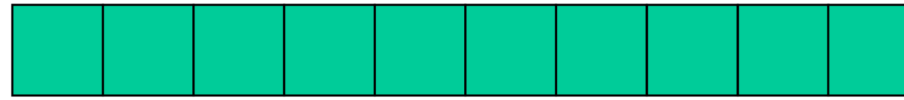
Derived Datatypes

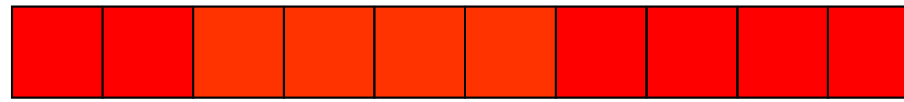
- Basic types
- Derived types
  - vectors
  - structs
  - others

Basic datatypes

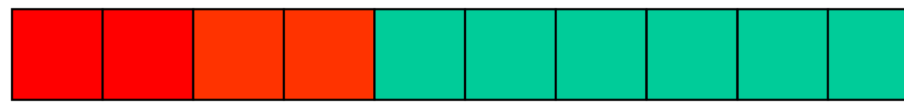
```
int x[10];
INTEGER:: x(10);
```



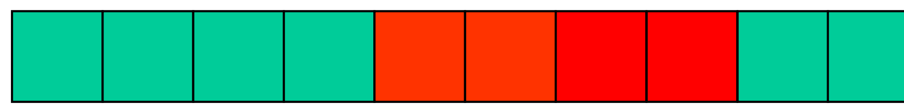
```
// send all 10 values
MPI_Send(x, 10, MPI_INT, …);
MPI_SEND(x, 10, MPI_INTEGER, …)
```



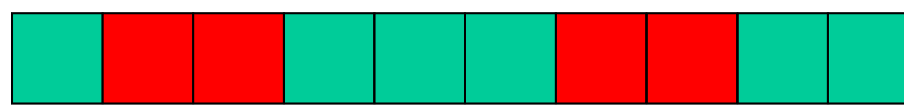
```
// send first 4 values
MPI_Send(&x[0], 4, …);
MPI_SEND( x(1), 4, …)
```



```
// send 5th, 6th, 7th, 8th
MPI_Send(&x[4], 4, …);
MPI_SEND( x(5), 4, …)
```



```
// ??
struct mystruct x[10];
type(mytype) :: x(10)
```



Motivation

- Send / Recv calls need a datatype argument
  - pre-defined values exist for pre-defined language types
  - eg **`real`** <-> **`MPI_REAL`**; **`int`** <-> **`MPI_INT`**
- What about types defined by a program?
  - eg structures (in C) or user-defined types (Fortran)
- Send / Recv calls take a count parameter
  - what about data that isn't contiguous in memory?
  - eg subsections of 2D arrays

Approach

- Can define new types in MPI
  - user calls setup routines to describe new datatype to MPI
    - remember, MPI is a library and NOT a compiler!
  - MPI returns a new datatype handle
  - store this value in a variable, eg MPI_MY_NEWTYPE

- Derived types have same status as pre-defined
  - can use in any message-passing call

- Some care needed for reduction operations
  - user must also define a new MPI_Op appropriate to the new datatype to tell MPI how to combine them

- All derived types stored by MPI as a list of basic types and displacements (in bytes)
  - for a structure, types may be different
  - for an array subsection, types will be the same
- User can define new derived types in terms of both basic types and other derived types

basic datatype 0	displacement of datatype 0
basic datatype 1	displacement of datatype 1
...	...
basic datatype n-1	displacement of datatype n-1

- The simplest derived datatype consists of a number of contiguous items of the same datatype.
- C:

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

- Fortran:

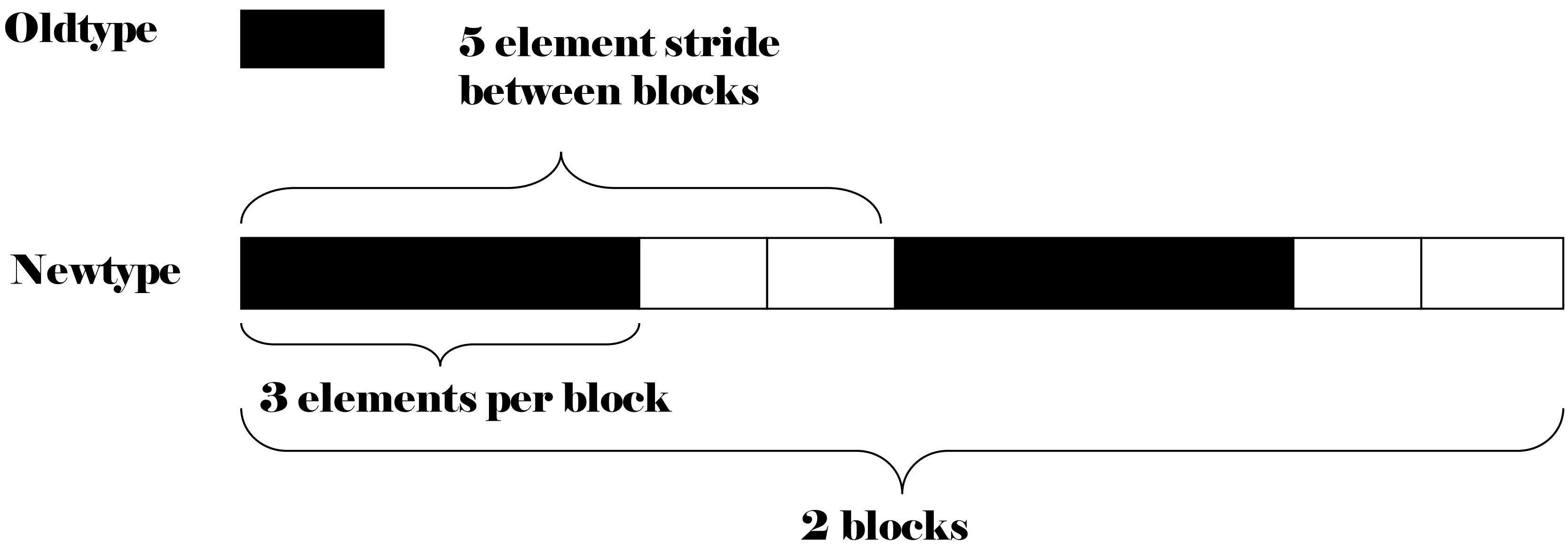
```
MPI_TYPE_CONTIGUOUS(COUNT, OLDTYPE,
                    NEWTYPE, IERROR)

INTEGER COUNT, OLDTYPE, NEWTYPE, IERROR
```

Use of contiguous

- May make program clearer to read
- Imagine sending a block of 4 integers
  - use MPI_Ssend with MPI_INT / MPI_INTEGER and count = 4
- Or …
  - define a new contiguous type of 4 integers called BLOCK4
  - use MPI_Ssend with type=BLOCK4 and count = 1
- May also be useful intermediate stage in building more complicated types
  - ie later used in definition of another derived type

Vector Datatype Example



- count = 2
- stride = 5
- blocklength = 3

What is a vector type?

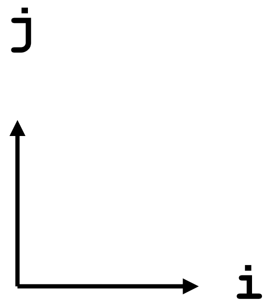
- Why is a pattern with blocks and gaps useful?

