parallel tools platform

http://eclipse.org/ptp

Developing Scientific Applications Using Eclipse and the Parallel Tools Platform

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Tutorial Outline

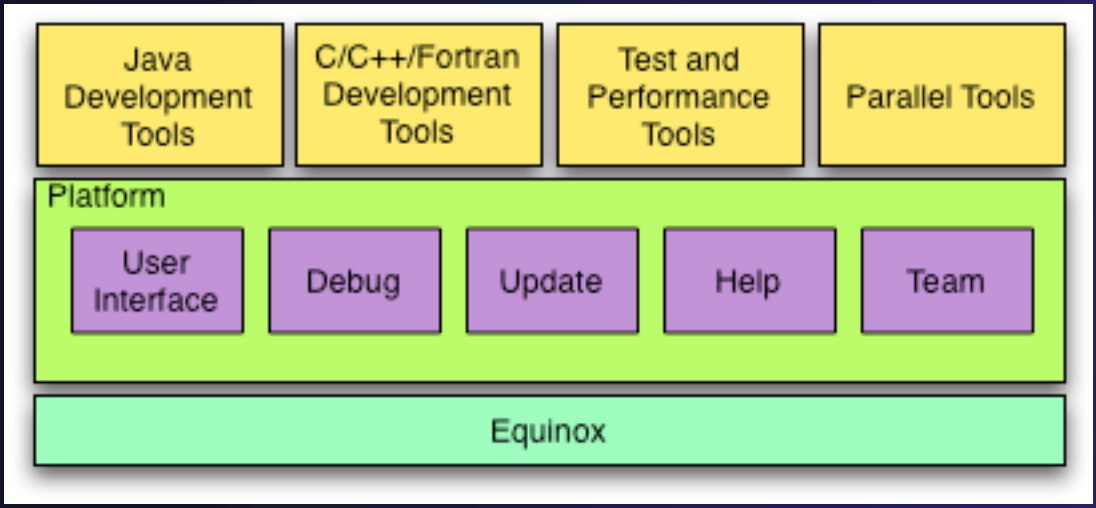
Time (Tentative!)	Module	Outcomes	Presenter
8:30-8:35	1. Overview of Eclipse and PTP	✦ Introduction to Eclipse/PTP	Greg
8:35-8:50	2. Installation	✦ Prerequisites ✦ Installation	Greg
8:50-9:20	3. Working with C/C++	✦ Eclipse basics ✦ Creating a new project ✦ Building and launching	Beth
9:20-10:50	4. Working with MPI	✦ CVS, Makefiles, autoconf, PLDT MPI tools ✦ Resource Managers ✦ Launching a parallel application	Jay
10:00 - 10:30	Break		
10:50-11:10	5. Fortran	✦ Photran overview ✦ MPI project creation ✦ Differences from CDT	Jeff
11:10-11:30	6. Debugging	✦ Introduction to parallel debugging ✦ Debugging an MPI program	Greg
11:30 – 11:50	7. Advanced Features	✦ Perspectives, Views, Preferences, Team ✦ Refactoring/Search (Fortran & C/C++) ✦ PLDT (MPI, OpenMP, UPC tools) ✦ Remote Development	Jeff/Beth
11:50- 12:00	8. Other Tools, Wrapup	✦ NCSA HPC WB, Perf and 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

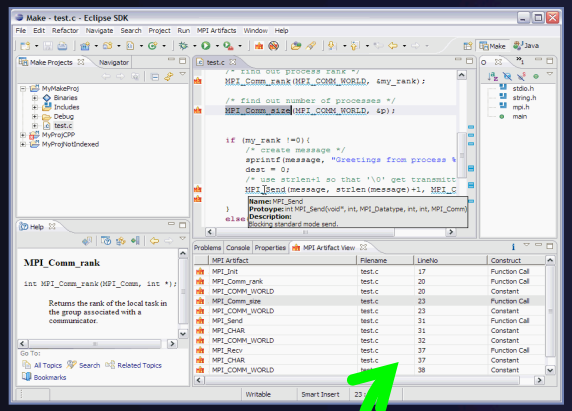
- Core frameworks and services with which all plug-in extensions are created
- Represents the common facilities required by most tool builders:
  - Workbench user interface
  - Project model for resource management
  - Portable user interface libraries (SWT and JFace)
  - Automatic resource delta management 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

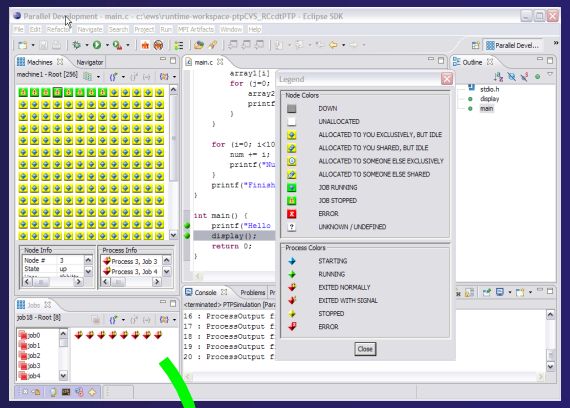
- Java Development Tools (JDT)
- Plug-in Development Environment (PDE)
- C/C++ Development Tools (CDT)
- Parallel Tools Platform (PTP)
- Fortran Development Tools (Photran)
- Test and Performance Tools Platform (TPTP)
- Business Intelligence and Reporting Tools (BIRT)
- Web Tools Platform (WTP)
- Data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

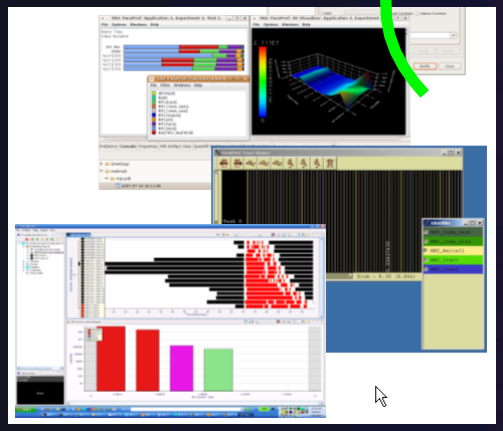
Eclipse Parallel Tools Platform (PTP)

Coding & Analysis

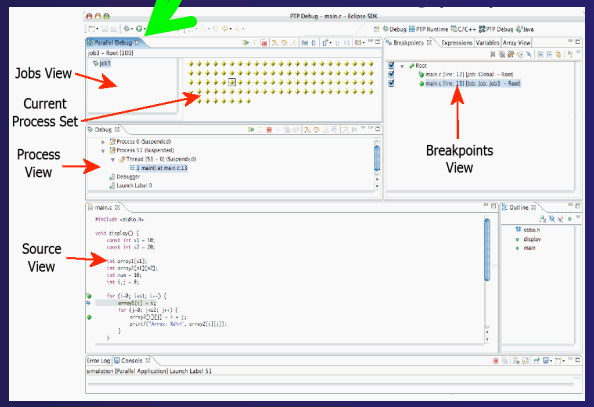


Launching & Monitoring





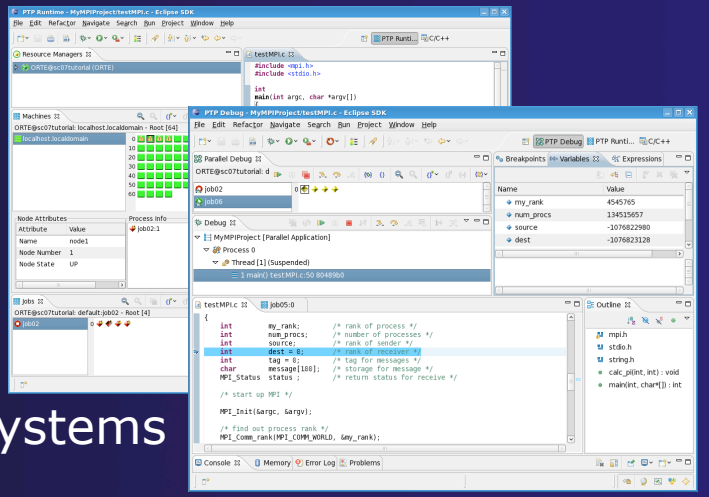
Performance Tuning



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



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" yet. Planned for late Oct.
- 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
- This information may supersede these slides

System Prerequisites

- Local system (running Eclipse)
  - Linux (just about any version)
  - MacOSX (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

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)
- Either is ideal for PTP use

Eclipse Installation

- The current version of Eclipse is 3.5 (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
- 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

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...**

Starting Eclipse

- **Linux**
  - From a terminal window, enter

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

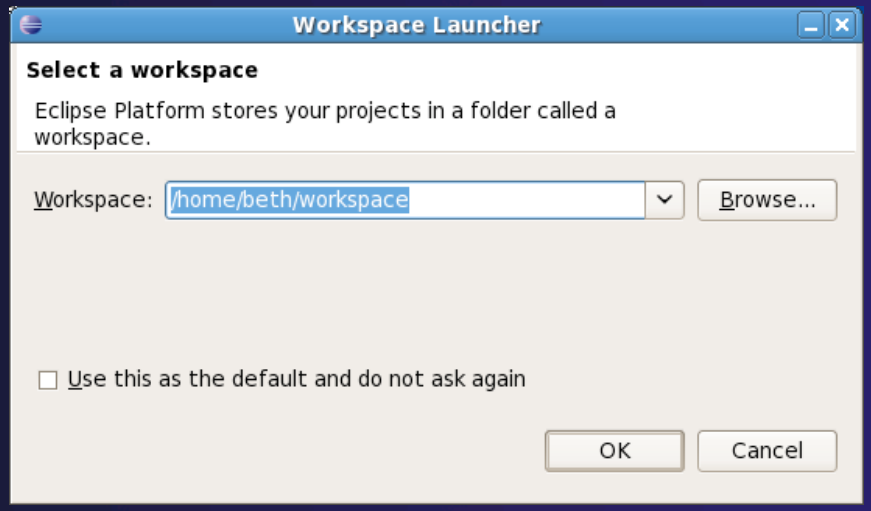
- **MacOS X**
  - From finder, open the **eclipse** folder where you installed
  - Double-click on the **Eclipse** application
  - Or from a terminal window
- **Windows**
  - Open the **eclipse** folder
  - Double-click on the **eclipse** executable

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

Specifying A Workspace

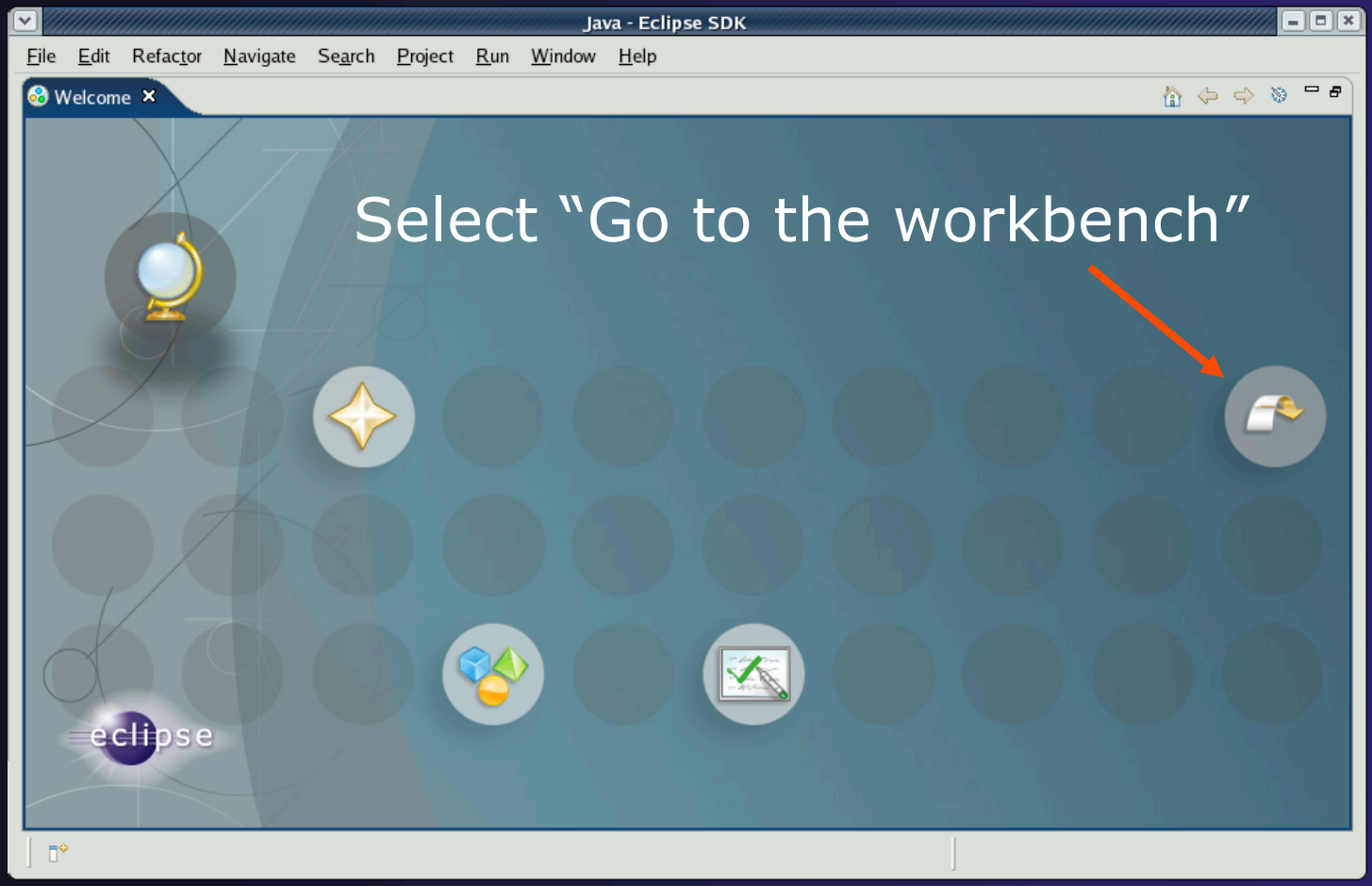
- Eclipse prompts for a workspace location at startup time
- The workspace contains all user-defined data
  - Projects and resources such as folders and files

The prompt can be turned off



Eclipse Welcome Page

- Displayed when Eclipse is run for the first time



Adding Features

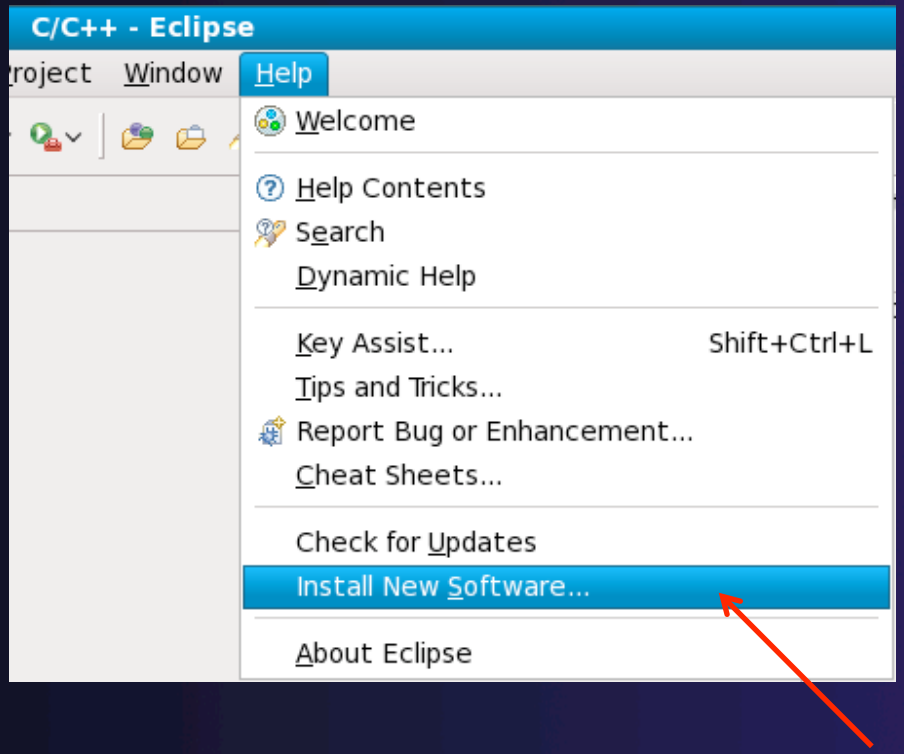
- New functionality is added to Eclipse using *features*
- Features are obtained and installed from an update site (like a web site)
- Features can also be installed from a local copy of the update site (which can be zipped)

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

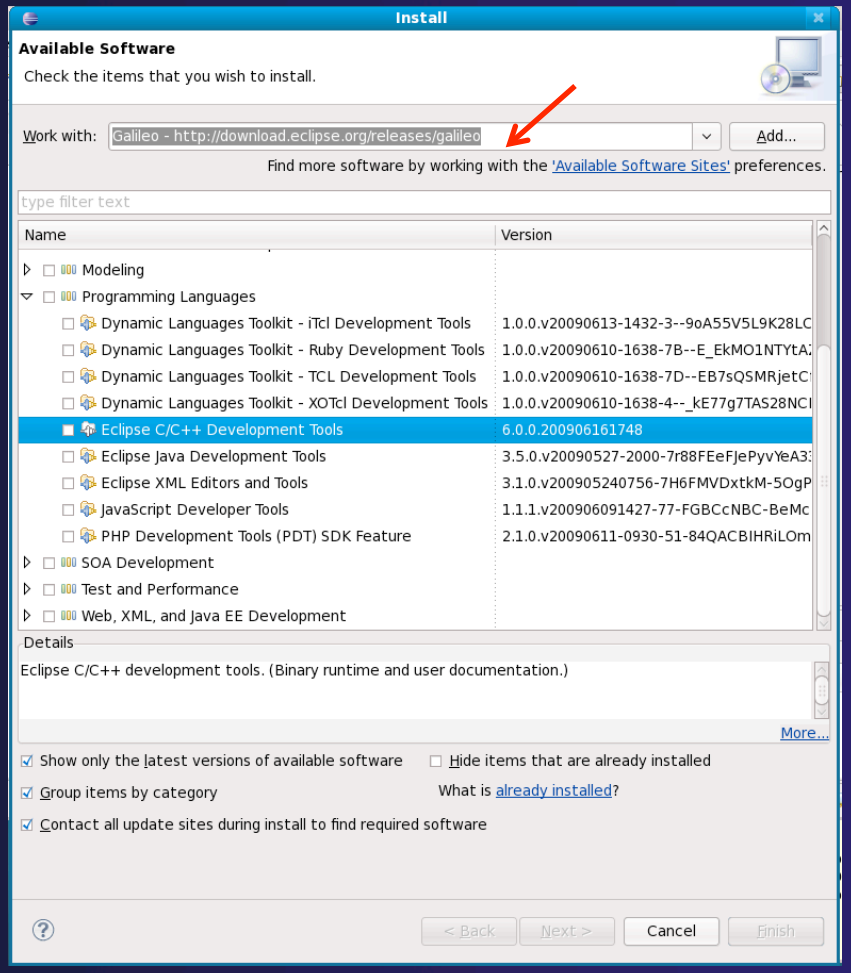
Installing from an Update Site

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



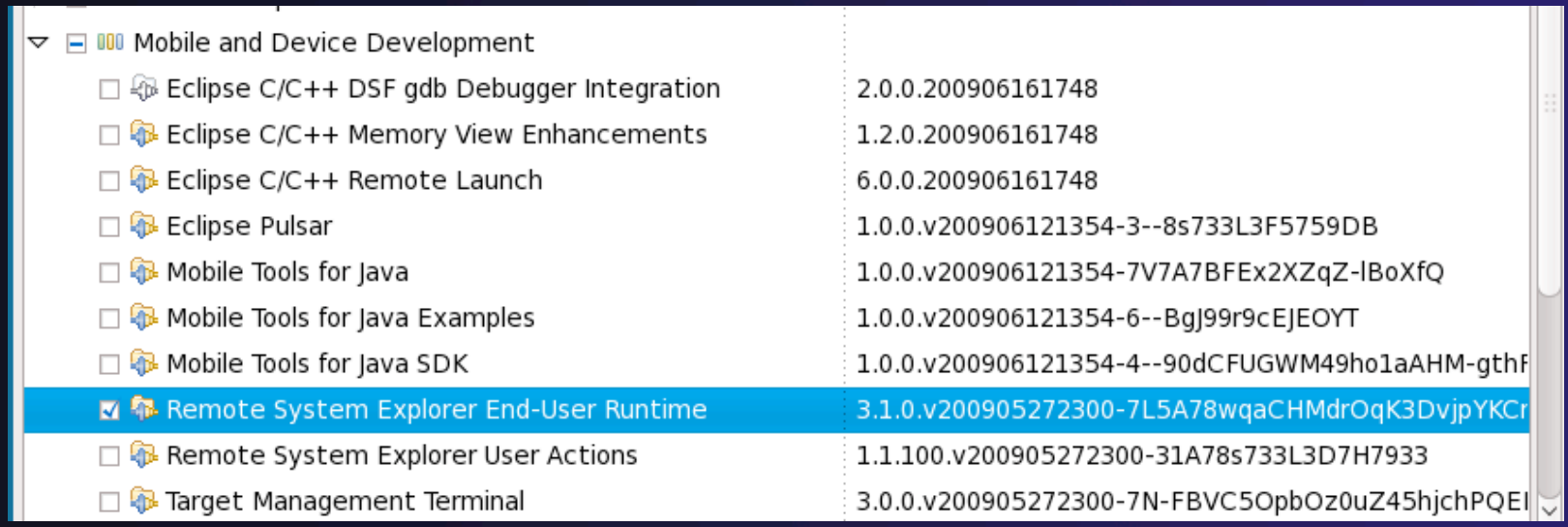
Galileo Update Site

- 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, does not include UPC
  - More complete CDT install shown later
  - PTP 3.0 needs CDT 6.0.1, not available yet



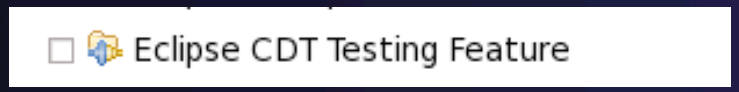
Installation: RSE

- The RSE End-User Runtime should be installed from the Galileo update site

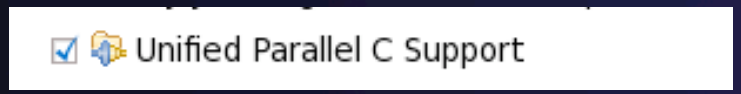


Installation: CDT

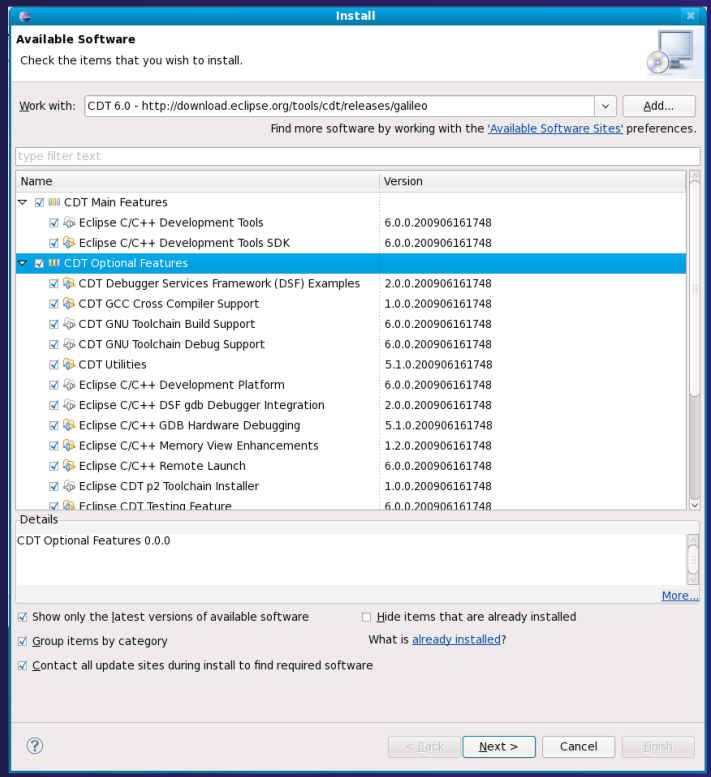
- PTP 3.0 needs CDT 6.0.1
  - Update site will contain latest version
- Update site: http://download.eclipse.org/tools/cdt/releases/galileo
- Install any features you want
  - Omit the testing feature:



  - If you want UPC, include:

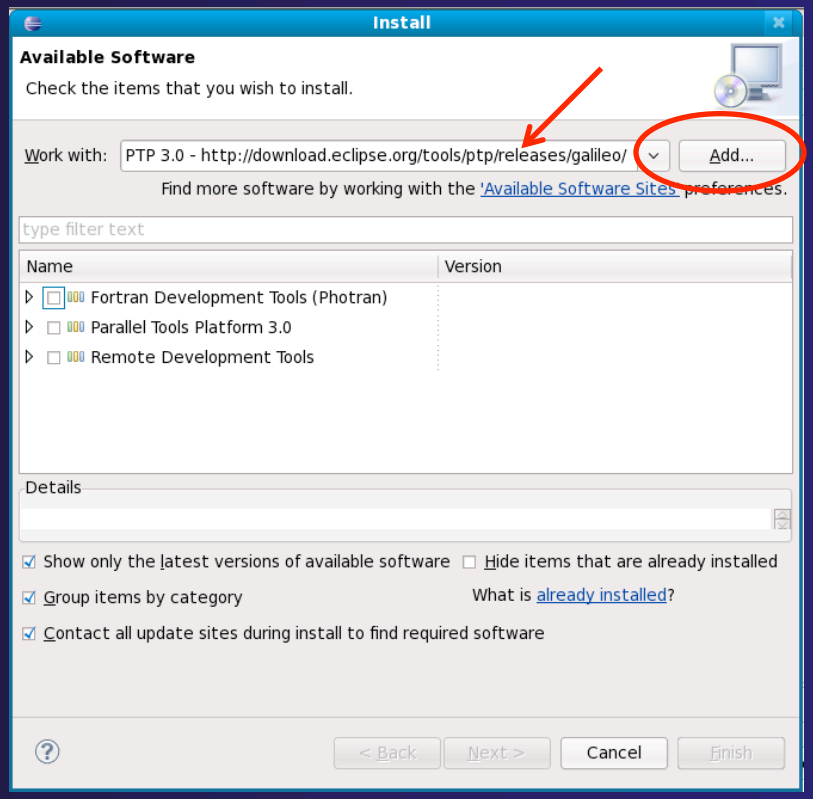


- CDT 6.0.1 is due at the end of Sept



Installing PTP

- In **Work with** type the PTP update site URL:
  http://download.eclipse.org/tools/ptp/releases/galileo/
- Click **Add...**
- Enter a name (optional)
  e.g. "PTP 3.0"
- Click **OK** and the list of features on the update site will be populated
- Select all the components you require
- Click **Next>**

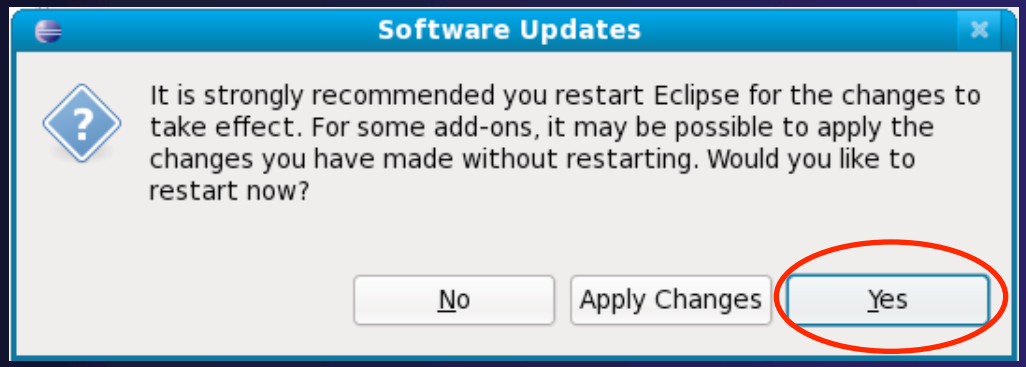


- See PTP release notes for most recent info on installing 3.0

Installing PTP (2)

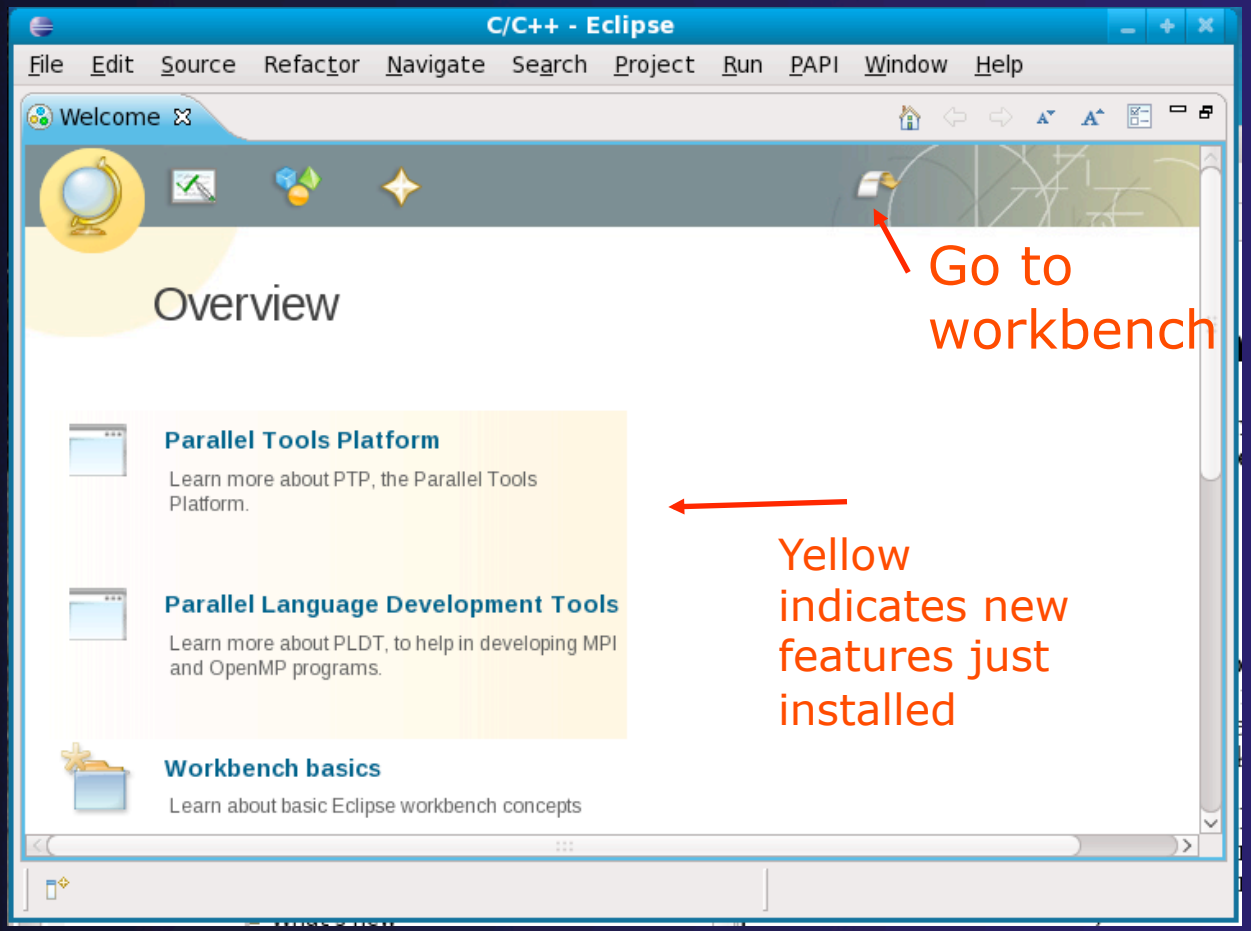
- You will be prompted to accept the License terms
- Accept the License terms
- Click **Finish**

- Restart Eclipse when prompted



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

Module 3: Working with C/C++

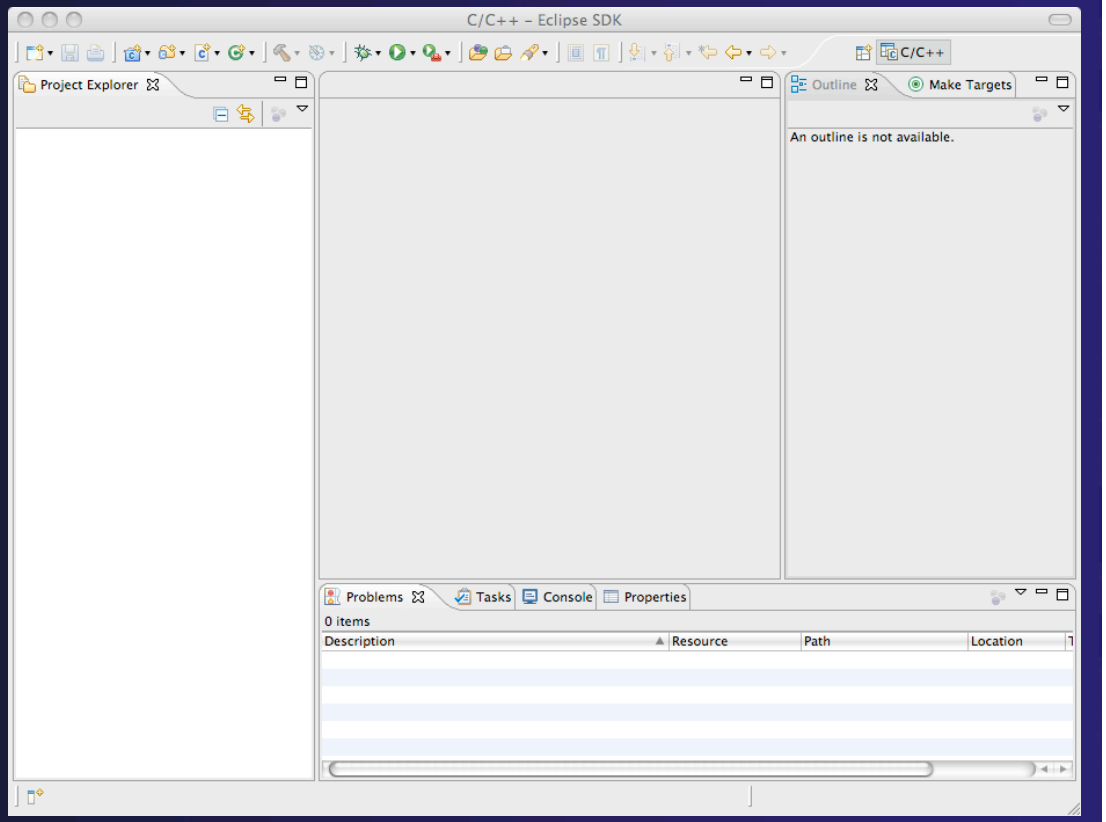
- Objective
  - Learn how to use Eclipse to develop parallel programs
  - Learn how to run and monitor a parallel program
- Contents
  - Brief introduction to the C/C++ Development Tools
  - Create a simple application
  - Learn to launch a parallel job and view it via the PTP Runtime Perspective

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)
- Launch eclipse!
  Run the ‘eclipse’ executable, from icon or from command line

Workbench

- The Workbench represents the desktop development environment
  - It contains a set of tools for resource management
  - It provides a common way of navigating through the resources
- Multiple workbenches can be opened at the same time



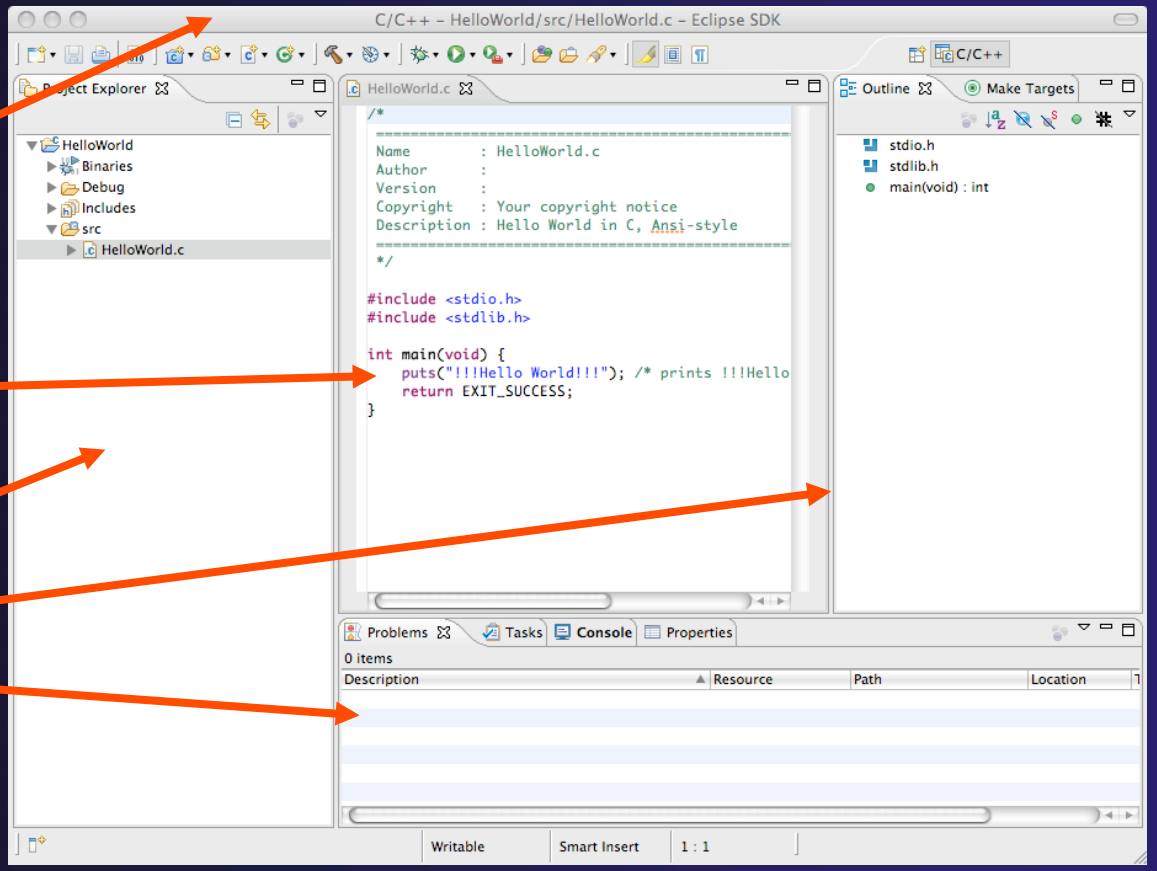
Workbench Components

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

perspective

editor

views

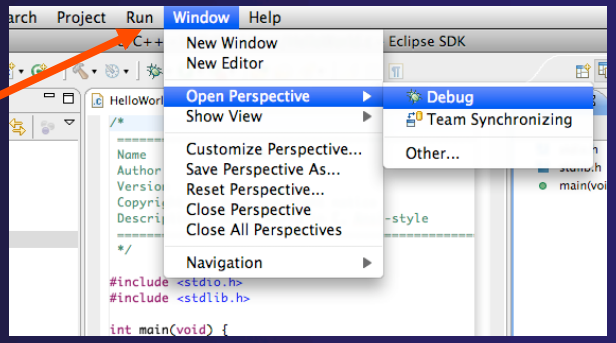


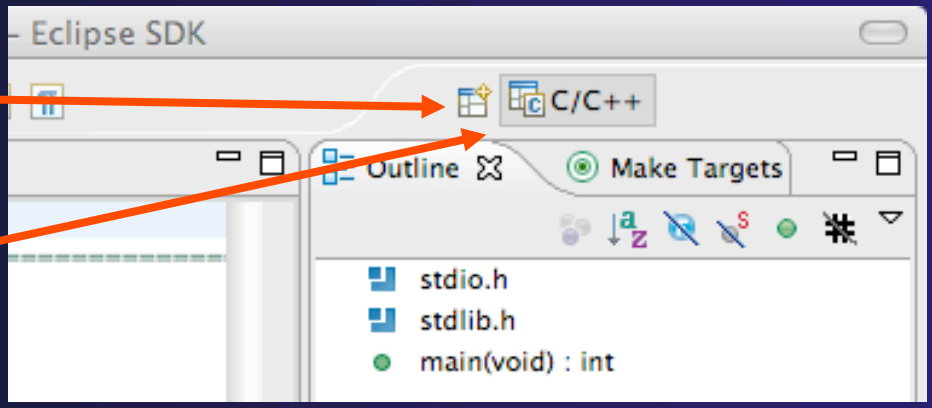
Perspectives

- 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

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

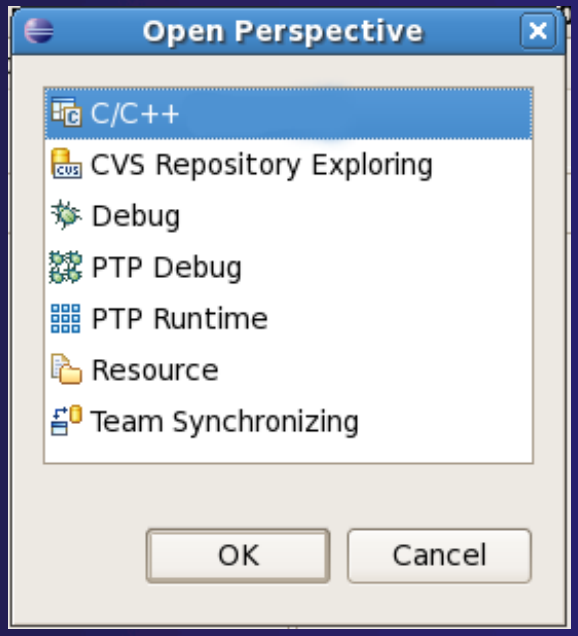




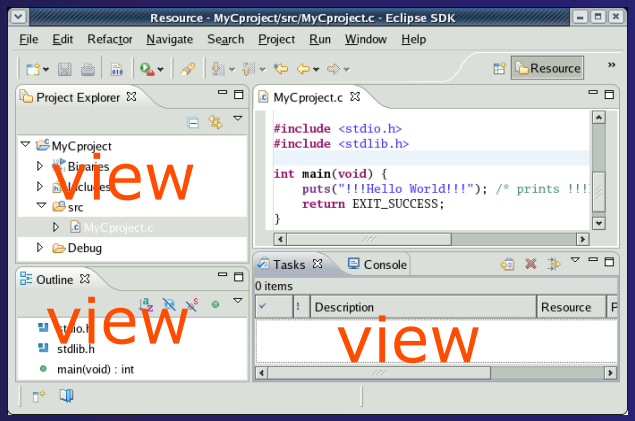
Available Perspectives

- By default, certain perspectives are available in the Workbench
- We'll use:
  - C/C++
  - PTP Runtime
  - PTP Debug

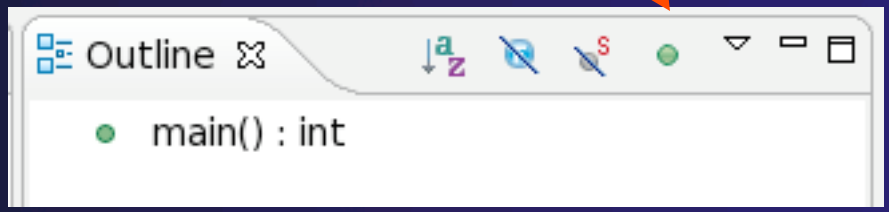
Window ▸ Open Perspective



Views

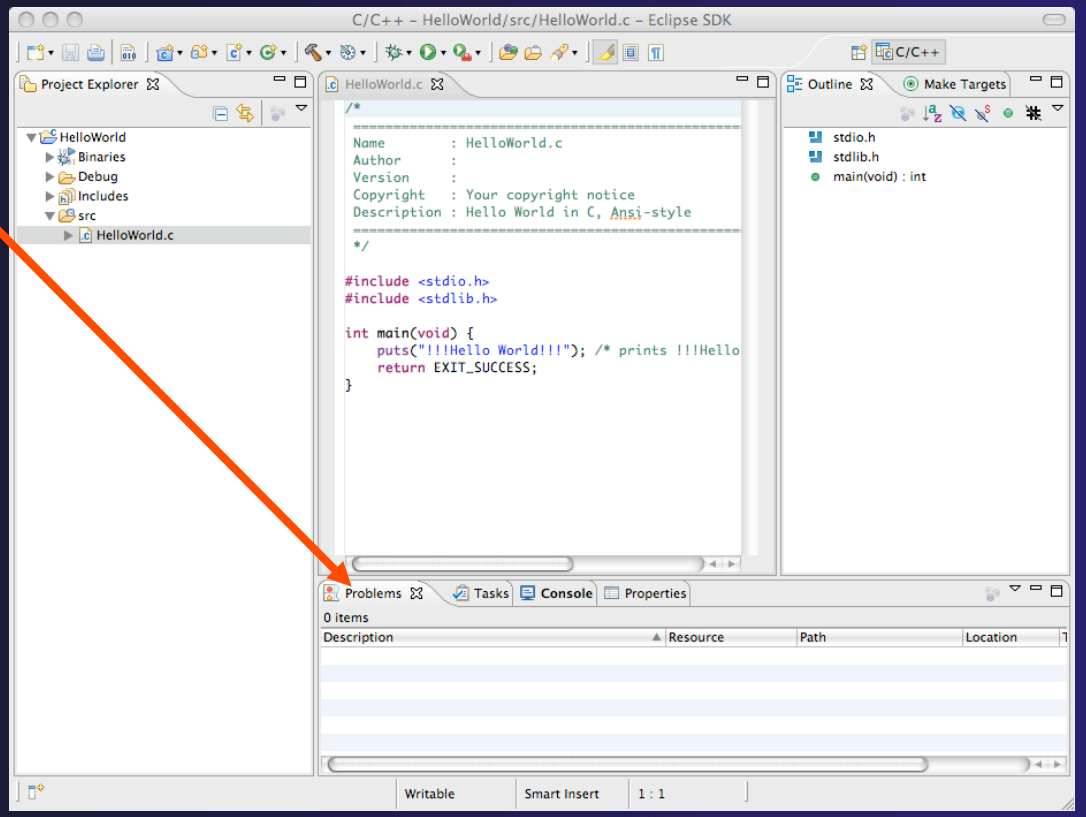


- The workbench window is divided up into Views
- The main purpose of a view is:
  - To provide alternative ways of presenting information
  - For navigation
  - For editing and modifying information
- Views can have their own menus and toolbars
  - Items available in menus and toolbars are available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



