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The University of Texas at Austin

MPI Programming

IHPCSS

Nonblocking Communications

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PRESENTED BY:

John Cazes

cazes@tacc.utexas.edu

Outline

Advantages of Message Passing

Background on MPI

Basic Information

Point to Point Communication

Nonblocking Communication

Wildcards

Probing

Collective Communications

"V" Operations

Derived Datatypes

Communicators

Nonblocking Communication

Nonblocking send: send call returns immediately, send actually occurs later

Nonblocking receive: receive call returns immediately. When received data is needed, call a wait subroutine

Nonblocking communication used to overlap communication with computation.

Can help prevent deadlock

Nonblocking Send with MPI_Isend

C

```
MPI_Request request  
ierr = MPI_Isend(&buffer, count, datatype,  
                dest, tag, comm, &request)
```

Fortran

```
Integer :: request  
call MPI_Isend(buffer, count, datatype,  
               dest, tag, comm, request, ierr)
```

`request` is a new output parameter

Don't change data until communication is complete

Nonblocking Receive w/ MPI_Irecv

C

```
MPI_Request request;  
ierr = MPI_Irecv(&buffer, count, datatype,  
                source, tag, comm, &request)
```

Fortran

```
Integer :: request  
call MPI_Irecv(buffer, count, datatype,  
               source, tag, comm, request, ierr)
```

`request` is a new output parameter

Don't change data until communication is complete

MPI_Wait Used to Complete Communication

Request from Isend or Irecv is input

- The completion of a send operation indicates that the sender is now free to update the data in the send buffer
- The completion of a receive operation indicates that the receive buffer contains the received message

MPI_Wait blocks until message specified by "request" completes

MPI_Wait Usage

C

```
MPI_Request request;  
MPI_Status status;  
ierr = MPI_Wait(&request, &status);
```

Fortran

```
Integer :: request  
Integer :: status(MPI_STATUS_SIZE)  
call MPI_Wait(request, status, ierr)
```

MPI_Wait blocks until message specified by "request" completes

MPI_Test

Similar to `MPI_Wait`, but does not block

Value of flags signifies whether a message has been delivered

C

```
int flag;  
ierr= MPI_Test(&request, &flag, &status);
```

Fortran

```
Logical :: flag  
Call MPI_Test(request, flag, status, ierr)
```

Non-Blocking Send Example

```
Logical :: flag
...
call MPI_Isend (buffer, count, datatype, dest, &
               tag, comm, request, ierr)
call MPI_Test (request, flag, status, ierr)

while (.not. flag) do
    Do other work ...
    call MPI_Test (request, flag, status, ierr)
end do
call MPI_Wait(request, status, ierr)
```

Nonblocking Send and Receive

Write a parallel program to send and receive data using MPI_Isend and MPI_Irecv

- Initialize MPI
- Have processor 0 send an integer to processor 1
- Have processor 1 receive an integer from processor 0
- Both processors check on message completion
- Quit MPI

Example of MPI_Isend/MPI_Irecv

```
#include <stdio.h>
#include "mpi.h"
#include <math.h>
/*****
This is a simple asynchronous send/receive program
*****/
int main(argc,argv)
int argc;
char *argv[];
{
    int mytask, numtasks;
    int tag,source,destination,count;
    int buffer;
    MPI_Status status;
    MPI_Request request;

    MPI_Init(&argc,&argv);
    MPI_Comm_size(MPI_COMM_WORLD,&ntasks);
    MPI_Comm_rank(MPI_COMM_WORLD,&mytask);

    tag=1234;  source=0;  destination=1;  count=1;
    request=MPI_REQUEST_NULL;
```

```
if ( mytask == source ) {
    buffer=5678;
    ierr =
    MPI_Isend(&buffer,count,MPI_INT,destination,tag,MPI_COMM_WORLD,&request);
}

else if (mytask == destination) {
    ierr =
    MPI_Irecv(&buffer,count,MPI_INT,source,tag,MPI_COMM_WORLD,&request);
}
ierr = MPI_Wait(&request, &status);

if (mytask == source) {
    printf("processor %3d    sent    %6d\n", mytask, buffer);
}

else if (mytask == destination) {
    printf("processor %3d    got    %6d\n", mytask, buffer);
}

ierr = MPI_Finalize();
}
```

