Ateneo de Manila University

Parallel Programming with MPI

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Section I

Introduction
Parallel Computing Models

★ Shared Memory

★ Message Passing

★ Remote Memory Operation

★ Threads

★ Combined Models
Issues

★ No Network Abstraction
★ No standard for porting code to different systems
★ No Heterogeneous System Support
Section II

MPI
Advantages of Message Passing

★ Universality

★ Expressivity

★ Ease of Debugging

★ Performance

★ Portability
MPI

★ Message Passing Interface

★ standard for creating message passing applications

★ aims to be a practical, portable, efficient, and flexible standard
Goals and Aims of MPI

- design an application programming interface
- allow reliable and efficient communications
- allow operations in a heterogeneous environment
- allow convenient bindings to C and Fortran 77
- define an interface that is not too different from existing standards
- define an interface that can be implemented on multiple vendor platforms
- semantics of the interface should be language independent
- interface designed for thread safety
History

- Workshop on Standards for Message Passing in a Distributed Memory Environment, sponsored by the Center for Research on Parallel Computing, held April 29-30, 1992, in Williamsburg, Virginia
- 60 people from 40 different organizations
- The workshop aims to develop a standard message passing interface
- Dongarra, Hempel, Hey, and Walker proposed the first draft (v1.0) in November 1992
- On June 1995, MPI v1.1 was released by the MPI Forum
- MPI v2.0 meeting began on April 1995
Flavors of MPI

★ MPICH - is a free and portable implementation of the MPI standard developed by MSU/ANL.

★ LAM/MPI - is another free implementation of the MPI standard and is being developed at ND.
Basic MPI concepts

- Message - data packet to be exchanged among compute nodes
- Process - computational task to be completed
- Rank - order of the node in the cluster
- Communicator - group of nodes
Section III

Introduction to LAM
Local Area Multicomputer

⋆ a public domain implementation of message passing interface

⋆ developed at the Ohio Supercomputing Center and now hosted at the University of Notre Dame http://www.mpi.nd.edu/
Section IV

Using LAM
Getting Started

★ Starting LAM
★ Run MPI process
★ Getting the status of the process
★ Display outstanding messages
★ Killing a LAM process
★ Shutdown LAM
Starting LAM

`lamboot <-v hostfile>`

★ this program starts the LAM environment for the local user

★ it is encouraged that each user start his/her own LAM environment

★ LAM uses the default host file if it is not stated explicitly here
Running a MPI process

```
mpirun <args> <processors> program <--[args]>
```

★ this program enables one to run MPI programs in the LAM environment

★ [args] contain the arguments to be passed to the program

★ ¡processor¿ refers to the processors to be used. N means all nodes or n0-4 means nodes 0 to 4
Status of a MPI process

mpitask

★ returns the list of MPI processes running in your LAM environment
Display outstanding messages

mpimsg

★ this returns list of outstanding messages included error message from the running MPI processes
Killing a running MPI process

`lamclean -v`

* this program terminates the current MPI process in the current LAM environment
Stopping LAM

\texttt{wipe \$-v \textit{hostfile}>}

★ this program will shutdown the LAM environment for the local user

★ LAM uses the default host file if it is not stated explicitly here
Final Notes

★ lamboot must be run before any other LAM/MPI command

★ lamclean is used to "clean up" any residuals from individual run

★ once you wipe, you cannot run any other LAM/MPI command
Section V

MPI Programming Basics
Getting Started

★ Writing Programs

★ Compiling and Linking

★ Running MPI Programs

★ ST: Parallel Environment

★ ST: Message Passing

★ ST: Timing
Sample Fortran Program

program main
include "mpif.h"
integer ierr

call MPI_INIT(ierr)
print *, 'Hello World'
call MPI_FINALIZE(ierr)

end
Sample C Program

```c
#include <stdio.h>
#include <mpi.h>

int main(int argc, char **argv){
    MPI_Init(&argc,&argv);
    printf("Hello World!\n");
    MPI_Finalize();
    return 0;
}
```
What does it all mean?