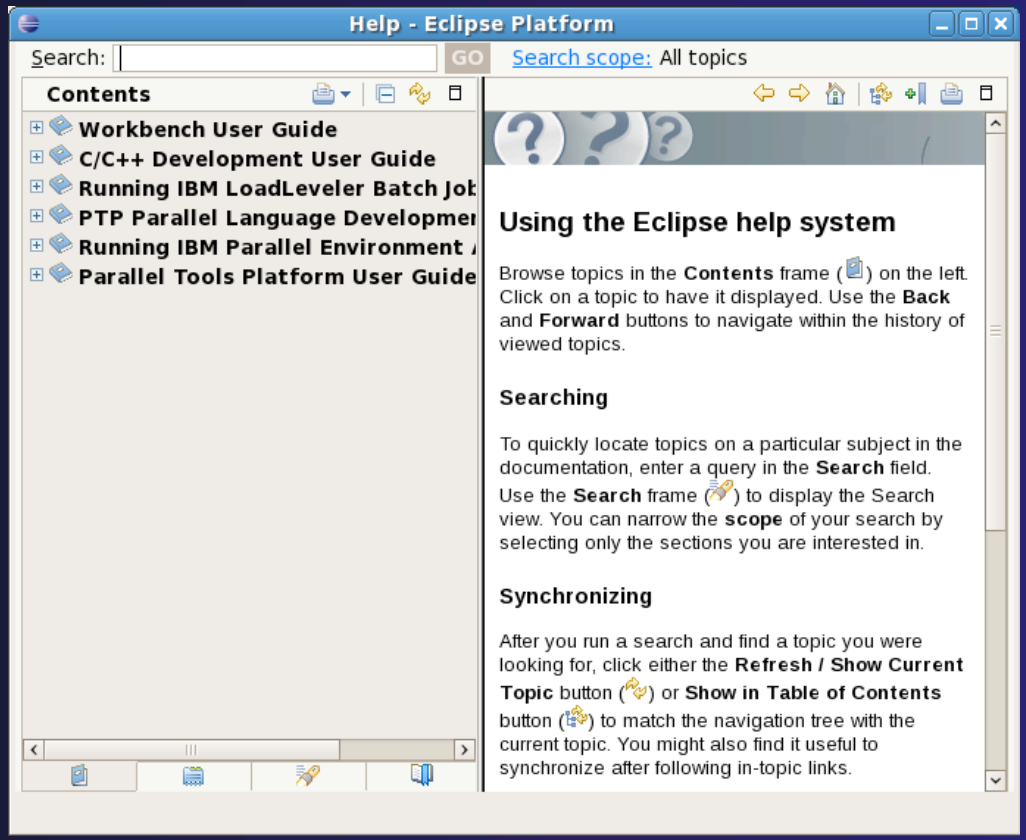
Stacked Views

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



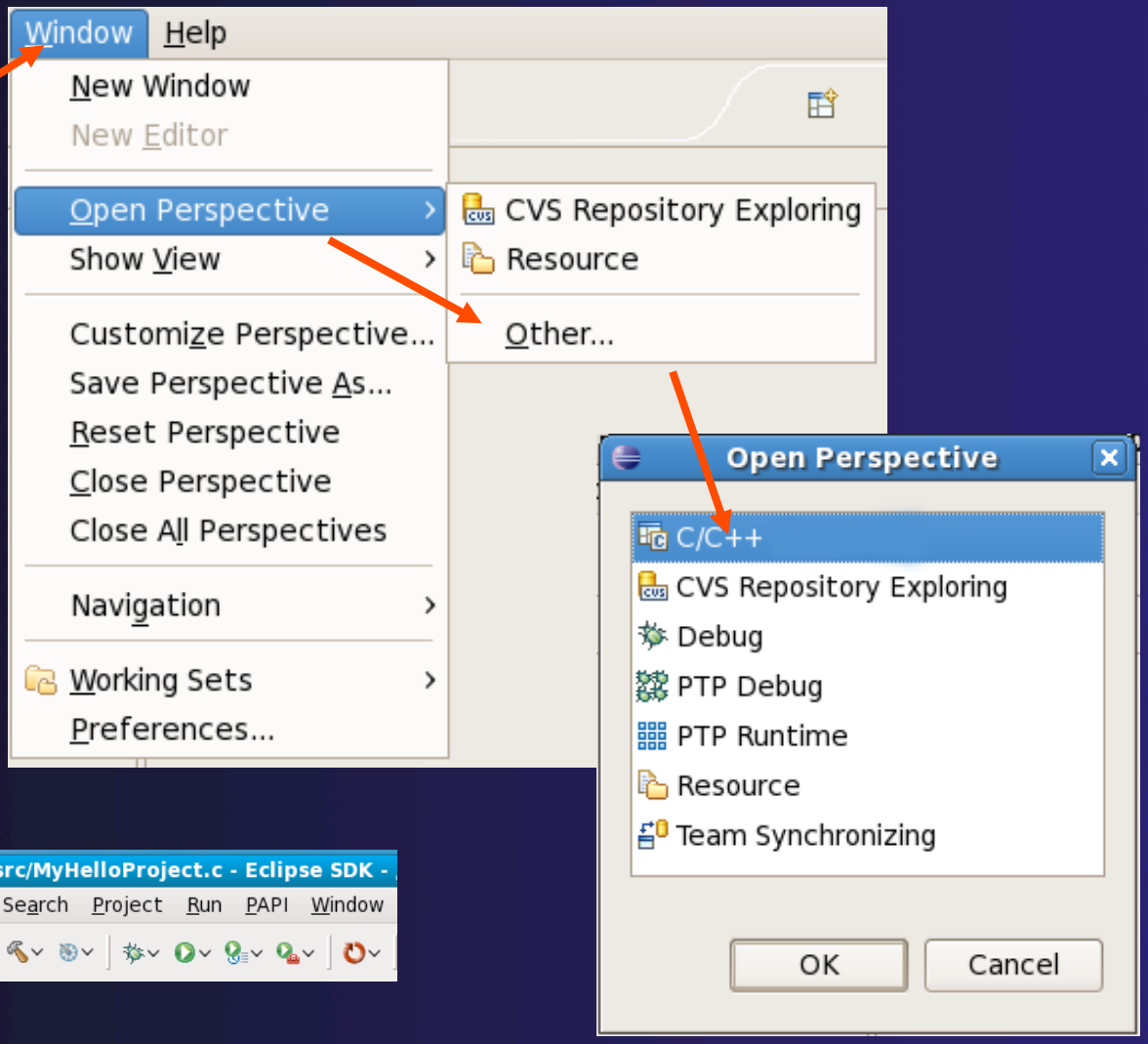
Help

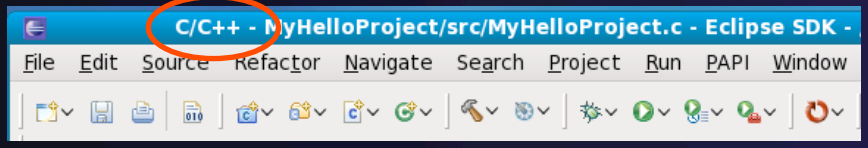
- Access help
  - **Help ▸ Help Contents**
  - **Help ▸ Search**
  - **Help ▸ Dynamic Help**
- **Help Contents** provides detailed help on different Eclipse features
- **Search** allows you to search for help locally, or using Google or the Eclipse web site
- **Dynamic Help** shows help related to the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



Switch to C/C++ Perspective

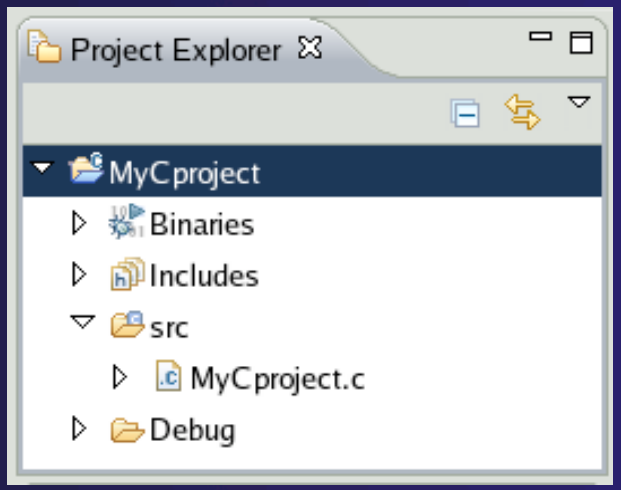
- Only needed if you're not already in the perspective
- What Perspective am in in? See Title Bar



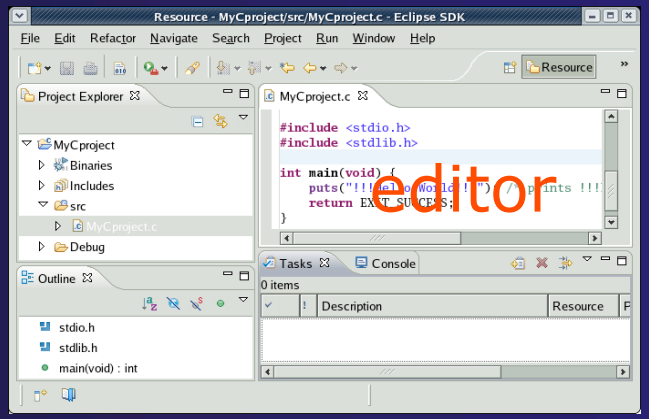


Project Explorer View

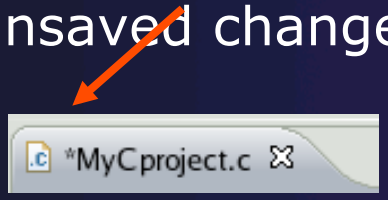
- Represents user's data
- It is a set of user defined resources
  - Files
  - Folders
  - Projects
    - Collections of files and folders
    - Plus meta-data
- Resources are visible in the Project Explorer View



Editors

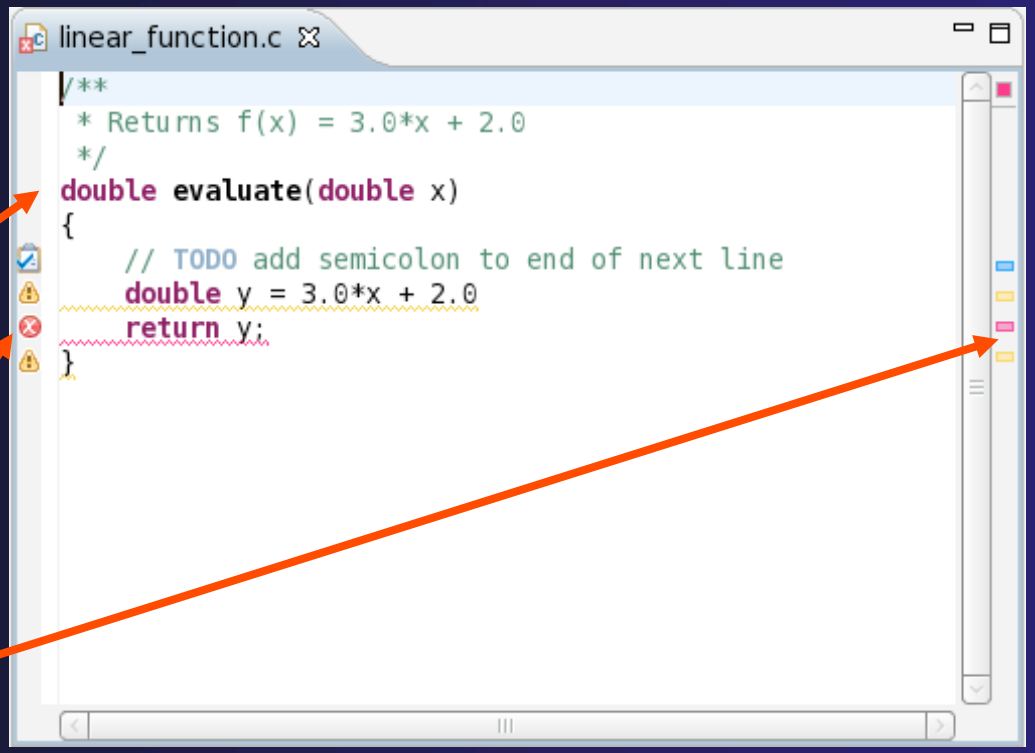


- An editor for a resource (e.g. a file) opens when you double-click on a resource
- The type of editor depends on the type of the resource
  - .c files are opened with the C/C++ editor
  - Some editors do not just edit raw text
- When an editor opens on a resource, it stays open across different perspectives
- 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



Source Code Editors

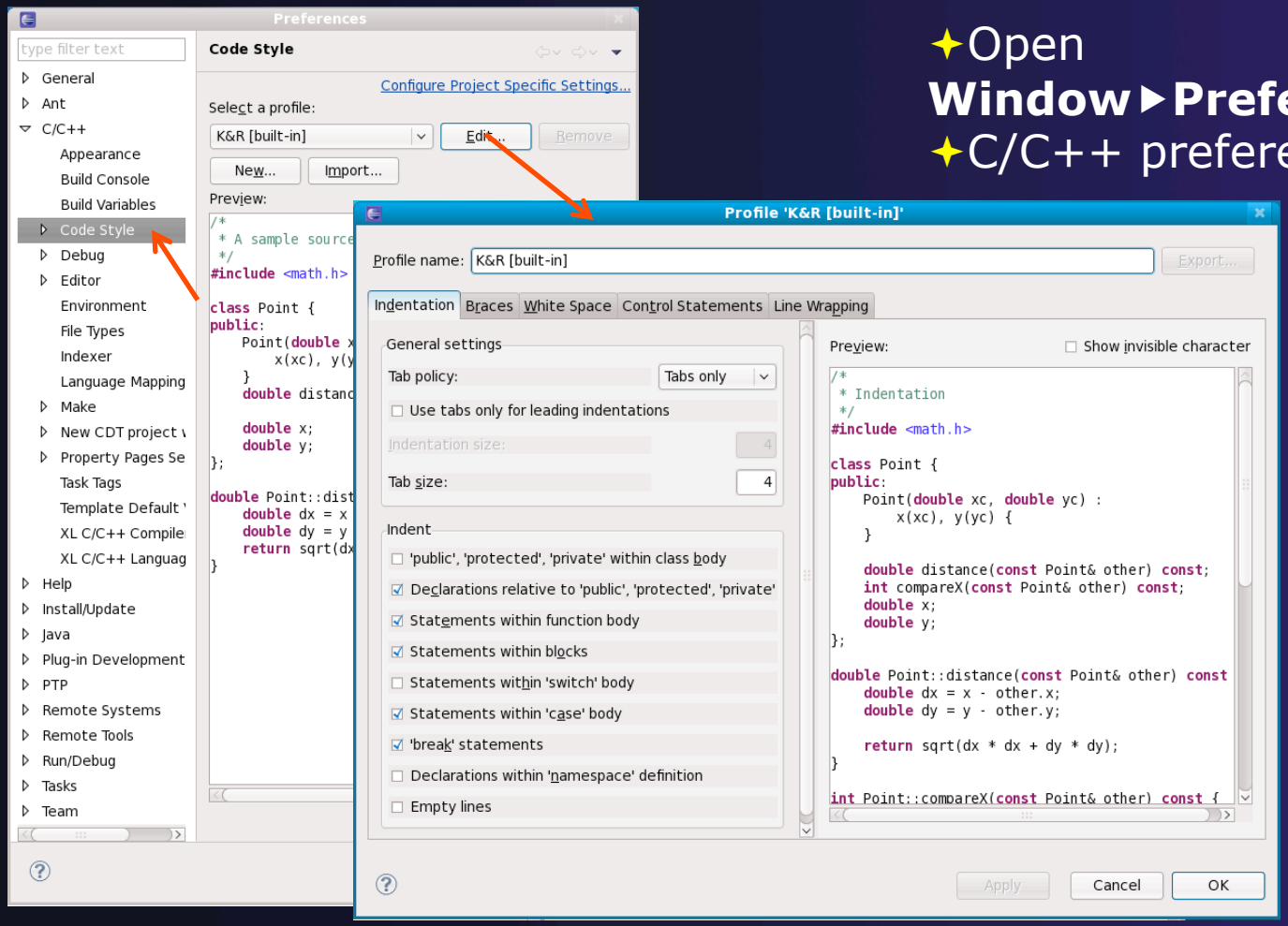
- A source code editor is a special type of editor for manipulating source code
- Language features are highlighted
- Marker bars for showing
  - Breakpoints
  - Errors/warnings
  - Tasks
- Location bar for navigating to interesting features



Icons:

Preferences

- Eclipse Preferences allow customization of almost everything

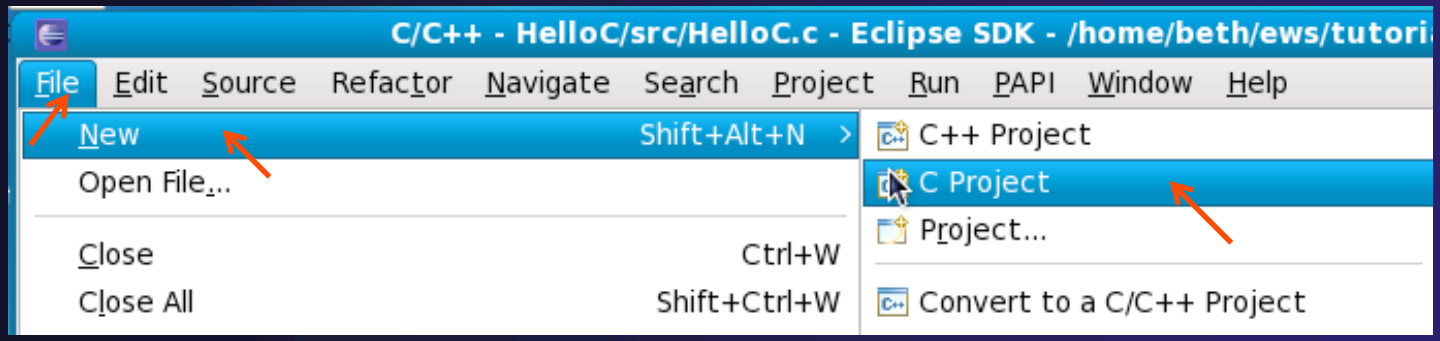


- Open **Window ▸ Preferences...**
- C/C++ preferences allow many options
- Code formatting settings ("Code Style") shown here

Creating a C/C++ Application

Steps:

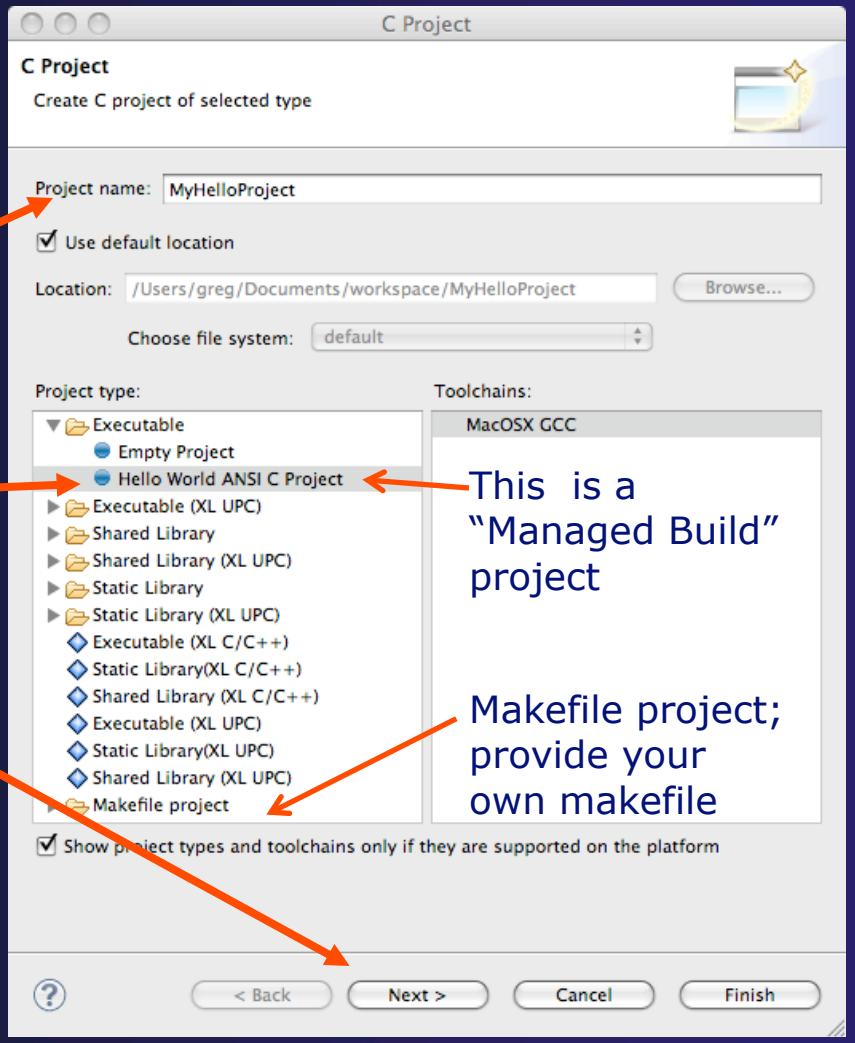
- Create a new C project
- Edit source code
- Save and build



New C Project Wizard

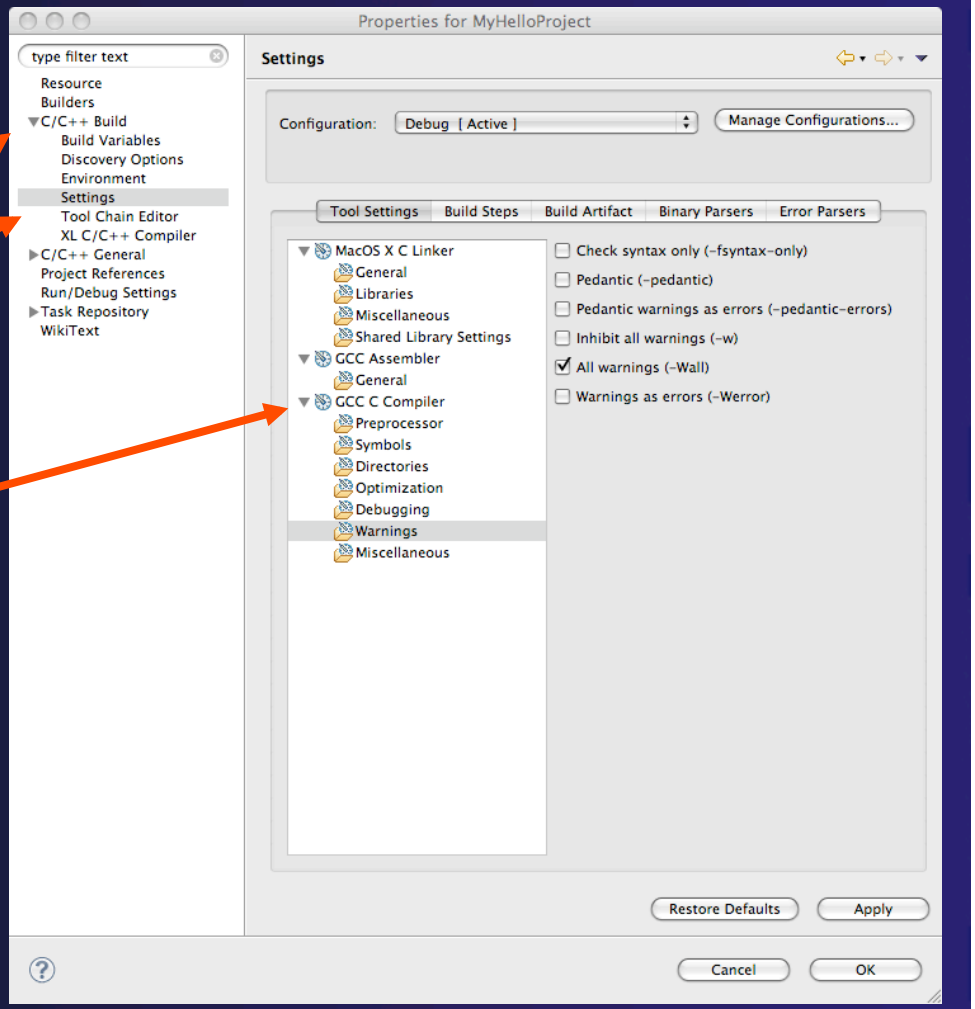
Create a new MPI project

- **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 **Next**



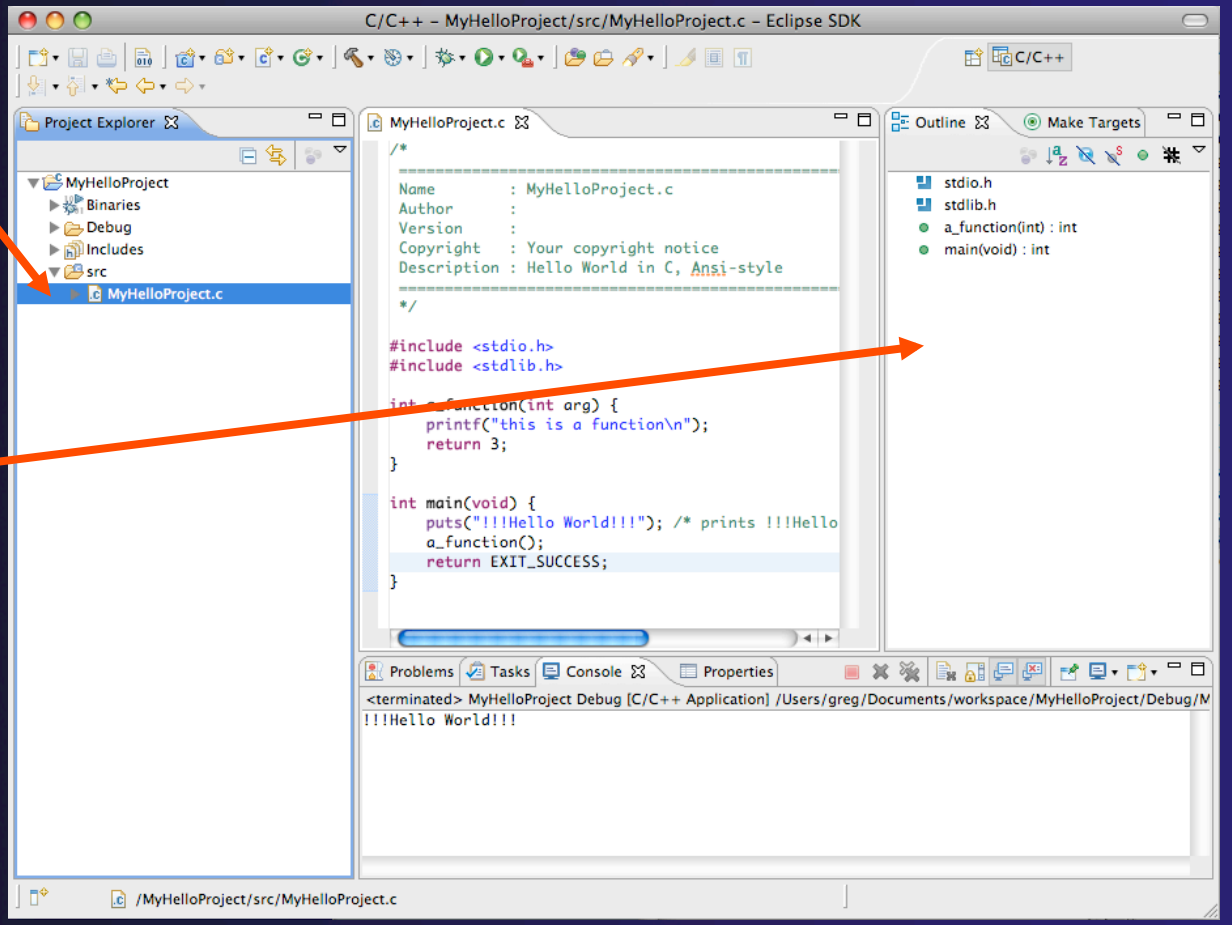
Changing the C/C++ Build Settings Manually

- Open the project properties by right-mouse clicking on project and select **Properties**
- Open **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



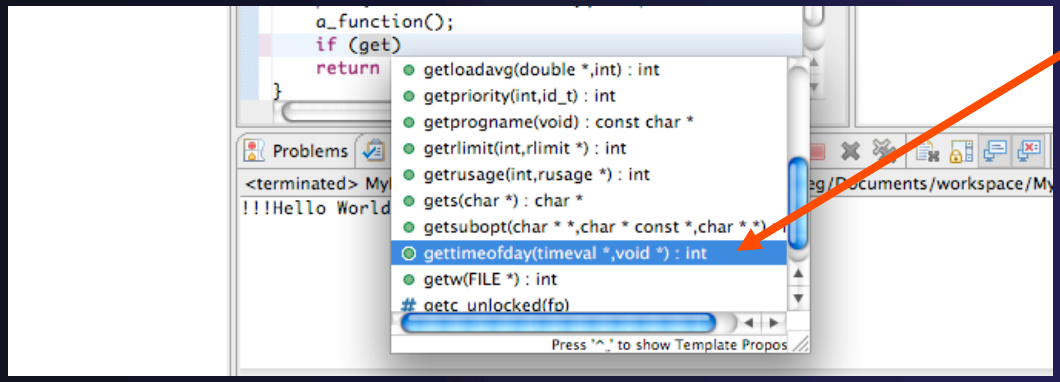
Editor and Outline View

- Double-click on source file in the **Project Explorer** to open C editor
- Outline view is shown for file in editor

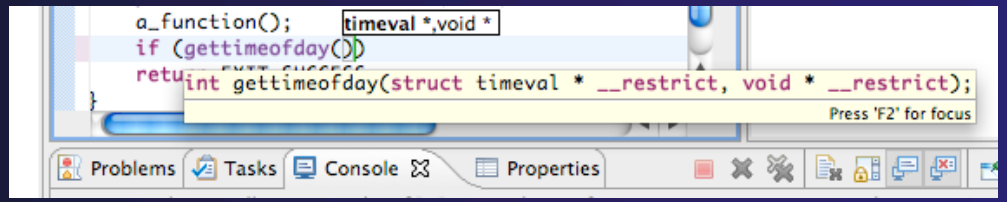


Content Assist

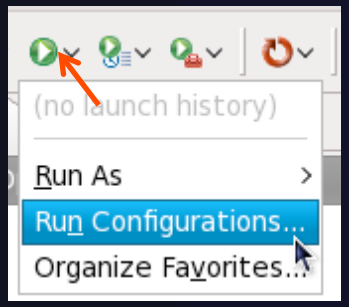
- Type an incomplete function name e.g. ”get" into the editor, and hit **ctrl-space**
- Select desired completion value with cursor or mouse



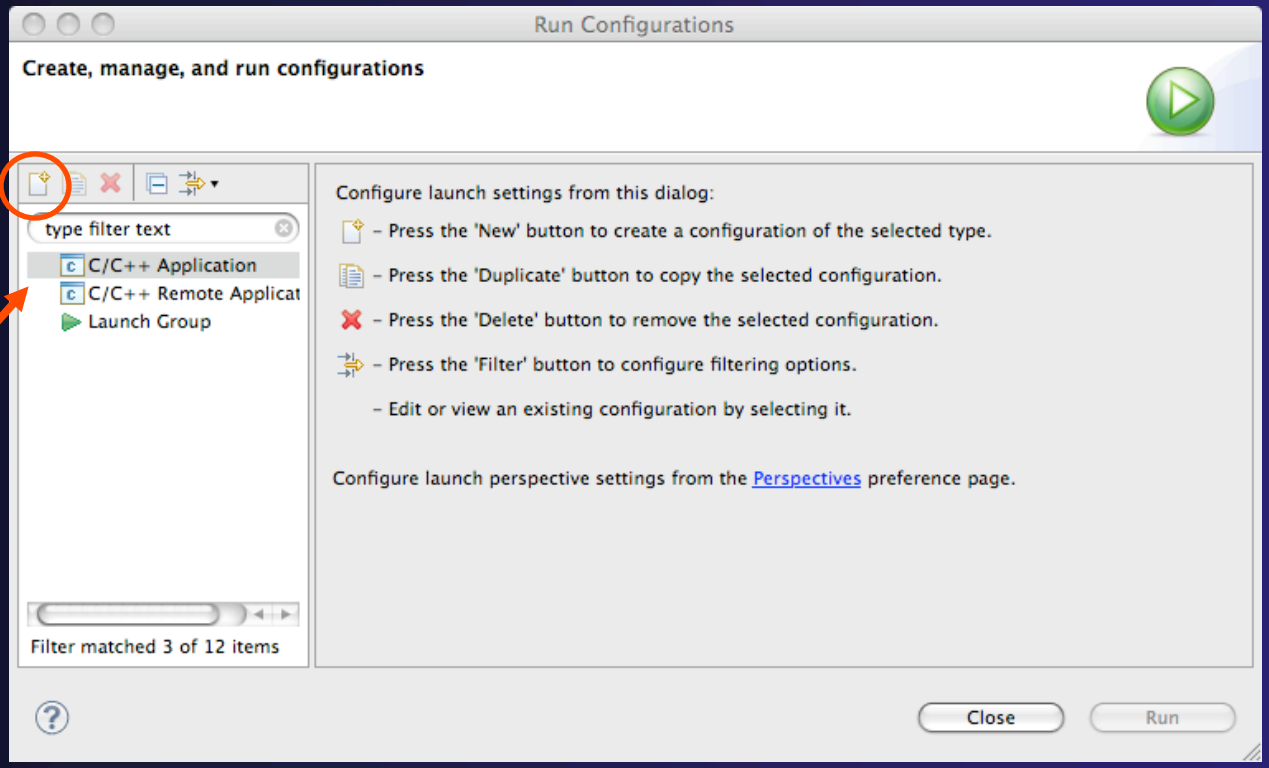
- Hover over a program element in the source file to see additional information



Create a Launch Configuration



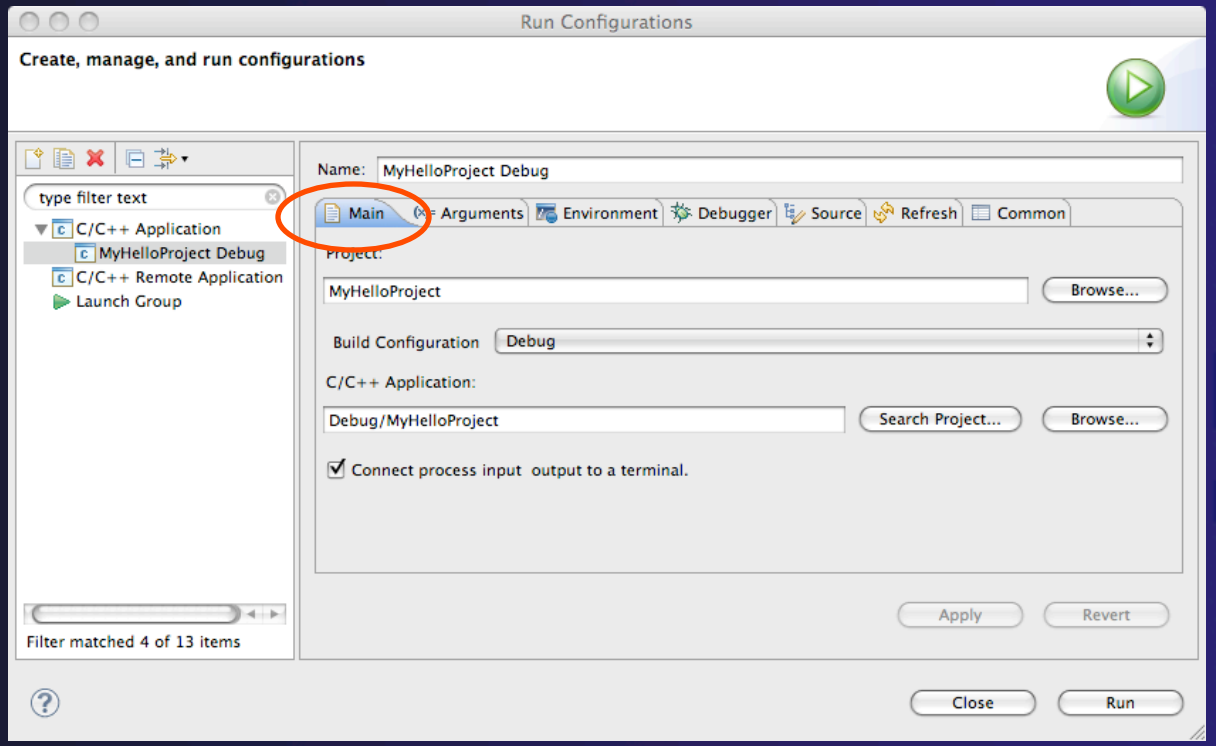
- Open the run configuration dialog **Run ▸ Run Configurations...**
- Select **C/C++ Application**
- Select the **New** button



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

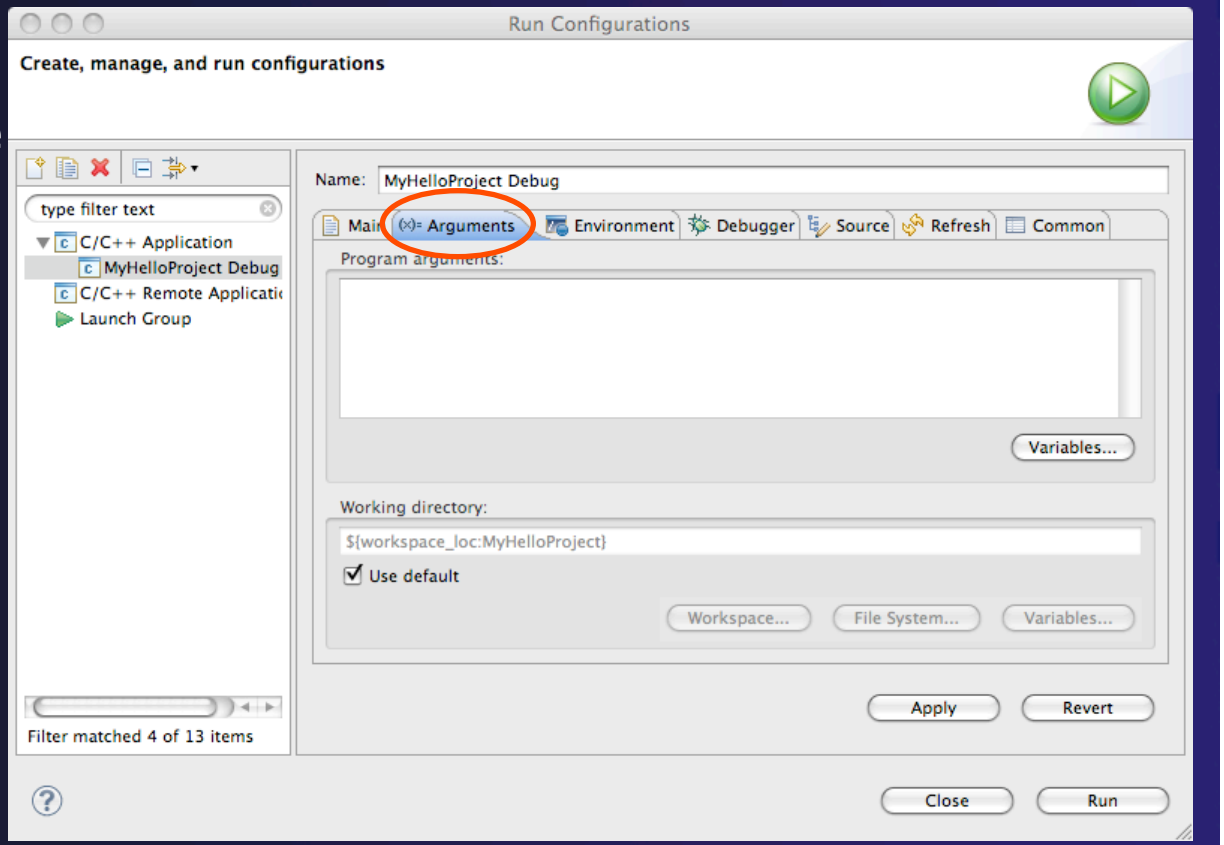
Complete the Main Tab

- 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

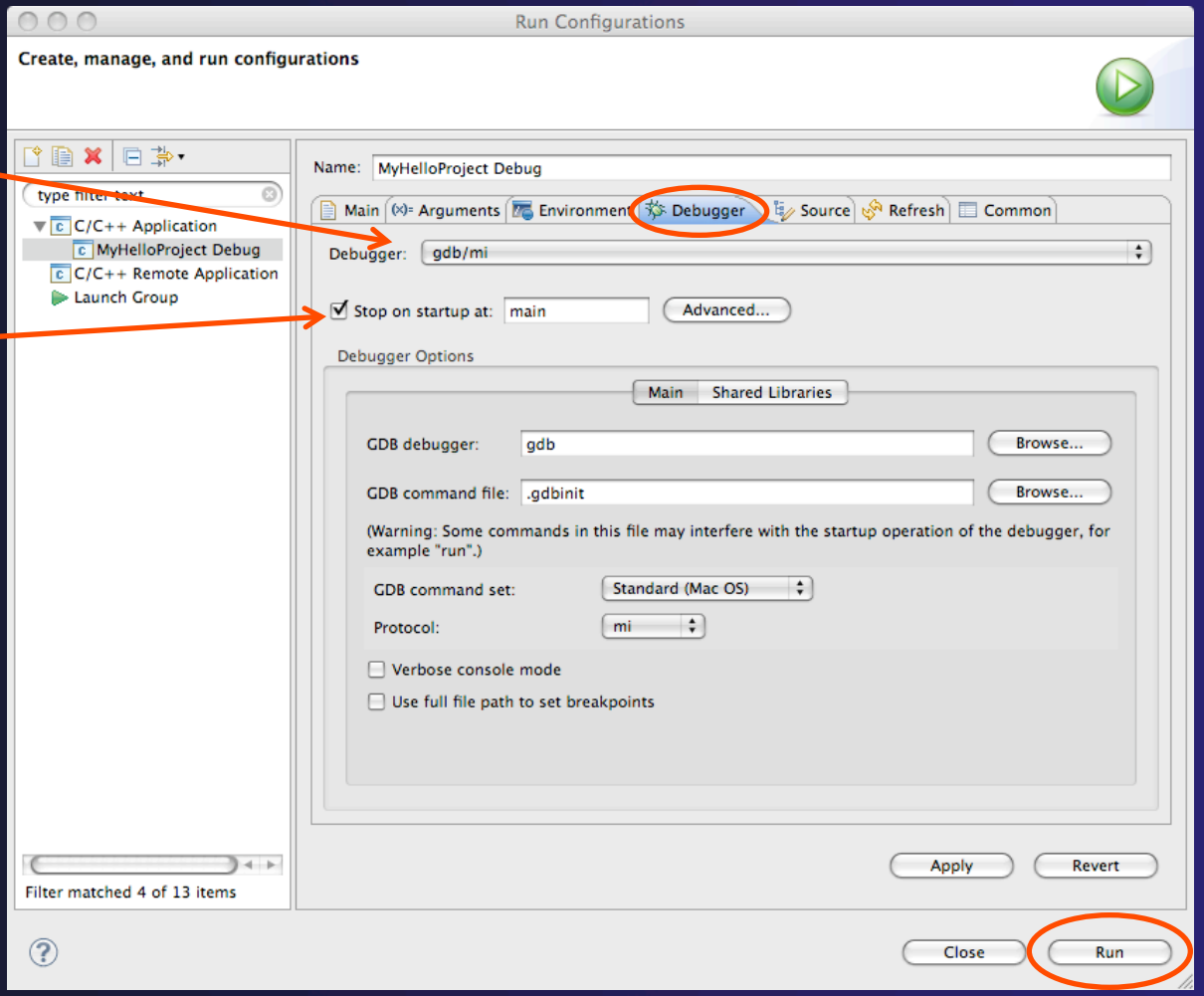


Complete the Debugger Tab

- 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)

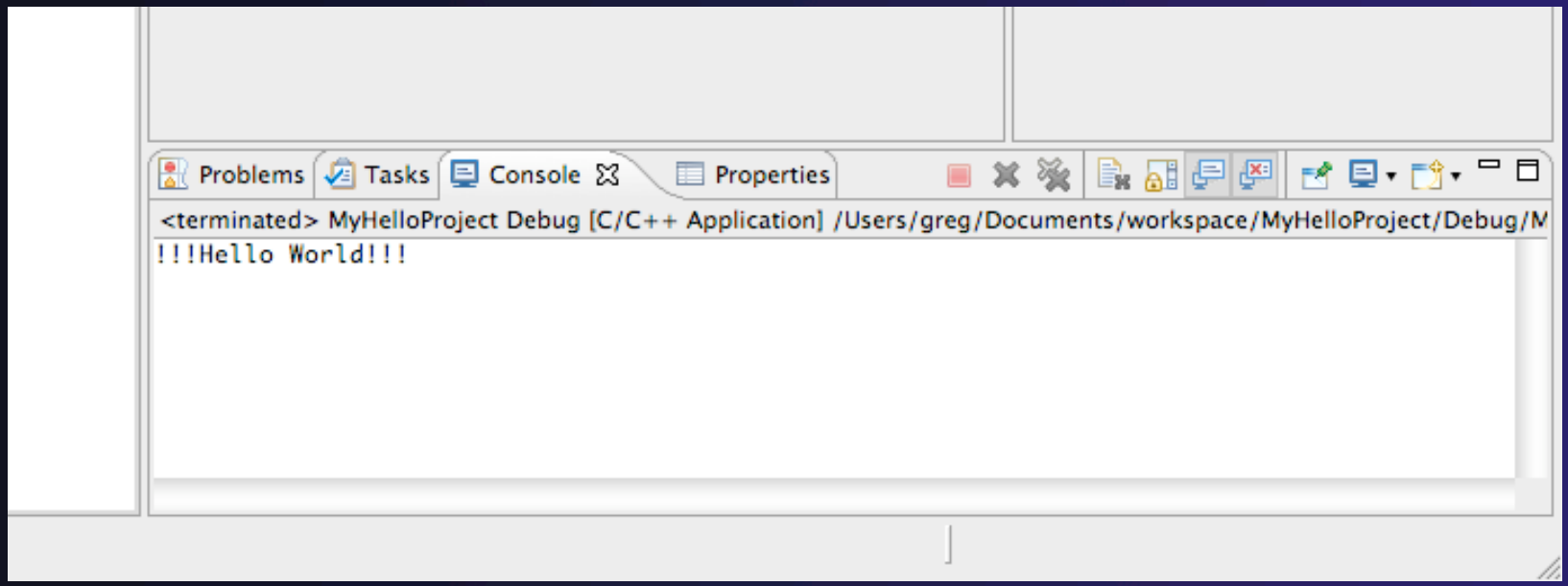
The information on the debugger tab will only be used for a debug launch

- 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)



