

**MPI: A Message-Passing Interface Standard**  
**Extension: Nonblocking Collective Operations**  
(Revision 2)

Message Passing Interface Forum

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# Chapter 5

## Collective Communication

### 5.1 Introduction and Overview

Collective communication is defined as communication that involves a group or groups of processes. The functions of this type provided by MPI are the following:

- MPI\_BARRIER, MPI\_IBARRIER: Barrier synchronization across all members of a group (Section 5.3 and Section 5.12.1).
- MPI\_BCAST, MPI\_IBCAST: Broadcast from one member to all members of a group (Section 5.4 and Section 5.12.2). This is shown as “broadcast” in Figure 5.1.
- MPI\_GATHER, MPI\_IGATHER, MPI\_GATHERV, MPI\_IGATHERV: Gather data from all members of a group to one member (Section 5.5 and Section 5.12.3). This is shown as “gather” in Figure 5.1.
- MPI\_SCATTER, MPI\_ISCATTER, MPI\_SCATTERV, MPI\_ISCATTERV: Scatter data from one member to all members of a group (Section 5.6 and Section 5.12.4). This is shown as “scatter” in Figure 5.1.
- MPI\_ALLGATHER, MPI\_IALLGATHER, MPI\_ALLGATHERV, MPI\_IALLGATHERV: A variation on Gather where all members of a group receive the result (Section 5.7 and Section 5.12.5). This is shown as “allgather” in Figure 5.1.
- MPI\_ALLTOALL, MPI\_IALLTOALL, MPI\_ALLTOALLV, MPI\_IALLTOALLV, MPI\_ALLTOALLW, MPI\_IALLTOALLW: Scatter/Gather data from all members to all members of a group (also called complete exchange or all-to-all) (Section 5.8 and Section 5.12.6). This is shown as “alltoall” in Figure 5.1.
- MPI\_ALLREDUCE, MPI\_IALLREDUCE, MPI\_REDUCE, MPI\_IREDUCE: Global reduction operations such as sum, max, min, or user-defined functions, where the result is returned to all members of a group (Section 5.9.6 and Section 5.12.8) and a variation where the result is returned to only one member (Section 5.9 and Section 5.12.7).
- MPI\_REDUCE\_SCATTER, MPI\_IREDUCE\_SCATTER: A combined reduction and scatter operation (Section 5.10 and Section 5.12.9).
- MPI\_SCAN, MPI\_ISCAN, MPI\_EXSCAN, MPI\_IEXSCAN: Scan across all members of a group (also called prefix) (Section 5.11, Section 5.11.2, Section 5.12.10, and Section 5.12.11).

One of the key arguments in a call to a collective routine is a communicator that defines the group or groups of participating processes and provides a context for the operation. This is discussed further in Section 5.2. The syntax and semantics of the collective operations are defined to be consistent with the syntax and semantics of the point-to-point operations. Thus, general datatypes are allowed and must match between sending and receiving processes as specified in Chapter ?? . Several collective routines such as broadcast and gather have a single originating or receiving process. Such a process is called the *root*. Some arguments in the collective functions are specified as “significant only at root,” and are ignored for all participants except the root. The reader is referred to Chapter ?? for information concerning communication buffers, general datatypes and type matching rules, and to Chapter ?? for information on how to define groups and create communicators.

The type-matching conditions for the collective operations are more strict than the corresponding conditions between sender and receiver in point-to-point. Namely, for collective operations, the amount of data sent must exactly match the amount of data specified by the receiver. Different type maps (the layout in memory, see Section ??) between sender and receiver are still allowed.

Collective ~~routine calls~~ operations can (but are not required to) ~~return complete locally~~ as soon as ~~their~~ the caller’s participation in the collective communication is ~~complete~~ finished. A blocking operation is complete as soon as the call returns. A nonblocking (immediate) call requires a separate completion operation ?? (Section 3.7). The local completion of a call collective operation indicates that the caller is ~~now~~ free to access locations in the communication buffer. It does not indicate that other processes in the group have completed or even started the operation (unless otherwise implied by in the description of the operation). Thus, a collective communication ~~call~~ operation may, or may not, have the effect of synchronizing all calling processes. This statement excludes, of course, the barrier ~~function~~ operation.

Collective communication calls may use the same communicators as point-to-point communication; MPI guarantees that messages generated on behalf of collective communication calls will not be confused with messages generated by point-to-point communication. The collective operations do not have a message tag argument. A more detailed discussion of correct use of collective routines is found in Section 5.13.

*Rationale.* The equal-data restriction (on type matching) was made so as to avoid the complexity of providing a facility analogous to the status argument of MPI\_RECV for discovering the amount of data sent. Some of the collective routines would require an array of status values.

The statements about synchronization are made so as to allow a variety of implementations of the collective functions.

~~The collective operations do not accept a message tag argument. If future revisions of MPI define nonblocking collective functions, then tags (or a similar mechanism) might need to be added so as to allow the disambiguation of multiple, pending, collective operations. (End of rationale.)~~

*Advice to users.* It is dangerous to rely on synchronization side-effects of the collective operations for program correctness. For example, even though a particular implementation may provide a broadcast routine with a side-effect of synchronization, the standard does not require this, and a program that relies on this will not be portable.

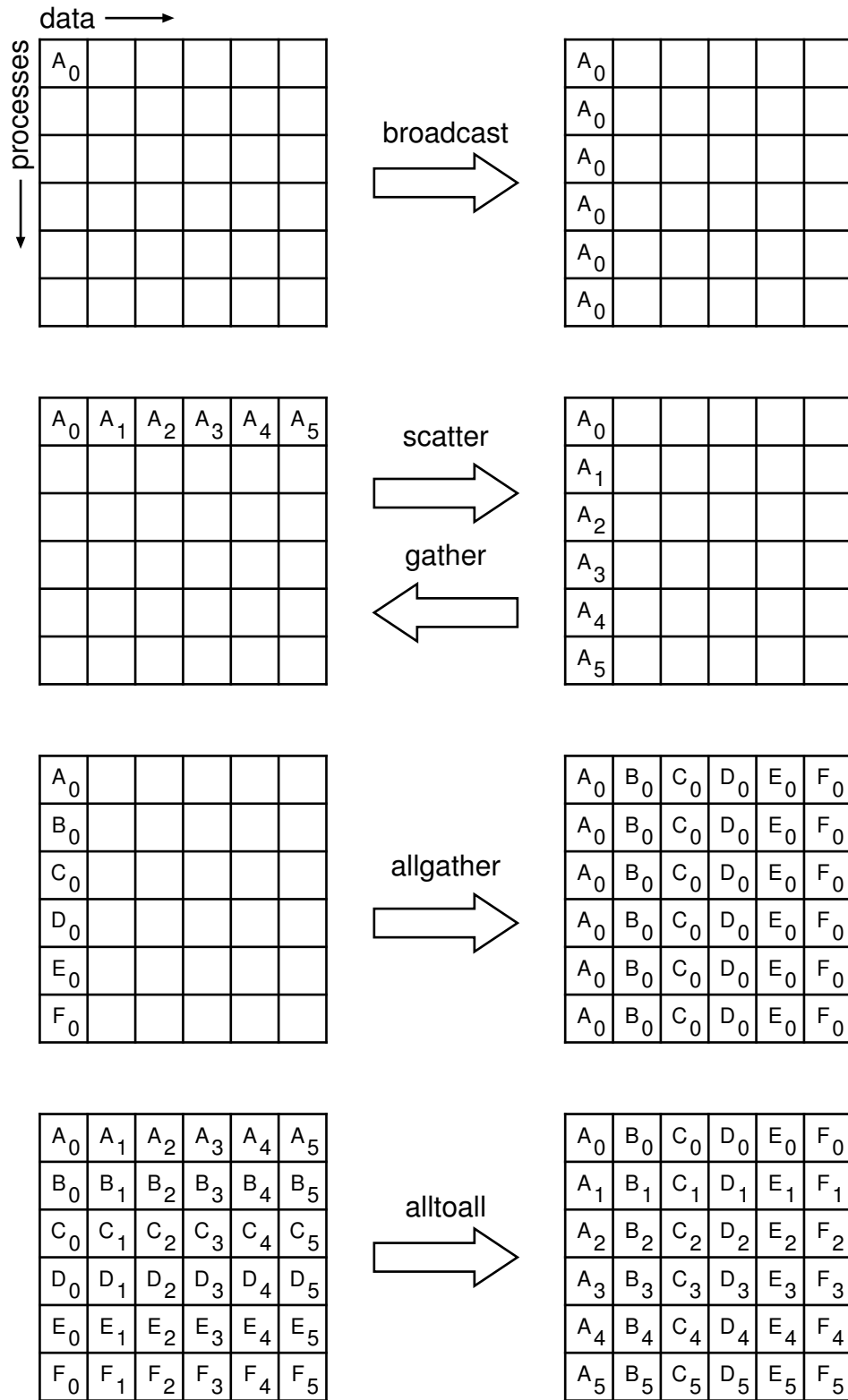


Figure 5.1: Collective move functions illustrated for a group of six processes. In each case, each row of boxes represents data locations in one process. Thus, in the broadcast, initially just the first process contains the data  $A_0$ , but after the broadcast all processes contain it.

On the other hand, a correct, portable program must allow for the fact that a collective call *may* be synchronizing. Though one cannot rely on any synchronization side-effect, one must program so as to allow it. These issues are discussed further in Section 5.13. (*End of advice to users.*)

*Advice to implementors.* While vendors may write optimized collective routines matched to their architectures, a complete library of the collective communication routines can be written entirely using the MPI point-to-point communication functions and a few auxiliary functions. If implementing on top of point-to-point, a hidden, special communicator might be created for the collective operation so as to avoid interference with any on-going point-to-point communication at the time of the collective call. This is discussed further in Section 5.13. (*End of advice to implementors.*)

Many of the descriptions of the collective routines provide illustrations in terms of blocking MPI point-to-point routines. These are intended solely to indicate what data is sent or received by what process. Many of these examples are *not* correct MPI programs; for purposes of simplicity, they often assume infinite buffering.

## 5.2 Communicator Argument

The key concept of the collective functions is to have a group or groups of participating processes. The routines do not have group identifiers as explicit arguments. Instead, there is a communicator argument. Groups and communicators are discussed in full detail in Chapter ???. For the purposes of this chapter, it is sufficient to know that there are two types of communicators: *intra-communicators* and *inter-communicators*. An intracommunicator can be thought of as an identifier for a single group of processes linked with a context. An intercommunicator identifies two distinct groups of processes linked with a context.

### 5.2.1 Specifics for Intracommunicator Collective Operations

All processes in the group identified by the intracommunicator must call the collective routine with matching arguments.

In many cases, collective communication can occur “in place” for intracommunicators, with the output buffer being identical to the input buffer. This is specified by providing a special argument value, `MPI_IN_PLACE`, instead of the send buffer or the receive buffer argument, depending on the operation performed.

*Rationale.* The “in place” operations are provided to reduce unnecessary memory motion by both the MPI implementation and by the user. Note that while the simple check of testing whether the send and receive buffers have the same address will work for some cases (e.g., `MPI_ALLREDUCE`), they are inadequate in others (e.g., `MPI_GATHER`, with root not equal to zero). Further, Fortran explicitly prohibits aliasing of arguments; the approach of using a special value to denote “in place” operation eliminates that difficulty. (*End of rationale.*)

*Advice to users.* By allowing the “in place” option, the receive buffer in many of the collective calls becomes a send-and-receive buffer. For this reason, a Fortran binding that includes `INTENT` must mark these as `INOUT`, not `OUT`.



Note that `MPI_IN_PLACE` is a special kind of value; it has the same restrictions on its use that `MPI_BOTTOM` has.

Some intracommunicator collective operations do not support the “in place” option (e.g., `MPI_ALLTOALLV`). (*End of advice to users.*)

### 5.2.2 Applying Collective Operations to Intercommunicators

To understand how collective operations apply to intercommunicators, we can view most MPI intracommunicator collective operations as fitting one of the following categories (see, for instance, [5]):

**All-To-All** All processes contribute to the result. All processes receive the result.

- `MPI_ALLGATHER`, `MPI_IALLGATHER`, `MPI_ALLGATHERV`, `MPI_IALLGATHERV`
- `MPI_ALLTOALL`, `MPI_IALLTOALL`, `MPI_ALLTOALLV`, `MPI_IALLTOALLV`, `MPI_ALLTOALLW`, `MPI_IALLTOALLW`
- `MPI_ALLREDUCE`, `MPI_IALLREDUCE`, `MPI_REDUCE_SCATTER`, `MPI_IREDUCE_SCATTER`

**All-To-One** All processes contribute to the result. One process receives the result.

- `MPI_GATHER`, `MPI_IGATHER`, `MPI_GATHERV`, `MPI_IGATHERV`
- `MPI_REDUCE`, `MPI_IREDUCE`

**One-To-All** One process contributes to the result. All processes receive the result.

- `MPI_BCAST`, `MPI_IBCAST`
- `MPI_SCATTER`, `MPI_ISCATTER`, `MPI_SCATTERV`, `MPI_ISCATTERV`

**Other** Collective operations that do not fit into one of the above categories.

- `MPI_SCAN`, `MPI_ISCAN`, `MPI_EXSCAN`, `MPI_IEXSCAN`
- `MPI_BARRIER`, `MPI_IBARRIER`

The `MPI_BARRIER` and `MPI_IBARRIER` operation ~~does~~ do not fit into this classification since no data is being moved (other than the implicit fact that a barrier has been called). The data movement patterns of `MPI_SCAN`, `MPI_ISCAN` and `MPI_EXSCAN`, and `MPI_IEXSCAN` do not fit this taxonomy.

The application of collective communication to intercommunicators is best described in terms of two groups. For example, an all-to-all `MPI_ALLGATHER` operation can be described as collecting data from all members of one group with the result appearing in all members of the other group (see Figure 5.2). As another example, a one-to-all `MPI_BCAST` operation sends data from one member of one group to all members of the other group. Collective computation operations such as `MPI_REDUCE_SCATTER` have a similar interpretation (see Figure 5.3). For intracommunicators, these two groups are the same. For intercommunicators, these two groups are distinct. For the all-to-all operations, each such operation is described in two phases, so that it has a symmetric, full-duplex behavior.

The following collective operations also apply to intercommunicators:

- MPI\_BARRIER, MPI\_IBARRIER
- MPI\_BCAST, MPI\_IBCAST
- MPI\_GATHER, MPI\_IGATHER, MPI\_GATHERV, MPI\_IGATHERV,
- MPI\_SCATTER, MPI\_ISCATTER, MPI\_SCATTERV, MPI\_ISCATTERV,
- MPI\_ALLGATHER, MPI\_IALLGATHER, MPI\_ALLGATHERV, MPI\_IALLGATHERV,
- MPI\_ALLTOALL, MPI\_IALLTOALL, MPI\_ALLTOALLV, MPI\_IALLTOALLV,  
MPI\_ALLTOALLW, MPI\_IALLTOALLW,
- MPI\_ALLREDUCE, MPI\_IALLREDUCE, MPI\_REDUCE, MPI\_IREDUCE,
- MPI\_REDUCE\_SCATTER, MPI\_IREDUCE\_SCATTER.

In C++, the bindings for these functions are in the `MPI::Comm` class. However, since the collective operations do not make sense on a C++ `MPI::Comm` (as it is neither an intercommunicator nor an intracommunicator), the functions are all pure virtual.

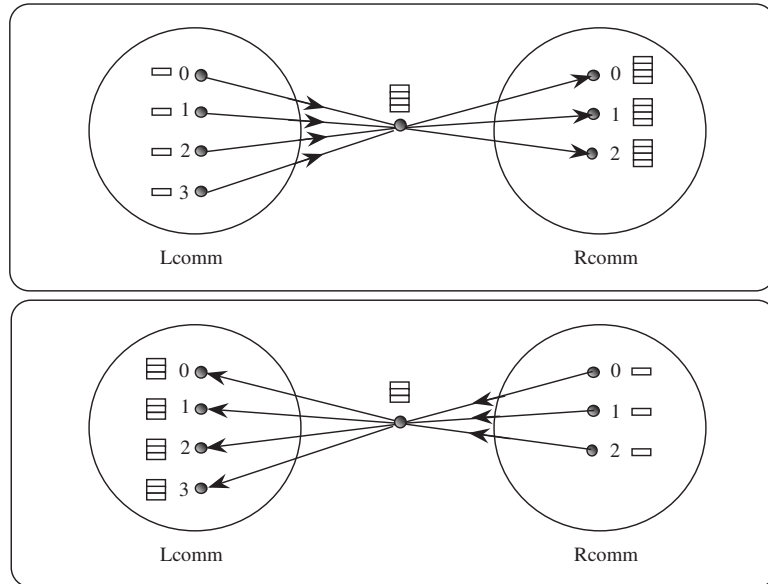


Figure 5.2: Intercommunicator allgather. The focus of data to one process is represented, not mandated by the semantics. The two phases do allgathers in both directions.

### 5.2.3 Specifics for Intercommunicator Collective Operations

All processes in both groups identified by the intercommunicator must call the collective routine. In addition, processes in the same group must call the routine with matching arguments.

Note that the “in place” option for intracommunicators does not apply to intercommunicators since in the intercommunicator case there is no communication from a process to itself.

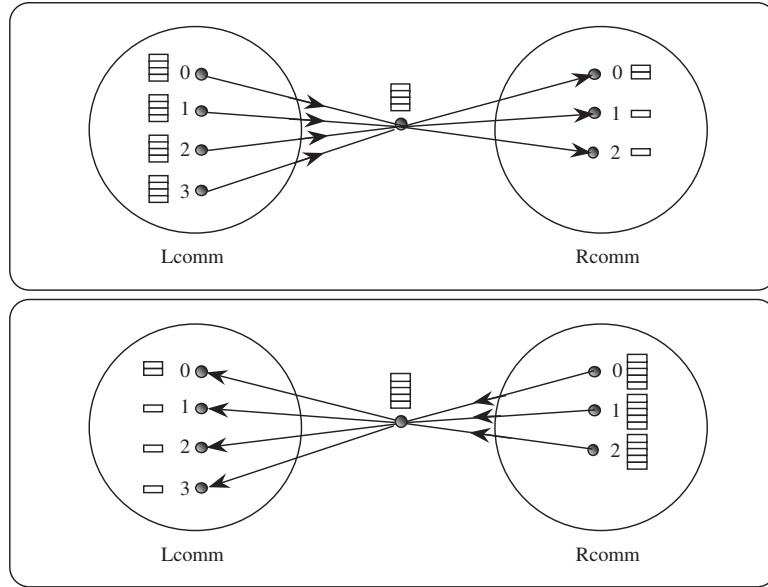


Figure 5.3: Intercommunicator reduce-scatter. The focus of data to one process is represented, not mandated by the semantics. The two phases do reduce-scatters in both directions.

For intercommunicator collective communication, if the operation is rooted (e.g., broadcast, gather, scatter), then the transfer is unidirectional. The direction of the transfer is indicated by a special value of the root argument. In this case, for the group containing the root process, all processes in the group must call the routine using a special argument for the root. For this, the root process uses the special root value `MPI_ROOT`; all other processes in the same group as the root use `MPI_PROC_NULL`. All processes in the other group (the group that is the remote group relative to the root process) must call the collective routine and provide the rank of the root. If the operation is unrooted (e.g., `alltoall`), then the transfer is bidirectional.

