Multi Program-Components Handshaking (MPH) Utility Version 3 User's Manual

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June 20, 2002

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1 Introduction

```
MPH version 2 combines all features of MPH version 1, unifies the
interfaces, and provides more flexible components integration/execution
modes.

In a distributed multi-component environment, each executable resides
on a set of SMP nodes. Components within an executable may overlap on
different nodes or processors.

MPH Version 2 contains the following functionality:

  o component name registration
  o resource allocation
  o multi-component single executable, multi-component
    multi-executable, etc.
  o inter-component communication
  o inquiry on the multi-component environment
  o standard in/out redirect

Please see more information at
   http://www.nersc.gov/research/SCG/acpi/MPH
and please list the following in your reference if useful:
     "MPH: a Library for Distributed Multi-Component Environment"
      Chris Ding and Yun He, Lawrence Berkeley Nat'l Lab Tech
      Report 47930, May 2001.

Consider the entire simulation system (CCSM) consists of many
executables, each executable containing one or more components.
This architecture offers complete flexibility, and is consistent
with CORBA, DCE, CCA et al.

1) Every executable starts with

   mpi_exec_world =                        &
         MPH_components(name1='ocean', name2='atmosphere',...)

   You may have only one component in this executable, or up to
   10 components in this executable. Component names are nametags
   (place holder) and are completely arbitrary.  They must be
   self-consistently used, and match the "processors_map.in"
   registration file.  This setup subroutine replaces MPH_setup()
   in MPH version 1.  All other MPH functionality remains identical.

2) Some usages:
```

```
   a) CCSM example.  Ice & Land share one executable.

          coupler - one executable
       atmosphere - one executable
            ocean - one executable
       ice & land - one executable with 2 components,
                    they may overlap on processors

   b) CCSM example.  Multiple instances of atmosphere.

          coupler - one executable
       atmosphere - one executable of 3 components
                    each is a CCM instance of a different Dycore.
            ocean - one executable
             land - one executable with 3 components for CCMs.
                    each is a land model to match the CCM
              ice - one executable

   c) PCM example.

                couple - one executable
     atmosphere & land - one executable
           ocean & ice - one executable

3) "processors_map.in" registration file

   The following example contains 3 executables:
     1st executable has a single component: coupler
     2nd executable has 2 components: ocean, ice
     3rd executable has 3 components: atmosphere, land, chemistry

       BEGIN
       coupler
       Multi_Comp_Start
       2
       ocean      0  3
       ice        4 10
       Multi_Comp_End
       Multi_Comp_Start
       3
       atmosphere 0  10
       land       11 13
       chemistry  14 25
       Multi_Comp_End
```

```
      END
```

a) Allocation of processors for each executable is controlled by job launching process (different on IBM, SGI, Compaq).

b) Processor ranges for each components are defined local to the exeutable.

2 How to Use

Users need to "use MPH_module" in the application codes, and invoke the appropriate MPH_components function for the multiple components in each executable. For example, ICE_LAND_World = MPH_components (name1="ice", name2="land"). You could use MPH_debug call to determine the output message amount, the default level is 0. "MPH_help" call provides you the available inquiry functions for that mode.

An input file called "processors_map.in" to give detailed information of component nametags and processor ranges. See more detail about how this file looks like in Section 1.

Each component maintains its own output in a separate file (file name defined by environment variable either in command line or in batch run script), assuming the local processor 0 of each component being responsible for most output, other occasional writes from all the components are stored in one combined standand output file.

This is accomplished by processor rank 0 of each component call subroutine "MPH_redirect_output" with the model name as argument. IBM and SGI could do the output redirect with the help of system function "getenv" or "pxfgetenv". Compaq cannot do this. And T3E is able to get the correct output files created using "pxfgetenv", but only output with those "write(6,*)" could be redirected, but not those with "write(*,*)", since * is equal to unit 101, and permanently related to the non-redirectable stdout.