A vector type corresponds to a subsection of a 2D array

- Think about how arrays are stored in memory
  - unfortunately, different conventions for C and Fortran!
  - must use statically allocated arrays in C because dynamically allocated arrays (using malloc) have no defined storage format
  - In Fortran, can use either static or allocatable arrays

Coordinate System (how I draw arrays)

x[i][j]



x(i,j)

x[0][3]	x[1][3]	x[2][3]	x[3][3]
x[0][2]	x[1][2]	x[2][2]	x[3][2]
x[0][1]	x[1][1]	x[2][1]	x[3][1]
x[0][0]	x[1][0]	x[2][0]	x[3][0]

x(1,4)	x(2,4)	x(3,4)	x(4,4)
x(1,3)	x(2,3)	x(3,3)	x(4,3)
x(1,2)	x(2,2)	x(3,2)	x(4,2)
x(1,1)	x(2,1)	x(3,1)	x(4,1)

Arrray Layout in Memory

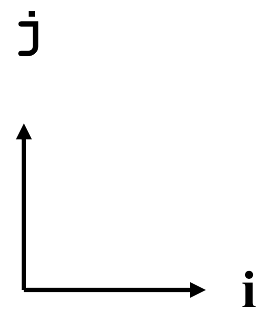
C: **`x[16]`**

F: **`x(16)`**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

C: **`x[4][4]`**

4	8	12	16
3	7	11	15
2	6	10	14
1	5	9	13



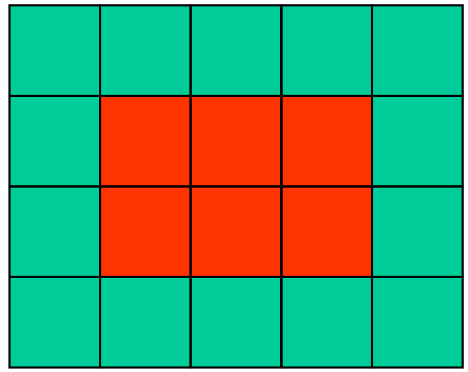
F: **`x(4,4)`**

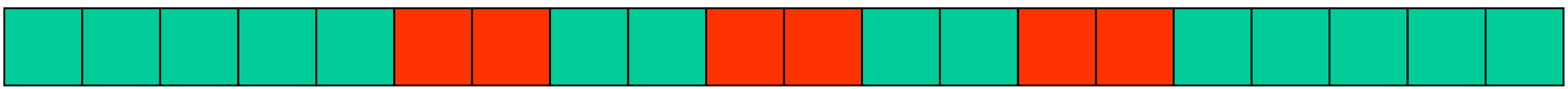
13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

- Data is contiguous in memory
  - different conventions for mapping 2D t o 1D arrays in C and Fortran

C example

C: **`x[5][4]`**

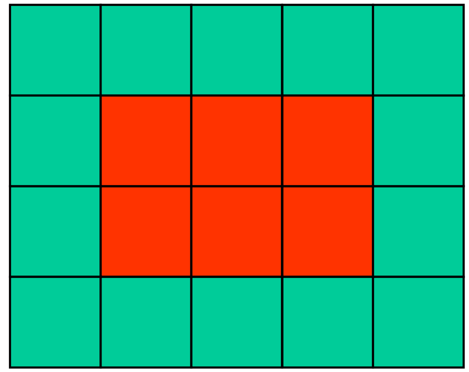


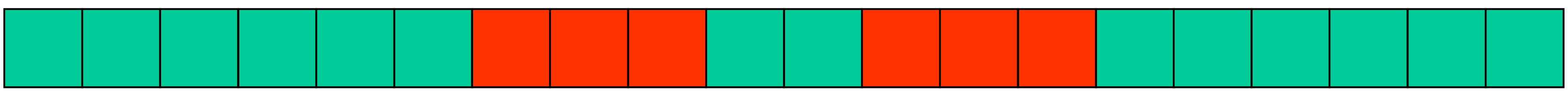


- A 3 x 2 subsection of a 5 x 4 array
  - three blocks of two elements separated by gaps of two