*Rationale.* Rooted operations are unidirectional by nature, and there is a clear way of specifying direction. Non-rooted operations, such as `all-to-all`, will often occur as part of an exchange, where it makes sense to communicate in both directions at once. (*End of rationale.*)

### 5.3 Barrier Synchronization

`MPI_BARRIER(comm)`

IN            comm                            communicator (handle)

`int MPI_Barrier(MPI_Comm comm)`

`MPI_BARRIER(COMM, IERROR)`

INTEGER COMM, IERROR

```
1 void MPI::Comm::Barrier() const = 0
```

2  
3 If `comm` is an intracommunicator, `MPI_BARRIER` blocks the caller until all group mem-  
4 bers have called it. The call returns at any process only after all group members have entered  
5 the call.

6 If `comm` is an intercommunicator, the barrier is performed across all processes in the  
7 intercommunicator. In this case, all processes in one group (group A) of the intercommun-  
8 icator may exit the barrier when all of the processes in the other group (group B) have  
9 entered the barrier.

## 11 5.4 Broadcast

```
14 MPI_BCAST(buffer, count, datatype, root, comm)
```

16	INOUT	buffer	starting address of buffer (choice)
17	IN	count	number of entries in buffer (non-negative integer)
18	IN	datatype	data type of buffer (handle)
20	IN	root	rank of broadcast root (integer)
21	IN	comm	communicator (handle)

```
23 int MPI_Bcast(void* buffer, int count, MPI_Datatype datatype, int root,  
24 MPI_Comm comm)
```

```
26 MPI_BCAST(BUFFER, COUNT, DATATYPE, ROOT, COMM, IERROR)  
27 <type> BUFFER(*)  
28 INTEGER COUNT, DATATYPE, ROOT, COMM, IERROR
```

```
29 void MPI::Comm::Bcast(void* buffer, int count,  
30 const MPI::Datatype& datatype, int root) const = 0
```

32 If `comm` is an intracommunicator, `MPI_BCAST` broadcasts a message from the process  
33 with rank `root` to all processes of the group, itself included. It is called by all members of  
34 the group using the same arguments for `comm` and `root`. On return, the content of `root`'s  
35 buffer is copied to all other processes.

36 General, derived datatypes are allowed for `datatype`. The type signature of `count`,  
37 `datatype` on any process must be equal to the type signature of `count`, `datatype` at the root.  
38 This implies that the amount of data sent must be equal to the amount received, pairwise  
39 between each process and the root. `MPI_BCAST` and all other data-movement collective  
40 routines make this restriction. Distinct type maps between sender and receiver are still  
41 allowed.

42 The “in place” option is not meaningful here.

43 If `comm` is an intercommunicator, then the call involves all processes in the intercom-  
44 municator, but with one group (group A) defining the root process. All processes in the  
45 other group (group B) pass the same value in argument `root`, which is the rank of the root  
46 in group A. The root passes the value `MPI_ROOT` in `root`. All other processes in group A  
47 pass the value `MPI_PROC_NULL` in `root`. Data is broadcast from the root to all processes  
48

in group B. The buffer arguments of the processes in group B must be consistent with the buffer argument of the root.

#### 5.4.1 Example using MPI\_BCAST

The examples in this section use intracommunicators.

**Example 5.1** Broadcast 100 ints from process 0 to every process in the group.

```
MPI_Comm comm;
int array[100];
int root=0;
...
MPI_Bcast(array, 100, MPI_INT, root, comm);
```

As in many of our example code fragments, we assume that some of the variables (such as `comm` in the above) have been assigned appropriate values.

## 5.5 Gather

`MPI_GATHER(sendbuf, sendcount, sendtype, recvbuf, recvcount, recvtype, root, comm)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcount	number of elements in send buffer (non-negative integer)
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice, significant only at root)
IN	recvcount	number of elements for any single receive (non-negative integer, significant only at root)
IN	recvtype	data type of recv buffer elements (significant only at root) (handle)
IN	root	rank of receiving process (integer)
IN	comm	communicator (handle)

```
int MPI_Gather(void* sendbuf, int sendcount, MPI_Datatype sendtype,
              void* recvbuf, int recvcount, MPI_Datatype recvtype, int root,
              MPI_Comm comm)
```

```
MPI_GATHER(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, RECVCOUNT, RECVTYPE,
           ROOT, COMM, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNT, SENDTYPE, RECVCOUNT, RECVTYPE, ROOT, COMM, IERROR
```

```

1 void MPI::Comm::Gather(const void* sendbuf, int sendcount, const
2     MPI::Datatype& sendtype, void* recvbuf, int recvcount,
3     const MPI::Datatype& recvttype, int root) const = 0
4

```

If `comm` is an intracommunicator, each process (root process included) sends the contents of its send buffer to the root process. The root process receives the messages and stores them in rank order. The outcome is *as if* each of the `n` processes in the group (including the root process) had executed a call to

```

9     MPI_Send(sendbuf, sendcount, sendtype, root, ...),
10

```

and the root had executed `n` calls to

```

12     MPI_Recv(recvbuf + i * recvcount * extent(recvttype), recvcount, recvttype, i, ...),
13

```

where `extent(recvttype)` is the type extent obtained from a call to `MPI_Type_extent()`.

An alternative description is that the `n` messages sent by the processes in the group are concatenated in rank order, and the resulting message is received by the root as if by a call to `MPI_RECV(recvbuf, recvcount*n, recvttype, ...)`.

The receive buffer is ignored for all non-root processes.

General, derived datatypes are allowed for both `sendtype` and `recvttype`. The type signature of `sendcount`, `sendtype` on each process must be equal to the type signature of `recvcount`, `recvttype` at the root. This implies that the amount of data sent must be equal to the amount of data received, pairwise between each process and the root. Distinct type maps between sender and receiver are still allowed.

All arguments to the function are significant on process `root`, while on other processes, only arguments `sendbuf`, `sendcount`, `sendtype`, `root`, and `comm` are significant. The arguments `root` and `comm` must have identical values on all processes.

The specification of counts and types should not cause any location on the root to be written more than once. Such a call is erroneous.

Note that the `recvcount` argument at the root indicates the number of items it receives from *each* process, not the total number of items it receives.

The “in place” option for intracommunicators is specified by passing `MPI_IN_PLACE` as the value of `sendbuf` at the root. In such a case, `sendcount` and `sendtype` are ignored, and the contribution of the root to the gathered vector is assumed to be already in the correct place in the receive buffer.

If `comm` is an intercommunicator, then the call involves all processes in the intercommunicator, but with one group (group A) defining the root process. All processes in the other group (group B) pass the same value in argument `root`, which is the rank of the root in group A. The root passes the value `MPI_ROOT` in `root`. All other processes in group A pass the value `MPI_PROC_NULL` in `root`. Data is gathered from all processes in group B to the root. The send buffer arguments of the processes in group B must be consistent with the receive buffer argument of the root.

`MPI_GATHERV(sendbuf, sendcount, sendtype, recvbuf, recvcunts, displs, recvtype, root, comm)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcount	number of elements in send buffer (non-negative integer)
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice, significant only at root)
IN	recvcunts	non-negative integer array (of length group size) containing the number of elements that are received from each process (significant only at root)
IN	displs	integer array (of length group size). Entry <i>i</i> specifies the displacement relative to <code>recvbuf</code> at which to place the incoming data from process <i>i</i> (significant only at root)
IN	recvtype	data type of recv buffer elements (significant only at root) (handle)
IN	root	rank of receiving process (integer)
IN	comm	communicator (handle)

```
int MPI_Gatherv(void* sendbuf, int sendcount, MPI_Datatype sendtype,
               void* recvbuf, int *recvcunts, int *displs,
               MPI_Datatype recvtype, int root, MPI_Comm comm)
```

```
MPI_GATHERV(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, RECVCOUNTS, DISPLS,
            RECVTYPE, ROOT, COMM, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNT, SENDTYPE, RECVCOUNTS(*), DISPLS(*), RECVTYPE, ROOT,
COMM, IERROR
```

```
void MPI::Comm::Gatherv(const void* sendbuf, int sendcount, const
                        MPI::Datatype& sendtype, void* recvbuf,
                        const int recvcunts[], const int displs[],
                        const MPI::Datatype& recvtype, int root) const = 0
```

`MPI_GATHERV` extends the functionality of `MPI_GATHER` by allowing a varying count of data from each process, since `recvcunts` is now an array. It also allows more flexibility as to where the data is placed on the root, by providing the new argument, `displs`.

If `comm` is an intracommunicator, the outcome is *as if* each process, including the root process, sends a message to the root,

```
MPI_Send(sendbuf, sendcount, sendtype, root, ...),
```

and the root executes `n` receives,

```
MPI_Recv(recvbuf + displs[j] · extent(recvtype), recvcunts[j], recvtype, i, ...).
```

The data received from process *j* is placed into `recvbuf` of the root process beginning at offset `displs[j]` elements (in terms of the `recvtype`).

The receive buffer is ignored for all non-root processes.

The type signature implied by `sendcount`, `sendtype` on process *i* must be equal to the type signature implied by `recvcounts[i]`, `recvtype` at the root. This implies that the amount of data sent must be equal to the amount of data received, pairwise between each process and the root. Distinct type maps between sender and receiver are still allowed, as illustrated in Example 5.6.

All arguments to the function are significant on process `root`, while on other processes, only arguments `sendbuf`, `sendcount`, `sendtype`, `root`, and `comm` are significant. The arguments `root` and `comm` must have identical values on all processes.

The specification of counts, types, and displacements should not cause any location on the root to be written more than once. Such a call is erroneous.

The “in place” option for intracommunicators is specified by passing `MPI_IN_PLACE` as the value of `sendbuf` at the root. In such a case, `sendcount` and `sendtype` are ignored, and the contribution of the root to the gathered vector is assumed to be already in the correct place in the receive buffer

If `comm` is an intercommunicator, then the call involves all processes in the intercommunicator, but with one group (group A) defining the root process. All processes in the other group (group B) pass the same value in argument `root`, which is the rank of the root in group A. The root passes the value `MPI_ROOT` in `root`. All other processes in group A pass the value `MPI_PROC_NULL` in `root`. Data is gathered from all processes in group B to the root. The send buffer arguments of the processes in group B must be consistent with the receive buffer argument of the root.

### 5.5.1 Examples using `MPI_GATHER`, `MPI_GATHERV`

The examples in this section use intracommunicators.

**Example 5.2** Gather 100 ints from every process in group to root. See figure 5.4.

```
MPI_Comm comm;
int gsize, sendarray[100];
int root, *rbuf;
...
MPI_Comm_size(comm, &gsize);
rbuf = (int *)malloc(gsize*100*sizeof(int));
MPI_Gather(sendarray, 100, MPI_INT, rbuf, 100, MPI_INT, root, comm);
```

**Example 5.3** Previous example modified – only the root allocates memory for the receive buffer.

```
MPI_Comm comm;
int gsize, sendarray[100];
int root, myrank, *rbuf;
...
MPI_Comm_rank(comm, &myrank);
if (myrank == root) {
    MPI_Comm_size(comm, &gsize);
```



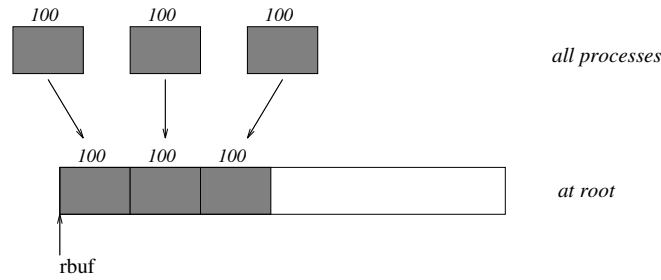


Figure 5.4: The root process gathers 100 ints from each process in the group.

```

    rbuf = (int *)malloc(gsize*100*sizeof(int));
}
MPI_Gather(sendarray, 100, MPI_INT, rbuf, 100, MPI_INT, root, comm);

```

**Example 5.4** Do the same as the previous example, but use a derived datatype. Note that the type cannot be the entire set of `gsize*100` ints since type matching is defined pairwise between the root and each process in the gather.

```

MPI_Comm comm;
int gsize, sendarray[100];
int root, *rbuf;
MPI_Datatype rtype;
...
MPI_Comm_size(comm, &gsize);
MPI_Type_contiguous(100, MPI_INT, &rtype);
MPI_Type_commit(&rtype);
rbuf = (int *)malloc(gsize*100*sizeof(int));
MPI_Gather(sendarray, 100, MPI_INT, rbuf, 1, rtype, root, comm);

```

**Example 5.5** Now have each process send 100 ints to root, but place each set (of 100) `stride` ints apart at receiving end. Use `MPI_GATHERV` and the `displs` argument to achieve this effect. Assume `stride`  $\geq 100$ . See Figure 5.5.

```

MPI_Comm comm;
int gsize, sendarray[100];
int root, *rbuf, stride;
int *displs, i, *rcounts;
...

MPI_Comm_size(comm, &gsize);
rbuf = (int *)malloc(gsize*stride*sizeof(int));
displs = (int *)malloc(gsize*sizeof(int));
rcounts = (int *)malloc(gsize*sizeof(int));
for (i=0; i<gsize; ++i) {
    displs[i] = i*stride;
    rcounts[i] = 100;
}

```

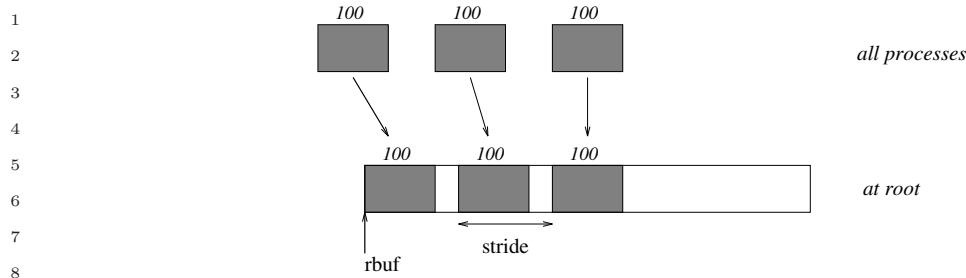


Figure 5.5: The root process gathers 100 ints from each process in the group, each set is placed `stride` ints apart.

```

13     }
14     MPI_Gatherv(sendarray, 100, MPI_INT, rbuf, rcounts, displs, MPI_INT,
15                 root, comm);

```

Note that the program is erroneous if `stride < 100`.

**Example 5.6** Same as Example 5.5 on the receiving side, but send the 100 ints from the 0th column of a  $100 \times 150$  int array, in C. See Figure 5.6.

```

22     MPI_Comm comm;
23     int gsize, sendarray[100][150];
24     int root, *rbuf, stride;
25     MPI_Datatype stype;
26     int *displs, i, *rcounts;
27
28     ...
29
30     MPI_Comm_size(comm, &gsize);
31     rbuf = (int *)malloc(gsize*stride*sizeof(int));
32     displs = (int *)malloc(gsize*sizeof(int));
33     rcounts = (int *)malloc(gsize*sizeof(int));
34     for (i=0; i<gsize; ++i) {
35         displs[i] = i*stride;
36         rcounts[i] = 100;
37     }
38     /* Create datatype for 1 column of array
39     */
40     MPI_Type_vector(100, 1, 150, MPI_INT, &stype);
41     MPI_Type_commit(&stype);
42     MPI_Gatherv(sendarray, 1, stype, rbuf, rcounts, displs, MPI_INT,
43                 root, comm);

```

**Example 5.7** Process `i` sends  $(100-i)$  ints from the `i`-th column of a  $100 \times 150$  int array, in C. It is received into a buffer with stride, as in the previous two examples. See Figure 5.7.

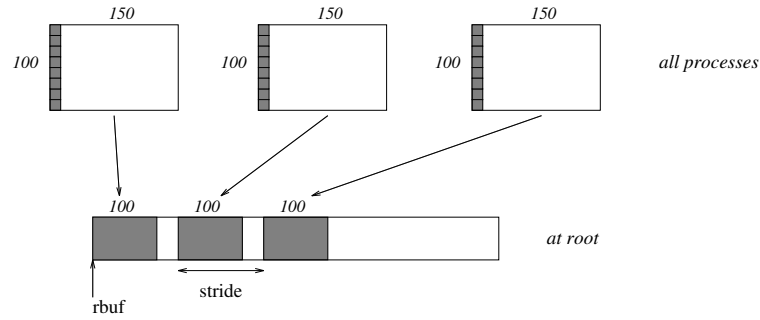


Figure 5.6: The root process gathers column 0 of a 100×150 C array, and each set is placed `stride` ints apart.

```

MPI_Comm comm;
int gsize, sendarray[100][150], *sptr;
int root, *rbuf, stride, myrank;
MPI_Datatype stype;
int *displs, i, *rcounts;

...

MPI_Comm_size(comm, &gsize);
MPI_Comm_rank(comm, &myrank);
rbuf = (int *)malloc(gsize*stride*sizeof(int));
displs = (int *)malloc(gsize*sizeof(int));
rcounts = (int *)malloc(gsize*sizeof(int));
for (i=0; i<gsize; ++i) {
    displs[i] = i*stride;
    rcounts[i] = 100-i;    /* note change from previous example */
}
/* Create datatype for the column we are sending
 */
MPI_Type_vector(100-myrank, 1, 150, MPI_INT, &stype);
MPI_Type_commit(&stype);
/* sptr is the address of start of "myrank" column
 */
sptr = &sendarray[0][myrank];
MPI_Gatherv(sptr, 1, stype, rbuf, rcounts, displs, MPI_INT,
            root, comm);

```

Note that a different amount of data is received from each process.