Module 4: Working with MPI

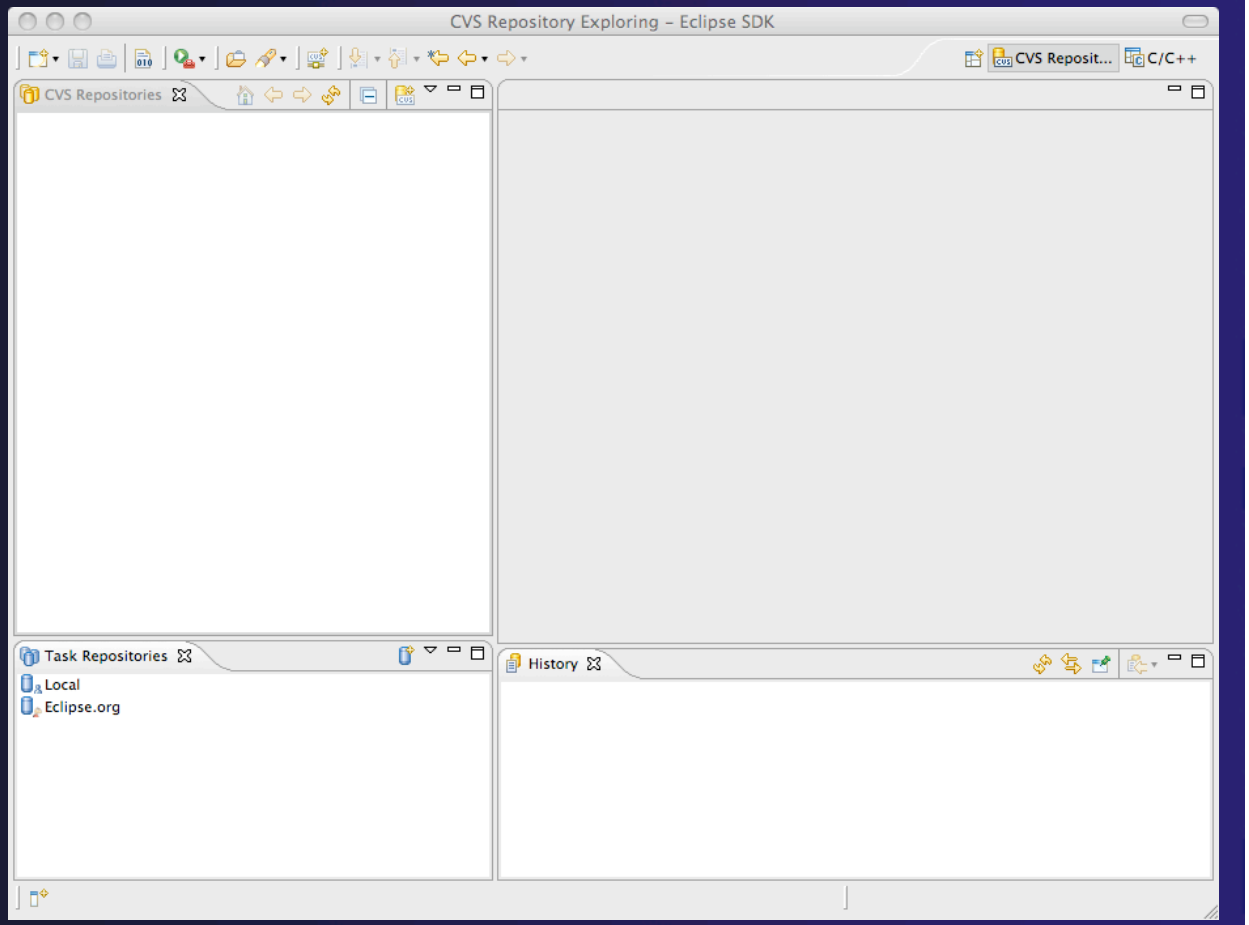
- Objective
  - Learn how to build and launch an MPI program
  - Explore some of the features to aid MPI programming
- Contents
  - Using a version control system (CVS)
  - Building with Makefiles and autoconf
  - MPI assistance features
  - Working with resource managers
  - Launching a parallel application

Creating the Project

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

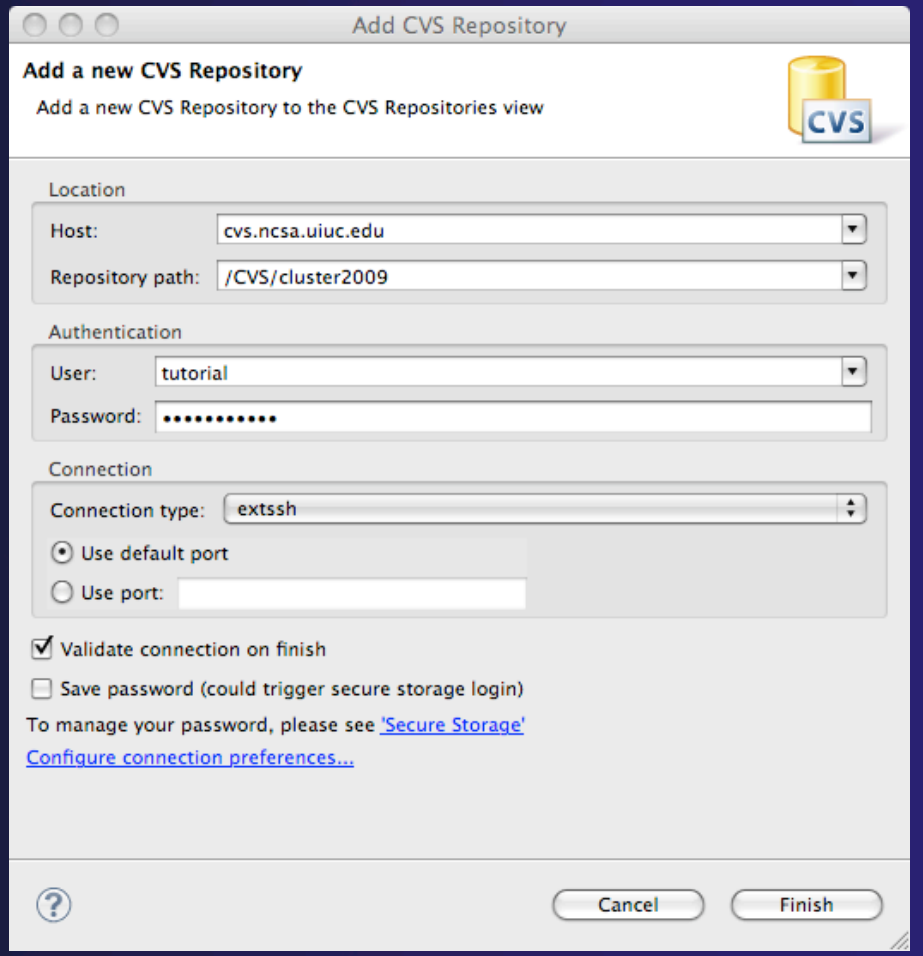
Connecting to a Repository

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



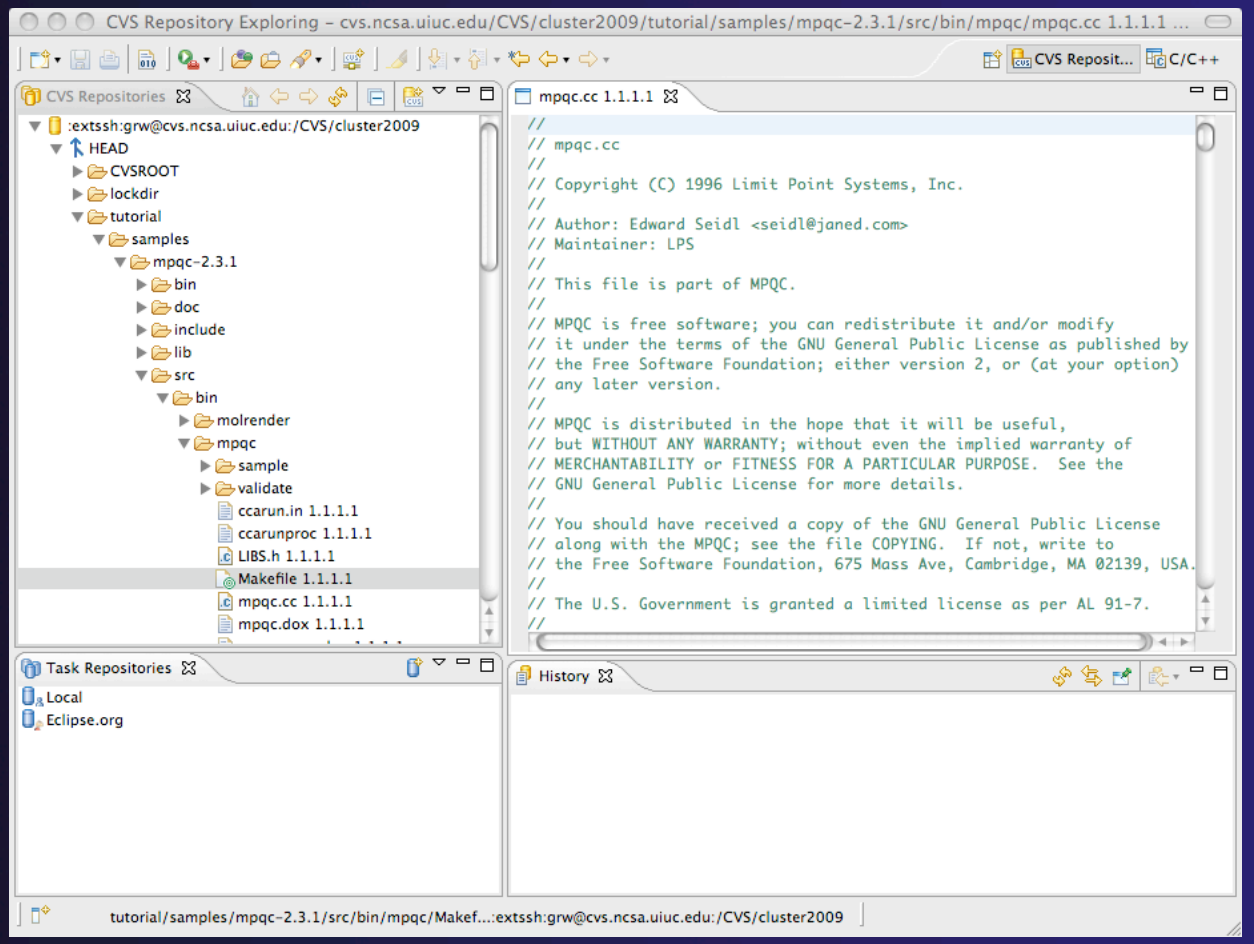
Specify Repository Location

- 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
- Check **Save password** if you wish to save the password
- Select **Finish**



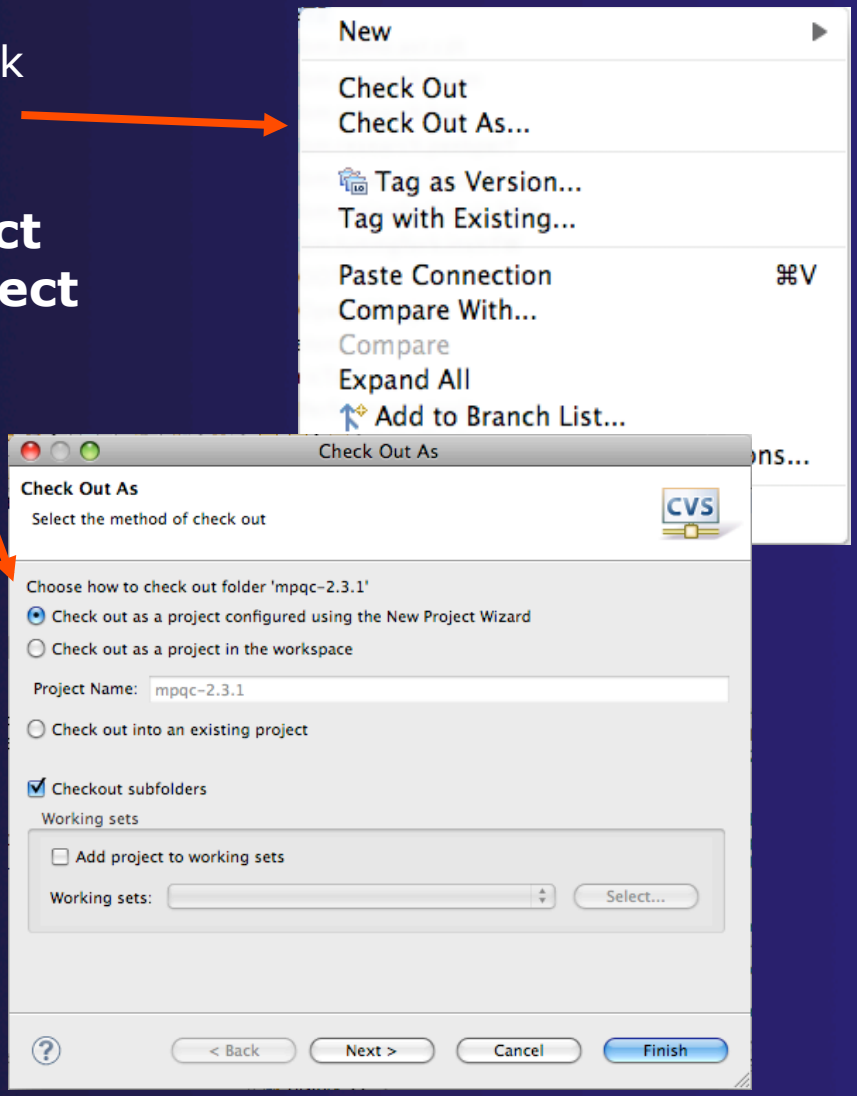
CVS Repository Exploring

- 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



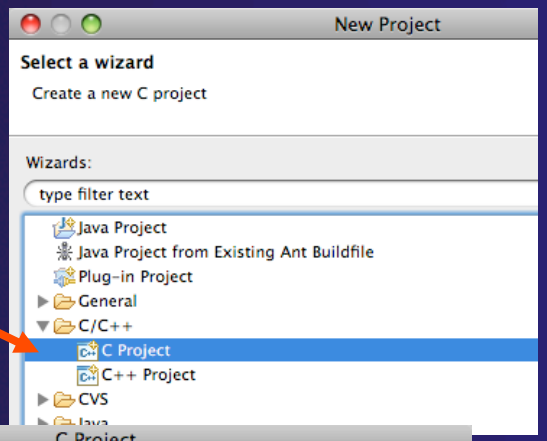
Check out as an Eclipse Project

- 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**

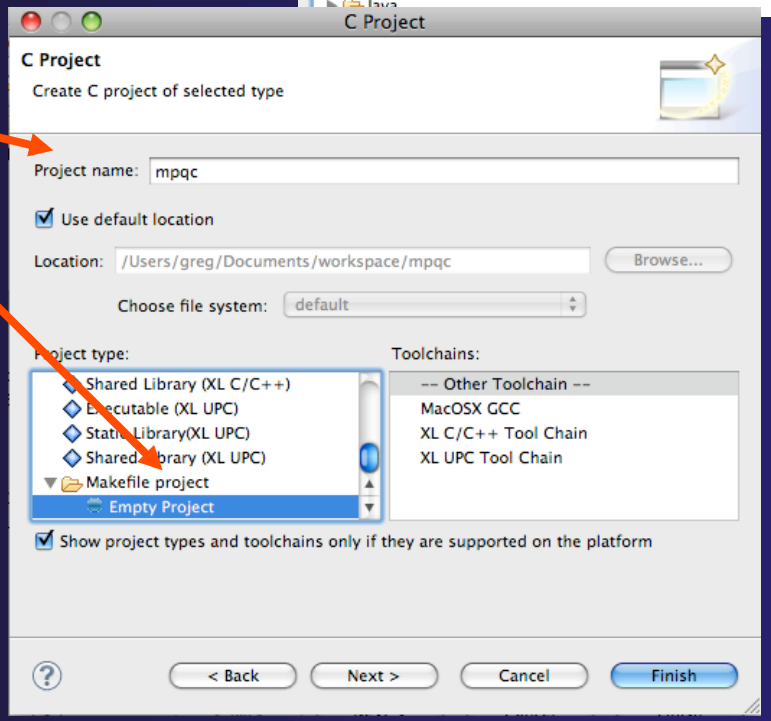


Create a C Project

- 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**

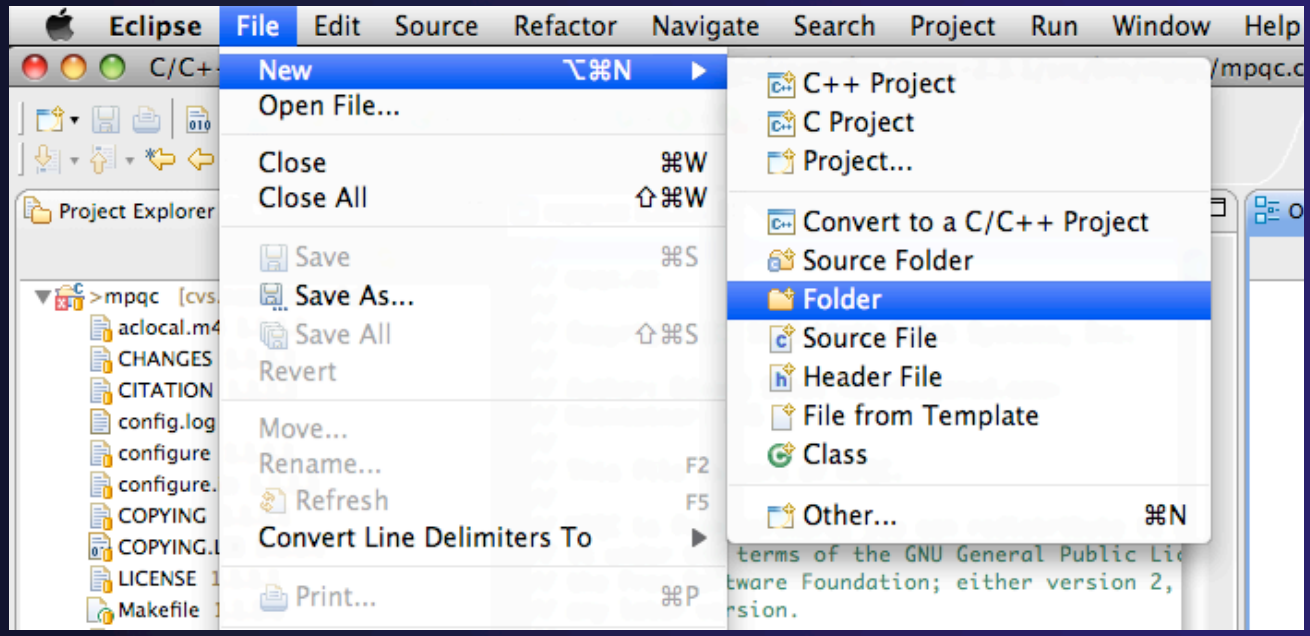


Building the Application

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

Create a **build** directory

- This program requires a separate build directory
- Select the project in the **Project Explorer** view
- From the **File** menu, select elect **New▶Folder...**
- Make sure the parent folder is correct
- Enter "build" as the folder name
- Click **Finish**

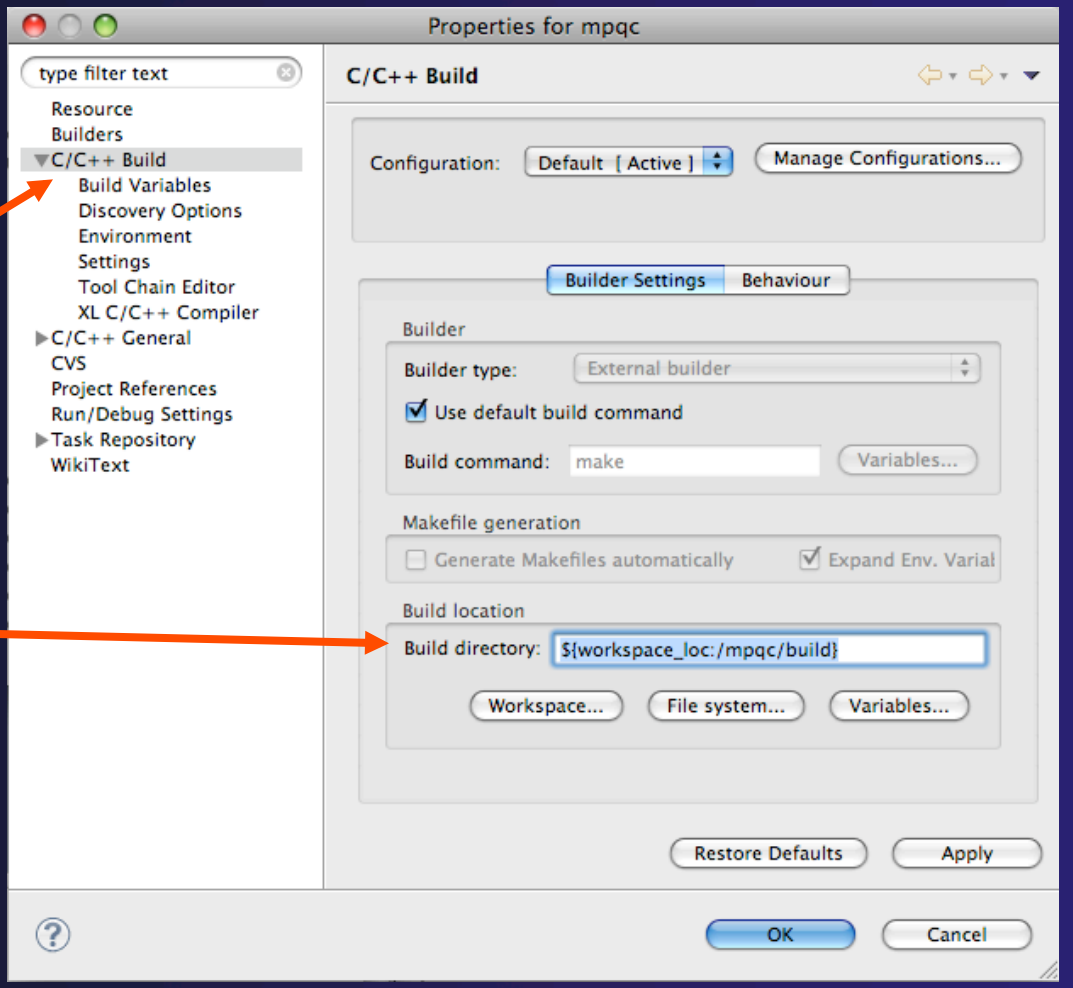


Makefile Project

- 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
- Change the **Build location** to the **build** directory in the project

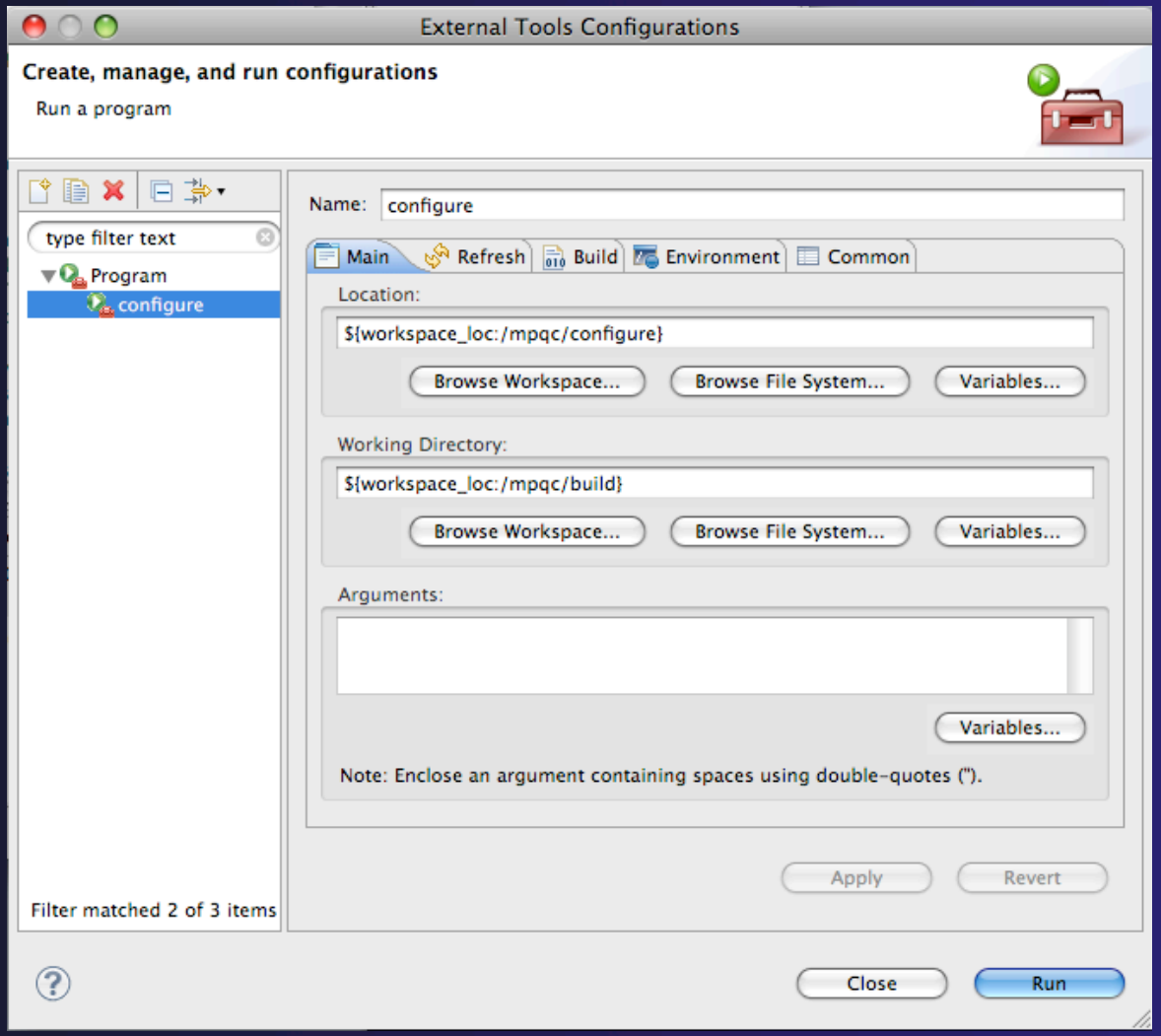


About Makefiles and autoconf

- `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`

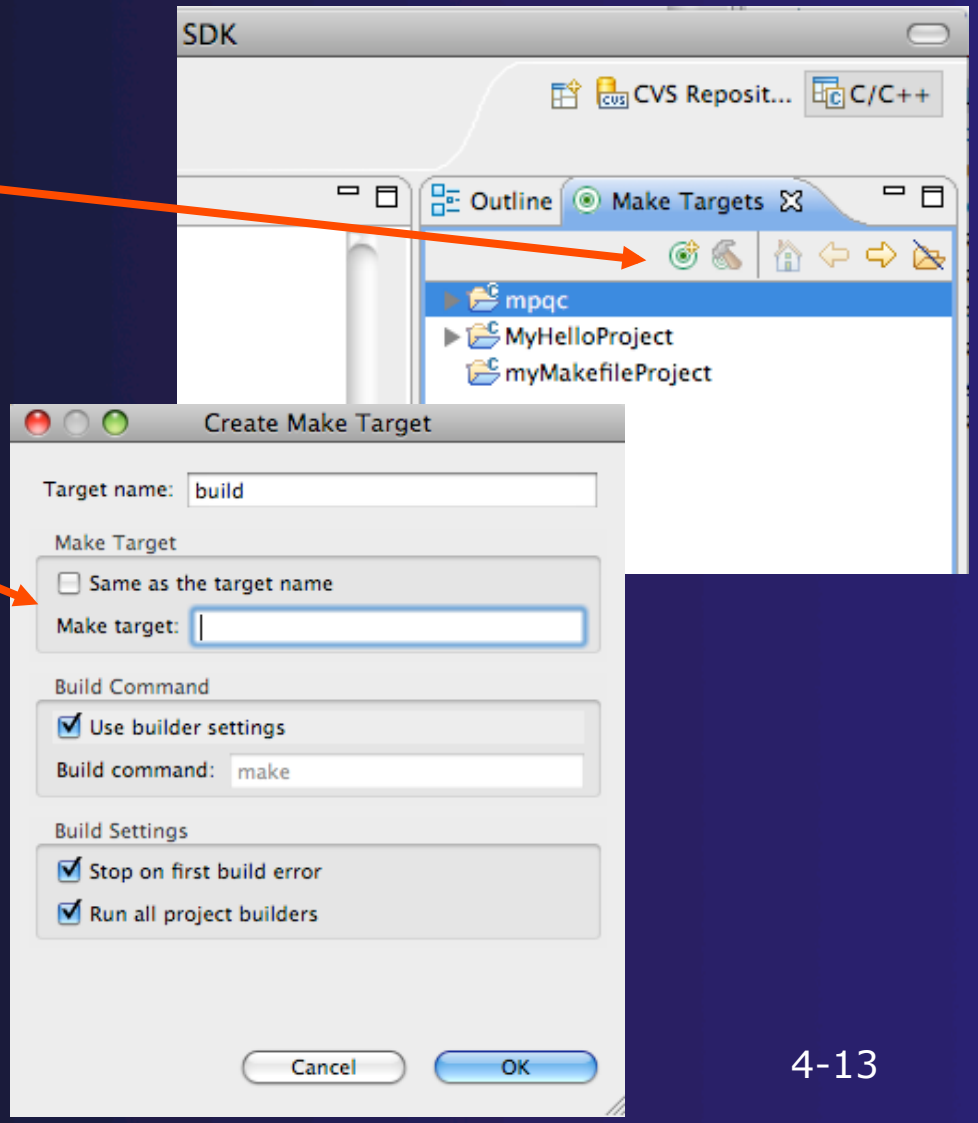
Generate the Makefiles

- 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 **build** directory in 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



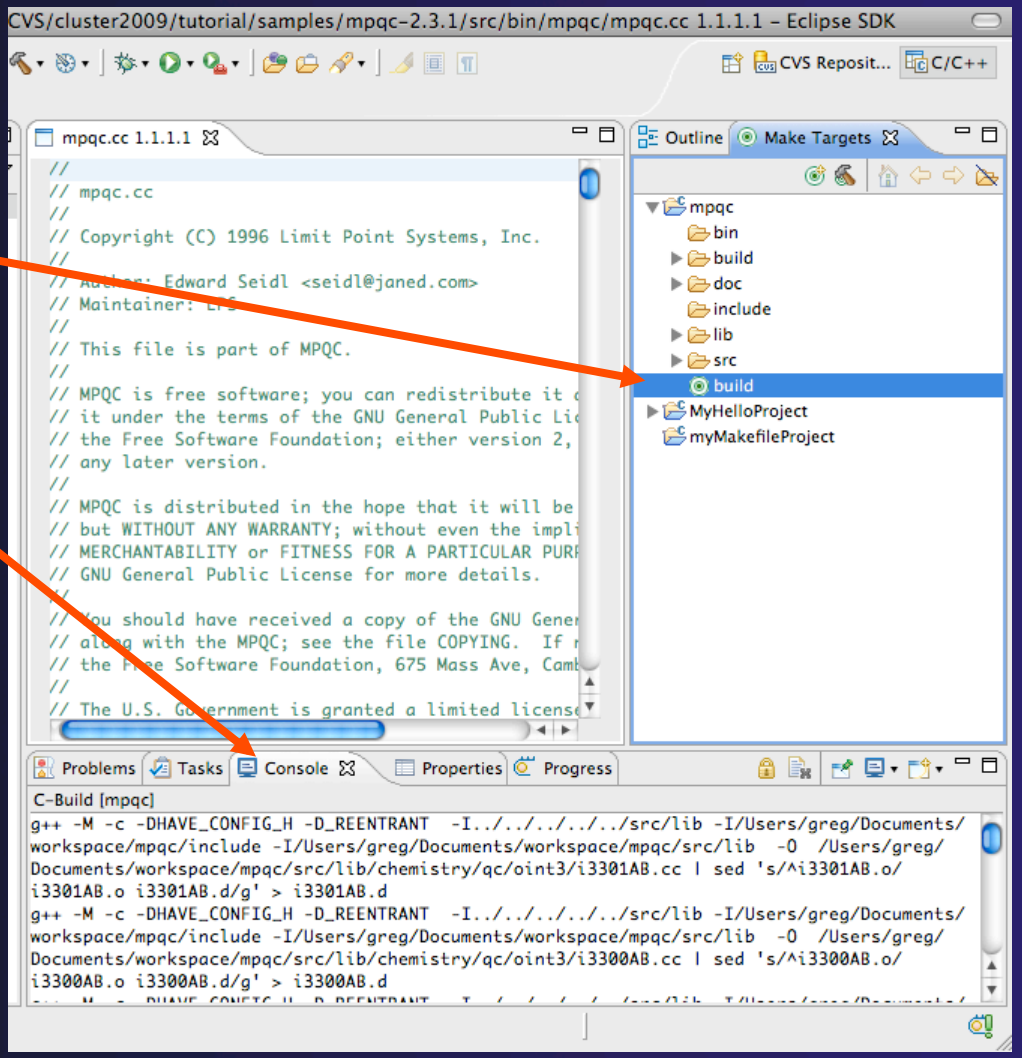
Create a Make Target

- Select the project in **Make Targets** view
- Click on **New Make Target** icon
- Enter the desired name of the target
- Unselect Same as the target name and delete "build"
  - This will run the "make" command with no arguments
- Select **OK**



Running the Build

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



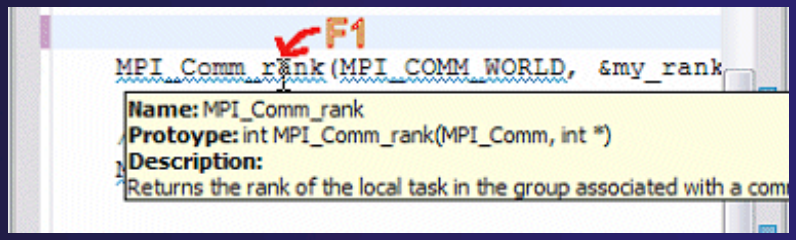
MPI Assistance Tools

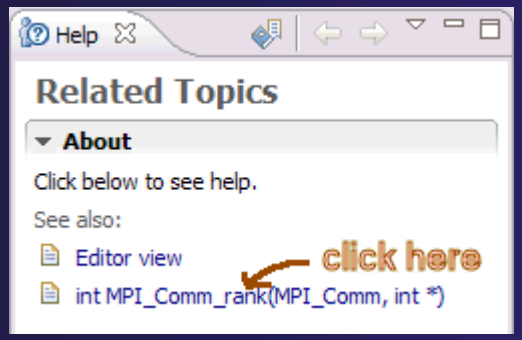
Added by PLDT (Parallel Lang. Dev. Tools) feature of PTP

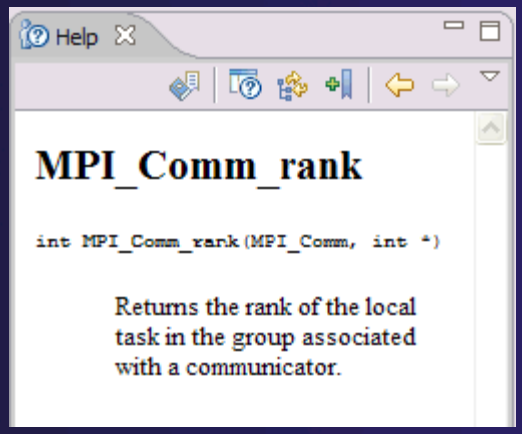
- MPI Context sensitive help
- MPI artifact locations
- MPI barrier analysis
- MPI templates

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



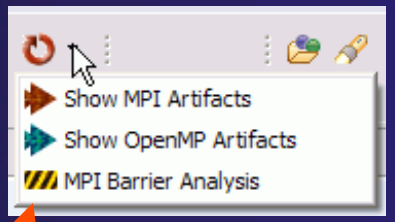


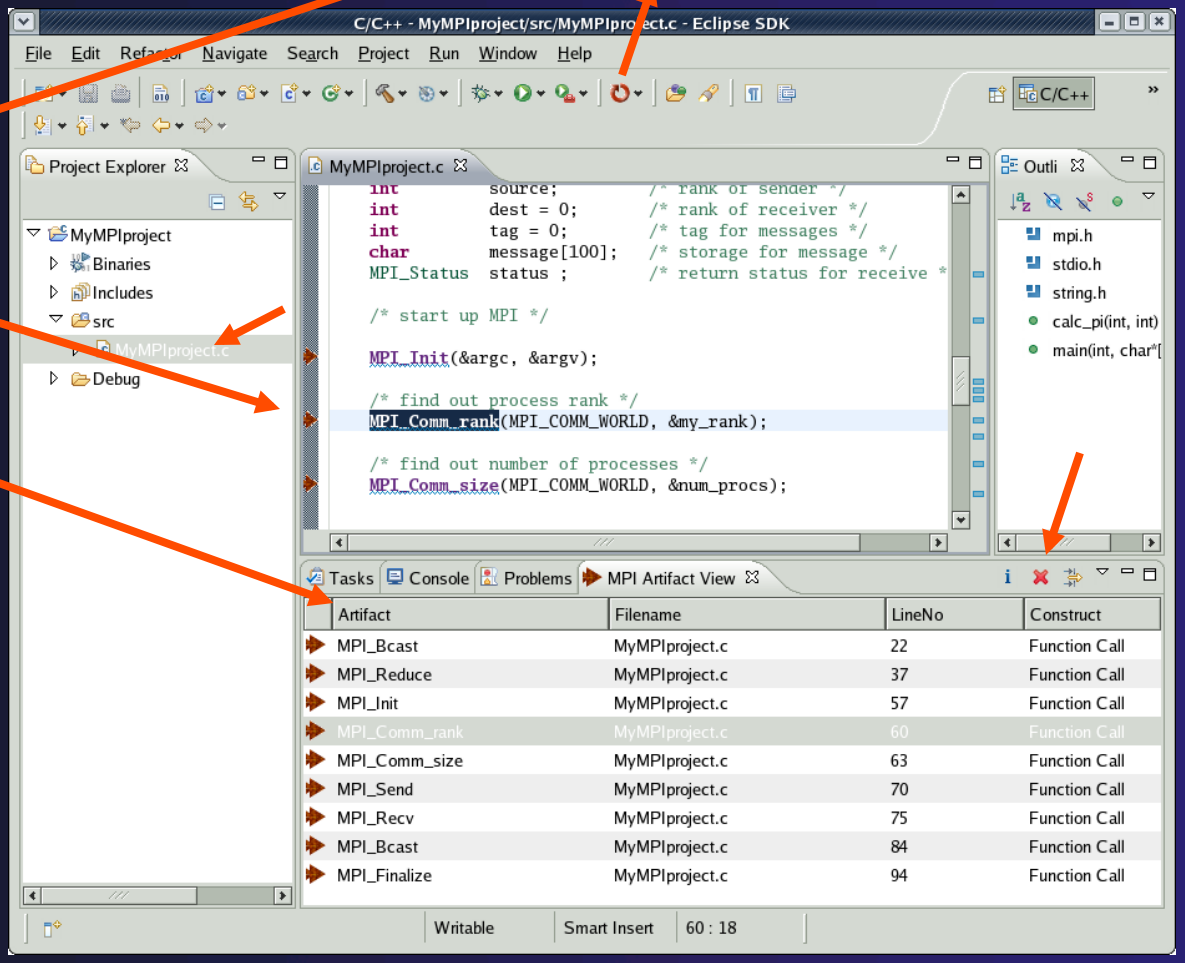


Some special info has been added for MPI APIs.

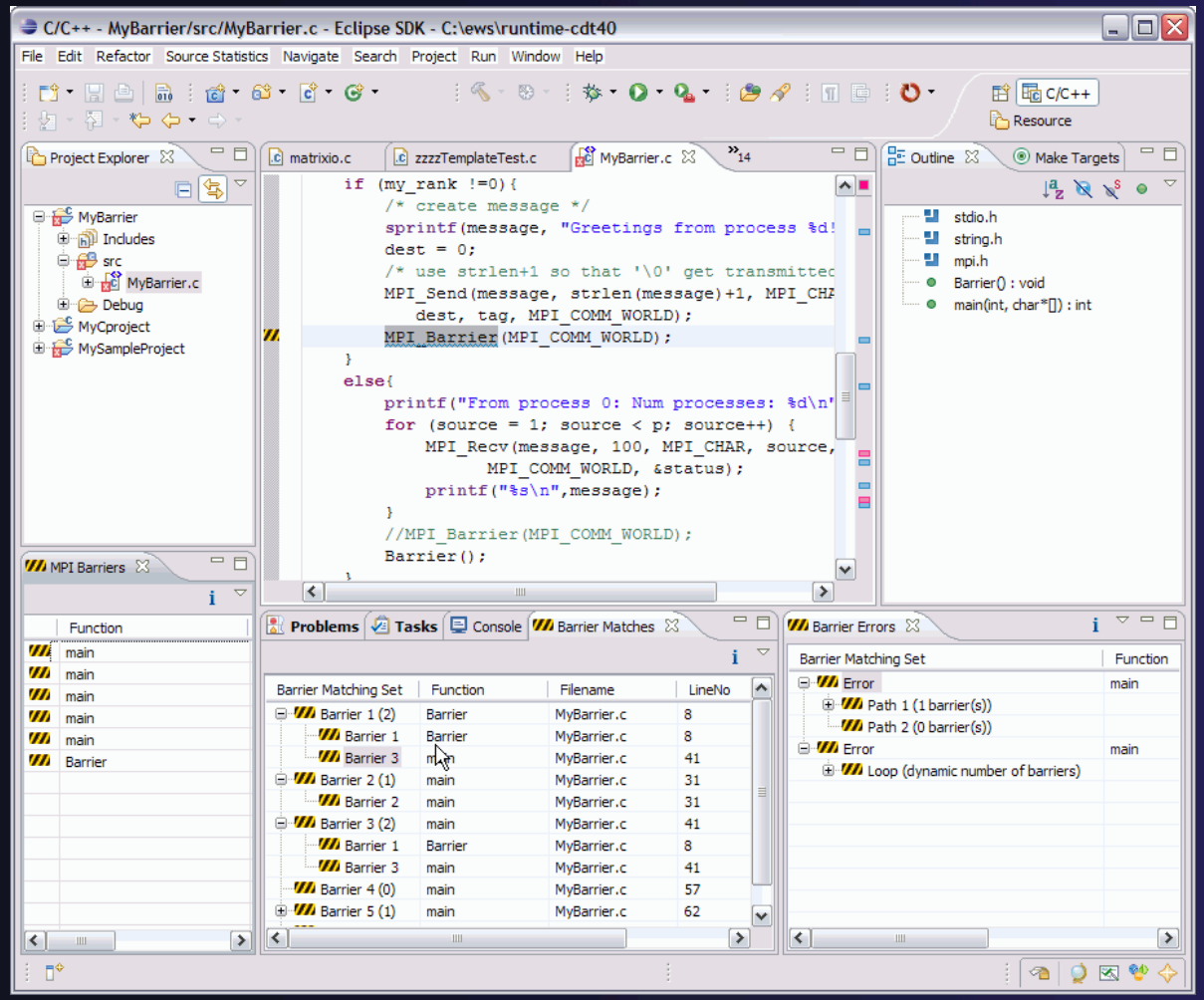
Show MPI Artifacts

- 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 and its markers will be added to the view
- Remove markers via 





MPI Barrier Analysis

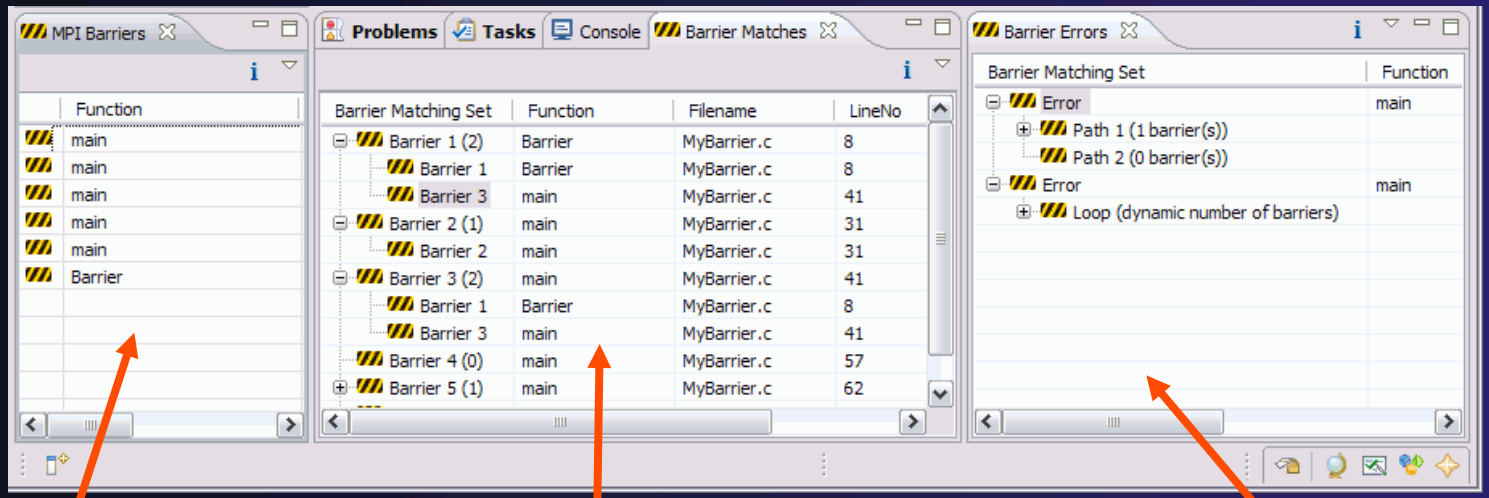


Verify barrier synchronization in C/MPI programs

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 - 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

Running the Program

- Terminology
- PTP Runtime Perspective
- Resource Managers
- Launch Configurations

Terminology

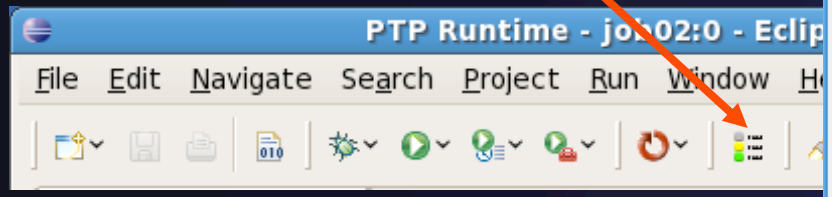
- The **PTP Runtime** perspective is provided for monitoring and controlling applications
- Some terminology
  - **Resource manager** - Corresponds to an instance of a resource management system (e.g. a job scheduler). You can have multiple resource mangers connected to different machines.
  - **Queue** - 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)

