CS 470
Spring 2026

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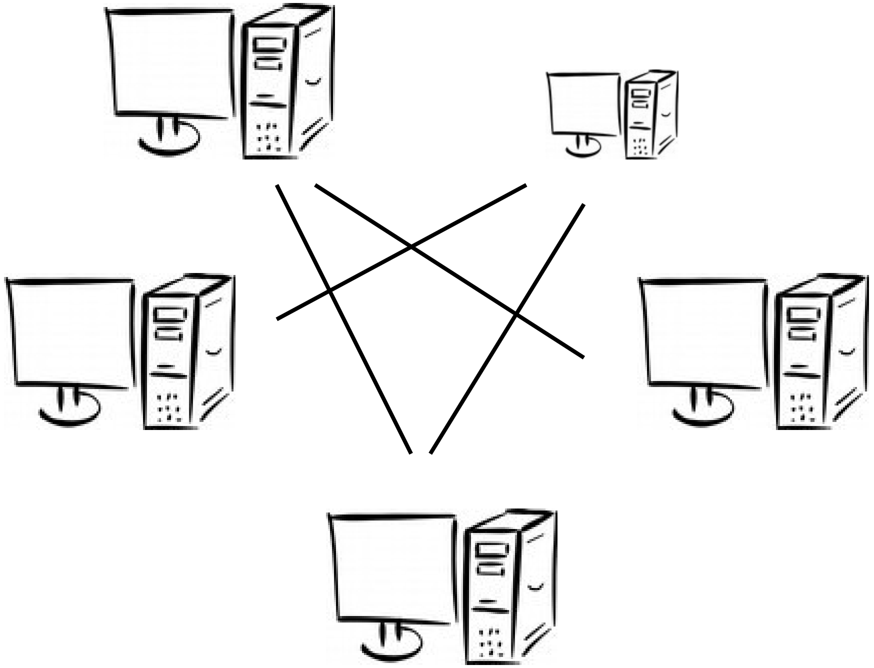
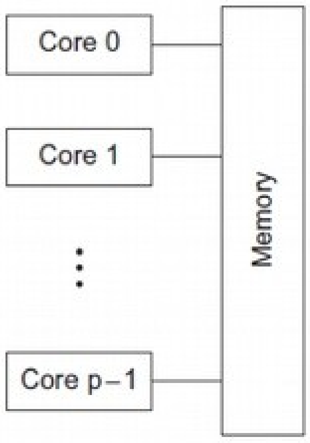


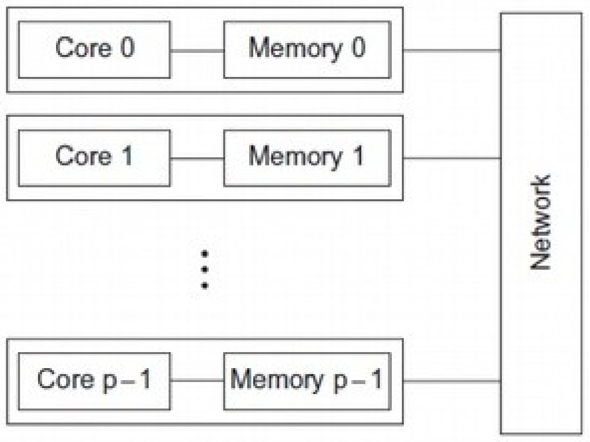
Distributed Programming & MPI

System architectures

- Shared memory
  - Idea: add more **CPUs** or **GPUs**
  - Paradigm: threads
  - Technologies: Pthreads, OpenMP, CUDA
  - Issue: synchronization



- Distributed memory
  - Idea: add more **computers**
  - Paradigm: message passing
  - Technologies: MPI, PGAS
  - Issue: data movement



Usual tradeoff: **simplicity** (shared) vs. **scalability** (distributed)

MPI paradigm

- Single program, multiple data (SPMD)
  - One program, multiple independent processes (ranks)
  - Processes communicate via messages
    - An MPI *message* is a collection of fixed-size data elements
    - Underlying mechanism (e.g., sockets) is implementation-dependent
  - Multiple processes may run on the same node
    - They do NOT share an address space!
    - But **intra**-node communication will be faster than **inter**-node
  - Processes are grouped into communicators
    - May be in multiple communicators simultaneously
    - Default communicator: MPI_COMM_WORLD (all processes)

Message-Passing Interface (MPI)

- MPI is a standardized software library interface
  - Available online: `http://www.mpi-forum.org/docs/`
  - MPI-1 released in 1994 after Supercomputing '93
  - MPI-2 (1996) added one-sided operations and parallel I/O
  - MPI-3 (2012) improved non-blocking and one-sided operations
    - Also added tooling interface
  - Latest version (MPI-4.0) approved June 2021
    - Added many new features (that we won't use in this course)
  - MPI-5 work underway in committees
- Several widely-used implementations
  - OpenMPI (default on our cluster) and MPICH (what we'll be using)
  - MVAPICH / MVAPICH2 (higher performance)
  - Vendor-specific: Cray, IBM, Intel, Microsoft

MPI development

- MPI involves more than just a library (unlike pthreads)
  - Compiler wrapper (`mpicc` / `mpiCC` / `mpif77`)
    - Still need to `#include <mpi.h>`
  - Program launcher (`mpirun`)
  - Job management integration (`salloc` / `sbatch`)
    - SLURM *tasks* = MPI *processes* (set with "`-n`" switch)
- System admins use modules to ease setup
  - Command: `module load mpi`
  - Populates your shell environment w/ MPI paths
- Use program launcher
  - Interactively: `salloc -Q -n <tasks> mpirun <command>`

Basic MPI functions

```
int MPI_Init (int *argc, char ***argv)
int MPI_Finalize ()

int MPI_Comm_size (MPI_Comm comm, int *size)
int MPI_Comm_rank (MPI_Comm comm, int *rank)
```

Default communicator: `MPI_COMM_WORLD`

Pointer to **out** parameter

```
double MPI_Wtime ()
int MPI_Barrier (MPI_Comm comm)
```

MPI Hello World

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

int main(int argc, char **argv)
{
    int mpi_rank;
    int mpi_size;

    MPI_Init(&argc, &argv);

    MPI_Comm_rank(MPI_COMM_WORLD, &mpi_rank);
    MPI_Comm_size(MPI_COMM_WORLD, &mpi_size);

    printf("Hello from process %2d / %d!\n", mpi_rank+1, mpi_size);

    MPI_Finalize();

    return 0;
}
```

MPI "Hello world" example

- Copy `/shared/cs470/mpi-hello` to your home folder
- Build with "`make`"
  - Don't forget to "`module load mpi`" first!
- Run on cluster with "`salloc -Q`" and "`mpirun`"
  - `salloc -Q mpirun hello`
  - `salloc -Q -n 4  mpirun ./hello`
  - `salloc -Q -n 32 mpirun ./hello`
  - `salloc -Q -N 4  mpirun ./hello`

MPI conventions

- Identifiers start with “`MPI_`”
  - Also, first letter following underscore is uppercase
- MPI must be initialized and cleaned up
  - `MPI_Init` and `MPI_Finalize`
  - For `MPI_Init`, you should just “pass through” `argc` and `argv`
  - No MPI calls before `MPI_Init` or after `MPI_Finalize`!
- Task parallelism is based on rank / process ID
  - `MPI_Comm_rank` and `MPI_Comm_size`
  - Rank 0 is often considered to be special (the "supervisor" process)
- I/O is asymmetrical
  - All ranks may write to `stdout` (or `stderr`) - no ordering guarantees!
  - Usually, only rank 0 can read `stdin`

Point-to-point messages

- MPI an **explicit** message-passing paradigm
  - You (the developer) decide how to split up data
  - You manage memory allocation manually
  - You decide how to send data between processes
  - Most direct mechanism: point-to-point messages

```
int MPI_Send  (void *buf, int count, MPI_Datatype dtype,
     int dest, int tag, MPI_Comm comm)
```

must correspond*

must match*

recv count must be equal to or higher than send count

must match

