



parallel tools platform

<http://eclipse.org/ptp>

A New and Improved Eclipse Parallel Tools Platform: Advancing the Development of Scientific Applications

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XSEDE12



*Bridging from the eXtreme
to the campus and beyond*



Tutorial Outline

Time (Tentative!)	Module	Topics	Presenter
8:00-8:30	1. Eclipse Installation 2. Introduction/Overview	<ul style="list-style-type: none"> ✦ Installation of Eclipse and PTP ✦ Eclipse architecture & organization overview 	Beth, Jeff
8:30-10:00	3. Eclipse basics (1.5 hr)	<ul style="list-style-type: none"> ✦ Eclipse basics; Creating a new project from CVS; Local, remote, and synchronized projects ✦ Creating a synchronized project from CVS ✦ Creating a sync project directly from source code ✦ Editor features; MPI Features 	Beth Beth Jeff Beth
10:00-10:15	BREAK		
10:30-12:00	4. Build/run (1.5 hr)	<ul style="list-style-type: none"> ✦ Building w/Makefile ✦ Target configurations and launching a parallel app ✦ Including Modules (Build Environment Mgmt) 	Jay
12:00 - 1:00	Lunch		
1:00-3:00	4. Debugging (1 hr) 5. Fortran (30 min) 6. Adv/Misc (30 min)	<ul style="list-style-type: none"> ✦ Debugging an MPI program ✦ Fortran ✦ Adv features - including XSEDE feature 	Beth Jeff Jeff
3:00-3:15	BREAK		
3:15-4:45	5. Performance Tuning & Analysis Tools	<ul style="list-style-type: none"> ✦ TAU, External Tools FrameWork (:40) ✦ Gprof/Gcov (:40) ✦ GEM (:10) 	Wyatt Galen Alan
4:45-5:00	6. Other Tools, Wrapup	<ul style="list-style-type: none"> ✦ PTP Future plans, Other Tools, website, mailing lists, getting involved, Tutorial feedback 	Beth

Final Slides, Installation Instructions

- ★ Please go to <http://wiki.eclipse.org/PTP/tutorials/XSEDE12> for slides and installation instructions

Installation

★ Objective

- ★ To learn how to install Eclipse and PTP

★ Contents

- ★ System Prerequisites
- ★ Eclipse Download and Installation of “Eclipse for Parallel Application Developers”
- ★ Installation Confirmation
- ★ Updating the PTP within your Eclipse to the latest release

System Prerequisites

- ★ Local system (running Eclipse)
 - ★ Linux (just about any version)
 - ★ MacOSX (10.5 Leopard or higher)
 - ★ Windows (XP on)
- ★ Java: Eclipse requires Sun or IBM Java
 - ★ Only need Java runtime environment (JRE)
 - ★ Java 1.6 or higher
 - ★ Java 1.6 is the same as JRE 6.0
 - ★ The GNU Java Compiler (GCJ), which comes standard on Linux, will not work!
 - ★ OpenJDK, distributed with some Linux distributions, has not been tested by us but should work.
 - ★ See <http://wiki.eclipse.org/PTP/installjava>

Eclipse Packages

- ★ The current version of Eclipse (4.2) is also known as "Juno"
- ★ Eclipse is available in a number of different packages for different kinds of development
 - ★ <http://eclipse.org/downloads>
- ★ For PTP, we recommend the all-in-one download:
 - ★ Eclipse for Parallel Application Developers



Eclipse for Parallel Application Developers, 197 MB

Downloaded 4,097 Times

[Details](#)



Exercise

- ✦ Download the “Eclipse for Parallel Application Developers” package to your laptop
 - ✦ Your tutorial instructions will provide the location of the package
 - ✦ Make sure you match the architecture with that of your laptop
- ✦ If your machine is Linux or Mac OS X, untar the file
 - ✦ On Mac OS X you can just double-click in the Finder
- ✦ If your machine is Windows, unzip the file
- ✦ This creates an **eclipse** folder containing the executable as well as other support files and folders

Starting Eclipse

★ **Linux**

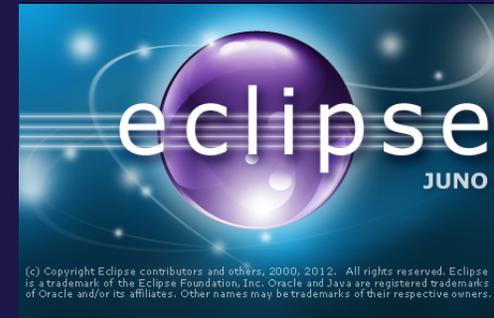
- ★ From a terminal window, enter
“<eclipse_installation_path>/eclipse/eclipse &”

★ **Mac OS X**

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

★ **Windows**

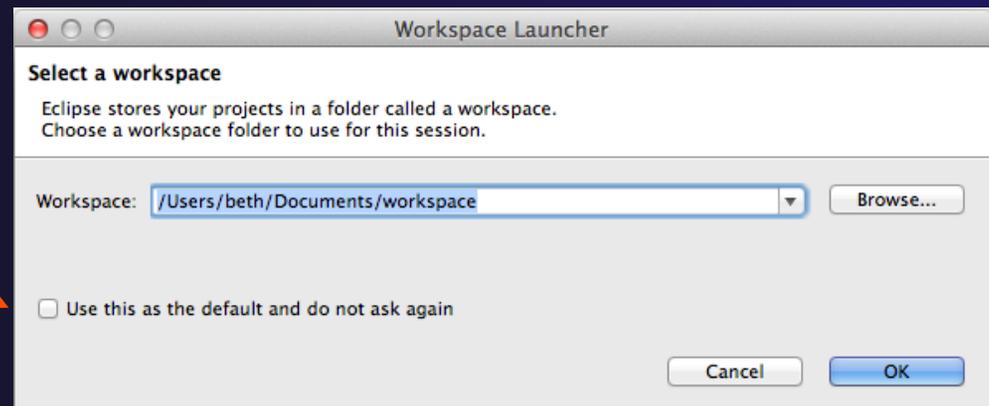
- ★ Open the **eclipse** folder
- ★ Double-click on the **eclipse** executable



Specifying A Workspace

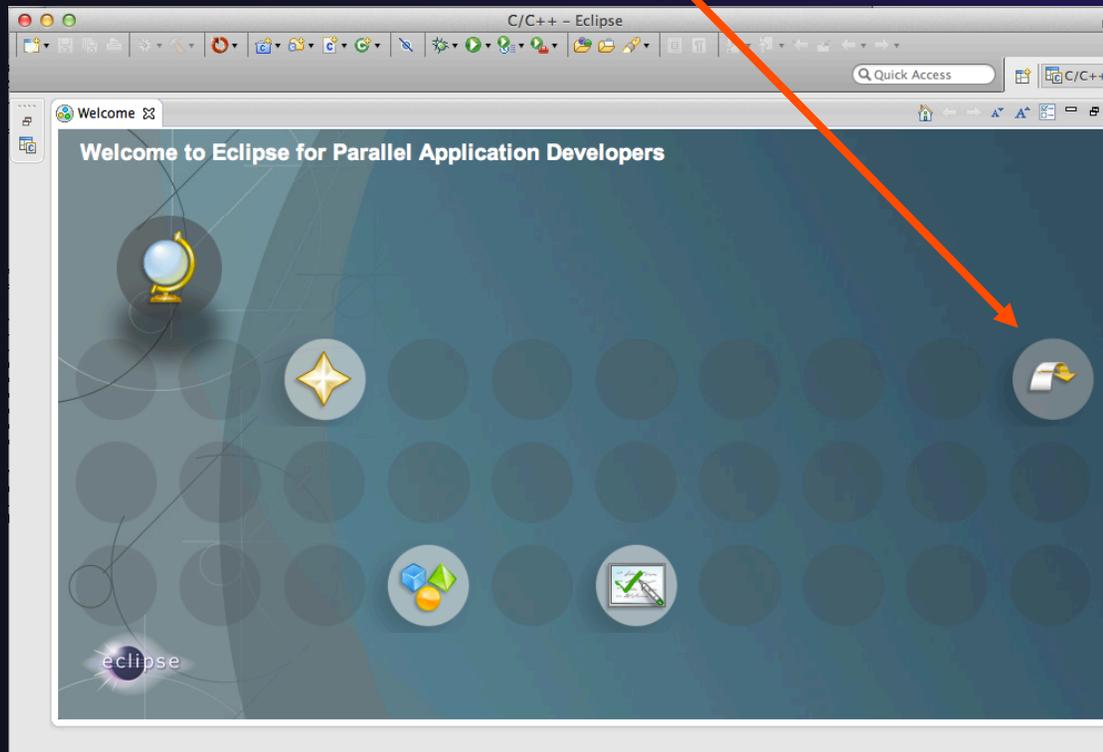
- ✦ Eclipse prompts for a workspace location at startup time
- ✦ The workspace contains all user-defined data
 - ✦ Projects and resources such as folders and files
 - ✦ The default workspace location is fine for this tutorial

The prompt can be turned off



Eclipse Welcome Page

- ★ Displayed when Eclipse is run for the first time
Select "Go to the workbench"

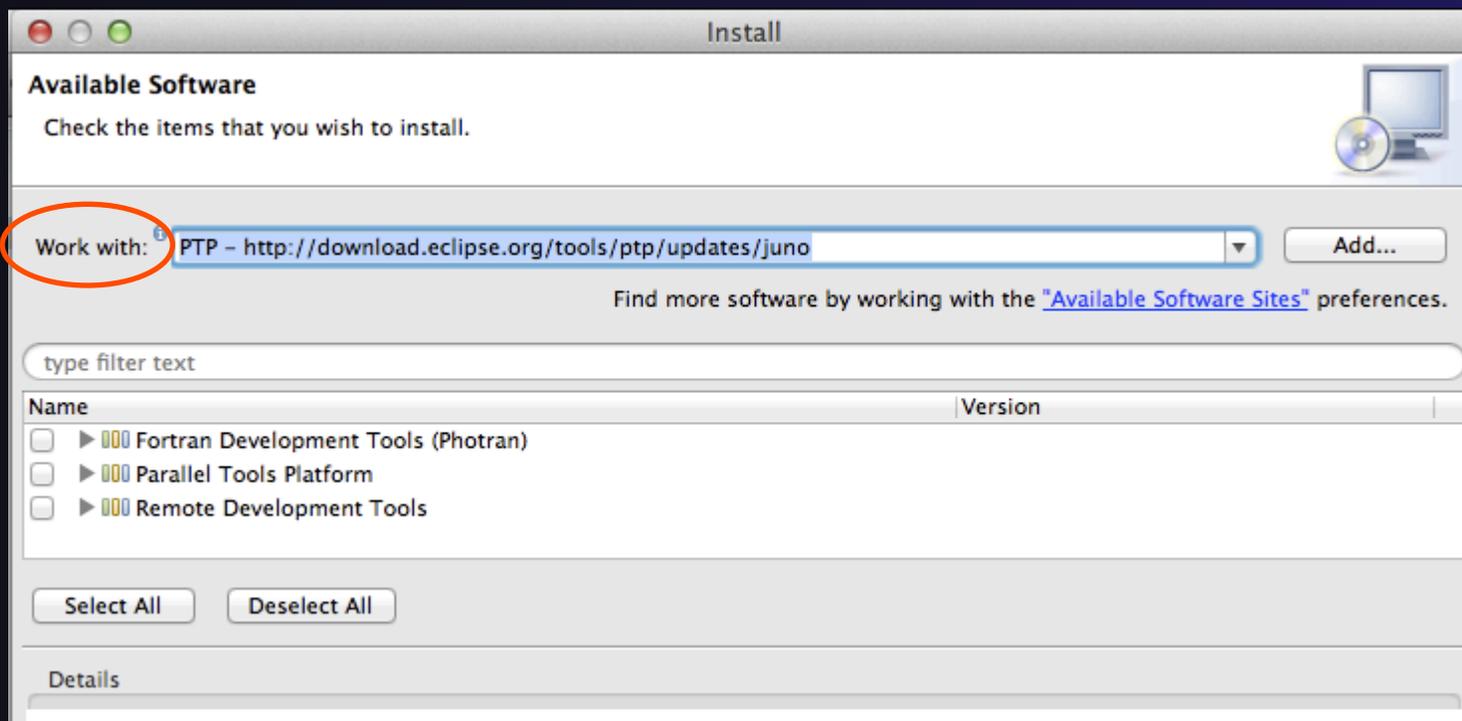


Checking for PTP Updates

- ✦ From time-to-time there may be newer PTP releases than the Indigo release
 - ✦ Juno and "Parallel package" updates are released only in Sept and February
- ✦ PTP maintains its own update site with the most recent release
 - ✦ Bug fix releases can be more frequent than Indigo's and what is within the parallel package
- ✦ You must enable (and install from) the PTP-specific update site before the updates will be found

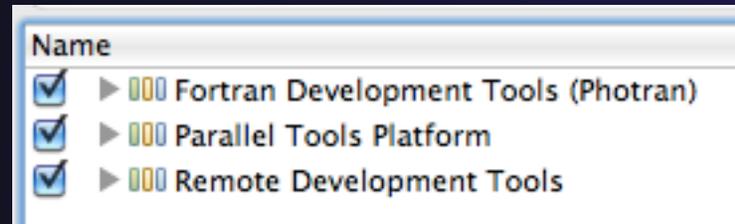
Updating PTP

- ✦ Now select **Help>Install New Software...**
 - ✦ In the **Work With:** dropdown box, select the PTP update site you confirmed already:



Updating PTP (2)

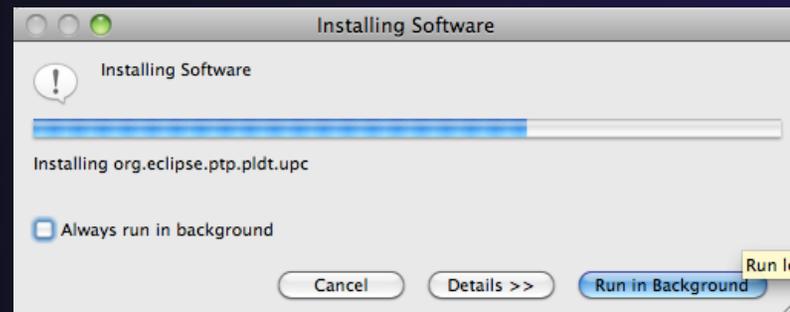
- ★ Easiest option is to check everything - which updates existing features and adds a few more



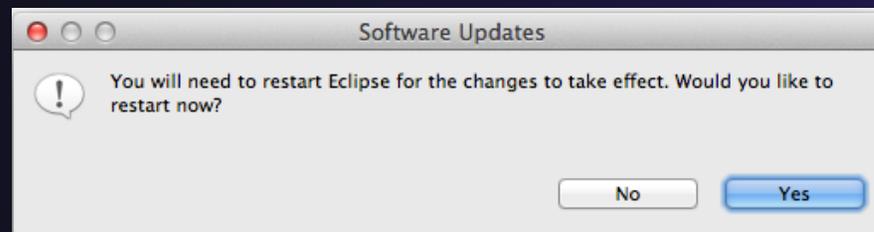
- ★ Select **Next** to continue updating PTP
- ★ Select **Next** to confirm features to install

Updating PTP (3)

- ★ Accept the License agreement and select **Finish**



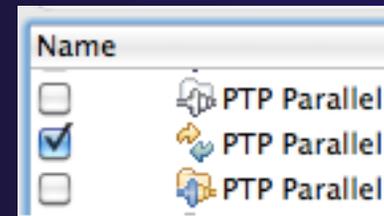
- ★ Select **Yes** when prompted to restart Eclipse



Updating Individual Features

- ★ It's also possible to update features without adding any new features
 - ★ Open each feature and check the ones you want to update

- ★ Icons indicate:
 - Grey plug: already installed
 - Double arrow: can be updated
 - Color plug: Not installed yet

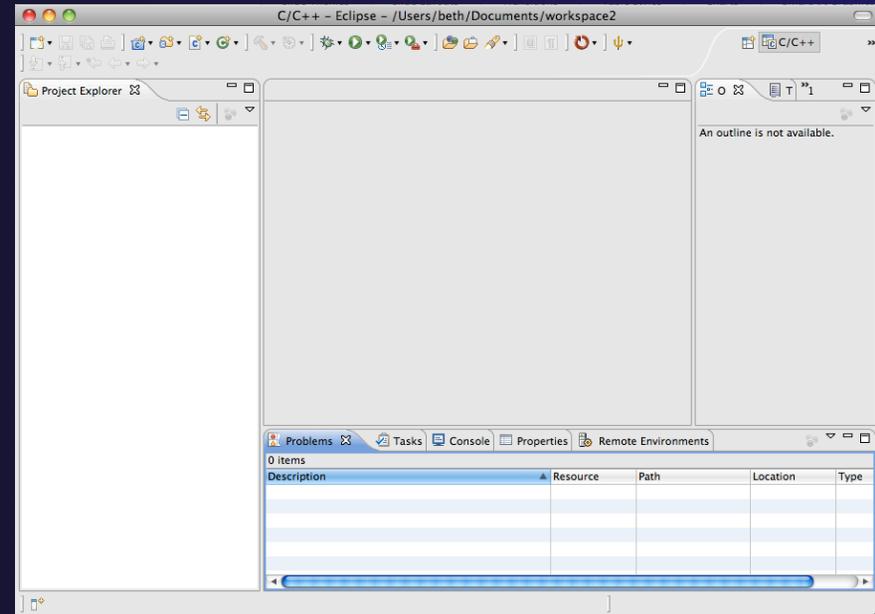


- ★ Note: if network is slow, consider unchecking

Contact all update sites during install to find required software

Restart after Install

- ★ If any new top-level features are installed, they will be shown on the welcome screen
- ★ We only updated PTP, so we land back at C/C++ Perspective



- ★ **Help>About** or **Eclipse > About Eclipse ...** will indicate the release of PTP installed
- ★ Further **Help>Check for Updates** will find future updates on the PTP Update site



Exercise

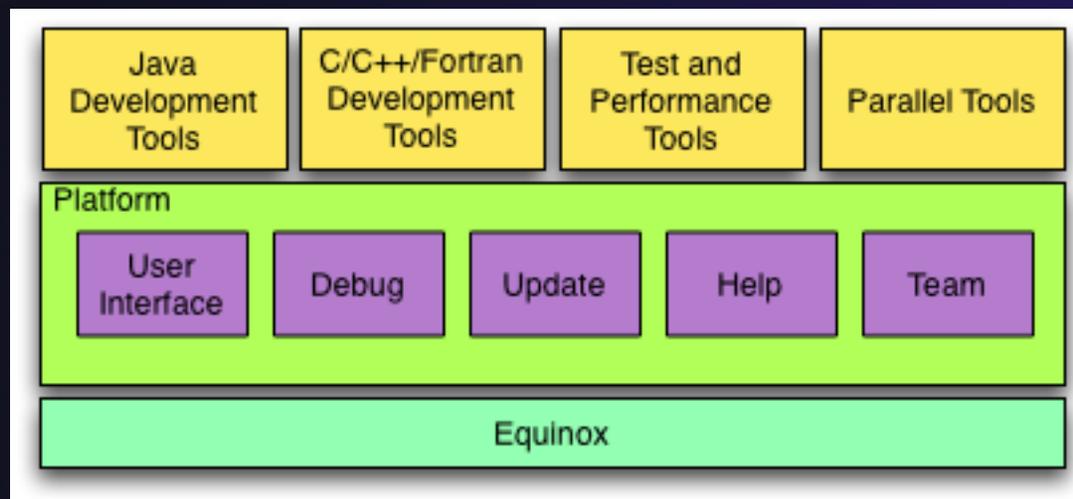
1. Launch Eclipse and select the default workspace
2. Configure Eclipse to check for PTP updates
3. Update all PTP features to the latest level
4. Restart Eclipse once the installation is completed

Introduction

- ✦ Objective
 - ✦ To introduce the Eclipse platform and PTP
- ✦ Contents
 - ✦ New and Improved Features
 - ✦ 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

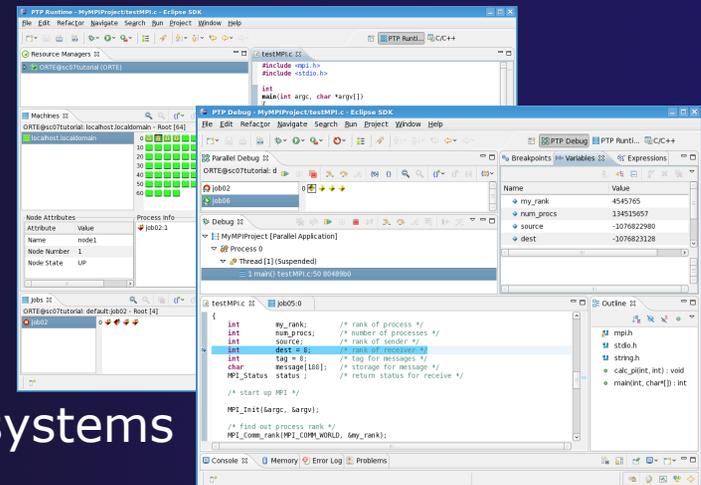


Eclipse Features

- ✦ Full development lifecycle support
- ✦ Revision control integration (CVS, SVN, Git)
- ✦ Project dependency management
- ✦ Incremental building
- ✦ Content assistance
- ✦ Context sensitive help
- ✦ Language sensitive searching
- ✦ Multi-language support
- ✦ Debugging

Parallel Tools Platform (PTP)

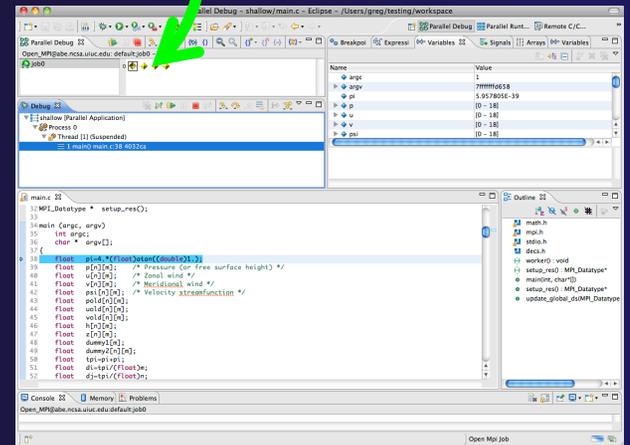
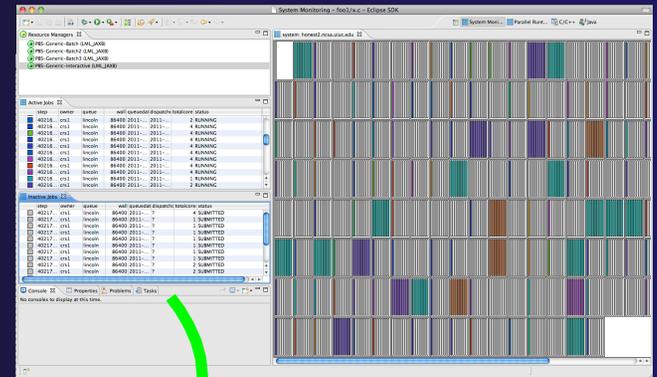
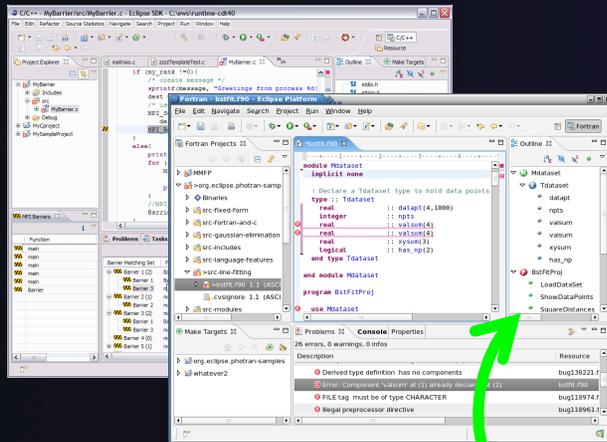
- ★ The Parallel Tools Platform aims to provide a highly integrated environment specifically designed for parallel application development
- ★ Features include:
 - ★ An integrated development environment (IDE) that supports a wide range of parallel architectures and runtime systems
 - ★ A scalable parallel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



Eclipse PTP Family of Tools

Coding & Analysis
(C, C++, Fortran)

Launching & Monitoring



Performance Tuning
(TAU, PPW, ...)

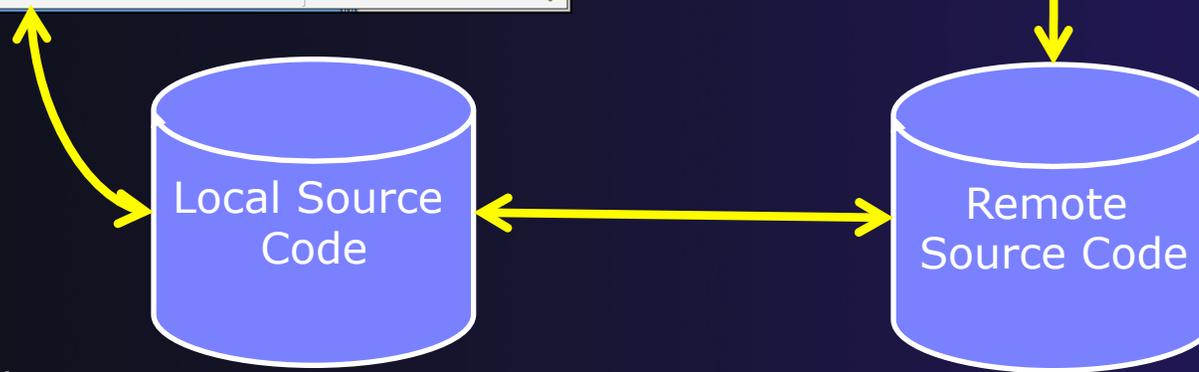
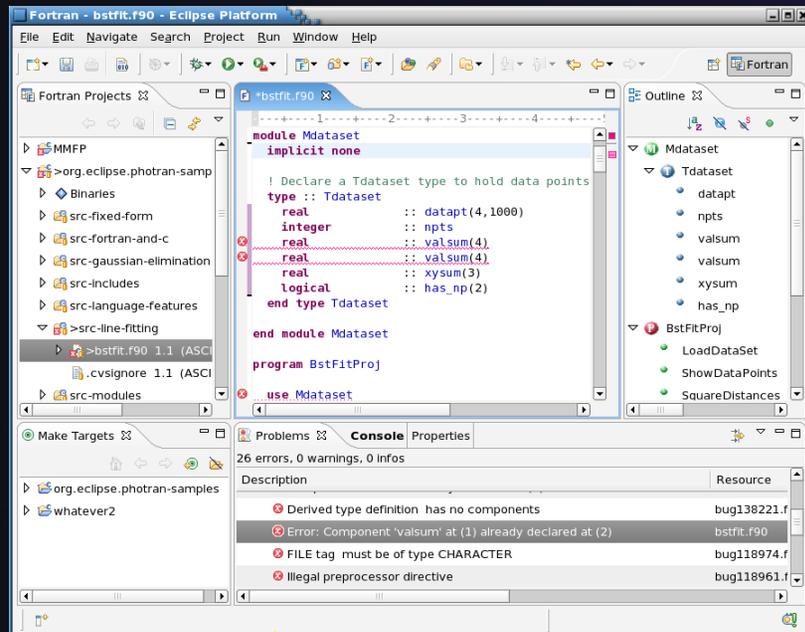
Parallel Debugging

Introduction

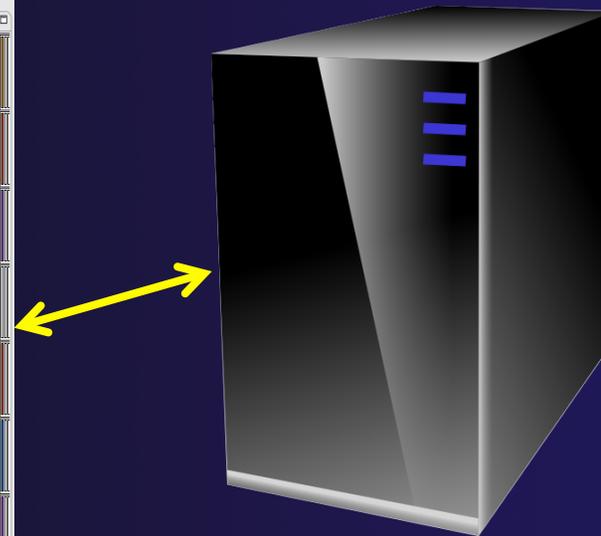
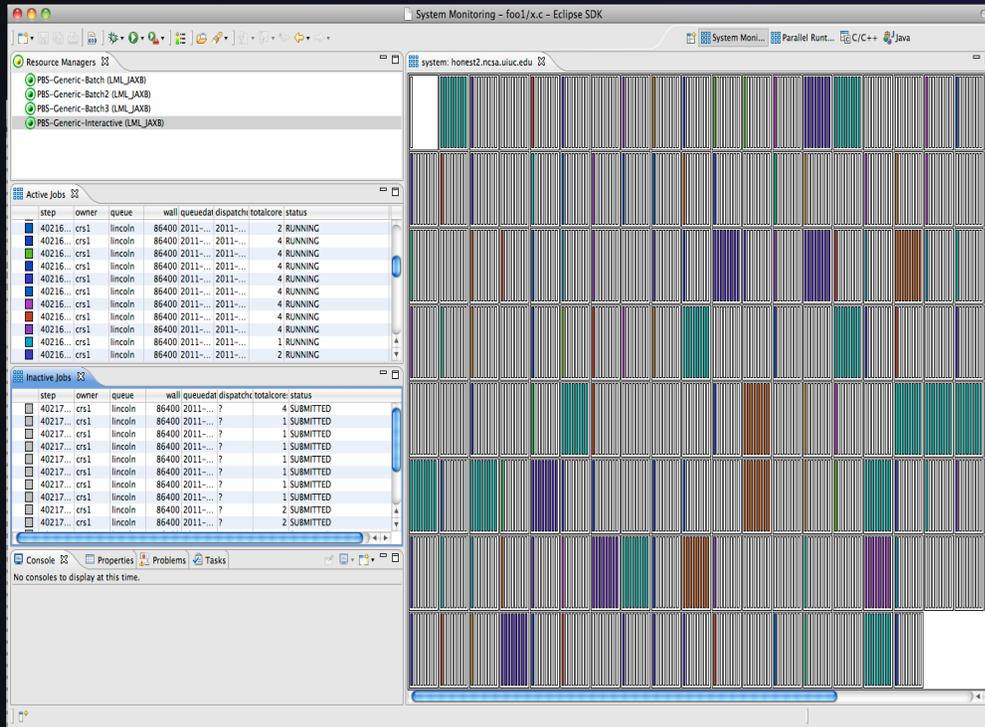
Intro-4

How Eclipse is Used

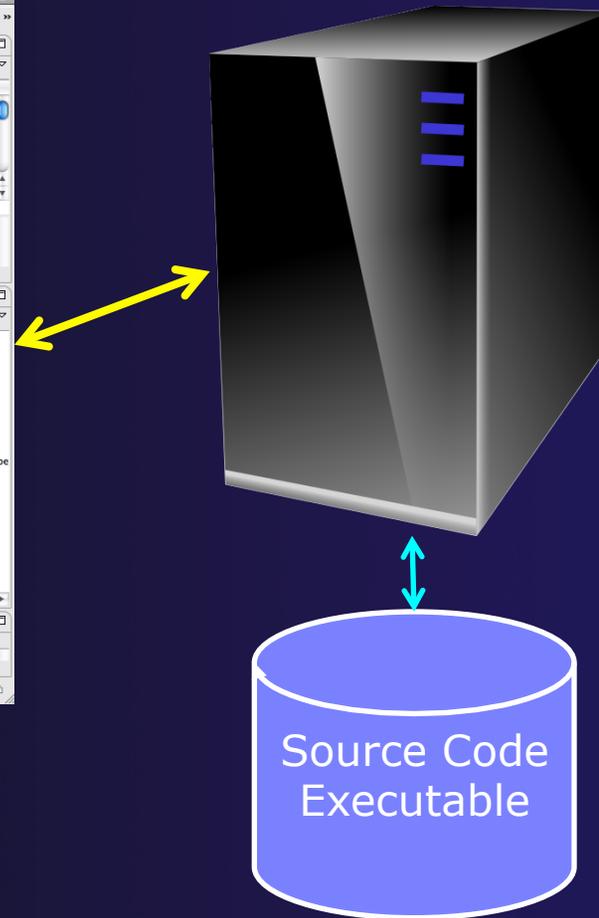
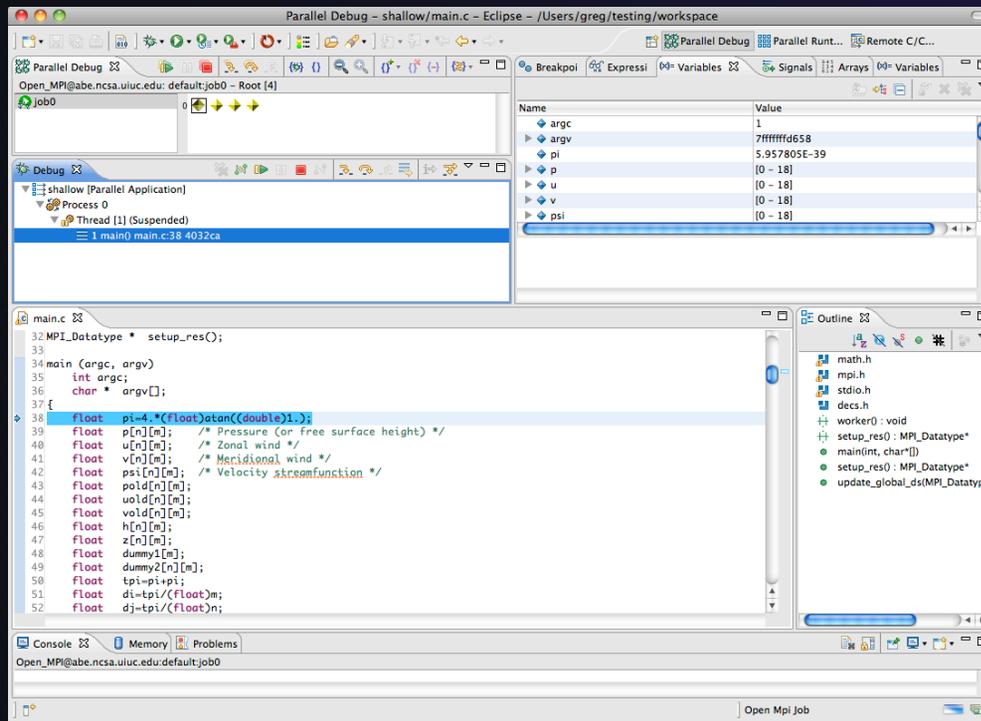
Editing/Compiling



How Eclipse is Used Launching/Monitoring

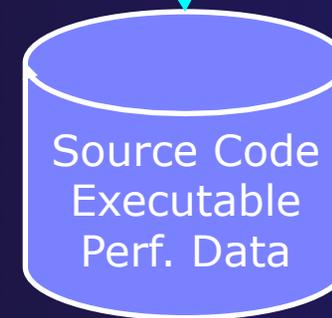
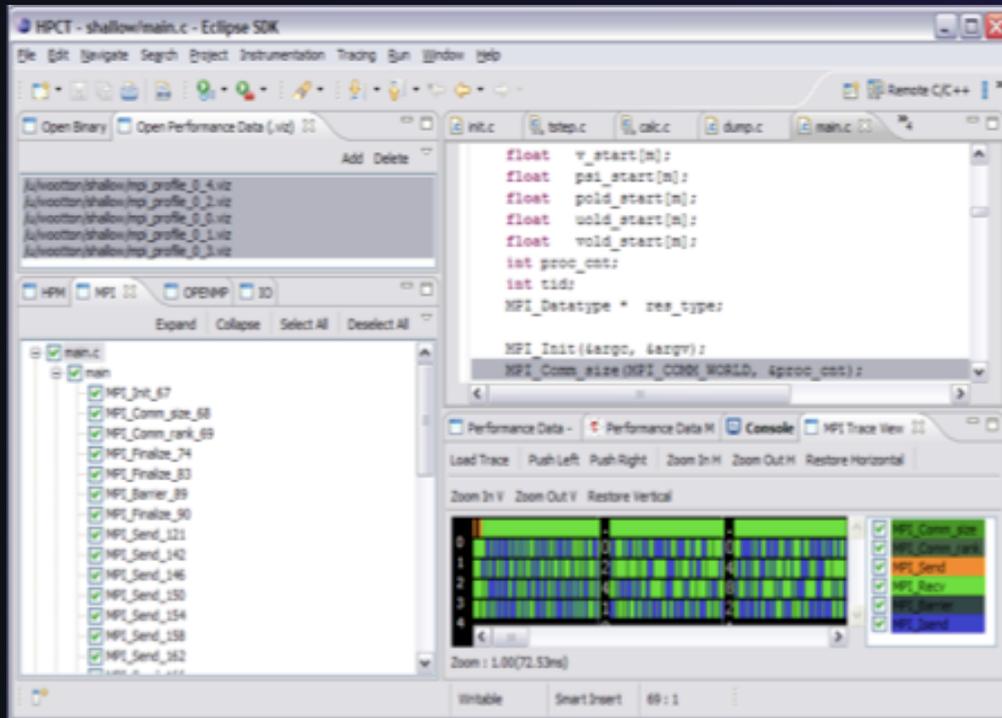


How Eclipse is Used Debugging



How Eclipse is Used

Performance Tuning



Source Code
Executable
Perf. Data

Eclipse Basics

★ Objective

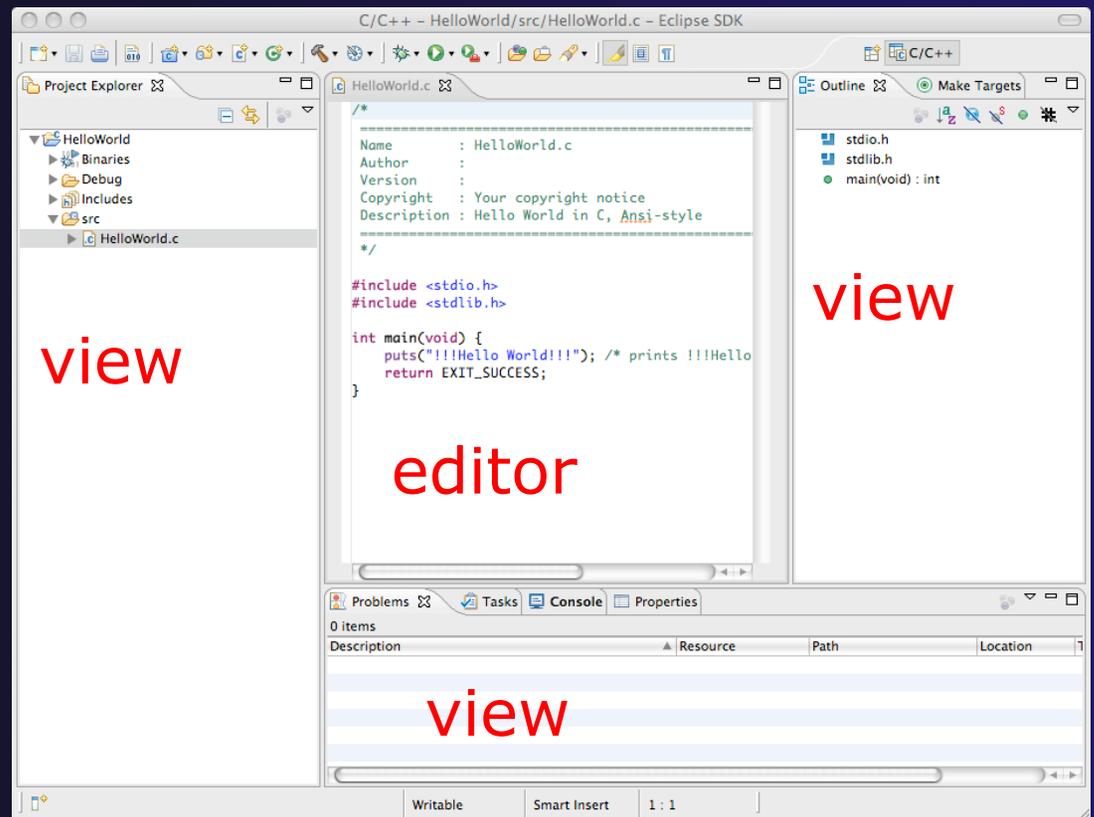
- ★ Learn about basic Eclipse workbench concepts: projects,
- ★ Learn about projects: local, synchronized, remote

