The Message Passing Interface (MPI): Parallelism on Distributed CPUs

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

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Why Two URLs?

http://mpi-forum.org
This is the definitive reference for the MPI standard. Go here if you want to read the official specification, which, BTW, continues to evolve.

https://www.open-mpi.org/
This consortium formed later. This is the open source version of MPI. If you want to start using MPI, I recommend you look here. This is the MPI that the COE systems use.

https://www.open-mpi.org/doc/v4.0/
This URL is also really good – it is a link to all of the MPI man pages.
The Open MPI Consortium

[Logos of various companies and institutions]
MPI: The Basic Idea

Network

| Memory | CPU | . . . | CPU | Memory |

Programs on different CPUs coordinate computations by passing messages between each other.

Note: Each CPU in the MPI “cluster” must be prepared ahead of time by having the MPI server code installed on it. Each MPI CPU must also have an integer ID assigned to it (called its rank).
This paradigm is how modern supercomputers work!

The Texas Advanced Computing Center’s new *Frontera* supercomputer, currently the 5th fastest in the world
How to SSH to the COE MPI Cluster

flip3 151% ssh submit-c.hpc.engr.oregonstate.edu

submit-c 142% module load slurm
submit-c 143% module load openmpi/3.1

Type these two lines right away to set your paths correctly

BTW, you can find out more about the COE cluster here:
https://it.engineering.oregonstate.edu/hpc

“The College of Engineering HPC cluster is a heterogeneous mix of 202 servers providing over 3600 CPU cores, over 130 GPUs, and over 31 TB total RAM. The systems are connected via gigabit ethernet, and most of the latest servers also utilize a Mellanox EDR InfiniBand network connection. The cluster also has access to 100TB global scratch from the College of Engineering's Dell/EMC Isilon enterprise storage.”
Compiling and Running from the Command Line

\[
\text{% mpicc} \ -o \ \text{program} \ \text{program.c} \ldots \quad \text{C}
\]

or

\[
\text{% mpic++} \ -o \ \text{program} \ \text{program.cpp} \ldots \quad \text{C++}
\]

\[
\text{% mpiexec} \ -mca \ btl \ self,tcp \ -np \ 4 \ \text{program}
\]

All distributed processors execute the \textit{same} program at the same time

# of processors to use

Warning – use \textit{mpic++} and \textit{mpiexec}!

Don’t use g++ and don’t run by just typing the name of the executable!
Running with a *bash* Batch Script

```
submit.bash:

#!/bin/bash
#SBATCH  -J  Heat
#SBATCH  -A cs475-575
#SBATCH  -p  class
#SBATCH  -N 8  # number of nodes
#SBATCH  -n 8  # number of tasks
#SBATCH  -o  heat.out
#SBATCH  -e  heat.err
#SBATCH  --mail-type=END,FAIL
#SBATCH  --mail-user=joeparallel@cs.oregonstate.edu
module load openmpi/3.1
mpic++ heat.cpp -o heat -lm
mpiexec -mca btl self,tcp -np 4 heat
```

```
submit-c 143% sbatch  submit.bash
Submitted batch job 258759
```
Auto-Notifications via Email

#SBATCH --mail-user=joeparallel@oregonstate.edu

You don’t have to ask for email notification, but if you do, please, please, please be sure you get your email address right!

The IT people are getting real tired of fielding the bounced emails when people spell their own email address wrong.
Use slurms’s `scancel` if your Job Needs to Be Killed

```
submit-c 143% sbatch submit.bash
Submitted batch job 258759
```

```
submit-c 144% scancel 258759
```
```c
#include <mpi.h>

int main( int argc, char *argv[ ] )
{
    
    MPI_Init( &argc, &argv );

    
    MPI_Finalize( );
    return 0;
}
```

You don’t need to process command line arguments if you don’t need to. You can also call it as:

```c
MPI_Init( NULL, NULL );
```
A **communicator** is a collection of CPUs that are capable of sending messages to each other.

Getting information about our place in the **communicator**:

```c
int numCPUs;    // total # of cpus involved
int me;         // which one I am

MPI_Comm_size( MPI_COMM_WORLD, &numCPUs );
MPI_Comm_rank( MPI_COMM_WORLD, &me );
```

- **Rank**, i.e., which one am I?
- **Size**, i.e., how many altogether?

