Package ‘Rmpi’

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Imports parallel
Description An interface (wrapper) to MPI. It also provides interactive R manager and worker environment.
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lamhosts

Description

lamhosts finds the host name associated with its node number. Can be used by mpi.spawn.Rslaves to spawn R slaves on selected hosts. This is a LAM-MPI specific function.

mpi.is.master checks if it is running on master or slaves.

mpi.hostinfo finds an individual host information including rank and size in a comm.

slave.hostinfo is executed only by master and find all master and slaves host information in a comm.
mpi.abort

Usage

lamhosts()
mpi.is.master()
mpi.hostinfo(comm = 1)
slave.hostinfo(comm = 1, short = TRUE)

Arguments

comm a communicator number
short if true, a short form is printed

Value

lamhosts returns CPUs nodes numbers with their host names.
mpi.is.master returns TRUE if it is on master and FALSE otherwise.
mpi.hostinfo sends to stdio a host name, rank, size and comm.
slave.hostinfo sends to stdio a list of host, rank, size, and comm information for all master and slaves. With short = TRUE and 8 slaves or more, the first 3 and last 2 slaves are shown.

Author(s)

Hao Yu

See Also

mpi.spawn.Rslaves

mpi.abort MPI\_Abort API

Description

mpi.abort makes a “best attempt” to abort all tasks in a comm.

Usage

mpi.abort(comm = 1)

Arguments

comm a communicator number

Value

1 if success. Otherwise 0.
mpi.any.source

Author(s)
Hao Yu

References
https://www.open-mpi.org/

See Also
mpi.finalize

mpi.any.source  MPI Constants

Description
Find MPI constants: MPI\_ANY\_SOURCE, MPI\_ANY\_TAG, or MPI\_PROC\_NULL

Usage
mpi.any.source()
mpi.any.tag()
mpi.proc.null()

Arguments
None

Details
These constants are mainly used by mpi.send, mpi.recv, and mpi.probe. Different implementation of MPI may use different integers for MPI\_ANY\_SOURCE, MPI\_ANY\_TAG, and MPI\_PROC\_NULL. Hence one should use these functions instead real integers for MPI communications.

Value
Each function returns an integer value.

References
https://www.open-mpi.org/

See Also
mpi.send, mpi.recv.
**mpi.apply**

Scatter an array to slaves and then apply a FUN

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**Description**

An array (length <= total number of slaves) is scattered to slaves so that the first slave calls FUN with arguments \(x[[1]]\) and \(\ldots\), the second one calls with arguments \(x[[2]]\) and \(\ldots\), and so on. mpi.iapply is a nonblocking version of mpi.apply so that it will not consume CPU on master node.

**Usage**

```r
mpi.apply(X, FUN, ..., comm=1)
mpi.iapply(X, FUN, ..., comm=1, sleep=0.01)
```

**Arguments**

- `X` an array
- `FUN` a function
- `...` optional arguments to `FUN`
- `comm` a communicator number
- `sleep` a sleep interval on master node (in sec)

**Value**

A list of the results is returned. Its length is the same as that of `X`. In case the call `FUN` with arguments \(x[[i]]\) and \(\ldots\) fails on \(i\)th slave, corresponding error message will be returned in the returning list.

**Author(s)**

Hao Yu

**Examples**

```r
#Assume that there are at least 5 slaves running
#Otherwise run mpi.spawn.Rslaves(nslaves=5)
x=c(10,20)
mpi.apply(x,runif)
meanx=1:5
mpi.apply(meanx,rnorm,n=2,sd=4)
```
### mpi.applyLB

(Load balancing) parallel apply and related functions.

#### Description

(Load balancing) parallel lapply and related functions.

#### Usage

- `mpi.applyLB(X, FUN, ..., apply.seq=NULL, comm=1)`
- `mpi.parApply(X, MARGIN, FUN, ..., job.num = mpi.comm.size(comm)-1, apply.seq=NULL, comm=1)`
- `mpi.parLapply(X, FUN, ..., job.num=mpi.comm.size(comm)-1, apply.seq=NULL, comm=1)`
- `mpi.parSapply(X, FUN, ..., job.num=mpi.comm.size(comm)-1, apply.seq=NULL, simplify=TRUE, USE.NAMES = TRUE, comm=1)`
- `mpi.parRapply(X, FUN, ..., job.num=mpi.comm.size(comm)-1, apply.seq=NULL, comm=1)`
- `mpi.parCapply(X, FUN, ..., job.num=mpi.comm.size(comm)-1, apply.seq=NULL, comm=1)`
- `mpi.parReplicate(n, expr, job.num=mpi.comm.size(comm)-1, apply.seq=NULL, simplify = TRUE, comm=1)`
- `mpi.parMM(A, B, job.num=mpi.comm.size(comm)-1, comm=1)`

#### Arguments

- **X**: an array or matrix.
- **MARGIN**: vector specifying the dimensions to use.
- **FUN**: a function.
- **simplify**: logical; should the result be simplified to a vector or matrix if possible?
- **USE.NAMES**: logical; if TRUE and if X is character, use X as names for the result unless it had names already.
- **n**: number of replications.
- **A**: a matrix
- **B**: a matrix
- **expr**: expression to evaluate repeatedly.
- **job.num**: Total job numbers. If job numbers is bigger than total slave numbers (default value), a load balancing approach is used.
- **apply.seq**: if reproducing the same computation (simulation) is desirable, set it to the integer vector .mpi.applyLB generated in previous computation (simulation).
- **...**: optional arguments to FUN
- **comm**: a communicator number
mpi.applyLB

Details

Unless length of \( X \) is no more than total slave numbers (slave.num) and in this case mpi.applyLB is the same as mpi.apply, mpi.applyLB sends a next job to a slave who just delivered a finished job. The sequence of slaves who deliver results to master are saved into .mpi.applyLB. It keeps track which part of results done by which slaves. .mpi.applyLB can be used to reproduce the same simulation result if the same seed is used and the argument apply.seq is equal to .mpi.applyLB.

With the default value of argument job.num which is slave.num, mpi.parApply, mpi.parLapply, mpi.parSapply, mpi.parRapply, mpi.parCapply, mpi.parSapply, and mpi.parMM are clones of snow's parApply, parLapply, parSapply, parRapply, parCapply, parSapply, and parMM, respectively. When job.num is bigger than slave.num, a load balancing approach is used.

Warning

When using the argument apply.seq with .mpi.applyLB, be sure all settings are the same as before, i.e., the same data, job.num, slave.num, and seed. Otherwise a deadlock could occur. Notice that apply.seq is useful only if job.num is bigger than slave.num.

See Also

mpi.apply

Examples

#Assume that there are some slaves running

#mpi.applyLB
x=1:7
mpi.applyLB(x,rnorm,mean=2,sd=4)

#get the same simulation
mpi.remote.exec(set.seed(111))
mpi.applyLB(x,rnorm,mean=2,sd=4)
mpi.remote.exec(set.seed(111))
mpi.applyLB(x,rnorm,mean=2,sd=4,apply.seq=.mpi.applyLB)

#mpi.parApply
x=1:24
dim(x)=c(2,3,4)
mpi.parApply(x, MARGIN=c(1,2), FUN=mean, job.num = 5)

#mpi.parLapply
mdat <- matrix(c(1,2,3, 7,8,9), nrow = 2, ncol=3, byrow=TRUE,
                   dimnames = list(c("R.1", "R.2"), c("C.1", "C.2", "C.3")))
mpi.parLapply(mdat, rnorm)

#mpi.parSapply
mpi.parSapply(mdat, rnorm)

#mpi.parMM
A=matrix(1:1000^2,ncol=1000)
### mpi.barrier

**MPI_Barrier API**

**Description**

mpi.barrier blocks the caller until all members have called it.

**Usage**

``` python
mpi.barrier(comm = 1)
```

**Arguments**

- **comm**
  - a communicator number

**Value**

1 if success. Otherwise 0.

