Chapter 4

Message-Passing Programming
Learning Objectives

• Understanding how MPI programs execute

• Familiarity with fundamental MPI functions
Outline

• Message-passing model
• Message Passing Interface (MPI)
• Coding MPI programs
• Compiling MPI programs
• Running MPI programs
• Benchmarking MPI programs
Message-passing Model
Processes

• Number is specified at start-up time
• Remains constant throughout execution of program
• All execute same program
• Each has unique ID number
• Alternately performs computations and communicates
Advantages of Message-passing Model

- Gives programmer ability to manage the memory hierarchy
- Portability to many architectures
- Easier to create a deterministic program
- Simplifies debugging
The Message Passing Interface

- Late 1980s: vendors had unique libraries
- 1989: Parallel Virtual Machine (PVM) developed at Oak Ridge National Lab
- 1992: Work on MPI standard begun
- 1994: Version 1.0 of MPI standard
- 1997: Version 2.0 of MPI standard
- Today: MPI is dominant message passing library standard
Circuit Satisfiability

not satisfied
Solution Method

- Circuit satisfiability is NP-complete
- No known algorithms to solve in polynomial time
- We seek all solutions
- We find through exhaustive search
- 16 inputs $\Rightarrow$ 65,536 combinations to test
Partitioning: Functional Decomposition

- **Embarrassingly parallel**: No channels between tasks
Agglomeration and Mapping

• Properties of parallel algorithm
  • Fixed number of tasks
  • No communications between tasks
  • Time needed per task is variable

• Map tasks to processors in a cyclic fashion
Cyclic (interleaved) Allocation

- Assume \( p \) processes
- Each process gets every \( p^{th} \) piece of work
- Example: 5 processes and 12 pieces of work
  - \( P_0: 0, 5, 10 \)
  - \( P_1: 1, 6, 11 \)
  - \( P_2: 2, 7 \)
  - \( P_3: 3, 8 \)
  - \( P_4: 4, 9 \)
Pop Quiz

• Assume $n$ pieces of work, $p$ processes, and cyclic allocation

• What is the most pieces of work any process has?

• What is the least pieces of work any process has?

• How many processes have the most pieces of work?
Summary of Program Design

• Program will consider all 65,536 combinations of 16 boolean inputs

• Combinations allocated in cyclic fashion to processes

• Each process examines each of its combinations

• If it finds a satisfiable combination, it will print it
Include Files

- include <mpi.h>
  - MPI header file

- include <stdio.h>
  - Standard I/O header file
Local Variables

```c
int main (int argc, char *argv[]) {
    int i;
    int id; /* Process rank */
    int p; /* Number of processes */
    void check_circuit (int, int);
}
```

- Include `argc` and `argv`: they are needed to initialize MPI
- One copy of every variable for each process running this program
Initialize MPI

\[\text{MPI\_Init (\&argc, \&argv);}\]

- First MPI function called by each process
- Not necessarily first executable statement
- Allows system to do any necessary setup
Communicators

- Communicator: opaque object that provides message-passing environment for processes

- MPI_COMM_WORLD
  - Default communicator
  - Includes all processes

- Possible to create new communicators
  - Will do this in Chapters 8 and 9
Communicator

 MPI_COMM_WORLD

 Communicator Name

 Communicator

 Processes

 Ranks
Determine Number of Processes

```c
MPI_Comm_size (MPI_COMM_WORLD, &p);
```

- First argument is communicator
- Number of processes returned through second argument
Determine Process Rank

MPI_Comm_rank (MPI_COMM_WORLD, &id);

- First argument is communicator
- Process rank (in range 0, 1, ..., p-1) returned through second argument
Replication of Automatic Variables
What about External Variables?

```c
int total;

int main (int argc, char *argv[]) {
    int i;
    int id;
    int p;
    ...

    ■ Where is variable `total` stored?
```
Cyclic Allocation of Work

for (i = id; i < 65536; i += p)  
check_circuit (id, i);

- Parallelism is outside function
- It can be an ordinary, sequential function
Shutting Down MPI

MPI_Finalize();

- Call after all other MPI library calls
- Allows system to free up MPI resources

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

int main (int argc, char *argv[]) {
    int i;
    int id;
    int p;
    void check_circuit (int, int);

    MPI_Init (&argc, &argv);
    MPI_Comm_rank (MPI_COMM_WORLD, &id);
    MPI_Comm_size (MPI_COMM_WORLD, &p);

    for (i = id; i < 65536; i += p)
        check_circuit (id, i);

    printf ("Process %d is done\n", id);
    fflush (stdout);
    MPI_Finalize();
    return 0;
}