```
int MPI_Recv  (void *buf, int count, MPI_Datatype dtype,
     int src, int tag, MPI_Comm comm, MPI_Status *status)
```

(* unless ignored by MPI_Recv)

Generic receiving

- All parameters are required for `MPI_Send`
- `MPI_Recv` allows for some ambiguity
  - `count` is the *maximum* count (actual could be lower)
  - `src` can be `MPI_ANY_SOURCE` and `tag` can be `MPI_ANY_TAG`
- The `status` parameter provides this info
  - Pointer to `MPI_Status` struct that is populated by `MPI_Recv`
  - After receive, access members `MPI_SOURCE` and `MPI_TAG`
  - Use `MPI_Get_count` to calculate true count
  - If you don't need any of these, pass `MPI_IGNORE_STATUS`

Postel's Law: "Be *conservative in what you do;*
be liberal in what you accept from others."

MPI datatypes

C data type	MPI data type	Size on cluster (in bytes)

`char`
`unsigned char`
	`MPI_CHAR`
	`MPI_UNSIGNED_CHAR`
	`MPI_BYTE`
		1

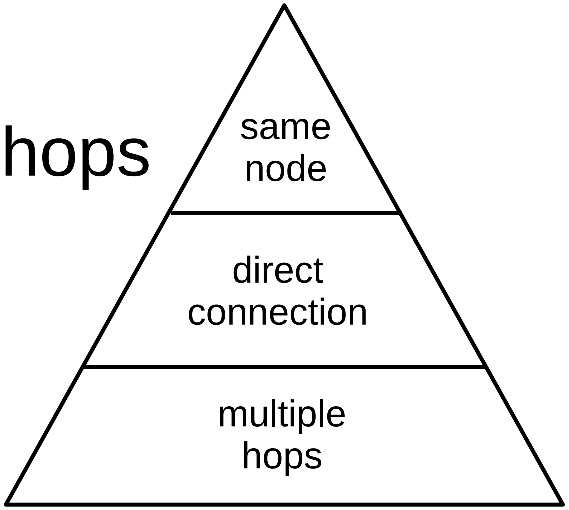
`short` `unsigned short`	`MPI_SHORT` `MPI_UNSIGNED_SHORT`	2
`int` `unsigned`	`MPI_INT` `MPI_UNSIGNED`	4
`long` `unsigned long`	`MPI_LONG` `MPI_UNSIGNED_LONG`	8
`long long`	`MPI_LONG_LONG`	8
`float`	`MPI_FLOAT`	4
`double`	`MPI_DOUBLE`	8

MPI Send/Receive Example

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

int main(int argc, char *argv[])
{
    int my_rank;

    MPI_Init(NULL, NULL);
    MPI_Comm_rank(MPI_COMM_WORLD, &my_rank);

    if (my_rank == 0) {

        // rank 0: receive a single integer from any source
        int data = -1;
        MPI_Recv(&data, 1, MPI_INT, MPI_ANY_SOURCE, MPI_ANY_TAG,
                MPI_COMM_WORLD, MPI_STATUS_IGNORE);
        printf("Received data in rank %d: %d\n", my_rank, data);

    } else {

        // other processes: send our rank to rank 0
        MPI_Send(&my_rank, 1, MPI_INT, 0, 0, MPI_COMM_WORLD);

    }

    MPI_Finalize();
    return 0;
}
```

Message latency

- MPI provides no latency guarantees!
  - Usually determined by the architecture and interconnect
- Non-Uniform Memory Access (NUMA)
  - Hierarchy of latency based on connections
    - Similar to memory hierarchy from CS 261!
  - Fastest: processes on the same node
  - Slower: directly-connected node
  - Slower: node connected via multiple hops
    - (e.g., through a switch)



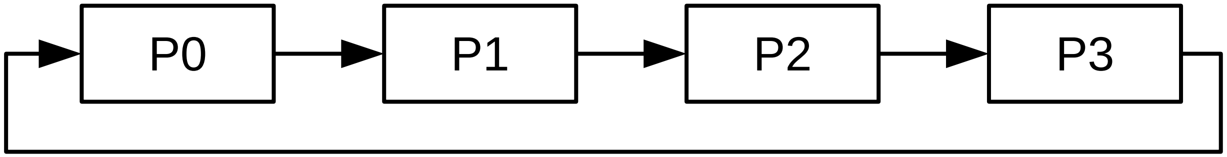
MPI Send/Receive Example

```
#include <stdio.h>
#include <mpi.h>
#define DATA_COUNT 1000000

int main(int argc, char *argv[])
{
    int data[DATA_COUNT];
    for (long i = 0; i < DATA_COUNT; i++) {
        data[i] = i;
    }

    int my_rank, nranks;
    MPI_Init(NULL, NULL);
    MPI_Comm_rank(MPI_COMM_WORLD, &my_rank);
    MPI_Comm_size(MPI_COMM_WORLD, &nranks);

    if (my_rank == 0) {
        // rank 0: receive from every other process w/ timing
        for (int other = 1; other < nranks; other++) {
            double start = MPI_Wtime();
            MPI_Recv(&data, DATA_COUNT, MPI_INT, other, MPI_ANY_TAG,
                     MPI_COMM_WORLD, MPI_STATUS_IGNORE);
            printf("Rank %03d: %8.4f s\n", other, (MPI_Wtime() - start));
        }
    } else {
        // other processes: send our data to rank 0
        MPI_Send(&my_rank, DATA_COUNT, MPI_INT, 0, 0, MPI_COMM_WORLD);
    }
    MPI_Finalize();
    return 0;
}
```

```
Rank 001:   0.0154 s
Rank 002:   0.0186 s
Rank 003:   0.0147 s
Rank 004:   0.0134 s
Rank 005:   0.0073 s
Rank 006:   0.0167 s
Rank 007:   0.0107 s
Rank 008:   0.0178 s
Rank 009:   0.0053 s
Rank 010:   0.0156 s
Rank 011:   0.0147 s
Rank 012:   0.0132 s
Rank 013:   0.0136 s
Rank 014:   0.0144 s
Rank 015:   0.0143 s
Rank 016:   0.0362 s
Rank 017:   0.0345 s
Rank 018:   0.0346 s
Rank 019:   0.0348 s
Rank 020:   0.0346 s
Rank 021:   0.0346 s
Rank 022:   0.0350 s
Rank 023:   0.0346 s
Rank 024:   0.0344 s
Rank 025:   0.0353 s
Rank 026:   0.0347 s
Rank 027:   0.0347 s
Rank 028:   0.0351 s
Rank 029:   0.0346 s
Rank 030:   0.0344 s
Rank 031:   0.0349 s
```

Blocking and safety

- Exact blocking behavior is implementation-dependent
  - `MPI_Send` **may** block until the message is sent
    - Sometimes depends on the size of the message
    - `MPI_Ssend` will **always** block until the message is received
  - `MPI_Recv` will **always** block until the message is received
- A program is unsafe if it relies on MPI-provided buffering
  - You can use `MPI_Ssend` to check your code (forces blocking)
  - Use `MPI_SendRecv` if both sending and receiving **in a cycle**
    - Or use `MPI_Isend` / `MPI_Recv` pairs




```
int MPI_Sendrecv (void *send_buf, int send_count, MPI_Datatype send_dtype, int dest, int send_tag
                  void *recv_buf, int recv_count, MPI_Datatype recv_dtype, int src,  int recv_tag,
                  MPI_Comm comm, MPI_Status *status)
```

Non-blocking send/receive

- Some operations are guaranteed not to block
  - Point-to-point: `MPI_Isend` and `MPI_Irecv`
  - Includes some collectives (in MPI-3)
- These operations merely "request" some communication
  - `MPI_Request` variables can be used to track these requests
  - `MPI_Wait` blocks until an operation has finished
  - `MPI_Test` sets a flag if the operation has finished

