

**C/C++**

```
int MPI_Info_get_value_len(MPI_Info info, const char *key,
                          int *valuelen, int *flag)
```

**Fortran**

```
MPI_INFO_GET_VALUELEN(INFO, KEY, VALUELEN, FLAG, IERROR)
  CHARACTER (*) :: KEY
  INTERGER      :: INFO, VALUELEN, IERROR
  LOGICAL       :: FLAG
```
Retrieve Active (key, value) Pairs of an Info Object

C/C++

```c
int MPI_Info_get(MPI_Info info, char *key,
                 int valuelen, char *value, int *flag)
```

Fortran

```fortran
MPI_INFO_GET(INFO, KEY, VALUELEN, VALUE, FLAG, IERROR)
               CHARACTER(*) :: KEY, VALUE
               INTEGER      :: INFO, VALUELEN, IERROR
               LOGICAL      :: FLAG
```

The function returns in flag either true if key is defined in info, otherwise it returns false.
Example: Info Objects for MPI I/O

Two possibilities

1. Pass info object when opening file
   - Information about file system properties
   - Hints for MPI about access to file
   - Information about buffering

2. Associate info object with open file
   - Same information can be passed
   - Some I/O properties cannot be changed if the file is already open → Information may be ignored
1. Associate Info Objects when Opening a File

**C/C++**

```c
int MPI_File_open(MPI_Comm comm, char *filename,
                  int amode, MPI_Info info, MPI_File *fh)
```

**Fortran**

```fortran
MPI_FILE_OPEN(COMM, FILENAME ,AMODE, INFO, FH, IERROR)
  CHARACTER(*) :: FILENAME
  INTEGER :: COMM,AMODE,INFO,FH,IERROR
```
2. Associate Info Objects with an Open File

- Info items that cannot be changed for an open file need to be set when opening the file
- MPI implementation may choose to ignore the hints in this call
Example Keys for MPI I/O MPI_Info Objects

access_style (comma-separated list)
- Specify manner in which the file will be accessed
  - read_once, write_once, read_mostly, write_mostly, random

collective_buffering (true | false)
- Specifies whether application benefits from collective buffering

cb_buffer_size (integer, bytes)
- Size of the buffer for collective buffering

cb_block_size (integer, bytes)
- Size of chunks in which data is accessed

striping_factor (integer)
- Number of devices to stripe over

striping_unit (integer, bytes)
- No of bytes on each device
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  - One-sided Communication
Motivation

Point-to-point and collective MPI routines

- Sender needs to know which data to send and to which process
- Receiver needs to wait for sender (cannot initiate transfer)

Drawbacks for some communication patterns

- Sending process might not know what to send or to which process to send
- Receiving process needs to initiate transfer

One-sided communication

- RMA (Remote Memory Access)
## Terminology

### Origin

The process triggering the one-sided operation, specifying all needed parameters.

### Target

The process providing access to its memory through a defined window. The target does not explicitly participate in the data transfer.

**Active target communication:** Both origin and target process are involved in the communication.

**Passive target communication:** Only the origin process(es) is (are) involved in the communication.
## Terminology

### Window

A block of memory opened for remote access through MPI RMA operations. Its definition is collective on all processes using this window. Only designated targets have to specify a valid buffer, origins can use a special placeholder to obtain a handle without opening memory for remote access.

### Exposure epoch (→ Target process)

An exposure epoch is the time interval some defined data access is allowed on a window. It starts and ends with synchronizations calls on the target process (only for active target communication).

### Access epoch (→ Origin process)

An access epoch is the time interval from the origin process’ start signal of data access to its end signal of data access on a window.
Terminology – Overview

origin tasks: l and n

target task : m

local memory

window

access epoch

exposure epoch

active target communication

passive target communication

Task l

Create Window

... sync

access

sync

lock

access

unlock

Task m

Create Window

... sync

sync

Task n

Create Window

... sync

Generate Window

Free Window

Free Window

Free Window
Initialization – Window Creation (I)

- Memory local to each process is allocated by the user
- Collective operation over \( \text{COMM} \)
- \( \text{SIZE} \) is the size of the memory part in bytes
- \( \text{DISP_UNIT} \) sets the offset handling (e.g. `sizeof(type)`)
- \( \text{INFO} \) handle can be set to `MPI_INFO_NULL`
Initialization – Window Creation (II)