**Example 5.8** Same as Example 5.7, but done in a different way at the sending end. We create a datatype that causes the correct striding at the sending end so that we read a column of a C array. A similar thing was done in Example ??, Section ??.

```

MPI_Comm comm;
int gsize, sendarray[100][150], *sptr;

```

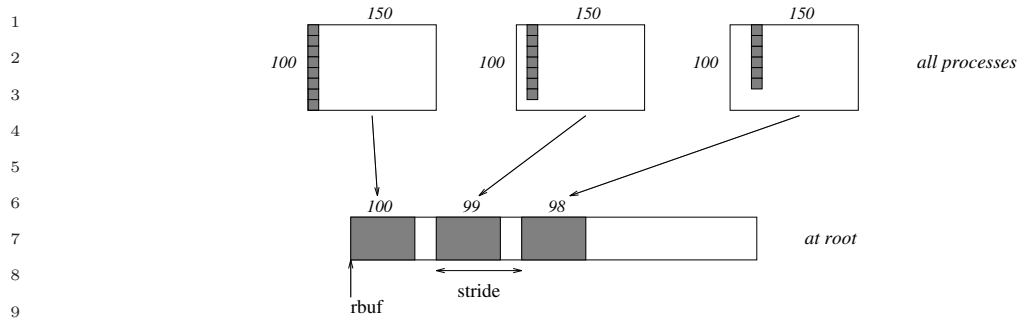


Figure 5.7: The root process gathers  $100-i$  ints from column  $i$  of a  $100 \times 150$  C array, and each set is placed  $\text{stride}$  ints apart.

```

14     int root, *rbuf, stride, myrank, disp[2], blocklen[2];
15     MPI_Datatype stype, type[2];
16     int *displs, i, *rcounts;
17
18     ...
19
20     MPI_Comm_size(comm, &gsize);
21     MPI_Comm_rank(comm, &myrank);
22     rbuf = (int *)malloc(gsize*stride*sizeof(int));
23     displs = (int *)malloc(gsize*sizeof(int));
24     rcounts = (int *)malloc(gsize*sizeof(int));
25     for (i=0; i<gsize; ++i) {
26         displs[i] = i*stride;
27         rcounts[i] = 100-i;
28     }
29     /* Create datatype for one int, with extent of entire row
30      */
31     disp[0] = 0;      disp[1] = 150*sizeof(int);
32     type[0] = MPI_INT; type[1] = MPI_UB;
33     blocklen[0] = 1;  blocklen[1] = 1;
34     MPI_Type_struct(2, blocklen, disp, type, &stype);
35     MPI_Type_commit(&stype);
36     sptr = &sendarray[0][myrank];
37     MPI_Gatherv(sptr, 100-myrank, stype, rbuf, rcounts, displs, MPI_INT,
38                root, comm);

```

**Example 5.9** Same as Example 5.7 at sending side, but at receiving side we make the stride between received blocks vary from block to block. See Figure 5.8.

```

43     MPI_Comm comm;
44     int gsize, sendarray[100][150], *sptr;
45     int root, *rbuf, *stride, myrank, bufsize;
46     MPI_Datatype stype;
47     int *displs, i, *rcounts, offset;

```

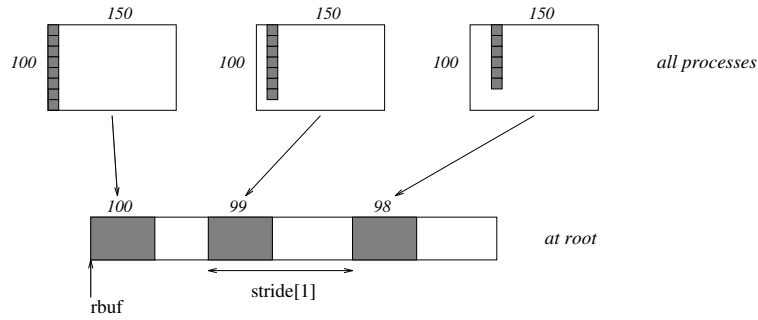


Figure 5.8: The root process gathers  $100-i$  ints from column  $i$  of a  $100 \times 150$  C array, and each set is placed  $\text{stride}[i]$  ints apart (a varying stride).

```

...

MPI_Comm_size(comm, &gsize);
MPI_Comm_rank(comm, &myrank);

stride = (int *)malloc(gsize*sizeof(int));
...
/* stride[i] for i = 0 to gsize-1 is set somehow
 */

/* set up displs and rcounts vectors first
 */
displs = (int *)malloc(gsize*sizeof(int));
rcounts = (int *)malloc(gsize*sizeof(int));
offset = 0;
for (i=0; i<gsize; ++i) {
    displs[i] = offset;
    offset += stride[i];
    rcounts[i] = 100-i;
}
/* the required buffer size for rbuf is now easily obtained
 */
bufsize = displs[gsize-1]+rcounts[gsize-1];
rbuf = (int *)malloc(bufsize*sizeof(int));
/* Create datatype for the column we are sending
 */
MPI_Type_vector(100-myrank, 1, 150, MPI_INT, &stype);
MPI_Type_commit(&stype);
sptr = &sendarray[0][myrank];
MPI_Gatherv(sptr, 1, stype, rbuf, rcounts, displs, MPI_INT,
            root, comm);

```

**Example 5.10** Process  $i$  sends  $\text{num}$  ints from the  $i$ -th column of a  $100 \times 150$  int array, in C. The complicating factor is that the various values of  $\text{num}$  are not known to **root**, so a

separate gather must first be run to find these out. The data is placed contiguously at the receiving end.

```

1
2
3
4     MPI_Comm comm;
5     int gsize, sendarray[100][150], *sptr;
6     int root, *rbuf, stride, myrank, disp[2], blocklen[2];
7     MPI_Datatype stype, types[2];
8     int *displs, i, *rcounts, num;
9
10    ...
11
12    MPI_Comm_size(comm, &gsize);
13    MPI_Comm_rank(comm, &myrank);
14
15    /* First, gather nums to root
16     */
17    rcounts = (int *)malloc(gsize*sizeof(int));
18    MPI_Gather(&num, 1, MPI_INT, rcounts, 1, MPI_INT, root, comm);
19    /* root now has correct rcounts, using these we set displs[] so
20     * that data is placed contiguously (or concatenated) at receive end
21     */
22    displs = (int *)malloc(gsize*sizeof(int));
23    displs[0] = 0;
24    for (i=1; i<gsize; ++i) {
25        displs[i] = displs[i-1]+rcounts[i-1];
26    }
27    /* And, create receive buffer
28     */
29    rbuf = (int *)malloc(gsize*(displs[gsize-1]+rcounts[gsize-1])
30                                *sizeof(int));
31    /* Create datatype for one int, with extent of entire row
32     */
33    disp[0] = 0;        disp[1] = 150*sizeof(int);
34    type[0] = MPI_INT; type[1] = MPI_UB;
35    blocklen[0] = 1;    blocklen[1] = 1;
36    MPI_Type_struct(2, blocklen, disp, type, &stype);
37    MPI_Type_commit(&stype);
38    sptr = &sendarray[0][myrank];
39    MPI_Gatherv(sptr, num, stype, rbuf, rcounts, displs, MPI_INT,
40                root, comm);
41
42
43
44
45
46
47
48

```

## 5.6 Scatter

`MPI_SCATTER(sendbuf, sendcount, sendtype, recvbuf, recvcount, recvtype, root, comm)`

IN	sendbuf	address of send buffer (choice, significant only at root)
IN	sendcount	number of elements sent to each process (non-negative integer, significant only at root)
IN	sendtype	data type of send buffer elements (significant only at root) (handle)
OUT	recvbuf	address of receive buffer (choice)
IN	recvcount	number of elements in receive buffer (non-negative integer)
IN	recvtype	data type of receive buffer elements (handle)
IN	root	rank of sending process (integer)
IN	comm	communicator (handle)

```
int MPI_Scatter(void* sendbuf, int sendcount, MPI_Datatype sendtype,
               void* recvbuf, int recvcount, MPI_Datatype recvtype, int root,
               MPI_Comm comm)
```

```
MPI_SCATTER(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, REVCOUNT, RECVTYPE,
            ROOT, COMM, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNT, SENDTYPE, REVCOUNT, RECVTYPE, ROOT, COMM, IERROR
```

```
void MPI::Comm::Scatter(const void* sendbuf, int sendcount, const
                       MPI::Datatype& sendtype, void* recvbuf, int recvcount,
                       const MPI::Datatype& recvtype, int root) const = 0
```

`MPI_SCATTER` is the inverse operation to `MPI_GATHER`.

If `comm` is an intracommunicator, the outcome is *as if* the root executed `n` send operations,

```
MPI_Send(sendbuf + i * sendcount * extent(sendtype), sendcount, sendtype, i, ...),
```

and each process executed a receive,

```
MPI_Recv(recvbuf, recvcount, recvtype, i, ...).
```

An alternative description is that the root sends a message with `MPI_Send(sendbuf, sendcount*n, sendtype, ...)`. This message is split into `n` equal segments, the *i*-th segment is sent to the *i*-th process in the group, and each process receives this message as above.

The send buffer is ignored for all non-root processes.

The type signature associated with `sendcount, sendtype` at the root must be equal to the type signature associated with `recvcount, recvtype` at all processes (however, the type maps may be different). This implies that the amount of data sent must be equal to the amount of data received, pairwise between each process and the root. Distinct type maps between sender and receiver are still allowed.

All arguments to the function are significant on process `root`, while on other processes, only arguments `recvbuf`, `recvcount`, `recvtype`, `root`, and `comm` are significant. The arguments `root` and `comm` must have identical values on all processes.

The specification of counts and types should not cause any location on the root to be read more than once.

*Rationale.* Though not needed, the last restriction is imposed so as to achieve symmetry with `MPI_GATHER`, where the corresponding restriction (a multiple-write restriction) is necessary. (*End of rationale.*)

The “in place” option for intracommunicators is specified by passing `MPI_IN_PLACE` as the value of `recvbuf` at the root. In such case, `recvcount` and `recvtype` are ignored, and root “sends” no data to itself. The scattered vector is still assumed to contain  $n$  segments, where  $n$  is the group size; the  $root$ -th segment, which root should “send to itself,” is not moved.

If `comm` is an intercommunicator, then the call involves all processes in the intercommunicator, but with one group (group A) defining the root process. All processes in the other group (group B) pass the same value in argument `root`, which is the rank of the root in group A. The root passes the value `MPI_ROOT` in `root`. All other processes in group A pass the value `MPI_PROC_NULL` in `root`. Data is scattered from the root to all processes in group B. The receive buffer arguments of the processes in group B must be consistent with the send buffer argument of the root.

`MPI_SCATTERV(sendbuf, sendcounts, displs, sendtype, recvbuf, recvcount, recvtype, root, comm)`

IN	sendbuf	address of send buffer (choice, significant only at root)
IN	sendcounts	non-negative integer array (of length group size) specifying the number of elements to send to each processor
IN	displs	integer array (of length group size). Entry $i$ specifies the displacement (relative to <code>sendbuf</code> ) from which to take the outgoing data to process $i$
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice)
IN	recvcount	number of elements in receive buffer (non-negative integer)
IN	recvtype	data type of receive buffer elements (handle)
IN	root	rank of sending process (integer)
IN	comm	communicator (handle)

```
int MPI_Scatterv(void* sendbuf, int *sendcounts, int *displs,
                MPI_Datatype sendtype, void* recvbuf, int recvcount,
                MPI_Datatype recvtype, int root, MPI_Comm comm)

MPI_SCATTERV(SENDBUF, SENDCOUNTS, DISPLS, SENDTYPE, RECVBUF, REVCOUNT,
            RECVTYPE, ROOT, COMM, IERROR)
```



```

<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNTS(*), DISPLS(*), SENDTYPE, RECVCOUNT, RECVTYPE, ROOT,
COMM, IERROR
void MPI::Comm::Scatterv(const void* sendbuf, const int sendcounts[],
                        const int displs[], const MPI::Datatype& sendtype,
                        void* recvbuf, int recvcount, const MPI::Datatype& recvtype,
                        int root) const = 0

```

MPI\_SCATTERV is the inverse operation to MPI\_GATHERV.

MPI\_SCATTERV extends the functionality of MPI\_SCATTER by allowing a varying count of data to be sent to each process, since `sendcounts` is now an array. It also allows more flexibility as to where the data is taken from on the root, by providing an additional argument, `displs`.

If `comm` is an intracommunicator, the outcome is as if the root executed `n` send operations,

```
MPI_Send(sendbuf + displs[i] · extent(sendtype), sendcounts[i], sendtype, i, ...),
```

and each process executed a receive,

```
MPI_Recv(recvbuf, recvcount, recvtype, i, ...).
```

The send buffer is ignored for all non-root processes.

The type signature implied by `sendcount[i]`, `sendtype` at the root must be equal to the type signature implied by `recvcount`, `recvtype` at process `i` (however, the type maps may be different). This implies that the amount of data sent must be equal to the amount of data received, pairwise between each process and the root. Distinct type maps between sender and receiver are still allowed.

All arguments to the function are significant on process `root`, while on other processes, only arguments `recvbuf`, `recvcount`, `recvtype`, `root`, and `comm` are significant. The arguments `root` and `comm` must have identical values on all processes.

The specification of counts, types, and displacements should not cause any location on the root to be read more than once.

The “in place” option for intracommunicators is specified by passing `MPI_IN_PLACE` as the value of `recvbuf` at the root. In such case, `recvcount` and `recvtype` are ignored, and root “sends” no data to itself. The scattered vector is still assumed to contain  $n$  segments, where  $n$  is the group size; the *root*-th segment, which root should “send to itself,” is not moved.

If `comm` is an intercommunicator, then the call involves all processes in the intercommunicator, but with one group (group A) defining the root process. All processes in the other group (group B) pass the same value in argument `root`, which is the rank of the root in group A. The root passes the value `MPI_ROOT` in `root`. All other processes in group A pass the value `MPI_PROC_NULL` in `root`. Data is scattered from the root to all processes in group B. The receive buffer arguments of the processes in group B must be consistent with the send buffer argument of the root.

### 5.6.1 Examples using MPI\_SCATTER, MPI\_SCATTERV

The examples in this section use intracommunicators.

**Example 5.11** The reverse of Example 5.2. Scatter sets of 100 ints from the root to each process in the group. See Figure 5.9.

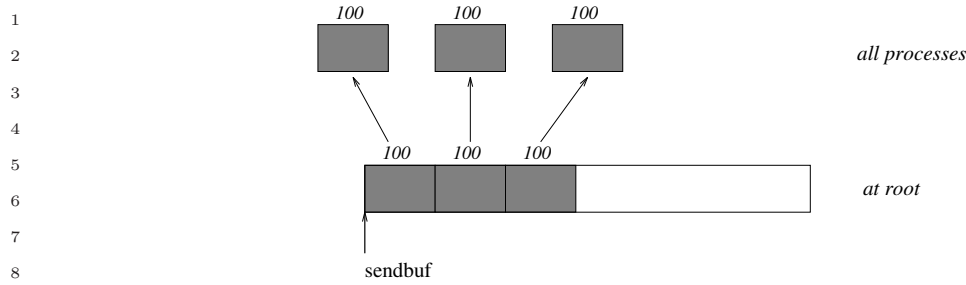


Figure 5.9: The root process scatters sets of 100 ints to each process in the group.

```

MPI_Comm comm;
int gsize,*sendbuf;
int root, rbuf[100];
...
MPI_Comm_size(comm, &gsize);
sendbuf = (int *)malloc(gsize*100*sizeof(int));
...
MPI_Scatter(sendbuf, 100, MPI_INT, rbuf, 100, MPI_INT, root, comm);

```

**Example 5.12** The reverse of Example 5.5. The root process scatters sets of 100 ints to the other processes, but the sets of 100 are *stride ints* apart in the sending buffer. Requires use of MPI\_SCATTERV. Assume  $stride \geq 100$ . See Figure 5.10.

```

MPI_Comm comm;
int gsize,*sendbuf;
int root, rbuf[100], i, *displs, *counts;
...
MPI_Comm_size(comm, &gsize);
sendbuf = (int *)malloc(gsize*stride*sizeof(int));
...
displs = (int *)malloc(gsize*sizeof(int));
counts = (int *)malloc(gsize*sizeof(int));
for (i=0; i<gsize; ++i) {
    displs[i] = i*stride;
    counts[i] = 100;
}
MPI_Scatterv(sendbuf, counts, displs, MPI_INT, rbuf, 100, MPI_INT,
             root, comm);

```

**Example 5.13** The reverse of Example 5.9. We have a varying stride between blocks at sending (root) side, at the receiving side we receive into the  $i$ -th column of a  $100 \times 150$  C array. See Figure 5.11.

```

MPI_Comm comm;

```

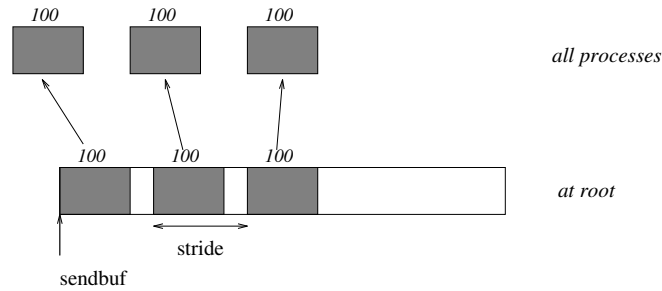


Figure 5.10: The root process scatters sets of 100 ints, moving by `stride` ints from send to send in the scatter.

```

int gsize, recvarray[100][150], *rptr;
int root, *sendbuf, myrank, bufsize, *stride;
MPI_Datatype rtype;
int i, *displs, *scounts, offset;
...
MPI_Comm_size(comm, &gsize);
MPI_Comm_rank(comm, &myrank);

stride = (int *)malloc(gsize*sizeof(int));
...
/* stride[i] for i = 0 to gsize-1 is set somehow
 * sendbuf comes from elsewhere
 */
...
displs = (int *)malloc(gsize*sizeof(int));
scounts = (int *)malloc(gsize*sizeof(int));
offset = 0;
for (i=0; i<gsize; ++i) {
    displs[i] = offset;
    offset += stride[i];
    scounts[i] = 100 - i;
}
/* Create datatype for the column we are receiving
 */
MPI_Type_vector(100-myrank, 1, 150, MPI_INT, &rtype);
MPI_Type_commit(&rtype);
rprr = &recvarray[0][myrank];
MPI_Scatterv(sendbuf, scounts, displs, MPI_INT, rprr, 1, rtype,
             root, comm);

```

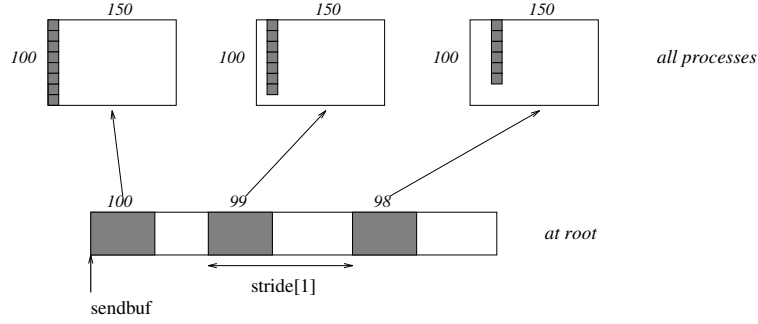


Figure 5.11: The root scatters blocks of  $100-i$  ints into column  $i$  of a  $100 \times 150$  C array. At the sending side, the blocks are  $\text{stride}[i]$  ints apart.

## 5.7 Gather-to-all

`MPI_ALLGATHER(sendbuf, sendcount, sendtype, recvbuf, recvcount, recvtype, comm)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcount	number of elements in send buffer (non-negative integer)
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice)
IN	recvcount	number of elements received from any process (non-negative integer)
IN	recvtype	data type of receive buffer elements (handle)
IN	comm	communicator (handle)

```
int MPI_Allgather(void* sendbuf, int sendcount, MPI_Datatype sendtype,
                 void* recvbuf, int recvcount, MPI_Datatype recvtype,
                 MPI_Comm comm)
```

```
MPI_ALLGATHER(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, REVCOUNT, RECVTYPE,
              COMM, IERROR)
```

```
<type> SENDBUF(*), RECVBUF(*)
```

```
INTEGER SENDCOUNT, SENDTYPE, REVCOUNT, RECVTYPE, COMM, IERROR
```

```
void MPI::Comm::Allgather(const void* sendbuf, int sendcount, const
                          MPI::Datatype& sendtype, void* recvbuf, int recvcount,
                          const MPI::Datatype& recvtype) const = 0
```

`MPI_ALLGATHER` can be thought of as `MPI_GATHER`, but where all processes receive the result, instead of just the root. The block of data sent from the  $j$ -th process is received by every process and placed in the  $j$ -th block of the buffer `recvbuf`.

The type signature associated with `sendcount`, `sendtype`, at a process must be equal to the type signature associated with `recvcount`, `recvtype` at any other process.