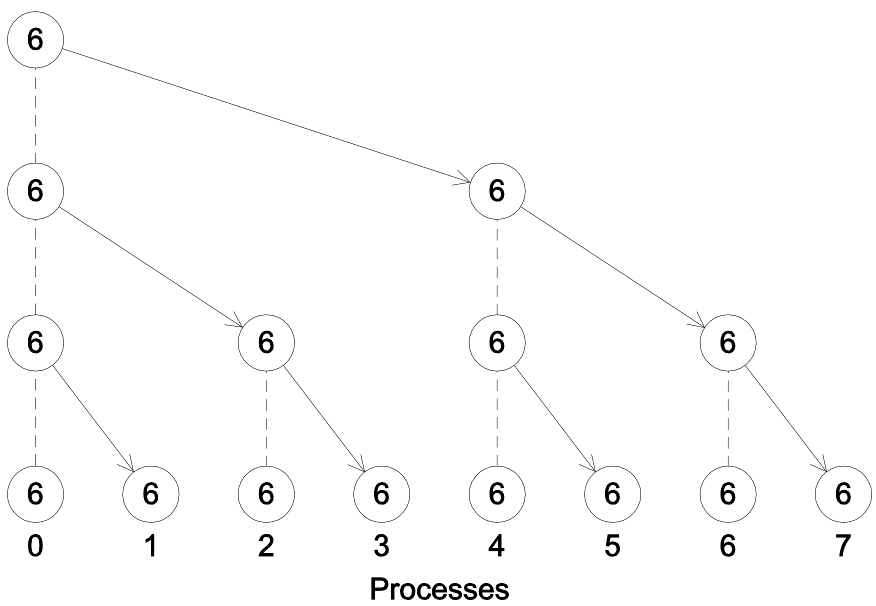
```
int MPI_Isend (void *buf, int count, MPI_Datatype dtype, int dest, int tag, MPI_Comm comm, MPI_Request *request)
int MPI_Irecv (void *buf, int count, MPI_Datatype dtype, int src,  int tag, MPI_Comm comm, MPI_Request *request,
               MPI_Status *status)

int MPI_Wait (MPI_Request *request,            MPI_Status *status)
int MPI_Test (MPI_Request *request, int *flag, MPI_Status *status)
```

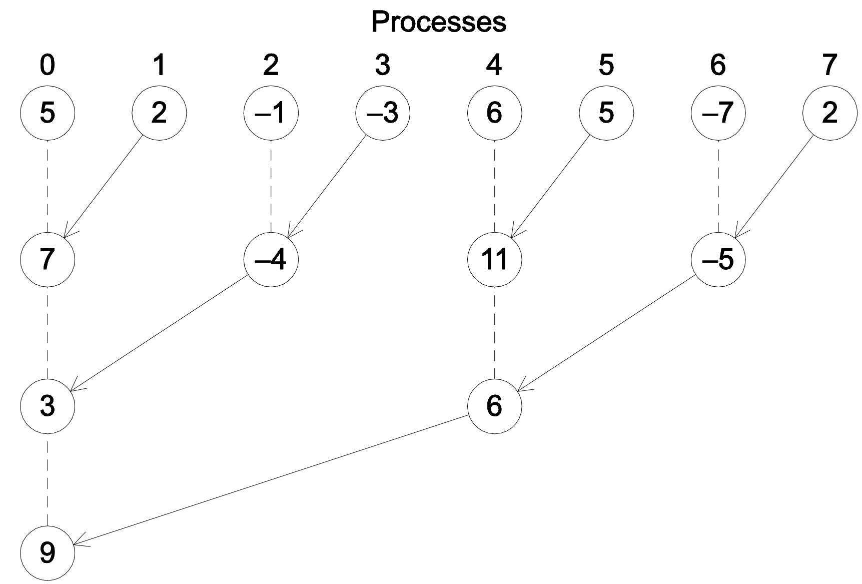
Issues with point-to-point

- No global message order guarantees
  - Between any send/recv pair, messages are nonovertaking
    - If p_1 sends m_1 then m_2 to p_2, then p_2 must receive m_1 first
  - No guarantees about global ordering
  - Communication between **all** processes can be tricky
- Rank 0 must read input, distribute data, and collect results
  - Using point-to-point operations does not scale well
  - Need a more efficient method

- Collective operations provide *correct* and *efficient* built-in **all-process** communication

Tree-structured communication



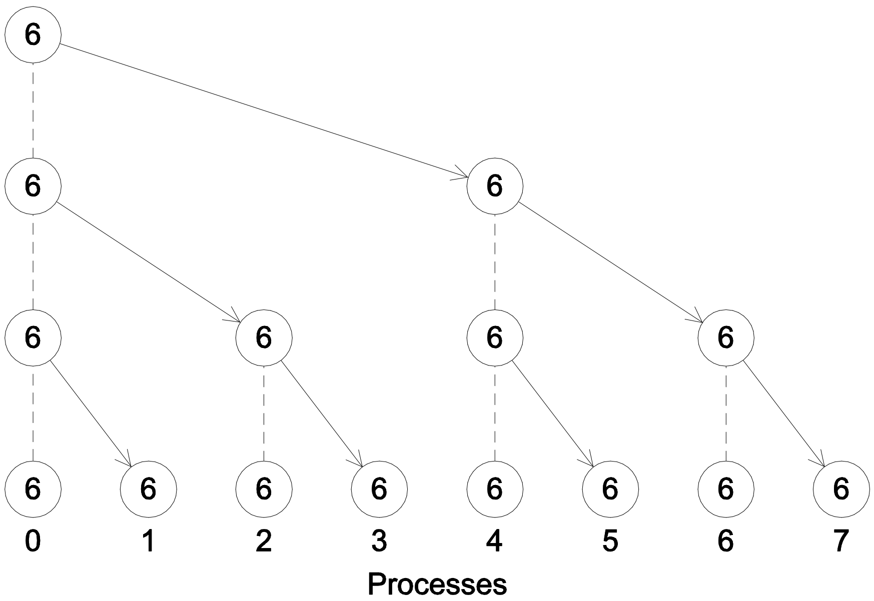


Broadcast

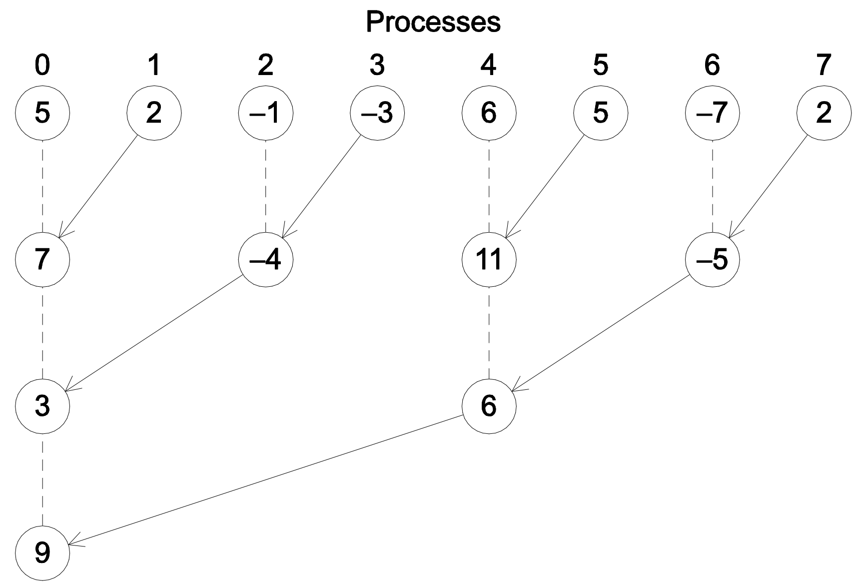
Reduction

```
int MPI_Bcast      (void      *buf,                       int count,
                    MPI_Datatype dtype,                   int root, MPI_Comm comm)

int MPI_Reduce     (void *send_buf, void *recv_buf, int count,
                    MPI_Datatype dtype, MPI_Op op,  int root, MPI_Comm comm)
```