Example of MPI_Isend/MPI_Irecv

```
program Main
```

```
use mpi
```

```
Integer :: mytask, ntasks
```

```
Integer :: tag, source, destination, count
```

```
Integer :: buffer
```

```
Integer :: status(MPI_STATUS_SIZE)
```

```
Logical :: request
```

```
call MPI_Init(ierr)
```

```
call MPI_Comm_size(MPI_COMM_WORLD, ntasks, ierr)
```

```
call MPI_Comm_rank(MPI_COMM_WORLD, mytask, ierr)
```

```
tag=1234; source=0; destination=1;count=1;
request=MPI_REQUEST_NULL
if (mytask == source) then
    buffer=5678
    call MPI_Isend(buffer,count,MPI_INT,destination,tag, &
        MPI_COMM_WORLD,request,ierr)
else if (mytask == destination) then
    call MPI_Irecv(buffer,count,MPI_INT,source,tag, &
        MPI_COMM_WORLD,request,ierr)
end if
call MPI_Wait(request,status,ierr);
if (mytask == source) then
    print*, "processor ", mytask, " sent ", buffer
else if (mytask == destination) then
    print*, "processor ", mytask, " got ", buffer
end if
call MPI_Finalize(ierr)
```

End Program Main

MPI Data Types

MPI has many different predefined data types

All your favorite C data types are included

MPI data types can be used in any communications operation

MPI Predefined Data Types in C

MPI datatype	C datatype
MPI_CHAR	char (treated as printable character)
MPI_SHORT	signed short int
MPI_INT	signed int
MPI_LONG	signed long int
MPI_LONG_LONG_INT	signed long long int
MPI_LONG_LONG (as a synonym)	signed long long int
MPI_SIGNED_CHAR	signed char (treated as integral value)
MPI_UNSIGNED_CHAR	unsigned char (treated as integral value)
MPI_UNSIGNED_SHORT	unsigned short int
MPI_UNSIGNED	unsigned int
MPI_UNSIGNED_LONG	unsigned long int
MPI_UNSIGNED_LONG_LONG	unsigned long long int
MPI_FLOAT	float
MPI_DOUBLE	double
MPI_LONG_DOUBLE	long double
MPI_WCHAR	wchar_t (defined in <stddef.h>) (treated as printable character)

MPI Predefined Data Types in C

MPI datatype	C datatype
MPI_C_BOOL	_Bool
MPI_INT8_T	int8_t
MPI_INT16_T	int16_t
MPI_INT32_T	int32_t
MPI_INT64_T	int64_t
MPI_UINT8_T	uint8_t
MPI_UINT16_T	uint16_t
MPI_UINT32_T	uint32_t
MPI_UINT64_T	uint64_t
MPI_C_COMPLEX	float _Complex
MPI_C_FLOAT_COMPLEX	float _Complex
(as a synonym)	
MPI_C_DOUBLE_COMPLEX	double _Complex
MPI_C_LONG_DOUBLE_COMPLEX	long double _Complex
MPI_BYTE	
MPI_PACKED	

MPI Predefined Data Types in F90

MPI datatype	Fortran datatype
MPI_INTEGER	Integer
MPI_REAL	Real
MPI_DOUBLE_PRECISION	Double Precision
MPI_COMPLEX	Complex
MPI_LOGICAL	Logical
MPI_CHARACTER	Character
MPI_BYTE	Byte
MPI_PACKED	MPI Packed

Status

The status parameter returns additional information for some MPI routines

- additional error status information

- additional information with wildcard parameters

- Item count information

C declaration : a predefined struct

```
MPI_Status status;
```

Fortran declaration : an array is used instead

```
Integer :: Status(MPI_STATUS_SIZE)
```

Accessing Status Information

The tag of a received message

C : `status.MPI_TAG`

Fortran : `status(MPI_TAG)`

The source of a received message

C : `status.MPI_SOURCE`

Fortran : `status(MPI_SOURCE)`

The error code of the MPI call

C : `status.MPI_ERROR`

Fortran : `status(MPI_ERROR)`

Other uses...