- **Memory local to each process is allocated by MPI**
- **Collective operation over** \( \text{COMM} \)
- **\( \text{SIZE} \)** is the size of the memory part in bytes
- **\( \text{DISP\_UNIT} \)** sets the offset handling (e.g. \( \text{sizeof(type)} \))
- **INFO** handle can be set to \( \text{MPI\_INFO\_NULL} \)

\[
\begin{align*}
\text{C/C++} & \\
\text{int } \text{MPI\_Win\_allocate}(\text{MPI\_Aint } \ast \text{size}, \text{int } \text{disp\_unit}, \\
& \quad \text{MPI\_Info } \text{info}, \text{MPI\_Comm } \text{comm}, \\
& \quad \text{void } \ast \text{baseptr}, \text{MPI\_Win } \ast \text{win})
\end{align*}
\]

\[
\begin{align*}
\text{Fortran} & \\
\text{MPI\_WIN\_ALLOCATE}(\text{SIZE}, \text{DISP\_UNIT}, \text{INFO}, \text{COMM}, \text{BASEPTR}, \\
& \quad \text{WIN}, \text{IERROR}) \\
\text{INTEGER} & :: \text{DISP\_UNIT}, \text{INFO}, \text{COMM}, \text{WIN}, \text{IERROR} \\
\text{INTEGER(KIND=MPI\_ADDRESS\_KIND)} & \text{SIZE}, \text{BASEPTR}
\end{align*}
\]
Initialization – Window Creation (III)

C/C++

```c
int MPI_Win_allocate_shared
    (MPI_Aint *size, int disp_unit, MPI_Info info,
     MPI_Comm comm, void *baseptr, MPI_Win *win)
```

Fortran

```fortran
MPI_WIN_ALLOCATE_SHARED
      (SIZE, DISP_UNIT, INFO, COMM, BASEPTR, WIN, IERROR)
      INTEGER :: DISP_UNIT, INFO, COMM, WIN, IERROR
      INTEGER(KIND=MPI_ADDRESS_KIND) SIZE, BASEPTR
```

- Shared Memory is allocated by MPI
- Collective operation over `COMM`
- `SIZE` is the size of the memory part in bytes
- `DISP_UNIT` sets the offset handling (e.g. `sizeof(type)`)
Get Address of other Tasks’ Memory Segments

C/C++

```c
int MPI_Win_shared_query
    (MPI_Win win, int rank, MPI_Aint *size,
     int *disp_unit, void *baseptr)
```

Fortran

```fortran
MPI_WIN_SHARED_QUERY
    (WIN, RANK, SIZE, DISP_UNIT, BASEPTR, IERROR)

INTEGER :: WIN, RANK, DISP_UNIT, IERROR
INTEGER(KIND=MPI_ADDRESS_KIND) SIZE, BASEPTR
```

- Returns the address of the memory segment of RANK
- May return different (process-local) addresses for the same segment on different processes
- Returns SIZE, DISP_UNIT, and BASEPTR
Initialization – Window Creation (IV)

C/C++

```c
int MPI_Win_create_dynamic (MPI_Info info, MPI_Comm comm, MPI_Win *win)
```

Fortran

```fortran
MPI_WIN_CREATE_DYNAMIC (INFO, COMM, WIN, IERROR)
INTEGER :: INFO, COMM, WIN, IERROR
```

- Returns a window without memory
- Collective operation over `COMM`
- `INFO` handle can be set to `MPI_INFO_NULL`
Attaching Memory to a Dynamic Window

- Attaches a local memory region beginning at \texttt{BASE} for RMA
- Must not contain any part already attached to a window
- User has to ensure that \texttt{MPI\_WIN\_ATTACH} at the target has completed before it is accessed remotely and that enough memory is available

\begin{verbatim}
int MPI\_Win\_attach (MPI\_Win win, void *base, MPI\_Aint size)