Fortran example

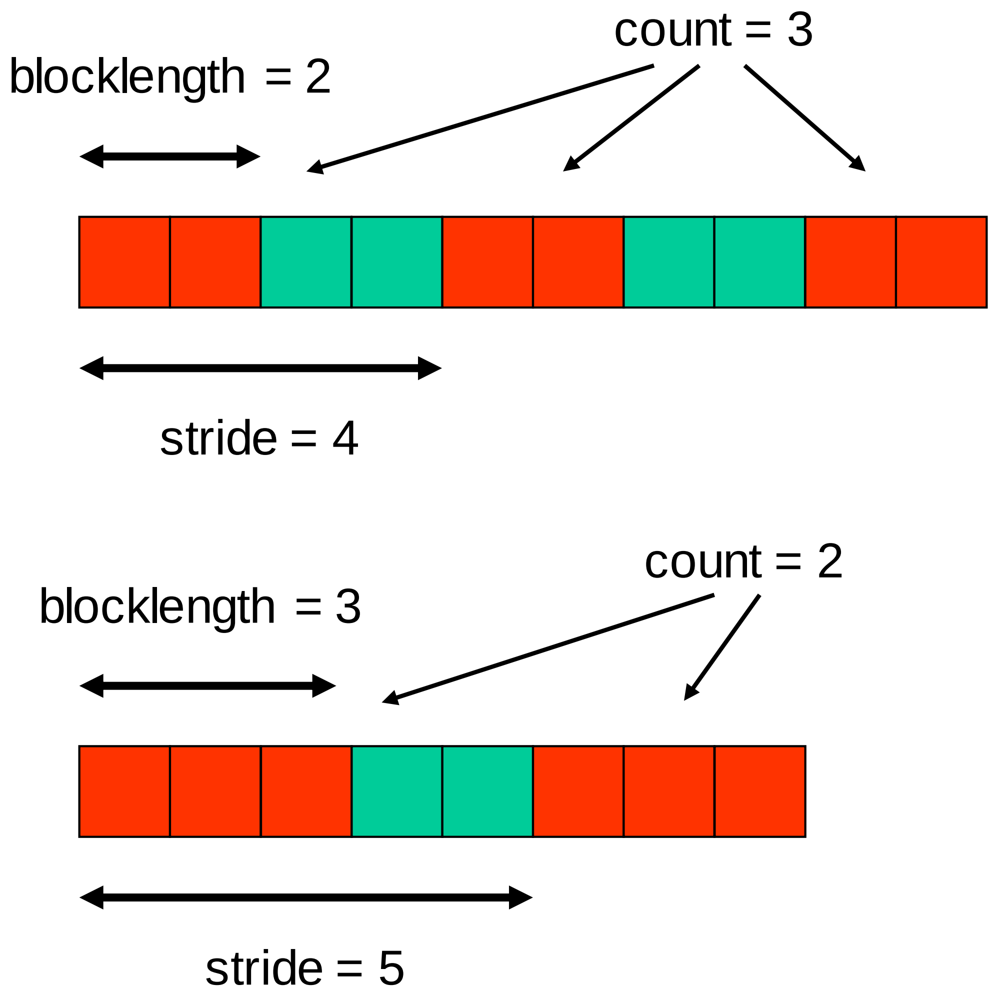
F: **`x(5,4)`**





- A 3 x 2 subsection of a 5 x 4 array
  - two blocks of three elements separated by gaps of two

Equivalent Vector Datatypes



- C:

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

- Fortran:

```
MPI_TYPE_VECTOR (COUNT, BLOCKLENGTH,
            STRIDE, OLDTYPE, NEWTYPE, IERROR)
```

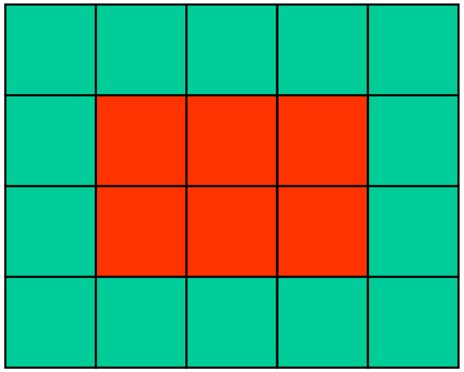
Sending a vector

- Have defined a 3x2 subsection of a 5x4 array
  - but not defined WHICH subsection
  - is it the bottom left-hand corner? top-right?