★ Contents

- ★ Workbench components: Perspectives, Views, Editors
- ★ Local, remote, and synchronized projects
- ★ Learn how to create and manage a C project
- ★ Learn about Eclipse editing features

Eclipse Basics

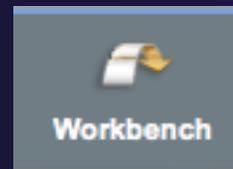
- ★ A *workbench* contains the menus, toolbars, editors and views that make up the main Eclipse window
- ★ The workbench represents the desktop development environment
 - ★ Contains a set of tools for resource mgmt
 - ★ Provides a common way of navigating through the resources
- ★ Multiple workbenches can be opened at the same time
- ★ Only one workbench can be open on a *workspace* at a time



perspective

Perspectives

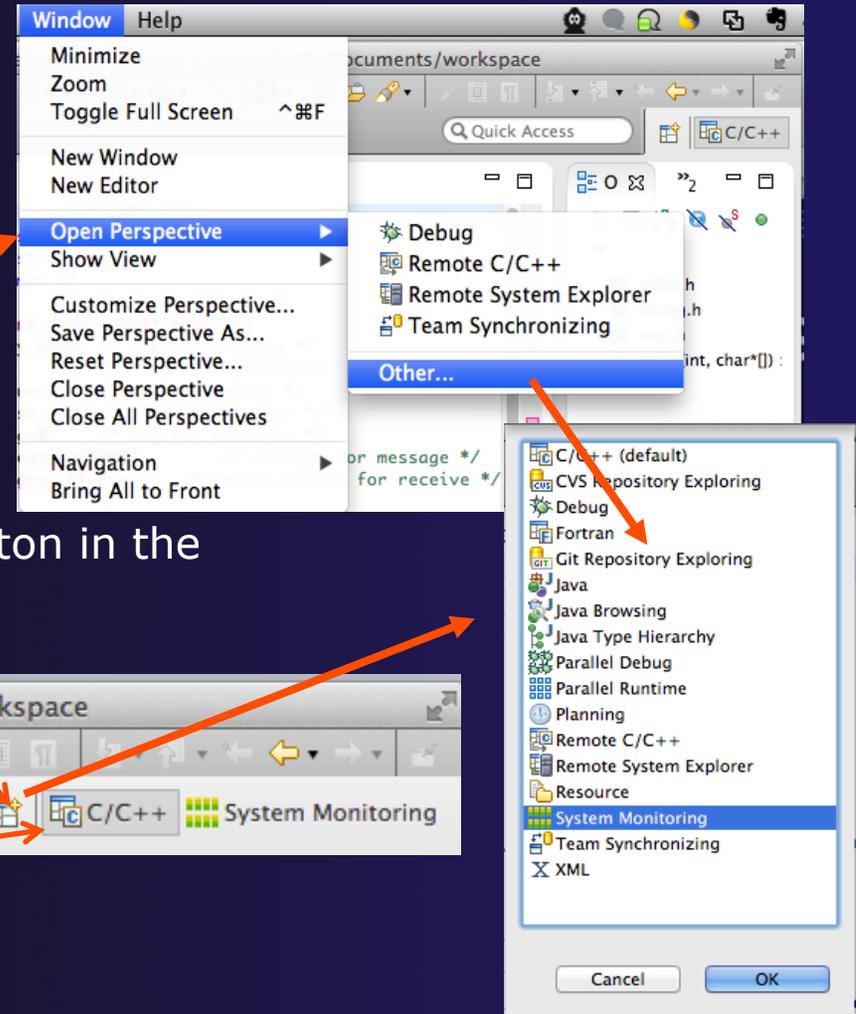
- ✦ Perspectives define the layout of views and editors in the workbench
- ✦ They are *task oriented*, i.e. they contain specific views for doing certain tasks:
 - ✦ **C/C++ Perspective** for manipulating compiled code
 - ✦ **Debug Perspective** for debugging applications
 - ✦ **System Monitoring Perspective** for monitoring jobs
- ✦ You can easily switch between perspectives
- ✦ If you are on the Welcome screen now, select “Go to Workbench” now



Switching Perspectives

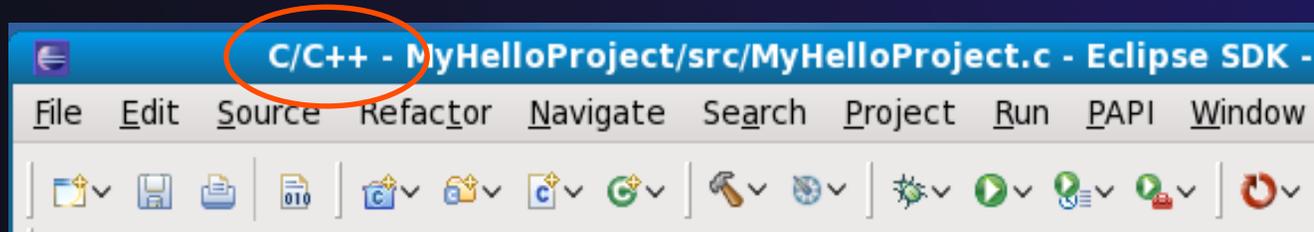
★ Three ways of changing perspectives

1. Choose the **Window>Open Perspective** menu option
Then choose **Other...**
2. Click on the **Open Perspective** button in the upper right corner of screen (hover over it to see names)
3. Click on a perspective shortcut button



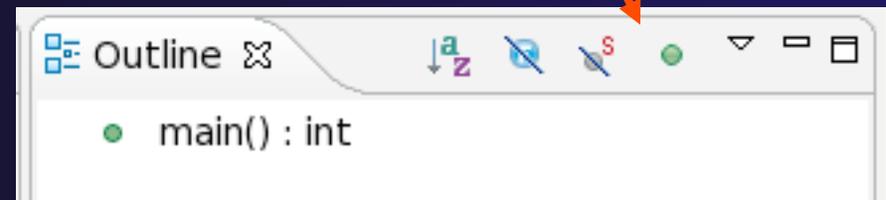
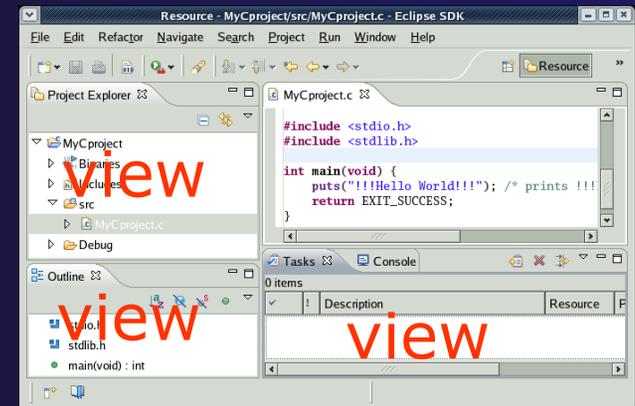
Which Perspective?

- ★ The current perspective is displayed in the title bar



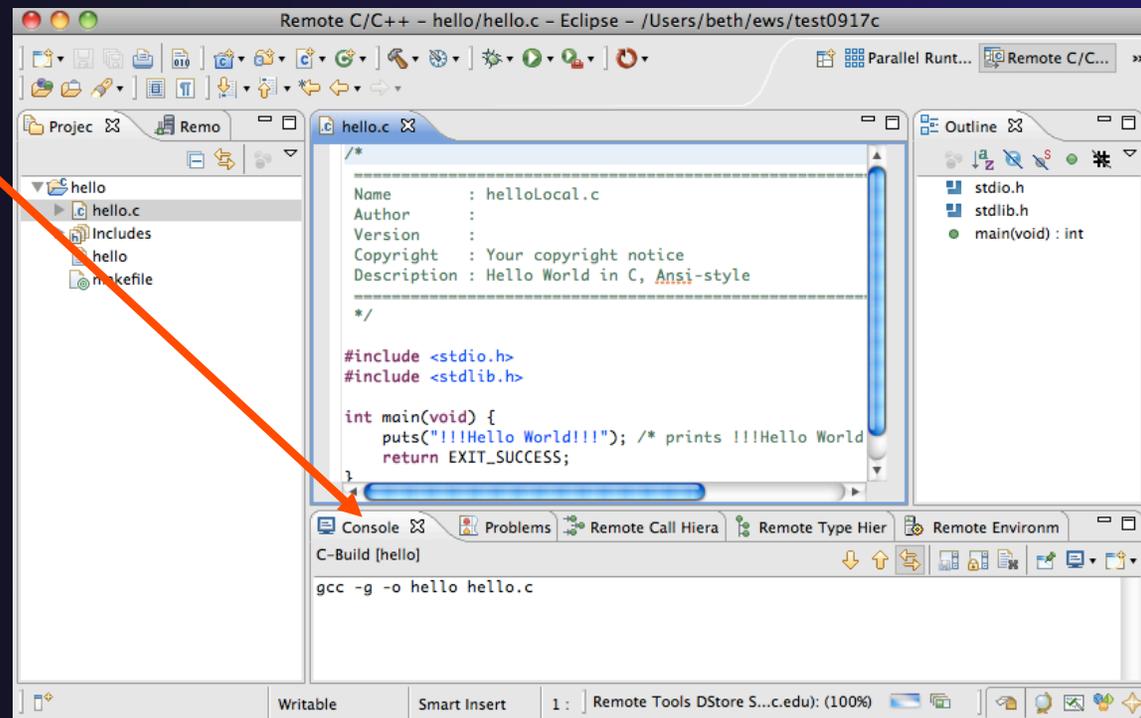
Views

- ★ 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



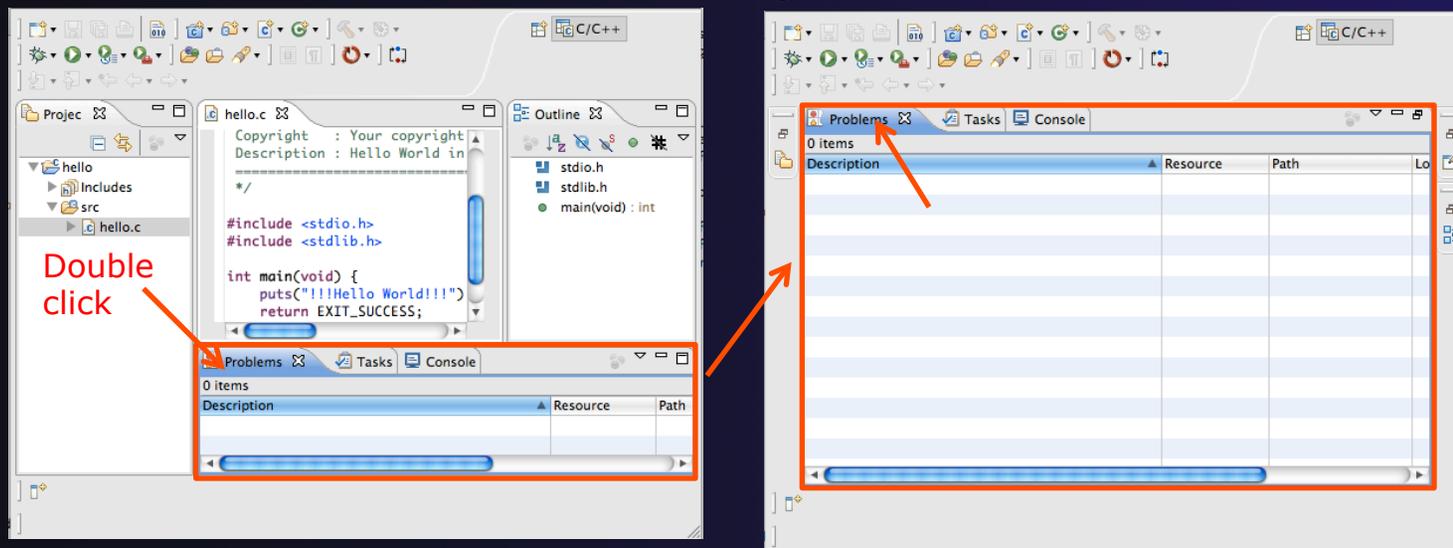
Stacked Views

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



Expand a View

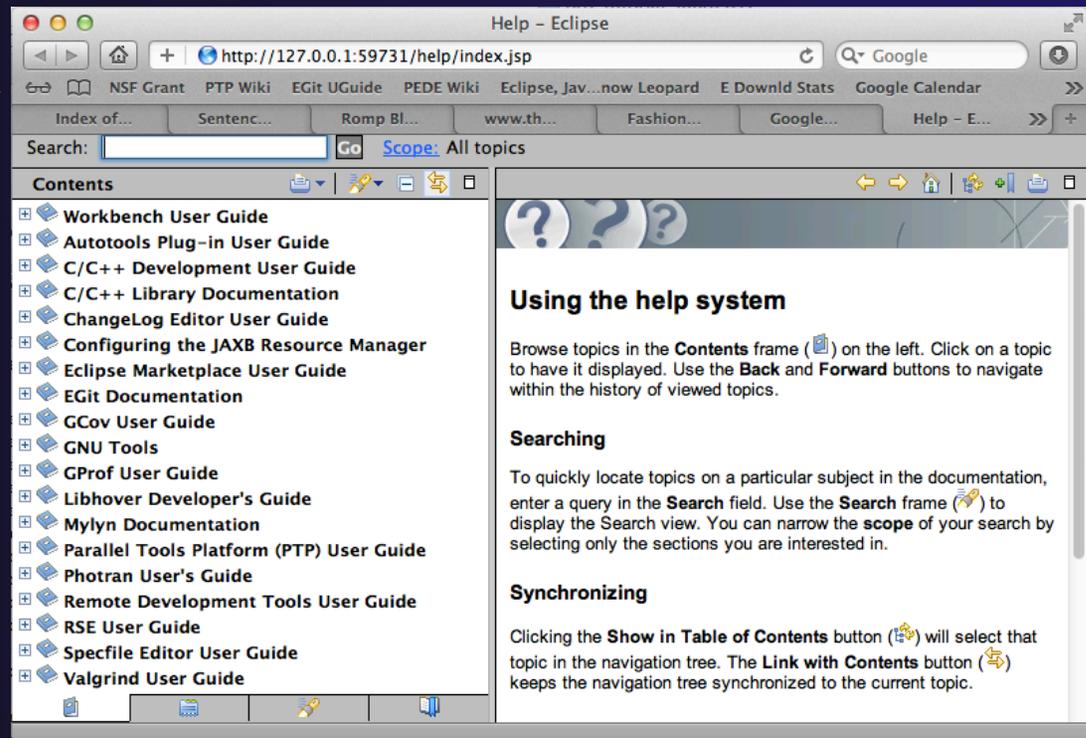
- ★ Double-click on a view/editor's tab to fill the workbench with its content;
- ★ Repeat to return to original size



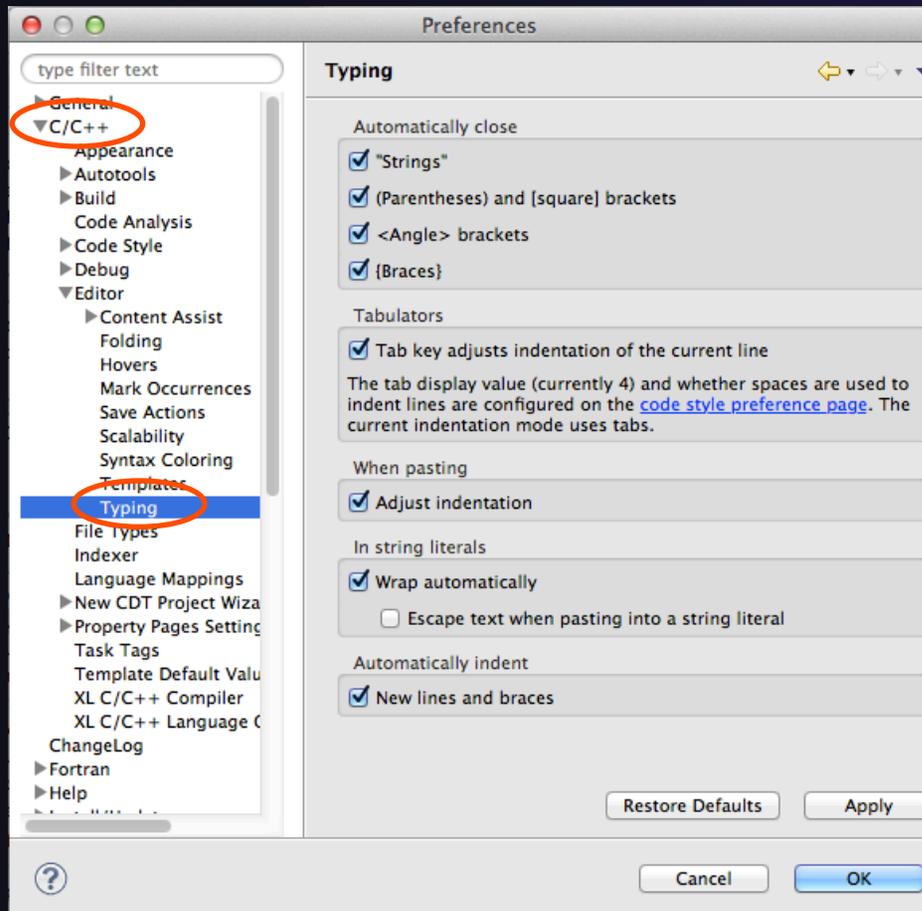
- ★ Window > Reset Perspective returns everything to original positions

Help

- ★ To access help
 - ★ **Help>Help Contents**
 - ★ **Help>Search**
 - ★ **Help>Dynamic Help**
- ★ **Help Contents** provides detailed help on different Eclipse features *in a browser*
- ★ **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.)

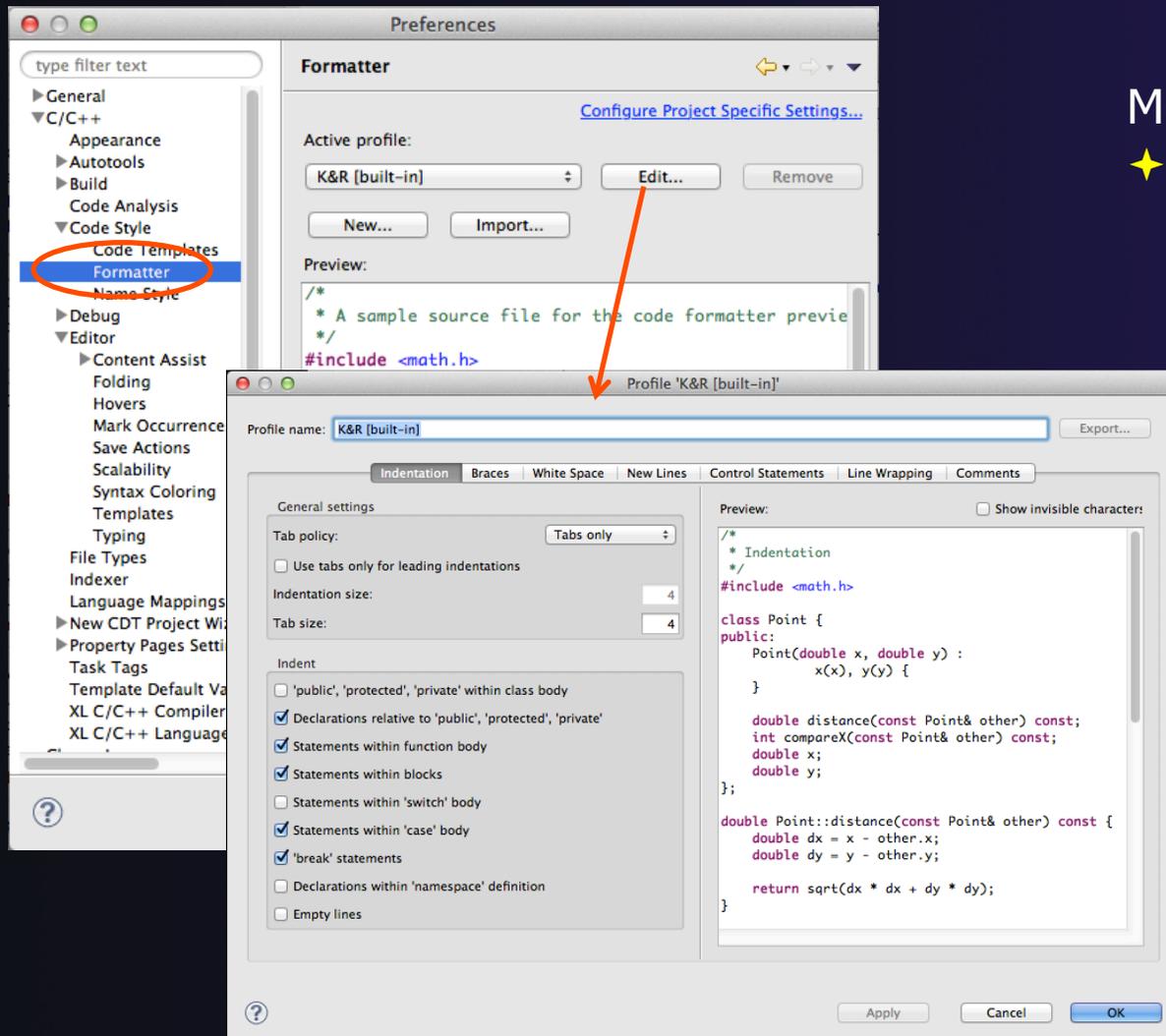


Eclipse Preferences



- ✦ Eclipse Preferences allow customization of almost everything
- ✦ To open use
 - ✦ Mac: **Eclipse>Preferences...**
 - ✦ Others: **Window>Preferences...**
- ✦ The C/C++ preferences allow many options to be altered
- ✦ In this example you can adjust what happens in the editor as you type.

Preferences Example



- More C/C++ preferences:
- ✦ In this example the Code Style preferences are shown
 - ✦ These allow code to be automatically formatted in different ways



Exercise

1. Change to a different perspective
2. Experiment with moving and resizing views
 - ✦ Move a view from a stack to beside another view
 - ✦ Expand a view to maximize it; return to original size
3. Save the perspective
4. Reset the perspective
5. Open Eclipse preferences
6. Search for "Launching"
7. Make sure the "Build (if required) before launching" setting is *disabled*



Optional Exercise

Best performed *after* learning about projects, CVS, and editors

1. Use source code formatting to format a source file, or a region of a source file
 - ✦ Use Source>Format menu
2. In Eclipse Preferences, change the C/C++ source code style formatter, e.g.
 - ✦ Change the indentation from 4 to 6
 - ✦ Make line wrapping not take effect until a line has a maximum line width of 120, instead of the default 80
 - ✦ Save a (new) profile with these settings
 - ✦ Format a source file with these settings
3. Revert the file back to the original – experiment with
 - ✦ Replace with HEAD, replace with previous from local history, or reformat using original style

Eclipse CVS

- ★ Objective
 - ★ Learn how to use a source code repository with Eclipse
- ★ Contents
 - ★ Checking out project in CVS
 - ★ Converting to a Synchronized Project
 - ★ Handling changes

Project Creation Alternative #2

Checking out the project

Using a Source Code Repository Introduction to Team Features

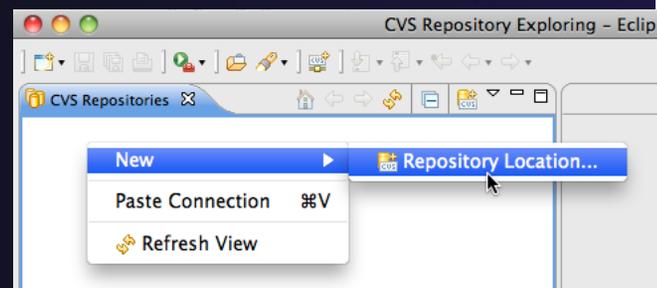
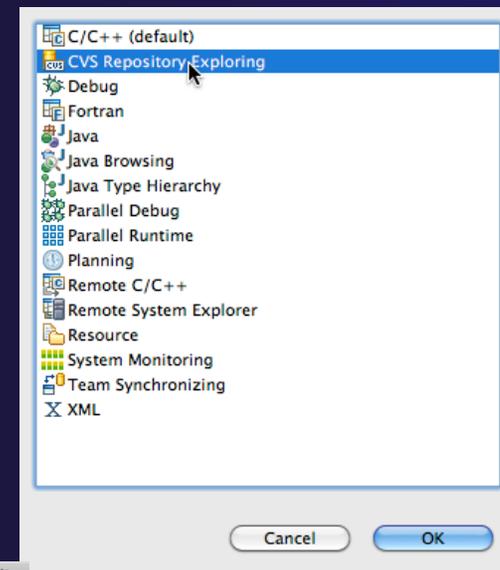
In this scenario, we will check out code from a CVS source code repository, creating a local project, and then convert it to a synchronized project on a remote host.



Importing a Project from CVS

- ★ Switch to **CVS Repository Exploring** perspective
 - ★ Window > Open Perspective > Other...
 - ★ Select **CVS Repository Exploring**
 - ★ Select **OK**

- ★ Right click in **CVS Repositories** view and select **New>Repository Location...**



Add CVS Repository



- ★ Enter **Host:** cvs.ncsa.uiuc.edu
- ★ **Repository path:** /CVS/ptp-samples



- ★ For anonymous access:
 - ★ **User:** anonymous
 - ★ No password is required
 - ★ **Connection type:** pserver (default)
- ★ For authorized access:
 - ★ **User:** your userid
 - ★ **Password:** your password
 - ★ **Connection type:** change to **extssh**

- ★ Select **Finish**

Add a new CVS Repository

Add a new CVS Repository to the CVS Repositories view

Location

Host: cvs.ncsa.uiuc.edu

Repository path: /CVS/ptp-samples

Authentication

User: anonymous

Password:

Connection

Connection type: pserver

Use default port

Use port:

Validate connection on finish

Save password (could trigger secure storage login)

To manage your password, please see '[Secure Storage](#)'

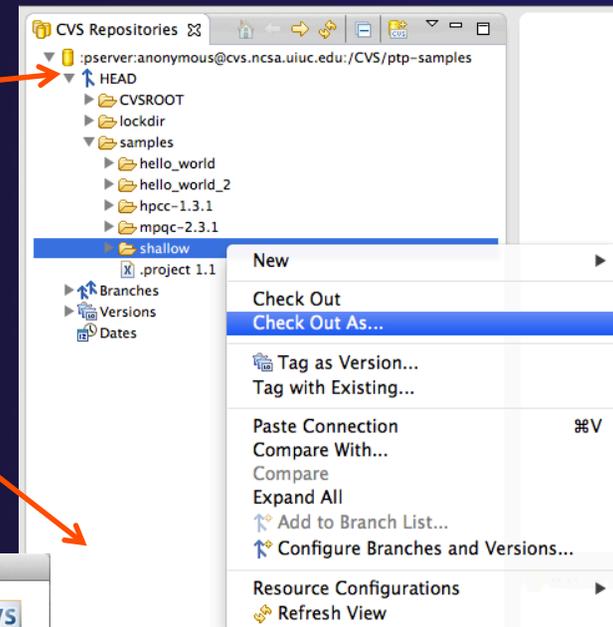
[Configure connection preferences...](#)

Cancel Finish

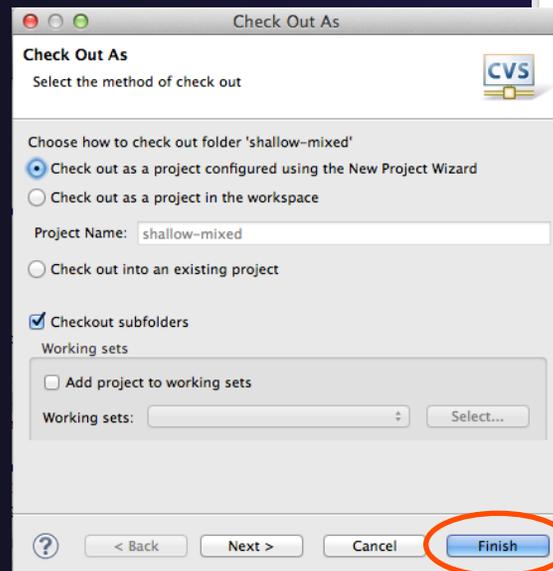
Checking out the Project



- ★ Expand the repository location
- ★ Expand **HEAD**
- ★ Expand **samples**
- ★ Right click on **shallow** and select **Check Out As...**
- ★ On **Check Out As** dialog, select **Finish**



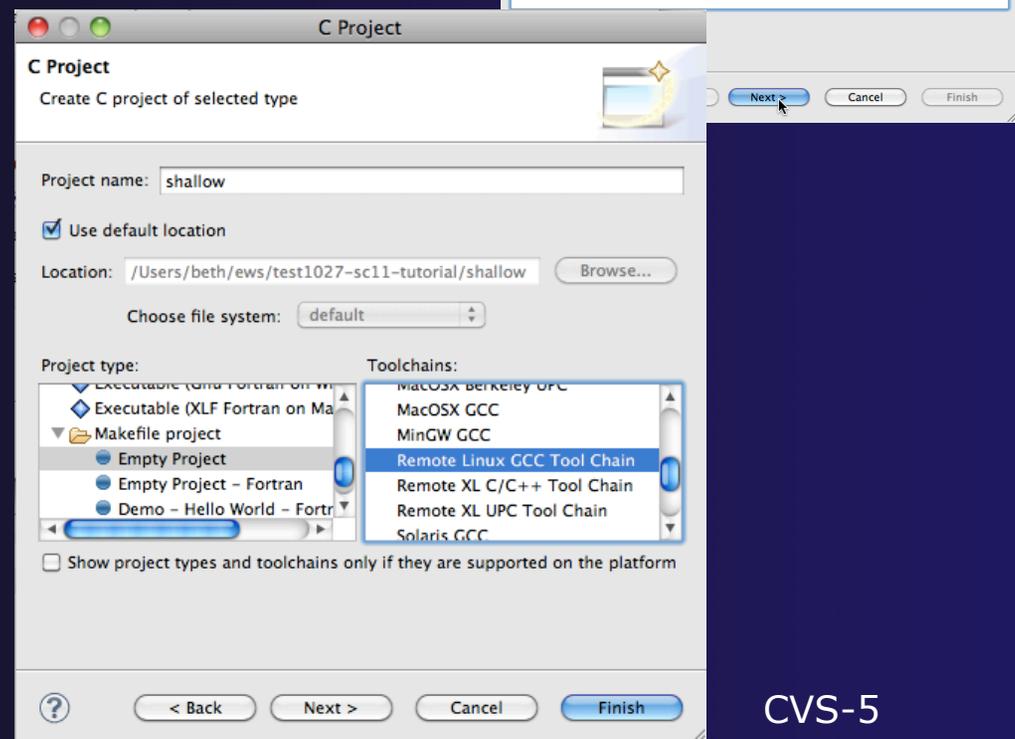
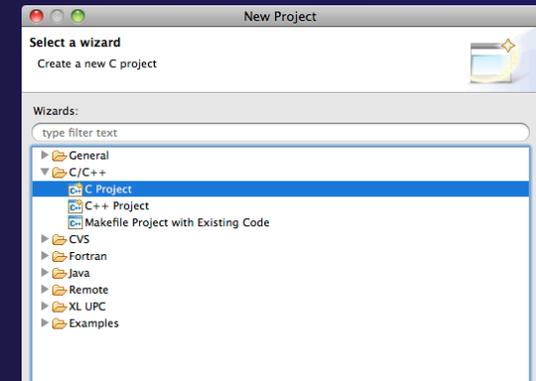
The default of “Check out as a project configured using the New Project Wizard” is what we want



New Project Wizard

As project is checked out from CVS, the **New Project Wizard** helps you configure the Eclipse information to be added to the project

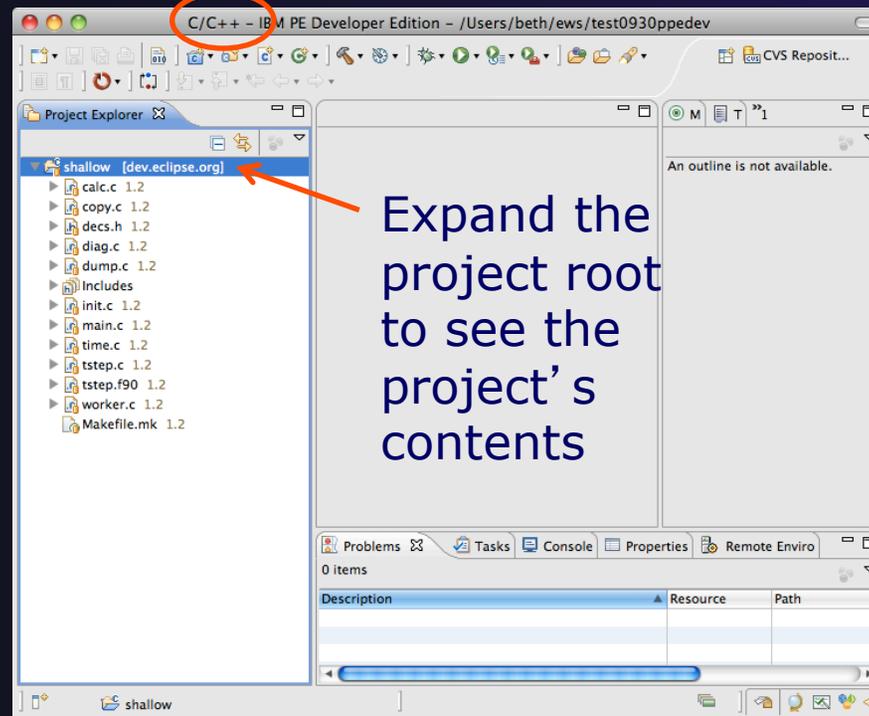
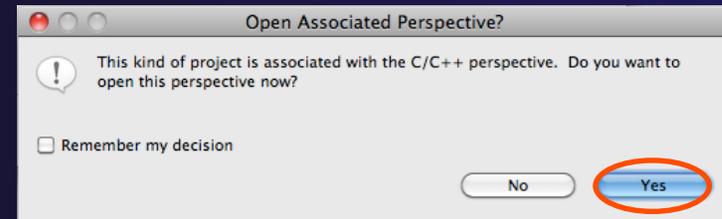
- ✦ Expand **C/C++**
- ✦ Select **C Project** and click on **Next>**
- ✦ Enter 'shallow' as **Project Name**
- ✦ Under **Project type**, expand **Makefile project**
- scroll to the bottom
- ✦ Select **Empty Project**
- ✦ Select **Remote Linux GCC Toolchain**
 - ✦ You may need to uncheck "Show project types and toolchains only if they are supported on the platform"
 - ✦ In general, choose a remote toolchain that matches the compiler you intend to use on the remote system
- ✦ Click on **Finish**



Project successfully checked out



- ★ Switch to the C/C++ Perspective when prompted after checking out the code
- ★ You should now see the “shallow” project in your workspace



Convert to a Synchronized Project

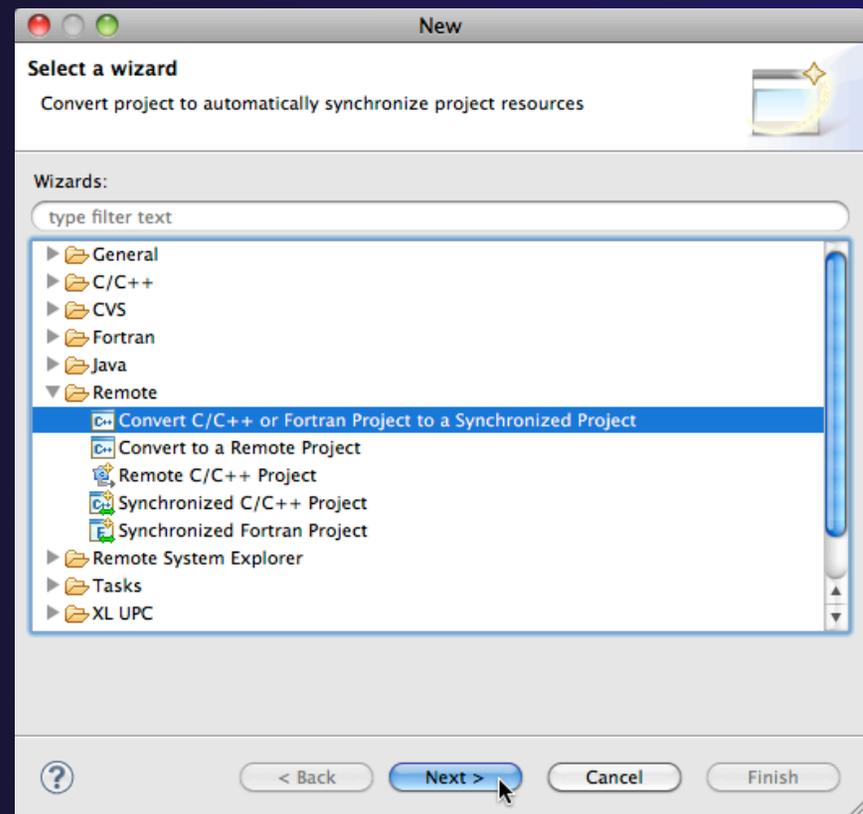
Synchronizing the Project

- ✦ Because we will be running on a remote system, we must also build on that system
- ✦ Source files must be available to build
- ✦ We will use a synchronized project to do this
 - ✦ Only needs to be done once for each project
- ✦ Files are synchronized automatically when they are saved
- ✦ A full synchronize is also performed prior to a build

Converting To Synchronized



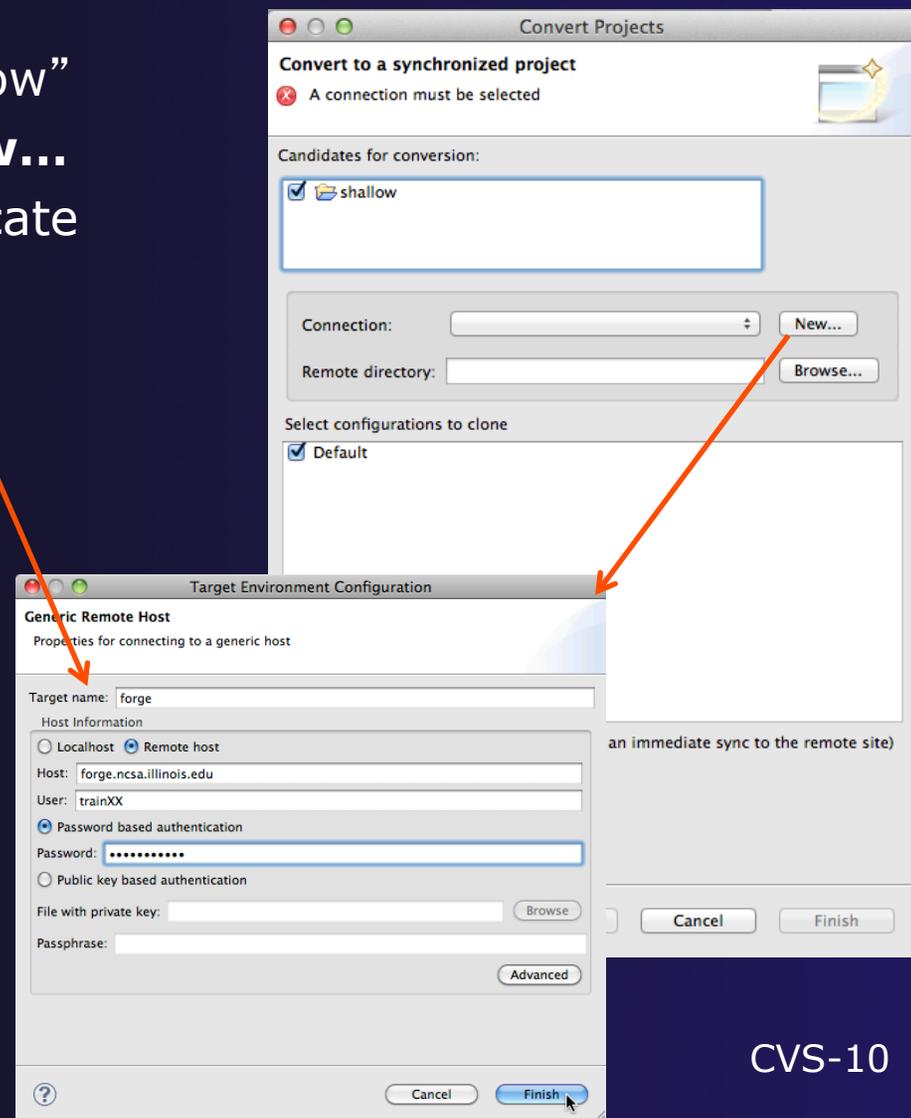
- ★ Select **File>New>Other...**
- ★ Open the Remote folder
- ★ Select **Convert C/C++ or Fortran Project to a Synchronized Project**
- ★ Click **Next>**