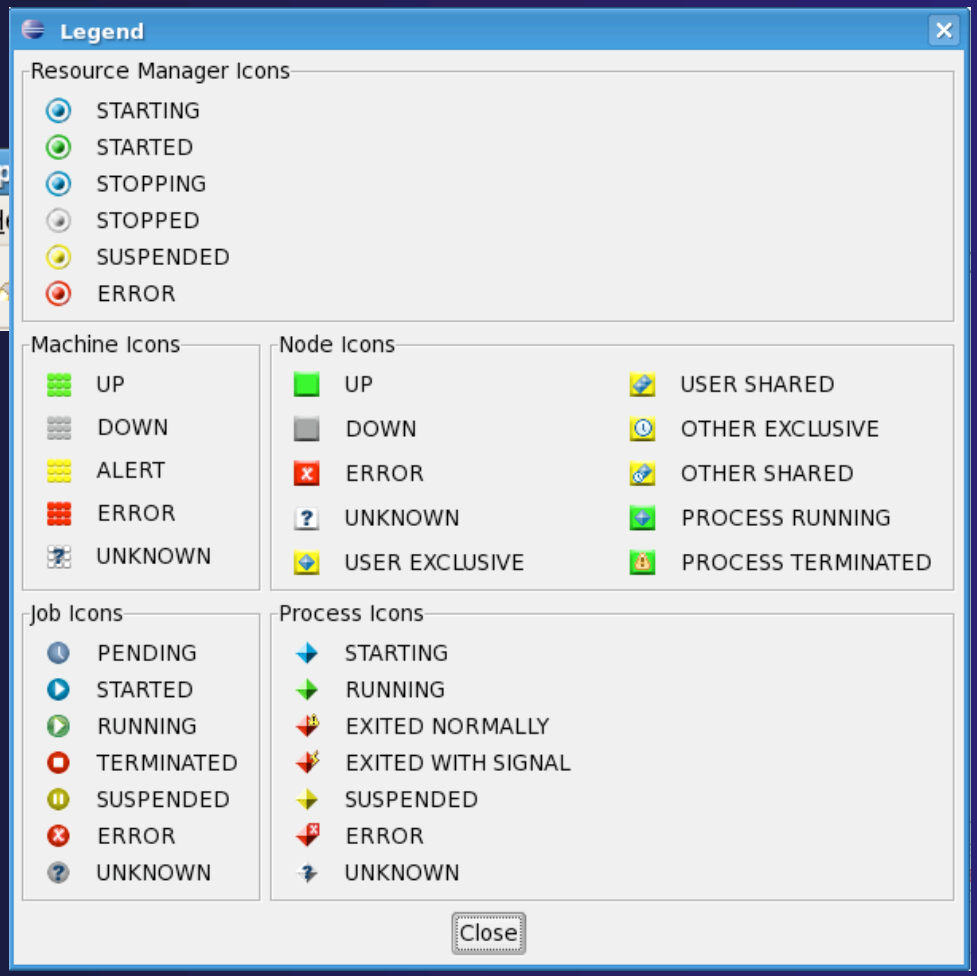
Resource Managers

- 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

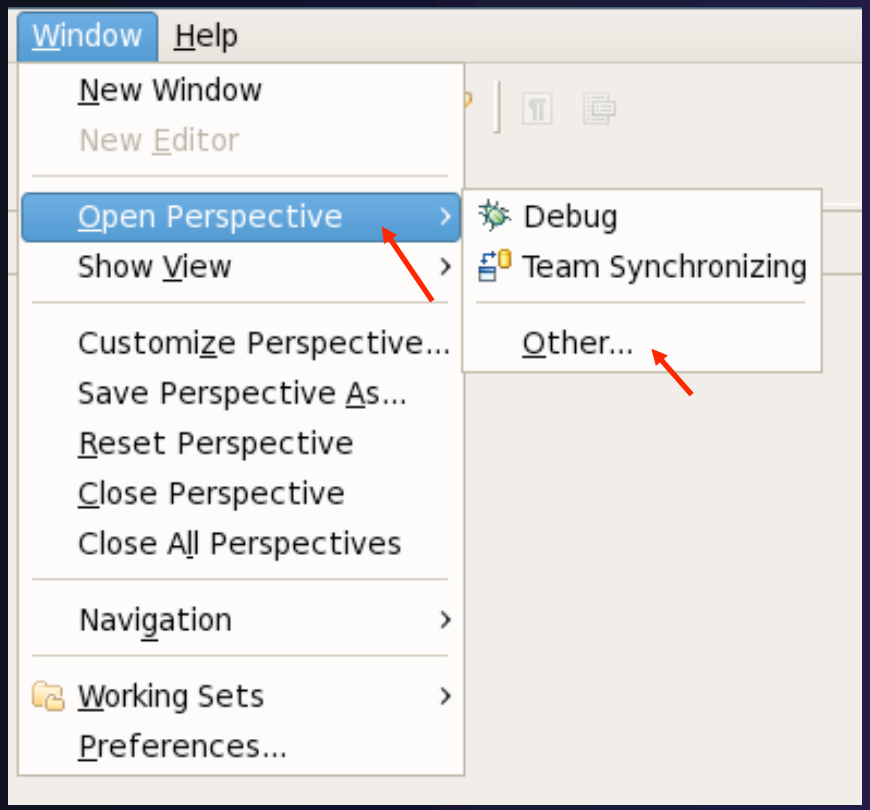
- Open using legend icon in toolbar

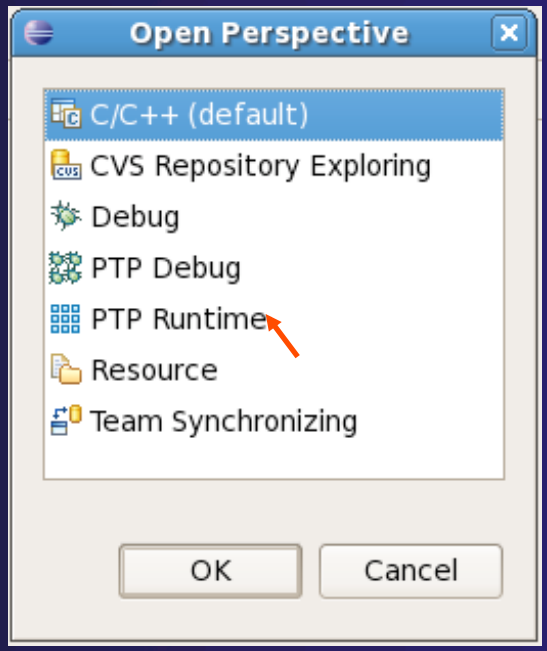




Open PTP Runtime Perspective

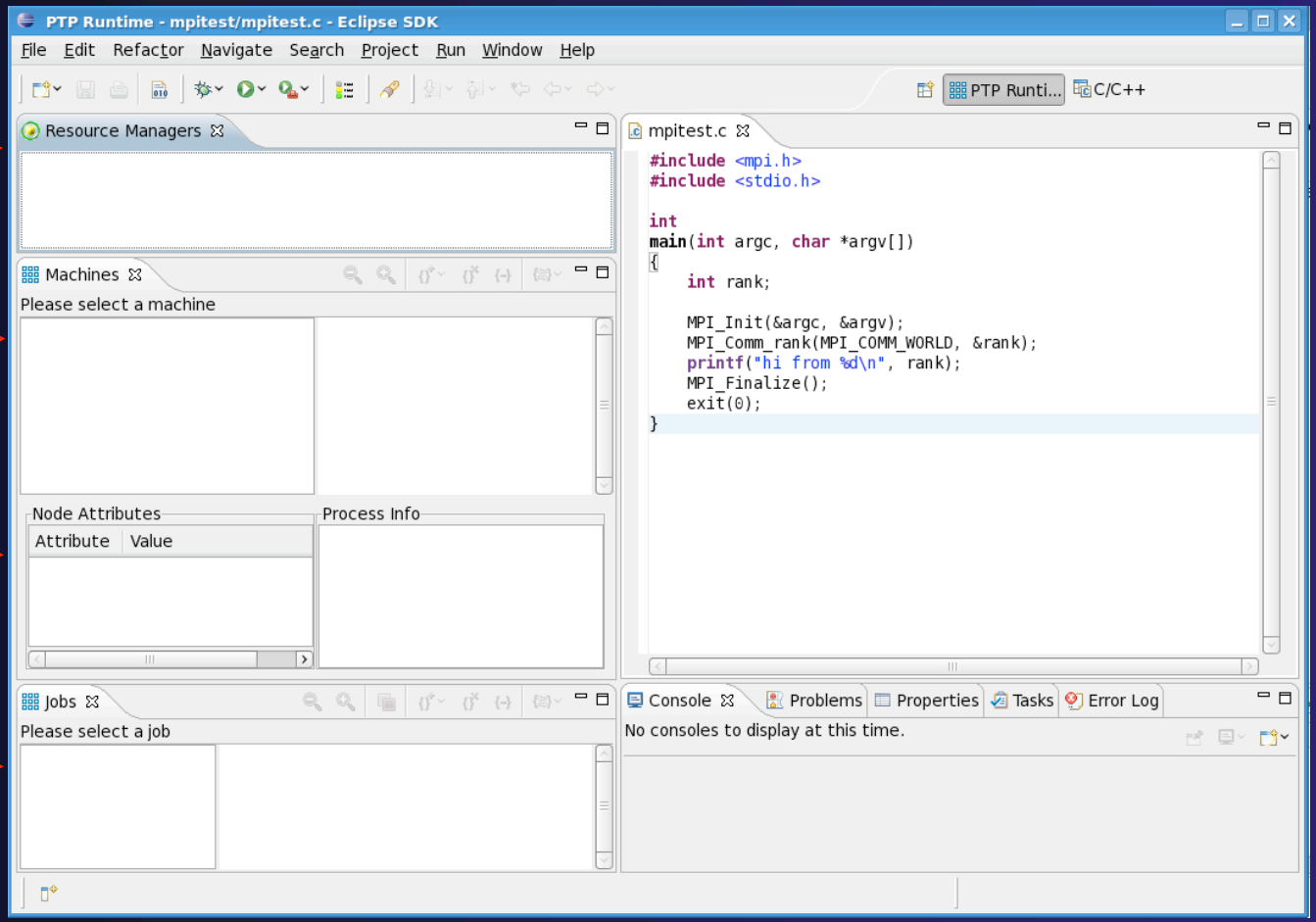
Window > Open Perspective > Other…





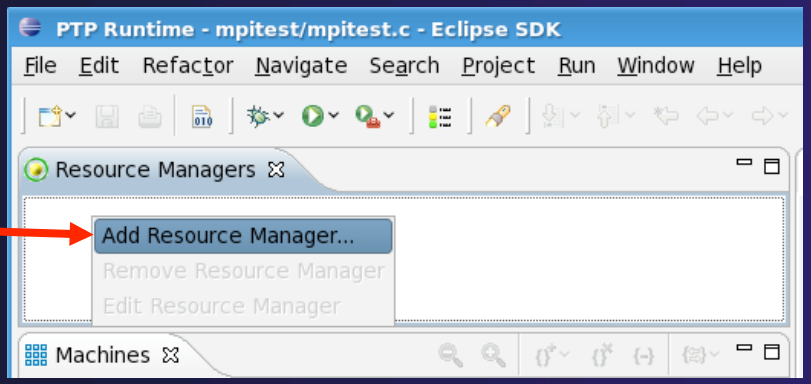
PTP Runtime Perspective

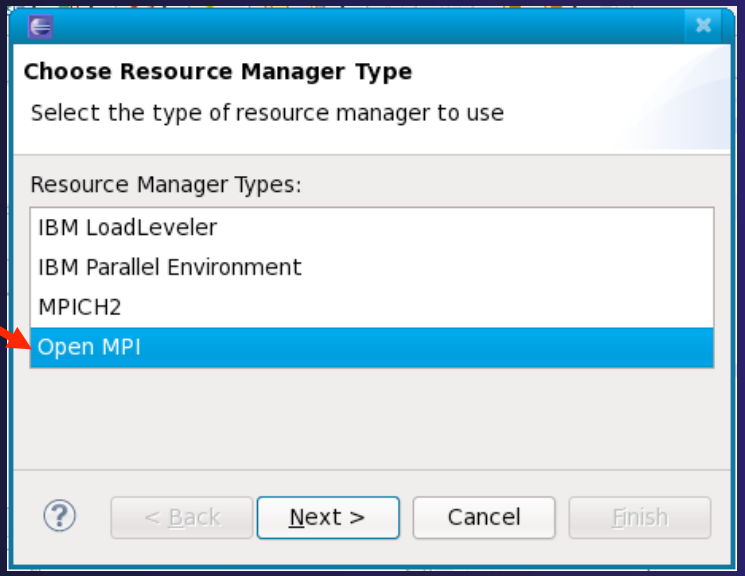
- Resource managers view
- Machines view
- Node details view
- Jobs view



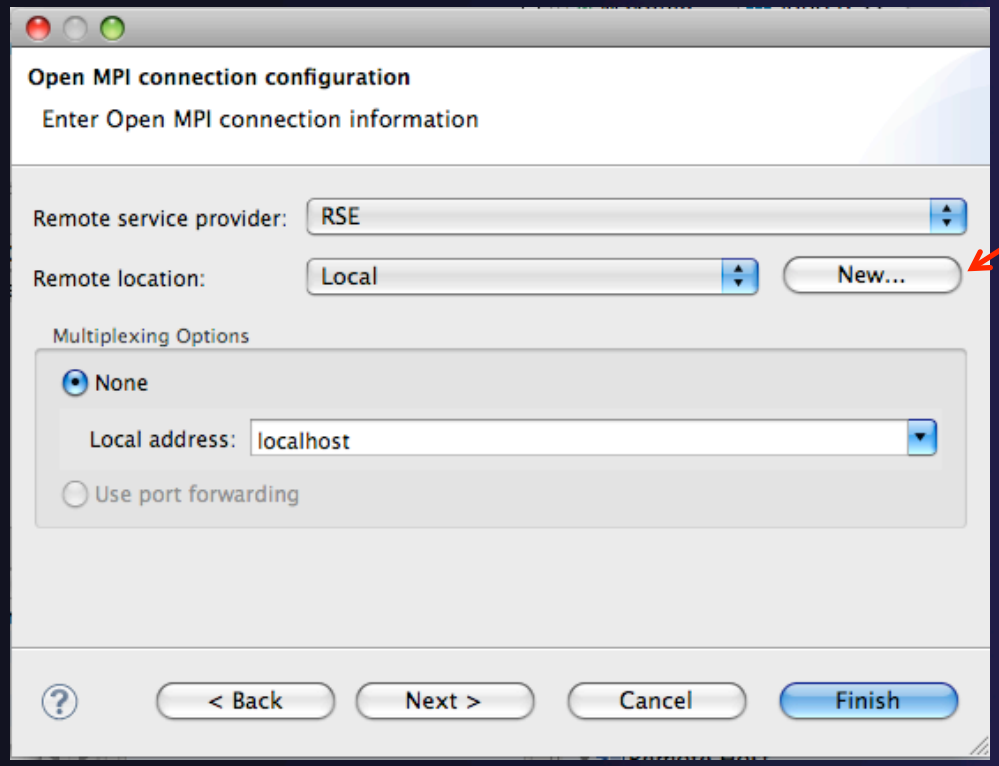
Adding a Resource Manager

- Right-click in Resource Managers view and select **Add Resource Manager**
- Choose the **Open MPI Resource Manager Type**
- Select **Next>**



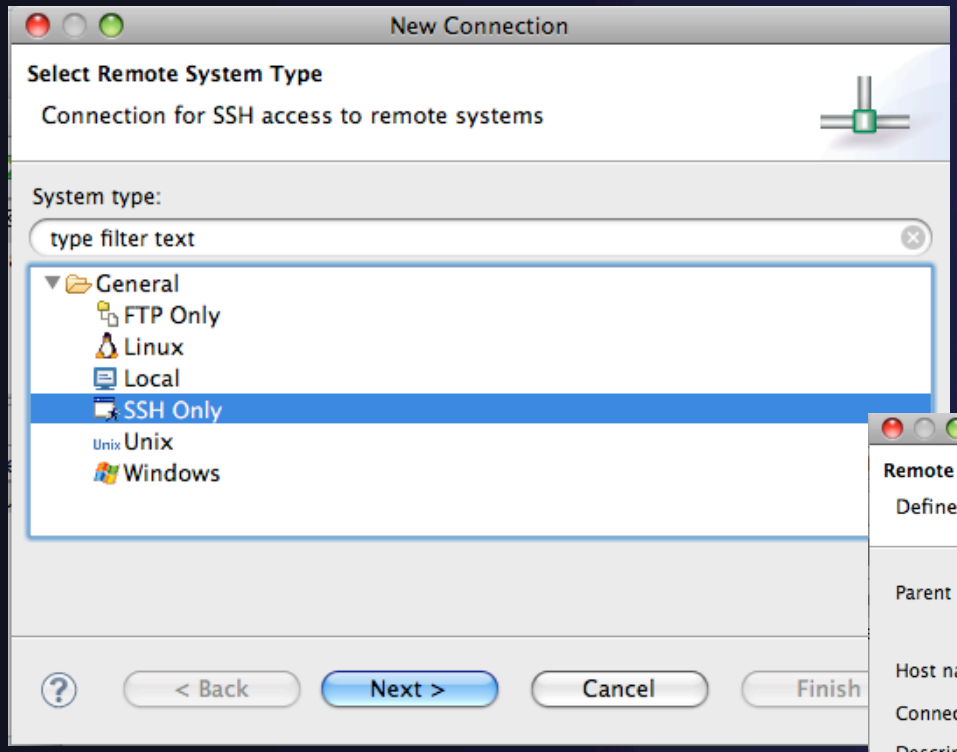


Configure the Remote Location

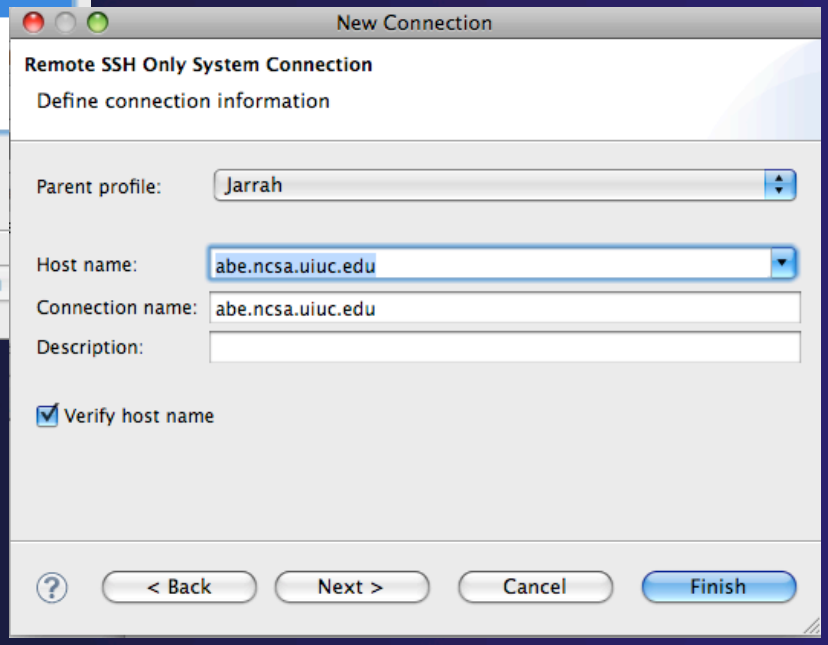


- Choose **RSE** for **Remote service provider**
- Choose **Remote location** or click **New...** to create a new location
  - **Local** can be used to run applications locally
- Some resource managers support tunneling over ssh connections (e.g. Remote Tools)
- The port forwarding option would be enabled this if it was available

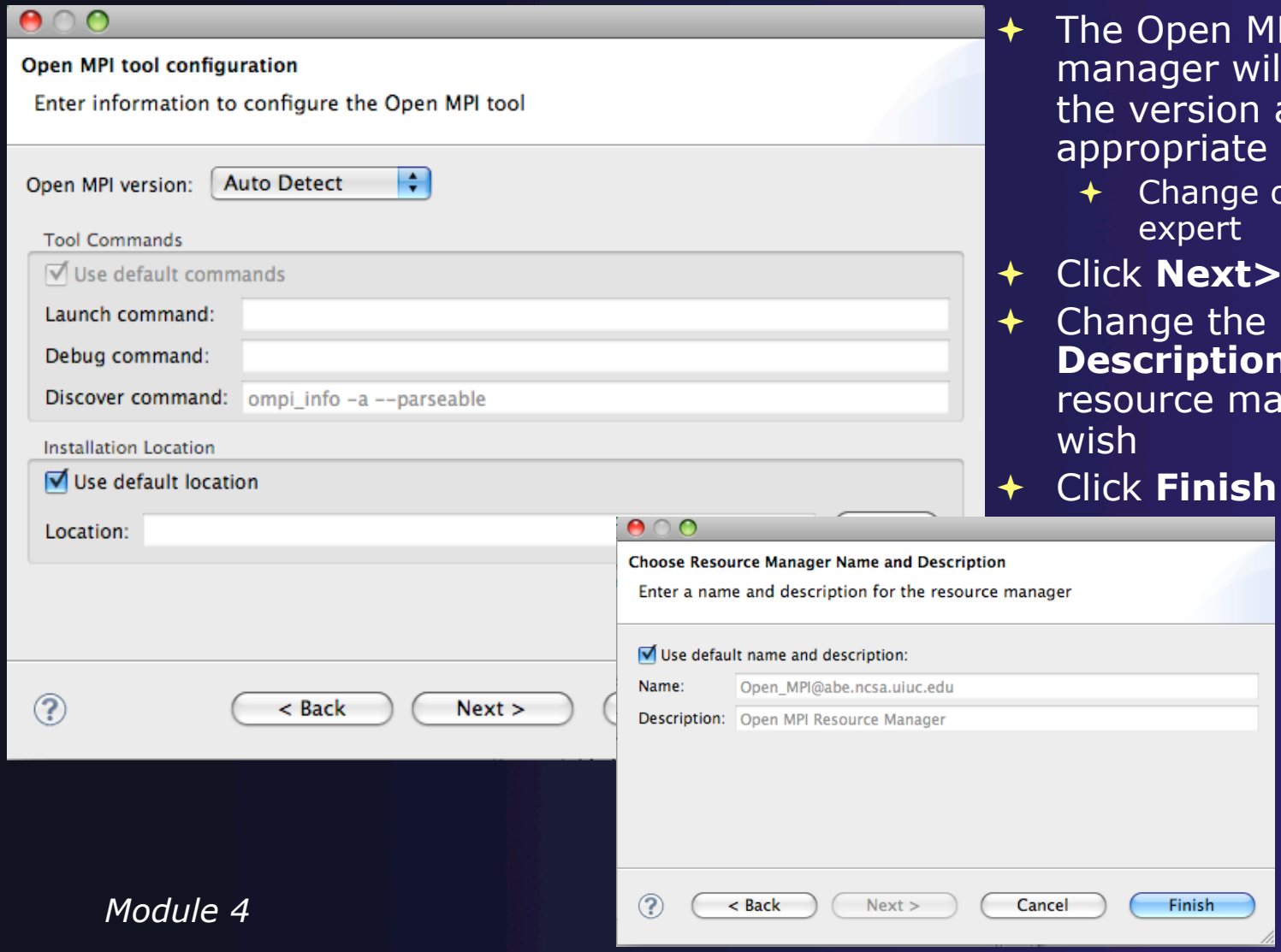
Create a New Location (RSE)



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



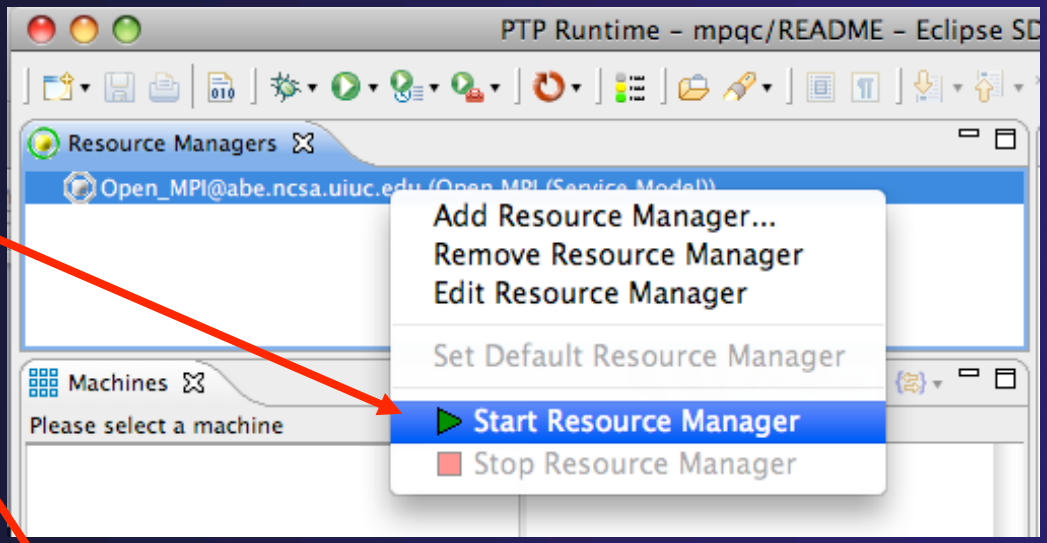
Configure the Resource Manager

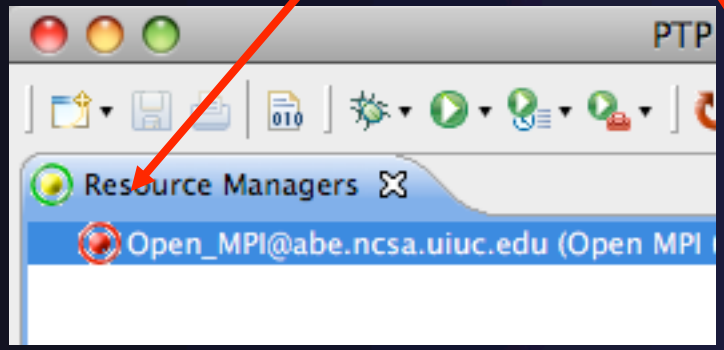


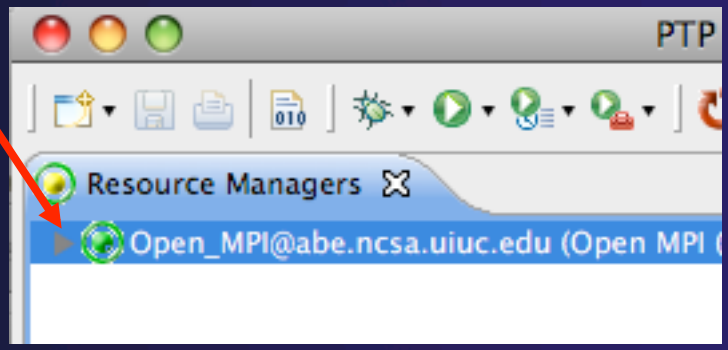
- The Open MPI resource manager will auto detect the version and use the appropriate commands
  - Change only if you're an expert
- Click **Next>**
- Change the **Name** or **Description** of the resource manager if you wish
- Click **Finish**

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

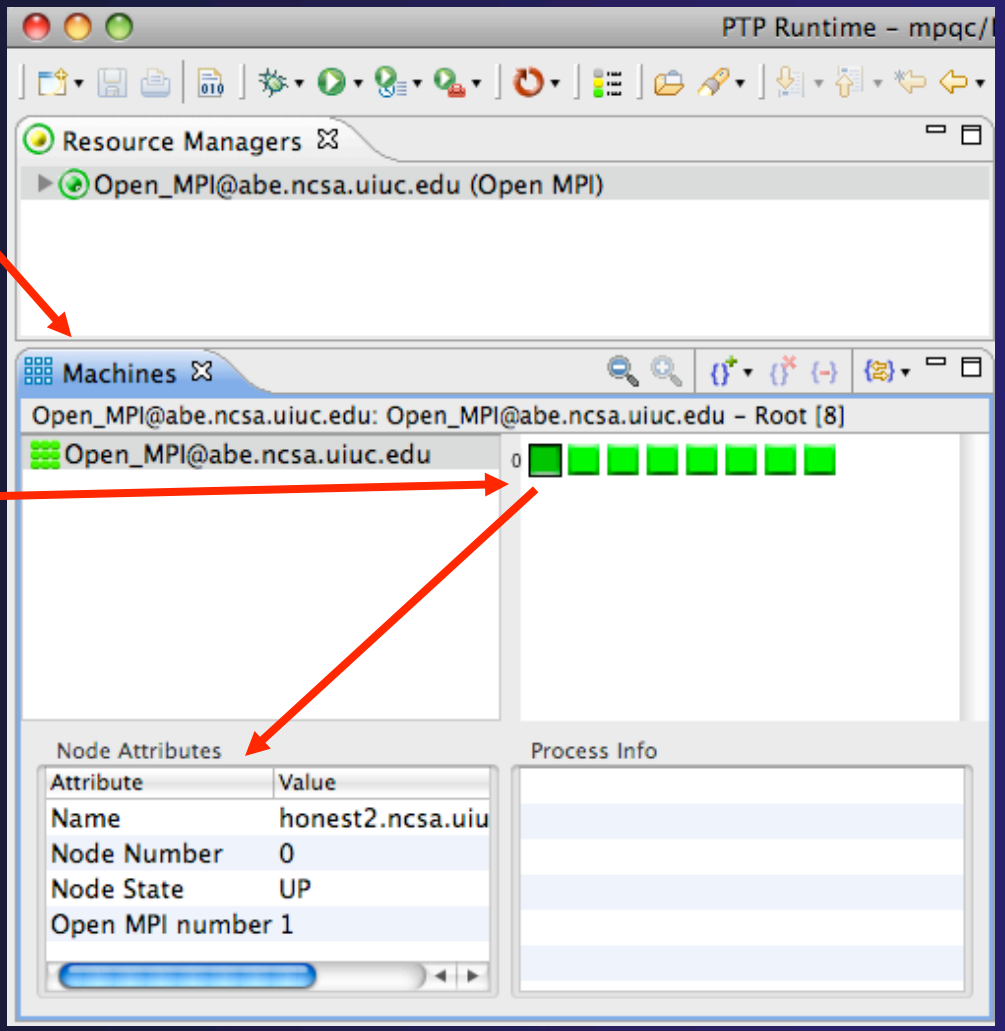




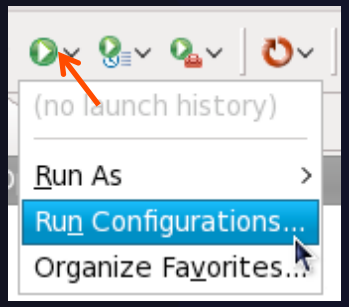


System Monitoring

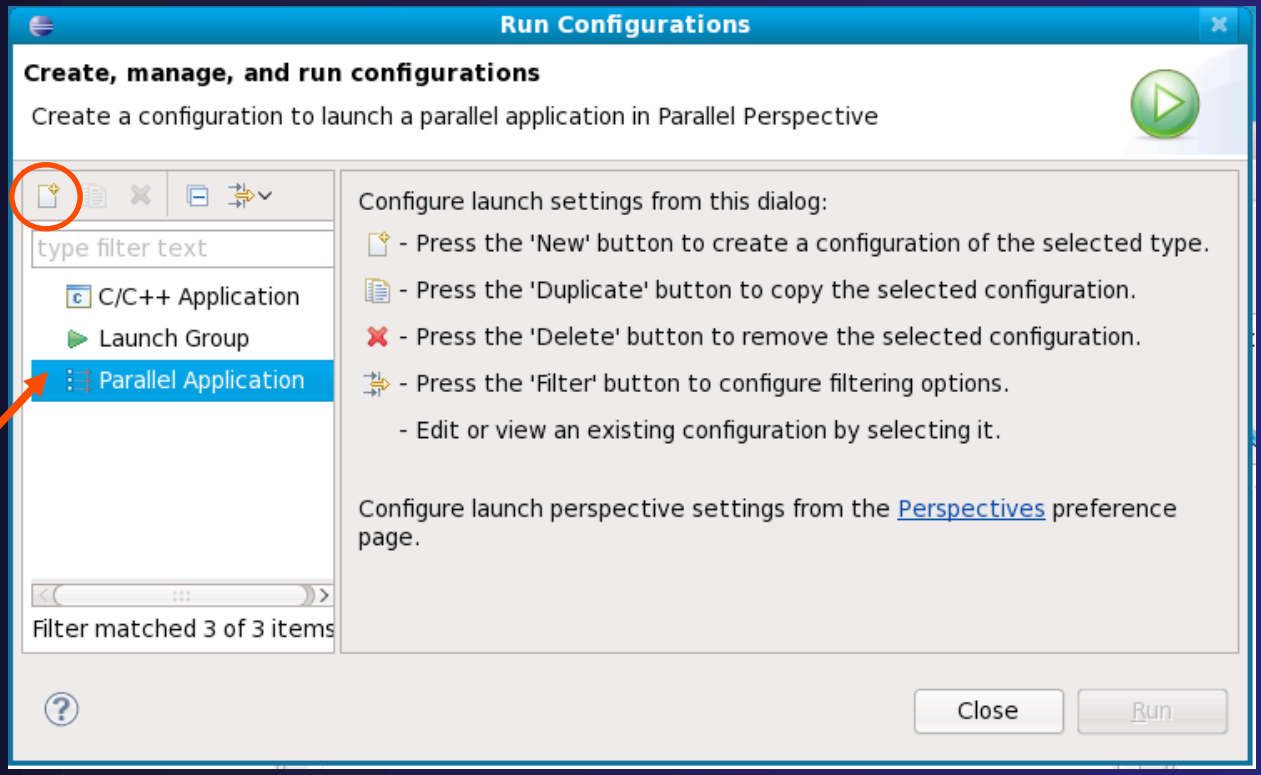
- Machine status shown in **Machines** view
- Node status also shown **Machines** view
- Hover over node to see node name
- Double-click on node to show attributes



Create a Launch Configuration



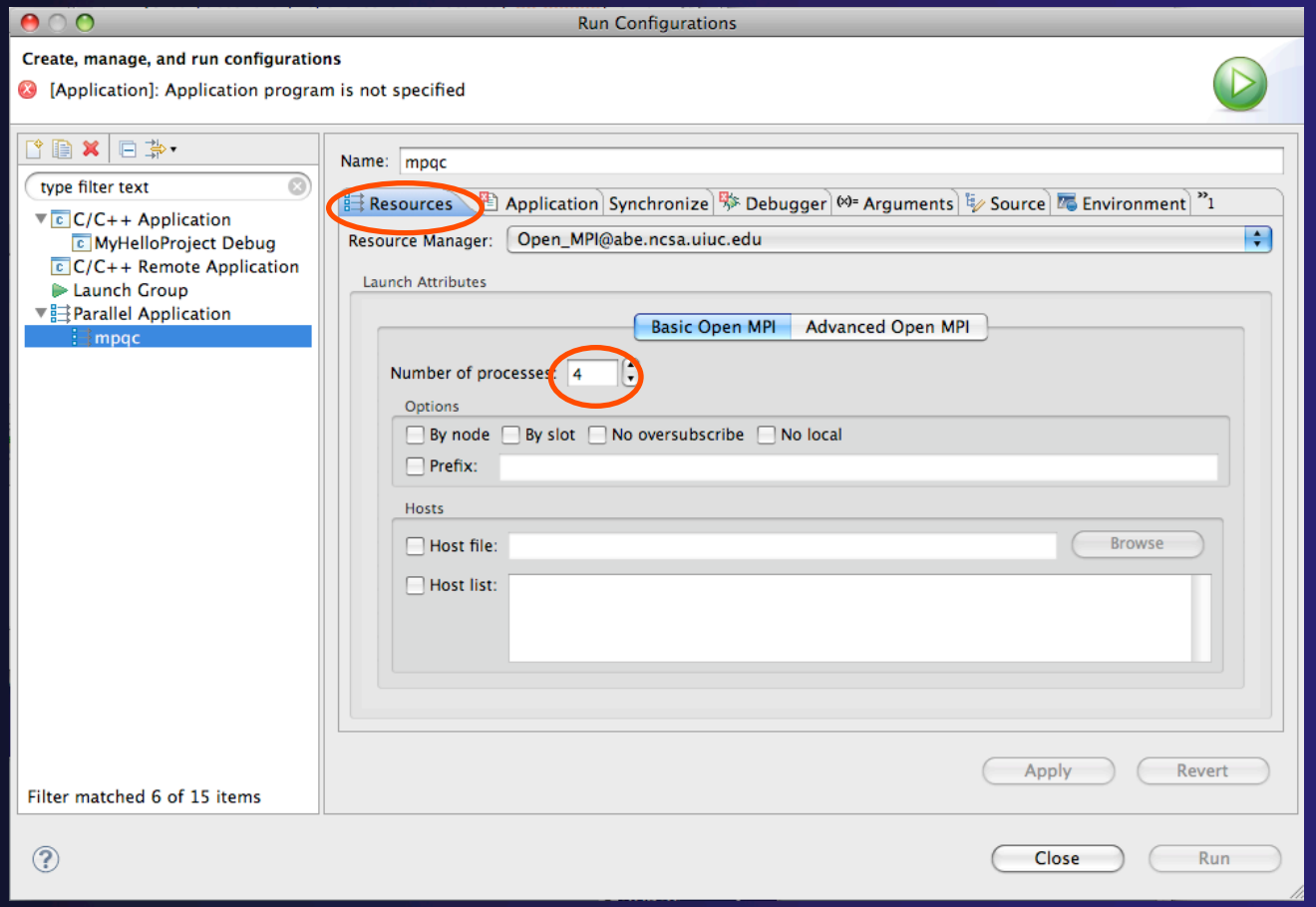
- Open the run configuration dialog **Run ▸ Run Configurations...**
- Select **Parallel Application**
- Select the **New** button



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

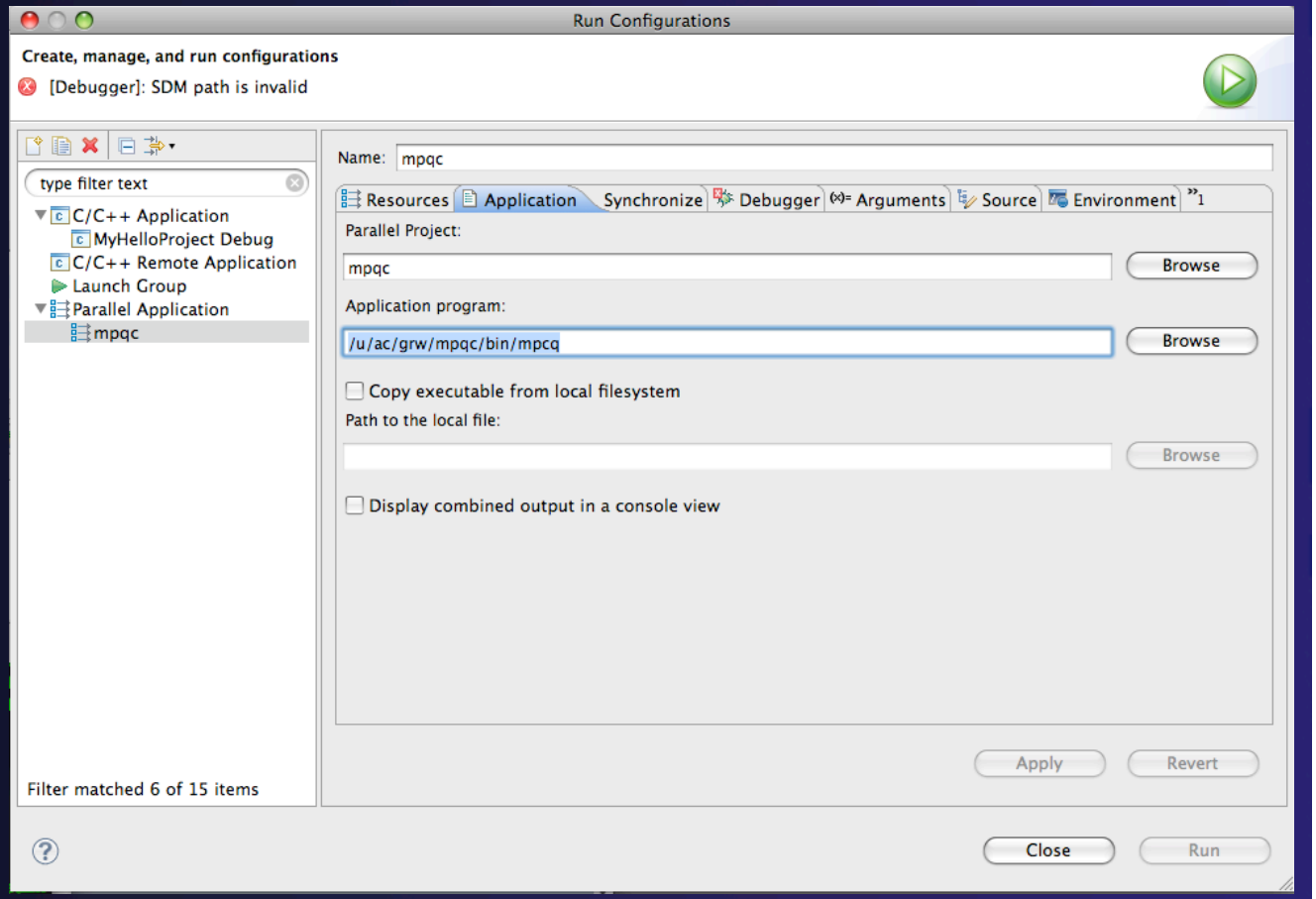
Complete the Resources Tab

- 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



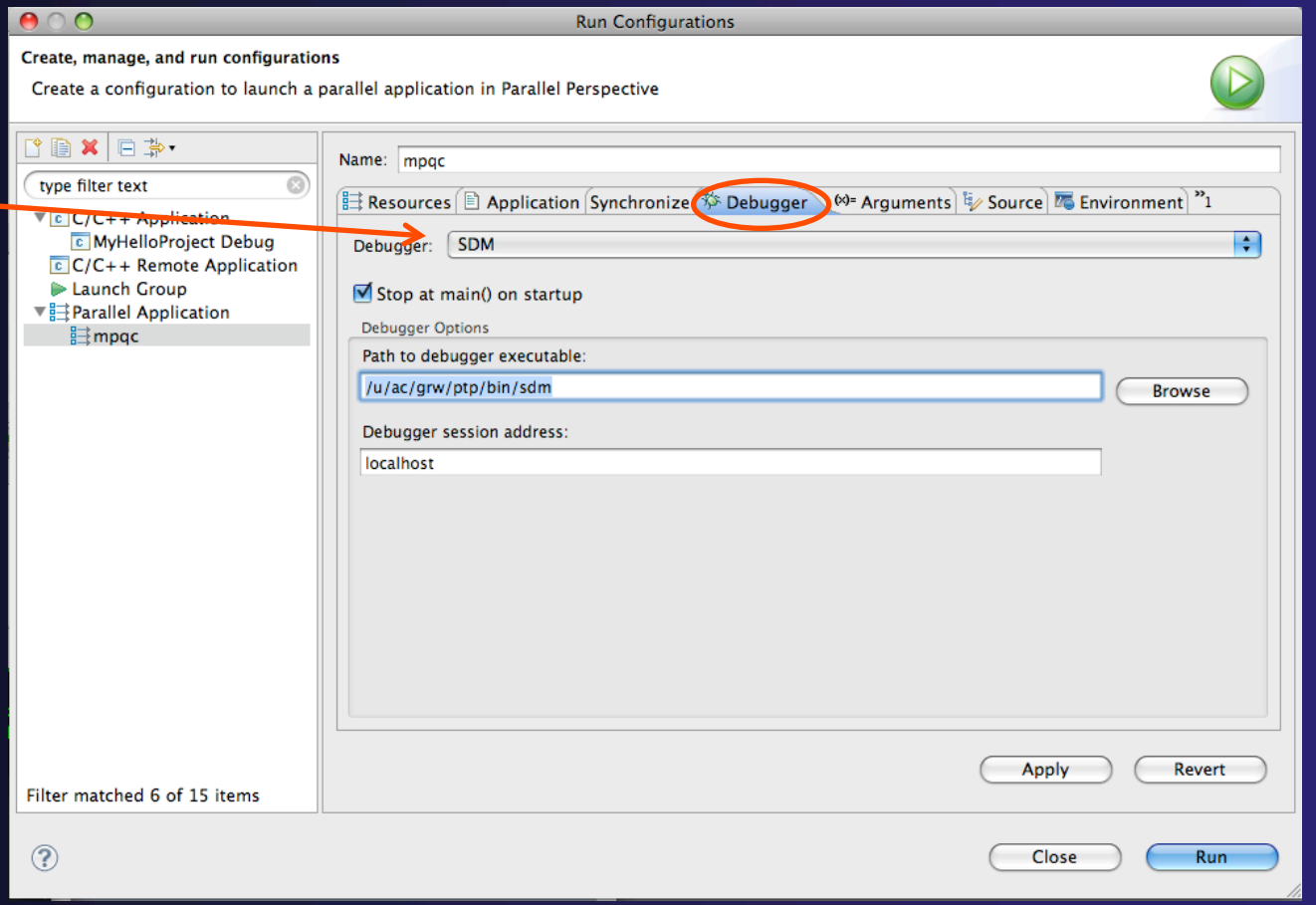
Complete the Application Tab

- Select the **Application** tab
- Choose the **Application program** (executable) by clicking the **Browse** button
  - Local program: executable is under Debug folder in the project
  - Remote program: must copy to remote machine; navigate to its location on the remote machine here
- Select **Display combined output in a console view** if desired



Complete the Debugger Tab

- Select **Debugger** tab
- Choose **SDM** from the **Debugger** dropdown
- Use the **Browse** button to select the debugger executable
  - If launching remotely, the debugger executable must also be located remotely
- Set debugger session address (covered later)
- Click on **Run** to launch the program

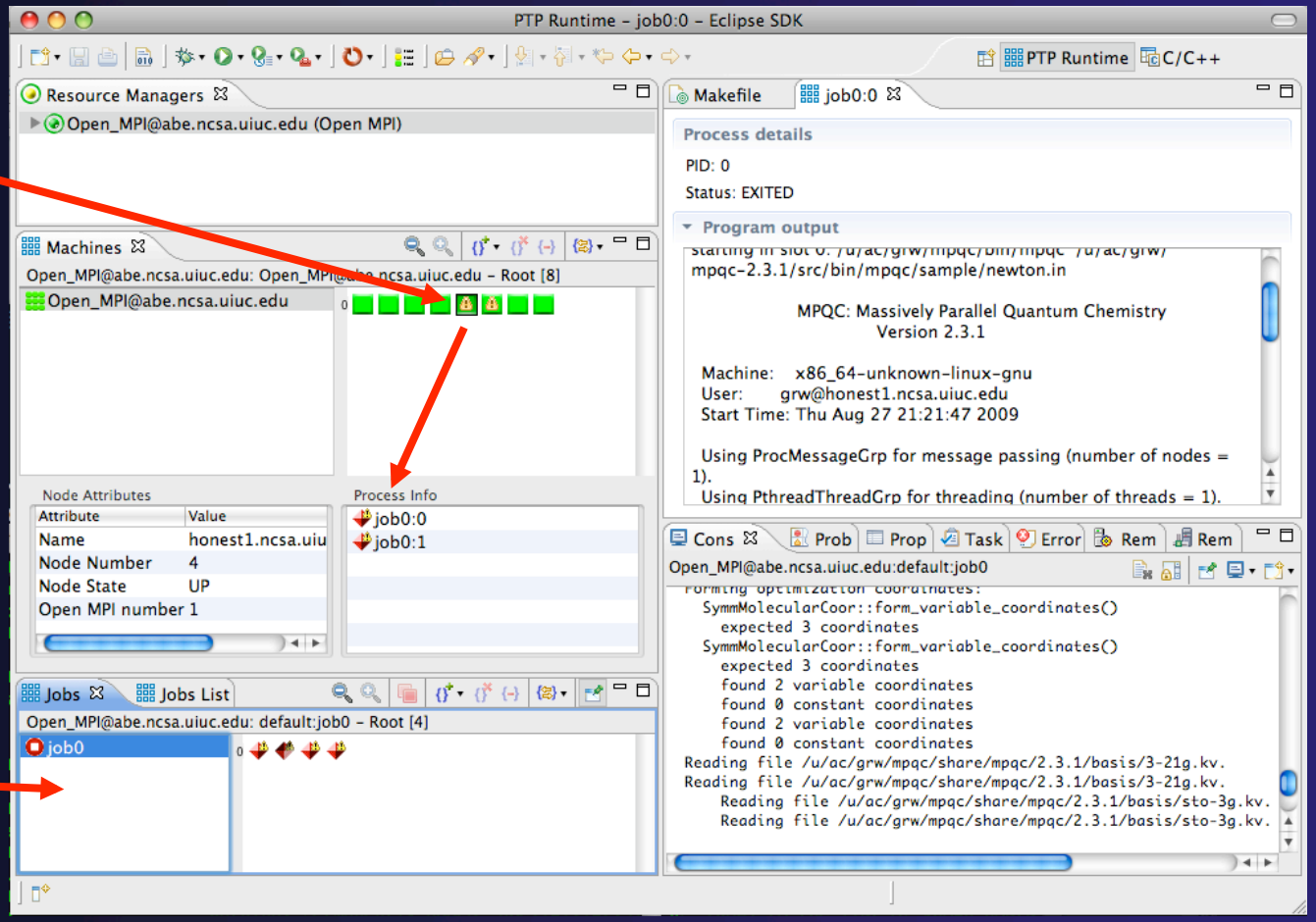


The debugger settings will not be used until the application is launched under the debugger