If `comm` is an intracommunicator, the outcome of a call to `MPI_ALLGATHER(...)` is as if all processes executed `n` calls to

```
MPI_GATHER(sendbuf, sendcount, sendtype, recvbuf, recvcount,
           recvtype, root, comm),
```

for `root = 0, ..., n-1`. The rules for correct usage of `MPI_ALLGATHER` are easily found from the corresponding rules for `MPI_GATHER`.

The “in place” option for intracommunicators is specified by passing the value `MPI_IN_PLACE` to the argument `sendbuf` at all processes. `sendcount` and `sendtype` are ignored. Then the input data of each process is assumed to be in the area where that process would receive its own contribution to the receive buffer.

If `comm` is an intercommunicator, then each process in group A contributes a data item; these items are concatenated and the result is stored at each process in group B. Conversely the concatenation of the contributions of the processes in group B is stored at each process in group A. The send buffer arguments in group A must be consistent with the receive buffer arguments in group B, and vice versa.

*Advice to users.* The communication pattern of `MPI_ALLGATHER` executed on an intercommunication domain need not be symmetric. The number of items sent by processes in group A (as specified by the arguments `sendcount`, `sendtype` in group A and the arguments `recvcount`, `recvtype` in group B), need not equal the number of items sent by processes in group B (as specified by the arguments `sendcount`, `sendtype` in group B and the arguments `recvcount`, `recvtype` in group A). In particular, one can move data in only one direction by specifying `sendcount = 0` for the communication in the reverse direction.

*(End of advice to users.)*

```
MPI_ALLGATHERV(sendbuf, sendcount, sendtype, recvbuf, recvcounts, displs, recvtype, comm)
```

IN	<code>sendbuf</code>	starting address of send buffer (choice)
IN	<code>sendcount</code>	number of elements in send buffer (non-negative integer)
IN	<code>sendtype</code>	data type of send buffer elements (handle)
OUT	<code>recvbuf</code>	address of receive buffer (choice)
IN	<code>recvcounts</code>	non-negative integer array (of length group size) containing the number of elements that are received from each process
IN	<code>displs</code>	integer array (of length group size). Entry <code>i</code> specifies the displacement (relative to <code>recvbuf</code> ) at which to place the incoming data from process <code>i</code>
IN	<code>recvtype</code>	data type of receive buffer elements (handle)
IN	<code>comm</code>	communicator (handle)

```
int MPI_Allgatherv(void* sendbuf, int sendcount, MPI_Datatype sendtype,
                  void* recvbuf, int *recvcounts, int *displs,
```

```

1      MPI_Datatype recvtype, MPI_Comm comm)
2
3      MPI_ALLGATHERV(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, RECVCOUNTS, DISPLS,
4                    RECVTYPE, COMM, IERROR)
5      <type> SENDBUF(*), RECVBUF(*)
6      INTEGER SENDCOUNT, SENDTYPE, RECVCOUNTS(*), DISPLS(*), RECVTYPE, COMM,
7      IERROR

```

```

8      void MPI::Comm::Allgatherv(const void* sendbuf, int sendcount, const
9                                MPI::Datatype& sendtype, void* recvbuf,
10                               const int recvcnts[], const int displs[],
11                               const MPI::Datatype& recvtype) const = 0

```

MPI\_ALLGATHERV can be thought of as MPI\_GATHERV, but where all processes receive the result, instead of just the root. The block of data sent from the  $j$ -th process is received by every process and placed in the  $j$ -th block of the buffer `recvbuf`. These blocks need not all be the same size.

The type signature associated with `sendcount`, `sendtype`, at process  $j$  must be equal to the type signature associated with `recvcnts[j]`, `recvtype` at any other process.

If `comm` is an intracommunicator, the outcome is as if all processes executed calls to

```

MPI_GATHERV(sendbuf, sendcount, sendtype, recvbuf, recvcnts, displs,
            recvtype, root, comm),

```

for `root = 0, ..., n-1`. The rules for correct usage of MPI\_ALLGATHERV are easily found from the corresponding rules for MPI\_GATHERV.

The “in place” option for intracommunicators is specified by passing the value `MPI_IN_PLACE` to the argument `sendbuf` at all processes. `sendcount` and `sendtype` are ignored. Then the input data of each process is assumed to be in the area where that process would receive its own contribution to the receive buffer.

If `comm` is an intercommunicator, then each process in group A contributes a data item; these items are concatenated and the result is stored at each process in group B. Conversely the concatenation of the contributions of the processes in group B is stored at each process in group A. The send buffer arguments in group A must be consistent with the receive buffer arguments in group B, and vice versa.

### 5.7.1 Examples using MPI\_ALLGATHER, MPI\_ALLGATHERV

The examples in this section use intracommunicators.

**Example 5.14** The all-gather version of Example 5.2. Using MPI\_ALLGATHER, we will gather 100 ints from every process in the group to every process.

```

MPI_Comm comm;
int gsize, sendarray[100];
int *rbuf;
...
MPI_Comm_size(comm, &gsize);
rbuf = (int *)malloc(gsize*100*sizeof(int));
MPI_Allgather(sendarray, 100, MPI_INT, rbuf, 100, MPI_INT, comm);

```

After the call, every process has the group-wide concatenation of the sets of data.

## 5.8 All-to-All Scatter/Gather

`MPI_ALLTOALL(sendbuf, sendcount, sendtype, recvbuf, recvcount, recvtype, comm)`

IN	<code>sendbuf</code>	starting address of send buffer (choice)
IN	<code>sendcount</code>	number of elements sent to each process (non-negative integer)
IN	<code>sendtype</code>	data type of send buffer elements (handle)
OUT	<code>recvbuf</code>	address of receive buffer (choice)
IN	<code>recvcount</code>	number of elements received from any process (non-negative integer)
IN	<code>recvtype</code>	data type of receive buffer elements (handle)
IN	<code>comm</code>	communicator (handle)

```
int MPI_Alltoall(void* sendbuf, int sendcount, MPI_Datatype sendtype,
                void* recvbuf, int recvcount, MPI_Datatype recvtype,
                MPI_Comm comm)
```

```
MPI_ALLTOALL(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, RECVCOUNT, RECVTYPE,
              COMM, IERROR)
```

```
<type> SENDBUF(*), RECVBUF(*)
```

```
INTEGER SENDCOUNT, SENDTYPE, RECVCOUNT, RECVTYPE, COMM, IERROR
```

```
void MPI::Comm::Alltoall(const void* sendbuf, int sendcount, const
                        MPI::Datatype& sendtype, void* recvbuf, int recvcount,
                        const MPI::Datatype& recvtype) const = 0
```

`MPI_ALLTOALL` is an extension of `MPI_ALLGATHER` to the case where each process sends distinct data to each of the receivers. The  $j$ -th block sent from process  $i$  is received by process  $j$  and is placed in the  $i$ -th block of `recvbuf`.

The type signature associated with `sendcount`, `sendtype`, at a process must be equal to the type signature associated with `recvcount`, `recvtype` at any other process. This implies that the amount of data sent must be equal to the amount of data received, pairwise between every pair of processes. As usual, however, the type maps may be different.

If `comm` is an intracommunicator, the outcome is as if each process executed a send to each process (itself included) with a call to,

```
MPI_Send(sendbuf + i · sendcount · extent(sendtype), sendcount, sendtype, i, ...),
```

and a receive from every other process with a call to,

```
MPI_Recv(recvbuf + i · recvcount · extent(recvtype), recvcount, recvtype, i, ...).
```

All arguments on all processes are significant. The argument `comm` must have identical values on all processes.

No “in place” option is supported.

If `comm` is an intercommunicator, then the outcome is as if each process in group A sends a message to each process in group B, and vice versa. The  $j$ -th send buffer of process

*i* in group A should be consistent with the *i*-th receive buffer of process *j* in group B, and vice versa.

*Advice to users.* When all-to-all is executed on an intercommunication domain, then the number of data items sent from processes in group A to processes in group B need not equal the number of items sent in the reverse direction. In particular, one can have unidirectional communication by specifying `sendcount = 0` in the reverse direction.

*(End of advice to users.)*

`MPI_ALLTOALLV(sendbuf, sendcounts, sdispls, sendtype, recvbuf, recvcounts, rdispls, recvttype, comm)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcounts	non-negative integer array equal to the group size specifying the number of elements to send to each processor
IN	sdispls	integer array (of length group size). Entry <i>j</i> specifies the displacement (relative to <code>sendbuf</code> ) from which to take the outgoing data destined for process <i>j</i>
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice)
IN	recvcounts	non-negative integer array equal to the group size specifying the number of elements that can be received from each processor
IN	rdispls	integer array (of length group size). Entry <i>i</i> specifies the displacement (relative to <code>recvbuf</code> ) at which to place the incoming data from process <i>i</i>
IN	recvttype	data type of receive buffer elements (handle)
IN	comm	communicator (handle)

```
int MPI_Alltoallv(void* sendbuf, int *sendcounts, int *sdispls,
                  MPI_Datatype sendtype, void* recvbuf, int *recvcounts,
                  int *rdispls, MPI_Datatype recvttype, MPI_Comm comm)
MPI_ALLTOALLV(SENDBUF, SENDCOUNTS, SDISPLS, SENDTYPE, RECVBUF, RECVCOUNTS,
              RDISPLS, RECVTTYPE, COMM, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNTS(*), SDISPLS(*), SENDTYPE, RECVCOUNTS(*), RDISPLS(*),
RECVTTYPE, COMM, IERROR
```

```
void MPI::Comm::Alltoallv(const void* sendbuf, const int sendcounts[],
                          const int sdispls[], const MPI::Datatype& sendtype,
                          void* recvbuf, const int recvcounts[], const int rdispls[],
                          const MPI::Datatype& recvttype) const = 0
```



MPI\_ALLTOALLV adds flexibility to MPI\_ALLTOALL in that the location of data for the send is specified by `sdispls` and the location of the placement of the data on the receive side is specified by `rdispls`.

If `comm` is an intracommunicator, then the  $j$ -th block sent from process  $i$  is received by process  $j$  and is placed in the  $i$ -th block of `recvbuf`. These blocks need not all have the same size.

The type signature associated with `sendcount[j]`, `sendtype` at process  $i$  must be equal to the type signature associated with `recvcount[i]`, `recvtype` at process  $j$ . This implies that the amount of data sent must be equal to the amount of data received, pairwise between every pair of processes. Distinct type maps between sender and receiver are still allowed.

The outcome is as if each process sent a message to every other process with,

```
MPI_Send(sendbuf + displs[i] · extent(sendtype), sendcounts[i], sendtype, i, ...),
```

and received a message from every other process with a call to

```
MPI_Recv(recvbuf + displs[i] · extent(recvtype), recvcounts[i], recvtype, i, ...).
```

All arguments on all processes are significant. The argument `comm` must have identical values on all processes.

No “in place” option is supported.

If `comm` is an intercommunicator, then the outcome is as if each process in group A sends a message to each process in group B, and vice versa. The  $j$ -th send buffer of process  $i$  in group A should be consistent with the  $i$ -th receive buffer of process  $j$  in group B, and vice versa.

*Rationale.* The definitions of MPI\_ALLTOALL and MPI\_ALLTOALLV give as much flexibility as one would achieve by specifying  $n$  independent, point-to-point communications, with two exceptions: all messages use the same datatype, and messages are scattered from (or gathered to) sequential storage. (*End of rationale.*)

*Advice to implementors.* Although the discussion of collective communication in terms of point-to-point operation implies that each message is transferred directly from sender to receiver, implementations may use a tree communication pattern. Messages can be forwarded by intermediate nodes where they are split (for scatter) or concatenated (for gather), if this is more efficient. (*End of advice to implementors.*)

```

1 MPI_ALLTOALLW(sendbuf, sendcounts, sdispls, sendtypes, recvbuf, recvcounts, rdispls, recv-
2 types, comm)

```

3	IN	sendbuf	starting address of send buffer (choice)
4	IN	sendcounts	integer array equal to the group size specifying the
5			number of elements to send to each processor (array
6			of non-negative integers)
7			
8	IN	sdispls	integer array (of length group size). Entry j specifies
9			the displacement in bytes (relative to sendbuf) from
10			which to take the outgoing data destined for process
11			j (array of integers)
12	IN	sendtypes	array of datatypes (of length group size). Entry j
13			specifies the type of data to send to process j (array
14			of handles)
15			
16	OUT	recvbuf	address of receive buffer (choice)
17	IN	recvcounts	integer array equal to the group size specifying the
18			number of elements that can be received from each
19			processor (array of non-negative integers)
20			
21	IN	rdispls	integer array (of length group size). Entry i specifies
22			the displacement in bytes (relative to recvbuf) at which
23			to place the incoming data from process i (array of
24			integers)
25	IN	recvtypes	array of datatypes (of length group size). Entry i
26			specifies the type of data received from process i (ar-
27			ray of handles)
28	IN	comm	communicator (handle)
29			

```

30 int MPI_Alltoallw(void *sendbuf, int sendcounts[], int sdispls[],
31 MPI_Datatype sendtypes[], void *recvbuf, int recvcounts[],
32 int rdispls[], MPI_Datatype recvtypes[], MPI_Comm comm)
33
34 MPI_ALLTOALLW(SENDBUF, SENDCOUNTS, SDISPLS, SENDTYPES, RECVBUF, RECVCOUNTS,
35 RDISPLS, RECVTYPES, COMM, IERROR)
36 <type> SENDBUF(*), RECVBUF(*)
37 INTEGER SENDCOUNTS(*), SDISPLS(*), SENDTYPES(*), RECVCOUNTS(*),
38 RDISPLS(*), RECVTYPES(*), COMM, IERROR

```

```

39 void MPI::Comm::Alltoallw(const void* sendbuf, const int sendcounts[],
40 const int sdispls[], const MPI::Datatype sendtypes[], void*
41 recvbuf, const int recvcounts[], const int rdispls[], const
42 MPI::Datatype recvtypes[]) const = 0
43

```

MPI\_ALLTOALLW is the most general form of All-to-all. Like  
 MPI\_TYPE\_CREATE\_STRUCT, the most general type constructor, MPI\_ALLTOALLW al-  
 lows separate specification of count, displacement and datatype. In addition, to allow max-  
 imum flexibility, the displacement of blocks within the send and receive buffers is specified  
 in bytes.

If `comm` is an intracommunicator, then the  $j$ -th block sent from process  $i$  is received by process  $j$  and is placed in the  $i$ -th block of `recvbuf`. These blocks need not all have the same size.

The type signature associated with `sendcounts[j]`, `sendtypes[j]` at process  $i$  must be equal to the type signature associated with `recvcounts[i]`, `recvtypes[i]` at process  $j$ . This implies that the amount of data sent must be equal to the amount of data received, pairwise between every pair of processes. Distinct type maps between sender and receiver are still allowed.

The outcome is as if each process sent a message to every other process with

```
MPI_Send(sendbuf + sdispls[i], sendcounts[i], sendtypes[i], i, ...),
```

and received a message from every other process with a call to

```
MPI_Recv(recvbuf + rdispls[i], recvcounts[i], recvtypes[i], i, ...).
```

All arguments on all processes are significant. The argument `comm` must describe the same communicator on all processes.

No “in place” option is supported.

If `comm` is an intercommunicator, then the outcome is as if each process in group A sends a message to each process in group B, and vice versa. The  $j$ -th send buffer of process  $i$  in group A should be consistent with the  $i$ -th receive buffer of process  $j$  in group B, and vice versa.

*Rationale.* The `MPI_ALLTOALLW` function generalizes several MPI functions by carefully selecting the input arguments. For example, by making all but one process have `sendcounts[i] = 0`, this achieves an `MPI_SCATTERW` function. (*End of rationale.*)

## 5.9 Global Reduction Operations

The functions in this section perform a global reduce operation (such as sum, max, logical AND, etc.) across all members of a group. The reduction operation can be either one of a predefined list of operations, or a user-defined operation. The global reduction functions come in several flavors: a reduce that returns the result of the reduction to one member of a group, an all-reduce that returns this result to all members of a group, and two scan (parallel prefix) operations. In addition, a reduce-scatter operation combines the functionality of a reduce and of a scatter operation.

### 5.9.1 Reduce

`MPI_REDUCE(sendbuf, recvbuf, count, datatype, op, root, comm)`

IN	<code>sendbuf</code>	address of send buffer (choice)
OUT	<code>recvbuf</code>	address of receive buffer (choice, significant only at root)
IN	<code>count</code>	number of elements in send buffer (non-negative integer)
IN	<code>datatype</code>	data type of elements of send buffer (handle)
IN	<code>op</code>	reduce operation (handle)
IN	<code>root</code>	rank of root process (integer)
IN	<code>comm</code>	communicator (handle)

```

int MPI_Reduce(void* sendbuf, void* recvbuf, int count,
               MPI_Datatype datatype, MPI_Op op, int root, MPI_Comm comm)
MPI_REDUCE(SENDBUF, RECVBUF, COUNT, DATATYPE, OP, ROOT, COMM, IERROR)
  <type> SENDBUF(*), RECVBUF(*)
  INTEGER COUNT, DATATYPE, OP, ROOT, COMM, IERROR
void MPI::Comm::Reduce(const void* sendbuf, void* recvbuf, int count,
                      const MPI::Datatype& datatype, const MPI::Op& op, int root)
  const = 0

```

If `comm` is an intracommunicator, `MPI_REDUCE` combines the elements provided in the input buffer of each process in the group, using the operation `op`, and returns the combined value in the output buffer of the process with rank `root`. The input buffer is defined by the arguments `sendbuf`, `count` and `datatype`; the output buffer is defined by the arguments `recvbuf`, `count` and `datatype`; both have the same number of elements, with the same type. The routine is called by all group members using the same arguments for `count`, `datatype`, `op`, `root` and `comm`. Thus, all processes provide input buffers and output buffers of the same length, with elements of the same type. Each process can provide one element, or a sequence of elements, in which case the combine operation is executed element-wise on each entry of the sequence. For example, if the operation is `MPI_MAX` and the send buffer contains two elements that are floating point numbers (`count = 2` and `datatype = MPI_FLOAT`), then `recvbuf(1) = global max(sendbuf(1))` and `recvbuf(2) = global max(sendbuf(2))`.

Section 5.9.2, lists the set of predefined operations provided by MPI. That section also enumerates the datatypes each operation can be applied to. In addition, users may define their own operations that can be overloaded to operate on several datatypes, either basic or derived. This is further explained in Section 5.9.5.

The operation `op` is always assumed to be associative. All predefined operations are also assumed to be commutative. Users may define operations that are assumed to be associative, but not commutative. The “canonical” evaluation order of a reduction is determined by the ranks of the processes in the group. However, the implementation can take advantage of associativity, or associativity and commutativity in order to change the order of evaluation.

This may change the result of the reduction for operations that are not strictly associative and commutative, such as floating point addition.

*Advice to implementors.* It is strongly recommended that `MPI_REDUCE` be implemented so that the same result be obtained whenever the function is applied on the same arguments, appearing in the same order. Note that this may prevent optimizations that take advantage of the physical location of processors. (*End of advice to implementors.*)

The `datatype` argument of `MPI_REDUCE` must be compatible with `op`. Predefined operators work only with the MPI types listed in Section 5.9.2 and Section 5.9.4. Furthermore, the `datatype` and `op` given for predefined operators must be the same on all processes.

Note that it is possible for users to supply different user-defined operations to `MPI_REDUCE` in each process. MPI does not define which operations are used on which operands in this case. User-defined operators may operate on general, derived datatypes. In this case, each argument that the reduce operation is applied to is one element described by such a datatype, which may contain several basic values. This is further explained in Section 5.9.5.