Convert Projects Wizard



- ✦ Select checkbox next to “shallow”
- ✦ For **Connection:**, click on **New...**
- ✦ The tutorial instructor will indicate what to enter for:
 - ✦ **Target name**
 - ✦ **Host** name of remote system
 - ✦ **User ID**
 - ✦ **Password**
- ✦ Click **Finish** to close it
- ✦ See the connection name in the **Convert Projects** wizard for **Connection**

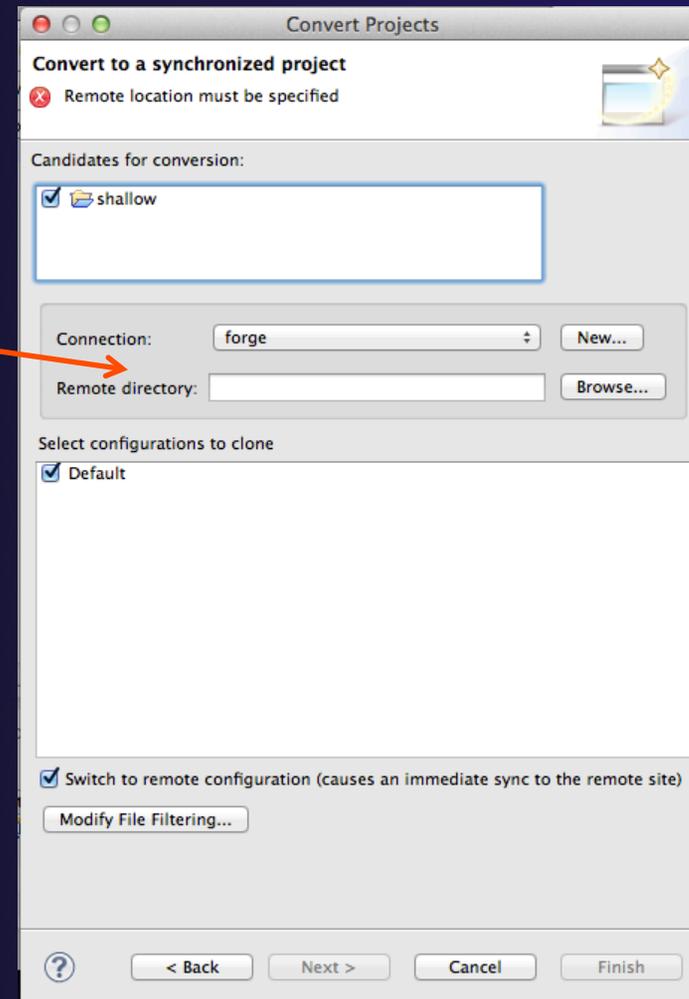
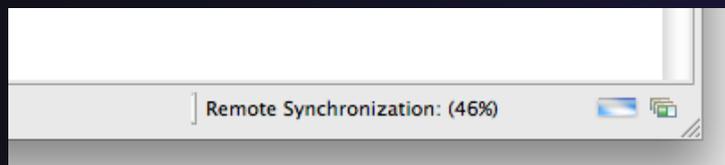


Convert Projects Wizard (2)



Back in the **Convert Projects** dialog, we specify where the remote files will be stored

- ✦ Enter a directory name in the **Remote Directory** field: select **Browse...**
 - ✦ Sample: /u/ac/trainXX/shallow
 - ✦ Project files will be copied under this directory
- ✦ Click **Finish**
- ✦ The project should synchronize automatically





Synchronized Project

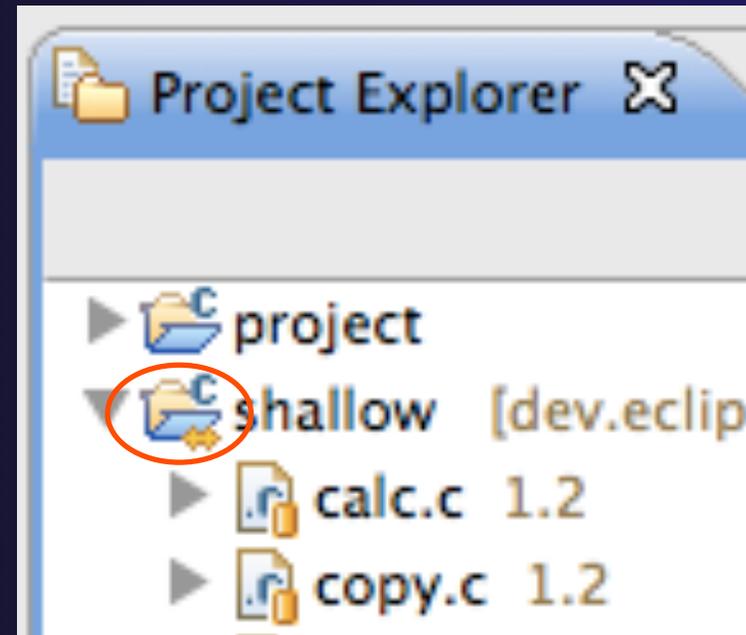
- ★ Back in the Project Explorer, decorator on project icon indicates synchronized project
- ★ Double-+ icon

- ★ Before sync

▼  shallow [dev.eclipse.org]

- ★ After sync

▼  shallow [dev.eclipse.org]



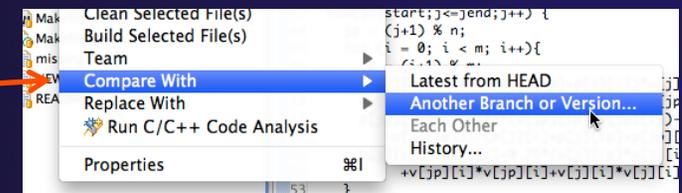
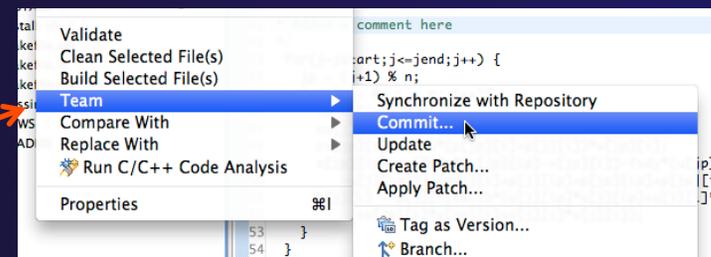
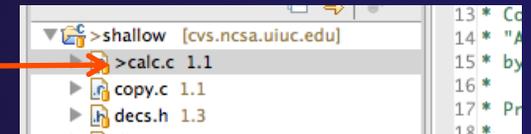
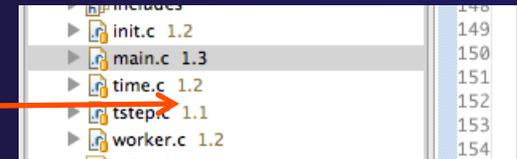
Team Features

“Team” Features

- ✦ Eclipse supports integration with multiple version control systems (VCS)
 - ✦ CVS, SVN, Git, and others
 - ✦ Collectively known as “Team” services
- ✦ Many features are common across VCS
 - ✦ Compare/merge
 - ✦ History
 - ✦ Check-in/check-out
- ✦ Some differences
 - ✦ Version numbers
 - ✦ Branching

CVS Features

- ★ Shows version numbers next to each resource
- ★ Marks resources that have changed
 - ★ Can also change color (preference option)
- ★ Context menu for Team operations
- ★ Compare to latest, another branch, or history
- ★ Synchronize whole project (or any selected resources)



How to tell that you've changed something

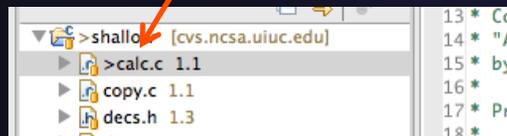


- ✦ Open "calc.c"
- ✦ Add comment at line 40
- ✦ Save file
- ✦ File will be marked ">" to indicate that it has been modified

```

27
28 void calcuvzh(jstart, jend, p, u, v, cu, cv, h, z, fsdx, fsdy)
29 int jstart, jend;
30 float p[n][m];
31 float u[n][m];
32 float v[n][m];
33 float cu[n][m];
34 float cv[n][m];
35 float h[n][m];
36 float z[n][m];
37 float fsdx, fsdy;
38 {
39     int i, j, ip, jp;
40     /*
41      * Added a comment here
42      */
43     for(j=jstart; j<=jend; j++) {
44         jp = (j+1) % n;
45         for (i = 0; i < m; i++){
46             ip = (i+1) % m;
47             cu[j][ip] = 0.5*(p[j][ip]+p[j][i])*u[j][ip];
48             cv[jp][i] = 0.5*(p[jp][i]+p[j][i])*v[jp][i];
49             z[jp][ip] = (fsdx*(v[jp][ip]-v[jp][i])-fsdy*(u[jp][ip]
50             -u[j][ip]))/(p[j][i]+p[j][ip]+p[jp][ip]+p[jp][i]);
51             h[j][i] = p[j][i]+0.25*(u[j][ip]*u[j][ip]+u[j][i]*u[j][i]
52             +v[jp][i]*v[jp][i]+v[j][i]*v[j][i]);
53         }

```



Comparing your version with what's in the repository



- ★ Right-click on “calc.c” and select **Compare With>Latest from HEAD**
- ★ Compare editor will open showing differences between local (changed) file and the original
- ★ Buttons allow changes to be merged from right to left
- ★ Can also navigate between changes using buttons

The screenshot shows a CVS Compare editor window with two panes: 'Local File 1.1' and 'Remote File 1.1'. The local file contains a C program with a comment added on line 41. The remote file is the original version without this comment. A box highlights the difference on line 41, and a button is visible to merge the changes from the remote file to the local file.

```

Local File 1.1
32 float v[n][m];
33 float cu[n][m];
34 float cv[n][m];
35 float h[n][m];
36 float z[n][m];
37 float fsdx, fsdy;
38 {
39     int i,j,ip,jp;
40     /*
41     * Added a comment here
42     */
43     for(j=jstart;j<=jend;j++) {
44         jp = (j+1) % n;
45         for (i = 0; i < m; i++){
46             ip = (i+1) % m;
47             cu[j][ip] = 0.5*(p[j][ip]+p[j][i])*u[j][i];
48             cv[jp][i] = 0.5*(p[jp][i]+p[j][i])*v[jp][i];
49             z[jp][ip] = (fsdx*(v[jp][ip]-v[jp][i])-f
Remote File 1.1
30 float p[n][m];
31 float u[n][m];
32 float v[n][m];
33 float cu[n][m];
34 float cv[n][m];
35 float h[n][m];
36 float z[n][m];
37 float fsdx, fsdy;
38 {
39     int i,j,ip,jp;
40
41     for(j=jstart;j<=jend;j++) {
42         jp = (j+1) % n;
43         for (i = 0; i < m; i++){
44             ip = (i+1) % m;
45             cu[j][ip] = 0.5*(p[j][ip]+p[j][i])*u
46             cv[jp][i] = 0.5*(p[jp][i]+p[j][i])*v
47             z[jp][ip] = (fsdx*(v[jp][ip]-v[jp][i]

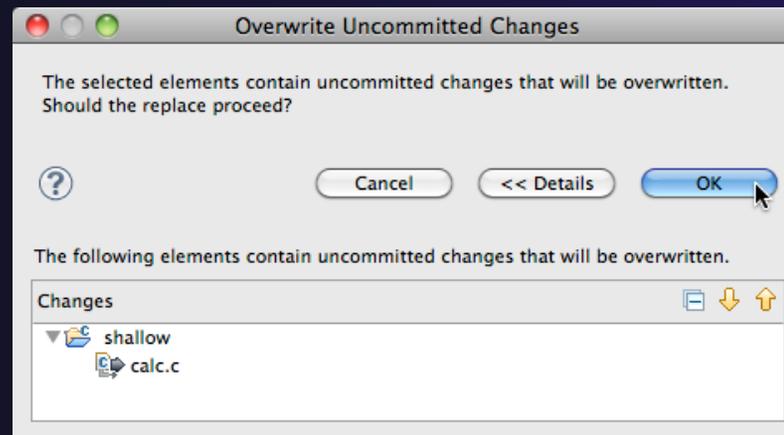
```



Revert To The Latest Version

To replace your project contents to the current contents of the project in the src code repo,

- ✦ Right-click on the “shallow” project and select **Replace With>Latest from HEAD**
- ✦ Review the resources that will be replaced, then click **OK**





Exercise

- ★ Check out the *shallow* project from CVS and convert it to a synchronized project as described in this module

Optional Exercise

1. Name every person who modified the Makefile
2. Identify which parts of the Makefile changed since revision 1.3

Hint: Right-click the Makefile and select **Team > Show History**. Both of these can be done from the History view.

Creating a Synchronized Project

★ Objective

- ★ Learn how to create and use synchronized projects
- ★ Learn how to create a sync project directly from source that already exists on a remote machine

★ Contents

- ★ Eclipse project types
- ★ Creating a synchronized project
- ★ Using synchronize filters
- ★ Converting an existing project to synchronized

Project Types

★ Local

- ★ Source is located on local machine, builds happen locally

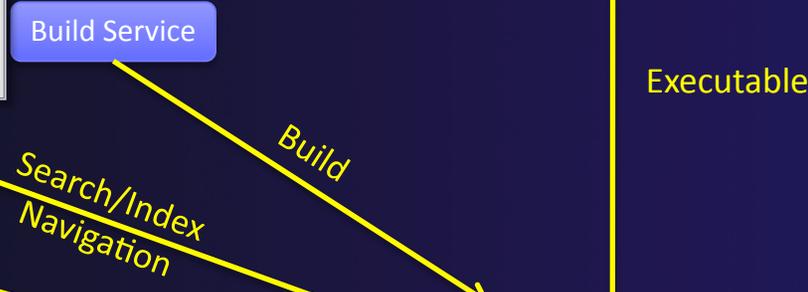
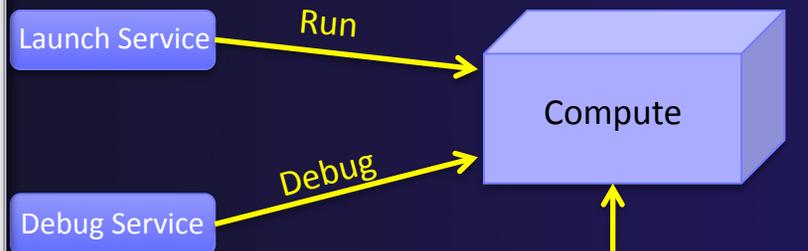
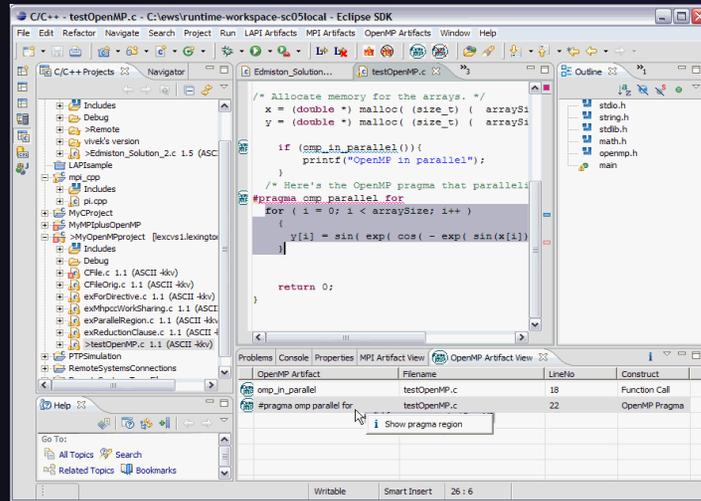
★ Remote

- ★ Source is located on remote machine(s), build and launch takes place on remote machine(s)

★ Synchronized

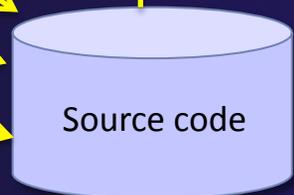
- ★ Source is local, then synchronized with remote machine(s) (or vice-versa)
- ★ Building and launching happens remotely (can also happen locally)

Remote Projects



File Service

Index Service



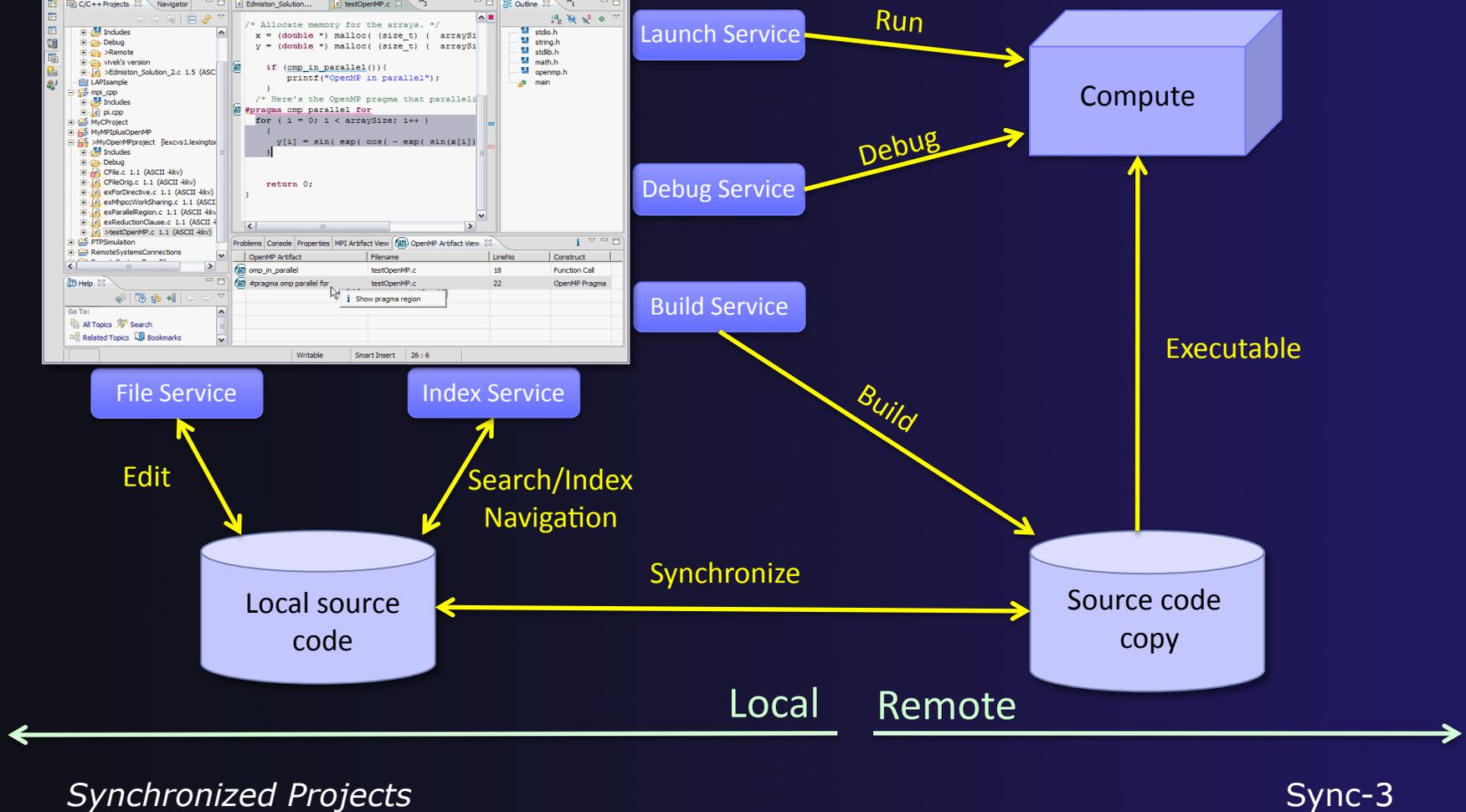
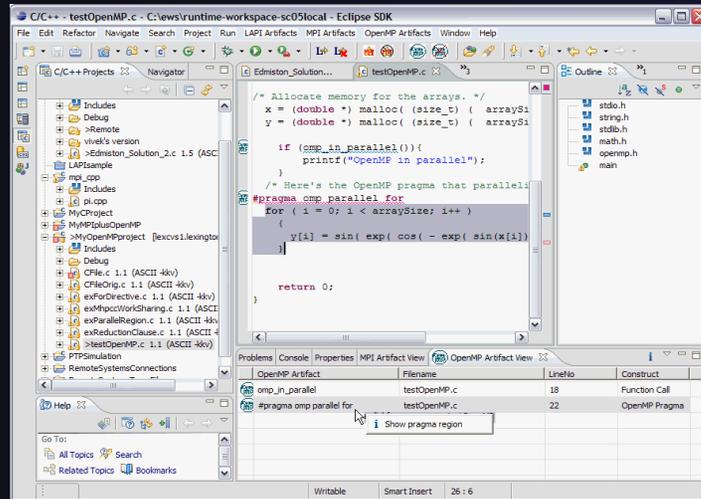
Local Remote



Synchronized Projects

Sync-2

Synchronized Projects



C, C++, and Fortran Projects

Build types

- ★ Makefile-based
 - ★ Project contains its own makefile (or makefiles) for building the application – or other build command
- ★ Managed
 - ★ Eclipse manages the build process, no makefile required

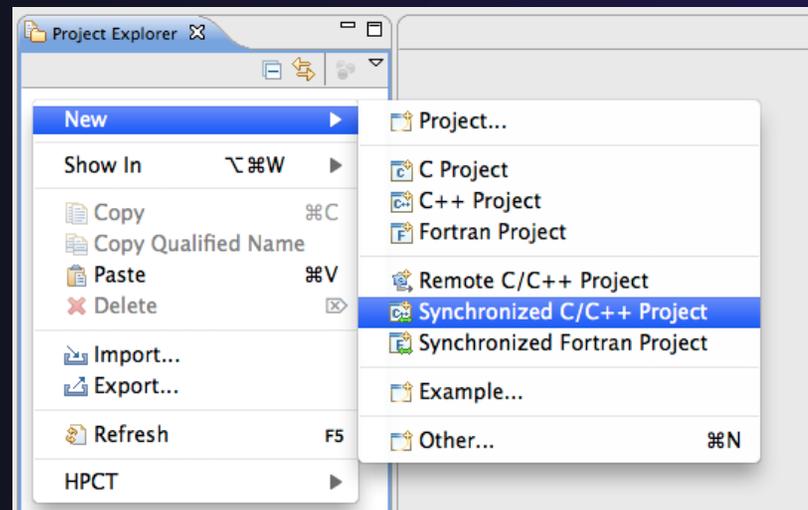
Source Code for project

- ★ Source code exists on remote target

```
$ pwd
/gpfs/ibmu/tibbitts/shallow
$ ls -la
total 2880
drwxr-xr-x 2 tibbitts users 32768 Mar 16 15:53 .
drwxr-xr-x 7 tibbitts users 32768 Mar 15 18:38 ..
-rw-r--r-- 1 tibbitts users 1741 Feb 11 16:25 calc.c
-rw-r--r-- 1 tibbitts users 2193 Feb 11 16:25 copy.c
-rw-r--r-- 1 tibbitts users 2873 Jan 25 08:52 decs.h
-rw-r--r-- 1 tibbitts users 2306 Feb 11 16:25 diag.c
-rw-r--r-- 1 tibbitts users 2380 Feb 11 16:25 dump.c
-rw-r--r-- 1 tibbitts users 2512 Feb 11 16:25 init.c
-rw-r--r-- 1 tibbitts users 6161 Mar 15 19:27 main.c
-rw-r--r-- 1 tibbitts users 718 Mar 15 18:34 Makefile
-rw-r--r-- 1 tibbitts users 1839 Feb 11 16:25 time.c
-rw-r--r-- 1 tibbitts users 2194 Feb 11 16:25 tstep.c
-rw-r--r-- 1 tibbitts users 8505 Feb 11 16:25 worker.c
$ █
```

Create Synchronized Project

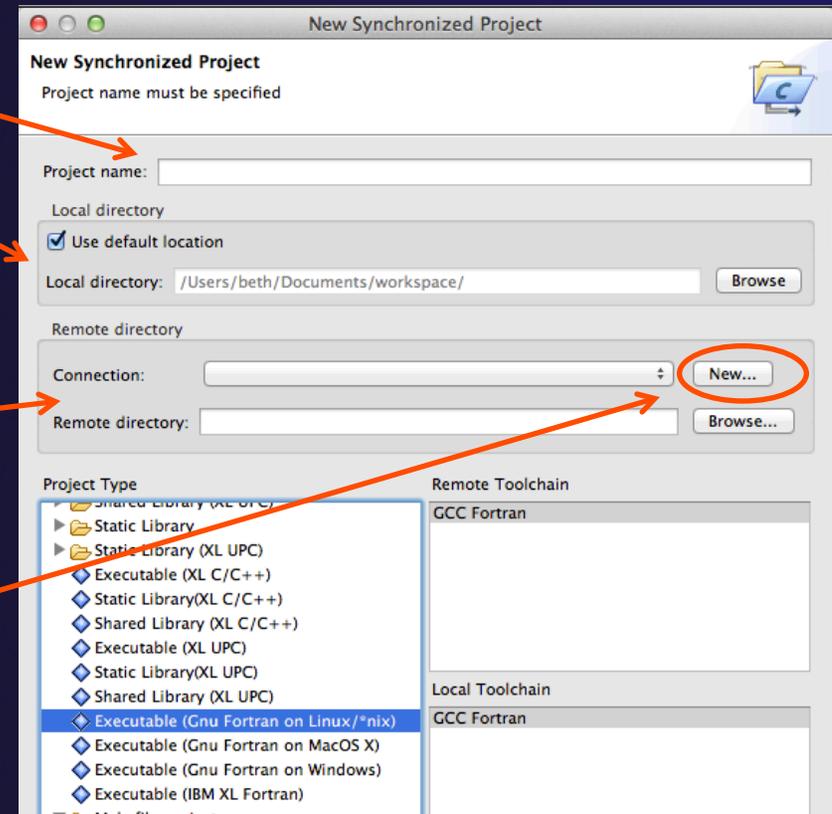
- ★ In the Project Explorer, right click then choose
 - ★ **New>Synchronized C/C++ Project** if your project is C/C++ only



- ★ **New>Synchronized Fortran Project** if your project contains Fortran files
- ★ This adds a Fortran nature so you can access Fortran properties, etc.

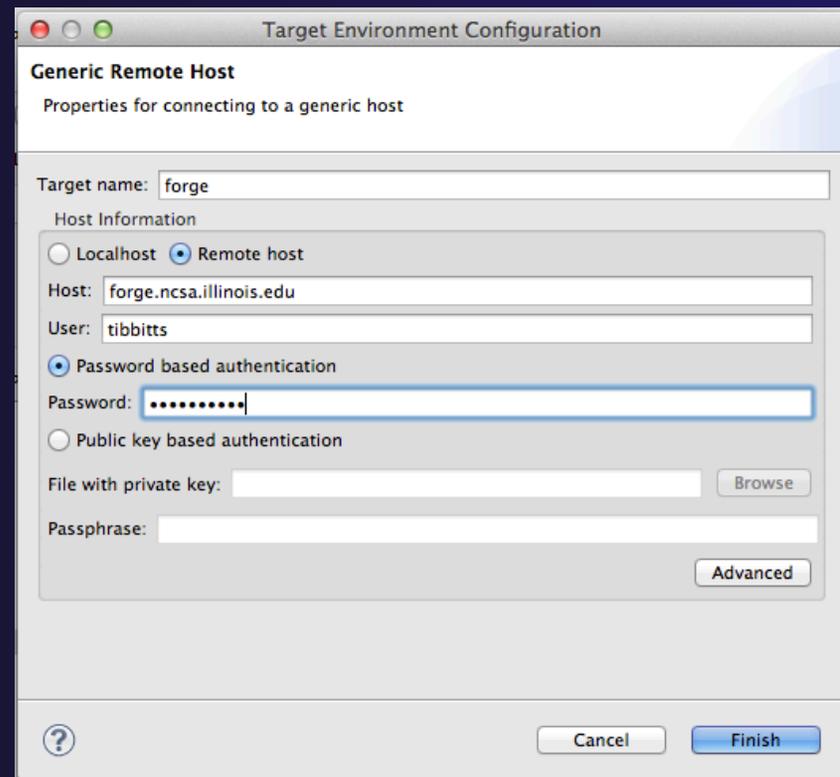
New Synchronized Project Wizard

- ★ Enter the **Project Name**
 - ★ E.g. "shallow"
- ★ The **Local Directory** specifies where the local files are located
 - ★ Leave as default
- ★ The **Remote Directory** specifies where the remote files are located
 - ★ Select a connection to the remote machine, or click on **New...** to create a new one
(See next slide)
 - ★ Browse for the directory on the remote machine



Creating a Connection

- ★ In the **Target Environment Configuration** dialog
 - ★ Enter a **Target name** for the remote host
 - ★ Enter host name, user name, and user password or other credentials
 - ★ Select **Finish**



Project Type & Toolchain

★ Choose the **Project Type**

- ★ If you are synchronizing with an existing project, use **Makefile Project** > **Empty Project**
- ★ Otherwise, choose the type of project you want to create

★ Choose the toolchain for the remote build

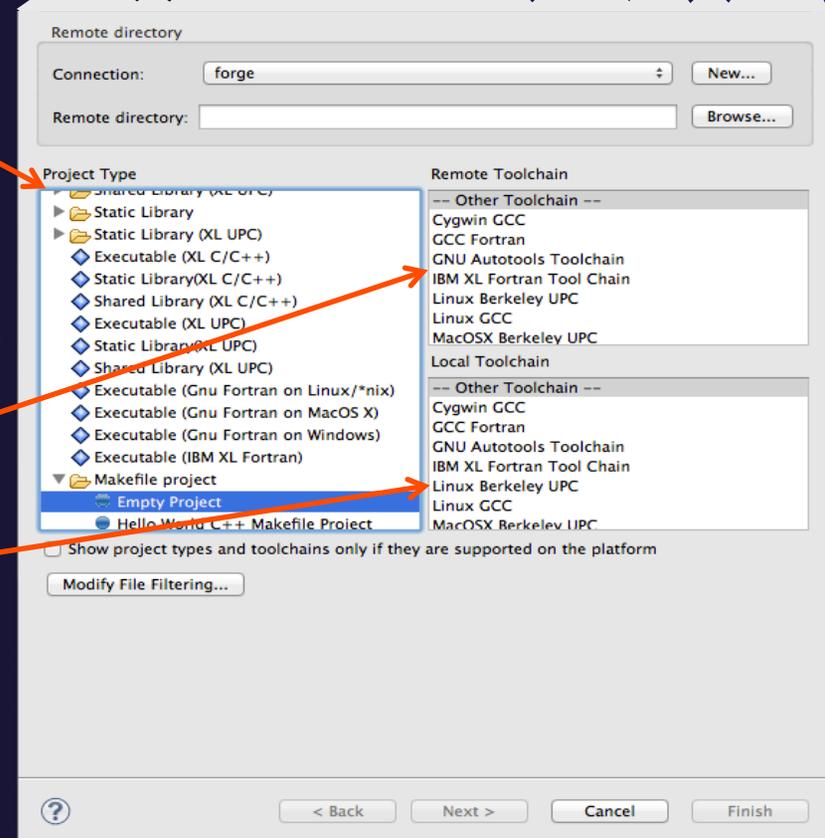
- ★ Use a toolchain that most closely matches the remote system

★ Choose a toolchain for the local build

- ★ This is used for advanced editing/searching

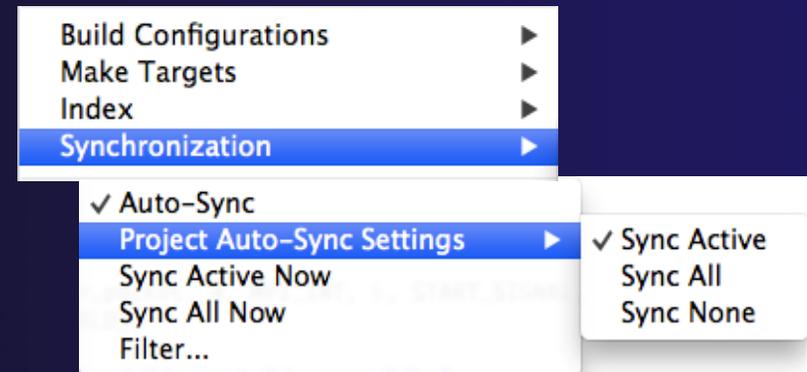
★ Use **Modify File Filtering...** if required (see later slide)

★ Click **Finish** to create the project



Synchronized Project

- ★ Synchronized projects are indicated with a "synchronized" icon
- ★ Right click on project to access **Synchronization** menu
 - ★ Select **Auto-Sync** to enable/disable automatic syncing
 - ★ **Project Auto-Sync Settings** are used to determine which configurations are synchronized (**Active** only, **All** or **None**)
 - ★ **Sync Active/All Now** to manually synchronize
 - ★ **Filter...** to manage synchronization filters

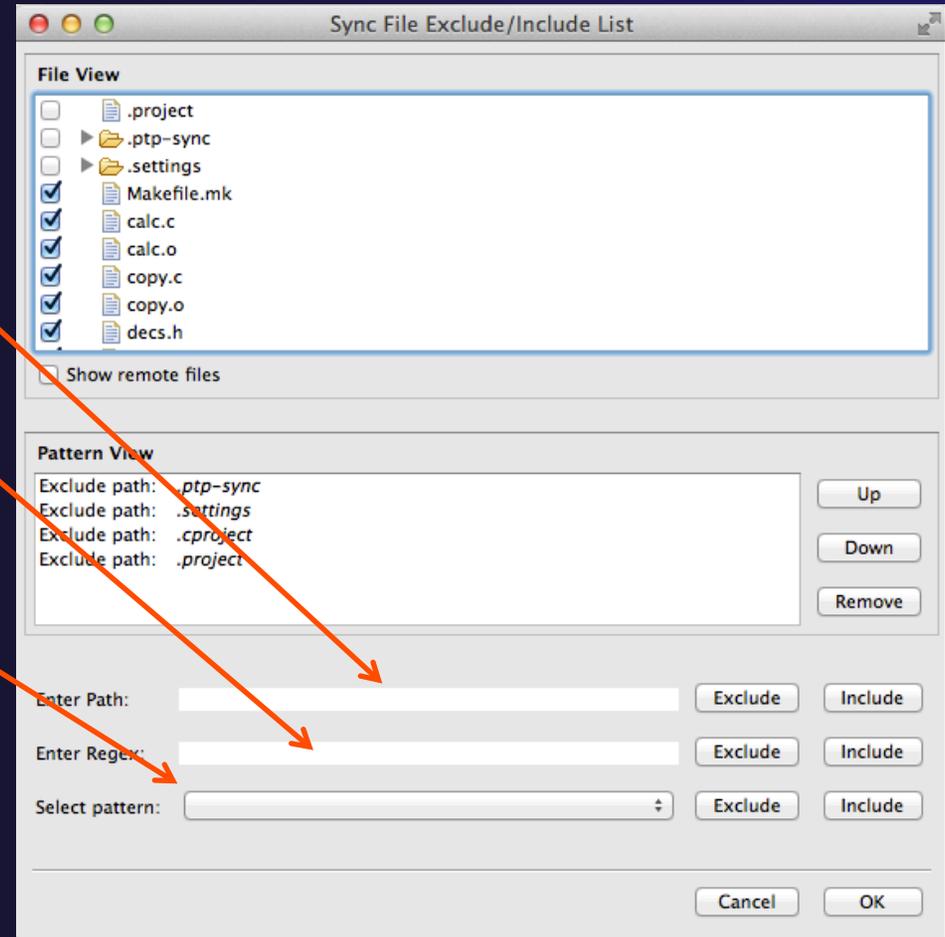


Synchronize Filters

- ✦ If not all files in the remote project should be synchronized, a filter can be set up
 - ✦ For example, it may not be desirable to synchronize binary files, or large data files
- ✦ Filters can be created at the same time as the project is created
 - ✦ Click on the **Modify File Filtering...** button in the New Project wizard
- ✦ Filters can be added later
 - ✦ Right click on the project and select **Synchronization>Filter...**

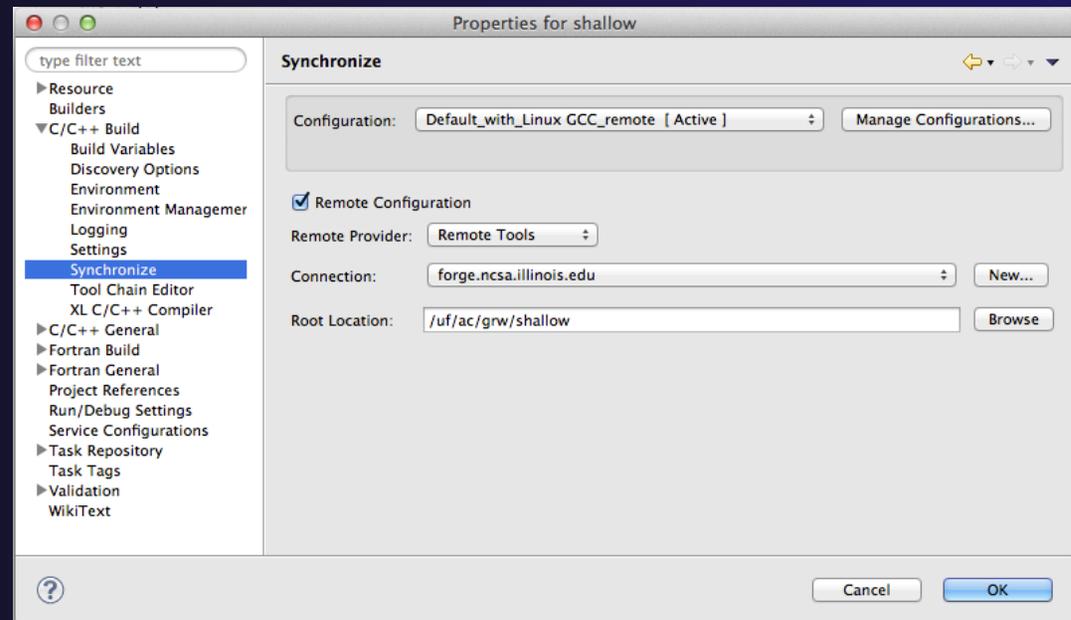
Synchronize Filter Dialog

- ★ Files can be filtered individually by selecting/unselecting them in the **File View**
- ★ Include or exclude files based on paths
- ★ Include or exclude files based on regular expressions
- ★ Include or exclude files based on predefined patterns, such as “Binary files”



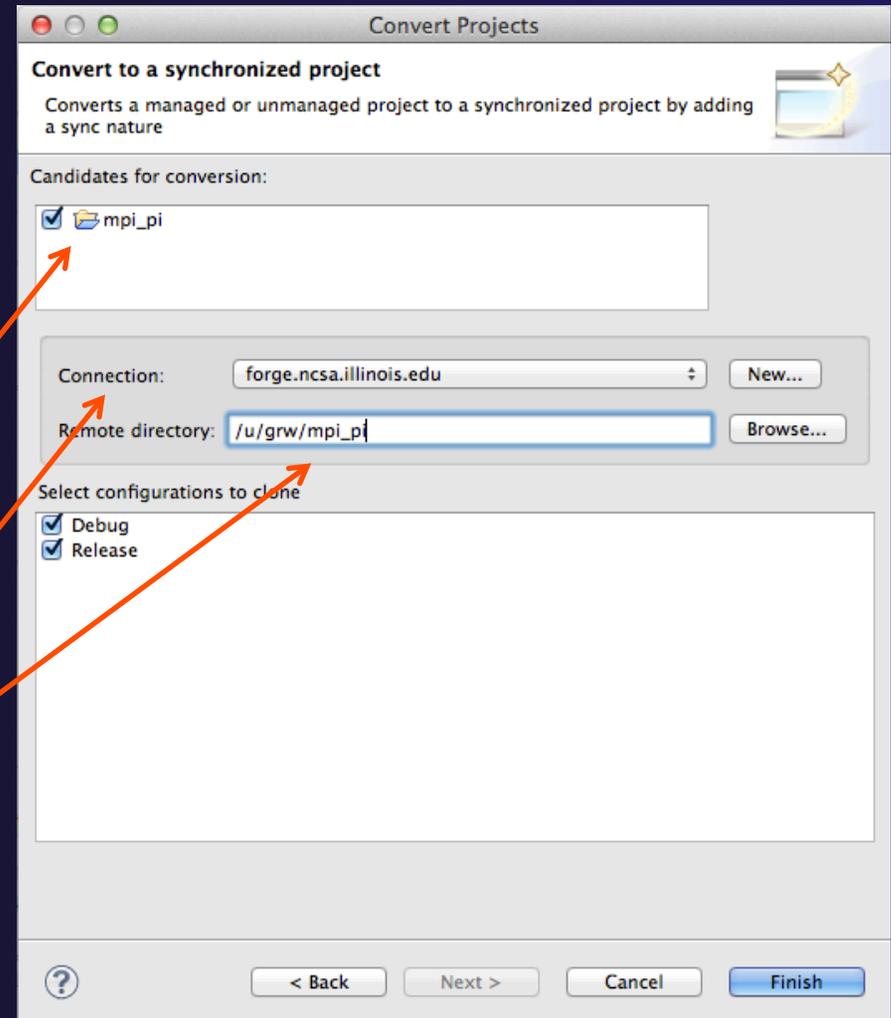
Synchronized Project Properties

- ★ Synchronized project properties can be configured manually
- ★ Open the project properties, then select **C/C++ Build>Synchronize**
- ★ Each configuration is associated with a remote connection and a root directory
- ★ Can be changed manually, but only if you know what you are doing!