This will be covered in more detail in Module 6

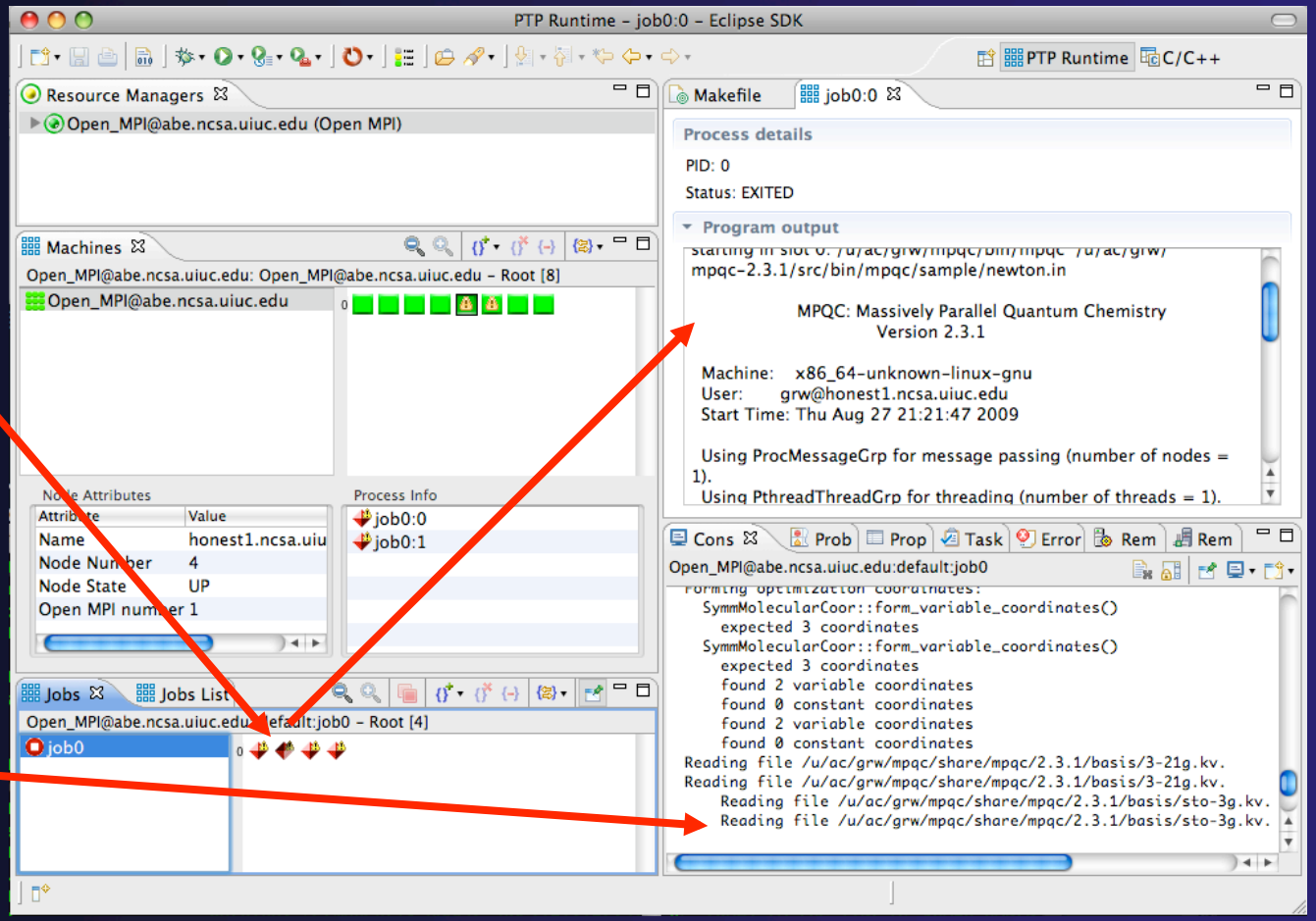
Viewing The Run

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



Viewing Program Output

- Double-click a process to see process detail and standard output from the process
- Console displays combined output from all processes

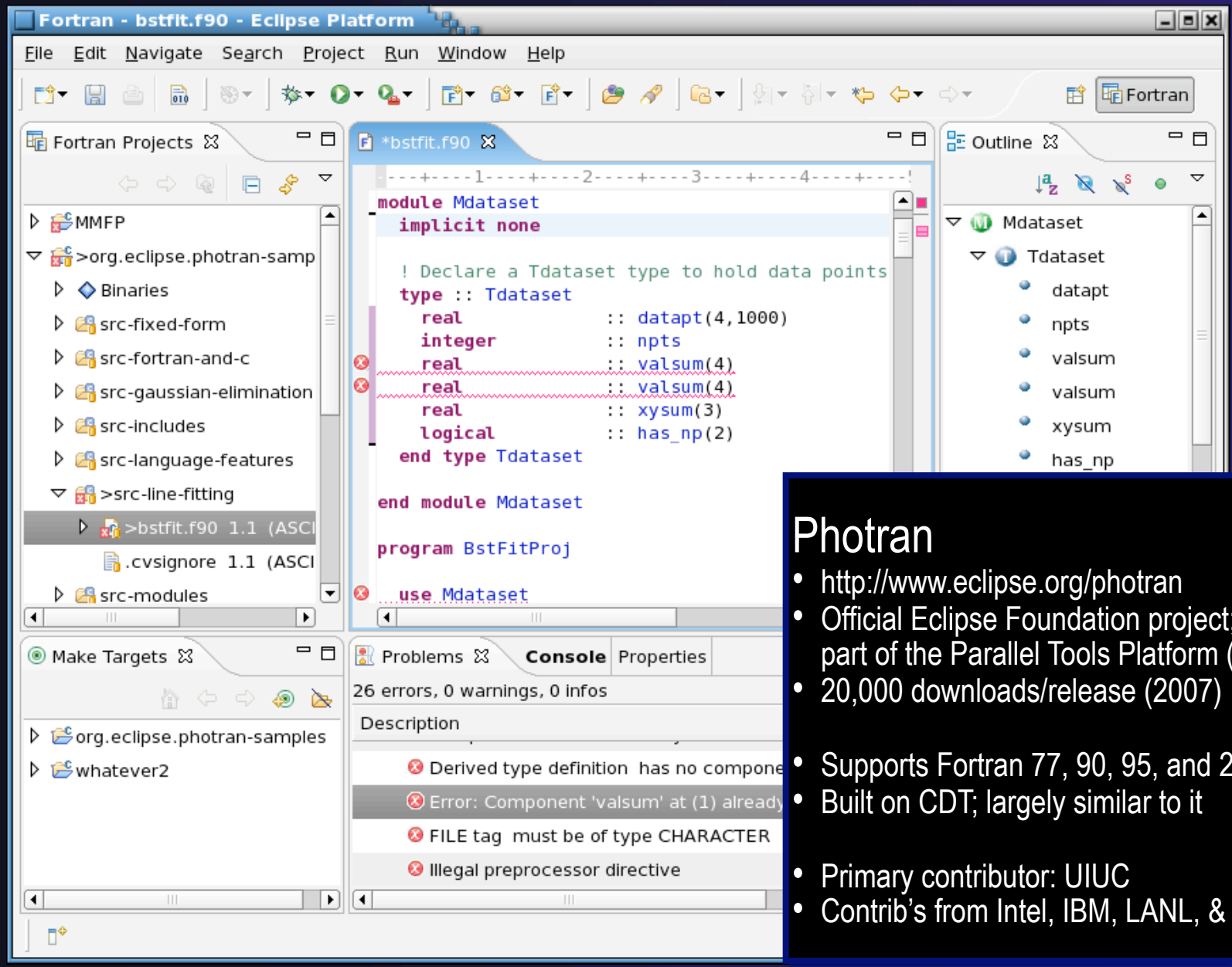


Module 5: Fortran

- Objective
  - Learn what Photran is and how it compares to CDT
  - Learn how to create a Fortran MPI application
- Contents
  - Overview of Photran
  - Module 3 redux (in Fortran)
  - Differences between Photran and CDT
  - Pointers to online documentation for Photran


PHO-TRAN
PEPSI
VIETNAMESE
RESTAURANT
PEPSI
TAKE OUT 365-0051
RESERVED
PARKING


PHOTRAN
eclipse
IDE for Fortran
eclipse
TAKE OUT 365-0051
RESERVED
PARKING

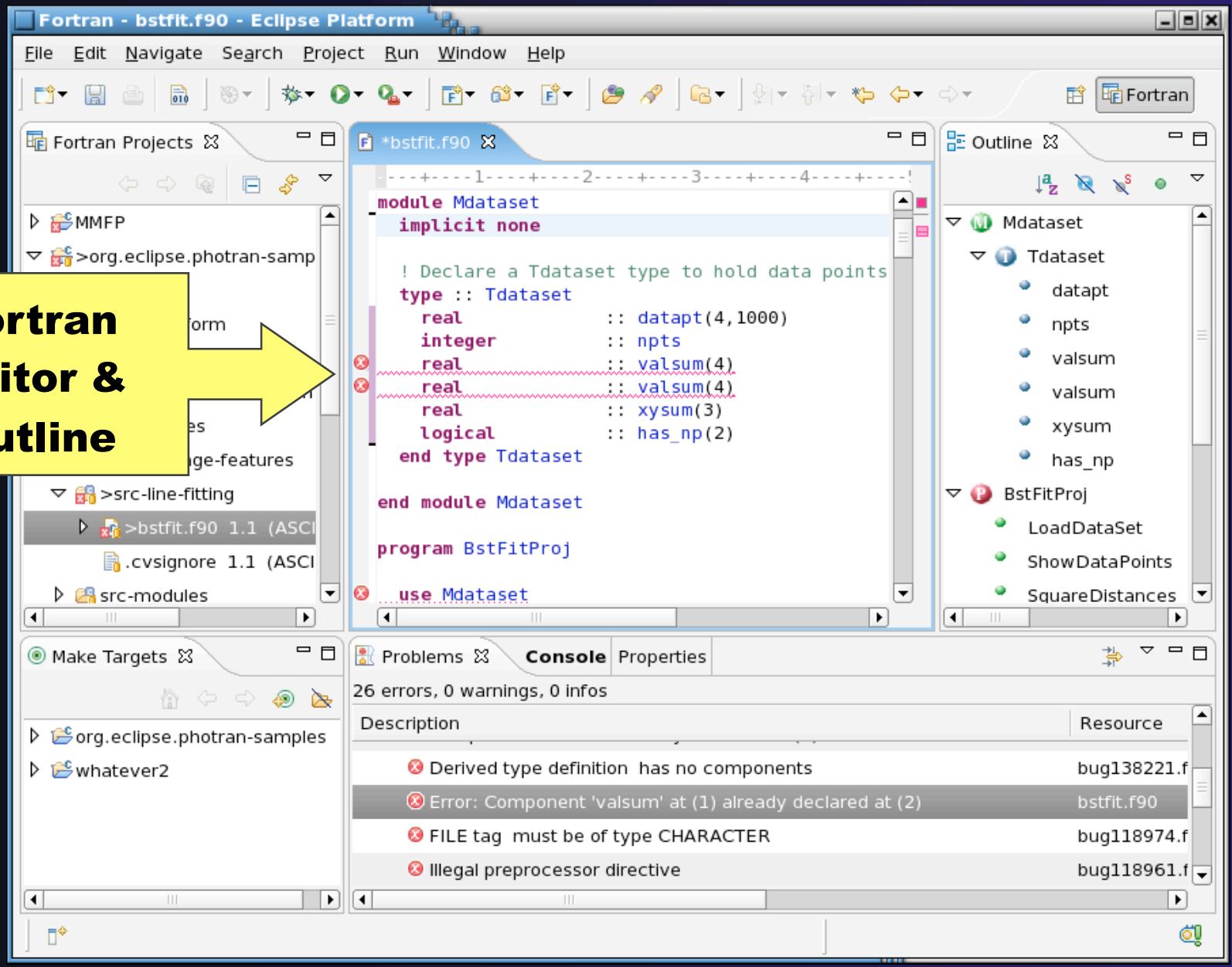


Photran

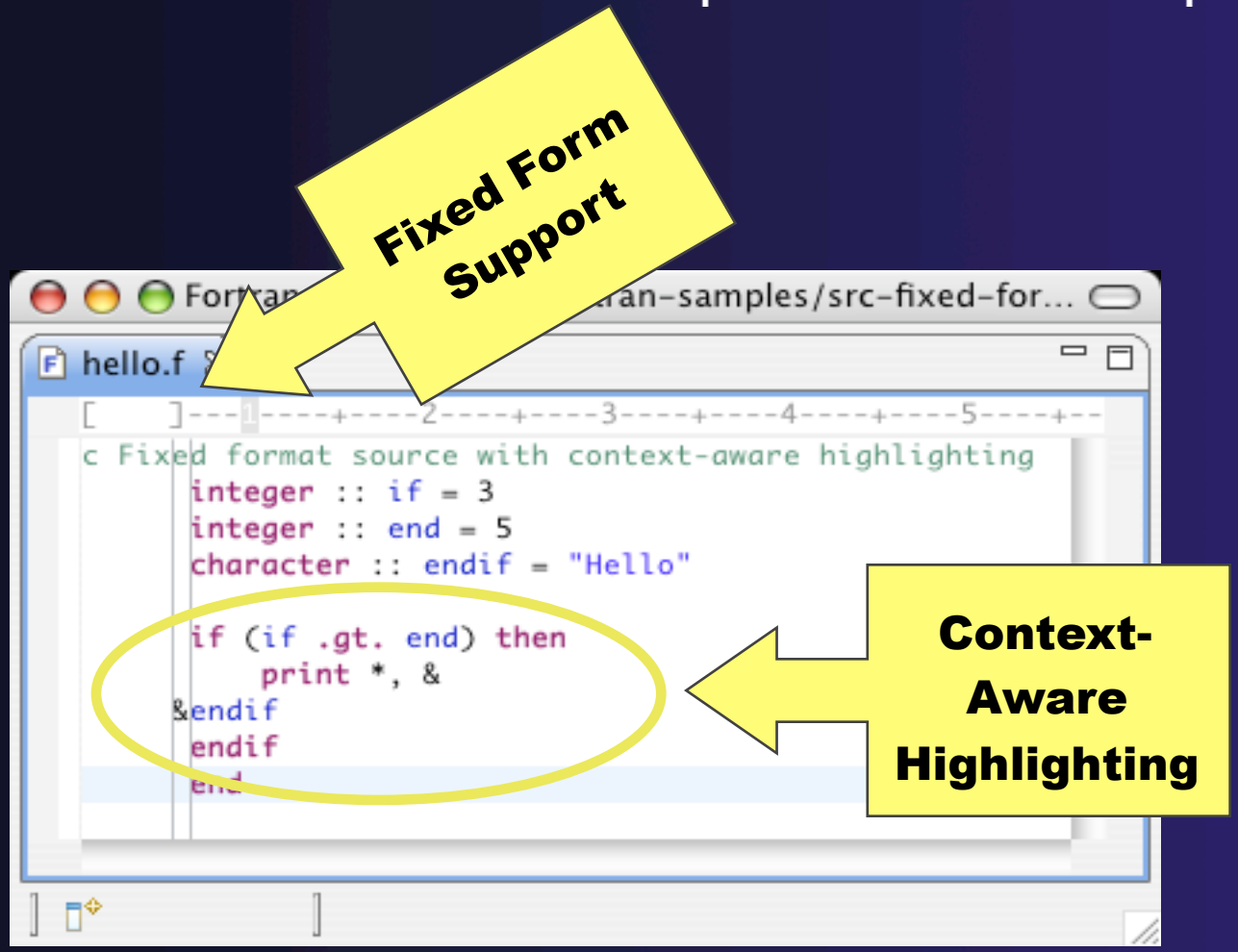
- http://www.eclipse.org/photran
- Official Eclipse Foundation project; part of the Parallel Tools Platform (PTP)
- 20,000 downloads/release (2007)

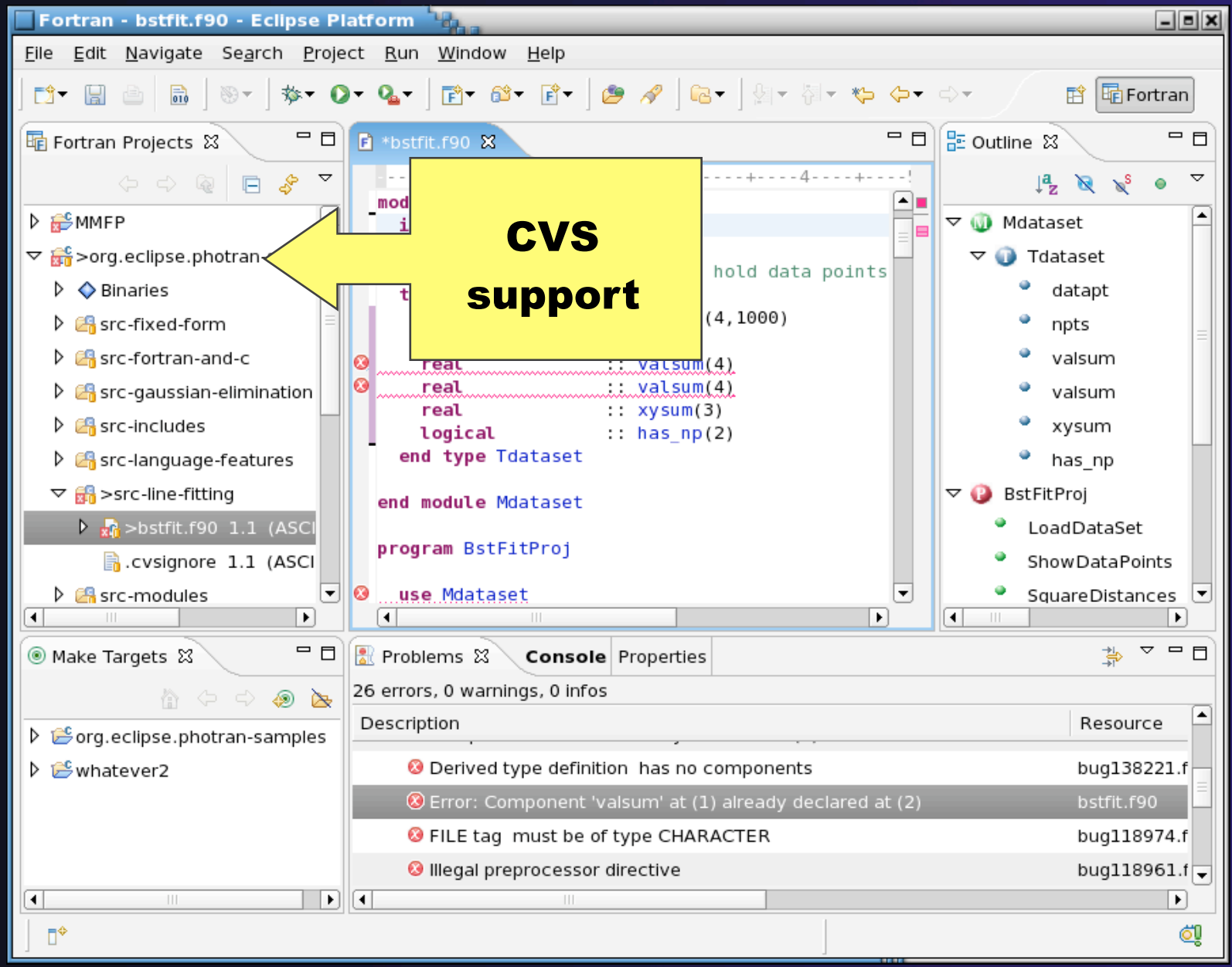
- Supports Fortran 77, 90, 95, and 2003
- Built on CDT; largely similar to it

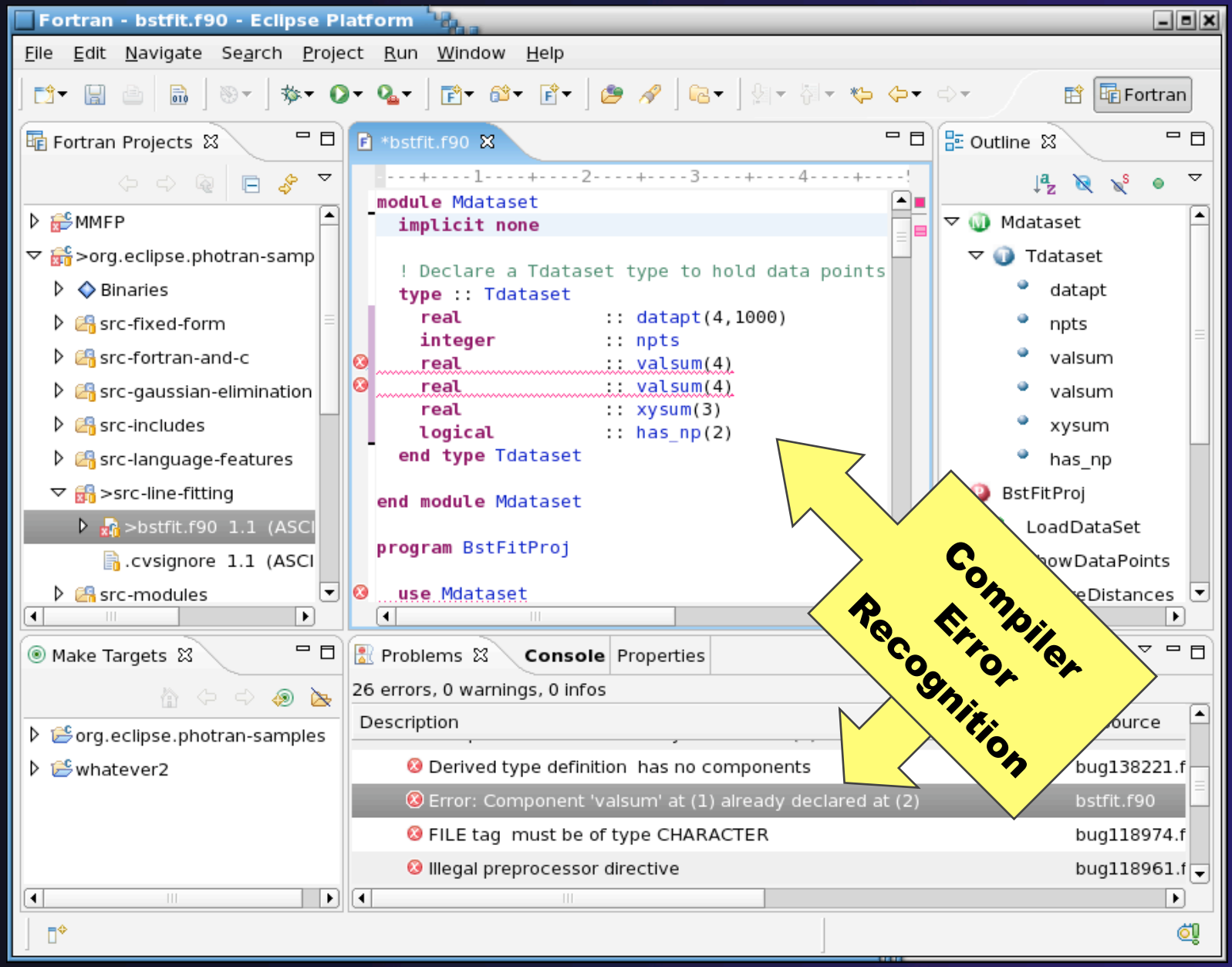
- Primary contributor: UIUC
- Contrib's from Intel, IBM, LANL, & others

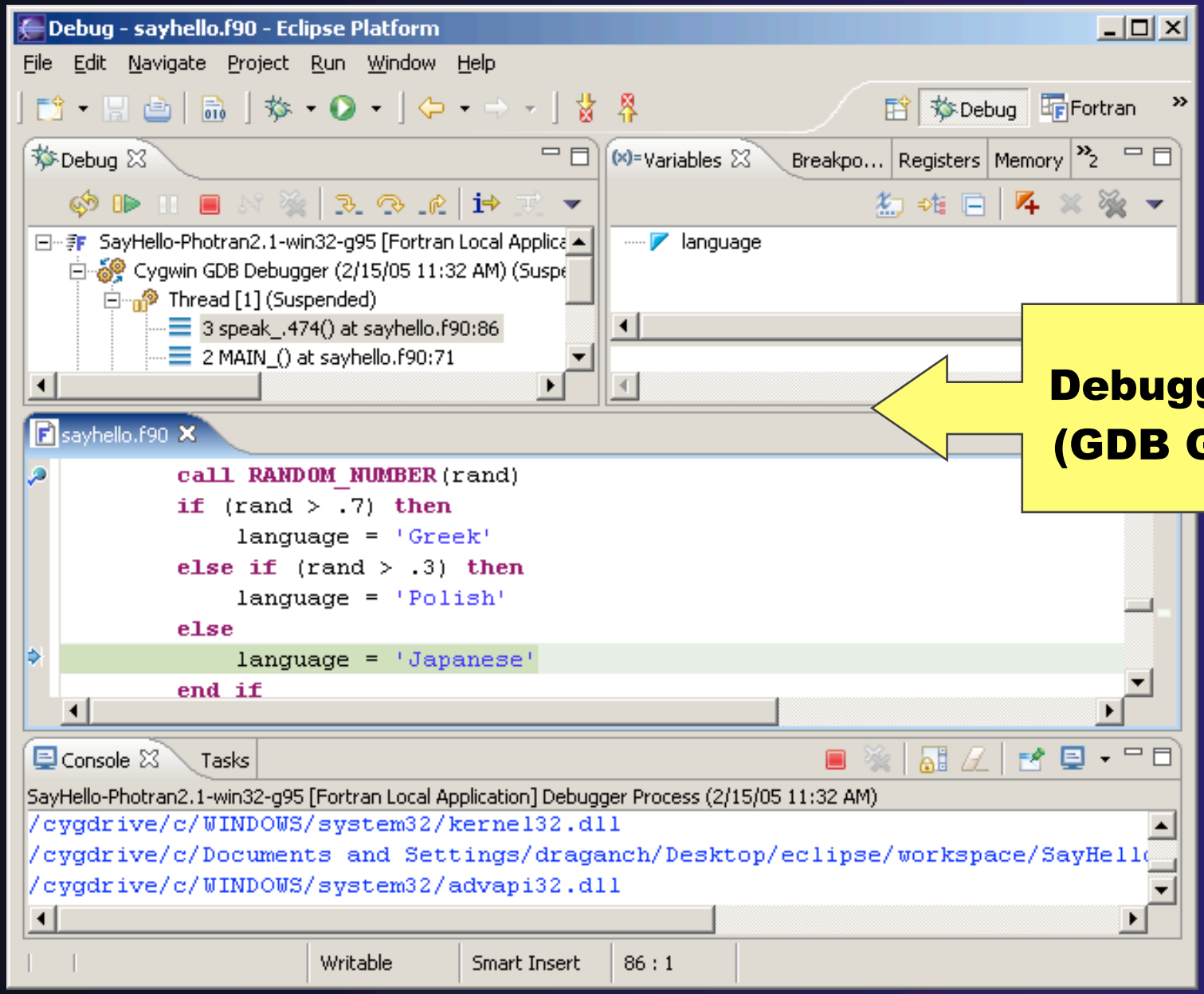


Fortran Editor & Outline


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
Context-Aware Highlighting


Fortran - bstfit.f90 - Eclipse Platform
File Edit Navigate Search Project Run Window Help
Fortran
Fortran Projects
MMFP
>org.eclipse.photran
Binaries
src-fixed-form
src-fortran-and-c
src-gaussian-elimination
src-includes
src-language-features
>src-line-fitting
>bstfit.f90 1.1 (ASCI
.cvsignore 1.1 (ASCI
src-modules
cvs support
*bstfit.f90
hold data points
(4,1000)
real :: valsum(4)
real :: valsum(4)
real :: xysum(3)
logical :: has_np(2)
end type Tdataset
end module Mdataset
program BstFitProj
use Mdataset
Outline
Mdataset
Tdataset
datapt
npts
valsum
valsum
xysum
has_np
BstFitProj
LoadDataSet
ShowDataPoints
SquareDistances
Make Targets
org.eclipse.photran-samples
whatever2
Problems
Console
Properties
26 errors, 0 warnings, 0 infos
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


Fortran - bstfit.f90 - Eclipse Platform
File Edit Navigate Search Project Run Window Help
Fortran
Fortran Projects
MMFP
>org.eclipse.photran-samp
Binaries
src-fixed-form
src-fortran-and-c
src-gaussian-elimination
src-includes
src-language-features
>src-line-fitting
>bstfit.f90 1.1 (ASCI
.cvsignore 1.1 (ASCI
src-modules
*bstfit.f90
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
Outline
Mdataset
Tdataset
datapt
npts
valsum
valsum
xysum
has_np
BstFitProj
LoadDataSet
owDataPoints
eDistances
Make Targets
org.eclipse.photran-samples
whatever2
Problems
Console
Properties
26 errors, 0 warnings, 0 infos
Description
ource
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
Compiler Error Recognition

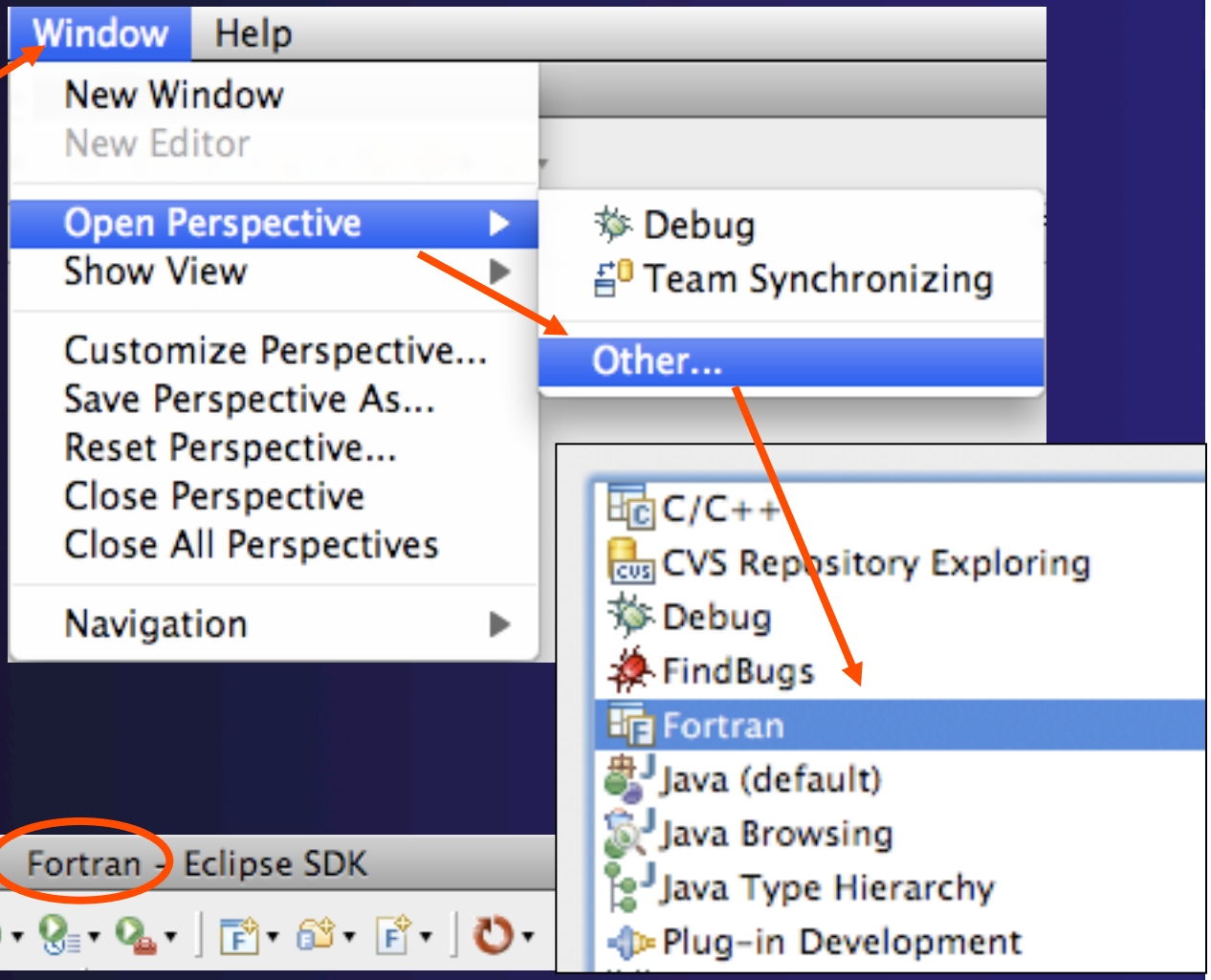

Debug - sayhello.f90 - Eclipse Platform
File Edit Navigate Project Run Window Help
Debug
Fortran
Debug
SayHello-Photran2.1-win32-g95 [Fortran Local Applica
Cygwin GDB Debugger (2/15/05 11:32 AM) (Suspe
Thread [1] (Suspended)
3 speak_.474() at sayhello.f90:86
2 MAIN_() at sayhello.f90:71
Variables
Breakpo...
Registers
Memory
language
sayhello.f90
call RANDOM_NUMBER(rand)
if (rand > .7) then
language = 'Greek'
else if (rand > .3) then
language = 'Polish'
else
language = 'Japanese'
end if
Console
Tasks
SayHello-Photran2.1-win32-g95 [Fortran Local Application] Debugger Process (2/15/05 11:32 AM)
/cygdrive/c/WINDOWS/system32/kernel32.dll
/cygdrive/c/Documents and Settings/draganch/Desktop/eclipse/workspace/SayHell
/cygdrive/c/WINDOWS/system32/advapi32.dll
Writable
Smart Insert
86 : 1
Debugging
(GDB GUI)

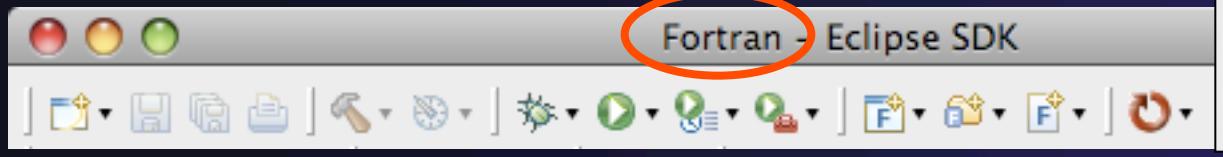
Using Photran

- 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 Fortran ~~C/C++~~ Perspective

- Only needed if you're not already in the perspective
- What Perspective am in in? See Title Bar

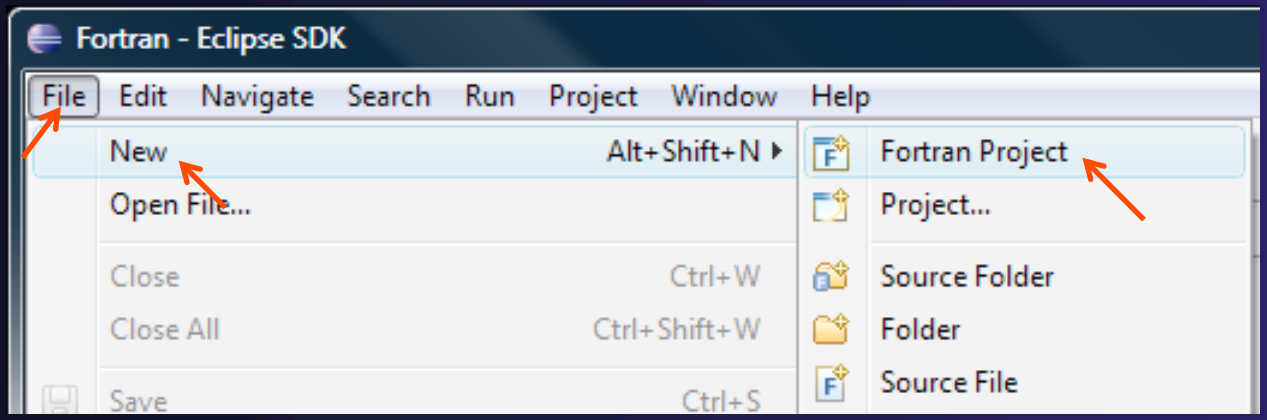




Creating a Fortran Application

Steps:

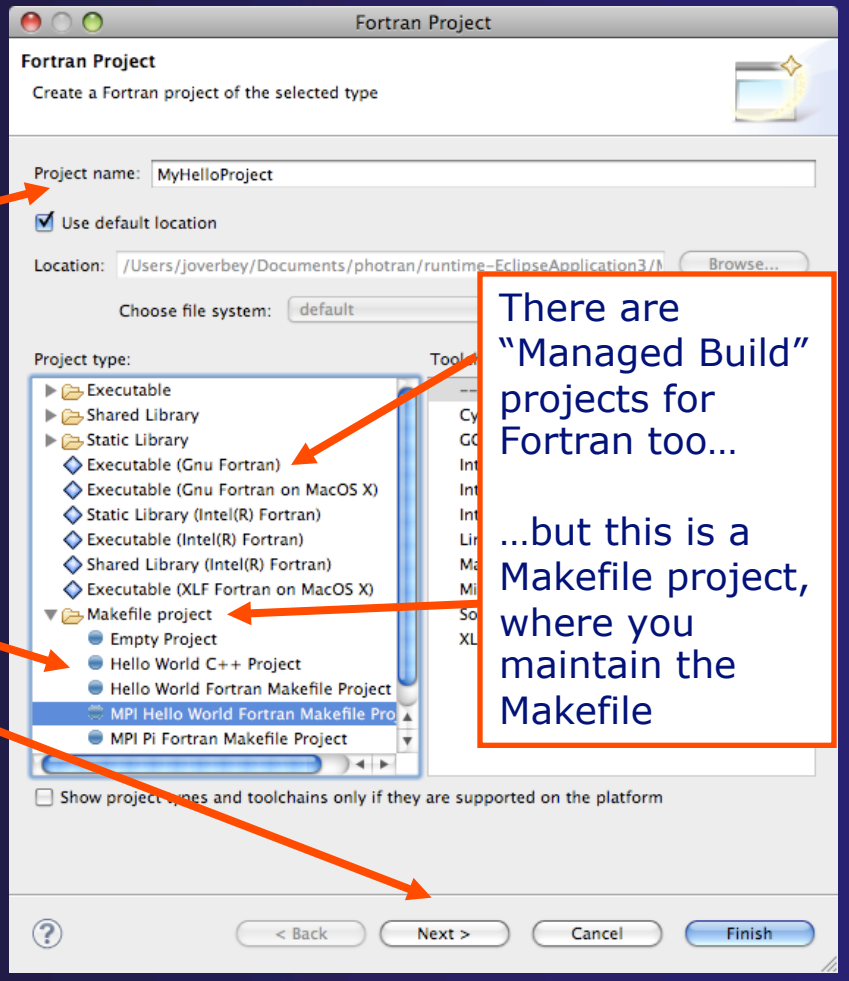
- Create a new Fortran project
- Edit source code
- Save and build



Fortran New Project Wizard

Create a new MPI project

- **File ▸ New ▸ Project** (see prev. slide) **Fortran Project**
- Name the project 'MyHelloProject'
- Under Project types, under Executable, select **MPI Hello World Fortran Project**
- 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**

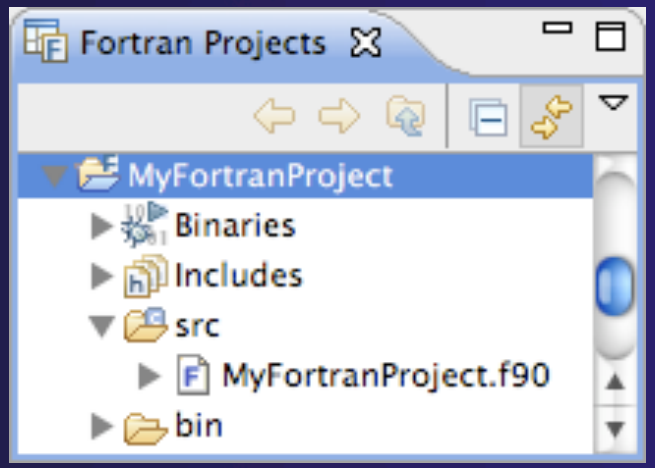


There are "Managed Build" projects for Fortran too…

…but this is a Makefile project, where you maintain the Makefile

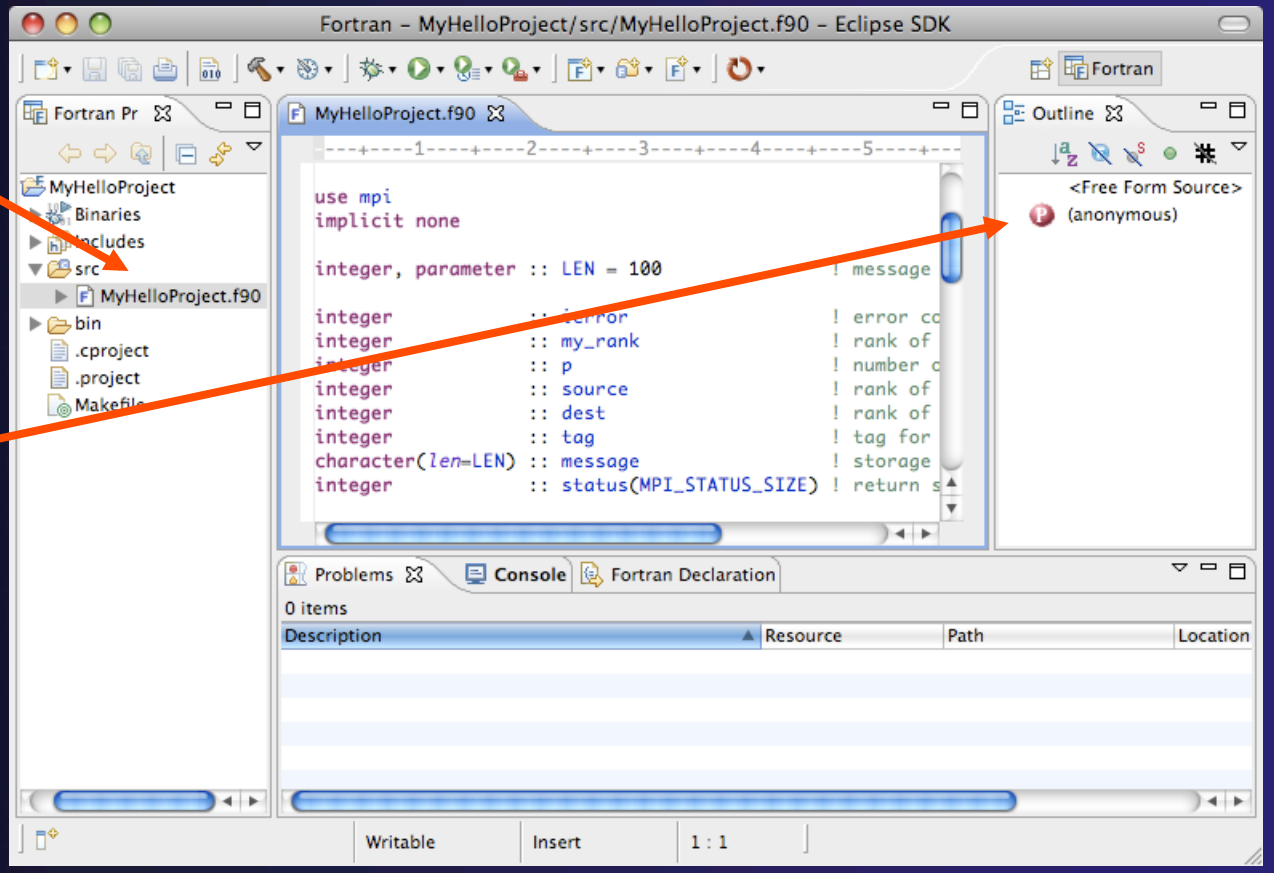
Fortran Projects
Project Explorer View

- 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
  - Fortran Projects



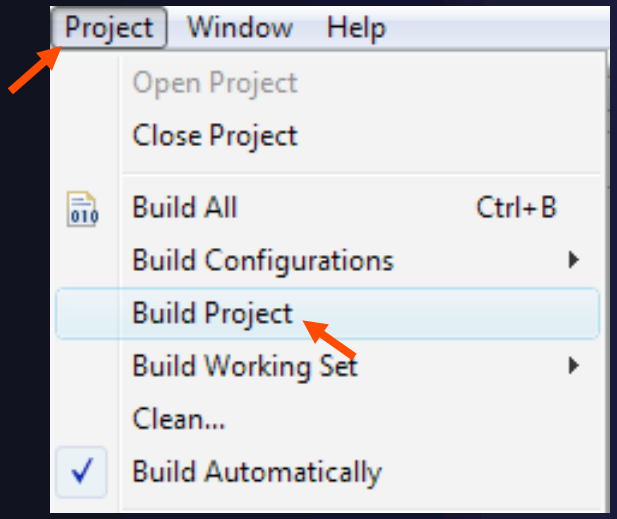
Editor and Outline View

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



Et Cetera

- Building (compiling) is identical



Tip: *Are compile errors not shown in the Problems view?*

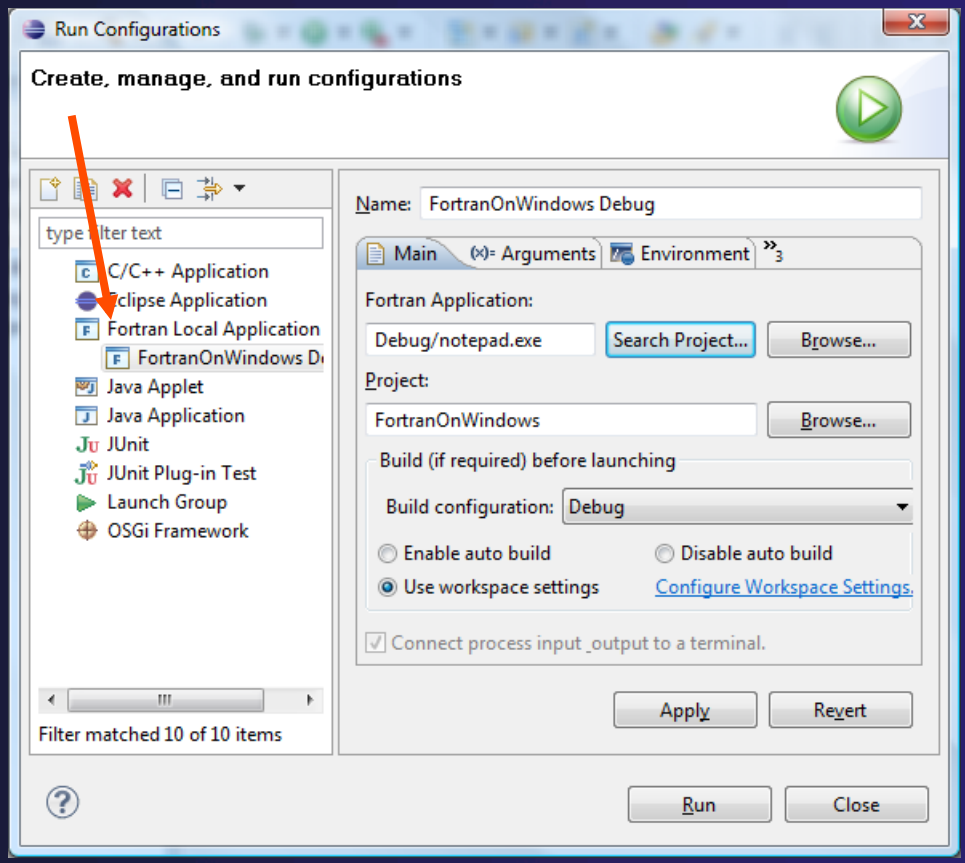
- Right-click on the project in the Fortran Projects view, and choose **Properties**
- Expand **Fortran Build ▸ Settings**
- Switch to the **Error Parsers** tab
- Are Photran's error parsers checked? If not, click **Check all**
- Click **OK** and re-build

Et Cetera

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

Tip: *Is your binary not listed when you create 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**

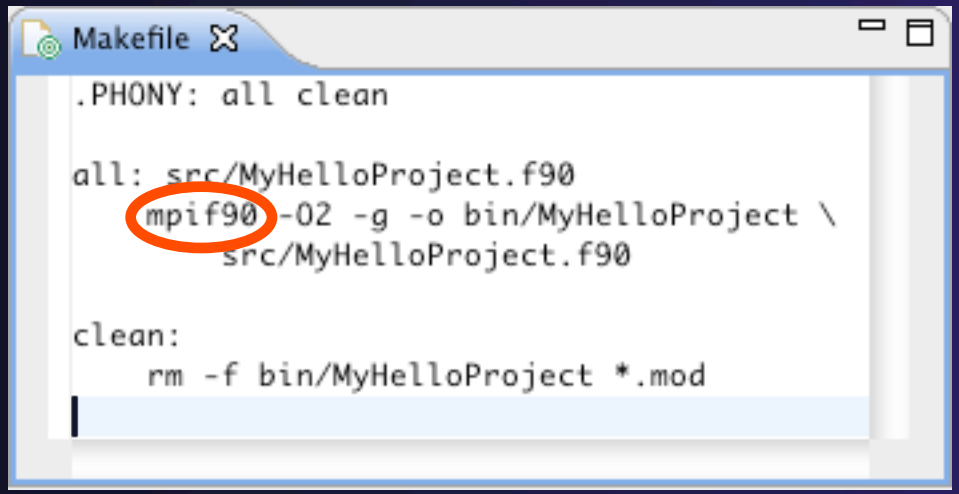


Et Cetera

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

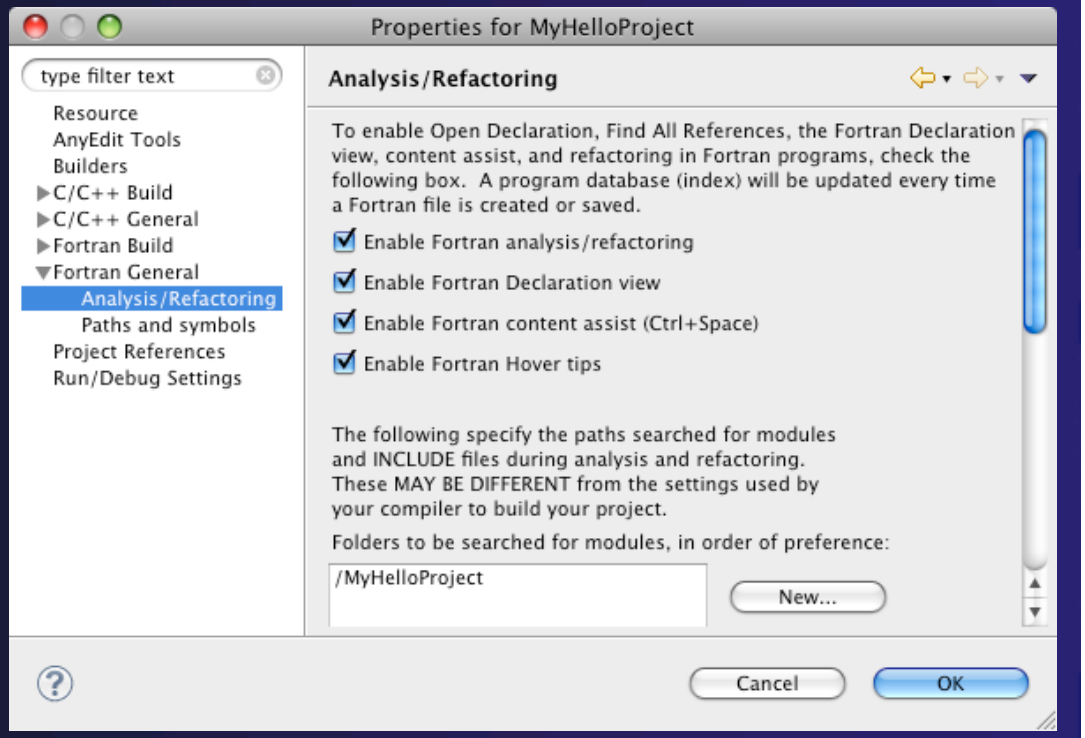
Differences (1): MPI Project Wizard

- 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.