3 How to Compile and Run

The shared "Makefile" detects the machine architecture and

```
compiles appropriately for IBM, SGI and Compaq. For test case 1,
type "make test1", and for test case 2, type "make test2".
or "gmake ..." depends on your machine).

After compile, you will have executables generated ("ice_land",
"cpl", "pop_atm" for test1, and "ice_land", "cpl" for test2) in
the corresponding subdirectory. Each sample subdirectoy also
includes batch scripts and sample output.

Go to that directory first (here we use test2 as an example),
and then:

1) To run on NERSC and NCAR IBM SP interactively:
   a) % unsetenv MP_TASKS_PER_NODE
   b) % setenv ice_out_env ice.log
      % setenv land_out_env land.log
      % setenv cpl_out_env cpl.log
   c) Make sure the following command in ONE LINE:
      % poe -pgmmodel mpmd -cmdfimle tasklist -nodes 3 -procs 6
            -stdoutmode ordered -infolevel 2 > & output &

   This is to run the executables listed in user supplied "tasklist"
   in the mpmd mode on total of 3 nodes and 6 procs.

   And "tasklist" looks like this:
         ice_land
         ice_land
         cpl
         cpl
         ice_land
         ice_land

   To run on IBM SP with batch script:
   % llsubmit runscript.ibm

   And "runscript.ibmc" looks like this:
       #! /usr/bin/csh -f
       # @ output  = poe.stdout.$(jobid).$(stepid)
       # @ error  = poe.stderr.$(jobid).$(stepid)
       # @ class = debug
       # @ job_type = parallel
       # @ task_geometry = {(0,2)(1,3)(4,5)}
       # @ total_tasks=6
       # @ network.MPI = css0, not_shared, us
       # @ queue
```

```
        setenv MP_PGMMODEL       mpmd
        setenv MP_CMDFILE        tasklist
        setenv ice_out_env ice.log
        setenv land_out_env land.log
        setenv cpl_out_env cpl.log
        poe

     Again, it needs a user supplied "tasklist", and it runs in mpmd mode.
     The task_geometry keyword specifies which tasks run in the same node.

  2) We could not run it on NERSC CRAY T3E since there is no mpmd
     mechnism.

  3) To run on NCAR SGI interactively:
     a) % setenv ice_out_env ice.log
        % setenv land_out_env land.log
        % setenv cpl_out_env cpl.log
     b) % mpirun -p "[%g]" -np 4 ice_land : -np 2 cpl > output

     This is to run ice_land on 4 procs and cpl on 2 procs.
     [%g] is to print the global id as a prefix for each output line.

  4) To run on NCAR Compaq with batch script:
     % prun -n6 -t runscript.dec

     And "runscript.dec" looks like this:
           #! /bin/csh
           if ($RMS_RANK >= 0 && $RMS_RANK <= 3) ice-land &
           if ($RMS_RANK >= 4 && $RMS_RANK <= 5) cpl &
           exit
```

4 Acknowledgement

MPH is developed in collaboration with Tony Craig, Brian Kauffman, Vince Wayland and Tom Bettge of National Center of Atmospheric Research, and Rob Jacobs and Jay Larson of Argonne National Laborotory. Vince Wayland of NCAR contributes for Makefiles on SGI and Compaq. Dan Anderson and Bill Celmaster of NCAR also help in the batch run script of Compaq. This work is supported by the Office of Biological and Environmental Research, Climate Change Prediction Program, under ACPI Avant Garde project, and by the Office of Computational and Technology Research, Division of Mathematical, Information, and Computational Sciences, both of the U.S. Department of Energy under contract number DE-AC03-76SF00098.

5 Routine/Function Prologues

5.1 Module MPH_module – Multi Program-Components Handshaking (Source File: mph.F)

This module multiple executables with multiple components in each executable. This module multiple executables with multiple components in.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
module MPH_module
```

USES:

```
implicit none
include 'mpif.h'
private    ! except
```

PUBLIC MEMBER FUNCTIONS:

```
public :: MPH_components
public :: PE_in_component
public :: PE_in_num_comps
public :: MPH_global_id
public :: MPH_comm_join
public :: MPH_redirect_output
public :: MPH_help
public :: MPH_debug
public :: MPH_timer
public :: MPH_total_components
public :: MPH_comp_name
public :: MPH_comp_id
public :: MPH_local_world
public :: MPH_exe_id
public :: MPH_total_num_exe
public :: MPH_num_comps
public :: MPH_local_proc_id
public :: MPH_local_totProcs
public :: MPH_global_proc_id
public :: MPH_global_totProcs
public :: MPH_exe_world
```

```
public :: MPH_exe_low_proc_limit
public :: MPH_exe_up_proc_limit
```

PUBLIC DATA MEMBERS:

```
integer, public :: istatus(MPI_STATUS_SIZE), ierr
integer, public :: MPH_Global_World  ! total processor for the whole world
```

DEFINED PARAMETERS:

```
integer, parameter :: max_num_comps=10     ! maximum number of components
integer, parameter :: maxProcs_comp=128    ! maximum number of procs per comp
integer, parameter :: max_num_exes=10      ! maximum number of executables
integer, parameter :: N_CHANNELS=10        ! number of channels for timing
```

LOCAL VARIABLES:

```
type Acomponent
   character (len=32) :: name         ! component name
   integer :: num_process             ! number of processors
   integer :: process_list (maxProcs_comp)
                              ! global processor_id, increasing order
end type Acomponent

type (Acomponent) :: components (max_num_comps) ! allocate components
integer :: MPI_Acomponent

integer :: local_world (max_num_comps)    ! communicator for each component
integer :: local_proc_id (max_num_comps)  ! proc id in each component
integer :: local_totProcs (max_num_comps)
                        ! total number of processors in each component
integer :: global_proc_id     ! proc id in the whole world
integer :: global_totProcs    ! total number of processors

integer :: COMM_master    ! communicator for submaster of each component
integer :: total_components  ! total number of components
character (len=32) :: component_names (max_num_comps)  ! component names
character (len=32) :: name (max_num_comps)  ! name array used in setup
integer comp_id (max_num_comps)        ! component id of each component

integer :: num_comps (max_num_comps)
                              ! number of components in each executable
integer :: exe_low_proc_limit (max_num_comps)
                              ! lower processor limit of each component
                              ! in each executable world
```

```
integer :: exe_up_proc_limit (max_num_comps)
                            ! upper processor limit of each component
                            ! in each executable world
integer :: exe_world_proc_id (max_num_exes)
                            ! processor id in the executable world
integer :: exe_world_totProcs (max_num_exes)
                            ! number of processors in each executable
integer :: exe_world (max_num_exes)
                            ! communicator for each executable
integer :: exe_ids (max_num_comps)  ! executable ids
integer :: total_num_exe    ! total number of executables
integer :: exe_id           ! executable id

integer :: debug_level = 0  ! level of debug
.. for timer ..
real (kind=8) :: init_time = -1.0
real (kind=8) :: last_time, tot_time (0:N_CHANNELS)
```

5.1.1 MPH_components – main MPH setup function

This is the main function for each of the executable to call to setup the distributed multi-component environment. For example, if ocean and atmosphere sits in one executable, the source code will contain:

```
mpi_exec_world =                        &
     MPH_components(name1='ocean', name2='atmosphere',...)
```

This function returns the MPI communicator of local executable world.

REVISION HISTORY:

```
2001-Dec-03 -- reduce from 10 arguments to 5
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_components(name1, name2, name3, name4, name5)
```

USES:

```
implicit none
```

INPUT PARAMETERS:

```
These are component names
character(len=*),intent(in) :: name1
character(len=*),intent(in),optional :: name2, name3, name4, name5
```

OUTPUT PARAMETERS:

```
! This function returns the MPI communicator of this executable
! world: exe_world (exe_id)
```

SEE ALSO:

```
MPH_init, MPH_local, MPH_global, MPH_debug
```

LOCAL VARIABLES:

```
integer :: k
```

5.1.2 MPH_init – initialize MPI and read the processors map info

This routine calls mpi_init, obtains global processor id. It reads and processes the "processors_map.in" file. It also defines an MPI_Acomponent sturcture (includes component name, number of processors and processor list for each component) for easy gather and scatter.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
subroutine MPH_init ()
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_read_list, MPH_local, MPH_global
```

LOCAL VARIABLES:

```
integer :: iblock(3), idisp(3), itype(3)
```

5.1.3 MPH_local – local handshaking

This routine first defines exe_id , and creates local exe_world for each executable. It then gathers gobal processor ids onto submaster (whose rank is 0 in exe_world). And then it creates local_world for each component within exe_world based on its upper and lower processor limits. Finally it collects name, number of processors, and processor list of each component onto submaster of each executable world.

REVISION HISTORY:

```
2001-Dec-13 -- add warning for overlapping processors
2001-Nov-27 -- add local_totProcs for single component executables
2001-Nov-19 -- add PROTEX convention, use new MPH_read_list interface
2001-May-20 -- first prototype
```

INTERFACE:

```
subroutine MPH_local ()
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_init, MPH_global, MPH_find_name
```

LOCAL VARIABLES:

```
integer :: color, key
integer :: id, comp_id_end, i, k
```

5.1.4 MPH_global – global handshaking

This routine first creates an MPI communicator COMM_master for all submasters (whose rank is 0 in the executable world). It then does an MPI_allgatherv in COMM_master to collect all the components information from each submaster. Then each submaster broadcasts AComponents to all PEs in its local exe_world. Finally, every processor lists the complete info of all the components.