MPI\_WIN\_ATTACH (WIN, BASE, SIZE, IERROR)
INTEGER :: WIN, IERROR
<type> :: BASE(*)
INTEGER(KIND=MPI\_ADDRESS\_KIND) :: SIZE
\end{verbatim}
Detaching Memory to a Dynamic Window

- Detaches a local memory region beginning at \texttt{BASE}
- The arguments \texttt{WIN} and \texttt{BASE} must match the corresponding arguments in a previous \texttt{MPI\_WIN\_ATTACH} call
- Memory becomes detached when window is freed

\begin{verbatim}
C/C++

int MPI_Win_detach (MPI_Win win, void *base)

Fortran

MPI\_WIN\_DETACH (WIN, BASE, IERROR)

INTEGER :: WIN, IERROR
<type> :: BASE(*)
\end{verbatim}
Detaching Memory to a Dynamic Window

- Detaches a local memory region beginning at $\text{BASE}$
- The arguments $\text{WIN}$ and $\text{BASE}$ must match the corresponding arguments in a previous $\text{MPI\_WIN\_ATTACH}$ call
- Memory becomes detached when window is freed

**C/C++**

```c
int MPI_Win_detach (MPI_Win win, void *base)
```

**Fortran**

```fortran
MPI_WIN_DETACH (WIN, BASE, IERROR)
    INTEGER :: WIN, IERROR
    <type> :: BASE(*)
```

9. Oktober 2013
MPI RMA Operation Put

**C/C++**

```c
int MPI_Put(void* origin_addr, int origin_count,
            MPI_Datatype origin_type, int target_rank,
            MPI_Aint target_disp, int target_count,
            MPI_Datatype target_type, MPI_Win win)
```

**Fortran**

```fortran
MPI_PUT(ORIGIN_ADDR, ORIGIN_COUNT, ORIGIN_TYPE,
        TARGET_RANK, TARGET_DISP, TARGET_COUNT,
        TARGET_TYPE, WIN, IERROR)

<type> :: ORIGIN_ADDR(*)
INTEGER :: ORIGIN_COUNT, ORIGIN_TYPE, TARGET_RANK,
          TARGET_COUNT, TARGET_TYPE, WIN, IERROR
INTEGER(KIND=MPI_ADDRESS_KIND) :: TARGET_DISP
```

- Transfer origin $\rightarrow$ target
- No matching call on target side
MPI RMA Operation Accumulate

**C/C++**

```c
int MPI_Accumulate(void* origin_addr, int origin_count, MPI_Datatype origin_type, int target_rank, MPI_Aint target_disp, int target_count, MPI_Datatype target_type, MPI_Op op, MPI_Win win)
```

**Fortran**

```fortran
MPI_ACCUMULATE(ORIGIN_ADDR, ORIGIN_COUNT, ORIGIN_TYPE, TARGET_RANK, TARGET_DISP, TARGET_COUNT, TARGET_TYPE, OP, WIN, IERROR)
```

- Buffer elements on target side are combined with operation `OP`
MPI RMA Operation Get

**C/C++**

```c
int MPI_Get(void* origin_addr, int origin_count,
            MPI_Datatype origin_type, int target_rank,
            MPI_Aint target_disp, int target_count,
            MPI_Datatype target_type, MPI_Win win)
```

**Fortran**

```fortran
MPI_GET (ORIGIN_ADDR, ORIGIN_COUNT, ORIGIN_TYPE,
         TARGET_RANK, TARGET_DISP, TARGET_COUNT,
         TARGET_TYPE, WIN, IERROR)
<type> :: ORIGIN_ADDR(*)
INTEGER :: ORIGIN_COUNT, ORIGIN_TYPE, TARGET_RANK,
         TARGET_COUNT, TARGET_TYPE, WIN, IERROR
INTEGER(KIND=MPI_ADDRESS_KIND) :: TARGET_DISP
```

- Transfer target → origin
- No matching call on target side
Request-Based MPI RMA Operations (MPI3.0,11.3.5)

Similar syntax

- Start with `MPI_R`
- A request handle is added
  - `MPI_RPUT`
  - `MPI_RGET`
  - `MPI_RACCUMULATE`

```c
int MPI_Rput(void* origin_addr, int origin_count,
              MPI_Datatype origin_type, int target_rank,
              MPI_Aint target_disp, int target_count,
              MPI_Datatype target_type, MPI_Win win,
              MPI_Request *req)
```