**Author(s)**

Hao Yu

**References**

https://www.open-mpi.org/

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### mpi.bcast

**MPI_Bcast API**

**Description**

mpi.bcast is a collective call among all members in a comm. It broadcasts a message from the specified rank to all members.

**Usage**

``` python
mpi.bcast(x, type, rank = 0, comm = 1, buffunit=100)
```
mpi.bcast.cmd

Arguments

- **x**: data to be sent or received. Must be the same type among all members.
- **type**: 1 for integer, 2 for double, and 3 for character. Others are not supported.
- **rank**: the sender.
- **comm**: a communicator number.
- **buffunit**: a buffer unit number.

Details

mpi.bcast is a blocking call among all members in a comm, i.e., all members have to wait until everyone calls it. All members have to prepare the same type of messages (buffers). Hence it is relatively difficult to use in R environment since the receivers may not know what types of data to receive, not mention the length of data. Users should use various extensions of mpi.bcast in R. They are mpi.bcast.Robj, mpi.bcast.cmd, and mpi.bcast.Robj2slave.

When type=5, MPI continuous datatype (double) is defined with unit given by buffunit. It is used to transfer huge data where a double vector or matrix is divided into many chunks with unit buffunit. Total ceiling(length(obj)/buffunit) units are transferred. Due to MPI specification, both buffunit and total units transferred cannot be over $2^{31} - 1$. Notice that the last chunk may not have full length of data due to rounding. Special care is needed.

Value

mpi.bcast returns the message broadcasted by the sender (specified by the rank).

References

https://www.open-mpi.org/

See Also


mpi.bcast.cmd

Extension of MPI_Bcast API

Description

mpi.bcast.cmd is an extension of mpi.bcast. It is mainly used to transmit a command from master to all R slaves spawned by using slavedaemon.R script.

Usage

mpi.bcast.cmd(cmd=NULL, ..., rank = 0, comm = 1, nonblock=FALSE, sleep=0.1)
Arguments

- **cmd**: a command to be sent from master.
- **...**: used as arguments to cmd (function command) for passing their (master) values to R slaves, i.e., if 'myfun(x)' will be executed on R slaves with 'x' as master variable, use `mpi.bcast.cmd(cmd=myfun, x=x)`.
- **rank**: the sender
- **comm**: a communicator number
- **nonblock**: logical. If TRUE, a nonblock procedure is used on all receivers so that they will consume none or little CPUs while waiting.
- **sleep**: a sleep interval, used when nonblock=TRUE. Smaller sleep is, more response receivers are, more CPUs consume

Details

`mpi.bcast.cmd` is a collective call. This means all members in a communicator must execute it at the same time. If slaves are spawned (created) by using `slavedaemon.R` (Rprofile script), then they are running `mpi.bcast.cmd` in infinite loop (idle state). Hence master can execute `mpi.bcast.cmd` alone to start computation. On the master, `cmd` and `...` are put together as a list which is then broadcasted (after serialization) to all slaves (using for loop with `mpi.send` and `mpi.recv` pair). All slaves will return an expression which will be evaluated by either `slavedaemon.R`, or by whatever an R script based on `slavedaemon.R`.

If nonblock=TRUE, then on receiving side, a nonblock procedure is used to check if there is a message. If not, it will sleep for the specified amount and repeat itself.

Please use `mpi.remote.exec` if you want the executed results returned from R slaves.

Value

`mpi.bcast.cmd` returns no value for the sender and an expression of the transmitted command for others.

Warning

Be caution to use `mpi.bcast.cmd` alone by master in the middle of computation. Only all slaves in idle states (waiting instructions from master) can it be used. Otherwise it may result miscommunication with other MPI calls.

Author(s)

Hao Yu

See Also

`mpi.remote.exec`
 mpi.bcast.Robj

 mpi.bcast.Robj  Extensions of MPI\_Bcast API

Description

mpi.bcast.Robj and mpi.bcast.Robj2slave are used to move a general R object around among master and all slaves.

Usage

mpi.bcast.Robj(obj = NULL, rank = 0, comm = 1)
mpi.bcast.Robj2slave(obj, comm = 1, all = FALSE)
mpi.bcast.Rfun2slave(comm = 1)
mpi.bcast.data2slave(obj, comm = 1, buffunit = 100)

Arguments

obj an R object to be transmitted from the sender
rank the sender.
comm a communicator number.
all a logical. If TRUE, all R objects on master are transmitted to slaves.
buffunit a buffer unit number.

Details

mpi.bcast.Robj is an extension of mpi.bcast for moving a general R object around from a sender to everyone. mpi.bcast.Robj2slave does an R object transmission from master to all slaves unless all=TRUE in which case, all master’s objects with the global environment are transmitted to all slaves.

mpi.bcast.data2slave transfers data (a double vector or a matrix) natively without (un)serilization. It should be used with a huge vector or matrix. It results less memory usage and faster transmission. Notice that data with missing values (NA) are allowed.

Value

mpi.bcast.Robj returns no value for the sender and the transmitted one for others. mpi.bcast.Robj2slave returns no value for the master and the transmitted R object along its name on slaves. mpi.bcast.Rfun2slave transmits all master’s functions to slaves and returns no value. mpi.bcast.data2slave transmits a double vector or a matrix to slaves and returns no value.

Author(s)

Hao Yu

See Also

mpi.send.Robj, mpi.recv.Robj,
mpi.cart.coords  

Description

mpi.cart.coords translates a rank to its Cartesian topology coordinate.

Usage

mpi.cart.coords(comm=3, rank, maxdims)

Arguments

- comm: Communicator with Cartesian structure
- rank: rank of a process within group
- maxdims: length of vector coord in the calling program

Details

This function is the rank-to-coordinates translator. It is the inverse map of mpi.cart.rank. maxdims is at least as big as ndims as returned by mpi.cartdim.get.

Value

mpi.cart.coords returns an integer array containing the Cartesian coordinates of specified process.

Author(s)

Alek Hunchak and Hao Yu

References

https://www.open-mpi.org/

See Also

mpi.cart.rank

Examples

#Need at least 9 slaves
mpi.bcast.cmd(mpi.cart.create(1,c(3,3),c(F,T)))
mpi.cart.create(1,c(3,3),c(F,T))
mpi.cart.coords(3,4,2)
Description

`mpi.cart.create` creates a Cartesian structure of arbitrary dimension.

Usage

`mpi.cart.create(commold=1, dims, periods, reorder=FALSE, commcart=3)`

Arguments

- `commold`: Input communicator
- `dims`: Integer array of size ndims specifying the number of processes in each dimension
- `periods`: Logical array of size ndims specifying whether the grid is periodic or not in each dimension
- `reorder`: ranks may be reordered or not
- `commcart`: The new communicator to which the Cartesian topology information is attached

Details

If reorder = false, then the rank of each process in the new group is the same as its rank in the old group. If the total size of the Cartesian grid is smaller than the size of the group of commold, then some processes are returned `mpi.comm.null`. The call is erroneous if it specifies a grid that is larger than the group size.

Value

`mpi.cart.create` returns 1 if success and 0 otherwise.

Author(s)

Alek Hunchak and Hao Yu

References

https://www.open-mpi.org/

Examples

```r
# Need at least 9 slaves
mpi.bcast.cmd(mpi.cart.create(1, c(3, 3), c(F, T)))
mpi.cart.create(1, c(3, 3), c(F, T))
```
Description

mpi.cart.get provides the user with information on the Cartesian topology associated with a comm.

Usage

mpi.cart.get(comm=3, maxdims)

Arguments

comm Communicator with Cartesian structure
maxdims length of vectors dims, periods, and coords in the calling program

Details

The coords are as given for the rank of the calling process as shown.

Value

mpi.cart.get returns a vector containing information on the Cartesian topology associated with comm. maxdims must be at least ndims as returned by mpi.cartdim.get.