Convert Project to Synchronized

- ★ If you have an existing project in your workspace, you can convert it to a synchronized project
- ★ Select **File>New>Other...**
- ★ Open the **Remote** folder
- ★ Select **Convert C/C++ or Fortran Project to a Synchronized Project**
- ★ Click **Next>**
- ★ Select the project to convert from the **Candidates for conversion**
- ★ Select a connection (or create a new one)
- ★ Browse for or enter a directory on the remote system
 - ★ This should normally be an empty directory
- ★ Click **Finish**





Exercise

- ★ Create a synchronized project
 - ★ Your login information and source directory will be provided by the tutorial instructor
- ★ Observe that the project files are copied to your workspace
- ★ Open a file in an editor and add a comment
- ★ Observe that the file is synchronized when you save the file



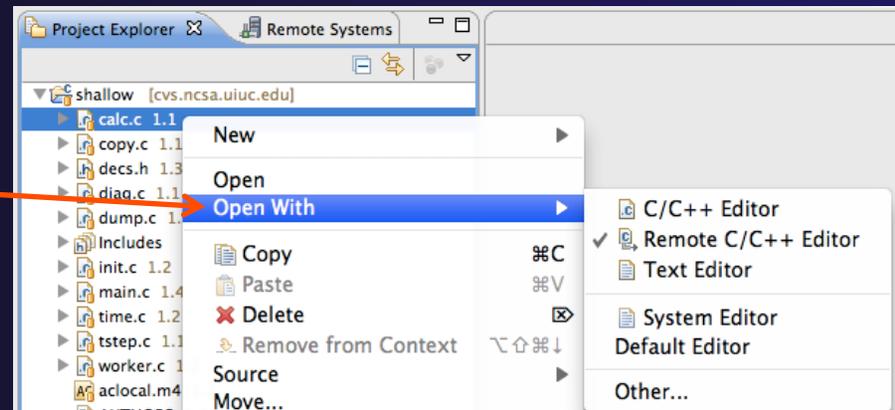
Optional Exercise

Editor Features

- ✦ Objective
 - ✦ Learn about Eclipse editor features
- ✦ Contents
 - ✦ Saving
 - ✦ Editor markers
 - ✦ Code analysis
 - ✦ Content assistance and templates

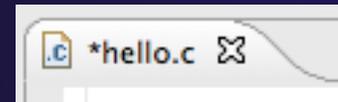
Editors

- ★ 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 by default
 - ★ You can use **Open With** to use another editor
 - ★ In this case the default editor is fine (double-click)
 - ★ 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



Saving File in Editor

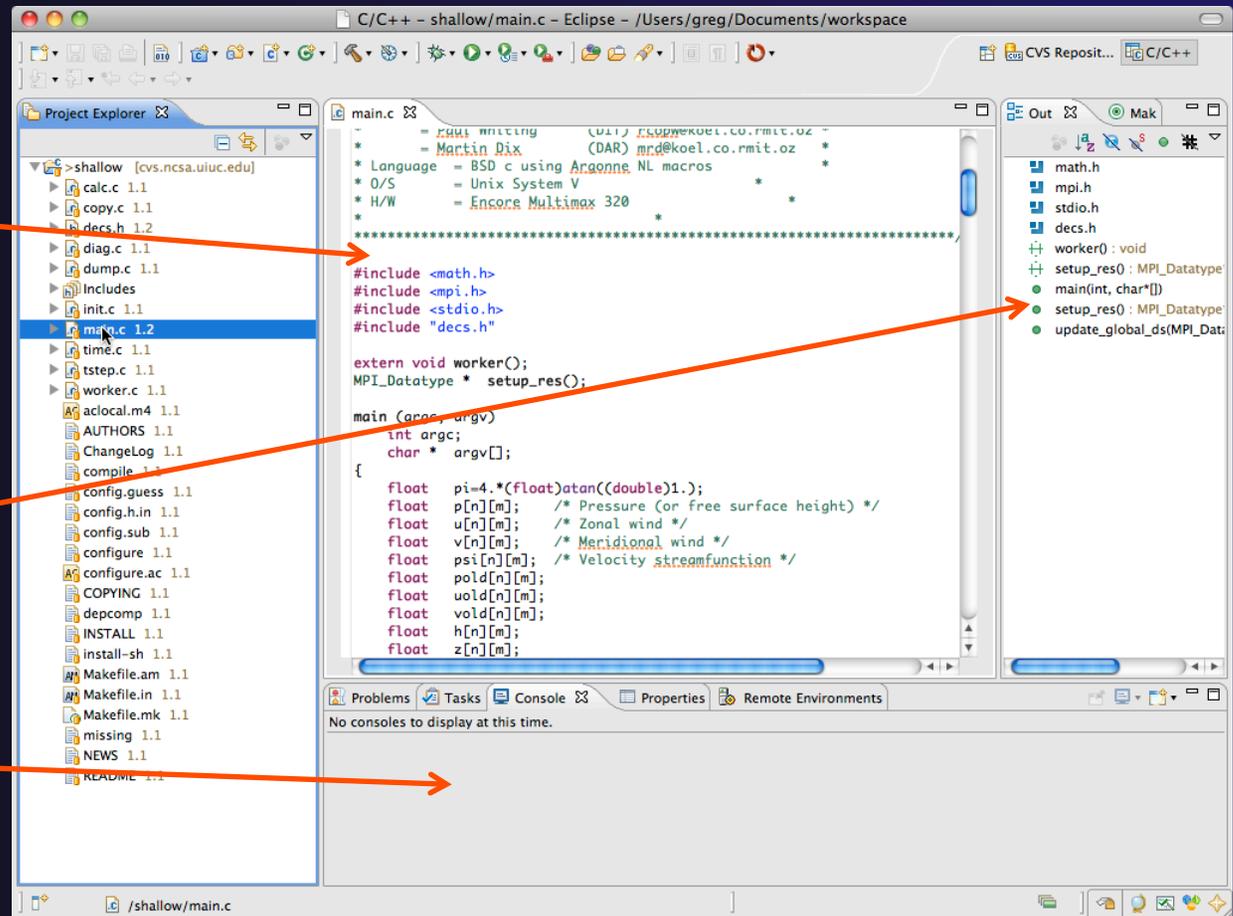
- ★ When you change a file in the editor, an asterisk on the editor's title bar indicates unsaved changes



- ★ Save the changes by using Command/Ctrl-S or **File>Save**
- ★ Undo last change using **Command/Ctrl Z**

Editor and Outline View

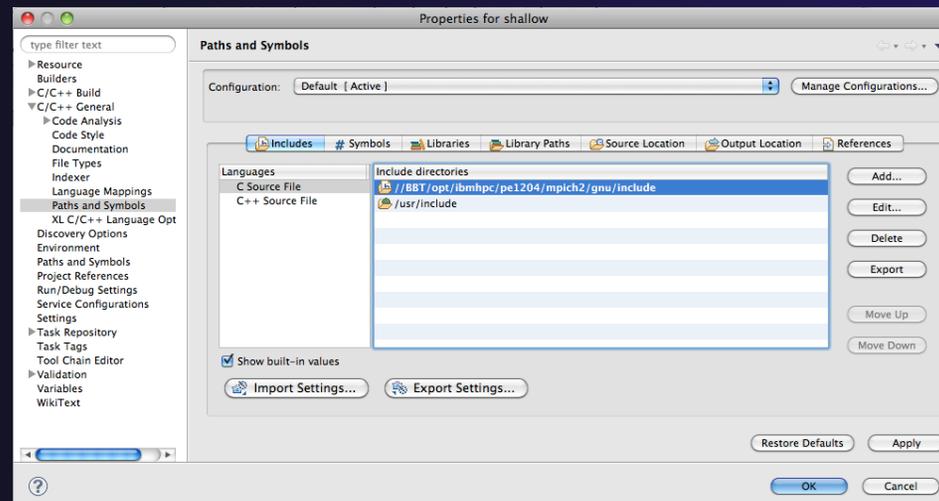
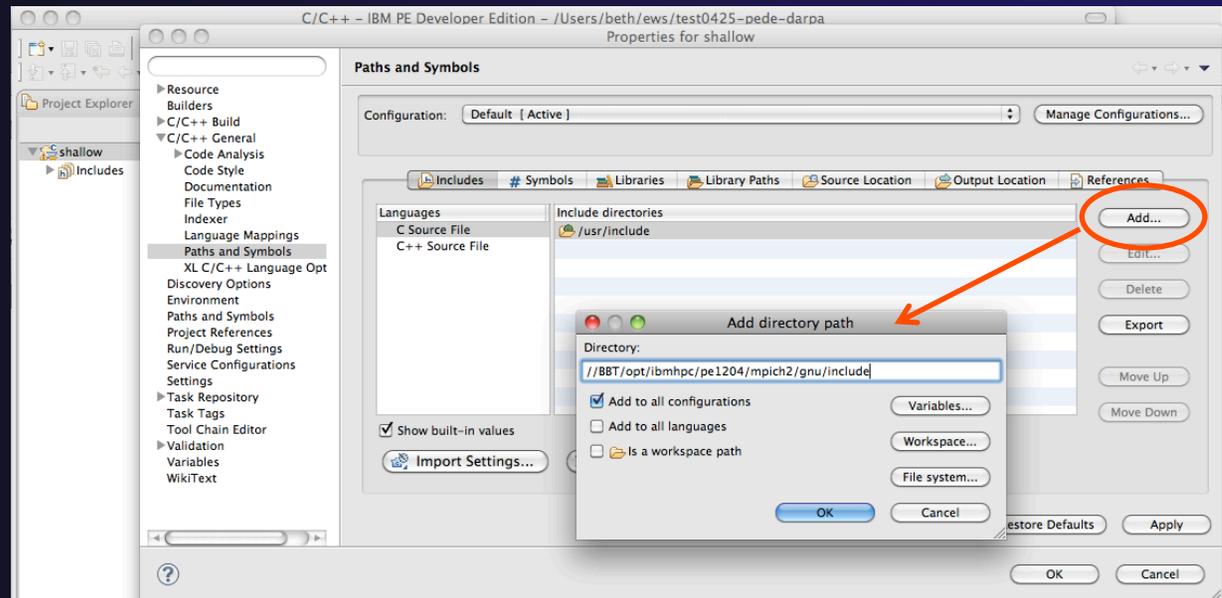
- ★ Double-click on source file
- ★ Editor will open in main view
- ★ Outline view is shown for file in editor
- ★ Console shows results of build, local runs, etc.



Include Paths

- ★ In order for editor and build features to work properly, Eclipse needs to know where your include files are located
- ★ The build environment on the remote host knows your include files etc., but we must tell Eclipse so that indexing, search, completion, etc. will know where things are
- ★ Open Project Properties
- ★ Expand C/C++ General
- ★ Select Paths and Symbols
- ★ Select **Add...**
- ★ A UNC-style path specifies `//<connection>/<path>`
- ★ Example `//forge/usr/mpi/gcc/openmpi-1.4.2/include`
- ★ Select **OK, OK**
- ★ Will ask to rebuild..
- ★ Select **Yes**

Module 3



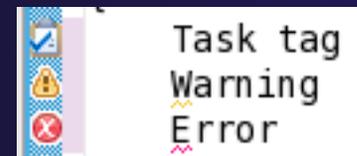
3-4

Source Code Editors & Markers

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

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

Icons:



Code Analysis (Codan)

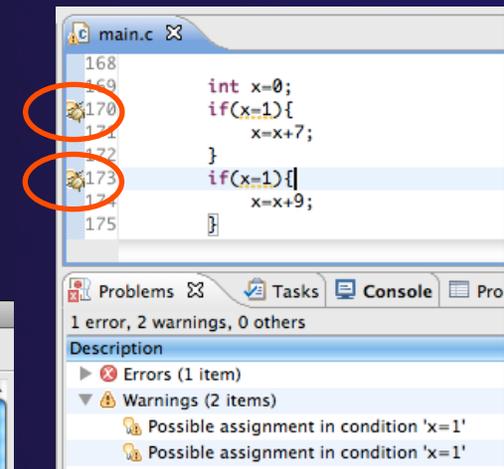
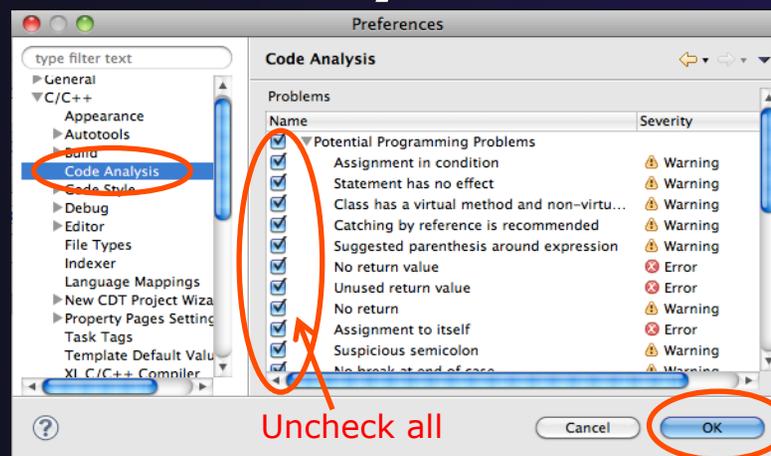
- ★ If you see bug icons in the editor marker bar, they are likely suggestions from Codan
 - ★ If you set up include paths properly, you may not see any
- ★ Code checkers can flag possible errors, even if code is technically correct
- ★ To turn them off, use Preferences

Window > Preferences or Mac: Eclipse > Preferences

C/C++ > Code Analysis

and uncheck
all problems

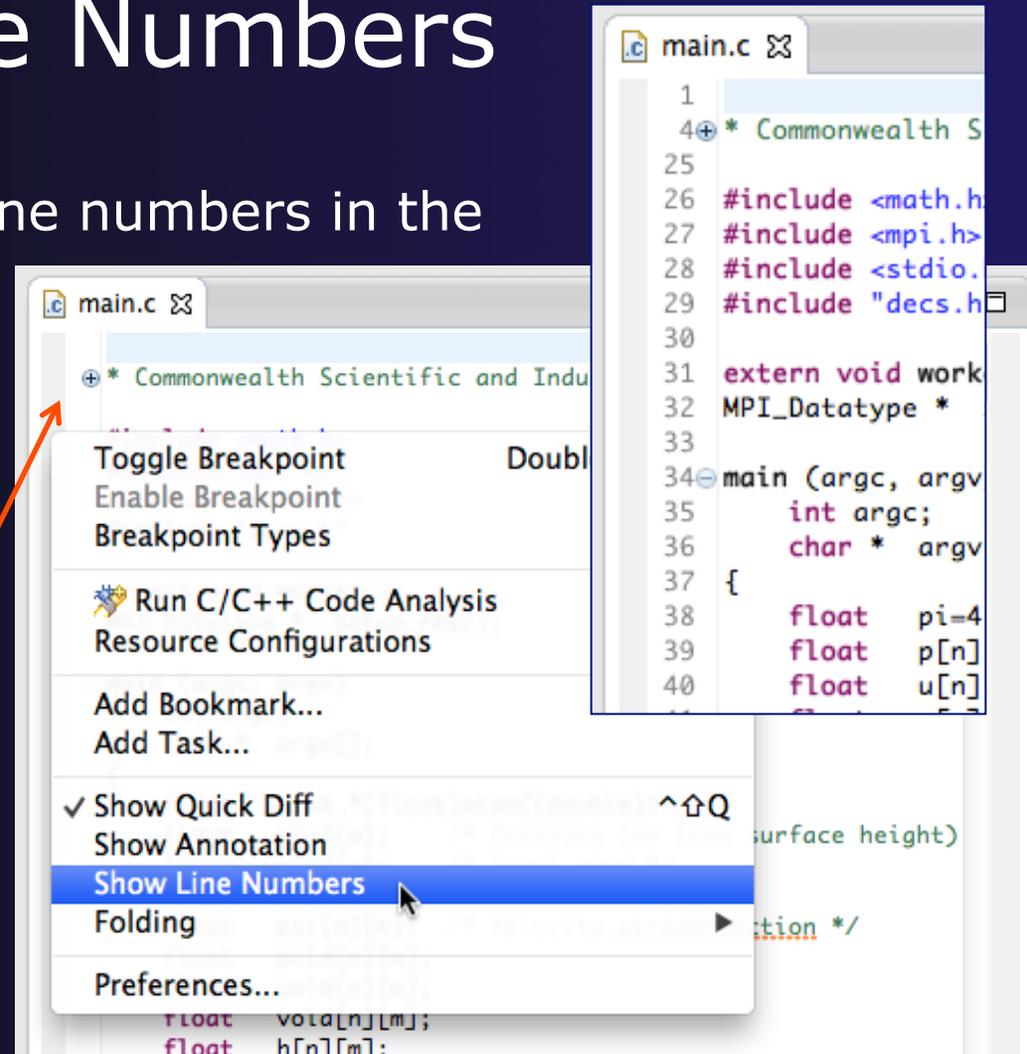
- ★ Select OK to close Preferences



- ★ If icons don't disappear: Right mouse on Project > Run C/C++ Code Analysis

Line Numbers

- ★ Text editors can show line numbers in the left column
- ★ To turn on line numbering:
 - ★ Right-mouse click in the editor marker bar
 - ★ Click on **Show Line Numbers**



Navigating to Other Files

- ★ On demand hyperlink
 - ★ In main.c line 135:
 - ★ Hold down Command/Ctrl key e.g. on call to `initialise`
 - ★ Click on `initialise` to navigate to its definition in the header file (Exact key combination depends on your OS)
 - ★ E.g. Command/Ctrl and click on `initialise`
- ★ Open declaration
 - ★ Right-click and select **Open Declaration** will also open the file in which the element is declared
 - ★ E.g. in main.c line 29 right-click on `decs.h` and select **Open Declaration**

```

128 }
129
130
131 /*
132 initialise data structures and construct packets to be sent to workers
133 */
134
135 initialise(p, u, v, psi, pold, uold, vold, di, dj, z);
136 diag(1, 0, p, u, v, h, z);
137
138 for (i = 1; i < proc_cnt; i++) {
139     for (j = 0; j < n; j++) {
  
```

```

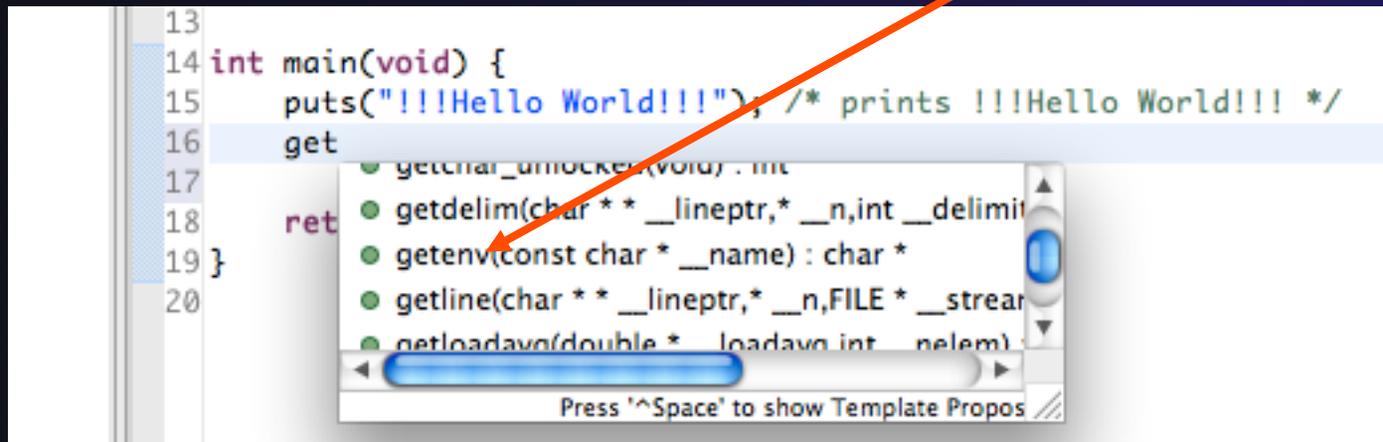
26 #include <math.h>
27 #include "decs.h"
28
29 void initialise(p, u, v, psi, pold, uold, vold, di, dj, z)
30 float p[n][m];
31 float u[n][m];
32 float v[n][m];
33 float psi[n][m];
  
```

Open Declaration	F3
Open Type Hierarchy	F4
Open Call Hierarchy	^⌘H
Quick Outline	⌘O
Quick Type Hierarchy	⌘T
Explore Macro Expansion	⌘=
Toggle Source/Header	^Tab

Note: may need to left-click before right-click works

Content Assist & Templates

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



The screenshot shows a code editor with the following code:

```
13
14 int main(void) {
15     puts("!!!Hello World!!!"); /* prints !!!Hello World!!! */
16     get
17
18     ret
19 }
20
```

A completion list is displayed over the code, listing several functions starting with 'get':

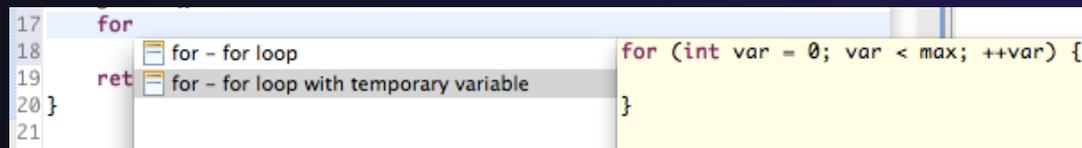
- getchar_unlocked(void) : int
- getdelim(char ** __lineptr, * __n, int __delimit
- getenv(const char * __name) : char *
- getline(char ** __lineptr, * __n, FILE * __stream
- getloadavg(double * __loadavg, int __nelem)

An orange arrow points from the text 'Select desired completion value with cursor or mouse' to the 'getenv' entry in the list. A blue highlight is visible under the 'get' text in the code.

Press '^Space' to show Template Propos

- ✦ Code Templates: type 'for' and Ctrl-space

Hit ctrl-space again
for code templates



The screenshot shows a code editor with the following code:

```
17     for
18
19     ret
20 }
21
```

A completion list is displayed over the code, listing two code templates for a 'for' loop:

- for - for loop
- for - for loop with temporary variable

The second template is selected, and its content is shown in a yellow box:

```
for (int var = 0; var < max; ++var) {
}
```

More info on code templates later

Inactive code

- ★ Inactive code will appear grayed out in the CDT editor

```
260 #define VAL
261 #ifdef VAL
262     acopy_one_to_two(VAL, ds, res.indx);
263 #else
264     acopy_one_to_two(res.row, ds, res.indx);
265 #endif
```

```
260 //#define VAL
261 #ifdef VAL
262     acopy_one_to_two(VAL, ds, res.indx);
263 #else
264     acopy_one_to_two(res.row, ds, res.indx);
265 #endif
```



Exercise

1. Open an editor by double clicking on a source file in the **Project Explorer**
2. Use the **Outline View** to navigate to a different line in the editor
3. Back in main.c, turn on line numbering
4. In main.c, ctrl-click on line 99, master_packet, should navigate to its definition in the file
5. In worker.c, line 132, hover over variable p to see info



Optional Exercise

1. Type "for", then activate content assist
 - ✦ Select the **for loop with temporary variable** template, insert it, then modify the template variable
 - ✦ Surround the code you just inserted with "#if 0" and "#endif" and observe that it is marked as inactive
 - ✦ Save the file
2. What do these keys do in the editor?
 - ✦ Ctrl+L; Ctrl+Shift+P (do it near some brackets)
 - ✦ Ctrl+Shift+;/
 - ✦ Ctrl+Shift+Y and Ctrl+Shift+X (do it on a word or variable name e.g.)
 - ✦ Alt+Down; Alt+Up
3. To make sure you didn't do any damage,
 - ✦ Select any source files you changed and do rightmouse > replace with .. Latest from HEAD
 - ✦ Observe that your changes are gone.

MPI Programming

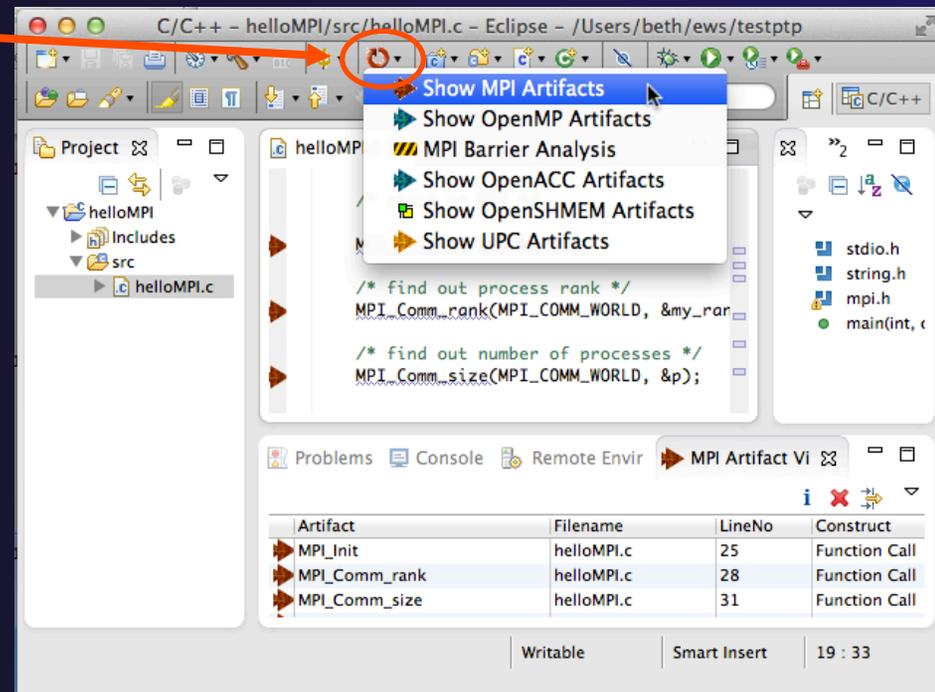
- ★ Objective
 - ★ Learn about MPI features for your source files
- ★ Contents
 - ★ Using Editor features for MPI
 - ★ MPI Help features
 - ★ Finding MPI Artifacts
 - ★ MPI New Project Wizards
 - ★ MPI Barrier Analysis

MPI-Specific Features

- ★ PTP's Parallel Language Development Tools (PLDT) has several features specifically for developing MPI code
 - ★ Show MPI Artifacts
 - ★ Code completion / Content Assist
 - ★ Context Sensitive Help for MPI
 - ★ Hover Help
 - ★ MPI Templates in the editor
 - ★ MPI Barrier Analysis
- ★ PLDT has similar features for OpenMP, UPC, OpenSHMEM, OpenACC

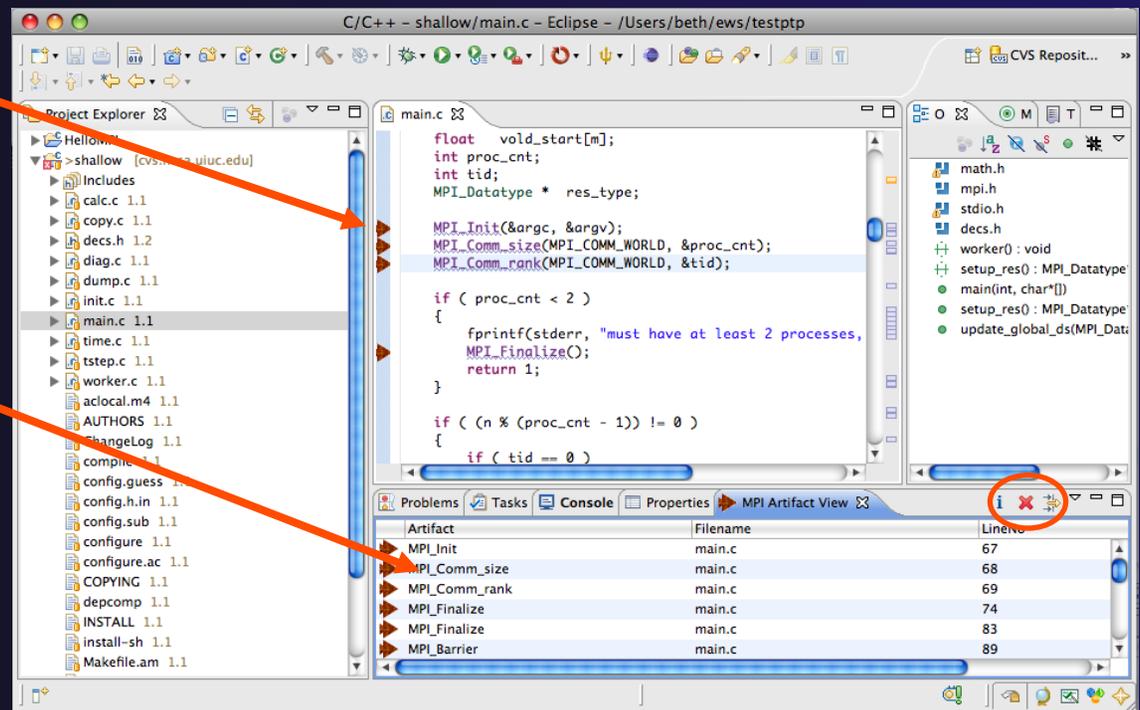
Show MPI Artifacts

- ★ In Project Explorer, select a project, folder, or a single source file
 - ★ The analysis will be run on the selected resources
- ★ Run the analysis by clicking on drop-down menu next to the analysis button
- ★ Select **Show MPI Artifacts**
- ★ Works on local and remote files



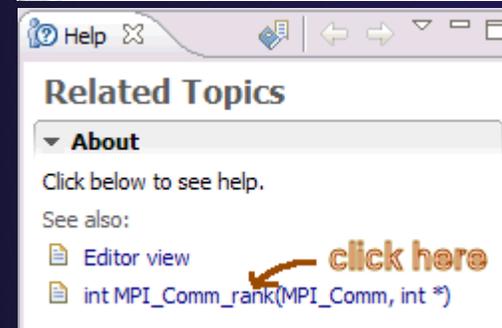
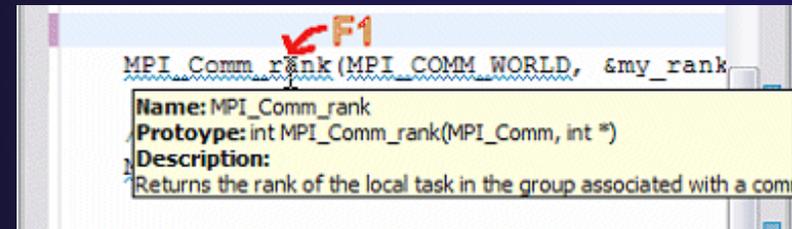
MPI Artifact View

- ★ Markers indicate the location of artifacts in editor
- ★ The **MPI Artifact View** lists the type and location of each artifact
- ★ Navigate to source code line by double-clicking on the artifact
- ★ Run the analysis on another file (or entire project!) and its markers will be added to the view
- ★ Click on column headings to sort
- ★ Remove markers via 

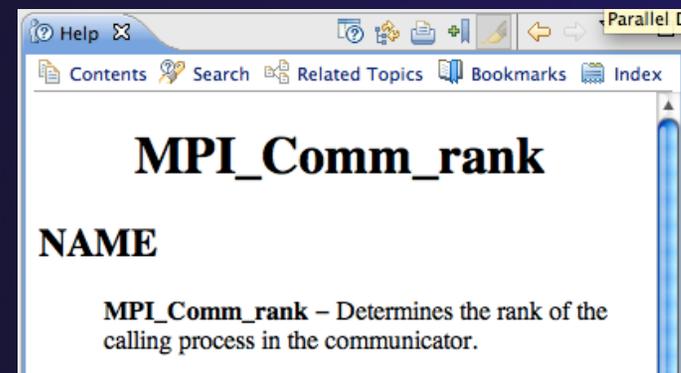


Context Sensitive Help

- ★ 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



MPI Templates

★ Allows quick entry of common patterns in MPI programming

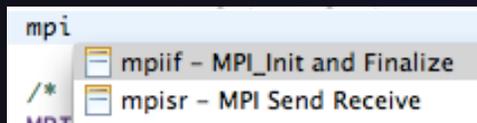
★ Example:
MPI send-receive

★ Enter:
mpisr <ctrl-space>

★ Expands to a send-receive pattern

★ Highlighted variable names can all be changed at once

★ Type mpi <ctrl-space> <ctrl-space> to see all templates



```

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);
}

```

Add more templates using Eclipse preferences!
C/C++>Editor>Templates
 Extend to other common patterns

MPI Barrier Analysis

The screenshot shows the Eclipse IDE interface for a C/C++ project named 'MyBarrier'. The main editor displays the source code for 'MyBarrier.c', which includes MPI-related functions like MPI_Send, MPI_Recv, and MPI_Barrier. The 'Barrier Matches' window at the bottom provides a detailed view of barrier synchronization points, listing the barrier set, the function it occurs in, the filename, and the line number. The 'Barrier Errors' window shows a specific error: 'Path 2 (0 barrier(s))', indicating a synchronization issue where a barrier was expected but not found in a specific execution path.

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

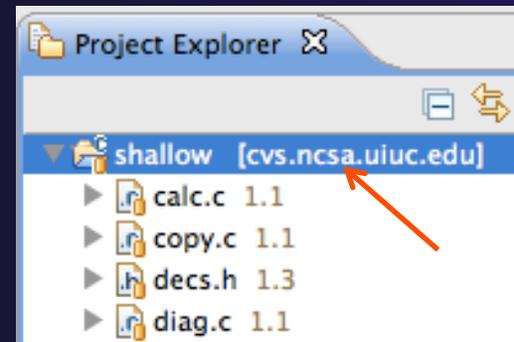
- ✦ Verify barrier synchronization in C/MPI programs
- ✦ For verified programs, lists barrier statements that synchronize together (match)
- ✦ For synchronization errors, reports counter example that illustrates and explains the error

Local files only

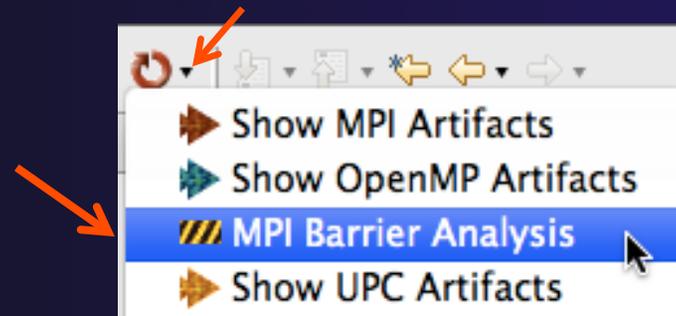
MPI Barrier Analysis (2)

Run the Analysis:

- ★ In the Project Explorer, select the project (or directory, or file) to analyze



- ★ Select the MPI Barrier Analysis action in the pull-down menu



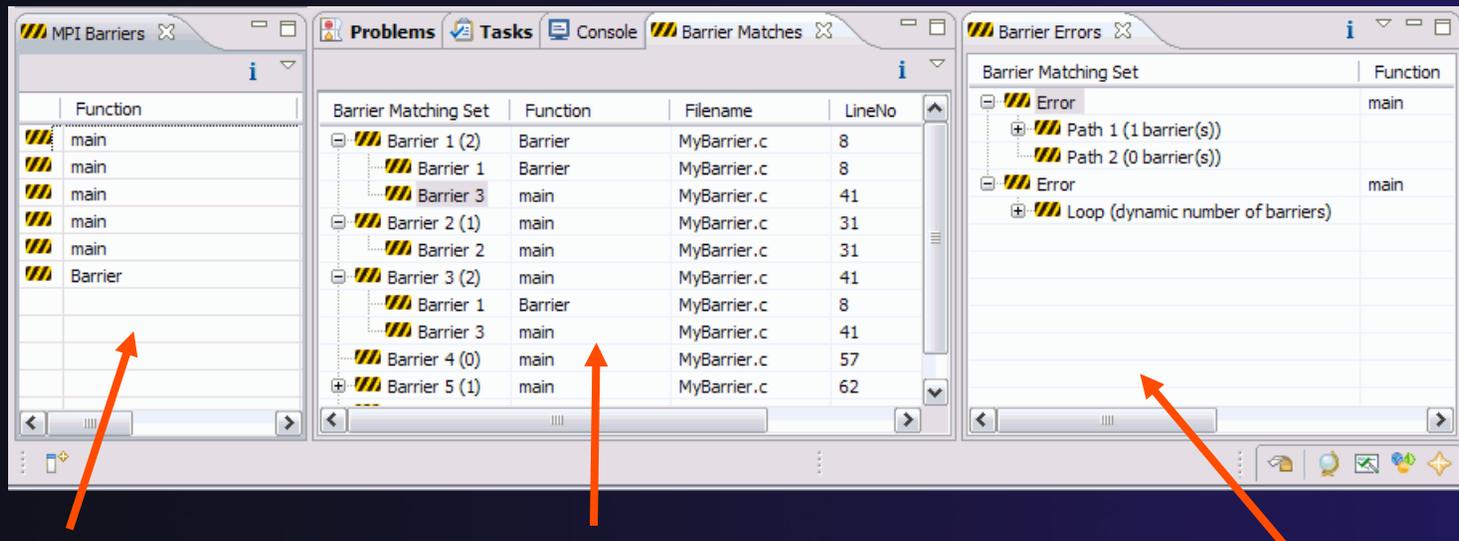
MPI Barrier Analysis (3)

- ★ No Barrier Errors are found (no pop-up indicating error)
- ★ Two barriers are found

The screenshot shows the Eclipse IDE interface. The Project Explorer on the left displays a project named 'shallow' with various source files. The main editor window shows the code for 'main.c', with line 89 highlighted: `MPI_Barrier(MPI_COMM_WORLD);`. Below the code editor, the 'MPI Barrier Matches' tab is active, displaying a table with the following data:

Function	Filename	LineNo	IndexNo
main	main.c	89	1
main	main.c	206	2

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

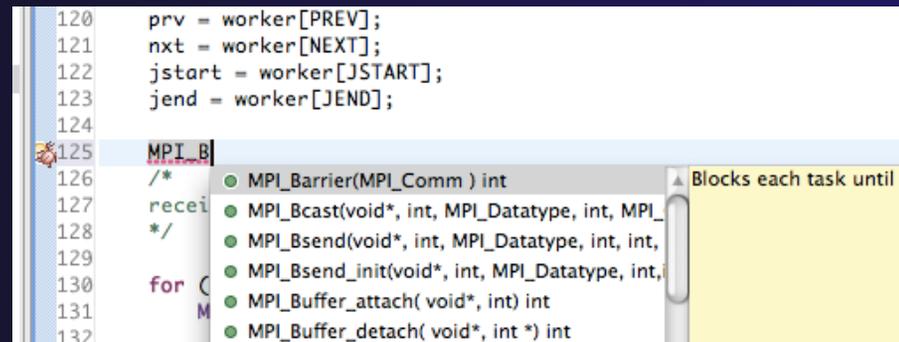
Groups barriers that
match together in a
barrier set – all
processes must go
through a barrier in the
set to prevent a
deadlock

Barrier Errors view

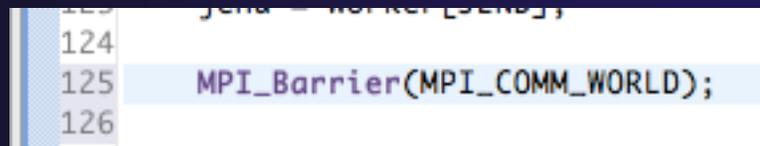
If there are errors, a
counter-example
shows paths with
mismatched number
of barriers

Barrier Errors

- ✦ Let's cause a barrier mismatch error
- ✦ Open worker.c in the editor by double-clicking on it in Project Explorer
- ✦ At about line 125, enter a barrier:
 - ✦ Type MPI_B
 - ✦ Hit Ctl-space
 - ✦ Select MPI_Barrier
 - ✦ Add communicator arg MPI_COMM_WORLD and closing semicolon



A screenshot of an IDE showing a code completion menu for the text 'MPI_B' at line 125. The menu lists several MPI functions: MPI_Barrier(MPI_Comm) int, MPI_Bcast(void*, int, MPI_Datatype, int, MPI_Recv_status) int, MPI_Bsend(void*, int, MPI_Datatype, int, int, MPI_Recv_status) int, MPI_Bsend_init(void*, int, MPI_Datatype, int, MPI_Recv_status) int, MPI_Buffer_attach(void*, int) int, and MPI_Buffer_detach(void*, int*) int. A tooltip for MPI_Barrier is visible on the right, stating 'Blocks each task until'.