Put fflush() after every printf()
/* Return 1 if 'i' th bit of 'n' is 1; 0 otherwise */
#define EXTRACT_BIT(n,i) ((n&(1<<i))?1:0)

void check_circuit (int id, int z) {
    int v[16];        /* Each element is a bit of z */
    int i;

    for (i = 0; i < 16; i++) v[i] = EXTRACT_BIT(z,i);

        && (v[14] || v[15])) {
        printf ("%d %d%d%d%d%d%d%d%d%d%d%d%d%d%d%d\n", id,
                v[0],v[1],v[2],v[3],v[4],v[5],v[6],v[7],v[8],v[9],
                v[10],v[11],v[12],v[13],v[14],v[15]);
        fflush (stdout);
    }
}
Compiling MPI Programs

\texttt{mpicc} -O -o foo foo.c

- \texttt{mpicc}: script to compile and link C+MPI programs
- Flags: same meaning as C compiler
  - -O — optimize
  - -o \texttt{<file>} — where to put executable
Running MPI Programs

- `mpirun -np <p> <exec> <arg1> ...`
  - `-np <p>` — number of processes
  - `<exec>` — executable
  - `<arg1>` ... — command-line arguments
Specifying Host Processors

- File `.mpi-machines` in home directory lists host processors in order of their use

Example `.mpi_machines` file contents

```
band01.cs.ppu.edu
band02.cs.ppu.edu
band03.cs.ppu.edu
band04.cs.ppu.edu
```
Enabling Remote Logins

- MPI needs to be able to initiate processes on other processors without supplying a password

- Each processor in group must list all other processors in its .rhosts file; e.g.,
  band01.cs.ppu.edu student
  band02.cs.ppu.edu student
  band03.cs.ppu.edu student
  band04.cs.ppu.edu student
Execution on 1 CPU

% mpirun -np 1 sat
0) 1010111110011001
0) 0110111110011001
0) 1110111110011001
0) 1010111110111001
0) 0110111111011001
0) 1110111110111001
0) 1010111111011001
0) 0110111111011001
0) 1110111111011001
0) 1110111111011001
0) 1110111111011001
0) 1110111111011001

Process 0 is done
Execution on 2 CPUs

```
% mpirun -np 2 sat
0) 0110111110011001
0) 0110111111011001
0) 0110111110111001
1) 1010111110011001
1) 1110111110011001
1) 1010111111011001
1) 1110111111011001
1) 1010111110111001
1) 1110111110111001
Process 0 is done
Process 1 is done
```
Execution on 3 CPUs

% mpirun -np 3 sat
0) 0110111110011001
0) 1110111111011001
2) 1010111110011001
1) 1110111110011001
1) 1010111111011001
1) 0110111110111001
0) 1010111110111001
2) 0110111110111001
2) 1110111110111001
Process 1 is done
Process 2 is done
Process 0 is done
Deciphering Output

- Output order only partially reflects order of output events inside parallel computer.
- If process A prints two messages, first message will appear before second.
- If process A calls `printf` before process B, there is no guarantee process A’s message will appear before process B’s message.
Enhancing the Program

- We want to find total number of solutions
- Incorporate sum-reduction into program
- Reduction is a collective communication
Modifications

• Modify function `check_circuit`
  • Return 1 if circuit satisfiable with input combination
  • Return 0 otherwise

• Each process keeps local count of satisfiable circuits it has found

• Perform reduction after `for` loop
New Declarations and Code

```c
int count;  /* Local sum */
int global_count; /* Global sum */
int check_circuit (int, int);

count = 0;
for (i = id; i < 65536; i += p)
    count += check_circuit (id, i);
```
Prototype of `MPI_Reduce()`

```c
int MPI_Reduce (  
    void *operand, /* addr of 1st reduction element */  
    void *result,  /* addr of 1st reduction result */  
    int count,     /* reductions to perform */  
    MPI_Datatype type, /* type of elements */  
    MPI_Op operator, /* reduction operator */  
    int root,      /* process getting result(s) */  
    MPI_Comm comm  /* communicator */  
)  
```
**MPI_Datatype Options**

- MPI_CHAR
- MPI_DOUBLE
- MPI_FLOAT
- MPI_INT
- MPI_LONG
- MPI_LONG_DOUBLE
- MPI_SHORT
- MPI_UNSIGNED_CHAR
- MPI_UNSIGNED
- MPI_UNSIGNED_LONG
- MPI_UNSIGNED_SHORT
**MPI_Op Options**