Author(s)

Alek Hunchak and Hao Yu

References

https://www.open-mpi.org/

See Also

mpi.cart.create, mpi.cartdim.get

Examples

#Need at least 9 slaves
mpi.bcast.cmd(mpi.cart.create(1,c(3,3),c(F,T)))
mpi.cart.create(1,c(3,3),c(F,T))
mpi.remote.exec(mpi.cart.get(3,2))
**Description**

`mpi.cart.rank` translates a Cartesian topology coordinate to its rank.

**Usage**

```r
mpi.cart.rank(comm=3, coords)
```

**Arguments**

- `comm` Communicator with Cartesian structure
- `coords` Specifies the Cartesian coordinates of a process

**Details**

For a process group with a Cartesian topology, this function translates the logical process coordinates to process ranks as they are used by the point-to-point routines. It is the inverse map of `mpi.cart.coords`.

**Value**

`mpi.cart.rank` returns the rank of the specified process.

**Author(s)**

Alek Hunchak and Hao Yu

**References**

[https://www.open-mpi.org/](https://www.open-mpi.org/)

**See Also**

`mpi.cart.coords`

**Examples**

```r
# Need at least 9 slaves
mpi.bcast.cmd(mpi.cart.create(1,c(3,3),c(F,T)))
mpi.cart.create(1,c(3,3),c(F,T))
mpi.cart.rank(3,c(1,0))
```
mpi.cart.shift

Description

mpi.cart.shift shifts the Cartesian topology in both manners, displacement and direction.

Usage

mpi.cart.shift(comm=3, direction, disp)

Arguments

comm Communicator with Cartesian structure
direction Coordinate dimension of the shift
disp displacement (>0 for upwards or left shift, <0 for downwards or right shift)

Details

mpi.cart.shift provides neighbor ranks from given direction and displacement. The direction argument indicates the dimension of the shift. direction=1 means the first dim, direction=2 means the second dim, etc. disp=1 or -1 provides immediate neighbor ranks and disp=2 or -2 provides neighbor’s neighbor ranks. Negative ranks mean out of boundary. They correspond to mpi.proc.null.

Value

mpi.cart.shift returns a vector containing information regarding the rank of the source process and rank of the destination process.

Author(s)

Alek Hunchak and Hao Yu

References

https://www.open-mpi.org/

See Also

mpi.cart.create, mpi.proc.null
Examples

```plaintext
# Need at least 9 slaves
mpi.bcast.cmd( mpi.cart.create(1,c(3,3),c(F,T)) )
mpi.cart.create(1,c(3,3),c(F,T))
mpi.remote.exec( mpi.cart.shift(3,2,1) ) # get neighbor ranks
mpi.remote.exec( mpi.cart.shift(3,1,1) )
```

Description

`mpi.cartdim.get` gets dim information about a Cartesian topology.

Usage

```plaintext
mpi.cartdim.get(comm=3)
```

Arguments

- **comm**: Communicator with Cartesian structure

Details

Can be used to provide other functions with the correct size of arrays.

Value

`mpi.cartdim.get` returns the number of dimensions of the Cartesian structure.

Author(s)

Alek Hunchak and Hao Yu

References

[https://www.open-mpi.org/](https://www.open-mpi.org/)

See Also

`mpi.cart.get`
Examples

```cpp
# Need at least 9 slaves
mpi.bcast.cmd(mpi.cart.create(1, c(3,3), c(F,T)))
mpi.cart.create(1, c(3,3), c(F,T))
mpi.cartdim.get(comm=3)
```

### Description

`mpi.comm.disconnect` disconnects itself from a communicator and then deallocates the communicator so it points to `MPI_COMM_NULL`.

### Usage

```cpp
mpi.comm.disconnect(comm=1)
```

### Arguments

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<tr>
<td><code>comm</code></td>
<td>a communicator number</td>
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### Details

When members associated with a communicator finish jobs or exit, they have to call `mpi.comm.disconnect` to release resource if the communicator was created from an intercommunicator by `mpi.intercomm.merge`. If `mpi.comm.free` is used instead, `mpi.finalize` called by slaves may cause undefined impacts on master who wishes to stay.

### Value

1 if success. Otherwise 0.

### Author(s)

Hao Yu

### References

[https://www.open-mpi.org/](https://www.open-mpi.org/)

### See Also

`mpi.comm.free`
mpi.comm.free

**MPI_Comm_free API**

---

**Description**

`mpi.comm.free` deallocates a communicator so it points to MPI_COMM_NULL.

**Usage**

`mpi.comm.free(comm=1)`

**Arguments**

`comm` a communicator number

**Details**

When members associated with a communicator finish jobs or exit, they have to call `mpi.comm.free` to release resource so `mpi.comm.size` will return 0. If the comm was created from an intercommunicator by `mpi.intercomm.merge`, use `mpi.comm.disconnect` instead.

**Value**

1 if success. Otherwise 0.

**Author(s)**

Hao Yu

**References**

https://www.open-mpi.org/

**See Also**

`mpi.comm.disconnect`
mpi.comm.get.parent

Description

mpi.comm.get.parent is mainly used by slaves to find the intercommunicator or the parent who spawns them. The intercommunicator is saved in the specified comm number.

mpi.comm.remote.size is mainly used by master to find the total number of slaves spawned.

mpi.comm.test.inter tests if a comm is an intercomm or not.

Usage

```r
mpi.comm.get.parent(comm = 2)
mpi.comm.remote.size(comm = 2)
mpi.comm.test.inter(comm = 2)
```

Arguments

`comm`  
an intercommunicator number.

Value

`mpi.comm.get.parent` and `mpi.comm.test.inter` return 1 if success and 0 otherwise.

`mpi.comm.remote.size` returns the total number of members in the remote group in an intercomm.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

`mpi.intercomm.merge`
mpi.comm.set.errhandler

**MPI\_Comm\_set\_errhandler API**

**Description**

mpi.comm.set.errhandler sets a communicator to MPI\_ERRORS\_RETURN instead of MPI\_ERRORS\_ARE\_FATAL (default) which crashes R on any type of MPI errors. Almost all MPI API calls return erccodes which can map to specific MPI error messages. All MPI related error messages come from predefined MPI\_Error\_string.

**Usage**

mpi.comm.set.errhandler(comm = 1)

**Arguments**

comm  
a communicator number

**Value**

1 if success. Otherwise 0.

**Author(s)**

Hao Yu

**References**

https://www.open-mpi.org/

mpi.comm.size

**MPI\_Comm\_size**

**Description**

mpi.comm.c2f converts the comm (a C communicator) and returns an integer that can be used as the communicator in external FORTRAN code. mpi.comm.dup duplicates (copies) a comm to a new comm. mpi.comm.rank returns its rank in a comm. mpi.comm.size returns the total number of members in a comm.

**Usage**

mpi.comm.c2f(comm = 1)  
mpi.comm.dup(comm, newcomm)  
mpi.comm.rank(comm = 1)  
mpi.comm.size(comm = 1)
mpi.comm.spawn

**Arguments**

- **comm** a communicator number
- **newcomm** a new communicator number

**Author(s)**

Hao Yu

**References**

[https://www.open-mpi.org/](https://www.open-mpi.org/)

**Examples**

```r
#Assume that there are some slaves running
mpi.comm.size(comm=1)
mpi.comm.size(comm=0)

mpi.remote.exec(mpi.comm.rank(comm=1))
mpi.remote.exec(mpi.comm.rank(comm=0))

mpi.remote.exec(mpi.comm.size(comm=1))
mpi.remote.exec(mpi.comm.size(comm=0))

mpi.bcast.cmd(mpi.comm.dup(comm=1,newcomm=5))
mpi.comm.dup(comm=1,newcomm=5)
```

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**Description**

`mpi.comm.spawn` tries to start `nslaves` identical copies of slaves, establishing communication with them and returning an intercommunicator. The spawned slaves are referred to as children, and the process that spawned them is called the parent (master). The children have their own MPI_COMM_WORLD represented by comm 0. To make communication possible among master and slaves, all slaves should use `mpi.comm.get.parent` to find their parent and use `mpi.intercomm.merge` to merge an intercomm to a comm.