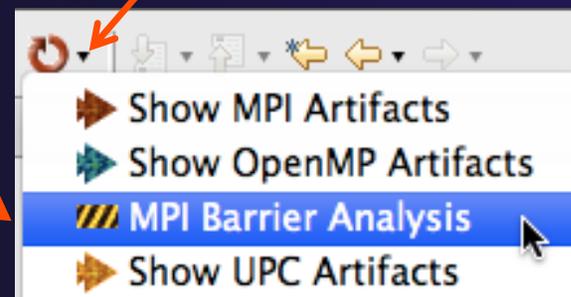
A screenshot of an IDE showing the final code line at line 125: `MPI_Barrier(MPI_COMM_WORLD);`. The line is highlighted in blue.

Barrier Errors (2)

- ★ Save the file
 - ★ Ctl-S (Mac Command-S) or File > Save
 - ★ Tab should lose asterisk indicating file saved

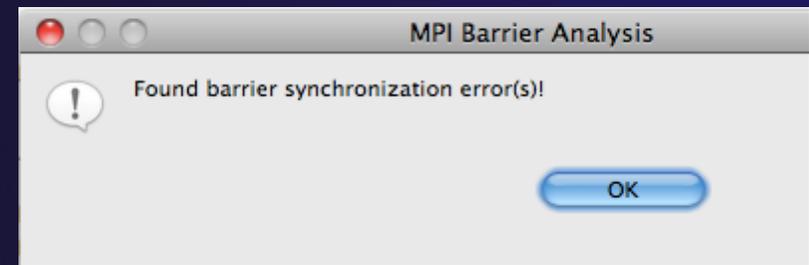


- ★ Run barrier analysis on shallow project again
 - ★ Select shallow project in Project Explorer first



Barrier Errors (3)

- ★ Barrier Error is found
- ★ Hit OK to dismiss dialog
- ★ Code diverges on line 87
 - ★ One path has 2 barriers, other has 1



Barrier Matching Set	Function	Filename	LineNo	IndexNo
▼ Error	main	main.c	87	0
▼ Path 1 (2 barrier(s))			0	0
Barrier 1	main	main.c	89	1
Barrier 3	worker	worker.c	125	3
▼ Path 2 (1 barrier(s))			0	0
Barrier 2	main	main.c	206	2

Double-click on a row in Barrier Errors view to find the line it references in the code

Fix Barrier Error

- ★ Fix the Barrier Error before continuing
- ★ Double-click on the barrier in worker.c to quickly navigate to it
- ★ Remove the line and save the file
- ★ Re-run the barrier analysis to check that it has been fixed

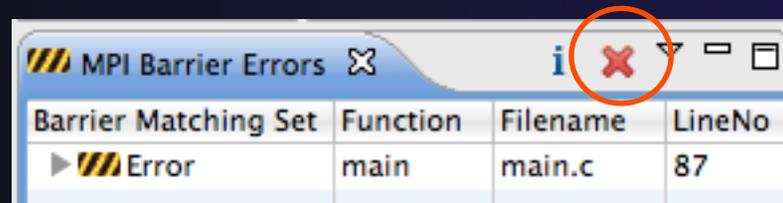
The screenshot shows an IDE with two tabs: 'worker.c' and 'main.c'. The 'worker.c' tab is active, showing line 104 with the code `MPI_Barrier(MPI_COMM_WORLD);`. Below the code editor, there is a table titled 'MPI Barrier Errors' with columns: Barrier Matching Set, Function, Filename, LineNo, and IndexNo. The table contains the following data:

Barrier Matching Set	Function	Filename	LineNo	IndexNo
▼ Error	main	main.c	87	0
▼ Path 1 (2 barrier(s))			0	0
Barrier 1	main	main.c	89	1
Barrier 3	worker	worker.c	104	3
▼ Path 2 (1 barrier(s))			0	0
Barrier 2	main	main.c	206	2

Red arrows indicate the flow of information: one arrow points from the 'Barrier 3' row in the table to the corresponding line in the code editor, and another arrow points from the code editor back to the 'Barrier 3' row in the table.

Remove Barrier Markers

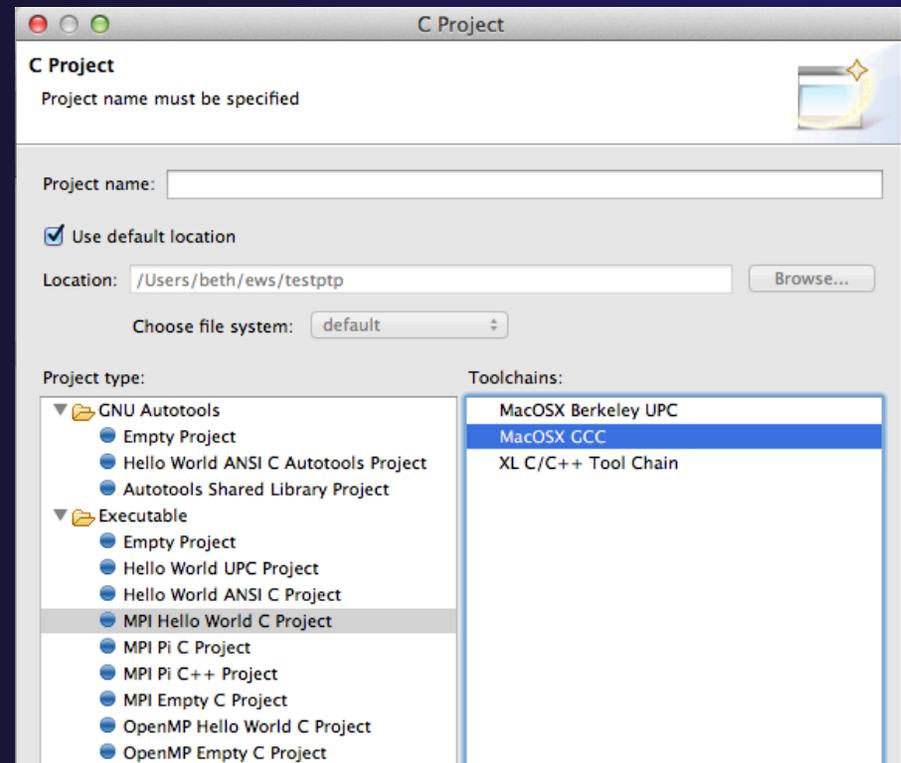
- ★ Run Barrier Analysis again to remove the error
- ★ Remove the Barrier Markers via the "X" in one of the MPI Barrier views



Barrier Matching Set	Function	Filename	LineNo
▶ Error	main	main.c	87

MPI New Project Wizards

- ★ Quick way to make a simple MPI project
- ★ File > New > C Project
- ★ “MPI Hello World”
is good for trying out
Eclipse for MPI



MPI New Project Wizards (2)

★ Next> and fill in (optional) Basic Settings

Basic Settings
Basic properties of a project

Author: Polly Parallel

Copyright notice: Your copyright notice

Hello world greeting: Hello MPI World

Source: src

< Back Next > Cancel Finish

★ Next> and fill in MPI Project Settings

★ Include path set in MPI Preferences can be added to project

MPI Project Settings
Select the MPI include path, lib name, library search path, and build command information to be automatically added to the new project.

Add MPI project settings to this project

Use default information

Include path: Browse...

Library name:

Library search path: Browse...

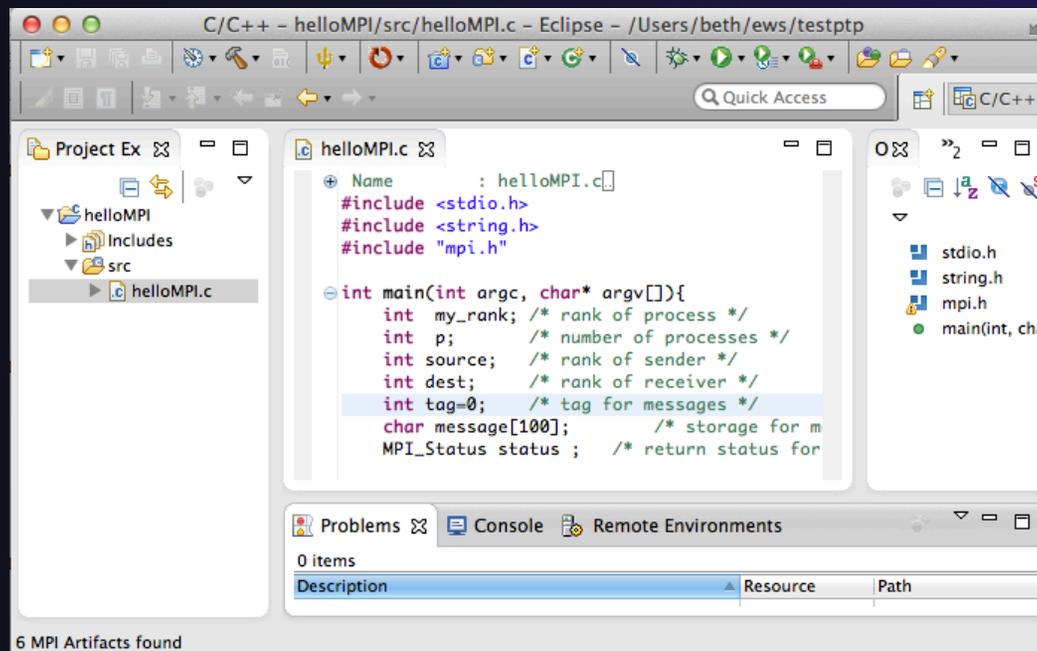
MPI compile command: mpicc

MPI link command: mpicc

< Back Next > Cancel Finish

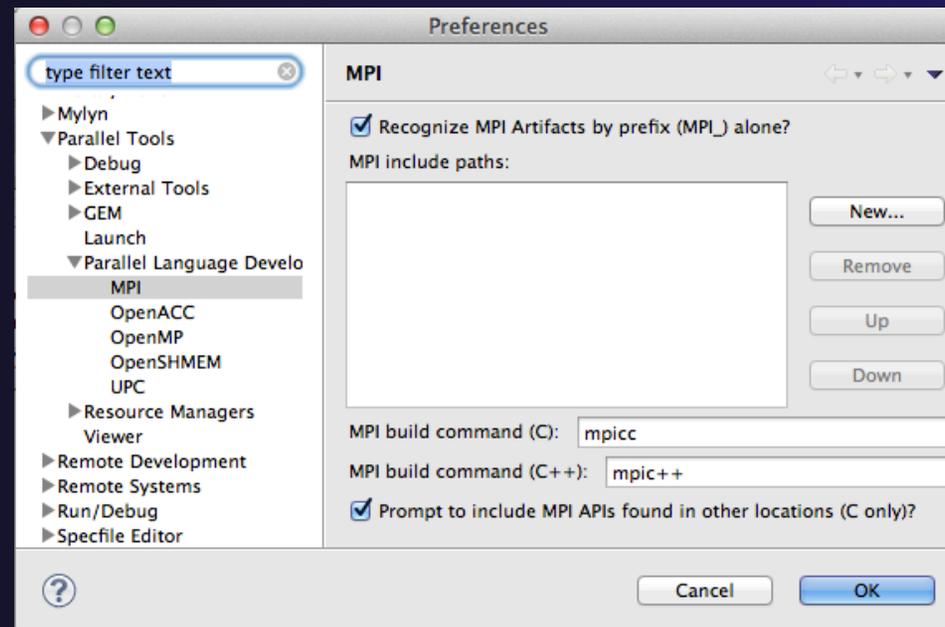
MPI New Project Wizards (3)

- ★ Select **Finish** and “MPI Hello World” project is created



MPI Preferences

- ✦ Settings for MPI New Project wizards
- ✦ MPI Include paths, if set in MPI Preferences, are added in MPI New Project Wizard





Exercise

1. Find MPI artifacts in 'shallow' project
 - ✦ Locate all the MPI communication (send/receive) calls
2. Use content assist to add an api call
 - ✦ E.g., Type MPI_S, hit ctrl-space
3. Use hover help
4. Use a template to add an MPI code template
 - ✦ On a new line, type mpisr and ctrl-space...



Optional Exercise

1. Insert an `MPI_Barrier` function call into one of your source files using content assist
 - ✦ E.g. Line 125 of `worker.c`
2. Save the file
3. Run Barrier Analysis on the project
4. Locate the source of the barrier error and remove the statement
5. Re-run barrier analysis to observe that the problem has been fixed

Building a Project

★ Objective

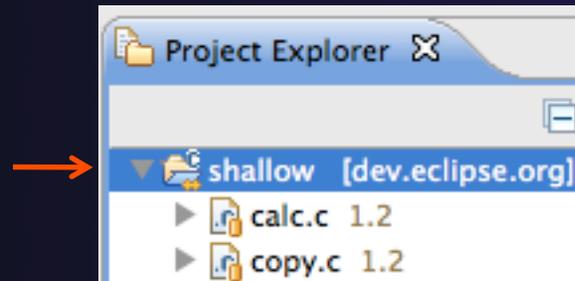
- ★ Learn how to build an MPI program on a remote system

★ Contents

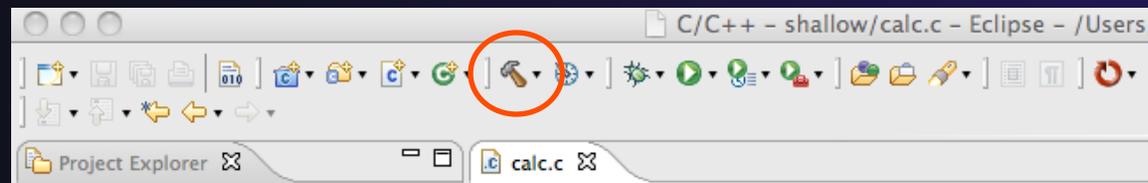
- ★ How to change build settings
- ★ How to start a build and view build output
- ★ How to clean and rebuild a project
- ★ How to create build targets

Starting the Build

- ✦ Select the project in Project Explorer

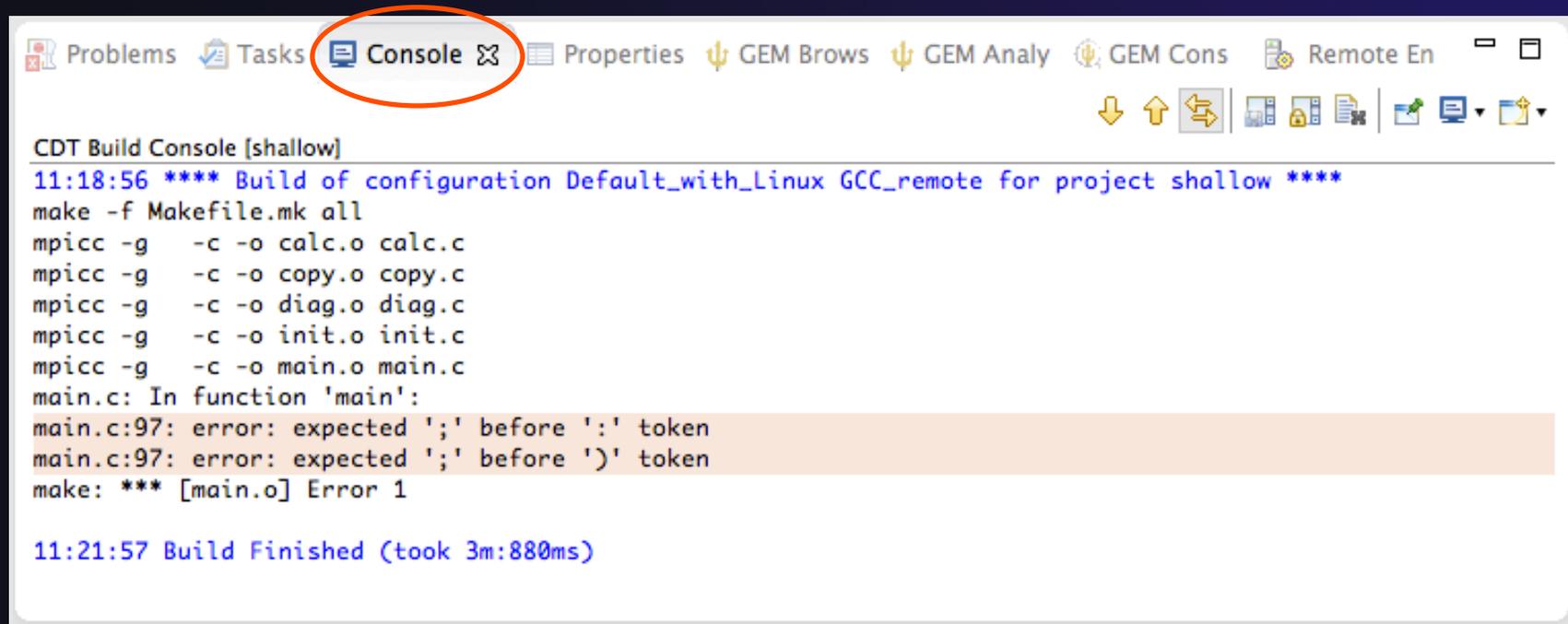


- ✦ Click on the  hammer button in toolbar to run a build using the active build configuration



Viewing the Build Output

- ✦ Build output will be visible in console

A screenshot of an IDE's console window. The window title is "CDT Build Console [shallow]". The console shows the output of a make command. The output includes the compilation of several C files: calc.c, copy.c, diag.c, init.c, and main.c. The main.c file has two compilation errors highlighted in orange: "main.c:97: error: expected ';' before ':' token" and "main.c:97: error: expected ';' before ')' token". The build finished at 11:21:57, taking 3m:880ms. The "Console" tab in the IDE's interface is circled in orange.

```
CDT Build Console [shallow]
11:18:56 **** Build of configuration Default_with_Linux GCC_remote for project shallow ****
make -f Makefile.mk all
mpicc -g -c -o calc.o calc.c
mpicc -g -c -o copy.o copy.c
mpicc -g -c -o diag.o diag.c
mpicc -g -c -o init.o init.c
mpicc -g -c -o main.o main.c
main.c: In function 'main':
main.c:97: error: expected ';' before ':' token
main.c:97: error: expected ';' before ')' token
make: *** [main.o] Error 1

11:21:57 Build Finished (took 3m:880ms)
```

Build Problems

★ Build problems will be shown in a variety of ways

- ★ Marker on file
- ★ Marker on editor line
- ★ Line is highlighted
- ★ Marker on overview ruler
- ★ Listed in the **Problems view**

★ Double-click on line in **Problems view** to go to location of error in the editor

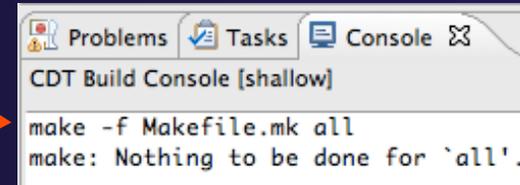
The screenshot shows the Eclipse IDE interface. The Project Explorer on the left lists files in the 'shallow' project, with 'main.c' selected. The main editor window shows the code in 'main.c', with line 97 highlighted. The Overview Ruler on the right shows a red marker at line 97. The Problems view at the bottom shows three errors:

Description	Resource	Path	Location	Type
✘ syntax error before ';' token	main.c	/shallow	line 97	C/C++ Problem
✘ syntax error before ')' token	main.c	/shallow	line 97	C/C++ Problem
✘ syntax error before "return"	main.c	/shallow	line 212	C/C++ Problem

The status bar at the bottom of the editor displays the message: 'syntax error before ';' token'.

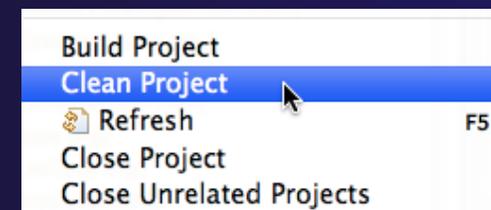
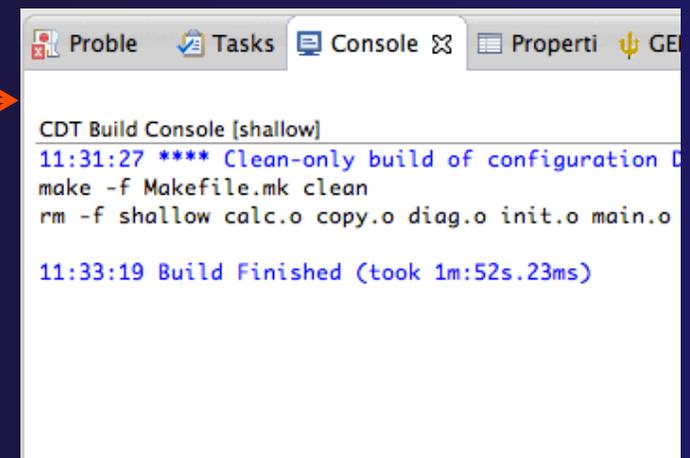
Forcing a Rebuild

- ★ If no changes have been made, make doesn't think a build is needed →
- ★ In **Project Explorer**, right click on project
 - ★ Select **Clean Project** →
 - ★ Choose to clean all projects, or select specific projects to clean
- ★ Build console will display results →
- ★ Rebuild project by clicking on build button again 



```

CDT Build Console [shallow]
make -f Makefile.mk all
make: Nothing to be done for `all'.
  
```

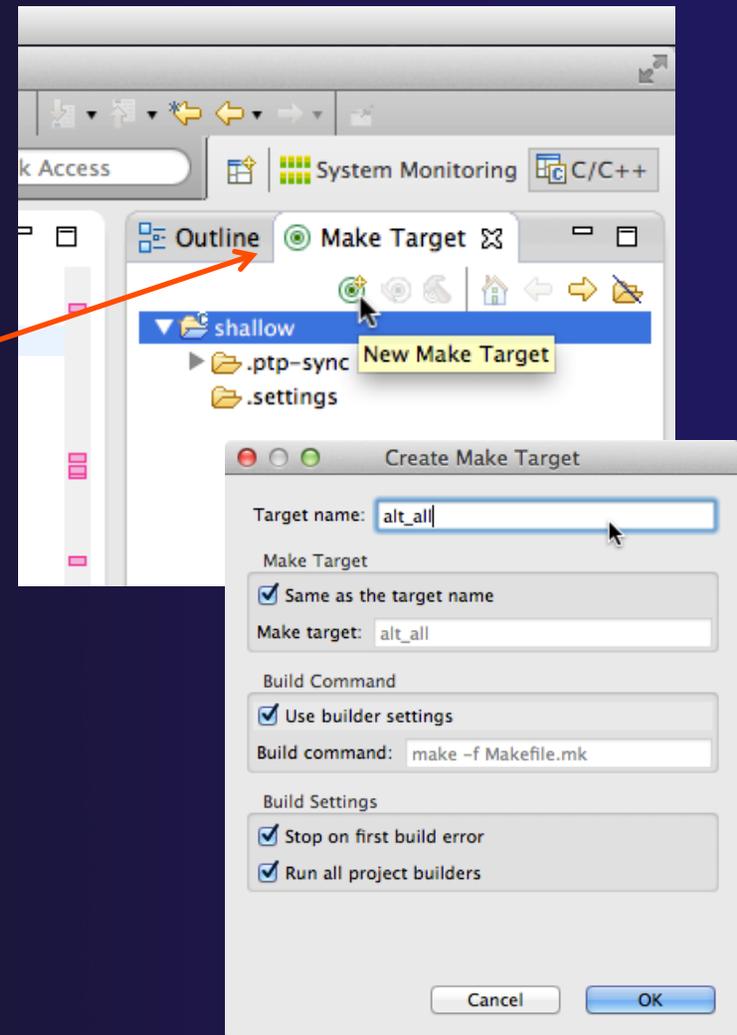
```

CDT Build Console [shallow]
11:31:27 **** Clean-only build of configuration D
make -f Makefile.mk clean
rm -f shallow calc.o copy.o diag.o init.o main.o

11:33:19 Build Finished (took 1m:52s.23ms)
  
```

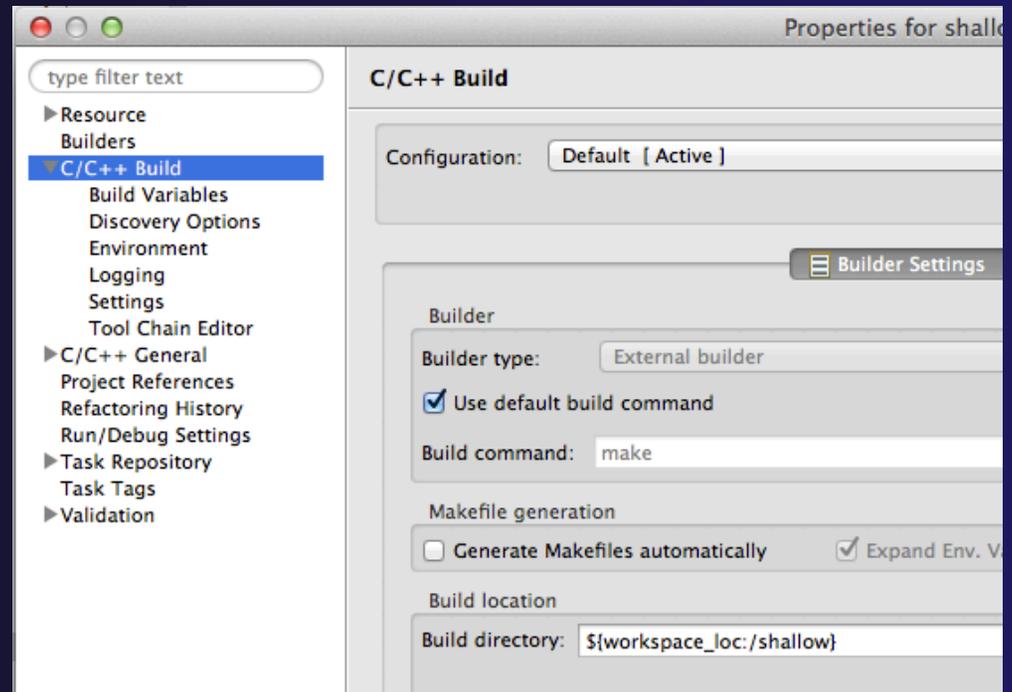
Creating Make Targets

- ✦ By default
 - ✦ The build button will run “make all”
 - ✦ Cleaning a project will run “make clean”
- ✦ Sometimes, other build targets are required
- ✦ Open **Make Targets** view
- ✦ Select project and click on **New Make Target** button
- ✦ Enter new target name
- ✦ Modify build command if desired
- ✦ New target will appear in view
- ✦ Double click on target to activate



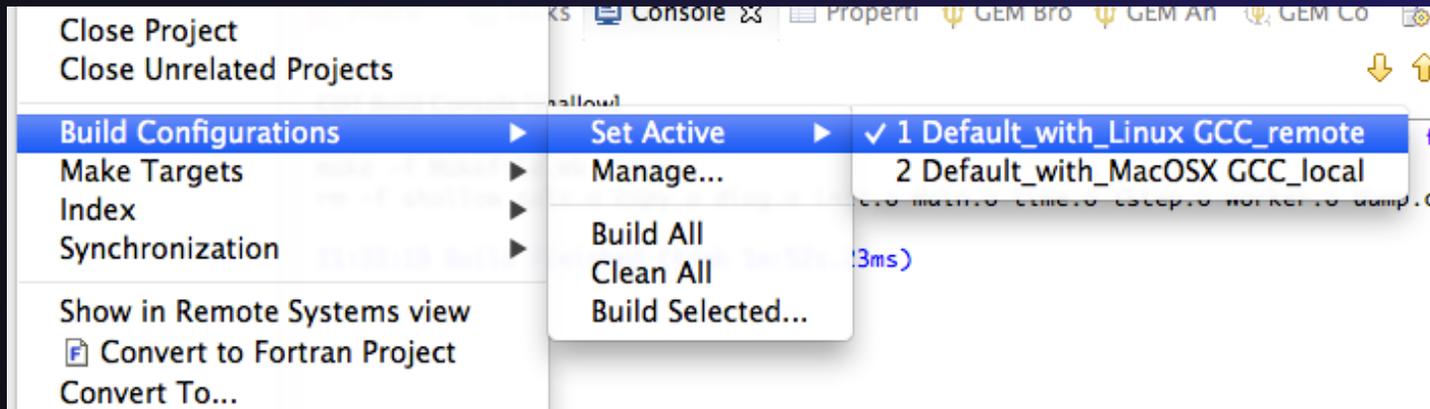
Build Configuration

- ★ The build configuration is specified in the project properties
- ★ Open the properties by right-clicking on the project name in the **Project Explorer** view and selecting **Properties** (bottom of the context menu list)
- ★ **C/C++ Build**
 - ★ Configure the build command
 - ★ Default is “make” but this can be changed to anything
- ★ **C/C++ Build > Settings**
 - ★ Binary and Error parser selection
 - ★ Tool Chain settings (managed projects only)
- ★ **C/C++ Build > Environment**
 - ★ Modify/add environment variables passed to build
- ★ **C/C++ Build > Logging**
 - ★ Enable/disable build logging



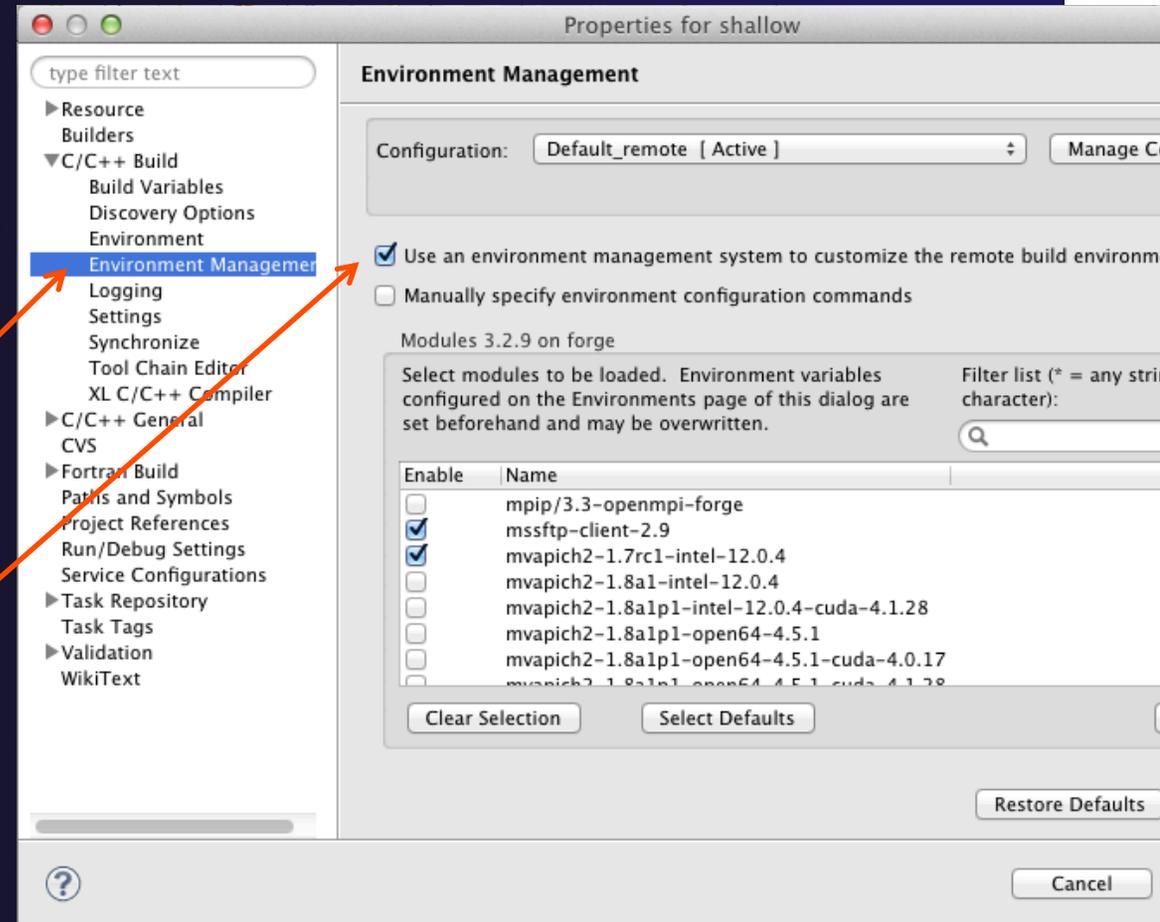
Selecting Build Configuration

- ★ Multiple build configurations may be available
 - ★ Remote and local build configuration
 - ★ Build configurations for different architectures
- ★ The active build configuration is set from the **Build Configurations** project context menu
 - ★ Right click on project, then select the build configuration from the **Build Configurations > Set Active** menu



Configuring Build Modules

- ★ If the remote system has Modules installed, a custom set of modules can be configured for building C/C++ projects
- ★ In the project properties, navigate to **C/C++ Build > Environment Management**
- ★ Check **Use an environment management system to customize the remote build environment**



Configuring Build Modules

★ Select modules from the list

★ Use the **Filter list** field to quickly find modules with a given name

★ Click **Select Defaults** to check only those modules that are present in a new Bash login shell

Use an environment management system to customize the remote build environment
 Manually specify environment configuration commands

Modules 3.2.9 on forge

Select modules to be loaded. Environment variables configured on the Environments page of this dialog are set beforehand and may be overwritten.

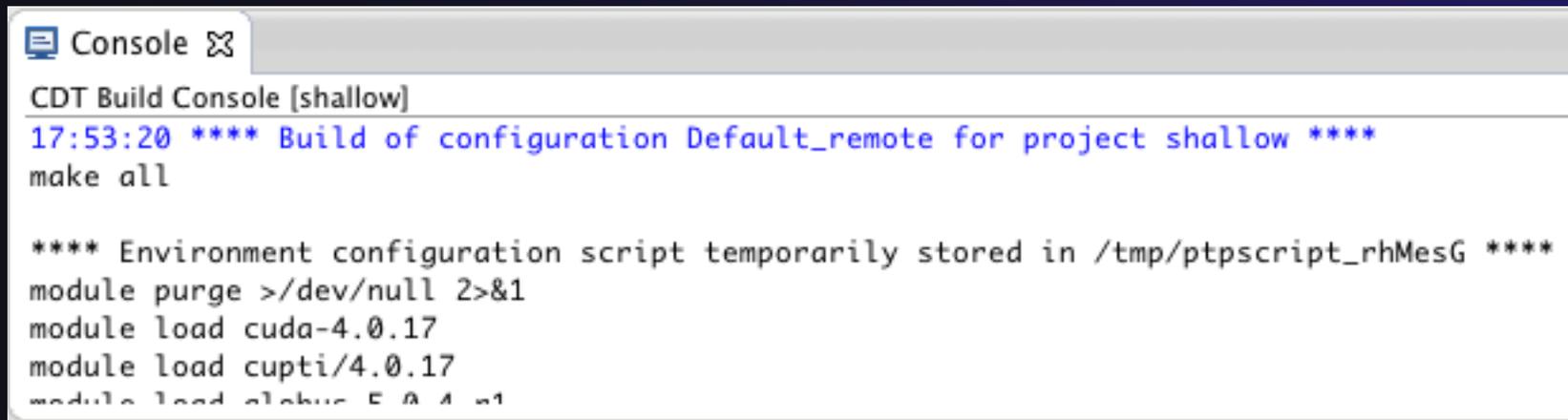
Filter list (* = any string, ? = any character):

Enable	Name
<input type="checkbox"/>	mpip/3.3-openmpi-forge
<input checked="" type="checkbox"/>	mssftp-client-2.9
<input checked="" type="checkbox"/>	mvapich2-1.7rc1-intel-12.0.4
<input type="checkbox"/>	mvapich2-1.8a1-intel-12.0.4
<input type="checkbox"/>	mvapich2-1.8a1p1-intel-12.0.4-cuda-4.1.28
<input type="checkbox"/>	mvapich2-1.8a1p1-open64-4.5.1
<input type="checkbox"/>	mvapich2-1.8a1p1-open64-4.5.1-cuda-4.0.17
<input type="checkbox"/>	mvapich2-1.8a1p1-open64-4.5.1-cuda-4.1.28

Clear Selection Select Defaults Reload List

Configuring Build Modules

- ✦ To build the project, Eclipse will
 - ✦ Open a new Bash login shell
 - ✦ Execute *module purge*
 - ✦ Execute *module load* for each selected module
 - ✦ Run *make*
- ✦ Module commands are displayed in the Console view during build
- ✦ Beware of modules that must be loaded in a particular order, or that contain common paths like */bin* or */usr/bin*



```
Console [X]
CDT Build Console [shallow]
17:53:20 **** Build of configuration Default_remote for project shallow ****
make all

**** Environment configuration script temporarily stored in /tmp/ptpscript_rhMesG ****
module purge >/dev/null 2>&1
module load cuda-4.0.17
module load cupti/4.0.17
module load ctkub 5.0.4.01
```



Exercise

1. Start with your 'shallow' project
2. Build the project
3. Edit a source file and introduce a compile error
 - ✦ In main.c, line 97, change ';' to ':'
 - ✦ Save, rebuild, and watch the Console view
 - ✦ Use the Problems view to locate the error
 - ✦ Locate the error in the source code by double clicking on the error in the **Problems** view
 - ✦ Fix the error
4. Rebuild the project and verify there are no build errors



Optional Exercise

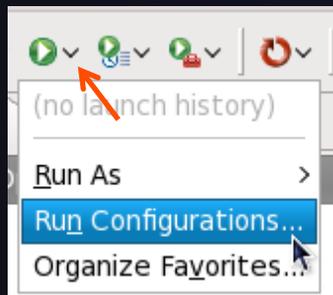
1. Open the Makefile in Eclipse. Note the line starting with "tags:" – this defines a make target named **tags**.
2. Open the Outline view while the Makefile is open. What icon is used to denote make targets in the Outline?
3. Right-click the **tags** entry in the Outline view. Add a Make Target for **tags**.
4. Open the Make Targets view, and build the **tags** target.

