

# Java MPI Quick Reference I

MPI, the **Message Passing Interface**, is a standardized message-passing system for writing portable parallel programs.  
Our implementation: MPJ Express

**run** programs: `mpjrun.bat <mpjrun arguments> <jar file> <program arguments>`  
- requires a machines file in current directory with ip addresses of hosts  
- `mpjrun` arguments: `C` or `-np 4`

process ID: **rank** (0, 1, 2, ...)

**message envelop**: source, destination, tag (message type) and communicator  
- `MPI.COMM_WORLD = Comm` object with all processes

```
MPI.Init()  
MPI.Finalize()  
Comm.Rank()  
Comm.Size()
```

**Point-to-point communication**: `Comm.Send` & `Comm.Recv`  
- messages are non-overtaking, but fairness is not guaranteed  
- types must match!  
- `Comm.Recv`: - count is upperbound  
    - use `MPI.ANY_TAG`, `MPI.ANY_SOURCE`  
- `Comm.Probe`, `Comm.IProbe` (non-blocking): polling for messages  
- **datatypes**: `MPI.INT`, `MPI.CHAR`, `MPI.FLOAT`, `MPI.DOUBLE`, ...

**Varia**  
- **Status**: object with fields `source` and `tag`. Get count with `Get_elements`  
- start processes `MPI_Comm_spawn`  
- throw `MPIException` when error

## Communication optimization:

- **standard**: send immediately or big messages: buffered & blocked  
- **non-blocking**: `post > comm`. in background > `test-for-completion`  
    - send buffer may not be accessed!  
- **modes**  
    - **buffered (B)**: message is copied (`MPI_Buffer_attach` to specify buffer)  
    - **synchronous (S)**: rendez-vous of sender & receiver  
    - **ready-mode (R)**: receiver is ready => sender can send immediately  
- `MPI_Cancel`: cancellation of non-blocking communications

*posting*: `Comm.Isend` and `Comm.Irecv()`  
*test*: `Comm.Wait()`, `Comm.Test()`, `Comm.Request_free()`

<i>blocking</i>	<i>non-blocking</i>
<code>Comm.Bsend</code>	<code>Comm.Ibsend</code>
<code>Comm.Ssend</code>	<code>Comm.Issend</code>
<code>Comm.Rsend</code>	<code>Comm.Irsend</code>

`Comm.Send_recv` & `Comm.Send_recv_replace` (same buffer) (both blocking)  
- use less memory & avoid deadlock