**Usage**

```r
mpi.comm.spawn(slave, slavearg = character(0),
               nslaves = mpi.universe.size(), info = 0,
               root = 0, intercomm = 2, quiet = FALSE)
```
mpi.dims.create

Arguments

slave a file name to an executable program.
slavearg an argument list (a char vector) to slave.
nslaves number of slaves to be spawned.
info an info number.
root the root member who spawns slaves.
intercomm an intercomm number.
quiet a logical. If TRUE, do not print anything unless an error occurs.

Value

Unless quiet = TRUE, a message is printed to indicate how many slaves are successfully spawned and how many failed.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

mpi.comm.get.parent, mpi.intercomm.merge.

mpi.dims.create  

Description

mpi.dims.create Create a Cartesian dimension used by mpi.cart.create.

Usage

mpi.dims.create(nnodes, ndims, dims=integer(ndims))

Arguments

nnodes Number of nodes in a cluster
ndims Number of dimension in a Cartesian topology
dims Initial dimension numbers
Details

The entries in the return value are set to describe a Cartesian grid with `ndims` dimensions and a total of `nnodes` nodes. The dimensions are set to be as close to each other as possible, using an appropriate divisibility algorithm. The return value can be constrained by specifying positive number(s) in `dims`. Only those 0 values in `dims` are modified by `mpi.dims.create`.

Value

`mpi.dims.create` returns the dimension vector used by that in `mpi.cart.create`.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

`mpi.cart.create`

Examples

```r
# What is the dim numbers of 2 dim Cartersian topology under a grid of 36 nodes
mpi.dims.create(36,2) #return c(6,6)
# Constrained dim numbers
mpi.dims.create(12,2,c(0,4)) #return c(9,4)
```

---

**mpi.exit**

**Exit MPI Environment**

Description

`mpi.exit` terminates MPI execution environment and detaches the library Rmpi. After that, you can still work on R.

`mpi.quit` terminates MPI execution environment and quits R.

Usage

```r
mpi.exit()
mpi.quit(save = "no")
```

Arguments

`save` the same argument as `quit` but default to "no".
mpi.finalize

Details

Normally, mpi.finalize is used to clean all MPI states. However, it will not detach the library Rmpi. To be more safe leaving MPI, mpi.exit not only calls mpi.finalize but also detaches the library Rmpi. This will make reload the library Rmpi impossible.

If leaving MPI and R altogether, one simply uses mpi.quit.

Value

mpi.exit always returns 1

Author(s)

Hao Yu

See Also

mpi.finalize

mpi.finalize

Description

Terminates MPI execution environment.

Usage

mpi.finalize()

Arguments

None

Details

This routines must be called by each slave (master) before it exits. This call cleans all MPI state. Once mpi.finalize has been called, no MPI routine may be called. To be more safe leaving MPI, please use mpi.exit which not only calls mpi.finalize but also detaches the library Rmpi. This will make reload the library Rmpi impossible.

Value

Always return 1

Author(s)

Hao Yu
References

https://www.open-mpi.org/

See Also

mpi.exit

mpi.gather

Description

mpi.gather and mpi.gatherv (vector variant) gather each member’s message to the member specified by the argument root. The root member receives the messages and stores them in rank order. mpi.allgather and mpi.allgatherv are the same as mpi.gather and mpi.gatherv except that all members receive the result instead of just the root.

Usage

mpi.gather(x, type, rdata, root = 0, comm = 1)
mpi.gatherv(x, type, rdata, rcounts, root = 0, comm = 1)

mpi.allgather(x, type, rdata, comm = 1)
mpi.allgatherv(x, type, rdata, rcounts, comm = 1)

Arguments

x data to be gathered. Must be the same type.
type 1 for integer, 2 for double, and 3 for character. Others are not supported.
rdatal the receive buffer. Must be the same type as the sender and big enough to include all message gathered.
rcounts int vector specifying the length of each message.
root rank of the receiver
comm a communicator number

Details

For mpi.gather and mpi.allgather, the message to be gathered must be the same dim and the same type. The receive buffer can be prepared as either integer(size * dim) or double(size * dim), where size is the total number of members in a comm. For mpi.gatherv and mpi.allgatherv, the message to be gathered can have different dims but must be the same type. The argument rcounts records these different dims into an integer vector in rank order. Then the receive buffer can be prepared as either integer(sum(rcounts)) or double(sum(rcounts)).
Value

For `mpi.gather` or `mpi.gatherv`, it returns the gathered message for the root member. For other members, it returns what is in `rdata`, i.e., `rdata` (or `rcounts`) is ignored. For `mpi.allgather` or `mpi.allgatherv`, it returns the gathered message for all members.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

`mpi.scatter`, `mpi.scatterv`.

Examples

```r
# Need 3 slaves to run properly
# Or use mpi.spawn.Rslaves(nslaves=3)
mpi.bcast.cmd(id <- mpi.comm.rank(.comm), comm=1)
mpi.bcast.cmd(mpi.gather(letters[id], type=3, rdata=string(1)))
mpi.gather(letters[10], type=3, rdata=string(4))

mpi.bcast.cmd(x<-rnorm(id))
mpi.bcast.cmd(mpi.gatherv(x, type=2, rdata=double(1), rcounts=1))
mpi.gatherv(double(1), type=2, rdata=double(sum(1:3)+1), rcounts=c(1,1:3))

mpi.bcast.cmd(out1<-mpi.allgatherv(x, type=2, rdata=double(sum(1:3)+1), rcounts=c(1,1:3)))
mpi.allgatherv(double(1), type=2, rdata=double(sum(1:3)+1), rcounts=c(1,1:3))
```

Description

`mpi.gather.Robj` gathers each member’s object to the member specified by the argument `root`. The root member receives the objects as a list. `mpi.allgather.Robj` is the same as `mpi.gather.Robj` except that all members receive the result instead of just the root.

Usage

```r
mpi.gather.Robj(obj=NULL, root = 0, comm = 1, ...)
mpi.allgather.Robj(obj=NULL, comm = 1)
```
Arguments

- obj: data to be gathered. Could be different type.
- root: rank of the gather
- comm: a communicator number
- ...: optional arguments to sapply.

Details

Since sapply is used to gather all results, its default option "simplify=TRUE" is to simplify outputs. In some situations, this option is not desirable. Using "simplify=FALSE" as in the place of ... will tell sapply not to simplify and a list of outputs will be returned.

Value

For mpi.gather.Robj, it returns a list, the gathered message for the root member. For mpi.allgatherv.Robj, it returns a list, the gathered message for all members.

Author(s)

Hao Yu and Wei Xia

References

https://www.open-mpi.org/

See Also

mpi.gather, mpi.allgatherv.

Examples

# Assume that there are some slaves running
mpi.bcast.cmd(id<-mpi.comm.rank())
mpi.bcast.cmd(x<-rnorm(id))
mpi.bcast.cmd(mpi.gather.Robj(x))
x<"test mpi.gather.Robj"
mpi.gather.Robj(x)

mpi.bcast.cmd(obj<-rnorm(id+10))
mpi.bcast.cmd(nn<-mpi.allgatherv.Robj(obj))
obj<-rnorm(5)
mpi.allgather.Robj(obj)
mpi.remote.exec(nn)
mpi.get.count

mpi.get.count finds the length of a received message.

Usage

mpi.get.count(type, status = 0)

Arguments

type 1 for integer, 2 for double, 3 for char.
status a status number

Details

When mpi.recv is used to receive a message, the receiver buffer can be set to be bigger than the incoming message. To find the exact length of the received message, mpi.get.count is used to find its exact length. mpi.get.count must be called immediately after calling mpi.recv otherwise the status may be changed.

Value

the length of a received message.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

mpi.send, mpi.recv, mpi.get.sourcetag, mpi.probe.
**mpi.get.processor.name**

*MPI_Get_processor_name API*

**Description**

mpi.get.processor.name returns the host name (a string) where it is executed.

**Usage**

mpi.get.processor.name(short = TRUE)

**Arguments**

short a logical.