Tree-structured communication



Broadcast



Reduction

```
int MPI_Bcast    (void       *buf,                        int count,
                  MPI_Datatype dtype,                     int root, MPI_Comm comm)

int MPI_Reduce   (void *send_buf, void *recv_buf,         int count,
                  MPI_Datatype dtype, MPI_Op op,          int root, MPI_Comm comm)
```

cannot be aliases

usually rank 0

MPI Broadcast Example

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

int main(int argc, char *argv[])
{
    int my_rank;

    MPI_Init(NULL, NULL);
    MPI_Comm_rank(MPI_COMM_WORLD, &my_rank);

    // send rank id from rank 0 to all processes
    int data = my_rank;
    MPI_Bcast(&data, 1, MPI_INT, 0, MPI_COMM_WORLD);

    printf("Received data in rank %d: %d\n", my_rank, data);

    MPI_Finalize();
    return 0;
}
```

Collective reductions

- Reduction operations
  - `MPI_SUM`, `MPI_PROD`, `MPI_MIN`, `MPI_MAX`
- Collective operations are matched based on ordering
  - Not on source / dest or tag
  - Try to keep code paths as simple as possible

Time	Process 0	Process 1	Process 2
0	`a = 1; c = 2`	`a = 1; c = 2`	`a = 1; c = 2`
1	`MPI_Reduce(&a, &b, ...)`	`MPI_Reduce(&c, &d, ...)`	`MPI_Reduce(&a, &b, ...)`
2	`MPI_Reduce(&c, &d, ...)`	`MPI_Reduce(&a, &b, ...)`	`MPI_Reduce(&c, &d, ...)`

NOTE: Reductions with count > 1 operate on a per-element basis

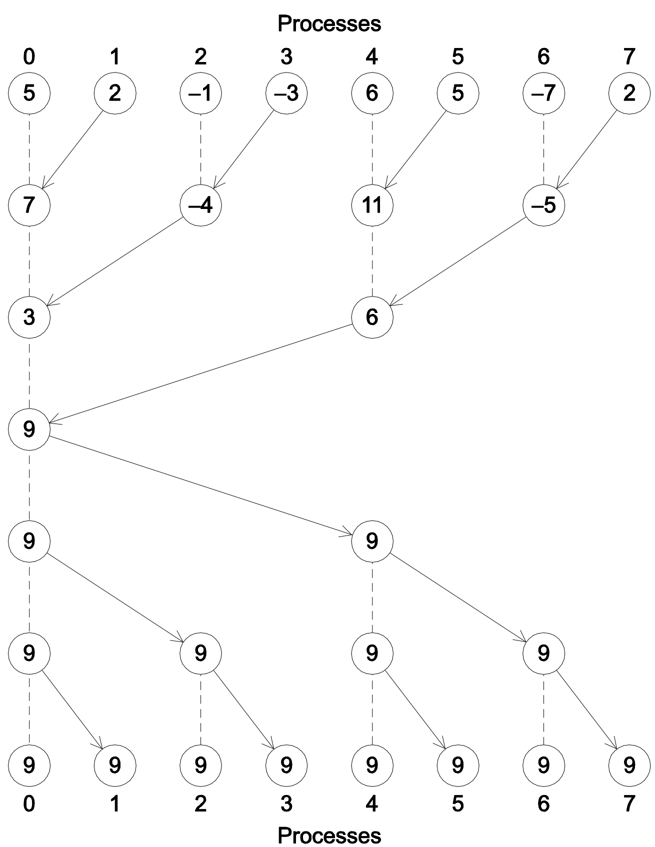
Timing best practices

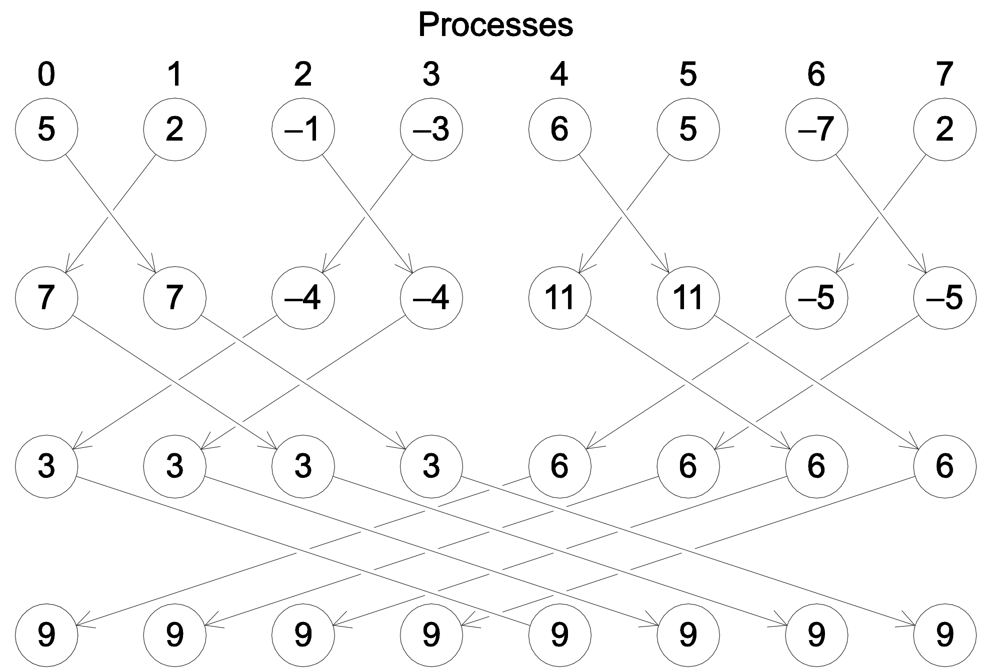
- Barrier before region of interest
- Reduce using MPI_MAX to capture “slowest” process

```
double start, finish, loc_elapsed, elapsed;
…
MPI_Barrier(comm);
start = MPI_Wtime();
/* Code to be timed */
…
finish = MPI_Wtime();
loc_elapsed = finish - start;
MPI_Reduce(&loc_elapsed, &elapsed, 1, MPI_DOUBLE, MPI_MAX, 0, comm);
if (my_rank == 0) {
    printf("Elapsed time = %e seconds\n", elapsed);
}
```

MPI_Allreduce

- Combination of `MPI_Reduce` and `MPI_Broadcast`
  - More efficient “butterfly” communication pattern





Data distribution

- MPI_Scatter and MPI_Gather
  - MPI_Allgather (gather + broadcast)
  - Provides efficient data movement in common patterns
  - Send and receive buffers must be different (or use MPI_IN_PLACE)
- Partitioning: block vs. cyclic
  - Usually application-dependent (locality and task size)
  - Block is the default; use MPI_Type_vector for cyclic or block-cyclic

Process	Components											
	Block				Cyclic				Block-cyclic Blocksize = 2			
0	0	1	2	3	0	3	6	9	0	1	6	7
1	4	5	6	7	1	4	7	10	2	3	8	9
2	8	9	10	11	2	5	8	11	4	5	10	11

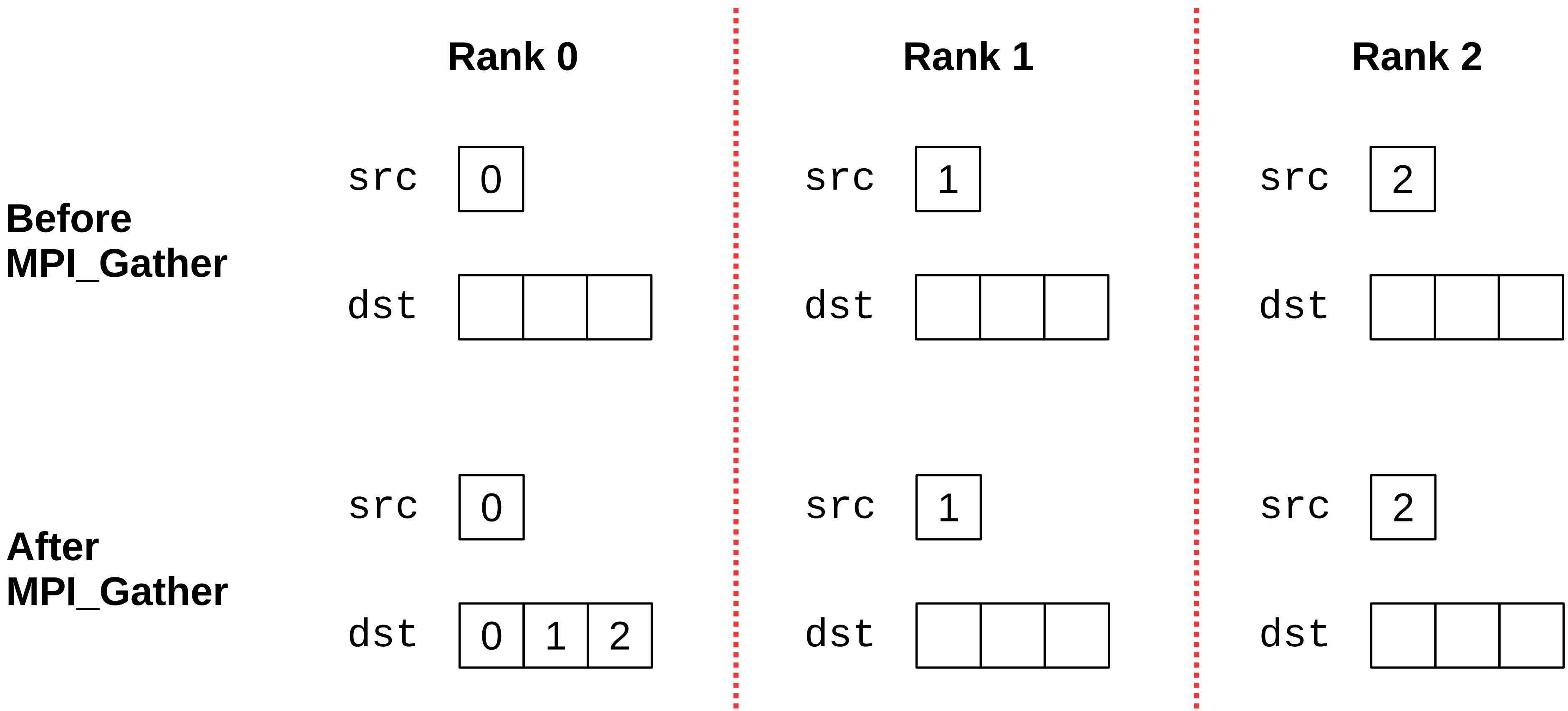
MPI Gather Example

