



parallel tools platform

<http://eclipse.org/ptp>

Developing Scientific Applications Using Eclipse and the Parallel Tools Platform

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November 16, 2009

Portions of this material are supported by or based upon work supported by the Defense Advanced Research Projects Agency (DARPA) under its Agreement No. HR0011-07-9-0002, the United States Department of Energy under Contract No. DE-FG02-06ER25752, and the Blue Waters sustained petascale computing project, which is supported by the National Science Foundation under award number OCI 07-25070.





Tutorial Outline

Time (Tentative!)	Module	Topics	Presenter
8:30-9:00	1. Overview of Eclipse and PTP	✦ Introduction to Eclipse/PTP	Greg
9:00-10:00	2. Installation	✦ Prerequisites, Installation	Greg
10:00-10:30	BREAK		
10:30-11:15	3. CDT: Working with C/C++	✦ Eclipse basics; Creating a new project ✦ Building and launching	Beth
11:15-12:00 1:30-2:15	4. Working with MPI (incl. Remote)	✦ CVS, Makefiles, autoconf, PLDT MPI tools ✦ Resource Managers ✦ Launching a parallel application	Jay
12:00 - 1:30	Lunch		
2:15-3:00	5. Debugging	✦ Debugging an MPI program	Greg
3:00-3:30	BREAK		
3:30-4:00	6. Fortran; Refactoring	✦ Photran overview; comparison w/ CDT ✦ Refactoring support	Jeff
4:00 - 4:45	7. Advanced Features: Performance Tuning & Analysis Tools	✦ PLDT (MPI, OpenMP, UPC tools) (10 min) ✦ TAU, ETfw (15), PPW (5) ✦ ISP (15)	Beth Wyatt/Max Alan
4:45- 5:00	8. Other Tools, Wrapup	✦ NCSA HPC Workbench, Other Tools, website, mailing lists, future features	Jay/Beth

Module 1: Introduction

- ✦ Objective

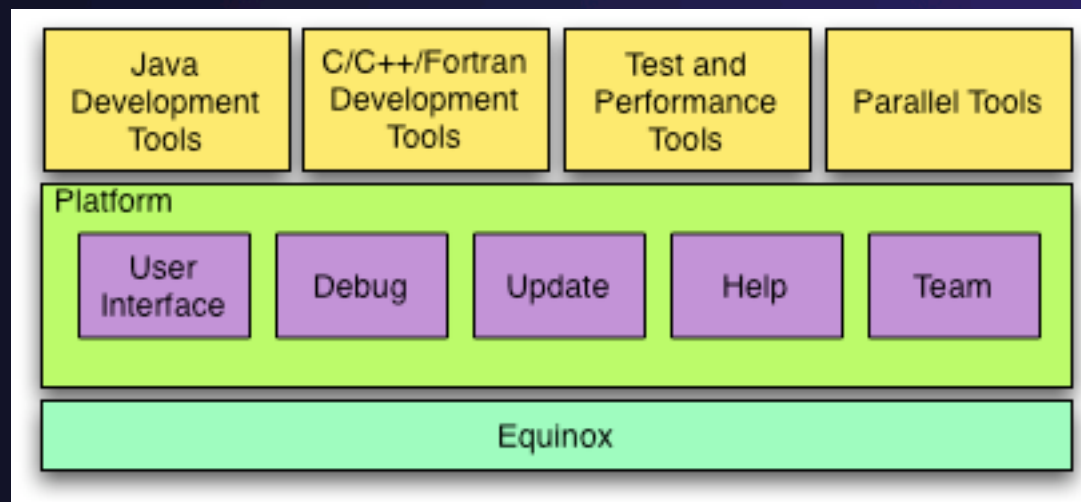
- ✦ To introduce the Eclipse platform and PTP

- ✦ Contents

- ✦ What is Eclipse?
 - ✦ What is PTP?

What is Eclipse?

- ✦ A vendor-neutral open-source workbench for multi-language development
- ✦ A extensible platform for tool integration
- ✦ Plug-in based framework to create, integrate and utilize software tools



Eclipse Platform

- ★ Core frameworks and services with which all plug-in extensions are created
- ★ Represents the common facilities required by most tool builders:
 - ★ Workbench user interface
 - ★ Project model for resource management
 - ★ Portable user interface libraries (SWT and JFace)
 - ★ Automatic resource delta management for incremental compilers and builders
 - ★ Language-independent debug infrastructure
 - ★ Distributed multi-user versioned resource management (CVS supported in base install)
 - ★ Dynamic update/install service

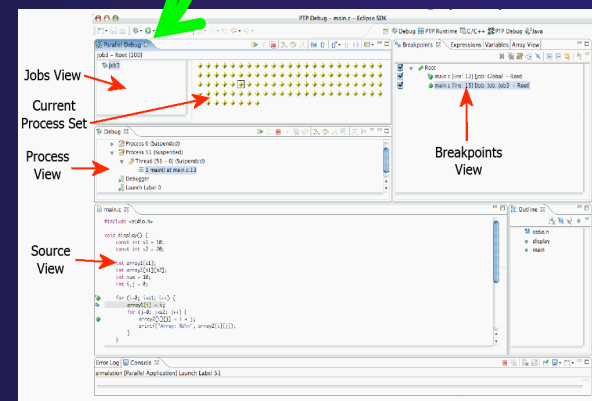
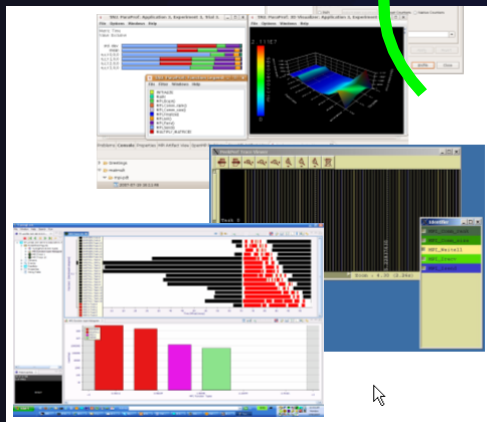
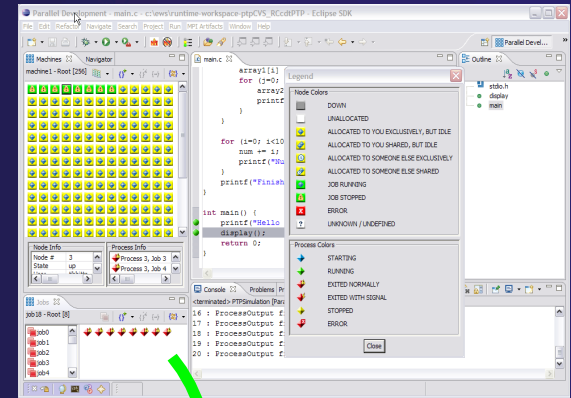
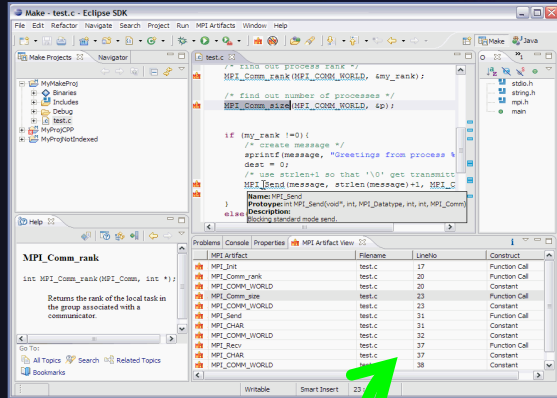
Plug-ins

- ★ Java Development Tools (JDT)
- ★ Plug-in Development Environment (PDE)
- ★ C/C++ Development Tools (CDT)
- ★ Parallel Tools Platform (PTP)
- ★ Fortran Development Tools (Photran)
- ★ Test and Performance Tools Platform (TPTP)
- ★ Business Intelligence and Reporting Tools (BIRT)
- ★ Web Tools Platform (WTP)
- ★ Data Tools Platform (DTP)
- ★ Device Software Development Platform (DSDP)
- ★ Many more...

Eclipse Parallel Tools Platform (PTP)

Coding & Analysis

Launching & Monitoring

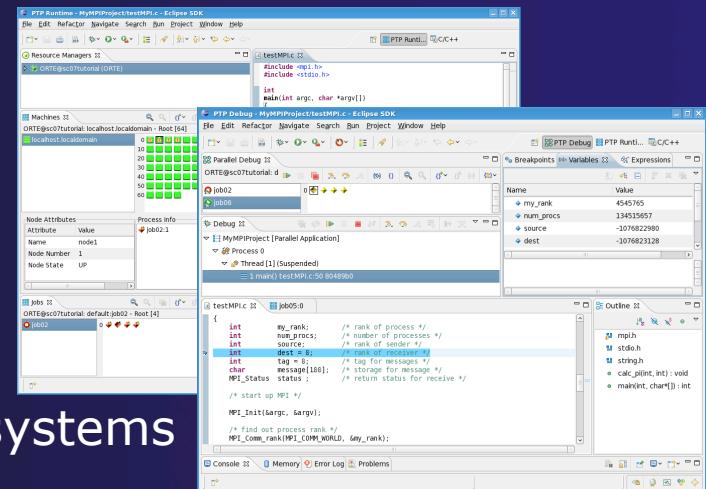


Performance Tuning

Debugging

Parallel Tools Platform (PTP)

- ★ The Parallel Tools Platform aims to provide a highly integrated environment specifically designed for parallel application development
- ★ Features include:
 - ★ An integrated development environment (IDE) that supports a wide range of parallel architectures and runtime systems
 - ★ A scalable parallel debugger
 - ★ Parallel programming tools (MPI/OpenMP)
 - ★ Support for the integration of parallel tools
 - ★ An environment that simplifies the end-user interaction with parallel systems
- ★ <http://www.eclipse.org/ptp>



PTP Features Demo...

- ★ Check out a project from CVS
- ★ Team features
- ★ Content assist, searching, include browser
- ★ Building the project
- ★ Launching an MPI program
- ★ Debugging an MPI program

Module 2: Installation

✦ Objective

- ✦ To learn how to install Eclipse and PTP

✦ Contents

- ✦ System Prerequisites
- ✦ Software Prerequisites
- ✦ Eclipse Installation
- ✦ PTP Installation

About PTP Installation

- ✦ PTP 3.0 isn't "official" until Nov. 30.
@SC09 Tutorial: we're installing a pre-release of PTP 3.0
- ✦ Note: up-to-date info on installing PTP and its pre-reqs is available from the release notes:

http://wiki.eclipse.org/PTP/release_notes/3.0

- ✦ The above information may supersede these slides
- ✦ *@SC09 Tutorial: specific instructions will follow, referencing files available on USB drive or CD during the tutorial*

System Prerequisites

- ★ Local system (running Eclipse)
 - ★ Linux (just about any version)
 - ★ MacOSX (10.5 Leopard or 10.6 Snow Leopard)
 - ★ Windows (XP on)
- ★ Remote system (running/debugging application)
 - ★ Must be supported by a resource manager
 - ★ Open MPI 1.2+
 - ★ MPICH 2
 - ★ IBM PE & LoadLeveler (AIX or Linux)
 - ★ SLURM (Linux)

Software Prerequisites

- ★ Java (1.5 or later)
- ★ Cygwin or MinGW (for local development on Windows)
- ★ Unix make or equivalent
- ★ Supported compilers (gcc, gfortran, Intel, etc.)
- ★ Gdb for debugging (or a gdb-like interface)
- ★ Gcc for building the debugger and SLURM proxies from source
- ★ IBM C for building the PE/LoadLeveler proxies from source

Java Prerequisite

- ✦ Eclipse requires Sun or IBM versions of Java
 - ✦ Only need Java runtime environment (JRE)
 - ✦ Java 1.5 is the same as JRE 5.0
 - ✦ The GNU Java Compiler (GCJ), which comes standard on Linux, will not work!

Eclipse and PTP Installation

- ★ Eclipse is installed in two steps
 - ★ First, the base Eclipse package is downloaded and installed
 - ★ Additional functionality is obtained by adding 'features'
 - ★ This can be done via an 'update site' that automatically downloads and installs the features
 - ★ Update site archives can be downloaded to install features offline.
- ★ PTP requires the following Eclipse features
 - ★ C/C++ Development Tools (CDT)
 - ★ Remote Systems Explorer (RSE) end-user runtime
 - ★ Required only if you are remotely *developing*

Eclipse Packages

- ✦ Eclipse is available in a number of different packages for different kinds of development
- ✦ Two packages are more relevant for HPC:
 - ✦ **Eclipse Classic**
 - ✦ The full software development kit (SDK), including Java and Plug-in development tools
 - ✦ **Eclipse IDE for C/C++ developers**
 - ✦ Base Eclipse distribution
 - ✦ Base C/C++ Development Tools (CDT)
(does not include UPC, but it can be added)
 - ✦ Smaller and less cluttered than full SDK
- ✦ Either is fine for PTP use



Eclipse Installation

- ✦ The current version of Eclipse is 3.5.1 (Galileo)
 - ✦ PTP 3.0 will only work with this version
- ✦ Eclipse is downloaded as a single zip or gzipped tar file from <http://eclipse.org/downloads>
@SC09 Tutorial: available on USB or CD.
- ✦ You *must* download the correct version to suit your local environment
 - ✦ Must have correct operating system version
 - ✦ Must have correct window system version
- ✦ Unzipping or untarring this file creates a directory containing the main executable



Eclipse Installation Files

Install from one of these files, depending on your platform, and SDK or C/C++ version:

- ✦ eclipse-SDK-3.5.1-win32.zip
- ✦ eclipse-SDK-3.5.1-macosx-cocoa[-x86_64].tar.gz
- ✦ eclipse-SDK-3.5.1-linux-gtk[-x86_64].tar.gz

- ✦ eclipse-cpp-galileo-SR1-win32.zip
- ✦ eclipse-cpp-galileo-SR1-linux-gtk[-x86_64].tar.gz
- ✦ eclipse-cpp-galileo-SR1-macosx-cocoa.tar.gz

Unzip or untar on your machine.
Creates 'eclipse' directory containing executable



Starting Eclipse

★ **Linux**

- ★ From a terminal window, enter

```
<eclipse_installation>/eclipse/eclipse &
```

★ **MacOS X**

- ★ From finder, open the **eclipse** folder where you installed
- ★ Double-click on the **Eclipse** application
- ★ Or from a terminal window

★ **Windows**

- ★ Open the **eclipse** folder
- ★ Double-click on the **eclipse** executable

- ★ Accept default workspace when asked
- ★ Select workbench icon from welcome page

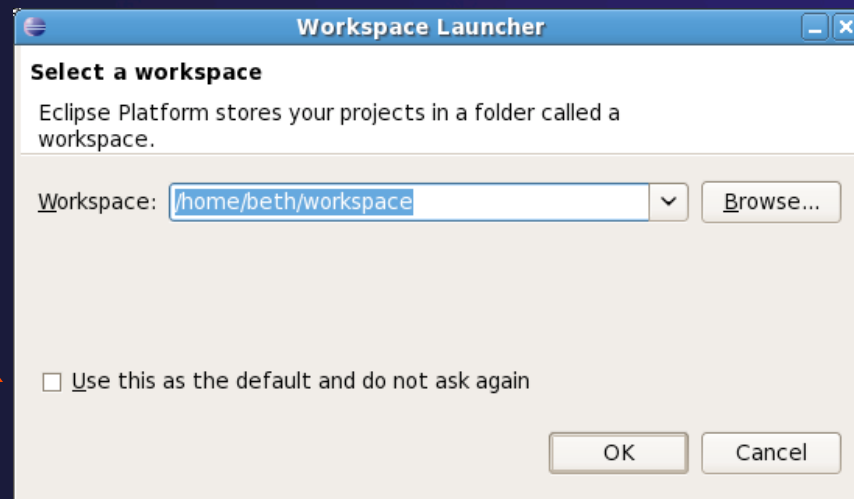




Specifying A Workspace

- ✦ Eclipse prompts for a workspace location at startup time
- ✦ The workspace contains all user-defined data
 - ✦ Projects and resources such as folders and files

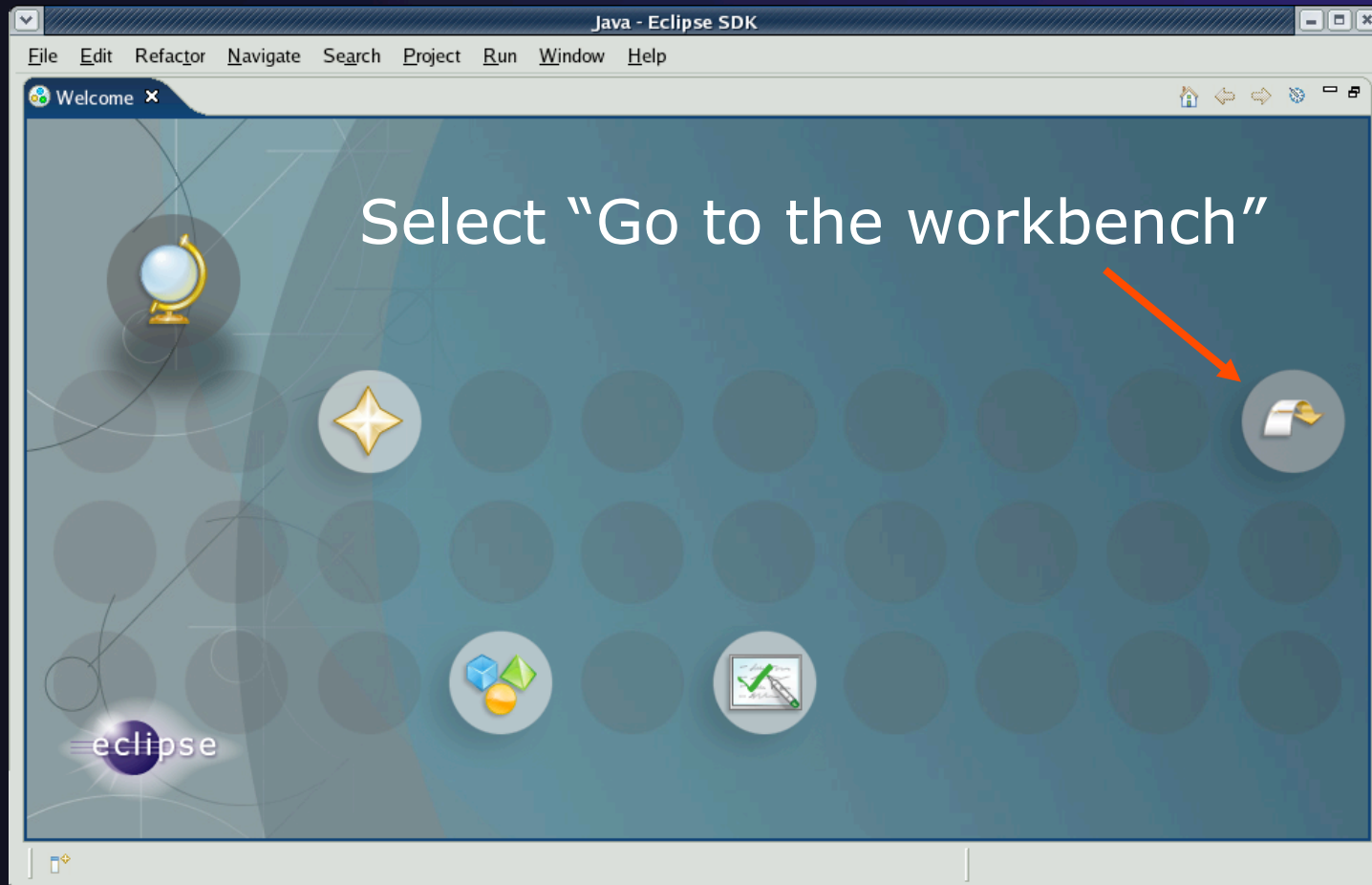
The prompt can be turned off



Eclipse Welcome Page



- ★ Displayed when Eclipse is run for the first time



Adding Features

- ★ New functionality is added to Eclipse using *features*
- ★ Features are obtained and installed from an update site (like a web site)
- ★ Features can also be installed from a local copy of the update site (which can be zipped archives)
 - ★ allows for offline installation
 - ★ *@SC09 Tutorial: we will install from archived update sites*

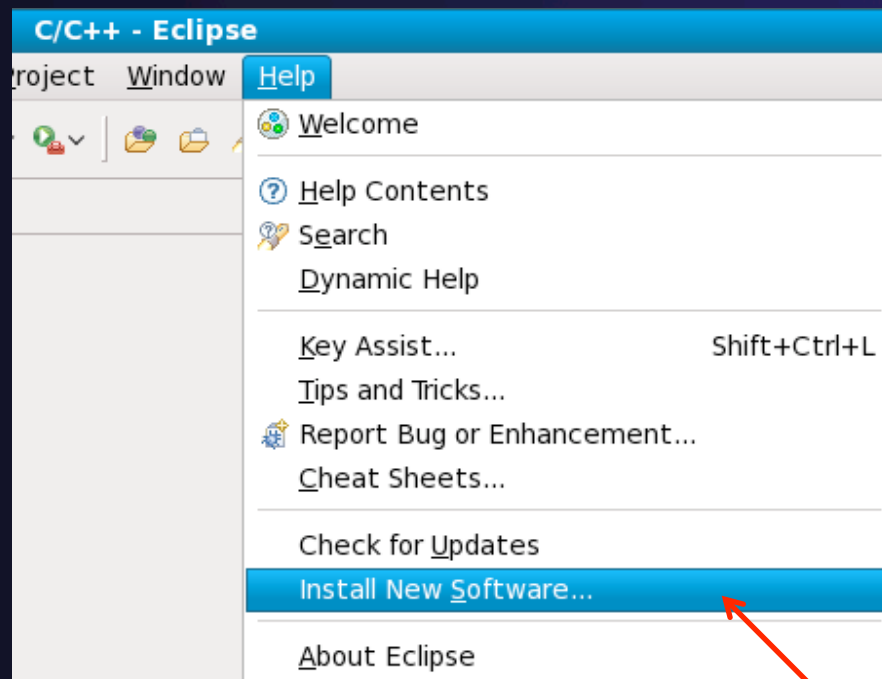
Installing Eclipse Features from an Update Site

- ★ Three types of update sites
 - ★ **Remote** - download and install from remote server
 - ★ **Local** - install from local directory
 - ★ **Archived** - a local site packaged as a zip or jar file
- ★ Eclipse 3.5 comes preconfigured with a link to the **Galileo** Update Site
 - ★ This is a remote site that contains a large number of official features
 - ★ Galileo projects are guaranteed to work with Eclipse 3.5
- ★ Many other sites offer Eclipse features
 - ★ Use at own risk



Installing from an Update Site

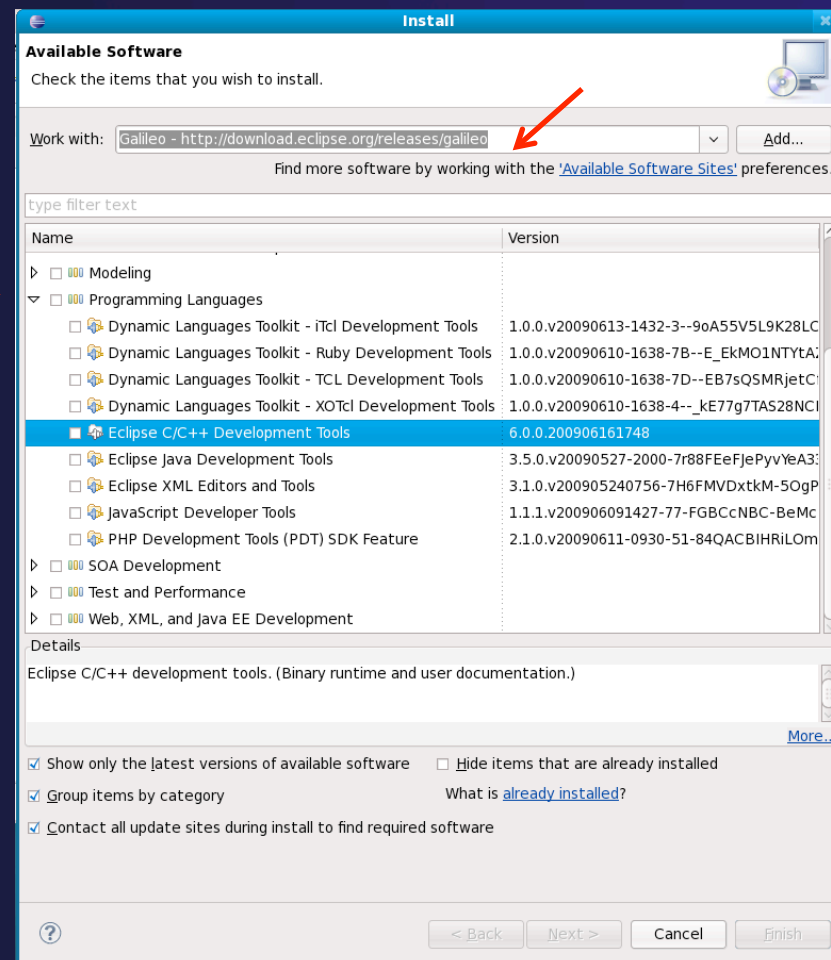
- ★ From the **Help** menu, choose **Install New Software...**





Galileo Update Site

- ★ The Galileo site comes already configured with Eclipse
- ★ For example, some of the contents of the Galileo site: →
- ★ You can get C/C++ Dev. Tools from the Galileo site, but...
 - ★ Basic tools only, does not include UPC
 - ★ More complete CDT install shown later



Installation: CDT

- ★ If you installed Eclipse classic (full SDK)
 - ★ you will now need to install CDT.
- ★ If you installed the C/C++ IDE instead
 - ★ You will need to update CDT to get 6.0.2 (required for PTP 3.0)
 - ★ You may want to install other features too, for example: the UPC feature.
The C/C++ IDE includes only the most basic CDT features.

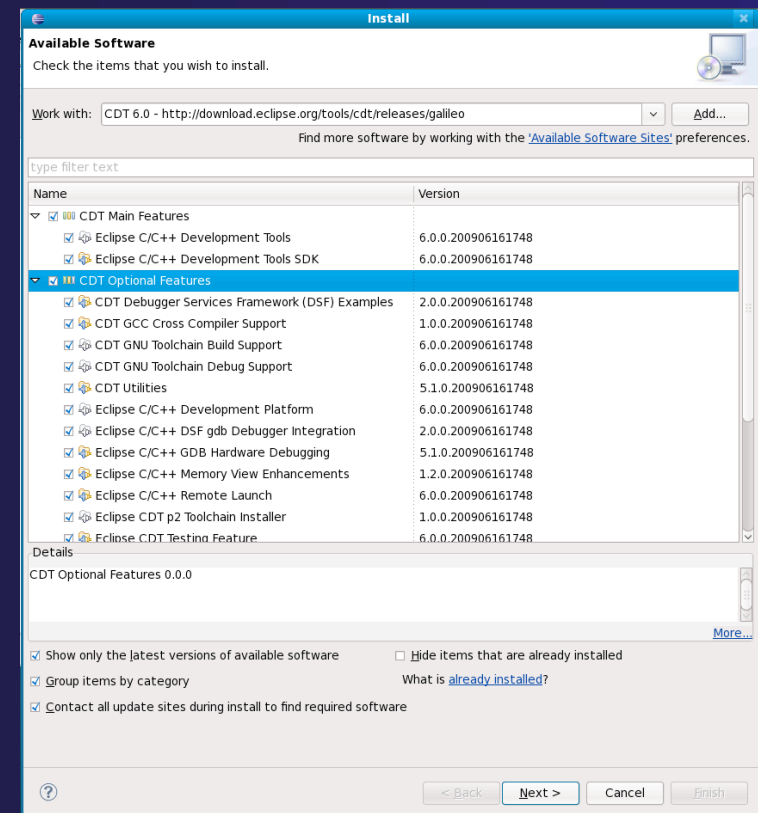
Installation: CDT (2)

- ✦ PTP 3.0 needs CDT 6.0.2
 - ✦ Update site contains only 6.0.1 as of this writing
 - ✦ Update site: <http://download.eclipse.org/tools/cdt/releases/galileo>
- ✦ CDT 6.0.2 archived update site file is available from:
[@SC09 Tutorial:](http://download.eclipse.org/tools/cdt/builds)
[Add... Archive... cdt-master-6.0.2*.zip](#)
- ✦ Install any features you want
 - ✦ Suggestion: install everything *but*:
Omit the testing feature:

Eclipse CDT Testing Feature

- ✦ This includes the UPC feature (optional)

Unified Parallel C Support

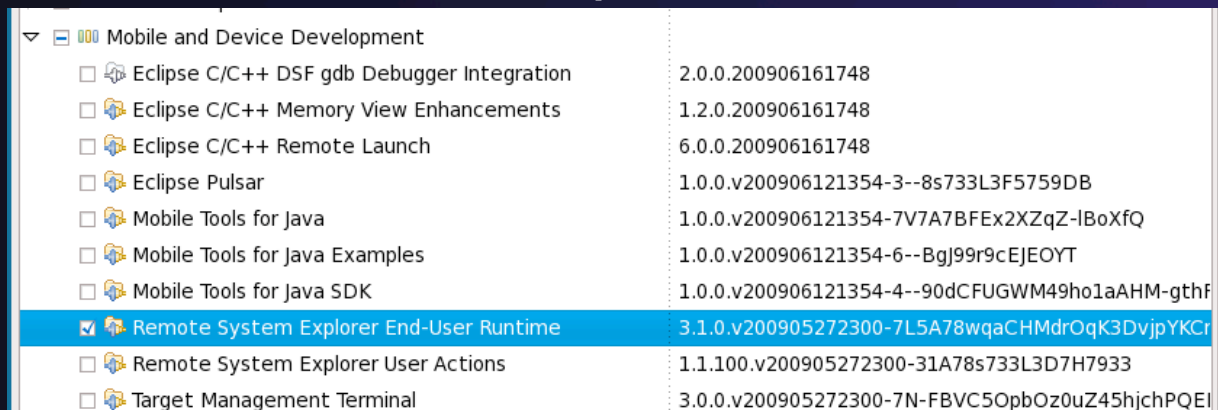


Installation: CDT (3)

- ✦ Finish installing CDT:
 - ✦ Next, Confirm features, Next, Accept license terms, Finish
- ✦ You do *not* need to restart Eclipse, since we will now install RSE and PTP.

Installation: RSE

- ✦ Again: Help > Install New Software...
- ✦ The RSE End-User Runtime can be installed from the Galileo update site



*@SC09 Tutorial: Use archived update site
Add... Archive... choose rse-3.1-updateSite.zip file*

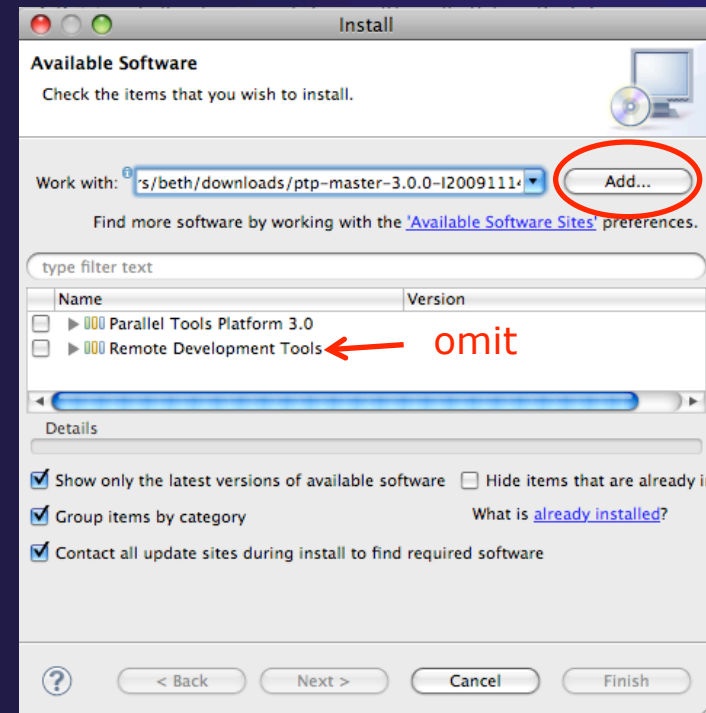
- ✦ Choose TM and RSE 3.1.1 / RSE End-User Runtime
 - ✦ If it tries to install 3.1.0 also, uncheck it and hit Next >
 - ✦ Accept license terms etc., no need to restart yet



Installing PTP

- ✦ Help > Install New Software hit **Add...**
- ✦ PTP update site:
<http://download.eclipse.org/tools/ptp/releases/galileo/>
@SC09 Tutorial: Select Archive... and enter ptp-master-.zip*
- ✦ Click **OK** and the list of features on the update site will be populated
- ✦ Select all the components you require. Suggestion: select only "Parallel Tools Platform 3.0"
@SC09 Tutorial: Omit Remote Development Tools
- ✦ Click **Next>**, **Next>**, **Finish**
- ✦ Select **Yes** to restart Eclipse now

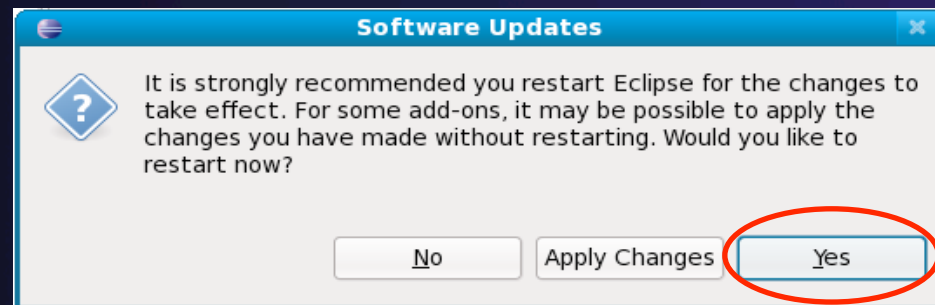
See PTP release notes for most recent info on installing 3.0
http://wiki.eclipse.org/PTP/release_notes/3.0



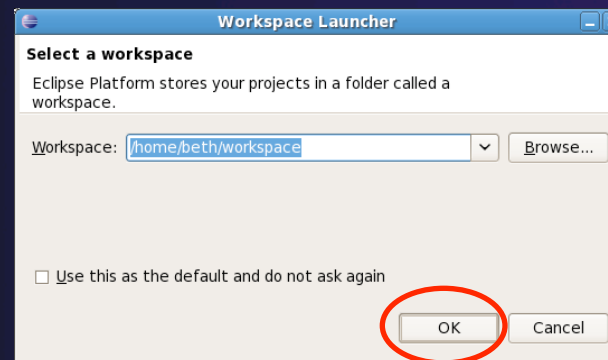


Installing PTP (2)

- ★ After selecting **Finish...**
- ★ Restart Eclipse when prompted



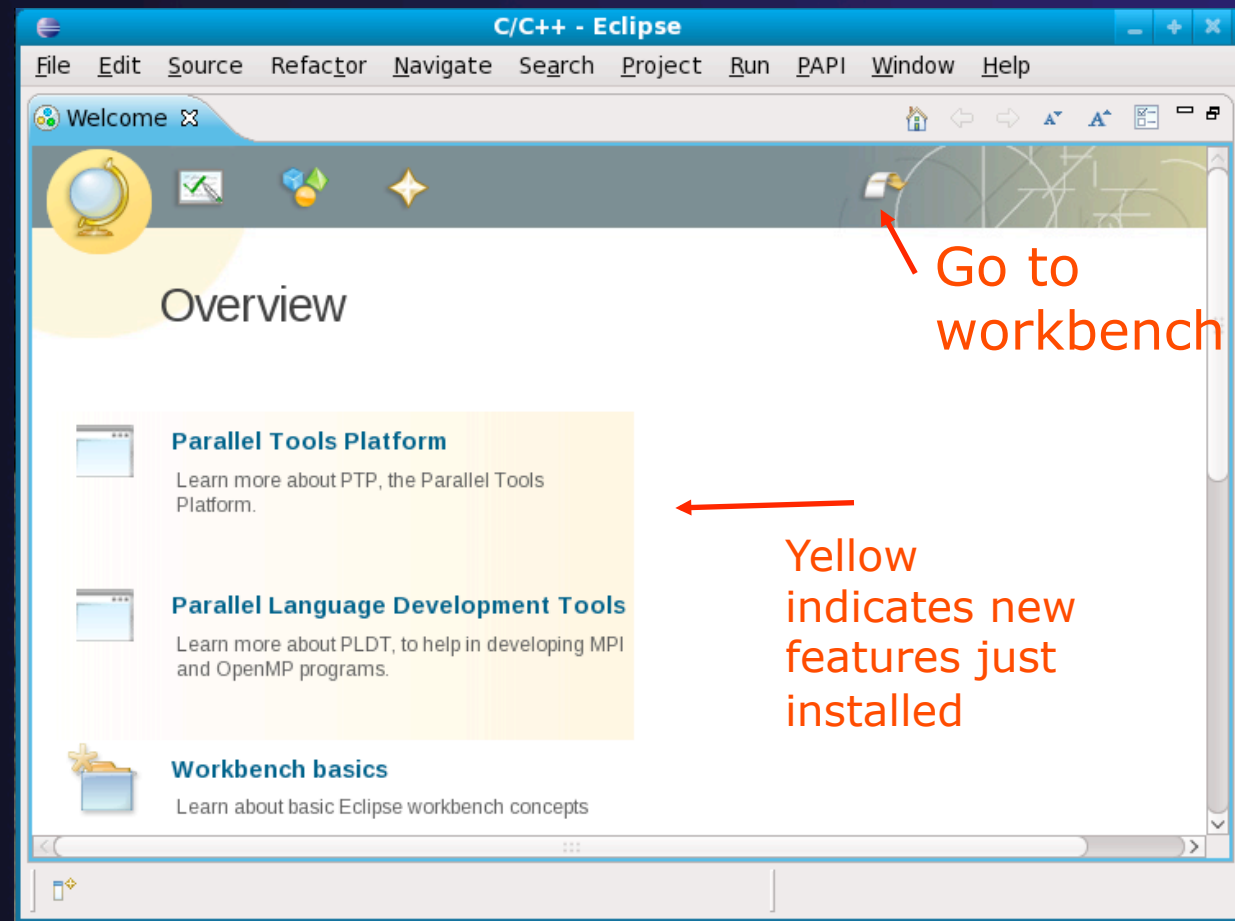
- ★ Select OK when Eclipse restarts, to use the same workspace





Restarting Eclipse

- ★ Welcome page informs you of new features installed
- ★ Select workbench icon to go to workbench



Installing Additional PTP Components

- ★ PTP has a number of additional components depending on the installation
 - ★ Scalable Debug Manager (SDM) – required for all platforms to support debugging
 - ★ PE and LoadLeveler proxy – IBM systems only
 - ★ SLURM proxy – systems using the SLURM resource manager
- ★ Installation of these components is beyond the scope of the tutorial
- ★ See the release notes for details of installing these components

Platform Differences

- ✦ Single button mouse (e.g. MacBook)
 - ✦ Use Control-click for right mouse / context menu
- ✦ Context-sensitive help key differences
 - ✦ Windows: use **F1** key
 - ✦ Linux: use **Shift-F1** keys
 - ✦ MacOS X
 - ✦ Full keyboard, use **Help** key
 - ✦ MacBooks or aluminum keyboard, create a key binding for **Dynamic Help** to any key you want
- ✦ Accessing preferences
 - ✦ Windows & Linux: **Window ▶ Preferences...**
 - ✦ MacOS X: **Eclipse ▶ Preferences...**

Module 3: Working with C/C++

★ Objective

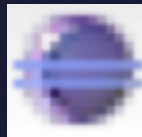
- ★ Learn how to use Eclipse to develop C programs
- ★ Learn how to launch and run a C program

★ Contents

- ★ Brief introduction to the C/C++ Development Tools (CDT)
- ★ Create a simple application
- ★ Learn to launch a C application

Installation recap

- ✦ Download and unzip/untar eclipse
- ✦ Use Help >Install new software -- to get
 - ✦ CDT for C/C++ tools
 - ✦ PTP and related tools for Parallel application work *
- ✦ Build PTP binary on target machine (local or remote) *
 - ✦ Only required if running parallel apps locally
- ✦ Launch eclipse!
Run the 'eclipse' executable, from icon or from command line

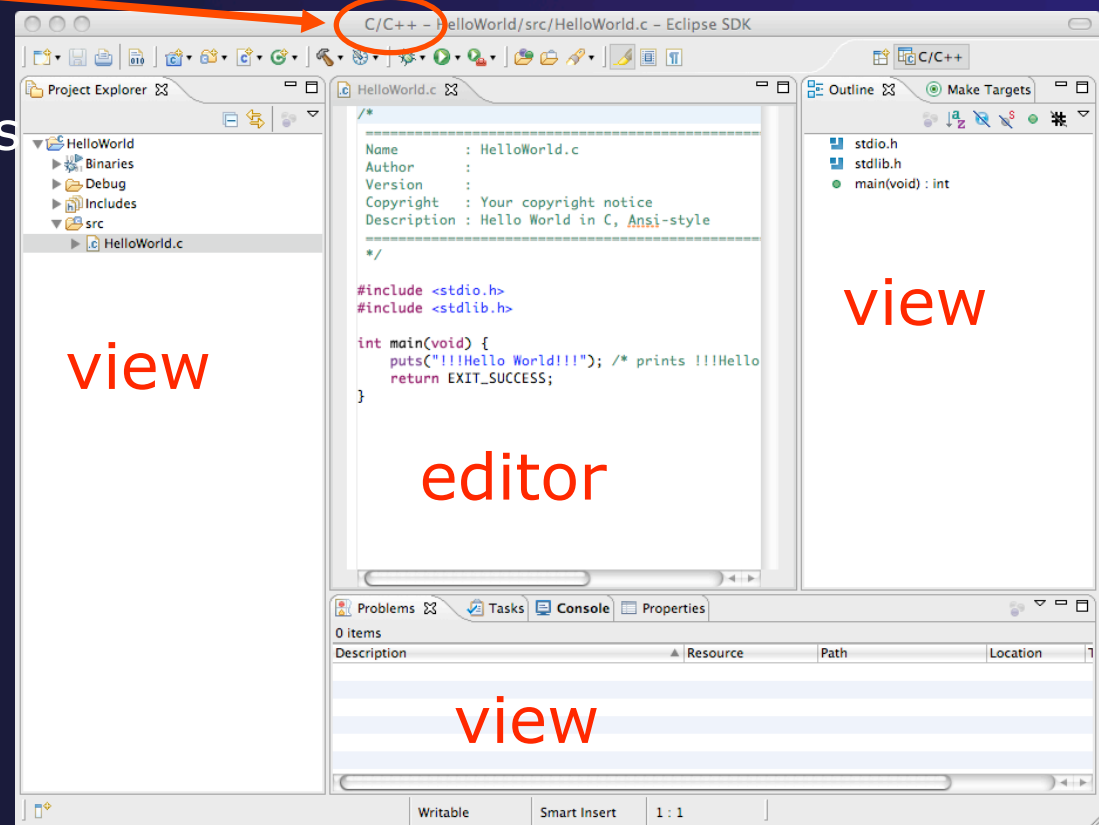


* Not required for this module

Workbench

- ✦ A Workbench contains perspectives
- ✦ A Perspective contains views and editors

- ✦ The Workbench represents the desktop development environment
 - ✦ Contains a set of tools for resource mgmt
 - ✦ Provides a common way of navigating through the resources
- ✦ Multiple workbenches can be opened at the same time



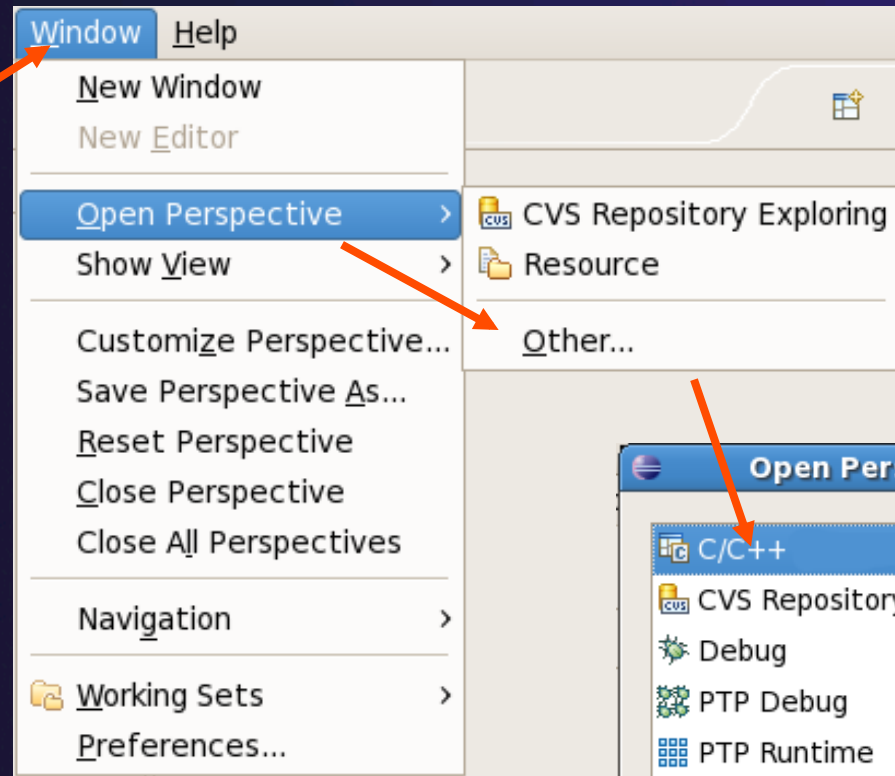
Perspectives

- ★ Perspectives define the layout of views in the Workbench
- ★ They are task oriented, i.e. they contain specific views for doing certain tasks:
 - ★ There is a Resource Perspective for manipulating resources
 - ★ C/C++ Perspective for manipulating compiled code
 - ★ Debug Perspective for debugging applications
- ★ You can easily switch between perspectives

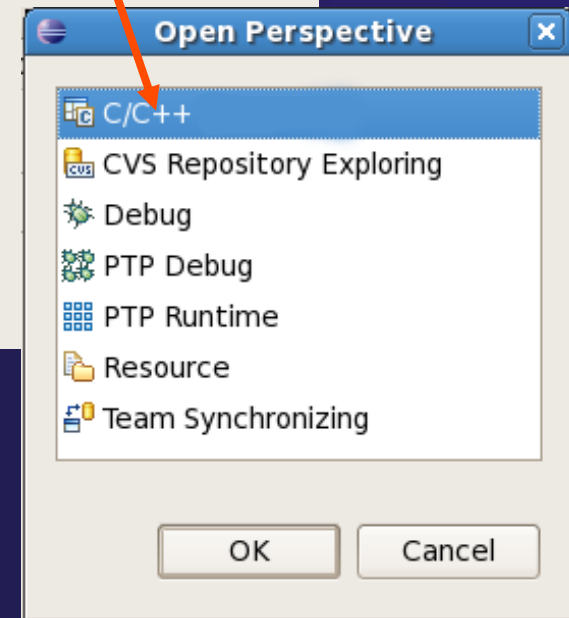
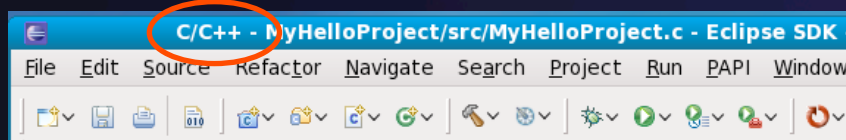
Switch to C/C++ Perspective



★ Only needed if you're not already in the perspective

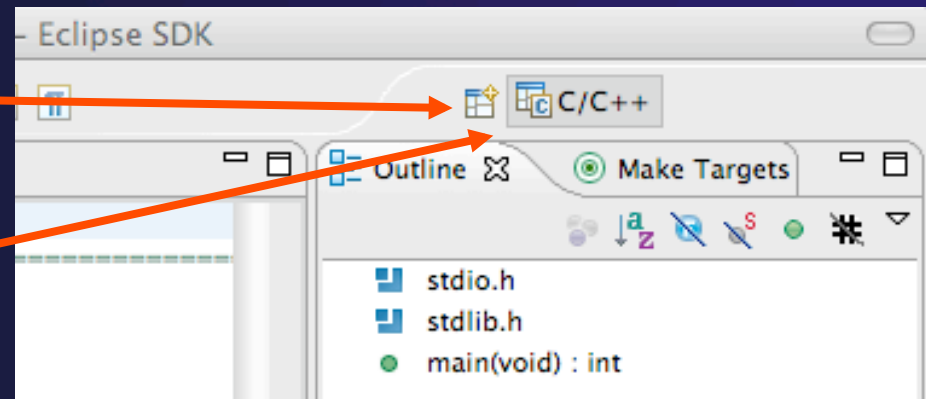
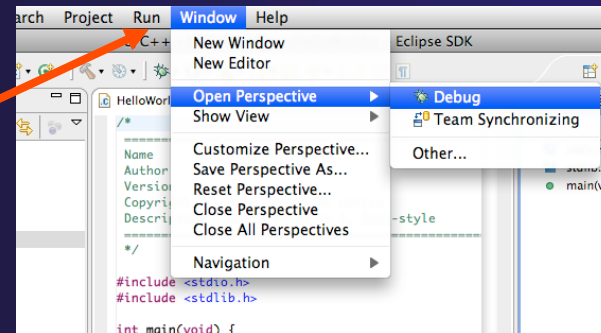


★ What Perspective am in in?
See Title Bar



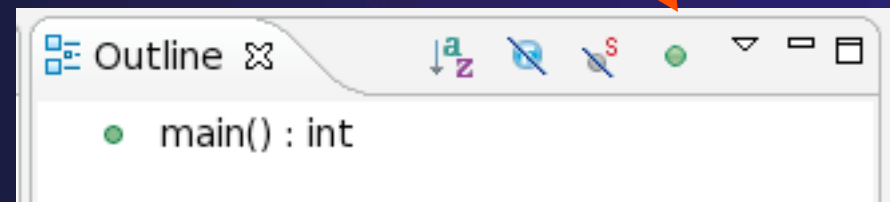
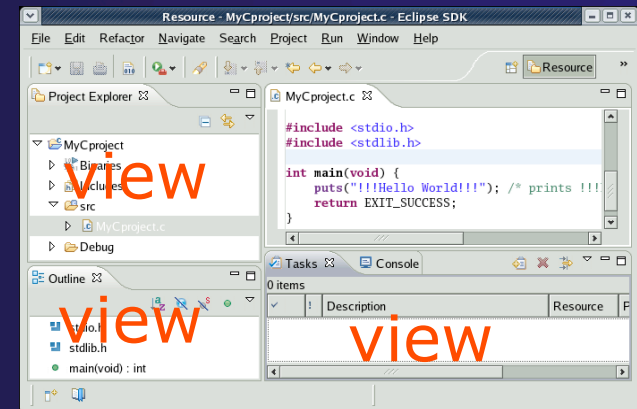
Switching Perspectives

- ★ You can switch Perspectives by:
 - ★ Choosing the **Window ▶ Open Perspective** menu option
 - ★ Clicking on the **Open Perspective** button
 - ★ Clicking on a perspective shortcut button