**Value**

a base host name if short = TRUE and a full host name otherwise.

**Author(s)**

Hao Yu

**References**

https://www.open-mpi.org/

---

**mpi.get.sourcetag**

Utility for finding the source and tag of a received message

**Description**

mpi.get.sourcetag finds the source and tag of a received message.

**Usage**

mpi.get.sourcetag(status = 0)

**Arguments**

status a status number
Details

When `mpi.any.source` and/or `mpi.any.tag` are used by `mpi.recv` or `mpi.probe`, one can use `mpi.get.sourcetag` to find who sends the message or with what a tag number. `mpi.get.sourcetag` must be called immediately after calling `mpi.recv` or `mpi.probe` otherwise the obtained information may not be right.

Value

2 dim int vector. The first integer is the source and the second is the tag.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

`mpi.send, mpi.recv, mpi.probe, mpi.get.count`
Arguments

- **X**: an array or matrix.
- **MARGIN**: vector specifying the dimensions to use.
- **FUN**: a function.
- **simplify**: logical; should the result be simplified to a vector or matrix if possible?
- **USE.NAMES**: logical; if TRUE and if X is character, use X as names for the result unless it had names already.
- **n**: number of replications.
- **A**: a matrix
- **B**: a matrix
- **expr**: expression to evaluate repeatedly.
- **job.num**: Total job numbers. If job numbers is bigger than total slave numbers (default value), a load balancing approach is used.
- **apply.seq**: if reproducing the same computation (simulation) is desirable, set it to the integer vector .mpi.applyLB generated in previous computation (simulation).
- **...**: optional arguments to Fun
- **comm**: a communicator number
- **sleep**: a sleep interval on master node (in sec)

Details

The main difference is that mpi.iprobe and Sys.sleep are used so that master node consumes almost no CPU cycles while waiting for slaves results. However, due to frequent wake/sleep cycles on master, those functions are not suitable for running small jobs on slave nodes. If anticipated computing time for each job is relatively long, e.g., minutes or hours, setting sleep to be 1 second or longer will further reduce load on master (only slightly).

See Also

- mpi.iapply

---

mpi.info.create  
*MPI_Info_create, MPI_Info_free, MPI_Info_get, MPI_Info_set APIs*
Description

Many MPI APIs take an info argument for additional information passing. An info is an object which consists of many (key,value) pairs. Rmpi uses an internal memory to store an info object.

mpi.info.create creates a new info object.
mpi.info.free frees an info object and sets it to MPI\_INFO\_NULL.
mpi.info.get retrieves the value associated with key in an info.
mpi.info.set adds the key and value pair to info.

Usage

mpi.info.create(info = 0)
mpi.info.free(info = 0)
mpi.info.get(info = 0, key, valuelen)
mpi.info.set(info = 0, key, value)

Arguments

info an info number.
key a char (length 1).
valuelen the length (nchar) of a key
value a char (length 1).

Value

mpi.info.create, mpi.info.free, and mpi.info.set return 1 if success and 0 otherwise.
mpi.info.get returns the value (a char) for a given info and valuelen.

Author(s)

Hao Yu

See Also

mpi.spawn.Rslaves

mpi.intercomm.merge  

Description

 Creates an intracommunicator from an intercommunicator

Usage

mpi.intercomm.merge(intercomm=2, high=0, comm=1)
Arguments
intercomm  an intercommunicator number
high       Used to order the groups of the two intracommunicators within comm when creating the new communicator
comm       a (intra)communicator number

Details
When master spawns slaves, an intercommunicator is created. To make communications (point-to-point or groupwise) among master and slaves, an intracommunicator must be created. `mpi.intercomm.merge` is used for that purpose. This is a collective call so all master and slaves call together. R slaves spawned by `mpi.spawn.Rslaves` should use `mpi.comm.get.parent` to get (set) an intercomm to a number followed by merging antercomm to an intracomm. One can use `mpi.comm.test.inter` to test if a communicator is an intercommunicator or not.

Value
1 if success. Otherwise 0.

Author(s)
Hao Yu

References
https://www.open-mpi.org/

See Also
`mpi.comm.test.inter`

---

**mpi.parSim**  
*Parallel Monte Carlo Simulation*

Description
Carry out parallel Monte Carlo simulation on R slaves spawned by using `slavedaemon.R` script and all executed results are returned back to master.

Usage
```r
mpi.parSim(n=100, rand.gen=rnorm, rand.arg=NULL, statistic,
nsim=100, run=1, slaveinfo=FALSE, sim.seq=NULL, simplify=TRUE, comm=1, ...)
```
**mpi.parSim**

### Arguments

- **n**
  sample size.
- **rand.gen**
  the random data generating function. See the details section
- **rand.arg**
  additional argument list to rand.gen.
- **statistic**
  the statistic function to be simulated. See the details section
- **nsim**
  the number of simulation carried on a slave which is counted as one slave job.
- **run**
  the number of looping. See the details section.
- **slaveinfo**
  if TRUE, the numbers of jobs finished by slaves will be displayed.
- **sim.seq**
  if reproducing the same simulation is desirable, set it to the integer vector .mpi.parSim generated in previous simulation.
- **simplify**
  logical; should the result be simplified to a vector or matrix if possible?
- **comm**
  a communicator number
- **...**
  optional arguments to statistic

### Details

It is assumed that one simulation is carried out as statistic(rand.gen(n)), where rand.gen(n) can return any values as long as statistic can take them. Additional arguments can be passed to rand.gen by rand.arg as a list. Optional arguments can also be passed to statistic by the argument ....

Each slave job consists of replicate(nsim, statistic(rand.gen(n))), i.e., each job runs nsim number of simulation. The returned values are transported from slaves to master.

The total number of simulation (TNS) is calculated as follows. Let slave.num be the total number of slaves in a comm and it is mpi.comm.size(comm)-1. Then TNS=slave.num*nsim*run and the total number of slave jobs is slave.num*run, where run is the number of looping from master perspective. If run=1, each slave will run one slave job. If run=2, each slave will run two slaves jobs on average, and so on.

The purpose of using run has two folds. It allows a tuneup of slave job size and total number of slave jobs to deal with two different cluster environments. On a cluster of slaves with equal CPU power, run=1 is often enough. But if nsim is too big, one can set run=2 and the slave job size to be nsim/2 so that TNS=slave.num*(nsim/2)*(2*run). This may improve R computation efficiency slightly. On a cluster of slaves with different CPU power, one can choose a big value of run and a small value of nsim so that master can dispatch more jobs to slaves who run faster than others. This will keep all slaves busy so that load balancing is achieved.

The sequence of slaves who deliver results to master are saved into .mpi.parSim. It keeps track which part of results done by which slaves. .mpi.parSim can be used to reproduce the same simulation result if the same seed is used and the argument sim.seq is equal to .mpi.parSim.

See the warning section before you use mpi.parSim.

### Value

The returned values depend on values returned by replicate of statistic(rand.gen(n)) and the total number of simulation (TNS). If statistic returns a single value, then the result is a vector of length TNS. If statistic returns a vector (list) of length nrow, then the result is a matrix of dimension c(nrow,TNS).
Warning

It is assumed that a parallel RNG is used on all slaves. Run `mpi.setup.rngstream` on the master to set up a parallel RNG. Though `mpi.parSim` works without a parallel RNG, the quality of simulation is not guaranteed.

`mpi.parSim` will automatically transfer `rand.gen` and `statistic` to slaves. However, any functions that `rand.gen` and `statistic` reply on but are not on slaves must be transferred to slaves before using `mpi.parSim`. You can use `mpi.bcast.Robj2slave` for that purpose. The same is applied to required packages or C/Fortran codes. You can use either `mpi.bcast.cmd` or put `required(package)` and/or `dyn.load(so.lib)` into `rand.gen` and `statistic`.

If `simplify` is TRUE, sapply style simplification is applied. Otherwise a list of length `slave.num*run` is returned.