★ "mpif.h" and "mpi.h" are the header files needed to load the mpi libraries

★ this program simply lets all the nodes display "Hello World!"
Starting MPI

int MPI_Init(int argc, char **argv);
MPI_INIT(Integer)

★ this program terminates the current MPI process in the current LAM environment

★ must be called before any other MPI call or function apart from

MPI_INITIALIZED

★ this function initializes MPI and returns the error code corresponding to the problem

★ accepts argc and argv which are arguments of main
Stopping MPI

int MPI_Finalize(void);
MPI_FINALIZE(Integer)

★ this function clean up the MPI state

★ ensures that all pending communications complete before actually finalizing
Compiling and Linking

★ It would be best to generate a Makefile for ease of compilation

★ to compile in C:

    hcc -o <output file> <source file>

★ to compile in Fortran:

    h77 -o <outfile file> <source file>
Running MPI Programs

★ to run an MPI program:

  mpirun -v <nodes> <program>

★ as an example to compile the sample program:

  hcc -o ex1 ex1.c
  mpirun -v n0-7 ex1
ST: Parallel Environment

★ MPI_COMM_SIZE - to get the size of the cluster

★ MPI_COMM_RANK - to get the rank of the current node

★ MPI_COMM_WORLD - the subset of the entire cluster

Warning: the rank is a number (size-1) since it is base 0.
Sample Fortran Program

program main
include "mpif.h"
integer rank, size, ierr

call MPI_INIT(ierr)
call MPI_COMM_SIZE(MPI_COMM_WORLD, size, ierr)
call MPI_COMM_RANK(MPI_COMM_WORLD, rank, ierr)
print *, 'Hello World! I am',
         rank, ' of ', size, '.'
call MPI_FINALIZE(ierr)
end
Sample C Program

```c
#include <mpi.h>
#include <stdio.h>

int main(int argc, char **argv){
    int rank, size;
    MPI_Init();
    MPI_Comm_size(MPI_COMM_WORLD, &size);
    MPI_Comm_rank(MPI_COMM_WORLD, &rank);
    printf("Hello World! I am %d of %d.", rank, size);
    MPI_Finalize();
}
```
Getting cluster size

```c
int MPI_Comm_size(MPI_Comm communicator,
        int *size);

MPI_COMM_SIZE(Integer communicator,
        Integer size, Integer error)
```

★ this function simply gives back the number of node participating in the application
Who am I?

```c
int MPI_Comm_rank(MPI_Comm communicator, int *rank);
MPI_COMM_RANK(Integer communicator,
               Integer rank, Integer error)
```

★ this function simply gives back the rank of the current node
Where am I?

MPI_COMM_WORLD

★ this constant returns the current global communicator that represents the whole cluster

★ is the default communicator and most applications do not need to use any other
ST: Message Passing

★ MPI Data Types - list of data types for passing variable among nodes
★ MPI_Send - function for sending data
★ MPI_Recv - function for receiving data
★ MPI_Status - getting information about the message
★ MPI_Bcast - sending data to all nodes
★ MPI_Reduce - combining all the node outputs into one value via an MPI_OP
MPI C Data Types

MPI_CHAR - signed char
MPI_SHORT - signed short int
MPI_INT - signed int
MPI_LONG - signed long int
MPI_UNSIGNED_CHAR - unsigned char
MPI_UNSIGNED_SHORT - unsigned short int
MPI_UNSIGNED - unsigned int
MPI_UNSIGNED_LONG - unsigned long int
MPI_FLOAT - float
MPI_DOUBLE - double
MPI_LONG_DOUBLE - long double
MPI_BYTE
MPI_PACKED
MPI FORTRAN Data Types

MPI_INTEGER - INTEGER
MPI_REAL - REAL
MPI_DOUBLE_PRECISION - DOUBLE PRECISION
MPI_COMPLEX - COMPLEX
MPI_LOGICAL - LOGICAL
MPI_CHARACTER - CHARACTER
MPI_BYTE
MPI_PACKED
Sending Messages

