

# Lecture 7: Distributed memory

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# Logistics

HW 1 due Wednesday:

- ▶ See wiki for notes on:
  - ▶ Bottom-up strategy and debugging
  - ▶ Matrix allocation issues
  - ▶ Using SSE and alignment comments
  - ▶ Timing and OS scheduling
  - ▶ Gnuplot (to go up shortly)
- ▶ Submit by emailing me a tar or zip file.
- ▶ For your writeup, *text or PDF preferred!*
- ▶ Please also submit a feedback form (see web page).

Next HW: a particle dynamics simulation.

# Plan for this week

- ▶ Last week: shared memory programming
  - ▶ Shared memory HW issues (cache coherence)
  - ▶ Threaded programming concepts (pthreads and OpenMP)
  - ▶ A simple example (Monte Carlo)
  
- ▶ This week: distributed memory programming
  - ▶ Distributed memory HW issues (topologies, cost models)
  - ▶ Message-passing programming concepts (and MPI)
  - ▶ A simple example (“sharks and fish”)

# Basic questions

How much does a message cost?

- ▶ *Latency*: time to get between processors
- ▶ *Bandwidth*: data transferred per unit time
- ▶ How does *contention* affect communication?

This is a combined hardware-software question!

We want to understand just enough for reasonable modeling.

# Thinking about interconnects

Several features characterize an interconnect:

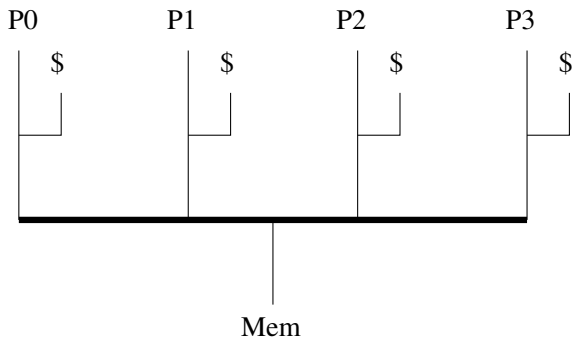
- ▶ *Topology*: who do the wires connect?
- ▶ *Routing*: how do we get from A to B?
- ▶ *Switching*: circuits, store-and-forward?
- ▶ *Flow control*: how do we manage limited resources?

# Thinking about interconnects

- ▶ Links are like streets
- ▶ Switches are like intersections
- ▶ Hops are like blocks traveled
- ▶ Routing algorithm is like a travel plan
- ▶ Stop lights are like flow control
- ▶ Short packets are like cars, long ones like buses?

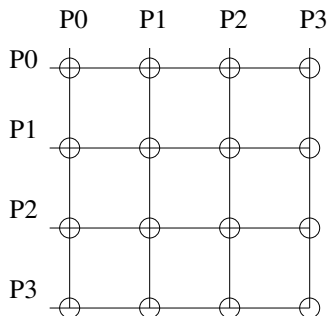
At some point the analogy breaks down...

# Bus topology



- ▶ One set of wires (the bus)
- ▶ Only one processor allowed at any given time
  - ▶ *Contention* for the bus is an issue
- ▶ Example: basic Ethernet, some SMPs

# Crossbar



- ▶ Dedicated path from every input to every output
  - ▶ Takes  $O(p^2)$  switches and wires!
- ▶ Example: recent AMD/Intel multicore chips (older: front-side bus)

# Bus vs. crossbar

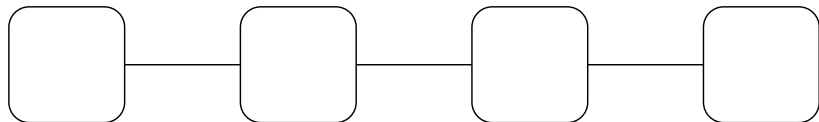
- ▶ Crossbar: more hardware
- ▶ Bus: more contention (less capacity?)
- ▶ Generally seek happy medium
  - ▶ Less contention than bus
  - ▶ Less hardware than crossbar
  - ▶ May give up one-hop routing