*Advice to users.* Users should make no assumptions about how `MPI_REDUCE` is implemented. Safest is to ensure that the same function is passed to `MPI_REDUCE` by each process. (*End of advice to users.*)

Overlapping datatypes are permitted in “send” buffers. Overlapping datatypes in “receive” buffers are erroneous and may give unpredictable results.

The “in place” option for intracommunicators is specified by passing the value `MPI_IN_PLACE` to the argument `sendbuf` at the root. In such case, the input data is taken at the root from the receive buffer, where it will be replaced by the output data.

If `comm` is an intercommunicator, then the call involves all processes in the intercommunicator, but with one group (group A) defining the root process. All processes in the other group (group B) pass the same value in argument `root`, which is the rank of the root in group A. The root passes the value `MPI_ROOT` in `root`. All other processes in group A pass the value `MPI_PROC_NULL` in `root`. Only send buffer arguments are significant in group B and only receive buffer arguments are significant at the root.

## 5.9.2 Predefined Reduction Operations

The following predefined operations are supplied for `MPI_REDUCE` and related functions `MPI_ALLREDUCE`, `MPI_REDUCE_SCATTER`, `MPI_SCAN`, and `MPI_EXSCAN`. These operations are invoked by placing the following in `op`.

Name	Meaning
<code>MPI_MAX</code>	maximum
<code>MPI_MIN</code>	minimum
<code>MPI_SUM</code>	sum
<code>MPI_PROD</code>	product
<code>MPI_LAND</code>	logical and
<code>MPI_BAND</code>	bit-wise and

1	MPI_LOR	logical or
2	MPI_BOR	bit-wise or
3	MPI_LXOR	logical exclusive or (xor)
4	MPI_BXOR	bit-wise exclusive or (xor)
5	MPI_MAXLOC	max value and location
6	MPI_MINLOC	min value and location

7 The two operations MPI\_MINLOC and MPI\_MAXLOC are discussed separately in Sec-  
 8 tion 5.9.4. For the other predefined operations, we enumerate below the allowed combi-  
 9 nations of `op` and `datatype` arguments. First, define groups of MPI basic datatypes in the  
 10 following way.

13	C integer:	MPI_INT, MPI_LONG, MPI_SHORT,
14		MPI_UNSIGNED_SHORT, MPI_UNSIGNED,
15		MPI_UNSIGNED_LONG,
16		MPI_LONG_LONG_INT,
17		MPI_LONG_LONG (as synonym),
18		MPI_UNSIGNED_LONG_LONG,
19		MPI_SIGNED_CHAR, MPI_UNSIGNED_CHAR
20	Fortran integer:	MPI_INTEGER
21	Floating point:	MPI_FLOAT, MPI_DOUBLE, MPI_REAL,
22		MPI_DOUBLE_PRECISION
23		MPI_LONG_DOUBLE
24	Logical:	MPI_LOGICAL
25	Complex:	MPI_COMPLEX
26	Byte:	MPI_BYTE

27 Now, the valid datatypes for each option is specified below.

30	Op	Allowed Types
32	MPI_MAX, MPI_MIN	C integer, Fortran integer, Floating point
33	MPI_SUM, MPI_PROD	C integer, Fortran integer, Floating point, Complex
34	MPI_LAND, MPI_LOR, MPI_LXOR	C integer, Logical
35	MPI_BAND, MPI_BOR, MPI_BXOR	C integer, Fortran integer, Byte

36 The following examples use intracommunicators.

38 **Example 5.15** A routine that computes the dot product of two vectors that are distributed  
 39 across a group of processes and returns the answer at node zero.

```

40
41 SUBROUTINE PAR_BLAS1(m, a, b, c, comm)
42 REAL a(m), b(m)          ! local slice of array
43 REAL c                   ! result (at node zero)
44 REAL sum
45 INTEGER m, comm, i, ierr
46
47 ! local sum
48 sum = 0.0

```

```

DO i = 1, m
    sum = sum + a(i)*b(i)
END DO

! global sum
CALL MPI_REDUCE(sum, c, 1, MPI_REAL, MPI_SUM, 0, comm, ierr)
RETURN

```

**Example 5.16** A routine that computes the product of a vector and an array that are distributed across a group of processes and returns the answer at node zero.

```

SUBROUTINE PAR_BLAS2(m, n, a, b, c, comm)
REAL a(m), b(m,n)    ! local slice of array
REAL c(n)             ! result
REAL sum(n)
INTEGER n, comm, i, j, ierr

! local sum
DO j= 1, n
    sum(j) = 0.0
    DO i = 1, m
        sum(j) = sum(j) + a(i)*b(i,j)
    END DO
END DO

! global sum
CALL MPI_REDUCE(sum, c, n, MPI_REAL, MPI_SUM, 0, comm, ierr)

! return result at node zero (and garbage at the other nodes)
RETURN

```

### 5.9.3 Signed Characters and Reductions

The types `MPI_SIGNED_CHAR` and `MPI_UNSIGNED_CHAR` can be used in reduction operations. `MPI_CHAR` (which represents printable characters) cannot be used in reduction operations. In a heterogeneous environment, `MPI_CHAR` and `MPI_WCHAR` will be translated so as to preserve the printable character, whereas `MPI_SIGNED_CHAR` and `MPI_UNSIGNED_CHAR` will be translated so as to preserve the integer value.

*Advice to users.* The types `MPI_CHAR` and `MPI_CHARACTER` are intended for characters, and so will be translated to preserve the printable representation, rather than the integer value, if sent between machines with different character codes. The types `MPI_SIGNED_CHAR` and `MPI_UNSIGNED_CHAR` should be used in C if the integer value should be preserved. (*End of advice to users.*)

#### 5.9.4 MINLOC and MAXLOC

The operator `MPI_MINLOC` is used to compute a global minimum and also an index attached to the minimum value. `MPI_MAXLOC` similarly computes a global maximum and index. One application of these is to compute a global minimum (maximum) and the rank of the process containing this value.

The operation that defines `MPI_MAXLOC` is:

$$\begin{pmatrix} u \\ i \end{pmatrix} \circ \begin{pmatrix} v \\ j \end{pmatrix} = \begin{pmatrix} w \\ k \end{pmatrix}$$

where

$$w = \max(u, v)$$

and

$$k = \begin{cases} i & \text{if } u > v \\ \min(i, j) & \text{if } u = v \\ j & \text{if } u < v \end{cases}$$

`MPI_MINLOC` is defined similarly:

$$\begin{pmatrix} u \\ i \end{pmatrix} \circ \begin{pmatrix} v \\ j \end{pmatrix} = \begin{pmatrix} w \\ k \end{pmatrix}$$

where

$$w = \min(u, v)$$

and

$$k = \begin{cases} i & \text{if } u < v \\ \min(i, j) & \text{if } u = v \\ j & \text{if } u > v \end{cases}$$

Both operations are associative and commutative. Note that if `MPI_MAXLOC` is applied to reduce a sequence of pairs  $(u_0, 0), (u_1, 1), \dots, (u_{n-1}, n-1)$ , then the value returned is  $(u, r)$ , where  $u = \max_i u_i$  and  $r$  is the index of the first global maximum in the sequence. Thus, if each process supplies a value and its rank within the group, then a reduce operation with `op = MPI_MAXLOC` will return the maximum value and the rank of the first process with that value. Similarly, `MPI_MINLOC` can be used to return a minimum and its index. More generally, `MPI_MINLOC` computes a *lexicographic minimum*, where elements are ordered according to the first component of each pair, and ties are resolved according to the second component.

The reduce operation is defined to operate on arguments that consist of a pair: value and index. For both Fortran and C, types are provided to describe the pair. The potentially mixed-type nature of such arguments is a problem in Fortran. The problem is circumvented, for Fortran, by having the MPI-provided type consist of a pair of the same type as value, and coercing the index to this type also. In C, the MPI-provided pair type has distinct types and the index is an `int`.

In order to use `MPI_MINLOC` and `MPI_MAXLOC` in a reduce operation, one must provide a `datatype` argument that represents a pair (value and index). MPI provides nine such



predefined datatypes. The operations `MPI_MAXLOC` and `MPI_MINLOC` can be used with each of the following datatypes.

Fortran:

Name	Description
<code>MPI_2REAL</code>	pair of <code>REAL</code> s
<code>MPI_2DOUBLE_PRECISION</code>	pair of <code>DOUBLE PRECISION</code> variables
<code>MPI_2INTEGER</code>	pair of <code>INTEGER</code> s

C:

Name	Description
<code>MPI_FLOAT_INT</code>	float and int
<code>MPI_DOUBLE_INT</code>	double and int
<code>MPI_LONG_INT</code>	long and int
<code>MPI_2INT</code>	pair of int
<code>MPI_SHORT_INT</code>	short and int
<code>MPI_LONG_DOUBLE_INT</code>	long double and int

The datatype `MPI_2REAL` is *as if* defined by the following (see Section ??).

```
MPI_TYPE_CONTIGUOUS(2, MPI_REAL, MPI_2REAL)
```

Similar statements apply for `MPI_2INTEGER`, `MPI_2DOUBLE_PRECISION`, and `MPI_2INT`.

The datatype `MPI_FLOAT_INT` is *as if* defined by the following sequence of instructions.

```
type[0] = MPI_FLOAT
type[1] = MPI_INT
disp[0] = 0
disp[1] = sizeof(float)
block[0] = 1
block[1] = 1
MPI_TYPE_STRUCT(2, block, disp, type, MPI_FLOAT_INT)
```

Similar statements apply for `MPI_LONG_INT` and `MPI_DOUBLE_INT`.

The following examples use intracommunicators.

**Example 5.17** Each process has an array of 30 doubles, in C. For each of the 30 locations, compute the value and rank of the process containing the largest value.

```
...
/* each process has an array of 30 double: ain[30]
*/
double ain[30], aout[30];
int ind[30];
struct {
    double val;
    int rank;
} in[30], out[30];
int i, myrank, root;
```

```

1
2 MPI_Comm_rank(comm, &myrank);
3 for (i=0; i<30; ++i) {
4     in[i].val = ain[i];
5     in[i].rank = myrank;
6 }
7 MPI_Reduce(in, out, 30, MPI_DOUBLE_INT, MPI_MAXLOC, root, comm);
8 /* At this point, the answer resides on process root
9  */
10 if (myrank == root) {
11     /* read ranks out
12     */
13     for (i=0; i<30; ++i) {
14         aout[i] = out[i].val;
15         ind[i] = out[i].rank;
16     }
17 }
18
19
20

```

**Example 5.18** Same example, in Fortran.

```

21
22 ...
23 ! each process has an array of 30 double: ain(30)
24
25 DOUBLE PRECISION ain(30), aout(30)
26 INTEGER ind(30)
27 DOUBLE PRECISION in(2,30), out(2,30)
28 INTEGER i, myrank, root, ierr
29
30 CALL MPI_COMM_RANK(comm, myrank, ierr)
31 DO I=1, 30
32     in(1,i) = ain(i)
33     in(2,i) = myrank    ! myrank is coerced to a double
34 END DO
35
36 CALL MPI_REDUCE(in, out, 30, MPI_2DOUBLE_PRECISION, MPI_MAXLOC, root,
37                                     comm, ierr)
38
39 ! At this point, the answer resides on process root
40
41 IF (myrank .EQ. root) THEN
42     ! read ranks out
43     DO I= 1, 30
44         aout(i) = out(1,i)
45         ind(i) = out(2,i) ! rank is coerced back to an integer
46     END DO
47 END IF
48

```

**Example 5.19** Each process has a non-empty array of values. Find the minimum global value, the rank of the process that holds it and its index on this process.

```

#define LEN 1000

float val[LEN];          /* local array of values */
int count;               /* local number of values */
int myrank, minrank, minindex;
float minval;

struct {
    float value;
    int index;
} in, out;

/* local minloc */
in.value = val[0];
in.index = 0;
for (i=1; i < count; i++)
    if (in.value > val[i]) {
        in.value = val[i];
        in.index = i;
    }

/* global minloc */
MPI_Comm_rank(comm, &myrank);
in.index = myrank*LEN + in.index;
MPI_Reduce(in, out, 1, MPI_FLOAT_INT, MPI_MINLOC, root, comm);
/* At this point, the answer resides on process root
*/
if (myrank == root) {
    /* read answer out
    */
    minval = out.value;
    minrank = out.index / LEN;
    minindex = out.index % LEN;
}

```

*Rationale.* The definition of MPI\_MINLOC and MPI\_MAXLOC given here has the advantage that it does not require any special-case handling of these two operations: they are handled like any other reduce operation. A programmer can provide his or her own definition of MPI\_MAXLOC and MPI\_MINLOC, if so desired. The disadvantage is that values and indices have to be first interleaved, and that indices and values have to be coerced to the same type, in Fortran. (*End of rationale.*)

### 5.9.5 User-Defined Reduction Operations

`MPI_OP_CREATE(function, commute, op)`

IN	function	user defined function (function)
IN	commute	true if commutative; false otherwise.
OUT	op	operation (handle)

```
int MPI_Op_create(MPI_User_function *function, int commute, MPI_Op *op)
```

```
MPI_OP_CREATE(FUNCTION, COMMUTE, OP, IERROR)
```

```
EXTERNAL FUNCTION
```

```
LOGICAL COMMUTE
```

```
INTEGER OP, IERROR
```

```
void MPI::Op::Init(MPI::User_function* function, bool commute)
```

`MPI_OP_CREATE` binds a user-defined global operation to an `op` handle that can subsequently be used in `MPI_REDUCE`, `MPI_ALLREDUCE`, `MPI_REDUCE_SCATTER`, `MPI_SCAN`, and `MPI_EXSCAN`. The user-defined operation is assumed to be associative. If `commute = true`, then the operation should be both commutative and associative. If `commute = false`, then the order of operands is fixed and is defined to be in ascending, process rank order, beginning with process zero. The order of evaluation can be changed, talking advantage of the associativity of the operation. If `commute = true` then the order of evaluation can be changed, taking advantage of commutativity and associativity.

`function` is the user-defined function, which must have the following four arguments: `invec`, `inoutvec`, `len` and `datatype`.

The ISO C prototype for the function is the following.

```
typedef void MPI_User_function(void *invec, void *inoutvec, int *len,
                               MPI_Datatype *datatype);
```

The Fortran declaration of the user-defined function appears below.

```
SUBROUTINE USER_FUNCTION(INVEC, INOUTVEC, LEN, TYPE)
  <type> INVEC(LEN), INOUTVEC(LEN)
  INTEGER LEN, TYPE
```

The C++ declaration of the user-defined function appears below.

```
typedef void MPI::User_function(const void* invec, void *inoutvec, int len,
                               const Datatype& datatype);
```

The `datatype` argument is a handle to the data type that was passed into the call to `MPI_REDUCE`. The user reduce function should be written such that the following holds: Let `u[0], ... , u[len-1]` be the `len` elements in the communication buffer described by the arguments `invec`, `len` and `datatype` when the function is invoked; let `v[0], ... , v[len-1]` be `len` elements in the communication buffer described by the arguments `inoutvec`, `len` and `datatype` when the function is invoked; let `w[0], ... , w[len-1]` be `len` elements in the communication buffer described by the arguments `inoutvec`, `len` and `datatype` when the function returns; then `w[i] = u[i] ◦ v[i]`, for `i=0, ... , len-1`, where `◦` is the reduce operation that the function computes.

Informally, we can think of `invec` and `inoutvec` as arrays of `len` elements that `function` is combining. The result of the reduction over-writes values in `inoutvec`, hence the name. Each invocation of the function results in the pointwise evaluation of the reduce operator on `len` elements: I.e, the function returns in `inoutvec[i]` the value `invec[i] o inoutvec[i]`, for  $i = 0, \dots, \text{count} - 1$ , where  $o$  is the combining operation computed by the function.

*Rationale.* The `len` argument allows `MPI_REDUCE` to avoid calling the function for each element in the input buffer. Rather, the system can choose to apply the function to chunks of input. In C, it is passed in as a reference for reasons of compatibility with Fortran.

By internally comparing the value of the `datatype` argument to known, global handles, it is possible to overload the use of a single user-defined function for several, different data types. (*End of rationale.*)

General datatypes may be passed to the user function. However, use of datatypes that are not contiguous is likely to lead to inefficiencies.

No MPI communication function may be called inside the user function. `MPI_ABORT` may be called inside the function in case of an error.

*Advice to users.* Suppose one defines a library of user-defined reduce functions that are overloaded: the `datatype` argument is used to select the right execution path at each invocation, according to the types of the operands. The user-defined reduce function cannot “decode” the `datatype` argument that it is passed, and cannot identify, by itself, the correspondence between the datatype handles and the datatype they represent. This correspondence was established when the datatypes were created. Before the library is used, a library initialization preamble must be executed. This preamble code will define the datatypes that are used by the library, and store handles to these datatypes in global, static variables that are shared by the user code and the library code.

The Fortran version of `MPI_REDUCE` will invoke a user-defined reduce function using the Fortran calling conventions and will pass a Fortran-type datatype argument; the C version will use C calling convention and the C representation of a datatype handle. Users who plan to mix languages should define their reduction functions accordingly. (*End of advice to users.*)

*Advice to implementors.* We outline below a naive and inefficient implementation of `MPI_REDUCE` not supporting the “in place” option.

```

MPI_Comm_size(comm, &groupsize);
MPI_Comm_rank(comm, &rank);
if (rank > 0) {
    MPI_Recv(tempbuf, count, datatype, rank-1,...);
    User_reduce(tempbuf, sendbuf, count, datatype);
}
if (rank < groupsize-1) {
    MPI_Send(sendbuf, count, datatype, rank+1, ...);
}
/* answer now resides in process groupsize-1 ... now send to root

```



```

*/
void myProd(Complex *in, Complex *inout, int *len, MPI_Datatype *dptr)
{
    int i;
    Complex c;

    for (i=0; i< *len; ++i) {
        c.real = inout->real*in->real -
                inout->imag*in->imag;
        c.imag = inout->real*in->imag +
                inout->imag*in->real;
        *inout = c;
        in++; inout++;
    }
}

/* and, to call it...
*/
...

/* each process has an array of 100 Complexes
*/
Complex a[100], answer[100];
MPI_Op myOp;
MPI_Datatype ctype;

/* explain to MPI how type Complex is defined
*/
MPI_Type_contiguous(2, MPI_DOUBLE, &ctype);
MPI_Type_commit(&ctype);
/* create the complex-product user-op
*/
MPI_Op_create(myProd, True, &myOp);

MPI_Reduce(a, answer, 100, ctype, myOp, root, comm);

/* At this point, the answer, which consists of 100 Complexes,
* resides on process root
*/

```

### 5.9.6 All-Reduce

MPI includes a variant of the reduce operations where the result is returned to all processes in a group. MPI requires that all processes from the same group participating in these operations receive identical results.

```
1 MPI_ALLREDUCE(sendbuf, recvbuf, count, datatype, op, comm)
```

2	IN	sendbuf	starting address of send buffer (choice)
3			
4	OUT	recvbuf	starting address of receive buffer (choice)
5	IN	count	number of elements in send buffer (non-negative integer)
6			
7	IN	datatype	data type of elements of send buffer (handle)
8			
9	IN	op	operation (handle)
10	IN	comm	communicator (handle)
11			

```
12 int MPI_Allreduce(void* sendbuf, void* recvbuf, int count,
13                 MPI_Datatype datatype, MPI_Op op, MPI_Comm comm)
```

```
14 MPI_ALLREDUCE(SENDBUF, RECVBUF, COUNT, DATATYPE, OP, COMM, IERROR)
15 <type> SENDBUF(*), RECVBUF(*)
16 INTEGER COUNT, DATATYPE, OP, COMM, IERROR
```

```
17 void MPI::Comm::Allreduce(const void* sendbuf, void* recvbuf, int count,
18                          const MPI::Datatype& datatype, const MPI::Op& op) const = 0
```

21 If `comm` is an intracommunicator, `MPI_ALLREDUCE` behaves the same as  
22 `MPI_REDUCE` except that the result appears in the receive buffer of all the group members.