Only for passive target communication
Further MPI RMA Operations \textbf{(MPI3.0,11.3.4)}

New in \textbf{MPI3.0}

Further MPI RMA operations are available

- \texttt{MPI\_PUT\_ACCUMULATE}, \texttt{MPI\_RPUT\_ACCUMULATE}
- \texttt{MPI\_GET\_ACCUMULATE}, \texttt{MPI\_RGET\_ACCUMULATE}
- \texttt{MPI\_FETCH\_AND\_OP}
- \texttt{MPI\_COMPARE\_AND\_SWAP}
Synchronization Schemes

Active target synchronization (ATC): origin and target participate equally in synchronizing the RMA operations.

- Collective synchronization with fence
- General active target synchronization (GATS)

Passive target synchronization (PTC): target process is not explicitly taking part in the synchronization of the accessing RMA operation.

- Synchronization with locks
ATC: Synchronization with Fence

- Collective call on communicator used for window creation
- Contains an implicit barrier
- Data access has to occur between two fence calls
- Written and read data is only accessible after completing fence
  - Local and remote accesses must not occur between the same fence calls
- Access and exposure epoch matching is done automatically
ATC: Synchronization with Fence

- All processes of that window participate in the synchronization
- All-to-all communication pattern on the communicator
- May be too expensive if a sparse communication pattern is used
- `ASSERT` may be used for optimization (`ASSERT=0` is always valid, MPIS3.0, 11.5.5)

**C/C++**

```c
int MPI_Win_fence(int assert, MPI_Win win)
```

**Fortran**

```fortran
MPI_WIN_FENCE(ASSERT, WIN, IERROR)
INTEGER :: ASSERT, WIN, IERROR
```
ATC: General Active Target Synchronization (GATS)

- Pairwise synchronization of processes on subgroups of communicator used for window definition
- Individual calls for access and exposure epochs
  - `MPI_Win_start / MPI_Win_complete` for access epoch
  - `MPI_Win_post / MPI_Win_wait` for exposure epoch
- Accesses to local data only after epoch is closed
  - Data read from remote processes (access epoch) is accessible after `MPI_Win_complete`
  - Data written by remote processes (exposure epoch) is accessible after `MPI_Win_wait`
- Mind the order of calls with process-local access and exposure epochs
GATS: Access Epoch

- Start opens an access epoch, in which any number of one-sided calls can be posted
- All one-sided calls may be nonblocking, therefore data buffers are accessible only after completion of the access epoch
- GROUP must contain all processes that opened an exposure epoch for the local processes (MPI groups: MPIS3.0, 6.3)

C/C++

```
int MPI_Win_start(MPI_Group group, int assert, MPI_Win win)
int MPI_Win_complete(MPI_Win win)
```

Fortran

```
MPI_WIN_START(GROUP, ASSERT, WIN, IERROR)
INTEGER :: GROUP, ASSERT, WIN, IERROR
MPI_WIN_COMPLETE(WIN, IERROR)
INTEGER :: WIN, IERROR
```
GATS: Exposure Epoch

Post starts an exposure epoch on win for accesses of all processes in GROUP

Post only has local dependencies and returns when the exposure epoch is set up

Wait ends an exposure epoch and waits for acknowledgements of all processes in group, regardless of actual accesses

C/C++

```c
int MPI_Win_post(MPI_Group group, int assert, MPI_Win win)
int MPI_Win_wait(MPI_Win win)
```

Fortran

```fortran
MPI_WIN_POST(GROUP, ASSERT, WIN, IERROR)
INTEGER :: GROUP, ASSERT, WIN, IERROR
MPI_WIN_WAIT(WIN, IERROR)
INTEGER :: WIN, IERROR
```
PTC: General Remarks

- Explicit synchronization and RMA operations only on the origin process
- Local and remote accesses need to be embraced by calls to `MPI_Win_lock` and `MPI_Win_unlock`
  - Needed to ensure serial consistency of memory updates
- Shared and exclusive locks available
- Order of accesses is not guaranteed and has to be handled otherwise
- Lock and any number of following RMA operations are allowed to be nonblocking
PTC: Lock and Unlock

