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.
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
submit-c 143% module load openmpi
```

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

```bash
cmpic -o program program.c ...
```

or

```bash
mpic++ -o program program.cpp ...
```

```bash
mpiexec -mca btl self,tcp -np 4 program
```

All distributed processors execute the same program at the same time

# of processors to use

**Warning – use mpic++ and mpiexec!**

Don’t use g++.
Don’t run by just typing the name of the executable!

### Running with a **bash** Batch Script

```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
```

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.

Your Job Name

These 3 lines are bash code

**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.

Auto-Notifications via Email

```
#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

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

submit-c 144% scancel 258759
```

### Setting Up and Finishing MPI

```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 want to. You can just call `MPI_Init( )` as:

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

#define THEBOSS 0

int main( int argc, char *argv[] )
{
    int numCPUs;           // total # of cpus involved
    int me;               // which one I am

    MPI_Init( &argc, &argv );
    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
        " , THEBOSS, numCPUs);
    else
        fprintf( stderr, "Welcome from Rank %d
        " , me);

    MPI_Finalize( );
    return 0;
}
```

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.

**Size**, i.e., how many altogether?

**Rank**, i.e., which one am I?

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 **communicator** of deer!

A **communicator** of turkeys!
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

# elements

MPI_CHAR
MPI_INT
MPI_LONG
MPI_FLOAT
MPI_DOUBLE
• • •

rank of the CPU doing the sending

Broadcast

src node

Both the sender and receivers need to execute MPI_Bcast -- there is no separate receive function

MPI Broadcast Example

This is our heat transfer equation from before. Clearly, every CPU will need to know this value.

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

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

Heat Transfer Equation: $\Delta T = \left( \frac{k}{\rho C} \right) \left( \frac{T_{i+1} - 2T_i + T_{i-1}}{(\Delta x)^2} \right) \Delta t$
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.

src node ➔ dst node
Receiving Data in a Destination CPU from a Source CPU

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 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++ )
    {
        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
", 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.

```
#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
}
```

Another Example

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

```
#define NUMELEMENTS ????
int numCPUs;
int me;
#define THEBOSS 0
MPI_Comm_size(MPI_COMM_WORLD, &numCPUs);
MPI_Comm_rank(MPI_COMM_WORLD, &me);

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
}
```
In Distributed Computing, You Often Hear About These Design Patterns

**Broadcast**

![Broadcast Diagram]

This sends the same data to each processor.

**Scatter**

![Scatter Diagram]

This sends pieces of the data to each processor.

**Gather**

![Gather Diagram]

This brings back pieces of the results from each processor.

Scatter and Gather Usually Go Together

**Scatter**

![Scatter Diagram]

This sends pieces of the data to each processor.

**Gather**

![Gather Diagram]

This brings back pieces of the results from each processor.

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

```
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
- Local array to store this processor's piece in
- # elements to send per-processor
- # elements to receive per-processor
- 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**

```
MPI_Gather( snd_array, snd_count, snd_type, rcv_array, rcv_count, rcv_type, dst, MPI_COMM_WORLD );
```

- The total large array to put the pieces back into
- Local array that this processor is sending back
- # elements to return per-processor
- # elements to send back per-processor
- This is who is doing the receiving – everyone else is sending

### 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.

heat.cpp, I

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

const float RHO = 8050.0;
const float C = 0.466;
const float K = 20.0;
float k_over_rho_c = K / (RHO * C); // units of m^2/sec
// K / (RHO*C) = 5.33x10^-6 m^2/sec
 NOTE: this cannot be a const!
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 * PPlTemps; // per-processor local array temperature data
float * TempData; // the overall NUMELEMENTS-big temperature data
void DoOneTimeStep( int );
```
```cpp
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();

    #ifdef WANT_EACH_TIME_STEPS_DATA_BACK
        MPI_Finalize();
    #endif

    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
            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
", 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
", me, me+1);
  }

  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
", 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
", me, me+1);
  }
}
Sharing Values Across the Boundaries

In the above diagram:

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

Compute : Communicate ratio = N : 2

where N is the number of compute cells per processor

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

DoOneTimeStep, IV

// update the local dataset:
for( int i = 0; i < PPSize; i++ )
{
  PPTemps[ i ] = NextTemps[ i ];
}
**MPI Performance**

Mega-Elements Computed Per Second vs. Number of Elements

- Number of Elements vs. Number of Processors
- Number of Processors: 1, 2, 4, 8, 16, 32

**Low Dataset-Size MPI Performance**

Mega-Elements Computed Per Second vs. Number of Elements

- Number of Elements vs. Number of Processors
- Number of Processors: 1, 2, 4, 8, 16, 32
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

Who is given the final answer

This really should be called Scatter/Gather/Reduction

Reduction

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

---

**MPI Reduction Example**

```c
// 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 );
```

---

Reduction

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

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( 4, blocklengths, displacements, types, datatype );
```

You can now use `MPI_POINT` everywhere you could have used `MPI_INT, MPI_FLOAT` etc.
**MPI Timing**

```c
double MPI_Wtick();
```

Returns the resolution of the clock, in seconds.

```c
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:

```c
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:**

```c
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>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPI_SUCCESS</td>
<td>No error</td>
</tr>
<tr>
<td>MPI_ERR_SUCCESS</td>
<td>Invalid bufer pointer</td>
</tr>
<tr>
<td>MPI_ERR_RANK</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_OPERATION</td>
<td>Invalid rank</td>
</tr>
<tr>
<td>MPI_ERR_GROUP</td>
<td>Invalid request (filter)</td>
</tr>
<tr>
<td>MPI_ERR_REQUEST</td>
<td>Invalid rest</td>
</tr>
<tr>
<td>MPI_ERR_ARG</td>
<td>Invalid operation</td>
</tr>
<tr>
<td>MPI_ERR_INDEX</td>
<td>Invalid index</td>
</tr>
<tr>
<td>MPI_ERR_DIM</td>
<td>Invalid dimension argument</td>
</tr>
<tr>
<td>MPI_ERR_INDEX</td>
<td>Invalid argument of same kind</td>
</tr>
<tr>
<td>MPI_ERR_TYPE</td>
<td>Incorrect error type</td>
</tr>
<tr>
<td>MPI_ERR_NOT</td>
<td>Unknown error</td>
</tr>
<tr>
<td>MPI_ERR_TRUNCATE</td>
<td>Message truncated on receive</td>
</tr>
<tr>
<td>MPI_ERR_TRUNCATE</td>
<td>Known error not in list</td>
</tr>
<tr>
<td>MPI_ERR_ABORT</td>
<td>Internal MPI (implementation) error</td>
</tr>
<tr>
<td>MPI_ERR_ABORT</td>
<td>Error code is in status</td>
</tr>
<tr>
<td>MPI_ERR_PENDING</td>
<td>Pending request</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Invalud file handle</td>
</tr>
<tr>
<td>MPI_ERR_NOT</td>
<td>Collective-argument not identical on all processes, an collective-argument failed to be different on different processes</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Unrecognized or unsupported operation, such as seeking on a file which supports sequential access only</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>File does not exist</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Invalid file name (e.g. path name too long)</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Permission denied</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Not enough space</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Quota exceeded</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Read-only file or file system</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Conversion function could not be registered because the data representation identifier that was already defined was not present in MPI_REGISTER_DATAREP</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>An error occurred in an user provided data conversion function.</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Other E0 error</td>
</tr>
<tr>
<td>MPI_ERR_FILE</td>
<td>Last error code</td>
</tr>
</tbody>
</table>
Example: Autocorrelation

The Original Signal

Autocorrelation – More than Just a Scatter

NUMELEMENTS

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

NUMELEMENTS NumCpus | MAXSHIFTS

NUMELEMENTS NumCpus | MAXSHIFTS

NUMELEMENTS NumCpus | MAXSHIFTS

NUMELEMENTS NumCpus | MAXSHIFTS