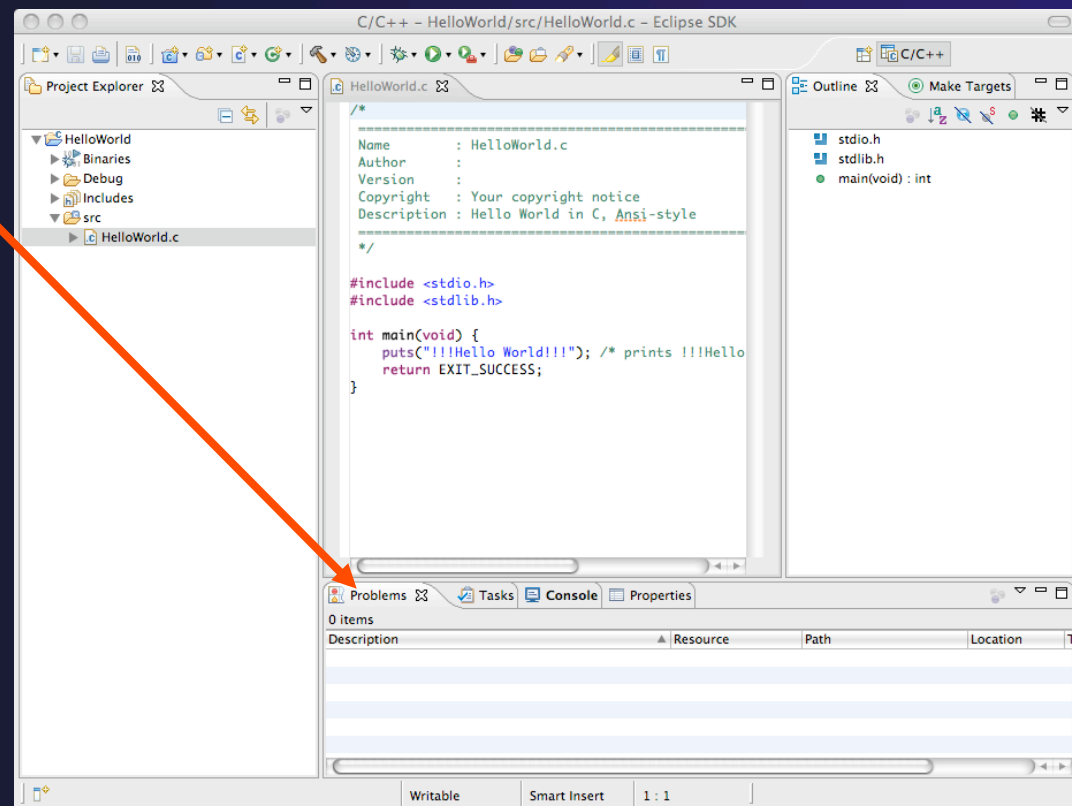
Views

- ★ The workbench window is divided up into Views
- ★ The main purpose of a view is:
 - ★ To provide alternative ways of presenting information
 - ★ For navigation
 - ★ For editing and modifying information
- ★ Views can have their own menus and toolbars
 - ★ Items available in menus and toolbars are available only in that view
 - ★ Menu actions only apply to the view
- ★ Views can be resized



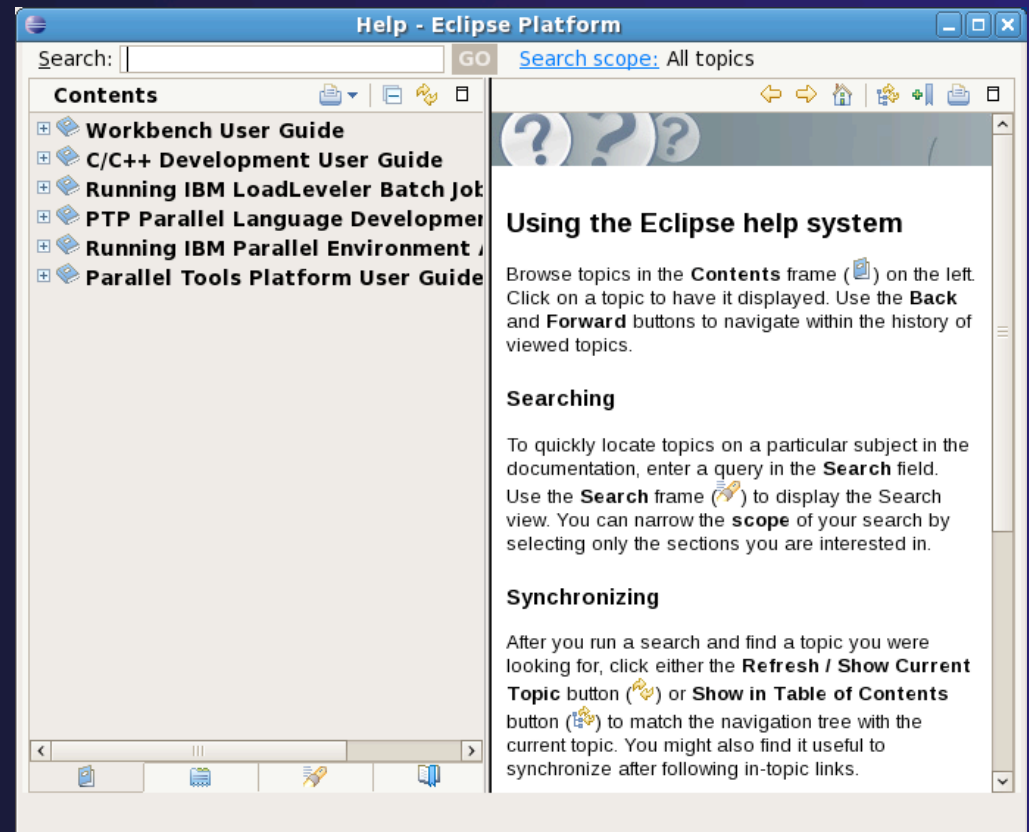
Stacked Views

- ★ Stacked views appear as tabs
- ★ Selecting a tab brings that view to the foreground



Help

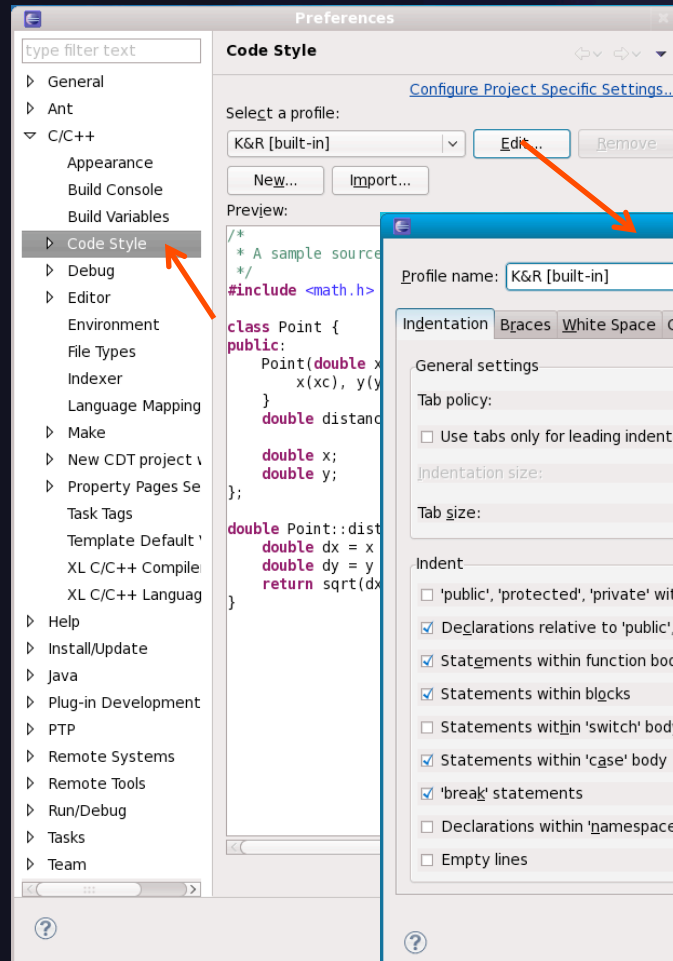
- ★ Access help
 - ★ **Help ► Help Contents**
 - ★ **Help ► Search**
 - ★ **Help ► Dynamic Help**
- ★ **Help Contents** provides detailed help on different Eclipse features
- ★ **Search** allows you to search for help locally, or using Google or the Eclipse web site
- ★ **Dynamic Help** shows help related to the current context (perspective, view, etc.)





Preferences

- ★ Eclipse Preferences allow customization of almost everything



- ★ Open **Window ▶ Preferences...**

- ★ C/C++ preferences allow many options

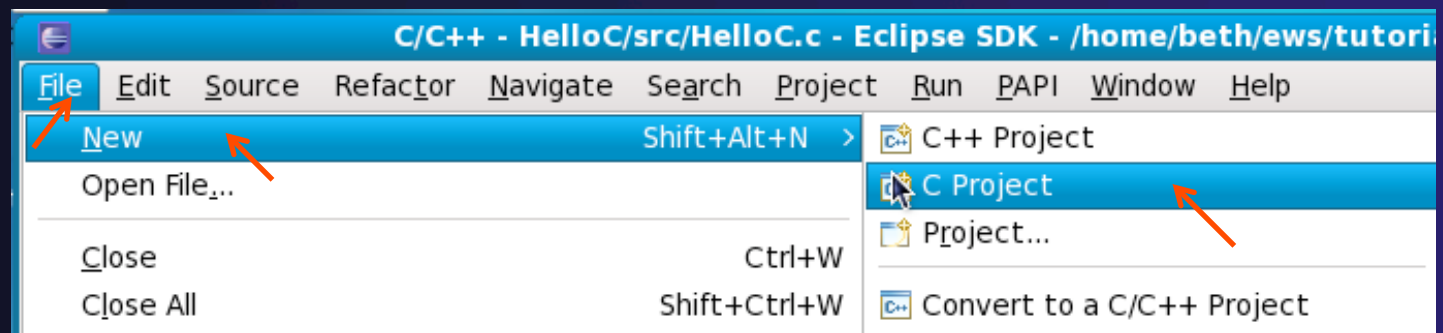
- ★ Code formatting settings ("Code Style") shown here

Creating a C/C++ Application



Steps:

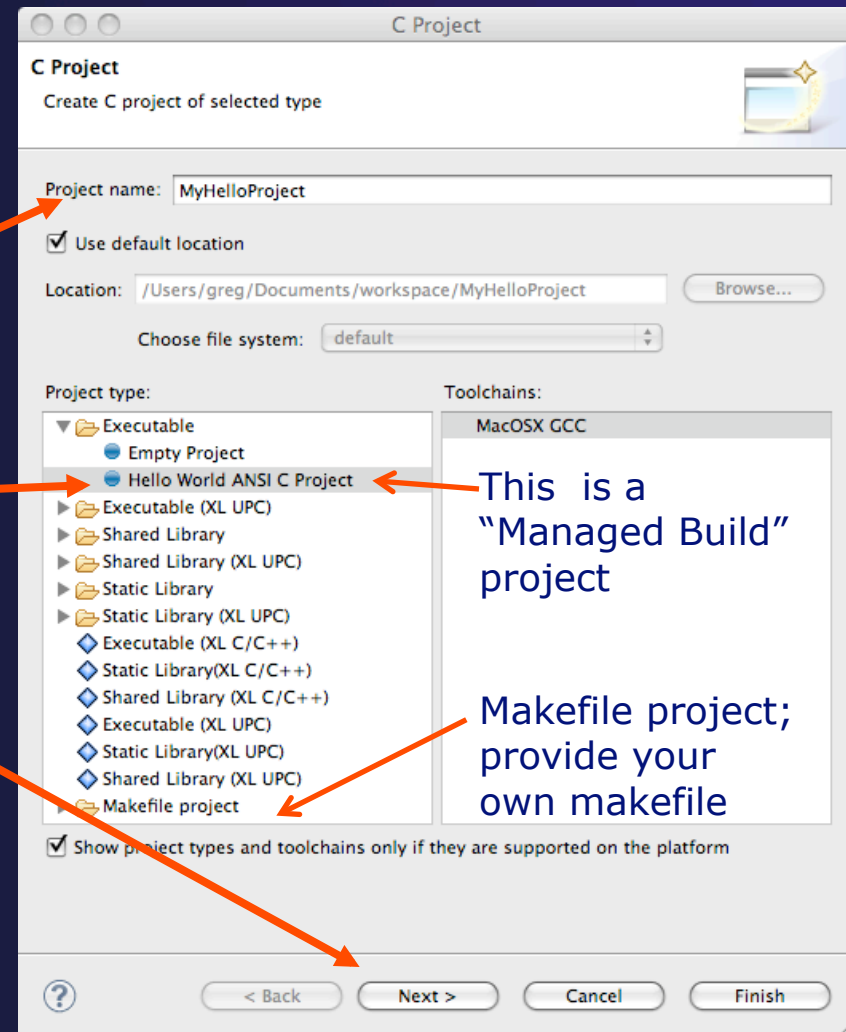
- ✦ Create a new C project
- ✦ Edit source code
- ✦ Save and build



New C Project Wizard

Create a new C project

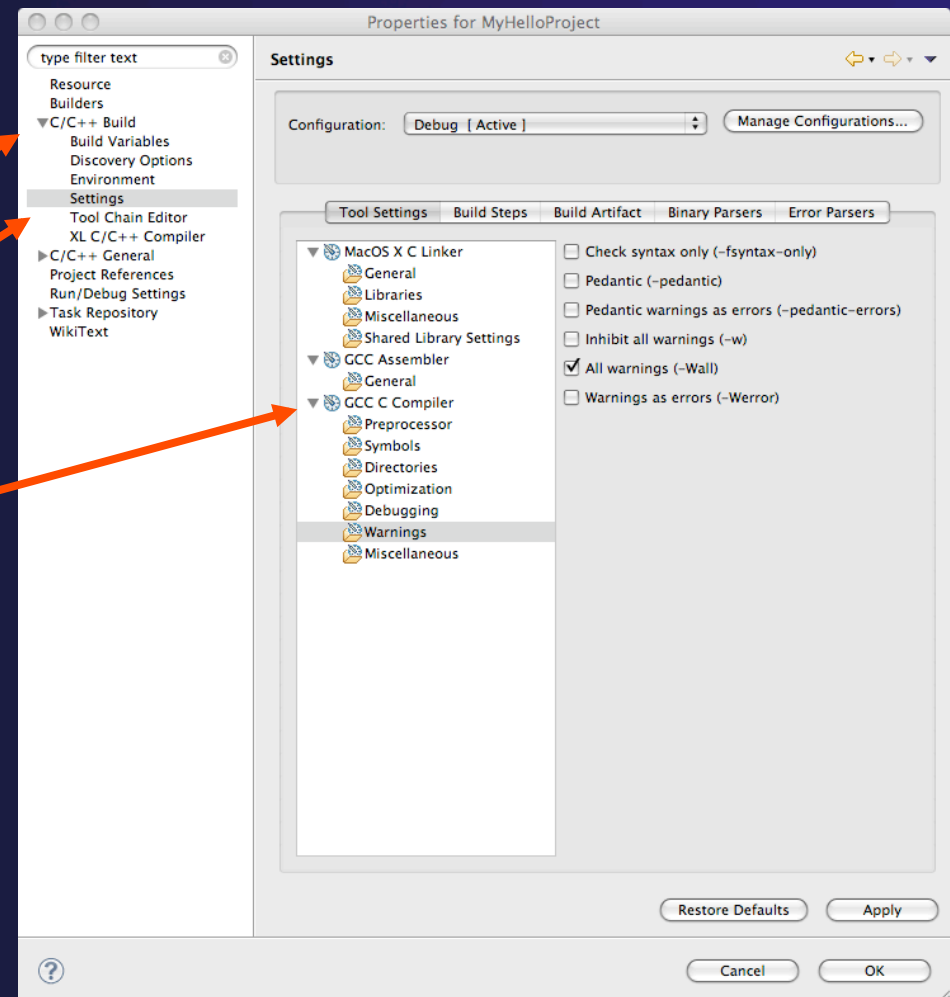
- ★ **File ▶ New ▶ C Project**
(see prev. slide)
- ★ Name the project
'MyHelloProject'
- ★ Under Project types, under Executable, select **Hello World ANSI C Project**
(no makefile req'd) and hit **Next**
- ★ On **Basic Settings** page, fill in information for your new project (**Author name** etc.) and hit **Finish**



Changing the C/C++ Build Settings Manually



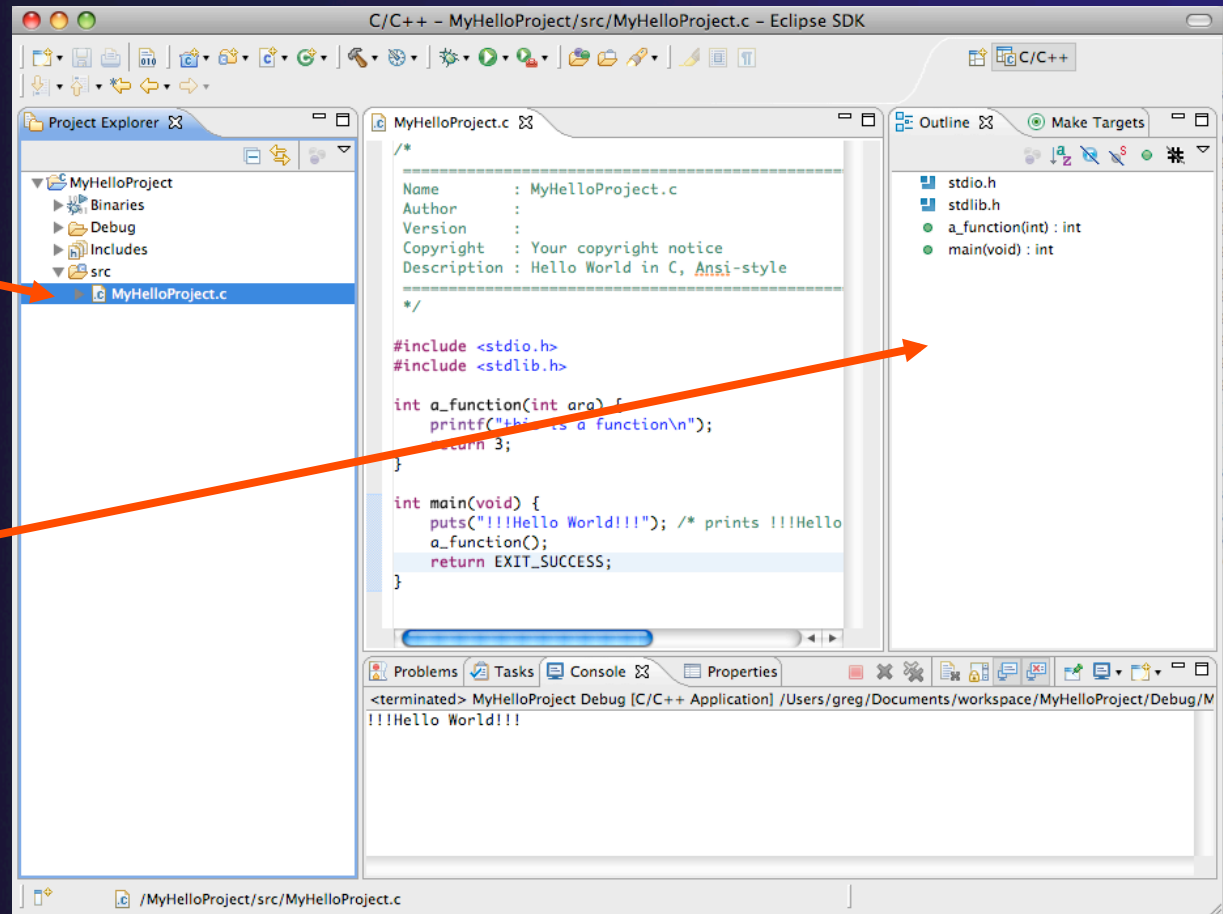
- ✦ Open the project properties by right-mouse clicking on project and select **Properties**
- ✦ Expand **C/C++ Build**
- ✦ Select **Settings**
- ✦ Select **C Compiler** to change compiler settings
- ✦ Select **C Linker** to change linker settings
- ✦ It's also possible to change compiler/linker arguments
- ✦ Hit **OK** to close



Editor and Outline View

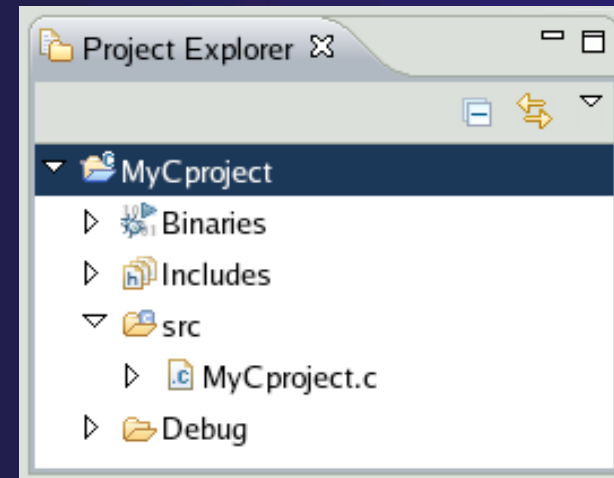


- ★ Expand project to see source code
- ★ Double-click on source file in the **Project Explorer** to open C editor
- ★ Outline view is shown for file in editor
- ★ We'll describe the editor in the next few slides...



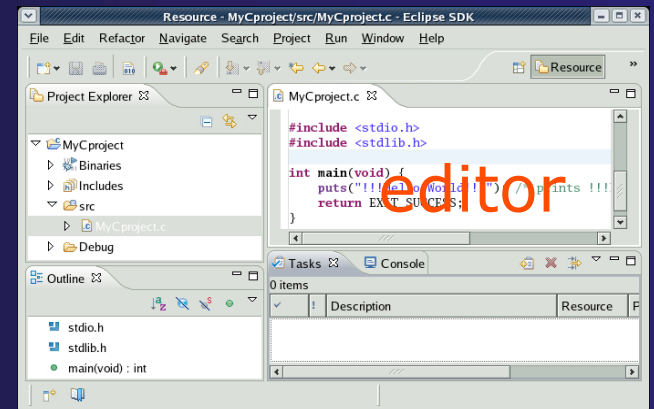
Project Explorer View

- ✦ Represents user's data
- ✦ It is a set of user defined resources
 - ✦ Files
 - ✦ Folders
 - ✦ Projects
 - ✦ Collections of files and folders
 - ✦ Plus meta-data
- ✦ Resources are visible in the Project Explorer View



Editors

- ✦ An editor for a resource (e.g. a file) opens when you double-click on a resource
- ✦ The type of editor depends on the type of the resource
 - ✦ .c files are opened with the C/C++ editor
 - ✦ Some editors do not just edit raw text
- ✦ When an editor opens on a resource, it stays open across different perspectives
- ✦ An active editor contains menus and toolbars specific to that editor
- ✦ When you change a resource, an asterisk on the editor's title bar indicates unsaved changes
- ✦ How to Save

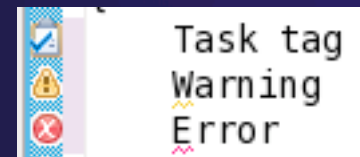


Source Code Editors

- ★ A source code editor is a special type of editor for manipulating source code
- ★ Language features are highlighted
- ★ Marker bars for showing
 - ★ Breakpoints
 - ★ Errors/warnings
 - ★ Task Tags, Bookmarks
- ★ Location bar for navigating to interesting features in the entire file

```
linear_function.c
/**
 * Returns f(x) = 3.0*x + 2.0
 */
double evaluate(double x)
{
    // TODO add semicolon to end of next line
    double y = 3.0*x + 2.0;
    return y;
}
```

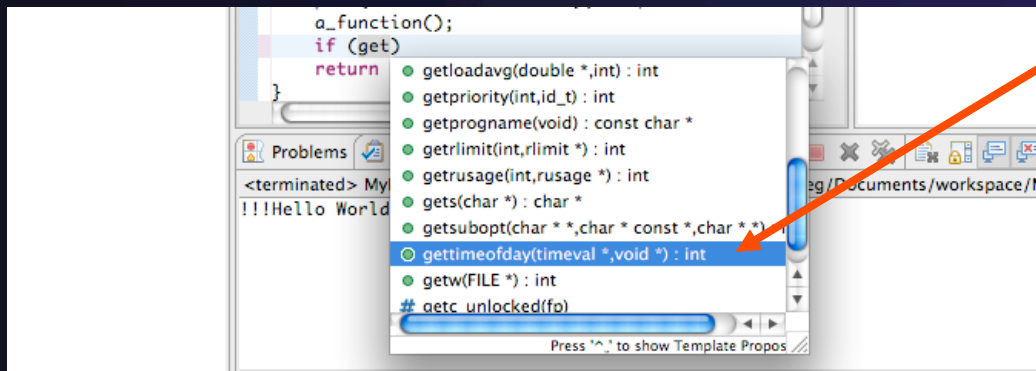
Icons:



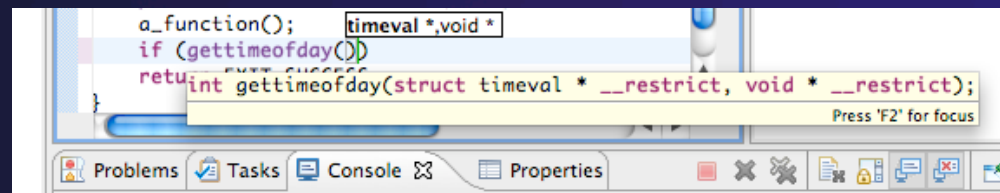


Content Assist

- ✦ Type an incomplete function name e.g. "get" into the editor, and hit **ctrl-space**
- ✦ Select desired completion value with cursor or mouse




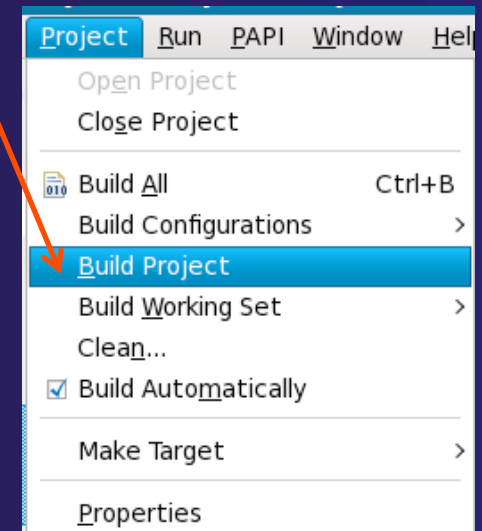
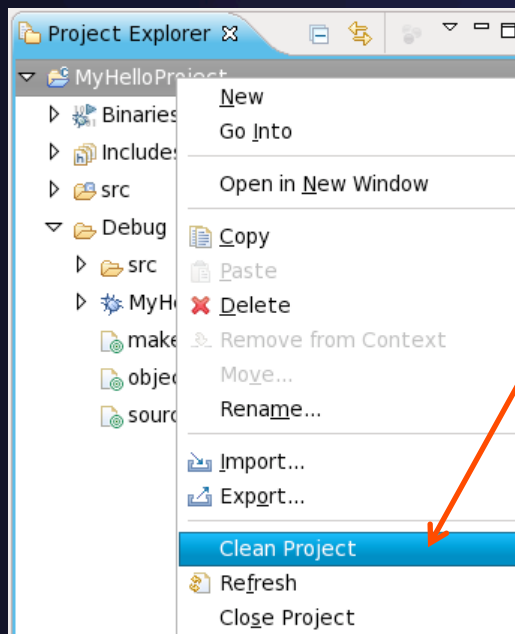
- ✦ Hover over a program element in the source file to see additional information





Build

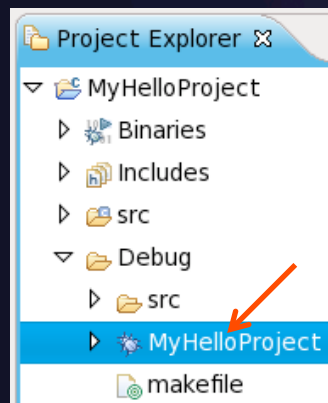
- ✦ Your program should build when created.
- ✦ To rebuild, many ways include: 
 - ✦ Select project, Hit hammer icon in toolbar
 - ✦ Select project, Project ► Build Project
 - ✦ Right mouse on project, Clean Project



Next: see build output

Build (2)

- ★ See the results of the build in the Console View
- ★ Executable should be in Debug folder:



```
C-Build [MyHelloProject]

**** Build of configuration Debug for project MyHelloProject ****

make all
Building file: ../src/MyHelloProject.c
Invoking: GCC C Compiler
gcc -O0 -g3 -Wall -c -fmessage-length=0 -MMD -MP -MF"src/MyHelloProject.d" -
MT"src/MyHelloProject.d" -o"src/MyHelloProject.o" "../src/MyHelloProject.c"
Finished building: ../src/MyHelloProject.c

Building target: MyHelloProject
Invoking: GCC C Linker
gcc -o"MyHelloProject" ../src/MyHelloProject.o
Finished building target: MyHelloProject
```

Build problems?

- ✦ If there are problems, see:
- ✦ Marker on editor line
- ✦ **Problems view**
- ✦ Double-click on line in **Problems** view to go to location of error


```
MyHelloProject.c
puts("!!!Hello World !!!"); /* prints !!!Hello World!!! */
return EXIT_SUCCESS;
}
/**
 * Returns f(x) = 3.0*x + 2.0
 */
double evaluate(double x)
{
    double c = 2.0;
    // TODO add semicolon to end of next line
    double y = 3.0*x + c
    return y;
}
```

2 errors, 2 warnings, 0 others

Description	Resource	Path	Location	Type
Errors (2 items)				
make: *** [src/MyHelloProject.o] Error 1	MyHelloProject		line 0	C/C++ Problem
expected ',', or ';' before 'return'	MyHelloProject	/MyHelloProject/src/MyHelloProject.c	line 26	C/C++ Problem
Warnings (2 items)				
control reaches end of non-void function	MyHelloProject	/MyHelloProject/src/MyHelloProject.c	line 27	C/C++ Problem
unused variable 'y'	MyHelloProject	/MyHelloProject/src/MyHelloProject.c	line 25	C/C++ Problem



Build problems? Try it

- ★ Remove a semicolon from a line in your “Hello World” example
- ★ Save file
- ★ Rebuild 
- ★ **See the Problems view**
- ★ Double-click on line in **Problems** view to go to location of error
- ★ Fix it and rebuild to continue

The screenshot shows a code editor window titled 'MyHelloProject.c' with the following code:

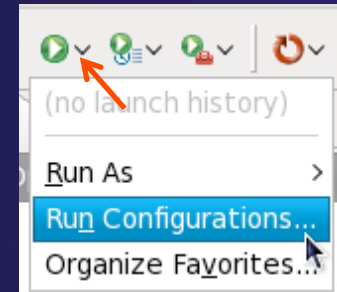
```
puts("!!!Hello World !!!"); /* prints !!!Hello World!!! */
return EXIT_SUCCESS;
}
/**
 * Returns f(x) = 3.0*x + 2.0
 */
double evaluate(double x)
{
    double c = 2.0;
    // TODO add semicolon to end of next line
    double y = 3.0*x + c
    return y;
}
```

The 'Problems' view at the bottom shows the following table:

Description	Resource	Path	Location	Type
Errors (2 items)				
make: *** [src/MyHelloProject.o] Error 1	MyHelloProject		line 0	C/C++ Problem
expected ';', or ';' before 'return'	MyHelloProject	/MyHelloProject/s	line 26	C/C++ Problem
Warnings (2 items)				
control reaches end of non-void function	MyHelloProject	/MyHelloProject/s	line 27	C/C++ Problem
unused variable 'y'	MyHelloProject	/MyHelloProject/s	line 25	C/C++ Problem

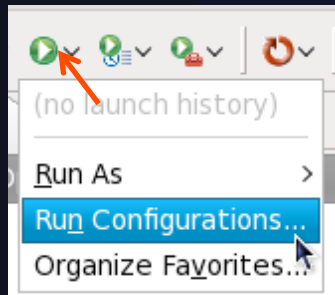
Run

- ✦ To run your C program,
- ✦ Create a *launch configuration* (see next slide)
- ✦ This saves the run/launching information and can be used to quickly run your program each time, with and without debug.

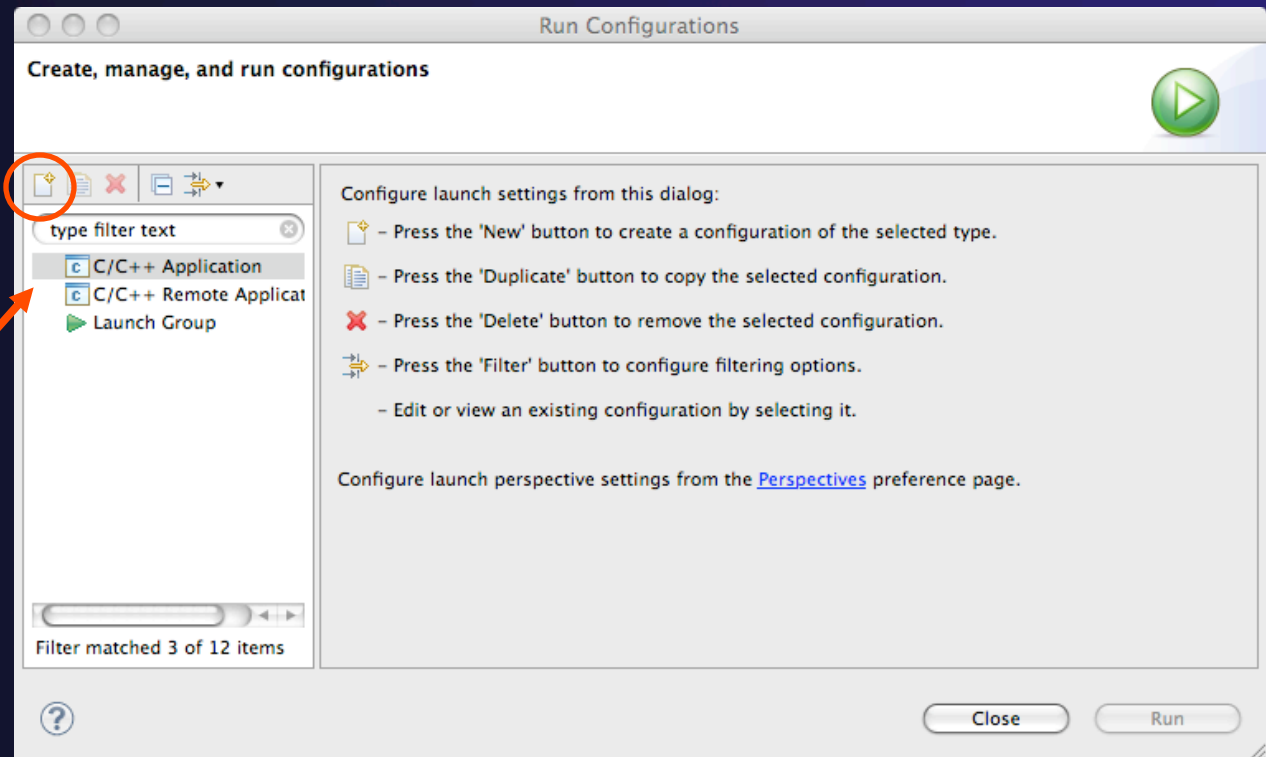


Create a Launch Configuration

a.k.a. Run Configuration



- ★ Open the run configuration dialog **Run ► Run Configurations...**
- ★ Select **C/C++ Application**
- ★ Select the **New** button

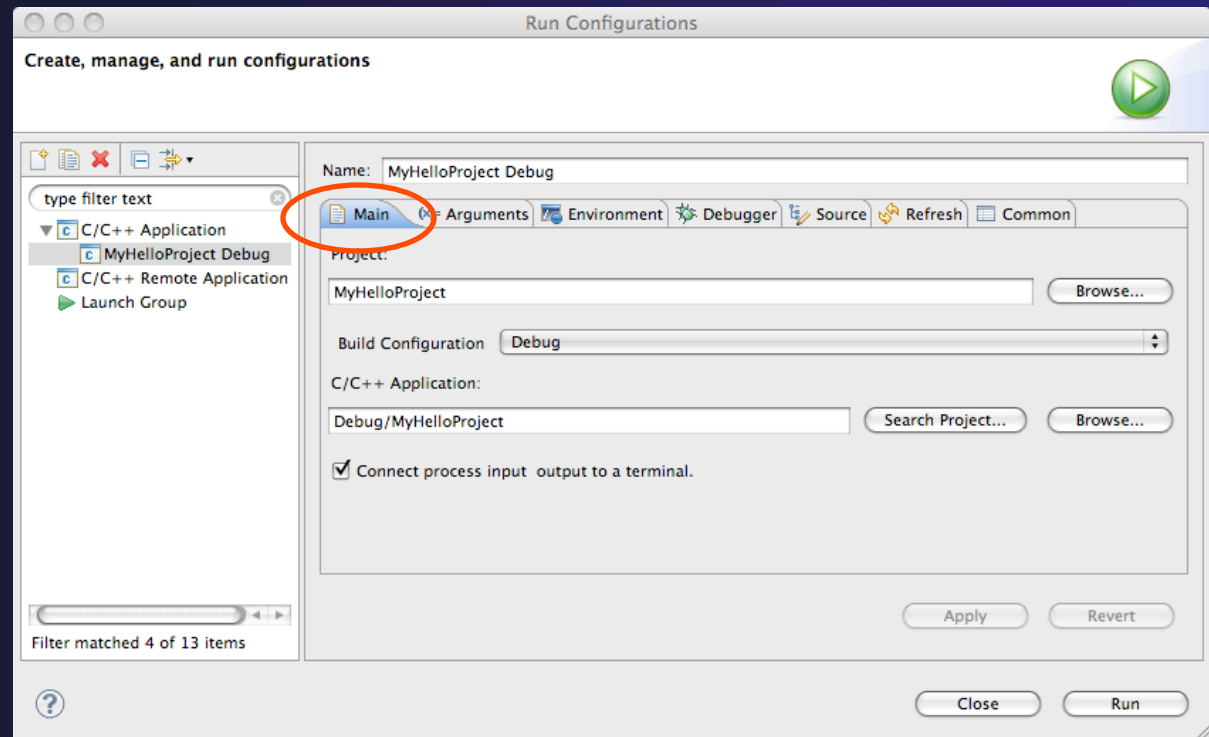


Depending on which flavor of Eclipse you installed, you might have more choices in Application types.



Complete the Main Tab

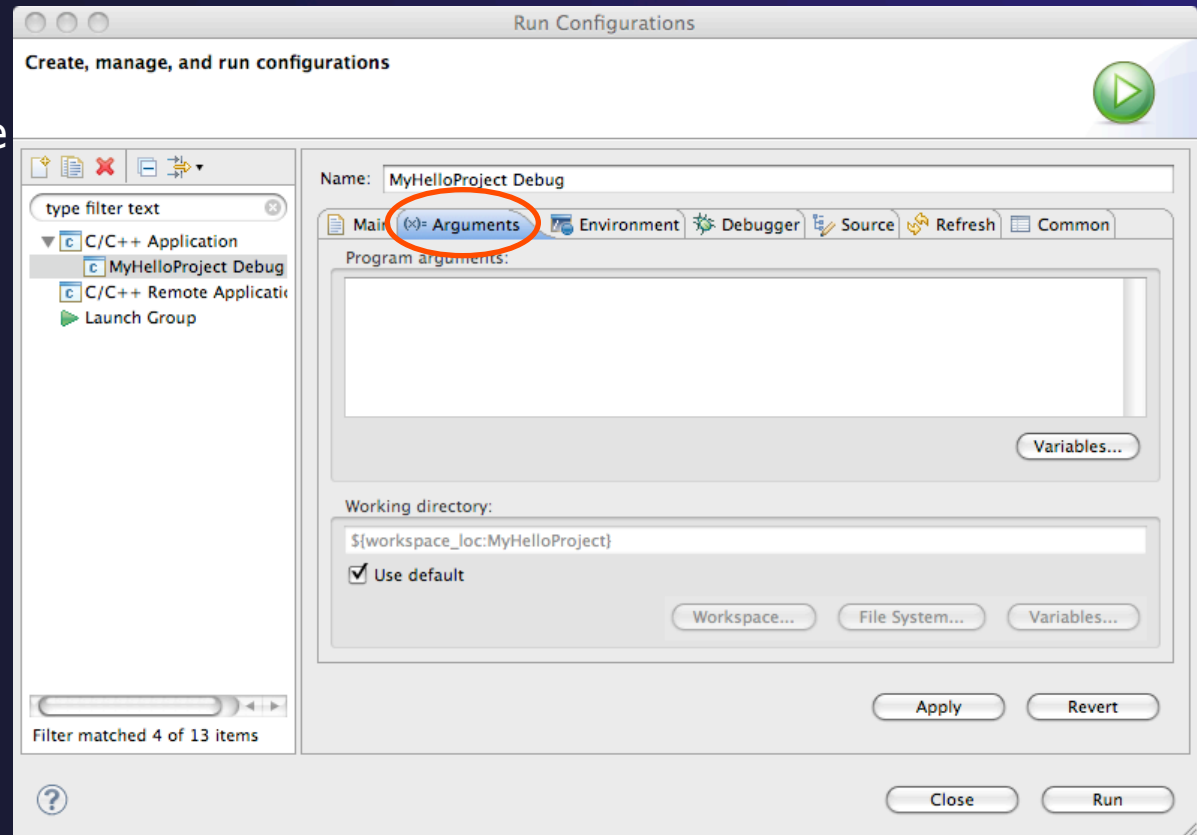
- ★ Ensure that the correct project is selected
- ★ Select the **C/C++ Application** (executable) if necessary
 - ★ **Search Project...** will search just within the project
 - ★ **Browse** will search anywhere on the local file system
- ★ Select **Connect process input/output to a terminal** if desired





Complete the Arguments Tab

- ✦ Enter any program arguments into the text box
- ✦ Eclipse variables can also be passed using the **Variables...** button
- ✦ Select a different working directory if desired



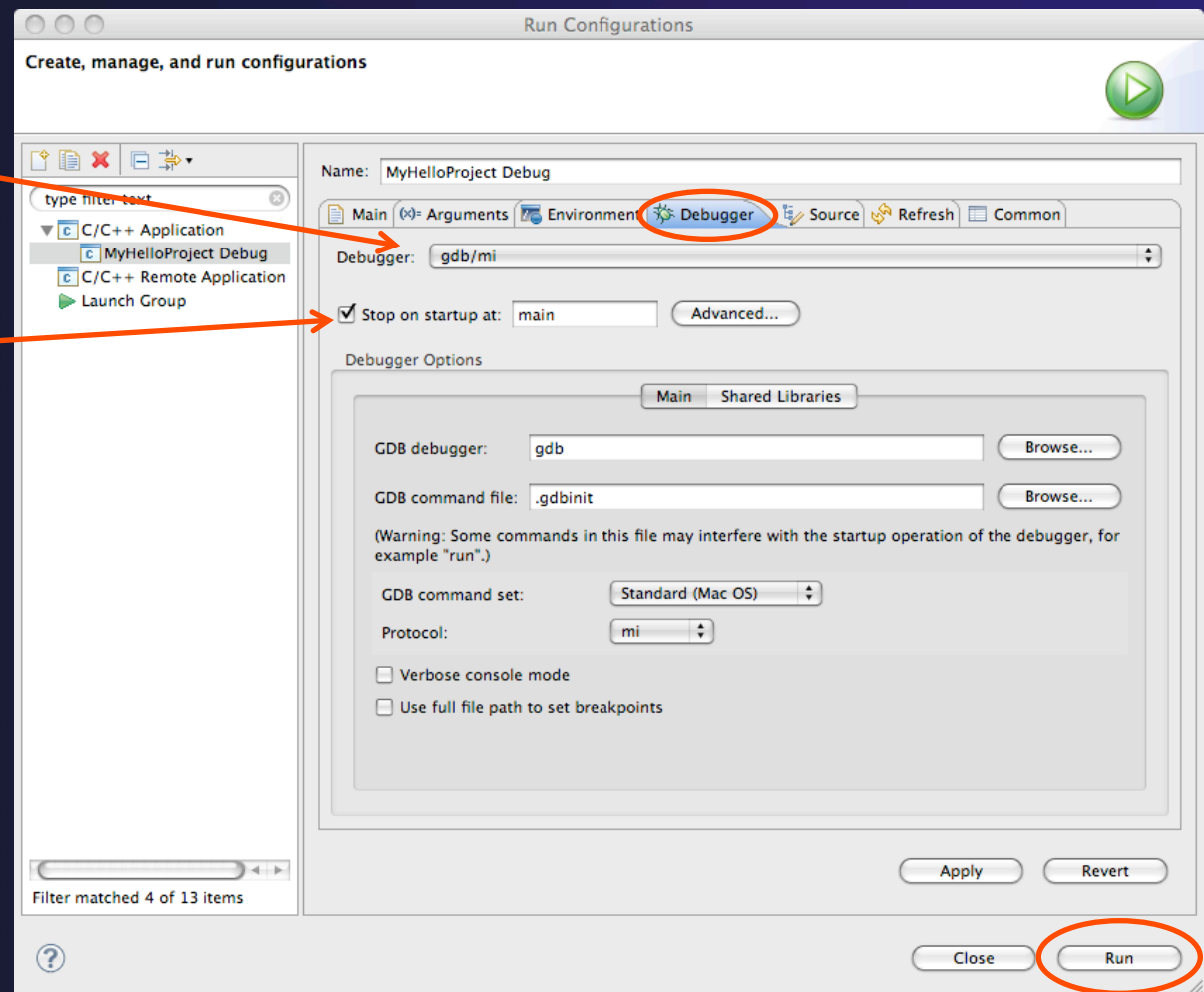
Complete the Debugger Tab



- ★ Select **Debugger** tab
- ★ Make sure **gdb/mi** is selected
- ★ Change where the program should stop if desired
- ★ Change any gdb-specific options if desired (advanced users only)

The information on the debugger tab will only be used for a debug launch

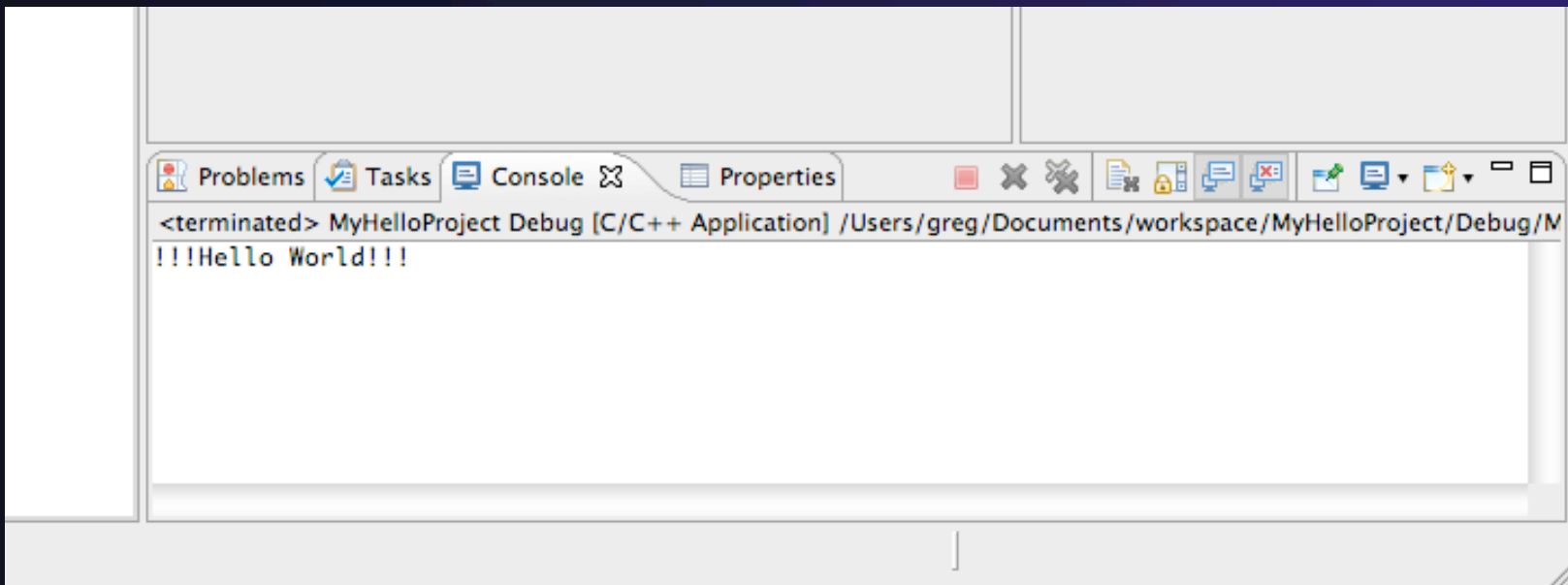
- ★ Hit the Run button to launch your program





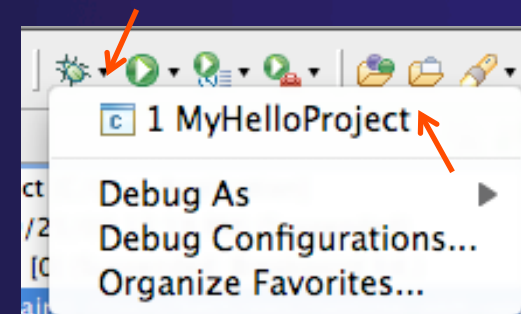
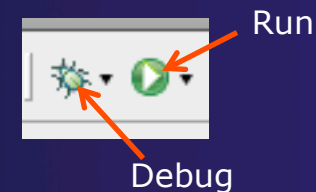
Viewing Program Output

- ★ When the program runs, the **Console** view should automatically become active
- ★ Any output will be displayed in this view (stderr in red)



Debug your code

- ★ Launch with same config used for Run
- ★ If asked, you can set:
 - ★ Preferred Launcher: Standard
 - ★ Use Config-specific or change Workspace setting
 - ★ Debugger: gdb/mi
- ★ Eclipse asks to switch to Debug Perspective
- ★ Select **Yes** to continue





We'll cover debugging in much more detail when we cover parallel debugging

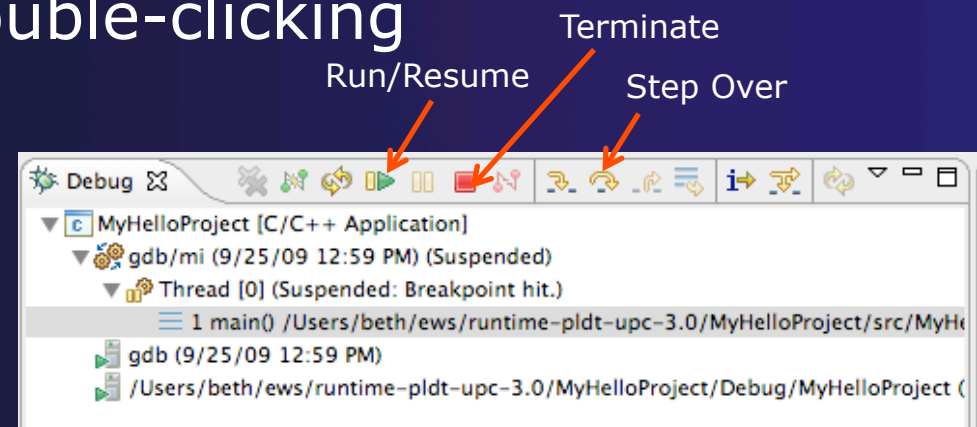
Debug your code (2)

- ★ Upon launch, Eclipse switches to Debug Perspective
- ★ Program stops at main
- ★ Set Breakpoint by double-clicking in editor left margin



