

# MPI Cheat Sheet



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Arguments from the main function  
Called at the start of any MPI program

`int MPI_Init(↕ int *, ↕ char ***)`

&argc &argv  
NULL NULL

Called at the end of any MPI program

`int MPI_Finalize()`

Gives the number of tasks

`int MPI_Comm_size(↓ MPI_Comm, ↑ int *)`

MPI\_COMM\_WORLD  
  
&num\_tasks

Gives the id (rank) of the current (calling) task

`int MPI_Comm_rank(↓ MPI_Comm, ↑ int *)`

MPI\_COMM\_WORLD  
  
&rank

Synchronizes all tasks at the call of the barrier

`int MPI_Barrier(↓ MPI_Comm comm)`

MPI\_COMM\_WORLD

Sends from buffer **b**, **c** elements of data type **d** to rank **r**. The communication is marked with tag **t**.  
The function is blocking, **b** can safely be used after it but data may not have yet been delivered.

`int MPI_Send(↓ void *b, ↓ int c, ↓ MPI_Datatype d, ↓ int receiver, ↓ int t, ↓ MPI_Comm)`

v num\_el(v) MPI\_INT [ 0, num\_tasks ) [ 0, .. ) MPI\_COMM\_WORLD  
&v[3] [0,..) MPI\_CHAR  
&a MPI\_FLOAT  
v+5 MPI\_LONG

Receive in buffer **b**, **c** elements of data type **d** from rank **r**. The communication is marked with tag **t**.  
The function is blocking, **b** can be safely used and the data was delivered.

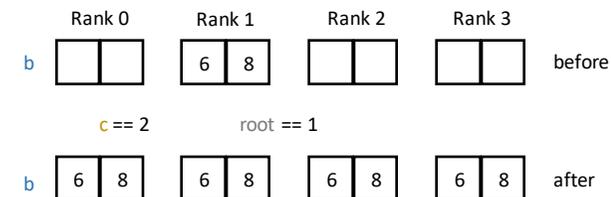
`int MPI_Recv(↑ void *b, ↓ int c, ↓ MPI_Datatype d, ↓ int sender, ↓ int t, ↓ MPI_Comm, ↑ MPI_Status *)`

v num\_el(v) MPI\_INT [ 0, num\_tasks ) MPI\_COMM\_WORLD  
&v[3] [0,..) MPI\_CHAR MPI\_ANY\_SOURCE  
&a MPI\_FLOAT  
v+5 MPI\_LONG  
  
[ 0, .. ) &Stat  
MPI\_ANY\_TAG MPI\_STATUS\_IGNORE  
Stat.MPI\_SOURCE, Stat.MPI\_TAG

Sends (Broadcasts) **c** elements of data type **d** from buffer **b** from rank **r** to all other tasks in buffer **b**.  
All tasks have to call this function with the same value for **root**.

`int MPI_Bcast(↕ void *b, ↓ int c, ↓ MPI_Datatype d, ↓ int root, ↓ MPI_Comm)`

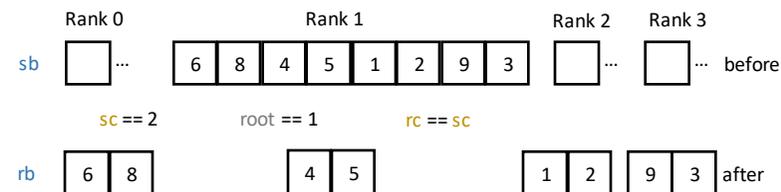
v num\_el(v) MPI\_INT MPI\_COMM\_WORLD  
&v[3] [0,..) MPI\_CHAR [ 0, num\_tasks )  
&a MPI\_FLOAT  
v+5 MPI\_LONG



Splits the elements from **sb** of datatype **sd** on rank **root** in **num\_tasks** chunks of size **sc**.  
Every task receives its appropriate chunk in **rb**. For simplicity **sc == rc**, **sd == rd**.  
All tasks have to call this function with the same value for **root**.

`int MPI_Scatter(↓ void *sb, ↓ int sc, ↓ MPI_Datatype sd, ↑ void *rb, ↓ int rc, ↓ MPI_Datatype rd, ↓ int root, ↓ MPI_Comm)`

v num\_el(v)/num\_tasks MPI\_INT v num\_el(v)/num\_tasks MPI\_INT MPI\_COMM\_WORLD  
&v[3] [0,..) MPI\_CHAR &v[3] [0,..) MPI\_CHAR [ 0, num\_tasks )  
&a MPI\_FLOAT &a MPI\_FLOAT  
v+5 MPI\_LONG v+5 MPI\_LONG



Gathers **sc** elements from all **sb** of datatype **sd** on all tasks and places the **num\_tasks** chunks of size **rc** in **rb** on task of rank **root**.  
Every task sends its appropriate chunk in **rb**. For simplicity **sc == rc**, **sd == rd**.  
All tasks have to call this function with the same value for **root**.

`int MPI_Gather(↓ void *sb, ↓ int sc, ↓ MPI_Datatype sd, ↑ void *rb, ↓ int rc, ↓ MPI_Datatype rd, ↓ int root, ↓ MPI_Comm)`

v num\_el(v)/num\_tasks MPI\_INT v num\_el(v)/num\_tasks MPI\_INT MPI\_COMM\_WORLD  
&v[3] [0,..) MPI\_CHAR &v[3] [0,..) MPI\_CHAR [ 0, num\_tasks )  
&a MPI\_FLOAT &a MPI\_FLOAT  
v+5 MPI\_LONG v+5 MPI\_LONG