23 *Advice to implementors.* The all-reduce operations can be implemented as a re-  
24 duce, followed by a broadcast. However, a direct implementation can lead to better  
25 performance. (*End of advice to implementors.*)

27 The “in place” option for intracommunicators is specified by passing the value  
28 `MPI_IN_PLACE` to the argument `sendbuf` at all processes. In this case, the input data is taken  
29 at each process from the receive buffer, where it will be replaced by the output data.

31 If `comm` is an intercommunicator, then the result of the reduction of the data provided  
32 by processes in group A is stored at each process in group B, and vice versa. Both groups  
33 should provide `count` and `datatype` arguments that specify the same type signature.

34 The following example uses an intracommunicator.

35 **Example 5.21** A routine that computes the product of a vector and an array that are  
36 distributed across a group of processes and returns the answer at all nodes (see also Example  
37 5.16).

```
38
39 SUBROUTINE PAR_BLAS2(m, n, a, b, c, comm)
40 REAL a(m), b(m,n)    ! local slice of array
41 REAL c(n)            ! result
42 REAL sum(n)
43 INTEGER n, comm, i, j, ierr
44
45 ! local sum
46 DO j= 1, n
47   sum(j) = 0.0
48   DO i = 1, m
```



```

        sum(j) = sum(j) + a(i)*b(i,j)
    END DO
END DO

! global sum
CALL MPI_ALLREDUCE(sum, c, n, MPI_REAL, MPI_SUM, comm, ierr)

! return result at all nodes
RETURN

```

## 5.10 Reduce-Scatter

MPI includes a variant of the reduce operations where the result is scattered to all processes in a group on return.

**MPI\_REDUCE\_SCATTER**(sendbuf, recvbuf, recvcunts, datatype, op, comm)

IN	sendbuf	starting address of send buffer (choice)
OUT	recvbuf	starting address of receive buffer (choice)
IN	recvcunts	non-negative integer array specifying the number of elements in result distributed to each process. Array must be identical on all calling processes.
IN	datatype	data type of elements of input buffer (handle)
IN	op	operation (handle)
IN	comm	communicator (handle)

```

int MPI_Reduce_scatter(void* sendbuf, void* recvbuf, int *recvcunts,
    MPI_Datatype datatype, MPI_Op op, MPI_Comm comm)

```

```

MPI_REDUCE_SCATTER(SENDBUF, RECVBUF, RECVCOUNTS, DATATYPE, OP, COMM,
    IERROR)

```

```

<type> SENDBUF(*), RECVBUF(*)

```

```

INTEGER RECVCOUNTS(*), DATATYPE, OP, COMM, IERROR

```

```

void MPI::Comm::Reduce_scatter(const void* sendbuf, void* recvbuf,
    int recvcunts[], const MPI::Datatype& datatype,
    const MPI::Op& op) const = 0

```

If comm is an intracommunicator, MPI\_REDUCE\_SCATTER first does an element-wise reduction on vector of count =  $\sum_i \text{recvcunts}[i]$  elements in the send buffer defined by sendbuf, count and datatype. Next, the resulting vector of results is split into n disjoint segments, where n is the number of members in the group. Segment i contains recvcunts[i] elements. The i-th segment is sent to process i and stored in the receive buffer defined by recvbuf, recvcunts[i] and datatype.

*Advice to implementors.* The MPI\_REDUCE\_SCATTER routine is functionally equivalent to: an MPI\_REDUCE collective operation with count equal to the sum of

recvcounts[i] followed by MPI\_SCATTERV with sendcounts equal to recvcounts. However, a direct implementation may run faster. (*End of advice to implementors.*)

The “in place” option for intracommunicators is specified by passing MPI\_IN\_PLACE in the sendbuf argument. In this case, the input data is taken from the top of the receive buffer.

If comm is an intercommunicator, then the result of the reduction of the data provided by processes in group A is scattered among processes in group B, and vice versa. Within each group, all processes provide the same recvcounts argument, and the sum of the recvcounts entries should be the same for the two groups.

*Rationale.* The last restriction is needed so that the length of the send buffer can be determined by the sum of the local recvcounts entries. Otherwise, a communication is needed to figure out how many elements are reduced. (*End of rationale.*)

## 5.11 Scan

### 5.11.1 Inclusive Scan

MPI\_SCAN(sendbuf, recvbuf, count, datatype, op, comm)

IN	sendbuf	starting address of send buffer (choice)
OUT	recvbuf	starting address of receive buffer (choice)
IN	count	number of elements in input buffer (non-negative integer)
IN	datatype	data type of elements of input buffer (handle)
IN	op	operation (handle)
IN	comm	communicator (handle)

```
int MPI_Scan(void* sendbuf, void* recvbuf, int count,
             MPI_Datatype datatype, MPI_Op op, MPI_Comm comm)
MPI_SCAN(SENDBUF, RECVBUF, COUNT, DATATYPE, OP, COMM, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER COUNT, DATATYPE, OP, COMM, IERROR
```

```
void MPI::Intracomm::Scan(const void* sendbuf, void* recvbuf, int count,
                          const MPI::Datatype& datatype, const MPI::Op& op) const
```

If comm is an intracommunicator, MPI\_SCAN is used to perform a prefix reduction on data distributed across the group. The operation returns, in the receive buffer of the process with rank *i*, the reduction of the values in the send buffers of processes with ranks *0, ..., i* (inclusive). The type of operations supported, their semantics, and the constraints on send and receive buffers are as for MPI\_REDUCE.

The “in place” option for intracommunicators is specified by passing MPI\_IN\_PLACE in the sendbuf argument. In this case, the input data is taken from the receive buffer, and replaced by the output data.

This operation is invalid for intercommunicators.

### 5.11.2 Exclusive Scan

`MPI_EXSCAN(sendbuf, recvbuf, count, datatype, op, comm)`

IN	sendbuf	starting address of send buffer (choice)
OUT	recvbuf	starting address of receive buffer (choice)
IN	count	number of elements in input buffer (non-negative integer)
IN	datatype	data type of elements of input buffer (handle)
IN	op	operation (handle)
IN	comm	intracommunicator (handle)

```
int MPI_Exscan(void *sendbuf, void *recvbuf, int count,
               MPI_Datatype datatype, MPI_Op op, MPI_Comm comm)
MPI_EXSCAN(SENDBUF, RECVBUF, COUNT, DATATYPE, OP, COMM, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER COUNT, DATATYPE, OP, COMM, IERROR
void MPI::Intracomm::Exscan(const void* sendbuf, void* recvbuf, int count,
                           const MPI::Datatype& datatype, const MPI::Op& op) const
```

If `comm` is an intracommunicator, `MPI_EXSCAN` is used to perform a prefix reduction on data distributed across the group. The value in `recvbuf` on the process with rank 0 is undefined, and `recvbuf` is not significant on process 0. The value in `recvbuf` on the process with rank 1 is defined as the value in `sendbuf` on the process with rank 0. For processes with rank  $i > 1$ , the operation returns, in the receive buffer of the process with rank  $i$ , the reduction of the values in the send buffers of processes with ranks  $0, \dots, i - 1$  (inclusive). The type of operations supported, their semantics, and the constraints on send and receive buffers, are as for `MPI_REDUCE`.

No “in place” option is supported.

This operation is invalid for intercommunicators.

*Advice to users.* As for `MPI_SCAN`, MPI does not specify which processes may call the operation, only that the result be correctly computed. In particular, note that the process with rank 1 need not call the `MPI_Op`, since all it needs to do is to receive the value from the process with rank 0. However, all processes, even the processes with ranks zero and one, must provide the same `op`. (*End of advice to users.*)

*Rationale.* The exclusive scan is more general than the inclusive scan. Any inclusive scan operation can be achieved by using the exclusive scan and then locally combining the local contribution. Note that for non-invertable operations such as `MPI_MAX`, the exclusive scan cannot be computed with the inclusive scan.

No in-place version is specified for `MPI_EXSCAN` because it is not clear what this means for the process with rank zero. (*End of rationale.*)

### 5.11.3 Example using MPI\_SCAN

The example in this section uses an intracommunicator.

**Example 5.22** This example uses a user-defined operation to produce a *segmented scan*. A segmented scan takes, as input, a set of values and a set of logicals, and the logicals delineate the various segments of the scan. For example:

<i>values</i>	$v_1$	$v_2$	$v_3$	$v_4$	$v_5$	$v_6$	$v_7$	$v_8$
<i>logicals</i>	0	0	1	1	1	0	0	1
<i>result</i>	$v_1$	$v_1 + v_2$	$v_3$	$v_3 + v_4$	$v_3 + v_4 + v_5$	$v_6$	$v_6 + v_7$	$v_8$

The operator that produces this effect is,

$$\begin{pmatrix} u \\ i \end{pmatrix} \circ \begin{pmatrix} v \\ j \end{pmatrix} = \begin{pmatrix} w \\ j \end{pmatrix},$$

where,

$$w = \begin{cases} u + v & \text{if } i = j \\ v & \text{if } i \neq j \end{cases}.$$

Note that this is a non-commutative operator. C code that implements it is given below.

```
typedef struct {
    double val;
    int log;
} SegScanPair;

/* the user-defined function
*/
void segScan(SegScanPair *in, SegScanPair *inout, int *len,
             MPI_Datatype *dptr)
{
    int i;
    SegScanPair c;

    for (i=0; i< *len; ++i) {
        if (in->log == inout->log)
            c.val = in->val + inout->val;
        else
            c.val = inout->val;
        c.log = inout->log;
        *inout = c;
        in++; inout++;
    }
}
```

Note that the *inout* argument to the user-defined function corresponds to the right-hand operand of the operator. When using this operator, we must be careful to specify that it is non-commutative, as in the following.

```

int i,base;
SeqScanPair  a, answer;
MPI_Op      myOp;
MPI_Datatype type[2] = {MPI_DOUBLE, MPI_INT};
MPI_Aint     disp[2];
int          blocklen[2] = { 1, 1};
MPI_Datatype sspair;

/* explain to MPI how type SegScanPair is defined
 */
MPI_Address(a, disp);
MPI_Address(a.log, disp+1);
base = disp[0];
for (i=0; i<2; ++i) disp[i] -= base;
MPI_Type_struct(2, blocklen, disp, type, &sspair);
MPI_Type_commit(&sspair);
/* create the segmented-scan user-op
 */
MPI_Op_create(segScan, 0, &myOp);
...
MPI_Scan(a, answer, 1, sspair, myOp, comm);

```

## 5.12 Nonblocking Collective Operations

As described in Section ?? (Section 3.7), the performance of many applications can be improved by overlapping communication and computation, and many systems enable this. Nonblocking collective operations combine the potential to exploit overlap and to avoid synchronization of nonblocking point-to-point operations with the optimized implementation and message scheduling of collective operations [1, 4]. One way of doing this would be to perform the collective operation in a separate thread. An alternative mechanism that often leads to better performance (i.e., avoids context switching, scheduler overheads, and thread management [2]) is to use nonblocking collective communication. The model is similar to point-to-point communications described in Section ?? (Section 3.7). A nonblocking start call is used to initiate a collective communication, which is eventually completed by a separate call. As in the nonblocking point-to-point case, the operation may progress independently of the computations at all participating processes. Nonblocking collective operations can also be used to mitigate synchronizing effects of collective operations by running them in the “background.” In addition to enabling communication-computation overlap, nonblocking collective operations can be used to perform collective operations on overlapping communicators that would lead to deadlocks with blocking operations. The semantic advantages can also be useful in combination with point-to-point communication.

As in the point-to-point case, all start calls are local and return immediately with a request handle (Section ?? (Section 3.7.1)), irrespective of the status of other processes. Multiple nonblocking collective communications can be outstanding on a single communicator. If the nonblocking call causes some system resource to be exhausted, then it will fail and generate an MPI exception. Quality implementations of MPI should ensure that

this happens only in pathological cases. That is, an MPI implementation should be able to support a large number of pending nonblocking operations.

A nonblocking collective call indicates that the system may start copying data out of the send buffer and into the receive buffer. Collective operations are considered to be locally complete when the local part of the operation has been performed (i.e., the semantics of the collective operation are guaranteed and `MPI_TEST` called with the request would return true) and all buffers can be accessed. All associated send buffers should not be modified and all associated receive buffers should not be accessed between the initiation and the local completion of a nonblocking collective operation. Similarly to the blocking case, completion does not imply that other processes have completed or even started the operation. However, calling blocking completion functions (e.g., `MPI_WAIT`) may synchronize the calling processes.

All request test and completion functions (e.g., `MPI_WAIT`) described in Section ?? (Section 3.7.3) are supported for nonblocking collective operations. Mixing of different request types (i.e., any combination of collective requests, I/O requests, generalized requests, or point-to-point requests) in functions that enable multiple completions (Section ?? (Section 3.7.5)) is allowed. Completion of a particular nonblocking collective operations does *not* imply completion of any other posted nonblocking collective (or send-receive) operations, whether they are posted before or after the completed operation. Nonblocking collective requests are not persistent. Calling `MPI_REQUEST_FREE` or `MPI_CANCEL` for a request associated with a nonblocking collective is erroneous. Similarly to blocking collective operations, nonblocking collective operations do not have a message tag argument.

*Rationale.* Freeing an active nonblocking collective request could cause similar problems as discussed for point-to-point requests (see Section ?? (3.7.3)).

Cancelling a request is not supported because the semantics of this operation are not well-defined.

The use of tags for collective operations would prevent certain hardware-optimizations. (*End of rationale.*)

*Advice to implementors.* Nonblocking collective operations can be implemented with local execution schedules [3] using nonblocking point-to-point communication and a reserved tag-space. (*End of advice to implementors.*)

All processes must call collective operations in the same order per communicator. Blocking and nonblocking collective operations are different collective operations, all other processes in the communicator must eventually call the *same* collective operation, and no other collective operation in between. This is consistent with the ordering rules for blocking collective operations in threaded environments. Progression rules for nonblocking collectives are similar to progression of nonblocking point-to-point operations, refer to Section ?? (Section 3.7.4).

*Rationale.* Matching blocking and nonblocking collectives is not allowed because the implementation might use different communication algorithms for the two cases. Blocking collectives would be optimized for their running time while nonblocking collectives could attempt to balance between time to completion, CPU overhead, and asynchronous progression. (*End of rationale.*)

*Advice to users.* The matching semantics are different than for point-to-point operations, where for instance a blocking send can be matched by a nonblocking receive. If matching of blocking and nonblocking collective operations is required, then the user can use a nonblocking collective immediately followed by a call to wait in order to emulate blocking behavior. (*End of advice to users.*)

Status objects passed to request test and completion functions (e.g., `MPI_WAIT`) will have the `MPI_ERROR` field set appropriately. The `MPI_SOURCE` and `MPI_TAG` field values are undefined.

In terms of data movements, each nonblocking collective operation has the same effect as its blocking counterpart for intracommunicators and intercommunicators after completion. The use of the “in place” option is allowed exactly as described for the corresponding blocking collective operations. Likewise, the nonblocking collective reduction operations upon completion have the same effect as their blocking counterparts, and the same restrictions and recommendations on reduction orders apply.

### 5.12.1 Nonblocking Barrier Synchronization

`MPI_IBARRIER(comm, request)`

IN	comm	communicator (handle)
OUT	request	communication request (handle)

`int MPI_Ibarrier(MPI_Comm comm, MPI_Request *request)`

`MPI_IBARRIER(COMM, REQUEST, IERROR)`  
`INTEGER COMM, REQUEST, IERROR`

`MPI::Request MPI::Comm::Ibarrier() const = 0`

This call starts a nonblocking barrier. On intracommunicators, the operation completes locally after every process in the communicator called `MPI_IBARRIER`. On intercommunicators, the operation completes when the `MPI_BARRIER` call would return.

*Advice to users.* A nonblocking barrier can be used to hide latency. Moving independent computations between the `MPI_IBARRIER` and the subsequent completion call can overlap the barrier latency and therefore shorten possible waiting times. The semantic properties are also useful when mixing collectives and point-to-point messages. (*End of advice to users.*)

### 5.12.2 Nonblocking Broadcast

`MPI_IBCAST(buffer, count, datatype, root, comm, request)`

INOUT	buffer	starting address of buffer (choice)
IN	count	number of entries in buffer (non-negative integer)
IN	datatype	data type of buffer (handle)
IN	root	rank of broadcast root (integer)
IN	comm	communicator (handle)
OUT	request	communication request (handle)

```
int MPI_Ibcast(void* buffer, int count, MPI_Datatype datatype, int root,
               MPI_Comm comm, MPI_Request *request)
```

```
MPI_IBCAST(BUFFER, COUNT, DATATYPE, ROOT, COMM, REQUEST, IERROR)
```

```
<type> BUFFER(*)
```

```
INTEGER COUNT, DATATYPE, ROOT, COMM, REQUEST, IERROR
```

```
MPI::Request MPI::Comm::Ibcast(void* buffer, int count,
                                const MPI::Datatype& datatype, int root) const = 0
```

This call starts a nonblocking broadcast. The data placements after the operation completes are the same as after a call to the blocking `MPI_BCAST`, whether on an intra-communicator or an intercommunicator.

#### Example using `MPI_IBCAST`

The example in this section uses intracommunicators.