It is then each CPU’s job to figure out what piece of the overall problem it is responsible for and then go do it.
A First Test of MPI

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

#define BOSS 0

int main( int argc, char *argv[] )
{
    MPI_Init( &argc, &argv );

    int numCPUs;       // total # of cpus involved
    int me;            // which one I am

    MPI_Comm_size( MPI_COMM_WORLD, &numCPUs );
    MPI_Comm_rank( MPI_COMM_WORLD, &me );

    if( me == BOSS )
    {
        fprintf( stderr, "Rank %d says that we have a Communicator of size %d\n", BOSS, numCPUs );
    }
    else
    {
        fprintf( stderr, "Welcome from Rank %d\n", me );
    }

    MPI_Finalize( );
    return 0;
}
```
So, we have a group (a “communicator”) of distributed processors. How do they communicate about what work they are supposed to do?

Who am I? Where am I? What am I supposed to be doing? Hello? Is anyone listening?

Example: You could coordinate the units of our DGX system using MPI.
A Good Place to Start: MPI Broadcasting

MPI_Bcast( array, count, type, src, MPI_COMM_WORLD );

Address of data to send from if you are the src node; Address of the data to receive into if you are not

# elements

MPI_CHAR
MPI_INT
MPI_LONG
MPI_FLOAT
MPI_DOUBLE
• • •

rank of the CPU doing the sending

Broadcast

src node

≠ src nodes

Both the sender and receivers need to execute MPI_Bcast – there is no separate receive function
This is our heat transfer equation from before. Clearly, every CPU will need to know this value. 

\[
\Delta T_i = \left( \frac{k}{\rho C} \right) \left( \frac{T_{i-1} - 2T_i + T_{i+1}}{(\Delta x)^2} \right) \Delta t
\]

```c
int numCPUs;
int me;
float k_over_rho_c; // the BOSS node will know this value, the others won't (yet)

#define BOSS 0

MPI_Comm_size( MPI_COMM_WORLD, &numCPUs ); // how many are in this communicator
MPI_Comm_rank( MPI_COMM_WORLD, &me ); // which one am I?

... 

if( me == BOSS )
{
    << read k_over_rho_c from the data file >>
}

MPI_Bcast( &k_over_rho_c, 1, MPI_FLOAT, BOSS, MPI_COMM_WORLD ); // send if BOSS, and receive if not
```

---

**MPI Broadcast Example**

I am the BOSS: this identifies this call as a send.
Both the sender and receivers need to execute `MPI_Bcast` – there is no separate receive function.

### Node #BOSS:

```c
MPI_Bcast(&k_over_rho_c, 1, MPI_FLOAT, BOSS, MPI_COMM_WORLD);
```

// send if BOSS, and receive if not

### All Nodes that are not #BOSS:

<table>
<thead>
<tr>
<th>Executable code</th>
<th>k_over_rho_c (being set)</th>
</tr>
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<tbody>
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</table>
How Does this Work?
Think Star Trek Wormholes!
Sending Data from One Source CPU to One Destination CPU

```c
MPI_Send( array, numToSend, type, dst, tag, MPI_COMM_WORLD );
```

address of data to send from

# elements
(note: this is the number of elements, not the number of bytes!)

MPI_CHAR
MPI_INT
MPI_LONG
MPI_FLOAT
MPI_DOUBLE
• • •

rank of the CPU to send to

An integer to differentiate this transmission from any other transmission (be sure this is unique!)

Rules:

• One message from a specific src to a specific dst cannot overtake a previous message from the same src to the same dst.

• MPI_Send( ) blocks until the transfer is far enough along that array can be destroyed or re-used.

• There are no guarantees on order from different src’s.
Receiving Data in a Destination CPU from a Source CPU