Author(s)

Hao Yu

See Also

`mpi.setup.rngstream` `mpi.bcast.cmd` `mpi.bcast.Robj2slave`

---

`mpi.probe` *MPI_Probe and MPI_Iprobe APIs*

Description

`mpi.probe` uses the source and tag of incoming message to set a status. `mpi.iprobe` does the same except it is a nonblocking call, i.e., returns immediately.

Usage

```r
mpi.probe(source, tag, comm = 1, status = 0)
mpi.iprobe(source, tag, comm = 1, status = 0)
```

Arguments

- `source`: the source of incoming message or `mpi.any.source()` for any source.
- `tag`: a tag number or `mpi.any.tag()` for any tag.
- `comm`: a communicator number
- `status`: a status number

Details

When `mpi.send` or other nonblocking sends are used to send a message, the receiver may not know the exact length before receiving it. `mpi.probe` is used to probe the incoming message and put some information into a status. Then the exact length can be found by using `mpi.get.count` to such a status. If the wild card `mpi.any.source` or `mpi.any.tag` are used, then one can use `mpi.get.sourcetag` to find the exact source or tag of a sender.
**Value**

mpi.probe returns 1 only after a matching message has been found.

mpi.iprobe returns TRUE if there is a message that can be received; FALSE otherwise.

**Author(s)**

Hao Yu

**References**

https://www.open-mpi.org/

**See Also**

mpi.send, mpi.recv, mpi.get.count

---

**mpi.realloc**  
Find and increase the lengths of MPI opaques comm, request, and status

---

**Description**

mpi.comm.maxsize, mpi.request.maxsize, and mpi.status.maxsize find the lengths of comm, request, and status arrayes respectively.

mpi.realloc.comm, mpi.realloc.request and mpi.realloc.status increase the lengths of comm, request and status arrayes to newmaxsize respectively if newmaxsize is bigger than the original maximum size.

**Usage**

```r
mpi.realloc.comm(newmaxsize)  
mpi.realloc.request(newmaxsize)  
mpi.realloc.status(newmaxsize)  
mpi.comm.maxsize()  
mpi.request.maxsize()  
mpi.status.maxsize()
```

**Arguments**

- `newmaxsize` an integer.

**Details**

When Rmpi is loaded, Rmpi allocs comm array with size 10, request array with 10,000 and status array with 5,000. They should be enough in most cases. They use less than 150KB system memory. In rare case, one can use mpi.realloc.comm, mpi.realloc.request and mpi.realloc.status to increase them to bigger arrays.
mpi.reduce

Author(s)
Hao Yu

References
https://www.open-mpi.org/

Description
mpi.reduce and mpi.allreduce are global reduction operations. mpi.reduce combines each member's result, using the operation op, and returns the combined value(s) to the member specified by the argument dest. mpi.allreduce is the same as mpi.reduce except that all members receive the combined value(s).

Usage

mpi.reduce(x, type=2, op=c("sum","prod","max","min","maxloc","minloc"),
dest = 0, comm = 1)

mpi.allreduce(x, type=2, op=c("sum","prod","max","min","maxloc","minloc"),
comm = 1)

Arguments

x data to be reduced. Must be the same dim and the same type for all members.
type 1 for integer and 2 for double. Others are not supported.
op one of "sum", "prod", "max", "min", "maxloc", or "minloc".
dest rank of destination
comm a communicator number

Details
It is important that all members in a comm call either all mpi.reduce or all mpi.allreduce even though the master may not be in computation. They must provide exactly the same type and dim vectors to be reduced. If the operation "maxloc" or "minloc" is used, the combined vector is twice as long as the original one since the maximum or minimum ranks are included.

Value

mpi.reduce returns the combined value(s) to the member specified by dest. mpi.allreduce returns the combined values(s) to every member in a comm. The combined value(s) may be the summation, production, maximum, or minimum specified by the argument op. If the op is either "maxloc" or "minloc", then the maximum (minimum) value(s) along the maximum (minimum) rank(s) will be returned.
mpi.remote.exec

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

mpi.gather.

---

**mpi.remote.exec**  
Remote Executions on R slaves

**Description**

Remotely execute a command on R slaves spawned by using slavedaemon.R script and return all executed results back to master.

**Usage**

`mpi.remote.exec(cmd, ..., simplify = TRUE, comm = 1, ret = TRUE)`

**Arguments**

- `cmd` the command to be executed on R slaves
- `...` used as arguments to cmd (function command) for passing their (master) values to R slaves, i.e., if `myfun(x)` will be executed on R slaves with `x` as master variable, use `mpi.remote.exec(cmd=myfun, x)`.
- `simplify` logical; should the result be simplified to a data.frame if possible?
- `comm` a communicator number.
- `ret` return executed results from R slaves if TRUE.

**Details**

Once R slaves are spawned by `mpi.spawn.Rslaves` with the slavedaemon.R script, they are waiting for instructions from master. One can use `mpi.bcast.cmd` to send a command to R slaves. However it will not return executed results. Hence `mpi.remote.exec` can be considered an extension to `mpi.bcast.cmd`.

**Value**

return executed results from R slaves if the argument `ret` is set to be TRUE. The value could be a data.frame if values (integer or double) from each slave have the same dimension. Otherwise a list is returned.
Warning

`mpi.remote.exec` may have difficulty guessing invisible results on R slaves. Use `ret = FALSE` instead.

Author(s)

Hao Yu

See Also

`mpi.spawn.Rslaves, mpi.bcast.cmd`

Examples

```r
mpi.remote.exec(mpi.comm.rank())
x=5
mpi.remote.exec(rnorm,x)
```

---

### mpi.scatter

**MPI_Scatter and MPI_Scatterv APIs**

**Description**

`mpi.scatter` and `mpi.scatterv` are the inverse operations of `mpi.gather` and `mpi.gatherv` respectively.

**Usage**

```r
mpi.scatter(x, type, rdata, root = 0, comm = 1)
mpi.scatterv(x, scounts, type, rdata, root = 0, comm = 1)
```

**Arguments**

- **x**: data to be scattered.
- **type**: 1 for integer, 2 for double, and 3 for character. Others are not supported.
- **rdata**: the receive buffer. Must be the same type as the sender.
- **scounts**: int vector specifying the block length inside a message to be scattered to other members.
- **root**: rank of the receiver.
- **comm**: a communicator number.
mpi.scatter.Robj

Details

`mpi.scatter` scatters the message `x` to all members. Each member receives a portion of `x` with `dim` as `length(x)/size` in rank order, where `size` is the total number of members in a comm. So the receive buffer can be prepared as either `integer(length(x)/size)` or `double(length(x)/size)`. For `mpi.scatterv`, `scounts` counts the portions (different `dims`) of `x` sent to each member. Each member needs to prepare the receive buffer as either `integer(scounts[i])` or `double(scounts[i])`.

Value

For non-root members, `mpi.scatter` or `scatterv` returns the scattered message and ignores whatever is in `x` (or `scounts`). For the root member, it returns the portion belonging to itself.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

`mpi.gather`, `mpi.gatherv`.

Examples

```r
# Need 3 slaves to run properly
# Or run mpi.spawn.Rslaves(nslaves=3)
num="123456789abcd"
scounts<-c(2,3,1,7)
mpi.bcast.cmd(strnum<-mpi.scatter(integer(1),type=1,rdata=integer(1),root=0))
strnum<-mpi.scatter(scounts,type=1,rdata=integer(1),root=0)
mpi.bcast.cmd(ans <- mpi.scatterv(string(1),scounts=0,type=3,rdata=string(strnum),
root=0))
mpi.scatterv(as.character(num),scounts=scounts,type=3,rdata=string(strnum),root=0)
mpi.remote.exec(ans)
```

 mpi.scatter.Robj                                           Extensions of MPH\_SCATTER and MPH\_SCATTERV

Description

`mpi.scatter.Robj` and `mpi.scatter.Robj2slave` are used to scatter a list to all members. They are more efficient than using any parallel apply functions.
Usage

mpi.scatter.Robj(obj = NULL, root = 0, comm = 1)
mpi.scatter.Robj2slave(obj, comm = 1)

Arguments

obj       a list object to be scattered from the root or master
root      rank of the scatter.
comm      a communicator number.