- MPI_BAND
- MPI_BOR
- MPI_BXOR
- MPI_LAND
- MPI_LOR
- MPI_LXOR
- MPI_MAX
- MPI_MAXLOC
- MPI_MIN
- MPI_MINLOC
- MPI_PROD
- MPI_SUM
Our Call to `MPI_Reduce()`

```c
MPI_Reduce (&count,
            &global_count,
            1,
            MPI_INT,
            MPI_SUM,
            0,
            MPI_COMM_WORLD);
```

Only process 0 will get the result

```c
if (!id) printf ("There are %d different solutions\n",
                global_count);
```
Execution of Second Program

% mpirun -np 3 seq2
0) 0110111110011001
0) 1110111111011001
1) 1110111110011001
1) 1010111111011001
2) 1010111110011001
2) 1110111110011001
2) 1110111110111001
1) 0110111110111001
0) 1010111110111001

Process 1 is done
Process 2 is done
Process 0 is done
There are 9 different solutions
Benchmarking the Program

- **MPI_Barrier** — barrier synchronization
- **MPI_Wtick** — timer resolution
- **MPI_Wtime** — current time
Benchmarking Code

double elapsed_time;
...
MPI_Init (&argc, &argv);
MPI_Barrier (MPI_COMM_WORLD);
elapsed_time = - MPI_Wtime();
...
MPI_Reduce (...);
elapsed_time += MPI_Wtime();
### Benchmarking Results

<table>
<thead>
<tr>
<th>Processors</th>
<th>Time (sec)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>15.93</td>
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<tr>
<td>2</td>
<td>8.38</td>
</tr>
<tr>
<td>3</td>
<td>5.86</td>
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<tr>
<td>4</td>
<td>4.60</td>
</tr>
<tr>
<td>5</td>
<td>3.77</td>
</tr>
</tbody>
</table>
Benchmarking Results

![Graph showing Benchmarking Results]
Summary (1/2)

- Message-passing programming follows naturally from task/channel model
- Portability of message-passing programs
- MPI most widely adopted standard
Summary (2/2)

- MPI functions introduced
  - MPI_Init
  - MPI_Comm_rank
  - MPI_Comm_size
  - MPI_Reduce
  - MPI_Finalize
  - MPI_Barrier
  - MPI_Wtime
  - MPI_Wtick
Chapter 6

Floyd’s Algorithm
Chapter Objectives

• Creating 2-D arrays

• Thinking about “grain size”

• Introducing point-to-point communications

• Reading and printing 2-D matrices

• Analyzing performance when computations and communications overlap
Outline

• All-pairs shortest path problem
• Dynamic 2-D arrays
• Parallel algorithm design
• Point-to-point communication
• Block row matrix I/O
• Analysis and benchmarking
All-pairs Shortest Path Problem

Resulting Adjacency Matrix Containing Distances

<table>
<thead>
<tr>
<th></th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>0</td>
<td>6</td>
<td>3</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>B</td>
<td>4</td>
<td>0</td>
<td>7</td>
<td>10</td>
<td>8</td>
</tr>
<tr>
<td>C</td>
<td>12</td>
<td>6</td>
<td>0</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>D</td>
<td>7</td>
<td>3</td>
<td>10</td>
<td>0</td>
<td>11</td>
</tr>
<tr>
<td>E</td>
<td>9</td>
<td>5</td>
<td>12</td>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>
Floyd’s Algorithm

for \( k \leftarrow 0 \) to \( n-1 \)
  for \( i \leftarrow 0 \) to \( n-1 \)
    for \( j \leftarrow 0 \) to \( n-1 \)
      \( a[i,j] \leftarrow \min(a[i,j], a[i,k] + a[k,j]) \)
    endfor
  endfor
endfor
Why It Works

Shortest path from $i$ to $k$
through 0, 1, ..., $k-1$

Shortest path from $i$ to $j$
through 0, 1, ..., $k-1$

Computed in previous iterations

Shortest path from $k$ to $j$
through 0, 1, ..., $k-1$
Dynamic 1-D Array Creation

Run-time Stack

Heap

A
Dynamic 2-D Array Creation

Run-time Stack

B
storage

B

Heap
Designing Parallel Algorithm

- Partitioning
- Communication
- Agglomeration and Mapping
Partitioning

- Domain or functional decomposition?
- Look at pseudocode
- Same assignment statement executed $n^3$ times
- No functional parallelism
- Domain decomposition: divide matrix $A$ into its $n^2$ elements
Communication

Primitive

tasks

Iteration $k$: every task in row $k$ broadcasts its value w/in task column

Updating $a[3,4]$ when $k = 1$

Iteration $k$: every task in column $k$ broadcasts its value w/in task row
Agglomeration and Mapping

- Number of tasks: static
- Communication among tasks: structured
- Computation time per task: constant