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

MPI_SEND(<*> BUF(*), INTEGER COUNT,
          INTEGER DATATYPE, INTEGER DEST,
          INTEGER TAG, INTEGER COMM,
          INTEGER IERROR)
```
MPI SEND(buf, count, datatype, dest, tag, comm)

IN buf initial address of send buffer
IN count number of entries to send
IN datatype data type of entries
IN dest rank of destination
IN tag message tag
IN comm communicator

★ this function is used to send message across the cluster. It performs standard-mode blocking send
Receiving Messages

int MPI_Recv(void *buf, int count,
    MPI_Datatype datatype, int dest,
    int tag, MPI_Comm comm,
    MPI_Status *status);

MPI_RECV(<type> BUF(*), INTEGER COUNT,
    INTEGER DATATYPE, INTEGER DEST,
    INTEGER TAG, INTEGER COMM,
    INTEGER STATUS(MPI_STATUS_SIZE),
    INTEGER IERROR)
MPI_RECV(buf, count, datatype, source, tag, comm, status)

OUT buf initial address of send buffer
IN count max number of entries to receive
IN datatype data type of entries
IN dest rank of source
IN tag message tag
IN comm communicator
OUT status return status information on communicator

⋆ this function is used to receive message across the cluster. It performs standard-mode blocking receive
Example: Token Passing
Getting Status Info

MPI_Status

*this data type defines a record that contains information about the message*
Getting Status Info

- `MPI_Status.MPI_TAG` - returns the tag of the data when `MPI_ANY_TAG` is used in the receive

- `MPI_Status.MPI_SOURCE` - returns the source of the data when `MPI_ANY_SOURCE` is used in the receive

- `MPI_Get_count(MPI_Status status, MPI_Datatype datatype, int count)` - returns the number of datatype objects that was sent
Broadcasting Messages

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

MPI_BCAST(<type> BUF(*), INTEGER COUNT,
           INTEGER DATATYPE, INTEGER ROOT,
           INTEGER COMM, INTEGER IERROR)
### MPI_BCAST(buf, count, datatype, root, comm)

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INOUT</td>
<td>buf initial address of send buffer</td>
</tr>
<tr>
<td>IN</td>
<td>count max number of entries to receive</td>
</tr>
<tr>
<td>IN</td>
<td>datatype data type of entries</td>
</tr>
<tr>
<td>IN</td>
<td>root rank of broadcast root</td>
</tr>
<tr>
<td>IN</td>
<td>comm communicator</td>
</tr>
</tbody>
</table>

★ this function broadcasts from the process with the rank root to all processes in comm group

★ note: root and comm on all the nodes must be the same. The variable in buf has been copied to all the nodes
Global Reduction

```c
int MPI_Reduce(void *sendbuf, void *recvbuf,
               int count, MPI_Datatype datatype, MPI_op,
               int root, MPI_Comm comm);
```

```c
MPI_REDUCE(<type> SENDBUF(*), <type> RECVBUF(*),
            INTEGER COUNT, INTEGER DATATYPE, INTEGER OP,
            INTEGER ROOT, INTEGER COMM, INTEGER IERROR)
```
MPI\_REDUCE(sendbuf, recvbuf, count, datatype, op, root, comm)

- **IN** sendbuf address of the send buffer
- **OUT** recvbuf address of the receive buffer
- **IN** count max number of entries to receive
- **IN** datatype data type of entries
- **IN** op reduce operation
- **IN** root rank of broadcast root
- **IN** comm communicator

★ this function combines all elements in the recvbuf of all nodes in comm using the operation op into the sendbuf and returns the combined value to rank root
Example: Solve for PI
ST: Timing

★ MPI_Wtime - returns a floating point number of seconds

★ MPI_Wtick - returns the current time in seconds
Getting Time

double MPI_WTime();
DOUBLE PRECISION MPI_WTIME()

★ gets the value of time as a floating point value in seconds

★ greater precision than ticks since the value is in floating point units
Getting Time in Seconds

double MPI_WTick();
DOUBLE PRECISION MPI_WTICK()

★ gets the value of time in seconds
★ returns values in successive clock ticks
★ A millisecond in MPI_Wtick is $10^{-3}$
Example: Solve for PI w/ timer
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