REVISION HISTORY:

```
2002-Apr-15 -- correct a bug in declaring sendbuf
2001-Dec-13 -- add warning for overlapping processors
2001-Nov-19 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
subroutine MPH_global ()
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_init, MPH_local, MPH_debug
```

LOCAL VARIABLES:

```
integer :: id, i, color, key
type (Acomponent) :: sendbuf(max_num_comps)
integer :: sendcount
integer :: recvcounts(0:total_num_exe-1)
integer :: displs(0:total_num_exe-1)
```

5.1.5 PE_in_component – check if a processor is in a component

This is a logical function to check if a processor is in a component.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
logical function PE_in_component (name, comm)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_find_name
```

INPUT PARAMETERS:

```
character(len=*), intent(in) :: name   ! component name
```

OUTPUT PARAMETERS:

```
! the local communicator of that component is written in comm.
integer, intent(out) :: comm   ! communicator for the component
```

LOCAL VARIABLES:

```
integer :: id, i
```

5.1.6 PE_in_num_comps – return the number of components a processor

in
This function returns the number of components a processor is in.

REVISION HISTORY:

```
2001-Dec-13 -- first prototype
```

INTERFACE:

```
integer function PE_in_num_comps ()
```

USES:

```
implicit none
```

SEE ALSO:

```
PE_in_component
```

LOCAL VARIABLES:

```
integer :: id, i
```

5.1.7 MPH_global_id – find global processor id

This function returns global processor id given the component name and local processor id in that component.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_global_id (cname, lid)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_find_name
```

INPUT PARAMETERS:

```
character(len=*), intent(in) :: cname   ! component name
integer, intent(in) :: lid
                          ! local processor id in the component
```

OUTPUT PARAMETERS:

```
! This function returns global_proc_id given the component
! name and local_proc_id in that component.
```

LOCAL VARIABLES:

```
integer :: temp
```

5.1.8 MPH_comm_join – join two components

This routine creates a joined MPI communicators for any two components. The order of these two components appeared in the subroutine parameter argumment has an effect on the local process id within the joined communicator.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
subroutine MPH_comm_join (name1, name2, comm_joined)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_find_name, PE_in_component
```

INPUT PARAMETERS:

```
character(len=*), intent(in) :: name1, name2   ! two component names
```

OUTPUT PARAMETERS:

```
integer, intent(out) :: comm_joined
                            ! joined communicator for two components
```

LOCAL VARIABLES:

```
integer :: id1, id2
integer :: color, key
logical :: con1, con2
integer :: comm1, comm2
```

5.1.9 MPH_redirect_output – redirect output from each component

This routine redirects output to a log file defined by an environment variable. System functions ("getenv" for IBM and "pxfgetenv" for SGI and T3E) are used to retrieve the environmet variable.

REMARKS:

```
In order to redirect component output to a separate file,
a user will setup something like the following in the run script:
     setenv ice_out_env ice.log
     setenv land_out_env land.log
     setenv cpl_out_env cpl.log
```

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
subroutine MPH_redirect_output (name)
```

USES:

```
implicit none
```

INPUT PARAMETERS:

```
character(len=*), intent(in) :: name   ! part of the log file name
```

LOCAL VARIABLES:

```
integer :: lenname, lenval, rcode
character(len=32) :: output_name_env
character(len=64) :: output_name, temp_value
```

5.1.10 MPH_read_list – read and process info from "processors_map.in"

This routine reads and processes info from "processors_map.in". Please see a sample input file in Introduction.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
               remove two arguments: max_num_comp, max_num_exe
2001-May-20 -- first prototype
```

INTERFACE:

```
      integer function MPH_read_list (filename, filetag, namelist,
     &           low, up, local_num, id_exe, num_comp, total_exe)
```

USES:

```
      implicit none
```

SEE ALSO:

```
      MPH_find_name, MPH_init
```

INPUT PARAMETERS:

```
      character(len=*), intent(in) :: filename    ! the input file name
      character(len=*), intent(in) :: filetag     ! "PROCESSORS_MAP"
```

OUTPUT PARAMETERS:

```
      character (len=32), intent(out) :: namelist(max_num_comps)
                                ! component names
      integer, intent(out) :: low(max_num_comps)
                                ! lower processor limit of each component
                                ! in each executable world
      integer, intent(out) :: up(max_num_comps)
                                ! upper processor limit of each component
                                ! in each executable world
      integer, intent(out) :: local_num(max_num_comps)
                           ! total number of processors for each component
      integer, intent(out) :: id_exe(max_num_comps)   ! executable ids
      integer, intent(out) :: num_comp(max_num_comps)
                               ! number of components in each executable
      integer, intent(out) :: total_exe   ! total number of executables
```

LOCAL VARIABLES:

```
      integer :: i, k, multi_num, id
      character (len=32) :: firstline, temp
      integer :: itemp1, itemp2
```

5.1.11 MPH_find_name – find name in a namelist

This routine finds if a certain name exists in an array of namelist and returns the rank if it does or -1 if it does not.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_find_name (name, namelist, num)
```

USES:

```
implicit none
```

INPUT PARAMETERS:

```
character(len=*), intent(in) :: name   ! name to be found
integer :: num                       ! length of namelist array
character (len=32) namelist(num)    ! name list array
```

OUTPUT PARAMETERS:

```
! the rank of a name in an array of namelist or -1 if not exist
```

LOCAL VARIABLES:

```
integer :: i
```

5.1.12 MPH_help – display help info

This routine displays some help info for the MPH setup interface and some inquiry functions.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
subroutine MPH_help (arg)
```

USES:

```
implicit none
```

INPUT PARAMETERS:

```
character(len=*), intent(in) :: arg   ! either 'on' or 'off'
```

5.1.13 MPH_debug – define debug level

This routine defines the debug level. The higher the level is, the more debug information the code will display.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
subroutine MPH_debug (level)
```

USES:

```
implicit none
```

INPUT PARAMETERS:

```
integer, intent(in) :: level  !  0 (default), 1 or 2
```

5.1.14 MPH_timer – collect timing info in different channels.

This function collects timing info in different channels.

```
Usage:
channel 0 is the default channel, using init_time.
-----------------------------------------------------------
timer calls to walk-clock dclock(), and do the following:
```

```
    -------------------------------------------------------
    flag=0  : Sets initial time; init all channels.
    flag =1 : Calculates the most recent time interval; accrues it
              to the specified channel (default 0);  Returns it to
              calling process.
    flag =2 : Calculates the most recent time interval; accrues it
              to the specified channel (default 0);  Returns the
              curent total time in the specified channel.
    -------------------------------------------------------
```

REVISION HISTORY:

```
    2001-Nov-19 -- add PROTEX convention
    2001-May-20 -- first prototype
```

INTERFACE:

```
    real (kind=8) function MPH_timer (flag, channel)
```

USES:

```
    implicit none
```

INPUT PARAMETERS:

```
    integer :: flag, channel
```

OUTPUT PARAMETERS:

```
    ! real (kind=8) MPH_timer (flag, channel)
```

LOCAL VARIABLES:

```
    real (kind=8) :: new_time, delta_time, MPI_Wtime
```

5.1.15 MPH_total_components – find number of total components

This function returns the number of total components.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_total_components ()
```

USES:

```
implicit none
```

OUTPUT PARAMETERS:

```
! total_components
```

5.1.16 MPH_comp_name – find component name given component id

This function returns component name given component id.

REVISION HISTORY:

```
2001-Dec-13 -- use optional argument
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
character (len=32) function MPH_comp_name (cid)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_find_name, MPH_comp_id, MPH_comm
```

INPUT PARAMETERS:

```
integer, intent(in), optional :: cid   ! component id
```

OUTPUT PARAMETERS:

```
! component_names (cid)
```

LOCAL VARIABLES:

```
integer :: id, comm
```

5.1.17 MPH_comp_id – find component id given component name

This routine returns component id given component name.

REVISION HISTORY:

```
2001-Dec-13 -- use optional argument
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_comp_id (cname)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_find_name, MPH_comp_name, MPH_comm
```

INPUT PARAMETERS:

```
character(len=*), intent(in), optional :: cname   ! component name
```

OUTPUT PARAMETERS:

```
! MPH_comp_id
```

LOCAL VARIABLES:

```
integer :: id, comm
```

5.1.18 MPH_local_world – find local communicator given component name

This routine returns local communicator given component name.

REVISION HISTORY:

```
2001-Dec-13 -- first prototype
```

INTERFACE:

```
integer function MPH_local_world (cname)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_find_name, MPH_comp_id
```

INPUT PARAMETERS:

```
character(len=*), intent(in), optional :: cname   ! component name
```

OUTPUT PARAMETERS:

```
! MPH_local_world
```

LOCAL VARIABLES:

```
integer :: id, comm
```

5.1.19 MPH_exe_id – find executable id given component name

This function returns the executable id given component name.

REVISION HISTORY:

```
2001-Dec-13 -- use optional argument
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_exe_id (cname)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_find_name
```

INPUT PARAMETERS:

```
character(len=*), intent(in), optional :: cname   ! component name
```

OUTPUT PARAMETERS:

```
! exe_ids (id)
```

```
!LOCAL PARAMETERS:
integer :: id, comm
```

5.1.20 MPH_total_num_exe – find total number of executables

This fuction returns the total number of executables.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_total_num_exe ()
```

USES:

```
implicit none
```

OUTPUT PARAMETERS:

```
! total_num_exe
```

5.1.21 MPH_num_comps – find number of components in an executable

This fuction returns number of components in an executable given the executable id.

REVISION HISTORY:

```
2001-Dec-13 -- use optional argument
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_num_comps (eid)
```

USES:

```
implicit none
```

INPUT PARAMETERS:

```
integer, intent(in), optional :: eid   ! executable id
```

OUTPUT PARAMETERS:

```
! num_comps (eid)
```

5.1.22 MPH_local_proc_id – find local processor id in a component

This function returns the local processor id given the component id.

REVISION HISTORY:

```
2001-Dec-13 -- use optional argument
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_local_proc_id (cid)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_global_proc_id
```

INPUT PARAMETERS:

```
integer, intent(in), optional :: cid   ! component id
```

OUTPUT PARAMETERS:

```
! local_proc_id (cid)
```

LOCAL VARIABLES:

```
integer :: id, comm
```

5.1.23 MPH_local_totProcs – find total number of processors

in a component.
This function returns the total number of processors in a component given the component id.

REVISION HISTORY:

```
2001-Dec-13 -- use optional argument
2001-Dec-13 -- use optional argument
2001-Nov-27 -- first prototype
```

INTERFACE:

```
integer function MPH_local_totProcs (cid)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_global_totProcs
```

INPUT PARAMETERS:

```
integer, intent(in), optional :: cid   ! component id
```

OUTPUT PARAMETERS:

```
! local_totProcs (cid)
```

LOCAL VARIABLES:

```
integer :: id, comm
```

5.1.24 MPH_global_proc_id – find global processor id

This function returns the global processor id.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_global_proc_id ()
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_local_proc_id
```

OUTPUT PARAMETERS:

```
! global_proc_id
```

5.1.25 MPH_global_proc_id – find total number of processors

This function returns the total number of processors in MPH world.

REVISION HISTORY:

```
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_global_totProcs ()
```

USES:

```
implicit none
```

OUTPUT PARAMETERS:

```
! global_totProcs
```

5.1.26 MPH_local_world – find local communicator of an executable

This function returns the local MPI communicator of an executable given the executable id.

REVISION HISTORY:

```
2001-Dec-13 -- change function name from MPH_local_world to MPH_exe_world,
               use optional argument
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_exe_world (eid)
```

USES:

```
implicit none
```

INPUT PARAMETERS:

```
integer, intent(in), optional :: eid   ! executable id
```

OUTPUT PARAMETERS:

```
! exe_world (eid)
```

5.1.27 MPH_exe_low_proc_limit - find lower processor limit of a component

This function returns the relative lower processor limit of a component in the executable world.

REVISION HISTORY:

```
2002-Jun-20 -- correct the argument from eid to cid
2001-Dec-13 -- use optional argument
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_exe_low_proc_limit (cid)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_exe_up_proc_limit
```

INPUT PARAMETERS:

```
integer, intent(in), optional :: cid   ! component id
```

OUTPUT PARAMETERS:

```
! exe_low_proc_limit (cid)
```

5.1.28 MPH_exe_up_proc_limit - find upper processor limit of a component

This function returns the relative upper processor limit of a component in the executable world.

REVISION HISTORY:

```
2002-Jun-20 -- correct the argument from eid to cid
2001-Dec-13 -- use optional argument
2001-Nov-15 -- add PROTEX convention
2001-May-20 -- first prototype
```

INTERFACE:

```
integer function MPH_exe_up_proc_limit (cid)
```

USES:

```
implicit none
```

SEE ALSO:

```
MPH_exe_low_proc_limit
```

INPUT PARAMETERS:

```
integer, intent(in), optional :: cid   ! component id
```

OUTPUT PARAMETERS:

```
! exe_up_proc_limit (cid)
```