

Introduction to Programming by MPI for Parallel FEM Report S1 & S2 in C (2/2)

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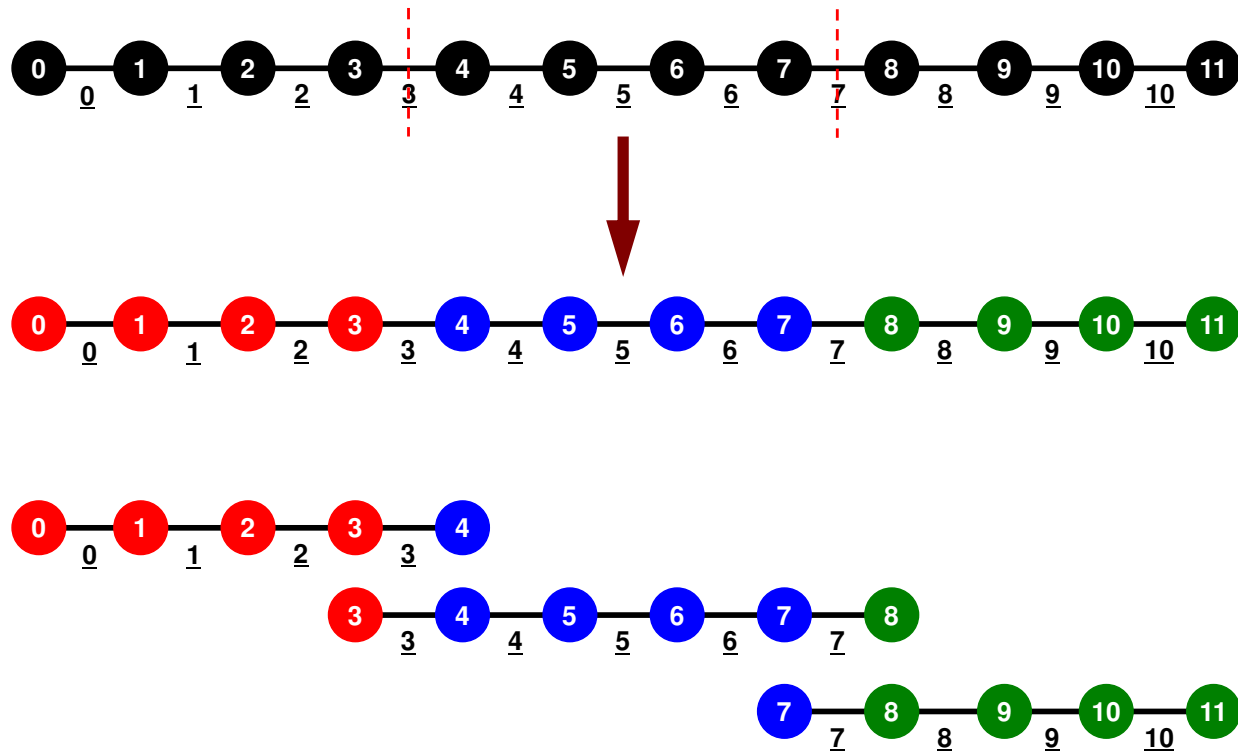
- What is MPI ?
- Your First MPI Program: Hello World
- Collective Communication
- **Point-to-Point Communication**

Point-to-Point Communication

1対1通信

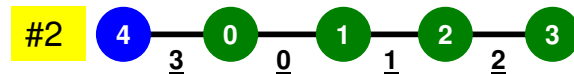
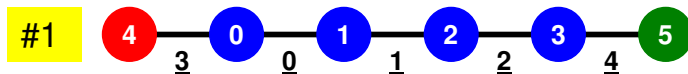
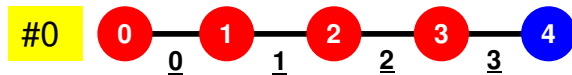
- What is PtoP Communication ?
- 2D Problem, Generalized Communication Table
- Report S2

1D FEM: 12 nodes/11 elem's/3 domains



1D FEM: 12 nodes/11 elem's/3 domains

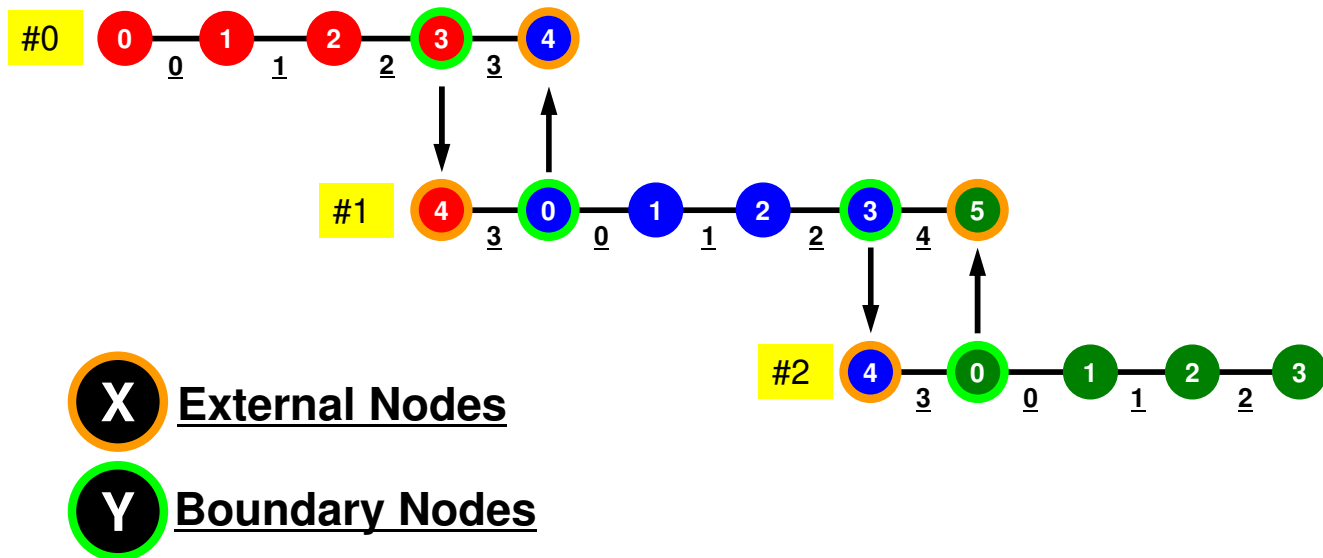
Local ID: Starting from 0 for node and elem at each domain



1D FEM: 12 nodes/11 elem's/3 domains

Internal/External/Boundary Nodes

Boundary Nodes: Part of Internal Nodes, and External Nodes
of Other Domains



Preconditioned Conjugate Gradient Method (CG)

```

Compute  $\mathbf{r}^{(0)} = \mathbf{b} - [\mathbf{A}]\mathbf{x}^{(0)}$ 
for i= 1, 2, ...
    solve  $[\mathbf{M}]\mathbf{z}^{(i-1)} = \mathbf{r}^{(i-1)}$ 
     $\rho_{i-1} = \mathbf{r}^{(i-1)} \cdot \mathbf{z}^{(i-1)}$ 
    if i=1
         $\mathbf{p}^{(1)} = \mathbf{z}^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $\mathbf{p}^{(i)} = \mathbf{z}^{(i-1)} + \beta_{i-1} \mathbf{p}^{(i-1)}$ 
    endif
     $\mathbf{q}^{(i)} = [\mathbf{A}]\mathbf{p}^{(i)}$ 
     $\alpha_i = \rho_{i-1} / \mathbf{p}^{(i)} \cdot \mathbf{q}^{(i)}$ 
     $\mathbf{x}^{(i)} = \mathbf{x}^{(i-1)} + \alpha_i \mathbf{p}^{(i)}$ 
     $\mathbf{r}^{(i)} = \mathbf{r}^{(i-1)} - \alpha_i \mathbf{q}^{(i)}$ 
    check convergence  $|\mathbf{r}|$ 
end

```

Preconditioner:

Diagonal Scaling

Point-Jacobi Preconditioning

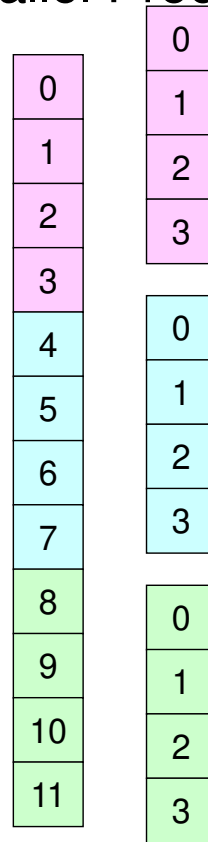
$$[\mathbf{M}] = \begin{bmatrix} D_1 & 0 & \dots & 0 & 0 \\ 0 & D_2 & & 0 & 0 \\ \dots & & \dots & & \dots \\ 0 & 0 & & D_{N-1} & 0 \\ 0 & 0 & \dots & 0 & D_N \end{bmatrix}$$

Preconditioning, DAXPY

Local Operations by Only Internal Points: Parallel Processing is possible

```
/*
/-- {z} = [Minv]{r}
*/
    for (i=0; i<N; i++) {
        W[Z][i] = W[DD][i] * W[R][i];
    }
```

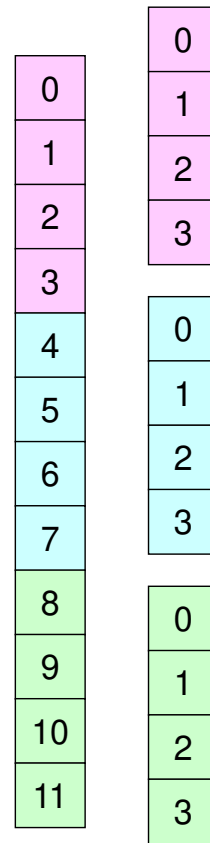
```
/*
/-- {x} = {x} + ALPHA*{p}      DAXPY: double a{x} plus {y}
// {r} = {r} - ALPHA*{q}
*/
    for (i=0; i<N; i++) {
        PHI[i] += Alpha * W[P][i];
        W[R][i] -= Alpha * W[Q][i];
    }
```



Dot Products

Global Summation needed: Communication ?

```
/*  
/-- ALPHA= RHO / {p} {q}  
*/  
C1 = 0.0;  
for (i=0; i<N; i++) {  
    C1 += W[P][i] * W[Q][i];  
}  
  
Alpha = Rho / C1;
```



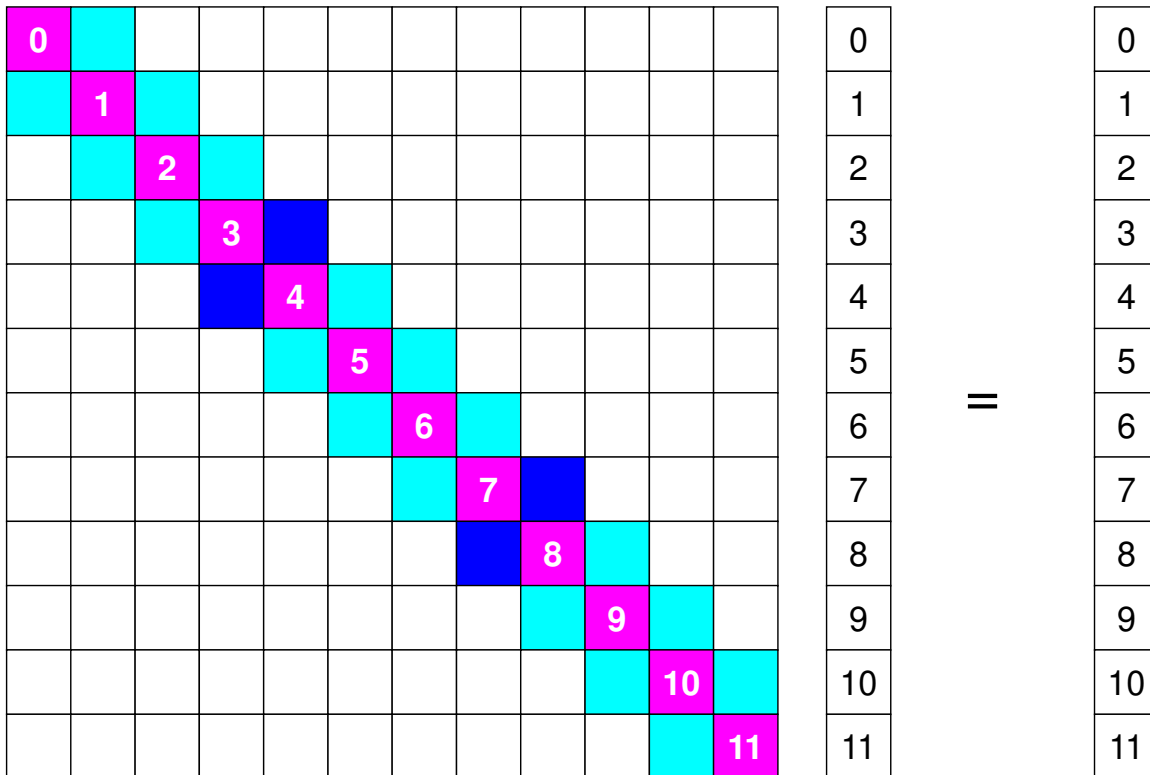
Matrix-Vector Products

Values at External Points: P-to-P Communication

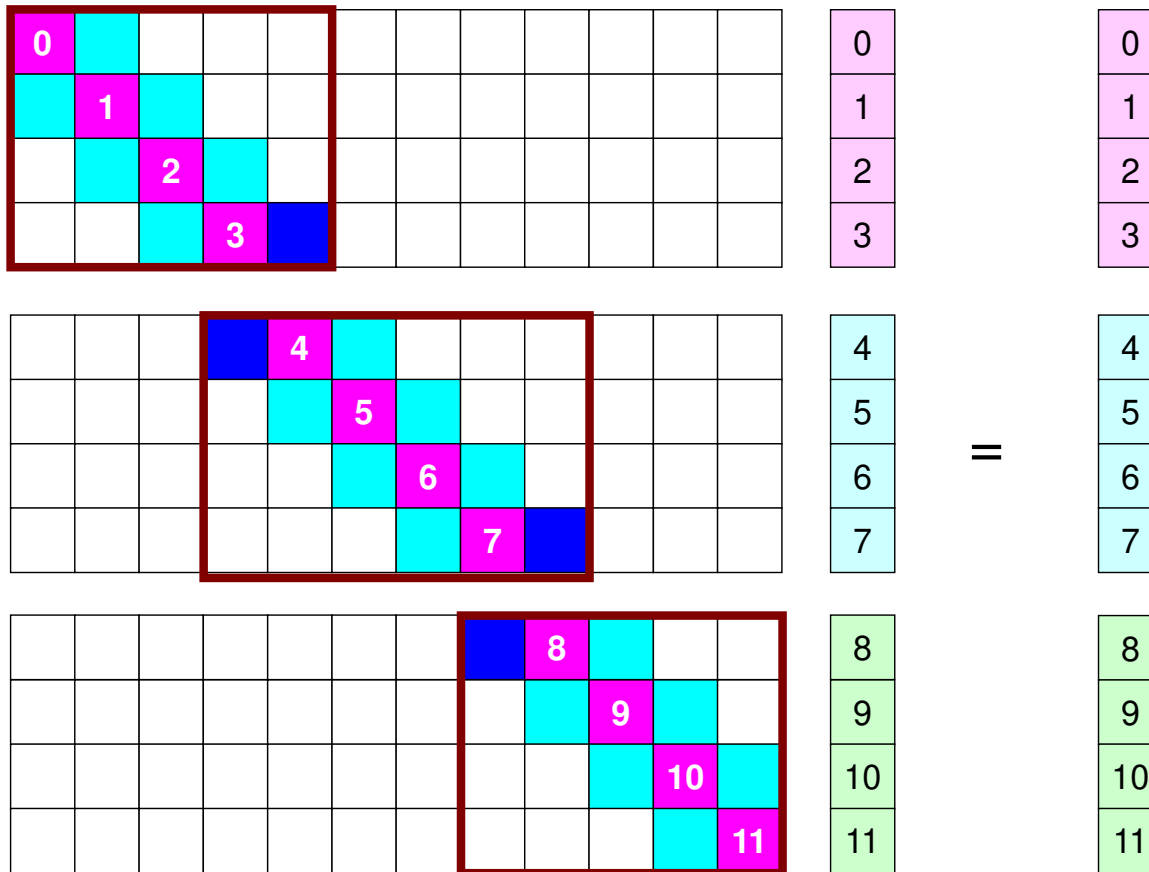
```
/*  
/-- {q} = [A] {p}  
*/  
for (i=0; i<N; i++) {  
    W[Q][i] = Diag[i] * W[P][i];  
    for (j=Index[i]; j<Index[i+1]; j++) {  
        W[Q][i] += AMat[j]*W[P][Item[j]];  
    }  
}
```



Mat-Vec Products: Local Op. Possible



Mat-Vec Products: Local Op. Possible



Mat-Vec Products: Local Op. Possible

0				
	1			
		2		
			3	

0
1
2
3

0
1
2
3

	0			
		1		
			2	
				3

0
1
2
3

=

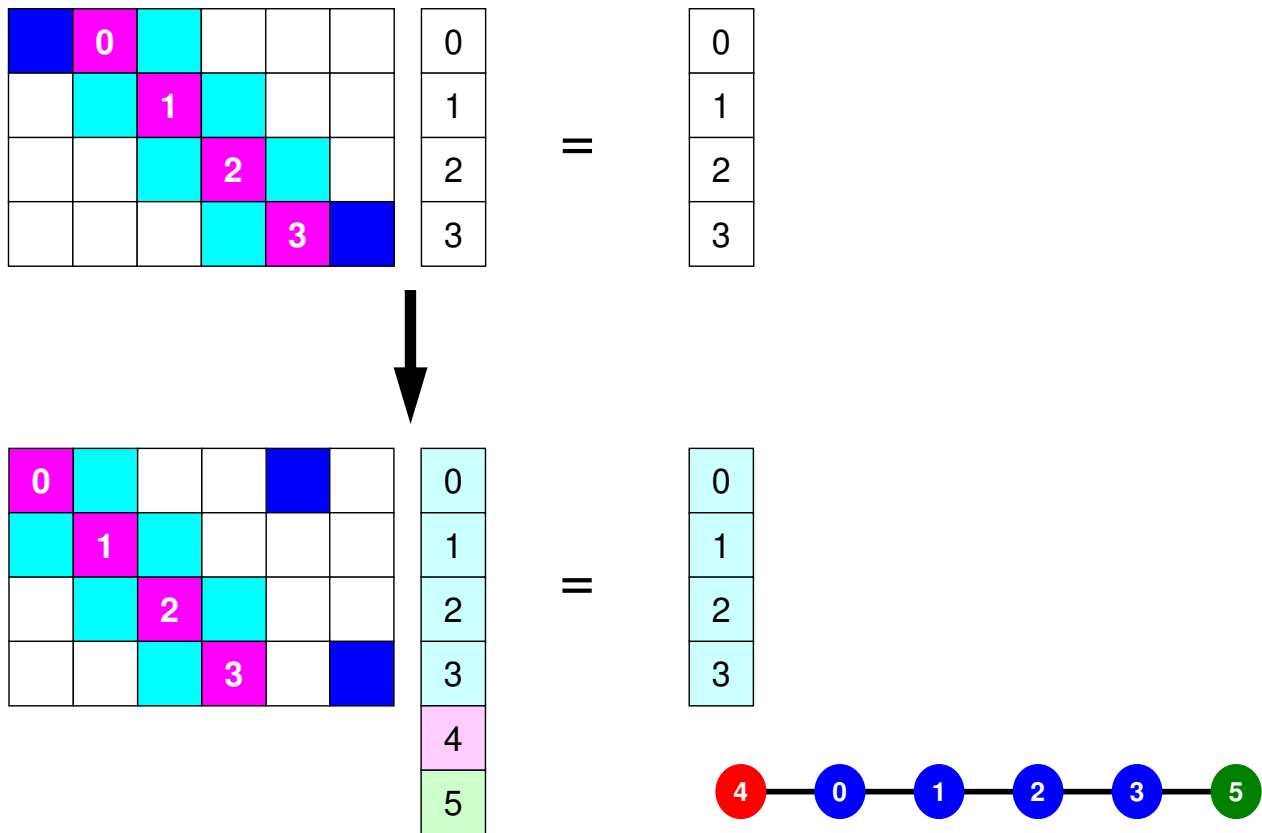
0
1
2
3

	0			
		1		
			2	
				3

0
1
2
3

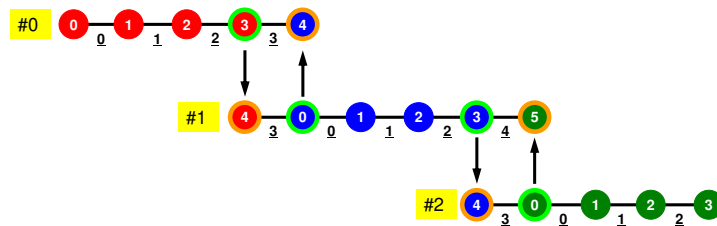
0
1
2
3

Mat-Vec Products: Local Op. #1



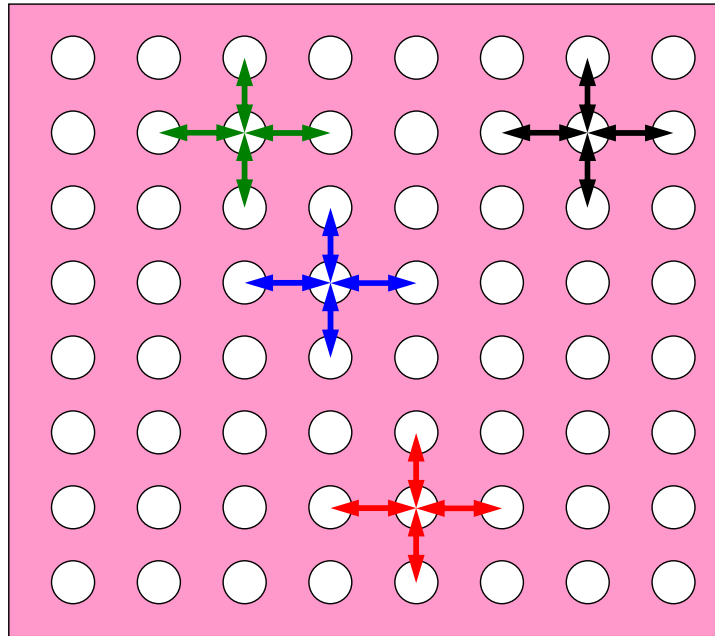
What is Point-to-Point Comm. ?