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:

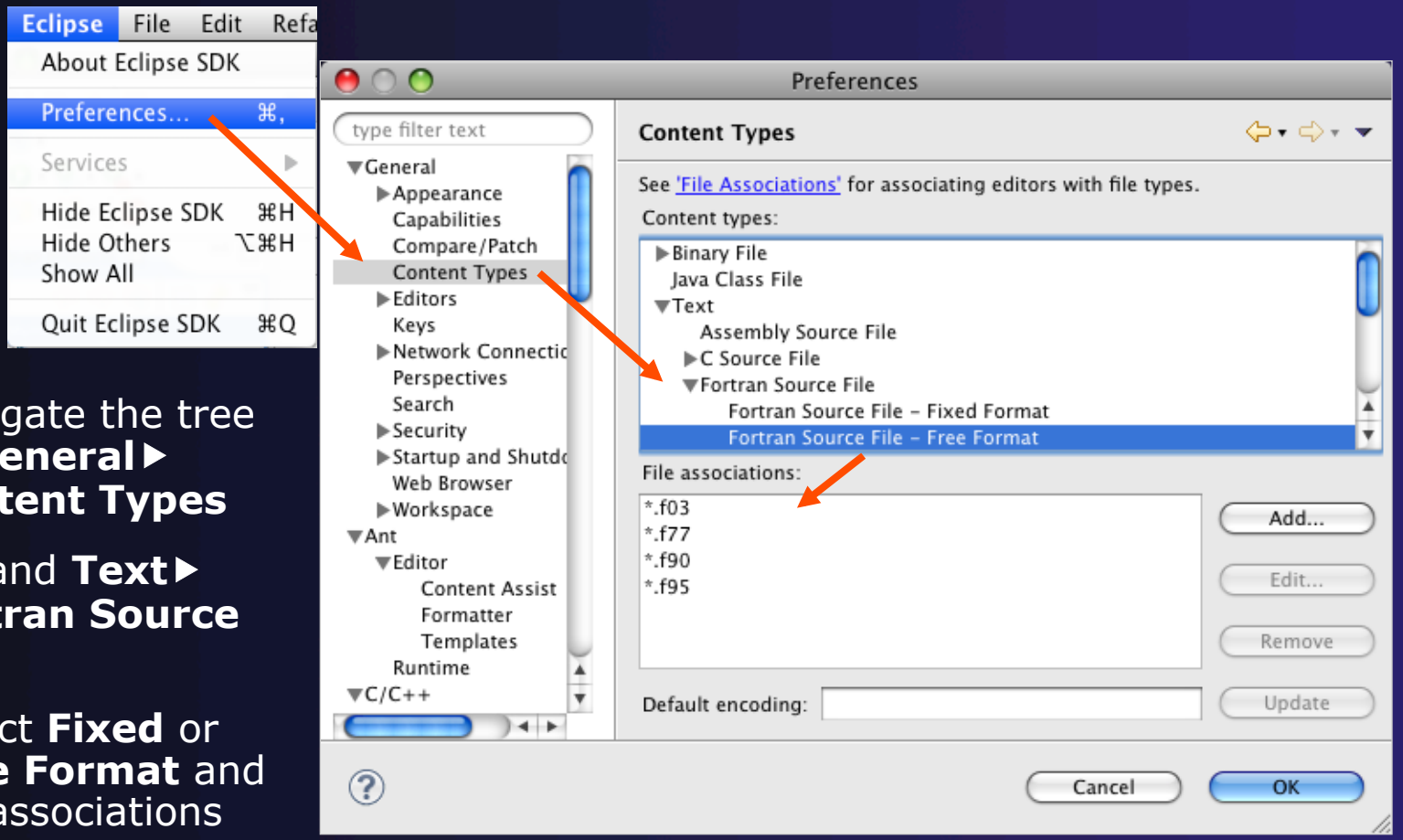
Fixed form:	.f	.fix	.for	.fpp	.ftn
Free form:	.f03	.f95	.f90	.f77	

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

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

Differences (3): Source Form

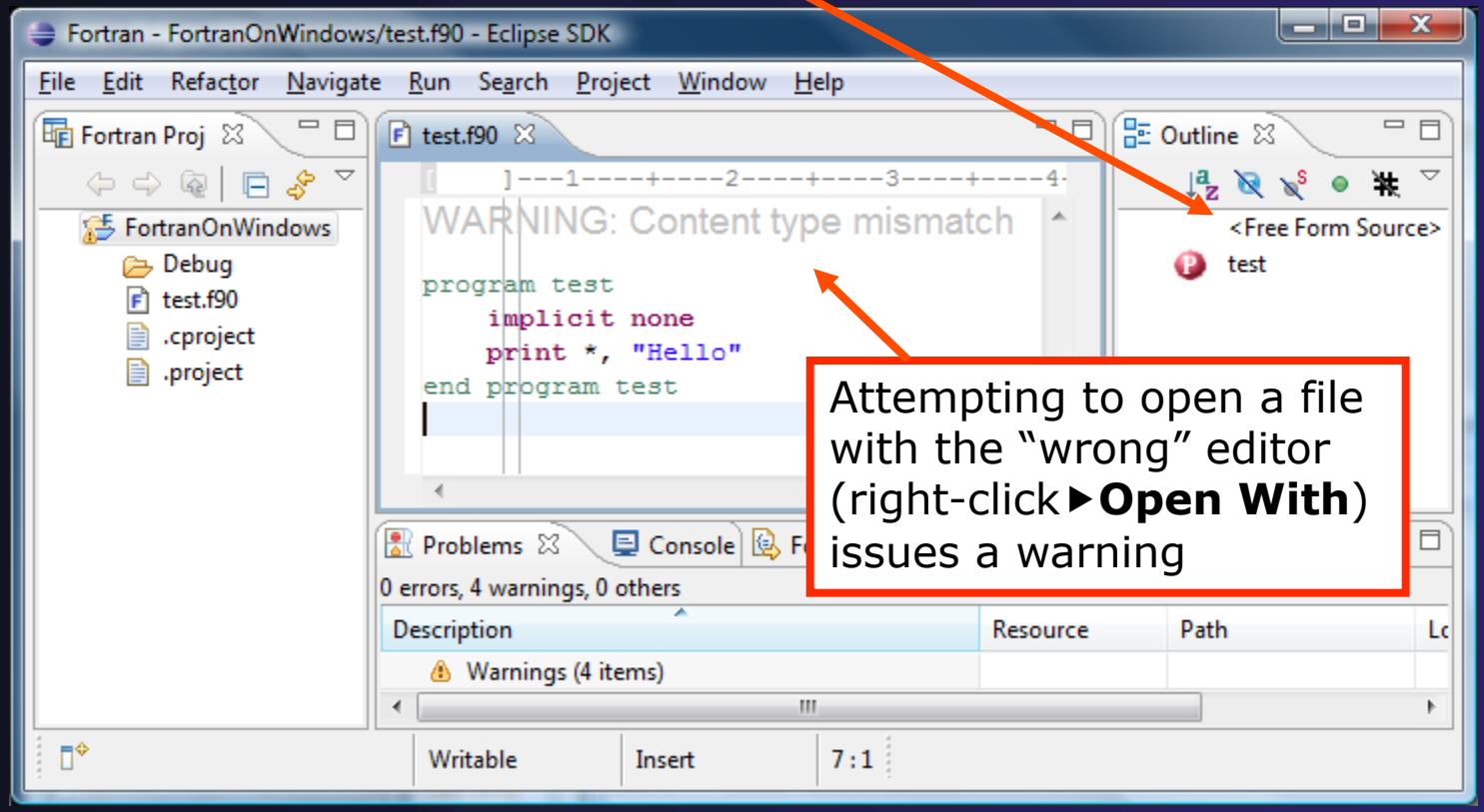
Set fixed/free form filename extensions in the preferences



- 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

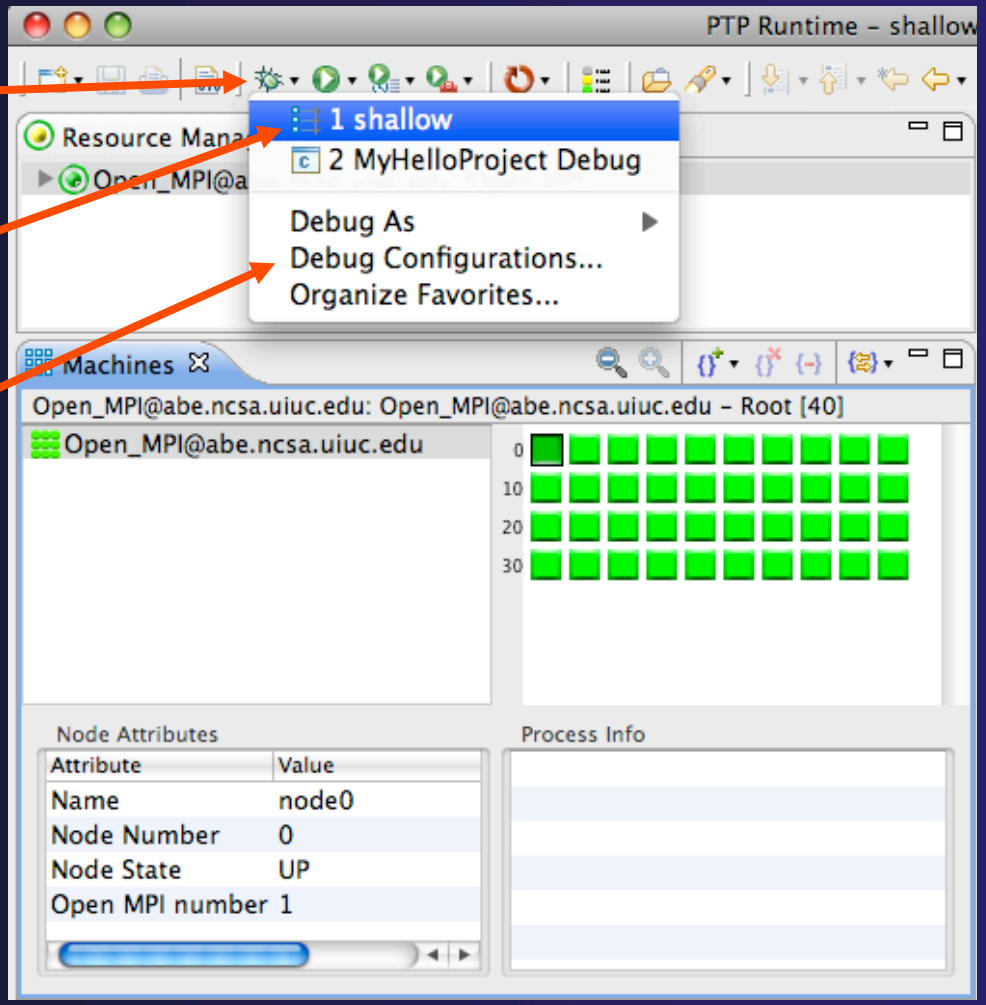
- **Module 7:** Fortran Search, Refactoring
- **Photran online documentation**
  linked from http://www.eclipse.org/photran
  - **User's Guide**
    General introduction, basic features
  - **Advanced Features Guide**
    Features requiring analysis/refactoring to be enabled
- **Online tutorial:** Compiling and running the Parallel Ocean Program using Photran and PTP
  linked from http://wiki.eclipse.org/PTP/photran/tutorials

Module 6: 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

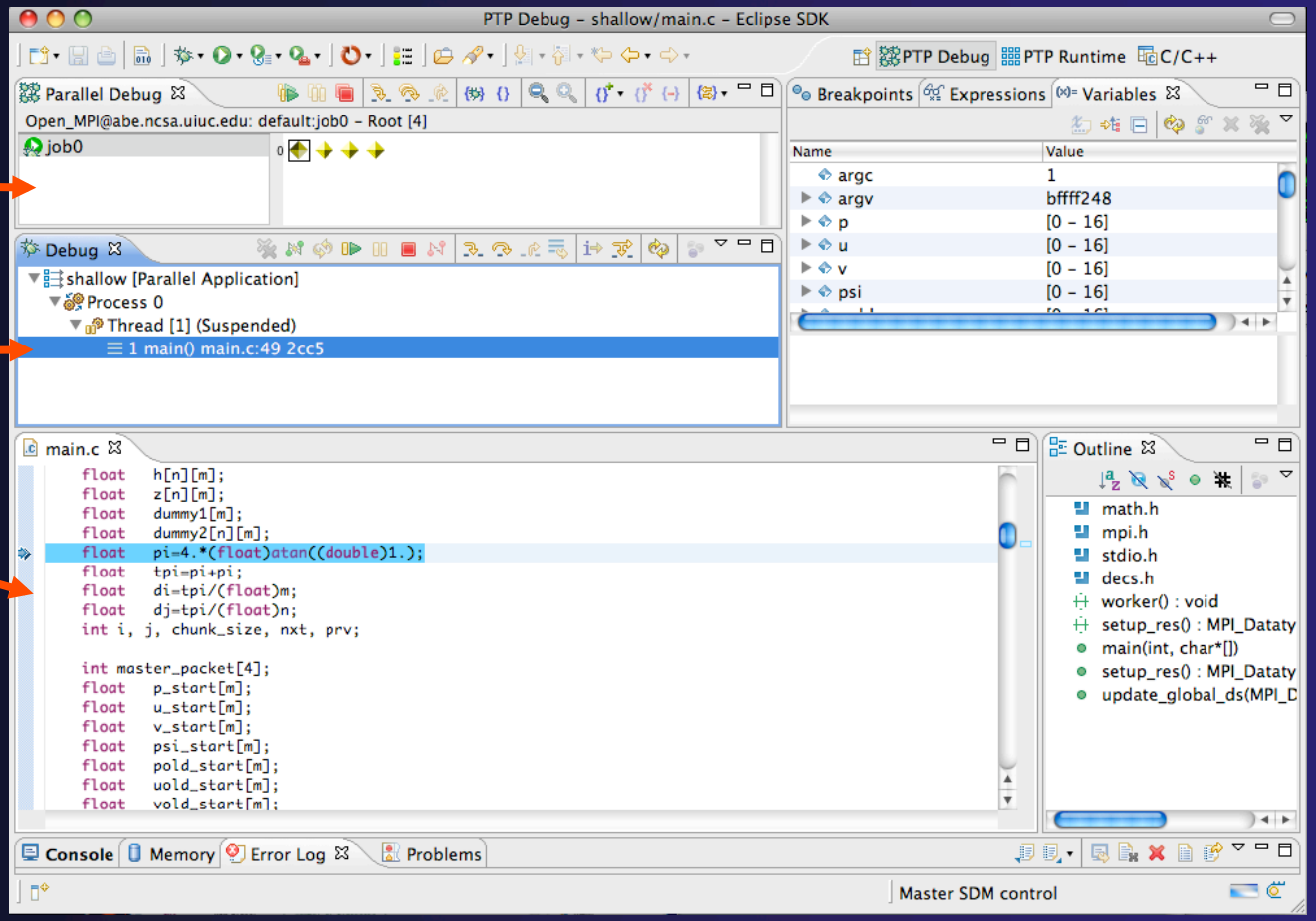
Launching A Debug Session

- 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 (edit the **Debug Launch Configuration** to change)



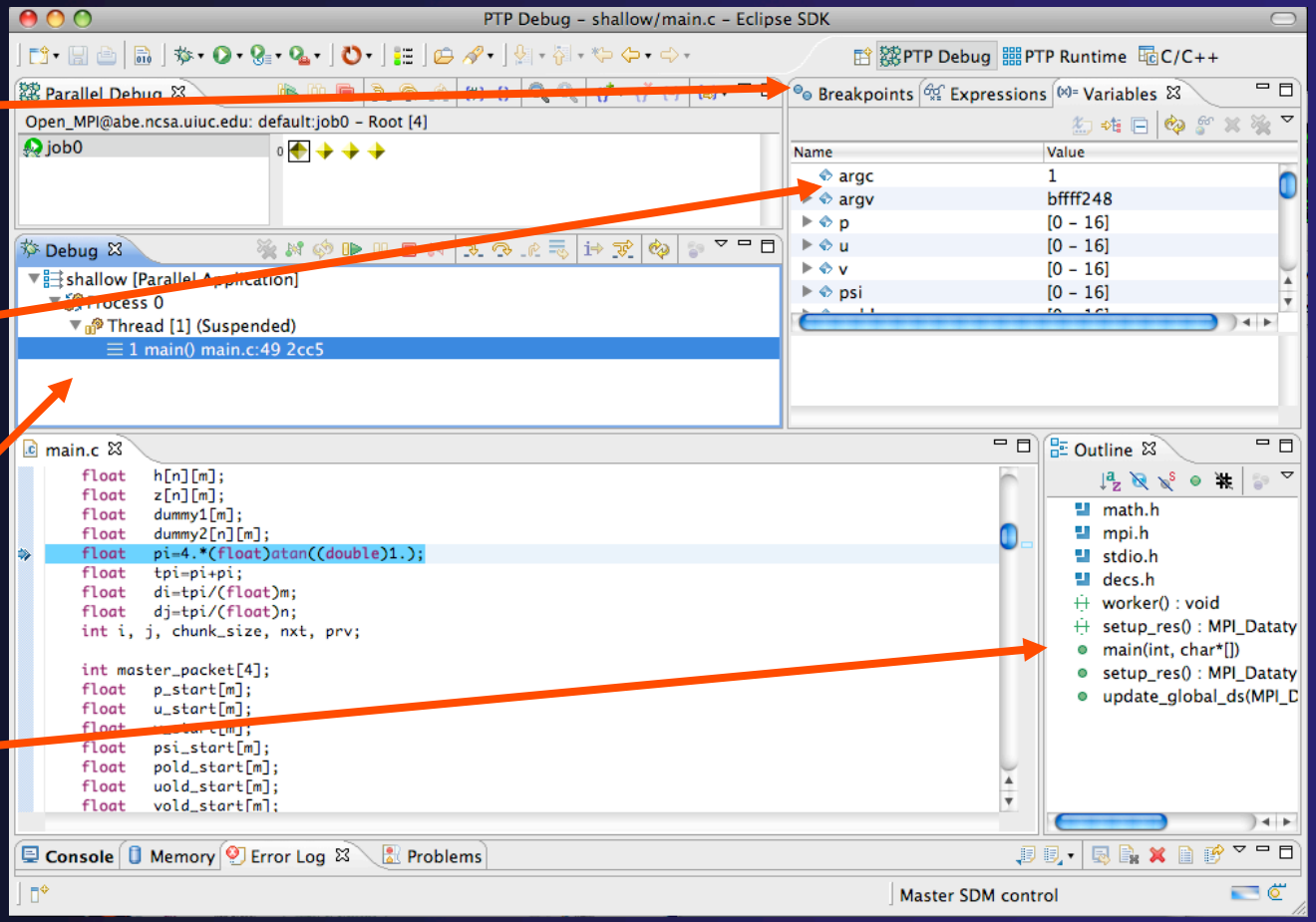
The PTP Debug Perspective (1)

- **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



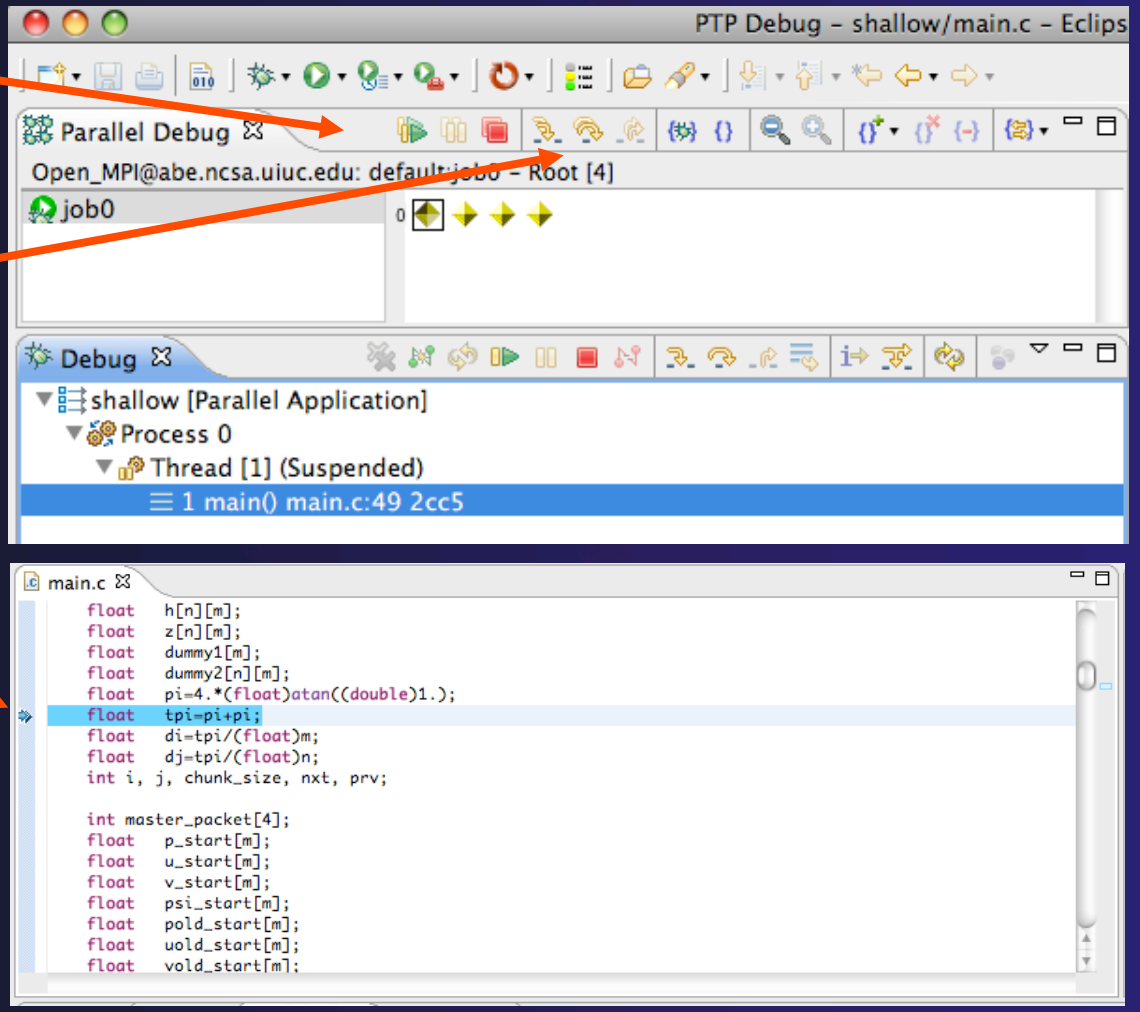
The PTP Debug Perspective (2)

- **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



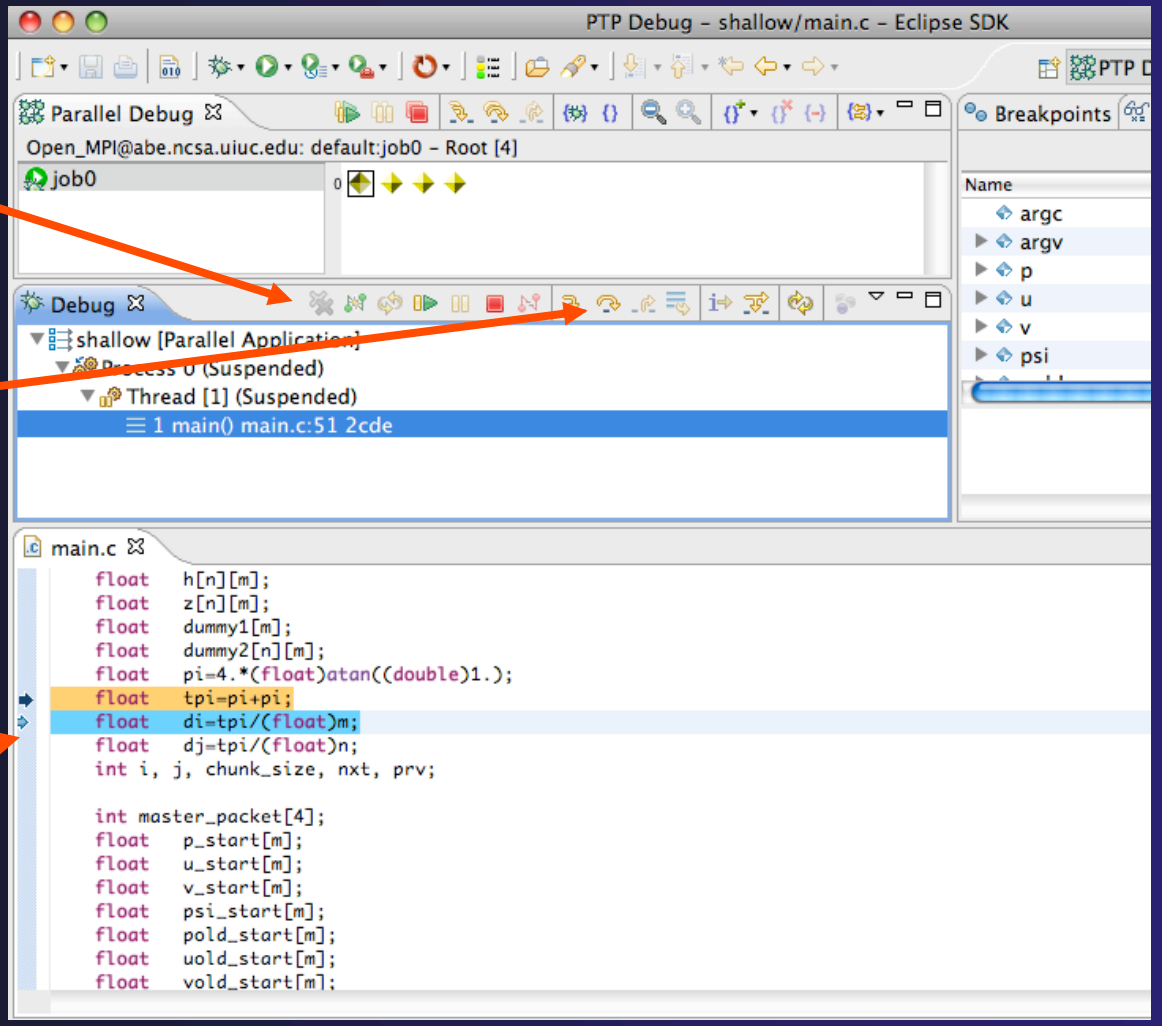
Stepping All Processes

- 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



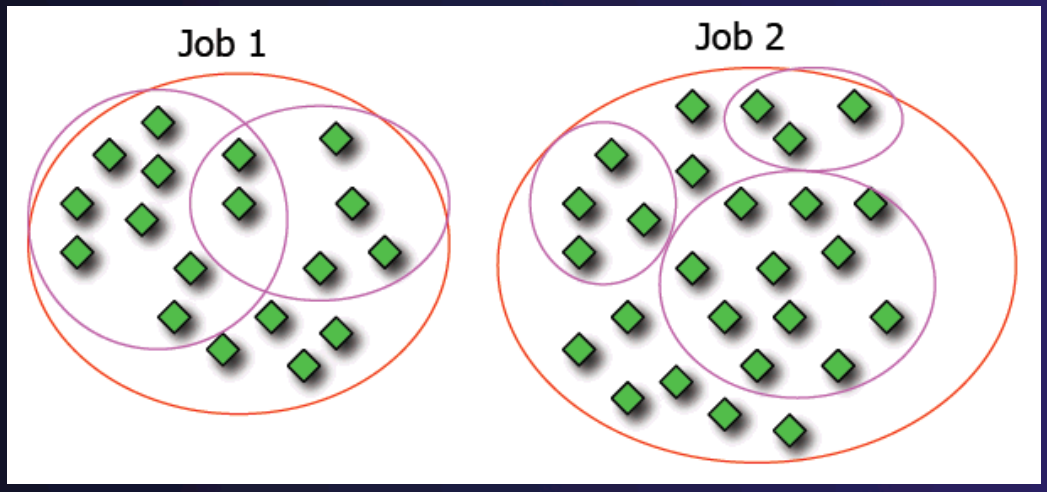
Stepping An Individual Process

- 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



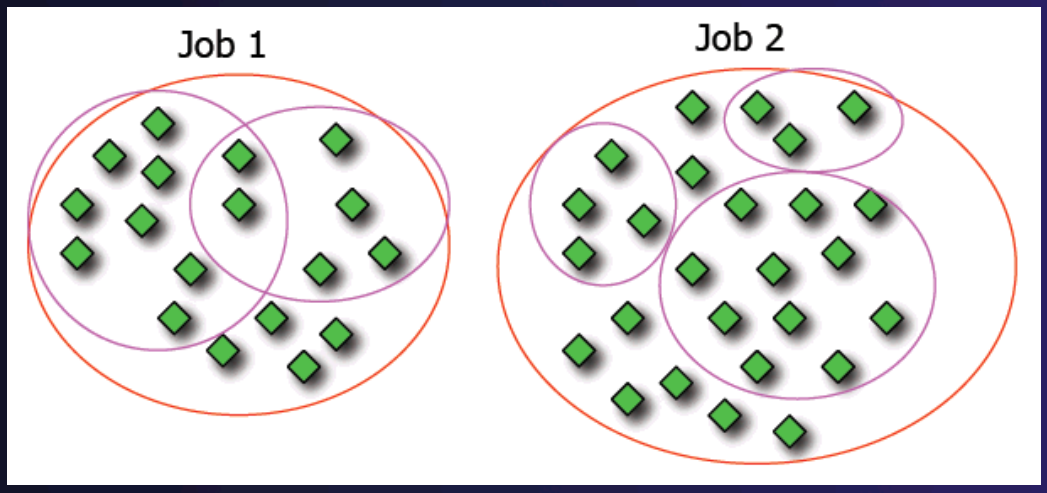
Process Sets (1)

- 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



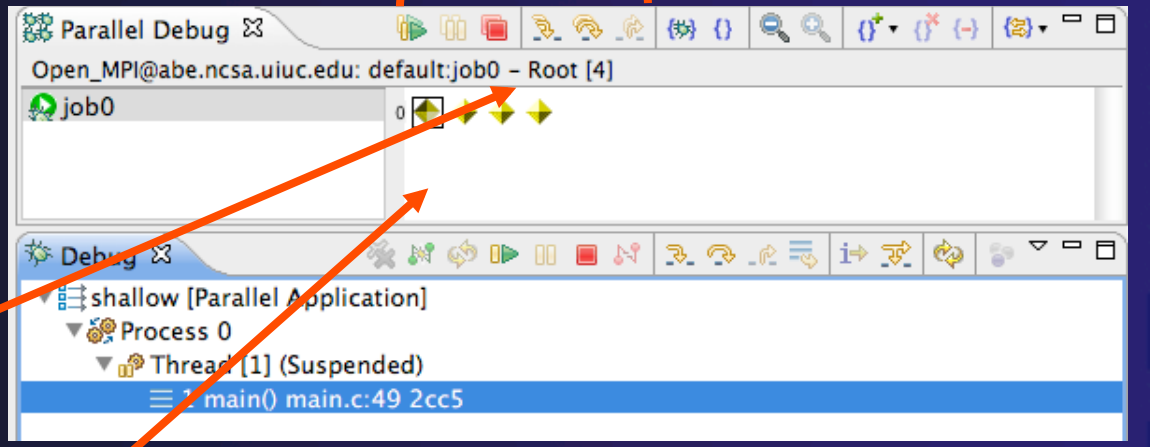
Process Sets (2)

- 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

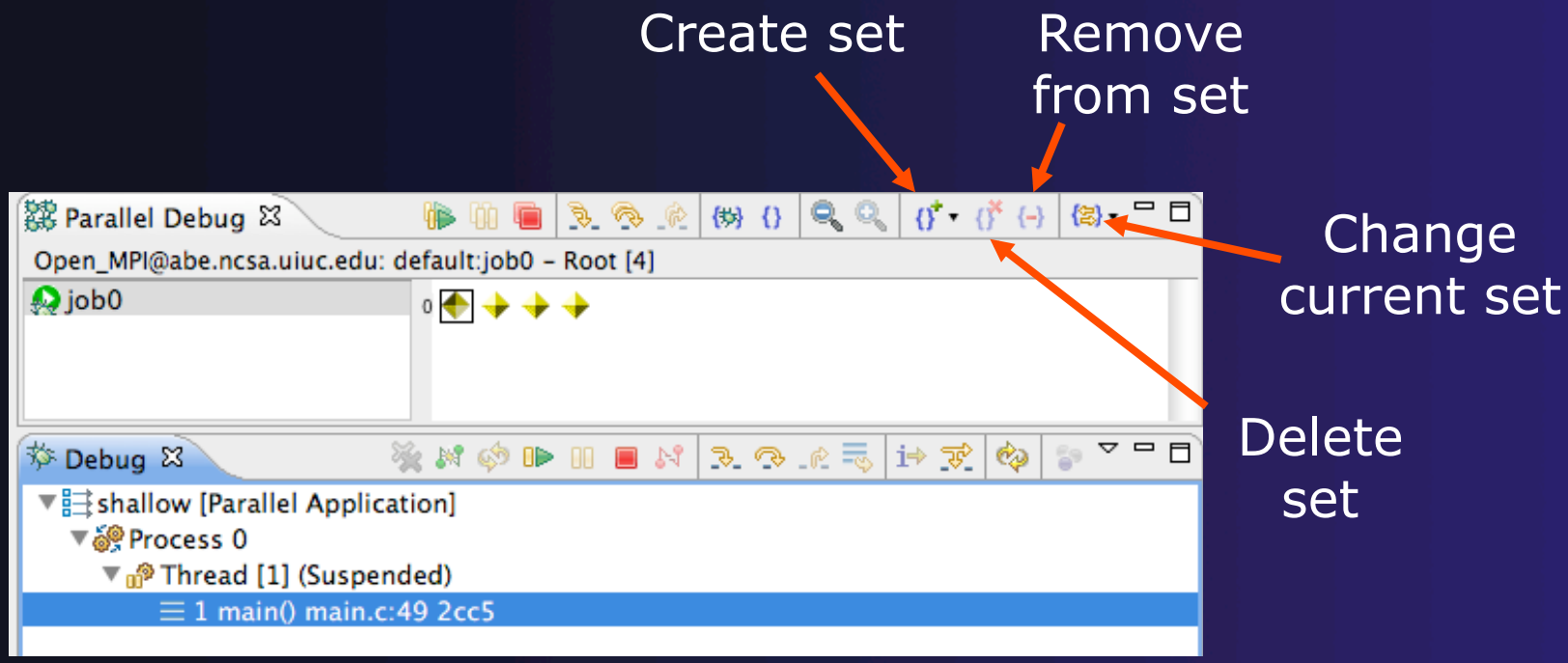
- Debug operations on the **Parallel Debug view** toolbar always apply to the current set:
  - Resume, suspend, stop, step into, step over, step return
- The current process set is listed next to job name along with number of processes in the set
- The processes in process set are visible in right hand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



Root set = all processes

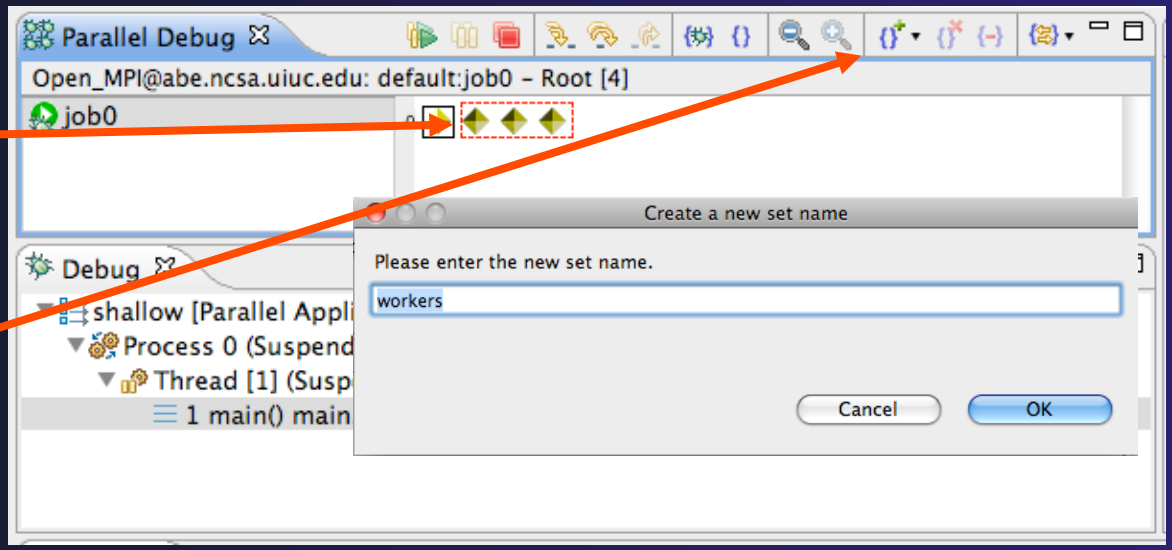
Managing Process Sets

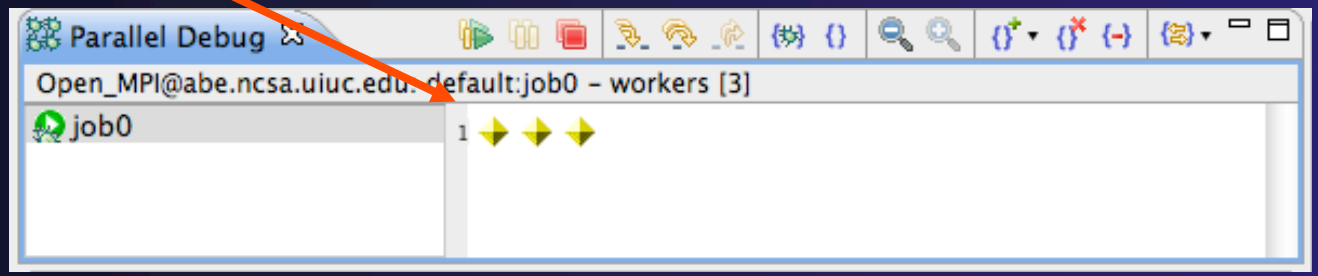
- The remaining icons in the toolbar of the **Parallel Debug view** allow you to create, modify, and delete process sets, and to change the current process set



Creating A New Process Set

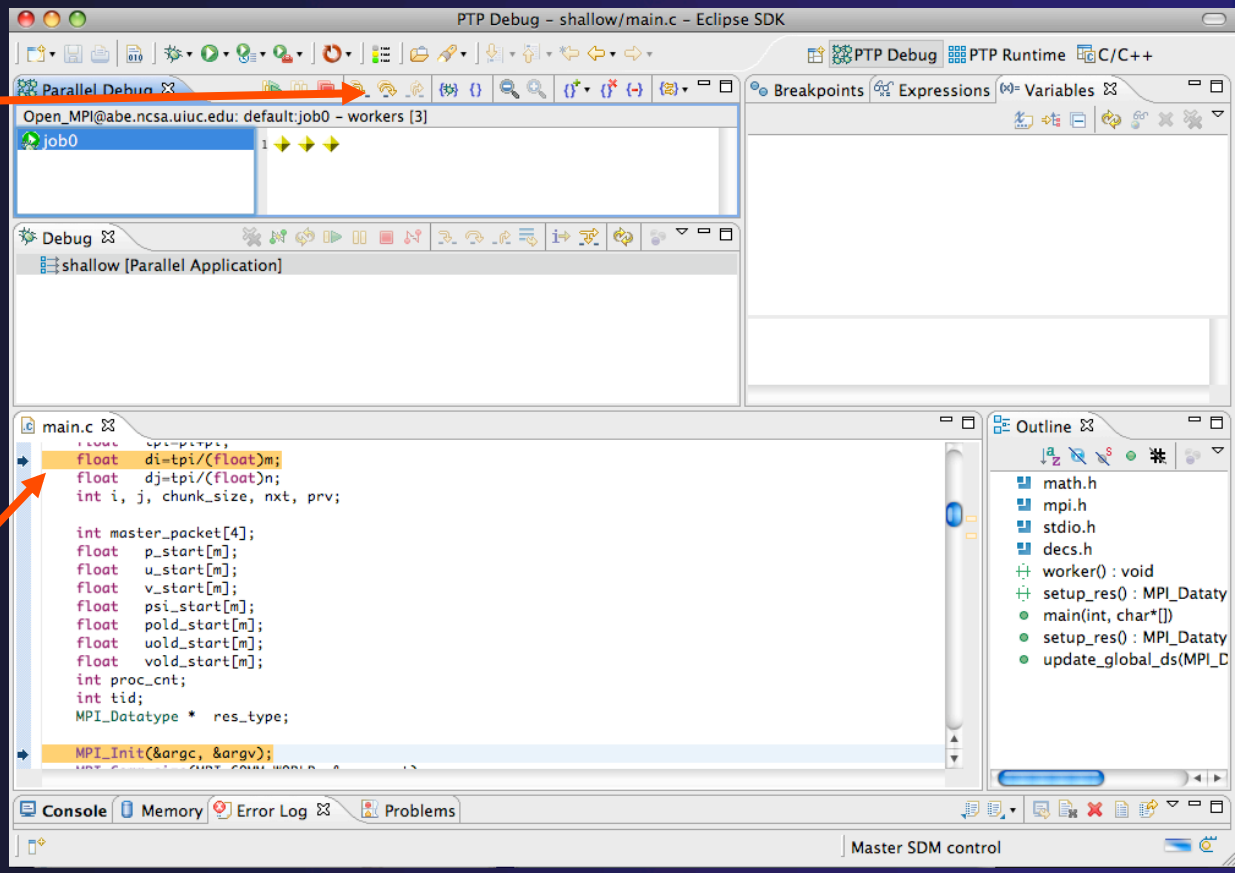
- Select the processes you want in the set by clicking and dragging, in this case, the last three
- Click on the **Create Set** button
- Enter a name for the set, in this case **workers**, and click **OK**
- You will see the view change to display only the selected processes