# Network properties

Think about latency and bandwidth via two quantities:

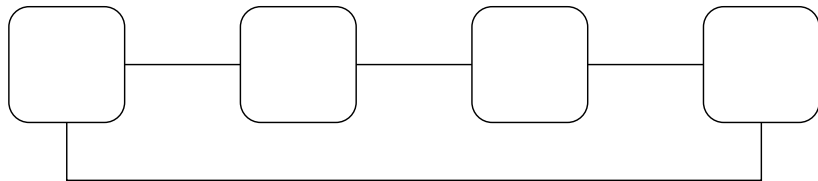
- ▶ *Diameter*: max distance between nodes
- ▶ *Bisection bandwidth*: smallest bandwidth cut to bisect
  - ▶ Particularly important for all-to-all communication

# Linear topology



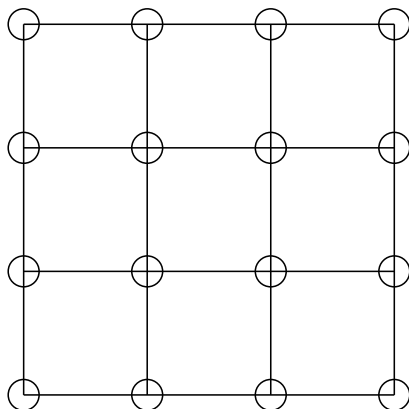
- ▶  $p - 1$  links
- ▶ Diameter  $p - 1$
- ▶ Bisection bandwidth 1

# Ring topology



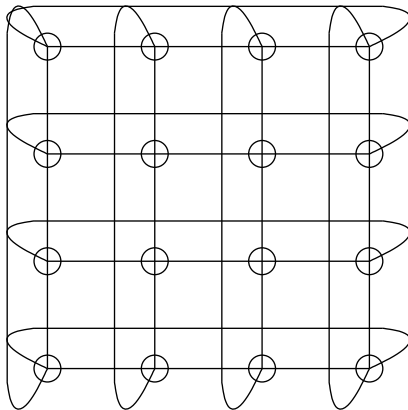
- ▶  $p$  links
- ▶ Diameter  $p/2$
- ▶ Bisection bandwidth 2

# Mesh



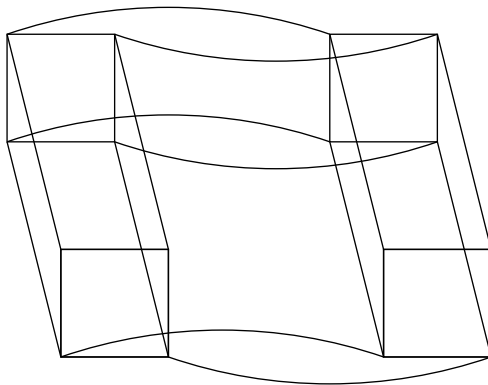
- ▶ May be more than two dimensions
- ▶ Route along each dimension in turn

# Torus



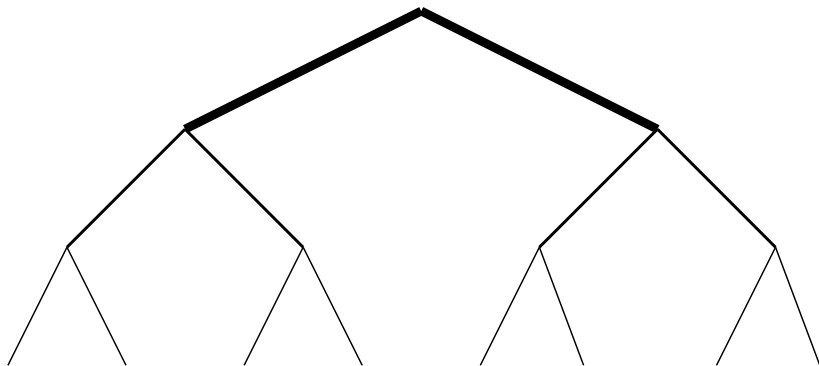
Torus : Mesh :: Ring : Linear

# Hypercube



- ▶ Label processors with binary numbers
- ▶ Connect  $p_1$  to  $p_2$  if labels differ in one bit