- Collective Communication
 - MPI_Reduce, MPI_Scatter/Gather etc.
 - Communications with all processes in the communicator
 - Application Area
 - BEM, Spectral Method, MD: global interactions are considered
 - Dot products, MAX/MIN: Global Summation & Comparison
- Point-to-Point
 - MPI_Send, MPI_Recv
 - Communication with limited processes
 - Neighbors
 - Application Area
 - FEM, FDM: Localized Method



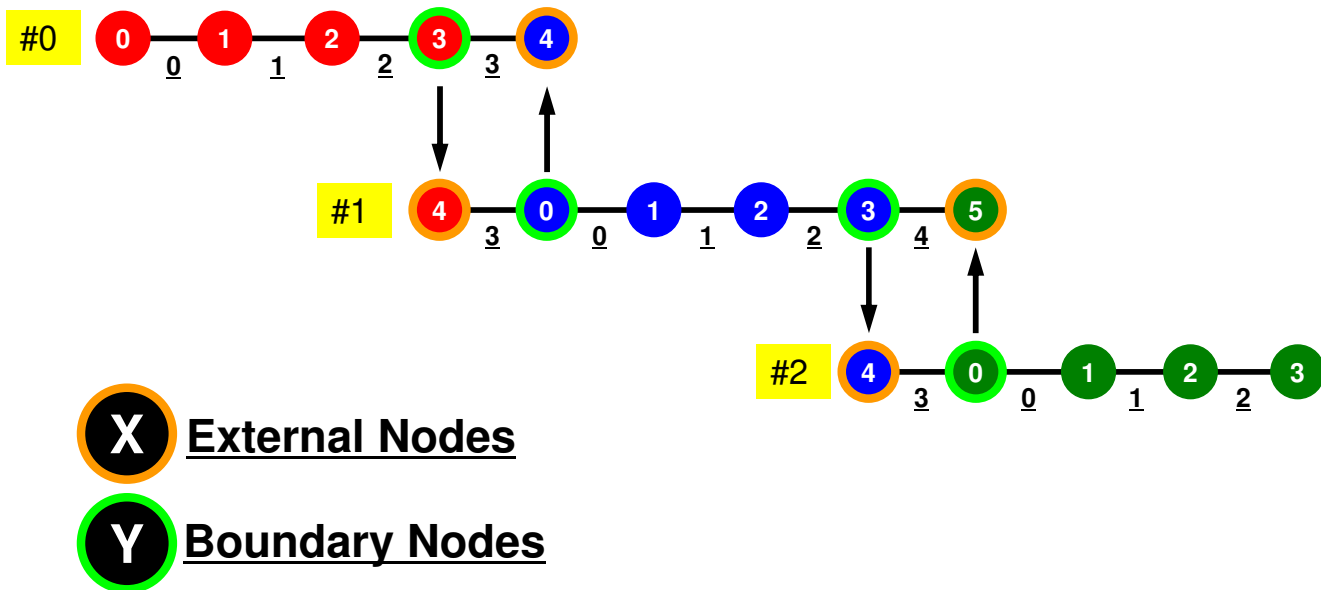
Collective/PtoP Communications

Interactions with only Neighboring Processes/Element
Finite Difference Method (FDM), Finite Element Method (FEM)



When do we need PtoP comm.: 1D-FEM

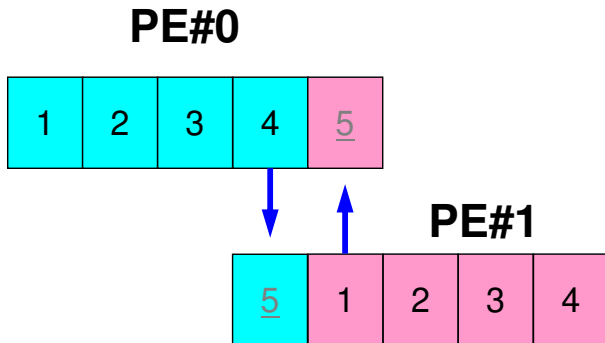
Info in neighboring domains is required for FEM operations
Matrix assembling, Iterative Method



Method for P-to-P Comm.

- **MPI_Send, MPI_Recv**
- These are “blocking” functions.
 - “Dead lock” occurs for these “blocking” functions.
- A “blocking” MPI call means that the program execution will be suspended until the message buffer is safe to use.
- The MPI standards specify that a blocking SEND or RECV does not return until the send buffer is safe to reuse (for MPI_Send), or the receive buffer is ready to use (for MPI_Recv).
 - Blocking comm. confirms “secure” communication, but it is very inconvenient and impractical.
- Please just remember that “there are such functions”.

MPI_Send/MPI_Recv



```
if (my_rank.eq.0) NEIB_ID=1
if (my_rank.eq.1) NEIB_ID=0

...
call MPI_SEND (NEIB_ID, arg's)
call MPI_RECV (NEIB_ID, arg's)
...
```

- This seems reasonable, but it stops at MPI_Send/MPI_Recv.
 - Sometimes it works (according to implementation).
- “Sending 0-to-1” does not terminate, until “Receiving@1-from-0” is done.
 - But, “Sending 1-to-0” does not terminate, if “Receiving@0-from-1” is not done.

MPI_Send/MPI_Recv

PE#0

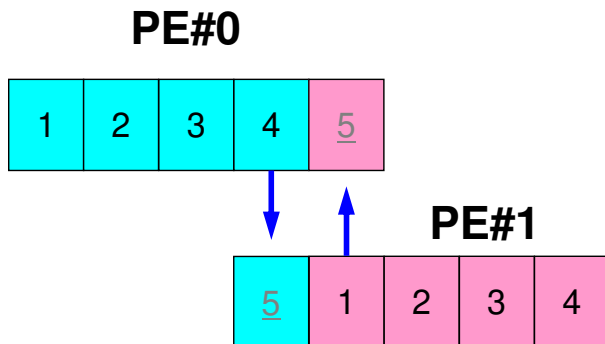
```
call MPI_SEND (NEIB_ID, arg's)  
call MPI_RECV (NEIB_ID, arg's)
```

PE#1

```
call MPI_SEND (NEIB_ID, arg's)  
call MPI_RECV (NEIB_ID, arg's)
```

- Both of PE#0 and PE#1 are “sending”
- “Sending” does not terminate, if “receiving” at destination is not completed
- Both of PE#0 and PE#1 are waiting for completion of “receiving” after “sending” -> Processes stop

MPI_Send/MPI_Recv (cont.)



```
if (my_rank.eq.0) NEIB_ID=1
if (my_rank.eq.1) NEIB_ID=0

...

if (my_rank.eq.0) then
  call MPI_SEND (NEIB_ID, arg's)
  call MPI_RECV (NEIB_ID, arg's)
endif

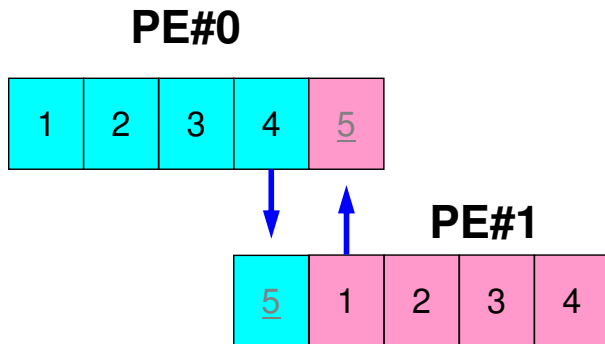
if (my_rank.eq.1) then
  call MPI_RECV (NEIB_ID, arg's)
  call MPI_SEND (NEIB_ID, arg's)
endif

...
```

- It works.
- It is OK for Structured Meshes for FDM (Finite Difference Method).

How to do PtoP Comm. ?

- Using “non-blocking” functions **`MPI_Isend`** & **`MPI_Irecv`** together with **`MPI_Waitall`** for synchronization
- **`MPI_Sendrecv`** is also available.



```
if (my_rank.eq.0) NEIB_ID=1
if (my_rank.eq.1) NEIB_ID=0

...
call MPI_Isend (NEIB_ID, arg's)
call MPI_Irecv (NEIB_ID, arg's)
...
call MPI_Waitall (for Irecv)
...
call MPI_Waitall (for Isend)
```

`MPI_Waitall` for both of
`MPI_Isend/MPI_Irecv` is possible

MPI_Isend

- Begins a non-blocking send
 - Send the contents of sending buffer (starting from **sendbuf**, number of messages: **count**) to **dest** with **tag** .
 - Contents of sending buffer cannot be modified before calling corresponding **MPI_Waitall**.

- **MPI_Isend**

(sendbuf, count, datatype, dest, tag, comm, request)

- **sendbuf** choice I starting address of sending buffer
- **count** int I number of elements in sending buffer
- **datatype** MPI_Datatype I datatype of each sending buffer element
- **dest** int I rank of destination
- **tag** int I message tag

This integer can be used by the application to distinguish messages. Communication occurs if tag's of MPI_Isend and MPI_Irecv are matched.

Usually tag is set to be "0" (in this class), communicator

- **comm** MPI_Comm I
- **request** MPI_Request O

communication request array used in MPI_Waitall

Communication Request: request

通信識別子

- **MPI_Isend**

(sendbuf, count, datatype, dest, tag, comm, request)

- sendbuf choice I starting address of sending buffer
- count int I number of elements in sending buffer
- datatype MPI_Datatype I datatype of each sending buffer element
- dest int I rank of destination
- tag int I message tag

This integer can be used by the application to distinguish messages. Communication occurs if tag's of MPI_Isend and MPI_Irecv are matched.

Usually tag is set to be "0" (in this class),

- comm MPI_Comm I
- request MPI_Request O

communicator

communication request used in MPI_Waitall

Size of the array is total number of neighboring processes

- Just define the array

MPI_Irecv

- Begins a non-blocking receive
 - Receiving the contents of receiving buffer (starting from **recvbuf**, number of messages: **count**) from **source** with **tag**.
 - Contents of receiving buffer cannot be used before calling corresponding **MPI_Waitall**.

- **MPI_Irecv**

(recvbuf, count, datatype, source, tag, comm, request)

- | | | | |
|-------------------|--------------|---|--|
| – <u>recvbuf</u> | choice | I | starting address of receiving buffer |
| – <u>count</u> | int | I | number of elements in receiving buffer |
| – <u>datatype</u> | MPI_Datatype | I | datatype of each receiving buffer element |
| – <u>source</u> | int | I | rank of source |
| – <u>tag</u> | int | I | message tag |
| | | | This integer can be used by the application to distinguish messages. Communication occurs if tag's of MPI_Isend and MPI_Irecv are matched. |
| | | | Usually tag is set to be "0" (in this class), |
| – <u>comm</u> | MPI_Comm | I | communicator |
| – <u>request</u> | MPI_Request | O | communication request array used in MPI_Waitall |

MPI_Waitall

C

- **MPI_Waitall** blocks until all comm's, associated with request in the array, complete. It is used for synchronizing MPI_Isend and MPI_Irecv in this class.
- At sending phase, contents of sending buffer cannot be modified before calling corresponding **MPI_Waitall**. At receiving phase, contents of receiving buffer cannot be used before calling corresponding **MPI_Waitall**.
- MPI_Isend and MPI_Irecv can be synchronized simultaneously with a single **MPI_Waitall** if it is consistent.
 - Same request should be used in MPI_Isend and MPI_Irecv.
- Its operation is similar to that of **MPI_Barrier** but, **MPI_Waitall** can not be replaced by **MPI_Barrier**.
 - Possible troubles using **MPI_Barrier** instead of **MPI_Waitall**: Contents of **request** and **status** are not updated properly, very slow operations etc.
- **MPI_Waitall (count, request, status)**
 - count int I number of processes to be synchronized
 - request MPI_Request I/O comm. request used in MPI_Isend/Irecv (array size: count)
 - status MPI_Status O array of status objects

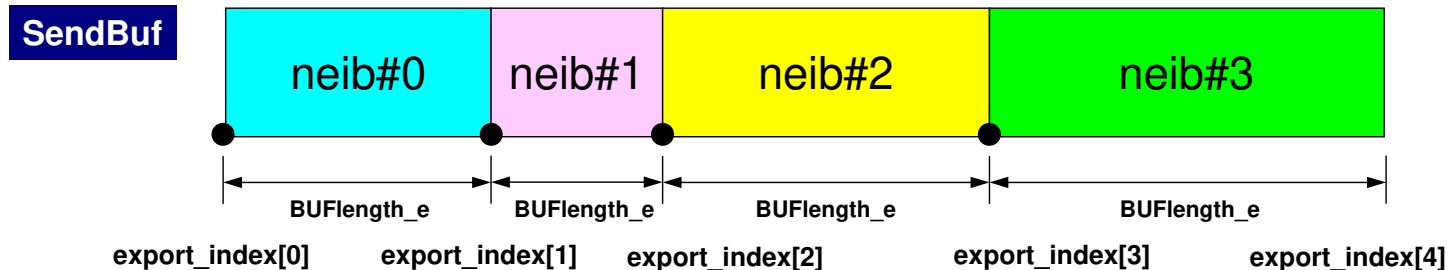
MPI_STATUS_SIZE: defined in 'mpif.h', 'mpi.h'

Array of status object: status 状況オブジェクト配列

- **MPI_Waitall** (**count**, **request**, **status**)
 - count int I number of processes to be synchronized
 - request MPI_Request I/O comm. request used in MPI_Isend/Irecv (array size: count)
 - status MPI_Status O array of status objects
MPI_STATUS_SIZE: defined in 'mpif.h', 'mpi.h'
- Just define the array

SEND: MPI_Isend/Irecv/Waitall

C



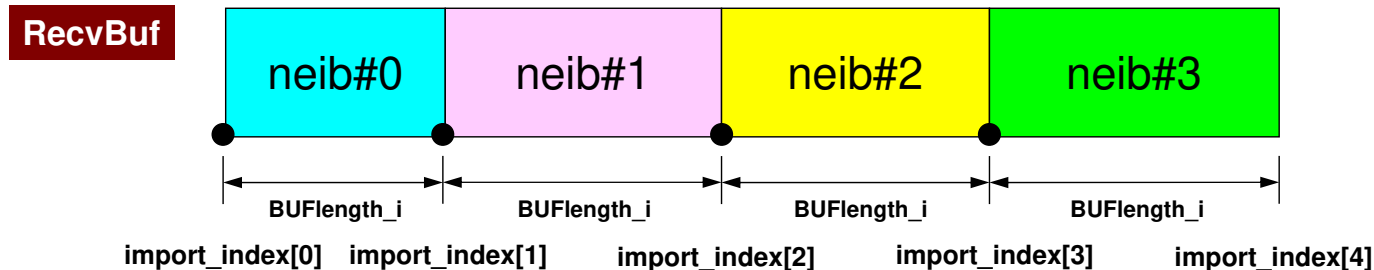
```
for (neib=0; neib<NeibPETot; neib++){  
    tag= 0;  
    iS_e= export_index[neib];  
    iE_e= export_index[neib+1];  
    BUFlength_e= iE_e - iS_e  
  
    ierr= MPI_Isend  
           (&SendBuf[iS_e], BUFlength_e, MPI_DOUBLE,  
            NeibPE[neib], 0,  
            MPI_COMM_WORLD, &ReqSend[neib])  
}  
  
MPI_Waitall(NeibPETot, ReqSend, StatSend);
```

RECV: MPI_Isend/Irecv/Waitall

C

```
for (neib=0; neib<NeibPETot; neib++){  
    tag= 0;  
    iS_i= import_index[neib];  
    iE_i= import_index[neib+1];  
    BUFlength_i= iE_i - iS_i  
  
    ierr= MPI_Irecv  
        (&RecvBuf[iS_i], BUFlength_i, MPI_DOUBLE,  
         NeibPE[neib], 0,  
         MPI_COMM_WORLD, &ReqRecv[neib])  
}  
  
MPI_Waitall(NeibPETot, ReqRecv, StatRecv);
```

import_item (import_index[neib]:import_index[neib+1]-1) are received from neib-th neighbor



MPI_Sendrecv

- MPI_Send+MPI_Recv: not recommended, many restrictions

- **MPI_Sendrecv**

(sendbuf, sendcount, sendtype, dest, sendtag, recvbuf, recvcount, recvtype, source, recvtag, comm, status)

-	<u>sendbuf</u>	choice	I	starting address of sending buffer
-	<u>sendcount</u>	int	I	number of elements in sending buffer
-	<u>sendtype</u>	MPI_Datatype	I	datatype of each sending buffer element
-	<u>dest</u>	int	I	rank of destination
-	<u>sendtag</u>	int	I	message tag for sending
-	<u>comm</u>	MPI_Comm	I	communicator
-	<u>recvbuf</u>	choice	I	starting address of receiving buffer
-	<u>recvcount</u>	int	I	number of elements in receiving buffer
-	<u>recvtype</u>	MPI_Datatype	I	datatype of each receiving buffer element
-	<u>source</u>	int	I	rank of source
-	<u>recvtag</u>	int	I	message tag for receiving
-	<u>comm</u>	MPI_Comm	I	communicator
-	<u>status</u>	MPI_Status	O	array of status objects

MPI_STATUS_SIZE: defined in 'mpif.h', 'mpi.h'

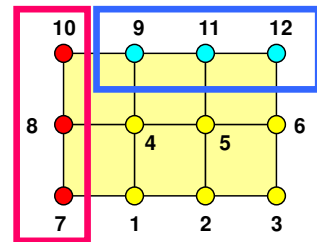
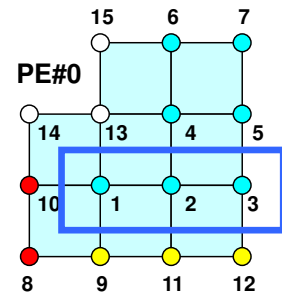
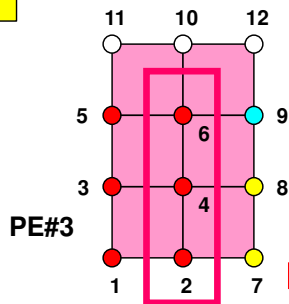
RECV: receiving to external nodes

Recv. continuous data to recv. buffer from neighbors

- MPI_Irecv**

(recvbuf, count, datatype, source, tag, comm, request)

<u>recvbuf</u>	choice	I	starting address of receiving buffer
<u>count</u>	int	I	number of elements in receiving buffer
<u>datatype</u>	MPI_Datatype	I	datatype of each receiving buffer element
<u>source</u>	int	I	rank of source



PE#2

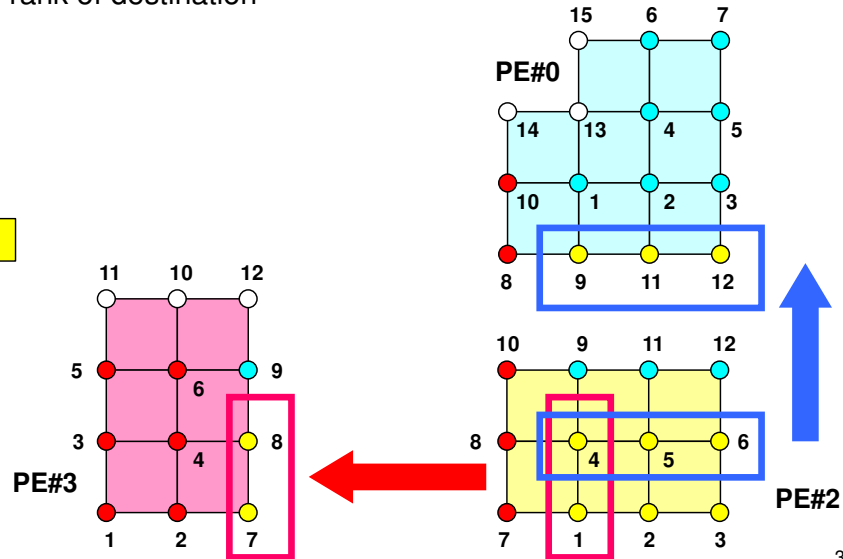
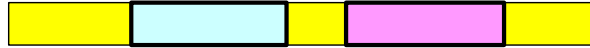
SEND: sending from boundary nodes

Send continuous data to send buffer of neighbors

- MPI_Isend**

(**sendbuf**, **count**, **datatype**, **dest**, **tag**, **comm**, **request**)

<u>sendbuf</u>	choice	I	starting address of sending buffer
<u>count</u>	int	I	number of elements in sending buffer
<u>datatype</u>	MPI_Datatype	I	datatype of each sending buffer element
<u>dest</u>	int	I	rank of destination



Request, Status in C Language

Special TYPE of Arrays

- `MPI_Isend`: request
- `MPI_Irecv`: request
- `MPI_Waitall`: request, status

```
MPI_Status *StatSend, *StatRecv;  
MPI_Request *RequestSend, *RequestRecv;  
...  
  
StatSend = malloc(sizeof(MPI_Status) * NEIBpetot);  
StatRecv = malloc(sizeof(MPI_Status) * NEIBpetot);  
RequestSend = malloc(sizeof(MPI_Request) * NEIBpetot);  
RequestRecv = malloc(sizeof(MPI_Request) * NEIBpetot);
```

- `MPI_Sendrecv`: status

```
MPI_Status *Status;  
...  
  
Status = malloc(sizeof(MPI_Status));
```

Files on OBCX

Fotran

```
>$ cd /work/gt73/t73XXX/pFEM
>$ cp /work/gt73/z30088/pFEM/F/s2-f.tar .
>$ tar xvf s2-f.tar
```

C

```
>$ cd /work/gt73/t73XXX/pFEM
>$ cp /work/gt73/z30088/pFEM/C/s2-c.tar .
>$ tar xvf s2-c.tar
```

Confirm Directory

```
>$ ls
mpi

>$ cd mpi/S2
```

This directory is called as $\langle \$O-S2 \rangle$ in this course.

