Message Passing Model
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  - **Single Program Multiple Data** style. Single executable started \textit{statically} at all processors. Control statements select different parts for each process to execute.
  - **Multiple Program Multiple Data** style. Potentially separate programs for separate processors. Processes created from a main process: \textit{dynamic} process creation.
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- A method for creating separate processes on remote nodes.
  - **Single Program Multiple Data** style. Single executable started *statically* at all processors. Control statements select different parts for each process to execute.
  - **Multiple Program Multiple Data** style. Potentially separate programs for separate processors. Processes created from a main process: *dynamic* process creation.
- The ability to send and receive messages.
Pseudo-code Convention

*Synchronous send*: waits until the complete message can be accepted by the receiving process before sending the message.

\[\text{send}(&\text{variable}, \ldots, \text{P} \text{pid})\]

Send one or more primitive variables or arrays to the processor numbered pid. The ampersand represents the “address-of” operator (like in C or a reference in Java).

\[\text{send}(&\text{variable}, \ldots, \text{P} \text{pid}, \text{TAG})\]

Send one or more primitive variables or arrays to the processor numbered pid in an message with tag TAG.

\[\text{recv}(&\text{variable}, \ldots, \text{P} \text{pid})\]

Receive a message from the specified process into the specified variable.

\[\text{recv}(&\text{variable}, \ldots, \text{P} \text{pid}, \text{TAG})\]

Receive a message from the specified process with the specified tag into the specified variable.

**Wild cards.** Use P ANY for any processors and ANY TAG for any tag.
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*Synchronous recv*: wait until the message arrives.
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Asynchronous sends and recvs: These primitives do not wait for the actions to complete before returning. Usually requires buffering by library and/or local Operating Systems for messages. Or buffering could be done in-place using the variables (then we cannot modify the variables used until the message has transferred).
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- `async_send(&variable,..., P_{pid}, TAG, &request)`: Start an asynchronous send. The request is filled in by an unique identifier.
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- `async_send(&variable,..., P_{pid}, TAG, &request)`: Start an asynchronous send. The request is filled in by an unique identifier.

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- **async_wait(&request):** Wait for asynchronous request to finish.
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- `async_send(&variable,..., P_{pid}, TAG, &request)`: Start an asynchronous send. The request is filled in by an unique identifier.
- `async_recv(&variable,..., P_{pid}, TAG, &request)`: Attempt an asynchronous recv.
- `async_wait(&request)`: Wait for asynchronous request to finish.
- `async_test(&request)`: Test if asynchronous request has finished. Returns TRUE or FALSE.
Group operations

- **bcast(&variable, ..., P_{source})**: Broadcast one or more primitive variables or arrays to all processes from the process $P_{source}$. All processes call the `bcast` method.
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- **reduce(&data, &result, operation, P_{dest})**: Reduce the value of the variable \texttt{data} across all processes to a single value using the specified operation. All processes call this method. The operation must be commutative.
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- **scatter(&srcArray, &destVariable, P_{source}):** Scatter the \( i \)th element of the source array on the source process \( P_{source} \) to the \( i \)th process. All processes call this method.

We will introduce more primitives later.
Pseudo-code Convention (contd.)

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- **bcast(&variable,..., P_{source}):** Broadcast one or more primitive variables or arrays to all processes from the process $P_{source}$. All processes call the `bcast` method.
- **reduce(&data, &result, operation, P_{dest}):** Reduce the value of the variable `data` across all processes to a single value using the specified operation. All processes call this method. The operation must be commutative.
- **scatter(&srcArray, &destVariable, P_{source}):** Scatter the $i$th element of the source array on the source process $P_{source}$ to the $i$th process. All processes call this method.
- **gather(&srcVariable, &destArray, P_{dest}):** Gather the $i$th element of the destination array on the destination process $P_{dest}$ from the source variable on the $i$th process. All processes call this method.

We will introduce more primitives later.
There are $p$ processes with process ids: $0 \leq pid \leq p - 1$.
Assume that the $n$ elements are distributed across the $p$ processes evenly such that each process has $n/p$ elements.
The sum is to be computed at process 0.
**Parallel Sum Pseudo-code**

```plaintext
parallel_sum(A, pid)
// p processes, process number pid is 0 ≤ pid ≤ p − 1
// Input: A[0...n/p] on each process
// Output: sum on process 0
1. sum ← 0
2. for (i=0; i<n/p; i++)
3. do sum ← sum + A[i]
4. if (pid ≠ 0)
5. send(&sum, &pid, P_0)
6. else
7. partial_sums[0] ← sum
8. for (i=1; i<p; i++)
9. do recv(&sum, &source, P_ANY)
10. partial_sums[source] ← sum
11. sum ← 0
12. for (i=0; i<p; i++)
13. do sum ← sum + partial_sums[i]
14. return sum
```
We need to estimate the computation time as well as the communication overhead.

\[ T_p(n) = t_{\text{comp}}(n) + t_{\text{comm}}(n) \]
Evaluating Parallel Programs

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- **Computational time**: In general, this would be the longest computational time for the processes running the parallel program.
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- **Computational time**: In general, this would be the longest computational time for the processes running the parallel program.
- **Communication time**: To send \( n \) data words in one message, we will assume that the time taken is:
  \[ t_{\text{startup}} + n \times t_{\text{data}}, \]

where \( t_{\text{startup}} \) is time to send a message with no data and \( t_{\text{data}} \) is the transmission time per data word. Both these are assumed constants.
Parallel Sum Analysis with Communication Overhead

- Steps 1–3 are done by all processes and take $\Theta(n/p)$ computation time.
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- Steps 4–10 involve $p - 1$ processes sending partial sums to process 0. There are $p$ separate messages with one data word each. Thus the communication time is:

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Process 0 adds the partial sums up in Steps 11–13. This takes $\Theta(p)$ computation time.
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Thus, the total time is:

$$\Theta(n/p + p + pt_{\text{startup}} + pt_{\text{data}})$$

$$= \Theta(n/p + p(1 + t_{\text{startup}} + t_{\text{data}}))$$

$$= \Theta(n/p + p)$$
Parallel Sum Analysis with Communication Overhead

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$$= \Theta(n/p + p)$$

In this case, the startup time didn’t make a significant difference but in some cases it does. Practically speaking, the startup time does cause overhead so sending fewer, larger messages will give faster times and better efficiency.
What does the startup overhead look like in real life?

- The tests were done on two nodes of the onyx cluster. Each node has one Gigabit Ethernet PCI Express network card and has a quad-core Intel 64-bit i5 3.1 GHz processor, 8 GB RAM and running 3.15.8-200.fc20.x86_64 Fedora Linux kernel. The version of the gcc compiler used was 4.8.3 20140624.

<table>
<thead>
<tr>
<th>Test</th>
<th>startup time</th>
<th>data time</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>78 usec</td>
<td>0.001127 usec (887 MBits/sec)</td>
</tr>
</tbody>
</table>

- Note that we can send around 80,000 data words in one startup time!
- The commands that were used are shown below.
  (on node01) NPtcp -h node02 -I -b 262144
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1. Write pseudo-code for the unordered search problem in parallel. Use the following function prototype:

```c
parallel_search(A, pid)
//p processes, process number pid is 0 ≤ pid ≤ p − 1
//Input: A[0...n/p] on each process (unsorted)
//Output: (pid,index) if found, otherwise -1
```

2. Write pseudo-code for two processes that play ping pong with a message!

3. Write pseudo-code for a set of processes that pass a message around in a ring forever.