```
int main(int argc, char *argv[])
{
    int my_rank, num_ranks;
    int data[MAX_SIZE];

    MPI_Init(NULL, NULL);
    MPI_Comm_rank(MPI_COMM_WORLD, &my_rank);
    MPI_Comm_size(MPI_COMM_WORLD, &num_ranks);

    // initialize 'data' to dummy values
    for (int i = 0; i < num_ranks; i++) {
        data[i] = -1;
    }

    // send rank id from every process to rank 0
    MPI_Gather(&my_rank, 1, MPI_INT,
               data, 1, MPI_INT, 0, MPI_COMM_WORLD);

    // print 'data' at rank 0
    if (my_rank == 0) {
        printf("Received data in rank %d: ", my_rank);
        for (int i = 0; i < num_ranks; i++) {
            printf("%d ", data[i]);
        }
        printf("\n");
    }

    MPI_Finalize();
    return 0;
}
```

MPI Gather Example

```
int src = my_rank;
int dst[num_ranks];      // assume num_ranks == 3
MPI_Gather(&src, 1, MPI_INT,
                dst, 1, MPI_INT, 0, MPI_COMM_WORLD);
```

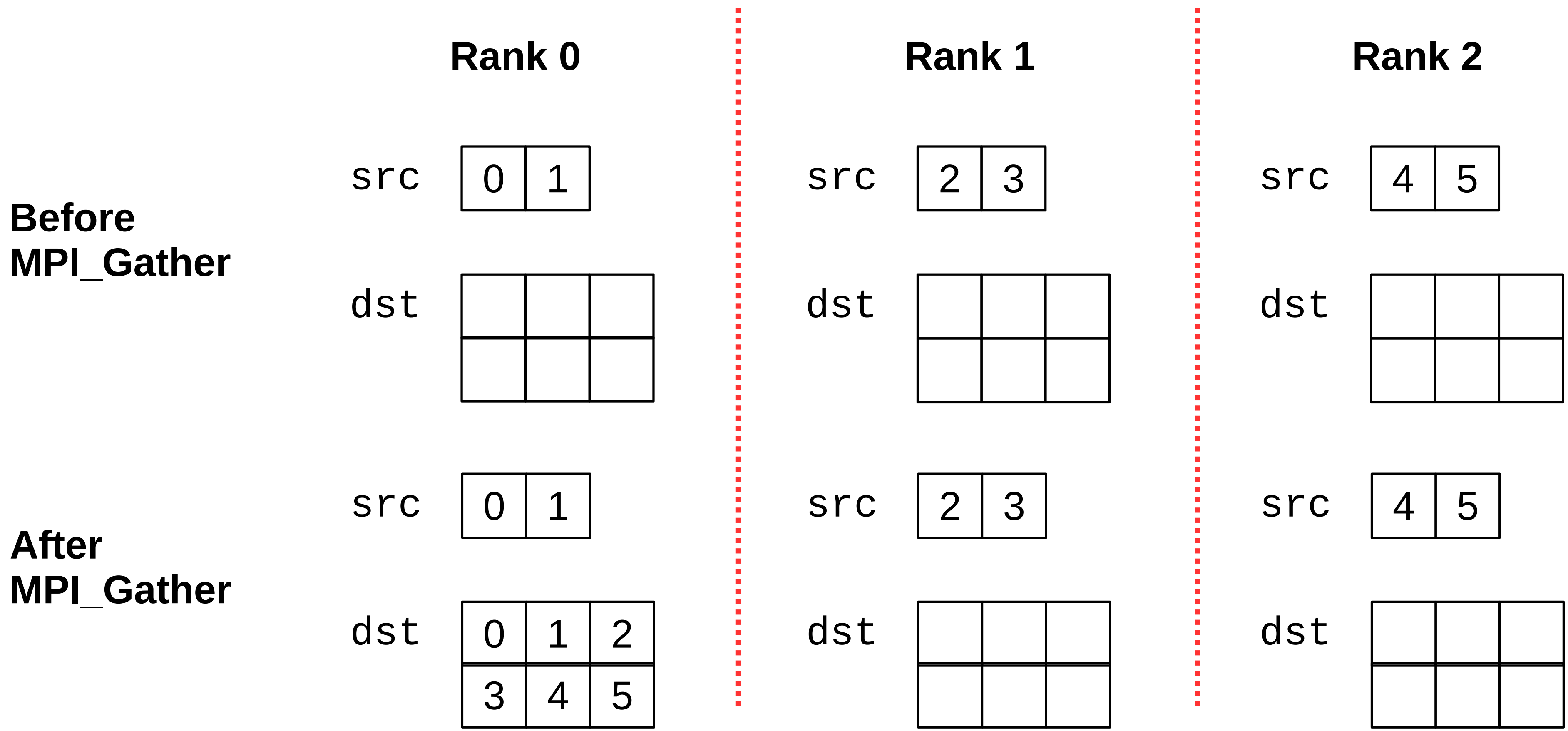
per rank (so not 3!)



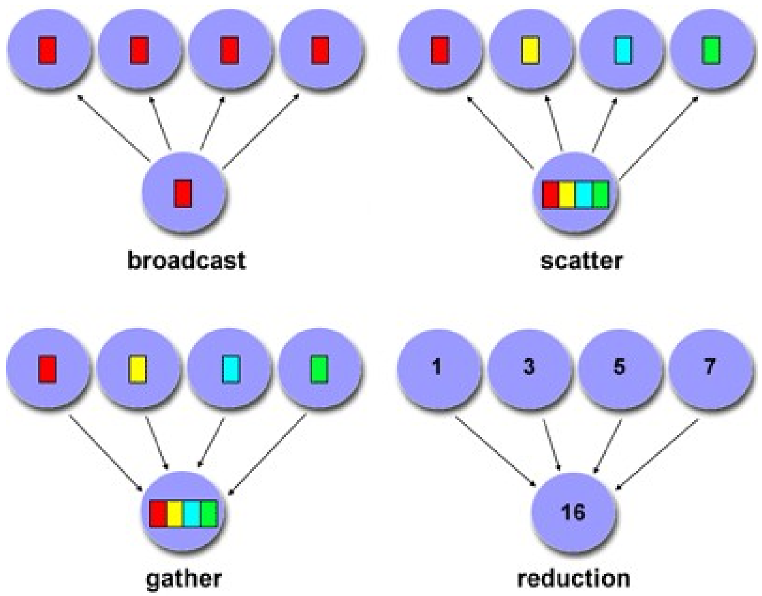
MPI Gather Example

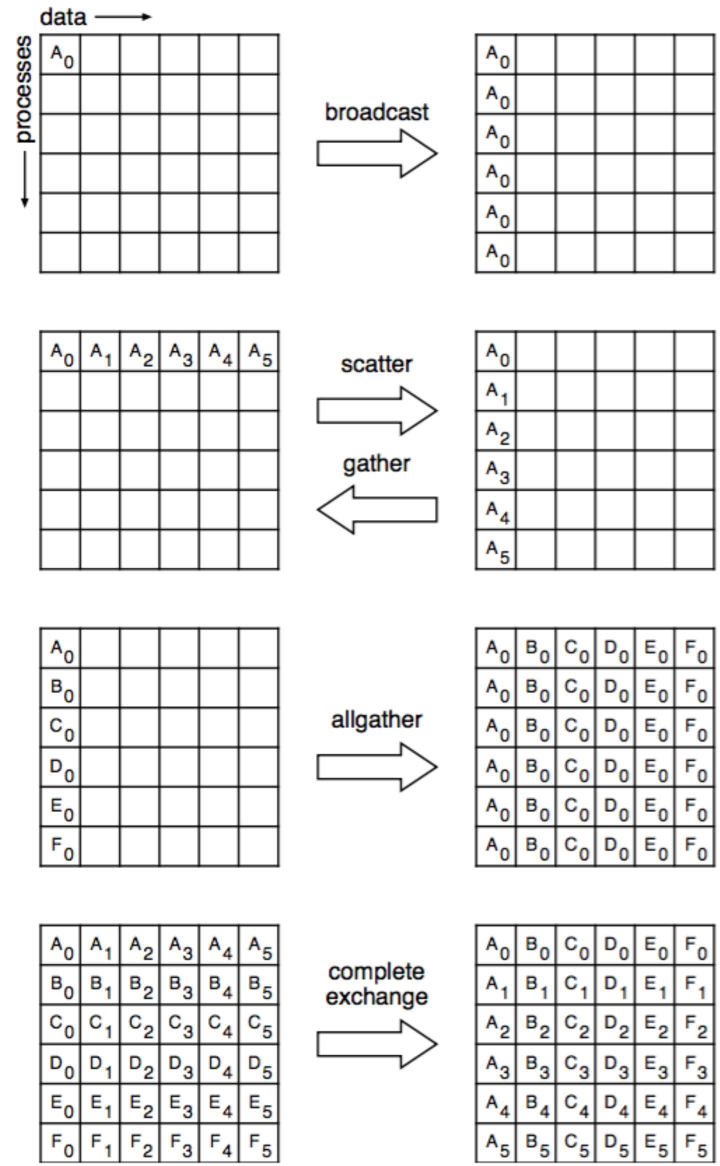
```
int src[2] = { my_rank*2, my_rank*2+1 };
int dst[num_ranks*2];    // assume num_ranks == 3
MPI_Gather(src, 2, MPI_INT,
           dst, 2, MPI_INT, 0, MPI_COMM_WORLD);
```

not 6!



MPI collective summary





MPI_Bcast() Broadcast (one to all)
MPI_Reduce() Reduction (all to one)
MPI_Allreduce() Reduction (all to all)

MPI_Scatter() Distribute data (one to all)
MPI_Gather() Collect data (all to one)
MPI_Alltoall() Distribute data (all to all)
MPI_Allgather() Collect data (all to all)

*(these four include "*v" variants for variable-sized data)*

MPI reference (PDF on website)

General