**Example 5.23** Start a broadcast of 100 ints from process 0 to every process in the group, perform some computation on independent data, and then complete the outstanding broadcast operation.

```
MPI_Comm comm;
int array1[100], array2[100];
int root=0;
MPI_Request req;
...
MPI_Ibcast(array1, 100, MPI_INT, root, comm, &req);
compute(array2, 100);
MPI_Wait(&req, MPI_STATUS_IGNORE);
```



## 5.12.3 Nonblocking Gather

`MPI_IGATHER(sendbuf, sendcount, sendtype, recvbuf, recvcount, recvtype, root, comm, request)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcount	number of elements in send buffer (non-negative integer)
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice, significant only at root)
IN	recvcount	number of elements for any single receive (non-negative integer, significant only at root)
IN	recvtype	data type of recv buffer elements (significant only at root) (handle)
IN	root	rank of receiving process (integer)
IN	comm	communicator (handle)
OUT	request	communication request (handle)

```
int MPI_Igather(void* sendbuf, int sendcount, MPI_Datatype sendtype,
               void* recvbuf, int recvcount, MPI_Datatype recvtype, int root,
               MPI_Comm comm, MPI_Request *request)
```

```
MPI_IGATHER(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, REVCOUNT, RECVTYPE,
            ROOT, COMM, REQUEST, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNT, SENDTYPE, REVCOUNT, RECVTYPE, ROOT, COMM, REQUEST,
IERROR
```

```
MPI::Request MPI::Comm::Igather(const void* sendbuf, int sendcount, const
                                MPI::Datatype& sendtype, void* recvbuf, int recvcount,
                                const MPI::Datatype& recvtype, int root) const = 0
```

This call starts a nonblocking gather. The data placements after the operation completes are the same as after a call to the blocking `MPI_GATHER`, whether on an intracommunicator or an intercommunicator.

```

1 MPI_IGATHERV(sendbuf, sendcount, sendtype, recvbuf, recvcounts, displs, recvtype, root,
2 comm, request)

```

3	IN	sendbuf	starting address of send buffer (choice)
4			
5	IN	sendcount	number of elements in send buffer (non-negative integer)
6			
7	IN	sendtype	data type of send buffer elements (handle)
8	OUT	recvbuf	address of receive buffer (choice, significant only at root)
9			
10			
11	IN	recvcounts	non-negative integer array (of length group size) containing the number of elements that are received from each process (significant only at root)
12			
13			
14	IN	displs	integer array (of length group size). Entry <i>i</i> specifies the displacement relative to <i>recvbuf</i> at which to place the incoming data from process <i>i</i> (significant only at root)
15			
16			
17			
18	IN	recvtype	data type of recv buffer elements (significant only at root) (handle)
19			
20			
21	IN	root	rank of receiving process (integer)
22	IN	comm	communicator (handle)
23	OUT	request	communication request (handle)
24			

```

25
26 int MPI_Igatherv(void* sendbuf, int sendcount, MPI_Datatype sendtype,
27                 void* recvbuf, int *recvcounts, int *displs,
28                 MPI_Datatype recvtype, int root, MPI_Comm comm,
29                 MPI_Request *request)

```

```

30 MPI_IGATHERV(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, RECVCOUNTS, DISPLS,
31              RECVTYPE, ROOT, COMM, REQUEST, IERROR)
32 <type> SENDBUF(*), RECVBUF(*)
33 INTEGER SENDCOUNT, SENDTYPE, RECVCOUNTS(*), DISPLS(*), RECVTYPE, ROOT,
34 COMM, REQUEST, IERROR

```

```

35
36 MPI::Request MPI::Comm::Igatherv(const void* sendbuf, int sendcount, const
37 MPI::Datatype& sendtype, void* recvbuf,
38 const int recvcounts[], const int displs[],
39 const MPI::Datatype& recvtype, int root) const = 0

```

MPI\_IGATHERV extends the functionality of MPI\_IGATHER by allowing a varying count of data from each process. The memory movement after completion is identical as for MPI\_GATHERV, whether on an intracommunicator or an intercommunicator.

## 5.12.4 Nonblocking Scatter

`MPI_ISCATTER(sendbuf, sendcount, sendtype, recvbuf, recvcount, recvtype, root, comm, request)`

IN	sendbuf	address of send buffer (choice, significant only at root)
IN	sendcount	number of elements sent to each process (non-negative integer, significant only at root)
IN	sendtype	data type of send buffer elements (significant only at root) (handle)
OUT	recvbuf	address of receive buffer (choice)
IN	recvcount	number of elements in receive buffer (non-negative integer)
IN	recvtype	data type of receive buffer elements (handle)
IN	root	rank of sending process (integer)
IN	comm	communicator (handle)
OUT	request	communication request (handle)

```
int MPI_Iscatter(void* sendbuf, int sendcount, MPI_Datatype sendtype,
                void* recvbuf, int recvcount, MPI_Datatype recvtype, int root,
                MPI_Comm comm, MPI_Request *request)
```

```
MPI_ISCATTER(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, REVCOUNT, RECVTYPE,
              ROOT, COMM, REQUEST, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNT, SENDTYPE, REVCOUNT, RECVTYPE, ROOT, COMM, REQUEST,
IERROR
```

```
MPI::Request MPI::Comm::Iscatter(const void* sendbuf, int sendcount, const
MPI::Datatype& sendtype, void* recvbuf, int recvcount,
const MPI::Datatype& recvtype, int root) const = 0
```

`MPI_ISCATTER` starts the reverse data movement as `MPI_IGATHER`. The data movement performed is equivalent to `MPI_SCATTER`, whether on an intracommunicator or an intercommunicator.

`MPI_ISCATTERV(sendbuf, sendcounts, displs, sendtype, recvbuf, recvcount, recvtype, root, comm, request)`

IN	sendbuf	address of send buffer (choice, significant only at root)
----	---------	---

1	IN	sendcounts	non-negative integer array (of length group size) specifying the number of elements to send to each processor
2			
3			
4	IN	displs	integer array (of length group size). Entry <i>i</i> specifies the displacement (relative to <code>sendbuf</code> ) from which to take the outgoing data to process <i>i</i>
5			
6			
7			
8	IN	sendtype	data type of send buffer elements (handle)
9	OUT	recvbuf	address of receive buffer (choice)
10	IN	recvcount	number of elements in receive buffer (non-negative integer)
11			
12			
13	IN	recvtype	data type of receive buffer elements (handle)
14	IN	root	rank of sending process (integer)
15	IN	comm	communicator (handle)
16			
17	OUT	request	communication request (handle)

18

```

19 int MPI_Iscatterv(void* sendbuf, int *sendcounts, int *displs,
20                 MPI_Datatype sendtype, void* recvbuf, int recvcount,
21                 MPI_Datatype recvtype, int root, MPI_Comm comm,
22                 MPI_Request *request)

```

23

```

24 MPI_ISCATTERV(SENDBUF, SENDCOUNTS, DISPLS, SENDTYPE, RECVBUF, REVCOUNT,
25              RECVTYPE, ROOT, COMM, REQUEST, IERROR)
26 <type> SENDBUF(*), RECVBUF(*)
27 INTEGER SENDCOUNTS(*), DISPLS(*), SENDTYPE, REVCOUNT, RECVTYPE, ROOT,
28 COMM, REQUEST, IERROR

```

29

```

30 MPI::Request MPI::Comm::Iscatterv(const void* sendbuf,
31                                   const int sendcounts[], const int displs[],
32                                   const MPI::Datatype& sendtype, void* recvbuf, int recvcount,
33                                   const MPI::Datatype& recvtype, int root) const = 0

```

33

34 `MPI_ISCATTERV` starts the reverse data movement as `MPI_IGATHERV`. The data  
35 movement performed is equivalent to `MPI_SCATTERV`, whether on an intracommunicator  
36 or an intercommunicator.

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## 5.12.5 Nonblocking Gather-to-all

`MPI_IALLGATHER(sendbuf, sendcount, sendtype, recvbuf, recvcount, recvtype, comm, request)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcount	number of elements in send buffer (non-negative integer)
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice)
IN	recvcount	number of elements received from any process (non-negative integer)
IN	recvtype	data type of receive buffer elements (handle)
IN	comm	communicator (handle)
OUT	request	communication request (handle)

```
int MPI_Iallgather(void* sendbuf, int sendcount, MPI_Datatype sendtype,
                  void* recvbuf, int recvcount, MPI_Datatype recvtype,
                  MPI_Comm comm, MPI_Request *request)
```

```
MPI_IALLGATHER(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, RECVCOUNT, RECVTYPE,
               COMM, REQUEST, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNT, SENDTYPE, RECVCOUNT, RECVTYPE, COMM, REQUEST, IERROR
```

```
MPI::Request MPI::Comm::Iallgather(const void* sendbuf, int sendcount,
                                   const MPI::Datatype& sendtype, void* recvbuf, int recvcount,
                                   const MPI::Datatype& recvtype) const = 0
```

The data movement after an `MPI_IALLGATHER` operation completes is identical to `MPI_ALLGATHER`, whether on an intracommunicator or an intercommunicator.

`MPI_IALLGATHERV(sendbuf, sendcount, sendtype, recvbuf, recvcounts, displs, recvtype, comm, request)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcount	number of elements in send buffer (non-negative integer)
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice)

1	IN	recvcounts	non-negative integer array (of length group size) containing the number of elements that are received from each process
2			
3			
4	IN	displs	integer array (of length group size). Entry <i>i</i> specifies the displacement (relative to <i>recvbuf</i> ) at which to place the incoming data from process <i>i</i>
5			
6			
7			
8	IN	recvtype	data type of receive buffer elements (handle)
9	IN	comm	communicator (handle)
10	OUT	request	communication request (handle)
11			

```

12
13 int MPI_Iallgatherv(void* sendbuf, int sendcount, MPI_Datatype sendtype,
14                   void* recvbuf, int *recvcounts, int *displs,
15                   MPI_Datatype recvtype, MPI_Comm comm, MPI_Request)
16
17 MPI_IALLGATHERV(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, RECVCOUNTS, DISPLS,
18                RECVTYPE, COMM, REQUEST, IERROR)
19
20 <type> SENDBUF(*), RECVBUF(*)
21 INTEGER SENDCOUNT, SENDTYPE, RECVCOUNTS(*), DISPLS(*), RECVTYPE, COMM,
22 REQUEST, IERROR
23
24 MPI::Request MPI::Comm::Iallgatherv(const void* sendbuf, int sendcount,
25                                     const MPI::Datatype& sendtype, void* recvbuf,
26                                     const int recvcounts[], const int displs[],
27                                     const MPI::Datatype& recvtype) const = 0
28
29
30
31
32
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```

The data movement after completion of `MPI_IALLGATHERV` is identical as if `MPI_ALLGATHERV` returned, whether on an intracommunicator or an intercommunicator.

## 5.12.6 Nonblocking All-to-All Scatter/Gather

`MPI_IALLTOALL(sendbuf, sendcount, sendtype, recvbuf, recvcount, recvtype, comm, request)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcount	number of elements sent to each process (non-negative integer)
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice)
IN	recvcount	number of elements received from any process (non-negative integer)
IN	recvtype	data type of receive buffer elements (handle)
IN	comm	communicator (handle)
OUT	request	communication request (handle)

```
int MPI_Ialltoall(void* sendbuf, int sendcount, MPI_Datatype sendtype,
                 void* recvbuf, int recvcount, MPI_Datatype recvtype,
                 MPI_Comm comm, MPI_Request *request)
```

```
MPI_IALLTOALL(SENDBUF, SENDCOUNT, SENDTYPE, RECVBUF, REVCOUNT, RECVTYPE,
              COMM, REQUEST, IERROR)
```

```
<type> SENDBUF(*), RECVBUF(*)
```

```
INTEGER SENDCOUNT, SENDTYPE, REVCOUNT, RECVTYPE, COMM, REQUEST, IERROR
```

```
MPI::Request MPI::Comm::Ialltoall(const void* sendbuf, int sendcount, const
MPI::Datatype& sendtype, void* recvbuf, int recvcount,
const MPI::Datatype& recvtype) const = 0
```

The data movement after an `MPI_IALLTOALL` operation completes is identical to `MPI_ALLTOALL`, whether on an intracommunicator or an intercommunicator.

`MPI_IALLTOALLV(sendbuf, sendcounts, sdispls, sendtype, recvbuf, recvcounts, rdispls, recvtype, comm, request)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcounts	non-negative integer array (of length group size) specifying the number of elements to send to each processor
IN	sdispls	integer array (of length group size). Entry <i>j</i> specifies the displacement (relative to <code>sendbuf</code> ) from which to take the outgoing data destined for process <i>j</i>
IN	sendtype	data type of send buffer elements (handle)
OUT	recvbuf	address of receive buffer (choice)

1	IN	recvcounts	non-negative integer array (of length group size) specifying the number of elements that can be received from each processor
2			
3			
4	IN	rdispls	integer array (of length group size). Entry <i>i</i> specifies the displacement (relative to <i>recvbuf</i> ) at which to place the incoming data from process <i>i</i>
5			
6			
7			
8	IN	recvtype	data type of receive buffer elements (handle)
9	IN	comm	communicator (handle)
10	OUT	request	communication request (handle)
11			

```

12
13 int MPI_Ialltoallv(void* sendbuf, int *sendcounts, int *sdispls,
14                   MPI_Datatype sendtype, void* recvbuf, int *recvcounts,
15                   int *rdispls, MPI_Datatype recvtype, MPI_Comm comm,
16                   MPI_Request *request)
17
18 MPI_IALLTOALLV(SENDBUF, SENDCOUNTS, SDISPLS, SENDTYPE, RECVBUF, RECVCOUNTS,
19               RDISPLS, RECVTYPE, COMM, REQUEST, IERROR)
20
21 <type> SENDBUF(*), RECVBUF(*)
22
23 INTEGER SENDCOUNTS(*), SDISPLS(*), SENDTYPE, RECVCOUNTS(*), RDISPLS(*),
24 RECVTYPE, COMM, REQUEST, IERROR
25
26 MPI::Request MPI::Comm::Ialltoallv(const void* sendbuf,
27                                     const int sendcounts[], const int sdispls[],
28                                     const MPI::Datatype& sendtype, void* recvbuf,
29                                     const int recvcounts[], const int rdispls[],
30                                     const MPI::Datatype& recvtype) const = 0
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48

```

The data movement after an `MPI_IALLTOALLV` operation completes is identical to `MPI_ALLTOALLV`, whether on an intracommunicator or an intercommunicator.



`MPI_IALLTOALLW(sendbuf, sendcounts, sdispls, sendtypes, recvbuf, recvcounts, rdispls, recvtypes, comm, request)`

IN	sendbuf	starting address of send buffer (choice)
IN	sendcounts	integer array (of length group size) specifying the number of elements to send to each processor (array of non-negative integers)
IN	sdispls	integer array (of length group size). Entry <i>j</i> specifies the displacement in bytes (relative to <code>sendbuf</code> ) from which to take the outgoing data destined for process <i>j</i> (array of integers)
IN	sendtypes	array of datatypes (of length group size). Entry <i>j</i> specifies the type of data to send to process <i>j</i> (array of handles)
OUT	recvbuf	address of receive buffer (choice)
IN	recvcounts	integer array (of length group size) specifying the number of elements that can be received from each processor (array of non-negative integers)
IN	rdispls	integer array (of length group size). Entry <i>i</i> specifies the displacement in bytes (relative to <code>recvbuf</code> ) at which to place the incoming data from process <i>i</i> (array of integers)
IN	recvtypes	array of datatypes (of length group size). Entry <i>i</i> specifies the type of data received from process <i>i</i> (array of handles)
IN	comm	communicator (handle)
OUT	request	communication request (handle)

```
int MPI_Ialltoallw(void *sendbuf, int sendcounts[], int sdispls[],
                  MPI_Datatype sendtypes[], void *recvbuf, int recvcounts[],
                  int rdispls[], MPI_Datatype recvtypes[], MPI_Comm comm,
                  MPI_Request *request)
```

```
MPI_IALLTOALLW(SENDBUF, SENDCOUNTS, SDISPLS, SENDTYPES, RECVBUF,
                RECVCOUNTS, RDISPLS, RECVTYPES, REQUEST, COMM, IERROR)
<type> SENDBUF(*), RECVBUF(*)
INTEGER SENDCOUNTS(*), SDISPLS(*), SENDTYPES(*), RECVCOUNTS(*),
RDISPLS(*), RECVTYPES(*), COMM, REQUEST, IERROR
```

```
MPI::Request MPI::Comm::Ialltoallw(const void* sendbuf, const int
    sendcounts[], const int sdispls[], const MPI::Datatype
    sendtypes[], void* recvbuf, const int recvcounts[], const int
    rdispls[], const MPI::Datatype recvtypes[]) const = 0
```

`MPI_IALLTOALLW` is the nonblocking variant of `MPI_ALLTOALLW`. It starts a non-blocking all-to-all operation that delivers the same results as `MPI_ALLTOALLW` after completion, whether on an intracommunicator or an intercommunicator.

### 5.12.7 Nonblocking Reduce

`MPI_IREDUCE(sendbuf, recvbuf, count, datatype, op, root, comm, request)`

IN	<code>sendbuf</code>	address of send buffer (choice)
OUT	<code>recvbuf</code>	address of receive buffer (choice, significant only at root)
IN	<code>count</code>	number of elements in send buffer (non-negative integer)
IN	<code>datatype</code>	data type of elements of send buffer (handle)
IN	<code>op</code>	reduce operation (handle)
IN	<code>root</code>	rank of root process (integer)
IN	<code>comm</code>	communicator (handle)
OUT	<code>request</code>	communication request (handle)

```
int MPI_Ireduce(void* sendbuf, void* recvbuf, int count,
               MPI_Datatype datatype, MPI_Op op, int root, MPI_Comm comm,
               MPI_Request *request)
```

```
MPI_IREDUCE(SENDBUF, RECVBUF, COUNT, DATATYPE, OP, ROOT, COMM, REQUEST,
            IERROR)
```

```
<type> SENDBUF(*), RECVBUF(*)
```

```
INTEGER COUNT, DATATYPE, OP, ROOT, COMM, REQUEST, IERROR
```

```
MPI::Request MPI::Comm::Ireduce(const void* sendbuf, void* recvbuf,
                                int count, const MPI::Datatype& datatype, const MPI::Op& op,
                                int root) const = 0
```

`MPI_IREDUCE` is the nonblocking variant of `MPI_REDUCE`. It starts a nonblocking reduction operation that delivers the same results as `MPI_REDUCE` after completion, whether on an intracommunicator or an intercommunicator.

*Advice to implementors.* The implementation is explicitly allowed to use different algorithms which might change the associativity of evaluation and the order of evaluation for commutative operations. (*End of advice to implementors.*)

### 5.12.8 Nonblocking All-Reduce

MPI includes a variant of the reduce operations where the result is returned to all processes in a group. MPI requires that all processes from the same group participating in these operations receive identical results.