$\langle \$O-S2 \rangle = \langle \$O-TOP \rangle / \text{mpi} / S2$

Ex.1: Send-Recv a Scalar

- Exchange VAL (real, 8-byte) between PE#0 & PE#1

```
if (my_rank=0) NEIB= 1;
if (my_rank=1) NEIB= 0;
```

```
MPI_Isend (&VAL, 1, MPI_DOUBLE, NEIB, ..., req_send[0], ...);
MPI_Irecv (&VALtemp, 1, MPI_DOUBLE, NEIB, ..., req_recv[0], ...);
MPI_Waitall (... , req_recv, stat_recv, ...); Recv.buf VALtemp can be used
MPI_Waitall (... , req_send, stat_send, ...); Send buf VAL can be modified
VAL= VALtemp;
```

```
if (my_rank.eq.0) NEIB= 1
if (my_rank.eq.1) NEIB= 0

call MPI_Sendrecv (VAL, 1, MPI_DOUBLE_PRECISION, NEIB, ... &
                  VALtemp, 1, MPI_DOUBLE_PRECISION, NEIB, ..., status, ...)
VAL= VALtemp
```

Name of recv. buffer could be “VAL”, but not recommended.

Ex.1: Send-Recv a Scalar

Isend/Irecv/Waitall

```
$> cd /work/gt73/t73XXX/pFEM/mpi/S2
```

```
$> mpiicc -O3 ex1-1.c
```

```
$> pjsub go2.sh
```

```
#include <stdio.h>
#include <stdlib.h>
#include "mpi.h"
int main(int argc, char **argv){
    int neib, MyRank, PeTot;
    double VAL, VALx;
    MPI_Status *StatSend, *StatRecv;
    MPI_Request *RequestSend, *RequestRecv;

    MPI_Init(&argc, &argv);
    MPI_Comm_size(MPI_COMM_WORLD, &PeTot);
    MPI_Comm_rank(MPI_COMM_WORLD, &MyRank);
    StatSend = malloc(sizeof(MPI_Status) * 1);
    StatRecv = malloc(sizeof(MPI_Status) * 1);
    RequestSend = malloc(sizeof(MPI_Request) * 1);
    RequestRecv = malloc(sizeof(MPI_Request) * 1);

    if(MyRank == 0) {neib= 1; VAL= 10.0;}
    if(MyRank == 1) {neib= 0; VAL= 11.0;}

    MPI_Isend(&VAL , 1, MPI_DOUBLE, neib, 0, MPI_COMM_WORLD, &RequestSend[0]);
    MPI_Irecv(&VALx, 1, MPI_DOUBLE, neib, 0, MPI_COMM_WORLD, &RequestRecv[0]);
    MPI_Waitall(1, RequestRecv, StatRecv);
    MPI_Waitall(1, RequestSend, StatSend);

    VAL=VALx;
    MPI_Finalize();
    return 0; }
```

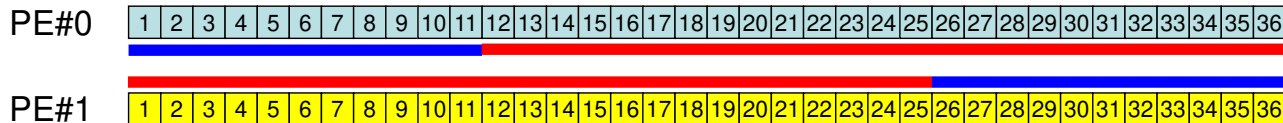
go2.sh

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=1
#PJM --mpi proc=2
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst

mpiexec.hydra -n ${PJM_MPI_PROC} ./a.out
```

Ex.2: Send-Recv an Array (1/3)

- Exchange VEC (real, 8-byte) between PE#0 & PE#1
- PE#0 to PE#1
 - PE#0: send VEC(1)-VEC(11) (length=11)
 - PE#1: recv. as VEC(26)-VEC(36) (length=11)
- PE#1 to PE#0
 - PE#1: send VEC(1)-VEC(25) (length=25)
 - PE#0: recv. as VEC(12)-VEC(36) (length=25)
- Practice: Develop a program for this operation.



Practice: t1

- Initial status of VEC[:]:
 - PE#0 VEC[0-35]= 101,102,103,~,135,136
 - PE#1 VEC[0-35]= 201,202,203,~,235,236
- Confirm the results in the next page
- MPI_Isend/Irecv/Waitall

Estimated Results

t1

```

0 #BEFORE# 1 101.
0 #BEFORE# 2 102.
0 #BEFORE# 3 103.
0 #BEFORE# 4 104.
0 #BEFORE# 5 105.
0 #BEFORE# 6 106.
0 #BEFORE# 7 107.
0 #BEFORE# 8 108.
0 #BEFORE# 9 109.
0 #BEFORE# 10 110.
0 #BEFORE# 11 111.
0 #BEFORE# 12 112.
0 #BEFORE# 13 113.
0 #BEFORE# 14 114.
0 #BEFORE# 15 115.
0 #BEFORE# 16 116.
0 #BEFORE# 17 117.
0 #BEFORE# 18 118.
0 #BEFORE# 19 119.
0 #BEFORE# 20 120.
0 #BEFORE# 21 121.
0 #BEFORE# 22 122.
0 #BEFORE# 23 123.
0 #BEFORE# 24 124.
0 #BEFORE# 25 125.
0 #BEFORE# 26 126.
0 #BEFORE# 27 127.
0 #BEFORE# 28 128.
0 #BEFORE# 29 129.
0 #BEFORE# 30 130.
0 #BEFORE# 31 131.
0 #BEFORE# 32 132.
0 #BEFORE# 33 133.
0 #BEFORE# 34 134.
0 #BEFORE# 35 135.
0 #BEFORE# 36 136.

```

```

0 #AFTER # 1 101.
0 #AFTER # 2 102.
0 #AFTER # 3 103.
0 #AFTER # 4 104.
0 #AFTER # 5 105.
0 #AFTER # 6 106.
0 #AFTER # 7 107.
0 #AFTER # 8 108.
0 #AFTER # 9 109.
0 #AFTER # 10 110.
0 #AFTER # 11 111.
0 #AFTER # 12 201.
0 #AFTER # 13 202.
0 #AFTER # 14 203.
0 #AFTER # 15 204.
0 #AFTER # 16 205.
0 #AFTER # 17 206.
0 #AFTER # 18 207.
0 #AFTER # 19 208.
0 #AFTER # 20 209.
0 #AFTER # 21 210.
0 #AFTER # 22 211.
0 #AFTER # 23 212.
0 #AFTER # 24 213.
0 #AFTER # 25 214.
0 #AFTER # 26 215.
0 #AFTER # 27 216.
0 #AFTER # 28 217.
0 #AFTER # 29 218.
0 #AFTER # 30 219.
0 #AFTER # 31 220.
0 #AFTER # 32 221.
0 #AFTER # 33 222.
0 #AFTER # 34 223.
0 #AFTER # 35 224.
0 #AFTER # 36 225.

```

```

1 #BEFORE# 1 201.
1 #BEFORE# 2 202.
1 #BEFORE# 3 203.
1 #BEFORE# 4 204.
1 #BEFORE# 5 205.
1 #BEFORE# 6 206.
1 #BEFORE# 7 207.
1 #BEFORE# 8 208.
1 #BEFORE# 9 209.
1 #BEFORE# 10 210.
1 #BEFORE# 11 211.
1 #BEFORE# 12 212.
1 #BEFORE# 13 213.
1 #BEFORE# 14 214.
1 #BEFORE# 15 215.
1 #BEFORE# 16 216.
1 #BEFORE# 17 217.
1 #BEFORE# 18 218.
1 #BEFORE# 19 219.
1 #BEFORE# 20 220.
1 #BEFORE# 21 221.
1 #BEFORE# 22 222.
1 #BEFORE# 23 223.
1 #BEFORE# 24 224.
1 #BEFORE# 25 225.
1 #BEFORE# 26 226.
1 #BEFORE# 27 227.
1 #BEFORE# 28 228.
1 #BEFORE# 29 229.
1 #BEFORE# 30 230.
1 #BEFORE# 31 231.
1 #BEFORE# 32 232.
1 #BEFORE# 33 233.
1 #BEFORE# 34 234.
1 #BEFORE# 35 235.
1 #BEFORE# 36 236.

```

```

1 #AFTER # 1 201.
1 #AFTER # 2 202.
1 #AFTER # 3 203.
1 #AFTER # 4 204.
1 #AFTER # 5 205.
1 #AFTER # 6 206.
1 #AFTER # 7 207.
1 #AFTER # 8 208.
1 #AFTER # 9 209.
1 #AFTER # 10 210.
1 #AFTER # 11 211.
1 #AFTER # 12 212.
1 #AFTER # 13 213.
1 #AFTER # 14 214.
1 #AFTER # 15 215.
1 #AFTER # 16 216.
1 #AFTER # 17 217.
1 #AFTER # 18 218.
1 #AFTER # 19 219.
1 #AFTER # 20 220.
1 #AFTER # 21 221.
1 #AFTER # 22 222.
1 #AFTER # 23 223.
1 #AFTER # 24 224.
1 #AFTER # 25 225.
1 #AFTER # 26 101.
1 #AFTER # 27 102.
1 #AFTER # 28 103.
1 #AFTER # 29 104.
1 #AFTER # 30 105.
1 #AFTER # 31 106.
1 #AFTER # 32 107.
1 #AFTER # 33 108.
1 #AFTER # 34 109.
1 #AFTER # 35 110.
1 #AFTER # 36 111.

```

Ex.2: Send-Recv an Array (2/3)

```
if (my_rank=0) then
  MPI_Isend (&VEC[ 0],11,MPI_DOUBLE,1,...,req_send[0],...)
  MPI_Irecv (&VEC[11],25,MPI_DOUBLE,1,...,req_recv[0],...)
endif

if (my_rank=1) then
  MPI_Isend (&VEC[ 0],25,0,...,req_send[0],...)
  MPI_Irecv (&VEC[25],11,0,...,req_recv[0],...)
endif

MPI_Waitall (... ,req_recv,stat_recv,...)
MPI_Waitall (... ,req_send,stat_send,...)
```

It works, but complicated operations.

Not looks like SPMD.

Not portable.

Ex.2: Send-Recv an Array (3/3)

```
if (my_rank=0) then
  NEIB= 1
  start_send= 1
  length_send= 11
  start_recv= length_send + 1
  length_recv= 25
endif

if (my_rank=1) then
  NEIB= 0
  start_send= 1
  length_send= 25
  start_recv= length_send + 1
  length_recv= 11
endif

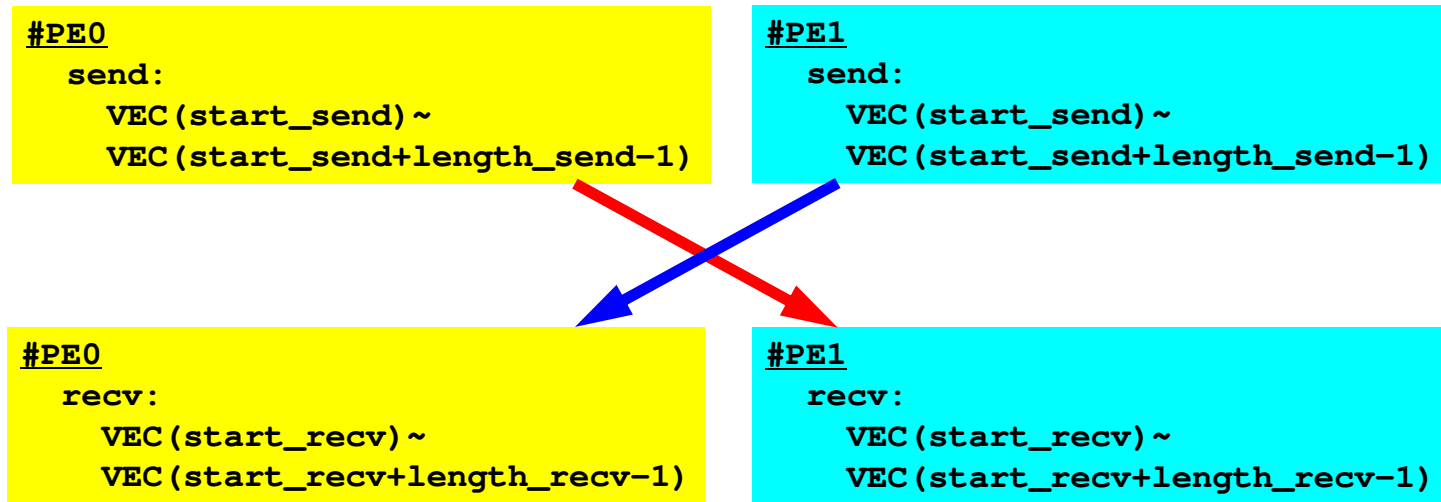
MPI_Isend
(&VEC[start_send-1], length_send, MPI_DOUBLE, NEIB, ..., req_send[0], ...)
MPI_Irecv
(&VEC[start_recv-1], length_recv, MPI_DOUBLE, NEIB, ..., req_recv[0], ...)