Details

mpi.scatter.Robj is an extension of \texttt{mpi.scatter} for scattering a list object from a sender (root) to everyone. \texttt{mpi.scatter.Robj2slave} scatters a list to all slaves.

Value

\texttt{mpi.scatter.Robj} for non-root members, returns the scattered R object. For the root member, it returns the portion belonging to itself. \texttt{mpi.scatter.Robj2slave} returns no value for the master and all slaves get their corresponding components in the list, i.e., the first slave gets the first component in the list.

Author(s)

Hao Yu and Wei Xia

See Also

\texttt{mpi.scatter}, \texttt{mpi.gather.Robj},

Examples

# assume that there are three slaves running
mpi.bcast.cmd(x<-mpi.scatter.Robj())

xx <- list("master", rnorm(3), letters[2], 1:10)
mpi.scatter.Robj(obj=xx)

mpi.remote.exec(x)

# scatter a matrix to slaves
data=matrix(1:24,ncol=3)
splitmatrix = function(x, ncl) lapply(.splitIndices(nrow(x), ncl), function(i) x[i,])
data2=splitmatrix(data,3)
mpi.scatter.Robj2slave(data2)
mpi.remote.exec(data2)
Description

The pair `mpi.send` and `mpi.recv` are two most used blocking calls for point-to-point communications. An int, double or char vector can be transmitted from any source to any destination.

The pair `mpi.isend` and `mpi.irecv` are the same except that they are nonblocking calls.

Blocking and nonblocking calls are interchangeable, e.g., nonblocking sends can be matched with blocking receives, and vice-versa.

Usage

```r
mpi.send(x, type, dest, tag, comm = 1)
mpi.isend(x, type, dest, tag, comm = 1, request=0)
mpi.recv(x, type, source, tag, comm = 1, status = 0)
mpi.irecv(x, type, source, tag, comm = 1, request = 0)
```

Arguments

- `x` data to be sent or received. Must be the same type for source and destination.
- `type` 1 for integer, 2 for double, and 3 for character. Others are not supported.
- `dest` the destination rank. Use `mpi.proc.null` for a fake destination.
- `source` the source rank. Use `mpi.any.source` for any source. Use `mpi.proc.null` for a fake source.
- `tag` non-negative integer. Use `mpi.any.tag` for any tag flag.
- `comm` a communicator number.
- `request` a request number.
- `status` a status number.

Details

The pair `mpi.send` (or `mpi.isend`) and `mpi.recv` (or `mpi.irecv`) must be used together, i.e., if there is a sender, then there must be a receiver. Any mismatch will result a deadlock situation, i.e., programs stop responding. The receive buffer must be large enough to contain an incoming message otherwise programs will be crashed. One can use `mpi.probe` (or `mpi.iprobe`) and `mpi.get.count` to find the length of an incoming message before calling `mpi.recv`. If `mpi.any.source` or `mpi.any.tag` is used in `mpi.recv`, one can use `mpi.get.sourcetag` to find out the source or tag of the received message. To send/receive an R object rather than an int, double or char vector, please use the pair `mpi.send.Robj` and `mpi.recv.Robj`.

Since `mpi.irecv` is a nonblocking call, `x` with enough buffer must be created before using it. Then use nonblocking completion calls such as `mpi.wait` or `mpi.test` to test if `x` contains data from sender.
If multiple nonblocking sends or receives are used, please use request number consecutively from 0. For example, to receive two messages from two slaves, try
\[
\text{mpi.irecv(x,1,source=1,tag=0,comm=1,\text{request}=0)}
\]
\[
\text{mpi.irecv(y,1,source=2,tag=0,comm=1,\text{request}=1)}
\]
Then \text{mpi.waitany, mpi.waitsome} or \text{mpi.waitall} can be used to complete the operations.

Value

\text{mpi.send} and \text{mpi.isend} return no value. \text{mpi.recv} returns the int, double or char vector sent from \text{source}. However, \text{mpi.irecv} returns no value. See details for explanation.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

\text{mpi.send.Robj, mpi.recv.Robj, mpi.probe, mpi.wait, mpi.get.count, mpi.get.sourcetag}.

Examples

```r
# on a slave
mpi.send(1:10,1,0,0)

# on master
x <- integer(10)
mpi.irecv(x,1,1,0)
x
mpi.wait()
x
```

\text{mpi.send.Robj} \hspace{1cm} \text{Extensions of MPI\_Send and MPI\_Recv APIs}

Description

\text{mpi.send.Robj and mpi.recv.Robj} are two extensions of \text{mpi.send} and \text{mpi.recv}. They are used to transmit a general R object from any source to any destination.

\text{mpi.isend.Robj} is a nonblocking version of \text{mpi.send.Robj}.
 mpi.send.Robj

Usage

mpi.send.Robj(obj, dest, tag, comm = 1)
mpi.isend.Robj(obj, dest, tag, comm = 1, request=0)
mpi.recv.Robj(source, tag, comm = 1, status = 0)

Arguments

obj an R object. Can be any R object.
dest the destination rank.
source the source rank or mpi.any.source() for any source.
tag non-negative integer or mpi.any.tag() for any tag.
comm a communicator number.
request a request number.
status a status number.

Details

mpi.send.Robj and mpi.isend.Robj use serialize to encode an R object into a binary char vector. It sends the message to the destination. The receiver decode the message back into an R object by using unserialize.

If mpi.isend.Robj is used, mpi.wait or mpi.test must be used to check the object has been sent.

Value

mpi.send.Robj or mpi.isend.Robj return no value. mpi.recv.Robj returns the the transmitted R object.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

See Also

mpi.send, mpi.recv, mpi.wait, serialize, unserialize.
Description

mpi.sendrecv and mpi.sendrecv.replace execute blocking send and receive operations. Both of them combine the sending of one message to a destination and the receiving of another message from a source in one call. The source and destination are possibly the same. The send buffer and receive buffer are disjoint for mpi.sendrecv, while the buffers are not disjoint for mpi.sendrecv.replace.

Usage

mpi.sendrecv(senddata, sendtype, dest, sendtag, recvdata, recvtype, source, recvtag, comm = 1, status = 0)

mpi.sendrecv.replace(x, type, dest, sendtag, source, recvtag, comm = 1, status = 0)

Arguments

- **x**: data to be sent or received. Must be the same type for source and destination.
- **senddata**: data to be sent. May have different datatypes and lengths
- **recvdata**: data to be received. May have different datatypes and lengths
- **type**: type of the data to be sent or received. 1 for integer, 2 for double, and 3 for character. Others are not supported.
- **sendtype**: type of the data to be sent. 1 for integer, 2 for double, and 3 for character. Others are not supported.
- **recvtype**: type of the data to be received. 1 for integer, 2 for double, and 3 for character. Others are not supported.
- **dest**: the destination rank. Use mpi.proc.null for a fake destination.
- **source**: the source rank. Use mpi.any.source for any source. Use mpi.proc.null for a fake source.
- **sendtag**: non-negative integer. Use mpi.any.tag for any tag flag.
- **recvtag**: non-negative integer. Use mpi.any.tag for any tag flag.
- **comm**: a communicator number.
- **status**: a status number.

Details

The receive buffer must be large enough to contain an incoming message otherwise programs will be crashed. There is compatibility between send-receive and normal sends and receives. A message sent by a send-receive can be received by a regular receive and a send-receive can receive a message sent by a regular send.
mpi.setup.rngstream

Value

Returns the int, double or char vector sent from the send buffers.

Author(s)

Kris Chen

References

https://www.open-mpi.org/

See Also


Examples

mpi.sendrecv(as.integer(11:20),1,0,33,integer(10),1,0,33,comm=0)
mpi.sendrecv.replace(seq(1,2,by=0.1),2,0,99,0,99,comm=0)

mpi.setup.rngstream  Setup parallel RNG on all slaves

Description

mpi.setup.rngstream sets up RNGstream on all slaves.