Breakpoint
Marker

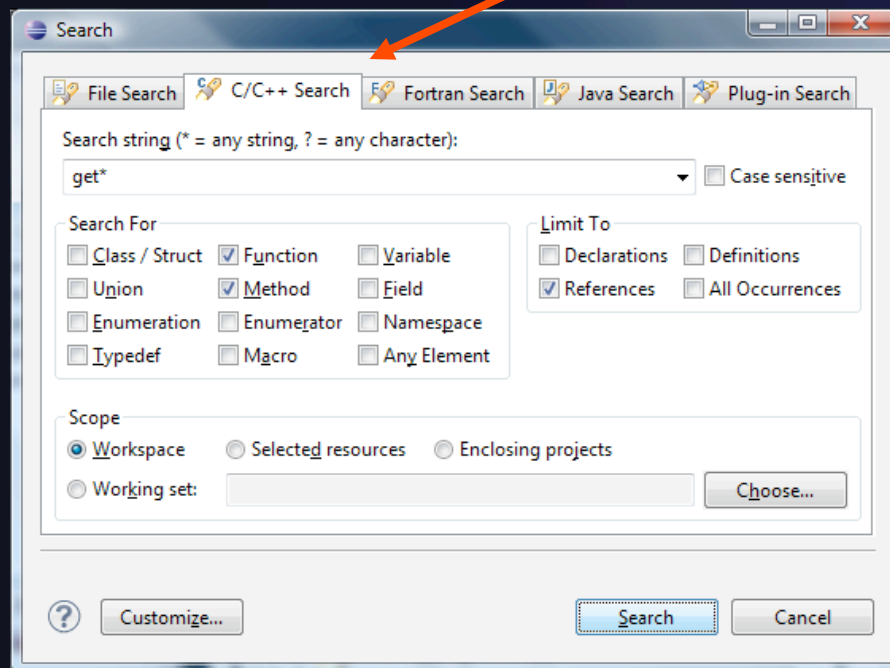
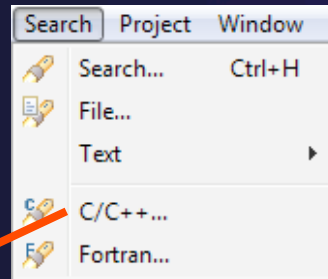
- ★ Step with F5 or 
- ★ Run with F8 or 
- ★ Hit Breakpoint; inspect variables; inspect stack
- ★ End with Terminate, or run to end of Prog



Other CDT features

- ✦ Searching
- ✦ Open Declaration / hyperlinking between files in the editor
- ✦ Rename in file (in-place in editor)
- ✦ Refactoring
 - ✦ Rename refactoring / Preview panes
 - ✦ Extract Constant refactoring
 - ✦ Other refactorings in CDT

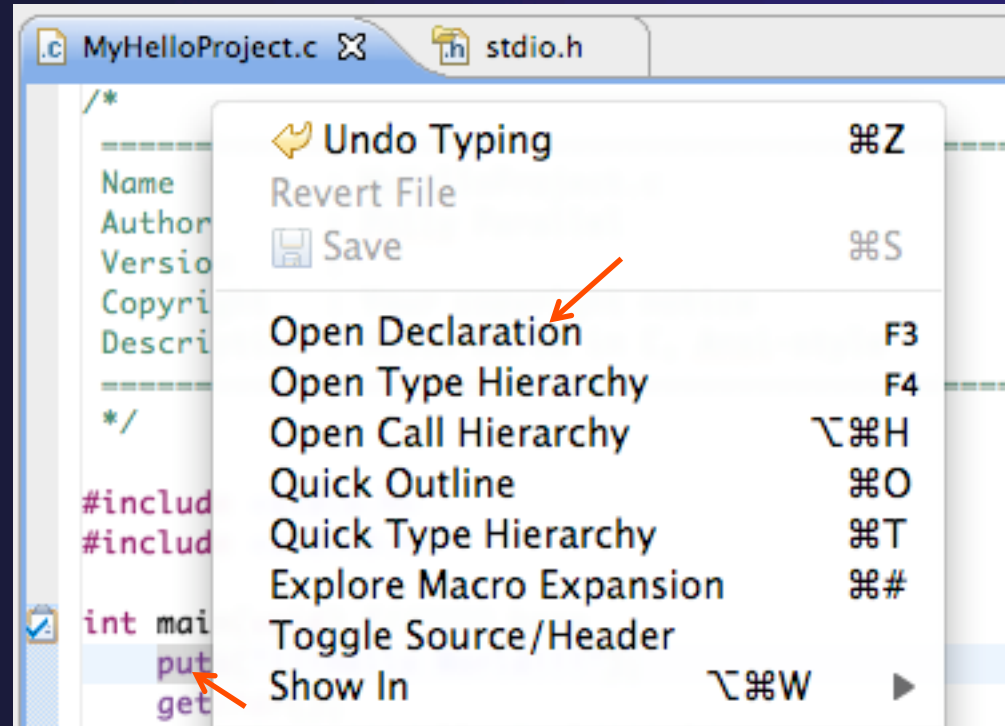
Language-Based Searching



- ★ “Knows” what things can be declared in each language (functions, variables, classes, modules, etc.)
- ★ E.g., search for every call to a function whose name starts with “get”
- ★ Search can be project- or workspace-wide

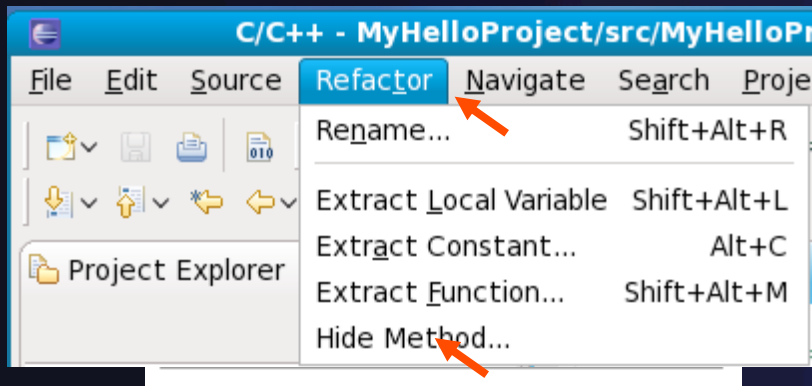
Open Declaration

- ★ Jumps to the declaration of a variable, function, etc., even if it's in a different file
- ★ Right-click on an identifier
- ★ Click **Open Declaration**
- ★ Can also Ctrl-click (Mac: Cmd-click) to "hyperlink" to declaration



Rename Refactoring

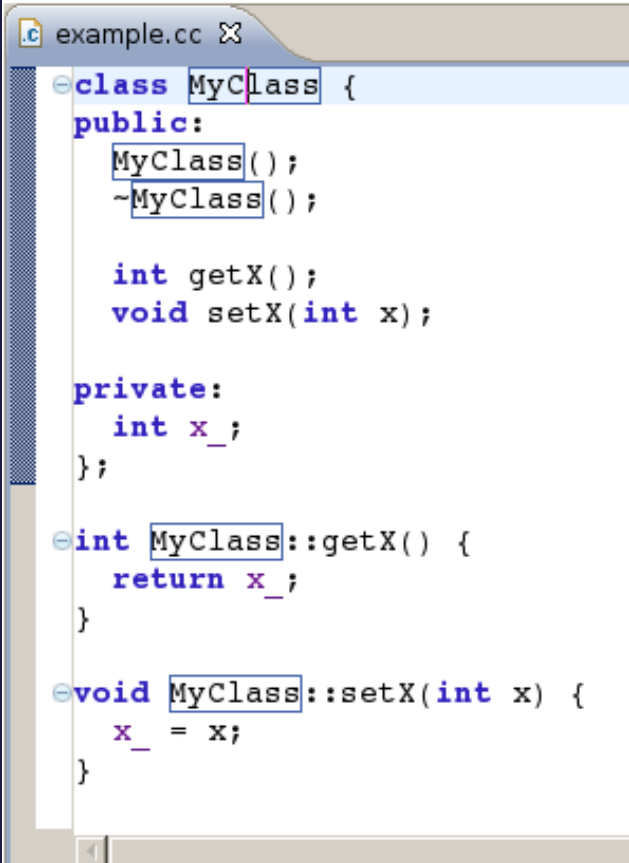
- ✦ Changes the name of a variable, function, etc., *including every use*
(change is semantic, not textual, and can be workspace-wide)
- ✦ Only proceeds if the new name will be legal
(aware of scoping rules, namespaces, etc.)



- ✦ Select **C/C++ Perspective**
- ✦ Open a source file
- ✦ Click in editor view on declaration of a variable
- ✦ Select menu item **Refactor ▶ Rename**
 - ✦ Or use context menu
- ✦ Enter new name

CDT Rename in File

- ★ Position the caret over an identifier.
- ★ Press Ctrl+1 (Command+1 on Mac).
- ★ Enter a new name. Changes are propagated within the file as you type.



```
example.cc ✕  
class MyClass {  
public:  
    MyClass();  
    ~MyClass();  
  
    int getX();  
    void setX(int x);  
  
private:  
    int x_;  
};  
  
int MyClass::getX() {  
    return x_;  
}  
  
void MyClass::setX(int x) {  
    x_ = x;  
}
```

CDT Extract Constant Refactoring

The following changes are necessary to perform the refactoring.

Changes to be performed

- Changes
- MyCproject.c - MyCproject/src

Original Source	Refactored Source
<code>#include <stdio.h></code>	<code>#include <stdlib.h></code>
<code>#include <stdlib.h></code>	<code>#include <stdlib.h></code>
<code>int main(void) {</code>	<code>int main(void) {</code>
<code>double intvalue=0.0;</code>	<code>static const float MYZERO = 0.0;</code>
<code>puts("!!!Hello World!!!"); /* prints !</code>	<code>double intvalue=MYZERO;</code>
<code>return EXIT_SUCCESS;</code>	<code>puts("!!!Hello World!!!"); /* prin</code>
<code>}</code>	<code>return EXIT_SUCCESS;</code>
<code>int foo(){</code>	<code>}</code>
<code>double myint=0.0;</code>	<code>int foo(){</code>
<code>}</code>	<code>double myint=MYZERO;</code>
	<code>}</code>

Other refactorings that are planned:

- ✦ Extract Function
- ✦ Hide Member Function
- ✦ Move Field or Member Function
- ✦ Extract Subclass
- ✦ Extract Baseclass
- ✦ Separate Class
- ✦ Implement Function
- ✦ Declare Function
- ✦ Move Function Definition
- ✦ Generate Getters and Setters

Module 4: Working with MPI

★ Objective

- ★ Learn how to use a source code repository (CVS)
- ★ Learn how to develop, build and launch an MPI program on a remote parallel machine

★ Contents

- ★ Using a version control system (CVS)
- ★ Remote project setup
- ★ Building with Makefiles and autoconf
- ★ MPI assistance features
- ★ Working with resource managers
- ★ Launching a parallel application

Userids for PTP Tutorial

- ★ The hands on portion of this module will be done on a remote system (`abe.ncsa.uiuc.edu`) at NCSA
- ★ <http://www.ncsa.illinois.edu/UserInfo/Resources/Hardware/Intel64Cluster/>
- ★ Login information provided at the beginning of the tutorial

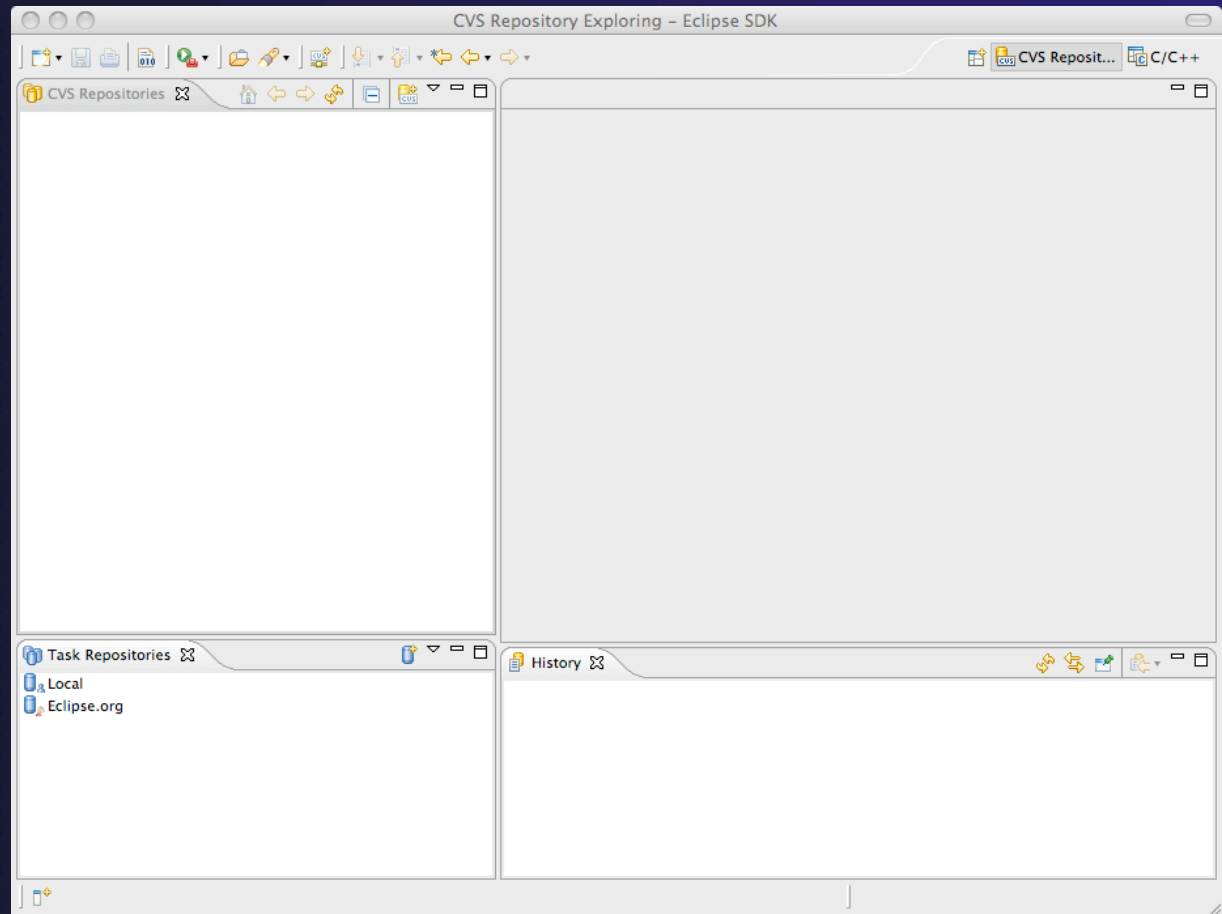
Creating the Project

- ✦ Configuring version control
- ✦ Checking out the source code
- ✦ Team support

Connecting to a Repository



- ✦ Select **Window ▶ Open Perspective ▶ Other...**
- ✦ Select **CVS Repository Exploring** then **OK**



Specify Repository Location



- ★ Right-click in the **CVS Repositories** view, then select **New ► Repository Location...**
- ★ Set **Host** to the hostname of remote machine
- ★ Set **Repository path** to the CVS repository path
- ★ Fill in **Username** and **Password**
- ★ Set **Connection type** to **extssh** to use an ssh connection
 - ★ For anonymous access, use pserver connection type
- ★ Check **Save password** if you wish to save the password
- ★ Select **Finish**

Add CVS Repository

Add a new CVS Repository to the CVS Repositories view

Location

Host: cvs.ncsa.uiuc.edu

Repository path: /CVS/ptp-samples

Authentication

User: anonymous

Password:

Connection

Connection type: pserver

Use default port

Use port:

Validate connection on finish

Save password (could trigger secure storage login)

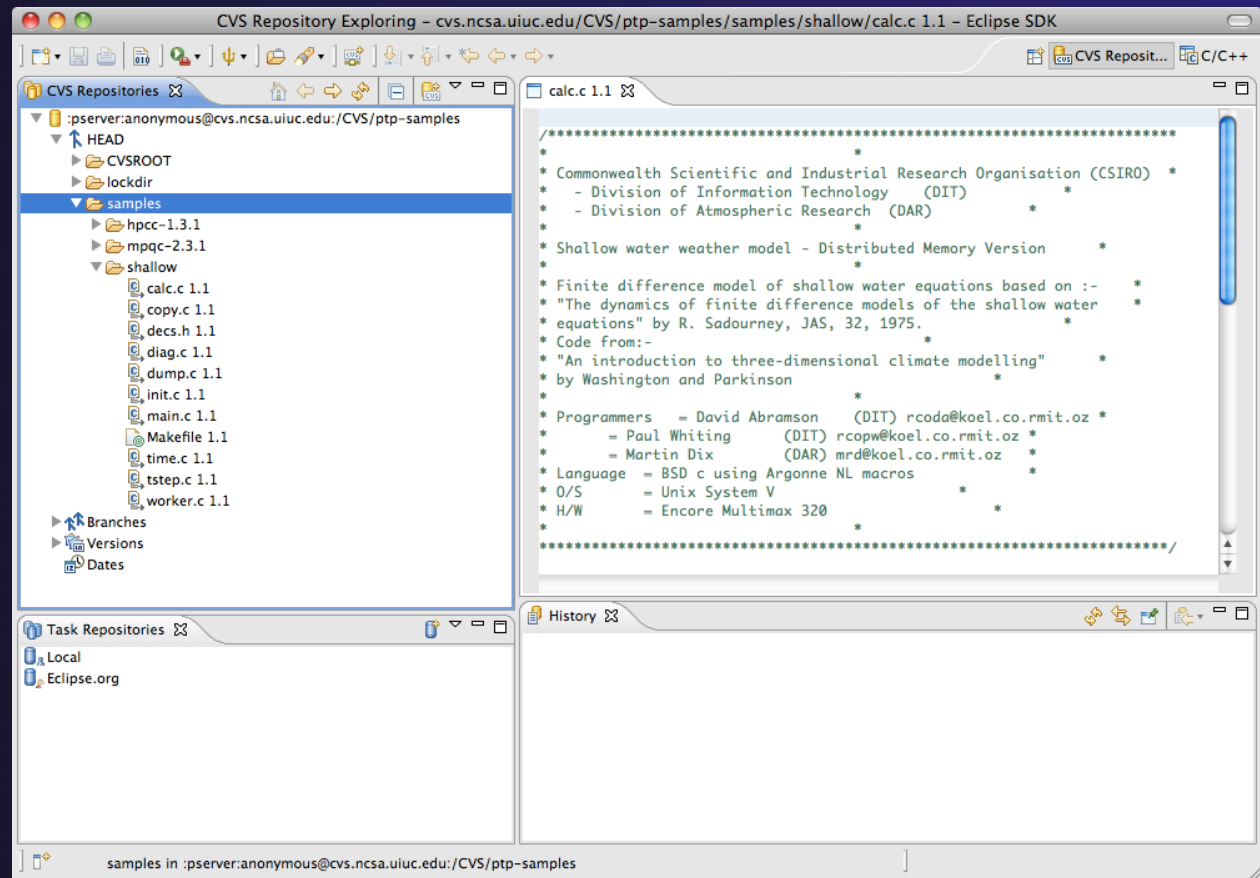
To manage your password, please see ['Secure Storage' Configure connection preferences...](#)

Cancel Finish

CVS Repository Exploring

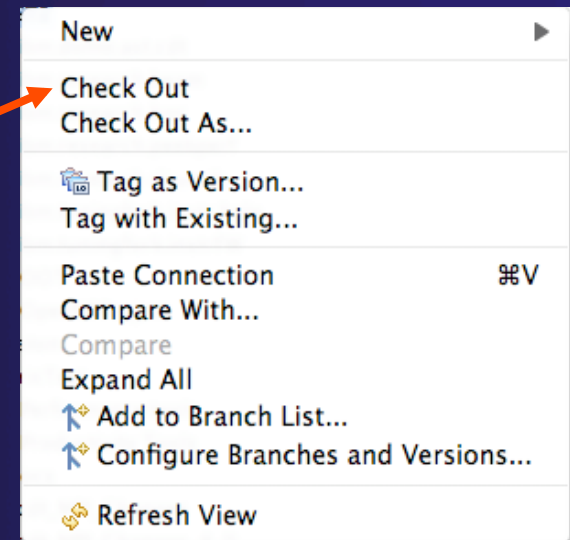


- ✦ Open the repository in the **CVS Repository** view
- ✦ Open **HEAD** to view files and folders in the CVS head
- ✦ Open **Branches** or **Versions** to view CVS branches or versions respectively
- ✦ Right-click on the repository and select **Refresh Branches...** to see all branches and versions



Checking out code in Eclipse

- ★ If the project exists in the repository as an **Eclipse Project**, then one can simply “Check Out” the code
- ★ In CVS Repositories view, right-click on project and select **Project ► Check Out**
- ★ Our example doesn't have Eclipse Project information – this code was checked in with command line tools.
- ★ Our next slide shows how to add Eclipse Project information automatically as you check out the code.

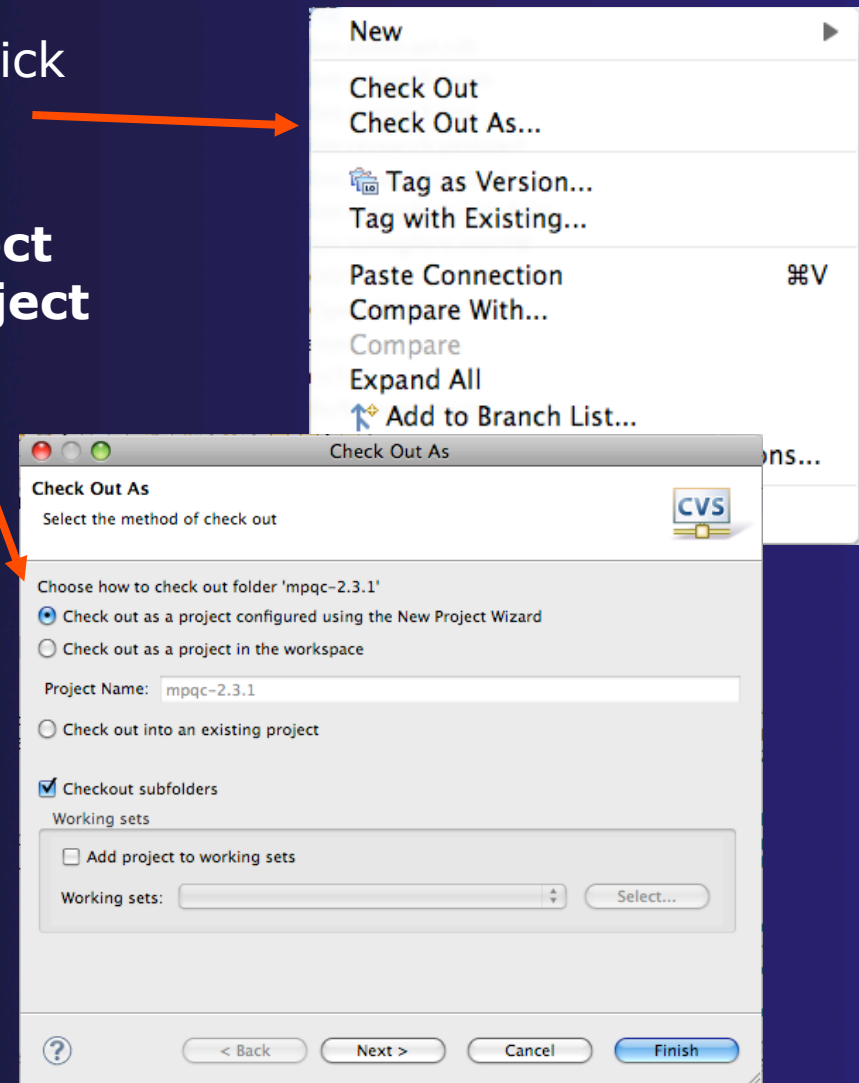




Check out as an Eclipse Project

- ✦ In CVS Repositories view, right-click on project and select **Project ▶ Check Out As...**
- ✦ Make sure **Check out as a project configured using the New Project Wizard** is selected
- ✦ Leave **Checkout subfolders** checked
- ✦ Select **Finish**

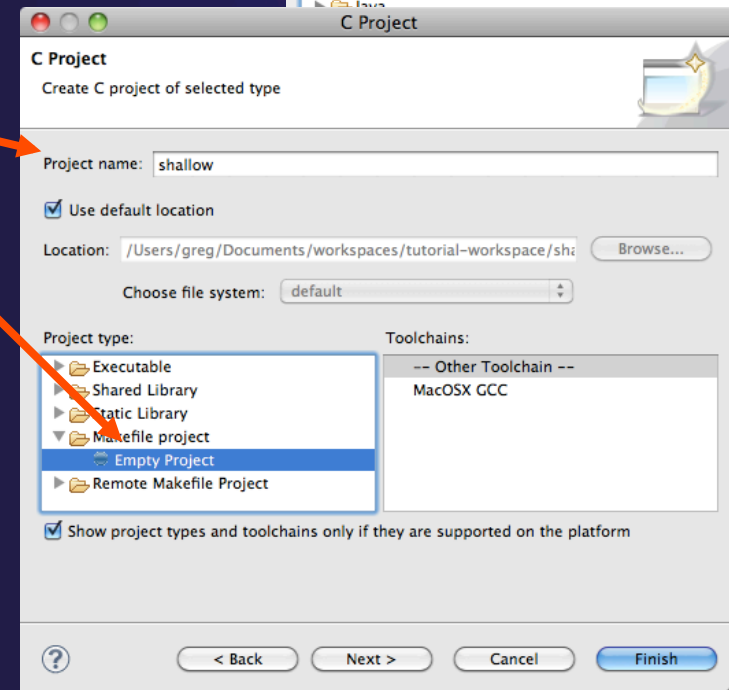
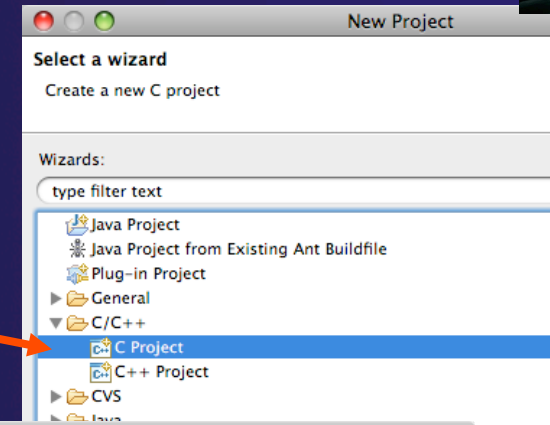
The wizard that runs next will add Eclipse information to the project.



New Project Wizard: Create a C Project



- ★ The **New Project Wizard** is used to create a C project
- ★ Enter **Project name**
- ★ Under **Project Types**, select **Makefile project** ▶ **Empty Project**
 - ★ Ensures that CDT will use existing makefiles
- ★ Select **Finish**
- ★ When prompted to switch to the **C/C++ Perspective**, select **Yes**



MPI Assistance Tools

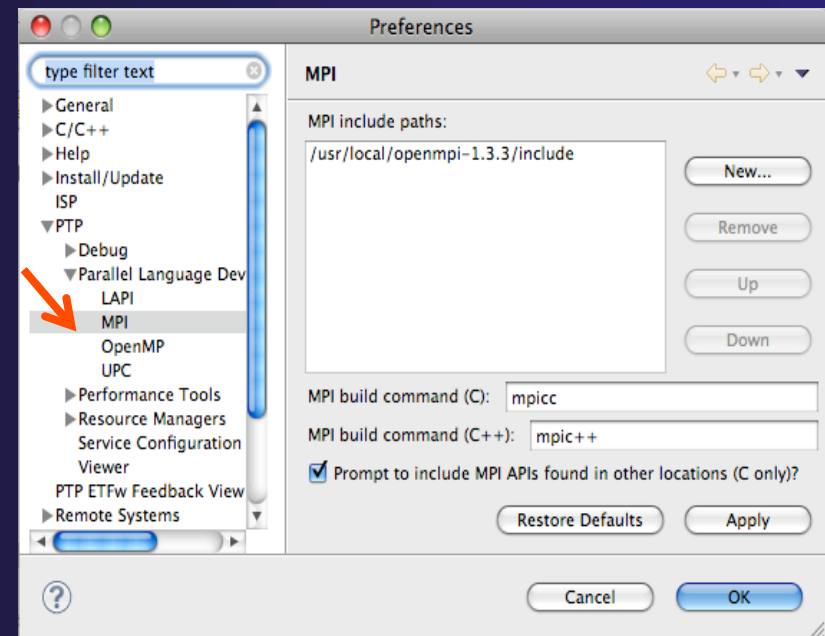
Added by PLDT (Parallel Lang. Dev. Tools)
feature of PTP

- ✦ MPI Context sensitive help
 - ✦ MPI artifact locations
 - ✦ MPI barrier analysis
 - ✦ MPI templates
-
- ✦ For this part, use the local project that you created from CVS.



Set MPI Preferences

- ★ To run MPI analysis, you first need to tell PLDT *what* an MPI API is, by locating the MPI include files.
- ★ Open Preferences
Window > Preferences
Mac: Eclipse > Preferences
- ★ On the MPI Preferences page, add a new MPI include path:
- ★ New ... and point to the *directory* containing your MPI header file
- ★ Select OK
- ★ Back on New Project Wizard page, select **Finish**.





Edit aids to MPI development

```

float void_start[m];
int proc_cnt;
int tid;
MPI_Datatype * res_type;

MPI_Init(&argc, &argv);
MPI_Comm_size(MPI_COMM_WORLD, &proc_cnt);
MPI_Comm_rank(MPI_COMM_WORLD, &tid);

MPI_B

```

- MPI_Barrier(MPI_Comm) int
- MPI_Bcast(void*, int, MPI_Datatype, int, MPI_
- MPI_Bsend(void*, int, MPI_Datatype, int, int,
- MPI_Bsend_init(void*, int, MPI_Datatype, int,
- MPI_Buffer_attach(void*, int) int
- MPI_Buffer_detach(void*, int*) int
- MPI_Barrier(MPI_Comm comm) : int
- MPI_Bcast(void * buffer, int count, MPI_Dataty
- MPI_Bsend(void * buf, int count, MPI_Datatype
- MPI_Bsend_init(void * buf, int count, MPI Data

- ✦ Helpful editor features:
- ✦ Code completion (Ctrl-space)
- ✦ Hover over MPI API
- ✦ Help (see next slide)

```

float void_start[m];
int proc_cnt;
int tid;
MPI_Datatype * res_type;

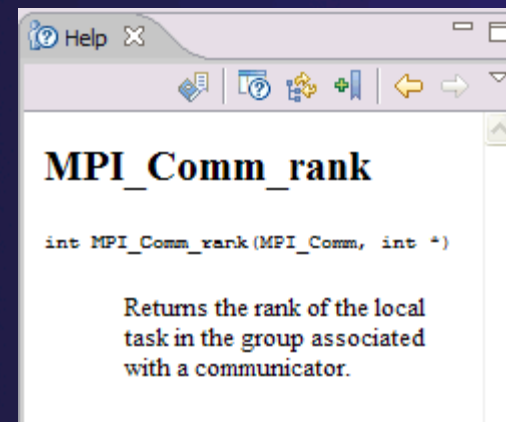
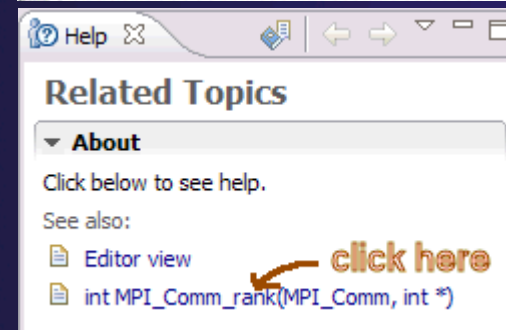
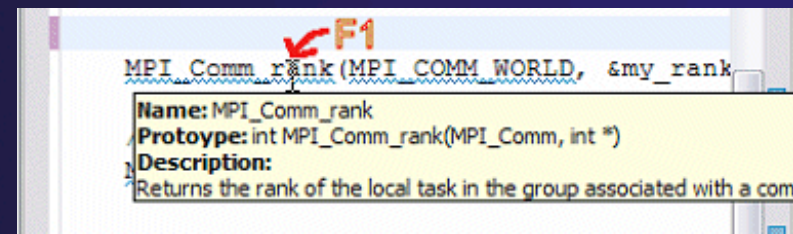
MPI_Init(&argc, &argv);
MPI_Comm_size(MPI_COMM_WORLD, &proc_cnt);
MPI_Comm_rank(MPI_COMM_WORLD, &tid);

```

Name: MPI_Comm_rank
Prototype: int MPI_Comm_rank(MPI_Comm, int *)
Description: Returns the rank of the local task in the group associated with a communicator.

Context Sensitive Help

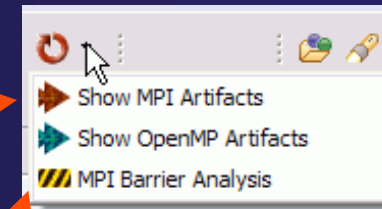
- ★ Click mouse, then press help key when the cursor is within a function name
 - ★ Windows: **F1** key
 - ★ Linux: **ctrl-F1** key
 - ★ MacOS X: **Help** key or **Help**►**Dynamic Help**
- ★ A help view appears (**Related Topics**) which shows additional information (You may need to click on MPI API in editor again, to populate)
- ★ Click on the function name to see more information
- ★ Move the help view within your Eclipse workbench, if you like, by dragging its title tab




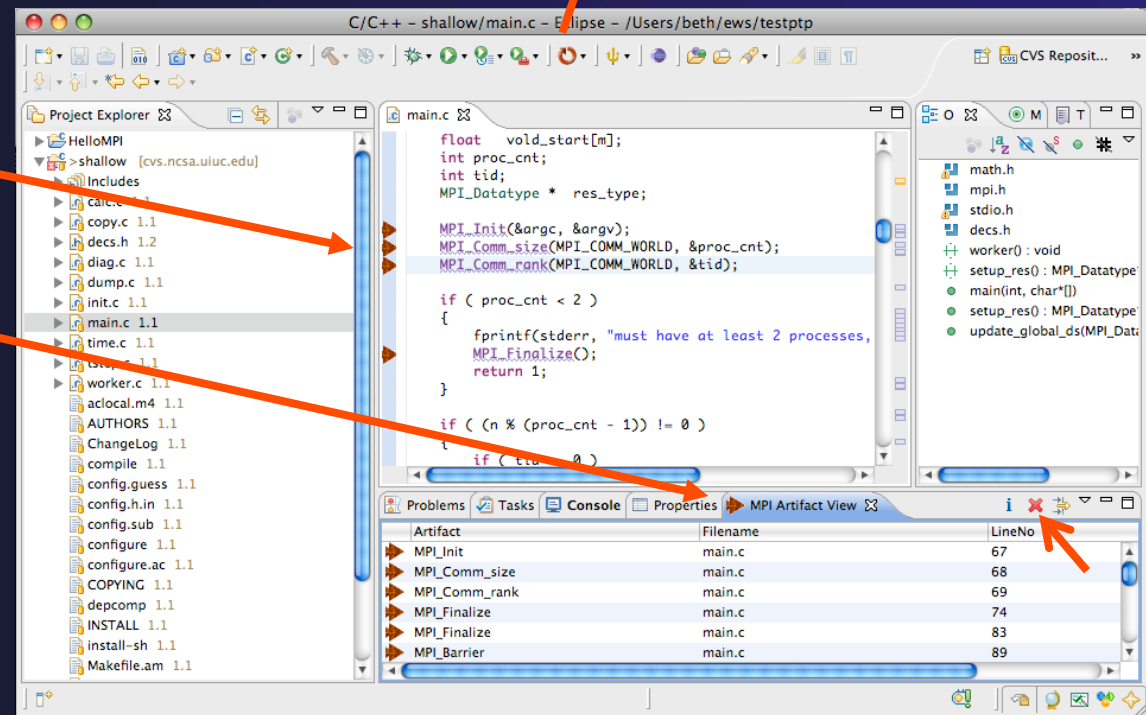
Some special info has been added for MPI APIs.

Show MPI Artifacts

- ★ Select source file; Run analysis by clicking on drop-down menu next to the analysis button and selecting **Show MPI Artifacts**



- ★ Markers indicate the location of artifacts in editor
- ★ In **MPI Artifact View** sort by any column (click on col. heading)
- ★ Navigate to source code line by double-clicking on the artifact
- ★ Run the analysis on another file (or entire project!) and its markers will be added to the view
- ★ Remove markers via 



Click on column headings to sort

MPI Barrier Analysis

The screenshot shows the Eclipse IDE interface for a C/C++ project named 'MyBarrier'. The main editor displays the source code of 'MyBarrier.c', which includes MPI barrier calls. The 'Barrier Matches' window shows a table of barrier instances:

Barrier Matching Set	Function	Filename	LineNo
Barrier 1 (2)	Barrier	MyBarrier.c	8
Barrier 1	Barrier	MyBarrier.c	8
Barrier 3	main	MyBarrier.c	41
Barrier 2 (1)	main	MyBarrier.c	31
Barrier 2	main	MyBarrier.c	31
Barrier 3 (2)	main	MyBarrier.c	41
Barrier 1	Barrier	MyBarrier.c	8
Barrier 3	main	MyBarrier.c	41
Barrier 4 (0)	main	MyBarrier.c	57
Barrier 5 (1)	main	MyBarrier.c	62

The 'Barrier Errors' window shows a path with 0 barriers, indicating a synchronization error:

```

Barrier Errors
- Error
  - Path 1 (1 barrier(s))
  - Path 2 (0 barrier(s))
  - Error
  - Loop (dynamic number of barriers)
  
```

Verify barrier synchronization in C/MPI programs

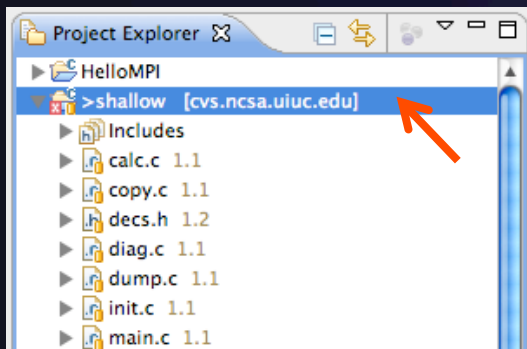
Interprocedural static analysis outputs:

- ✦ For verified programs, lists barrier statements that synchronize together (match)
- ✦ For synchronization errors, reports counter example that illustrates and explains the error

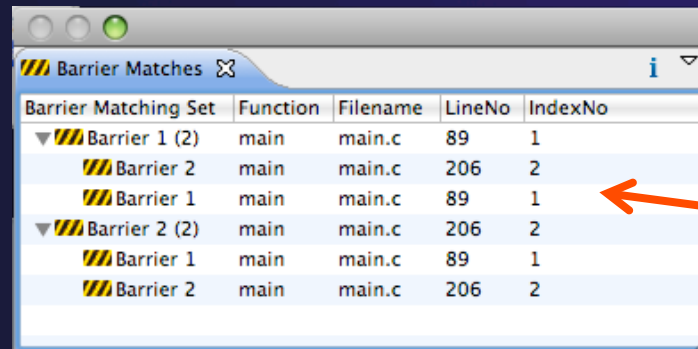
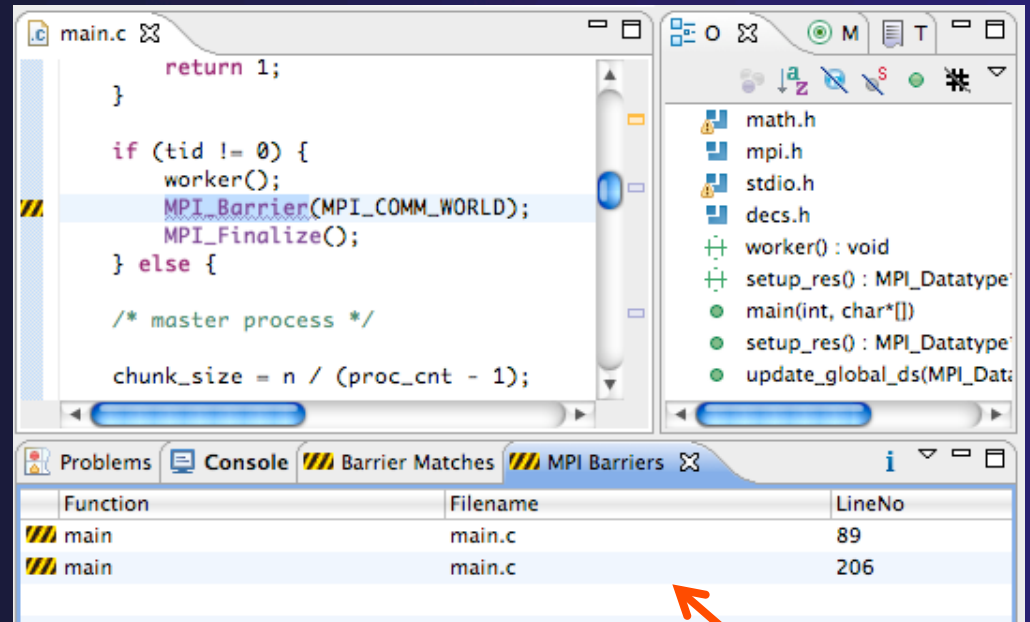
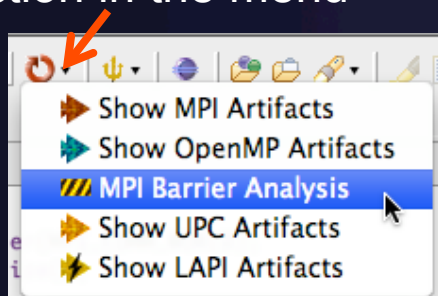
MPI Barrier Analysis – Try it

Run the Analysis:

- ★ In the Project Explorer, Select the shallow project to analyze

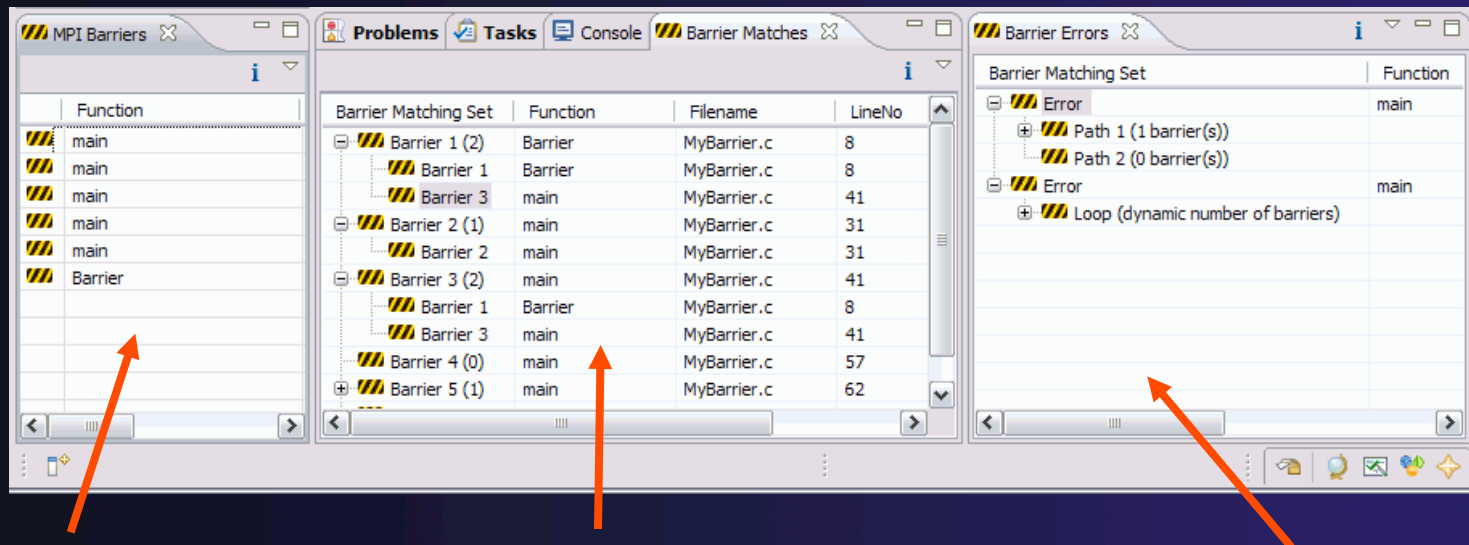


- ★ Select the MPI Barrier Analysis action in the menu



- ★ Found two barriers
- ★ Barrier matches

MPI Barrier Analysis - views



MPI Barriers view

Simply lists the barriers
Like MPI Artifacts view,
double-click to navigate
to source code line (all
3 views)

Barrier Matches view

Groups barriers that
match together in a
barrier set – all
processes must go
through a barrier in the
set to prevent a
deadlock

Barrier Errors view

*If there are errors, a
counter-example
shows paths with
mismatched number
of barriers*

MPI Templates

- ✦ Allows quick entry of common patterns in MPI programming
- ✦ Example: MPI send-recv
- ✦ Enter: `mpisr <ctrl-space>`
- ✦ Expands to

```
MPI_Comm_rank(MPI_COMM_WORLD, &rank);
MPI_Comm_size(MPI_COMM_WORLD, &p);
if (rank == 0){ //master task
    printf("Hello From process 0: Num processes: %d\n",p);
    for (source = 1; source < p; source++) {
        MPI_Recv(message, 100, MPI_CHAR, source, tag,
                MPI_COMM_WORLD, &status);
        printf("%s\n",message);
    }
}
else{ // worker tasks
    /* create message */
    sprintf(message, "Hello from process %d!", my_rank);
    dest = 0;
    /* use strlen+1 so that '\0' get transmitted */
    MPI_Send(message, strlen(message)+1, MPI_CHAR,
             dest, tag, MPI_COMM_WORLD);
}
```

- ✦ Eclipse preferences: add more!
 - ✦ C/C++ > Editor > Templates
- ✦ Extend to other common patterns

Building the Application

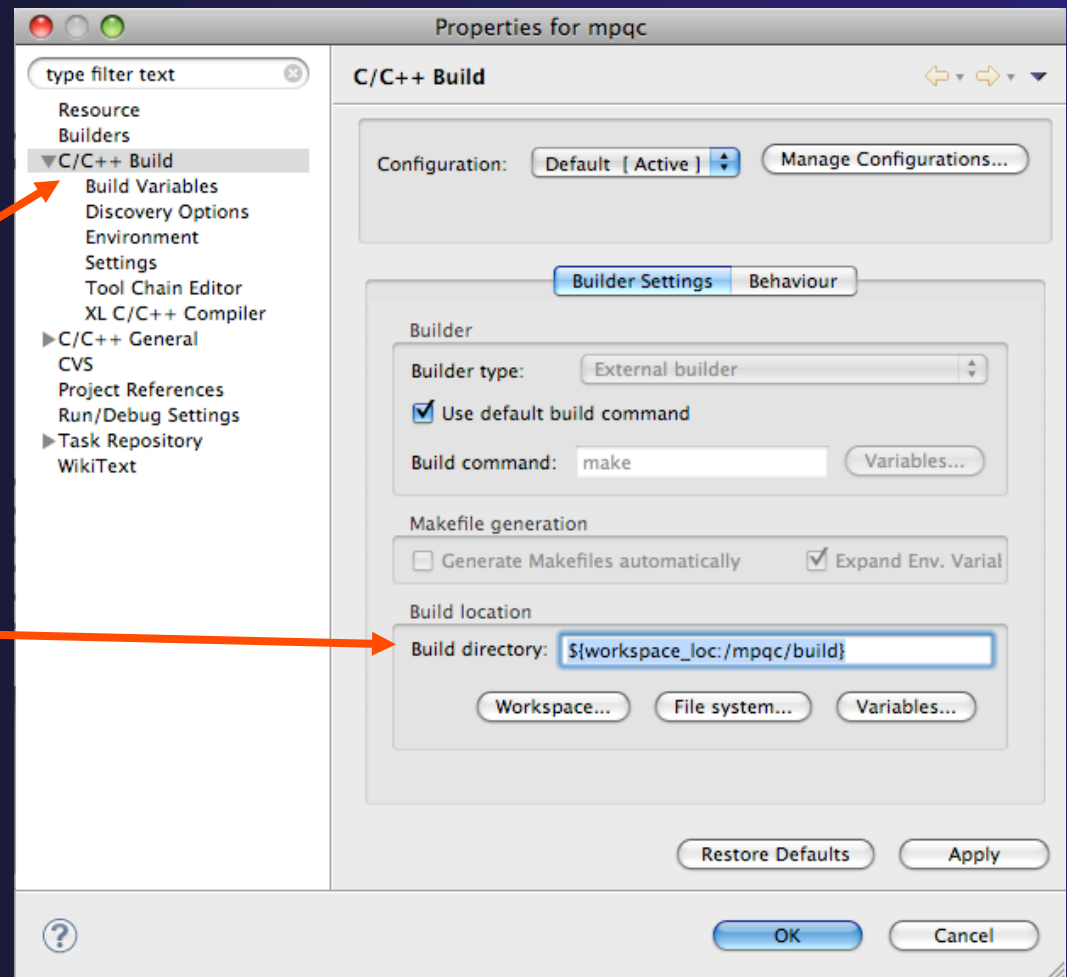
- ✦ Configuring the project build directory
- ✦ Generating Makefiles
- ✦ Creating a Make Target
- ✦ Running the build

Makefile Project

- ★ Similar to managed project, but uses custom Makefile (or other script) to control build
- ★ User can specify command that will be used to initiate build
- ★ Can also specify the directory in which the build will take place
- ★ “Make targets” are used to control type of build
- ★ Can switch between managed and un-managed project

Makefile Project Properties

- ★ Right click on project in **Project Explorer** to bring up properties
- ★ Click on **C/C++ Build** for the build settings
- ★ Can change build command if desired
- ★ Can change the **Build location** if it is not the top level

