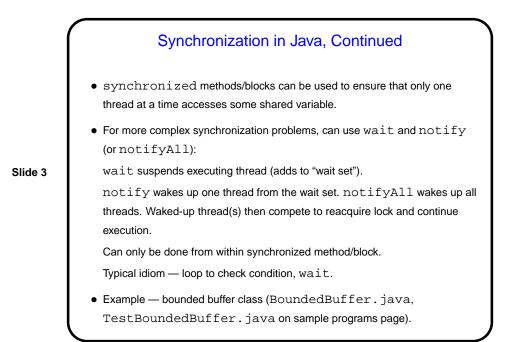
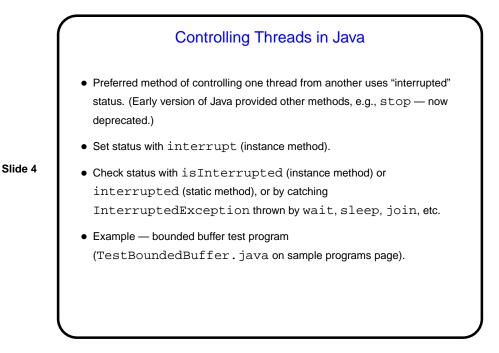


Slide 2







Not-So-Simple Point-to-Point Communication in MPI, Again

- For not-too-long messages and when readability is more important than performance, MPI_Send and MPI_Recv are probably fine.
- If messages are long, however, buffering can be a problem, and can even lead to deadlock. Also, sometimes it's nice to be able to overlap computation and communication.
- Therefore, MPI offers several other kinds of send/receive functions, including:
 - Synchronous (MPI_Ssend, MPI_Recv) blocks both sender and receiver until communication can occur.
 - Non-blocking send/receive (MPI_Isend, MPI_Irecv, MPI_Wait) doesn't block, program must explicitly test/wait.
 - Which is faster/better? probably best to try them and find out. (Sample programs exchange*.)

Slide 6