# Fat tree



- ▶ Processors at leaves
- ▶ Increase link bandwidth near root

## Others...

- ▶ Butterfly network
- ▶ Omega network
- ▶ Cayley graph

# Current picture

- ▶ Old: latencies = hops
- ▶ New: roughly constant latency (?)
  - ▶ Wormhole routing (or cut-through) flattens latencies vs store-forward at hardware level
  - ▶ Software stack dominates HW latency!
  - ▶ Latencies *not* same between networks (in box vs across)
  - ▶ May also have store-forward at library level
- ▶ Old: mapping algorithms to topologies
- ▶ New: avoid topology-specific optimization
  - ▶ Want code that runs on next year's machine, too!
  - ▶ Bundle topology awareness in vendor MPI libraries?
  - ▶ Sometimes specify a *software* topology

# $\alpha$ - $\beta$ model

Crudest model:  $t_{\text{comm}} = \alpha + \beta M$

- ▶  $t_{\text{comm}}$  = communication time
- ▶  $\alpha$  = latency
- ▶  $\beta$  = inverse bandwidth
- ▶  $M$  = message size

Works pretty well for basic guidance!

Typically  $\alpha \gg \beta \gg t_{\text{flop}}$ . More money on network, lower  $\alpha$ .

# LogP model

Like  $\alpha$ - $\beta$ , but includes CPU time on send/rcv:

- ▶ Latency: the usual
- ▶ Overhead: CPU time to send/rcv
- ▶ Gap: min time between send/rcv
- ▶ P: number of processors

Assumes small messages (gap  $\sim$  bw for fixed message size).

# Communication costs

Some basic goals:

- ▶ Prefer larger to smaller messages (avoid latency)
- ▶ Avoid communication when possible
  - ▶ Great speedup for Monte Carlo and other embarrassingly parallel codes!
- ▶ Overlap communication with computation
  - ▶ Models tell you how much computation is needed to mask communication costs.

# Message passing programming

Basic operations:

- ▶ Pairwise messaging: send/receive
- ▶ Collective messaging: broadcast, scatter/gather
- ▶ Collective computation: sum, max, other parallel prefix ops
- ▶ Barriers (no need for locks!)
- ▶ Environmental inquiries (who am I? do I have mail?)

(Much of what follows is adapted from Bill Gropp's material.)

# MPI

- ▶ Message Passing Interface
- ▶ An interface spec — many implementations
- ▶ Bindings to C, C++, Fortran

# Hello world

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

int main(int argc, char** argv) {
    int rank, size;
    MPI_Init(&argc, &argv);
    MPI_Comm_rank(MPI_COMM_WORLD, &rank);
    MPI_Comm_size(MPI_COMM_WORLD, &size);
    printf("Hello from %d of %d\n", rank, size);
    MPI_Finalize();
    return 0;
}
```

# Communicators

- ▶ Processes form *groups*
- ▶ Messages sent in *contexts*
  - ▶ Separate communication for libraries
- ▶ Group + context = communicator
- ▶ Identify process by rank in group
- ▶ Default is `MPI_COMM_WORLD`

# Sending and receiving

Need to specify:

- ▶ What's the data?
  - ▶ Different machines use different encodings (e.g. endian-ness)
  - ▶  $\implies$  “bag o’ bytes” model is inadequate
- ▶ How do we identify processes?
- ▶ How does receiver identify messages?
- ▶ What does it mean to “complete” a send/recv?

# MPI datatypes

Message is (address, count, datatype). Allow:

- ▶ Basic types (`MPI_INT`, `MPI_DOUBLE`)
- ▶ Contiguous arrays
- ▶ Strided arrays
- ▶ Indexed arrays
- ▶ Arbitrary structures

Complex data types may hurt performance?

# MPI tags

Use an integer *tag* to label messages

- ▶ Help distinguish different message types
- ▶ Can screen messages with wrong tag
- ▶ `MPI_ANY_TAG` is a wildcard

# MPI Send/Recv

Basic blocking point-to-point communication:

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