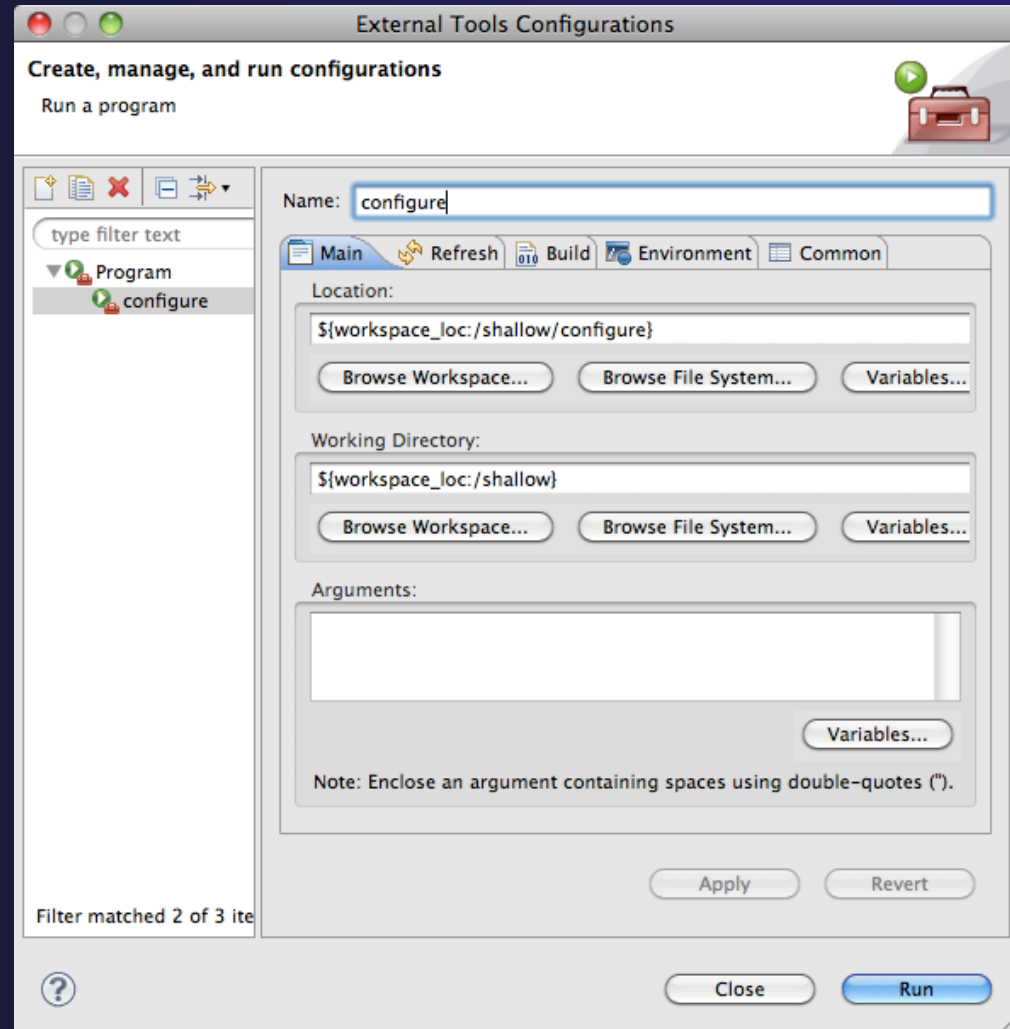


About Makefiles and autoconf

- ★ Autoconf is a GNU utility often used to create Makefiles for open source projects
 - ★ Used to generate a `configure` script
 - ★ `configure` is run to generate a Makefile that suits a particular system configuration
 - ★ Normally only needs to be run once, unless the build process needs to be changed
- ★ Run `configure` using two methods:
 - ★ Manually from an external shell
 - ★ By creating an **External Tools Launch Configuration**
- ★ Must refresh **Project Explorer** whenever file system is modified outside of Eclipse, such as after running `configure`

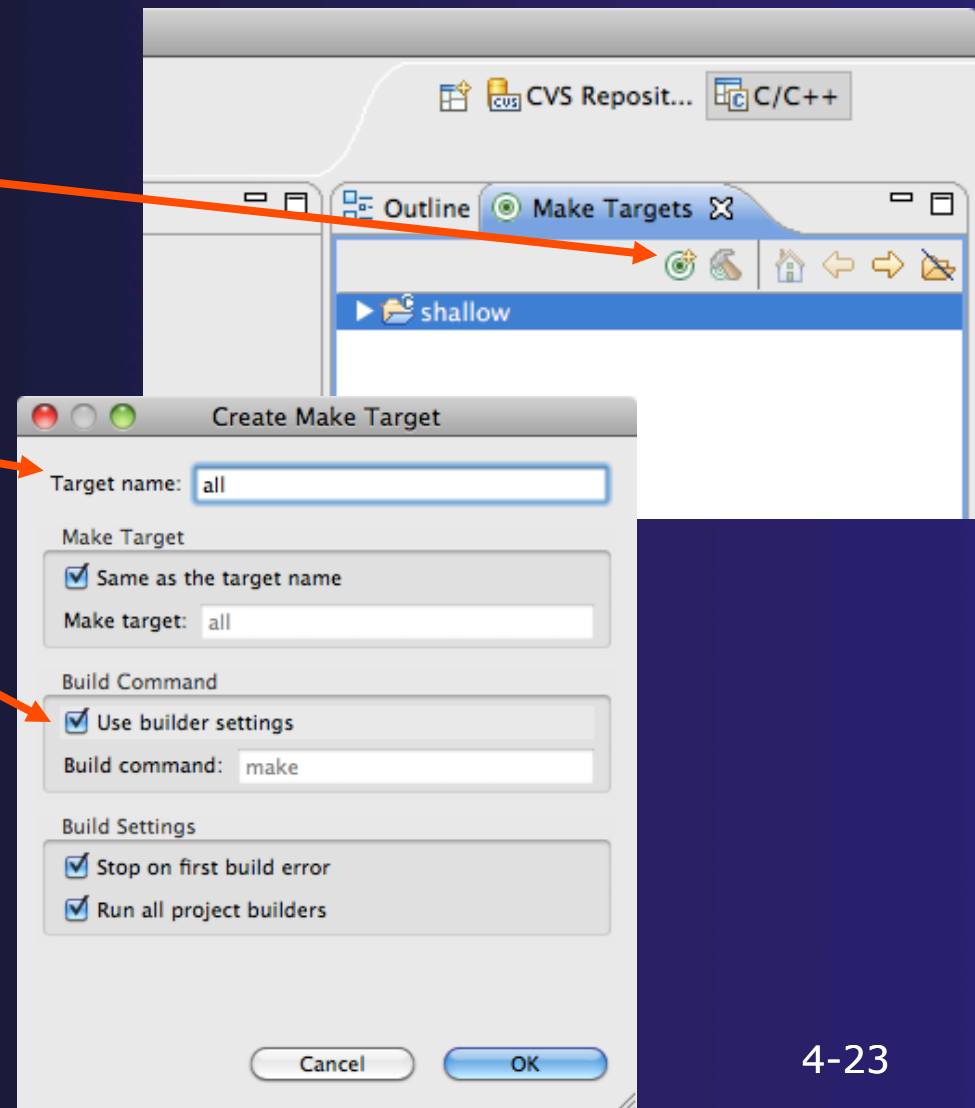
Generate the Makefiles

- ✦ From the **Run** menu, select **External Tools ▶ External Tools Configurations...**
- ✦ Create a new **Program**
- ✦ For **Location**, click **Browse Workspace...** and find the configure script
- ✦ For **Working Directory**, click **Browse Workspace...** and select the project
- ✦ Click **Run** and you should see output in the **Console** view
- ✦ In **Project Explorer**, right-click and select **Refresh** to see the new files that have been created



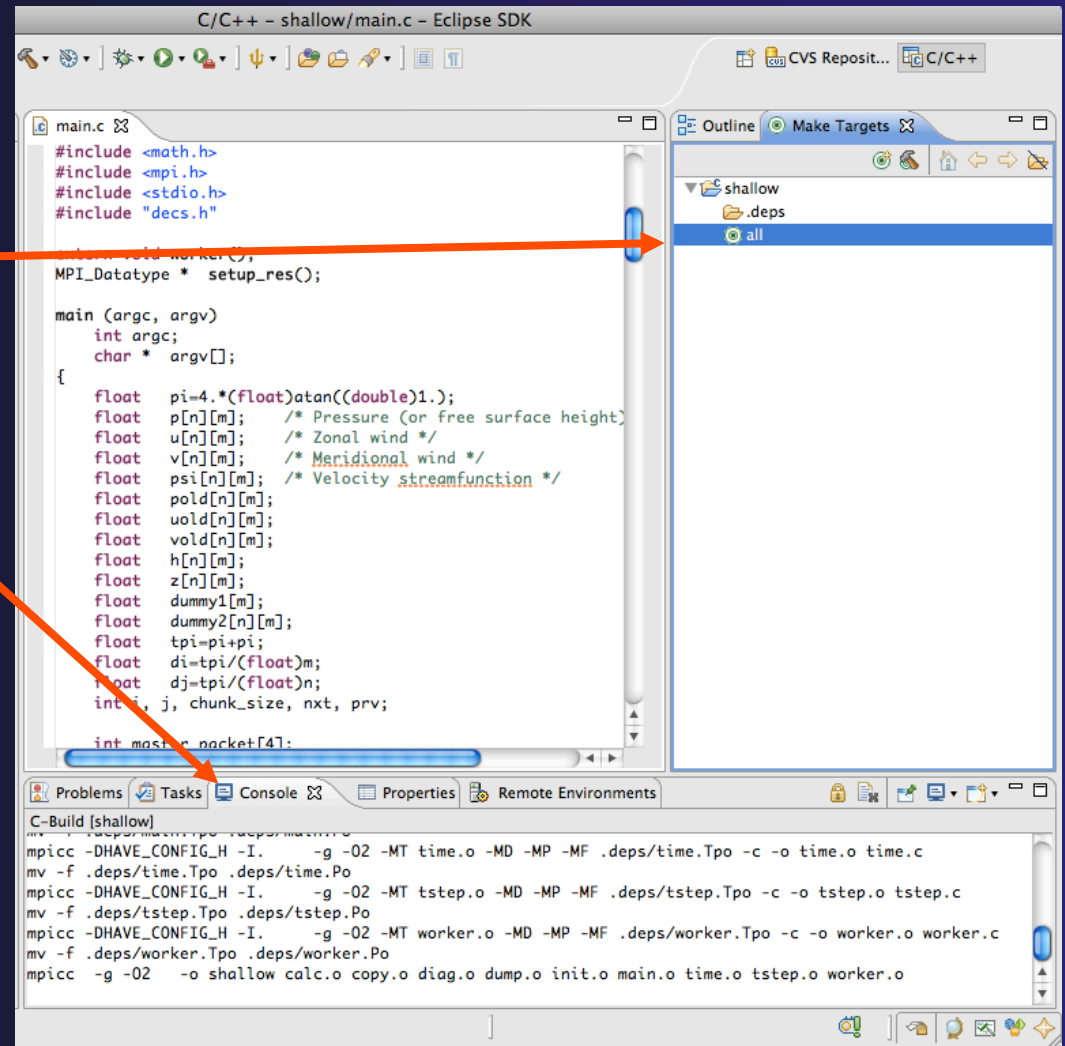
Create a Make Target

- ★ Select the project in **Make Targets** view
- ★ Click on **New Make Target** icon
 - ★ This will add a user interface to the targets that already exist in the Makefile
- ★ Enter the name of the target, in this case "all"
- ★ If you need to change the build command, do it here for only this target, or in the build properties for all targets.
- ★ Select **OK**



Running the Build

- ★ Open the project in the **Make Targets** view to see the **all** target
- ★ Double-click on the **all** target to initiate the build
- ★ Output from the build will be visible in the **Console** view



Running the Program

- ✦ Creating a resource manager
- ✦ Starting the resource manager
- ✦ Creating a launch configuration
- ✦ Launching the application
- ✦ Viewing the application run

Local vs. Remote

- ✦ PTP allows the program to be run locally if you have MPI installed
- ✦ However we want to run the program on a remote machine
- ✦ Need to either cross-compile (hard to configure) or compile remotely
- ✦ Remote compiling will be available in the 3.0 release
 - ✦ Will be demonstrated later
- ✦ For the tutorial, we have pre-compiled the program on the remote machine

Terminology

- ★ The **PTP Runtime** perspective is provided for monitoring and controlling applications
- ★ Some terminology
 - ★ **Resource manager** - Corresponds to an instance of a resource management system (e.g. a job scheduler). You can have multiple resource managers connected to different machines.
 - ★ **Queue** - A queue of pending jobs
 - ★ **Job** - A single run of a parallel application
 - ★ **Machine** - A parallel computer system
 - ★ **Node** - Some form of computational resource
 - ★ **Process** - An execution unit (may be multiple threads of execution)

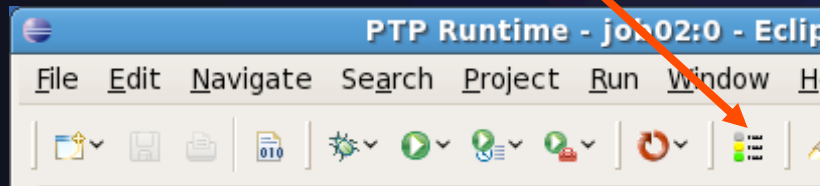
Resource Managers

- ★ PTP uses the term “resource manager” to refer to any subsystem that controls the resources required for launching a parallel job.
- ★ Examples:
 - ★ Job scheduler (e.g. LoadLeveler)
 - ★ Open MPI Runtime Environment (ORTE)
- ★ Each resource manager controls one target system
- ★ Resource Managers can be local or remote



About PTP Icons

- ★ Open using legend icon in toolbar



Legend

Resource Manager Icons

- STARTING
- STARTED
- STOPPING
- STOPPED
- SUSPENDED
- ERROR

Machine Icons	Node Icons
UP	UP
DOWN	DOWN
ALERT	ERROR
ERROR	UNKNOWN
UNKNOWN	USER EXCLUSIVE
	USER SHARED
	OTHER EXCLUSIVE
	OTHER SHARED
	PROCESS RUNNING
	PROCESS TERMINATED

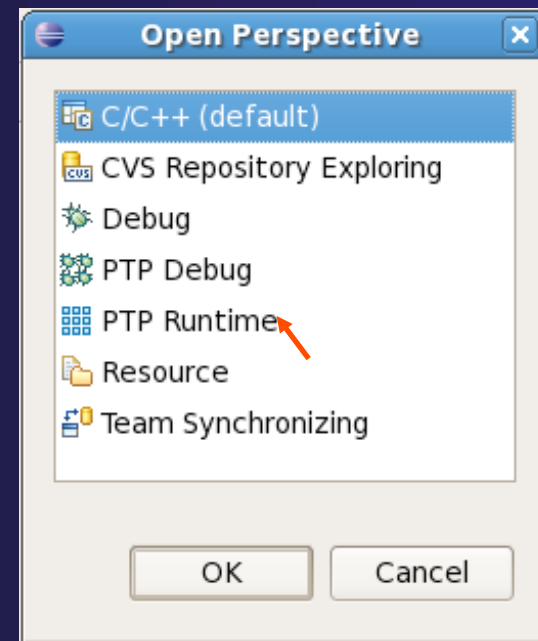
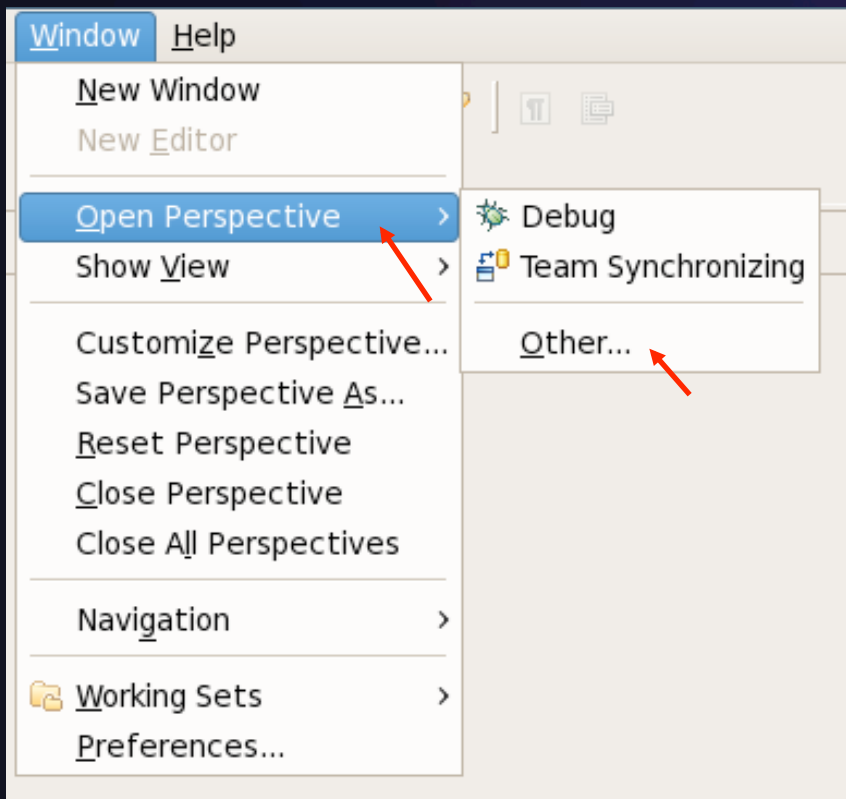
Job Icons	Process Icons
PENDING	STARTING
STARTED	RUNNING
RUNNING	EXITED NORMALLY
TERMINATED	EXITED WITH SIGNAL
SUSPENDED	SUSPENDED
ERROR	ERROR
UNKNOWN	UNKNOWN

Close

Open PTP Runtime Perspective



Window > Open Perspective > Other...





PTP Runtime Perspective

Resource managers view

Machines view

Node details view

Jobs view

The screenshot shows the Eclipse IDE in the PTP Runtime perspective. The top toolbar contains icons for file operations, running, and debugging. The menu bar includes options like File, Edit, Run, and Window. The main workspace is divided into several views:

- Resource Managers:** A view for managing resources, currently empty.
- Machines:** A view for selecting a machine, currently showing "Please select a machine".
- Node Attributes:** A table with columns "Attribute" and "Value".
- Process Info:** A table for process information.
- Jobs List:** A table with columns "State" and "Name".
- Console:** A view showing the output of a build process. The output includes commands like "make all-am", "mpicc -DHAVE_CONFIG_H -I. -g -O2 -MT calc.o -MD -MP -MF .deps/calc.Tpo -c -o calc.o calc.c", and "mv -f .deps/calc.Tpo .deps/calc.Po".
- Properties:** A view showing a table with columns "Property" and "Value".
- Problems, Tasks, Error Log:** Views for monitoring build issues, tasks, and errors.

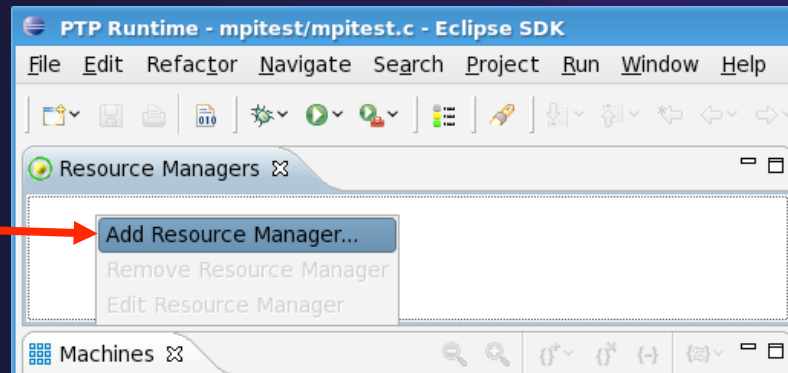
Console view

Properties view

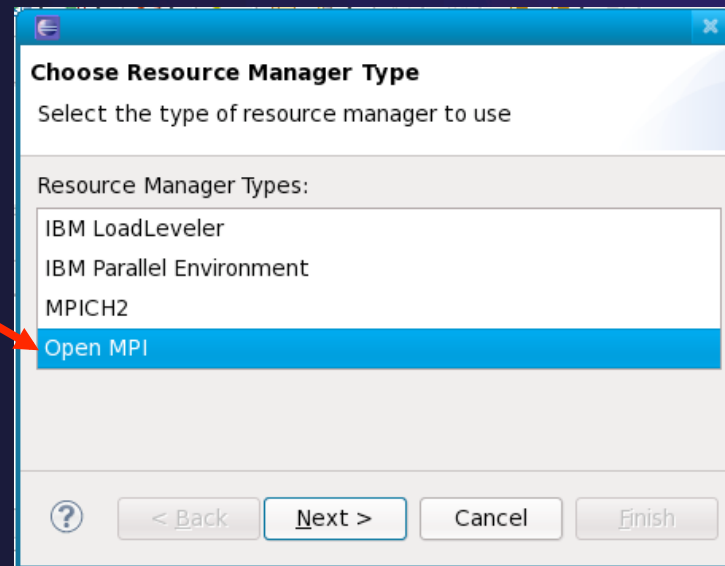
Adding a Resource Manager



- ★ Right-click in Resource Managers view and select **Add Resource Manager**



- ★ Choose the **Open MPI Resource Manager Type**



- ★ Select **Next>**



Configure the Remote Location

Open MPI connection configuration
Enter Open MPI connection information

Remote service provider: Remote Tools

Remote location: New...

Tunneling Options

None

Local address: localhost

Use port forwarding

? < Back Next > Cancel Finish

- ★ Choose **Remote Tools** for **Remote service provider**
- ★ Choose **Remote location** or click **New...** to create a new location

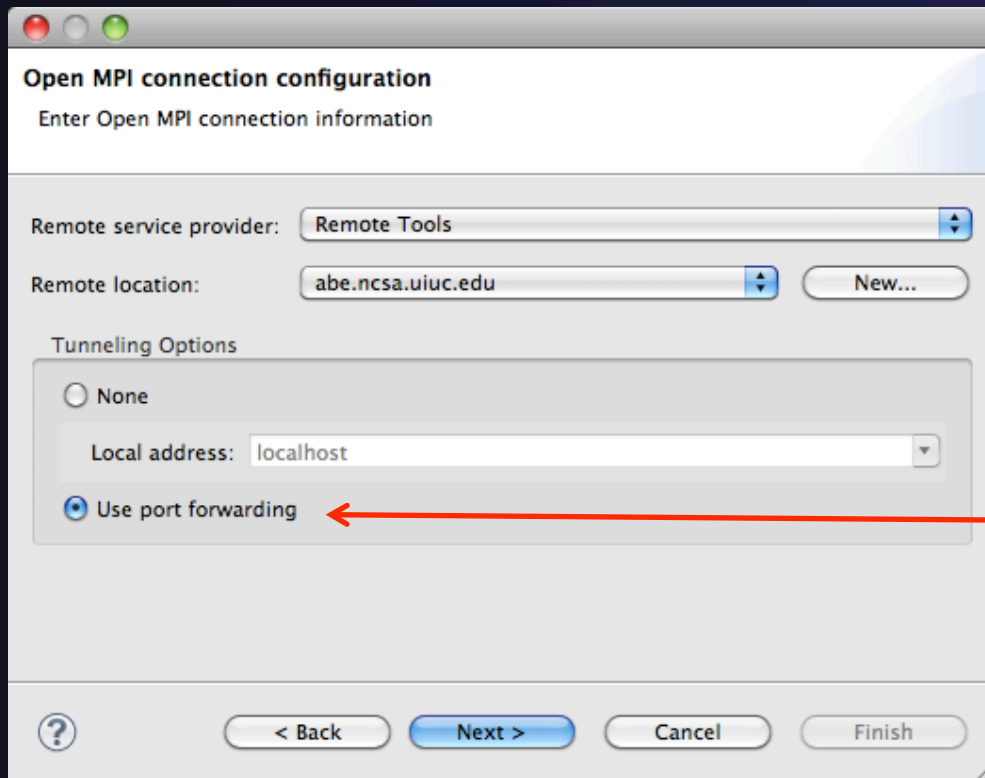


Create a New Location

The screenshot shows a window titled "Target Environment Configuration" with a subtitle "Remote Host" and the text "Properties for connecting to a remote host". The "Target name" field contains "abe.ncse.uiuc.edu". Under "Host Information", the "Remote host" radio button is selected. The "Host" field contains "abe.ncse.uiuc.edu" and the "Port" field contains "22". The "User" field contains "train02". The "Password based authentication" radio button is selected, and the "Password" field is filled with dots. There are also fields for "File with private key" (with a "Browse" button) and "Passphrase". An "Advanced" button is at the bottom right of the configuration area. At the bottom of the window are a help icon, a "Cancel" button, and a "Finish" button.

- ✦ Enter a name for the connection
 - ✦ Can be any string
- ✦ Select **Remote host**
- ✦ Enter the **Host** name
- ✦ Enter the **User** name
- ✦ Select **Password based authentication**
- ✦ Enter the **Password**
- ✦ Click **Finish**

Configure Tunneling



Open MPI connection configuration
Enter Open MPI connection information

Remote service provider: Remote Tools

Remote location: abe.ncsa.uiuc.edu New...

Tunneling Options

None

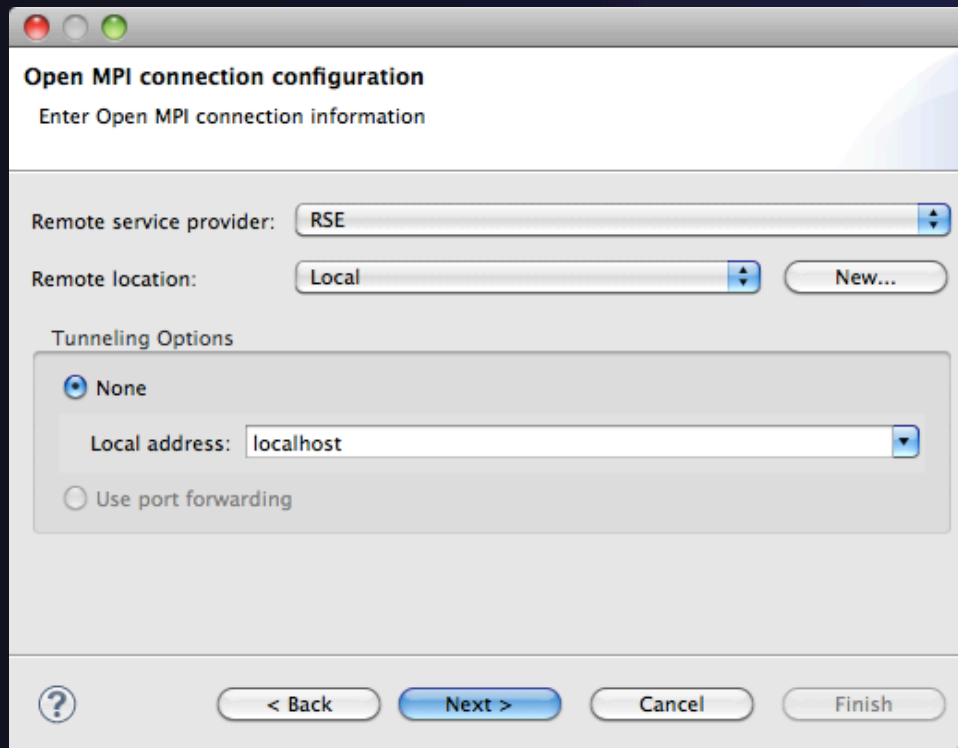
Local address: localhost

Use port forwarding

? < Back Next > Cancel Finish

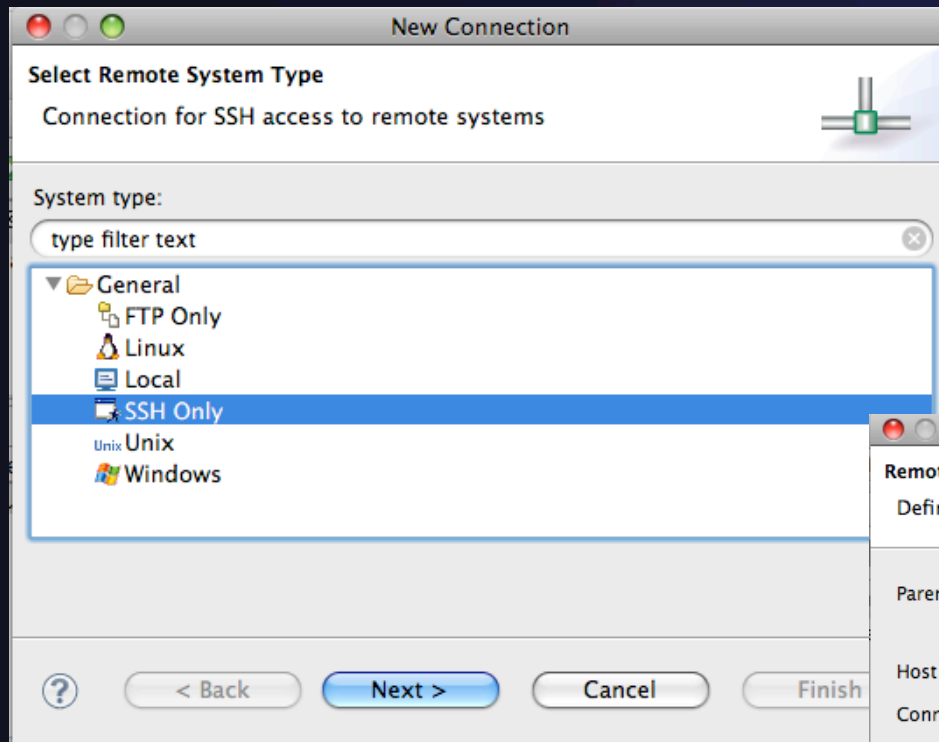
- ★ Some remote service providers support tunneling over ssh connections (e.g. Remote Tools)
- ★ The port forwarding option would be enabled this if it was available
- ★ Select **Use port forwarding** so all communication will be sent over the tunnel

Configure the Remote Location (RSE)

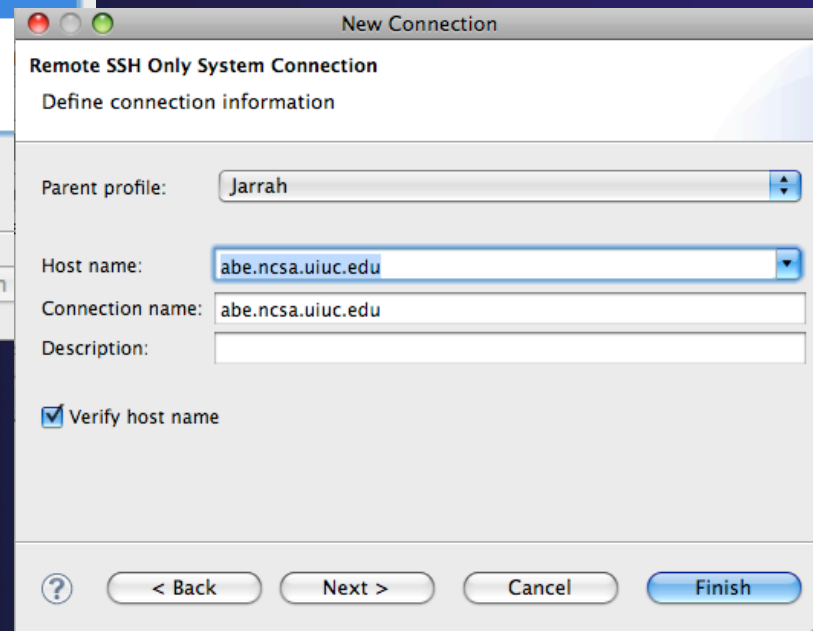


- ✦ Choose **RSE** for **Remote service provider**
- ✦ Choose **Remote location** or click **New...** to create a new location
 - ✦ **Local** can be used to run applications locally

Create a New Location (RSE)



- ★ Choose **SSH Only** for this connection
- ★ Click **Next >**
- ★ Enter **Host name** of remote system
- ★ Click **Finish**



Configure the Resource Manager



Open MPI tool configuration
Enter information to configure the Open MPI tool

Open MPI version:

Tool Commands

Use default commands

Launch command:

Debug command:

Discover command:

Installation Location

Use default location

Location:

Common Resource Manager Configuration
Change any settings for the resource manager

Name and description

Use default name and description:

Name:

Description:

Startup

Automatically start resource manager when Eclipse starts

- ✦ The Open MPI resource manager will auto detect the version and use the appropriate commands
 - ✦ Change only if you're an expert
- ✦ Set the location of the "mpirun" command if it is not in your path
- ✦ Click **Next>**
- ✦ Change the **Name** or **Description** of the resource manager if you wish
- ✦ You can also set the resource manager to automatically start
- ✦ Click **Next>**



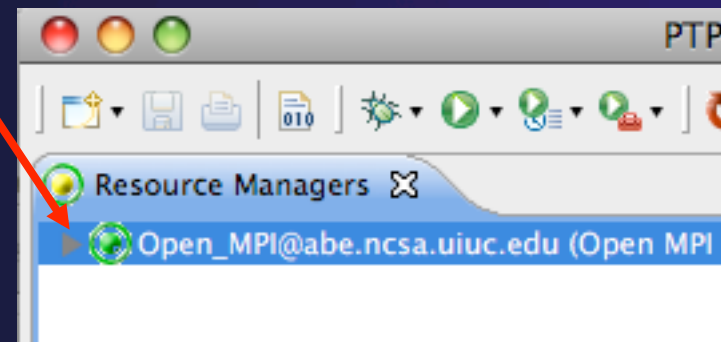
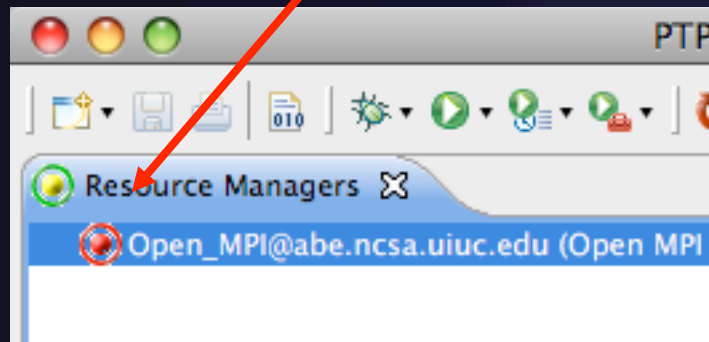
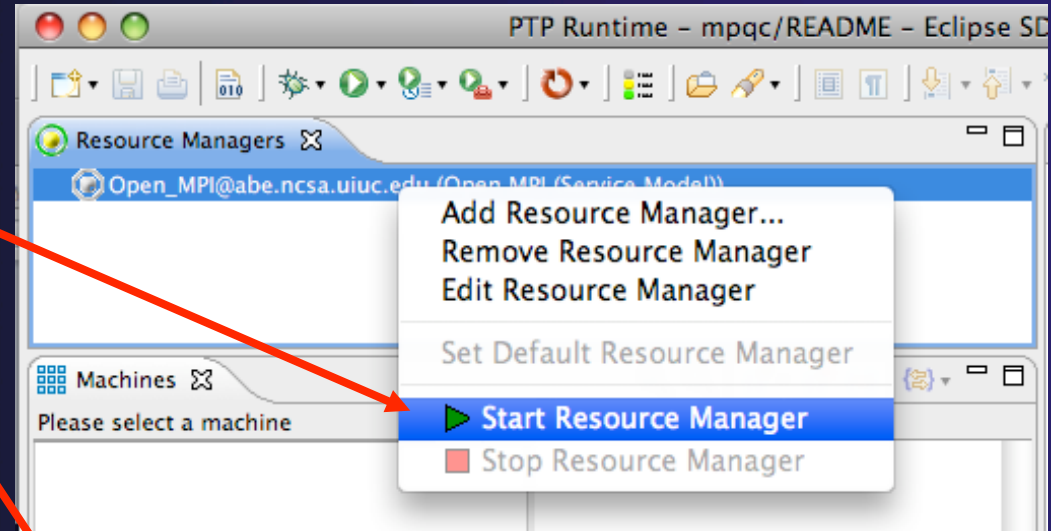
Save the Service Configuration

- ★ Resource manager configuration details are kept in a “service configuration” along with other configuration information
- ★ The details can be kept in a new configuration, or added to an existing configuration
- ★ In this example, we create a new service configuration
- ★ Use a name that describes the purpose of the configuration
- ★ Click **Finish**

Starting the Resource Manager

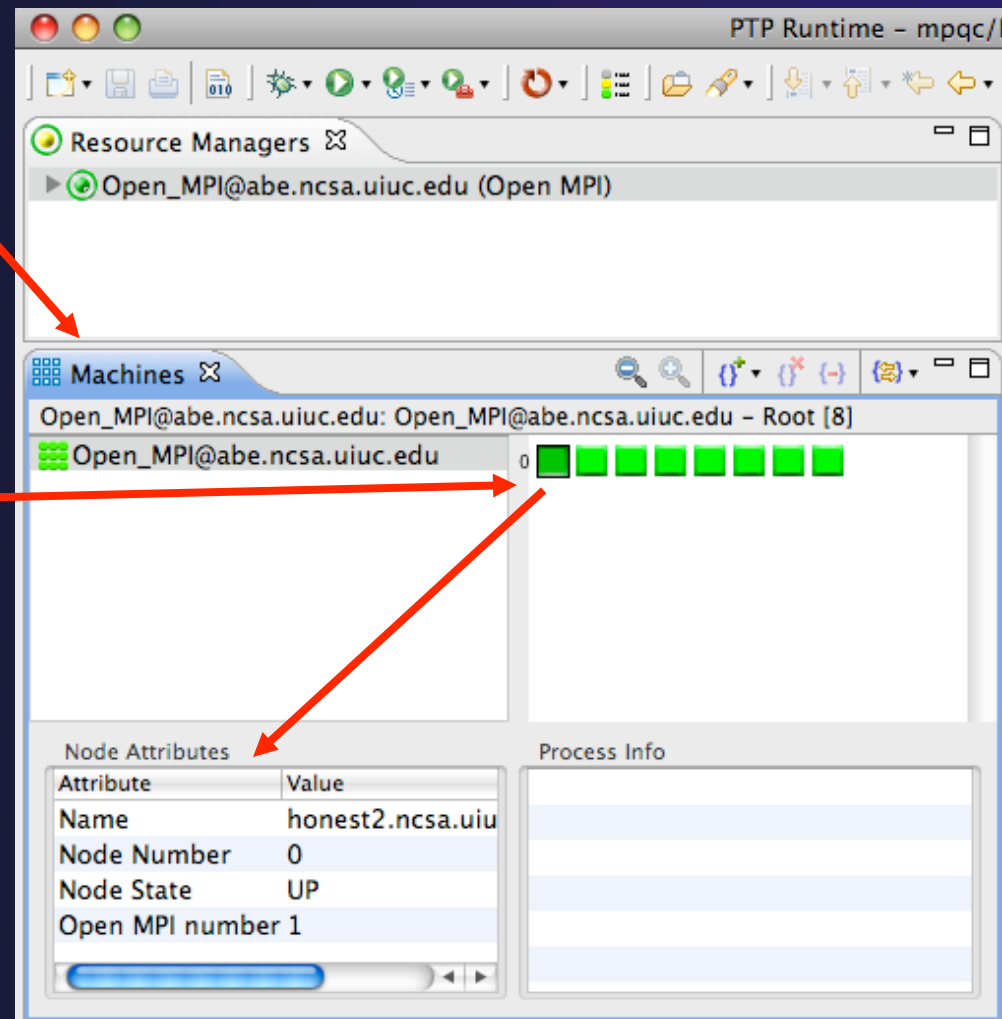


- ★ Right click on new resource manager and select **Start resource manager**
- ★ If everything is ok, you should see the resource manager change to **green**
- ★ If something goes wrong, it will change to **red**



System Monitoring

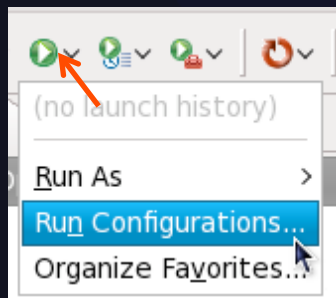
- ★ Machine status shown in **Machines** view
- ★ Node status also shown in **Machines** view
- ★ Hover over node to see node name
- ★ Double-click on node to show attributes



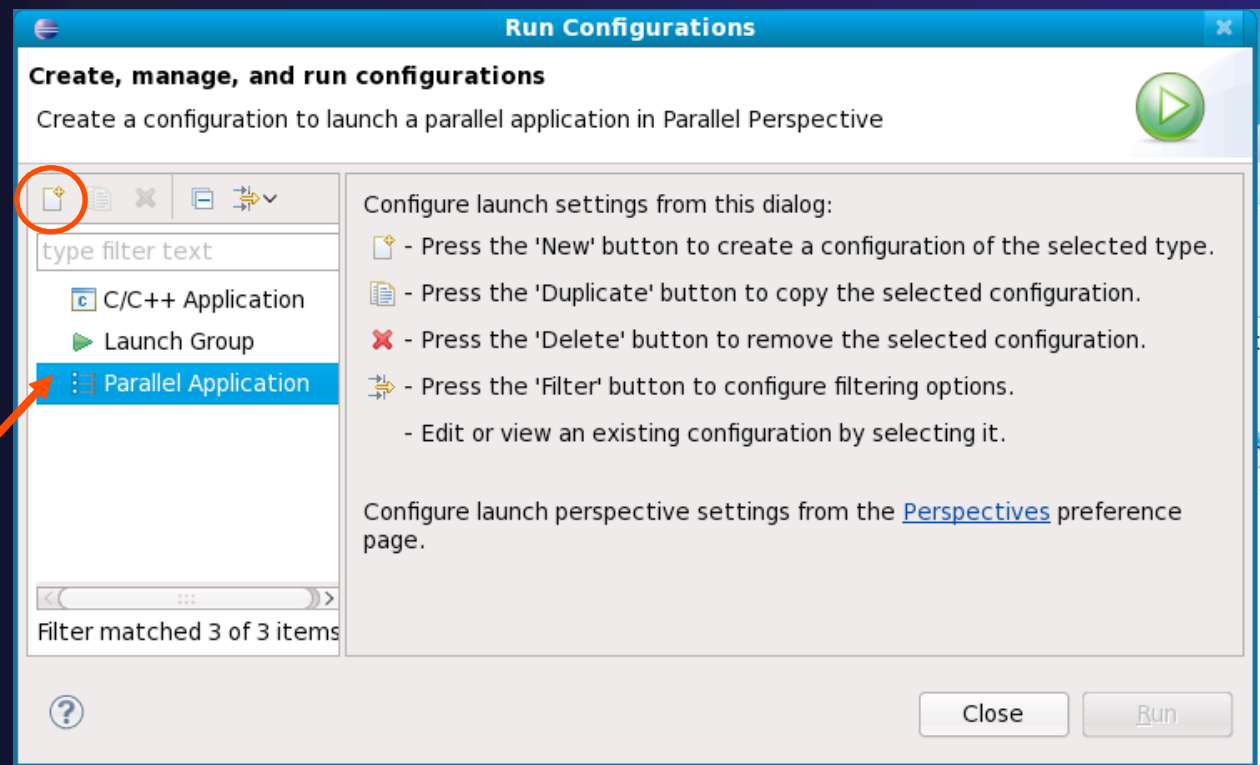
The screenshot shows the PTP Runtime - mpqc/ interface. The 'Machines' view is active, displaying a list of nodes. The first node is 'Open_MPI@abe.ncsa.uiuc.edu' with a status of 'UP'. The 'Node Attributes' table is visible below the list.

Attribute	Value
Name	honest2.ncsa.uiuc.edu
Node Number	0
Node State	UP
Open MPI number	1

Create a Launch Configuration



- ★ Open the run configuration dialog **Run ► Run Configurations...**
- ★ Select **Parallel Application**
- ★ Select the **New** button

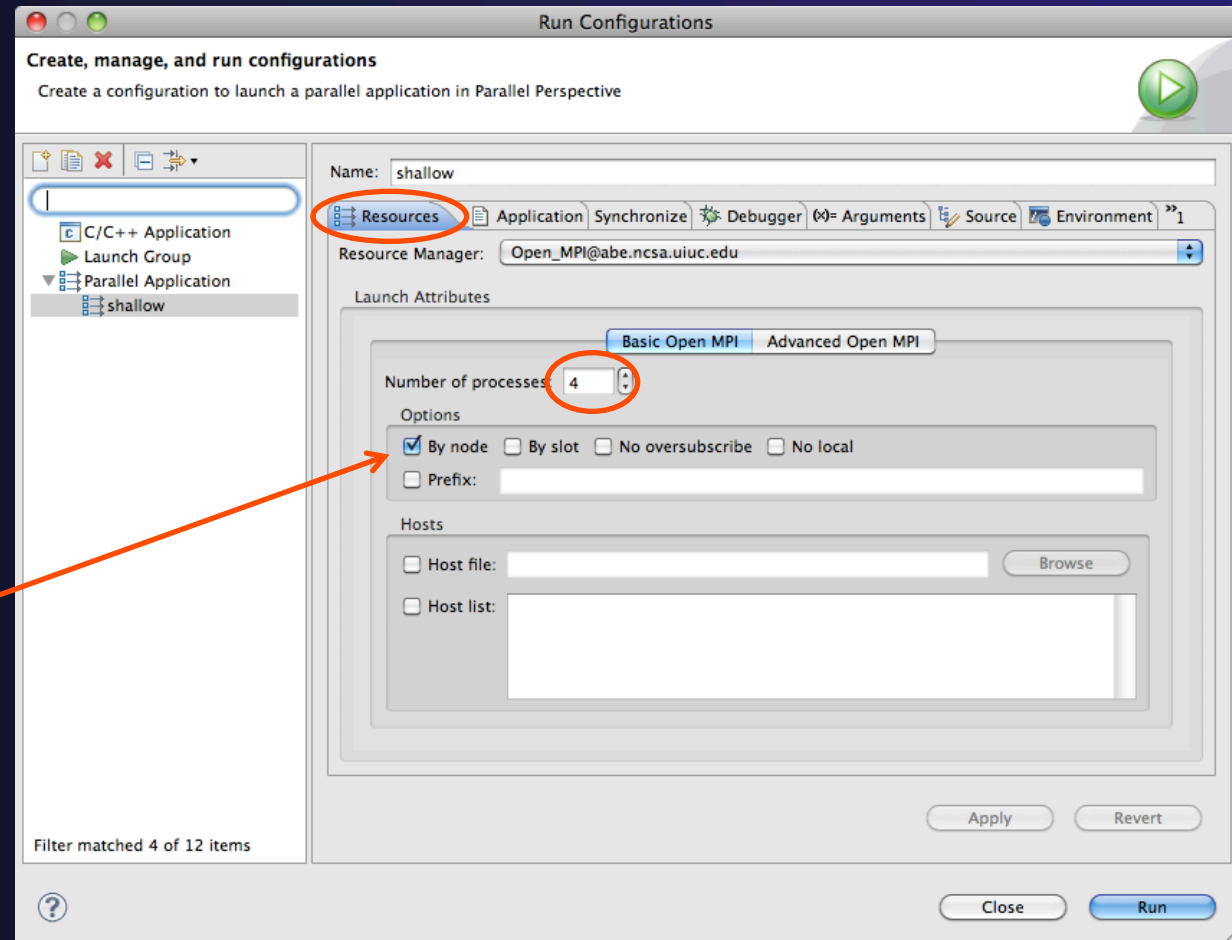


Depending on which flavor of Eclipse you installed, you might have more choices in Application types.

Complete the Resources Tab



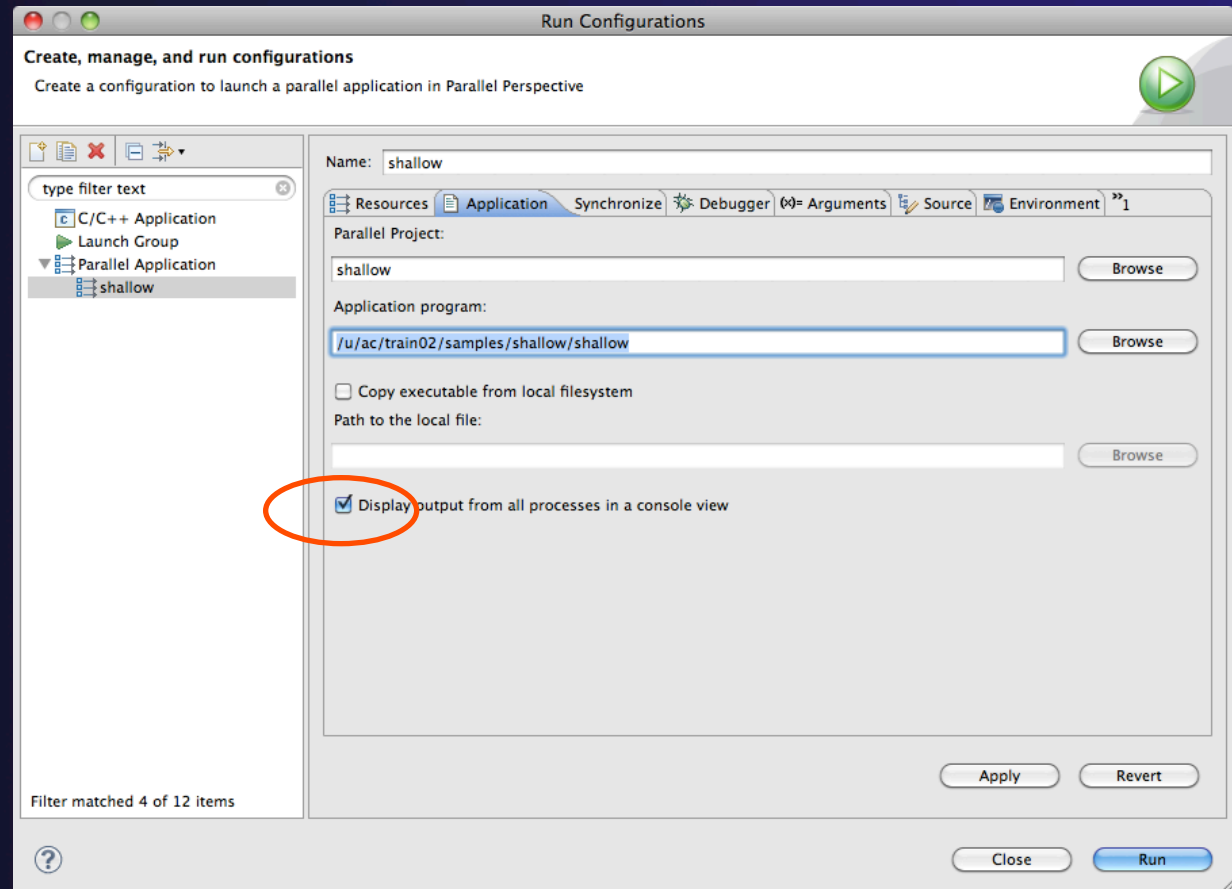
- ★ In **Resources** tab, select the resource manager you want to use to launch this job
- ★ Enter a value in the **Number of processes** field
- ★ Other fields can be used to specify resource manager-specific information
 - ★ E.g. specify **By node** to allocate each process to a different node





Complete the Application Tab

- ★ Select the **Application** tab
- ★ Choose the **Application program** (executable) by clicking the **Browse** button
- ★ Navigate to the executable location (in this case on the remote machine)
- ★ **Display combined output in a console view** will show program output in a console view





Viewing The Run

- ★ Double-click a node in machines view to see which processes ran on the node
- ★ Hover over a process for tooltip popup
- ★ Job status and information

The screenshot displays the PTP Runtime interface within Eclipse SDK. The main window is titled "PTP Runtime - Eclipse SDK". The interface is divided into several panes:

- Resource Managers:** Shows "Open_MPI@abe.ncsa.uiuc.edu (Open MPI)".
- Machines:** Shows a grid of nodes for "Open_MPI@abe.ncsa.uiuc.edu: abe.ncsa.uiuc.edu - Root [32]". A red arrow points to a node in the grid.
- Node Attributes:** Shows details for the selected node:

Attribute	Value
Name	honest2.ncsa.uiuc.edu
Node Number	29
Open MPI num	1
- Process Info:** Shows details for "job0:1".
- Jobs List:** Shows a table of jobs:

State	Name	Status	Executable Name	Executable Path	User	Argument
▶	job0	NORMAL	shallow	/u/ac/grw/shallow	greg	[]
- Console:** Shows output for "Open_MPI@abe.ncsa.uiuc.edu:default:job0". It displays a table of energy and time data for various cycle numbers:

Cycle number	Potential energy	Kinetic Energy	Model time in days	Pot. Enstrophy
650	nan	nan	0.68	nan
700	nan	nan	0.73	nan
750	nan	nan	0.78	nan
800	nan	nan	0.83	nan
850	nan	nan	0.89	nan
900	nan	nan	0.94	nan
950	nan	nan	0.99	nan
- Properties:** Shows details for the selected job:

Property	Value
Arguments	[]
Executable Name	shallow
Executable Path	/u/ac/grw/shallow
Name	job0
Procs	4
Status	NORMAL
User	greg
Working Directory	/u/ac/grw/shallow

Viewing Program Output



- ★ Console displays combined output from all processes

- ★ Properties view shows job details

The screenshot displays the PTP Runtime - Eclipse SDK interface. The Console window shows the following output:

```

Open_MPI@abe.ncsa.uiuc.edu:default:job0
Cycle number 650  Model time in days 0.68
Potential energy  nan Kinetic Energy  nan
Total Energy      nan Pot. Enstrophy  nan
Cycle number 700  Model time in days 0.73
Potential energy  nan Kinetic Energy  nan
Total Energy      nan Pot. Enstrophy  nan
Cycle number 750  Model time in days 0.78
Potential energy  nan Kinetic Energy  nan
Total Energy      nan Pot. Enstrophy  nan
Cycle number 800  Model time in days 0.83
Potential energy  nan Kinetic Energy  nan
Total Energy      nan Pot. Enstrophy  nan
Cycle number 850  Model time in days 0.89
Potential energy  nan Kinetic Energy  nan
Total Energy      nan Pot. Enstrophy  nan
Cycle number 900  Model time in days 0.94
Potential energy  nan Kinetic Energy  nan
Total Energy      nan Pot. Enstrophy  nan
Cycle number 950  Model time in days 0.99
Potential energy  nan Kinetic Energy  nan
Total Energy      nan Pot. Enstrophy  nan
  
```

The Properties view shows the following job details:

Property	Value
Arguments	[]
Executable Name	shallow
Executable Path	/u/ac/grw/shallow
Name	job0
Procs	4
Status	NORMAL
User	greg
Working Directory	/u/ac/grw/shallow

Remote Projects (RDT)

- ★ Source located on remote machine
- ★ Local Eclipse installation is used for:
 - ★ Editing
 - ★ Building
 - ★ Running
 - ★ Debugging
- ★ Source indexing is performed on remote machine
 - ★ Enables call hierarchy, type hierarchy, include browser, search, outline view, and more...
- ★ Builds are performed on remote machine
 - ★ Supports both managed and unmanaged projects
- ★ Application is run and debugged remotely using the PTP resource managers

Remote Project Demo...