```
int MPI_Init (int *argc, char ***argv)
int MPI_Finalize ()
int MPI_Barrier (MPI_Comm comm)
double MPI_Wtime ()

int MPI_Comm_size (MPI_Comm comm, int *size)
int MPI_Comm_rank (MPI_Comm comm, int *rank)
```

Default communicator: `MPI_COMM_WORLD`

```
struct MPI_STATUS {
  int MPI_SOURCE
  int MPI_TAG
  int MPI_ERROR
}
```

Point-to-point Operations

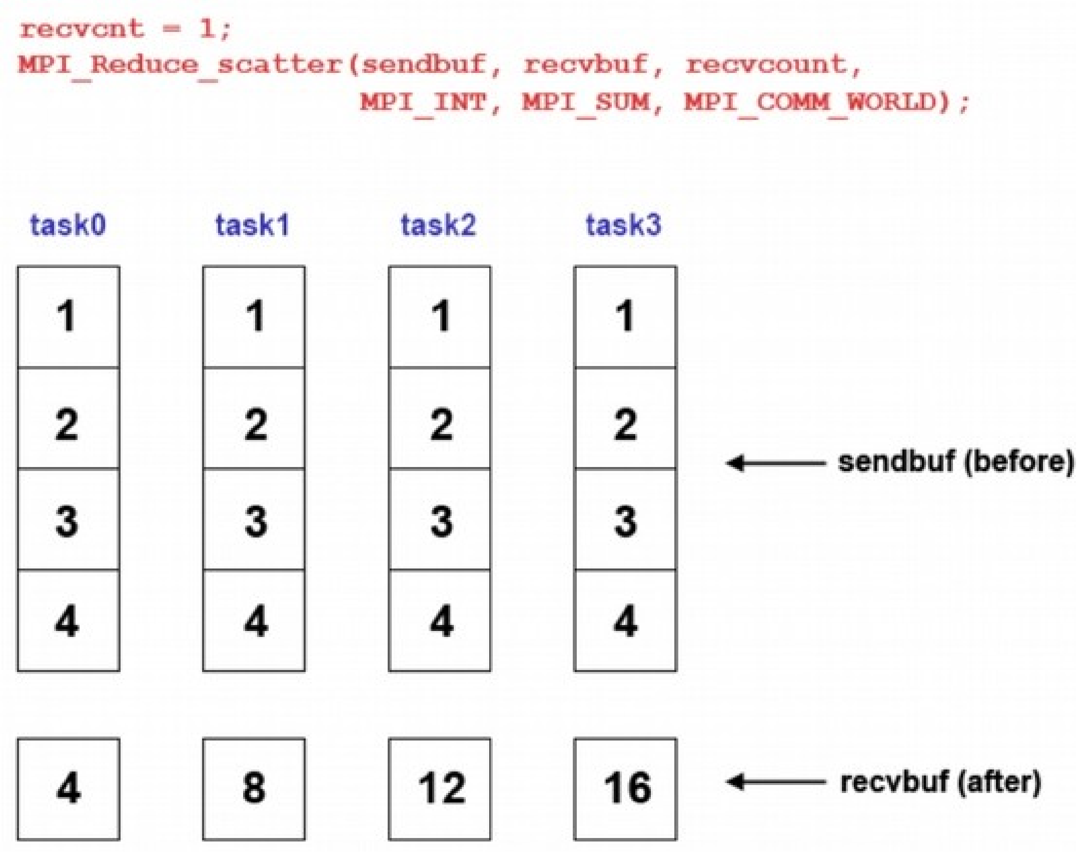
```
int MPI_Send  (void *buf, int count, MPI_Datatype dtype, int dest, int tag, MPI_Comm comm)
int MPI_Ssend (void *buf, int count, MPI_Datatype dtype, int dest, int tag, MPI_Comm comm)
int MPI_Recv  (void *buf, int count, MPI_Datatype dtype, int src,  int tag, MPI_Comm comm, MPI_Status *status)
                         (maximum count)                (MPI_ANY_SOURCE / MPI_ANY_TAG)            (MPI_STATUS_IGNORE)

int MPI_Sendrecv (void *send_buf, int send_count, MPI_Datatype send_dtype, int dest, int send_tag
                  void *recv_buf, int recv_count, MPI_Datatype recv_dtype, int src,  int recv_tag,
                  MPI_Comm comm, MPI_Status *status)

int MPI_Isend (void *buf, int count, MPI_Datatype dtype, int dest, int tag, MPI_Comm comm, MPI_Request *request)
int MPI_Irecv (void *buf, int count, MPI_Datatype dtype, int src,  int tag, MPI_Comm comm, MPI_Request *request,
               MPI_Status *status)

int MPI_Test (MPI_Request *request, int *flag, MPI_Status *status)
int MPI_Wait (MPI_Request *request,            MPI_Status *status)
int MPI_Get_count (MPI_Status *status, MPI_Datatype dtype, int *count)
```

Collective Operations