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

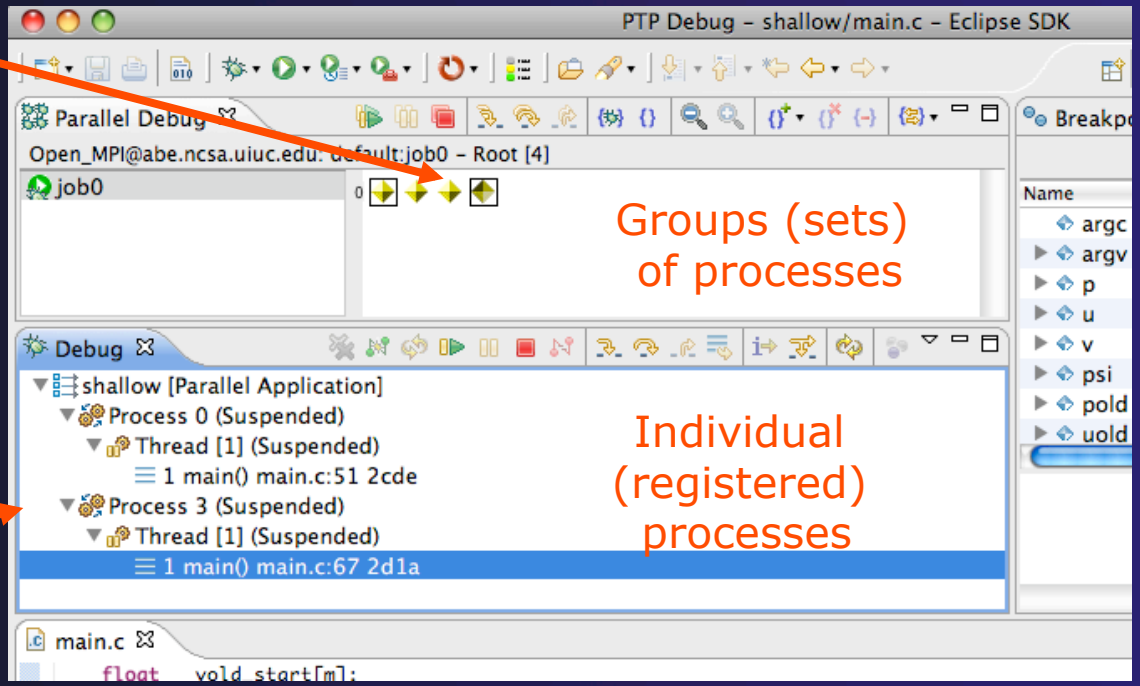


Process Registration

- 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

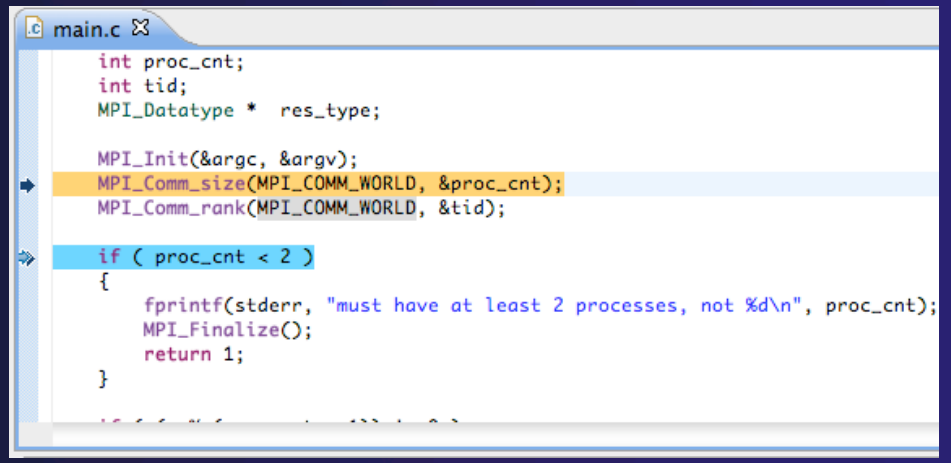


Current Line Marker

- 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

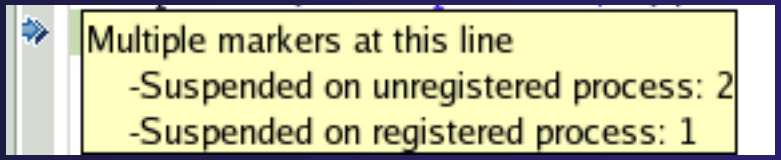
- The highlight color depends on the processes suspended at that line:
  - **Blue:** All registered process(es)
  - **Orange:** All unregistered process(es)
  - **Green:** Registered or unregistered process with no source line (e.g. suspended in a library routine)
- The marker depends on the type of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



 Multiple processes marker

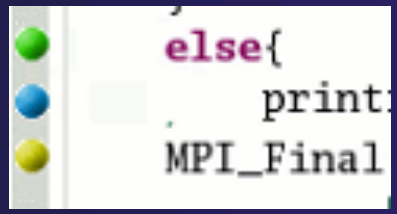
 Registered process marker

 Un-registered process marker



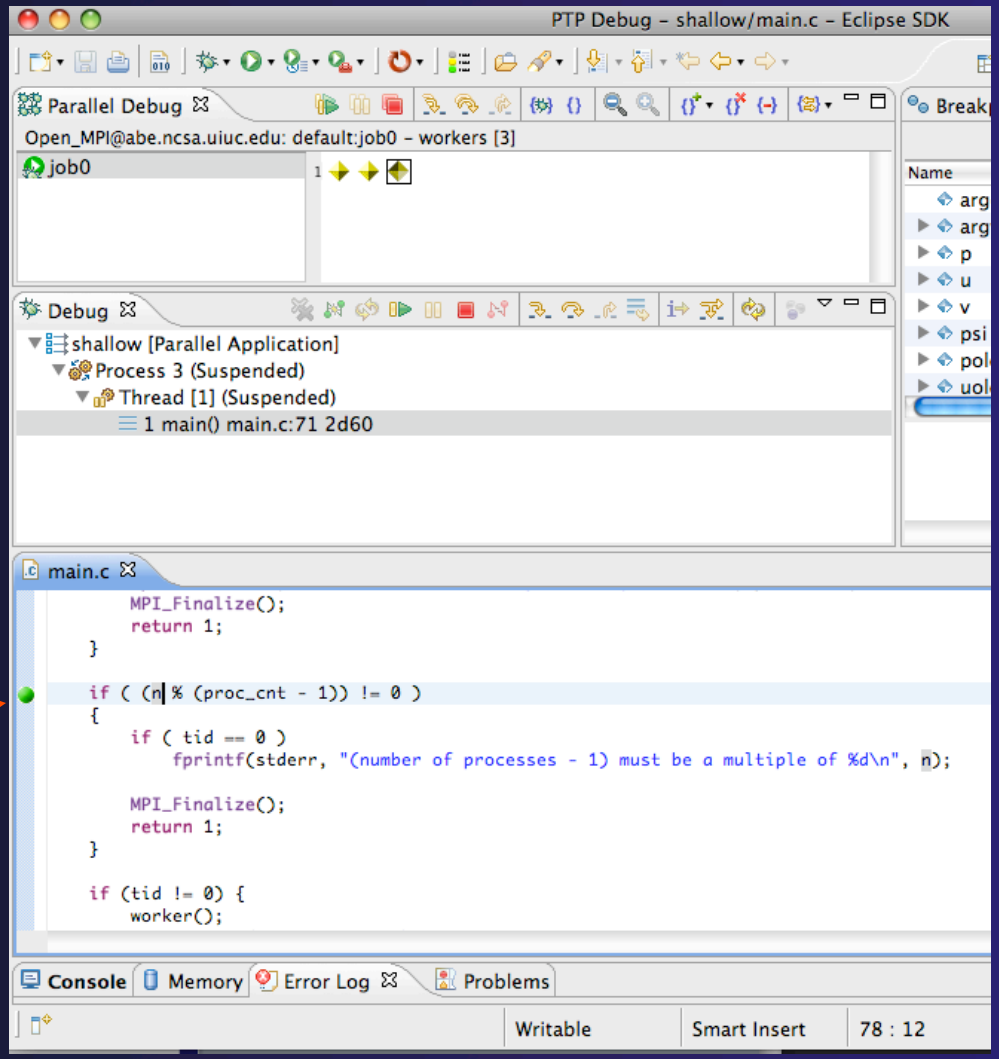
Breakpoints

- 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



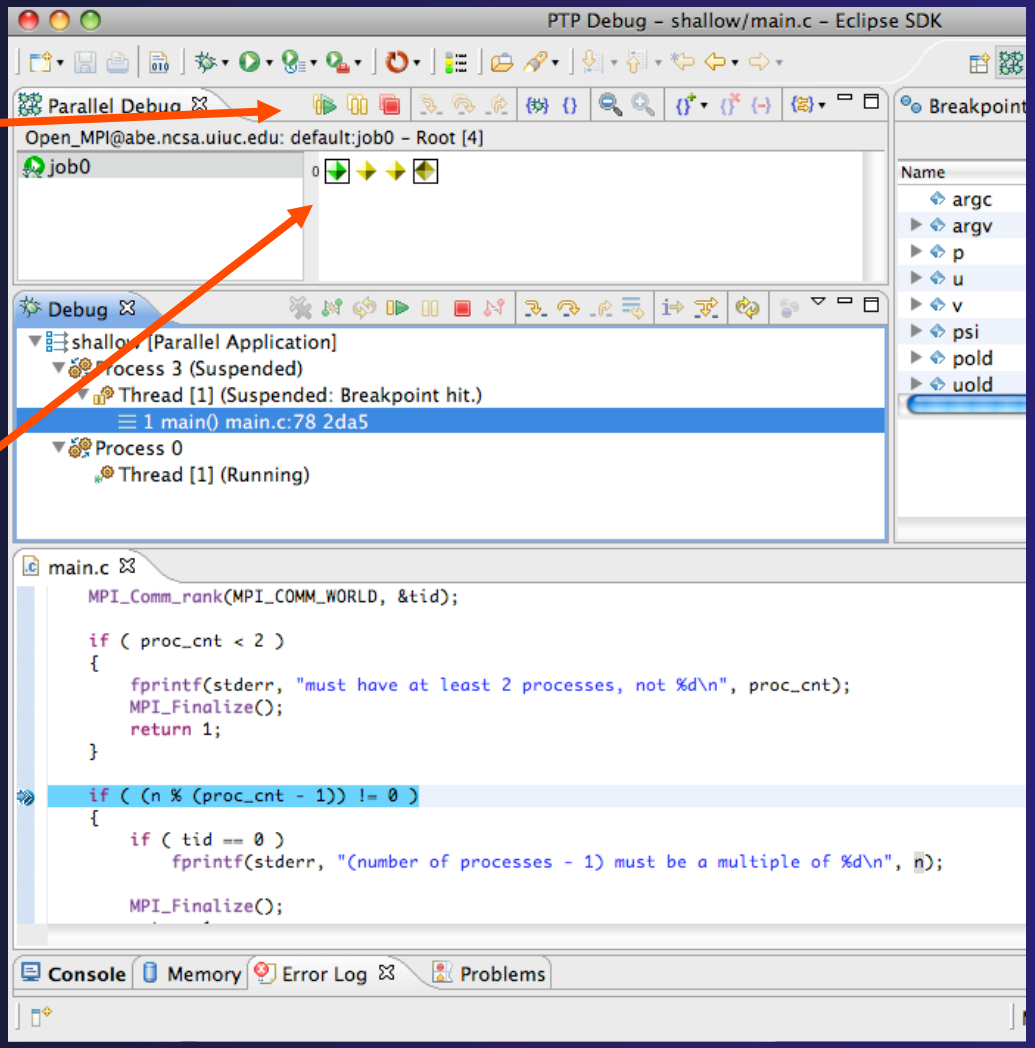
Creating A Breakpoint

- 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



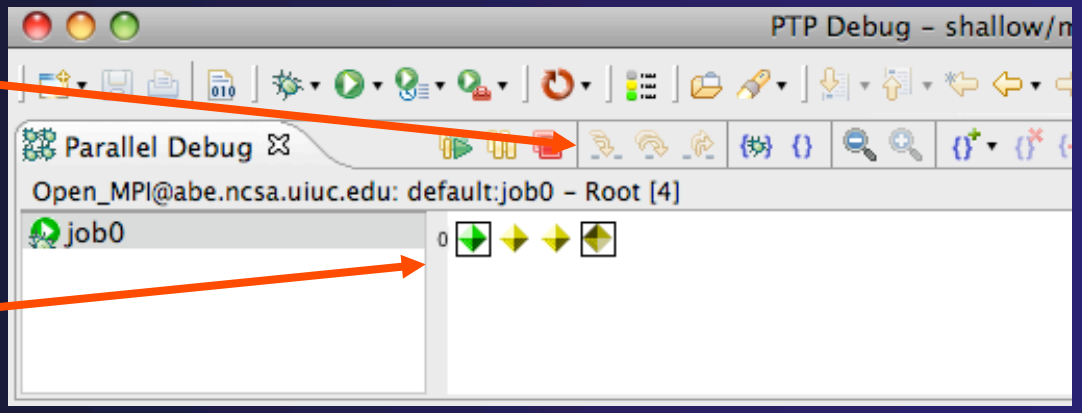
Hitting the Breakpoint

- 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

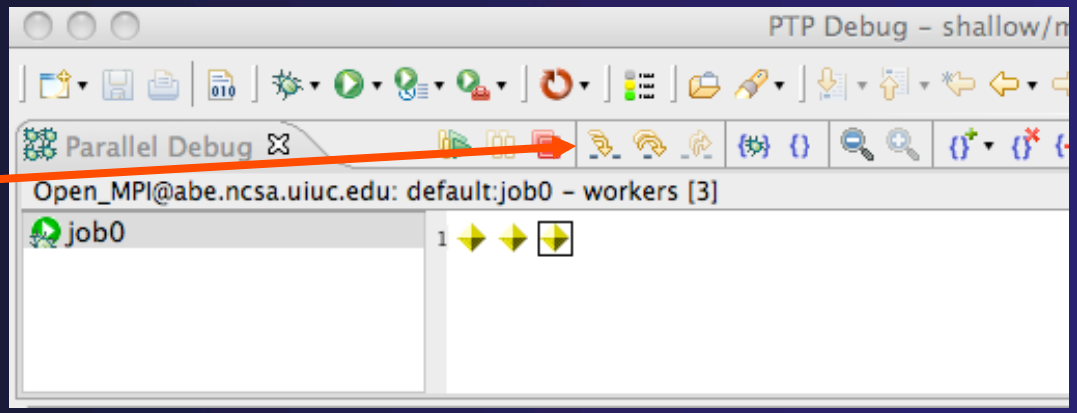


More On Stepping

- 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

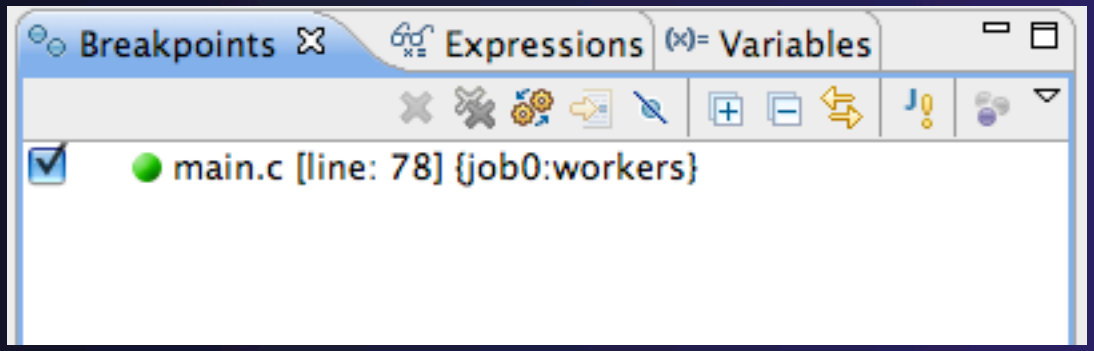


- Switch to the set of suspended processes (the **workers** set)
- You will now see the **Step** buttons become enabled



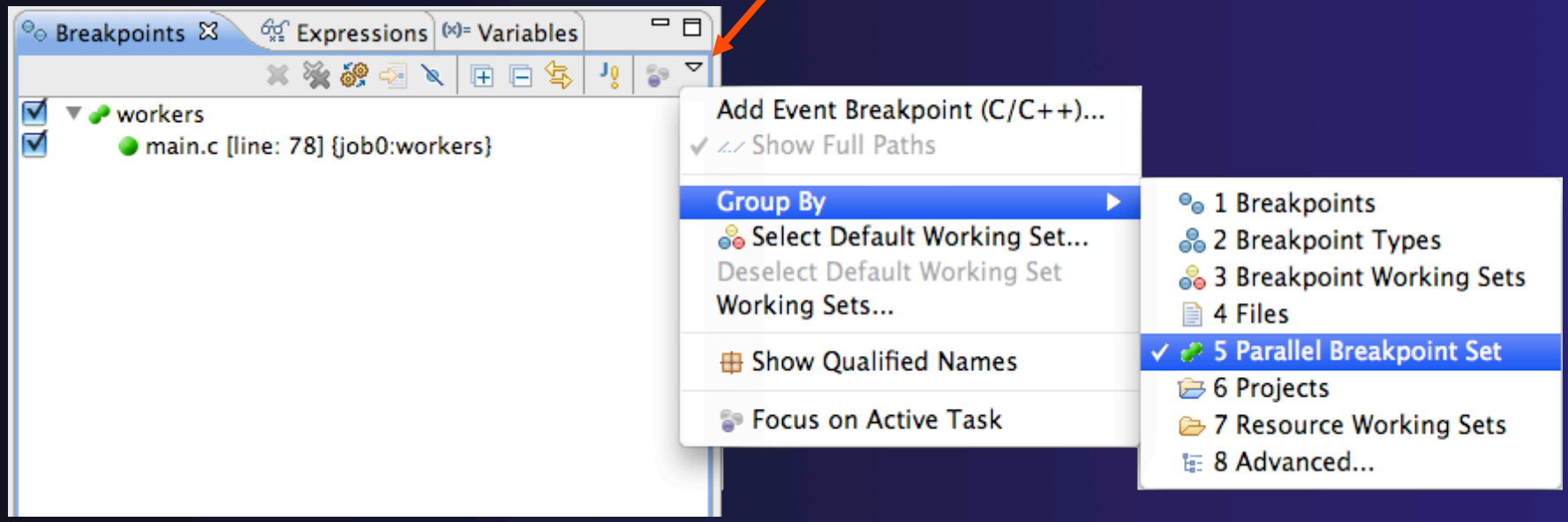
Breakpoint Information

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



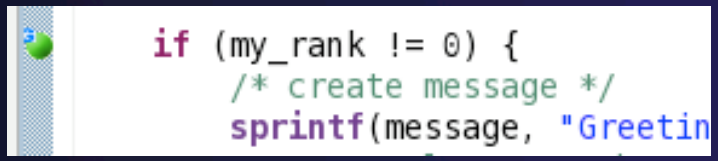
Breakpoints View

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



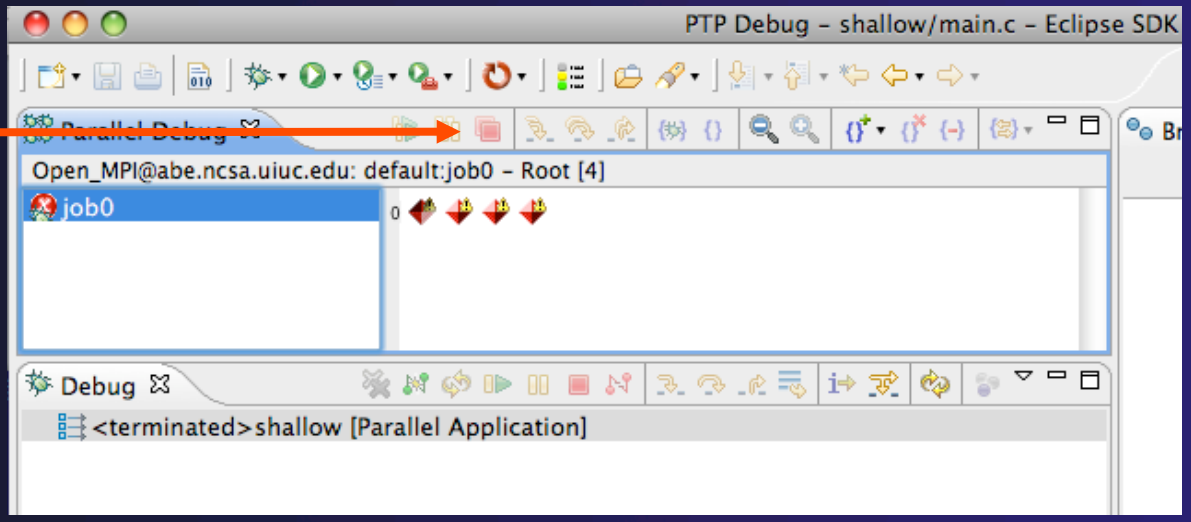
Global Breakpoints

- 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

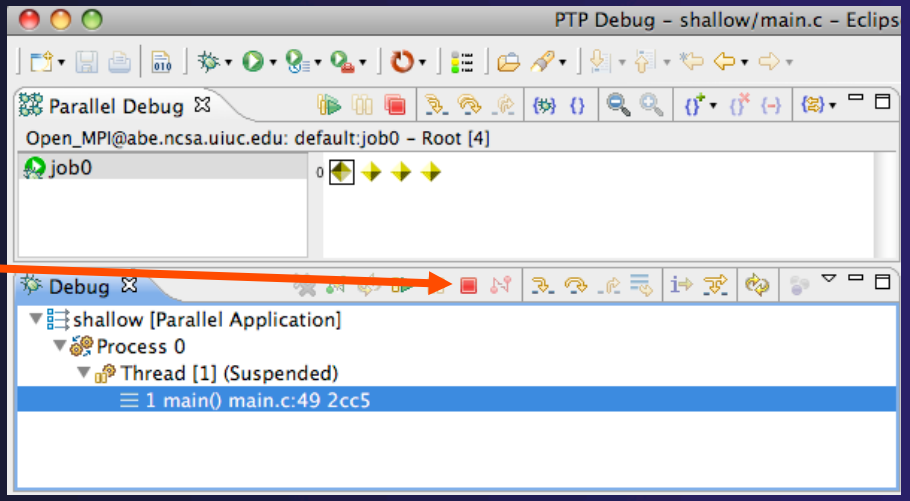


Terminating A Debug Session

- 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 7: Advanced Development

- Objective
  - Explore some of the advanced features of Eclipse and PTP
- Contents
  - Advanced Eclipse Concepts (generic, not CDT/PTP)
  - Refactoring and Search in Fortran and C/C++
  - Parallel Language Development Tools: MPI, OpenMP, UPC
    - Special Tools for parallel development
  - Remote Development

Advanced Eclipse Concepts

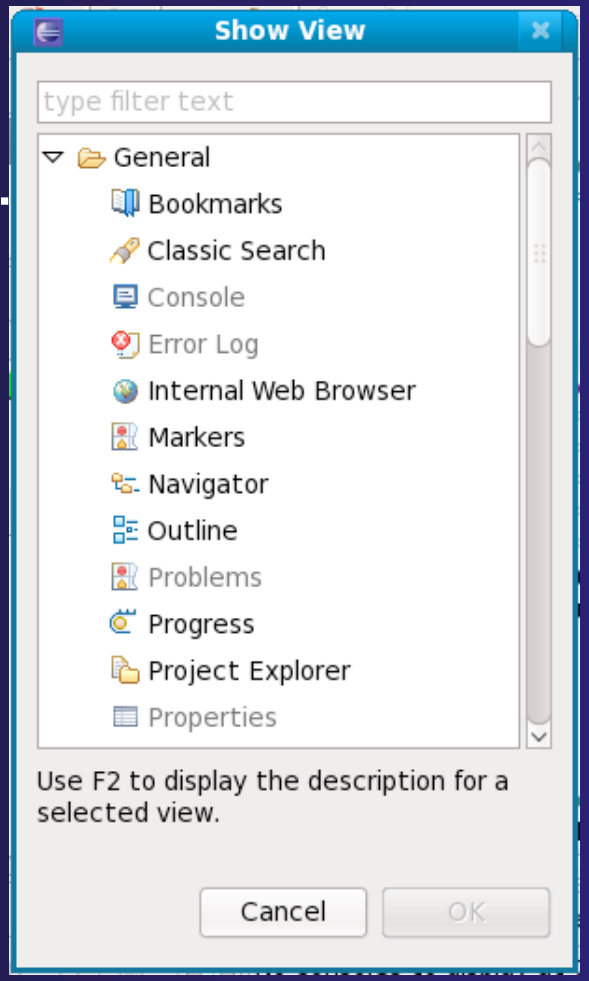
- Perspectives, views and customizing
- Workbench Preferences
- Version Control
- Task Tags

Customizing Perspectives

- Items such as shortcuts, menu items and views may be customized
  - **Window▸Customize Perspective...**
- Save changes
  - **Window▸Save Perspective As...**
- Close Perspective
  - Right-click on perspective title and select **Close**
- Reset Perspective
  - **Window▸Reset Perspective** resets the current perspective to its default layout

Opening New Views

- To open a view:
  - Choose **Window▸Show View▸Other..**
  - The **Show View** dialog comes up
  - Select the view to be shown
  - Select **OK**

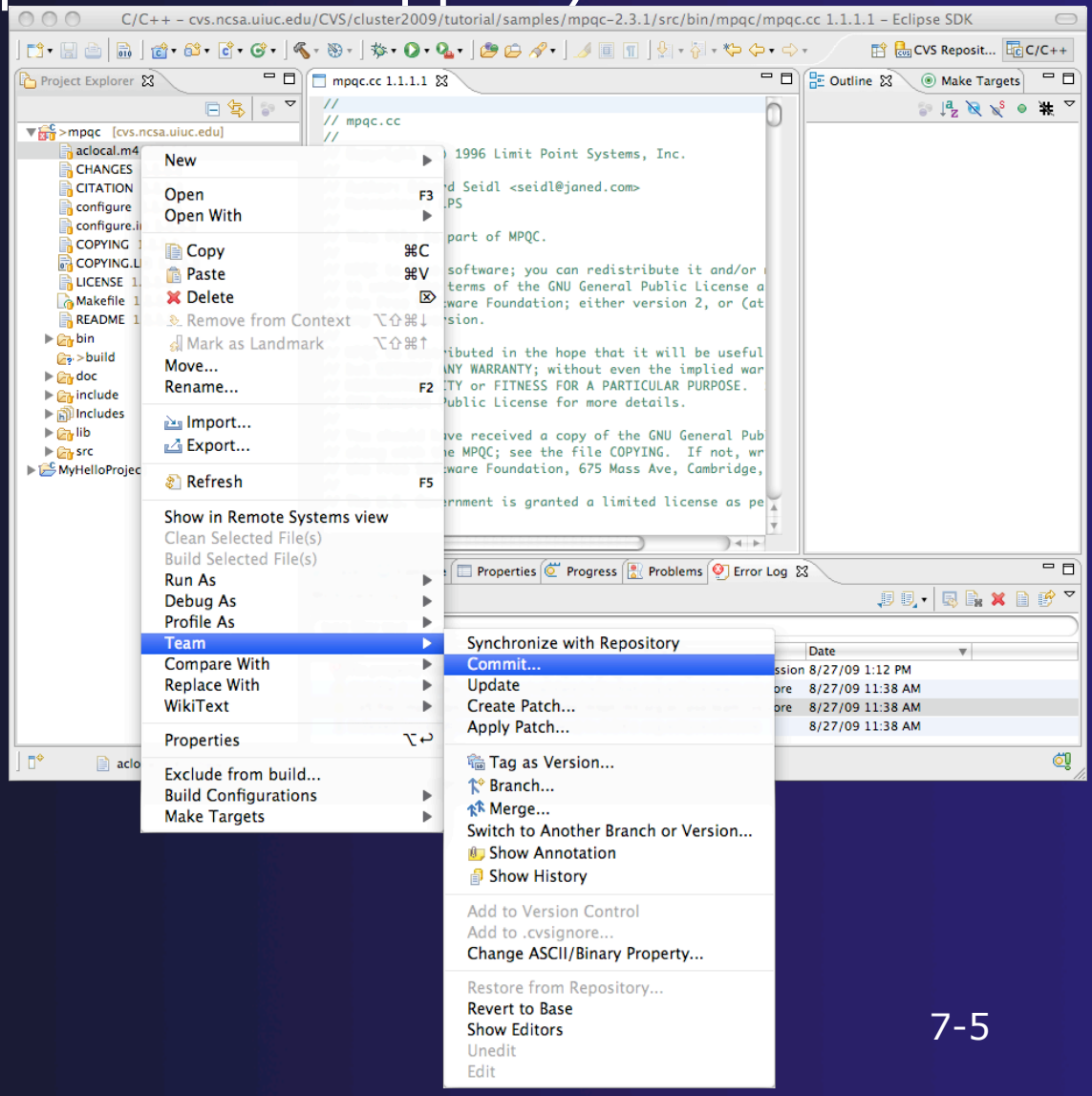


Workbench Preferences

- Preferences provide a way for you to customize your Workbench
  - By selecting **Window▶Preferences...** or **Eclipse▶Preferences...** (Mac)
- Examples of preference settings
  - Use Emacs bindings for editor **keys**
  - Modify editor folding defaults
    - E.g., fold all macro definitions
  - Associate file types with file extensions
    - E.g., *.f03 with the Fortran editor
  - Toggle automatic builds
  - Change key sequence shortcuts
    - E.g., Ctrl+/ for Comment

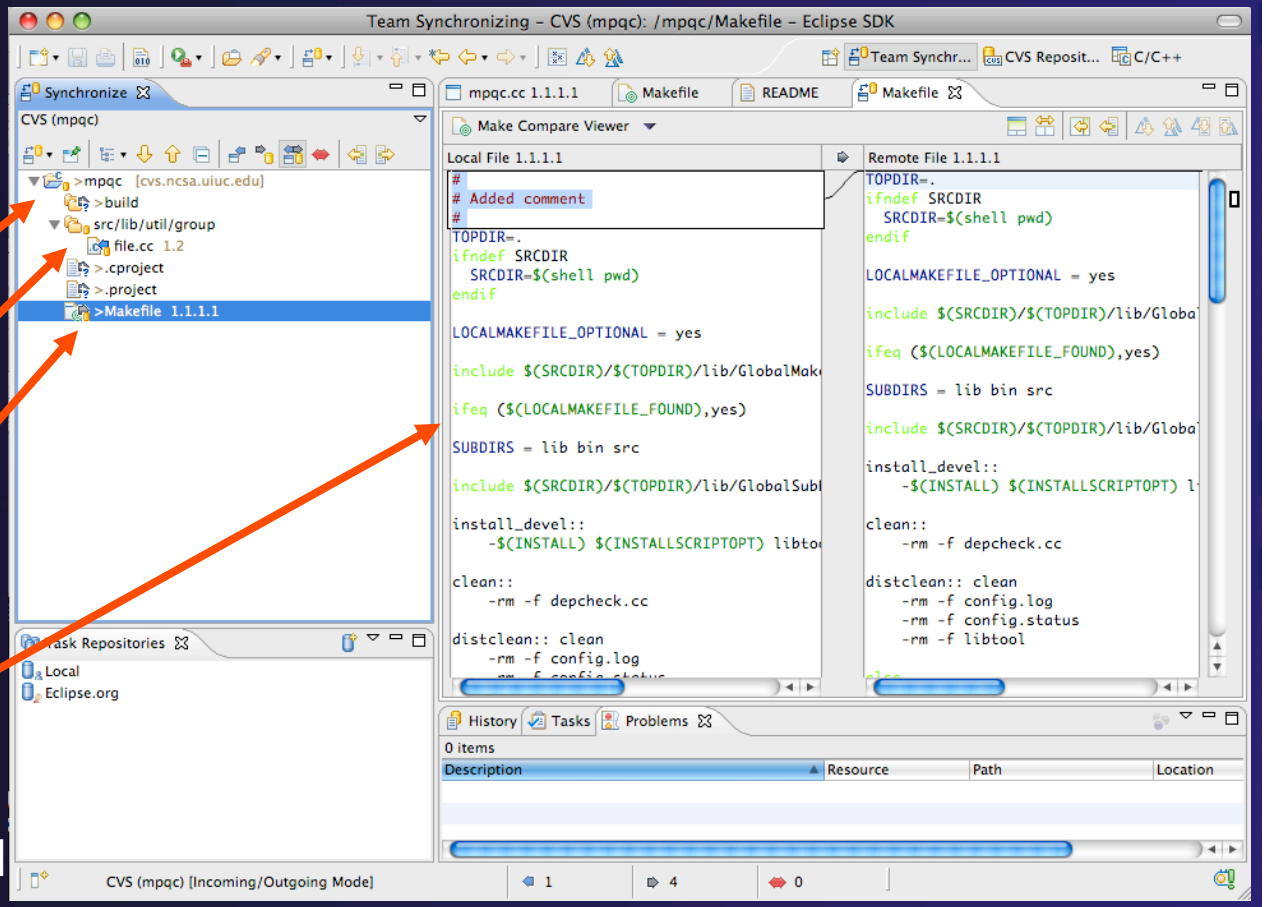
Version Control
(Eclipse Team Support)

- Version control provided through the **Project Explorer** view, in the **Team** context menu
- Provides familiar actions:
  - **Commit...**
  - **Update**...
- Also less used tasks:
  - **Create/Apply Patch...**
  - **Tag as Version...**
  - **Branch...**
  - **Merge...**
  - **Add to .cvsignore...**



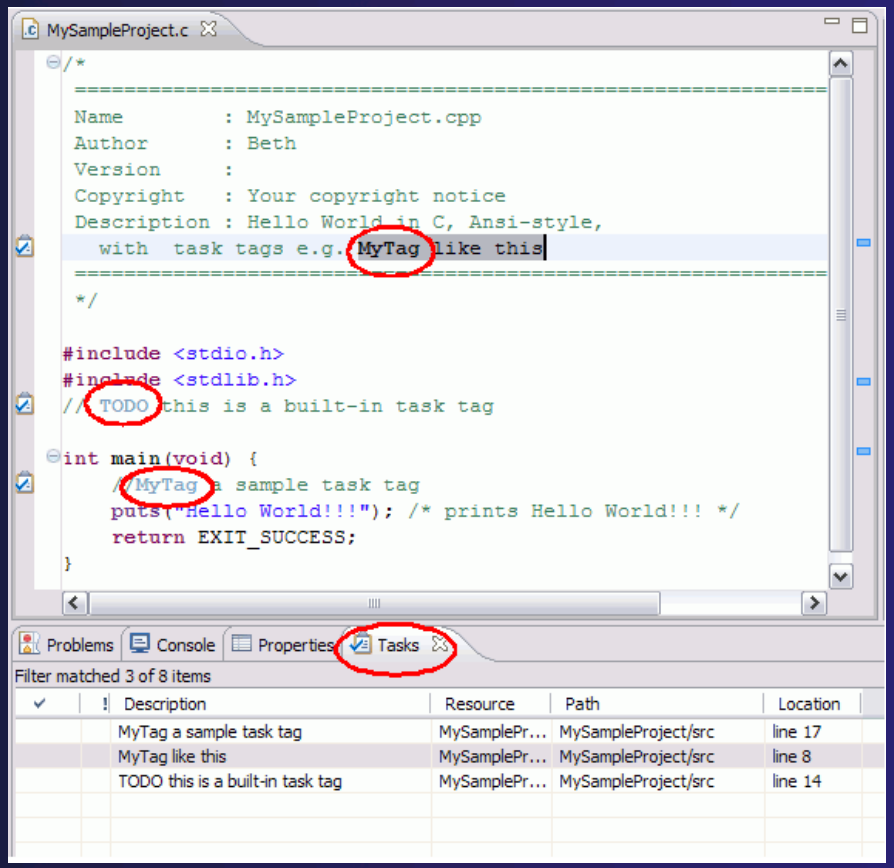
Team Synchronizing

- Accessed from the **Team▶Synchronize with Repository** context menu
- Shows:
  - Files to be added
  - Files to be updated
  - Files to be committed
  - Files to be deleted
  - Merge conflicts
- Double-click on file to show compare viewer
- Operations can be performed on individual files or all at once



Task Tags

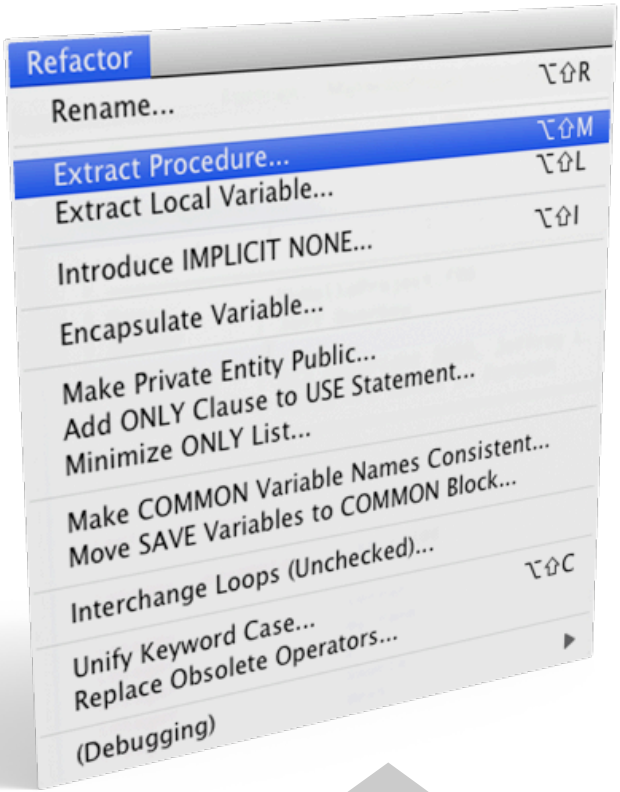
- Task tags are identifiers in C/C++ comments
- TODO is a built-in task tag
- The build locates task tags during compilation
- View task tags in Tasks View
  - If it's not shown, **Window ▶ Show View ▶ Other**… Open **General** and select **Tasks**
- Configure your own task tag in **Window ▶ Preferences**
  - Under C/C++, select Task Tags



Refactoring and Search in Fortran and C/C++

Refactoring

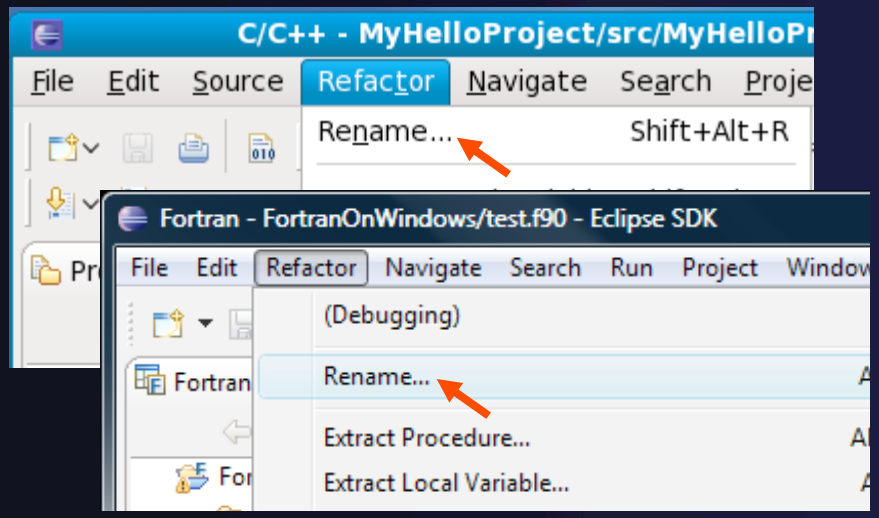
(making changes to source code that don't affect the behavior of the program)



- 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

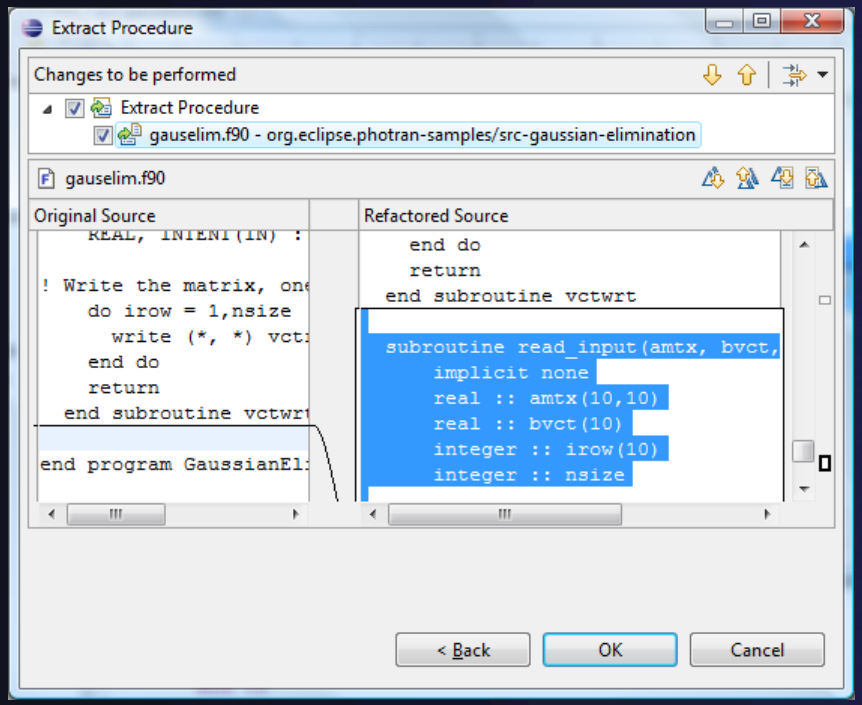
- Changes the name of a variable, function, etc., *including every use*
  (change is semantic, not textual, and can be workspace-wide)
- Only proceeds if the new name will be legal
  (aware of scoping rules, namespaces, etc.)



- Select **C/C++ Perspective** or **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

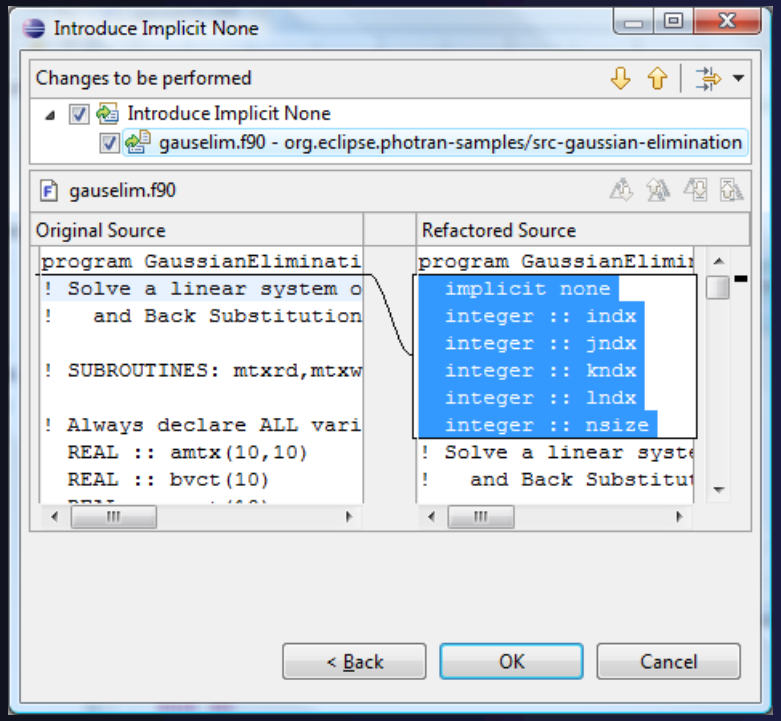
- Moves statements into a new subroutine, replacing the statements with a call to that subroutine
- Local variables are passed as arguments



- Select a sequence of statements
- Select menu item **Refactor▸Extract Procedure...** in Fortran, or, in C/C++, **Refactor▸Extract Function...**
  - Or use context menu
- Enter new name

Photran Implicit Refactoring

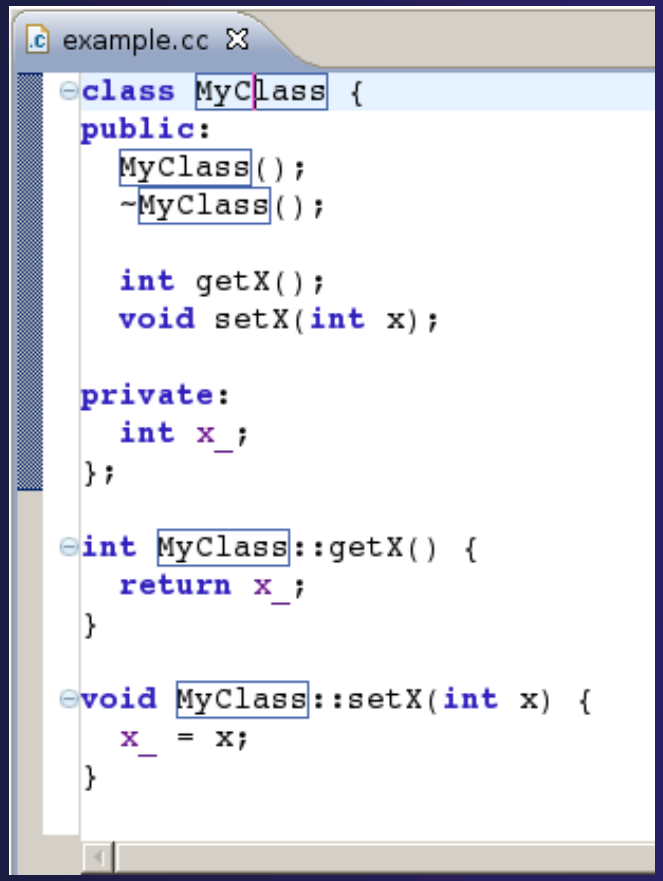
- Introduce Implicit None adds an IMPLICIT NONE statement and adds explicit variable declarations for all implicitly declared variables



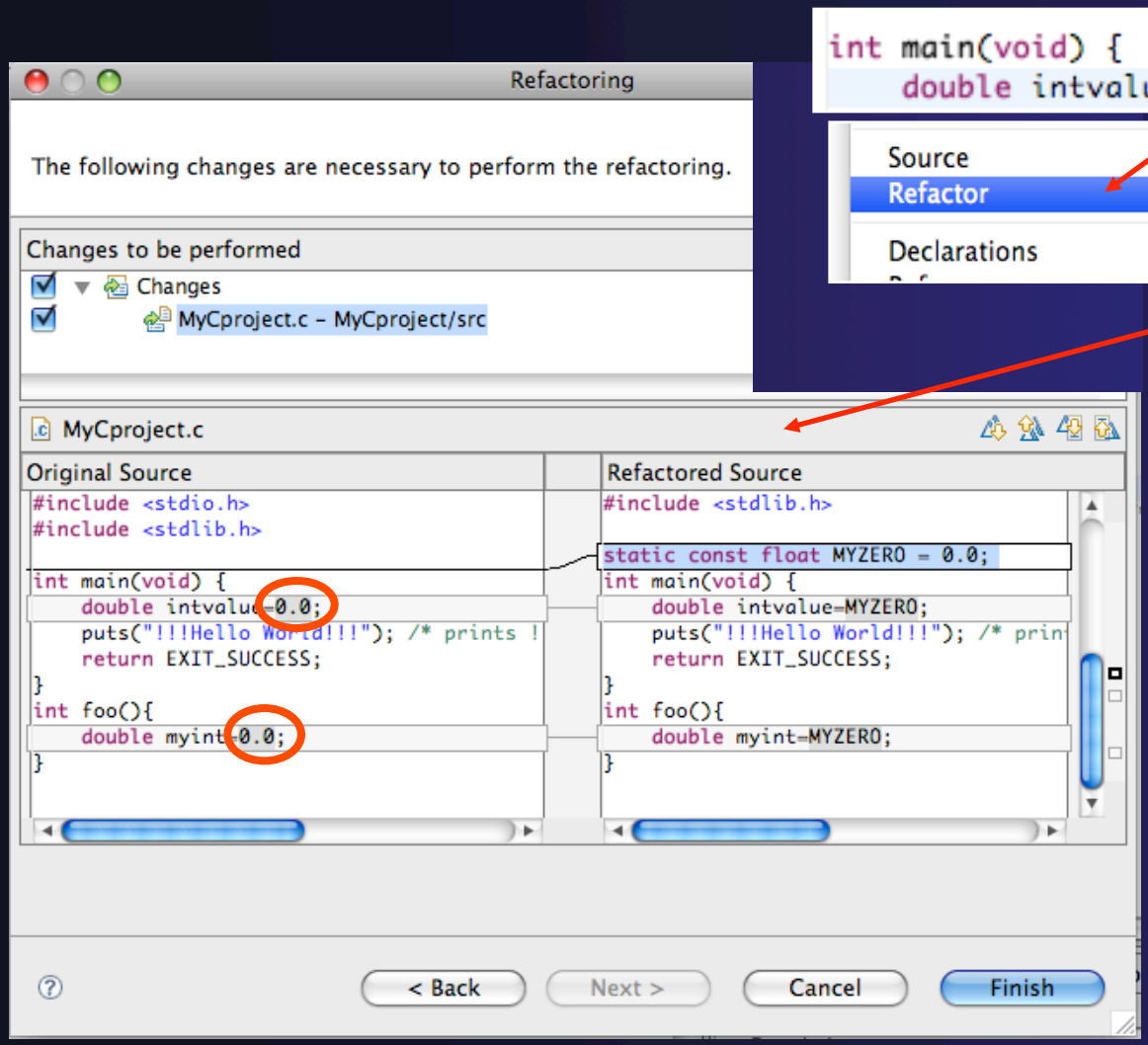
- Introduce in a single file by opening the file and selecting **Refactor▸Introduce IMPLICIT NONE...**
- Introduce in multiple files by selecting them in the Fortran Projects view, right-clicking on the selection, and choosing **Refactor▸Introduce IMPLICIT NONE...**

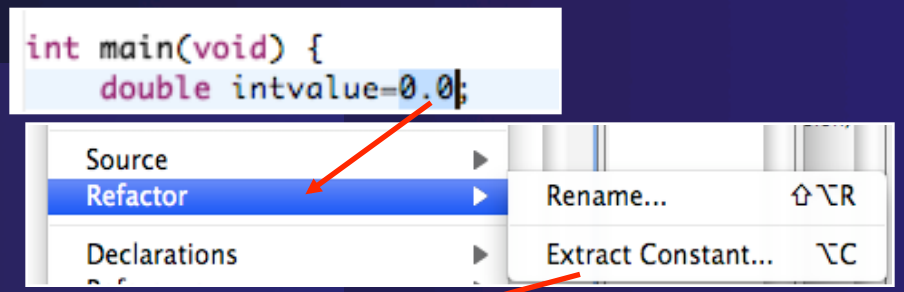
CDT Rename in File

- 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.