MPI_Waitall (... , req_recv, stat_recv, ...)
MPI_Waitall (... , req_send, stat_send, ...)
```

This is “SMPD” !!

t1

Notice: Send/Recv Arrays



- “length_send” of sending process must be equal to “length_recv” of receiving process.
 - PE#0 to PE#1, PE#1 to PE#0
- “sendbuf” and “recvbuf”: different address

Point-to-Point Communication

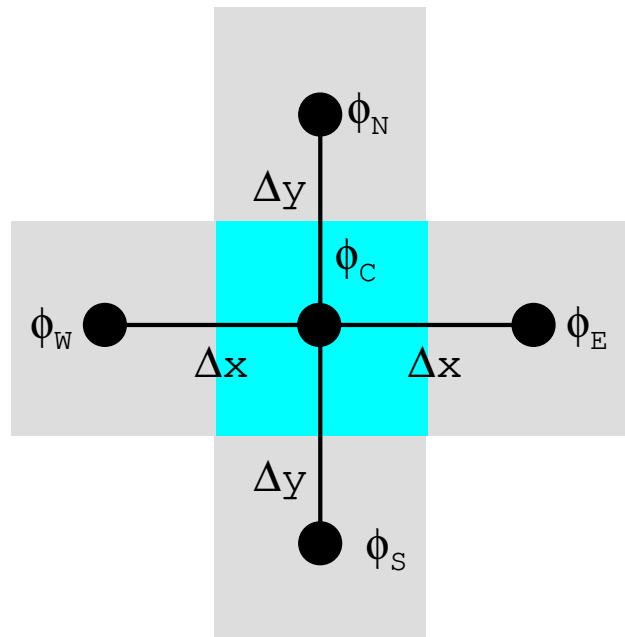
- What is PtoP Communication ?
- 2D Problem, Generalized Communication Table
 - 2D FDM
 - Problem Setting
 - Distributed Local Data and Communication Table
 - Implementation
- Report S2

[illegible]

2D FDM (5-point, central difference)

$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} = f$$

$$\left(\frac{\phi_E - 2\phi_C + \phi_W}{\Delta x^2} \right) + \left(\frac{\phi_N - 2\phi_C + \phi_S}{\Delta y^2} \right) = f_C$$



Decompose into 4 domains

<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>	<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>	<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>	<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>	<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>
<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

4 domains: Global ID

PE#2

<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>

PE#3

<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>

PE#0

<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>

PE#1

<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

4 domains: Local ID

PE#2

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

PE#3

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

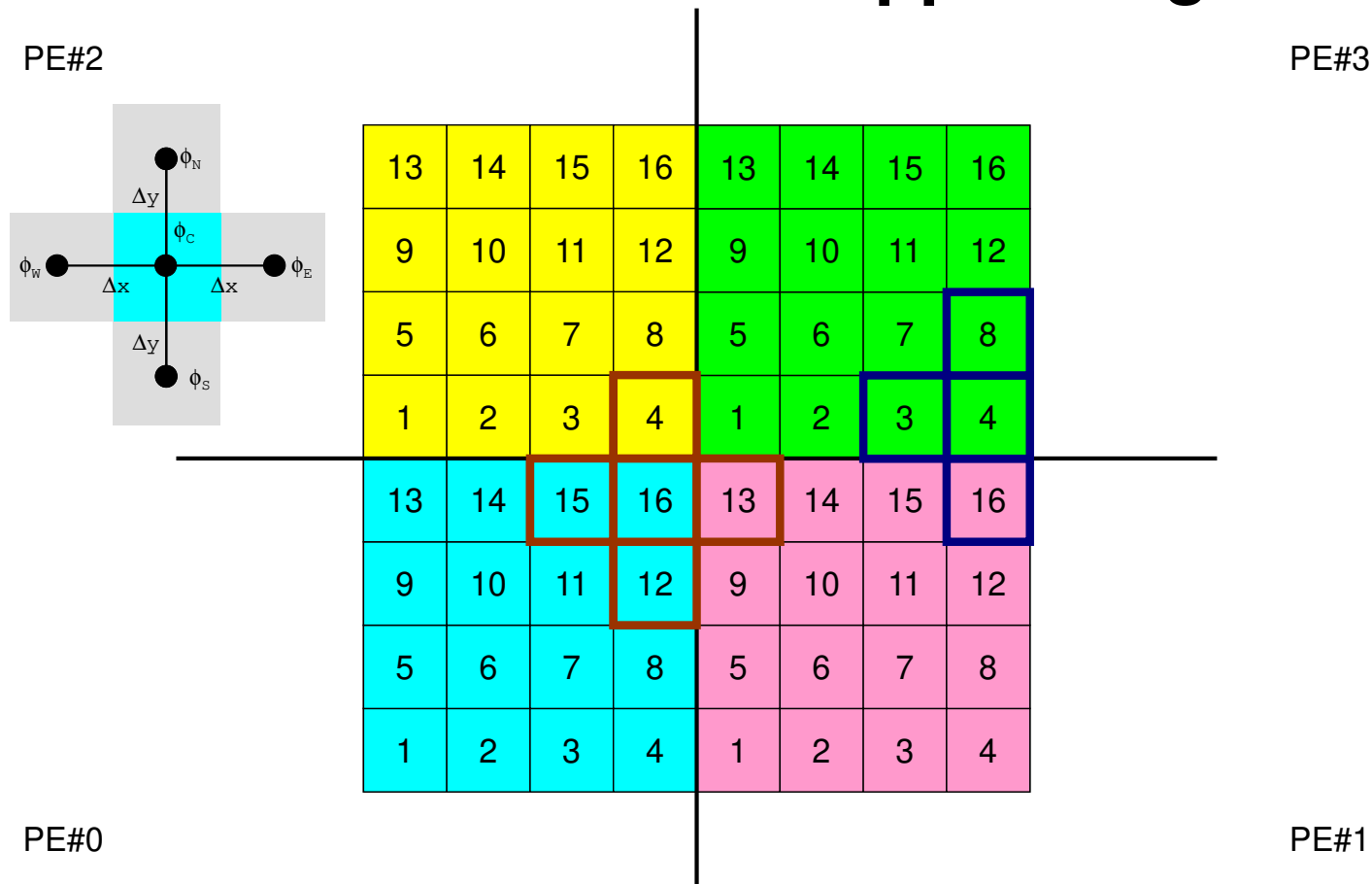
PE#0

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

PE#1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

External Points: Overlapped Region



External Points: Overlapped Region

PE#2

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

PE#3

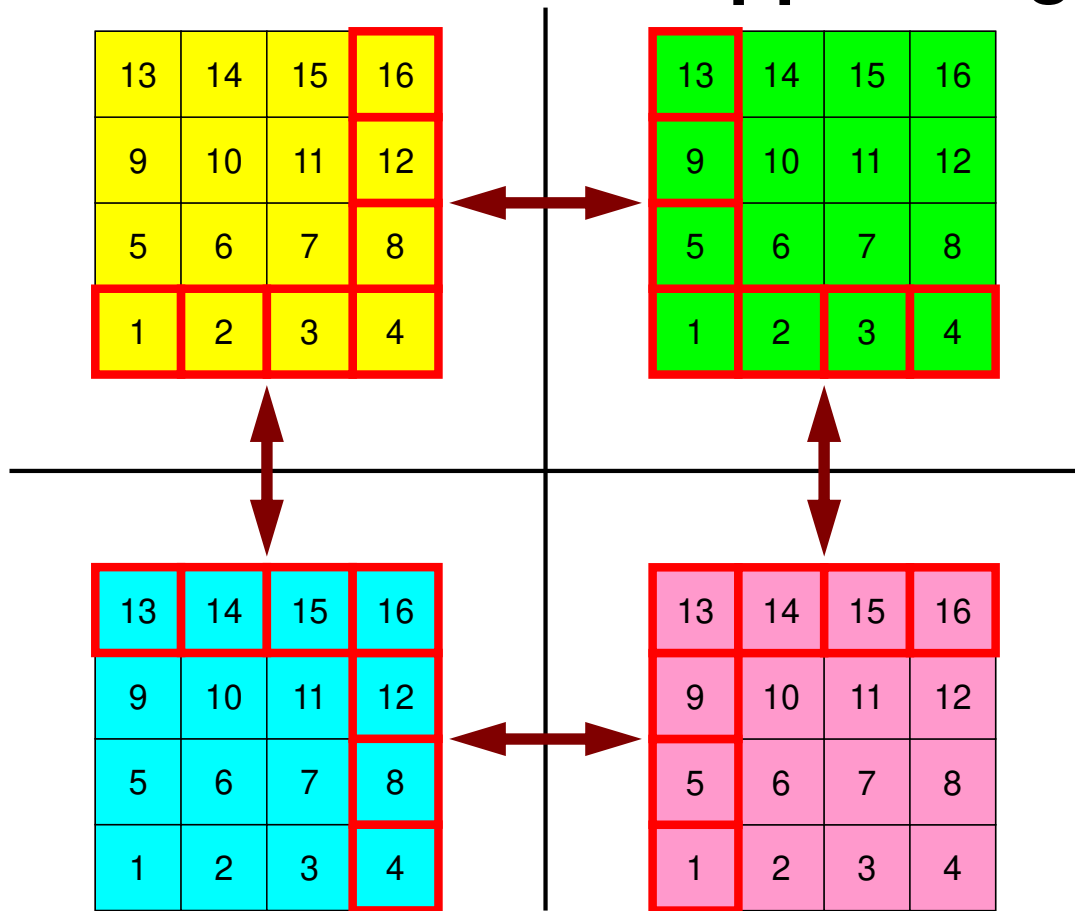
13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

PE#0

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

PE#1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



Local ID of External Points ?

PE#2

13	14	15	16	?
9	10	11	12	?
5	6	7	8	?
1	2	3	4	?
?	?	?	?	

PE#3

?	13	14	15	16
?	9	10	11	12
?	5	6	7	8
?	1	2	3	4
	?	?	?	?

PE#0

?	?	?	?	
13	14	15	16	?
9	10	11	12	?
5	6	7	8	?
1	2	3	4	?

PE#1

	?	?	?	?
?	13	14	15	16
?	9	10	11	12
?	5	6	7	8
?	1	2	3	4

Overlapped Region

PE#2

13	14	15	16	?
9	10	11	12	?
5	6	7	8	?
1	2	3	4	?

PE#3

?	13	14	15	16
?	9	10	11	12
?	5	6	7	8
?	1	2	3	4



PE#0

?	?	?	?	?
13	14	15	16	?
9	10	11	12	?
5	6	7	8	?
1	2	3	4	?

PE#1

?	?	?	?	?
?	13	14	15	16
?	9	10	11	12
?	5	6	7	8
?	1	2	3	4

Overlapped Region

PE#2

13	14	15	16	?
9	10	11	12	?
5	6	7	8	?
1	2	3	4	?
?	?	?	?	

PE#3

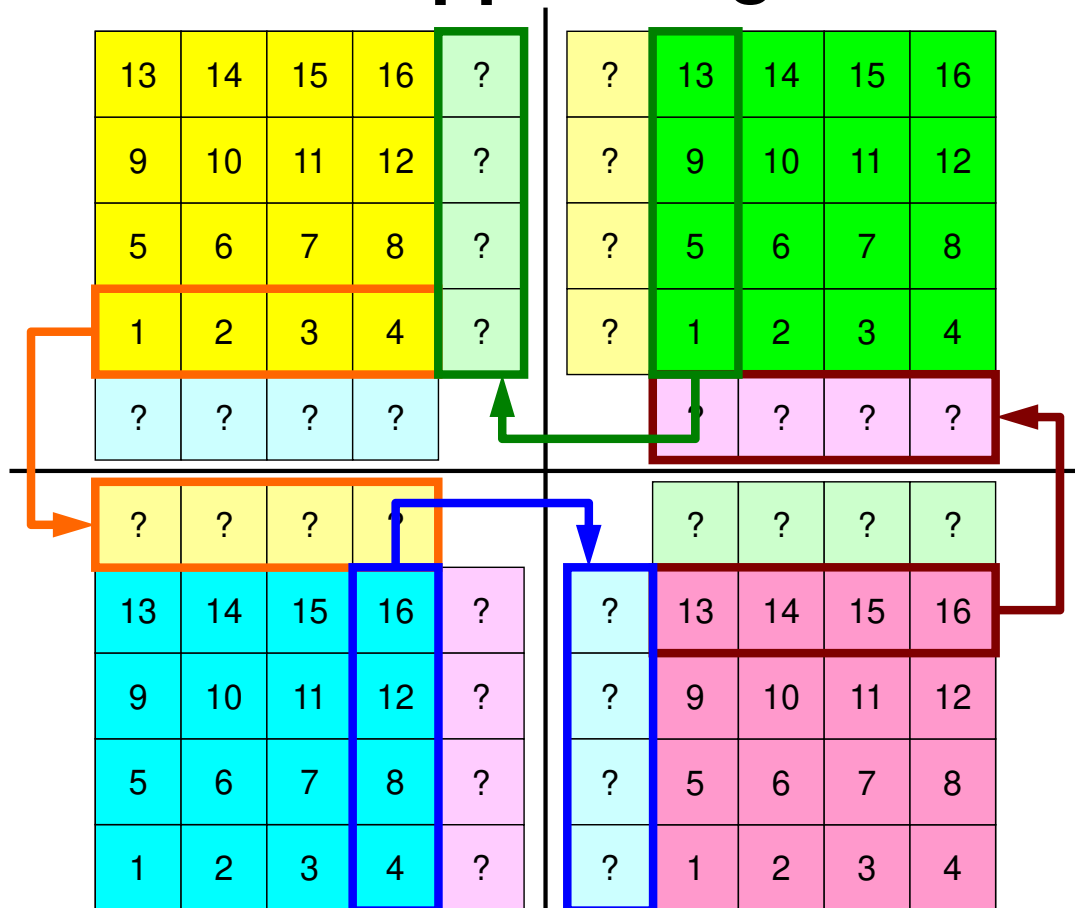
?	13	14	15	16
?	9	10	11	12
?	5	6	7	8
?	1	2	3	4
		?	?	?

PE#0

?	?	?		
13	14	15	16	?
9	10	11	12	?
5	6	7	8	?
1	2	3	4	?

PE#1

	?	?	?	?
?	13	14	15	16
?	9	10	11	12
?	5	6	7	8
?	1	2	3	4



Point-to-Point Communication

- What is PtoP Communication ?
- 2D Problem, Generalized Communication Table
 - 2D FDM
 - Problem Setting
 - Distributed Local Data and Communication Table
 - Implementation
- Report S2

Problem Setting: 2D FDM

<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>	<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>	<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>	<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>	<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>
<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

- 2D region with 64 meshes (8x8)
- Each mesh has global ID from 1 to 64
 - In this example, this global ID is considered as dependent variable, such as temperature, pressure etc.
 - Something like computed results

Problem Setting: Distributed Local Data

PE#2

57	58	59	60
49	50	51	52
41	42	43	44
33	34	35	36

PE#3

61	62	63	64
53	54	55	56
45	46	47	48
37	38	39	40

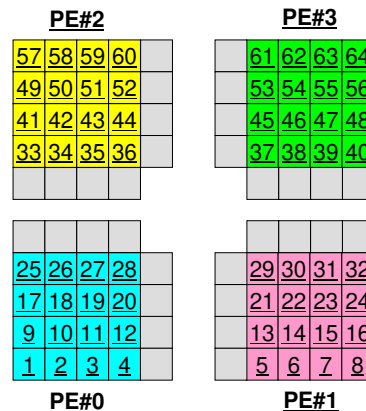
- 4 sub-domains.
- Info. of external points (global ID of mesh) is received from neighbors.
 - PE#0 receives

25	26	27	28
17	18	19	20
9	10	11	12
1	2	3	4

29	30	31	32
21	22	23	24
13	14	15	16
5	6	7	8

PE#0

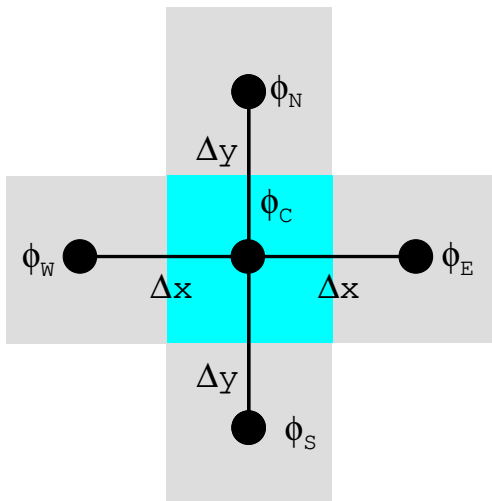
PE#1



Operations of 2D FDM

$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} = f$$

$$\left(\frac{\phi_E - 2\phi_C + \phi_W}{\Delta x^2} \right) + \left(\frac{\phi_N - 2\phi_C + \phi_S}{\Delta y^2} \right) = f_C$$

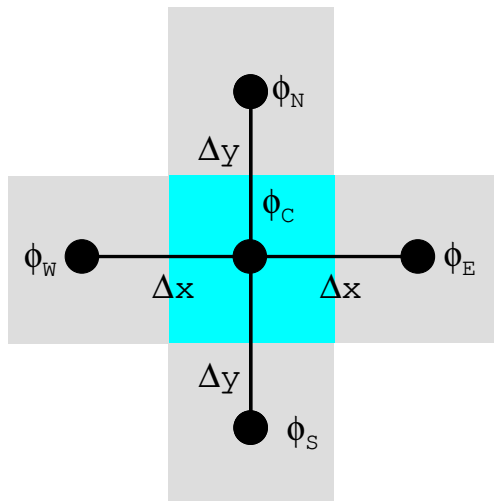


<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>	<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>	<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>	<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>	<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>
<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

Operations of 2D FDM

$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} = f$$

$$\left(\frac{\phi_E - 2\phi_C + \phi_W}{\Delta x^2} \right) + \left(\frac{\phi_N - 2\phi_C + \phi_S}{\Delta y^2} \right) = f_C$$



57	58	59	60	61	62	63	64
49	50	51	52	53	54	55	56
41	42	43	44	45	46	47	48
33	34	35	36	37	38	39	40
25	26	27	28	29	30	31	32
17	18	19	20	21	22	23	24
9	10	11	12	13	14	15	16
1	2	3	4	5	6	7	8

Computation (1/3)

<u>PE#2</u>	<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>	<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>	<u>PE#3</u>
	<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>	<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>	
	<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>	<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>	
	<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>	<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>	
	<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>	
	<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>	
	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	
<u>PE#0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>PE#1</u>

- On each PE, info. of internal pts ($i=1-N(=16)$) are read from distributed local data, info. of boundary pts are sent to neighbors, and they are received as info. of external pts.

Computation (2/3): Before Send/Recv

PE#2

1: <u>33</u>	9: <u>49</u>	17: ?
2: <u>34</u>	10: <u>50</u>	18: ?
3: <u>35</u>	11: <u>51</u>	19: ?
4: <u>36</u>	12: <u>52</u>	20: ?
5: <u>41</u>	13: <u>57</u>	21: ?
6: <u>42</u>	14: <u>58</u>	22: ?
7: <u>43</u>	15: <u>59</u>	23: ?
8: <u>44</u>	16: <u>60</u>	24: ?

<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>	
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>	
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>	
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>	

PE#3

1: <u>37</u>	9: <u>53</u>	17: ?
2: <u>38</u>	10: <u>54</u>	18: ?
3: <u>39</u>	11: <u>55</u>	19: ?
4: <u>40</u>	12: <u>56</u>	20: ?
5: <u>45</u>	13: <u>61</u>	21: ?
6: <u>46</u>	14: <u>62</u>	22: ?
7: <u>47</u>	15: <u>63</u>	23: ?
8: <u>48</u>	16: <u>64</u>	24: ?

	<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
	<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
	<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
	<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>

1: <u>1</u>	9: <u>17</u>	17: ?
2: <u>2</u>	10: <u>18</u>	18: ?
3: <u>3</u>	11: <u>19</u>	19: ?
4: <u>4</u>	12: <u>20</u>	20: ?
5: <u>9</u>	13: <u>25</u>	21: ?
6: <u>10</u>	14: <u>26</u>	22: ?
7: <u>11</u>	15: <u>27</u>	23: ?
8: <u>12</u>	16: <u>28</u>	24: ?

<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	

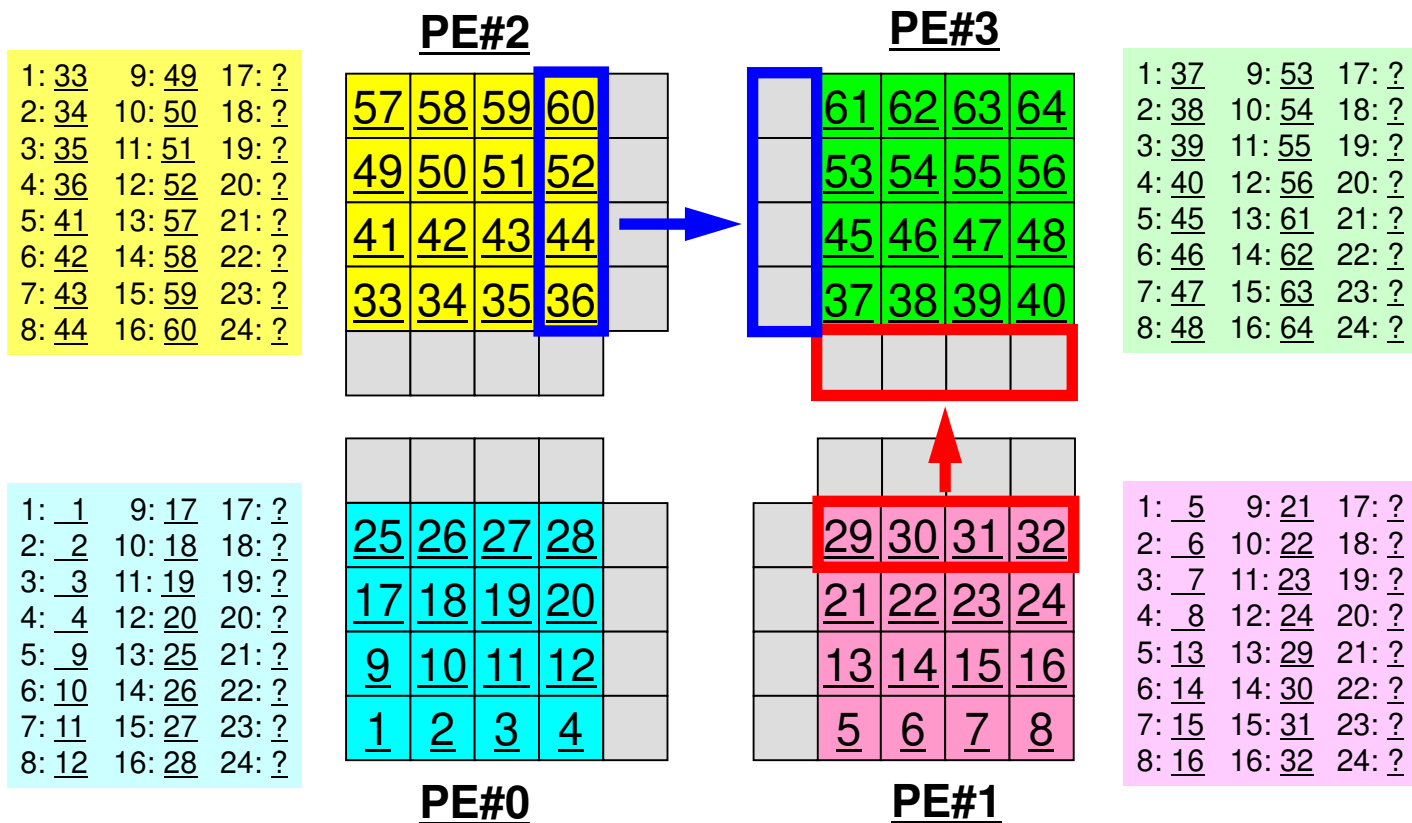
PE#0

	<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
	<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

PE#1

1: <u>5</u>	9: <u>21</u>	17: ?
2: <u>6</u>	10: <u>22</u>	18: ?
3: <u>7</u>	11: <u>23</u>	19: ?
4: <u>8</u>	12: <u>24</u>	20: ?
5: <u>13</u>	13: <u>29</u>	21: ?
6: <u>14</u>	14: <u>30</u>	22: ?
7: <u>15</u>	15: <u>31</u>	23: ?
8: <u>16</u>	16: <u>32</u>	24: ?

Computation (2/3): Before Send/Recv



Computation (3/3): After Send/Recv

PE#2

1: <u>33</u>	9: <u>49</u>	17: <u>37</u>
2: <u>34</u>	10: <u>50</u>	18: <u>45</u>
3: <u>35</u>	11: <u>51</u>	19: <u>53</u>
4: <u>36</u>	12: <u>52</u>	20: <u>61</u>
5: <u>41</u>	13: <u>57</u>	21: <u>25</u>
6: <u>42</u>	14: <u>58</u>	22: <u>26</u>
7: <u>43</u>	15: <u>59</u>	23: <u>27</u>
8: <u>44</u>	16: <u>60</u>	24: <u>28</u>

57	58	59	60	61
49	50	51	52	53
41	42	43	44	45
33	34	35	36	37
25	26	27	28	

PE#3

1: <u>37</u>	9: <u>53</u>	17: <u>36</u>
2: <u>38</u>	10: <u>54</u>	18: <u>44</u>
3: <u>39</u>	11: <u>55</u>	19: <u>52</u>
4: <u>40</u>	12: <u>56</u>	20: <u>60</u>
5: <u>45</u>	13: <u>61</u>	21: <u>29</u>
6: <u>46</u>	14: <u>62</u>	22: <u>30</u>
7: <u>47</u>	15: <u>63</u>	23: <u>31</u>
8: <u>48</u>	16: <u>64</u>	24: <u>32</u>

60	61	62	63	64
52	53	54	55	56
44	45	46	47	48
36	37	38	39	40
	29	30	31	32

PE#0

1: <u>1</u>	9: <u>17</u>	17: <u>5</u>
2: <u>2</u>	10: <u>18</u>	18: <u>14</u>
3: <u>3</u>	11: <u>19</u>	19: <u>21</u>
4: <u>4</u>	12: <u>20</u>	20: <u>29</u>
5: <u>9</u>	13: <u>25</u>	21: <u>33</u>
6: <u>10</u>	14: <u>26</u>	22: <u>34</u>
7: <u>11</u>	15: <u>27</u>	23: <u>35</u>
8: <u>12</u>	16: <u>28</u>	24: <u>36</u>

33	34	35	36	
25	26	27	28	29
17	18	19	20	21
9	10	11	12	13
1	2	3	4	5

PE#1

1: <u>5</u>	9: <u>21</u>	17: <u>4</u>
2: <u>6</u>	10: <u>22</u>	18: <u>12</u>
3: <u>7</u>	11: <u>23</u>	19: <u>20</u>
4: <u>8</u>	12: <u>24</u>	20: <u>28</u>
5: <u>13</u>	13: <u>29</u>	21: <u>37</u>
6: <u>14</u>	14: <u>30</u>	22: <u>38</u>
7: <u>15</u>	15: <u>31</u>	23: <u>39</u>
8: <u>16</u>	16: <u>32</u>	24: <u>40</u>

	37	38	39	40
28	29	30	31	32
20	21	22	23	24
12	13	14	15	16
4	5	6	7	8

Point-to-Point Communication

- What is PtoP Communication ?
- 2D Problem, Generalized Communication Table
 - 2D FDM
 - Problem Setting
 - Distributed Local Data and Communication Table
 - Implementation
- Report S2

Overview of Distributed Local Data

Example on PE#0

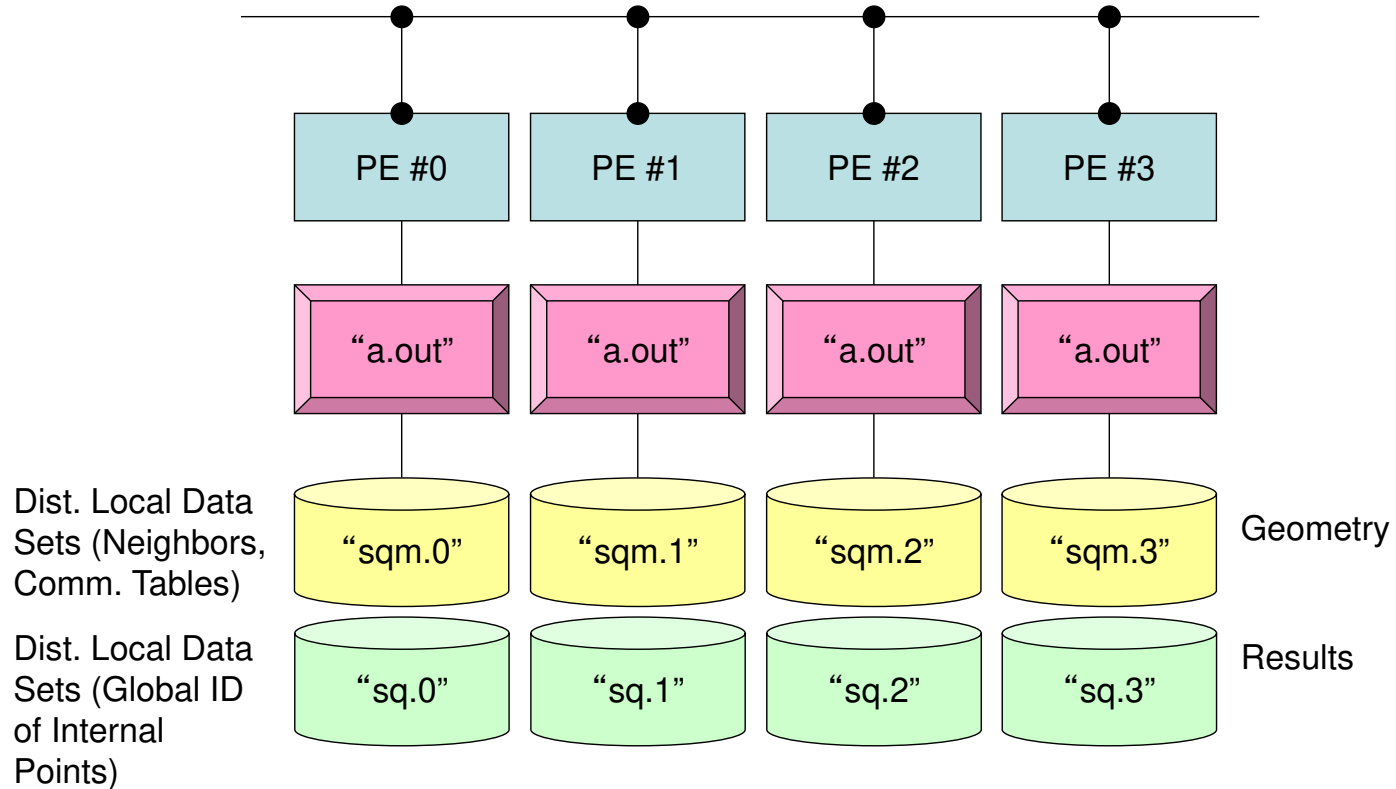
<u>PE#2</u>				
<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	
<u>PE#0</u>				<u>PE#1</u>

Value at each mesh (= Global ID)

<u>PE#2</u>				
13	14	15	16	
9	10	11	12	
5	6	7	8	
1	2	3	4	
<u>PE#0</u>				<u>PE#1</u>

Local ID

SPMD...



2D FDM: PE#0

Information at each domain (1/4)

Internal Points

Meshes originally assigned to the domain

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

2D FDM: PE#0

Information at each domain (2/4)

PE#2

●	●	●	●	
13	14	15	16	●
9	10	11	12	●
5	6	7	8	●
1	2	3	4	●

PE#1

Internal Points

Mesheres originally assigned to the domain

External Points

Mesheres originally assigned to different domain, but required for computation of mesheres in the domain (mesheres in overlapped regions)

- Sleeves
- Halo



2D FDM: PE#0

Information at each domain (3/4)

PE#2

13	14	15	16	
9	10	11	12	
5	6	7	8	
1	2	3	4	

PE#1

Internal Points

Mesheres originally assigned to the domain

External Points

Mesheres originally assigned to different domain, but required for computation of mesheres in the domain (mesheres in overlapped regions)

Boundary Points

Internal points, which are also external points of other domains (used in computations of mesheres in other domains)

2D FDM: PE#0

Information at each domain (4/4)

PE#2

13	14	15	16	
9	10	11	12	
5	6	7	8	
1	2	3	4	

PE#1

Internal Points

Mesheres originally assigned to the domain

External Points

Mesheres originally assigned to different domain, but required for computation of mesheres in the domain (mesheres in overlapped regions)

Boundary Points

Internal points, which are also external points of other domains (used in computations of mesheres in other domains)

Relationships between Domains

Communication Table: External/Boundary Points
Neighbors

Description of Distributed Local Data

21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17

- Internal/External Points
 - Numbering: Starting from internal pts, then external pts after that
- Neighbors
 - Shares overlapped meshes
 - Number and ID of neighbors
- Import Table (Receive)
 - From where, how many, and which external points are received/imported ?
- Export Table (Send)
 - To where, how many and which boundary points are sent/exported ?

Overview of Distributed Local Data

Example on PE#0

<u>PE#2</u>				
<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	
<u>PE#0</u>				<u>PE#1</u>

Value at each mesh (= Global ID)

<u>PE#2</u>				
21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17
<u>PE#0</u>				<u>PE#1</u>

Local ID

Generalized Comm. Table: Send

0	1.1 ⊙	2.4 ①,0	3.2 ④,1		
1	3.6 ①	4.3 ⊙,2	2.5 ③,3	3.7 ⑤,4	9.1 ⑦,5
2	5.7 ②	1.5 ④,6	3.1 ⑥,7		
3	9.8 ③	4.1 ①,8	2.5 ④,9	2.7 ⑤,10	
4	11.5 ④	3.1 ⊙,11	9.5 ①,12	10.4 ②,13	4.3 ⑥,14
5	12.4 ⑤	6.5 ②,15	9.5 ⑥,16		
6	23.1 ⑥	6.4 ①,17	2.5 ②,18	1.4 ⑤,19	13.1 ⑦,20
7	51.3 ⑦	9.5 ①,21	1.3 ②,22	9.6 ③,23	3.1 ⑤,24

Diag [i] Diagonal Components (REAL, i=0~N-1)
Index[i] Number of Non-Zero Off-Diagonals at Each ROW (INT, i=0~N)
Item[k] Off-Diagonal Components (Corresponding Column ID) (INT, k=0, index[N])
Amat[k] Off-Diagonal Components (Value) (REAL, k=0, index[N])

{Y}=[A] {X}

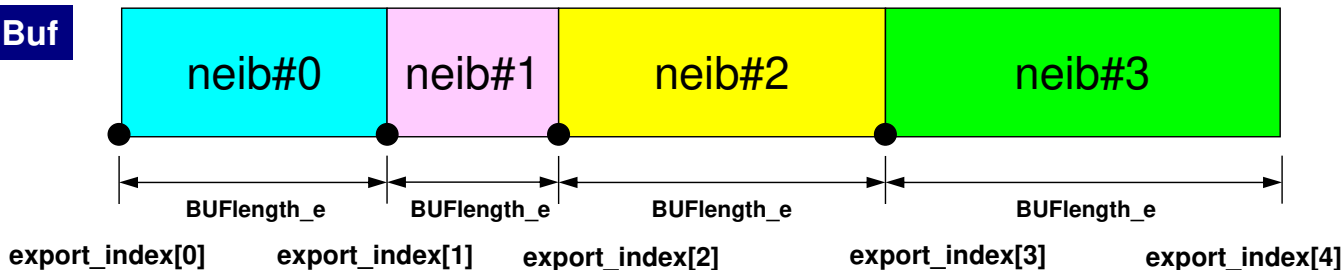
```
for (i=0; i<N; i++) {
    Y[i] = Diag[i] * X[i];
    for (k=Index[i]; k<Index[i+1]; k++) {
        Y[i] += Amat[k]*X[Item[k]];
    }
}
```

- Neighbors
 - NeibPETot, NeibPE[NeibPETot]
- Message size for each neighbor
 - export_index[NeibPETot+1]
- ID of **boundary** points
 - export_item[export_index[NeibPETot]]
- Messages to each neighbor
 - SendBuf[export_index[NeibPETot]]

SEND: MPI_Isend/Irecv/Waitall

C

SendBuf



export_item (export_index[neib]:export_index[neib+1]-1) are sent to neib-th neighbor

