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

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

Mike Bailey
mjb@cs.oregonstate.edu

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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
MPI: The Basic Idea

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. It must then have that server code running and listening on its socket connection. 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 Frontera supercomputer
How to SSH to the COE MPI Cluster

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

submit-c 142% module load slurm

ssh over to an MPI submission machine -- submit-a and submit-b will also work

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 about 130 servers providing nearly 4000 CPU cores, over 200 GPUs, and over 43 TB total RAM. The systems are connected via gigabit ethernet and InfiniBand. Most of the latest servers utilize Mellanox EDR or HDR InfiniBand network connection. The cluster also has access to 150TB global scratch from the College of Engineering's Dell/EMC Isilon enterprise storage. The CoE HPC Cluster is rated at over 1700 peak TFLOPS (double-precision).”
Compiling and Running

\texttt{mpicc} -o program program.c...

or

\texttt{mpic++} -o program program.cpp...

\texttt{mpiexec} -mca btl self,tcp -np 4 program

\# of processors to use

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

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

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

submit.bash:

```bash
#!/bin/bash
#SBATCH  -J  AutoCorr
#SBATCH  -A  cs475-575
#SBATCH  -p  classmpitest
#SBATCH  -N 16      # number of nodes
#SBATCH  -n 16      # number of tasks
#SBATCH  -o  mpiproject.out
#SBATCH  -e  mpiproject.err
#SBATCH  --mail-type=END,FAIL
#SBATCH  --mail-user=joeparallel@oregonstate.edu
module load openmpi
mpic++ mpiproject.cpp -o mpiproject -lm
mpiexec -mca btl self,tcp -np 4 ./mpiproject
```

**Your Job Name**

This is the partition name that we use for our class when debugging and testing your program. Use **classmpifinal** for taking your final performance numbers.

**submit-c 143% sbatch submit.bash**
Submitted batch job 258759
What is the Difference Between the Partitions `classmpitest` and `classmpifinal`?

`classmpitest` lets your program get into the system sooner, but it might be running alongside other jobs, so its performance might suffer. But, you don't care because you are just compiling and debugging, not taking performance numbers for your report.

`classmpifinal` makes your program wait in line until it can get dedicated resources so that you get performance results that are much more representative of what the machines can do, and thus are worthy to be listed in your report.
#SBATCH --mail-user=joeparallel@oregonstate.edu

You don’t have to ask the system to email information to you, but if you do, please be sure you get your own email address right!

Our IT people are getting really tired of fielding the bounced emails when people misspell their own email address.
Use slurm’s `scancel` if your Job Needs to Be Killed