```
int
MPI_Recv(void *buf, int count,
         MPI_Datatype datatype,
         int source, int tag, MPI_Comm comm,
         MPI_Status *status);
```

# MPI send/recv semantics

- ▶ Send returns when data gets to *system*
  - ▶ ... might not yet arrive at destination!
- ▶ Recv ignores messages that don't match source and tag
  - ▶ `MPI_ANY_SOURCE` and `MPI_ANY_TAG` are wildcards
- ▶ Recv `status` contains more info (tag, source, size)

# Ping-pong pseudocode

## Process 0:

```
for i = 1:ntrials
    send b bytes to 1
    recv b bytes from 1
end
```

## Process 1:

```
for i = 1:ntrials
    recv b bytes from 0
    send b bytes to 0
end
```

# Ping-pong MPI

```
void ping(char* buf, int n, int ntrials, int p)
{
    for (int i = 0; i < ntrials; ++i) {
        MPI_Send(buf, n, MPI_CHAR, p, 0,
                 MPI_COMM_WORLD);
        MPI_Recv(buf, n, MPI_CHAR, p, 0,
                 MPI_COMM_WORLD, NULL);
    }
}
```

(Pong is similar)

# Ping-pong MPI

```
for (int sz = 1; sz <= MAX_SZ; sz += 1000) {
    if (rank == 0) {
        clock_t t1, t2;
        t1 = clock();
        ping(buf, sz, NTRIALS, 1);
        t2 = clock();
        printf("%d %g\n", sz,
              (double) (t2-t1)/CLOCKS_PER_SEC);
    } else if (rank == 1) {
        pong(buf, sz, NTRIALS, 0);
    }
}
```

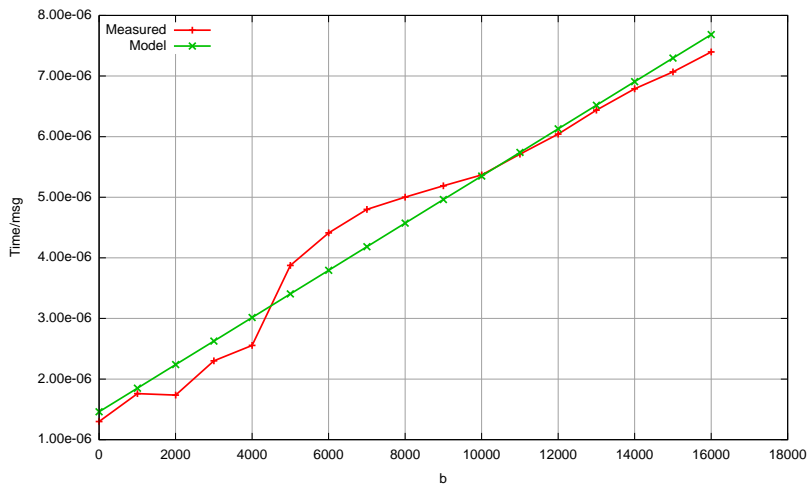
# Running the code

On my laptop (OpenMPI)

```
mpicc -std=c99 pingpong.c -o pingpong.x  
mpirun -np 2 ./pingpong.x
```

Details vary, but this is pretty normal.

# Approximate $\alpha$ - $\beta$ parameters (2-core laptop)



$$\alpha \approx 1.46 \times 10^{-6}, \beta \approx 3.89 \times 10^{-10}$$

# Where we are now

Can write a lot of MPI code with 6 operations we've seen:

- ▶ `MPI_Init`
- ▶ `MPI_Finalize`
- ▶ `MPI_Comm_size`
- ▶ `MPI_Comm_rank`
- ▶ `MPI_Send`
- ▶ `MPI_Recv`

... but there are sometimes better ways.

Next time: non-blocking and collective operations!