**C/C++**

```c
int MPI_Win_lock(int lock_type, int rank, int assert, MPI_Win win)
int MPI_Win_unlock(int rank, MPI_Win win)
```

**Fortran**

```fortran
MPI_WIN_LOCK(LOCK_TYPE, RANK, ASSERT, WIN, IERROR)
INTEGER :: LOCK_TYPE, RANK, GROUP, ASSERT, WIN, IERROR
MPI_WIN_UNLOCK(RANK, WIN, IERROR)
INTEGER :: RANK, WIN, IERROR
```

- **LOCK_TYPE** can be either `MPI_LOCK_EXCLUSIVE` or `MPI_LOCK_SHARED`
- Lock is set on a specific process identified by `RANK`
  - `RANK` is relative to the communicator used to define `WIN`
PTC: Lock_all and Unlock_all

- Starts a shared access epoch from origin to all ranks
- Not a collective operation

**C/C++**

```c
int MPI_Win_lock(int assert, MPI_Win win)
int MPI_Win_unlock(MPI_Win win)
```

**Fortran**

```fortran
MPI_WIN_LOCK(ASSERT, WIN, IERROR)
  INTEGER :: ASSERT, WIN, IERROR
MPI_WIN_UNLOCK(WIN, IERROR)
  INTEGER :: RANK, WIN, IERROR
```
PTC: Flush

- Completes all outstanding RMA operations of the calling process to the target process on the specified window (FLUSH)
- All RMA operations of the calling process to any target on the specified window are completed (FLUSH_ALL)
- Communication is completed on return of the call
- For further calls see(MPI3.0, 11.5.4)

```c
int MPI_Win_flush (int rank, MPI_Win win)
int MPI_Win_flush_all(MPI_Win win)
```

```fortran
MPI_WIN_FLUSH(RANK, WIN, IERROR)
    INTEGER :: RANK, WIN, IERROR
MPI_WIN_FLUSH_ALL(WIN, IERROR)
    INTEGER :: RANK, WIN, IERROR
```
Adding/retrieving Information about Windows

Attributes **MPI3.0, 11.2.6**

- Attributes can be cached to Windows (e.g. memory model)

Group **MPI3.0, 11.2.6**

- The group of processes attached to a window can be retrieved with `MPI_WIN_GET_GROUP`

Info object **MPI3.0, 11.2.7**

- An Info object can be associated to windows with `MPI_WIN_SET_INFO` / `MPI_WIN_GET_INFO`
Further/Advanced MPI Topics

Some MPI topics are beyond the scope of this talk

- Groups and communicators
  - Group management \(^{(\text{MPI3.0, 6.3})}\)
  - Communicator management \(^{(\text{MPI3.0, 6.4})}\)
  - Inter-communicators \(^{(\text{MPI3.0, 6.6})}\)
- Process topologies \(^{(\text{MPI3.0, 7})}\)
- Error handling \(^{(\text{MPI3.0, 8.3 – 8.5})}\)
- Process creation and management \(^{(\text{MPI3.0, 10})}\)
- MPI I/O \(^{(\text{MPI3.0, 13})}\)
- Tools support \(^{(\text{MPI3.0, 14})}\)

- MPI extension for Blue Gene/Q (MPIX)
Summary

In this talk we discussed

- Hard- and software concepts
- A concept for design of parallel programs
- Basics of MPI and selected topics

To design and write parallel code with MPI: think!

- Analyze your algorithm
- What hardware the code should run on?
- What is already available (algorithms, libraries, …)?
**Summary**

When using MPI

- Avoid communication if possible
- Use as few resources as possible
- Provide as much information to MPI as possible
- Give MPI the freedom to optimize
- Check the MPI environment on the target system
  - Message transfer protocol (eager limit)
  - Switch for asynchronous communication
Summary

To optimize parallel code

→ See the next talk
References and Literature


http://www.mcs.anl.gov/~itf/dbpp/


http://www.mpi-forum.org/

[RR] Rolf Rabenseifner, *Optimization of MPI Applications*, University of Stuttgart High-Performance Computing-Center Stuttgart (HLRS)


Thanks!