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

submit-c 144% scancel 258759
```
Setting Up and Finishing MPI

You don’t need to process command line arguments if you don’t want to. You can just call MPI_Init( ) 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.

This requires MPI server code getting installed on all those CPUs. That code then needs to be running and listening on a socket connection. Only an administrator can do this.
#include <stdio.h>
#include <math.h>
#include <mpi.h>

#define THEBOSS 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 == THEBOSS )
        fprintf( stderr, "Rank %d says that we have a Communicator of size %d\n", THEBOSS, numCPUs );
    else
        fprintf( stderr, "Welcome from Rank %d\n", me );

    MPI_Finalize( );
    return 0;
}
submit-c 165% mpiexec -np 16 ./first
Welcome from Rank 13
Welcome from Rank 15
Welcome from Rank 3
Welcome from Rank 7
Welcome from Rank 5
Welcome from Rank 8
Welcome from Rank 9
Welcome from Rank 11
Welcome from Rank 1
Rank 0 says that we have a Communicator of size 16
Welcome from Rank 1
Welcome from Rank 5
Welcome from Rank 7
Welcome from Rank 9
Welcome from Rank 11
Welcome from Rank 13
Welcome from Rank 15
Rank 0 says that we have a Communicator of size 16
Welcome from Rank 2
Welcome from Rank 3
Welcome from Rank 4
Welcome from Rank 6
Welcome from Rank 8
Welcome from Rank 12
Welcome from Rank 14
Welcome from Rank 10
Welcome from Rank 4

submit-c 166% mpiexec -np 16 ./first
Welcome from Rank 13
Welcome from Rank 15
Welcome from Rank 7
Welcome from Rank 1
Welcome from Rank 3
Welcome from Rank 12
Welcome from Rank 14
Welcome from Rank 6
Welcome from Rank 2
Welcome from Rank 10
Welcome from Rank 1
Welcome from Rank 5
Welcome from Rank 7
Welcome from Rank 9
Welcome from Rank 11
Welcome from Rank 13
Welcome from Rank 15
Rank 0 says that we have a Communicator of size 16
Welcome from Rank 2
Welcome from Rank 3
Welcome from Rank 4
Welcome from Rank 6
Welcome from Rank 8
Welcome from Rank 12
Welcome from Rank 14
Welcome from Rank 10
Welcome from Rank 4

submit-c 167% mpiexec -np 16 ./first
Welcome from Rank 9
Welcome from Rank 11
Welcome from Rank 13
Welcome from Rank 7
Welcome from Rank 1
Welcome from Rank 3
Welcome from Rank 14
Welcome from Rank 6
Welcome from Rank 2
Welcome from Rank 10
Welcome from Rank 1
Welcome from Rank 5
Welcome from Rank 7
Welcome from Rank 9
Welcome from Rank 11
Welcome from Rank 13
Welcome from Rank 15
Rank 0 says that we have a Communicator of size 16
Welcome from Rank 2
Welcome from Rank 3
Welcome from Rank 4
Welcome from Rank 6
Welcome from Rank 8
Welcome from Rank 12
Welcome from Rank 14
Welcome from Rank 10
Welcome from Rank 4

submit-c 168% mpiexec -np 16 ./first
Welcome from Rank 9
Welcome from Rank 11
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Welcome from Rank 7
Welcome from Rank 1
Welcome from Rank 3
Welcome from Rank 14
Welcome from Rank 6
Welcome from Rank 2
Welcome from Rank 10
Welcome from Rank 1
Welcome from Rank 5
Welcome from Rank 7
Welcome from Rank 9
Welcome from Rank 11
Welcome from Rank 13
Welcome from Rank 15
Rank 0 says that we have a Communicator of size 16
Welcome from Rank 2
Welcome from Rank 3
Welcome from Rank 4
Welcome from Rank 6
Welcome from Rank 8
Welcome from Rank 12
Welcome from Rank 14
Welcome from Rank 10
Welcome from Rank 4
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 the data to send from if you are the src node;
- Address of the data to receive into if you are not src node;
- # elements
- MPI_CHAR
- MPI_INT
- MPI_LONG
- MPI_FLOAT
- MPI_DOUBLE
- ... rank of the CPU doing the sending

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 THEBOSS node will know this value, the others won’t (yet)

#define THEBOSS 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 == THEBOSS )
{   << read k_over_rho_c from the data file >>
}

MPI_Bcast( &k_over_rho_c, 1, MPI_FLOAT, THEBOSS, MPI_COMM_WORLD ); // send if I am THEBOSS, and receive if not
```
How Does this Work?
Think Star Trek Wormholes!
Sending Data from One Source CPU to Just One Destination CPU

```
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 or character to differentiate this transmission from any other transmission. I like to use chars.

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

```c
int numCPUs;
int me;
#define MYDATA_SIZE 128
char mydata[MYDATA_SIZE];
#define THEBOSS 0
MPI_Comm_size(MPI_COMM_WORLD, &numCPUs);
MPI_Comm_rank(MPI_COMM_WORLD, &me);
if( me == THEBOSS ) // the primary
{
    for( int dst = 0; dst < numCPUs; dst++ )
    {
        if( dst != THEBOSS )
        {
            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, THEBOSS, 'B', MPI_COMM_WORLD, MPI_STATUS_IGNORE );
    printf( " '%s' from rank # %d\n", 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.
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.
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 THEBOSS 0

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

int PPSize = NUMELEMENTS / numCPUs; // per-processor data size -- assuming it comes out evenly
float *myData = new float [ PPSize ];

if( me == THEBOSS ) // 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 != THEBOSS )
        {
            MPI_Send( &InputData[dst*PPSize], PPSize, MPI_FLOAT, dst, 0, MPI_COMM_WORLD );
        }
    }
}
else // a receiver
{
    MPI_Recv( myData, PPSize, MPI_FLOAT, THEBOSS, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE );
    // do something with this subset of the data
}
```

The address of node dst's share of the data to send

Each dst node will store its data in this array
In Distributed Computing, You Often Hear About These Design Patterns

**Broadcast**

- This sends the same data to each processor

**Scatter**

- This sends pieces of the data to each processor

**Gather**

- This brings back pieces of the results from each processor
Scatter and Gather Usually Go Together

This sends pieces of the data to each processor

**Scatter**

This brings back pieces of the results from each processor

**Gather**

Note surprisingly, this is referred to by the combined term *Scatter/Gather*
MPI Scatter

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

```c
MPI_Scatter( 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

## variables:
- `snd_array`
- `snd_count`
- `snd_type`
- `rcv_array`
- `rcv_count`
- `rcv_type`
- `src`
- `MPI_COMM_WORLD`

Local array to store this processor's piece in

# elements to receive per-processor

## variables:
- `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 **MPI_Scatter**. There is no separate receive function
MPI Gather

Both the sender and receivers need to execute **MPI_Gather**.