```
for (neib=0; neib<NeibPETot;neib++){
    for (k=export_index[neib];k<export_index[neib+1];k++){
        kk= export_item[k];
        SendBuf[k]= VAL[kk];
    }
}
```

Copied to sending buffers

```
for (neib=0; neib<NeibPETot; neib++){
    tag= 0;
    iS_e= export_index[neib];
    iE_e= export_index[neib+1];
    BUFlength_e= iE_e - iS_e

    ierr= MPI_Isend
        (&SendBuf[iS_e], BUFlength_e, MPI_DOUBLE, NeibPE[neib], 0,
         MPI_COMM_WORLD, &ReqSend[neib])
}

MPI_Waitall(NeibPETot, ReqSend, StatSend);
```

Generalized Comm. Table: Receive

- Neighbors
 - NeibPETot, NeibPE[NeibPETot]
- Message size for each neighbor
 - import_index [NeibPETot+1]
- ID of **external** points
 - import_item [import_index[NeibPETot]]
- Messages from each neighbor
 - RecvBuf [import_index[NeibPETot]]

RECV: MPI_Isend/Irecv/Waitall

C

```

for (neib=0; neib<NeibPETot; neib++){
    tag= 0;
    iS_i= import_index[neib];
    iE_i= import_index[neib+1];
    BUFlength_i= iE_i - iS_i

    ierr= MPI_Irecv
        (&RecvBuf[iS_i], BUFlength_i, MPI_DOUBLE, NeibPE[neib], 0,
         MPI_COMM_WORLD, &ReqRecv[neib])
}

```

```
MPI_Waitall(NeibPETot, ReqRecv, StatRecv);
```

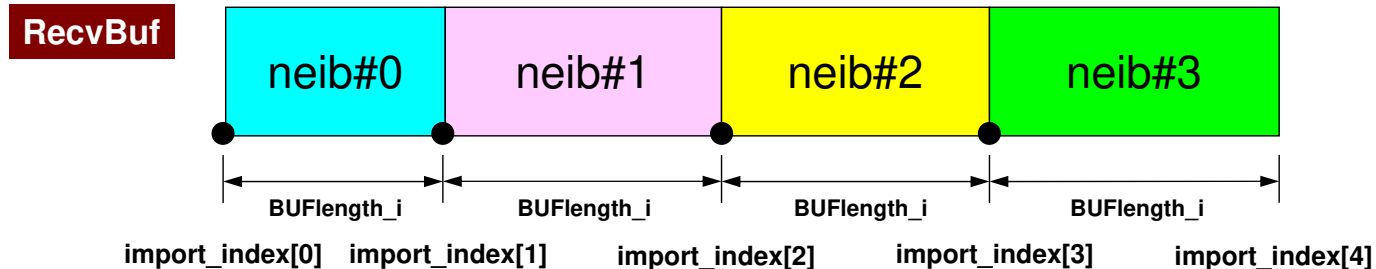
```

for (neib=0; neib<NeibPETot; neib++){
    for (k=import_index[neib]; k<import_index[neib+1]; k++){
        kk= import_item[k];
        VAL[kk]= RecvBuf[k];
    }
}

```

Copied from receiving buffer

import_item (import_index[neib]:import_index[neib+1]-1) are received from neib-th neighbor



Relationship SEND/RECV

```
do neib= 1, NEIBPETOT
  iS_e= export_index(neib-1) + 1
  iE_e= export_index(neib )
  BUFlength_e= iE_e + 1 - iS_e

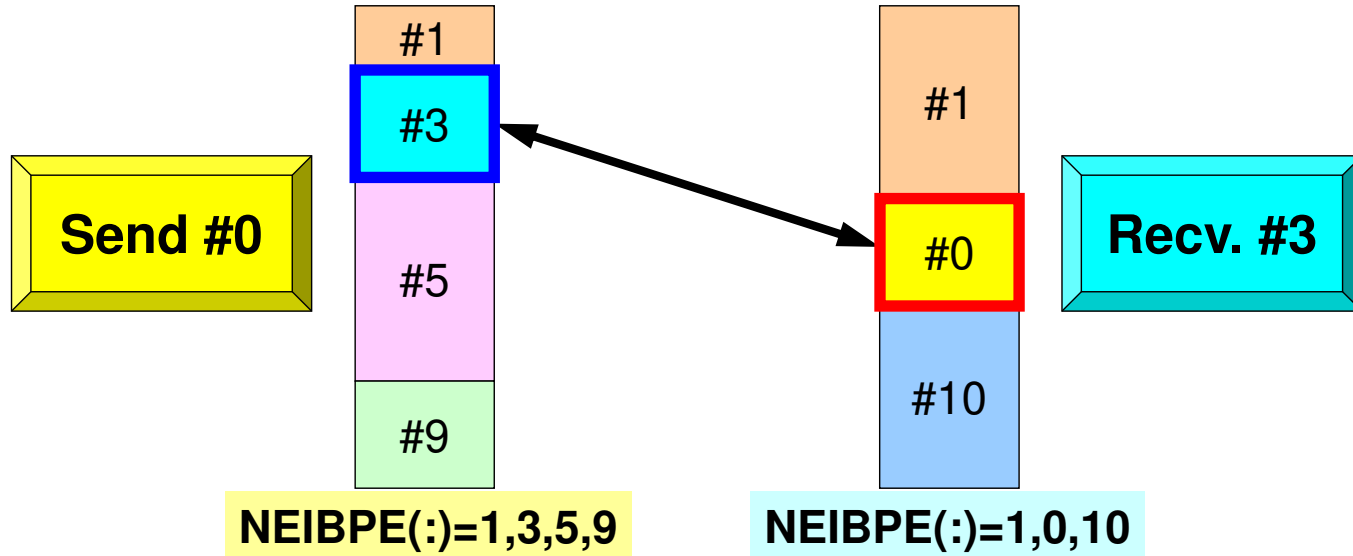
  call MPI_ISEND
&      (SENDbuf(iS_e), BUFlength_e, MPI_INTEGER, NEIBPE(neib), 0,&
&      MPI_COMM_WORLD, request_send(neib), ierr)
enddo
```

```
do neib= 1, NEIBPETOT
  iS_i= import_index(neib-1) + 1
  iE_i= import_index(neib )
  BUFlength_i= iE_i + 1 - iS_i

  call MPI_IRECV
&      (RECVbuf(iS_i), BUFlength_i, MPI_INTEGER, NEIBPE(neib), 0,&
&      MPI_COMM_WORLD, request_recv(neib), ierr)
enddo
```

- Consistency of ID's of sources/destinations, size and contents of messages !
- Communication occurs when NEIBPE(neib) matches

Relationship SEND/RECV (#0 to #3)



- Consistency of ID's of sources/destinations, size and contents of messages !
- Communication occurs when NEIBPE(neib) matches

Generalized Comm. Table (1/6)

PE#2

21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17

PE#1

```
#NEIBPEtot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORT_index
4 8
#IMPORT_items
17
18
19
20
21
22
23
24
#EXPORT_index
4 8
#EXPORT_items
4
8
12
16
13
14
15
16
```

Generalized Comm. Table (2/6)

PE#2

21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17

PE#1

```

#NEIBPEtot  Number of neighbors
2
#NEIBPE     ID of neighbors
1  2
#NODE
24 16      Ext/Int Pts, Int Pts
#IMPORT_index
4  8
#IMPORT_items
17
18
19
20
21
22
23
24
#EXPORT_index
4  8
#EXPORT_items
4
8
12
16
13
14
15
16

```

Generalized Comm. Table (3/6)

PE#2

21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17

PE#1

```

#NEIBPEtot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORT_index
4 8
#IMPORT_items
17
18
19
20
21
22
23
24
#EXPORT_index
4 8
#EXPORT_items
4
8
12
16
13
14
15
16

```

Four ext pts (1st-4th items) are imported from 1st neighbor (PE#1), and four (5th-8th items) are from 2nd neighbor (PE#2).

Generalized Comm. Table (4/6)

PE#2

21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17

PE#1

```

#NEIBPEtot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORT_index
4 8
#IMPORT_items
17
18      imported from 1st Neighbor
19      (PE#1) (1st-4th items)
20
21      imported from 2nd Neighbor
22      (PE#2) (5th-8th items)
23
24
#EXPORT_index
4 8
#EXPORT_items
4
8
12
16
13
14
15
16

```

Generalized Comm. Table (5/6)

PE#2

21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17

PE#1

```

#NEIBPEtot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORT_index
4 8
#IMPORT_items
17
18
19
20
21
22
23
24
#EXPORT_index
4 8
#EXPORT_items
4
8
12
16
13
14
15
16

```

Four boundary pts (1st-4th items) are exported to 1st neighbor (PE#1), and four (5th-8th items) are to 2nd neighbor (PE#2).

Generalized Comm. Table (6/6)

PE#2

21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17

PE#1

#NEIBPEtot

2

#NEIBPE

1 2

#NODE

24 16

#IMPORT_index

4 8

#IMPORT_items

17

18

19

20

21

22

23

24

#EXPORT_index

4 8

#EXPORT_items

4

8

12

16

13

14

15

16

exported to 1st Neighbor
(PE#1) (1st-4th items)

exported to 2nd Neighbor
(PE#2) (5th-8th items)

Generalized Comm. Table (6/6)

PE#2

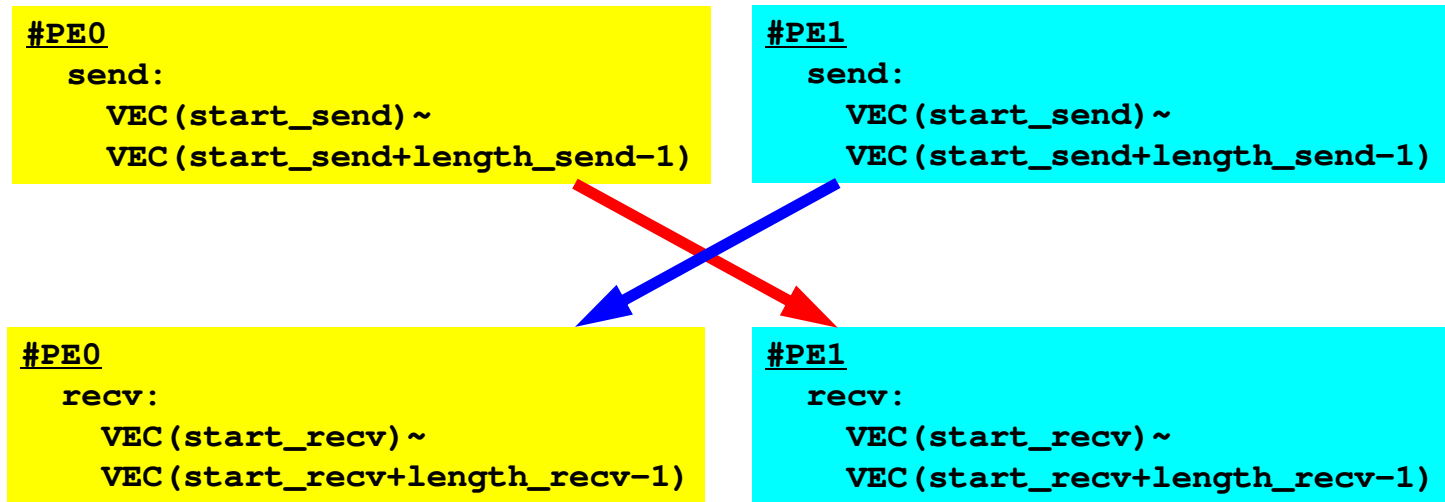
21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17

PE#1

An external point is only sent from its original domain.

A boundary point could be referred from more than one domain, and sent to multiple domains (e.g. 16th mesh).

Notice: Send/Recv Arrays



- “length_send” of sending process must be equal to “length_recv” of receiving process.
 - PE#0 to PE#1, PE#1 to PE#0
- “sendbuf” and “recvbuf”: different address

Point-to-Point Communication

- What is PtoP Communication ?
- 2D Problem, Generalized Communication Table
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Sample Program for 2D FDM

```
$ cd /work/gt73/t73XXX/pFEM/mpi/S2
```

```
$ mpiifort -O3 sq-sr1.f
```

```
$ mpiicc -O3 sq-sr1.c
```

```
(modify go4.sh for 4 processes)
```

```
$ pjsub go4.sh
```

go4.sh

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=1
#PJM --mpi proc=4
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst

mpiexec.hydra -n ${PJM_MPI_PROC} ./a.out
```

Example: sq-sr1.c (1/6)

A red square containing a white capital letter 'C', representing the C programming language.