Usage

mpi.setup.rngstream(iseed=NULL, comm = 1)

Arguments

iseed  An integer to be supplied to set.seed, or NULL not to set reproducible seeds.

comm  A comm number.

Details

mpi.setup.rngstream can be run only on master node. It can be run later on with the same or different iseed.

Value

No value returned.

Author(s)

Hao Yu
**mpi.spawn.Rslaves**  
*Spawn and Close R Slaves*

**Description**

`mpi.spawn.Rslaves` spawns R slaves to those hosts automatically chosen by MPI or specific hosts assigned by the argument `hosts`. Those R slaves are running in R BATCH mode with a specific `Rscript` file. The default `Rscript` file "slavedaemon.R" provides interactive R slave environments.

`mpi.close.Rslaves` shuts down R slaves spawned by `mpi.spawn.Rslaves`.

`tailslave.log` view (from tail) R slave log files (assuming they are all in one working directory).

**Usage**

```r
mpi.spawn.Rslaves(Rscript=system.file("slavedaemon.R", package="Rmpi"),
                  nslaves=mpi.universe.size(), root = 0, intercomm = 2,
                  comm = 1, hosts = NULL, needlog = TRUE, mapdrive=TRUE, quiet = FALSE,
                  nonblock=TRUE, sleep=0.1)

mpi.close.Rslaves(dellog = TRUE, comm = 1)
tailslave.log(nlines = 3, comm = 1)
```

**Arguments**

- **Rscript**
  - an R script file used to run R in BATCH mode.
- **nslaves**
  - number of slaves to be spawned.
- **root**
  - the rank number of the member who spawns R slaves.
- **intercomm**
  - an intercommunicator number
- **comm**
  - a communicator number merged from an intercomm.
- **hosts**
  - NULL or LAM node numbers to specify where R slaves to be spawned.
- **needlog**
  - a logical. If TRUE, R BATCH outputs will be saved in log files. If FALSE, the outputs will send to /dev/null.
- **mapdrive**
  - a logical. If TRUE and master’s working dir is on a network, mapping network drive is attempted on remote nodes under windows platform.
- **quiet**
  - a logical. If TRUE, do not print anything unless an error occurs.
- **nonblock**
  - a logical. If TRUE, a nonblock procedure is used on all slaves so that they will consume none or little CPUs while waiting.
- **sleep**
  - a sleep interval, used when nonblock=TRUE. Smaller sleep is, more response slaves are, more CPUs consume.
- **dellog**
  - a logical specifying if R slave’s log files are deleted or not.
- **nlines**
  - number of lines to view from tail in R slave’s log files.
Details

The R slaves that mpi.spawn.Rslaves spawns are really running a shell program which can be found in system.file("Rslaves.sh",package="Rmpi") which takes a Rscript file as one of its arguments. Other arguments are used to see if a log file (R output) is needed and how to name it. The master process id and the comm number, along with host names where R slaves are running are used to name these log files.

Once R slaves are successfully spawned, the mergers from an intercomm (default ‘intercomm = 2’) to a comm (default ‘comm = 1’) are automatically done on master and slaves (should be done if the default Rscript is replaced). If additional sets of R slaves are needed, please use ‘comm = 3’, ‘comm = 4’, etc to spawn them. At most a comm number up to 10 can be used. Notice that the default comm number for R slaves (using slavedaemon.R) is always 1 which is saved as .comm.

To spawn R slaves to specific hosts, please use the argument hosts with a list of those node numbers (an integer vector). Total node numbers along their host names can be found by using lamhosts. Notice that this is LAM-MPI specific.

Value

Unless quiet = TRUE, mpi.spawn.Rslaves prints to stdio how many slaves are successfully spawned and where they are running.

mpi.close.Rslaves return 1 if success and 0 otherwise.

tailslave.log returns last lines of R slave’s log files.

Author(s)

Hao Yu

See Also

mpi.comm.spawn, lamhosts.

Examples

mpi.spawn.Rslaves(nslaves=2)
tailslave.log()
mpi.remote.exec(rnorm(10))
mpi.close.Rslaves()

mpi.universe.size  

Description

mpi.universe.size returns the total number of CPUs available in a cluster. Some MPI implements may not have this MPI call available.
Usage

mpi.universe.size()

Arguments

None.

Author(s)

Hao Yu

References

https://www.open-mpi.org/

Description

mpi.cancel cancels a nonblocking send or receive request.
mpi.test.cancelled tests if mpi.cancel cancels or not.
wait, waitall, waitany, and waitsome are used to complete nonblocking send or receive requests. They are not local.
test, testall, testany, and testsome are used to complete nonblocking send and receive requests. They are local.

Usage

mpi.cancel(request)
mpi.test.cancelled(status=0)
mpi.test(request, status=0)
mpi.testall(count)
mpi.testany(count, status=0)
mpi.testsome(count)
mpi.wait(request, status=0)
mpi.waitall(count)
mpi.waitany(count, status=0)
mpi.waitsome(count)

Arguments

count total number of nonblocking operations.
request a request number.
status a status number.
Details

`mpi.wait` and `mpi.test` are used to complete a nonblocking send and receive request: use the same request number by `mpi.isend` or `mpi.irecv`. Once completed, the associated request is set to `MPI_REQUEST_NULL` and status contains information such as source, tag, and length of message.

If multiple nonblocking sends or receives are initiated, the following calls are more efficient. Make sure that request numbers are used consecutively as request=0, request=1, request=2, etc. In this way, the following calls can find request information in system memory.

`mpi.waitany` and `mpi.testany` are used to complete one out of several requests.

`mpi.waitall` and `mpi.testall` are used to complete all requests.

`mpi.waitsome` and `mpi.testsome` are used to complete all enabled requests.

Value

`mpi.cancel` returns no value.

`mpi.test.cancelled` returns TRUE if a nonblocking call is cancelled; FALSE otherwise.

`mpi.wait` returns no value. Instead status contains information that can be retrieved by `mpi.get.count` and `mpi.get.sourcetag`.

`mpi.test` returns TRUE if a request is complete; FALSE otherwise. If TRUE, it is the same as `mpi.wait`.

`mpi.waitany` returns which request (index) has been completed. In addition, status contains information that can be retrieved by `mpi.get.count` and `mpi.get.sourcetag`.

`mpi.testany` returns a list: index—request index; flag—TRUE if a request is complete; FALSE otherwise (index is no use in this case). If flag is TRUE, it is the same as `mpi.waitany`.

`mpi.waitall` returns no value. Instead statuses 0, 1, ..., count-1 contain corresponding information that can be retrieved by `mpi.get.count` and `mpi.get.sourcetag`.

`mpi.testall` returns TRUE if all requests are complete; FALSE otherwise. If TRUE, it is the same as `mpi.waitall`.

`mpi.waitsome` returns a list: count—number of requests that have been completed; indices—an integer vector of size `\$count` of those completed request numbers (in 0, 1, ..., `\$count-1`). In addition, statuses 0, 1, ..., `\$count-1` contain corresponding information that can be retrieved by `mpi.get.count` and `mpi.get.sourcetag`.

`mpi.testsome` is the same as `mpi.waitsome` except that `\$count` may be 0 and in this case `\$indices` is no use.

Author(s)

Hao Yu

References

https://www.open-mpi.org/
See Also

mpi.isend, mpi.irecv, mpi.get.count, mpi.get.sourcetag.

---

**string**  

### Internal functions

Description

Internal functions used by other MPI functions.

- **mpi.comm.is.null** is used to test if a comm is MPI\_COMM\_NULL (empty members).
- **string** create a string (empty space character) buffer.

**Usage**

```r
mpi.comm.is.null(comm)
string(length)
```

**Arguments**

- **comm**  
a communicator number.
- **length**  
length of a string.

**Value**

- **string** returns an empty character string.

**Author(s)**

Hao Yu

**See Also**

mpi.spawn.Rslaves
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