There is no separate transmit function
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 THEBOSS 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    PPSize;      // 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:
    PPSize = NUMELEMENTS / NumCpus;            // assuming it comes out evenly
    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, THEBOSS, MPI_COMM_WORLD );
if( me == THEBOSS ) // 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, THEBOSS, 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_BACK
        MPI_Gather( PPTemps, PPSize, MPI_FLOAT, TempData, PPSize, MPI_FLOAT,
                    THEBOSS, MPI_COMM_WORLD );
    #endif

    #ifndef WANT_EACH_TIME_STEPS_DATA_BACK
        MPI_Gather( PPTemps, PPSize, MPI_FLOAT, TempData, PPSize, MPI_FLOAT,
                    THEBOSS, MPI_COMM_WORLD );
    #endif
}

double time1 = MPI_Wtime( );
if( me == THEBOSS )
{
    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

Intraprocessor computing

Interprocessor communication

Compute : Communicate ratio = \( N : 2 \)

where \( N \) is the number of compute cells per processor

In the above drawing, Compute : Communicate is 4 : 2
// 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 ];
}

Low Dataset-Size MPI Performance

![Graph showing Mega-Elements Computed Per Second vs. Number of Elements]

- **Mega-Elements Computed Per Second** vs. **Number of Elements**
- **Number of Processors**:
  - 1
  - 2
  - 4
  - 8
  - 16
  - 32
Mega-Elements Computed Per Second vs. Number of Processors

Number of Processors

Number of Elements

Mega-Elements Computed Per Second

- 1024
- 8192
- 65536
- 524288
- 4194304
- 16777216
- 33554432
Using MPI and OpenMP on 13,680 nodes (437,760 cores) of the Cray XE6 at NCSA at the University of Illinois

From: Peter Johnsen, Mark Straka, Melvyn Shapiro, Alan Norton, Thomas Galarneau,
*Petascale WRF Simulation of Hurricane Sandy.*
MPI Reduction

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_CHAR
MPI_INT
MPI_LONG
MPI_FLOAT
MPI_DOUBLE

• • •

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 Scatter/Gather/Reduction

Both the sender and receivers need to execute MPI_Reduce. There is no separate receive function.
// 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, THEBOSS, MPI_COMM_WORLD );

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

double MPI_Wtick();

Returns the resolution of the clock, in seconds.

Warning: the clocks on the different CPUs are not guaranteed to be synchronized!

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!
MPI Status-Checking

Some MPI calls have a `&status` in their argument list.

The `status` argument is declared to be of type `MPI_Status`, which is actually a struct:

```
typedef struct _MPI_Status
{
    int MPI_SOURCE;
    int MPI_TAG;
    int MPI_ERROR;
} MPI_Status;
```

- `MPI_SOURCE` is the rank of the node who sent this
- `MPI_TAG` is the tag used during the send
- `MPI_ERROR` is the error number that occurred

Example:

```
MPI_Status status;
MPI_Recv( myData, MYDATA_SIZE, MPI_CHAR, THEBOSS, MPI_ANY_TAG, MPI_COMM_WORLD, &status );

fprintf( stderr, "Rank = %d, Tag = %d, Error Code = %d\n",
    status.MPI_SOURCE, status.MPI_TAG, status.MPI_ERROR );
```
# MPI Error Codes