```c
MPI_Recv( array, maxCanReceive, type, src, tag, MPI_COMM_WORLD, &status );
```

- **Rules:**
  - The receiver blocks waiting for data that matches what it declares to be looking for.
  - One message from a specific `src` to a specific `dst` cannot overtake a previous message from the same `src` to the same `dst`.
  - There are no guarantees on the order from different `src`'s.
  - The order from different `src`'s could be implied in the `tag`.
  - `status` is type MPI_Status – the “&status” can be replaced with MPI_STATUS_IGNORE.

- **src node** → **dst node**
Example

Remember, this *identical code* runs on all CPUs:

```c
int numCPUs;
int me;
#define MYDATA_SIZE 128
char mydata[MYDATA_SIZE];
#define BOSS 0

MPI_Comm_size( MPI_COMM_WORLD, &numCPUs );
MPI_Comm_rank( MPI_COMM_WORLD, &me );

if( me == BOSS ) // the primary
{
    for( int dst = 0; dst < numCPUs; dst++ )
    {
        if( dst != BOSS )
        {
            char *InputData = "Hello, Beavers!";
            MPI_Send( InputData, strlen(InputData)+1, MPI_CHAR, dst, 'B', MPI_COMM_WORLD );
        }
    }
}
else // a secondary
{
    MPI_Recv( myData, MYDATA_SIZE, MPI_CHAR, BOSS, 'B', MPI_COMM_WORLD, MPI_STATUS_IGNORE );
    printf( "'%s' from rank # %d
", in, me );
}
```

You are highly discouraged from sending to yourself. Because both the send and receive are capable of blocking, the result could be deadlock.
Look at this Diagram

```c
if ( dst != BOSS )
{
    char *InputData = "Hello, Beavers!";
    MPI_Send( InputData, strlen(InputData)+1, MPI_CHAR, dst, 0, MPI_COMM_WORLD );
}
else
    // a secondary
    {
        MPI_Recv( myData, MYDATA_SIZE, MPI_CHAR, BOSS, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE );
        printf( " '%s' from rank %d in me\n" in, me );
    }
```

Executable code | Input Data
--- | ---

Destinations

Source

Executable code | MyData
--- | ---

Executable code | MyData
--- | ---

Executable code | MyData
--- | ---

Executable code | MyData
--- | ---

Executable code | MyData
--- | ---
How does MPI let the Sender perform an MPI_Send() even if the Receivers are not ready to MPI_Recv()?

MPI_Send() blocks until the transfer is far enough along that the array can be destroyed or re-used.
Another Example

You typically don’t send the entire workload to each dst – you just send part of it, like this:

```c
#define NUMELEMENTS ???
int numCPUs;
int me;
#define BOSS 0

MPI_Comm_size( MPI_COMM_WORLD, &numCPUs );
MPI_Comm_rank( MPI_COMM_WORLD, &me );

int localSize = NUMELEMENTS / numCPUs;    // assuming it comes out evenly
float *myData = new float [ localSize ];

if( me == BOSS )    // the sender
{
    float *InputData = new float [ NUMELEMENTS ];
    << read the full input data into InputData from disk >>
    for( int dst = 0; dst < numCPUs; dst++ )
    {
        if( dst != BOSS )
        {
            MPI_Send( InputData[dst*localSize], localSize, MPI_FLOAT, dst, 0, MPI_COMM_WORLD );
        }
    }
} else    // a receiver
{
    MPI_Recv( myData, localSize, MPI_FLOAT, BOSS, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE );
    // do something with this subset of the data
}
```
Another Example

You typically don’t send the entire workload to each dst – you just send part of it, like this:

```c
if ( dst != BOSS )
{
    MPI_Send( &InputData[dst*localSize], localSize, MPI_FLOAT, dst, 0, MPI_COMM_WORLD );
}
else  // a secondary
{
    MPI_Recv( myData, localSize, MPI_FLOAT, BOSS, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE );
    // do something with this subset of the data
}
```
In Distributed Computing, You Often Hear About These Design Patterns

- **Broadcast**

- **Scatter**

- **Gather**
Scatter and Gather Usually Go Together

Note surprisingly, this is referred to as Scatter/Gather
MPI Scatter

Take a data array, break it into ~equal portions, and send it to each CPU

\[
\text{MPI\_Scatter(} \text{snd\_array, snd\_count, snd\_type, rcv\_array, rcv\_count, rcv\_type, src, MPI\_COMM\_WORLD );}
\]

- The total large array to split up
- # elements to send per-processor
- MPI\_CHAR
  MPI\_INT
  MPI\_LONG
  MPI\_FLOAT
  MPI\_DOUBLE
  • • •
- Local array to store this processor’s piece in
- # elements to receive per-processor
- MPI\_CHAR
  MPI\_INT
  MPI\_LONG
  MPI\_FLOAT
  MPI\_DOUBLE
  • • •
- This is who is doing the sending – everyone else is receiving

Both the sender and receivers need to execute \text{MPI\_Scatter}. There is no separate receive function.
MPI Gather

Both the sender and receivers need to execute **MPI_Gather**. There is no separate receive function