- ✦ Create a remote project from existing source
- ✦ Show editing remote files
- ✦ Show outline and include browser
- ✦ Show remote build

- ✦ Limitations:
 - ✦ Can't be used with CVS
 - ✦ Only supports fully remote source
 - ✦ Partial remote (synchronize) may be added in the future

Module 5: Parallel Debugging

✦ Objective

- ✦ Learn the basics of debugging parallel programs with PTP

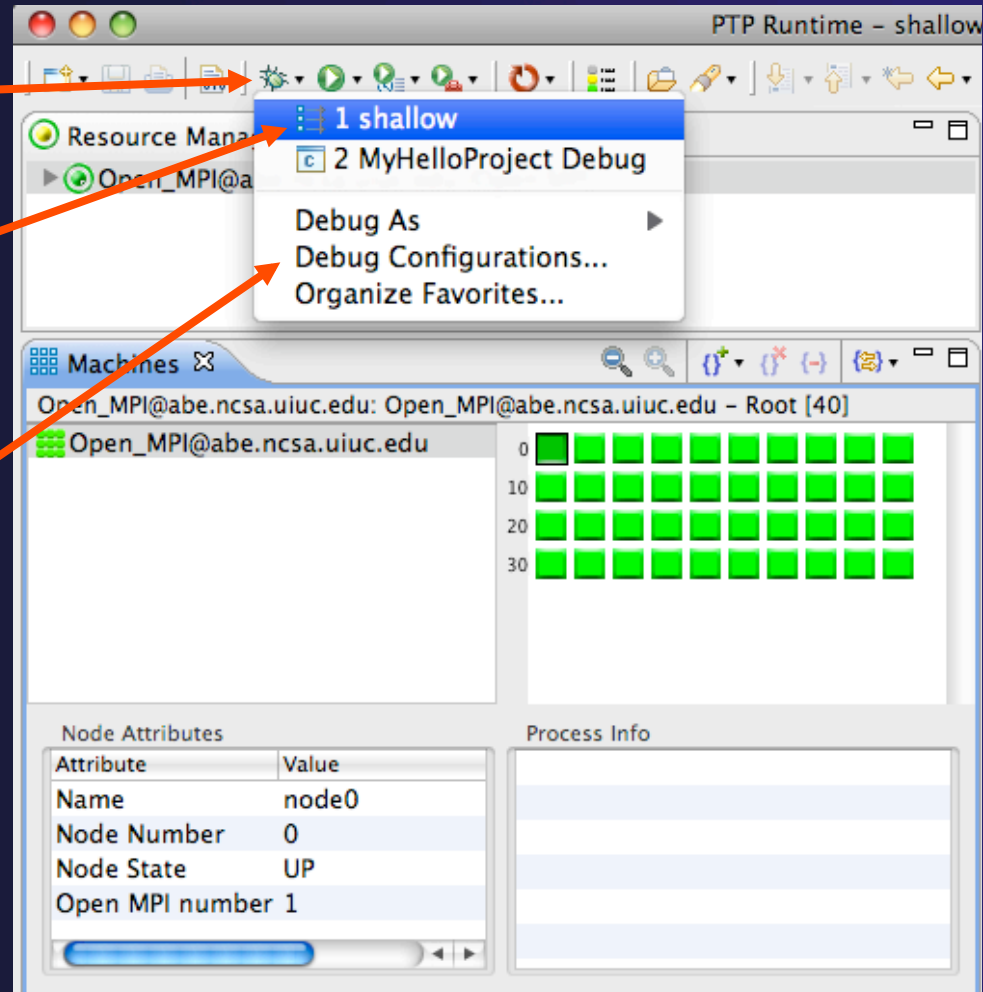
✦ Contents

- ✦ Launching a parallel debug session
- ✦ The PTP Debug Perspective
- ✦ Controlling sets of processes
- ✦ Controlling individual processes
- ✦ Parallel Breakpoints
- ✦ Terminating processes



Launching A Debug Session

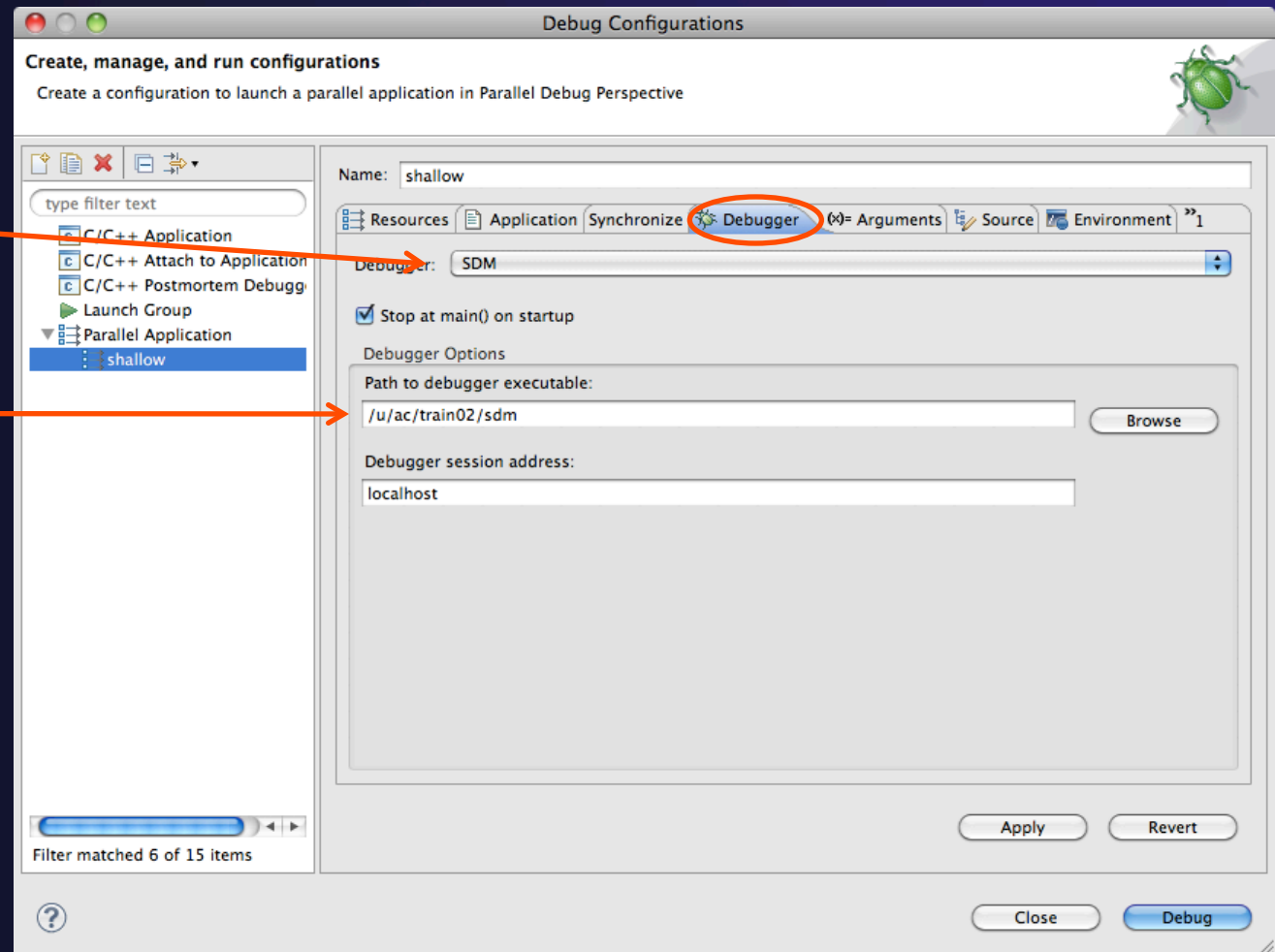
- ★ Use the drop-down next to the debug button (bug icon) instead of run button
- ★ Select the project to launch
- ★ The debug launch will use the same number of processes that the normal launch used
- ★ First, select **Debug Configurations...** to verify the debugger settings





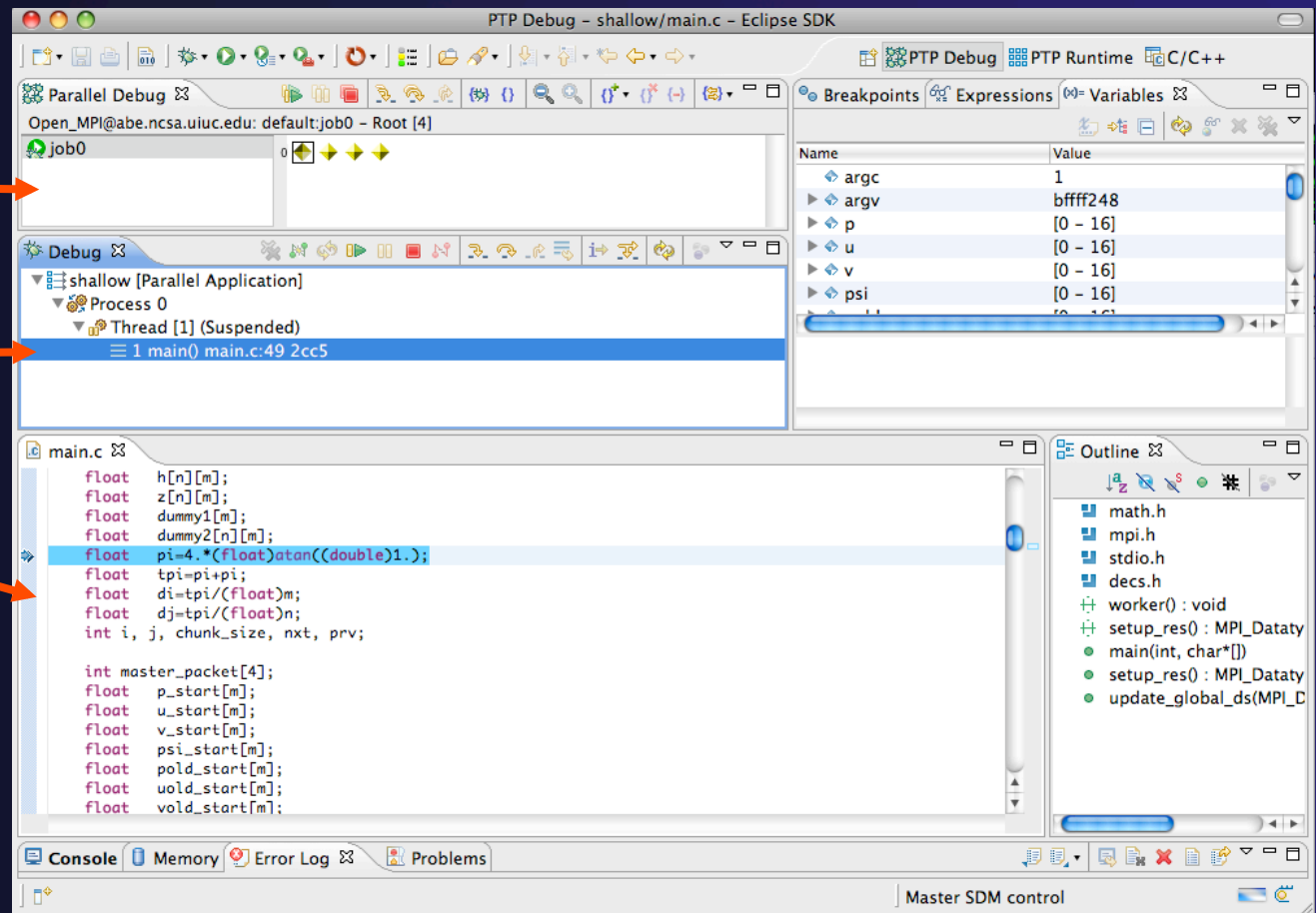
Verify the Debugger Tab

- ★ Select **Debugger** tab
- ★ Make sure **SDM** is selected in the **Debugger** dropdown
- ★ Use the **Browse** button to select the debugger executable if required
 - ★ If launching remotely, the debugger executable must also be located remotely
- ★ Debugger session address should not need to be changed
- ★ Click on **Debug** to launch the program



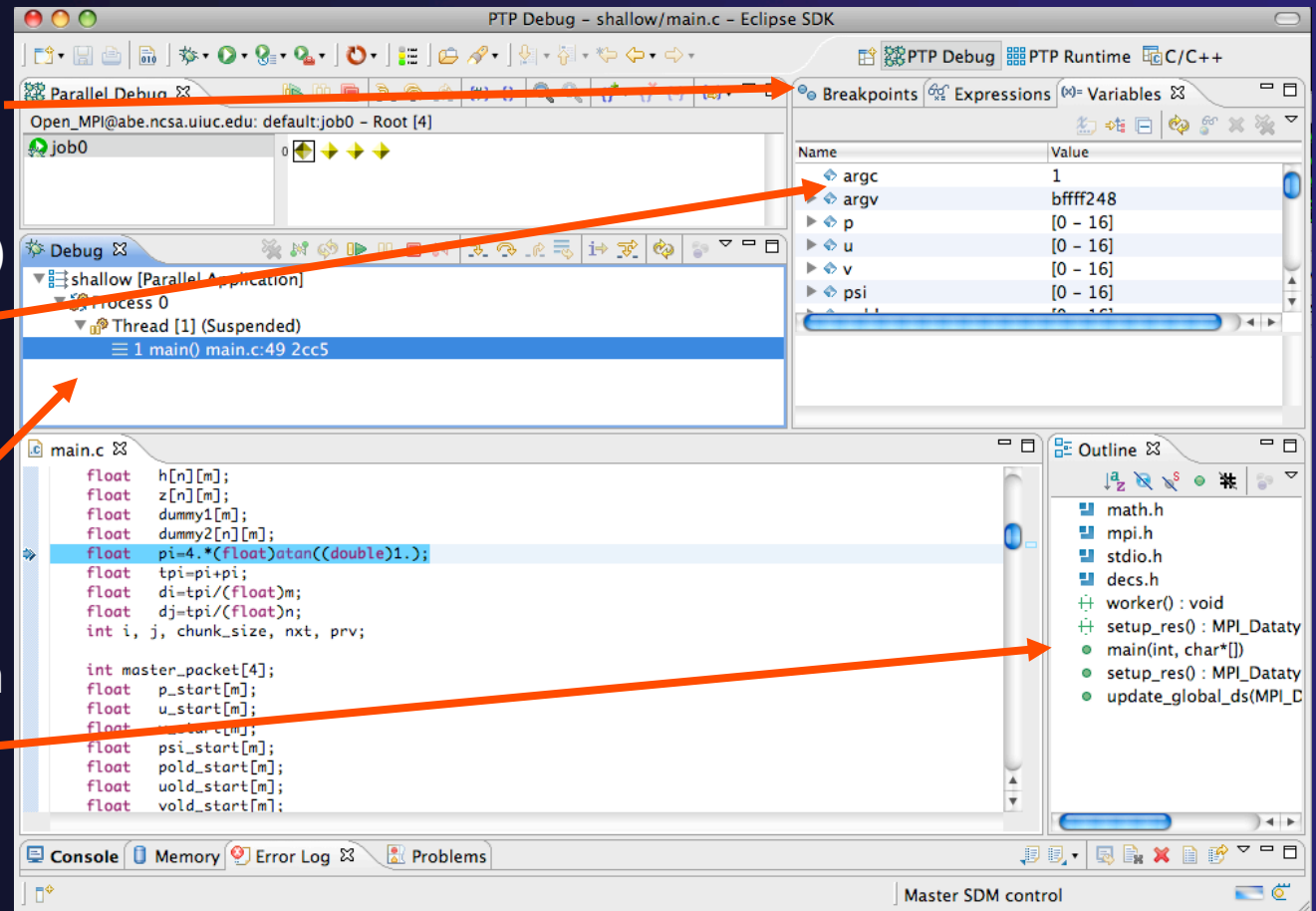
The PTP Debug Perspective (1)

- ★ **Parallel Debug view** shows job and processes being debugged
- ★ **Debug view** shows threads and call stack for individual processes
- ★ **Source view** shows a **current line marker** for all processes



The PTP Debug Perspective (2)

- ★ **Breakpoints** view shows breakpoints that have been set (more on this later)
- ★ **Variables** view shows the current values of variables for the currently selected process in the **Debug** view
- ★ **Outline** view (from CDT) of source code





Stepping All Processes

- ★ The buttons in the **Parallel Debug View** control groups of processes
- ★ Click on the **Step Over** button
- ★ Observe that all process icons change to green, then back to yellow
- ★ Notice that the current line marker has moved to the next source line

The screenshot shows the Eclipse IDE interface during a parallel debug session. The top window is titled "PTP Debug - shallow/main.c - Eclipse". It contains a toolbar with various debugging icons. Below the toolbar is the "Parallel Debug View" showing a process named "job0" with a yellow icon. An orange arrow points from the text "The buttons in the Parallel Debug View control groups of processes" to the toolbar. Another orange arrow points from the text "Click on the Step Over button" to the "Step Over" icon in the toolbar. Below the Parallel Debug View is the "Debug View" showing a tree structure: "shallow [Parallel Application]" expanded to "Process 0" expanded to "Thread [1] (Suspended)". The current thread is highlighted in blue, and the current line is "1 main() main.c:49 2cc5". An orange arrow points from the text "Observe that all process icons change to green, then back to yellow" to the "Thread [1] (Suspended)" entry. Below the Debug View is the "main.c" source code editor. The current line is highlighted in blue, and the current line marker (a blue arrow) is pointing to the next line. An orange arrow points from the text "Notice that the current line marker has moved to the next source line" to the current line marker.

```

float h[n][m];
float z[n][m];
float dummy1[m];
float dummy2[n][m];
float pi=4.*(float)atan((double)1.);
float tpi=pi+pi;
float di=tpi/(float)m;
float dj=tpi/(float)n;
int i, j, chunk_size, nxt, prv;

int master_packet[4];
float p_start[m];
float u_start[m];
float v_start[m];
float psi_start[m];
float pold_start[m];
float uold_start[m];
float vold_start[m];

```

Stepping An Individual Process



- ★ The buttons in the **Debug view** are used to control an individual process, in this case process 0
- ★ Click the **Step Over** button
- ★ You will now see two current line markers, the first shows the position of process 0, the second shows the positions of processes 1-3

PTP Debug - shallow/main.c - Eclipse SDK

Parallel Debug

Open_MPI@abe.ncsa.uiuc.edu: default:job0 - Root [4]

job0 0

Debug

shallow [Parallel Application]

Process 0 (Suspended)

Thread [1] (Suspended)

1 main() main.c:51 2cde

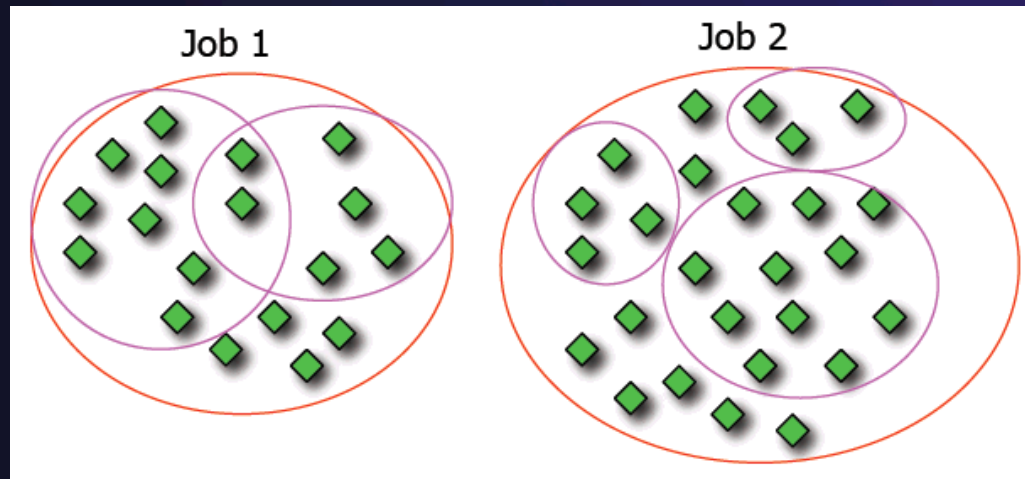
main.c

```
float h[n][m];
float z[n][m];
float dummy1[m];
float dummy2[n][m];
float pi=4.*(float)atan((double)1.);
float tpi=pi+pi;
float di=tpi/(float)m;
float dj=tpi/(float)n;
int i, j, chunk_size, nxt, prv;

int master_packet[4];
float p_start[m];
float u_start[m];
float v_start[m];
float psi_start[m];
float pold_start[m];
float uold_start[m];
float vold_start[m];
```

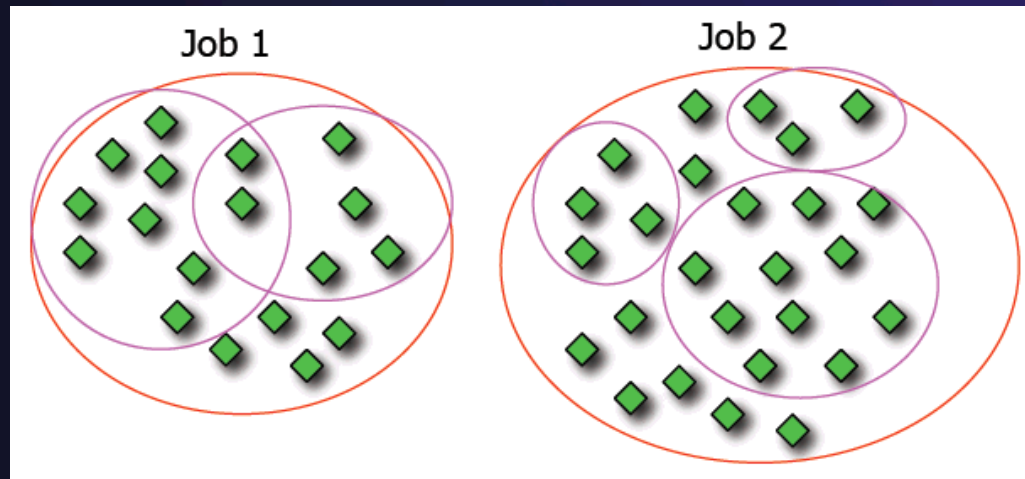
Process Sets (1)

- ★ Traditional debuggers apply operations to a single process
- ★ Parallel debugging operations apply to a single process or to arbitrary collections of processes
- ★ A process set is a means of simultaneously referring to one or more processes



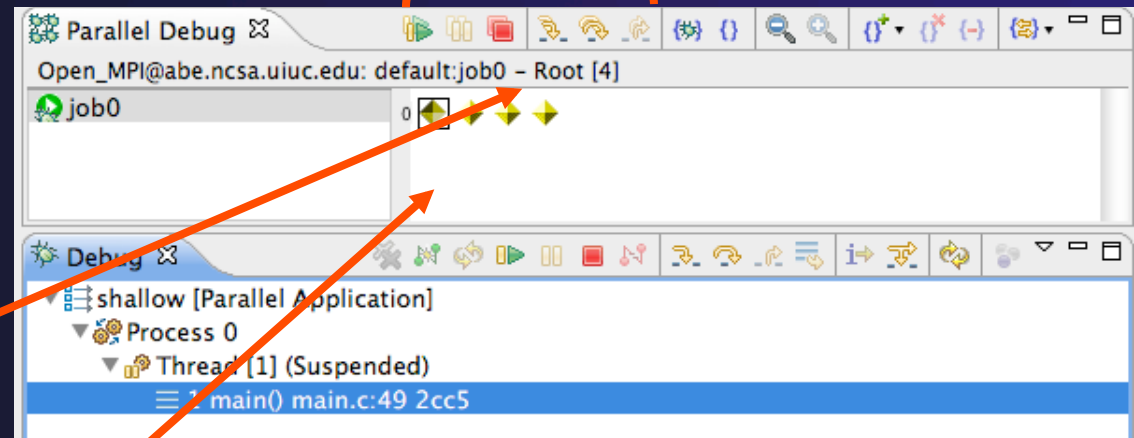
Process Sets (2)

- ★ When a parallel debug session is first started, all processes are placed in a set, called the **Root** set
- ★ Sets are always associated with a single job
- ★ A job can have any number of process sets
- ★ A set can contain from 1 to the number of processes in a job



Operations On Process Sets

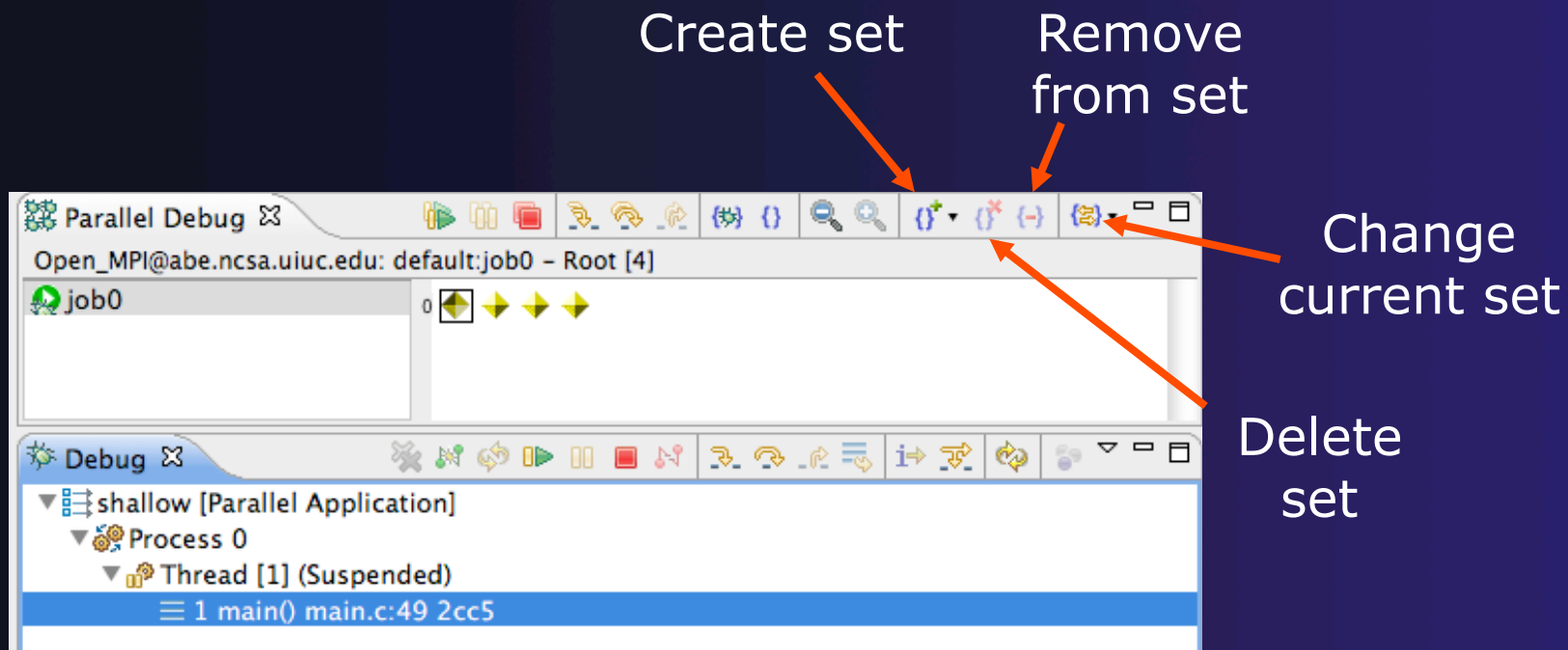
- ★ Debug operations on the **Parallel Debug view** toolbar always apply to the current set:
 - ★ Resume, suspend, stop, step into, step over, step return
- ★ The current process set is listed next to job name along with number of processes in the set
- ★ The processes in process set are visible in right hand part of the view



Root set = all processes

Managing Process Sets

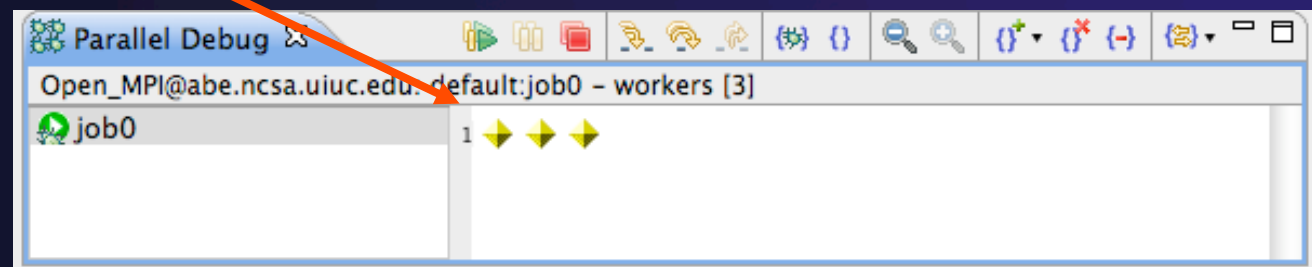
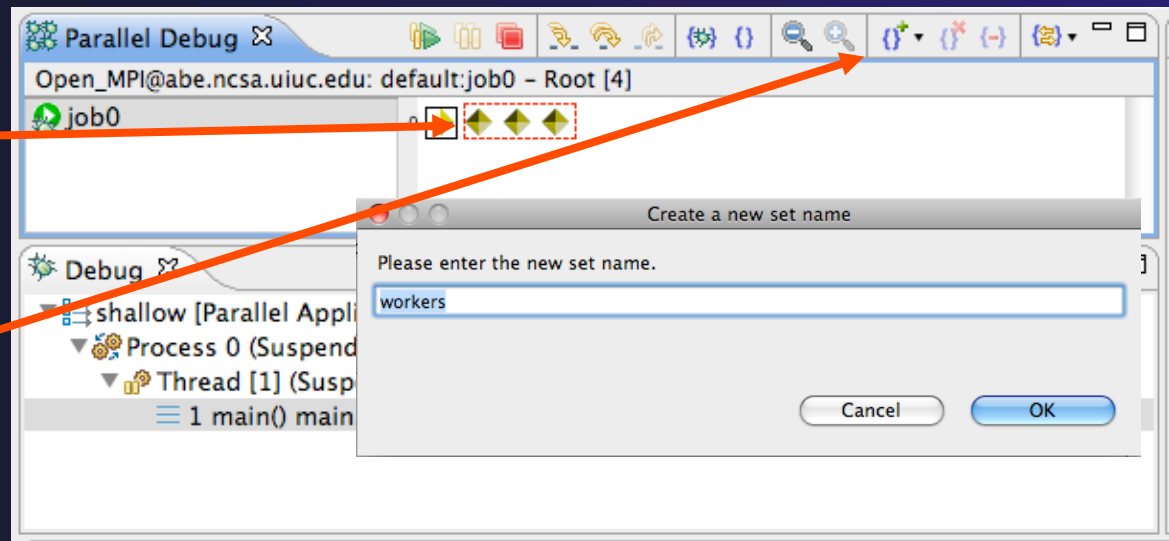
- ★ The remaining icons in the toolbar of the **Parallel Debug view** allow you to create, modify, and delete process sets, and to change the current process set





Creating A New Process Set

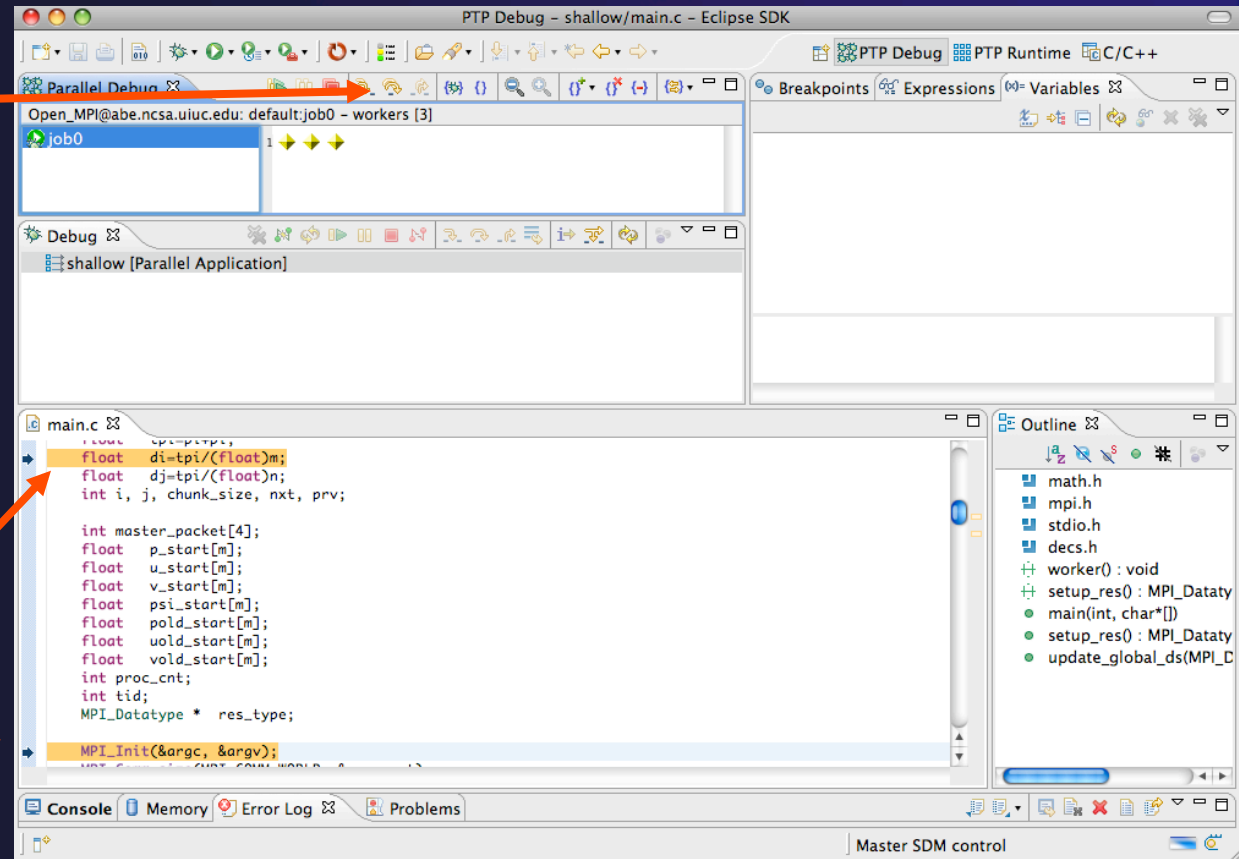
- ★ Select the processes you want in the set by clicking and dragging, in this case, the last three
- ★ Click on the **Create Set** button
- ★ Enter a name for the set, in this case **workers**, and click **OK**
- ★ You will see the view change to display only the selected processes





Stepping Using New Process Set

- ✦ With the **workers** set active, click the **Step Over** button
- ✦ You will see only the first current line marker move
- ✦ Step a couple more times
- ✦ You should see two line markers, one for the single master process, and one for the 3 worker processes



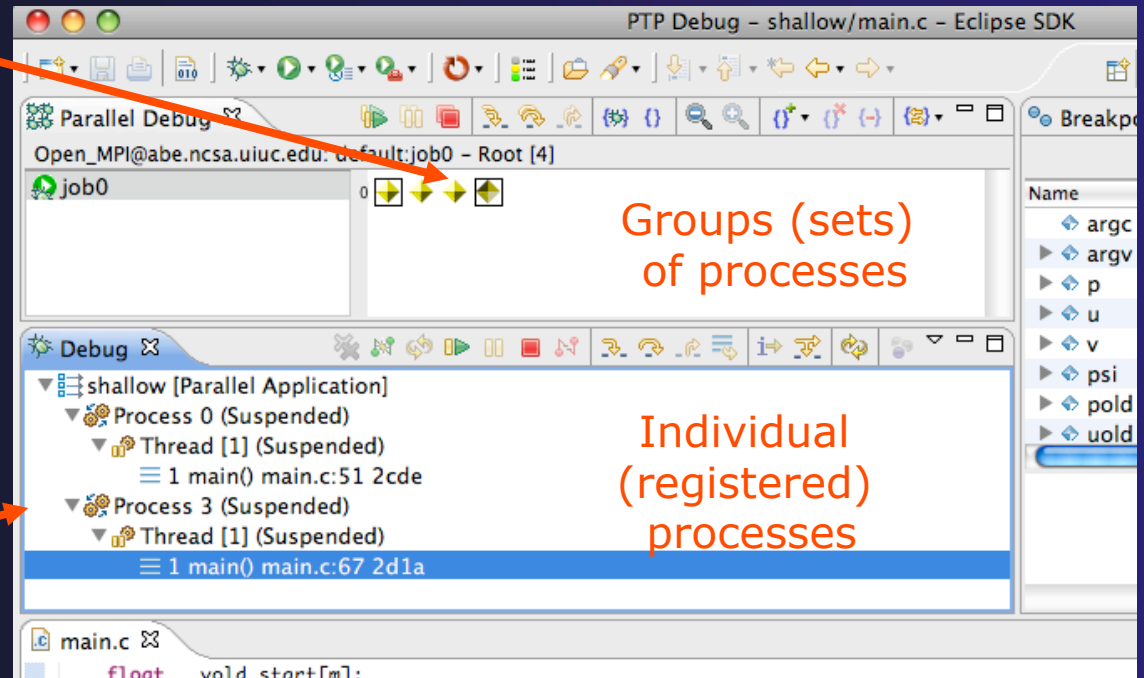
Process Registration

- ✦ Process set commands apply to groups of processes
- ✦ For finer control and more detailed information, a process can be registered and isolated in the **Debug view**
- ✦ Registered processes, including their stack traces and threads, appear in the **Debug view**
- ✦ Any number of processes can be registered, and processes can be registered or un-registered at any time



Registering A Process

- ★ To register a process, double-click its process icon in the **Parallel Debug view** or select a number of processes and click on the **register** button
- ★ The process icon will be surrounded by a box and the process appears in the **Debug view**
- ★ To un-register a process, double-click on the process icon or select a number of processes and click on the **unregister** button



Current Line Marker

- ✦ The current line marker is used to show the current location of suspended processes
- ✦ In traditional programs, there is a single current line marker (the exception to this is multi-threaded programs)
- ✦ In parallel programs, there is a current line marker for every process
- ✦ The PTP debugger shows one current line marker for every group of processes at the same location

Colors And Markers

- ★ The highlight color depends on the processes suspended at that line:
 - ★ **Blue:** All registered process(es)
 - ★ **Orange:** All unregistered process(es)
 - ★ **Green:** Registered or unregistered process with no source line (e.g. suspended in a library routine)
- ★ The marker depends on the type of process stopped at that location
- ★ Hover over marker for more details about the processes suspend at that location

```

main.c
int proc_cnt;
int tid;
MPI_Datatype * res_type;

MPI_Init(&argc, &argv);
MPI_Comm_size(MPI_COMM_WORLD, &proc_cnt);
MPI_Comm_rank(MPI_COMM_WORLD, &tid);

if ( proc_cnt < 2 )
{
    fprintf(stderr, "must have at least 2 processes, not %d\n", proc_cnt);
    MPI_Finalize();
    return 1;
}
  
```

The screenshot shows a code editor window titled 'main.c'. The code is as follows:

int proc_cnt;

int tid;

MPI_Datatype * res_type;

MPI_Init(&argc, &argv);

MPI_Comm_size(MPI_COMM_WORLD, &proc_cnt);

MPI_Comm_rank(MPI_COMM_WORLD, &tid);

if (proc_cnt < 2)

{

 fprintf(stderr, "must have at least 2 processes, not %d\n", proc_cnt);

 MPI_Finalize();

 return 1;

}

Markers are visible in the left margin: a blue arrow points to the line `MPI_Comm_size`, an orange arrow points to the line `MPI_Comm_rank`, and a green arrow points to the line `if (proc_cnt < 2)`.



Multiple processes marker



Registered process marker



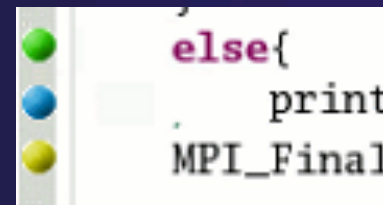
Un-registered process marker



Multiple markers at this line
 -Suspended on unregistered process: 2
 -Suspended on registered process: 1


Breakpoints

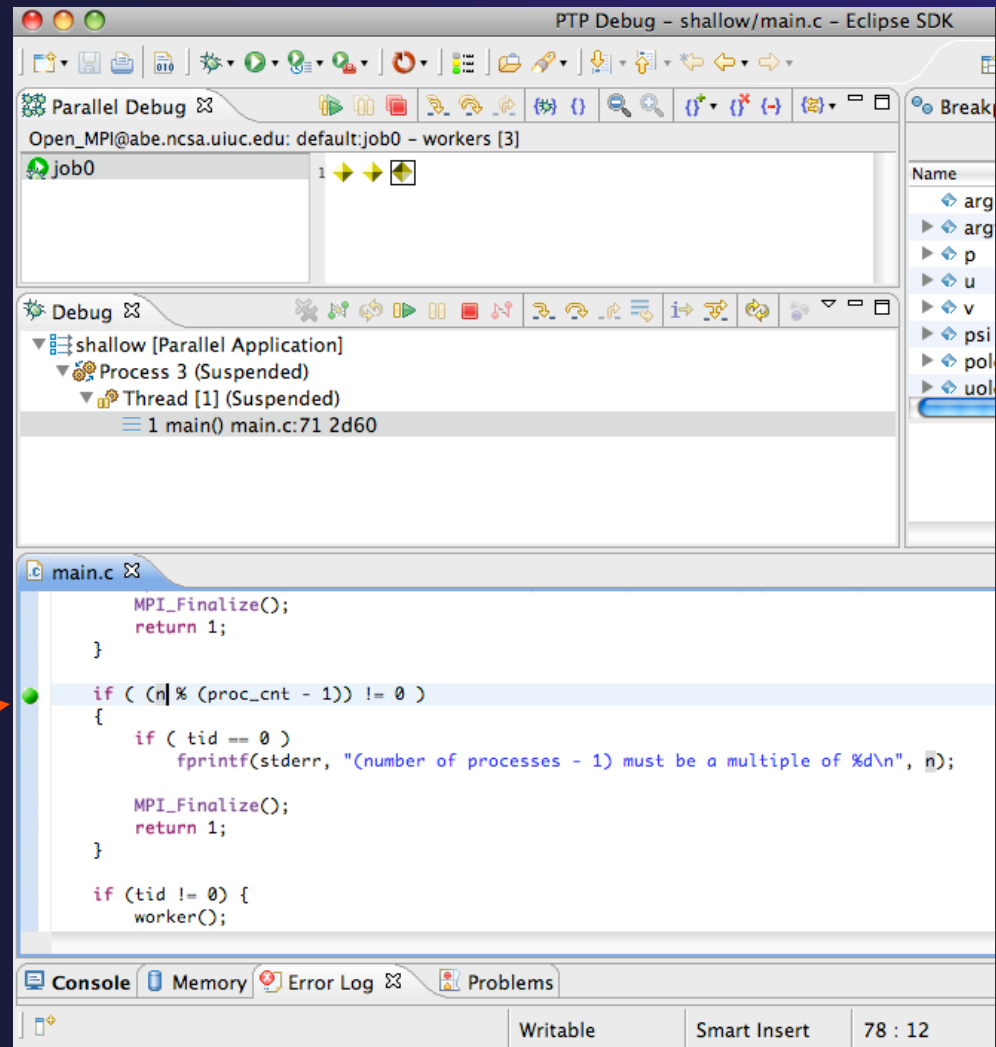
- ★ Apply only to processes in the particular set that is active in the **Parallel Debug view** when the breakpoint is created
- ★ Breakpoints are colored depending on the active process set and the set the breakpoint applies to:
 - ★ **Green** indicates the breakpoint set is the same as the active set.
 - ★ **Blue** indicates some processes in the breakpoint set are also in the active set (i.e. the process sets overlap)
 - ★ **Yellow** indicates the breakpoint set is different from the active set (i.e. the process sets are disjoint)
- ★ When the job completes, the breakpoints are automatically removed





Creating A Breakpoint

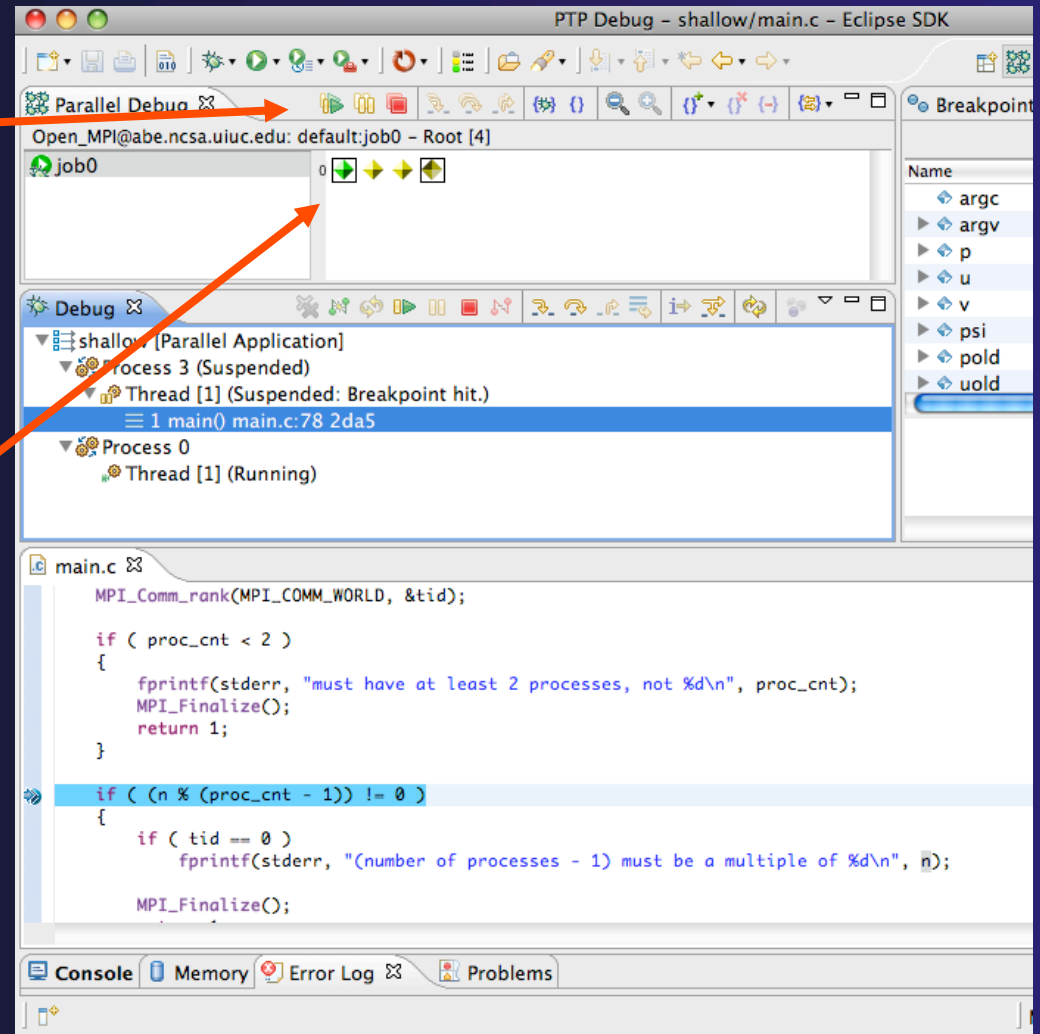
- ★ Select the process set that the breakpoint should apply to, in this case, the **workers** set
- ★ Double-click on the left edge of an editor window, at the line on which you want to set the breakpoint, or right click and use the **Parallel Breakpoint ▶ Toggle Breakpoint** context menu
- ★ The breakpoint is displayed on the marker bar 





Hitting the Breakpoint

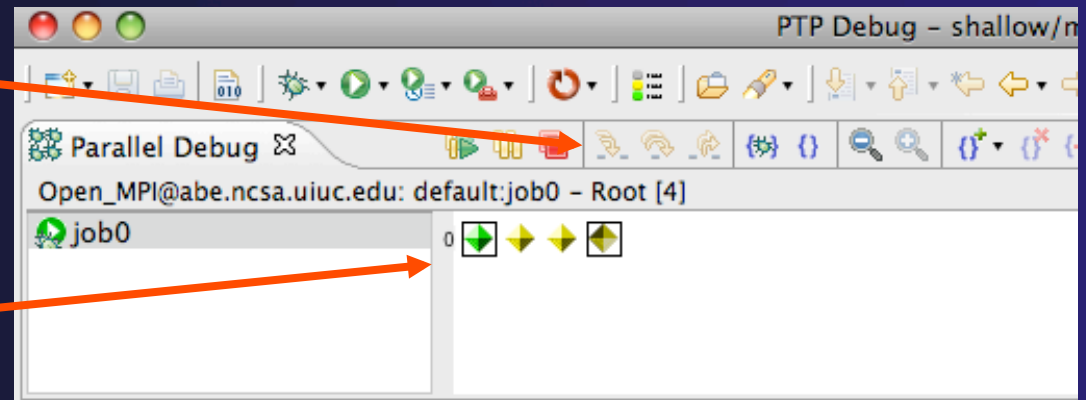
- ★ Click on the **Resume** button in the **Parallel Debug view**
- ★ In this example, the three worker processes have hit the breakpoint, as indicated by the yellow process icons and the current line marker
- ★ Process 0 is still running as its icon is green
- ★ Processes 1-3 are suspended on the breakpoint