CDT Extract Constant Refactoring

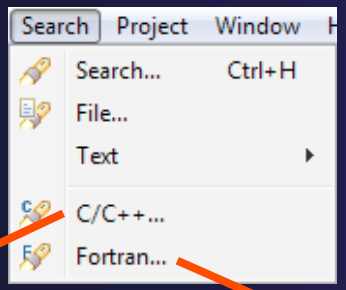




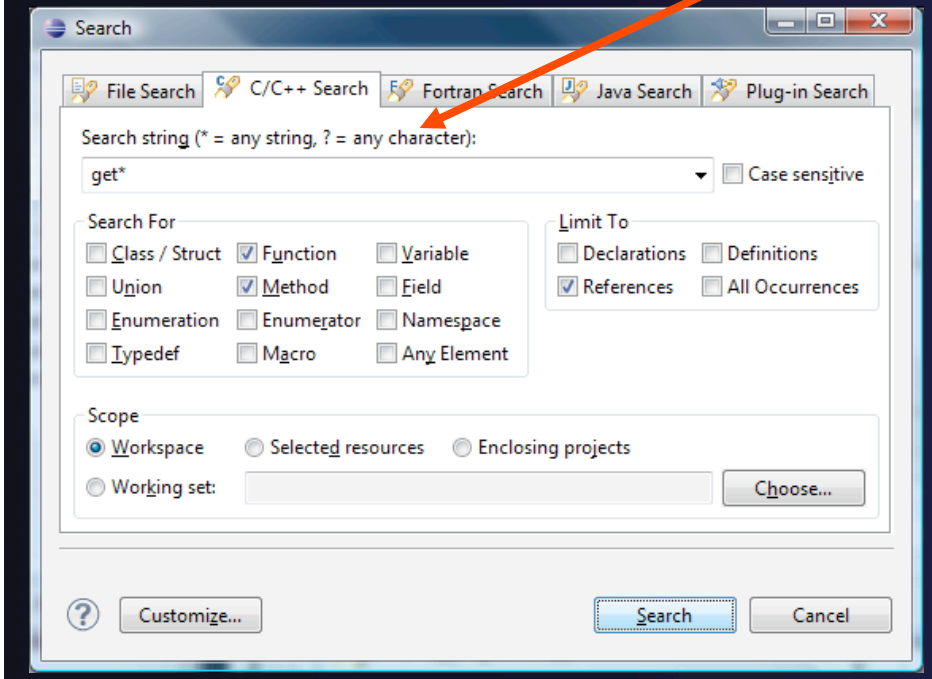
- Other refactorings that are planned:
  - Extract Function
  - Hide Member Function
  - Move Field or Member Function
  - Extract Subclass
  - Extract Baseclass
  - Separate Class
  - Implement Function
  - Declare Function
  - Move Function Definition
  - Generate Getters and Setters

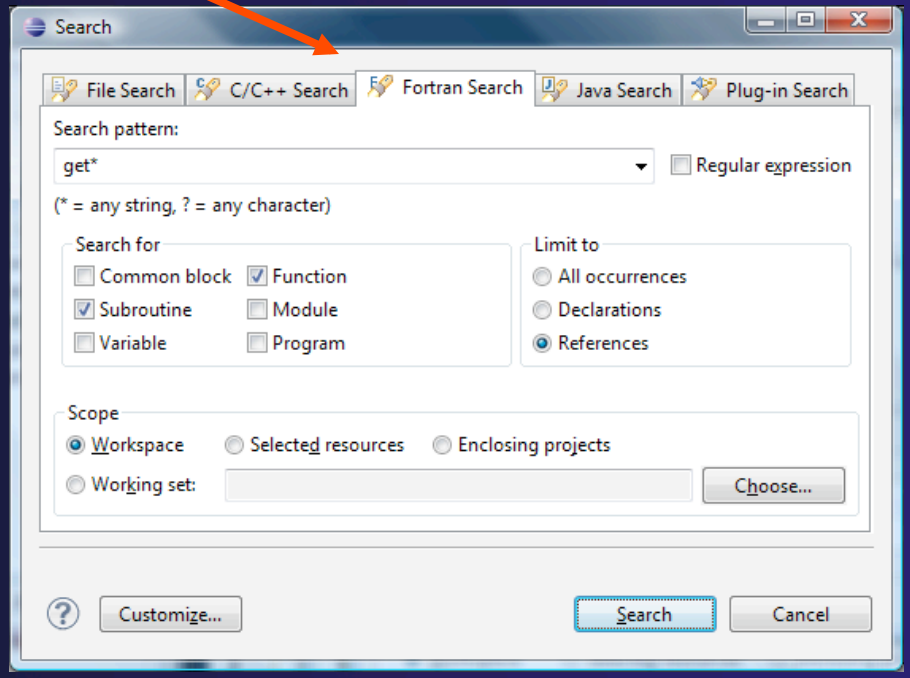
Language-Based Searching

- "Knows" what things can be declared in each language (functions, variables, classes, modules, etc.)



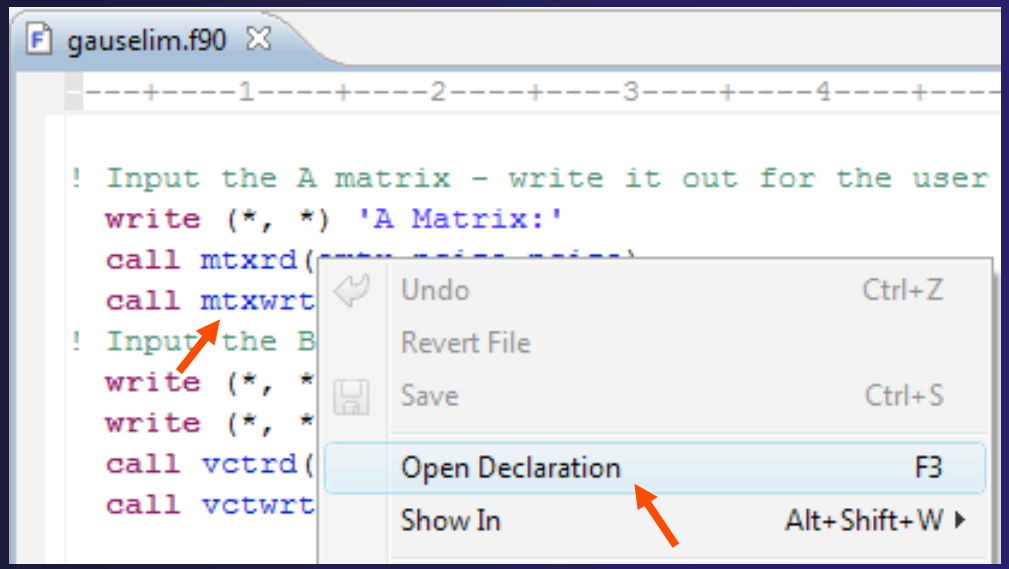
- E.g., search for every call to a function whose name starts with "get"
- Search can be project- or workspace-wide





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**



Tip: *Open Declaration works in C/C++, and it works in Fortran, but it cannot jump "across languages"*

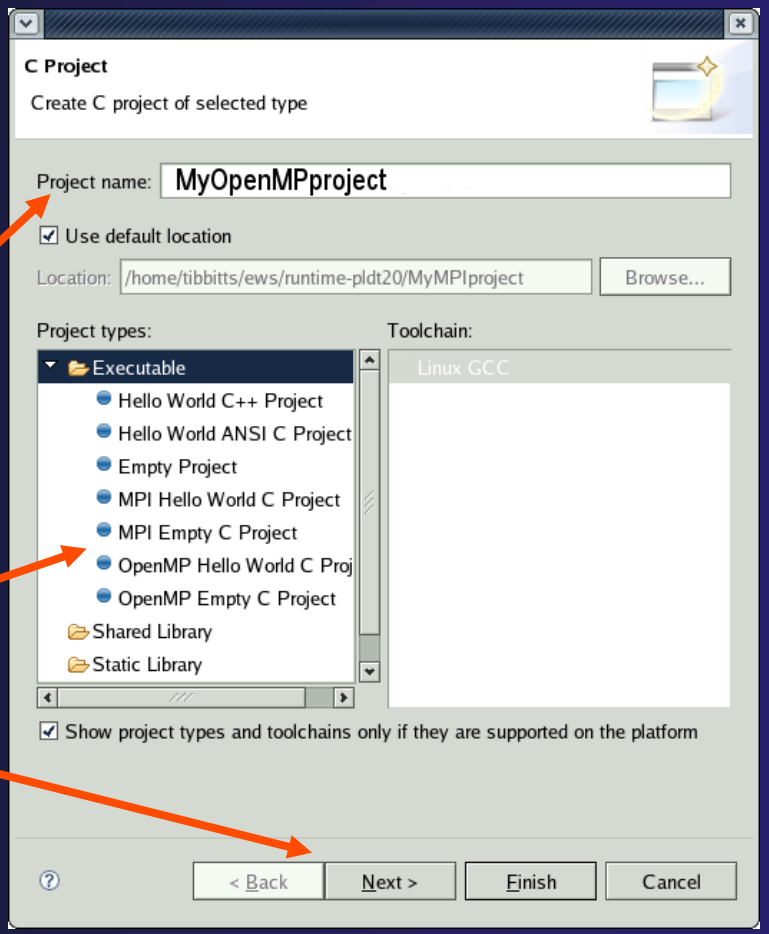
Parallel Lang. Dev. Tools

- 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

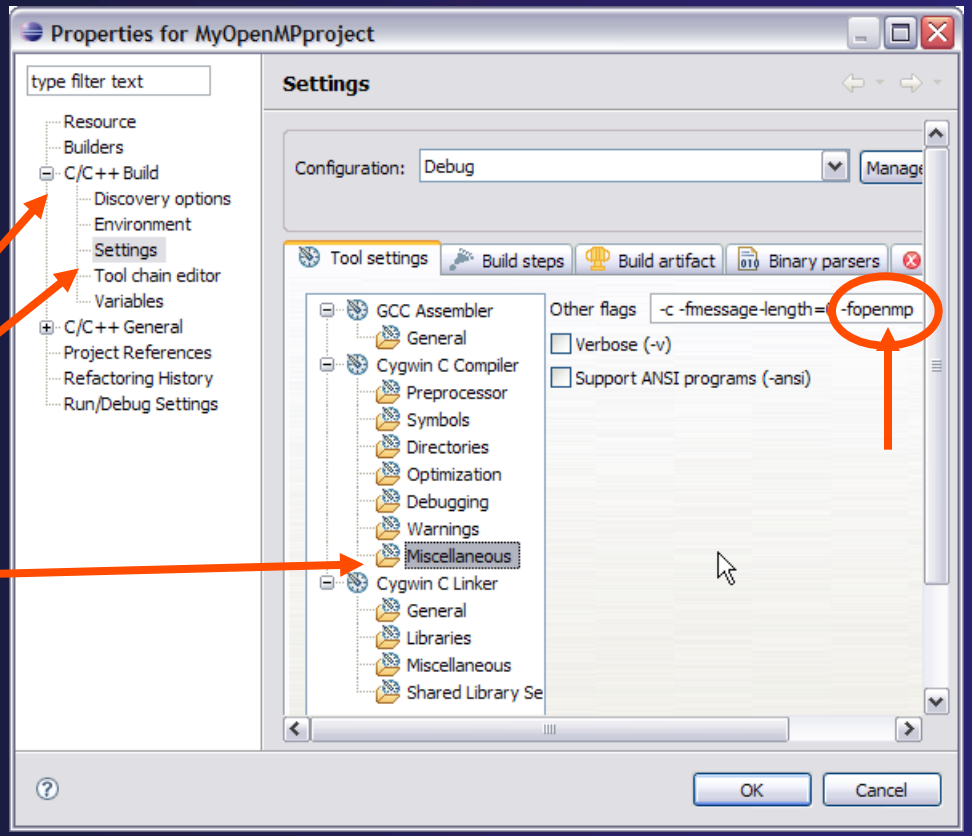
OpenMP Managed Build Project

- 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



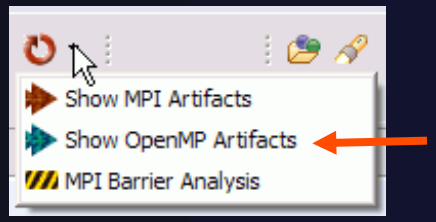
Setting OpenMP Special Build Options

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

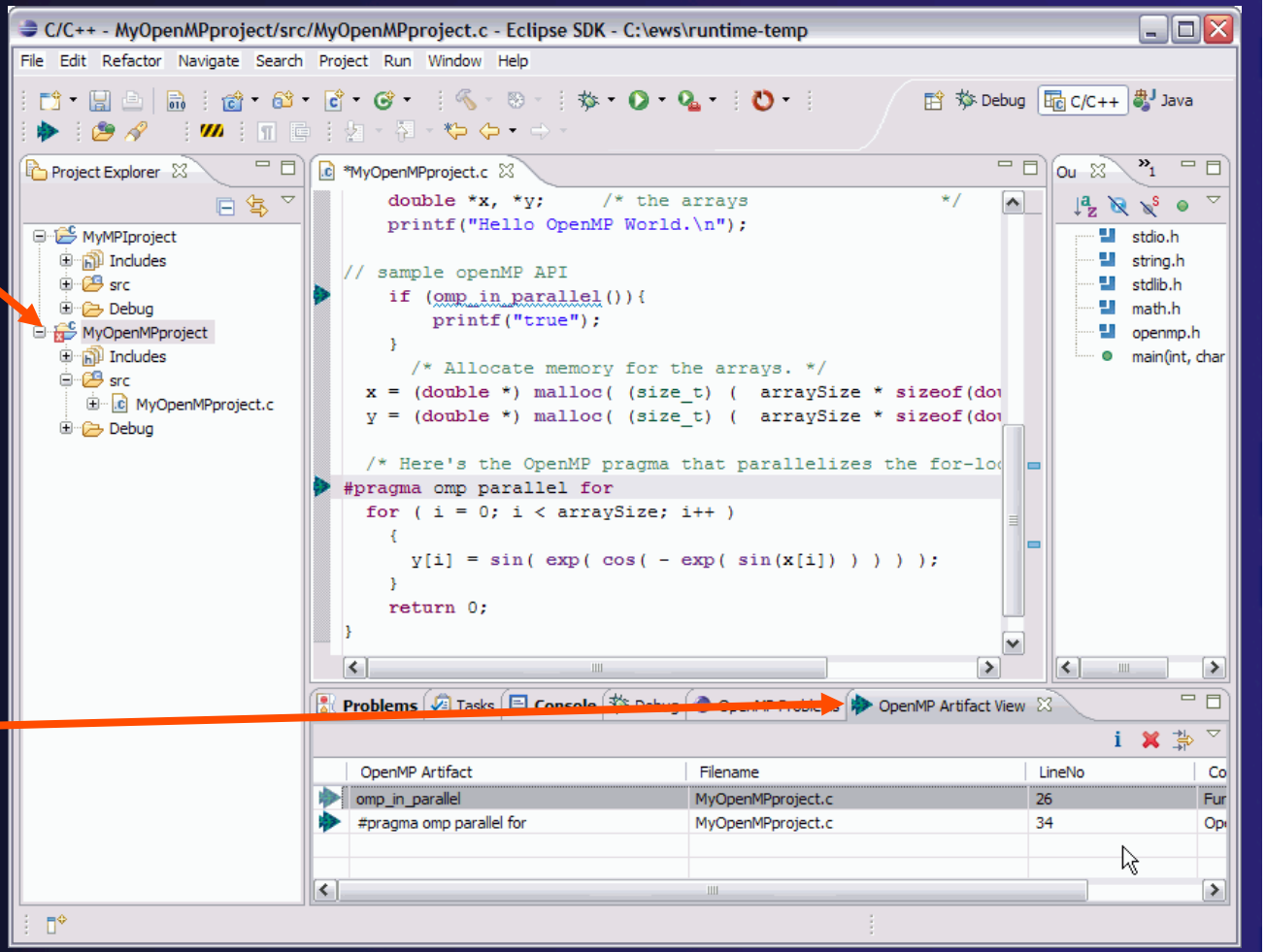


Show OpenMP Artifacts

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

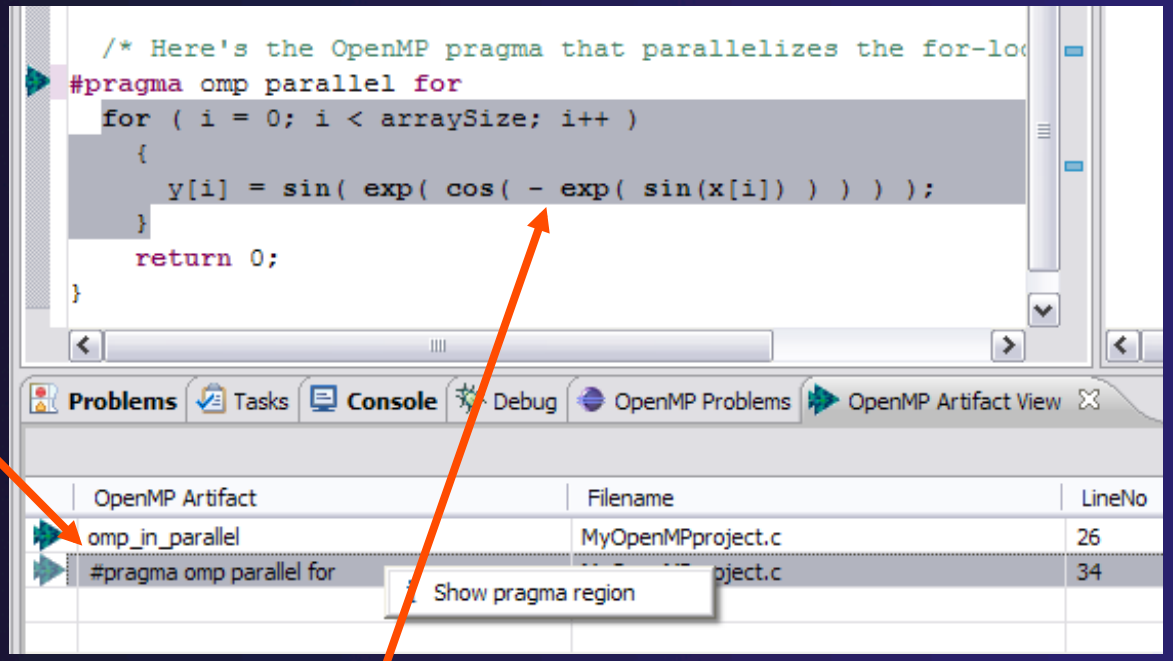


- See artifacts in **OpenMP Artifact view**



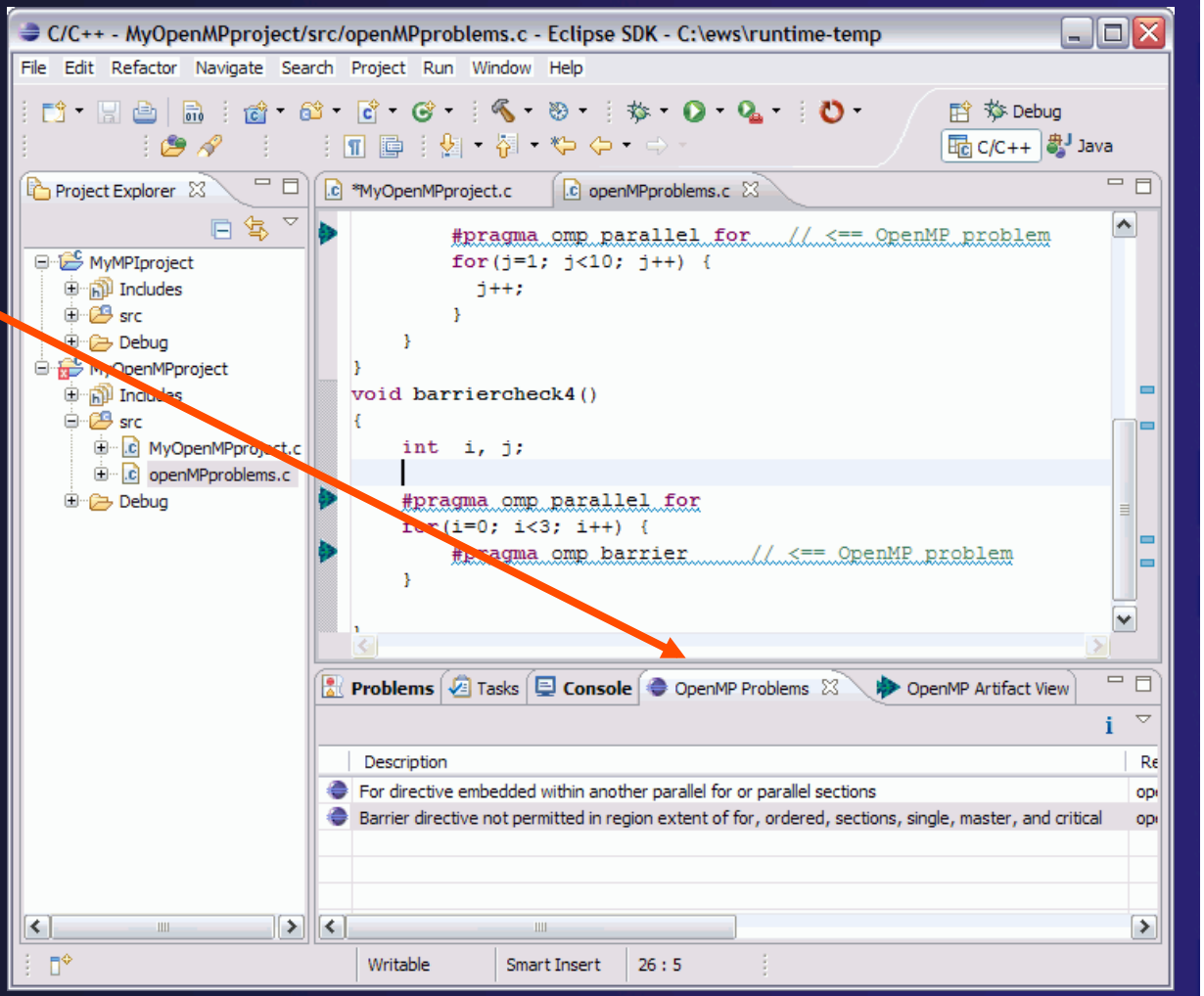
Show Pragma Region

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



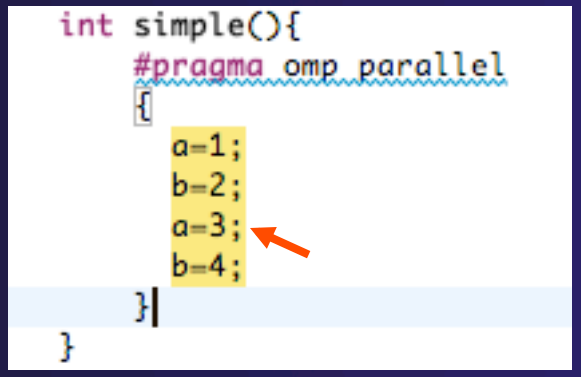
Show OpenMP Problems

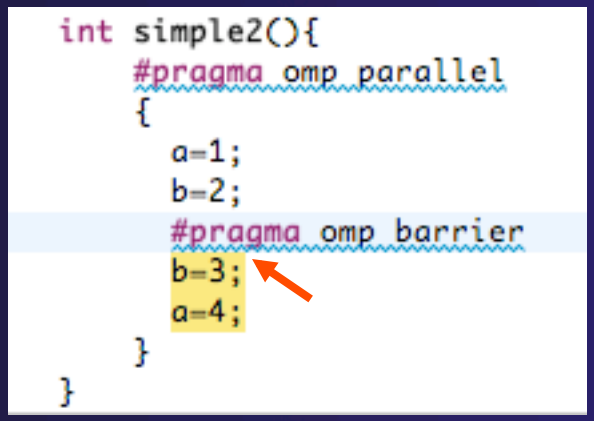
- Select **OpenMP problems view**
- Will identify standard OpenMP restrictions



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





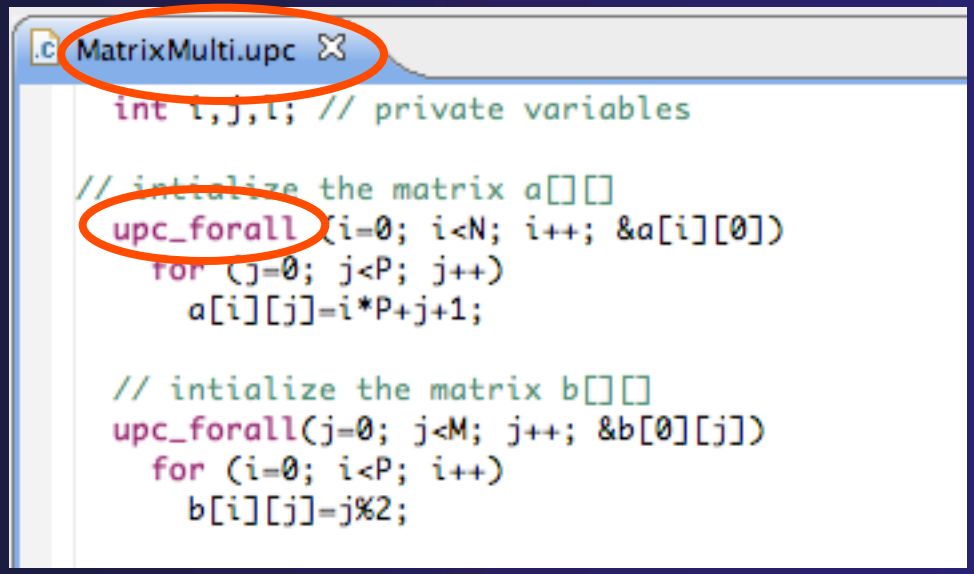
UPC Support

- To see UPC support in C editor, install the optional feature from CDT

Under Optional Features

- See Also: http://wiki.eclipse.org/PTP/other_tools_setup#Using_UPC_features

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



Remote Development

- PTP already provides the ability to launch/debug remotely
  - However it is often desirable to be able to edit and build remotely
  - If projects are very large, build times may be considerable
- The PTP Remote Development Tools (RDT) will provide a complete remote development environment
  - C/C++ (and Fortran) projects can be hosted on a remote machine
  - Eclipse runs on your local workstation or laptop
  - Files are pulled to local machine only for editing
  - Remote indexing and other services are performed remotely
  - Both managed and Makefile projects are built remotely
  - Uses either Remote System Explorer (RSE) or PTP's Remote Tools
  - Will have the ability to tunnel over ssh connections

Remote Development (2)

- RDT was introduced with PTP 2.1
  - Configuration is separate from PTP configuration
  - Restricted to RSE connections only (no tunneling)
  - Manual server launch
- PTP 3.0 will seamlessly integrate RDT configuration and simplify setup and use
  - New service model combines PTP and RDT configuration
  - New project wizard has been enhanced and simplified
  - Automatically launch remote server process
  - Still under active development

…. So we won't cover it today

Module 8: Other Tools and Wrap-up

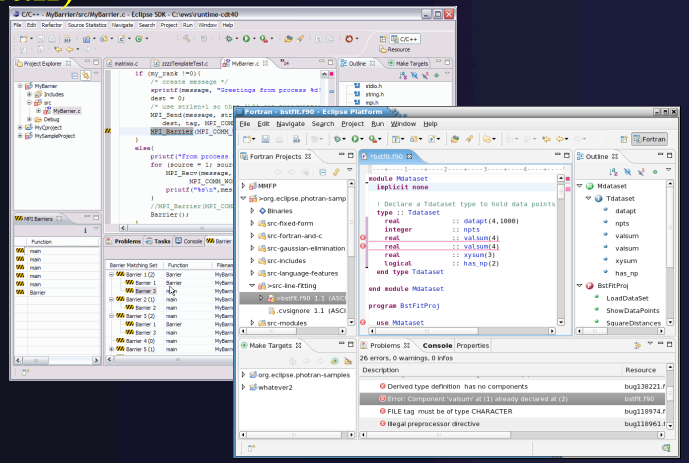
- Objective
  - How to find more information on PTP
  - Learn about other tools related to PTP
  - See PTP upcoming features
- Contents
  - Links to other tools, including performance tools
  - Planned features for new versions of PTP
  - Additional documentation
  - How to get involved

NCSA HPC Workbench

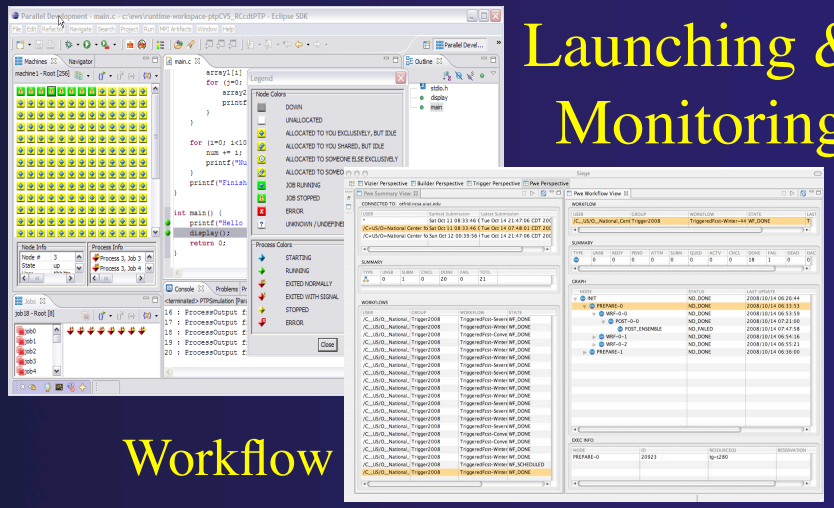
- Tools for NCSA Blue Waters
  - http://www.ncsa.illinois.edu/BlueWaters/
  - Sustained Petaflop system
- Based on Eclipse and PTP
- Includes some related tools
  - Performance tools
  - Scalable debugger
  - Workflow tools (https://wiki.ncsa.uiuc.edu/display/MRDPUB/MRD+Public+Space+Home+Page)
- Part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

NCSA HPC Workbench

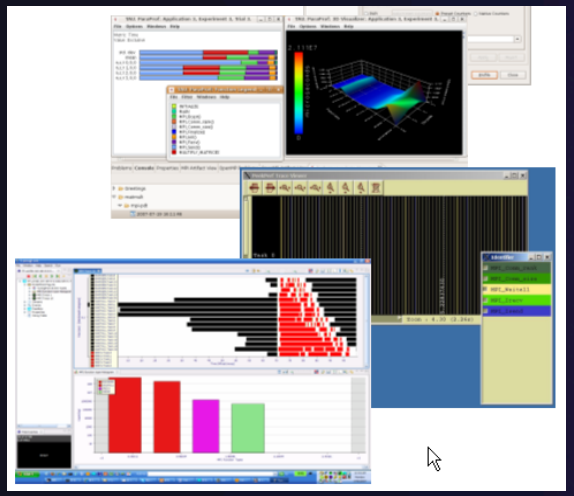
Coding & Analysis (CDT, PLDT, Photran)



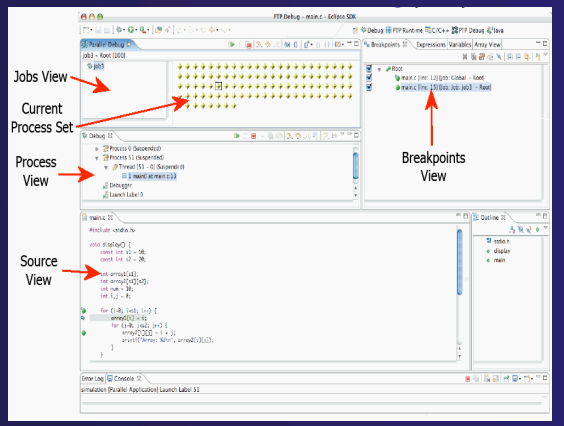
PTP Launching & Monitoring



Workflow



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



PTP Debugging

PTP-Related Tools

- External Tools Framework
  - Formerly Performance Tools Framework
- Tuning and Analysis Utilities (TAU)
- ISP – In-situ Partial Ordering
  - MPI analysis tools from U.Utah

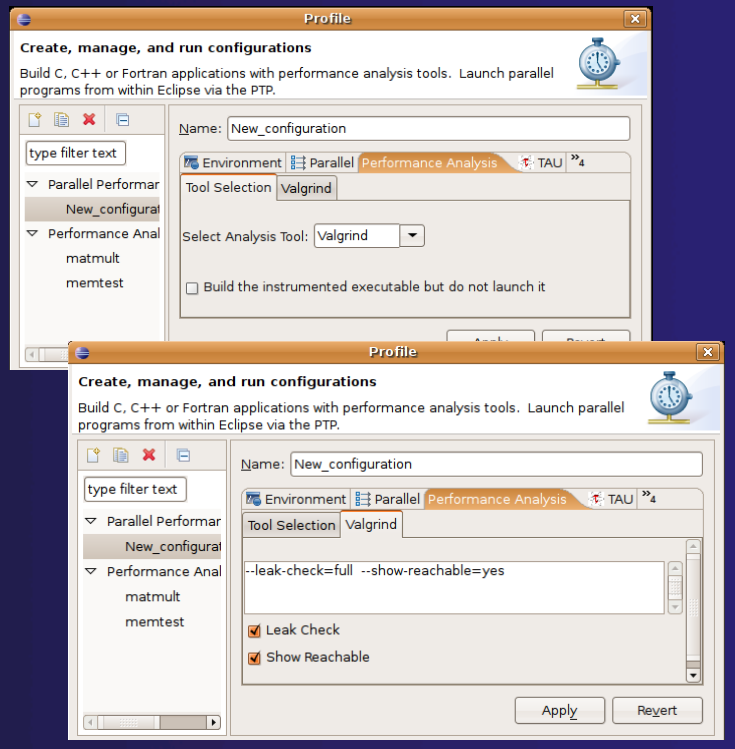
PTP/External Tools Framework

formerly "Performance Tools Framework"

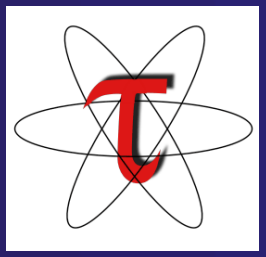
Goal:

- **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

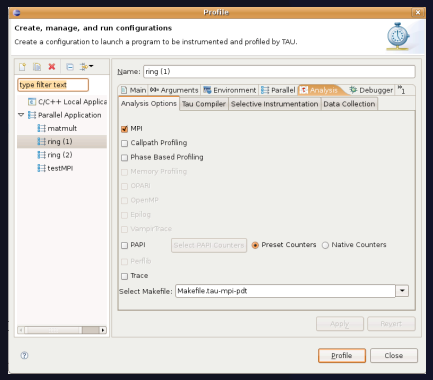
```
−<tool name="Valgrind">
 −<execute>
    <utility command="bash" group="inbin"/>
   −<utility command="valgrind" group="valgrind">
    −<optionpane title="Valgrind" seperatewith=" ">
       <togoption label="Leak Check" optname="--leak-check=full" tooltip
       <togoption label="Show Reachable" optname="--show-reachable=y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

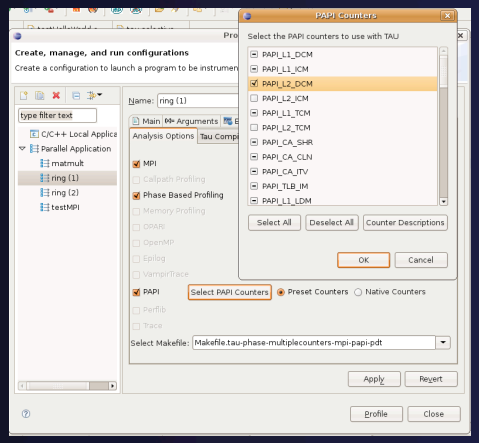


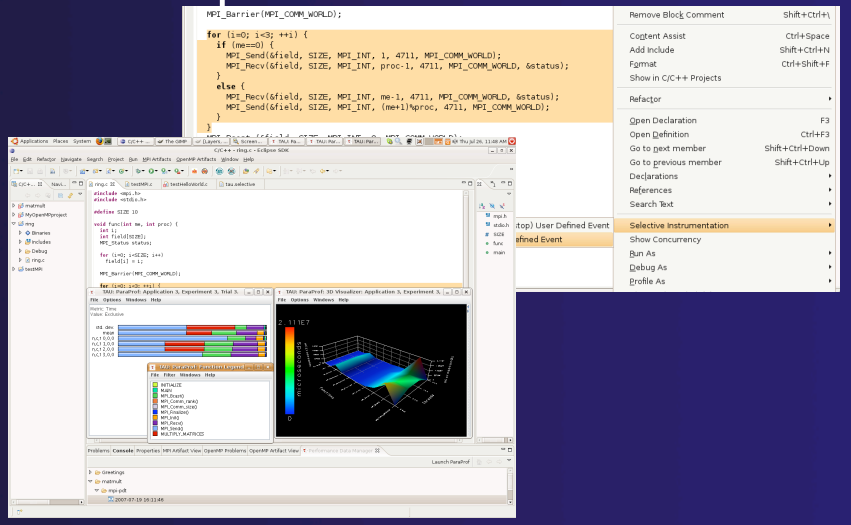
PTP TAU plug-ins http://www.cs.uoregon.edu/research/tau/home.php



- TAU (Tuning and Analysis Utilities)
- First implementation of Performance 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







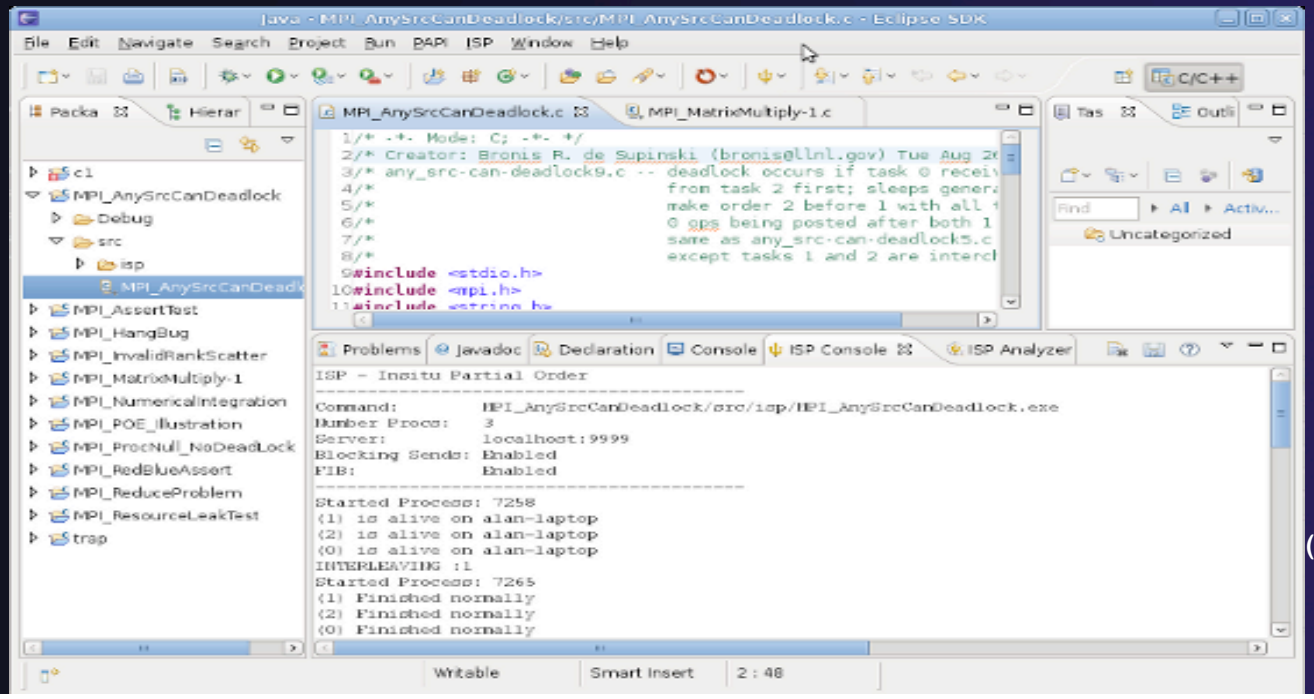
ISP – In-situ Partial Order

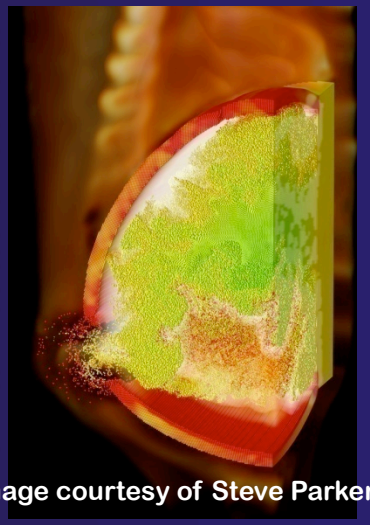
- Being contributed to PTP by U. Utah
  - Hope to make available in PTP 3.0 (late Oct.)
- Analyses MPI code dynamically for deadlocks, etc.
- Can match sends and recieves
- Can work with several different MPI implementations

ISP – Formal Dynamic Verification of MPI Applications

(BlueGene/L - Image courtesy of IBM / LLNL)

- Verifies MPI User Applications, generating only the *Relevant Process Interleavings*
- Detects all Deadlocks, Assert Violations, MPI object leaks, and Default Safety Properties
- Works by Instrumenting MPI Calls Computing Relevant Interleavings, Replaying

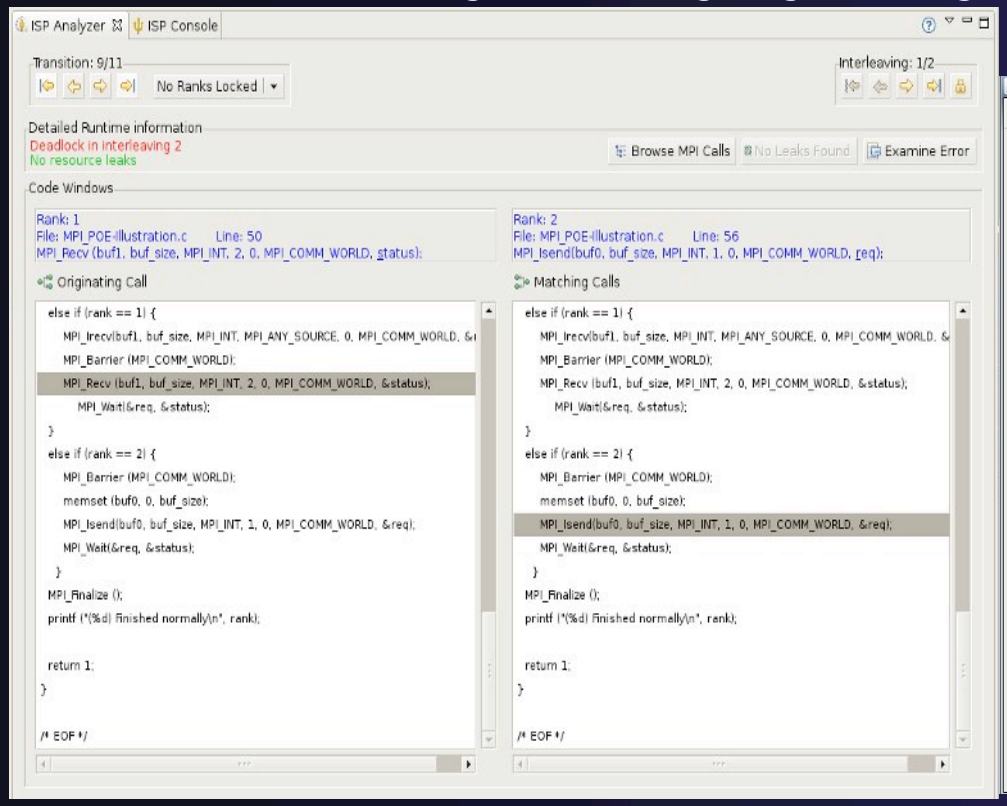




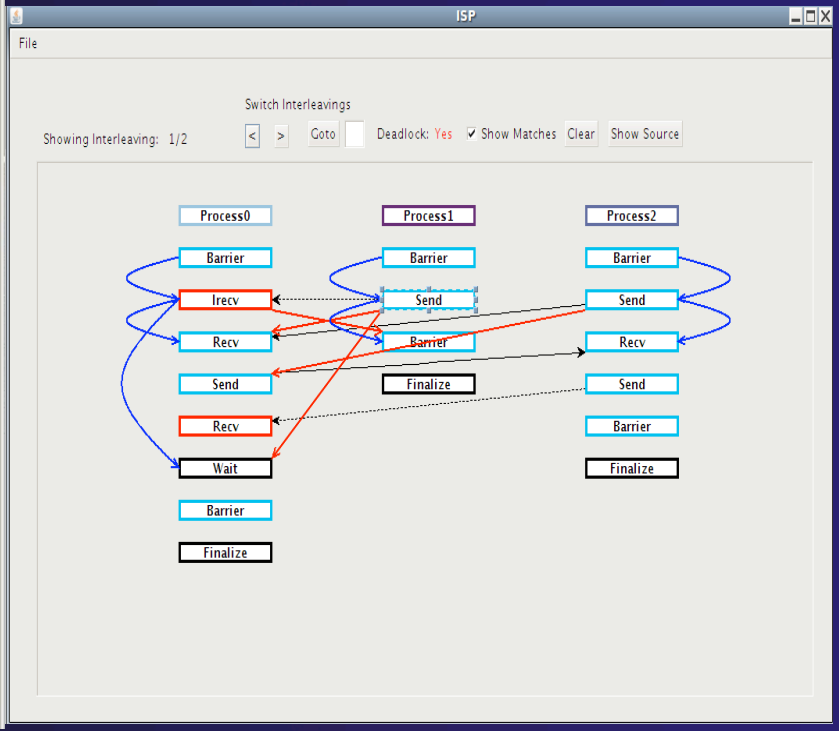
(Image courtesy of Steve Parker, U of Utah)

Eclipse CDT/PTP based ISP GUI

ISP Plug-in (trident icon) based on CDT and PTP allows PostVerification Review of Relevant Interleavings, and highlights bugs



It also allows viewing of MPI Happens-Before Relation – a succinct summary of the required MPI orderings



For details, including Beta download, please visit http://www.cs.utah.edu/formal_verification/ISP-Eclipse

Useful Eclipse Tools

- Python
  - http://pydev.sourceforge.net
- Ruby
  - http://sourceforge.net/projects/rubyeclipse
- Subversion (now an Eclipse project)
  - http://eclipse.org/subversive
- 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)
- Enhancements to ETF to support compiler generated reports and optimization directives
- Scalability improvements
  - UI to support 1M processes
  - Optimized communication protocol
  - Very large application support

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

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