```
int MPI_Bcast     (void      *buf,                  int count, MPI_Datatype dtype,            int root, MPI_Comm comm)

int MPI_Reduce    (void *send_buf, void *recv_buf, int count, MPI_Datatype dtype, MPI_Op op, int root, MPI_Comm comm)
int MPI_Allreduce (void *send_buf, void *recv_buf, int count, MPI_Datatype dtype, MPI_Op op,           MPI_Comm comm)

int MPI_Scatter   (void *send_buf,            int send_count, MPI_Datatype send_dtype,
                   void *recv_buf,            int recv_count, MPI_Datatype recv_dtype,      int root, MPI_Comm comm)

int MPI_Gather    (void *send_buf,            int send_count, MPI_Datatype send_dtype,
                   void *recv_buf,            int recv_count, MPI_Datatype recv_dtype,      int root, MPI_Comm comm)

int MPI_Allgather (void *send_buf,            int send_count, MPI_Datatype send_dtype,
                   void *recv_buf,            int recv_count, MPI_Datatype recv_dtype,                MPI_Comm comm)

int MPI_Alltoall  (void *send_buf,            int send_count, MPI_Datatype send_dtype,
                   void *recv_buf,            int recv_count, MPI_Datatype recv_dtype,                MPI_Comm comm)
```

More collectives

- `MPI_Reduce_scatter`
  - Reduce on a vector, then distribute result

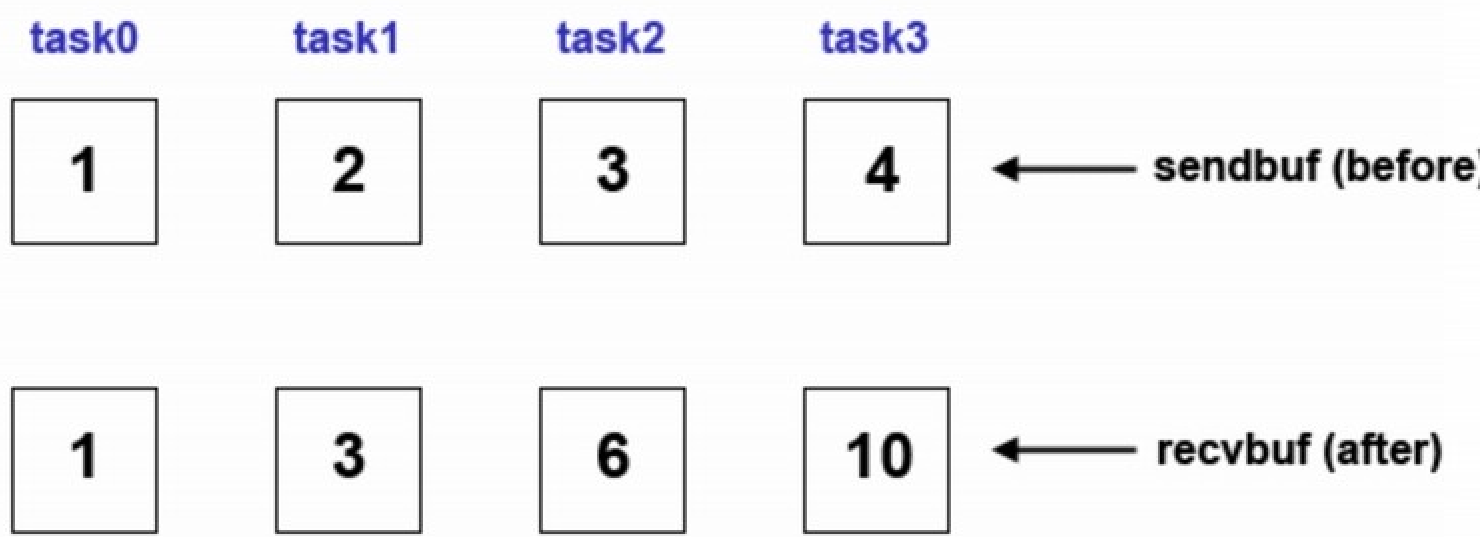


https://computing.llnl.gov/tutorials/mpi/

More collectives

- MPI_Scan
  - Compute partial reductions

```
count = 1;
MPI_Scan(sendbuf, recvbuf, count, MPI_INT,
         MPI_SUM, MPI_COMM_WORLD);
```



https://computing.llnl.gov/tutorials/mpi/

MPI datatypes

- MPI provides basic datatypes
  - `MPI_INT`, `MPI_LONG`, `MPI_CHAR`, etc.
- MPI also provides ways to create new datatypes
  - `MPI_Type_contiguous`: simple arrays

```
int MPI_Type_contiguous(int count, MPI_Datatype oldtype, MPI_Datatype *newtype)
```

  - `MPI_Type_vector`: blocked and strided arrays
    - Useful for cyclic or block-cyclic data distributions

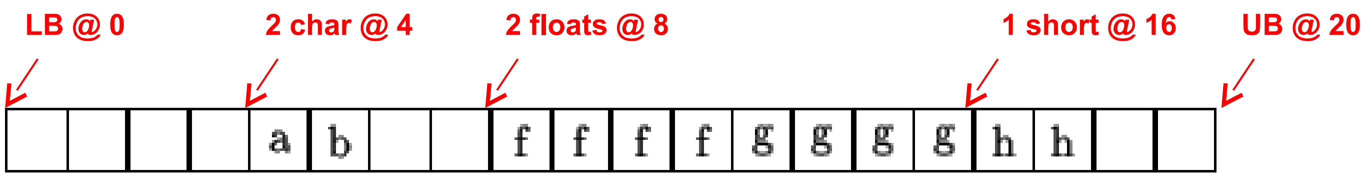
```
int MPI_Type_vector(int count, int blocklength, int stride,
                    MPI_Datatype oldtype, MPI_Datatype *newtype)
```

  - Derived datatypes: records
  - New datatypes must be committed before they are used

```
int MPI_Type_commit(MPI_Datatype *datatype)
```

Derived datatypes

- Goal: Pack related data together to reduce total messages
  - Very similar to C structs, but more detailed
  - Allows MPI to optimize internal representations