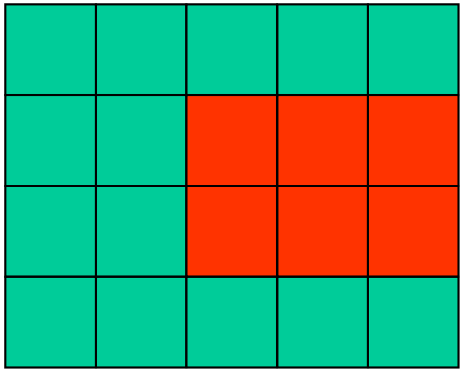
- Data that is sent depends on what buffer you pass to the send routines
  - pass the address of the first element that should be sent

Vectors in send routines

```
MPI_Ssend(&x[1][1], 1, vector3x2, ...);
MPI_SSEND(x(2,2)  , 1, vector3x2, ...)
```



```
MPI_Ssend(&x[2][1], 1, vector3x2, ...);
MPI_SSEND(x(3,2)  , 1, vector3x2, ...)
```



- May be useful to find out how big a derived type is
  - extent is distance from start of first to end of last data entry
  - can use these routines to compute extents of basic types too
  - answer is returned in bytes

- C:

```
int MPI_Type_get_extent (MPI_Datatype datatype,
                         MPI_Aint *extent)
```

- Fortran:

```
MPI_TYPE_GET_EXTENT( DATATYPE, EXTENT, IERROR)
INTEGER DATATYPE, EXTENT, IERROR
```

Structures

- Can define compound objects in C and Fortran

```
struct compound              type compound
{
  int    ival;                  integer          :: ival
  double dval[3];               double precision :: dval(3)
};
                             end type compound
```

- Storage format NOT defined by the language
  - different compilers do different things
  - eg insert arbitrary padding between successive elements
  - need to tell MPI the byte displacements of every element

Constructing a Struct Datatype

- C:

```
int MPI_Type_create_struct (int count,
    int *array_of_blocklengths,
    MPI_Aint *array_of_displacements,
    MPI_Datatype *array_of_types,
    MPI_Datatype *newtype)
```

- Fortran:

```
MPI_TYPE_CREATE_STRUCT (COUNT,
    ARRAY_OF_BLOCKLENGTHS,
    ARRAY_OF_DISPLACEMENTS,
    ARRAY_OF_TYPES, NEWTYPE, IERROR)
```

- count = 2
- array_of_blocklengths[0] = 1
- array_of_types[0] = MPI_INT
- array_of_blocklengths[1] = 3
- array_of_types[1] = MPI_DOUBLE

- But how do we compute the displacements?
  - need to create a compound variable in our program
  - explicitly compute memory addresses of every member
  - subtract addresses to get displacements from origin

- C:

```
int MPI_Address (void *location,
                 MPI_Aint *address)
```

- Fortran:

```
MPI_ADDRESS( LOCATION, ADDRESS, IERROR)

<type> LOCATION (*)
INTEGER ADDRESS, IERROR
```

- Once a datatype has been constructed, it needs to be committed before it is used in a message-passing call
- This is done using `MPI_TYPE_COMMIT`

- C:

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

- Fortran:

```
MPI_TYPE_COMMIT (DATATYPE, IERROR)
    INTEGER DATATYPE, IERROR
```

Derived Datatypes

- See Exercise 7.1 on the sheet
- Modify the passing-around-a-ring exercise.
- Calculate two separate sums:
  - rank integer sum, as before
  - rank floating point sum
- Use a struct datatype for this.
- If you are a Fortran programmer unfamiliar with Fortran derived types then jump to exercise 7.2
  - illustrates the use of MPI_Type_vector