5. Rename Makefile to Makefile.mk
6. Attempt to build the project; it will fail
7. In the project properties (under the C/C++ Build category), change the build command to: `make -f Makefile.mk`
8. Build the project; it should succeed

Running an Application

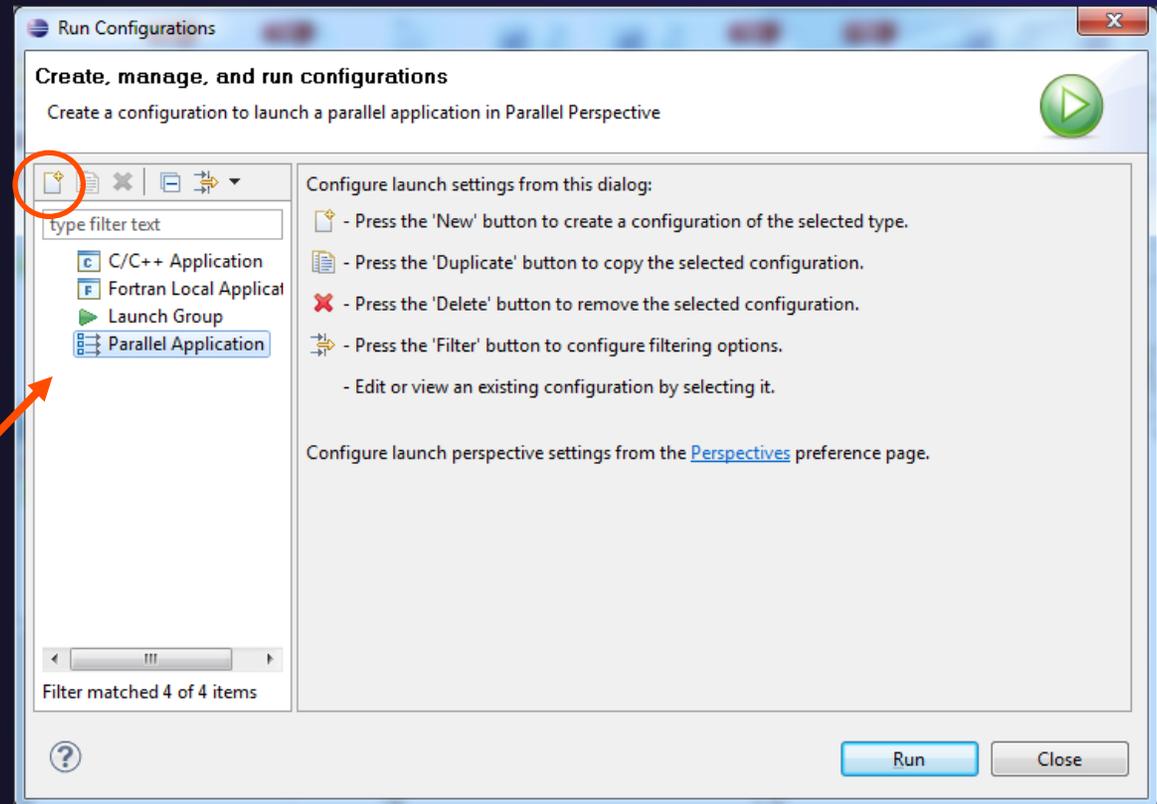
- ★ Objective
 - ★ Learn how to run an MPI program on a remote system
- ★ Contents
 - ★ Creating a run configuration
 - ★ Configuring the application run
 - ★ Monitoring the system and jobs
 - ★ Controlling jobs
 - ★ Obtaining job output

Creating a Run Configuration



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

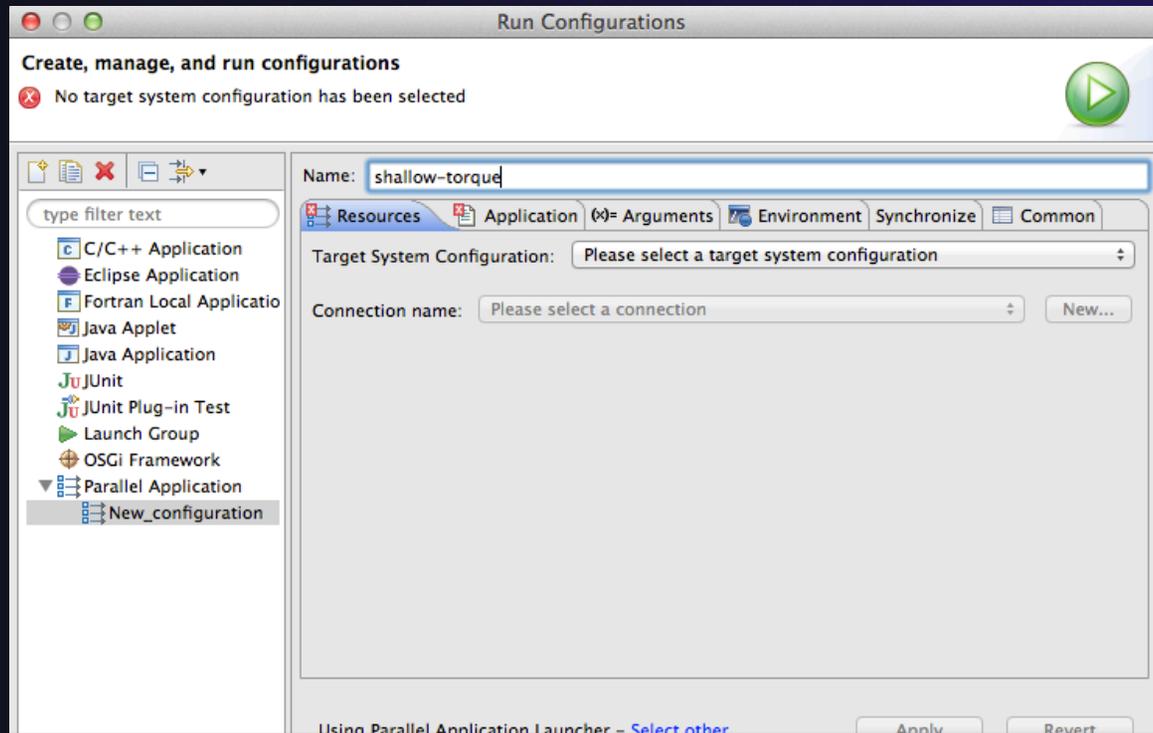
Or, just double-click on **Parallel Application** to create a new one



Note: We use “Launch Configuration” as a generic term to refer to either a “Run Configuration” or a “Debug Configuration”, which is used for debugging.

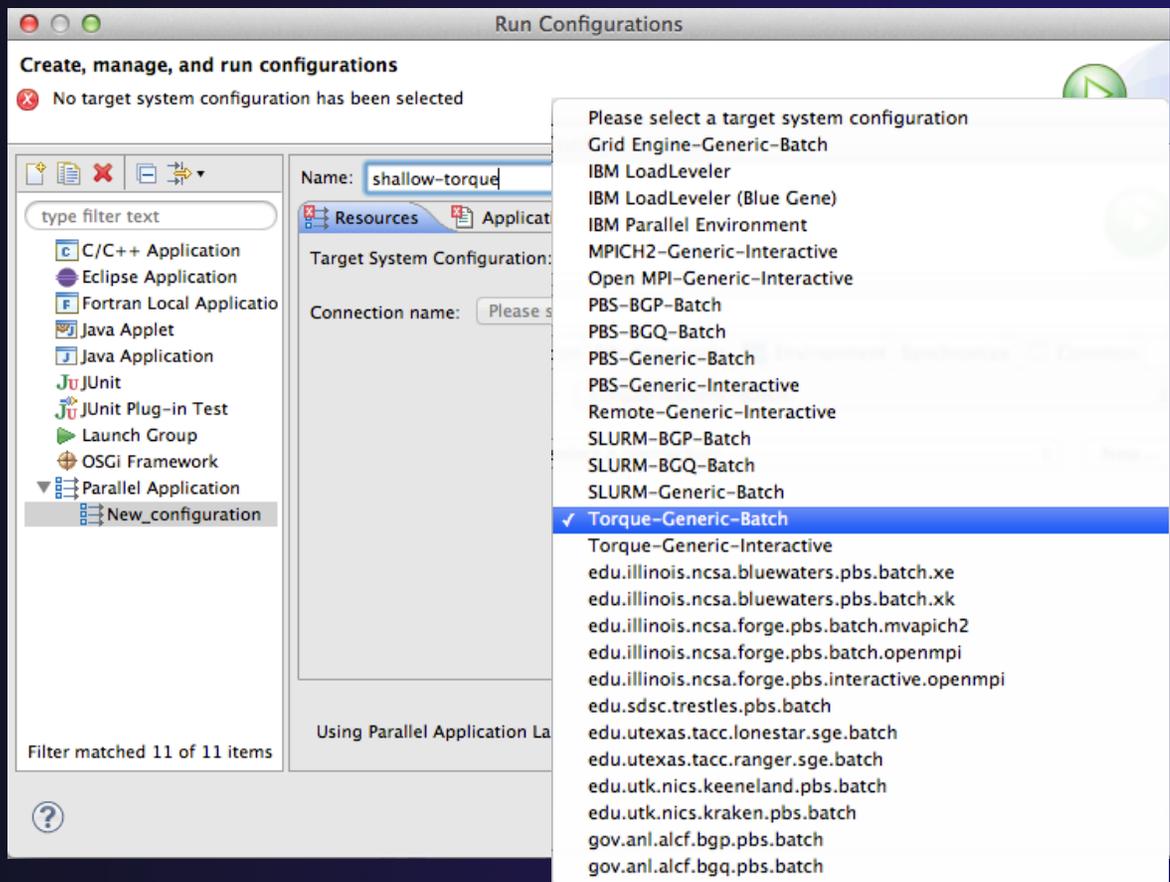
Set Run Configuration Name

- ✦ Enter a name for this run configuration
 - ✦ E.g. “shallow-torque”
- ✦ This allows you to easily re-run the same application



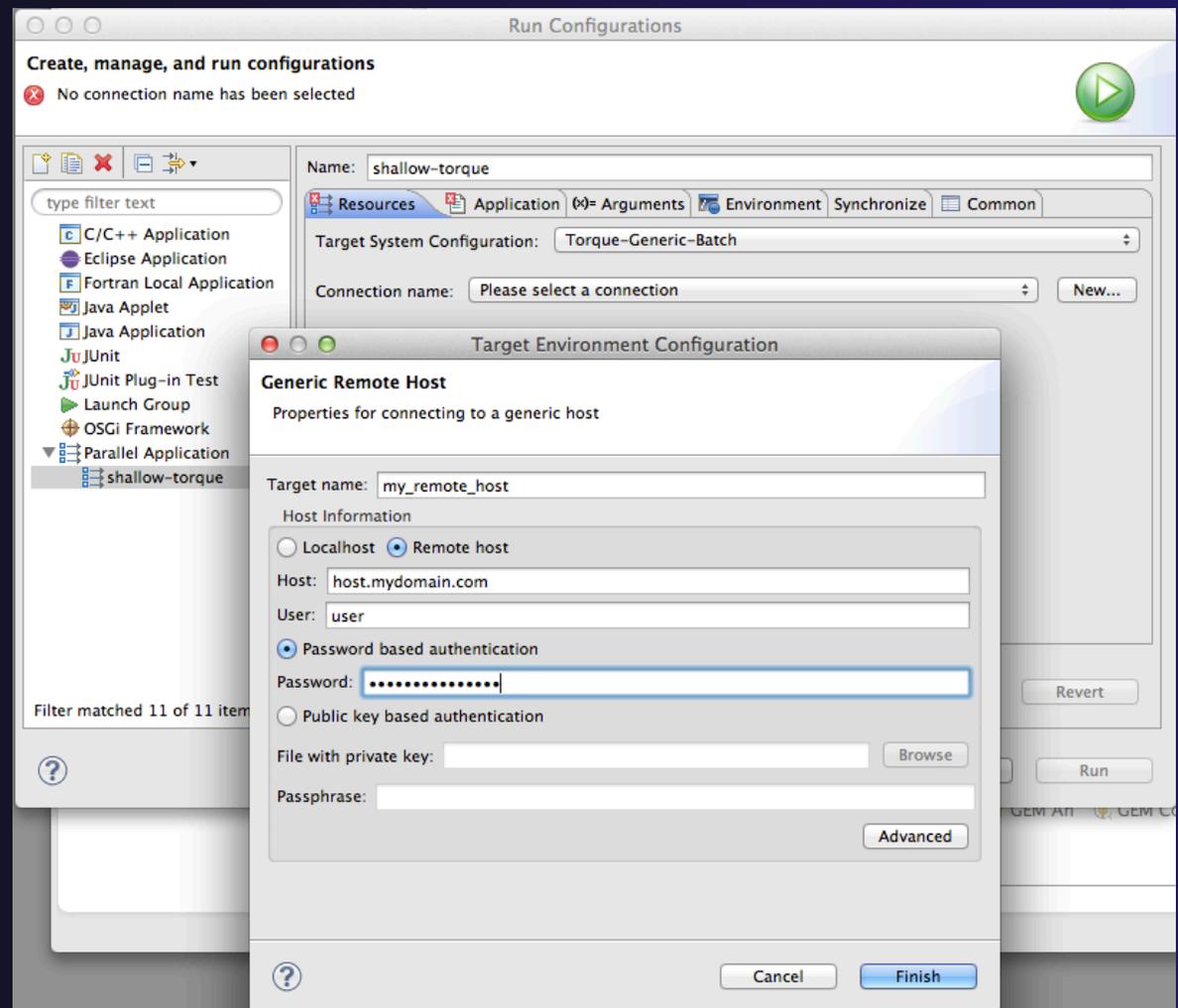
Configuring the Target System

- ★ In **Resources** tab, select a **Target System Configuration** that corresponds to your target system
 - ★ The tutorial instructor will indicate what Target System Configuration to select
- ★ Target system configurations can be *generic* or can be specific to a particular system
- ★ Use the specific configuration if available, or the generic configuration that most closely matches your system



Configure the Connection

- ★ Choose a connection to use to communicate with the target system
- ★ If no connection has been configured, click on the **New** button to create a new one
 - ★ Fill in connection information, then click ok
- ★ The new connection should appear in the dropdown list



Resources Tab

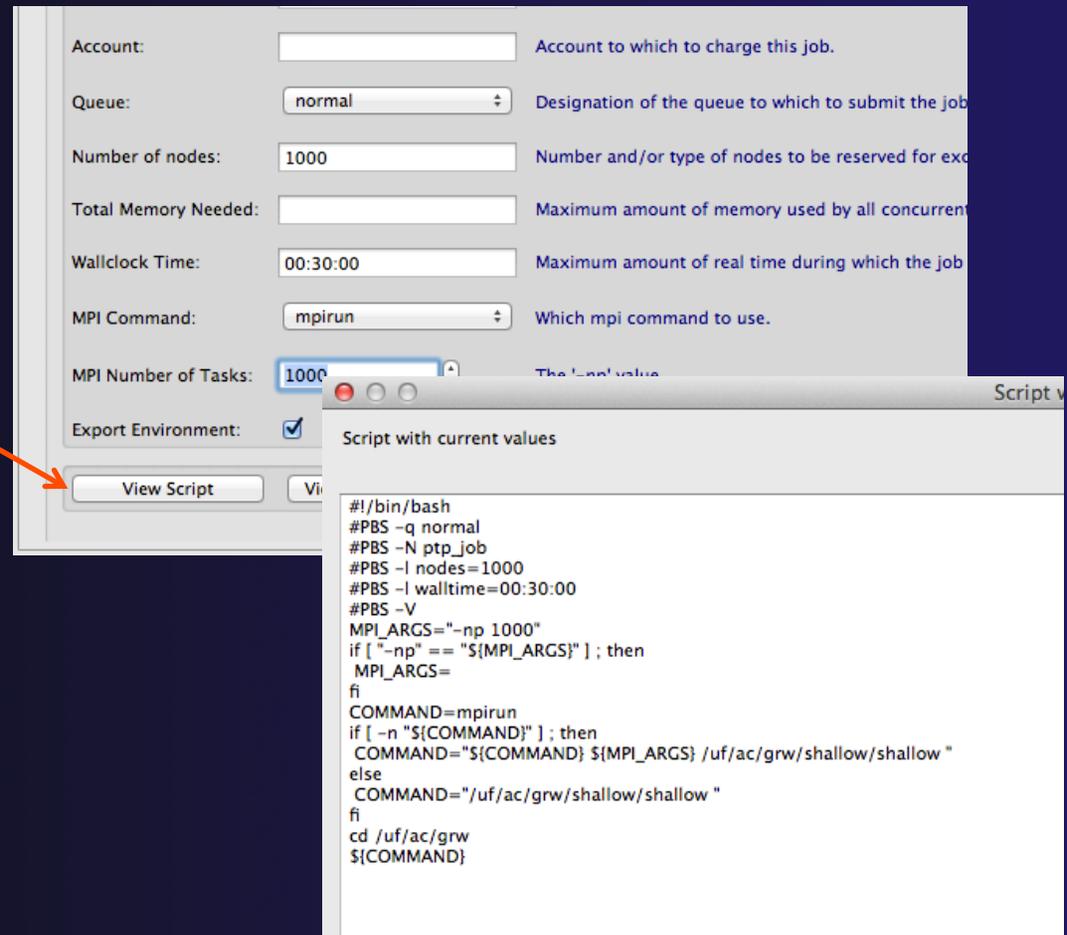
- ★ The content of the **Resources** tab will vary depending on the target system configuration selected
- ★ This example shows the TORQUE configuration
- ★ For TORQUE, you will normally need to select the *Queue* and the *Number of nodes*
- ★ For parallel jobs, choose the *MPI Command* and the *Number of Tasks*

Name	Value	Description
Job Name:	ptp_job	The name assigned to the job by the qsub or qalter command.
Account:		Account to which to charge this job.
Queue:	normal	Designation of the queue to which to submit the job.
Number of nodes:	1000	Number and/or type of nodes to be reserved for exclusive use by the job.
Total Memory Needed:		Maximum amount of memory used by all concurrent processes in the job.
Wallclock Time:	00:30:00	Maximum amount of real time during which the job can be in the running state.
MPI Command:	mpirun	Which mpi command to use.
MPI Number of Tasks:	1000	The '-np' value
Export Environment:	<input checked="" type="checkbox"/>	All variables in the qsub command's environment are to be exported to the batch job.

Buttons: View Script, View Configuration, Restore Defaults

Viewing the Job Script

- ★ Some target configurations will provide a **View Script** button
- ★ Click on this to view the job script that will be submitted to the job scheduler
- ★ Batch scheduler configurations should also provide a means of importing a batch script

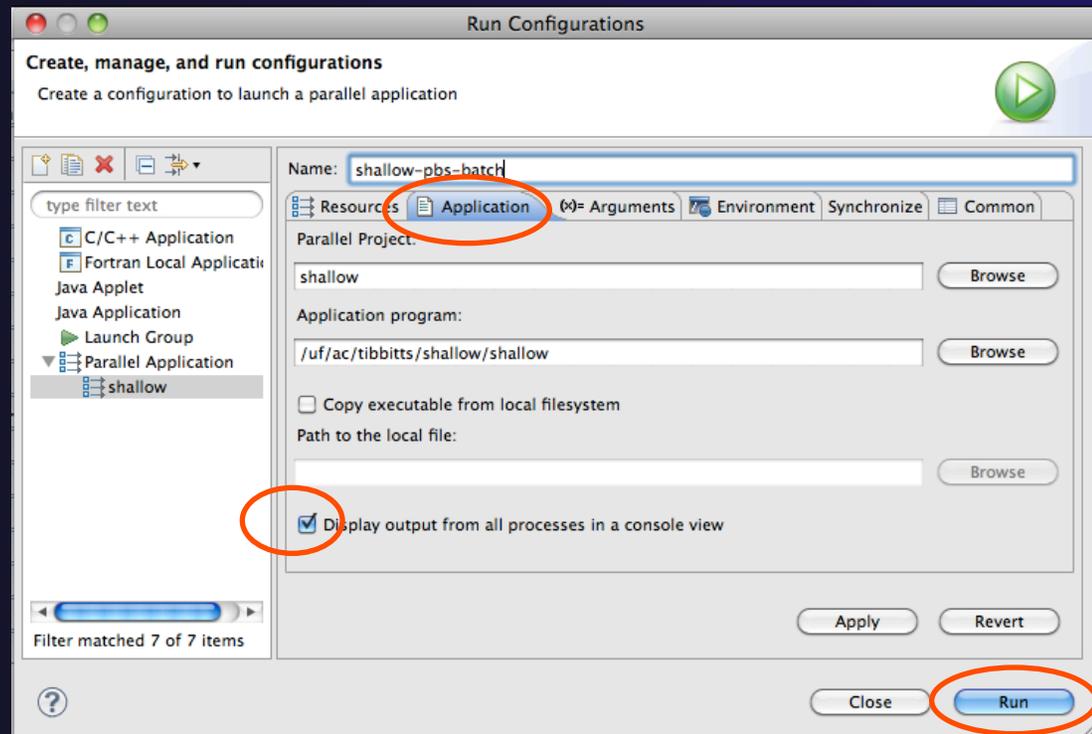


The screenshot shows a web-based job configuration interface. The 'View Script' button is highlighted with an orange arrow. A preview window titled 'Script with current values' displays the following job script:

```
#!/bin/bash
#PBS -q normal
#PBS -N ptp_job
#PBS -l nodes=1000
#PBS -l walltime=00:30:00
#PBS -V
MPI_ARGS="-np 1000"
if [ "-np" == "${MPI_ARGS}" ]; then
  MPI_ARGS=
fi
COMMAND=mpirun
if [ -n "${COMMAND}" ]; then
  COMMAND="${COMMAND} ${MPI_ARGS} /uf/ac/grw/shallow/shallow "
else
  COMMAND="/uf/ac/grw/shallow/shallow "
fi
cd /uf/ac/grw
${COMMAND}
```

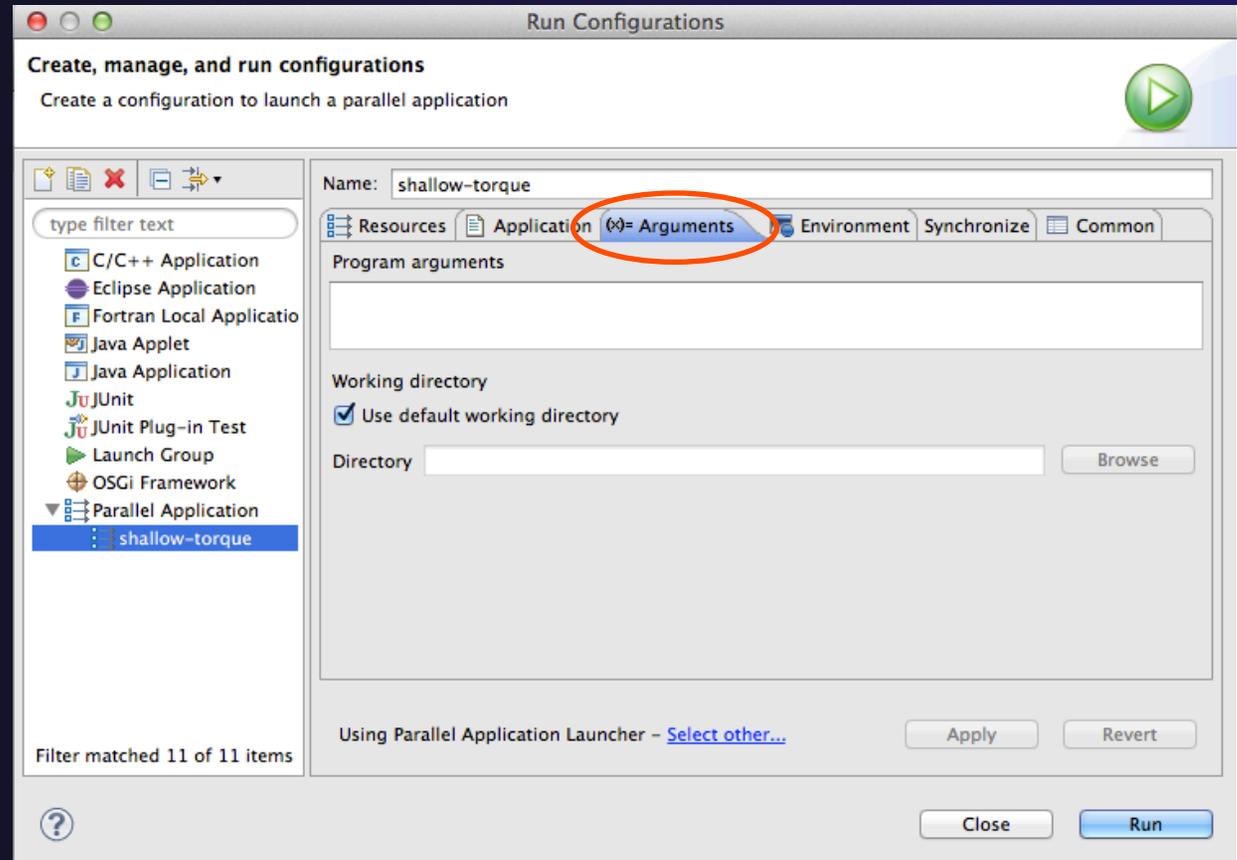
Application Tab

- ★ Select the **Application** tab
- ★ Choose the **Application program** by clicking the **Browse** button and locating the executable on the remote machine
 - ★ Use the same “shallow” executable
- ★ Select **Display output from all processes in a console view**



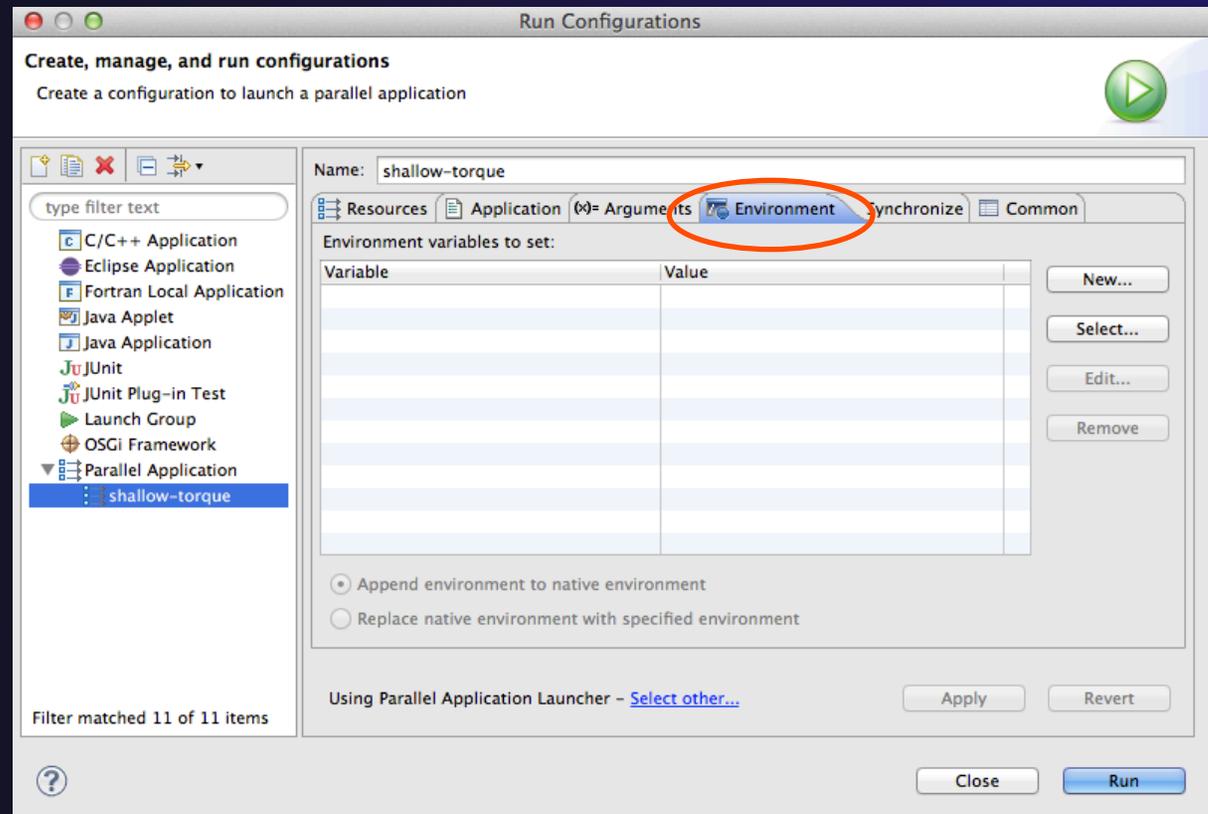
Arguments Tab (Optional)

- ★ The **Arguments** tab lets you supply command-line arguments to the application
- ★ You can also change the default working directory when the application executes



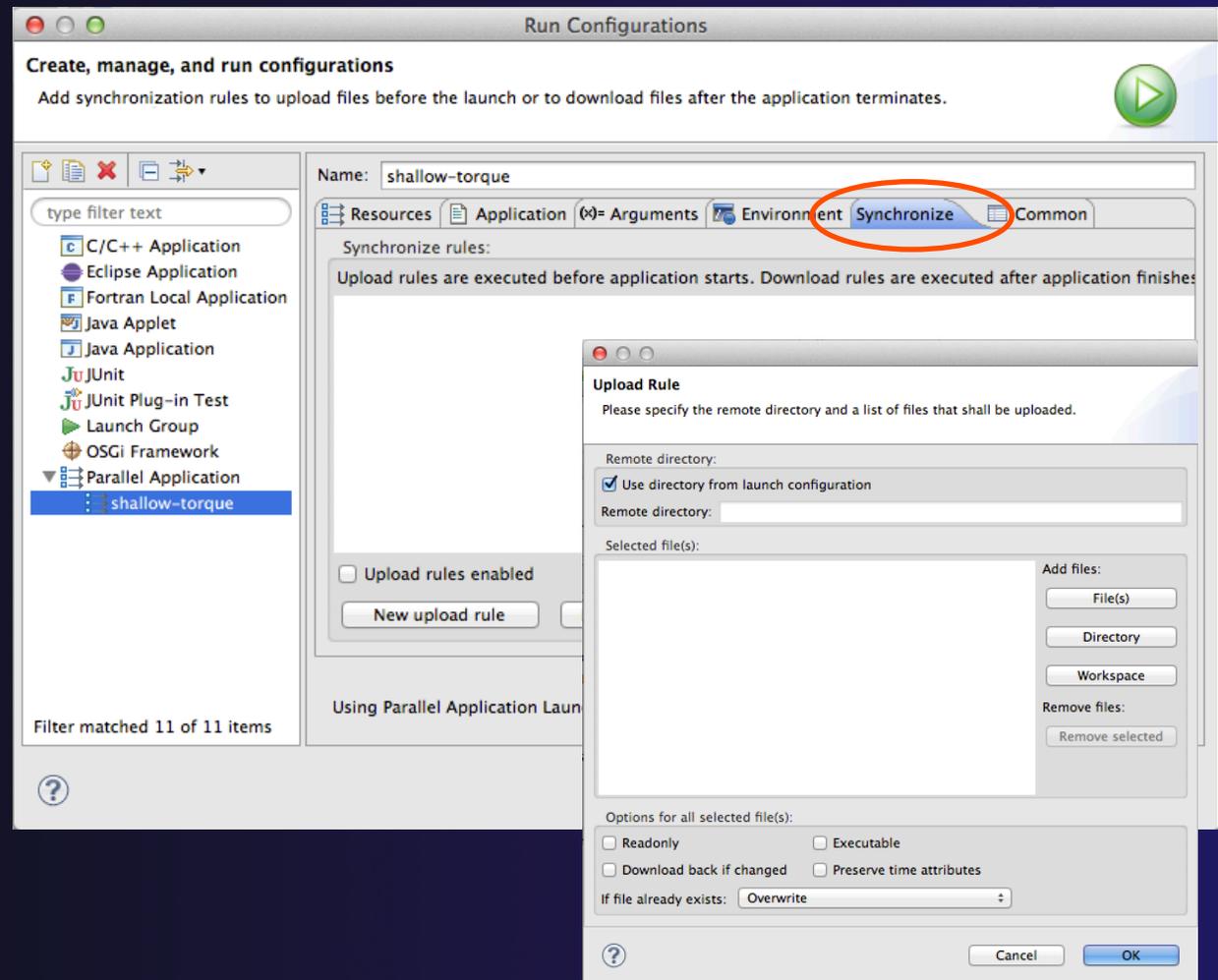
Environment Tab (Optional)

- ★ The **Environment** tab lets you set environment variables that are passed to the job submission command
- ★ This is independent of the Environment Management (module/softenv) support described in a separate module



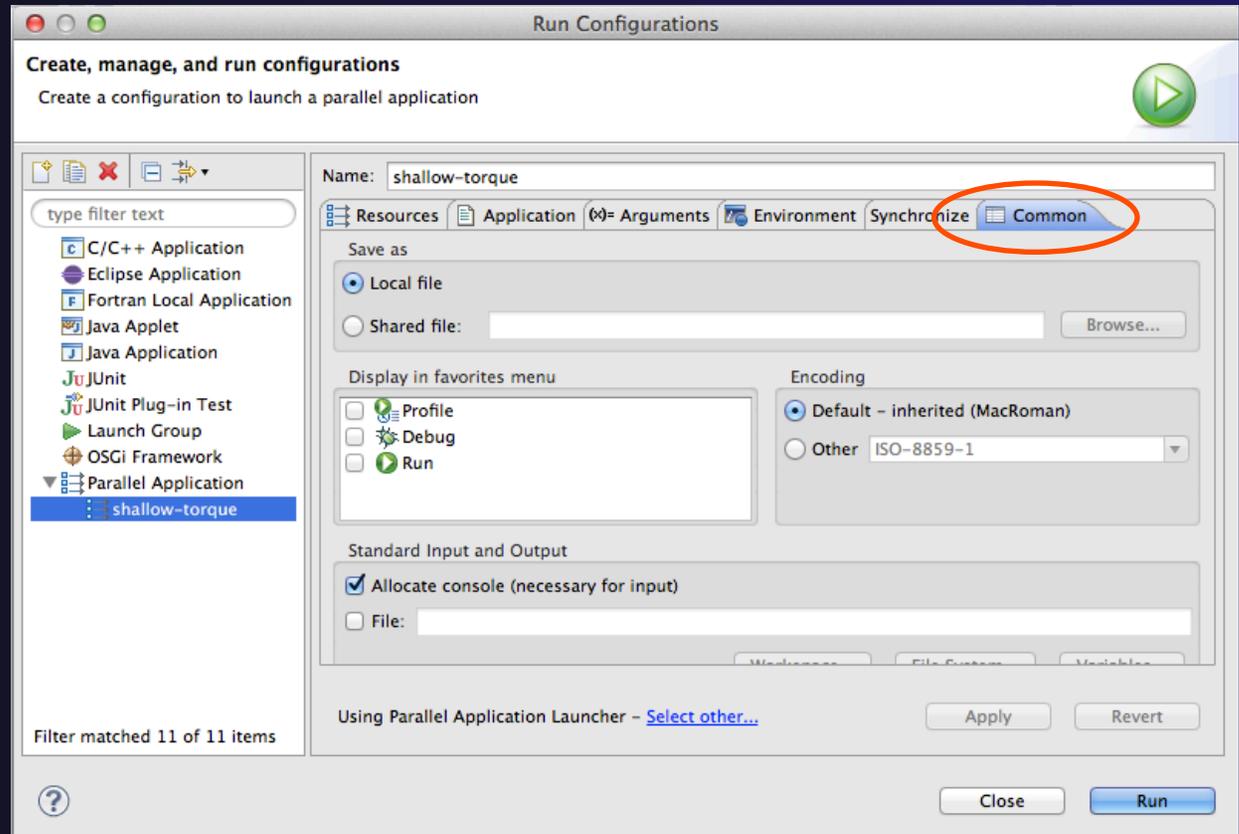
Synchronize Tab (Optional)

- ★ The **Synchronize** tab lets you specify upload/download rules that are executed prior to, and after the job execution
- ★ Click on the **New upload/download rule** buttons to define rules
- ★ The rule defines which file will be uploaded/downloaded and where it will be put
- ★ Can be used in conjunction with program arguments to supply input data to the application



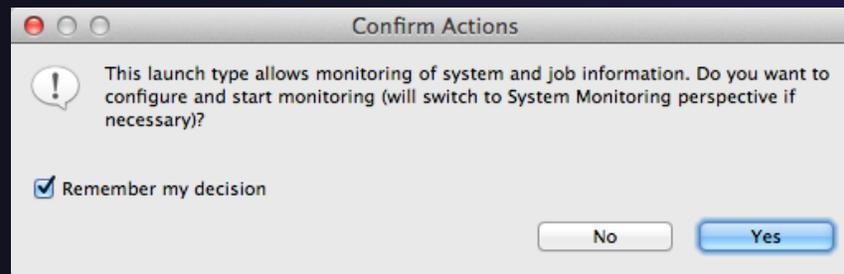
Common Tab (Optional)

- ★ The **Common** tab is available for most launch configuration types (not just Parallel Application)
- ★ Allows the launch configuration to be exported to an external file
- ★ Can add the launch configuration to the favorites menu, which is available on the main Eclipse toolbar
- ★ Select **Run** to launch the job



Run

- ✦ Select **Run** to launch the job
- ✦ You may be asked to switch to the System Monitoring Perspective



- ✦ Select **Remember my decision** so you won't be asked again
- ✦ Select **Yes** to switch and launch the job

System Monitoring Perspective

★ System view

★ Jobs running on system

★ Active jobs

★ Inactive jobs

★ Messages

★ Console

The screenshot displays the System Monitoring application interface. On the left, there are several panels: 'Monitors' showing system details, 'Active Jobs' with a table of running jobs, 'Inactive Jobs' with a table of submitted jobs, and 'Messages' with a console output. On the right, a large grid of colored bars represents resource usage across different nodes or components. Orange arrows point from the text labels on the left to the corresponding panels in the screenshot.

Status	Connection Name	System Type
z25c2s2	omp1_host	IBM LoadLeveler
forge.ncsa.illinois.edu		Open MPI
		TORQUE Resource Manager

step	owner	queue	wall	queued	dispatc	totalco	status
500...	rarijit	normal	172...	201...	201...	12	RUNNING
500...	rarijit	eight	43200	201...	201...	6	RUNNING
500...	rarijit	eight	43200	201...	201...	6	RUNNING
500...	rarijit	eight	43200	201...	201...	6	RUNNING
500...	rarijit	eight	43200	201...	201...	6	RUNNING
500...	rarijit	eight	43200	201...	201...	6	RUNNING
501...	mkb72	normal	172...	201...	201...	6	RUNNING
501...	mkb72	normal	172...	201...	201...	6	RUNNING
501...	mkb72	normal	172...	201...	201...	6	RUNNING

step	owner	queue	wall	queued	dispatc	totalco	status
390...	sgot...	normal	3300	201...	?	?	SUBMITTED
500...	rarijit	eight	86400	201...	?	6	SUBMITTED
500...	rarijit	eight	82800	201...	?	6	SUBMITTED
501...	alberto	eight	172...	201...	?	16	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	43200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED

Messages Console Remote Environments

Welcome to Forge NCSA's DELL login node running RedHat 6 and has NVIDIA Tesla M2070's

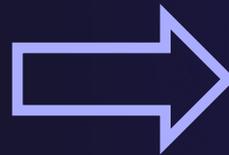
See for more detailed information about this system.
<http://www.ncsa.illinois.edu/UserInfo/Resources/Hardware/DellNVIDIAcluster/>

LML DA Driver (forge...inois.edu): (90%)

Moving views

- ★ The System Monitoring Perspective overlaps the **Active Jobs** and **Inactive Jobs** views
- ★ To split them apart and see both at once, *drag* the tab for the **Inactive Jobs** view to the lower half of its area, and let go of mouse

step	owner	queue	wall	queue	dispat	totalcc	status
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED



step	owner	queue	wall	queue	dispat	totalcc	status
509...	alb...	eight	172...	20...	20...	24	RUNNING
509...	alb...	eight	172...	20...	20...	24	RUNNING
509...	rdel...	nor...	172...	20...	20...	4	RUNNING
509...	rdel...	nor...	172...	20...	20...	4	RUNNING

step	owner	queue	wall	queue	dispat	totalcc	status
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED
510...	llev...	nor...	129...	20...	?	16	SUBMITTED

System Monitoring

- ★ **System** view, with abstraction of system configuration
- ★ Hold mouse button down on a job in **Active Jobs** view to see where it is running in **System** view
- ★ Hover over node in **System** view to see job running on node in **Active Jobs** view

The screenshot displays the System Monitoring interface for the system 'forge.ncsa.illinois.edu'. It features three main panels:

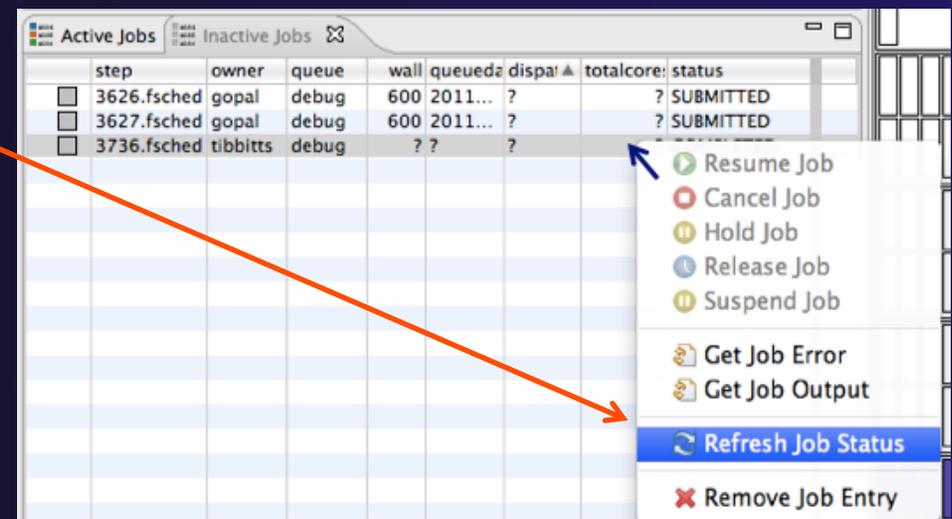
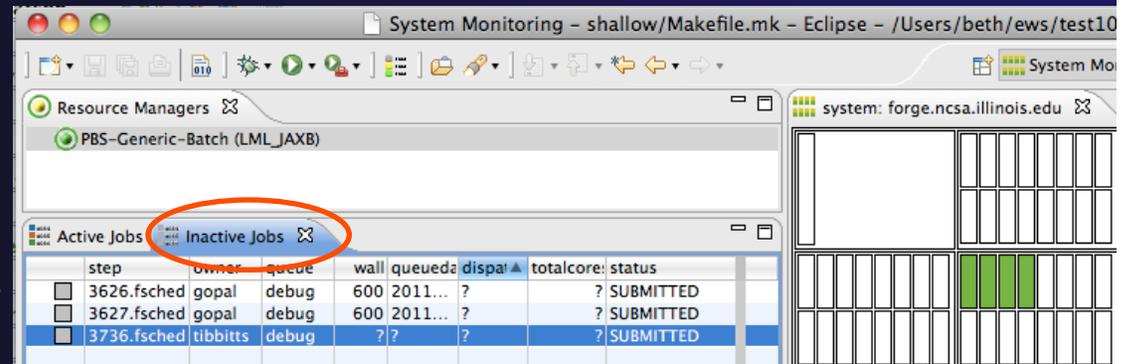
- Monitors:** Shows system configuration details such as Connection Name (z25c2s2), System Type (IBM LoadLeveler), and TORQUE Resource Manager.
- Active Jobs:** A table listing currently running jobs. The table has columns: step, owner, queue, wall, queuec, dispatc, totalco, and status. Example rows include jobs owned by 'rarijit' and 'mkb72' in various queues.
- Inactive Jobs:** A table listing jobs that are not currently running, with columns: step, owner, queue, wall, queuec, dispatc, totalco, and status. Example rows include jobs owned by 'sgot...', 'rarijit', and 'alberto'.
- System View:** A grid of nodes represented by colored bars. A red box highlights a specific node in the grid, which is labeled as having 16 cores.