<table>
<thead>
<tr>
<th>MPI Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPI_SUCCESS</td>
<td>No error</td>
</tr>
<tr>
<td>MPI_ERR_BUFFER</td>
<td>Invalid buffer pointer</td>
</tr>
<tr>
<td>MPI_ERR_COUNT</td>
<td>Invalid count argument</td>
</tr>
<tr>
<td>MPI_ERR_TYPE</td>
<td>Invalid datatype argument</td>
</tr>
<tr>
<td>MPI_ERR_TAG</td>
<td>Invalid tag argument</td>
</tr>
<tr>
<td>MPI_ERR_COMM</td>
<td>Invalid communicator</td>
</tr>
<tr>
<td>MPI_ERR_RANK</td>
<td>Invalid rank</td>
</tr>
<tr>
<td>MPI_ERR_REQUEST</td>
<td>Invalid request (handle)</td>
</tr>
<tr>
<td>MPI_ERR_ROOT</td>
<td>Invalid root</td>
</tr>
<tr>
<td>MPI_ERR_GROUP</td>
<td>Invalid group</td>
</tr>
<tr>
<td>MPI_ERR_OP</td>
<td>Invalid operation</td>
</tr>
<tr>
<td>MPI_ERR_TOPOLOGY</td>
<td>Invalid topology</td>
</tr>
<tr>
<td>MPI_ERR_DIMS</td>
<td>Invalid dimension argument</td>
</tr>
<tr>
<td>MPI_ERR_ARG</td>
<td>Invalid argument of some other kind</td>
</tr>
<tr>
<td>MPI_ERR_UNKNOWN</td>
<td>Unknown error</td>
</tr>
<tr>
<td>MPI_ERR_TRUNCATE</td>
<td>Message truncated on receive</td>
</tr>
<tr>
<td>MPI_ERR_OTHER</td>
<td>Known error not in this list</td>
</tr>
<tr>
<td>MPI_ERR_INTERN</td>
<td>Internal MPI (implementation) error</td>
</tr>
<tr>
<td>MPI_ERR_IN_STATUS</td>
<td>Error code is in status</td>
</tr>
<tr>
<td>MPI_ERR_PENDING</td>
<td>Pending request</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MPI Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPI_ERR_FILE</td>
<td>Invalid file handle</td>
</tr>
<tr>
<td>MPI_ERR_NOTSAME</td>
<td>Collective argument not identical on all processes, or collective routines called in a different order by different processes</td>
</tr>
<tr>
<td>MPI_ERR_AMODE</td>
<td>Error related to the amode passed to MPI_FILE_OPEN</td>
</tr>
<tr>
<td>MPI_ERR_UNSUPPORTED_DATAREP</td>
<td>Unsupported datarep passed to MPI_FILE_SET_VIEW</td>
</tr>
<tr>
<td>MPI_ERR_UNSUPPORTED_OPERATION</td>
<td>Unsupported operation, such as seeking on a file which supports sequential access only</td>
</tr>
<tr>
<td>MPI_ERR_NO_SUCH_FILE</td>
<td>File does not exist</td>
</tr>
<tr>
<td>MPI_ERR_FILE_EXISTS</td>
<td>File exists</td>
</tr>
<tr>
<td>MPI_ERR_BAD_FILE</td>
<td>Invalid file name (e.g., path name too long)</td>
</tr>
<tr>
<td>MPI_ERR_ACCESS</td>
<td>Permission denied</td>
</tr>
<tr>
<td>MPI_ERR_NO_SPACE</td>
<td>Not enough space</td>
</tr>
<tr>
<td>MPI_ERR_QUOTA</td>
<td>Quota exceeded</td>
</tr>
<tr>
<td>MPI_ERR_READ_ONLY</td>
<td>Read-only file or file system</td>
</tr>
<tr>
<td>MPI_ERR_FILE_IN_USE</td>
<td>File operation could not be completed, as the file is currently open by some process</td>
</tr>
<tr>
<td>MPI_ERR_DUP_DATAREP</td>
<td>Conversion functions could not be registered because a data representation identifier that was already defined was passed to MPI_REGISTER_DATAREP</td>
</tr>
<tr>
<td>MPI_ERR_CONVERSION</td>
<td>An error occurred in a user supplied data conversion function</td>
</tr>
<tr>
<td>MPI_ERR_IO</td>
<td>Other I/O error</td>
</tr>
<tr>
<td>MPI_ERR_LASTCODE</td>
<td>Last error code</td>
</tr>
</tbody>
</table>

Invalid keyval has been passed |
MPI_ALLOC_MEM failed because memory is exhausted |
Key longer than MPI_MAX_INFO_KEY |
Value longer than MPI_MAX_INFO_VALUE |
Invalid key passed to MPI_INFO_DELETE |
Error in spawning processes |
Invalid port name passed to MPI_COMM_CONNECT |
Invalid service name passed to MPI_UNPUBLISH_NAME |
Invalid service name passed to MPI_LOOKUP_NAME |
Invalid win argument |
Invalid size argument |
Invalid disp argument |
Invalid info argument |
Invalid locktype argument |
Invalid assert argument |
Conflicting accesses to window |
Wrong synchronization of RMA calls |
Example: Autocorrelation

The Original Signal

![Graph of the Original Signal](image-url)
Divide NUMELEMENTS into pieces for the NumCpus
(this is what MPI_Scatter does)

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

Shift = 0

Shift = 1

Shift = 2

Shift = 3

Shift = MAXSHIFTS-1