Wildcards

Enables programmer to avoid having to specify a tag and/or source.

```
Integer :: MPIstatus(MPI_STATUS_SIZE)
Integer :: buffer(5)
Integer :: error
call MPI_Recv(buffer, 5, MPI_INTEGER, &
               MPI_ANY_SOURCE, MPI_ANY_TAG, &
               MPI_COMM_WORLD, MPIstatus, error)
```

MPI_ANY_SOURCE and **MPI_ANY_TAG**
are wild cards

MPIstatus array is used to get wildcard values

MPI_Probe

MPI_Probe allows incoming messages to be checked without actually receiving them.

- The user can then decide how to receive the data
- Useful when different action needs to be taken depending on the "who, what, and how much" information of the message

MPI_Probe

C

```
MPI_Probe(source, tag, comm, &status)
```

Fortran

```
MPI_Probe(SOURCE, TAG, COMM, STATUS, IERROR)
```

Parameters

Source: source rank, or `MPI_ANY_SOURCE`

Tag: tag value, or `MPI_ANY_TAG`

Comm: communicator

Status: status object

MPI_Probe Example - C

```
#include <stdio.h>
#include "mpi.h"
#include <math.h>
/*****
 * Program shows how to use probe and get_count
 * to find the size of an incoming message
 *****/
int main(argc,argv)
int argc;
char *argv[];
{
    int mytask, ntasks;
    int i, tag, ierr, icount;

    MPI_Request request;
    MPI_Status status;

    MPI_Init(&argc,&argv);
    MPI_Comm_size(MPI_COMM_WORLD,&ntasks);
    MPI_Comm_rank(MPI_COMM_WORLD,&mytask);

    /* Print out my rank and this run's PE size */
    printf("mytask = %3d  ntasks = %3d\n", mytask, ntasks);
```

MPI_Probe Example – C

```
tag=123;
i=0;
icount=0;
if (mytask == 0) {
    i=100;
    icount=1;
    ierr = MPI_Send(&i,icount,MPI_INTEGER,1,tag,MPI_COMM_WORLD);
}
else if (mytask == 1) {
    ierr = MPI_Probe(0,tag,MPI_COMM_WORLD,&status);
    ierr = MPI_Get_count(&status,MPI_INTEGER,&icount);
    printf("getting count = %3d\n", icount);
    ierr = MPI_Recv(&i,icount,MPI_INT,0,tag,MPI_COMM_WORLD,&status);
    printf("i = %3d\n", i);
}
ierr = MPI_Finalize();
```

MPI_Probe Example - F90

Program Main

```
!** Program shows how to use probe and get_count
!** to find the size of an incoming message

Integer :: mytask, ntasks
Integer :: status(MPI_STATUS_SIZE)
Integer :: i,tag,ierr,icount

call MPI_Init(ierr)
call MPI_Comm_size(MPI_COMM_WORLD,ntasks,ierr)
call MPI_Comm_rank(MPI_COMM_WORLD,mytask,ierr)
!** print out my rank and this run's PE size
print*, "mytask=", mytask, " ntasks=", ntasks
```

MPI_Probe Example – F90

```
tag=123
i=0
icount=0
if (mytask == 0) then
    i=100
    icount=1
    call MPI_Send(i,icount,MPI_INTEGER,1,mytag,MPI_COMM_WORLD,ierr)
else if (mytask == 1) then
    call MPI_Probe(0,tag,MPI_COMM_WORLD,status,ierr)
    call MPI_Get_count(status,MPI_INTEGER,icount,ierr)
    print*, "getting count=", icount
    call MPI_Recv(i,icount,MPI_INT,0,tag,MPI_COMM_WORLD, &
                  status,ierr)

    print*, "i=", i
end if
call MPI_Finalize(ierr)
End Program Main
```

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