Initialization

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <assert.h>
#include "mpi.h"
int main(int argc, char **argv){

    int n, np, NeibPeTot, BufLength;
    MPI_Status *StatSend, *StatRecv;
    MPI_Request *RequestSend, *RequestRecv;

    int MyRank, PeTot;
    int *val, *SendBuf, *RecvBuf, *NeibPe;
    int *ImportIndex, *ExportIndex, *ImportItem, *ExportItem;

    char FileName[80], line[80];
    int i, nn, neib;
    int iStart, iEnd;
    FILE *fp;

    /*
    !C +-----+
    !C |  INIT. MPI  |
    !C +-----+
    !C==*/

    MPI_Init(&argc, &argv);
    MPI_Comm_size(MPI_COMM_WORLD, &PeTot);
    MPI_Comm_rank(MPI_COMM_WORLD, &MyRank);
```

Example: sq-sr1.c (2/6)

Reading distributed local data files (sqm.*)

C

```
/*
!C +-----+
!C | DATA file |
!C +-----+
!C===*/

    sprintf(FileName, "sqm.%d", MyRank);
    fp = fopen(FileName, "r");

    fscanf(fp, "%d", &NeibPeTot);
    NeibPe = calloc(NeibPeTot, sizeof(int));
    ImportIndex = calloc(1+NeibPeTot, sizeof(int));
    ExportIndex = calloc(1+NeibPeTot, sizeof(int));

    for(neib=0;neib<NeibPeTot;neib++){
        fscanf(fp, "%d", &NeibPe[neib]);
    }
    fscanf(fp, "%d %d", &np, &n);

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ImportIndex[neib]);}
    nn = ImportIndex[NeibPeTot];
    ImportItem = malloc(nn * sizeof(int));
    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ImportItem[i]); ImportItem[i]--;}

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ExportIndex[neib]);}
    nn = ExportIndex[NeibPeTot];
    ExportItem = malloc(nn * sizeof(int));

    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ExportItem[i]);ExportItem[i]--;}
```

Example: sq-sr1.c (2/6)

Reading distributed local data files (sqm.*)

C

```

/*
!C +-----+
!C | DATA file |
!C +-----+
!C==*/

    sprintf(FileName, "sqm.%d", MyRank);
    fp = fopen(FileName, "r");

    fscanf(fp, "%d", &NeibPeTot);
    NeibPe = calloc(NeibPeTot, sizeof(int));
    ImportIndex = calloc(1+NeibPeTot, sizeof(int));
    ExportIndex = calloc(1+NeibPeTot, sizeof(int));

    for(neib=0;neib<NeibPeTot;neib++){
        fscanf(fp, "%d", &NeibPe[neib]);
    }
    fscanf(fp, "%d %d", &np, &n);

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ImportIndex[neib]);}
    nn = ImportIndex[NeibPeTot];
    ImportItem = malloc(nn * sizeof(int));
    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ImportItem[i]); ImportItem[i]-

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ExportIndex[neib]);}
    nn = ExportIndex[NeibPeTot];
    ExportItem = malloc(nn * sizeof(int));

    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ExportItem[i]);ExportItem[i]--;}

```

```

#NEIBPeTot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTIndex
4 8
#IMPORTItems
17
18
19
20
21
22
23
24
#EXPORTIndex
4 8
#EXPORTItems
4
8
12
16
13
14
15
16

```

Example: sq-sr1.c (2/6)

Reading distributed local data files (sqm.*)

C

```

/*
!C +-----+
!C | DATA file |
!C +-----+
!C===*/

    sprintf(FileName, "sqm.%d", MyRank);
    fp = fopen(FileName, "r");

    fscanf(fp, "%d", &NeibPeTot);
    NeibPe = calloc(NeibPeTot, sizeof(int));
    np Number of all meshes (internal + external)
    n Number of internal meshes
    for(neib=0;neib<NeibPeTot;neib++){
        fscanf(fp, "%d", &NeibPe[neib]);
    }
    fscanf(fp, "%d %d", &np, &n);

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ImportIndex[neib]);}
    nn = ImportIndex[NeibPeTot];
    ImportItem = malloc(nn * sizeof(int));
    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ImportItem[i]); ImportItem[i]-

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ExportIndex[neib]);}
    nn = ExportIndex[NeibPeTot];
    ExportItem = malloc(nn * sizeof(int));

    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ExportItem[i]);ExportItem[i]--;}

```

```

#NEIBPeTot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTIndex
4 8
#IMPORTItems
17
18
19
20
21
22
23
24
#EXPORTIndex
4 8
#EXPORTItems
4
8
12
16
13
14
15
16

```

Example: sq-sr1.c (2/6)

Reading distributed local data files (sqm.*)

C

```

/*
!C +-----+
!C | DATA file |
!C +-----+
!C===*/

    sprintf(FileName, "sqm.%d", MyRank);
    fp = fopen(FileName, "r");

    fscanf(fp, "%d", &NeibPeTot);
    NeibPe = calloc(NeibPeTot, sizeof(int));
    ImportIndex = calloc(1+NeibPeTot, sizeof(int));
    ExportIndex = calloc(1+NeibPeTot, sizeof(int));

    for(neib=0;neib<NeibPeTot;neib++){
        fscanf(fp, "%d", &NeibPe[neib]);
    }
    fscanf(fp, "%d %d", &np, &n);

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ImportIndex[neib]);}
    nn = ImportIndex[NeibPeTot];
    ImportItem = malloc(nn * sizeof(int));
    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ImportItem[i]); ImportItem[i]-

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ExportIndex[neib]);}
    nn = ExportIndex[NeibPeTot];
    ExportItem = malloc(nn * sizeof(int));

    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ExportItem[i]);ExportItem[i]--;}

```

```

#NEIBPeTot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTIndex
4 8
#IMPORTItems
17
18
19
20
21
22
23
24
#EXPORTIndex
4 8
#EXPORTItems
4
8
12
16
13
14
15
16

```

Example: sq-sr1.c (2/6)

Reading distributed local data files (sqm.*)

C

```

/*
!C +-----+
!C | DATA file |
!C +-----+
!C===*/

    sprintf(FileName, "sqm.%d", MyRank);
    fp = fopen(FileName, "r");

    fscanf(fp, "%d", &NeibPeTot);
    NeibPe = calloc(NeibPeTot, sizeof(int));
    ImportIndex = calloc(1+NeibPeTot, sizeof(int));
    ExportIndex = calloc(1+NeibPeTot, sizeof(int));

    for(neib=0;neib<NeibPeTot;neib++){
        fscanf(fp, "%d", &NeibPe[neib]);
    }
    fscanf(fp, "%d %d", &np, &n);

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ImportIndex[neib]);}
    nn = ImportIndex[NeibPeTot];
    ImportItem = malloc(nn * sizeof(int));
    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ImportItem[i]); ImportItem[i]-

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ExportIndex[neib]);}
    nn = ExportIndex[NeibPeTot];
    ExportItem = malloc(nn * sizeof(int));

    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ExportItem[i]);ExportItem[i]--;}

```

```

#NEIBPeTot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTIndex
4 8
#IMPORTItems
17
18
19
20
21
22
23
24
#EXPORTIndex
4 8
#EXPORTItems
4
8
12
16
13
14
15
16

```

RECV/Import: PE#0

```
#NEIBPEtot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTindex
4 8
#IMPORTitems
17
18
19
20
21
22
23
24
#EXPORTindex
4 8
#EXPORTitems
4
8
12
16
13
14
15
16
```

PE#2				
21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17
PE#0				PE#1

Example: sq-sr1.c (2/6)

Reading distributed local data files (sqm.*)

C

```

/*
!C +-----+
!C | DATA file |
!C +-----+
!C==*/

    sprintf(FileName, "sqm.%d", MyRank);
    fp = fopen(FileName, "r");

    fscanf(fp, "%d", &NeibPeTot);
    NeibPe = calloc(NeibPeTot, sizeof(int));
    ImportIndex = calloc(1+NeibPeTot, sizeof(int));
    ExportIndex = calloc(1+NeibPeTot, sizeof(int));

    for(neib=0;neib<NeibPeTot;neib++){
        fscanf(fp, "%d", &NeibPe[neib]);
    }
    fscanf(fp, "%d %d", &np, &n);

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ImportIndex[neib]);}
    nn = ImportIndex[NeibPeTot];
    ImportItem = malloc(nn * sizeof(int));
    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ImportItem[i]); ImportItem[i]-

for(neib=1;neib<NeibPeTot+1;neib++){
    fscanf(fp, "%d", &ExportIndex[neib]);}
    nn = ExportIndex[NeibPeTot];
    ExportItem = malloc(nn * sizeof(int));

    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ExportItem[i]);ExportItem[i]--;}

```

```

#NEIBPeTot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTIndex
4 8
#IMPORTItems
17
18
19
20
21
22
23
24
#EXPORTIndex
4 8
#EXPORTItems
4
8
12
16
13
14
15
16

```

Example: sq-sr1.c (2/6)

Reading distributed local data files (sqm.*)

C

```

/*
!C +-----+
!C | DATA file |
!C +-----+
!C===*/

    sprintf(FileName, "sqm.%d", MyRank);
    fp = fopen(FileName, "r");

    fscanf(fp, "%d", &NeibPeTot);
    NeibPe = calloc(NeibPeTot, sizeof(int));
    ImportIndex = calloc(1+NeibPeTot, sizeof(int));
    ExportIndex = calloc(1+NeibPeTot, sizeof(int));

    for(neib=0;neib<NeibPeTot;neib++){
        fscanf(fp, "%d", &NeibPe[neib]);
    }
    fscanf(fp, "%d %d", &np, &n);

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ImportIndex[neib]);}
    nn = ImportIndex[NeibPeTot];
    ImportItem = malloc(nn * sizeof(int));
    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ImportItem[i]); ImportItem[i]-

    for(neib=1;neib<NeibPeTot+1;neib++){
        fscanf(fp, "%d", &ExportIndex[neib]);}
    nn = ExportIndex[NeibPeTot];
    ExportItem = malloc(nn * sizeof(int));

    for(i=0;i<nn;i++){
        fscanf(fp, "%d", &ExportItem[i]);ExportItem[i]--;}

```

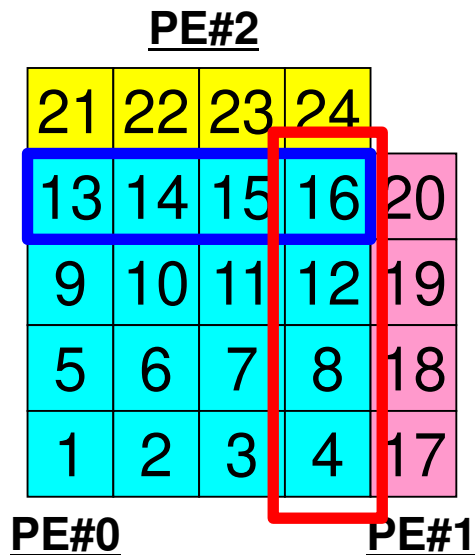
```

#NEIBPeTot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTIndex
4 8
#IMPORTItems
17
18
19
20
21
22
23
24
#EXPORTIndex
4 8
#EXPORTItems
4
8
12
16
13
14
15
16

```

SEND/Export: PE#0

```
#NEIBPEtot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTindex
4 8
#IMPORTitems
17
18
19
20
21
22
23
24
#EXPORTindex
4 8
#EXPORTitems
4
8
12
16
13
14
15
16
```



Example: sq-sr1.c (3/6)

Reading distributed local data files (sq.*)

C

```

sprintf(FileName, "sq.%d", MyRank);

fp = fopen(FileName, "r");
assert(fp != NULL);

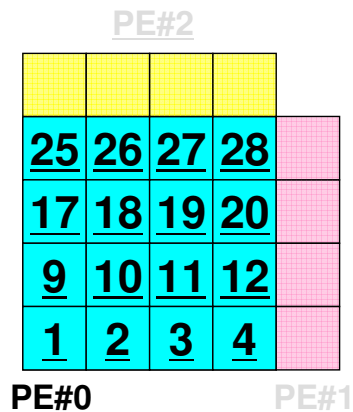
val = calloc(np, sizeof(*val));
for(i=0;i<n;i++){
    fscanf(fp, "%d", &val[i]);
}

```

n : Number of internal points

val : Global ID of meshes

val on external points are unknown at this stage.



1
2
3
4
9
10
11
12
17
18
19
20
25
26
27
28

Example: sq-sr1.c (4/6)

C

Preparation of sending/receiving buffers

```

/*
!C
!C +-----+
!C |  BUFFER  |
!C +-----+
!C==*/

SendBuf = calloc(ExportIndex[NeibPeTot], sizeof(*SendBuf));
RecvBuf = calloc(ImportIndex[NeibPeTot], sizeof(*RecvBuf));

for(neib=0;neib<NeibPeTot;neib++){
    iStart = ExportIndex[neib];
    iEnd   = ExportIndex[neib+1];
    for(i=iStart;i<iEnd;i++){
        SendBuf[i] = val[ExportItem[i]];
    }
}

```

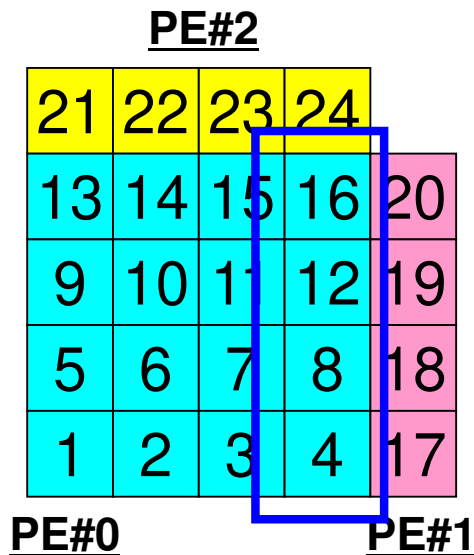
Info. of boundary points is written into sending buffer (**SendBuf**).

Info. sent to **NeibPe[neib]** is stored in
SendBuf[ExportIndex[neib] :
ExportIndex[neib+1]-1]

Sending Buffer is nice ...

C

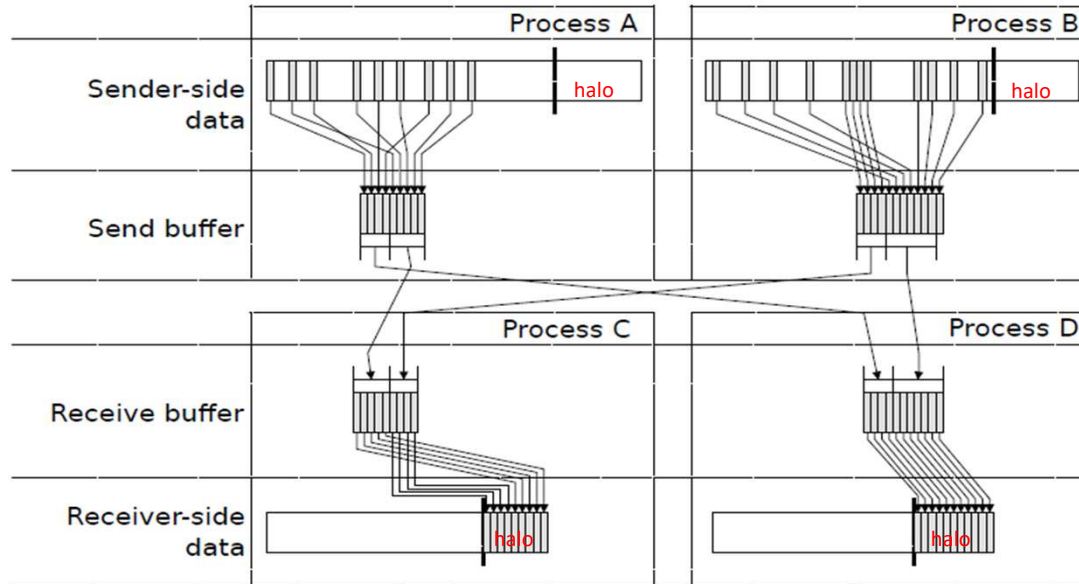
```
for (neib=0; neib<NeibPETot; neib++){  
    tag= 0;  
    iS_e= export_index[neib];  
    iE_e= export_index[neib+1];  
    BUFlength_e= iE_e - iS_e  
  
    ierr= MPI_Isend  
        (&SendBuf[iS_e], BUFlength_e, MPI_DOUBLE, NeibPE[neib], 0,  
         MPI_COMM_WORLD, &ReqSend[neib])  
}
```



Numbering of these boundary nodes is not continuous, therefore the following procedure of MPI_Isend is not applied directly:

- Starting address of sending buffer
- XX-messages from that address

Communication Pattern using 1D Structure



Example: sq-sr1.c (5/6)

SEND/Export: MPI_Isend

C

```

/*
!C
!C +-----+
!C | SEND-RECV |
!C +-----+
!C===*/

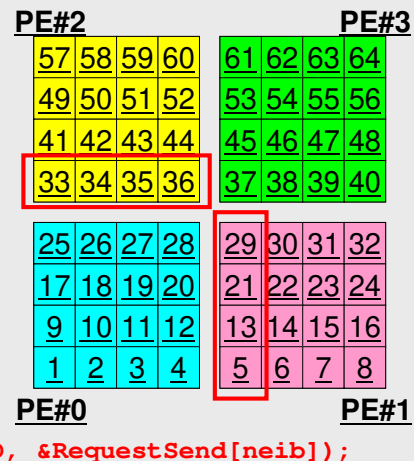
StatSend = malloc(sizeof(MPI_Status) * NeibPeTot);
StatRecv = malloc(sizeof(MPI_Status) * NeibPeTot);
RequestSend = malloc(sizeof(MPI_Request) * NeibPeTot);
RequestRecv = malloc(sizeof(MPI_Request) * NeibPeTot);

for (neib=0; neib<NeibPeTot; neib++) {
    iStart = ExportIndex[neib];
    iEnd   = ExportIndex[neib+1];
    BufLength = iEnd - iStart;
    MPI_Isend(&SendBuf[iStart], BufLength, MPI_INT,
              NeibPe[neib], 0, MPI_COMM_WORLD, &RequestSend[neib]);
}

for (neib=0; neib<NeibPeTot; neib++) {
    iStart = ImportIndex[neib];
    iEnd   = ImportIndex[neib+1];
    BufLength = iEnd - iStart;