```
MPI_Gather( snd_array, snd_count, snd_type, rcv_array, rcv_count, rcv_type, dst, MPI_COMM_WORLD );
```
Remember This? It’s Baaaaaack as a complete Scatter/Gather Example

The Compute : Communicate Ratio still applies, except that it is even more important now because there is much more overhead in the Communicate portion.

This pattern of breaking a big problem up into pieces, sending them to different CPUs, computing on the pieces, and getting the results back is very common. That’s why MPI has its own scatter and gather functions.
```c
#include <stdio.h>
#include <math.h>
#include <mpi.h>

const float RHO = 8050.;
const float C   = 0.466;
const float K   = 20.;
float k_over_rho_c = K / (RHO*C); // units of m^2/sec  
                            // K / (RHO*C) = 5.33x10^-6 m^2/sec

const float DX = 1.0;
const float DT = 1.0;

#define BOSS 0
#define NUMELEMENTS (8*1024*1024)
#define NUM_TIME_STEPS 4
#define DEBUG false

float * NextTemps; // per-processor array to hold computer next-values
int NumCpus; // total # of cpus involved
int PPSSize; // per-processor local array size
float * PPTemps; // per-processor local array temperature data
float * TempData; // the overall NUMELEMENTS-big temperature data

void DoOneTimeStep( int );
```
int main( int argc, char *argv[] )
{
    MPI_Init( &argc, &argv );

    int me;               // which one I am

    MPI_Comm_size( MPI_COMM_WORLD, &NumCpus );
    MPI_Comm_rank( MPI_COMM_WORLD, &me );

    // decide how much data to send to each processor:
    // assuming it comes out evenly
    PPSize = NUMELEMENTS / NumCpus;
    PPTemps = new float [PPSize];  // all processors now have this uninitialized Local array
    NextTemps = new float [PPSize]; // all processors now have this uninitialized local array too

    // broadcast the constant:
    MPI_Bcast( (void *)&k_over_rho_c, 1, MPI_FLOAT, BOSS, MPI_COMM_WORLD );

    Broadcast

    

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if( me == BOSS )  // this is the data-creator
{
    TempData = new float [NUMELEMENTS];
    for( int i = 0; i < NUMELEMENTS; i++ )
        TempData[ i ] = 0.;
    TempData[NUMELEMENTS/2] = 100.;
}

MPI_Scatter( TempData, PPSize, MPI_FLOAT, PPTemps, PPSize, MPI_FLOAT,
            BOSS, MPI_COMM_WORLD );
// all the PPTemps arrays have now been filled
// do the time steps:

double time0 = MPI_Wtime();

for( int steps = 0; steps < NUM_TIME_STEPS; steps++ )
{
    // do the computation for one time step:
    DoOneTimeStep( me );

    // ask for all the data:
    #ifdef WANT_EACH_TIME_STEPS_DATA
    MPI_Gather( PPTemps, PPSize, MPI_FLOAT, TempData, PPSize, MPI_FLOAT, BOSS, MPI_COMM_WORLD );
    #endif

    } }  // ifndef WANT_EACH_TIME_STEPS_DATA

# ifndef WANT_EACH_TIME_STEPS_DATA
    MPI_Gather( PPTemps, PPSize, MPI_FLOAT, TempData, PPSize, MPI_FLOAT, BOSS, MPI_COMM_WORLD );
# endif

    double time1 = MPI_Wtime();
if( me == BOSS )
{
    double seconds = time1 - time0;
    double performance =
        (double)NUM_TIME_STEPS * (double)NUMELEMENTS / seconds / 1000000.;
    // mega-elements computed per second
    fprintf( stderr, "%3d, %10d, %8.2lf\n", NumCpus, NUMELEMENTS, performance );
}

MPI_Finalize( );
return 0;
void DoOneTimeStep( int me )
{
    MPI_Status status;

    // send out the left and right end values:
    // (the tag is from the point of view of the sender)
    if( me != 0 ) // i.e., if i'm not the first group on the left
    {
        // send my PPTemps[0] to me-1 using tag 'L'
        MPI_Send( &PPTemps[0], 1, MPI_FLOAT, me-1, 'L', MPI_COMM_WORLD );
        if( DEBUG ) fprintf( stderr, "%3d sent 'L' to %3d\n", me, me-1 );
    }

    if( me != NumCpus-1 ) // i.e., not the last group on the right