At the bottom of the interface, there is a console area with a welcome message: "Welcome to Forge NCSA's DELL login node running RedHat 6 and has NVIDIA Tesla M2070's. See for more detailed information about this system. http://www.ncsa.illinois.edu/UserInfo/Resources/Hardware/DellNVIDIACluster/". The status bar at the bottom right indicates "LML DA Driver (forge...inois.edu): (90%)".

One node with
16 cores

Job Monitoring

- ✦ Job initially appears in **Inactive Jobs** view
- ✦ Moves to the **Active Jobs** view when execution begins
- ✦ Returns to **Inactive Jobs** view on completion
- ✦ Status refreshes automatically every 60 sec
- ✦ Can force refresh with menu



Controlling Jobs

- ★ Right click on a job to open context menu
- ★ Actions will be enabled IFF
 - ★ The job belongs to you
 - ★ The action is available on the target system
 - ★ The job is in the correct state for the action
- ★ When job has COMPLETED, it will remain in the **Inactive Jobs** view

step	owner	queue	wall	queuec	dispatc	totalco	status
495...	rarijit	normal	17				
500...	rarijit	eight	50				
500...	rarijit	eight	43				
500...	rarijit	eight	43				
500...	rarijit	eight	43				
500...	rarijit	eight	43				
500...	rarijit	eight	82				
501...	mkb72	normal	17				
501...	mkb72	normal	17				
501...	mkb72	normal	17				

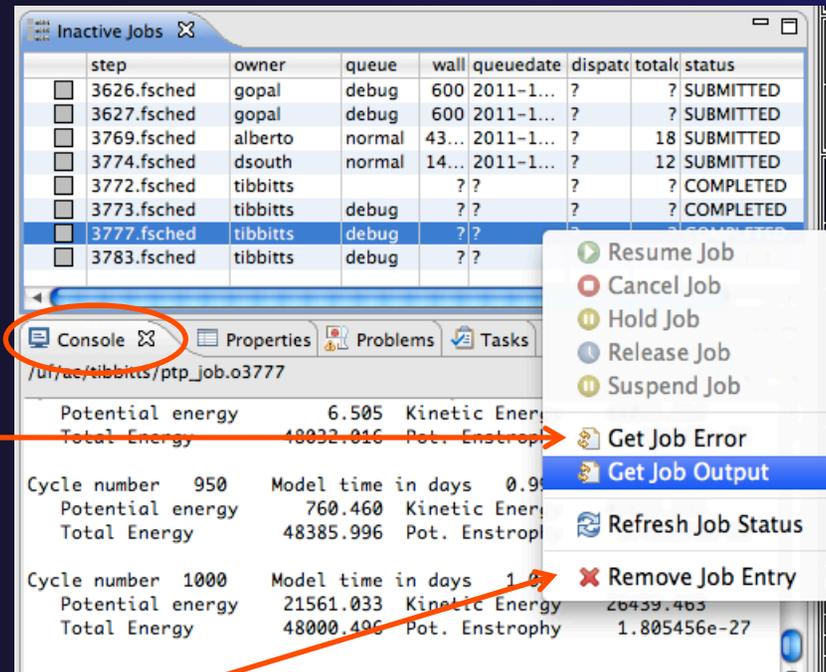
Context Menu Actions:

- Resume Job
- Cancel Job**
- Hold Job
- Release Job
- Suspend Job
- Get Job Error
- Get Job Output
- Refresh Job Status
- Remove Job Entry

step	owner	queue	wall	queuec	dispatc	totalco	status
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
501...	rarijit	eight	79200	201...	?	6	SUBMITTED
502...	nvellor	normal	86400	201...	?	6	SUBMITTED
503...	boxu	normal	28800	201...	?	64	SUBMITTED
503...	boxu	normal	18000	201...	?	64	SUBMITTED
503...	boxu	normal	18000	201...	?	64	SUBMITTED
503...	boxu	normal	28800	201...	?	64	SUBMITTED
504...	alberto	eight	172...	201...	?	24	SUBMITTED
504...	alberto	eight	172...	201...	?	24	SUBMITTED
504...	inca	normal	300	201...	?	4	SUBMITTED
501...	grw		?	?	?	?	COMPLETED

Obtaining Job Output

- ✦ After status changes to **COMPLETED**, the output is available
 - ✦ Right-click on the job
 - ✦ Select **Get Job Output** to display output sent to standard output
 - ✦ Select **Get Job Error** to retrieve output sent to standard error
- ✦ Output/Error info shows in **Console View**
- ✦ Jobs can be removed by selecting **Remove Job Entry**





Exercise

- ✦ Start with your 'shallow' project
- ✦ Create a run configuration
- ✦ Complete the Resources tab
- ✦ Select the executable in the Application tab
- ✦ Submit the job
- ✦ Check the job is visible in the Inactive Jobs view, moves to the Active Jobs view when it starts running, then moves back to the Inactive Jobs view when completed
- ✦ Remove the job from the Inactive Jobs view

Fortran

★ Objectives

- ★ Learn how to create and convert Fortran projects
- ★ Learn to use Fortran-specific editing features
- ★ Learn about Fortran-specific properties/preferences

★ Contents

- ★ Fortran projects
- ★ Using the Fortran editor
- ★ Fortran project properties and workbench preferences

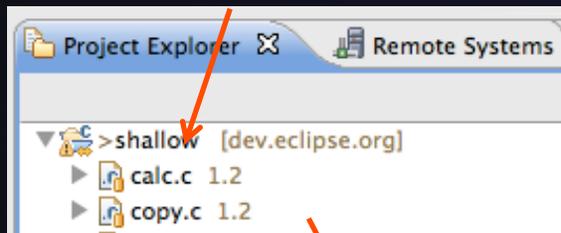
★ Prerequisites

- ★ Basics (for exercises)

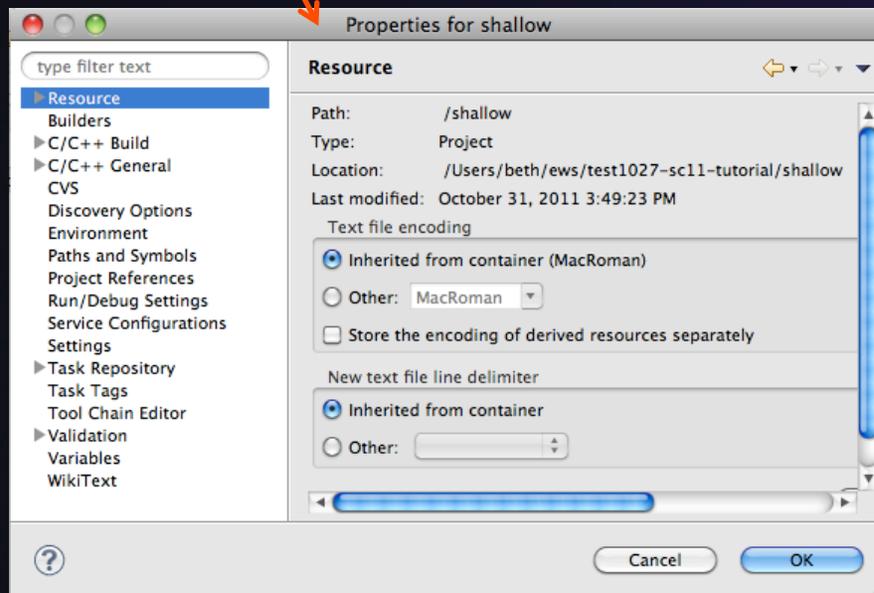
Configuring Fortran Projects

Project Properties

- ★ Right-click Project
- ★ Select **Properties...**



- ★ *Project properties* are settings that can be changed for each project



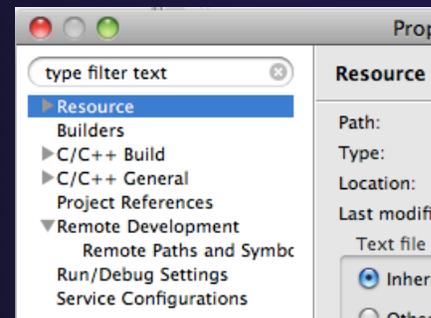
- ★ Contrast with *workspace preferences*, which are the same regardless of what project is being edited

- ★ e.g., editor colors
- ★ Set in **Window ► Preferences** (on Mac, **Eclipse ► Preferences**)
- ★ Careful! Dialog is very similar

Converting to a Fortran Project

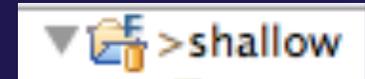
- ★ Are there categories labeled **Fortran General** and **Fortran Build** in the project properties?

No Fortran categories →



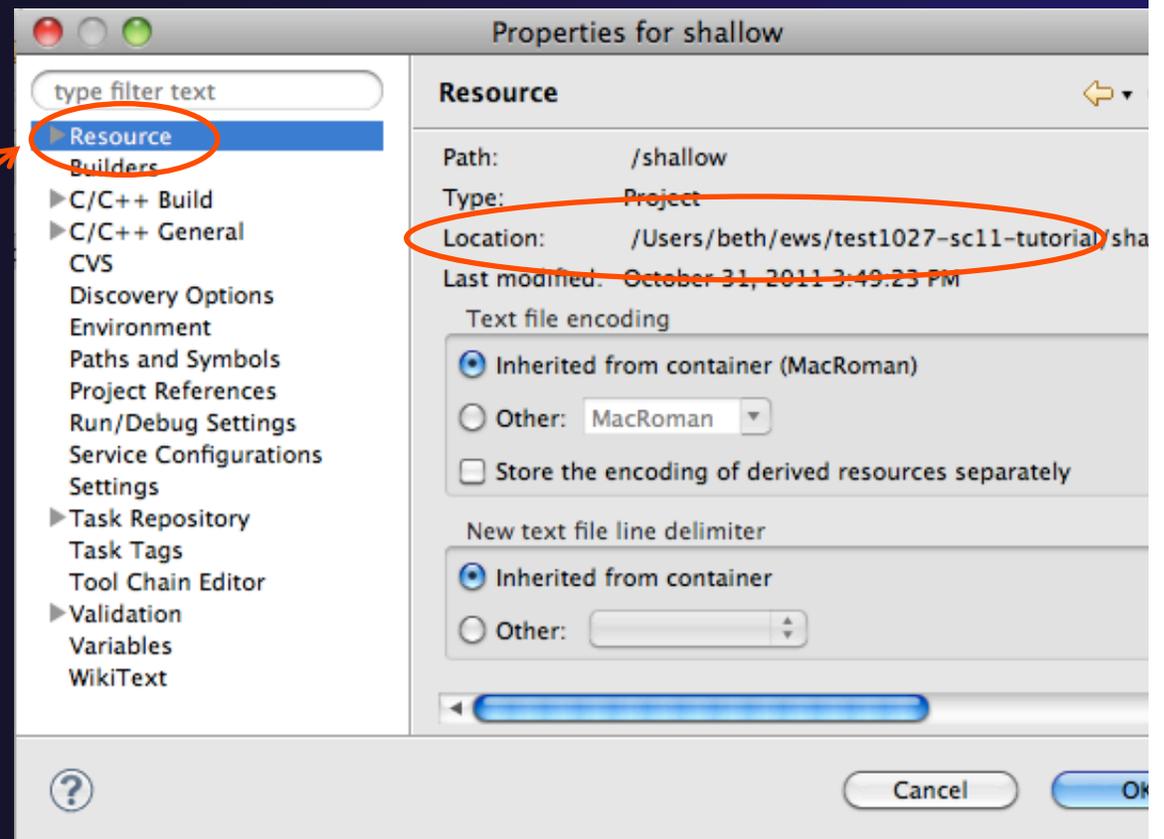
Do this once

- ★ If not, the project is not a Fortran Project
 - ★ Switch to the Fortran Perspective
 - ★ In the Fortran Projects view, right-click on the project, and click **Convert to Fortran Project**
 - ★ Don't worry; it's still a C/C++ project, too
- ★ *Every* Fortran project is also a C/C++ Project



Project Location

- ★ How to tell where a project resides?
- ★ In the project properties dialog, select the **Resource** category

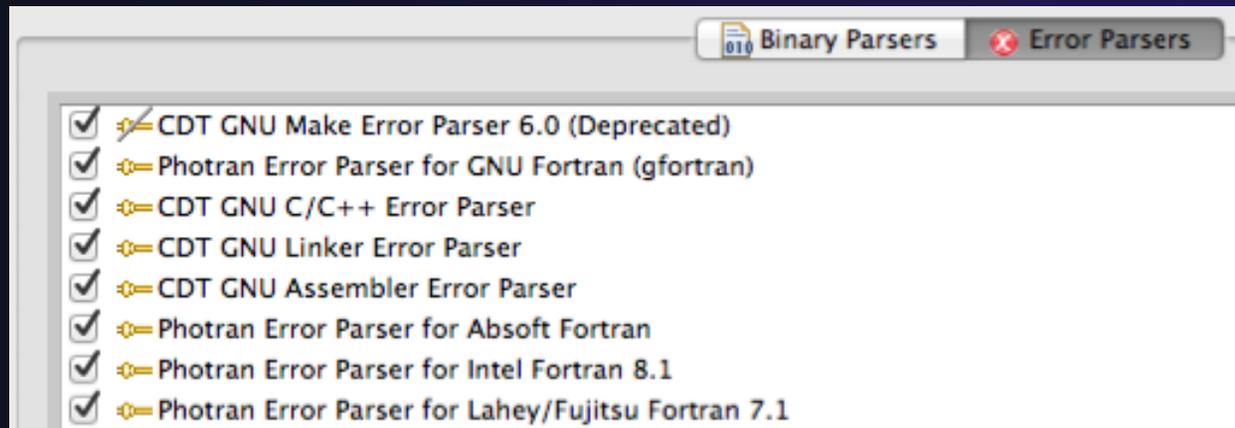


Error Parsers

- ★ Are compiler errors not appearing in the Problems view?
 - ★ Make sure the correct *error parser* is enabled
 - ★ In the project properties, navigate to **C++ Build ► Settings** or **Fortran Build ► Settings**
 - ★ Switch to the **Error Parsers** tab
 - ★ Check the error parser(s) for your compiler(s)



Do this
once



Fortran Source Form Settings

- ★ Fortran files are either *free form* or *fixed form*; some Fortran files are *preprocessed* (#define, #ifdef, etc.)

- ★ Source form determined by filename extension

- ★ Defaults are similar to most Fortran compilers:

Fixed form: .f .fix .for .fpp .ftn .f77

Free form: .f08 .f03 .f95 .f90 < unpreprocessed
 .F08 .F03 .F95 .F90 < preprocessed

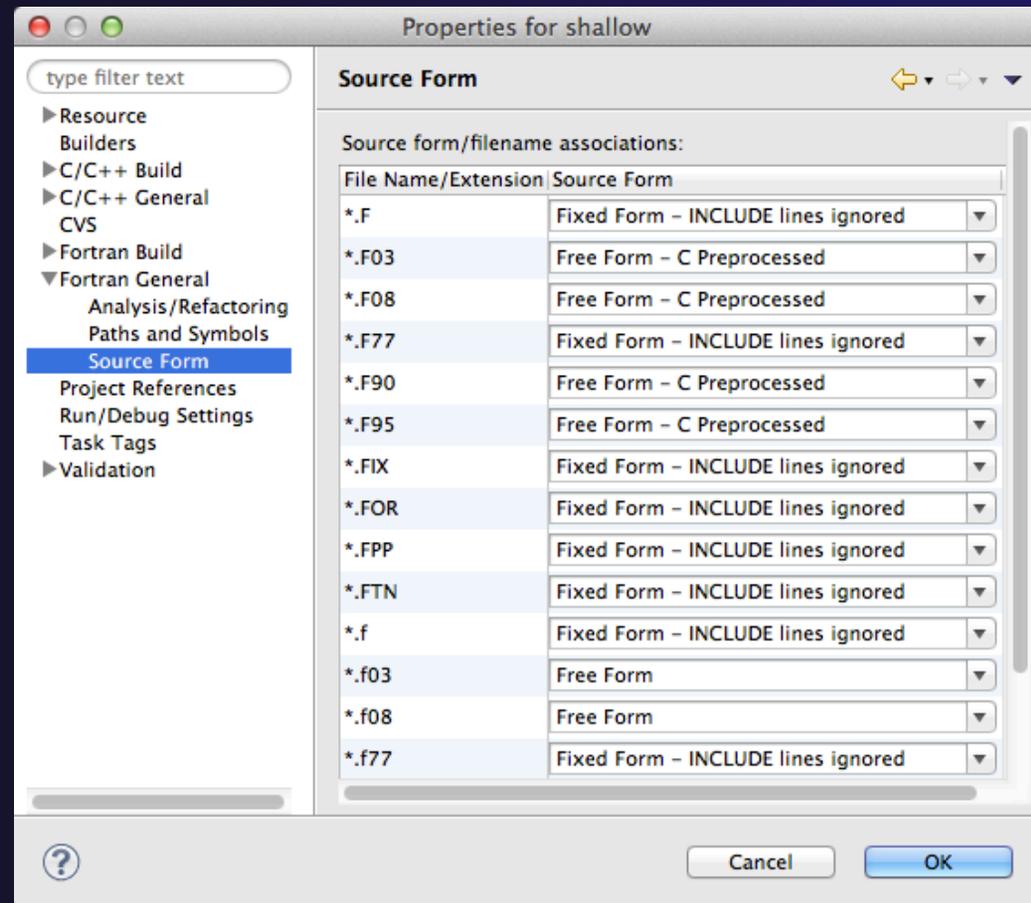
- ★ Many features *will not work* if filename extensions are associated with the wrong source form (outline view, content assist, search, refactorings, etc.)

Fortran Source Form Settings



Do this
once

- ★ In the project properties, select **Fortran General** ▶ **Source Form**
- ★ Select source form for each filename extension
- ★ Click **OK**

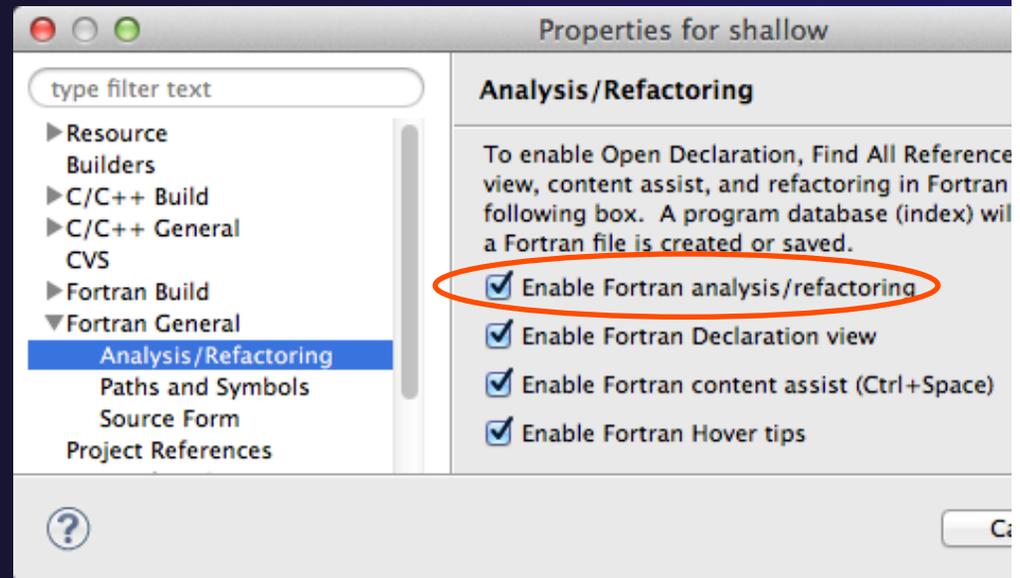


Enabling Fortran Advanced Features

- ★ Some Fortran features are *disabled* by default
- ★ Must be explicitly enabled
 - ★ In the project properties dialog, select **Fortran General ▶ Analysis/Refactoring**
 - ★ Click **Enable Analysis/Refactoring**
 - ★ Close and re-open any Fortran editors
- ★ This turns on the “Photran Indexer”
 - ★ Turn it off if it’s slow



Do this once





Exercise

1. Convert shallow to a Fortran project
2. Make sure errors from the GNU Fortran compiler will be recognized
3. Make sure *.f90 files are treated as “Free Form” which is unpreprocessed
4. Make sure search and refactoring will work in Fortran

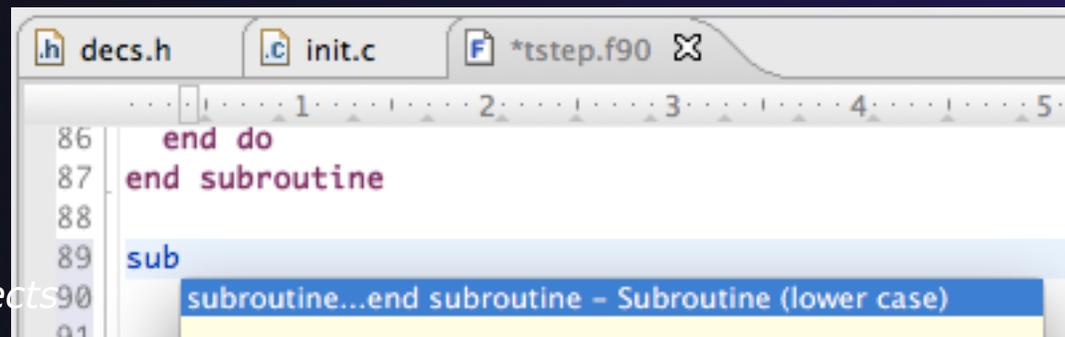
Advanced Editing

Code Templates

Code Templates

(C/C++ and Fortran)

- ✦ Auto-complete common code patterns
 - ✦ For loops/do loops, if constructs, etc.
 - ✦ Also MPI code templates
- ✦ Included with content assist proposals (when **Ctrl-Space** is pressed)
 - ✦ E.g., after the last line in tstep.f90, type “sub” and press **Ctrl-Space**
 - ✦ Press **Enter** to insert the template



The screenshot shows an IDE window with three tabs: 'decs.h', 'init.c', and '*tstep.f90'. The code in the window is as follows:

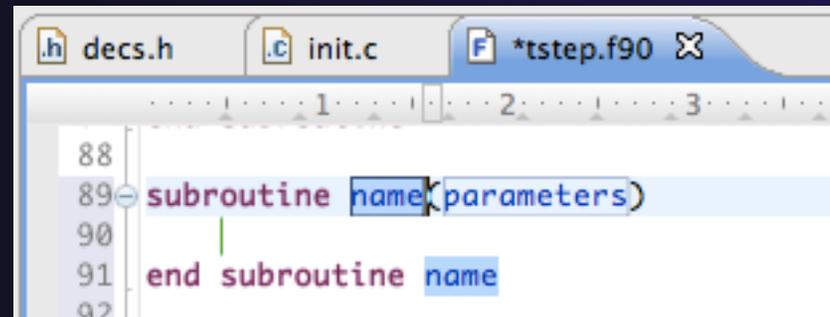
```
86   end do
87   end subroutine
88
89   sub
90   subroutine...end subroutine - Subroutine (lower case)
91
```

A dropdown menu is visible below line 90, showing the suggestion 'subroutine...end subroutine - Subroutine (lower case)'. The text 'Fortran Projects' is visible in the bottom left corner of the IDE window.

Code Templates (2)

(C/C++ and Fortran)

- ✦ After pressing enter to insert the code template, completion fields are highlighted



The screenshot shows an IDE window with three tabs: 'decs.h', 'init.c', and '*tstep.f90'. The active window is '*tstep.f90'. The code is as follows:

```
88  
89 subroutine name(parameters)  
90  
91 end subroutine name  
92
```

The word 'name' in line 89 is highlighted in blue, and 'parameters' is also highlighted in blue. A vertical cursor is positioned at the end of 'parameters'.

- ✦ Press **Tab** to move between completion fields
- ✦ Changing one instance of a field changes all occurrences



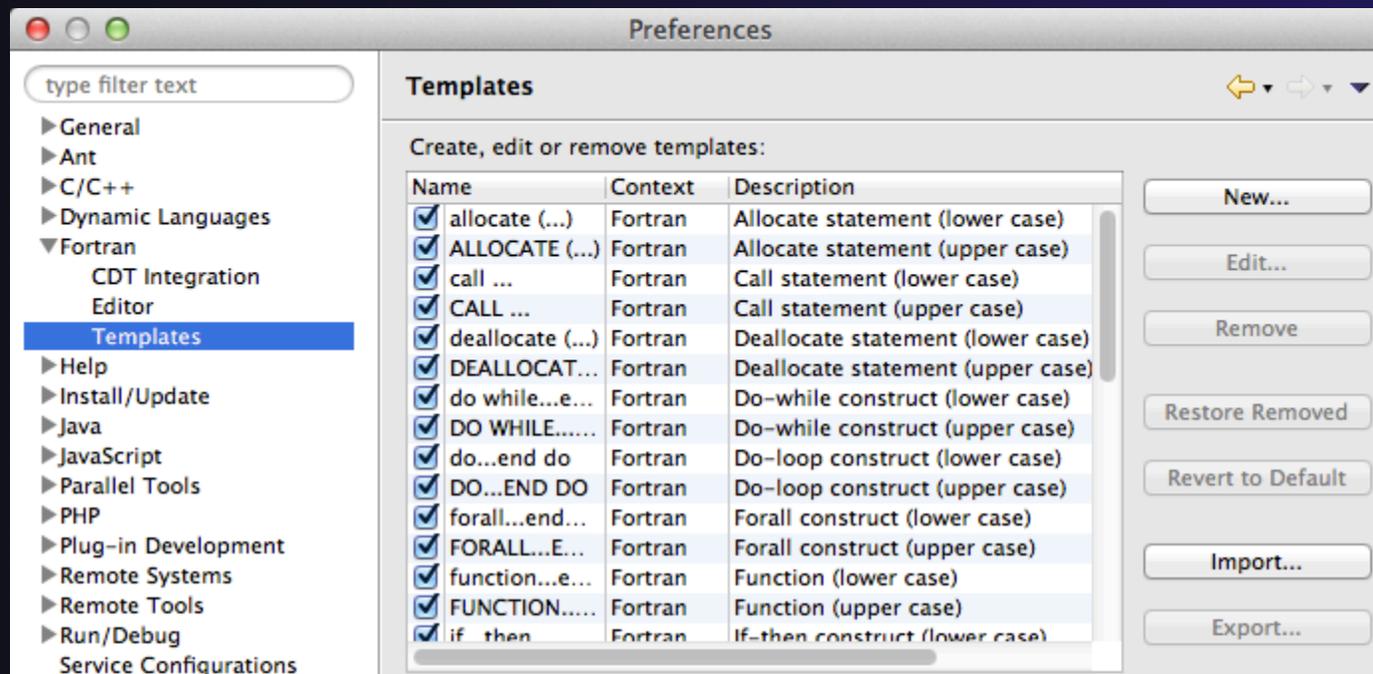
Exercise

- ✦ Open `tstep.f90` and retype the last loop nest
 - ✦ Use the code template to complete the do-loops
 - ✦ Use content assist to complete variable names

Custom Code Templates

(Fortran)

- ★ Customize code templates in **Window ▶ Preferences ▶ Fortran ▶ Templates**



- ★ Can import/export templates to XML files

Search & Refactoring

★ Objectives

- ★ Develop proficiency using Eclipse's textual and language-based search and navigation capabilities
- ★ Introduce common automated refactorings

★ Contents

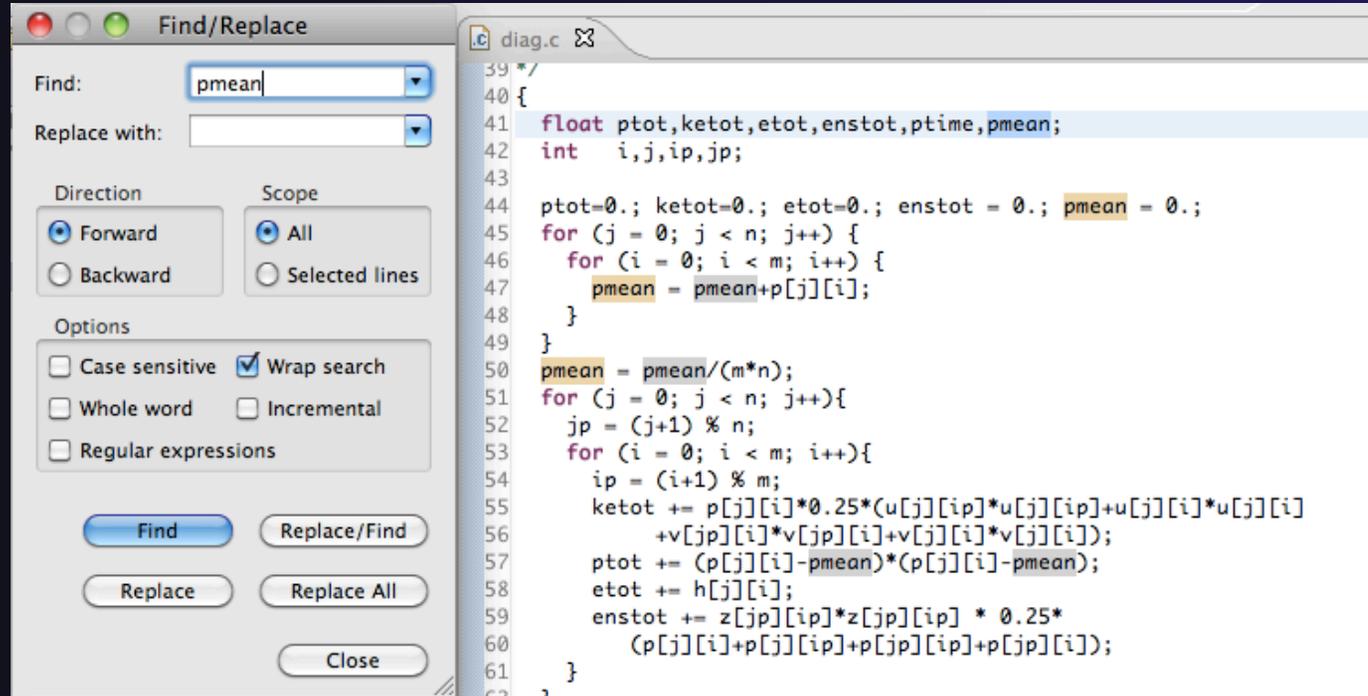
- ★ Searching
- ★ Refactoring and Transformation

★ Prerequisites

- ★ Basics
- ★ Fortran

Find/Replace within Editor

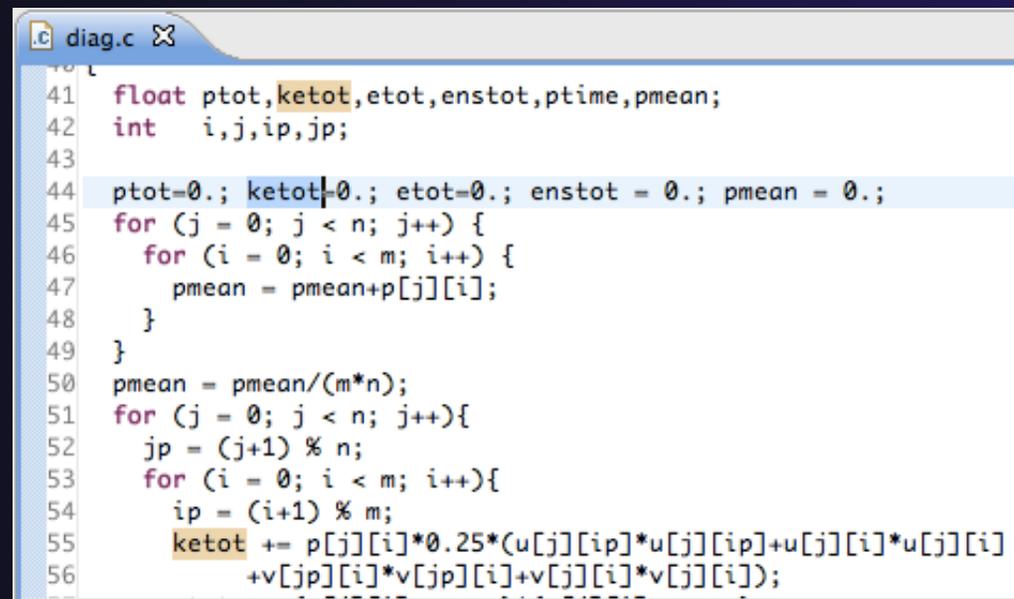
- ✦ Simple Find within editor buffer
- ✦ Ctrl-F (Mac: Command-F)



Mark Occurrences

(C/C++ Only)

- ★ Double-click on a variable in the CDT editor
- ★ All occurrences in the source file are highlighted to make locating the variable easier
- ★ Alt-shift-O to turn off (Mac: Alt-Cmd-O)

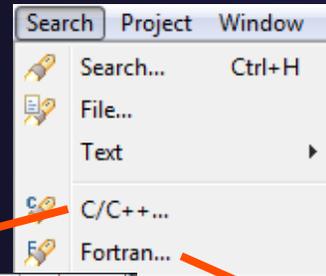


```
diag.c
41 float ptot, ketot, etot, enstot, ptime, pmean;
42 int i, j, ip, jp;
43
44 ptot=0.; ketot=0.; etot=0.; enstot = 0.; pmean = 0.;
45 for (j = 0; j < n; j++) {
46     for (i = 0; i < m; i++) {
47         pmean = pmean+p[j][i];
48     }
49 }
50 pmean = pmean/(m*n);
51 for (j = 0; j < n; j++){
52     jp = (j+1) % n;
53     for (i = 0; i < m; i++){
54         ip = (i+1) % m;
55         ketot += p[j][i]*0.25*(u[j][ip]*u[j][ip]+u[j][i]*u[j][i]
56         +v[jp][i]*v[jp][i]+v[j][i]*v[j][i]);
```

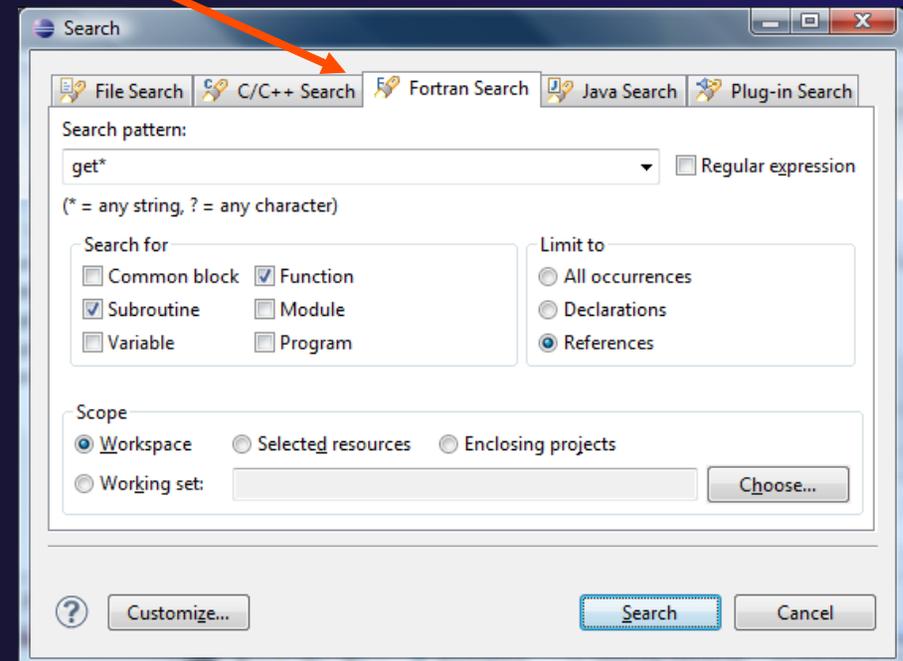
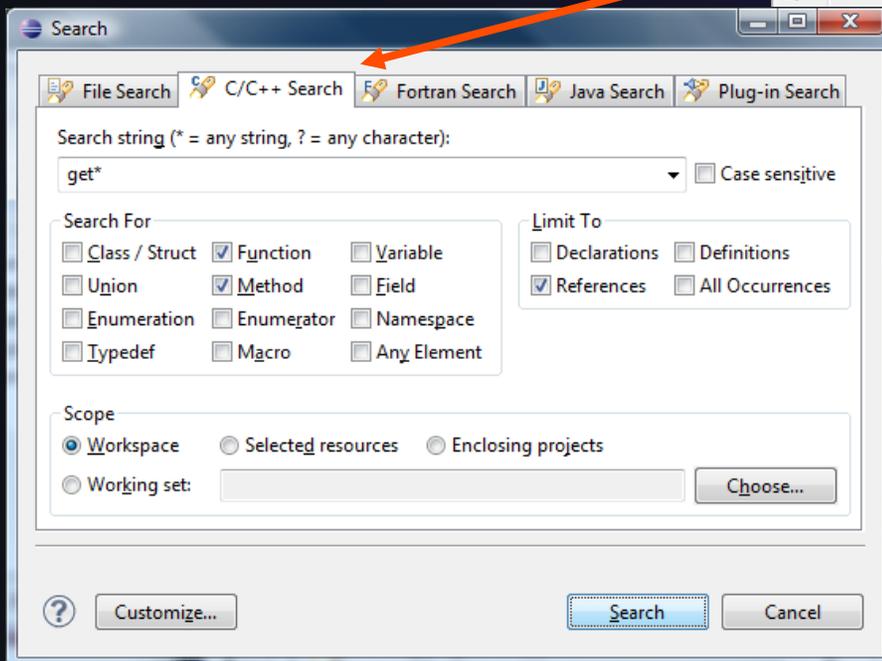
Language-Based Searching

(C/C++ and Fortran)

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



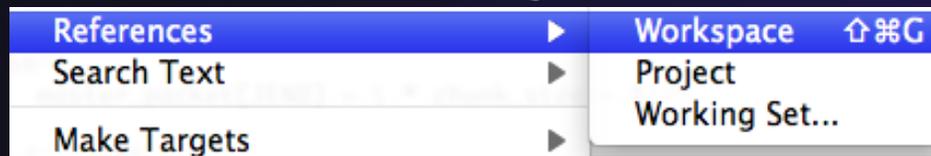
- ★ E.g., search for every call to a function whose name starts with “get”
- ★ Search can be project- or workspace-wide



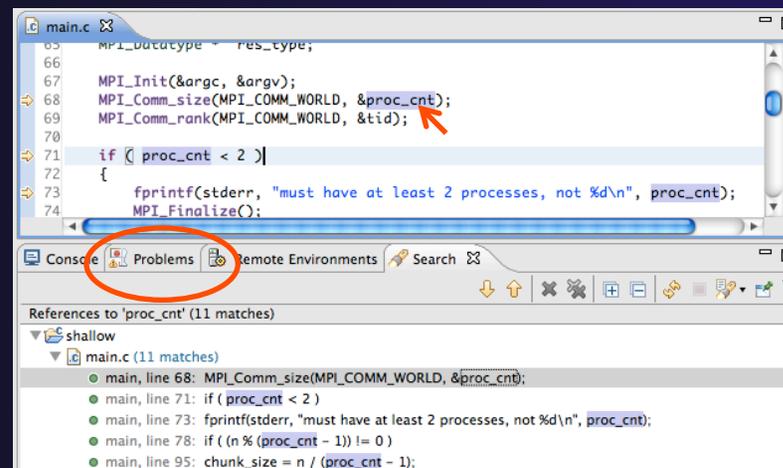
Find References

(C/C++ and Fortran)

- ★ Finds all of the places where a variable, function, etc., is used
 - ★ Right-click on an identifier in the editor
 - ★ Click **References** ▶ **Workspace** or **References** ▶ **Project**



- ★ **Search** view shows matches



Open Declaration

(C/C++ and Fortran)

- ★ Jumps to the declaration of a variable, function, etc., even if it's in a different file
- ★ Left-click to select identifier
- ★ Right-click on identifier
- ★ Click **Open Declaration**
- ★ C/C++ only:
Can also Ctrl-click (Mac: Cmd-click) on an identifier to “hyperlink” to its declaration

```

134
135 initialise(p, u, v, psi, pold, uold, vold, di, dj, z);
136 diag(1, 0., p, u, v, h, z);
137
138 for (i = 1; i < proc_cnt; i++)
139     for (j = 0; j < n; j++)
140         acopy_two_to_one(i, j, p, u, v, h, z);
141     MPI_Send(&star, 1, MPI_COMM_WORLD, j, 0, MPI_COMM_WORLD);
142
143
144     acopy_two_to_one(i, j, p, u, v, h, z);
145     MPI_Send(&star, 1, MPI_COMM_WORLD, j, 0, MPI_COMM_WORLD);
  
```

Goes to its declaration in copy.c

```

59 bcopy(src[column], dest[column], sizeof(src[column]));
60 }
61
62 acopy_two_to_one(twodim, onedim, column)
63 float twodim[n][m];
64 float onedim[m];
65 int column;
  
```



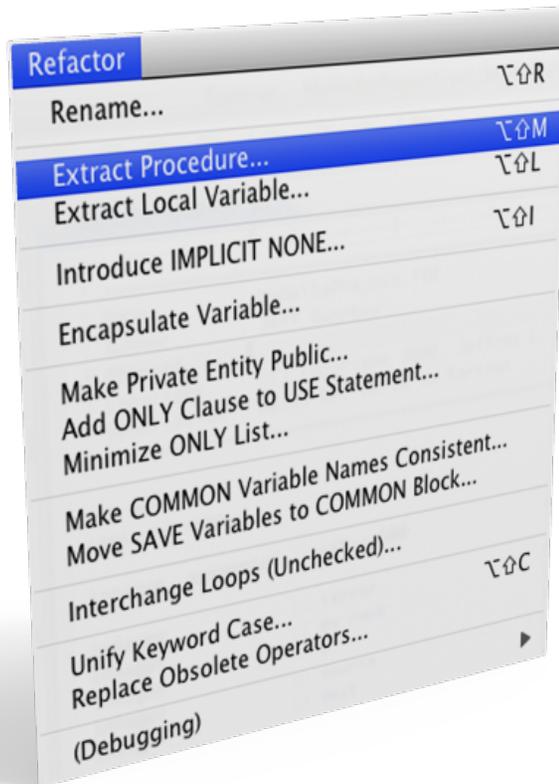
Search – Try It!