```

MPI_IALLREDUCE(sendbuf, recvbuf, count, datatype, op, comm, request)
    IN      sendbuf      starting address of send buffer (choice)
    OUT     recvbuf      starting address of receive buffer (choice)
    IN      count        number of elements in send buffer (non-negative integer)
    IN      datatype     data type of elements of send buffer (handle)
    IN      op           operation (handle)
    IN      comm         communicator (handle)
    OUT     request      communication request (handle)

int MPI_Iallreduce(void* sendbuf, void* recvbuf, int count,
                  MPI_Datatype datatype, MPI_Op op, MPI_Comm comm,
                  MPI_Request *request)

MPI_IALLREDUCE(SENDBUF, RECVBUF, COUNT, DATATYPE, OP, COMM, REQUEST,
               IERROR)
    <type> SENDBUF(*), RECVBUF(*)
    INTEGER COUNT, DATATYPE, OP, COMM, REQUEST, IERROR

MPI::Request MPI::Comm::Iallreduce(const void* sendbuf, void* recvbuf,
                                   int count, const MPI::Datatype& datatype, const MPI::Op& op)
                                   const = 0

```

MPI\_IALLREDUCE is the nonblocking variant of MPI\_ALLREDUCE. It starts a non-blocking reduction-to-all operation that delivers the same results as MPI\_ALLREDUCE after completion, whether on an intracommunicator or an intercommunicator.

### 5.12.9 Nonblocking Reduce-Scatter

```

MPI_IREDUCE_SCATTER(sendbuf, recvbuf, recvcounts, datatype, op, comm, request)
    IN      sendbuf      starting address of send buffer (choice)
    OUT     recvbuf      starting address of receive buffer (choice)
    IN      recvcounts    non-negative integer array specifying the number of
                        elements in result distributed to each process. Array
                        must be identical on all calling processes.
    IN      datatype     data type of elements of input buffer (handle)
    IN      op           operation (handle)
    IN      comm         communicator (handle)
    OUT     request      communication request (handle)

int MPI_Ireduce_scatter(void* sendbuf, void* recvbuf, int *recvcounts,
                      MPI_Datatype datatype, MPI_Op op, MPI_Comm comm,
                      MPI_Request *request)

```

```

1 MPI_IREDUCE_SCATTER(SENDBUF, RECVBUF, RECVCOUNTS, DATATYPE, OP, COMM,
2     REQUEST, IERROR)
3     <type> SENDBUF(*), RECVBUF(*)
4     INTEGER RECVCOUNTS(*), DATATYPE, OP, COMM, REQUEST, IERROR
5
6 MPI::Request MPI::Comm::Ireduce_scatter(const void* sendbuf, void* recvbuf,
7     int recvcounts[], const MPI::Datatype& datatype,
8     const MPI::Op& op) const = 0

```

MPI\_IREDUCE\_SCATTER is the nonblocking variant of MPI\_REDUCE\_SCATTER. It starts a nonblocking reduce-scatter operation that delivers the same results as MPI\_REDUCE\_SCATTER after completion, whether on an intracommunicator or an intercommunicator.

#### 5.12.10 Nonblocking Inclusive Scan

```

17 MPI_ISCAN(sendbuf, recvbuf, count, datatype, op, comm, request)
18
19     IN      sendbuf      starting address of send buffer (choice)
20     OUT     recvbuf      starting address of receive buffer (choice)
21     IN      count        number of elements in input buffer (non-negative in-
22                          teger)
23
24     IN      datatype     data type of elements of input buffer (handle)
25     IN      op           operation (handle)
26     IN      comm         communicator (handle)
27     OUT     request      communication request (handle)
28
29
30 int MPI_Iscan(void* sendbuf, void* recvbuf, int count,
31     MPI_Datatype datatype, MPI_Op op, MPI_Comm comm,
32     MPI_Request *request)
33
34 MPI_ISCAN(SENDBUF, RECVBUF, COUNT, DATATYPE, OP, COMM, REQUEST, IERROR)
35     <type> SENDBUF(*), RECVBUF(*)
36     INTEGER COUNT, DATATYPE, OP, COMM, REQUEST, IERROR
37
38 MPI::Request MPI::Intracomm::Iscale(const void* sendbuf, void* recvbuf,
39     int count, const MPI::Datatype& datatype, const MPI::Op& op)
40     const

```

MPI\_ISCAN is the nonblocking variant of MPI\_SCAN. It starts a nonblocking scan operation that delivers the same results as MPI\_SCAN after completion, whether on an intracommunicator or an intercommunicator.

#### 5.12.11 Nonblocking Exclusive Scan

```

MPI_IEXSCAN(sendbuf, recvbuf, count, datatype, op, comm, request)
    IN      sendbuf      starting address of send buffer (choice)
    OUT     recvbuf      starting address of receive buffer (choice)
    IN      count        number of elements in input buffer (non-negative in-
                        teger)
    IN      datatype     data type of elements of input buffer (handle)
    IN      op           operation (handle)
    IN      comm         intracommunicator (handle)
    OUT     request      communication request (handle)

int MPI_Iexscan(void *sendbuf, void *recvbuf, int count,
               MPI_Datatype datatype, MPI_Op op, MPI_Comm comm,
               MPI_Request *request)

MPI_IEXSCAN(SENDBUF, RECVBUF, COUNT, DATATYPE, OP, COMM, REQUEST, IERROR)
    <type> SENDBUF(*), RECVBUF(*)
    INTEGER COUNT, DATATYPE, OP, COMM, REQUEST, IERROR

MPI::Request MPI::Intracomm::Iexscan(const void* sendbuf, void* recvbuf,
    int count, const MPI::Datatype& datatype, const MPI::Op& op)
    const

```

MPI\_IEXSCAN is the nonblocking variant of MPI\_EXSCAN. It starts a nonblocking exclusive scan operation that delivers the same results as MPI\_EXSCAN after completion, whether on an intracommunicator or an intercommunicator.

### 5.13 Correctness

A correct, portable program must invoke collective communications so that deadlock will not occur, whether collective communications are synchronizing or not. The following examples illustrate dangerous use of collective routines on intracommunicators.

**Example 5.24** The following is erroneous.

```

switch(rank) {
    case 0:
        MPI_Bcast(buf1, count, type, 0, comm);
        MPI_Bcast(buf2, count, type, 1, comm);
        break;
    case 1:
        MPI_Bcast(buf2, count, type, 1, comm);
        MPI_Bcast(buf1, count, type, 0, comm);
        break;
}

```

We assume that the group of comm is {0,1}. Two processes execute two broadcast operations in reverse order. If the operation is synchronizing then a deadlock will occur.

Collective operations must be executed in the same order at all members of the communication group.

**Example 5.25** The following is erroneous.

```

switch(rank) {
    case 0:
        MPI_Bcast(buf1, count, type, 0, comm0);
        MPI_Bcast(buf2, count, type, 2, comm2);
        break;
    case 1:
        MPI_Bcast(buf1, count, type, 1, comm1);
        MPI_Bcast(buf2, count, type, 0, comm0);
        break;
    case 2:
        MPI_Bcast(buf1, count, type, 2, comm2);
        MPI_Bcast(buf2, count, type, 1, comm1);
        break;
}

```

Assume that the group of `comm0` is  $\{0,1\}$ , of `comm1` is  $\{1, 2\}$  and of `comm2` is  $\{2,0\}$ . If the broadcast is a synchronizing operation, then there is a cyclic dependency: the broadcast in `comm2` completes only after the broadcast in `comm0`; the broadcast in `comm0` completes only after the broadcast in `comm1`; and the broadcast in `comm1` completes only after the broadcast in `comm2`. Thus, the code will deadlock.

Collective operations must be executed in an order so that no cyclic dependencies occur. Nonblocking collective operations can be used to avoid such problems.

**Example 5.26** The following is erroneous.

```

switch(rank) {
    case 0:
        MPI_Bcast(buf1, count, type, 0, comm);
        MPI_Send(buf2, count, type, 1, tag, comm);
        break;
    case 1:
        MPI_Recv(buf2, count, type, 0, tag, comm, status);
        MPI_Bcast(buf1, count, type, 0, comm);
        break;
}

```

Process zero executes a broadcast, followed by a blocking send operation. Process one first executes a blocking receive that matches the send, followed by broadcast call that matches the broadcast of process zero. This program may deadlock. The broadcast call on process zero *may* block until process one executes the matching broadcast call, so that the send is not executed. Process one will definitely block on the receive and so, in this case, never executes the broadcast.

The relative order of execution of collective operations and point-to-point operations should be such, so that even if the collective operations and the point-to-point operations are synchronizing, no deadlock will occur.

**Example 5.27** An unsafe, non-deterministic program.

```

switch(rank) {
    case 0:
        MPI_Bcast(buf1, count, type, 0, comm);
        MPI_Send(buf2, count, type, 1, tag, comm);
        break;
    case 1:
        MPI_Recv(buf2, count, type, MPI_ANY_SOURCE, tag, comm, status);
        MPI_Bcast(buf1, count, type, 0, comm);
        MPI_Recv(buf2, count, type, MPI_ANY_SOURCE, tag, comm, status);
        break;
    case 2:
        MPI_Send(buf2, count, type, 1, tag, comm);
        MPI_Bcast(buf1, count, type, 0, comm);
        break;
}

```

All three processes participate in a broadcast. Process 0 sends a message to process 1 after the broadcast, and process 2 sends a message to process 1 before the broadcast. Process 1 receives before and after the broadcast, with a wildcard source argument.

Two possible executions of this program, with different matchings of sends and receives, are illustrated in Figure 5.12. Note that the second execution has the peculiar effect that a send executed after the broadcast is received at another node before the broadcast. This example illustrates the fact that one should not rely on collective communication functions to have particular synchronization effects. A program that works correctly only when the first execution occurs (only when broadcast is synchronizing) is erroneous.

Finally, in multithreaded implementations, one can have more than one, concurrently executing, collective communication call at a process. In these situations, it is the user's responsibility to ensure that the same communicator is not used concurrently by two different collective communication calls at the same process.

*Advice to implementors.* Assume that broadcast is implemented using point-to-point MPI communication. Suppose the following two rules are followed.

1. All receives specify their source explicitly (no wildcards).
2. Each process sends all messages that pertain to one collective call before sending any message that pertain to a subsequent collective call.

Then, messages belonging to successive broadcasts cannot be confused, as the order of point-to-point messages is preserved.

It is the implementor's responsibility to ensure that point-to-point messages are not confused with collective messages. One way to accomplish this is, whenever a communicator is created, to also create a "hidden communicator" for collective communication. One could achieve a similar effect more cheaply, for example, by using a hidden tag or context bit to indicate whether the communicator is used for point-to-point or collective communication. (*End of advice to implementors.*)

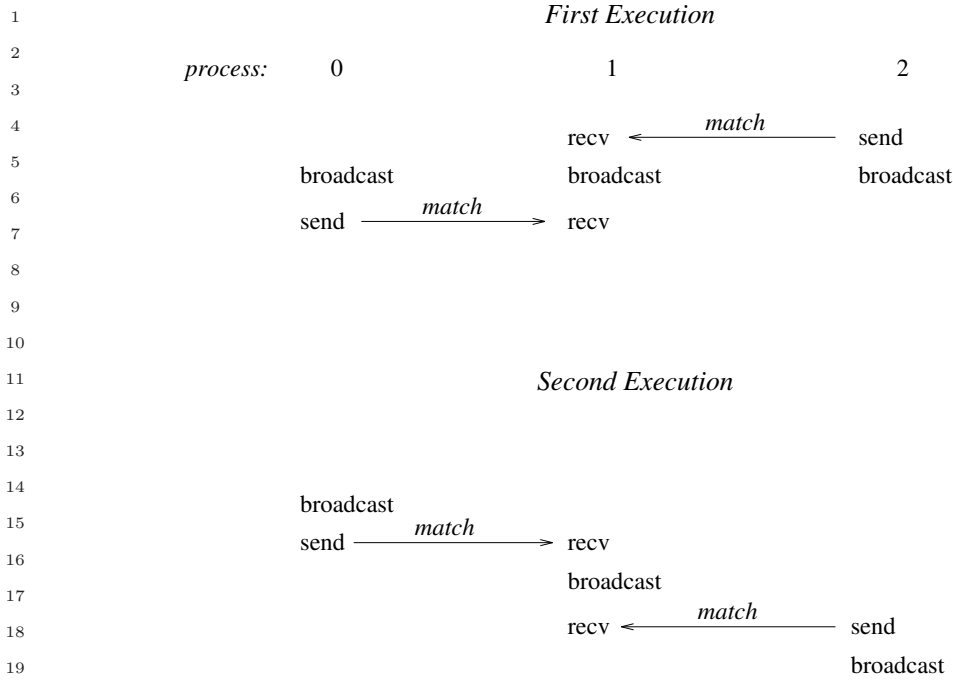


Figure 5.12: A race condition causes non-deterministic matching of sends and receives. One cannot rely on synchronization from a broadcast to make the program deterministic.

**Example 5.28** Blocking and nonblocking collective operations can be interleaved, i.e., a blocking collective operation can be posted even if there is a nonblocking collective operation outstanding.

```
MPI_Request req;

MPI_Ibarrier(comm, &req);
MPI_Bcast(buf1, count, type, 0, comm);
MPI_Wait(&req, MPI_STATUS_IGNORE);
```

Each process starts a nonblocking barrier operation, participates in a blocking broadcast and then waits until every other process started the barrier operation. This effectively turns the broadcast into a synchronizing broadcast with possible communication/communication overlap (MPI\_Bcast is allowed, but not required to synchronize).

**Example 5.29** The starting order of collective operations on a particular communicator defines their matching. The following example shows an erroneous matching of different collective operations on the same communicator.

```
MPI_Request req;
switch(rank) {
case 0:
    /* erroneous matching */
    MPI_Ibarrier(comm, &req);
    MPI_Bcast(buf1, count, type, 0, comm);
    MPI_Wait(&req, MPI_STATUS_IGNORE);
```



```

        break;
    case 1:
        /* erroneous matching */
        MPI_Bcast(buf1, count, type, 0, comm);
        MPI_Ibarrier(comm, &req);
        MPI_Wait(&req, MPI_STATUS_IGNORE);
        break;
}

```

This ordering would match MPI\_Ibarrier on rank 0 with MPI\_Bcast on rank 1 which is erroneous and the program behavior is undefined. However, if such an order is required, the user must create different duplicate communicators and perform the operations on them. If started with two processes, the following program would be legal:

```

MPI_Request req;
MPI_Comm dupcomm;
MPI_Comm_dup(comm, &dupcomm);
switch(rank) {
    case 0:
        MPI_Ibarrier(comm, &req);
        MPI_Bcast(buf1, count, type, 0, dupcomm);
        MPI_Wait(&req, MPI_STATUS_IGNORE);
        break;
    case 1:
        MPI_Bcast(buf1, count, type, 0, dupcomm);
        MPI_Ibarrier(comm, &req);
        MPI_Wait(&req, MPI_STATUS_IGNORE);
        break;
}

```

*Advice to users.* The use of different communicators offers some flexibility regarding the matching of nonblocking collective operations. In this sense, communicators could be used as an equivalent to tags. However, communicator construction might induce overheads so that this should be used carefully. (*End of advice to users.*)

**Example 5.30** Nonblocking collective operations can rely on the same progression rules as nonblocking point-to-point messages. Thus, if started with two processes, the following program is a valid MPI program and is guaranteed to terminate:

```

MPI_Request req;

switch(rank) {
    case 0:
        MPI_Ibarrier(comm, &req);
        MPI_Wait(&req, MPI_STATUS_IGNORE);
        MPI_Send(buf, count, dtype, 1, tag, comm);
        break;
    case 1:
        MPI_Ibarrier(comm, &req);

```

```

1      MPI_Recv(buf, count, dtype, 0, tag, comm, MPI_STATUS_IGNORE);
2      MPI_Wait(&req, MPI_STATUS_IGNORE);
3      break;
4  }

```

The MPI library must progress the barrier in the MPI\_Recv call. Thus, the MPI\_Wait call in rank 0 will eventually complete, which enables the matching MPI\_Send so all calls eventually return.

**Example 5.31** Blocking and nonblocking collective operations do not match. The following example is illegal.

```

13  MPI_Request req;
14
15  switch(rank) {
16      case 0:
17          /* illegal false matching of Alltoall and Ialltoall */
18          int MPI_Ialltoall(sbuf, scnt, stype, rbuf, rcnt, rtype, comm, &req);
19          MPI_Wait(&req, MPI_STATUS_IGNORE);
20          break;
21      case 1:
22          /* illegal false matching of Alltoall and Ialltoall */
23          int MPI_Alltoall(sbuf, scnt, stype, rbuf, rcnt, rtype, comm);
24          break;
25  }

```

**Example 5.32** Collective and point-to-point requests can be mixed in functions that enable multiple completions. If started with two processes, the following program is valid.

```

29  MPI_Request reqs[2];
30
31  switch(rank) {
32      case 0:
33          MPI_Ibarrier(comm, &reqs[0]);
34          MPI_Send(buf, count, dtype, 1, tag, comm);
35          MPI_Wait(&reqs[0], MPI_STATUS_IGNORE);
36          break;
37      case 1:
38          MPI_Irecv(buf, count, dtype, 0, tag, comm, &reqs[0]);
39          MPI_Ibarrier(comm, &reqs[1]);
40          MPI_Waitall(2, reqs, MPI_STATUSES_IGNORE);
41          break;
42  }

```

The Waitall call returns only after the barrier and the receive completed.

**Example 5.33** Multiple nonblocking collective operations can be outstanding on a single communicator and match in order.

```

MPI_Request reqs[3];

compute(buf1);
MPI_Ibcast(buf1, count, type, 0, comm, &reqs[0]);
compute(buf2);
MPI_Ibcast(buf2, count, type, 0, comm, &reqs[1]);
compute(buf3);
MPI_Ibcast(buf3, count, type, 0, comm, &reqs[2]);
MPI_Waitall(3, reqs, MPI_STATUSES_IGNORE);

```

*Advice to users.* Pipelining and double-buffering techniques can efficiently be used to overlap computation and communication. However, having too many outstanding requests might have a negative impact on performance. (*End of advice to users.*)

*Advice to implementors.* The use of pipelining may generate many outstanding requests. A high-quality hardware-supported implementation with limited resources should be able to fall back to a software implementation if its resources are exhausted. In this way, the implementation could limit the number of outstanding requests only by the available memory. (*End of advice to implementors.*)

**Example 5.34** Nonblocking collective operations can also be used to enable simultaneous collective operations on multiple overlapping communicators (see Figure 5.13). The following example is started with three processes and three communicators. The first communicator `comm1` includes ranks 0 and 1, `comm2` includes ranks 1 and 2 and `comm3` spans ranks 0 and 2. It is not possible to perform a blocking collective operation on all communicators because there exists no deadlock-free order to invoke them. However, nonblocking collective operations can easily be used to achieve this task.

```

MPI_Request reqs[2];

switch(rank) {
    case 0:
        MPI_Iallreduce(sbuf1, rbuf1, count, dtype, MPI_SUM, comm1, &reqs[0]);
        MPI_Iallreduce(sbuf3, rbuf3, count, dtype, MPI_SUM, comm3, &reqs[1]);
        break;
    case 1:
        MPI_Iallreduce(sbuf1, rbuf1, count, dtype, MPI_SUM, comm1, &reqs[0]);
        MPI_Iallreduce(sbuf2, rbuf2, count, dtype, MPI_SUM, comm2, &reqs[1]);
        break;
    case 2:
        MPI_Iallreduce(sbuf2, rbuf2, count, dtype, MPI_SUM, comm2, &reqs[0]);
        MPI_Iallreduce(sbuf3, rbuf3, count, dtype, MPI_SUM, comm3, &reqs[1]);
        break;
}
MPI_Waitall(2, reqs, MPI_STATUSES_IGNORE);

```

*Advice to users.* This method can be useful if overlapping neighboring regions (halo or ghost zones) are used in collective operations. The sequence of the two calls in each process is irrelevant because the two nonblocking operations are performed on different communicators. (*End of advice to users.*)

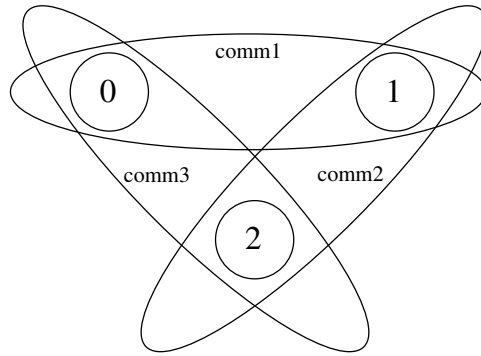


Figure 5.13: Example with overlapping communicators.

**Example 5.35** The progress of multiple outstanding nonblocking collective operations is completely independent.

```
MPI_Request reqs[2];

compute(buf1);
MPI_Ibcast(buf1, count, type, 0, comm, &reqs[0]);
compute(buf2);
MPI_Ibcast(buf2, count, type, 0, comm, &reqs[1]);
MPI_Wait(&reqs[1], MPI_STATUS_IGNORE);
/* nothing is known about the status of the first bcast here */
MPI_Wait(&reqs[0], MPI_STATUS_IGNORE);
```

Finishing the second `MPI_IBCAST` is completely independent of the first one. This means that it is not guaranteed that the first broadcast operation is finished or even started after the second one is completed via `reqs[1]`.

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