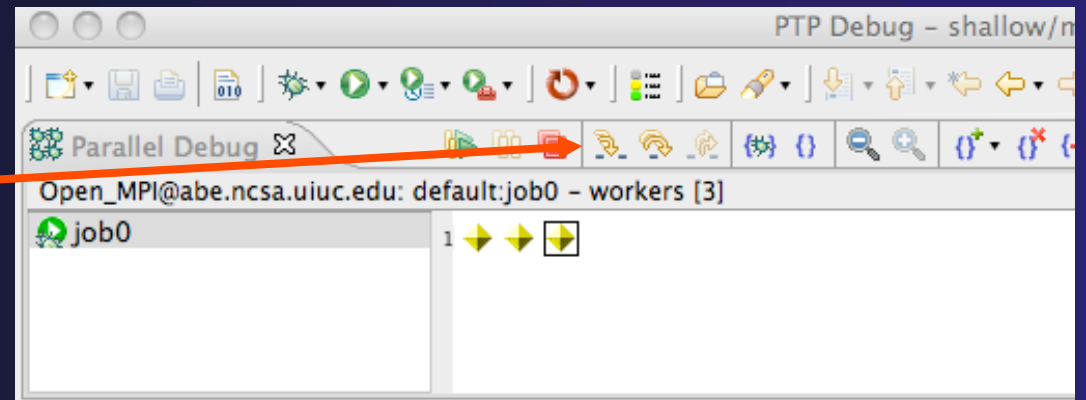


More On Stepping

- ★ The **Step** buttons are only enabled when all processes in the active set are **suspended** (yellow icon)
- ★ In this case, process 0 is still running



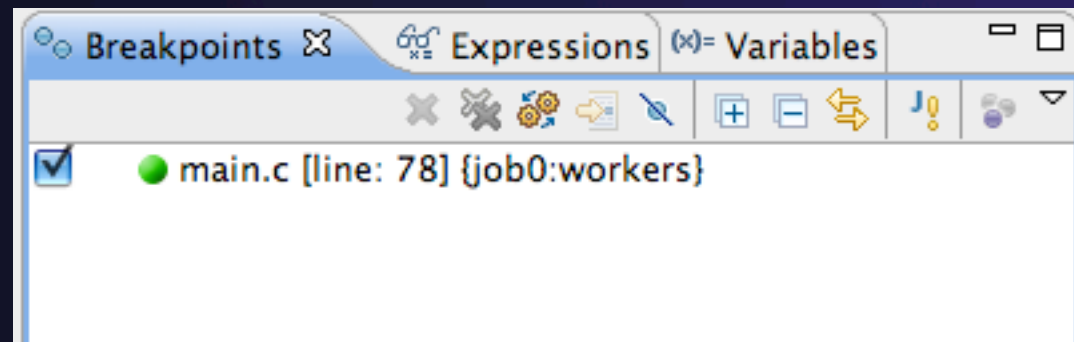
- ★ Switch to the set of suspended processes (the **workers** set)
- ★ You will now see the **Step** buttons become enabled





Breakpoint Information

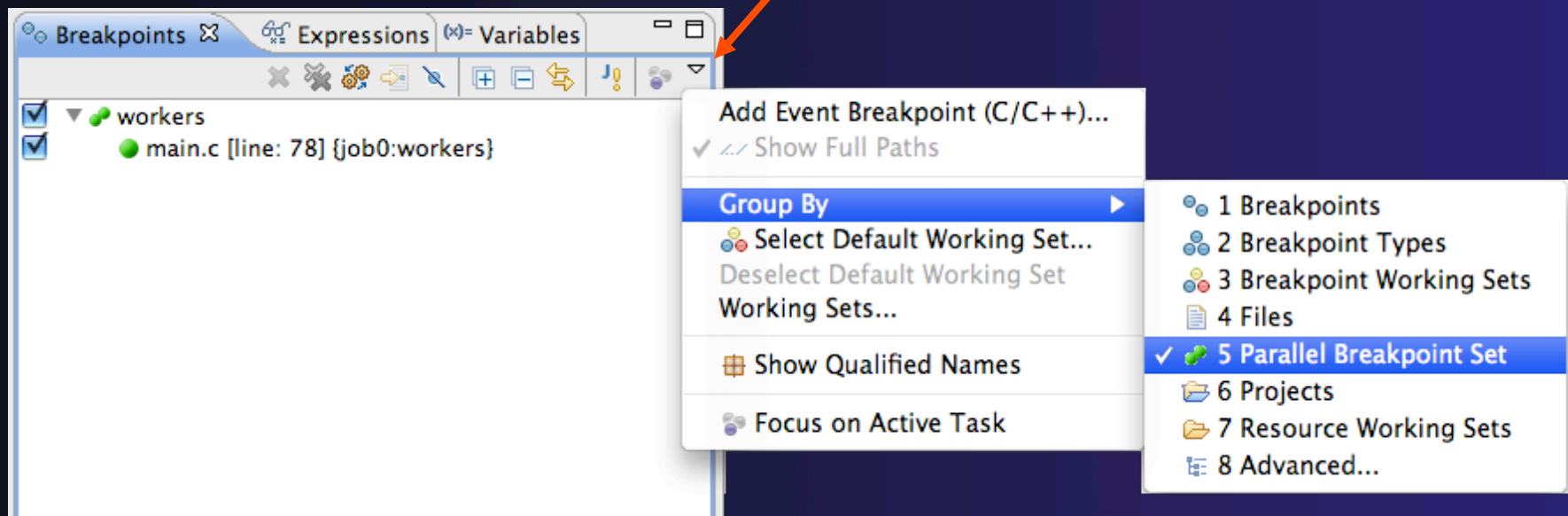
- ✦ Hover over breakpoint icon
 - ✦ Will show the sets this breakpoint applies to
- ✦ Select **Breakpoints** view
 - ✦ Will show all breakpoints in all projects





Breakpoints View

- ★ Use the menu in the breakpoints view to group breakpoints by type
- ★ Breakpoints sorted by breakpoint set (process set)



Global Breakpoints

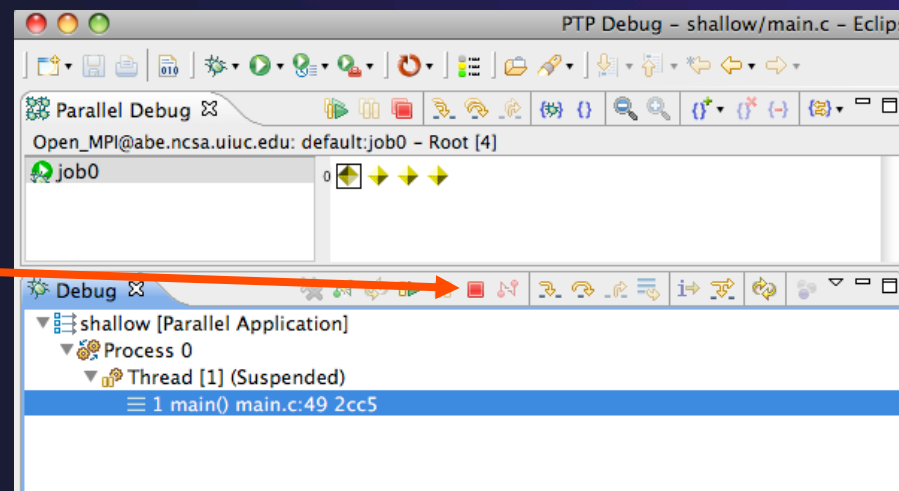
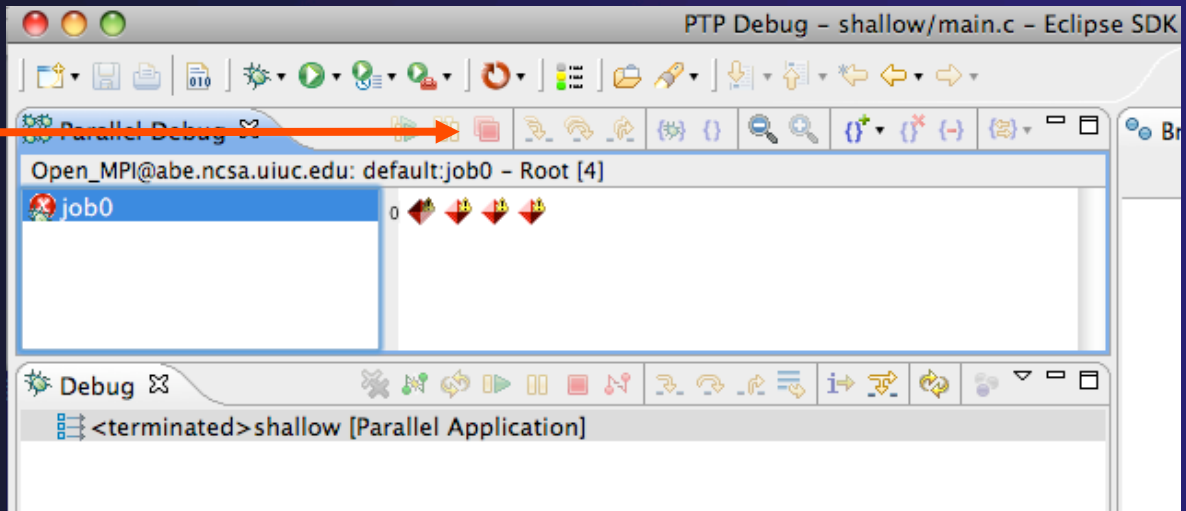
- ✦ Apply to all processes and all jobs
- ✦ Used for gaining control at debugger startup
- ✦ To create a global breakpoint
 - ✦ First make sure that no jobs are selected (click in white part of jobs view if necessary)
 - ✦ Double-click on the left edge of an editor window
 - ✦ Note that if a job is selected, the breakpoint will apply to the current set

```
if (my_rank != 0) {  
    /* create message */  
    sprintf(message, "Greetin
```

Terminating A Debug Session



- ★ Click on the **Terminate** icon in the **Parallel Debug view** to terminate all processes in the active set
- ★ Make sure the **Root** set is active if you want to terminate all processes
- ★ You can also use the terminate icon in the **Debug view** to terminate the currently selected process



Module 6: Fortran

★ Objective

- ★ Learn what Photran is and how it compares to CDT
- ★ Learn how to create a Fortran MPI application
- ★ Learn about refactoring support

★ Contents

- ★ Overview of Photran
- ★ Module 3 redux (in Fortran)
- ★ Differences between Photran and CDT
- ★ Pointers to online documentation for Photran
- ★ Refactoring support



Ralph Johnson's research group at UIUC used to meet at Pho-Tran...

PHOTRAN

eclipse

IDE for Fortran

eclipse

TAKE OUT 365-0051

...which became the name of their Fortran IDE.

The screenshot shows the Eclipse IDE interface for a Fortran project. The main editor window displays the following code:

```

module Mdataset
  implicit none

  ! Declare a Tdataset type to hold data points
  type :: Tdataset
    real          :: datapt(4,1000)
    integer       :: npts
    real          :: valsum(4)
    real          :: valsum(4)
    real          :: xysum(3)
    logical       :: has_np(2)
  end type Tdataset

end module Mdataset

program BstFitProj

  use Mdataset

```

The 'Console' window at the bottom shows the following error messages:

- Derived type definition has no component
- Error: Component 'valsum' at (1) already
- FILE tag must be of type CHARACTER
- Illegal preprocessor directive

The 'Outline' window on the right shows the project structure:

- Mdataset
 - Tdataset
 - datapt
 - npts
 - valsum
 - valsum
 - xysum
 - has_np

Photran

- <http://www.eclipse.org/photran>
- Official Eclipse Foundation project; part of the Parallel Tools Platform (PTP)
- 20,000 downloads/release (2007)
- Supports Fortran 77, 90, 95, and 2003
- Built on CDT; largely similar to it
- Primary contributor: UIUC
- Contrib's from Intel, IBM, LANL, & others

Fortran Editor & Outline

```

module Mdataset
  implicit none

  ! Declare a Tdataset type to hold data points
  type :: Tdataset
    real      :: datapt(4,1000)
    integer   :: npts
    real      :: valsum(4)
    real      :: valsum(4)
    real      :: xysum(3)
    logical   :: has_np(2)
  end type Tdataset

end module Mdataset

program BstFitProj

...use Mdataset

```

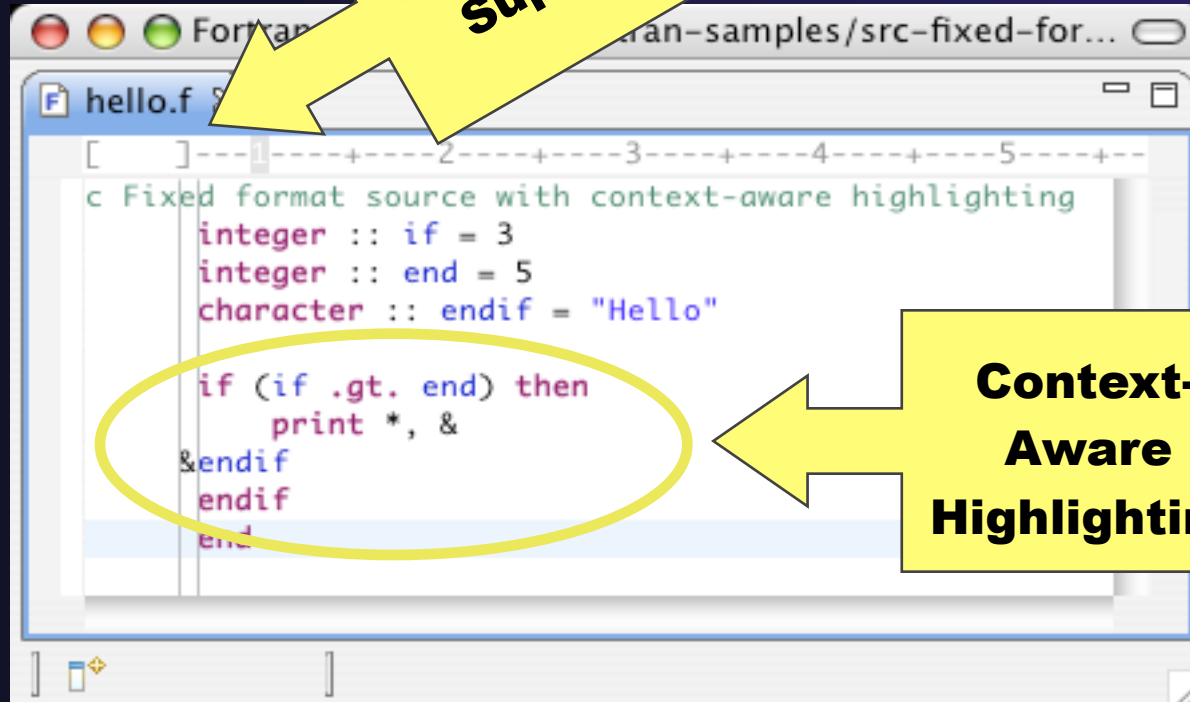
The Outline view shows the following structure:

- Mdataset
 - Tdataset
 - datapt
 - npts
 - valsum
 - valsum
 - xysum
 - has_np
- BstFitProj
 - LoadDataSet
 - ShowDataPoints
 - SquareDistances

The Problems view shows the following errors:

Description	Resource
Derived type definition has no components	bug138221.f
Error: Component 'valsum' at (1) already declared at (2)	bstfit.f90
FILE tag must be of type CHARACTER	bug118974.f
Illegal preprocessor directive	bug118961.f

Fixed Form Support



```
hello.f
c Fixed format source with context-aware highlighting
integer :: if = 3
integer :: end = 5
character :: endif = "Hello"

if (if .gt. end) then
  print *, &
&endif
endif
end
```

Context-Aware Highlighting

The screenshot displays the Eclipse IDE interface for a Fortran project named 'bstfit.f90'. The main editor shows the following code:

```

--
mod
i
t
t
real :: valsum(4)
real :: valsum(4)
real :: xysum(3)
logical :: has_np(2)
end type Tdataset

end module Mdataset

program BstFitProj

...use Mdataset
    
```

The Project Explorer on the left shows a tree structure under 'org.eclipse.photran' with a sub-project '>bstfit.f90 1.1 (ASCII)'. A yellow callout box with the text 'CVS support' and an arrow points to this sub-project.

The Outline view on the right shows a class hierarchy:

- Mdataset
 - Tdataset
 - datapt
 - npts
 - valsum
 - valsum
 - xysum
 - has_np
- BstFitProj
 - LoadDataSet
 - ShowDataPoints
 - SquareDistances

The Console view at the bottom shows 26 errors, 0 warnings, and 0 infos. The error list includes:

Description	Resource
Derived type definition has no components	bug138221.f
Error: Component 'valsum' at (1) already declared at (2)	bstfit.f90
FILE tag must be of type CHARACTER	bug118974.f
Illegal preprocessor directive	bug118961.f

The screenshot shows the Eclipse IDE interface for a Fortran project named 'bstfit.f90'. The main editor displays the following code:

```
module Mdataset
  implicit none

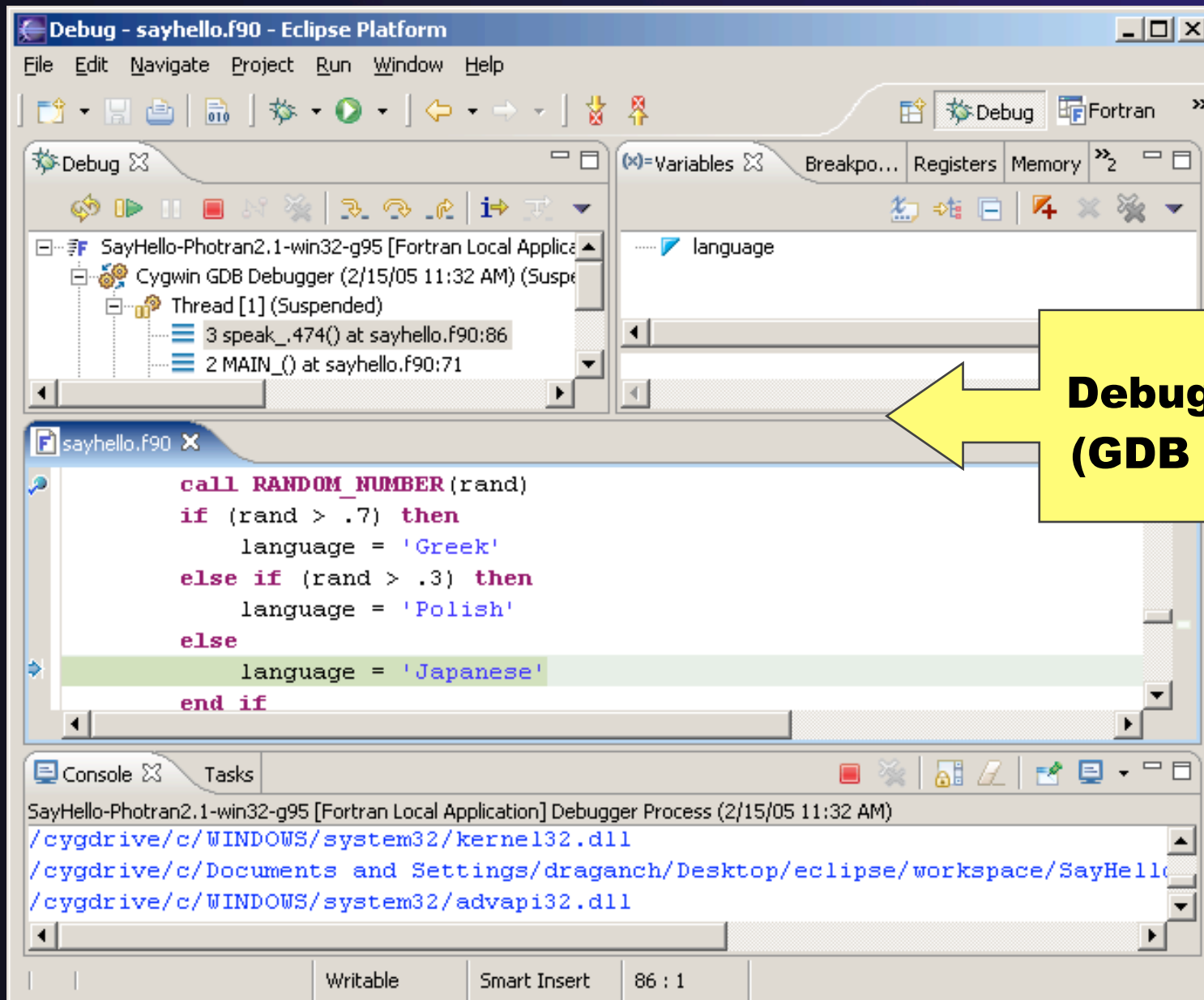
  ! Declare a Tdataset type to hold data points
  type :: Tdataset
    real :: datapt(4,1000)
    integer :: npts
    real :: valsum(4)
    real :: valsum(4)
    real :: xysum(3)
    logical :: has_np(2)
  end type Tdataset
end module Mdataset

program BstFitProj
  use Mdataset
```

The Problems console at the bottom shows 26 errors, with the following messages:

- Derived type definition has no components
- Error: Component 'valsum' at (1) already declared at (2)**
- FILE tag must be of type CHARACTER
- Illegal preprocessor directive

A yellow arrow points from the error message in the console to the corresponding lines in the code editor.



Installing Photran

1. Download the latest photran-master-xxxxx.zip from <http://wiki.eclipse.org/PTP/builds/photran/5.0.0>
@SC09 Tutorial: use file provided
2. In Eclipse, click on Help > Install New Software...
3. Click on the "Add..." button.
4. Click on the "Archive..." button.
5. Choose the zip file you downloaded in step 1.
6. Click OK to close the Add Site dialog. This will return you to the Install dialog to complete the installation.

Installing Photran (2)

7. Expand "Photran (Fortran Development Tools)" and check the box next to "Photran End-User Runtime."
8. Click on the "Next" button.
9. If you get an error message, see Photran's online documentation for troubleshooting information.
10. Click the Finish button and agree to the license to complete the installation.

http://wiki.eclipse.org/PTP/photran/documentation/photran5#Installation_Procedure

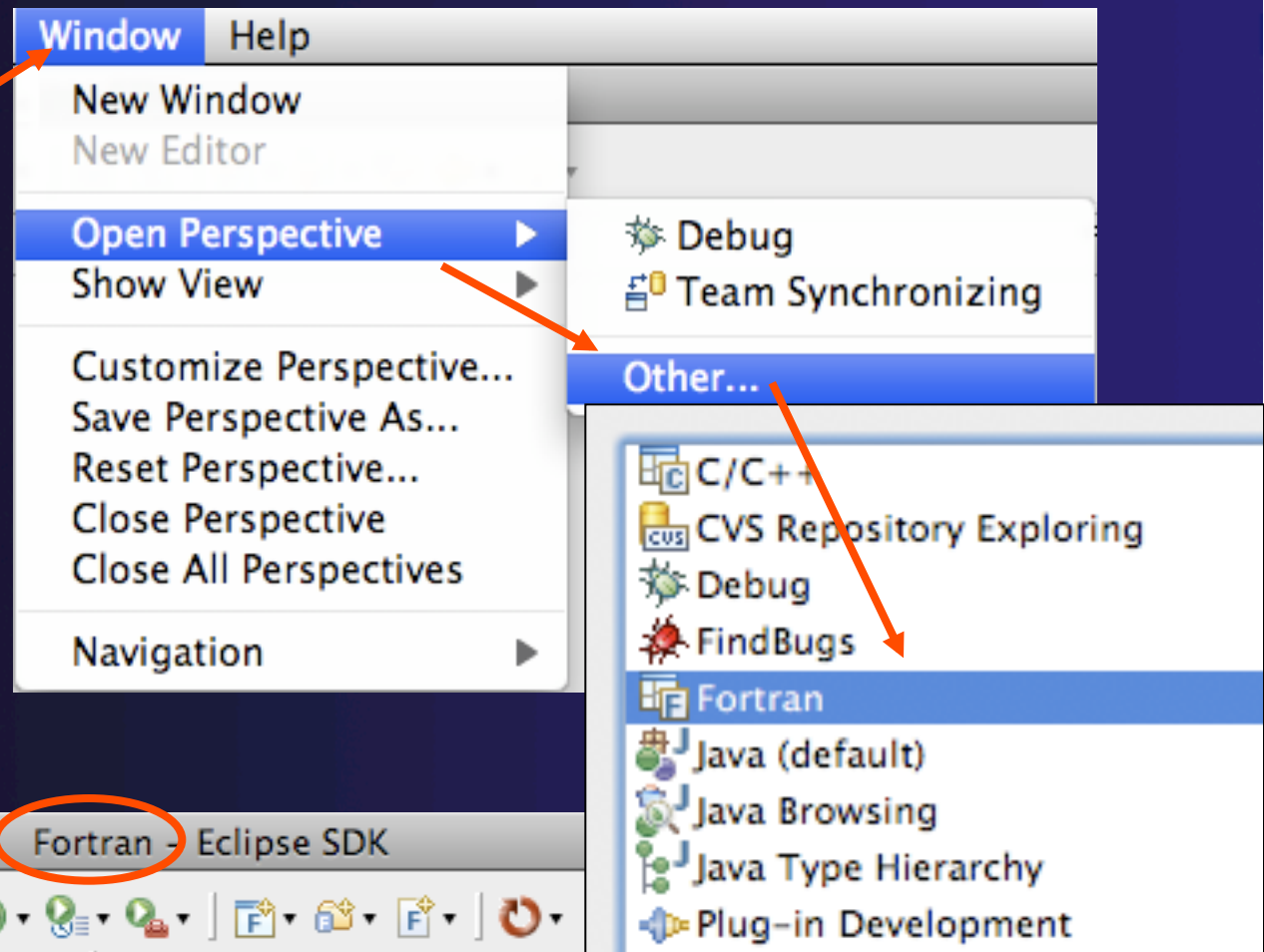
Using Photran

- ★ It's just like using CDT...
 - ★ Similar New Project wizards
 - ★ Similar build procedure
 - ★ Similar launch/debug procedure
- ★ ...but not exactly
 - ★ Configuring fixed vs. free form file extensions
 - ★ Different editor features
 - ★ Different advanced features (Module 7)

Switch to ~~C/C++~~ Fortran Perspective (same as for C/C++)

★ Only needed if you're not already in the perspective

★ What Perspective am in in?
See Title Bar

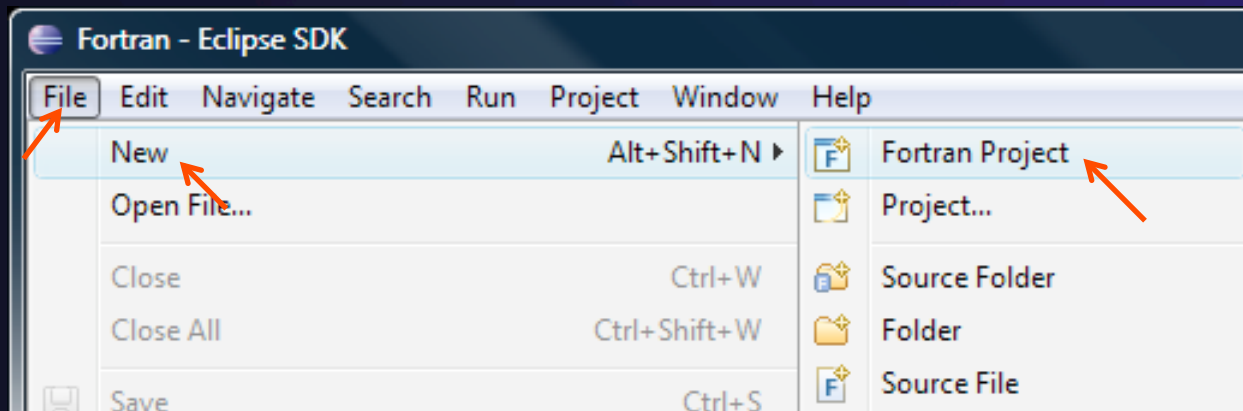


Creating a Fortran Application

(same as Creating a C/C++ Application)

Steps:

- ✦ Create a new Fortran project
- ✦ Edit source code
- ✦ Save and build

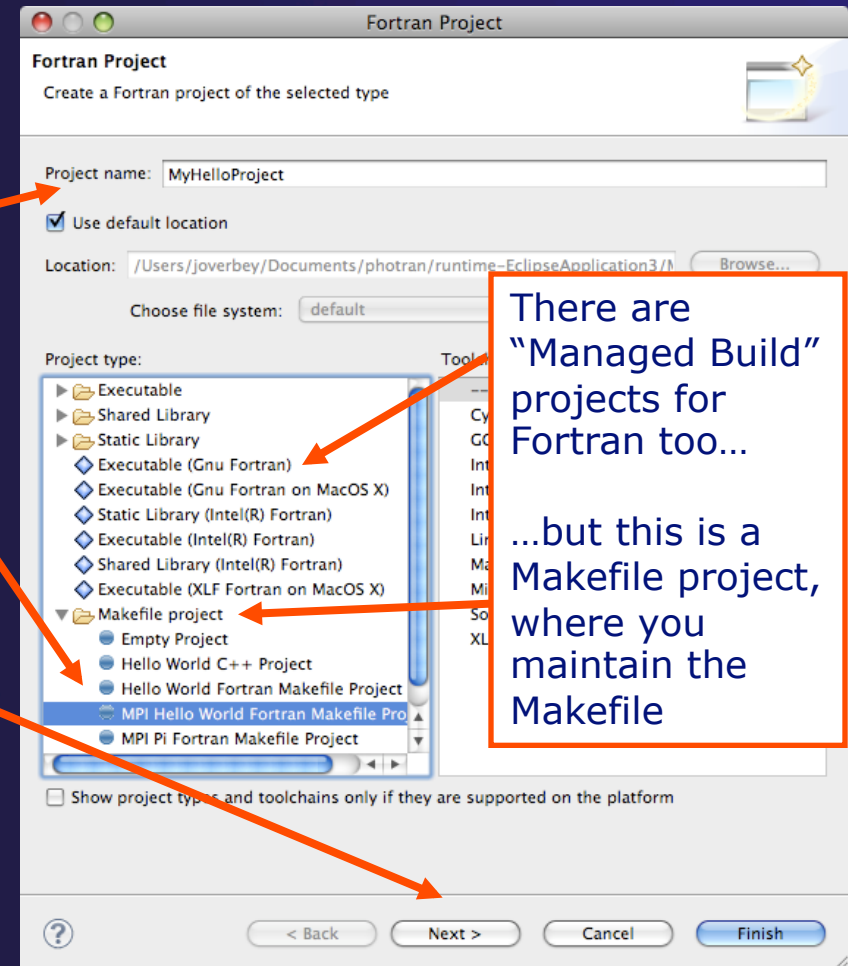


New Fortran Project Wizard

(similar to New C/C++ Project Wizard)

Create a new MPI project

- ★ **File ▶ New ▶ Fortran Project**
(see prev. slide)
- ★ Name the project
'MyHelloProject'
- ★ Under Project types, under
Makefile Project, select **MPI
Hello World Fortran Project**
and hit **Next**
- ★ On **Basic Settings**
page, fill in information
for your new project
(**Author name** etc.)
and hit **Finish**

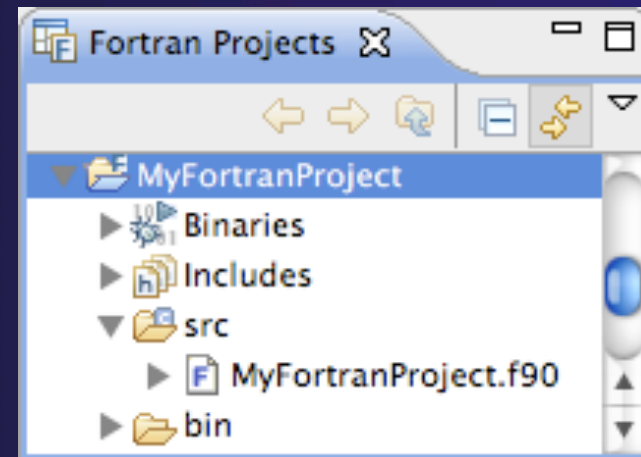




Fortran Projects View

(similar to C/C++ Project Explorer view)

- ★ Represents user's data
- ★ It is a set of user defined resources
 - ★ Files
 - ★ Folders
 - ★ Projects
 - ★ Collections of files and folders
 - ★ Plus meta-data
- ★ Resources are visible in the Fortran Projects View

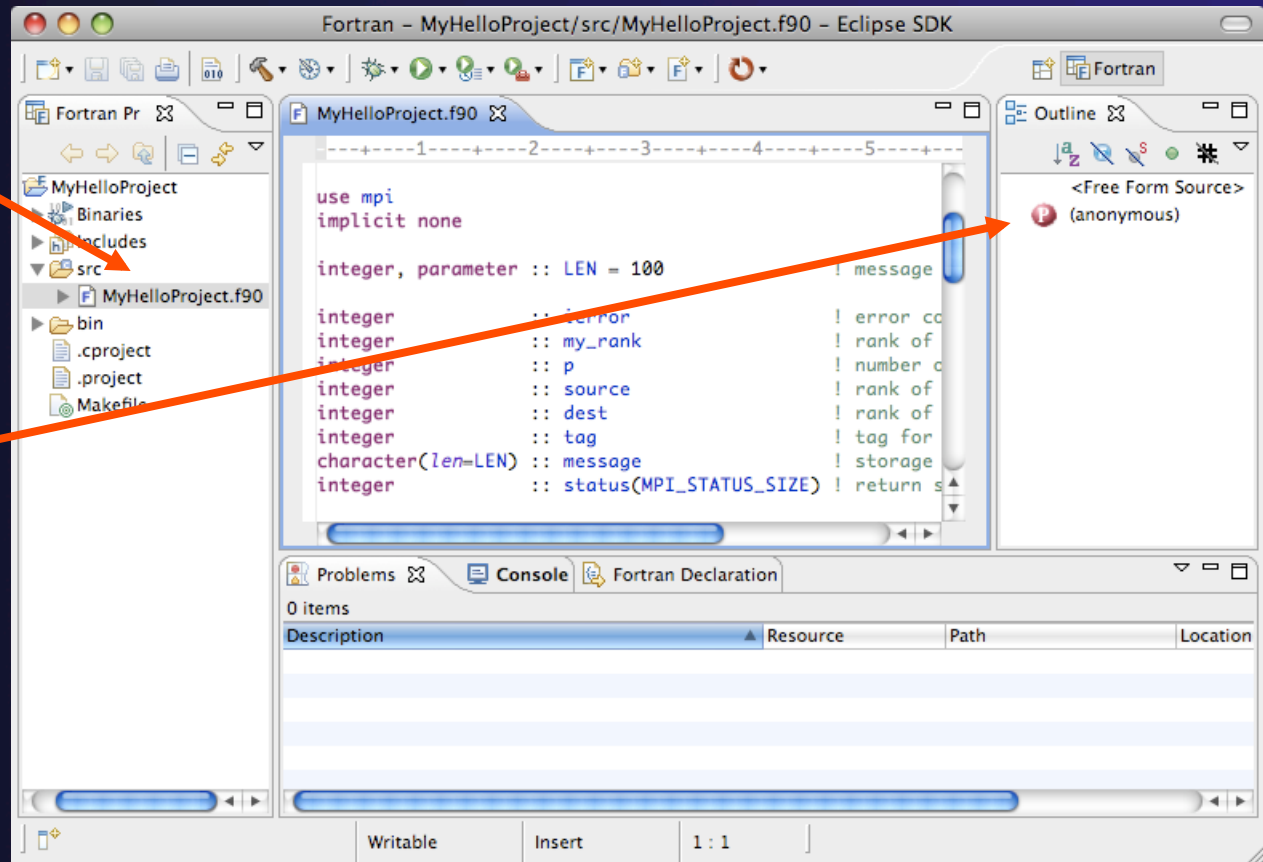


Editor and Outline View

(similar to C/C++)



- ★ Double-click on source file to open Fortran editor
- ★ Outline view is shown for file in editor

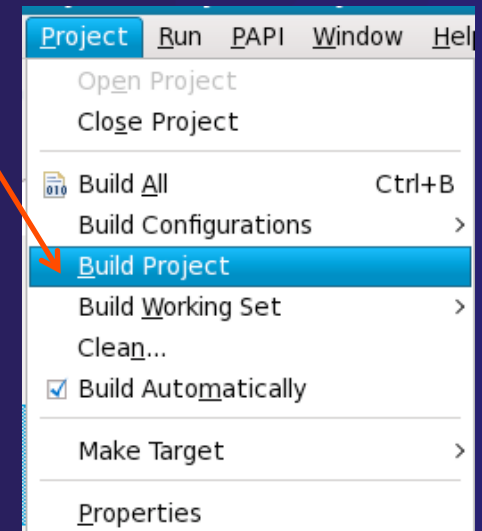
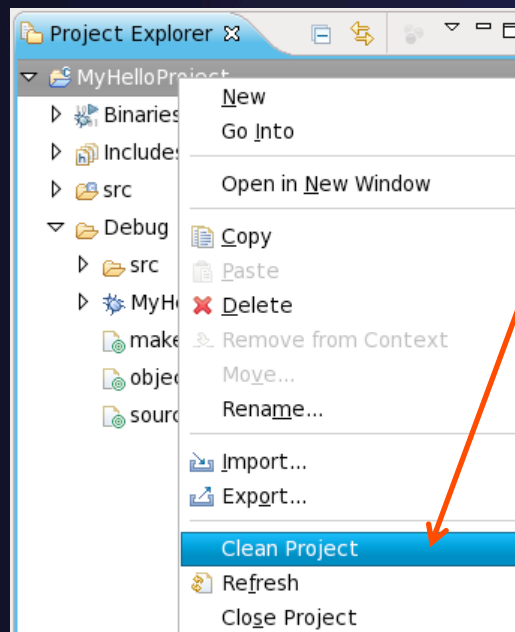




Build

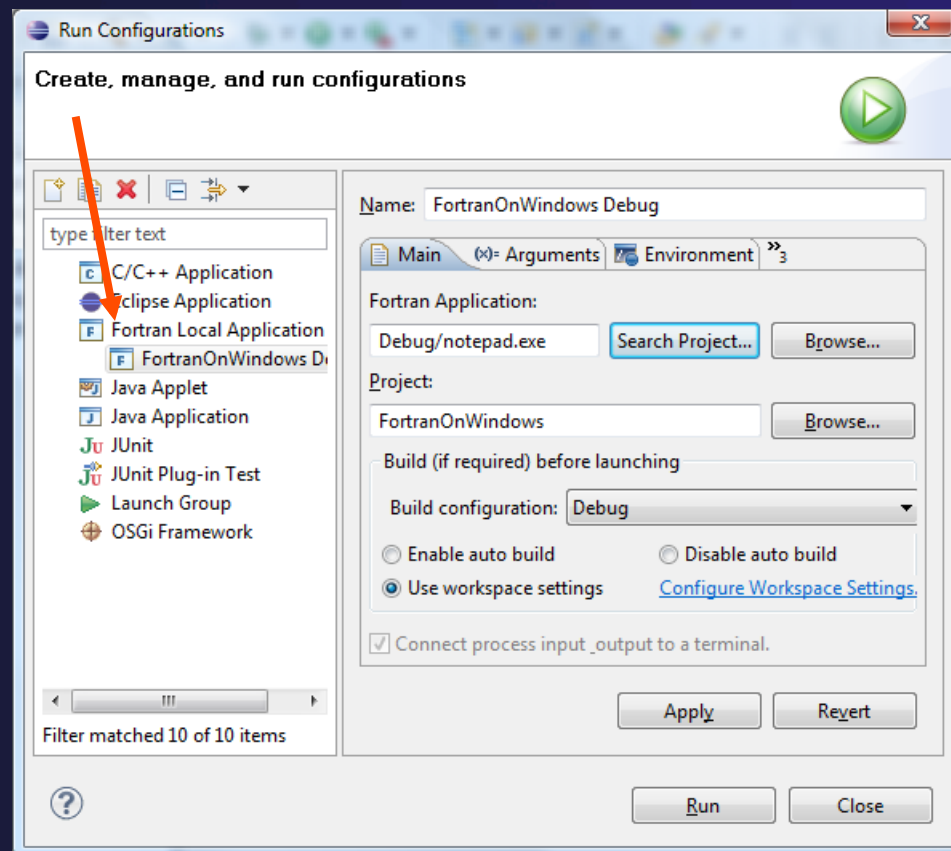
(same as C/C++)

- ★ Your program should build when created.
- ★ To rebuild, many ways include:
 - ★ Select project, Hit hammer icon in toolbar
 - ★ Select project, **Project ► Build Project**
 - ★ Right mouse on project, **Clean Project**



Et Cetera

- ★ Creating a launch configuration is identical
(Suggestion: Uncheck **Stop on startup at main** in the Debugger tab)



Et Cetera

- ✦ Debugging is identical
- ✦ Launching a parallel application is identical
- ✦ Debugging a parallel application is identical

Diagnosing Common Problems

(also true for C/C++)

Building: Are compile errors not shown in the Problems view?

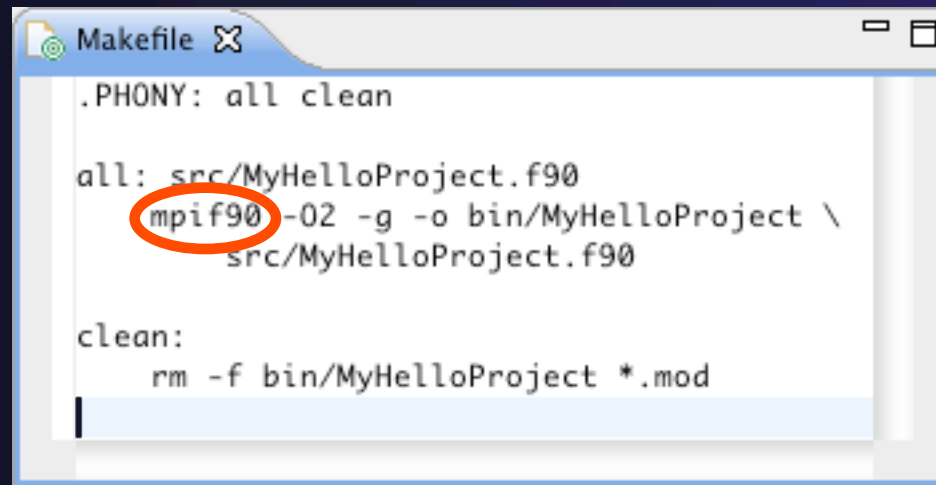
- ★ Right-click on the project in the Fortran Projects view, and choose **Properties**
- ★ Expand **Fortran Build ► Settings**
- ★ Switch to the **Error Parsers** tab
- ★ Are Photran's error parsers checked? If not, click **Check all**
- ★ Click **OK** and re-build

Launching: Is a binary not listed when creating a launch configuration?

- ★ Right-click on the project in the Fortran Projects view, and choose **Properties**
- ★ Expand **Fortran Build ► Settings**
- ★ Switch to the **Binary Parsers** tab
- ★ Make sure the parser for your platform is checked
 - PE = Windows
 - Elf = Linux
 - Mach-O = Mac OS X
- ★ Click **OK**

Differences (1): MPI Project Wizard

- ★ In the MPI Hello World C Project, the MPI compiler is set in the project settings...
(See "Changing the C/C++ Build Settings Manually" in Module 3)
- ★ ...but in the MPI Hello World Fortran Project, the MPI compiler is set in a Makefile.

A screenshot of a text editor window titled "Makefile". The window contains the following text:

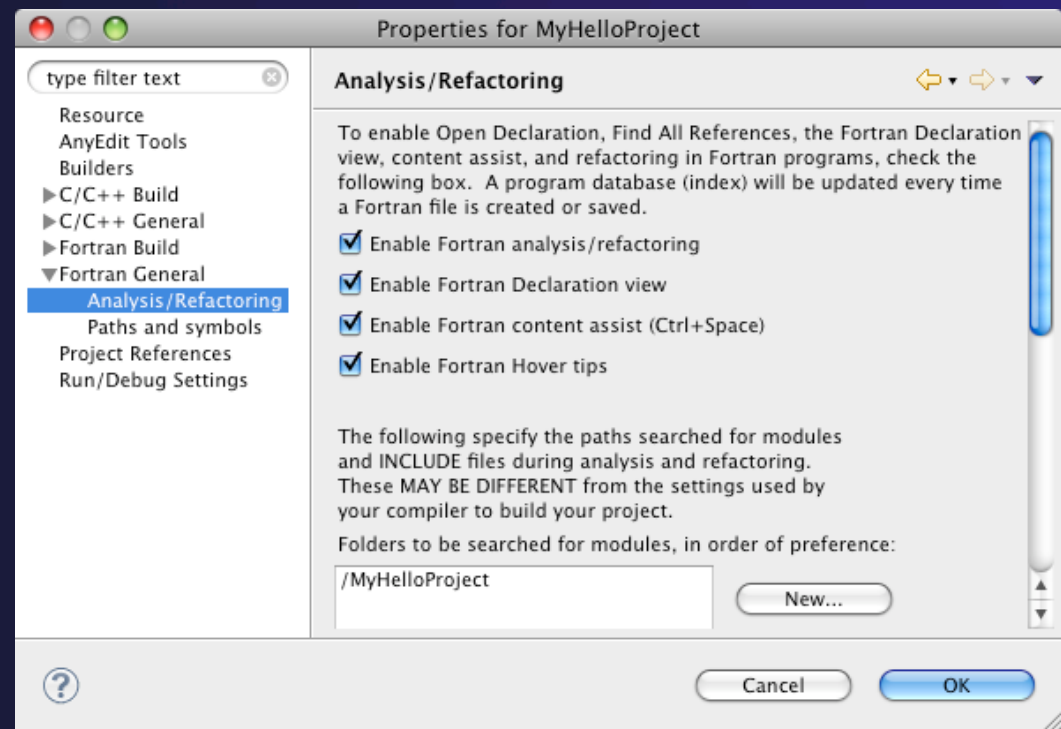
```
.PHONY: all clean  
  
all: src/MyHelloProject.f90  
    mpif90 -O2 -g -o bin/MyHelloProject \  
        src/MyHelloProject.f90  
  
clean:  
    rm -f bin/MyHelloProject *.mod
```

The text "mpif90" in the second line of the "all:" target is circled in red.

Differences (2): Content Assist

- ★ Content assist is *disabled* by default.
(So are Declaration View, Hover Tips, Fortran Search, and refactorings.)
You must specifically enable it for your project.

- ★ Right-click on the project in the Fortran Projects view, and choose **Properties**
- ★ Expand **Fortran** ► **Analysis/Refactoring**
- ★ Check **Enable Fortran analysis/refactoring**
- ★ Click **OK**
- ★ Close and re-open any Fortran editors



Differences (3): Source Form

- ★ Fortran files are either *free form* or *fixed form*
 - ★ Determined by filename extension
 - ★ Extensions are set in the workspace preferences

- ★ Defaults:

Fixed form: .f .fix .for .fpp .ftn

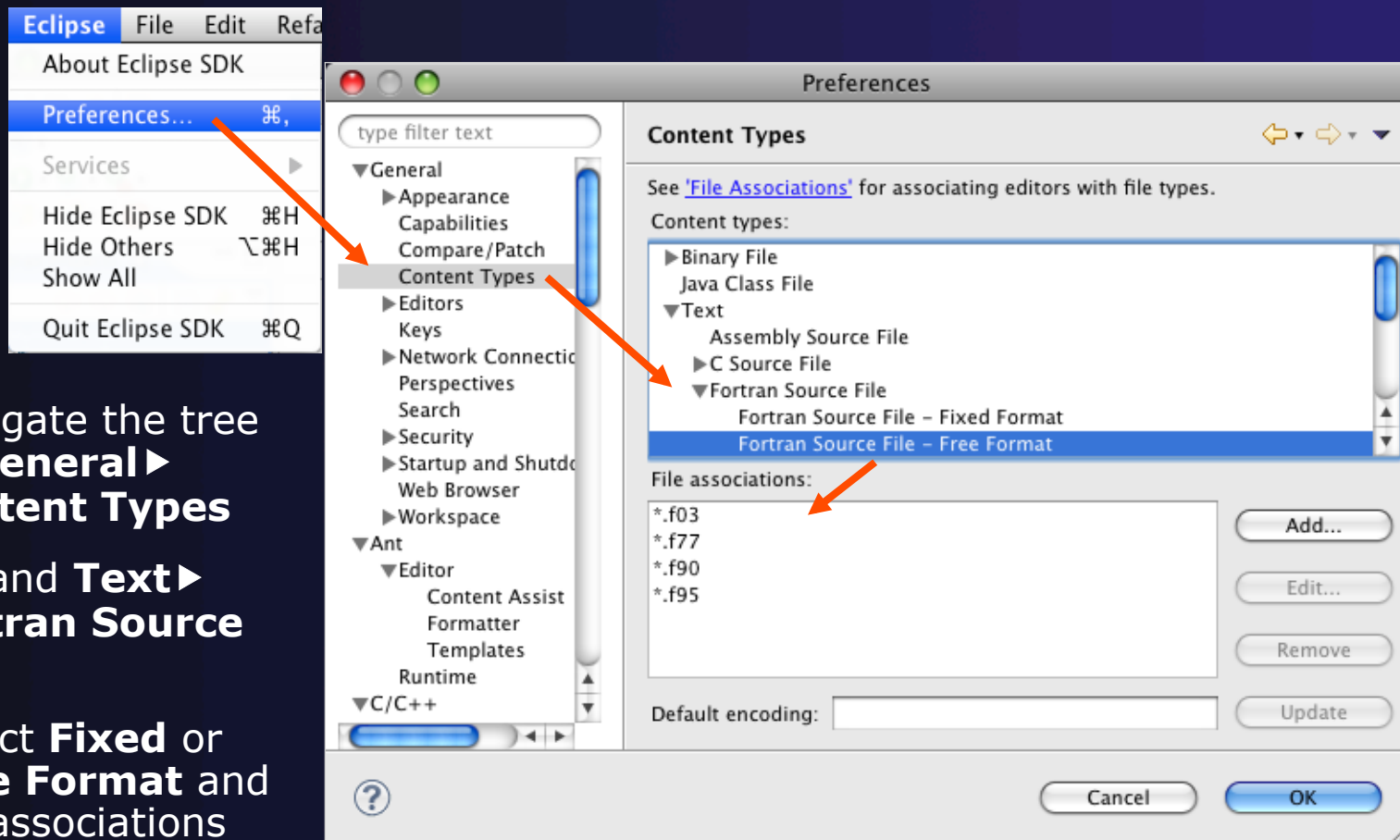
Free form: .f03 .f95 .f90 .f77

- ★ Many features *will not work* if filename extensions are associated incorrectly

(Outline view, content assist, Fortran Search, refactorings, Open Declaration, ...)