    {
        // send my PPTemps[PPSize-1] to me+1 using tag 'R'
        MPI_Send( &PPTemps[PPSize-1], 1, MPI_FLOAT, me+1, 'R', MPI_COMM_WORLD );
        if( DEBUG ) fprintf( stderr, "%3d sent 'R' to %3d\n", me, me+1 );
    }
}
float left = 0.;
float right = 0.;

if( me != 0 ) // i.e., if i'm not the first group on the left
{
    // receive my "left" from me-1 using tag 'R'
    MPI_Recv( &left, 1, MPI_FLOAT, me-1, 'R', MPI_COMM_WORLD, &status );
    if( DEBUG ) fprintf( stderr, "%3d received 'R' from %3d\n", me, me-1 );
}

if( me != NumCpus-1 ) // i.e., not the last group on the right
{
    // receive my "right" from me+1 using tag 'L'
    MPI_Recv( &right, 1, MPI_FLOAT, me+1, 'L', MPI_COMM_WORLD, &status );
    if( DEBUG ) fprintf( stderr, "%3d received 'L' from %3d\n", me, me+1 );
}
Sharing Values Across the Boundaries

1 sent 'L' to 0
1 sent 'R' to 2
2 sent 'L' to 1
2 sent 'R' to 3
2 received 'R' from 1
0 sent 'R' to 1
0 received 'L' from 1
1 received 'R' from 0
1 received 'L' from 2
3 sent 'L' to 2
3 received 'R' from 2
2 received 'L' from 3
1D Compute-to-Communicate Ratio

In the above drawing, Compute : Communicate is 4 : 2

Compute : Communicate ratio = N : 2

where N is the number of compute cells per processor

Intraprocessor computing

Interprocessor communication
DoOneTimeStep, III

// first element on the left (0):
{
    float dtemp = ( k_over_rho_c * 
                    ( left - 2.*PPTemps[0] + PPTemps[1] ) / ( DX*DX ) ) * DT;
    NextTemps[0] = PPTemps[0] + dtemp;
}

// all the nodes in the middle:
for( int i = 1; i < PPSize-1; i++ )
{
    float dtemp = ( k_over_rho_c * 
                    ( PPTemps[i-1] - 2.*PPTemps[i] + PPTemps[i+1] ) / ( DX*DX ) ) * DT;
    NextTemps[i] = PPTemps[i] + dtemp;
}

// last element on the right (PPSize-1):
{
    float dtemp = ( k_over_rho_c * 
                    ( PPTemps[PPSize-2] - 2.*PPTemps[PPSize-1] + right ) / ( DX*DX ) ) * DT;
    NextTemps[PPSize-1] = PPTemps[PPSize-1] + dtemp;
}
// update the local dataset:

for( int i = 0; i < PPSize; i++ )
{
    PPTemps[ i ] = NextTemps[ i ];
}

DoOneTimeStep, IV
MPI Performance

Mega-Elements Computed Per Second vs. Number of Elements

Number of Elements

Mega-Elements Computed Per Second

Number of Processors

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Low Dataset-Size MPI Performance
Mega-Elements Computed Per Second vs. Number of Processors

Mega-Elements Computed Per Second vs. Number of Processors

Number of Processors

0 8 16 24 32

Number of Elements

1024 8192 65536 524288 4194304 16777216 33554432

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Computer Graphics

mjb – June 2, 2021
MPI Reduction

\texttt{MPI\_Reduce( partialResult, globalResult, count, type, operator, dst, MPI\_COMM\_WORLD );}

- Where the partial result is stored on each CPU
- Place to store the full result on the dst CPU
- Number of elements in the partial result
- MPI functions:
  - MPI\_MIN
  - MPI\_MAX
  - MPI\_SUM
  - MPI\_PROD
  - MPI\_MINLOC
  - MPI\_MAXLOC
  - MPI\_LAND
  - MPI\_BAND
  - MPI\_LOR
  - MPI\_BOR
  - MPI\_LXOR
  - MPI\_BXOR
- Who is given the final answer

This really should be called \textit{Scatter/Gather/Reduction}

\textit{Both} the sender and receivers need to execute \texttt{MPI\_Reduce}. There is no separate receive function.
MPI Reduction Example

// gratuitous use of a reduce -- average all the temperatures:

float partialSum = 0.;
for( int i = 0; i < PPSize; i++ )
    partialSum += PPTemps[ i ];

float globalSum = 0.;
MPI_Reduce( &partialSum, &globalSum, 1, MPI_FLOAT, MPI_SUM, BOSS, MPI_COMM_WORLD );

if( me == BOSS )
    fprintf( stderr, "Average temperature = %f\n", globalSum/(float)NUMELEMENTS );
MPI Barriers