Strategy:
- Agglomerate tasks to minimize communication
- Create one task per MPI process
Two Data Decompositions

Rowwise block striped

Columnwise block striped

(a)  

(b)
Comparing Decompositions

- Columnwise block striped
  - Broadcast within columns eliminated

- Rowwise block striped
  - Broadcast within rows eliminated
  - Reading matrix from file simpler

- Choose rowwise block striped decomposition
File Input
Pop Quiz

Why don’t we input the entire file at once and then scatter its contents among the processes, allowing concurrent message passing?
Point-to-point Communication

- Involves a pair of processes
- One process sends a message
- Other process receives the message
Send/Receive Not Collective
Function MPI_Send

```c
int MPI_Send ( 
    void         *message, 
    int           count, 
    MPI_Datatype  datatype, 
    int           dest, 
    int           tag, 
    MPI_Comm      comm
)
```
Function MPI_Recv

int MPI_Recv (
    void         *message,
    int           count,
    MPI_Datatype  datatype,
    int           source,
    int           tag,
    MPI_Comm      comm,
    MPI_Status   *status
)
Coding Send/Receive

... if (ID == j) {
  ...
  Receive from I
  ...
}

... if (ID == i) {
  ...
  Send to j
  ...
}

Receive is before Send. Why does this work?
variantes de send

Inside MPI_Send and MPI_Recv

Sending Process

Program Memory

System Buffer

MPI_Send

Receiving Process

System Buffer

Program Memory

MPI_Recv
Return from **MPI_Send**

- Function blocks until message buffer free

- Message buffer is free when
  - Message copied to system buffer, or
  - Message transmitted

- Typical scenario
  - Message copied to system buffer
  - Transmission overlaps computation
Return from MPI_Recv

- Function blocks until message in buffer
- If message never arrives, function never returns
Deadlock

• Deadlock: process waiting for a condition that will never become true

• Easy to write send/receive code that deadlocks
  • Two processes: both receive before send
  • Send tag doesn’t match receive tag
  • Process sends message to wrong destination process
Function MPI_Bcast

```c
int MPI_Bcast (  
    void *buffer, /* Addr of 1st element */  
    int count,    /* # elements to broadcast */  
    MPI_Datatype datatype, /* Type of elements */  
    int root,     /* ID of root process */  
    MPI_Comm comm)  /* Communicator */
)

MPI_Bcast (&k, 1, MPI_INT, 0, MPI_COMM_WORLD);
```
Computational Complexity

- Innermost loop has complexity $\Theta(n)$
- Middle loop executed at most $\lceil n/p \rceil$ times
- Outer loop executed $n$ times
- Overall complexity $\Theta(n^3/p)$
Communication Complexity

- No communication in inner loop
- No communication in middle loop
- Broadcast in outer loop — complexity is $\Theta(n \log p)$
- Overall complexity $\Theta(n^2 \log p)$
Execution Time Expression (1)

\[ n \left\lfloor \frac{n}{p} \right\rfloor n \chi + n \left\lfloor \log p \right\rfloor (\lambda + \frac{4n}{\beta}) \]

- Iterations of outer loop
- Iterations of middle loop
- Iterations of inner loop
- Cell update time
- Messages per broadcast
- Message-passing time
- taxa de transmissão (bytes/segundo)
- num de bytes transmitido
Computation/communication Overlap

Key:
- Compute
- Set up message
- Wait
Execution Time Expression (2)

\[
n \left\lceil \frac{n}{p} \right\rceil n \chi + n \left\lceil \log p \right\rceil \lambda + \left\lceil \log p \right\rceil 4n / \beta
\]
## Predicted vs. Actual Performance

<table>
<thead>
<tr>
<th>Processes</th>
<th>Predicted</th>
<th>Actual</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>25.54</td>
<td>25.54</td>
</tr>
<tr>
<td>2</td>
<td>13.02</td>
<td>13.89</td>
</tr>
<tr>
<td>3</td>
<td>9.01</td>
<td>9.60</td>
</tr>
<tr>
<td>4</td>
<td>6.89</td>
<td>7.29</td>
</tr>
<tr>
<td>5</td>
<td>5.86</td>
<td>5.99</td>
</tr>
<tr>
<td>6</td>
<td>5.01</td>
<td>5.16</td>
</tr>
<tr>
<td>7</td>
<td>4.40</td>
<td>4.50</td>
</tr>
<tr>
<td>8</td>
<td>3.94</td>
<td>3.98</td>
</tr>
</tbody>
</table>
Summary

• Two matrix decompositions
  • Rowwise block striped
  • Columnwise block striped

• Blocking send/receive functions
  • MPI_Send
  • MPI_Recv

• Overlapping communications with computations