Differences (3): Source Form

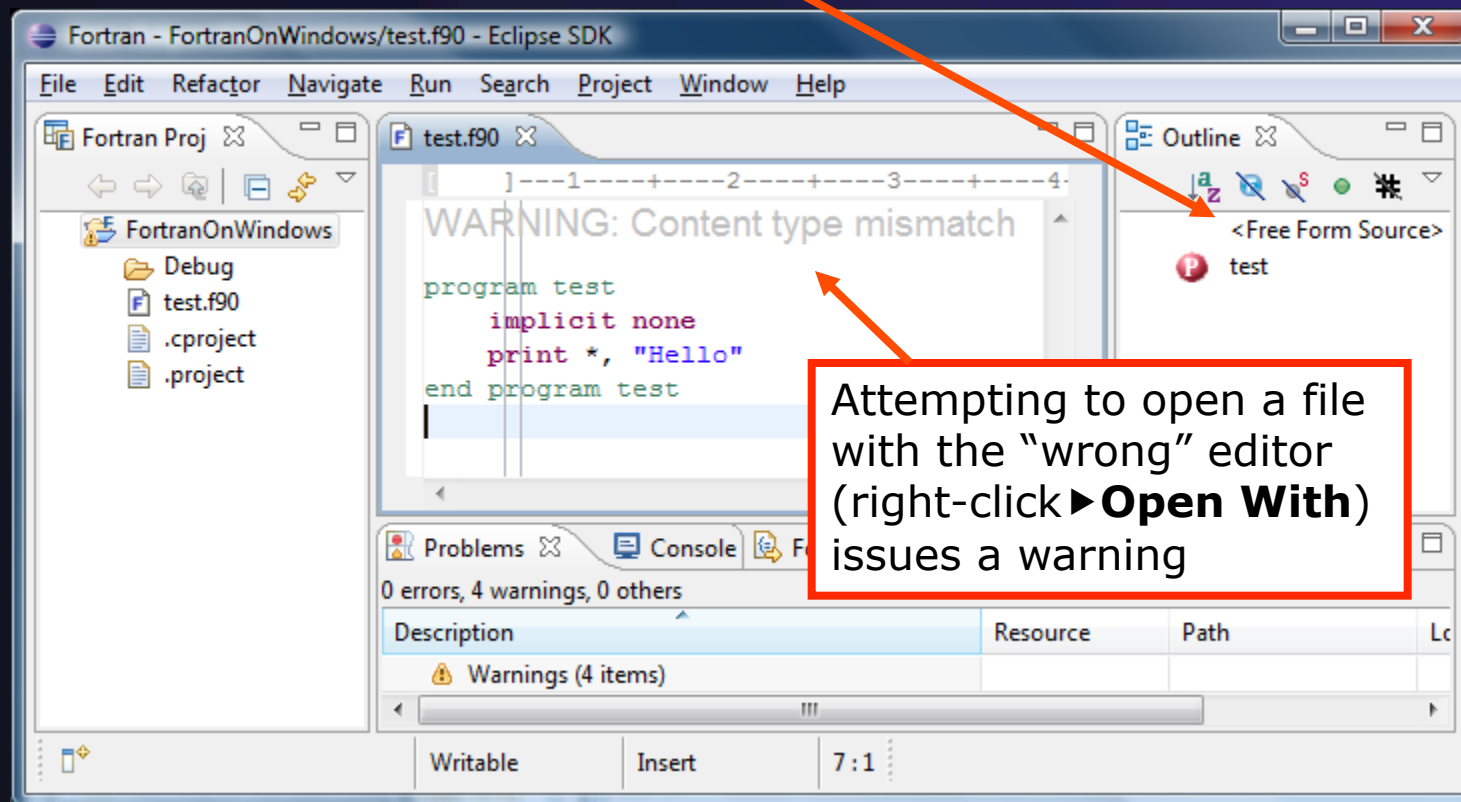
Set fixed/free form filename extensions in the preferences



- ★ Navigate the tree to **General** ► **Content Types**
- ★ Expand **Text** ► **Fortran Source File**
- ★ Select **Fixed** or **Free Format** and set associations

Differences (3): Source Form

Outline view displays expected source form of file in editor
(according to the workspace preferences)



For More Information

- ★ **Photran online documentation**

linked from <http://www.eclipse.org/photran>

- ★ **User's Guide**

General introduction, basic features

- ★ **Advanced Features Guide**

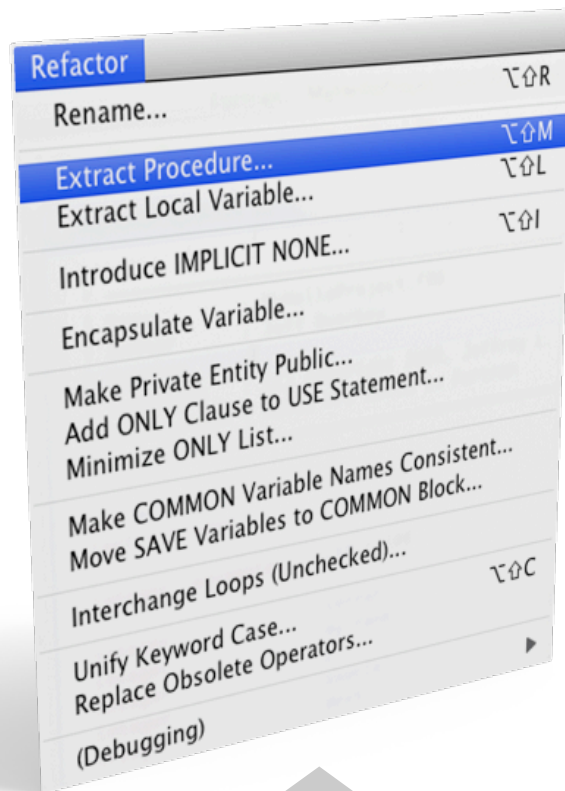
Features requiring analysis/refactoring to be enabled

- ★ **Online tutorial:** Compiling and running the Parallel Ocean Program using Photran and PTP

linked from <http://wiki.eclipse.org/PTP/photran/tutorials>

Refactoring

(making changes to source code that don't affect the behavior of the program)

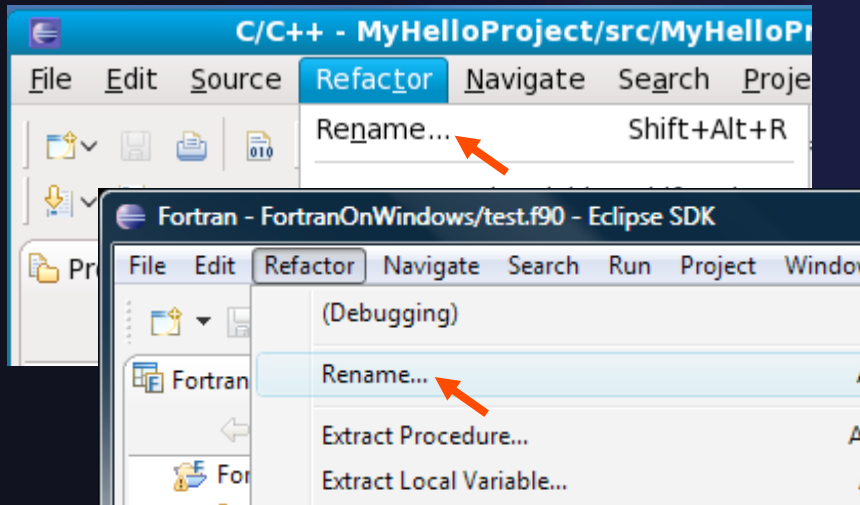


- ★ Refactoring is the research motivation for Photran @ Illinois
 - ★ Illinois is a leader in refactoring research
 - ★ “Refactoring” was coined in our group (Opdyke & Johnson, 1990)
 - ★ We had the first dissertation... (Opdyke, 1992)
 - ★ ...and built the first refactoring tool... (Roberts, Brant, & Johnson, 1997)
 - ★ ...and first supported the C preprocessor (Garrido, 2005)
 - ★ Photran’s agenda: refactorings for HPC, language evolution, refactoring framework
- ★ Photran 5.0: 10-15 refactorings

Rename Refactoring

(also available in C/C++)

- ✦ Changes the name of a variable, function, etc., *including every use*
(change is semantic, not textual, and can be workspace-wide)
- ✦ Only proceeds if the new name will be legal
(aware of scoping rules, namespaces, etc.)

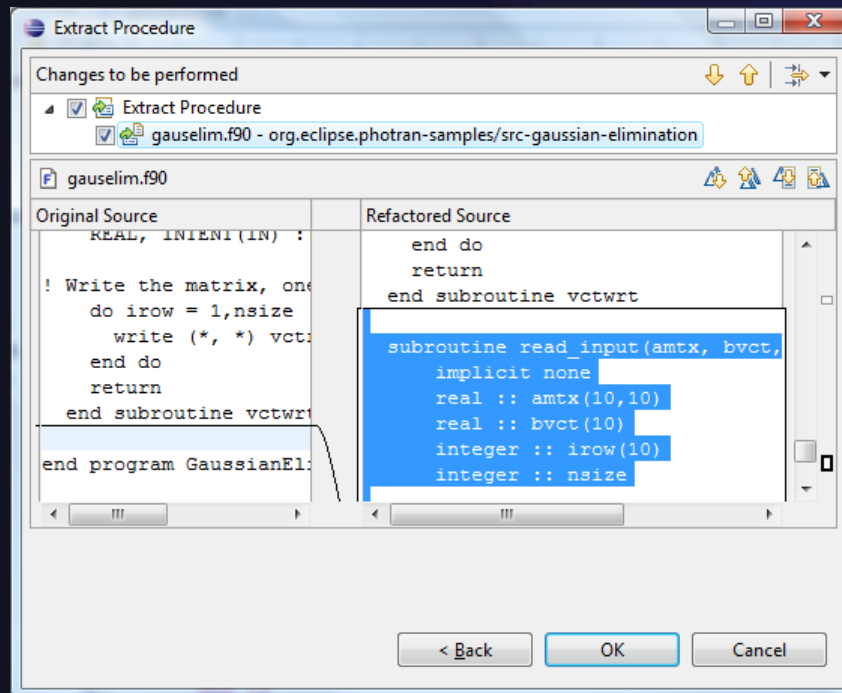


- ✦ Select **Fortran Perspective**
- ✦ Open a source file
- ✦ Click in editor view on declaration of a variable
- ✦ Select menu item **Refactor ▶ Rename**
 - ✦ Or use context menu
- ✦ Enter new name

Extract Procedure Refactoring

(also available in C/C++ - "Extract Function")

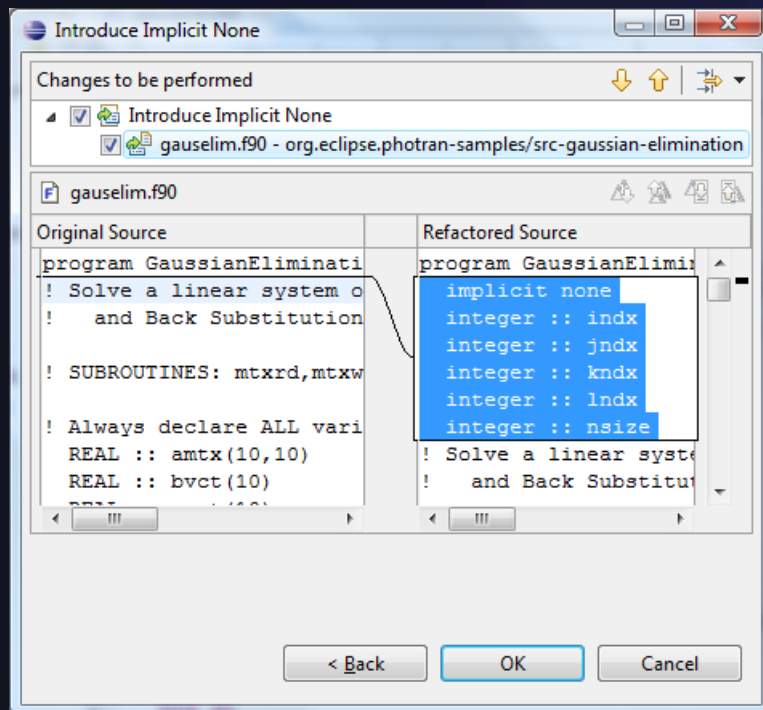
- ✦ Moves statements into a new subroutine, replacing the statements with a call to that subroutine
- ✦ Local variables are passed as arguments



- ✦ Select a sequence of statements
- ✦ Select menu item **Refactor ▶ Extract Procedure...**
 - ✦ Or use context menu
- ✦ Enter new name

Introduce IMPLICIT NONE Refactoring

- ★ Fortran does not require variable declarations
(by default, names starting with I-N are integer variables; others are reals)
- ★ This adds an IMPLICIT NONE statement and adds explicit variable declarations for all implicitly declared variables



- ★ Introduce in a single file by opening the file and selecting **Refactor ► Introduce IMPLICIT NONE...**
- ★ Introduce in multiple files by selecting them in the Fortran Projects view, right-clicking on the selection, and choosing **Refactor ► Introduce IMPLICIT NONE...**

Module 7: Advanced Development

★ Objective

- ★ Become familiar with other tools that help parallel application development

★ Contents

- ★ Parallel Language Development Tools: MPI, OpenMP, UPC
 - ★ Special Tools for parallel development
- ★ Performance Tuning and other external tools:
 - ★ PTP ETfw, TAU, PPW
- ★ MPI Analysis: ISP



Parallel Lang. Dev. Tools

★ PLDT Features

- ★ Analysis of C and C++ code to determine the location of MPI, OpenMP, and UPC Artifacts
- ★ Content assist via **ctrl+space** ("completion")
- ★ Hover help
- ★ Reference information about the API calls via Dynamic Help
- ★ New project wizard automatically configures managed build projects for MPI & OpenMP
- ★ OpenMP problems view of common errors
- ★ OpenMP "show #pragma region" , "show concurrency"
- ★ MPI Barrier analysis - detects potential deadlocks

Some MPI features were covered in Module 4

Note: Most PLDT features in 3.0 don't work on remote (RDT) projects

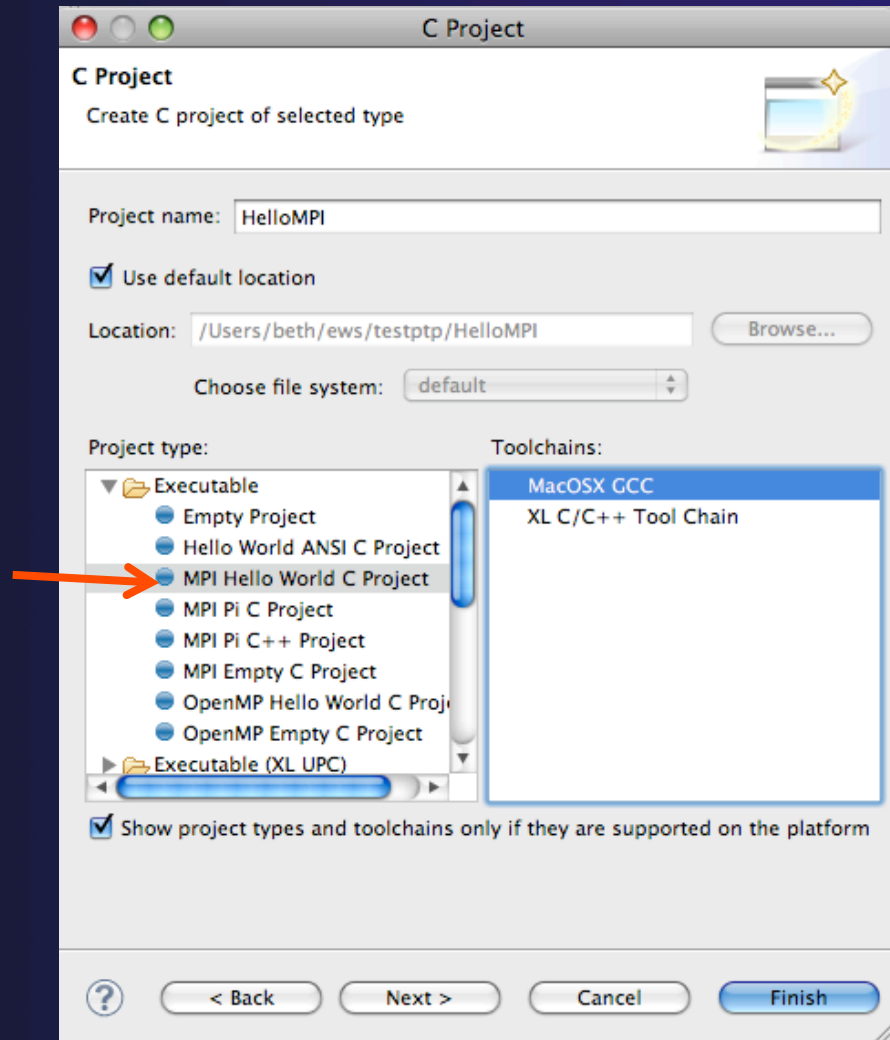
MPI Assistance Tools

Added by PLDT (Parallel Lang. Dev. Tools)
feature of PTP

- ★ MPI Context sensitive help
 - ★ MPI artifact locations
 - ★ MPI barrier analysis
 - ★ MPI templates
-
- ★ For this part, we will use the MPI New Project Wizard and the "MPI Hello World" project

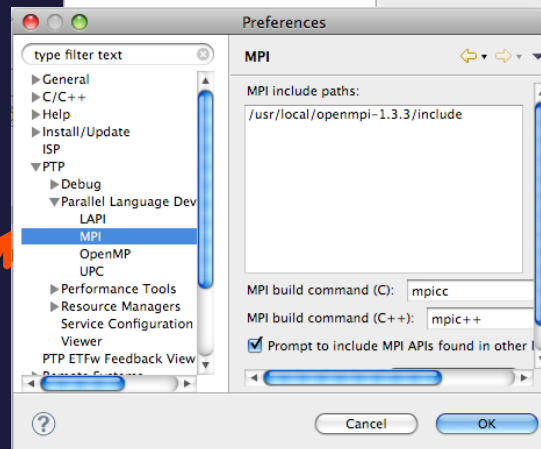
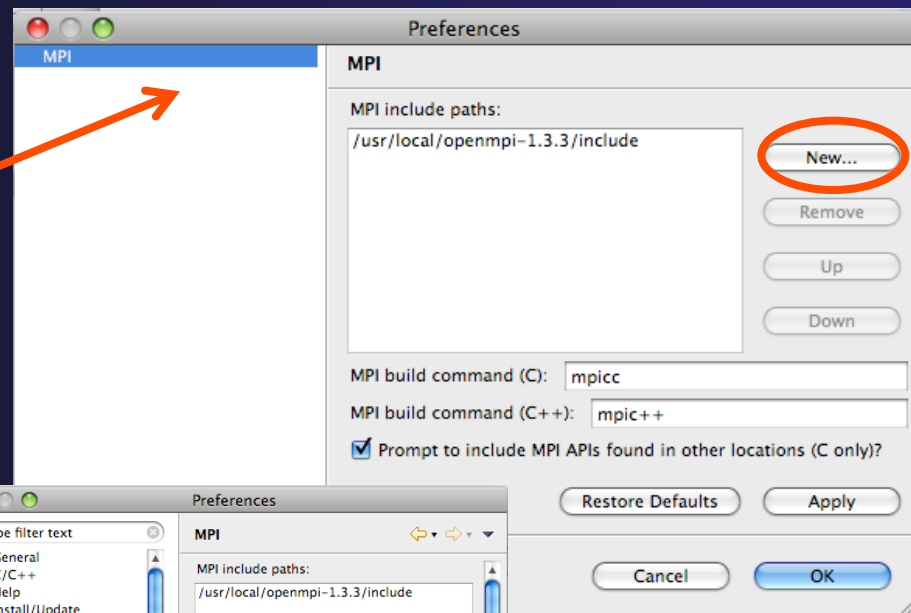
Create MPI Project

- ★ File > New > C Project
- ★ Give Project a name, e.g. HelloMPI
- ★ Select MPI Hello World C Project
- ★ Click Finish



Set MPI Preferences

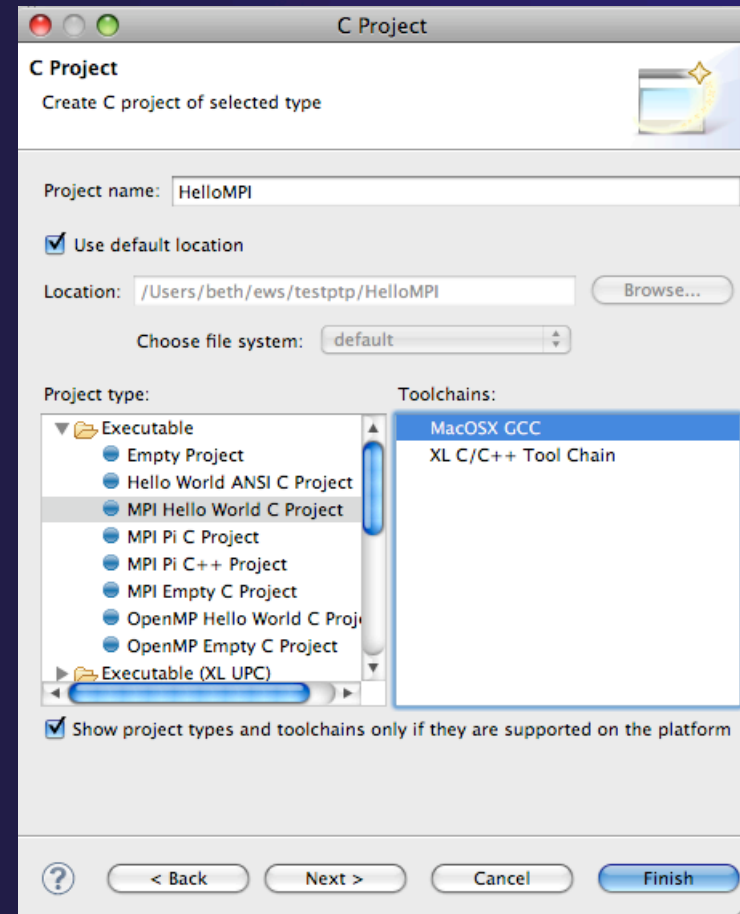
- ★ When creating MPI project for the first time, you will be asked to set MPI Preferences
- ★ Select Yes.
- ★ On the MPI Preferences page, add a new MPI include path.
- ★ New ... and point to the *directory* containing your MPI header file
- ★ Select OK
- ★ Back on New Project Wizard page, select **Finish.**
- ★ You can also set preferences at any time




Create MPI Project

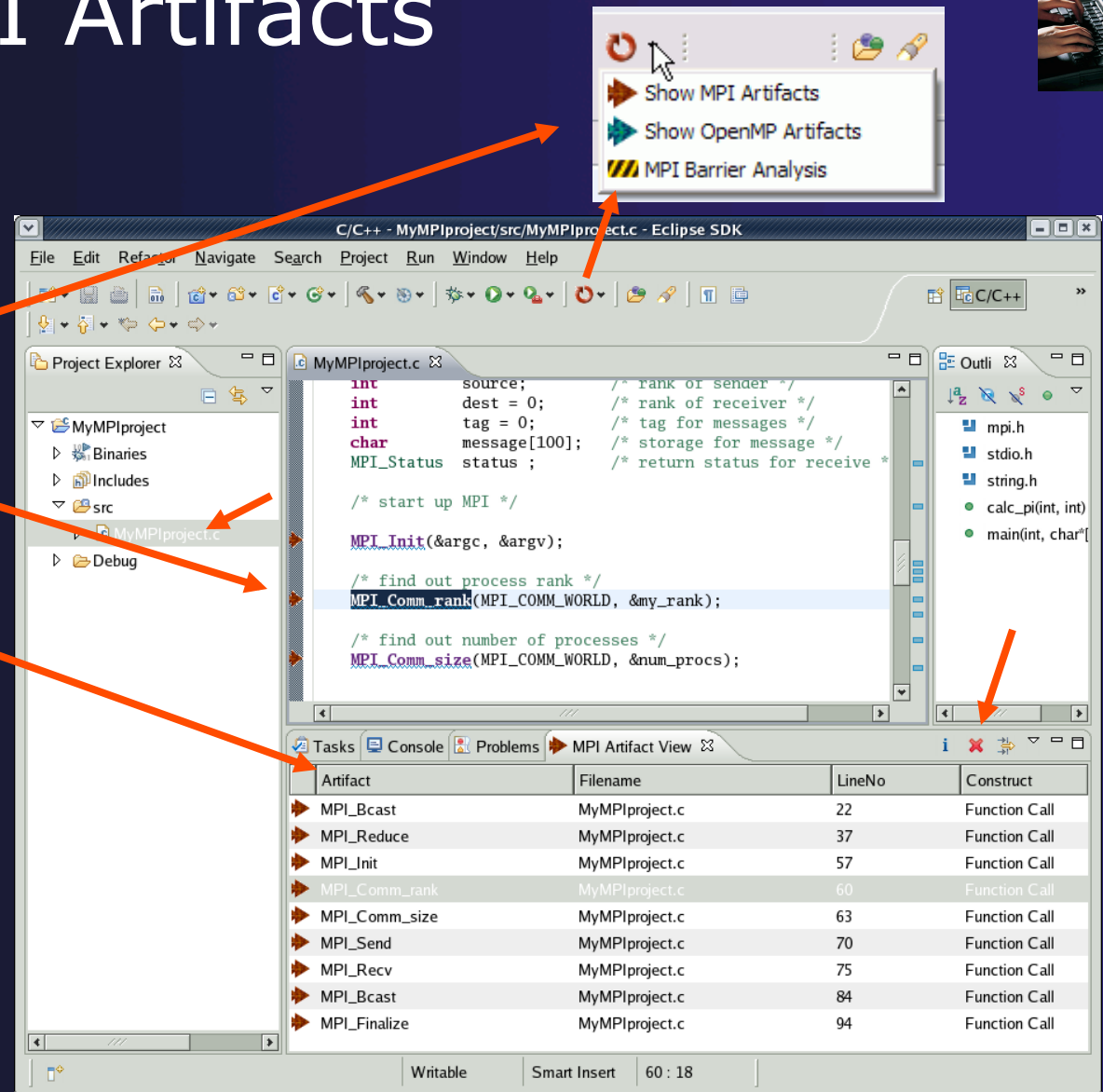


- ★ File > New > C Project
 - ★ Give Project a name, e.g. HelloMPI
 - ★ Select MPI Hello World Project
 - ★ Click Finish
-
- ★ Helpful editor features:
 - ★ Hover over MPI API
 - ★ Code completion (Ctrl-space)
 - ★ Help (see next slide)



Show MPI Artifacts

- ★ Select source file; Run analysis by clicking on drop-down menu next to the analysis button and selecting **Show MPI Artifacts**
- ★ Markers indicate the location of artifacts in editor
- ★ In **MPI Artifact View** sort by any column (click on col. heading)
- ★ Navigate to source code line by double-clicking on the artifact
- ★ Run the analysis on another file and its markers will be added to the view
- ★ Remove markers via 



The screenshot shows the Eclipse IDE interface. A dropdown menu is open over the analysis button, showing the following options:

- Show MPI Artifacts
- Show OpenMP Artifacts
- MPI Barrier Analysis

The main editor displays the source code for `MyMPIproject.c` with markers indicating the location of artifacts. The artifacts are listed in the **MPI Artifact View** at the bottom:

Artifact	Filename	LineNo	Construct
MPI_Bcast	MyMPIproject.c	22	Function Call
MPI_Reduce	MyMPIproject.c	37	Function Call
MPI_Init	MyMPIproject.c	57	Function Call
MPI_Comm_rank	MyMPIproject.c	60	Function Call
MPI_Comm_size	MyMPIproject.c	63	Function Call
MPI_Send	MyMPIproject.c	70	Function Call
MPI_Recv	MyMPIproject.c	75	Function Call
MPI_Bcast	MyMPIproject.c	84	Function Call
MPI_Finalize	MyMPIproject.c	94	Function Call

MPI Barrier Analysis

The screenshot displays the Eclipse IDE interface for a C++ project named 'MyBarrier'. The main editor shows the source code for 'MyBarrier.c', which includes MPI barrier calls. The 'Barrier Matches' view shows a table of barrier matching sets, and the 'Barrier Errors' view shows the analysis results, including a loop with a dynamic number of barriers.

```

if (my_rank !=0) {
    /* create message */
    sprintf(message, "Greetings from process %d!", my_rank);
    dest = 0;
    /* use strlen+1 so that '\0' get transmitted */
    MPI_Send(message, strlen(message)+1, MPI_CHAR, dest, tag, MPI_COMM_WORLD);
    MPI_Barrier(MPI_COMM_WORLD);
}
else{
    printf("From process 0: Num processes: %d\n", p);
    for (source = 1; source < p; source++) {
        MPI_Recv(message, 100, MPI_CHAR, source, tag, MPI_COMM_WORLD, &status);
        printf("%s\n", message);
    }
    //MPI_Barrier(MPI_COMM_WORLD);
    Barrier();
}

```

Barrier Matching Set	Function	Filename	LineNo
Barrier 1 (2)	Barrier	MyBarrier.c	8
Barrier 1	Barrier	MyBarrier.c	8
Barrier 3	main	MyBarrier.c	41
Barrier 2 (1)	main	MyBarrier.c	31
Barrier 2	main	MyBarrier.c	31
Barrier 3 (2)	main	MyBarrier.c	41
Barrier 1	Barrier	MyBarrier.c	8
Barrier 3	main	MyBarrier.c	41
Barrier 4 (0)	main	MyBarrier.c	57
Barrier 5 (1)	main	MyBarrier.c	62

Barrier Matching Set	Function
Error	main
Path 1 (1 barrier(s))	
Path 2 (0 barrier(s))	
Error	main
Loop (dynamic number of barriers)	

Verify barrier synchronization in C/ MPI programs

Interprocedural static analysis outputs:

- ✦ For verified programs, lists barrier statements that synchronize together (match)
- ✦ For synchronization errors, reports counter example that illustrates and explains the error

MPI Barrier Analysis – Try it

Add some barriers:

- ★ Inside the sample if(rank...) add a barrier:

- ★ Use Content Assist to help you type

- ★ Type: MPI_ and press Ctrl-space. See completion alternatives. Keep typing until you see MPI_Barrier and hit enter.

- ★ For args, start typing MPI_Comm_ etc and it will also complete MPI_COMM_WORLD

- ★ Add the same barrier statement at the end of the **else** as well.

```

*HelloMPI.c
if (my_rank != 0){
    /* create message */
    sprintf(message, "Hello MPI World from
    dest = 0;
    /* use strlen+1 so that '\0' get transm
    MPI_Send(message, strlen(message)+1, MP
    dest, tag, MPI_COMM_WORLD);
    MPI_Ba
else{
    printf
    for (s
    MP
  
```

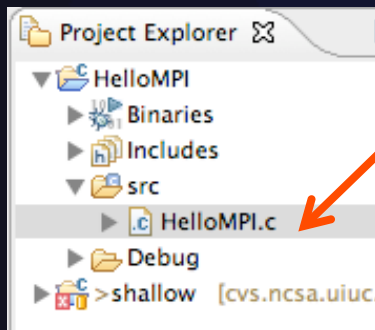
```
MPI_Barrier(MPI_COMM_WORLD);|
```

Resulting statement

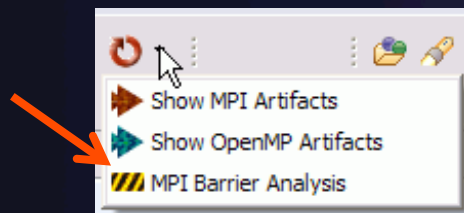
MPI Barrier Analysis – Try it (2)

Run the Analysis:

★ In the Project Explorer, Select the source file (or directory, or project) of file(s) to analyze



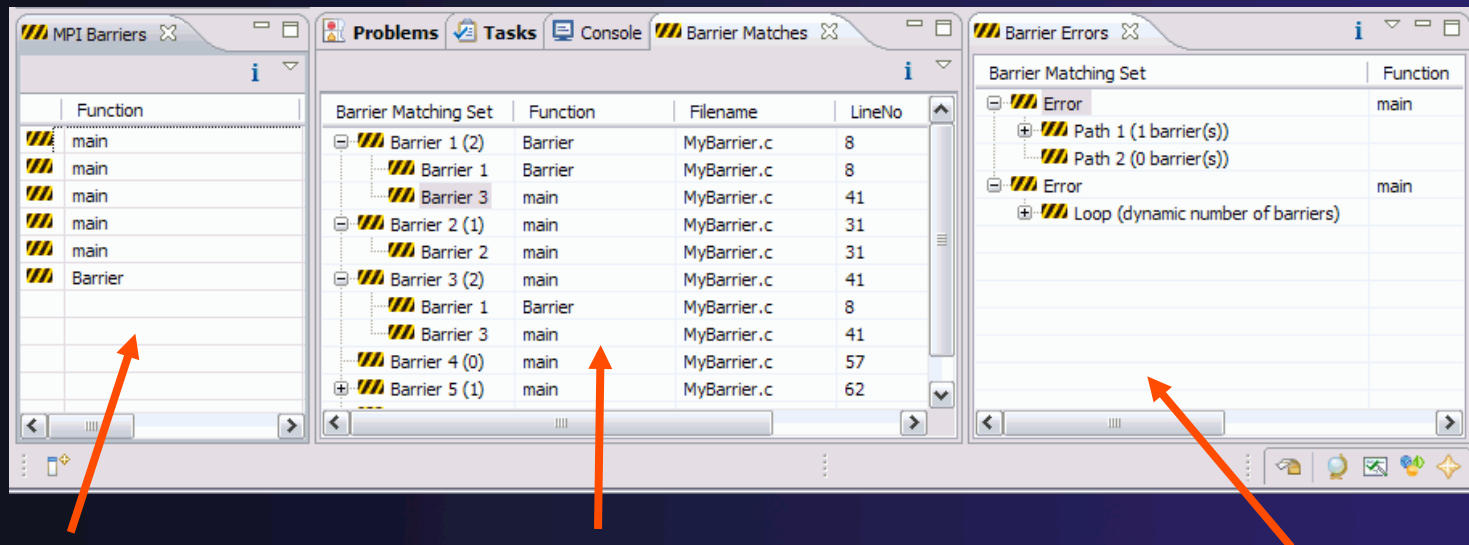
★ Select the MPI Barrier Analysis action in the menu



```
HelloMPI.c
```

```
if (my_rank != 0){
    /* create message */
    sprintf(message, "Hello MPI World from process %d", my_rank);
    dest = 0;
    /* use strlen+1 so that '\0' get transmitted */
    MPI_Send(message, strlen(message)+1, MPI_CHAR,
             dest, tag, MPI_COMM_WORLD);
    MPI_Barrier(MPI_COMM_WORLD);
}
else{
    printf("Hello MPI World From process 0: Number of processes: %d\n", p);
    for (source = 1; source < p; source++) {
        MPI_Recv(message, 100, MPI_CHAR, source, tag, MPI_COMM_WORLD, &status);
        printf("%s\n", message);
    }
    MPI_Barrier(MPI_COMM_WORLD);
}
```

MPI Barrier Analysis - views



MPI Barriers view

Simply lists the barriers

Like MPI Artifacts view, double-click to navigate to source code line (all 3 views)

Barrier Matches view

Groups barriers that match together in a barrier set – all processes must go through a barrier in the set to prevent a deadlock

Barrier Errors view

If there are errors, a counter-example shows paths with mismatched number of barriers

MPI Templates

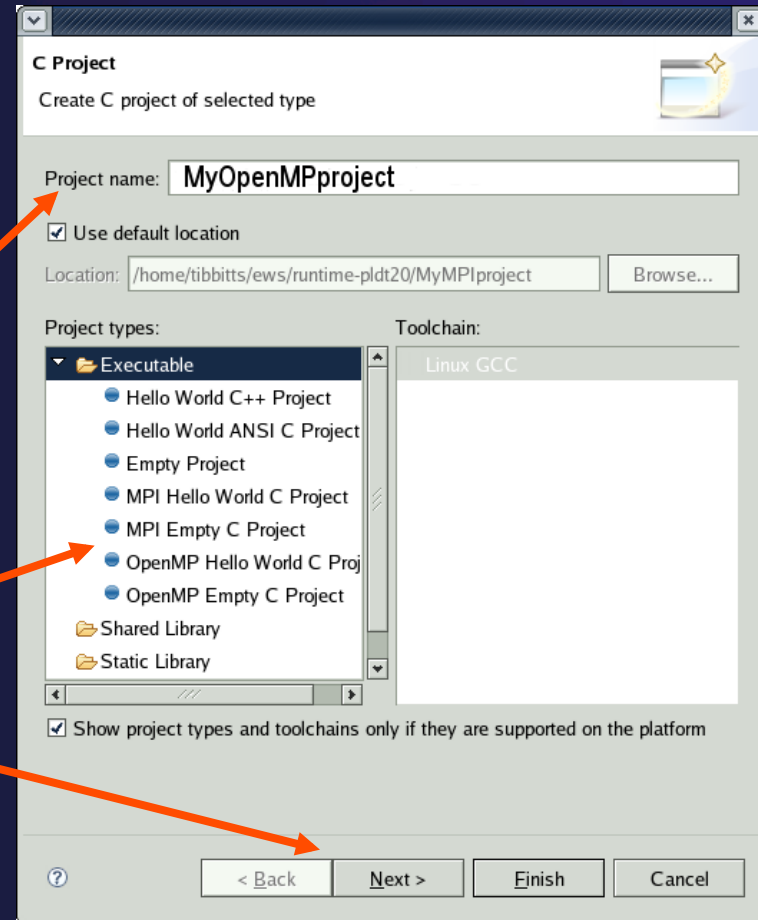
- ✦ Allows quick entry of common patterns in MPI programming
- ✦ Example: MPI send-receive
- ✦ Enter: mpisr <ctrl-space>
- ✦ Expands to

```
MPI_Comm_rank(MPI_COMM_WORLD, &rank);
MPI_Comm_size(MPI_COMM_WORLD, &p);
if (rank == 0){ //master task
    printf("Hello From process 0: Num processes: %d\n",p);
    for (source = 1; source < p; source++) {
        MPI_Recv(message, 100, MPI_CHAR, source, tag,
                MPI_COMM_WORLD, &status);
        printf("%s\n",message);
    }
}
else{ // worker tasks
    /* create message */
    sprintf(message, "Hello from process %d!", my_rank);
    dest = 0;
    /* use strlen+1 so that '\0' get transmitted */
    MPI_Send(message, strlen(message)+1, MPI_CHAR,
             dest, tag, MPI_COMM_WORLD);
}
```

- ✦ Eclipse preferences: add more!
 - ✦ C/C++ > Editor > Templates
- ✦ Extend to other common patterns

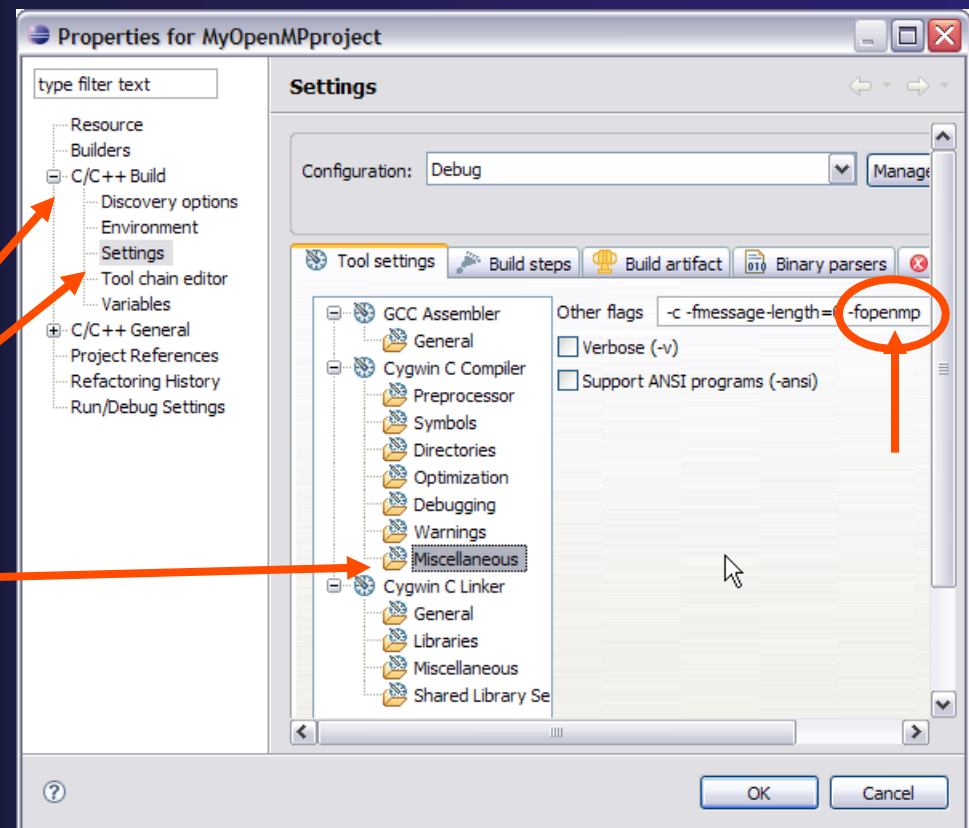
OpenMP Managed Build Project

- ★ If you haven't set up OpenMP preferences e.g. include file location, do it now
- ★ Create a new OpenMP project
 - ★ **File ▶ New ▶ C Project**
 - ★ Name the project e.g. 'MyOpenMPproject'
 - ★ Select **OpenMP Hello World C Project**
 - ★ Select **Next**, then fill in other info like MPI project



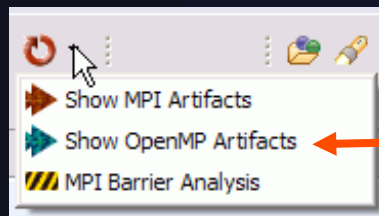
Setting OpenMP Special Build Options

- ★ OpenMP typically requires special compiler options.
 - ★ Open the project properties
 - ★ Select **C/C++ Build**
 - ★ Select **Settings**
 - ★ Select **C Compiler**
 - ★ In Miscellaneous, add option(s).



Show OpenMP Artifacts

- ★ Select source file, folder, or project
- ★ Run analysis



- ★ See artifacts in **OpenMP Artifact view**

A screenshot of the Eclipse IDE interface. The 'Project Explorer' on the left shows the project structure. The main editor displays the source code for 'MyOpenMPproject.c'. The 'OpenMP Artifact View' at the bottom shows a table of artifacts:

OpenMP Artifact	Filename	LineNo	Co
omp_in_parallel	MyOpenMPproject.c	26	Fur
#pragma omp parallel for	MyOpenMPproject.c	34	Op

Show Pragma Region

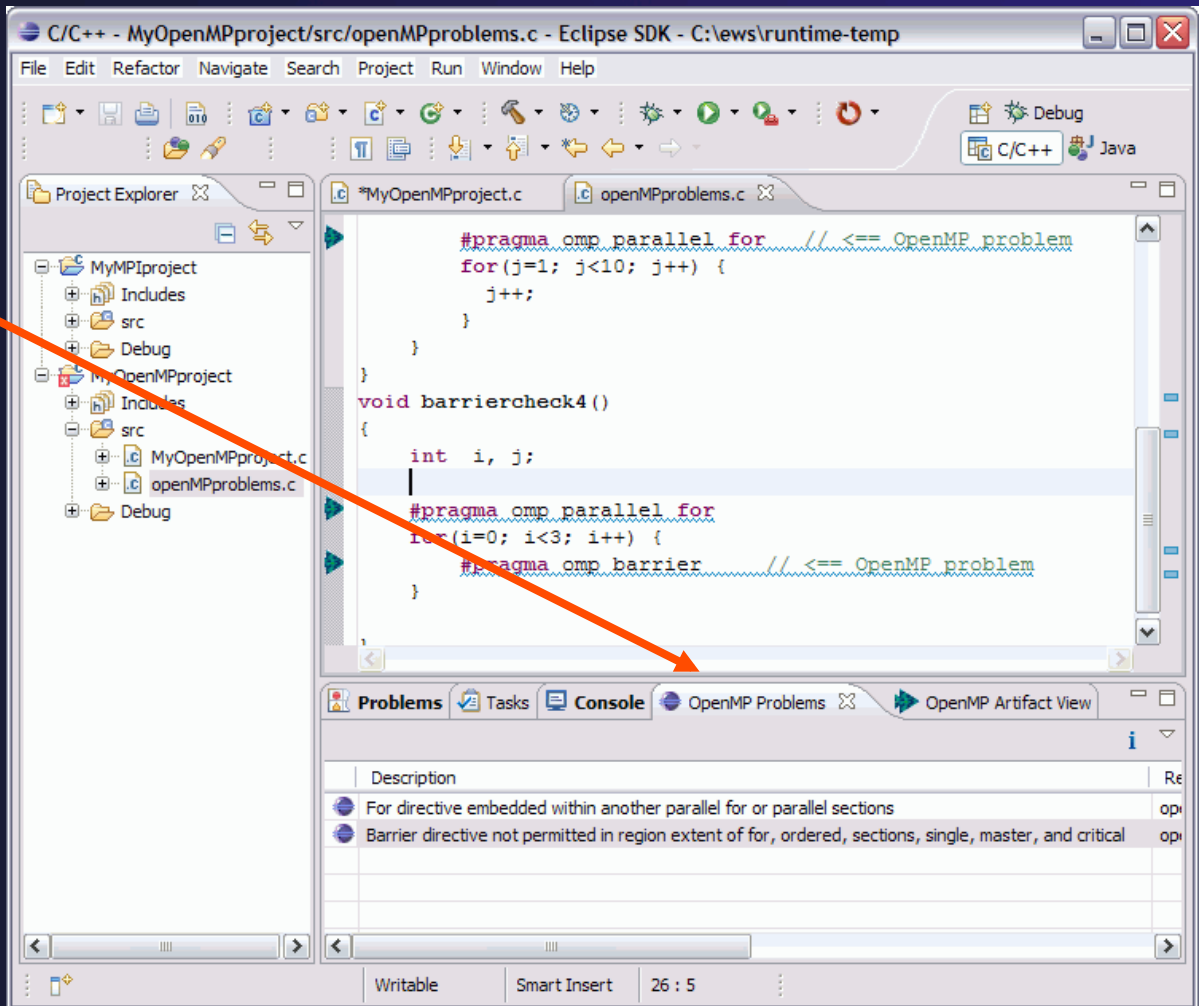
- ✦ Run OpenMP analysis
- ✦ Right click on pragma in artifact view
- ✦ Select **Show pragma region**
- ✦ See highlighted region in C editor

```
/* Here's the OpenMP pragma that parallelizes the for-loop */  
#pragma omp parallel for  
for ( i = 0; i < arraySize; i++ )  
{  
    y[i] = sin( exp( cos( - exp( sin(x[i]) ) ) ) ) );  
}  
return 0;  
}
```

OpenMP Artifact	Filename	LineNo
omp_in_parallel	MyOpenMPproject.c	26
#pragma omp parallel for	MyOpenMPproject.c	34

Show OpenMP Problems

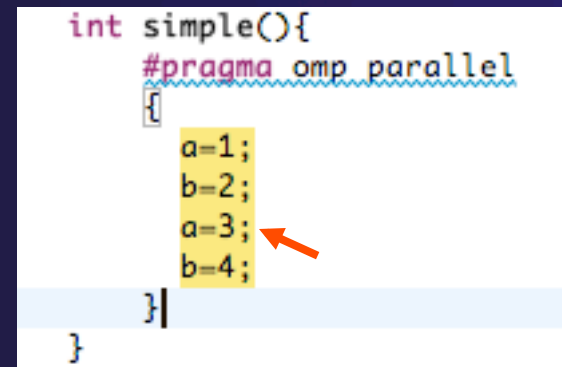
- ★ Select **OpenMP problems view**
- ★ Will identify standard OpenMP restrictions



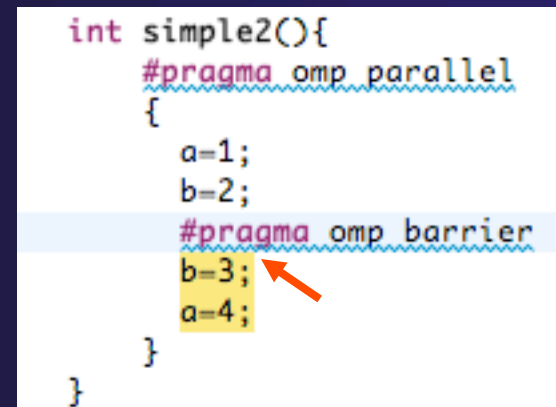
OpenMP: Show Concurrency

- ★ Highlight a statement
- ★ Select the context menu on the highlighted statement, and click **Show concurrency**
- ★ Other statements will be highlighted in yellow
- ★ The yellow highlighted statements *might* execute concurrently to the selected statement


```
int simple(){  
    #pragma omp parallel  
    {  
        a=1;  
        b=2;  
        a=3;  
        b=4;  
    }  
}
```



```
int simple2(){  
    #pragma omp parallel  
    {  
        a=1;  
        b=2;  
        #pragma omp barrier  
        b=3;  
        a=4;  
    }  
}
```



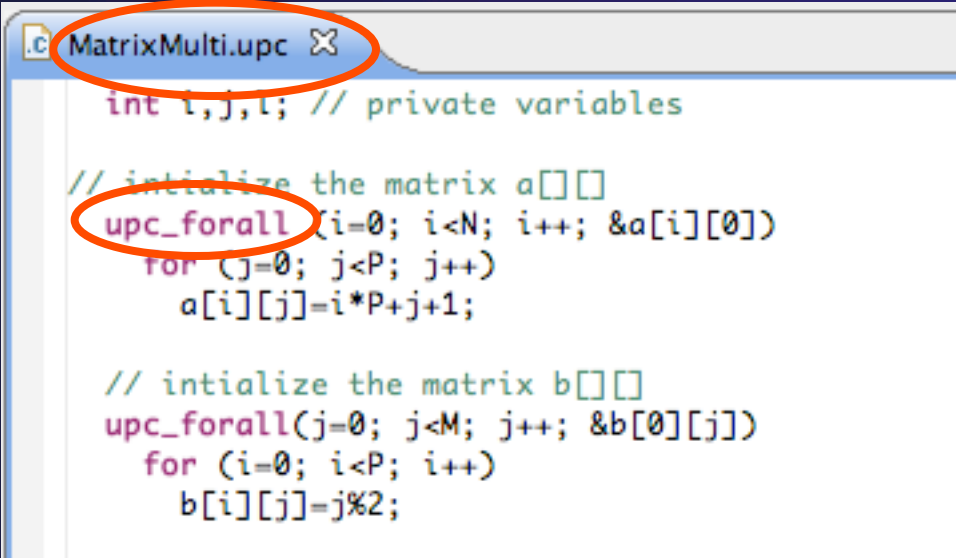
UPC Support

- ★ To see UPC support in C editor, install the optional feature from CDT 
- ★ See Also:
http://wiki.eclipse.org/PTP/other_tools_setup#Using_UPC_features

Under Optional Features

Unified Parallel C Support

- ★ Filetypes of "upc" will get UPC syntax highlighting, content assist, etc.
- ★ Use preferences to change default for *.c if you like



```
MatrixMulti.upc X
int i,j,l; // private variables

// initialize the matrix a[][]
upc_forall(i=0; i<N; i++; &a[i][0])
for (j=0; j<P; j++)
    a[i][j]=i*P+j+1;

// initialize the matrix b[][]
upc_forall(j=0; j<M; j++; &b[0][j])
for (i=0; i<P; i++)
    b[i][j]=j%2;
```

More Advanced Features

- ★ ETFw – External Tools Framework and TAU, Tuning and Analysis Utilities
 - ★ Wyatt Spear, U. Oregon
- ★ PPW – Parallel Performance Wizard
 - ★ Max Billingsley III, U. Florida
- ★ ISP – In-situ Partial Order:
Dynamic Formal Verification for MPI
 - ★ Alan Humphrey, U. Utah

PTP/External Tools Framework

formerly "Performance Tools Framework"

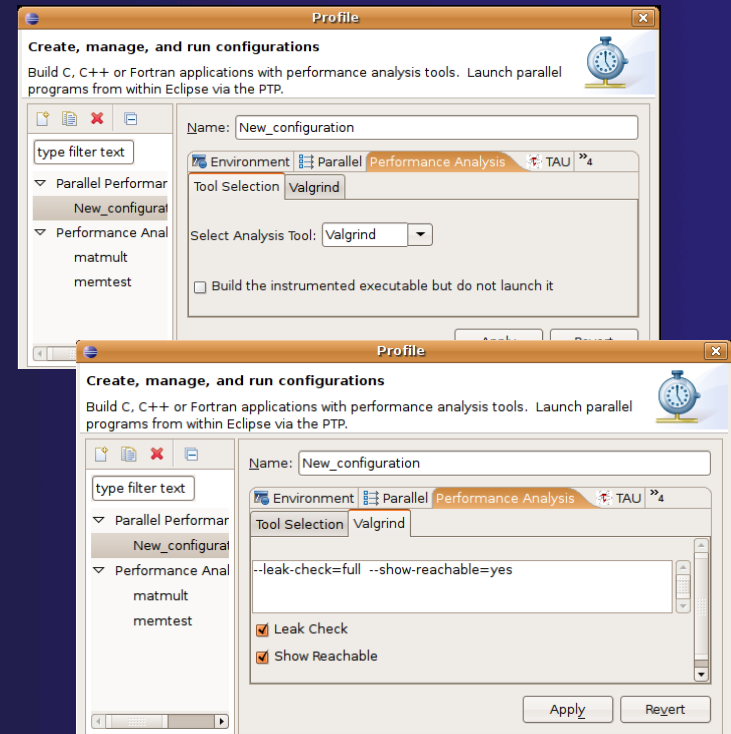
Goal:

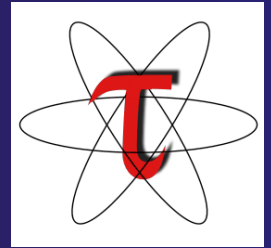
- ★ Reduce the "eclipse plumbing" necessary to integrate tools
- ★ Provide integration for instrumentation, measurement, and analysis for a variety of performance tools
 - ★ Dynamic Tool Definitions: Workflows & UI
 - ★ Tools and tool workflows are specified in an XML file
 - ★ Tools are selected and configured in the launch configuration window
 - ★ Output is generated, managed and analyzed as specified in the workflow

```

-<tool name="Valgrind">
  -<execute>
    <utility command="bash" group="inbin"/>
    -<utility command="valgrind" group="valgrind">
      -<optionpane title="Valgrind" separatewith=" ">
        <togoption label="Leak Check" optname="--leak-check=full" tooltip="">
          <togoption label="Show Reachable" optname="--show-reachable=yes" tooltip="">
        </optionpane>
      </utility>
    </execute>
  </tool>

```





PTP TAU plug-ins

<http://www.cs.uoregon.edu/research/tau>

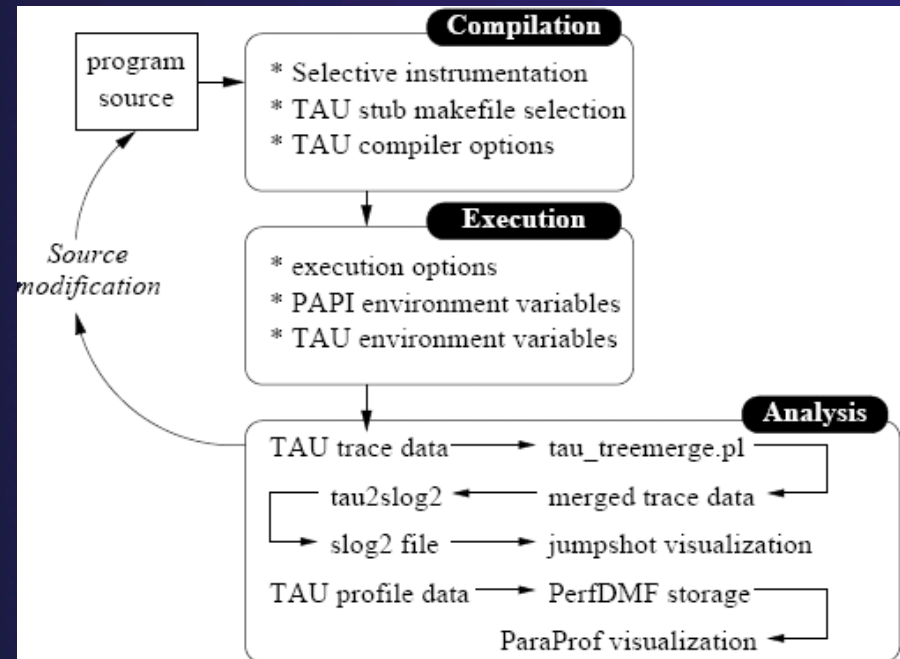
- ★ TAU (Tuning and Analysis Utilities)
- ★ First implementation of External Tools Framework
- ★ Eclipse plug-ins wrap TAU functions, make them available from Eclipse
- ★ Compatible with Photran and CDT projects and with PTP parallel application launching
- ★ Other plug-ins launch Paraprof from Eclipse too

The image displays several screenshots from the Eclipse IDE illustrating the configuration and use of TAU plug-ins:

- Parallel Configuration:** Shows the 'Parallel' configuration page with 'TAU' selected under 'Analysis Options'.
- TAU Counters Dialog:** A dialog box titled 'TAU Counters' showing a list of PAPI counters to be used with TAU, including PAPL1_DCM, PAPL1_TCM, PAPL1_SHR, PAPL1_CA_SRA, PAPL1_CA_CLN, PAPL1_CA_IVT, PAPL1_TLB_IM, PAPL1_L3_DCM, and PAPL1_L3_DCM.
- Code Editor:** Shows a code editor with MPI-related code, including a function `MPI_Barrier(MPI_COMM_WORLD);` and a loop with `MPI_Send` and `MPI_Recv` calls.
- 3D Visualization:** A 3D visualization of a data structure, possibly a memory access pattern, with a color scale from 0 to 2.11E7.
- Top User Defined Event Menu:** A menu titled 'Top User Defined Event' with 'Selective Instrumentation' highlighted.