    MPI_Irecv(&RecvBuf[iStart], BufLength, MPI_INT,
              NeibPe[neib], 0, MPI_COMM_WORLD, &RequestRecv[neib]);
}

```

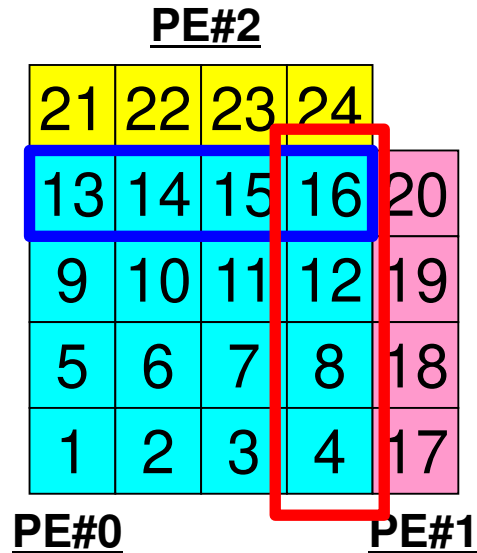


SEND/Export: PE#0

```

#NEIBPEtot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTindex
4 8
#IMPORTitems
17
18
19
20
21
22
23
24
#EXPORTindex
4 8
#EXPORTitems
4
8
12
16
13
14
15
16

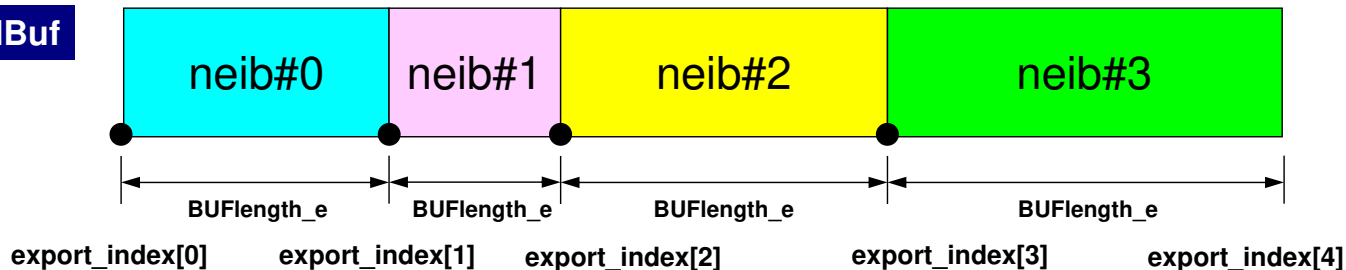
```



SEND: MPI_Isend/Irecv/Waitall

C

SendBuf



export_item (export_index[neib]:export_index[neib+1]-1) are sent to neib-th neighbor

```
for (neib=0; neib<NeibPETot;neib++){
    for (k=export_index[neib];k<export_index[neib+1];k++){
        kk= export_item[k];
        SendBuf[k]= VAL[kk];
    }
}
```

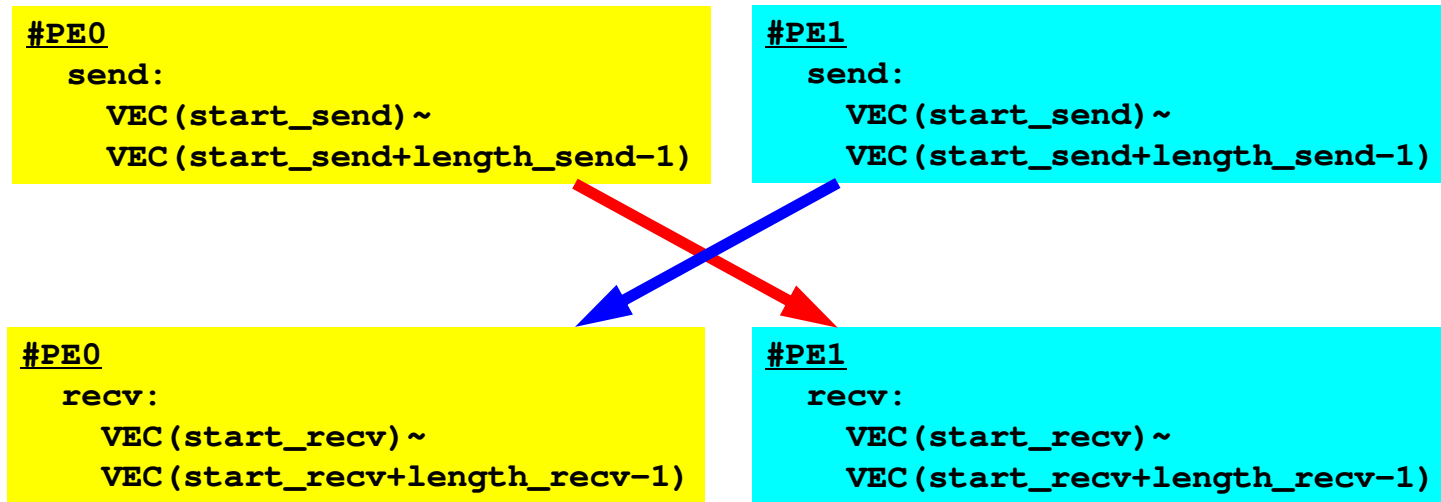
Copied to sending buffers

```
for (neib=0; neib<NeibPETot; neib++){
    tag= 0;
    iS_e= export_index[neib];
    iE_e= export_index[neib+1];
    BUFlength_e= iE_e - iS_e

    ierr= MPI_Isend
        (&SendBuf[iS_e], BUFlength_e, MPI_DOUBLE, NeibPE[neib], 0,
         MPI_COMM_WORLD, &ReqSend[neib])
}

MPI_Waitall(NeibPETot, ReqSend, StatSend);
```

Notice: Send/Recv Arrays



- “length_send” of sending process must be equal to “length_recv” of receiving process.
 - PE#0 to PE#1, PE#1 to PE#0
- “sendbuf” and “recvbuf”: different address

Relationship SEND/RECV

```
do neib= 1, NEIBPETOT
  iS_e= export_index(neib-1) + 1
  iE_e= export_index(neib )
  BUFlength_e= iE_e + 1 - iS_e

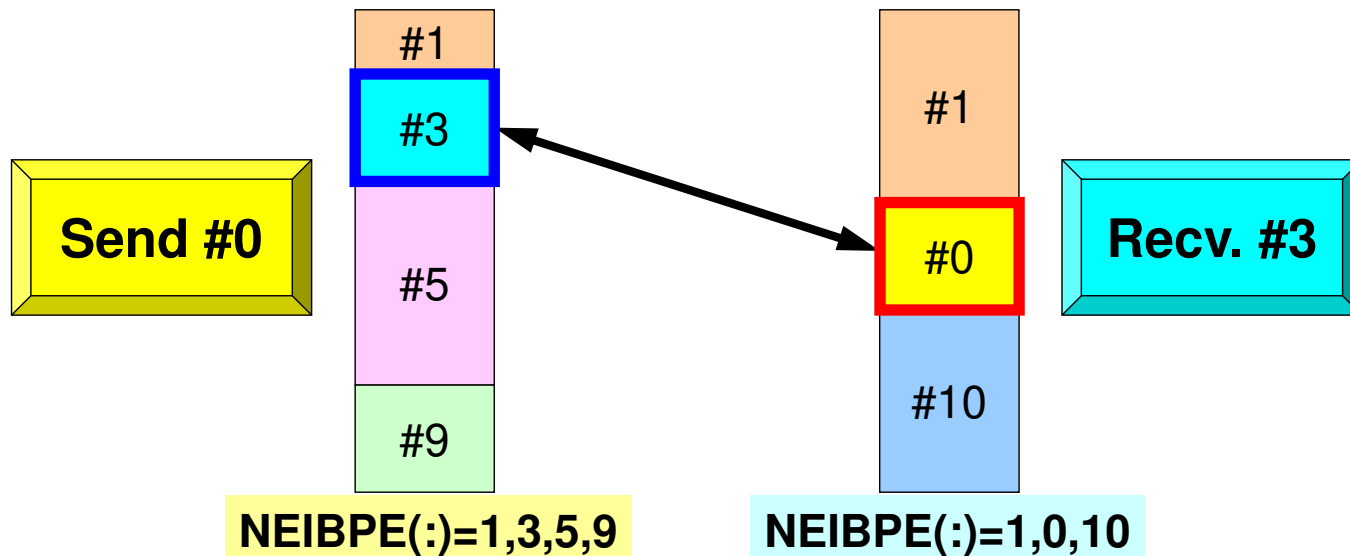
  call MPI_ISEND
&      (SENDbuf(iS_e), BUFlength_e, MPI_INTEGER, NEIBPE(neib), 0,&
&      MPI_COMM_WORLD, request_send(neib), ierr)
enddo
```

```
do neib= 1, NEIBPETOT
  iS_i= import_index(neib-1) + 1
  iE_i= import_index(neib )
  BUFlength_i= iE_i + 1 - iS_i

  call MPI_IRECV
&      (RECVbuf(iS_i), BUFlength_i, MPI_INTEGER, NEIBPE(neib), 0,&
&      MPI_COMM_WORLD, request_recv(neib), ierr)
enddo
```

- Consistency of ID's of sources/destinations, size and contents of messages !
- Communication occurs when NEIBPE(neib) and “tag (=0)” matches

Relationship SEND/RECV (#0 to #3)



- Consistency of ID's of sources/destinations, size and contents of messages !
- Communication occurs when NEIBPE(neib) and “tag (=0)” matches

Example: sq-sr1.c (5/6)

RECV/Import: MPI_Irecv

C

```

/*
!C
!C +-----+
!C | SEND-RECV |
!C +-----+
!C===*/

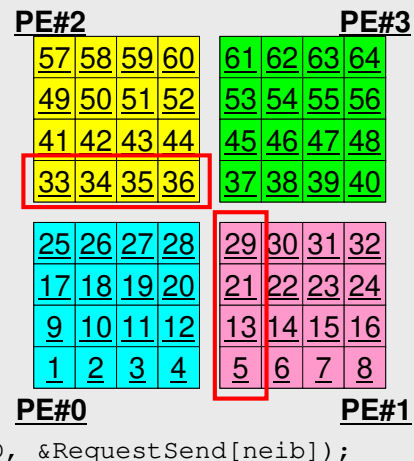
StatSend = malloc(sizeof(MPI_Status) * NeibPeTot);
StatRecv = malloc(sizeof(MPI_Status) * NeibPeTot);
RequestSend = malloc(sizeof(MPI_Request) * NeibPeTot);
RequestRecv = malloc(sizeof(MPI_Request) * NeibPeTot);

for(neib=0;neib<NeibPeTot;neib++){
    iStart = ExportIndex[neib];
    iEnd   = ExportIndex[neib+1];
    BufLength = iEnd - iStart;
    MPI_Isend(&SendBuf[iStart], BufLength, MPI_INT,
              NeibPe[neib], 0, MPI_COMM_WORLD, &RequestSend[neib]);
}

for(neib=0;neib<NeibPeTot;neib++){
    iStart = ImportIndex[neib];
    iEnd   = ImportIndex[neib+1];
    BufLength = iEnd - iStart;

    MPI_Irecv(&RecvBuf[iStart], BufLength, MPI_INT,
              NeibPe[neib], 0, MPI_COMM_WORLD, &RequestRecv[neib]);
}

```



RECV/Import: PE#0

```
#NEIBPEtot
2
#NEIBPE
1 2
#NODE
24 16
#IMPORTindex
4 8
#IMPORTitems
17
18
19
20
21
22
23
24
#EXPORTindex
4 8
#EXPORTitems
4
8
12
16
13
14
15
16
```

PE#2				
21	22	23	24	
13	14	15	16	20
9	10	11	12	19
5	6	7	8	18
1	2	3	4	17
PE#0				PE#1

RECV: MPI_Isend/Irecv/Waitall

C

```

for (neib=0; neib<NeibPETot; neib++){
    tag= 0;
    iS_i= import_index[neib];
    iE_i= import_index[neib+1];
    BUFlength_i= iE_i - iS_i

    ierr= MPI_Irecv
        (&RecvBuf[iS_i], BUFlength_i, MPI_DOUBLE, NeibPE[neib], 0,
         MPI_COMM_WORLD, &ReqRecv[neib])
}

```

```

MPI_Waitall(NeibPETot, ReqRecv, StatRecv);

```

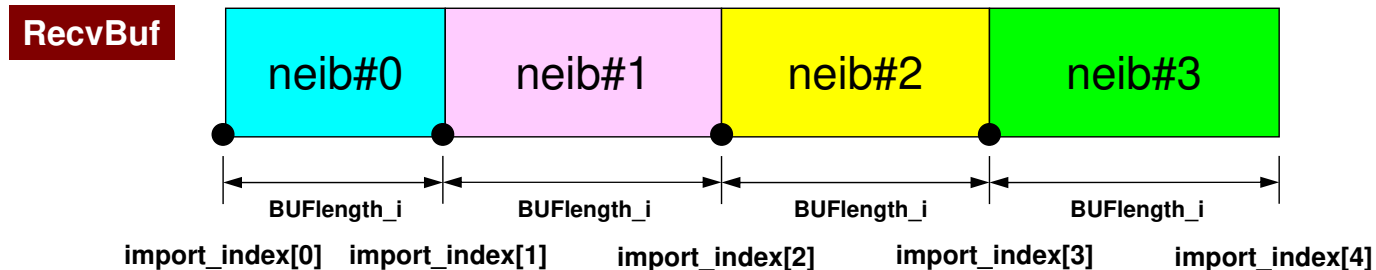
```

for (neib=0; neib<NeibPETot; neib++){
    for (k=import_index[neib]; k<import_index[neib+1]; k++){
        kk= import_item[k];
        VAL[kk]= RecvBuf[k];
    }
}

```

Copied from receiving buffer

import_item (import_index[neib]:import_index[neib+1]-1) are received from neib-th neighbor



Example: sq-sr1.c (6/6)

C

Reading info of ext pts from receiving buffers

```

MPI_Waitall(NeibPeTot, RequestRecv, StatRecv);

for (neib=0; neib<NeibPeTot; neib++) {
    iStart = ImportIndex[neib];
    iEnd   = ImportIndex[neib+1];
    for (i=iStart; i<iEnd; i++) {
        val[ImportItem[i]] = RecvBuf[i];
    }
}
MPI_Waitall(NeibPeTot, RequestSend, StatSend); /*
!C +-----+
!C |  OUTPUT  |
!C +-----+
!C==*/
    for (neib=0; neib<NeibPeTot; neib++) {
        iStart = ImportIndex[neib];
        iEnd   = ImportIndex[neib+1];
        for (i=iStart; i<iEnd; i++) {
            int in = ImportItem[i];
            printf("RECVbuf%8d%8d%8d\n", MyRank, NeibPe[neib], val[in]);
        }
    }
    MPI_Finalize();

    return 0;
}

```

Contents of RecvBuf are copied to values at external points.

Example: sq-sr1.c (6/6)

Writing values at external points

C

```
MPI_Waitall(NeibPeTot, RequestRecv, StatRecv);

for(neib=0;neib<NeibPeTot;neib++){
    iStart = ImportIndex[neib];
    iEnd   = ImportIndex[neib+1];
    for(i=iStart;i<iEnd;i++){
        val[ImportItem[i]] = RecvBuf[i];
    }
}
MPI_Waitall(NeibPeTot, RequestSend, StatSend); /*

!C +-----+
!C |  OUTPUT  |
!C +-----+
!C==*/
    for(neib=0;neib<NeibPeTot;neib++){
        iStart = ImportIndex[neib];
        iEnd   = ImportIndex[neib+1];
        for(i=iStart;i<iEnd;i++){
            int in = ImportItem[i];
            printf("RECVbuf%8d%8d%8d\n", MyRank, NeibPe[neib], val[in]);
        }
    }
MPI_Finalize();

return 0;
}
```

Results (PE#0)

PE#2

<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>

<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>

PE#0

PE#3

<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>

<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

PE#1

RECVbuf	0	1	5
RECVbuf	0	1	13
RECVbuf	0	1	21
RECVbuf	0	1	29
RECVbuf	0	2	33
RECVbuf	0	2	34
RECVbuf	0	2	35
RECVbuf	0	2	36

RECVbuf	1	0	4
RECVbuf	1	0	12
RECVbuf	1	0	20
RECVbuf	1	0	28
RECVbuf	1	3	37
RECVbuf	1	3	38
RECVbuf	1	3	39
RECVbuf	1	3	40

RECVbuf	2	3	37
RECVbuf	2	3	45
RECVbuf	2	3	53
RECVbuf	2	3	61
RECVbuf	2	0	25
RECVbuf	2	0	26
RECVbuf	2	0	27
RECVbuf	2	0	28

RECVbuf	3	2	36
RECVbuf	3	2	44
RECVbuf	3	2	52
RECVbuf	3	2	60
RECVbuf	3	1	29
RECVbuf	3	1	30
RECVbuf	3	1	31
RECVbuf	3	1	32

Results (PE#1)

PE#2

<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>

<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>

PE#0

PE#3

<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>

<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

PE#1

RECVbuf	0	1	5
RECVbuf	0	1	13
RECVbuf	0	1	21
RECVbuf	0	1	29
RECVbuf	0	2	33
RECVbuf	0	2	34
RECVbuf	0	2	35
RECVbuf	0	2	36

RECVbuf	1	0	4
RECVbuf	1	0	12
RECVbuf	1	0	20
RECVbuf	1	0	28
RECVbuf	1	3	37
RECVbuf	1	3	38
RECVbuf	1	3	39
RECVbuf	1	3	40

RECVbuf	2	3	37
RECVbuf	2	3	45
RECVbuf	2	3	53
RECVbuf	2	3	61
RECVbuf	2	0	25
RECVbuf	2	0	26
RECVbuf	2	0	27
RECVbuf	2	0	28

RECVbuf	3	2	36
RECVbuf	3	2	44
RECVbuf	3	2	52
RECVbuf	3	2	60
RECVbuf	3	1	29
RECVbuf	3	1	30
RECVbuf	3	1	31
RECVbuf	3	1	32

Results (PE#2)

PE#2

<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>

PE#3

<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>

<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>

<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

PE#0

PE#1

RECVbuf	0	1	5
RECVbuf	0	1	13
RECVbuf	0	1	21
RECVbuf	0	1	29
RECVbuf	0	2	33
RECVbuf	0	2	34
RECVbuf	0	2	35
RECVbuf	0	2	36
RECVbuf	1	0	4
RECVbuf	1	0	12
RECVbuf	1	0	20
RECVbuf	1	0	28
RECVbuf	1	3	37
RECVbuf	1	3	38
RECVbuf	1	3	39
RECVbuf	1	3	40
RECVbuf	2	3	37
RECVbuf	2	3	45
RECVbuf	2	3	53
RECVbuf	2	3	61
RECVbuf	2	0	25
RECVbuf	2	0	26
RECVbuf	2	0	27
RECVbuf	2	0	28
RECVbuf	3	2	36
RECVbuf	3	2	44
RECVbuf	3	2	52
RECVbuf	3	2	60
RECVbuf	3	1	29
RECVbuf	3	1	30
RECVbuf	3	1	31
RECVbuf	3	1	32

Results (PE#3)

PE#2

<u>57</u>	<u>58</u>	<u>59</u>	<u>60</u>
<u>49</u>	<u>50</u>	<u>51</u>	<u>52</u>
<u>41</u>	<u>42</u>	<u>43</u>	<u>44</u>
<u>33</u>	<u>34</u>	<u>35</u>	<u>36</u>

<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>
<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>
<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>

PE#0

PE#3

<u>61</u>	<u>62</u>	<u>63</u>	<u>64</u>
<u>53</u>	<u>54</u>	<u>55</u>	<u>56</u>
<u>45</u>	<u>46</u>	<u>47</u>	<u>48</u>
<u>37</u>	<u>38</u>	<u>39</u>	<u>40</u>

<u>29</u>	<u>30</u>	<u>31</u>	<u>32</u>
<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>
<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>

PE#1

RECVbuf	0	1	5
RECVbuf	0	1	13
RECVbuf	0	1	21
RECVbuf	0	1	29
RECVbuf	0	2	33
RECVbuf	0	2	34
RECVbuf	0	2	35
RECVbuf	0	2	36

RECVbuf	1	0	4
RECVbuf	1	0	12
RECVbuf	1	0	20
RECVbuf	1	0	28
RECVbuf	1	3	37
RECVbuf	1	3	38
RECVbuf	1	3	39
RECVbuf	1	3	40

RECVbuf	2	3	37
RECVbuf	2	3	45
RECVbuf	2	3	53
RECVbuf	2	3	61
RECVbuf	2	0	25
RECVbuf	2	0	26
RECVbuf	2	0	27
RECVbuf	2	0	28

RECVbuf	3	2	36
RECVbuf	3	2	44
RECVbuf	3	2	52
RECVbuf	3	2	60
RECVbuf	3	1	29
RECVbuf	3	1	30
RECVbuf	3	1	31
RECVbuf	3	1	32

Distributed Local Data Structure for Parallel Computation

- Distributed local data structure for domain-to-domain communications has been introduced, which is appropriate for such applications with sparse coefficient matrices (e.g. FDM, FEM, FVM etc.).
 - SPMD
 - Local Numbering: Internal pts to External pts
 - Generalized communication table
- Everything is easy, if proper data structure is defined:
 - Values at boundary pts are copied into sending buffers
 - Send/Recv
 - Values at external pts are updated through receiving buffers

Initial Mesh

t2

<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>	<u>25</u>
<u>16</u>	<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>
<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>
<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>

Three Domains

t2

#PE2

<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>16</u>	<u>17</u>	<u>18</u>	<u>19</u>
<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>
<u>6</u>	<u>7</u>	<u>8</u>	

#PE1

<u>23</u>	<u>24</u>	<u>25</u>
<u>18</u>	<u>19</u>	<u>20</u>
<u>13</u>	<u>14</u>	<u>15</u>
<u>8</u>	<u>9</u>	<u>10</u>
	<u>4</u>	<u>5</u>

#PE0

<u>11</u>	<u>12</u>	<u>13</u>		
<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>

Three Domains

t2

#PE2

7 <u>21</u>	8 <u>22</u>	9 <u>23</u>	15 <u>24</u>
4 <u>16</u>	5 <u>17</u>	6 <u>18</u>	14 <u>19</u>
1 <u>11</u>	2 <u>12</u>	3 <u>13</u>	13 <u>14</u>
10 <u>6</u>	11 <u>7</u>	12 <u>8</u>	

#PE1

14 <u>23</u>	7 <u>24</u>	8 <u>25</u>
13 <u>18</u>	5 <u>19</u>	6 <u>20</u>
12 <u>13</u>	3 <u>14</u>	4 <u>15</u>
11 <u>8</u>	1 <u>9</u>	2 <u>10</u>
	9 <u>4</u>	10 <u>5</u>

#PE0

11 <u>11</u>	12 <u>12</u>	13 <u>13</u>		
6 <u>6</u>	7 <u>7</u>	8 <u>8</u>	9 <u>9</u>	10 <u>10</u>
1 <u>1</u>	2 <u>2</u>	3 <u>3</u>	4 <u>4</u>	5 <u>5</u>

PE#0: sqm.0: fill O's

#PE2

7 21	8 22	9 23	15 24
4 16	5 17	6 18	14 19
1 11	2 12	3 13	13 14
10 6	11 7	12 8	

#PE0

11 11	12 12	13 13		
6 6	7 7	8 8	9 9	10 10
1 1	2 2	3 3	4 4	5 5

#PE1

14 23	7 24	8 25
13 18	5 19	6 20
12 13	3 14	4 15
11 8	1 9	2 10
	9 4	10 5