```c
MPI_Barrier( MPI_COMM_WORLD );
```

All CPUs must execute the call to MPI_Barrier( ) before any of the CPUs can move past it. That is, each CPU’s MPI_Barrier( ) blocks until all CPUs execute a call to MPI_Barrier( ).
**MPI Derived Types**

**Idea:** In addition to types MPI_INT, MPI_FLOAT, etc., allow the creation of new MPI types so that you can transmit an “array of structures”.

**Reason:** There is significant overhead with each transmission. Better to send one entire array of structures instead of sending several arrays separately.

```c
MPI_Type_create_struct( count, blocklengths, displacements, types, datatype );
```

```c
struct point {
    int    pointSize;
    float  x, y, z;
};
```

```c
MPI_Datatype MPI_POINT;
int blocklengths[ ] = { 1, 1, 1, 1 };    
int displacements[ ] = { 0, 4, 8, 12 },    
MPI_type types[ ] = { MPI_INT, MPI_FLOAT, MPI_FLOAT, MPI_FLOAT };
MPI_Type_create_struct( 4, blocklengths, displacements, types, &MPI_POINT );
```

You can now use MPI_POINT everywhere you could have used MPI_INT, MPI_FLOAT, etc.
double MPI_Wtick();

Returns the resolution of the clock, in seconds.

double MPI_Wtime();

Returns the time, in seconds, since “some time in the past”.

Warning: the clocks on the different CPUs are not guaranteed to be synchronized!
Autocorrelation – a Piece of the Original Signal
Autocorrelation – More than Just a Scatter

NUMELEMENTS

Divide NUMELEMENTS into pieces for the NumCpus
(this is what MPI_Scatter does)

NUMELEMENTS
NumCpus

NUMELEMENTS
NumCpus

NUMELEMENTS
NumCpus

NUMELEMENTS
NumCpus

NUMELEMENTS
NumCpus

NUMELEMENTS
NumCpus

But, in the Autocorrelation case, we need MAXSHIFTS more data values for each CPU
Autocorrelation – How the Shifting Works

- Shift = 0
  - NUMELEMENTS
  - NumCpus
  - MAXSHIFTS

- Shift = 1
  - NUMELEMENTS
  - NumCpus
  - MAXSHIFTS

- Shift = 2
  - NUMELEMENTS
  - NumCpus
  - MAXSHIFTS

- Shift = 3
  - NUMELEMENTS
  - NumCpus
  - MAXSHIFTS

- Shift = MAXSHIFTS-1
  - NUMELEMENTS
  - NumCpus
  - MAXSHIFTS