Initial Goal: TAU Integration

- ★ TAU: Tuning and Analysis Utilities
 - ★ Performance data collection and analysis for HPC codes
 - ★ Numerous features
 - ★ Command line interface
- ★ The TAU Workflow:
 - ★ Instrumentation
 - ★ Execution
 - ★ Analysis



ETFw Motivation

- ✦ There are numerous command-line oriented development tools employed in HPC
- ✦ These can be complicated or time consuming to use
- ✦ IDE integration for individual development tools is slow and inconsistent
- ✦ We want all our development tools in one place with one interface
- ✦ We want our development tools to work together

ETFw: Development Tool Workflows

- ★ Variations on 'Compile, Execute, Analyze-Results' are common to most software development
- ★ These steps may be tedious and time consuming, especially over multiple iterations
- ★ By defining both tool interfaces and behavior in an XML document these steps can be simplified and automated

ETFw: The Build Phase

```
<compile>
<!-- By default the compiler commands set here prepend whatever compiler is already in use in Eclipse. If you set the tag
replace="true" for the compile element the compilers will be replaced entirely with the command specified here. Each compiler type,
c, c++ and fortran, is defined as shown below. -->
<!-- Every command referencing a file on the system should include a group tag. The group tag indicates that the relevant binary files
or scripts are located in the same place for each command sharing that tag -->
    <CC command="vtcc" group="vampirtrace">
<!-- Arguments to be passed to a command may be specified with the argument tag as shown here. -->
        <argument value="-vt:cc"/>
    </CC>
    <CXX command="vtcxx" group="vampirtrace">
        <argument value="-vt:cxx"/>
    </CXX>
    <F90 command="vtf90" group="vampirtrace">
        <argument value="-vt:f90"/>
    </F90>
</compile>
```

- ★ Set compilers and arguments for each language
- ★ Define UI for compiler/compiler-wrapper configuration

ETFw: The Execution Phase

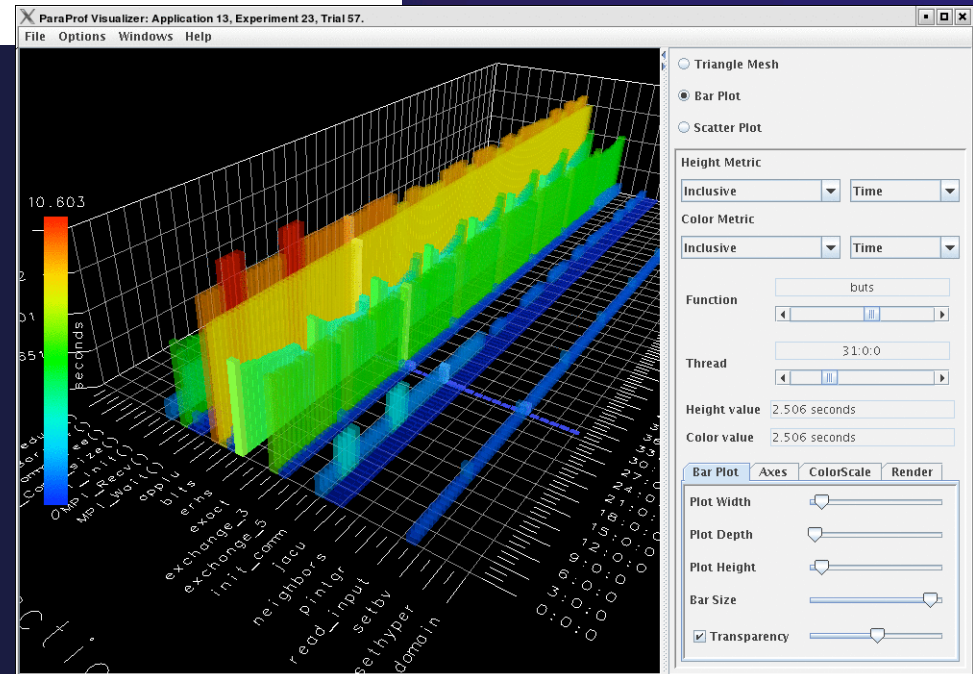
```
<execute>
  <utility command="mpirun" group="mpi">
    <argument value="-np 4"/>
  </utility>
  <utility command="psrun" group="perfsuite">
  </utility>
</execute>
```

- ✦ Specify composed execution tools such as Perfsuite or Valgrind
- ✦ Set launch environment variables
- ✦ Define variables and tool options in XML or provide a UI in the IDE
- ✦ Integrates with PTP parallel launch environment

ETFw: The Analysis/Post-Processing Phase

```
<analyze>
  <utility command="expert" group="kojak">
    <argument value="a.elg"/>
  </utility>
  <utility command="paraprof" group="tau">
    <argument value="a.cube"/>
  </utility>
</analyze>
```

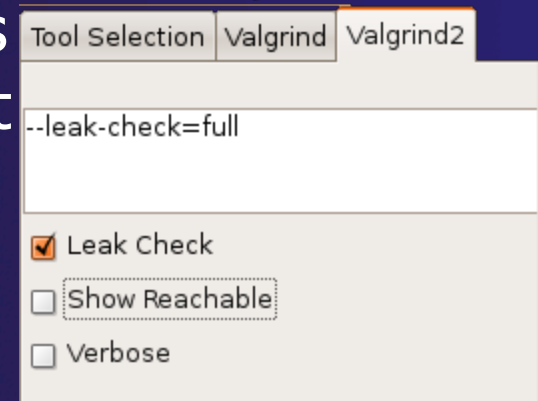
- ★ Sequentially run tools on program output
- ★ Launch external visualization tools



ETFw: XML-Defined UI Components

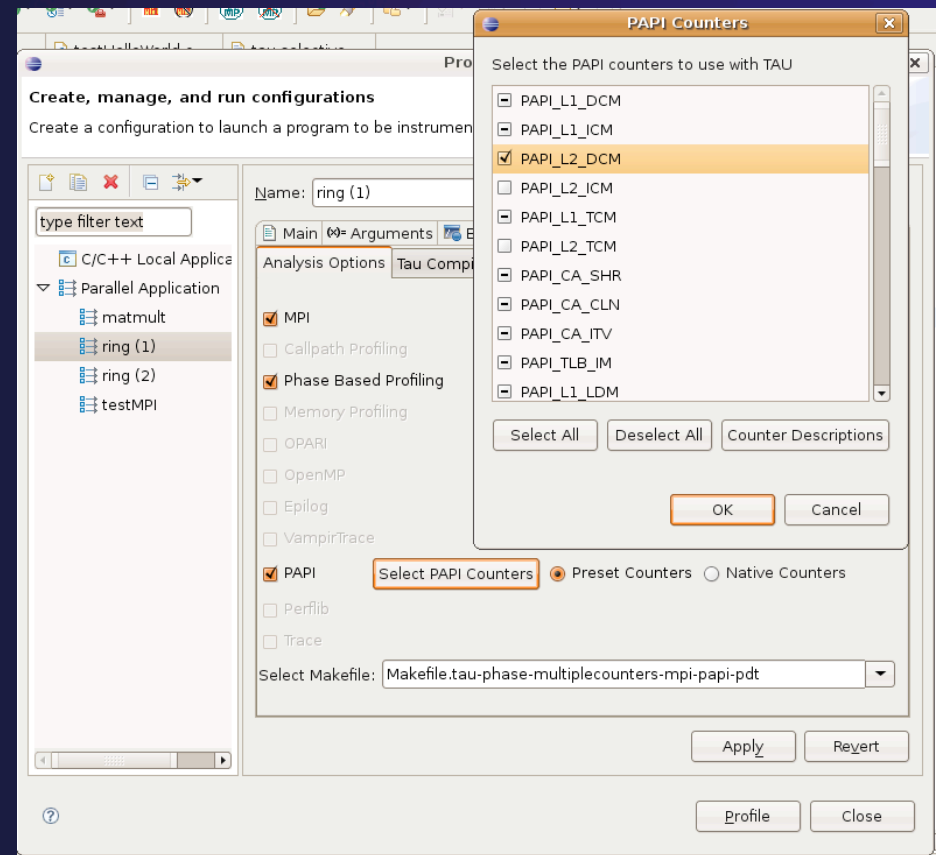
```
<tool name="Valgrind2">
  <execute>
    <utility command="bash" group="inbin"/>
    <utility command="valgrind" group="valgrind">
      <optionpane title="Valgrind2" seperatewith=" ">
        <togoption label="Leak Check" optname="--leak-check=full" tooltip="Full memory leak check" defstate="true"/>
        <togoption label="Show Reachable" optname="--show-reachable=yes" tooltip="Show reachable units"/>
        <togoption label="Verbose" optname="--verbose" tooltip="Verbose output"/>
      </optionpane>
    </utility>
  </execute>
</tool>
```

- ★ Each pane constructs a set of options sent to a tool or a set of environment variables
- ★ Numerous options for converting a command line interface into an intelligent GUI without Eclipse coding



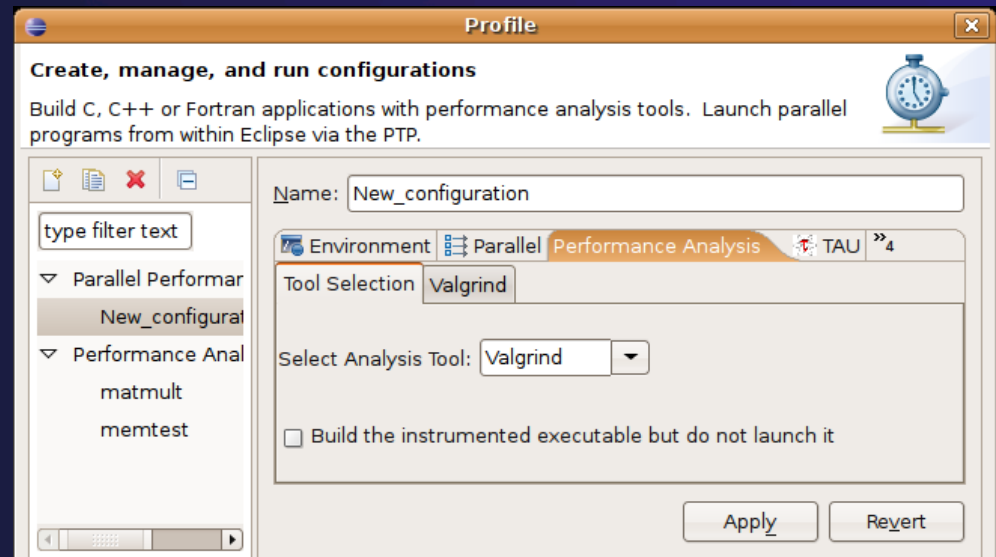
ETFw: Advanced Components

- ★ Extension points allow integration with UIs and workflow behavior too complex to define in XML
- ★ Logical and iterative workflows for successive executions and parametric studies

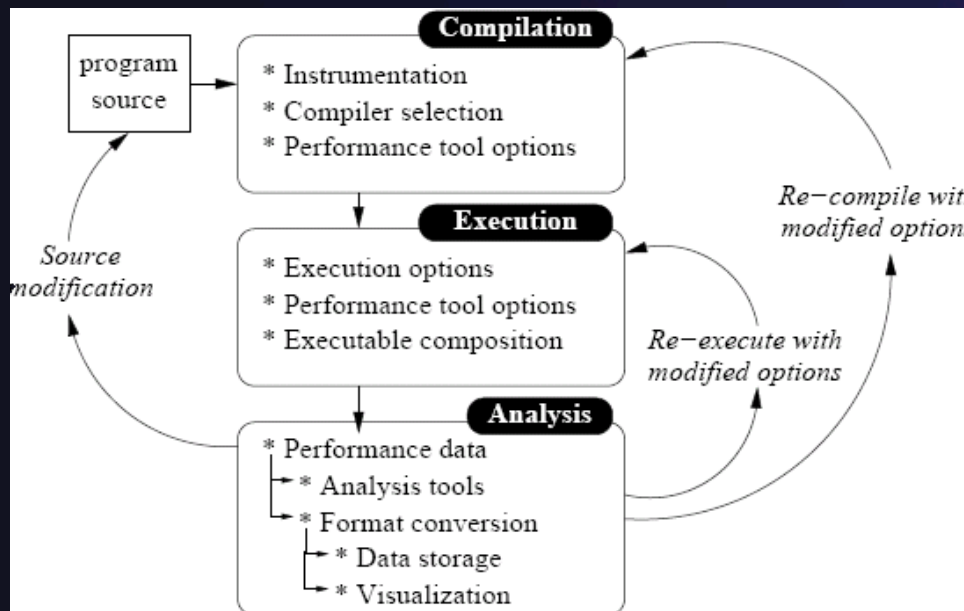


ETFw: Using Workflows

- ★ New workflows are added to the ETFw launch configuration system
- ★ Multiple workflow configurations can be defined and saved for different use cases
- ★ XML Workflow definitions can be saved and reused in different environments



ETFw: General Purpose Workflow



- ✦ Automated
- ✦ Generalized
- ✦ Quick performance analysis and other development tool integration
- ✦ Exposes tool capabilities to the user

ETFw: Continuing Development

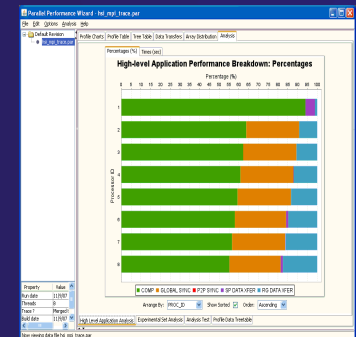
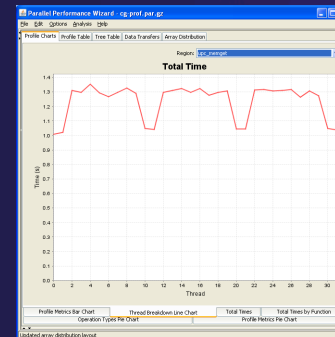
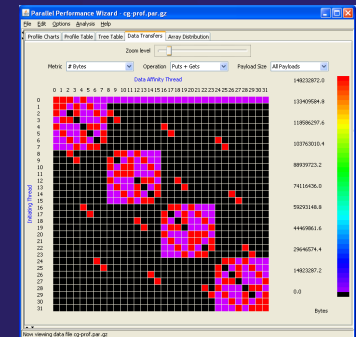
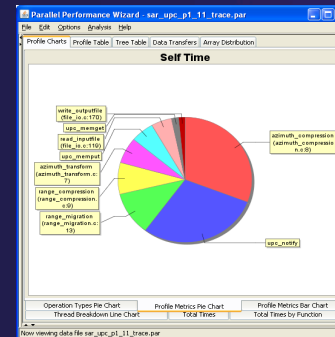
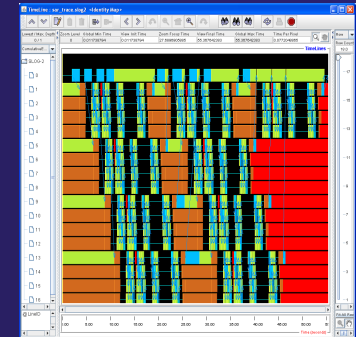
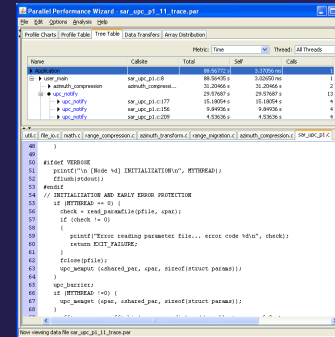
- ✦ Integration with PTP Remote Development Tools
- ✦ Additional options for GUI definition
- ✦ Generalization of TAU specific features such as hardware counter selection and performance data storage
- ✦ Contact: Wyatt Spear

Parallel Performance Wizard (PPW)

- ★ Full-featured performance tool for PGAS programming models
 - ★ Currently supports UPC, SHMEM, and MPI
 - ★ Extensible to support other models
 - ★ PGAS support by way of Global Address Space Performance (GASP) interface (<http://gasp.hcs.ufl.edu>)

- ★ PPW v2.1 features:
 - ★ Easy-to-use scripts for backend data collection
 - ★ User-friendly GUI with familiar visualizations
 - ★ Advanced automatic analysis support

★ More information and free download: <http://ppw.hcs.ufl.edu>



PPW Integration via ETFw

- ★ We implement the ETFw to make PPW's capabilities available within Eclipse
 - ★ Compile with instrumentation, parallel launch with PPW
 - ★ Generates performance data file in workspace, PPW GUI launched
- ★ PPW is often used for UPC application analysis
 - ★ ETFw extended to support UPC
 - ★ Many UPC features in PTP
- ★ For more information:
 - ★ <http://ppw.hcs.ufl.edu>
 - ★ ppw@hcs.ufl.edu

The screenshot displays three Eclipse IDE windows related to PPW integration:

- Top Window: Profile Configurations** (Name: testProject)
 - Tool Selection: PPW Compiler Wrapper - UPC, PPW Program Run - UPC
 - Options: --inst-functions --inst-local
 - Checked: Instrument functions, Record data for shared-local accesses
 - Unchecked: Use polite synchronization
- Middle Window: Profile Configurations** (Name: testProject)
 - Tool Selection: PPW Compiler Wrapper - UPC, PPW Program Run - UPC
 - Options: --trace --comm-stats
 - Checked: Enable tracing
- Bottom Window: Parallel Performance Wizard - sar_upc_v1_5_1.par**
 - Table of Metrics:

Name	CalSize	Total	Self	Calls
Application		138.84714 s	23.81195 ms	1
user_main	sar_upc_v1.c:13	138.82332 s	54.96837 ms	1
azimuth_compression	azimuth_compres...	69.02407 s	69.02407 s	6
range_migration	range_migration...	23.15037 s	23.15037 s	6
range_compression	range_compressi...	18.33102 s	18.33102 s	6
fft_bin	fft.c:44	5.92800 µs	5.92800 µs	6
azimuth_transform	azimuth_transfor...	15.10301 s	15.10301 s	6
upc_notify		10.73934 s	10.73934 s	13
upc_notify	sar_upc_v1.c:163	9.42639 s	9.42639 s	6
upc_notify	sar_upc_v1.c:184	1.11901 s	1.11901 s	6
upc_notify	sar_upc_v1.c:172	193.94463 ms	193.94463 ms	1
read_profile	file_io.c:119	6.00112 s	6.00112 s	35
upc_memory		3.92870 s	3.92870 s	29
write_outofile	file_io.c:170	1.53415 s	1.53415 s	35

 - Code Editor (C code):


```

152 }
153 }
154 // read in for node 0
155 fseek(ifile, (1*nuu_valid_as*par.bytes_per_line), SEEK_SET);
156 check = read_inputfile(ifile, p_image_c, par.bytes_per_line, \
157                       pac.header_bytes, a_dim);
158 if (check != 0) {
159     printf("Error reading input data file: Error code: %d\n", check);
160     return EXIT_FAILURE;
161 }
162
163 upc_barrier;
164
165 if (1 + MYTHREAD < nuu_patches) {
166     t0 = get_cycles();
          
```

ETFw Feedback view

- ★ New view to show externally acquired info e.g. from compilers and performance tools via XML, and map to source code lines.
- ★ New extension point for customization
- ★ New to PTP 3.0
- ★ Examples:
 - ★ Compile optimization report: optimizations that were made, and could not be made
 - ★ Performance tool data includes recommendations mapped to source code lines

ETFW Feedback view

- ★ New view makes messages more readable
- ★ Easy navigation to source code lines

The screenshot shows the Eclipse IDE interface with the following components:

- Project Explorer:** Shows a project named 'MyProject' with subfolders 'Binaries', 'Includes', 'src', 'Debug', and 'xml'. The 'xml' folder contains files: 'inline_after.xml', 'inline_before.xml', 'simd_after.xml', and 'simd_before.xml'.
- Editor:** Displays the source code for 'inline_before.C'. The code includes a struct 'S' with a 'foo' function and a 'main' function. The line 'return s.foo(c);' is highlighted in blue.
- Compiler Xforms View:** A table showing compilation phases and their descriptions.

Type/Name	File	Function	Line	Description
▼ Inline Attempts				
Argument Is Volatile	inline_before.C	foo_1SF1	10	Phase: C++ Front End
Caller Has No Calls	inline_before.C	dummyFn	0	Phase: Low Level Optimizer
▼ Inlines				
Inline Successful	inline_after.C	foo_1SF1	10	Phase: C++ Front End
Inline Successful	inline_before.C	foo_1SF1	9	Phase: Low Level Optimizer

ETFw Feedback view

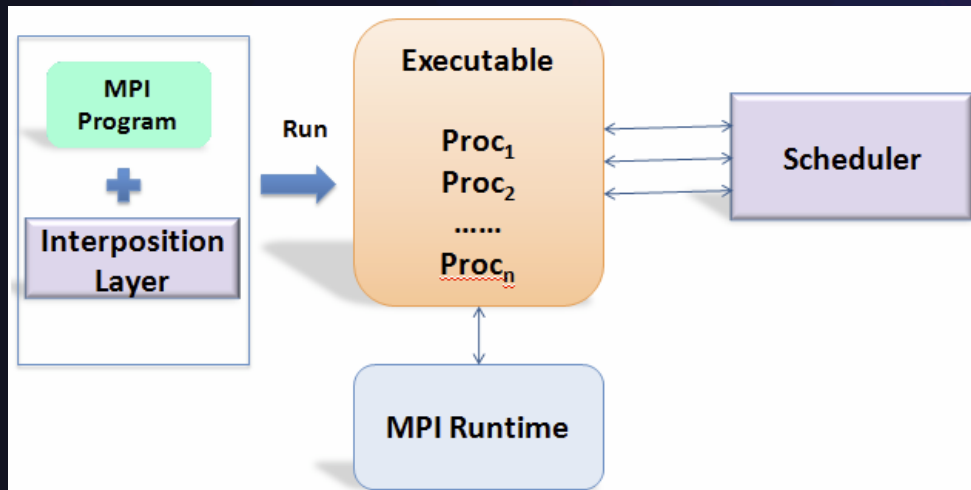
- ★ Many existing tools provide information that can be mapped to source code lines
 - ★ Compiler errors, warnings, suggestions
 - ★ Performance tool findings
- ★ ETFw feedback view provided to aid construction of these views
 - ★ Currently geared toward data provided by tools in XML files
- ★ Existing ETFw facilities aid the CALL of external tools from PTP
 - ★ Feedback view aids the exposition of results to the user

ISP – In-situ Partial Order

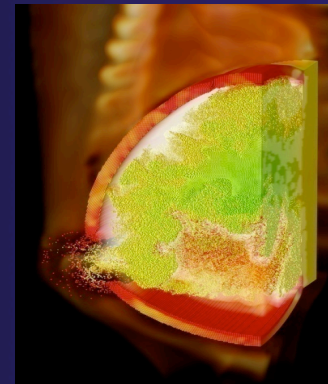
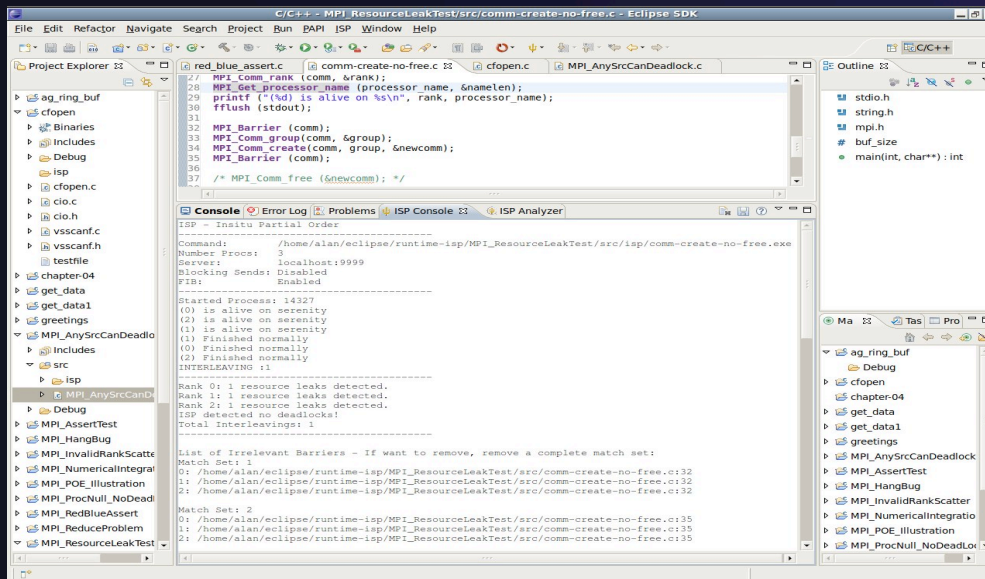


- ★ Dynamic verifier for MPI applications, to detect
 - ★ Deadlocks
 - ★ Assertion violations
 - ★ MPI object leaks
- ★ Contributed to PTP by the University of Utah
 - ★ Available in PTP 3.0 (late Nov.)
- ★ Offers rigorous coverage guarantees
 - ★ Rigorous coverage of communication/synchronization behaviors
 - ★ Determines relevant interleavings, replaying them as necessary
- ★ Tested on several different MPI implementations
 - ★ MPICH2, OpenMPI, Microsoft MPI, MVAPICH, and IBM MPI

ISP - Dynamic Formal Verification for MPI



- Recommended best use of ISP is during application development
- Automatically instruments and runs user code, displaying results
- A variety of GUIs facilitate debugging and code understanding



(Image courtesy of Steve Parker, U of Utah)

ISP Success Stories



★ Umpire Tests

- ★ [http:// www.cs.utah.edu / fv / ISP-Tests](http://www.cs.utah.edu/fv/ISP-Tests)
- ★ Documents bugs missed by tests, caught by ISP

★ MADRE (EuroPVM/MPI 2007)

- ★ Previously documented deadlock detected

★ N-Body Simulation Code

- ★ Previously unknown resource leak caught during EuroPVM/MPI 2009 tutorial !

★ Large Case Studies

- ★ ParMETIS, MPI-BLAST, IRS (Sequoia Benchmark), and a few SPEC-MPI benchmarks could be handled

★ Full Tutorial including LiveDVD ISO available

- ★ Visit [http:// www.cs.utah.edu / fv / ISP-Release](http://www.cs.utah.edu/fv/ISP-Release)

Eclipse CDT/PTP based ISP GUI



ISP Plug-in uses Eclipse CDT and PTP Highlights Bugs, and facilitates Post-Verification Review / Debugging

The MPI Happens-Before Graph shows required orderings and communication matches

The screenshot shows the Eclipse IDE interface with the ISP Analyzer console. The console displays transition information (4/12), interleaving (2/2), and step order for MPI calls. It also shows detailed runtime information, including a deadlock in interleaving 2 and no resource leaks. The code windows show the originating call and matching calls for Rank 2 and Rank 1, respectively.

```

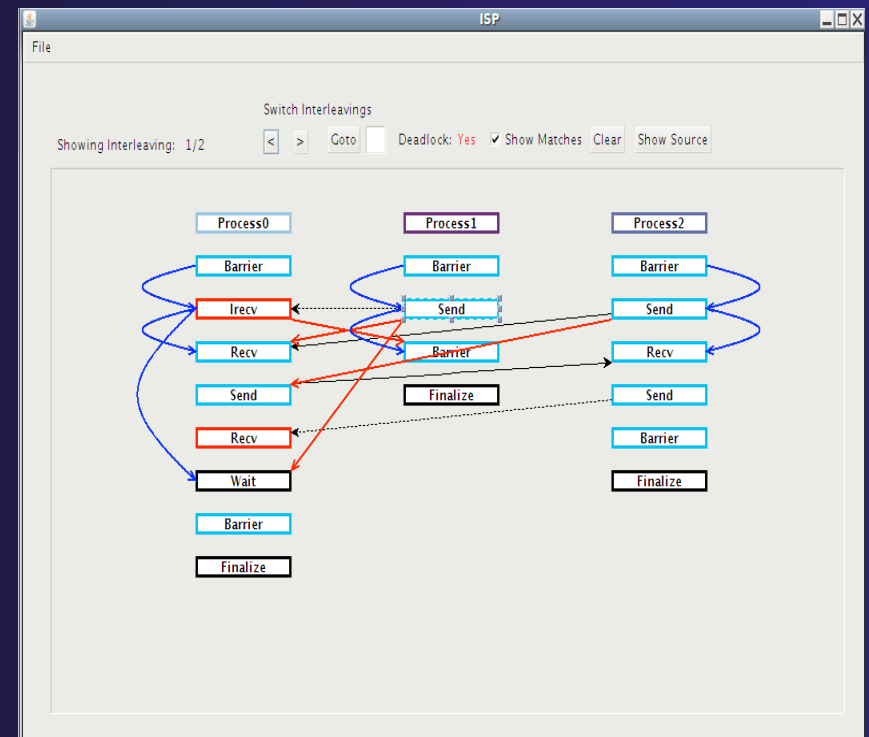
Rank: 2
File: POE-Illustration.c Line: 56
MPI_Isend(buf0, buf_size, MPI_INT, 1, 0, MPI_COMM_WORLD, req);

Rank: 1
File: POE-Illustration.c Line: 48
MPI_Irecv(buf1, buf_size, MPI_INT, MPI_ANY_SOURCE, 0, MPI_COMM_WORLD, req);

Originating Call
}
else if (rank == 1) {
  MPI_Irecv(buf1, buf_size, MPI_INT, MPI_ANY_SOURCE, 0, MPI_COMM_WORLD, req);
  MPI_Barrier(MPI_COMM_WORLD);
  MPI_Recv(buf1, buf_size, MPI_INT, 2, 0, MPI_COMM_WORLD, req);
  MPI_Wait(&req, &status);
}
else if (rank == 2) {
  MPI_Barrier(MPI_COMM_WORLD);
  memset(buf0, 0, buf_size);
  MPI_Isend(buf0, buf_size, MPI_INT, 1, 0, MPI_COMM_WORLD, req);
  MPI_Wait(&req, &status);
}
MPI_Finalize();
printf("%d Finished normally\n", rank);
}

Matching Calls
}
if (rank == 0) {
  memset(buf0, 0, buf_size);
  MPI_Isend(buf0, buf_size, MPI_INT, 1, 0, MPI_COMM_WORLD, req);
  MPI_Barrier(MPI_COMM_WORLD);
  MPI_Wait(&req, &status);
}
else if (rank == 1) {
  MPI_Irecv(buf1, buf_size, MPI_INT, MPI_ANY_SOURCE, 0, MPI_COMM_WORLD, req);
  MPI_Barrier(MPI_COMM_WORLD);
  MPI_Recv(buf1, buf_size, MPI_INT, 2, 0, MPI_COMM_WORLD, req);
  MPI_Wait(&req, &status);
}
else if (rank == 2) {
  MPI_Barrier(MPI_COMM_WORLD);
  MPI_Finalize();
}

```



Download / documentation: <http://www.cs.utah.edu/fv/ISP-Eclipse>

ISP Analyzer View



- ✦ Reports program errors, and runtime statistics
- ✦ Debug-style source code stepping of interleavings
 - ✦ Point-to-point / Collective Operation matches
 - ✦ Internal Issue Order / Program Order views
 - ✦ Rank Lock feature
- ✦ One click to visit the Eclipse editor, to examine:
 - ✦ Calls involved in deadlock
 - ✦ helps root-cause deadlock
 - ✦ MPI Object Leaks sites
 - ✦ helps root-cause leaks
 - ✦ Assertion Violations
 - ✦ takes view to failing assertion




The screenshot shows the ISP Analyzer interface with the following details:

- Transition:** 4/12
- Interleaving:** 2/2
- Step Order for MPI Calls:** Internal Issue Order (selected), Program Order
- Detailed Runtime Information:** Deadlock in interleaving 2, No resource leaks, 3 MPI calls, Launch Java GUI, Browse MPI Calls, No Leaks Found, Go to Call 1/5
- Code Windows:**
 - Rank: 2:** File: POE-Illustration.c, Line: 56. Code includes MPI_Isend(buf0, buf_size, MPI_INT, 1, 0, MPI_COMM_WORLD, req);, MPI_Recv(buf1, buf_size, MPI_INT, MPI_ANY_SOURCE, 0, MPI_COMM_WORLD);, MPI_Barrier(MPI_COMM_WORLD);, MPI_Recv(buf1, buf_size, MPI_INT, 2, 0, MPI_COMM_WORLD, req);, MPI_Wait(&req, &status);, MPI_Finalize();
 - Rank: 1:** File: POE-Illustration.c, Line: 48. Code includes MPI_Recv(buf0, buf_size, MPI_INT, MPI_ANY_SOURCE, 0, MPI_COMM_WORLD, req);, MPI_Isend(buf0, buf_size, MPI_INT, 1, 0, MPI_COMM_WORLD, req);, MPI_Barrier(MPI_COMM_WORLD);, MPI_Wait(&req, &status);, MPI_Recv(buf1, buf_size, MPI_INT, MPI_ANY_SOURCE, 0, MPI_COMM_WORLD, req);, MPI_Barrier(MPI_COMM_WORLD);, MPI_Recv(buf1, buf_size, MPI_INT, 2, 0, MPI_COMM_WORLD, req);, MPI_Wait(&req, &status);, MPI_Barrier(MPI_COMM_WORLD);

Running ISP



- ✦ Create an MPI C Project within C/C++ Perspective
 - ✦ Make sure your project builds and runs correctly
- ✦ Set preferences and via ISP Preference Page
- ✦ From the trident icon or the ISP menu, user can:

 Set Number of Processes	Ctrl+5
 Formally Verify MPI Program	Ctrl+6
 View ISP Console Output	Ctrl+7

- ✦ Context menus may also be used from Project Explorer
- ✦ Formally Verifying MPI Program
 - ✦ Launches ISP
 - ✦ Generates log file for Post-Verification Analysis Views
- ✦ Dedicated ISP Console accompanies Analyzer View

ISP Integrated Help



Extensive graphical aids & trouble shooting section

Search: GO Search scope: All topics

Contents

- Workbench User Guide
- Java development user guide
- Platform Plug-in Developer Guide
- JDT Plug-in Developer Guide
- Plug-in Development Environment Guide
- C/C++ Development User Guide
- CDT Plug-in Developer Guide
- ISP Plug-in User Guide
 - Overview
 - ISP Plug-in Prerequisites
 - ISP Plug-in Preferences
 - Console View
 - Understanding ISP Console Output
 - Java GUI
 - Code Analyzer View
 - Troubleshooting the ISP Plug-in
- Javascript Development Toolkit User Guide
- Parallel Tools Platform User Guide
- PLDT Help PTP Parallel Language Development
- RDT User Documentation
- RSE Developer Guide
- RSE DStore Developer Guide
- RSE Test Framework
- RSE User Guide
- Service Discovery Developer Guide
- Running IBM LoadLeveler Batch Jobs
- Running IBM Parallel Environment Applicatio
- Subclipse - Subversion Eclipse Plugin
- Web Tools Platform User Guide
- XSL Tools User Documentation

ISP Plug-in User Guide >

ISP Overview

ISP is a tool for formally verifying MPI programs. It can be used by anyone who can write simple MPI C programs, and requires no special training. ISP allows you to formally verify your MPI C programs automatically without any extra efforts on your part (apart from compiling and making your examples) and flags the following errors:

- Deadlocks
- Assertion violations
- Object leaks

In addition, it helps you understand as well as step through all relevant process interleavings (schedules). Notice our use of the word 'relevant': even a short MPI program may have too many (an "exponential number") of interleavings. For example, an MPI program with five processes, each containing five MPI calls, can have well in excess of 1000 interleavings. However, ISP generates a new interleaving only when it represents a truly new (as yet unexamined) behavior of your program.

As examples:

- If an MPI program consisting of two processes issues point-to-point sends and non-wildcard receives to each other, then there is no observable difference (apart from performance or resource consumption) whether the sends are posted before each matching receive or vice versa; in this case, ISP will generate only one interleaving;
- If an MPI program consisting of three processes is such that the second process issues a sequence of wildcard receives, and the first and third process issue point-to-point sends to process two, then the exact non-deterministic choices of matches made at each step may affect the ensuing computation (including the conditional outcomes). In such programs, it is possible to force an exponential number of interleavings. In practice, here is how the results look (these examples come with the ISP distribution).
- For Parmetis [1], a 14,000+ line MPI program that makes 56,990 MPI calls for four ranks and 171,956 calls for eight ranks, ISP needed to examine only one interleaving!
- For many tests in the Umpire test suite [2], conventional MPI testing tools missed deadlocks despite examining many schedules. ISP determined a minimal list of interleavings to examine, finding deadlocks whenever they existed (see our table of results at the URL given under [3]).
- For Madre [4], a naive algorithm - present in the current release of ISP - can result in $n!$ interleavings. An improved algorithm called POE B in the upcoming release of ISP reduces this to one interleaving. Much like with existing partial order [5], ISP does not guarantee a minimal number of interleavings, although it comes pretty close to it.

How ISP Works:

ISP works by intercepting the MPI calls made by the target program and making decisions on when to send these MPI calls to the MPI library. This is accomplished by the two main components of ISP: the Profiler and the Scheduler. An overview of ISP's components and their interaction with the program as well as the MPI library is provided in Figure 1 below.

```

graph LR
    SF[Source files] --> E[Executable]
    E --> ISP
    subgraph ISP
        IP[ISP Profile]
        S[Scheduler]
    end
    ISP --> M[MPI_f signals]
    M --> S
  
```

PTP Adv. Development: Summary

- ★ A diversity of other tools aid parallel development
 - ★ Parallel Language Development Tools: MPI, OpenMP, UPC
 - ★ MPI Barrier deadlock detection, etc.
 - ★ External Tools Framework (ETFw) eases integration of existing (command-line, etc.) tools
 - ★ TAU Performance Tuning uses ETFw
 - ★ PPW (Parallel Perf. Wizard) uses ETFw for UPC analysis
 - ★ New Feedback view maps tool findings with src code
 - ★ MPI Analysis: ISP
- ★ A diversity of contributors too!
 - ★ We welcome other contributions. Let us help!

Module 8: Other Tools and Wrap-up

✦ Objective

- ✦ How to find more information on PTP
- ✦ Learn about other tools related to PTP
- ✦ See PTP upcoming features

✦ Contents

- ✦ Links to other tools, including performance tools
- ✦ Planned features for new versions of PTP
- ✦ Additional documentation
- ✦ How to get involved



NCSA HPC Workbench

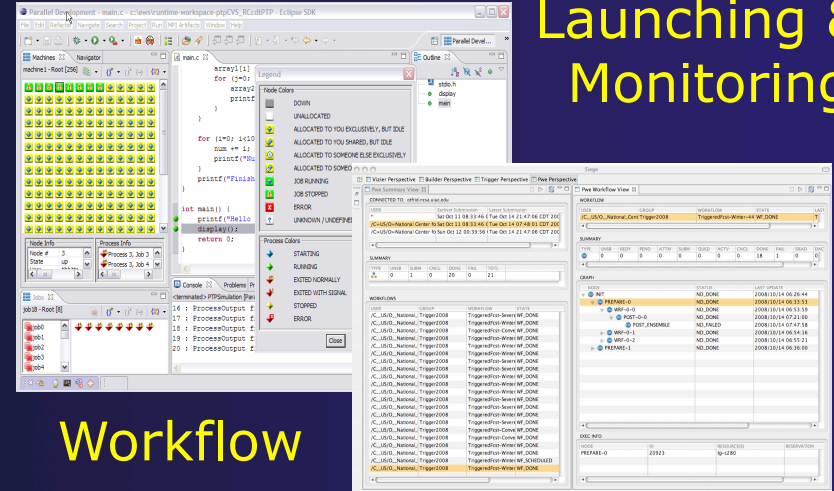
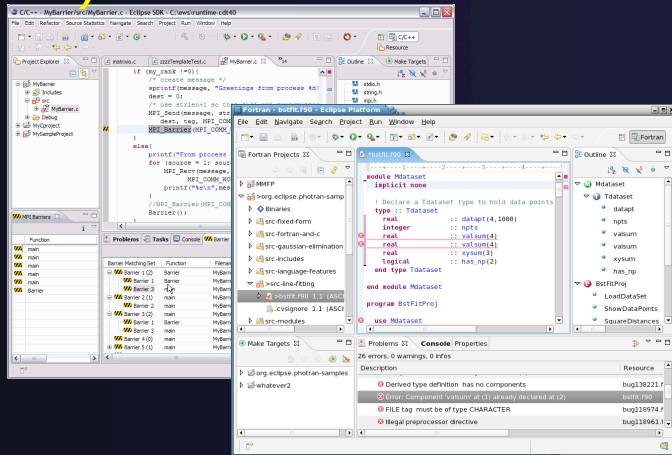
- ✦ Tools for NCSA Blue Waters
 - ✦ <http://www.ncsa.illinois.edu/BlueWaters/>
 - ✦ Sustained Petaflop system
- ✦ Based on Eclipse and PTP
- ✦ Includes some related tools
 - ✦ Performance tools
 - ✦ Scalable debugger
 - ✦ Workflow tools (<https://wiki.ncsa.uiuc.edu/display/MRD+Public+Space+Home+Page>)
- ✦ Part of the enhanced computational environment described at:
<http://www.ncsa.illinois.edu/BlueWaters/ece.html>



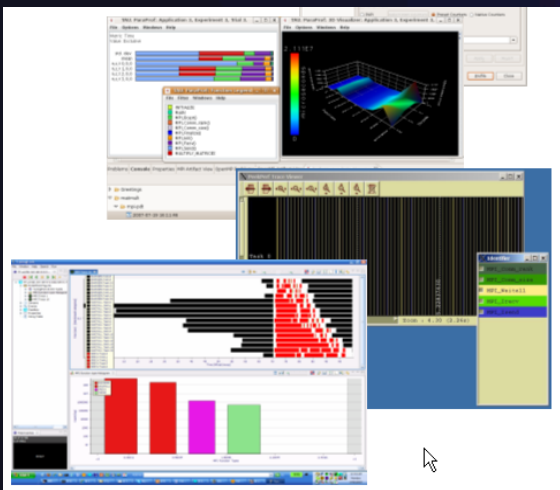
Coding & Analysis (CDT, PLDT, Photran)

NCSA HPC Workbench

PTP Launching & Monitoring

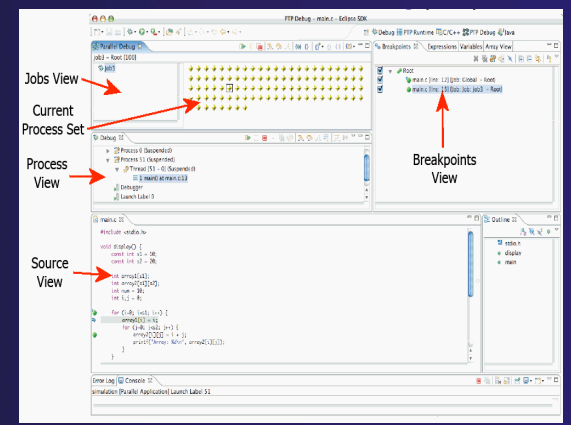


Workflow



Module 8

Performance Tuning (HPC toolkit, HPCS toolkit, RENCI, ...)



PTP Debugging

Useful Eclipse Tools

- ★ Python
 - ★ <http://pydev.sourceforge.net>
- ★ Ruby
 - ★ <http://sourceforge.net/projects/rubyeclipse>
- ★ Subversion (now an Eclipse project)
 - ★ <http://eclipse.org/subversive>
 - ★ Or Subclipse: <http://subclipse.tigris.org/>
- ★ Git (now an Eclipse project)
 - ★ <http://www.eclipse.org/egit>
- ★ ... and many more!

Future PTP Features

- ★ Support for multicore development
 - ★ Building on Cell IDE and other multicore tools
- ★ Resource managers to support for PBS, LSF, and Blue Gene
- ★ Transitioning debugger to Scalable Tools Communication Infrastructure (STCI)
- ★ Scalability improvements
 - ★ UI to support 1M processes
 - ★ Optimized communication protocol
 - ★ Very large application support

Online Information

- ✦ Information about PTP
 - ✦ Main web site for downloads, documentation, etc.
 - ✦ <http://eclipse.org/ptp>
 - ✦ Developers' wiki for designs, planning, meetings, etc.
 - ✦ <http://wiki.eclipse.org/PTP>
 - ✦ Articles and other documents
 - ✦ <http://wiki.eclipse.org/PTP/articles>

- ✦ Information about Photran
 - ✦ Main web site for downloads, documentation, etc.
 - ✦ <http://eclipse.org/photran>
 - ✦ User's manuals
 - ✦ <http://wiki.eclipse.org/PTP/photran/documentation>

Mailing Lists

- ★ PTP Mailing lists
 - ★ Major announcements (new releases, etc.) - low volume
 - ★ <http://dev.eclipse.org/mailman/listinfo/ptp-announce>
 - ★ User discussion and queries - medium volume
 - ★ <http://dev.eclipse.org/mailman/listinfo/ptp-user>
 - ★ Developer discussions - high volume
 - ★ <http://dev.eclipse.org/mailman/listinfo/ptp-dev>
- ★ Photran Mailing lists
 - ★ User discussion and queries
 - ★ <http://dev.eclipse.org/mailman/listinfo/photran>
 - ★ Developer discussions –
 - ★ <http://dev.eclipse.org/mailman/listinfo/photran-dev>

Getting Involved

- ✦ See <http://eclipse.org/ptp>
- ✦ Read the developer documentation on the wiki
- ✦ Join the mailing lists
- ✦ Attend the monthly developer meetings
 - ✦ Teleconference each second Tuesday, 1:00 pm ET

- ✦ PTP will only succeed with your participation!

PTP Tutorial Feedback

- ★ Please complete feedback form
- ★ Your feedback is valuable!

Thanks for attending
We hope you found it useful