```
MPI_Type_create_struct(5, array_of_block_lengths,
                          array_of_displacements,
                          array_of_types,
                          &new_type)

array_of_block_lengths = (1, 2, 2,  1,  1)
array_of_displacements = (0, 4, 8, 16, 20)
array_of_types = (MPI_LB, MPI_CHAR, MPI_FLOAT, MPI_SHORT, MPI_UB)
```

Virtual topologies

- It is often convenient for MPI to be aware of data decomposition details
- MPI provides built-in Cartesian system support.
  - `MPI_Dims_create()`
  - `MPI_Cart_create()`
  - `MPI_Cart_get()`
  - `MPI_Cart_coords()`
  - `MPI_Cart_shift()`

0 (0,0)	1 (0,1)	2 (0,2)	3 (0,3)
4 (1,0)	5 (1,1)	6 (1,2)	7 (1,3)
8 (2,0)	9 (2,1)	10 (2,2)	11 (2,3)
12 (3,0)	13 (3,1)	14 (3,2)	15 (3,3)

Parallel file I/O (MPI-2)

- MPI provides a parallel file I/O interface
  - Uses derived data types to create per-process views of a file on disk
  - `MPI_File_open()`
  - `MPI_File_set_view()`
  - `MPI_File_read_at()`
  - `MPI_File_read()`
  - `MPI_File_read_shared()`
  - `MPI_File_write_at()`
  - `MPI_File_write()`
  - `MPI_File_write_shared`
  - `MPI_File_close()`

Figure 13.2: Partitioning a file among parallel processes

One-sided communication (MPI-2)

- MPI provides remote memory access (RMA)
  - This allows programmers to take advantage of hardware-specific direct memory access features like DMA
  - `MPI_Win_create()`
  - `MPI_Win_allocate()`
  - `MPI_Put()`
  - `MPI_Get()`
  - `MPI_Accumulate()`
  - `MPI_Win_free()`

Non-blocking collectives (MPI-3)

- MPI now provides non-blocking forms of major collective operations
- Like `MPI_Irecv()`, these calls begin the communication and should be concluded with a call to `MPI_Wait()`
  - `MPI_Ibarrier()`
  - `MPI_Ibcast()`
  - `MPI_Igather()`
  - `MPI_Iscatter()`
  - `MPI_Iallgather()`
  - `MPI_Ialltoall()`
  - `MPI_Ireduce()`
  - `MPI_Iallreduce()`
  - `MPI_Ireduce_scatter()`
  - `MPI_Iscan()`

Why MPI_Ibarrier?

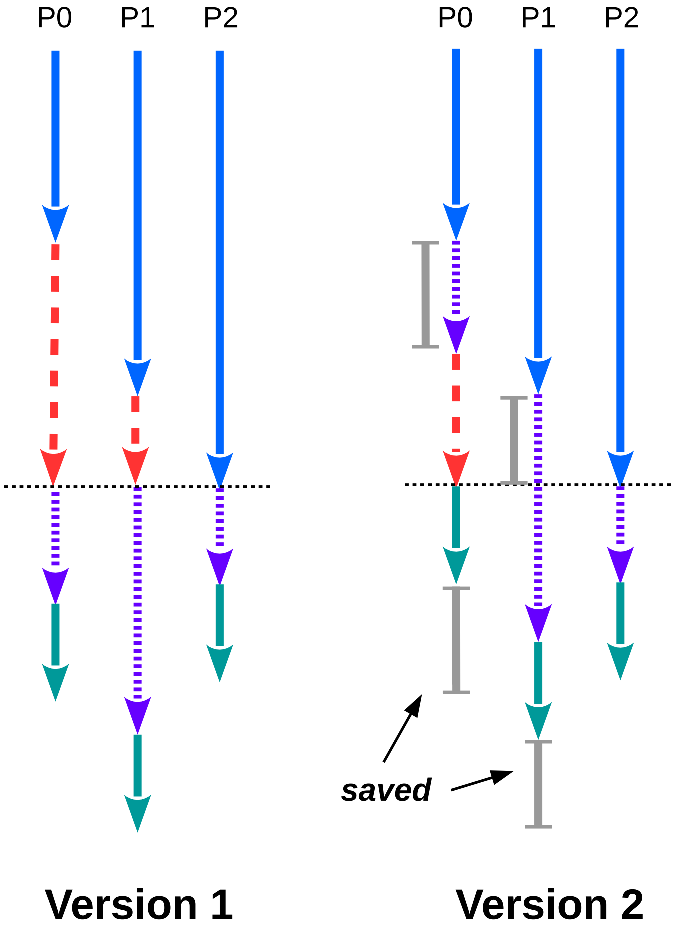
- Why would you want a *non-blocking* barrier?

```
work1();
MPI_Barrier(MPI_COMM_WORLD);
work2();        // independent
work3();        // dependent on work1()
```

Version 1

```
work1();
MPI_Request rq;
MPI_Ibarrier(MPI_COMM_WORLD, &rq);
work2();        // independent
MPI_Wait(&rq, MPI_STATUS_IGNORE);
work3();        // dependent on work1()
```

Version 2



Why MPI_Ibarrier?

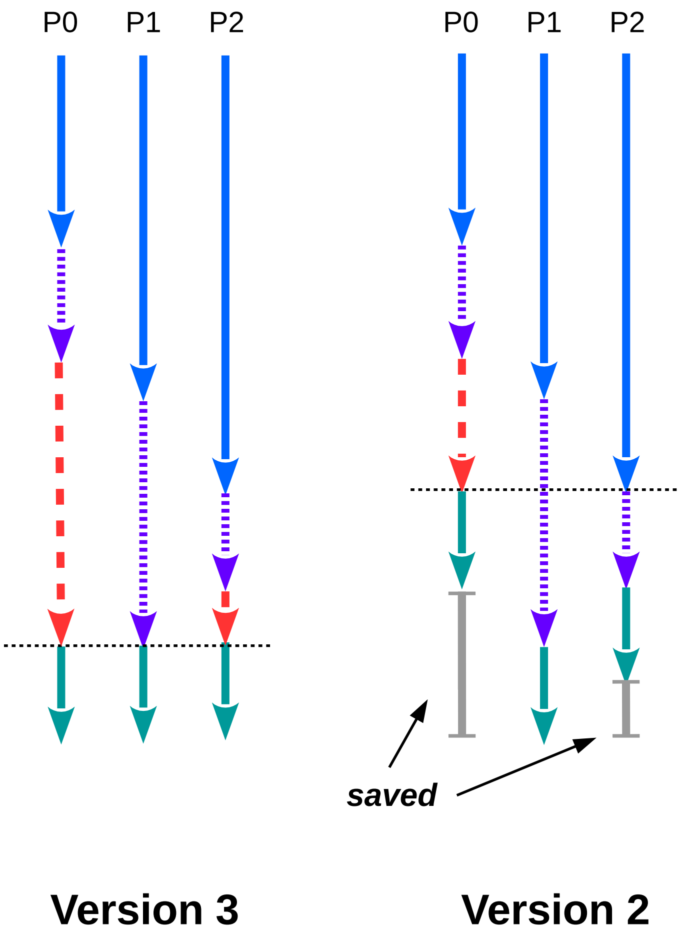
- Why would you want a *non-blocking* barrier?

```
work1();
work2();        // independent
MPI_Barrier(MPI_COMM_WORLD);
work3();        // dependent on work1()
```

Version 3

```
work1();
MPI_Request rq;
MPI_Ibarrier(MPI_COMM_WORLD, &rq);
work2();        // independent
MPI_Wait(&rq, MPI_STATUS_IGNORE);
work3();        // dependent on work1()
```

Version 2



Tools interface (MPI-3)

- MPI now provides a way to tweak parameters and access monitoring information in a cross-platform manner
- Control variables (`cvar`)
  - Startup options
  - Buffer sizes

```
MPI_T_cvar_get_info()
MPI_T_cvar_handle_alloc()
MPI_T_cvar_read()
MPI_T_cvar_write()
```

- Performance variables (`pvar`)
  - Packets sent
  - Time spent blocking
  - Memory allocated

```
MPI_T_pvar_get_info()
MPI_T_pvar_session_create()
MPI_T_pvar_start() / stop()
MPI_T_pvar_handle_alloc()
MPI_T_pvar_read()
MPI_T_pvar_reset()
```

Distributed memory summary

- Distributed systems can scale massively
  - Hundreds or thousands of nodes, petabytes of memory
  - Millions/billions of cores, petaflops of computation capacity
- They also have significant issues
  - Non-uniform memory access (NUMA) costs
  - Requires explicit data movement between nodes
  - More difficult debugging and optimization
- Core design tradeoff: data distribution
  - How to partition, and what to send where (duplication?)
  - Goal: minimize data movement
  - Paradigm: computation is “free” but communication is not