```
#NEIBPetot
2
#NEIBPE
1      2
#NODE
13      8 (int+ext, int pts)
#IMPORTindex
O      O
#IMPORTitems
O...
#EXPORTindex
O      O
#EXPORTitems
O...
```

PE#1: sqm.1: fill O's

#PE2

7 21	8 22	9 23	15 24
4 16	5 17	6 18	14 19
1 11	2 12	3 13	13 14
10 6	11 7	12 8	

#PE0

11 11	12 12	13 13		
6 6	7 7	8 8	9 9	10 10
1 1	2 2	3 3	4 4	5 5

#PE1

14 23	7 24	8 25
13 18	5 19	6 20
12 13	3 14	4 15
11 8	1 9	2 10
	9 4	10 5

```
#NEIBPetot
2
#NEIBPE
0      2
#NODE
14      8 (int+ext, int pts)
#IMPORTindex
O      O
#IMPORTitems
O...
#EXPORTindex
O      O
#EXPORTitems
O...
```

PE#2: sqm.2: fill O's

#PE2

7 21	8 22	9 23	15 24
4 16	5 17	6 18	14 19
1 11	2 12	3 13	13 14
10 6	11 7	12 8	

#PE0

11 11	12 12	13 13		
6 6	7 7	8 8	9 9	10 10
1 1	2 2	3 3	4 4	5 5

#PE1

14 23	7 24	8 25
13 18	5 19	6 20
12 13	3 14	4 15
11 8	1 9	2 10
	9 4	10 5

```
#NEIBPEtot
2
#NEIBPE
1 0
#NODE
15 9 (int+ext, int pts)
#IMPORTindex
O O
#IMPORTitems
O...
#EXPORTindex
O O
#EXPORTitems
O...
```

#PE2

7 <u>21</u>	8 <u>22</u>	9 <u>23</u>	15 <u>24</u>
4 <u>16</u>	5 <u>17</u>	6 <u>18</u>	14 <u>19</u>
1 <u>11</u>	2 <u>12</u>	3 <u>13</u>	13 <u>14</u>
10 <u>6</u>	11 <u>7</u>	12 <u>8</u>	

#PE0

11 <u>11</u>	12 <u>12</u>	13 <u>13</u>		
6 <u>6</u>	7 <u>7</u>	8 <u>8</u>	9 <u>9</u>	10 <u>10</u>
1 <u>1</u>	2 <u>2</u>	3 <u>3</u>	4 <u>4</u>	5 <u>5</u>

t2

#PE1

14 <u>23</u>	7 <u>24</u>	8 <u>25</u>
13 <u>18</u>	5 <u>19</u>	6 <u>20</u>
12 <u>13</u>	3 <u>14</u>	4 <u>15</u>
11 <u>8</u>	1 <u>9</u>	2 <u>10</u>
	9 <u>4</u>	10 <u>5</u>

Procedures

- Number of Internal/External Points
- Where do External Pts come from ?
 - **IMPORTindex**, **IMPORTitems**
 - Sequence of **NEIBPE**
- Then check destinations of Boundary Pts.
 - **EXPORTindex**, **EXPORTitems**
 - Sequence of **NEIBPE**
- “sq.*” are in [/work/gt62/t62XXX/pFEM/mpi/S2/ex](#)
 - [\(<\\$O-S2>/ex\)](#)
- Create “sqm.*” by yourself
- copy <\$O-S2>/a.out (by sq-sr1.f) to <\$O-S2>/ex
- pjsb go3.sh

Report S2 (1/2)

- Parallelize 1D code (1d.c) using MPI
- Read entire element number, and decompose into sub-domains in your program
- **Validate the results**
 - Answer of Original Code = Answer of Parallel Code
 - Explain why number of iterations does not change, as number of MPI processes changes.
- **Measure parallel performance**

Report S2 (2/2)

- **Deadline: January 26th (Wed), 2022, 17:00@ITC-LMS**
- **Problem**
 - Apply “Generalized Communication Table”
 - Read entire elem. #, decompose into sub-domains in your program
 - **Evaluate parallel performance**
 - You need huge number of elements, to get excellent performance.
 - Fix number of iterations (e.g. 100), if computations cannot be completed.
- **Report**
 - Cover Page: Name, ID, and Problem ID (S2) must be written.
 - Less than eight pages including figures and tables (A4).
 - Strategy, Structure of the Program, Remarks
 - Source list of the program (if you have bugs)
 - Output list (as small as possible)

Options for Optimization

General Option (-O3)

```
$ mpiifort -O3 test.f
```

```
$ mpiicc -O3 test.c
```

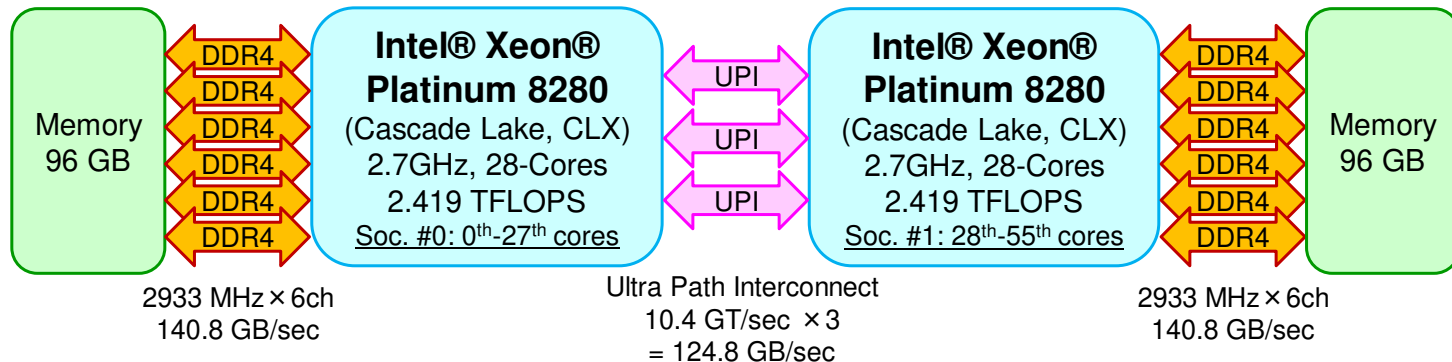
Special Options for AVX512, NOT Necessarily Fast ...

```
$ mpiifort -align array64byte -O3 -axCORE-AVX512 test.f
```

```
$ mpiicc -align -O3 -axCORE-AVX512 test.c
```

Process Number

#PJM -L node=1; #PJM --mpi proc= 1	1-node, 1-proc, 1-proc/n
#PJM -L node=1; #PJM --mpi proc= 4	1-node, 4-proc, 4-proc/n
#PJM -L node=1; #PJM --mpi proc=16	1-node, 16-proc, 16-proc/n
#PJM -L node=1; #PJM --mpi proc=28	1-node, 28-proc, 28-proc/n
#PJM -L node=1; #PJM --mpi proc=56	1-node, 56-proc, 56-proc/n
#PJM -L node=4; #PJM --mpi proc=128	4-node, 128-proc, 32-proc/n
#PJM -L node=8; #PJM --mpi proc=256	8-node, 256-proc, 32-proc/n
#PJM -L node=8; #PJM --mpi proc=448	8-node, 448-proc, 56-proc/n

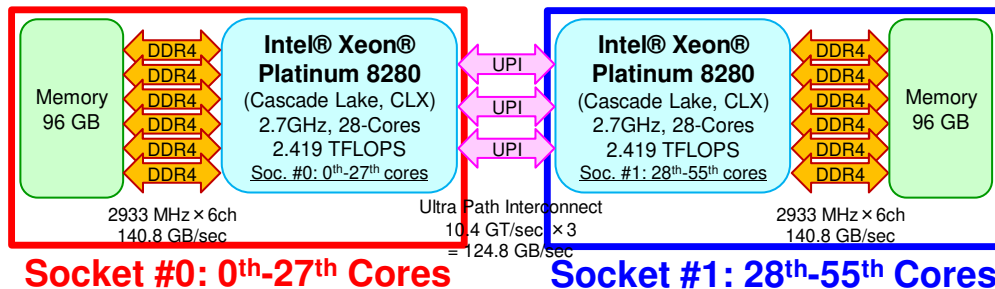


<\$O-S1>/a01.sh: Use 1-core (0th)

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=1
#PJM --mpi proc=1
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst

export I_MPI_PIN_PROCESSOR_LIST=0

mpiexec.hydra -n ${PJM_MPI_PROC} ./a.out
```

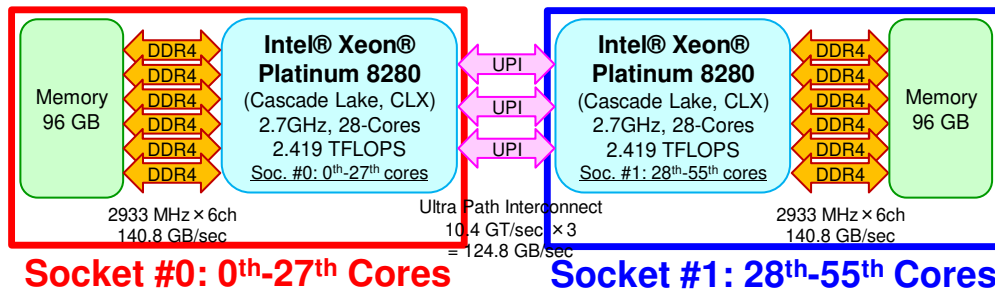


<\$O-S1>/a24.sh: Use 24-cores (0th-23rd)

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=1
#PJM --mpi proc=24
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst
```

```
export I_MPI_PIN_PROCESSOR_LIST=0-23
```

```
mpiexec.hydra -n ${PJM_MPI_PROC} ./a.out
```

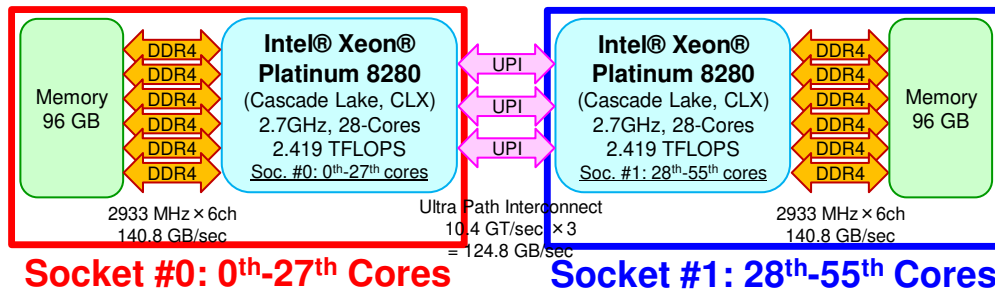


<\$O-S1>/a48.sh: Use 48-cores (0th-23rd, 28th-51st)

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=1
#PJM --mpi proc=48
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst
```

```
export I_MPI_PIN_PROCESSOR_LIST=0-23,28-51
```

```
mpiexec.hydra -n ${PJM_MPI_PROC} ./a.out
```



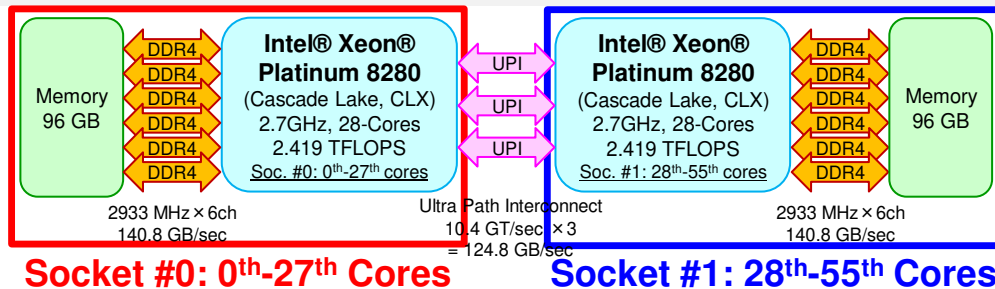
<\$O-S1>/b48.sh: Use 8x48-cores (0th-23rd, 28th-51st)

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=8
#PJM --mpi proc=384
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst
```

$$384 \div 8 = 48\text{-cores/node}$$

```
export I_MPI_PIN_PROCESSOR_LIST=0-23,28-51
```

```
mpiexec.hydra -n ${PJM_MPI_PROC} ./a.out
```



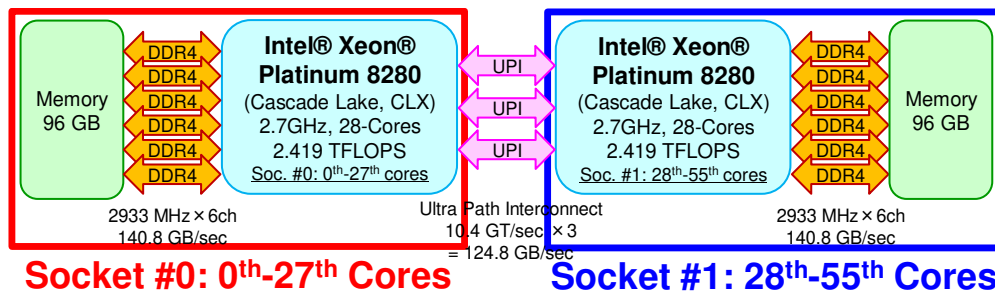
<\$O-S1>/b48b.sh: Use 8x48-cores (0th-23rd, 28th-51st)

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=8
#PJM --mpi proc=384
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst
```

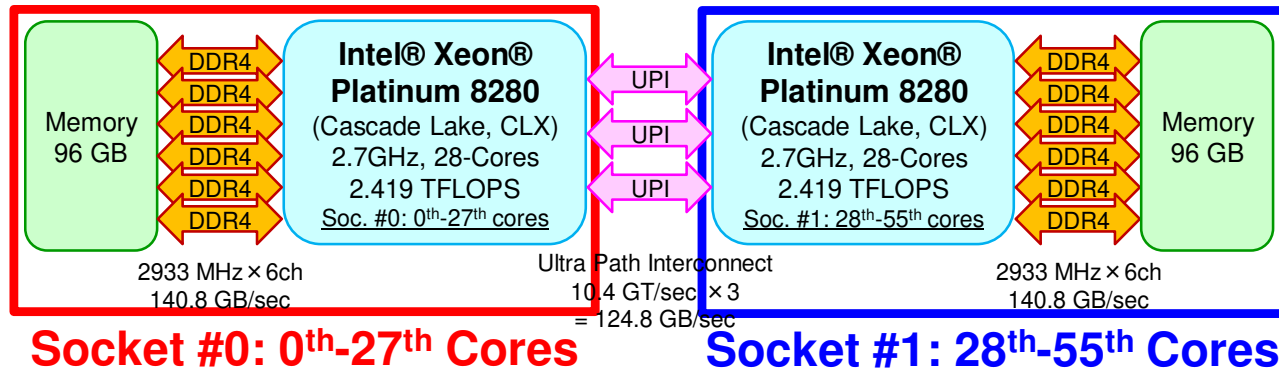
$$384 \div 8 = 48\text{-cores/node}$$

```
export I_MPI_PIN_PROCESSOR_LIST=0-23,28-51
```

```
mpiexec.hydra -n ${PJM_MPI_PROC} numactl -l ./a.out
```



NUMA Architecture



- Each Node of Oakbridge-CX (OBCX)
 - 2 Sockets (CPU's) of Intel CLX
 - Each socket has 28 cores
- Each core of a socket can access to the memory on the other socket : NUMA (Non-Uniform Memory Access)
 - `numactl -l` : local memory to be used
 - Sometimes (not always), more stable with this option

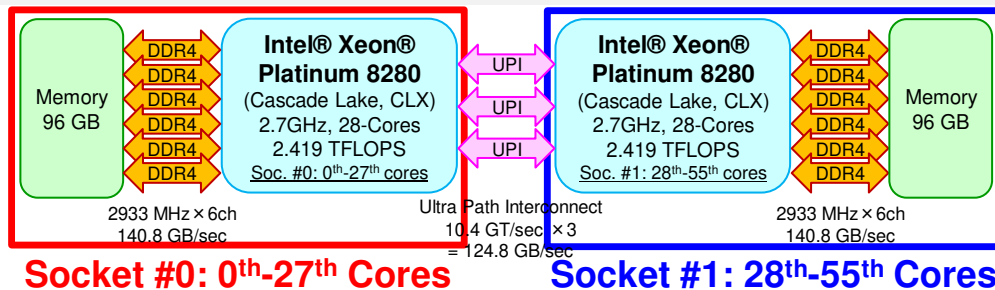
Use 8x48-cores, 48-cores are randomly selected from 56-cores

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=8
#PJM --mpi proc=384
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst
```

$$384 \div 8 = 48\text{-cores/node}$$

```
export I_MPI_PIN_PROCESSOR_LIST=0-23,28-51
```

```
mpiexec.hydra -n ${PJM_MPI_PROC} ./a.out
```



Use 8x56-cores

```
#!/bin/sh
#PJM -N "test"
#PJM -L rscgrp=lecture3
#PJM -L node=8
#PJM --mpi proc=448
#PJM -L elapse=00:15:00
#PJM -g gt73
#PJM -j
#PJM -e err
#PJM -o test.lst
```

$$448 \div 8 = 56\text{-cores/node}$$

```
mpiexec.hydra -n ${PJM_MPI_PROC} ./a.out
```