1. Find every call to `MPI_Recv` in Shallow.
2. In `worker.c`, on line 42, there is a declaration `float p[n][m]`.
 - a) What is `m` (local? global? function parameter?)
 - b) Where is `m` defined?
 - c) How many times is `m` used in the project?
3. Find every C function in Shallow whose name contains the word `time`

Refactoring and Transformation

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 7.0: 31 refactorings

Refactoring Caveats

- ★ Photran can only refactor free form code that is *not* preprocessed

- ★ Determined by Source Form settings

(recall from earlier that these are configured in

Project Properties: Fortran General ▶ Source Form)

✓	Free Form, Unpreprocessed:	.f08	.f03	.f95	.f90		
✗	Free Form, Preprocessed:	.F08	.F03	.F95	.F90		
✗	Fixed Form:	.f	.fix	.for	.fpp	.ftn	.f77

- ★ Refactor menu will be empty if

- ★ Refactoring not enabled in project properties

(recall from earlier that it is enabled in

Project Properties: Fortran General ▶ Analysis/Refactoring)

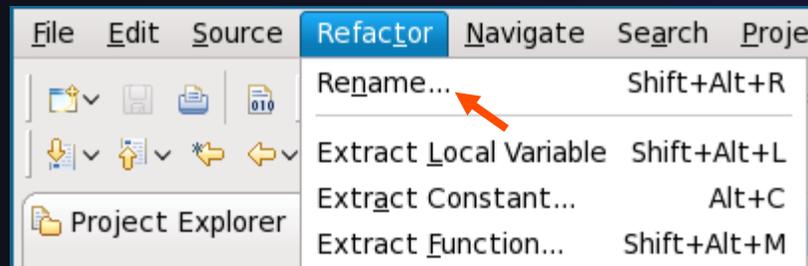
- ★ The file in the active editor is fixed form

- ★ The file in the active editor is preprocessed

Rename Refactoring

(also available in Fortran)

- ✦ 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.)



In Java (Murphy-Hill et al., ICSE 2008):

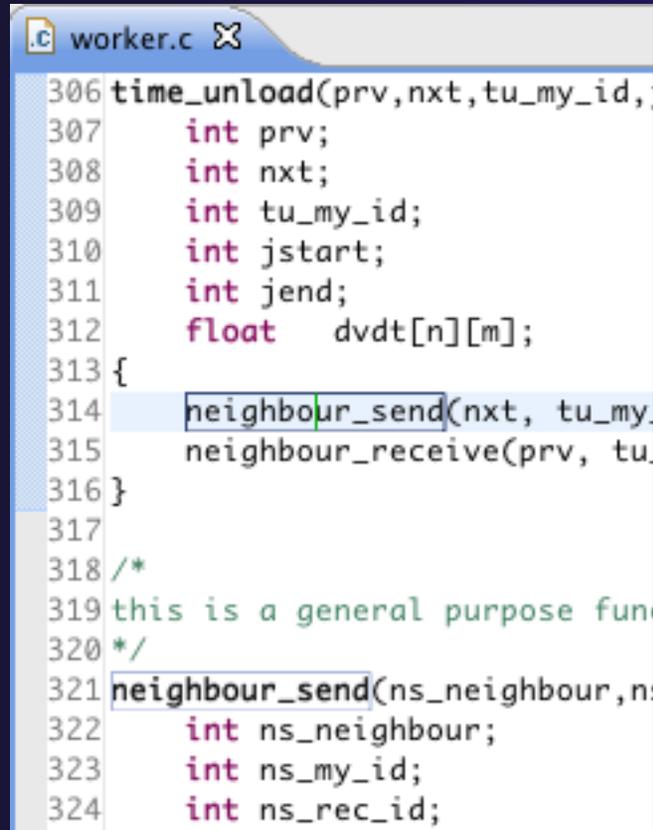
Refactoring	Uses	Percentage
Rename	179,871	74.8%
Extract Local Variable	13,523	5.6%
Move	13,208	5.5%
Extract Method	10,581	4.4%
Change Method Signature	4,764	2.0%
Inline	4,102	1.7%
Extract Constant	3,363	1.4%
(16 Other Refactorings)	10,924	4.5%

- ✦ Switch to C/C++ Perspective
- ✦ Open a source file
- ✦ In the editor, click on a variable or function name
- ✦ Select menu item **Refactor ▶ Rename**
 - ✦ Or use context menu
- ✦ Enter new name

Rename in File

(C/C++ Only)

- ★ 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.

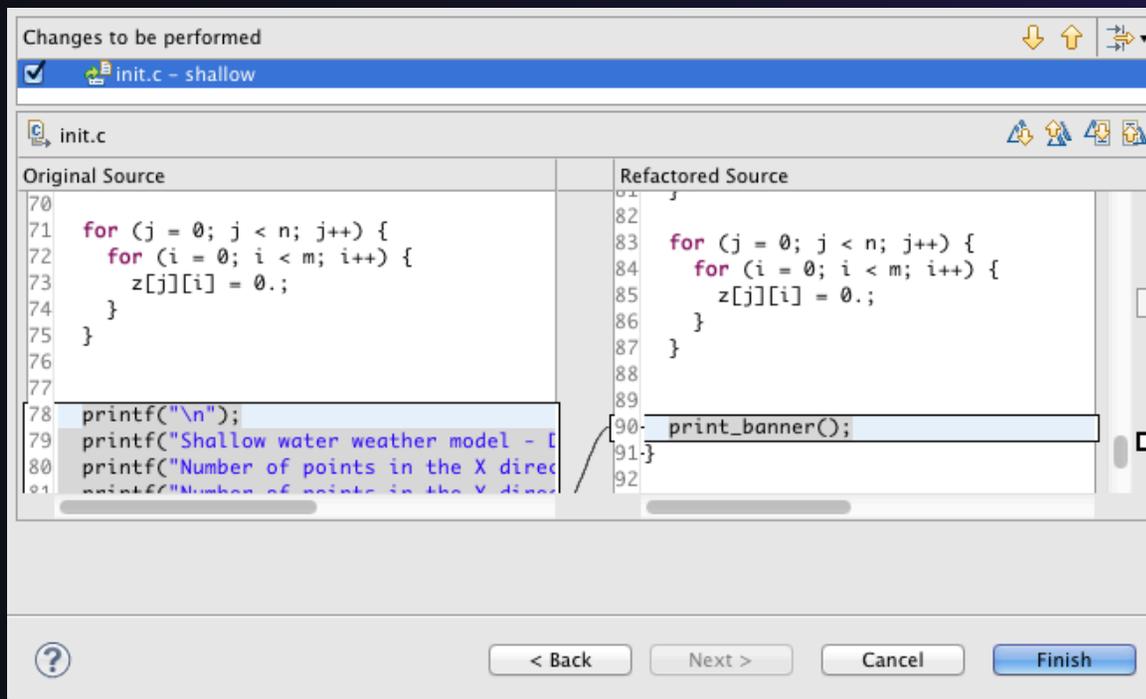


```
worker.c X
306 time_unload(prv,nxt,tu_my_id,
307     int prv;
308     int nxt;
309     int tu_my_id;
310     int jstart;
311     int jend;
312     float  dvdt[n][m];
313 {
314     neighbour_send(nxt, tu_my.
315     neighbour_receive(prv, tu.
316 }
317
318 /*
319 this is a general purpose fun
320 */
321 neighbour_send(ns_neighbour,n
322     int ns_neighbour;
323     int ns_my_id;
324     int ns_rec_id;
```

Extract Function Refactoring

(also available in Fortran - "Extract Procedure")

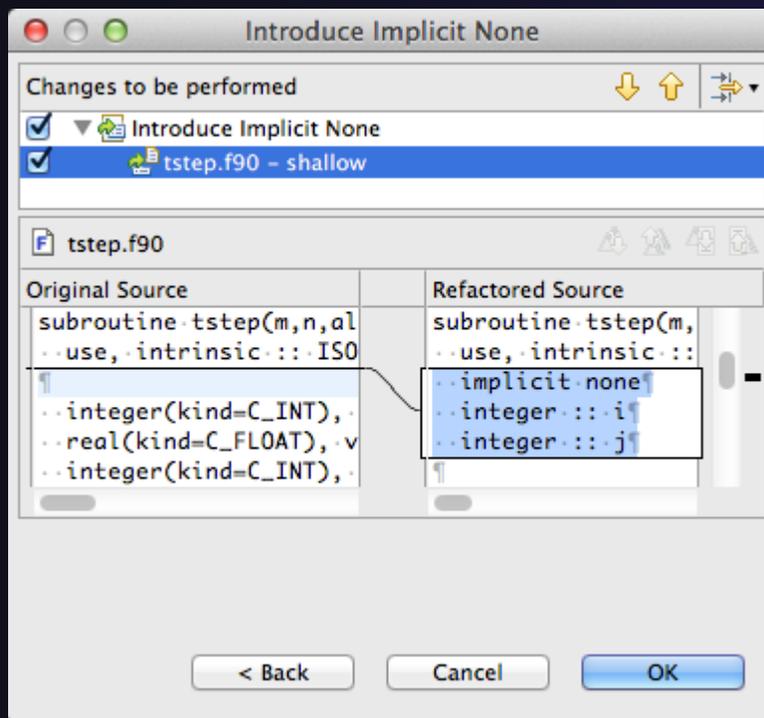
- ✦ Moves statements into a new function, replacing the statements with a call to that function
- ✦ Local variables are passed as arguments



- ✦ Select a sequence of statements
- ✦ Select menu item **Refactor** ► **Extract Function...**
- ✦ Enter new name

Introduce IMPLICIT NONE Refactoring

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

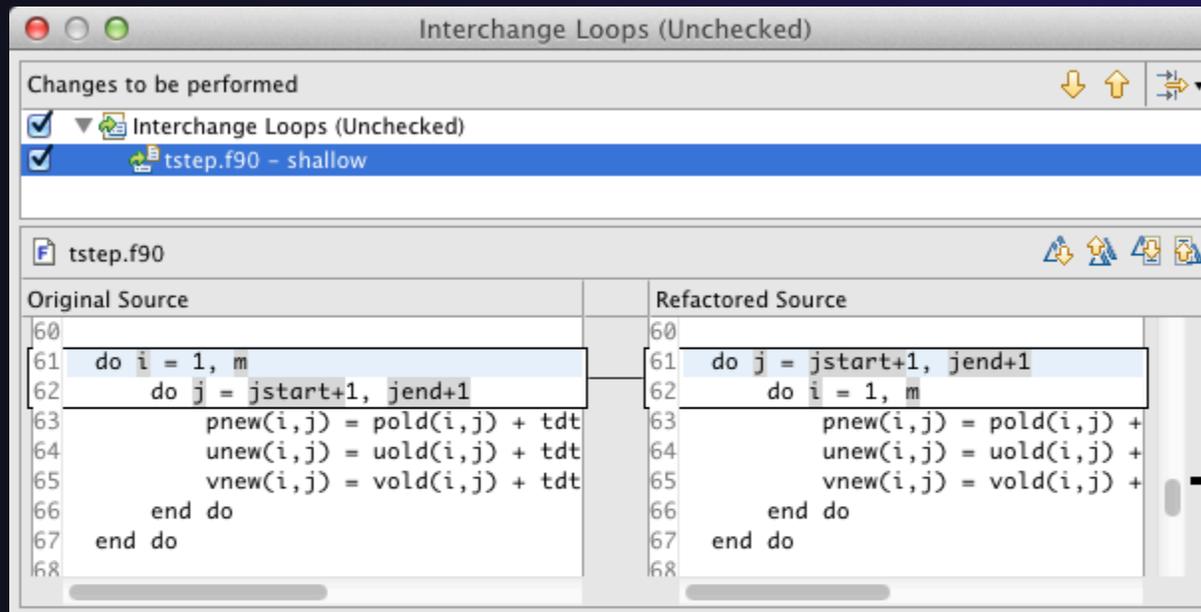


- ★ Introduce in a single file by opening the file and selecting **Refactor ▶ Coding Style ▶ Introduce IMPLICIT NONE...**
- ★ Introduce in multiple files by selecting them in the Fortran Projects view, right-clicking on the selection, and choosing **Refactor ▶ Coding Style ▶ Introduce IMPLICIT NONE...**

Loop Transformations

(Fortran only)

- ✦ **Interchange Loops** **CAUTION:** No check for behavior preservation
 - ✦ Swaps the loop headers in a two-loop nest
 - ✦ Select the loop nest, click menu item **Refactor ▶ Do Loop ▶ Interchange Loops (Unchecked)...**



New version traverses
in column-major order
(better cache performance)

Loop Transformations

(Fortran only)

★ Unroll Loop

★ Select a loop, click **Refactor** ▶ **Do Loop** ▶ **Unroll Loop...**

```
do i = 1, 10
  print *, 10*i
end do
```



Unroll 4x

```
do i = 1, 10, 4
  print *, 10*i
  print *, 10*(i+1)
  print *, 10*(i+2)
  print *, 10*(i+3)
end do
```

Original Source	Refactored Source
68	78
69 ! Don't apply time filter on first	79 end if
70 if (firststep == 0) then	80
71 do j = jstart+1, jend+1	81 do j = jstart+1, jend+1
72 do i = 1, m	82 LoopUpperBound = m
73 pold(i,j) = p(i,j)+alpha*(pne	83 do i = 1, LoopUpperBound,4
74 uold(i,j) = u(i,j)+alpha*(une	84 p(i,j) = pnew(i,j)
75 vold(i,j) = v(i,j)+alpha*(vne	85 u(i,j) = unew(i,j)
76 end do	86 v(i,j) = vnew(i,j)
77 end do	87 p((i+1),j) = pnew((i+1)
78 end if	88 u((i+1),j) = unew((i+1)
79	89 v((i+1),j) = vnew((i+1)
80 do j = jstart+1, jend+1	90 p((i+2),j) = pnew((i+2)
81 do i = 1, m	91 u((i+2),j) = unew((i+2)
82 p(i,j) = pnew(i,j)	92 v((i+2),j) = vnew((i+2)
83 u(i,j) = unew(i,j)	93 p((i+3),j) = pnew((i+3)
84 v(i,j) = vnew(i,j)	94 u((i+3),j) = unew((i+3)
85 end do	95 v((i+3),j) = vnew((i+3)
86 end do	96 end do
87 end subroutine	97 end do
88	98 end subroutine
	99
	00



Refactoring & Transformation – Try It!

In `tstep.f90`...

1. In `init.c`, extract the `printf` statements at the bottom of the file into a new function called `print_banner`
2. In `worker.c`, change the spellings of `neighbour_send` and `neighbour_receive` to American English
3. In `tstep.f90`, make the (Fortran) `tstep` subroutine `IMPLICIT NONE`

NCSA/XSEDE Features

★ Objectives

- ★ Install NCSA's GSI auth and XSEDE support plug-ins
- ★ Become familiar with the System menu

★ Contents

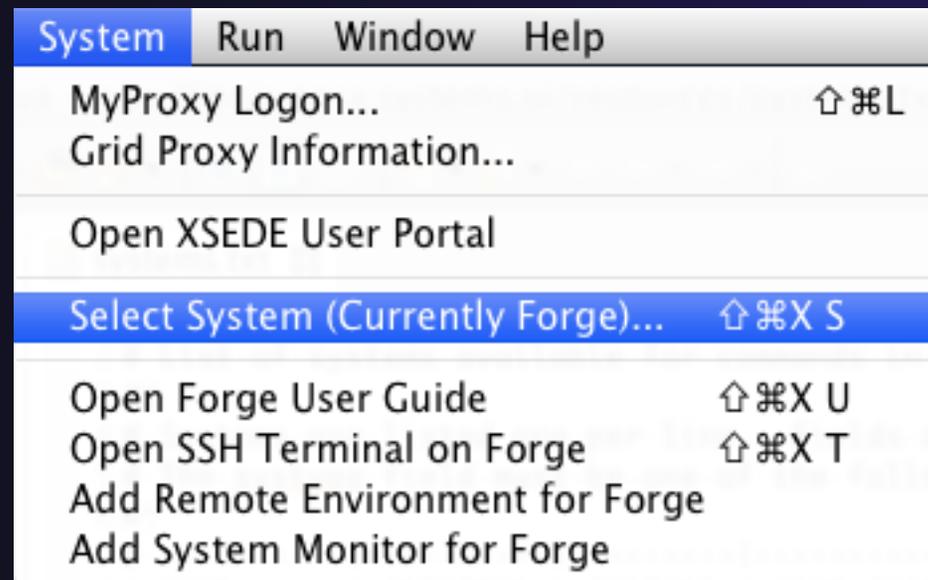
- ★ Capabilities
- ★ Installation

★ Prerequisites

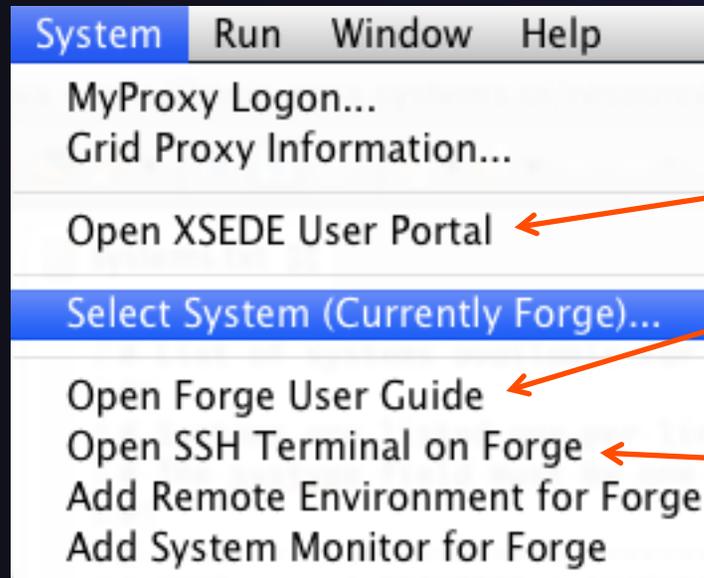
- ★ (none)

Additional Plug-ins from NCSA

- ★ NCSA publishes additional plug-ins can be added onto an existing PTP installation
- ★ Contribute a **System** menu to the menu bar with XSEDE- and NCSA-specific commands



System Menu



✦ Open Web content in Eclipse:

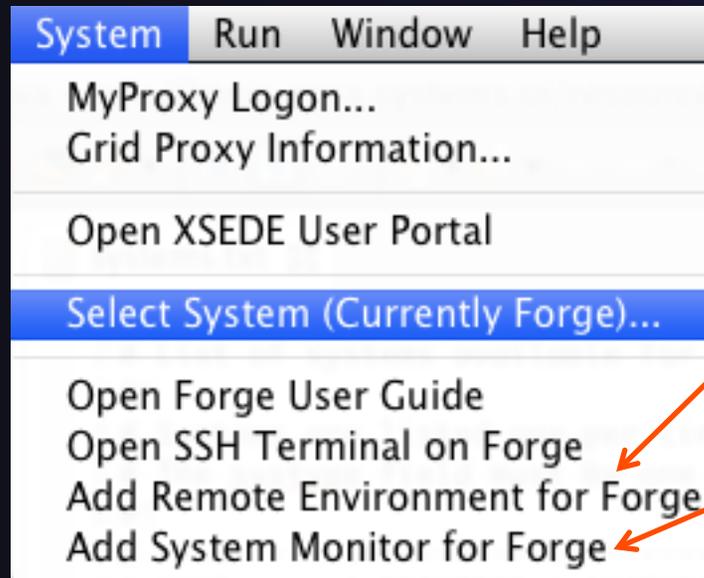
✦ **Open XSEDE User Portal**

✦ **Open User Guide** for a machine

✦ **Open an SSH terminal**
(as an Eclipse view)

Eclipse-integrated SSH terminals are provided by the Remote System Explorer (RSE), one of the features that is included in the Eclipse for Parallel Application Developers package.

System Menu

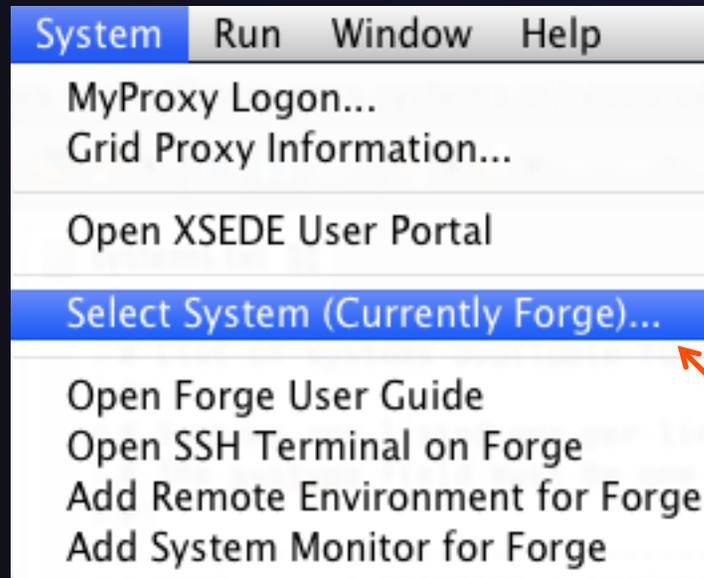


★ Shortcuts for common PTP tasks:

★ **Add Remote Environment** adds a Remote Tools connection for a particular machine

★ **Add System Monitor** opens the System Monitoring perspective and begins monitoring a particular machine

System Menu



- ✦ The plug-in is preconfigured with information about XSEDE and NCSA resources
- ✦ The bottom four commands generally prompt for a system
- ✦ **Select System** can be used to eliminate this prompt, so these commands always act on a particular system

MyProxy Logon



- ✦ **MyProxy Logon** allows you to authenticate with a MyProxy server
 - ✦ Often **myproxy.teragrid.org**
- ✦ It stores a “credential,” which is usually valid for 12 hours
- ✦ During these 12 hours, SSH connections to XSEDE resources will not require a password; they can use the stored credential
 - ✦ However, you **must** enter the correct username for that machine!

Installation

1. Click **Help > Install New Software**
2. Click **Add** to open the Add Repository dialog
3. In the **Location** field, enter
`http://forecaster.ncsa.uiuc.edu/updates/juno`
and then click **OK** to close the Add dialog
4. Select the following:
 - ✦ GSI Authentication and MyProxy Logon Support
 - ✦ NCSA and XSEDE System Support
5. Click **Next** and complete the installation

Parallel Debugging

- ★ Objective

- ★ Learn the basics of debugging parallel programs

- ★ Contents

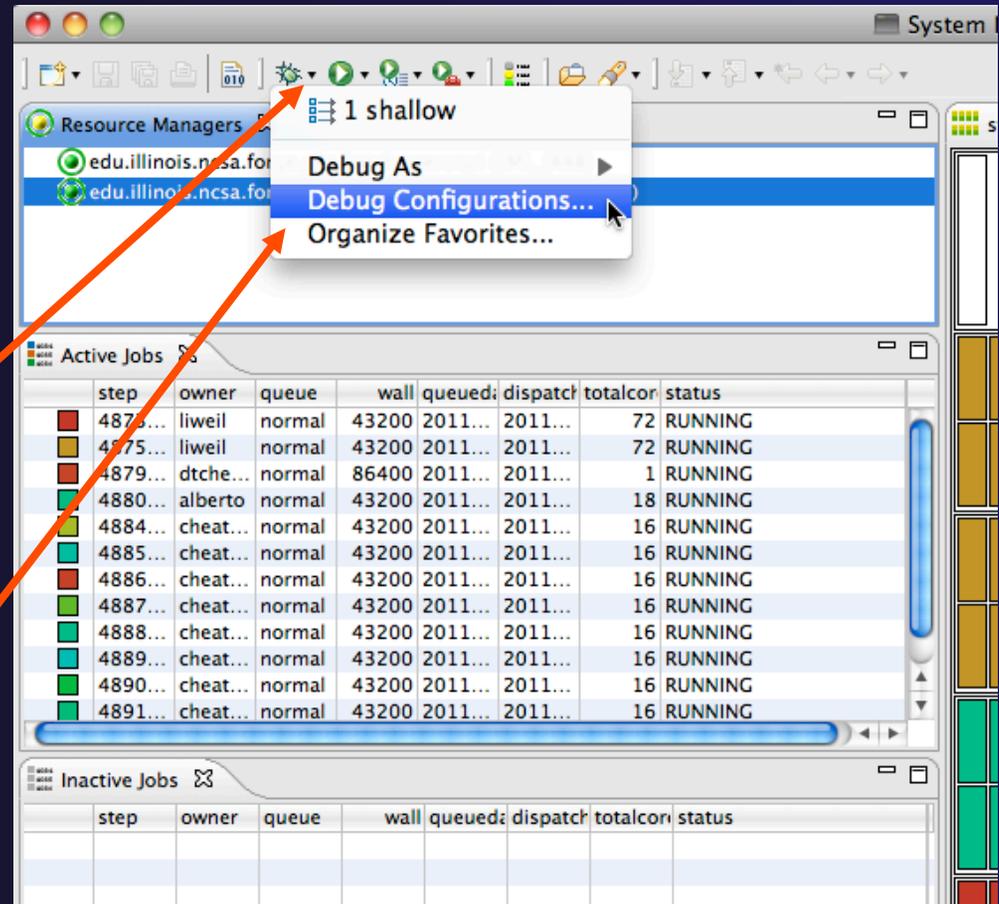
- ★ Launching a debug session
 - ★ The Parallel Debug Perspective
 - ★ Controlling sets of processes
 - ★ Controlling individual processes
 - ★ Parallel Breakpoints
 - ★ Terminating processes

Debugging Setup

- ★ Debugging requires interactive access to the application
- ★ Can use any of the *-Interactive* target configurations
 - ★ *Torque-Generic-Interactive*
 - ★ *PBS-Generic-Interactive*
 - ★ *OpenMPI-Generic-Interactive*

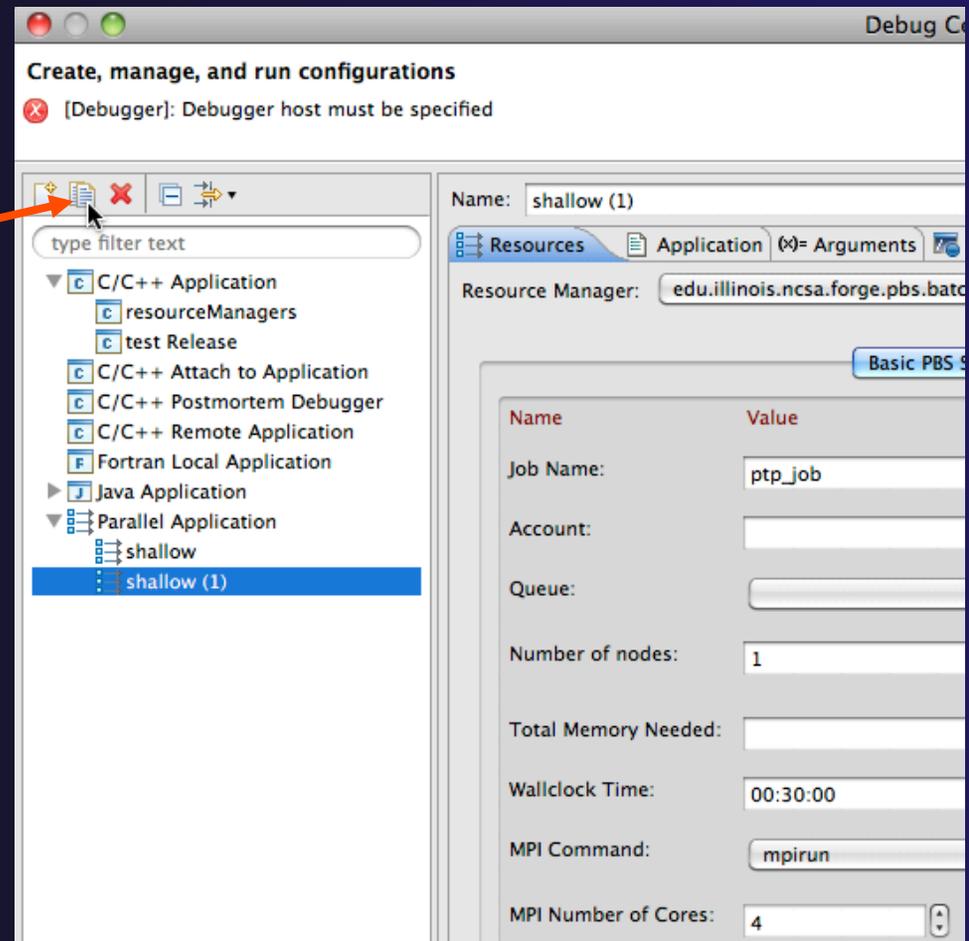
Create a Debug Configuration

- ★ A debug configuration is essentially the same as a run configuration (like we used in the *Running an Application* module)
- ★ It is possible to re-use an existing configuration and add debug information
- ★ Use the drop-down next to the debug button (bug icon) instead of run button
- ★ Select **Debug Configurations...** to open the **Debug Configurations** dialog



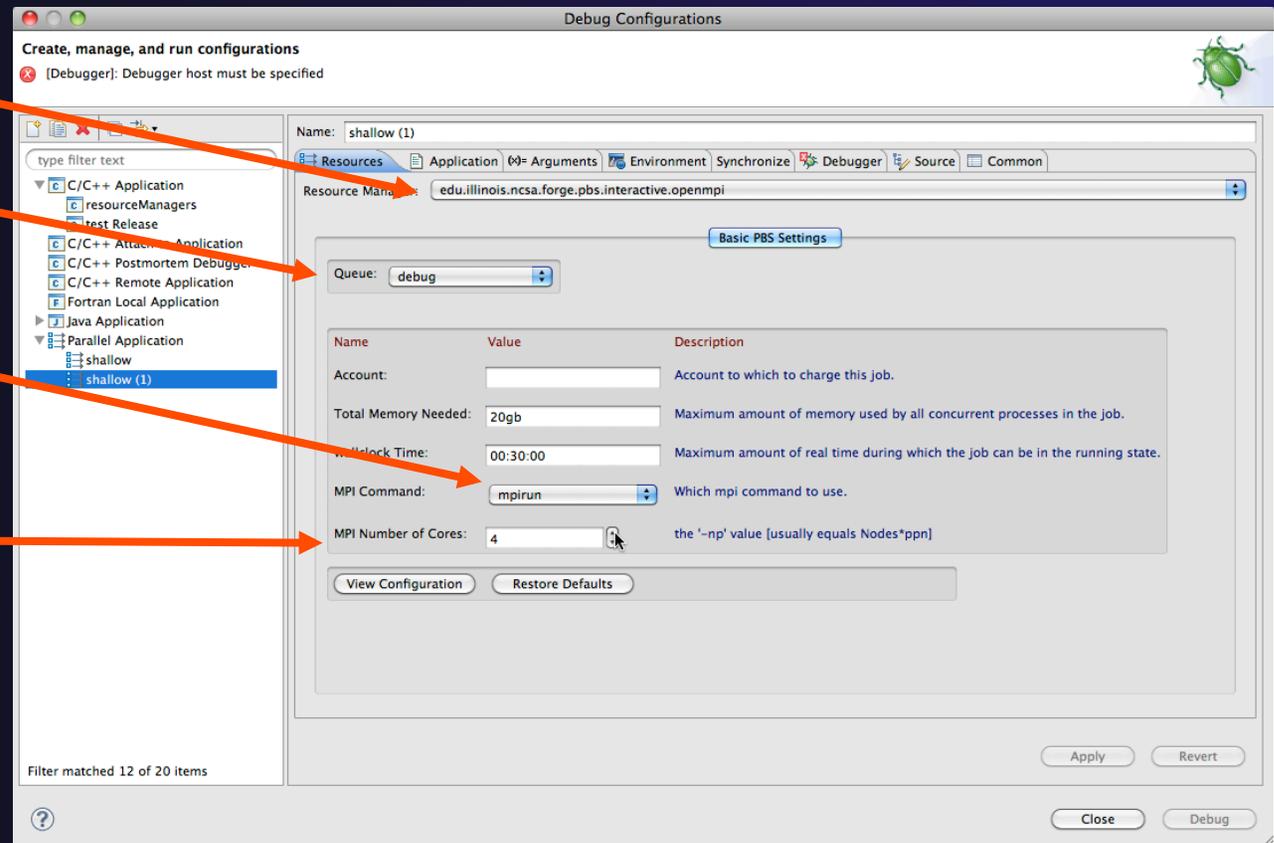
Copy the Existing Configuration

- ★ Select the existing configuration
- ★ Click on the **copy** button to create a duplicate configuration



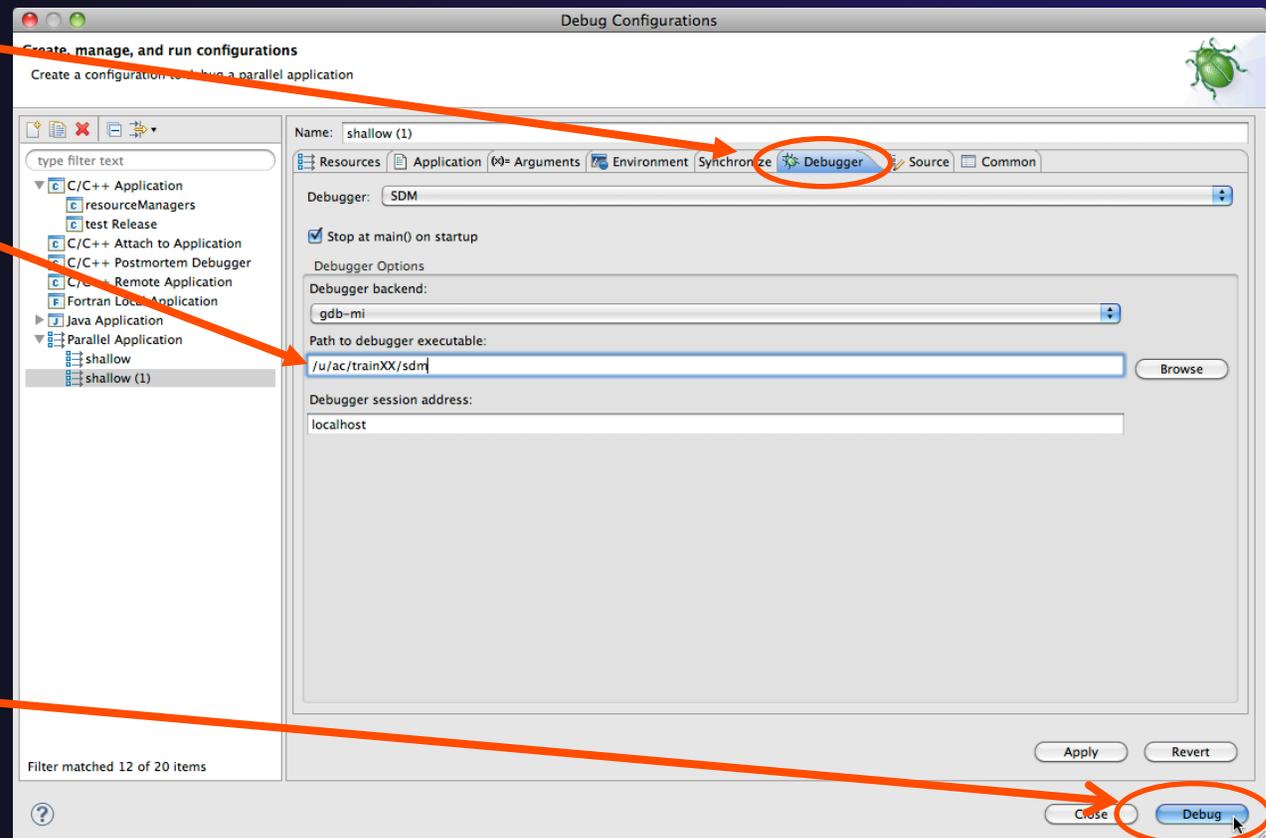
Configure the Resource Tab

- ★ Select the new resource manager
- ★ Choose the **debug** queue
- ★ Choose the **mpirun** command
- ★ Select the number of cores (in this case use 4)



Configure the Debug Tab

- ★ Select **Debugger** tab
- ★ Set the debugger path to the **sdm** in your home directory
- ★ Debugger session address should not need to be changed
- ★ Click on **Debug** to launch the program





Exercise

- ✦ Open the debug configuration dialog
- ✦ Copy an existing configuration
 - ✦ Or create a new configuration (if you don't already have one)
- ✦ Select an *-Interactive* target configuration
- ✦ Configure the **Debug** tab
- ✦ Launch the debugger

The Parallel 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 screenshot displays the Eclipse IDE in the Parallel Debug perspective. The top toolbar shows various debugging tools. The Parallel Debug view (top left) shows a job named 'job0' with a progress indicator. The Debug view (middle left) shows the call stack for 'Process 0' and 'Thread [1] (Suspended)', with the current frame being 'main() main.c:38 4032ca'. The Source view (bottom left) shows the source code for 'main.c', with line 38 highlighted: 'float pi=4.*(float)atan((double)1.);'. The Variables view (top right) shows a list of variables and their values: 'argc' (1), 'argv' (7fffffff658), 'pi' (5.957805E-39), 'p' ([0 - 18]), 'u' ([0 - 18]), 'v' ([0 - 18]), and 'psi' ([0 - 18]). The Outline view (bottom right) shows the project structure, including headers like 'math.h', 'mpi.h', 'stdio.h', and 'dec.h', and functions like 'worker()', 'setup_res()', 'main(int, char*[])', and 'update_global_ds(MPI_Datatype)'. The Console view (bottom) shows the output of the program, which is currently empty.

The Parallel 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

The screenshot displays the Eclipse IDE's Parallel Debug perspective. The interface is divided into several panes:

- Breakpoints:** Located at the top, it shows a list of breakpoints. An orange arrow points to the Breakpoints view.
- Variables:** Located on the right, it shows a table of variables and their values. An orange arrow points to the Variables view.
- Debug:** Located in the middle-left, it shows the current state of the application, including the selected process and thread. An orange arrow points to the Debug view.
- Outline:** Located on the right, it shows the source code structure. An orange arrow points to the Outline view.
- Source Code:** The main editor shows the source code of the program, with line 38 highlighted. An orange arrow points to the source code.

Name	Value
argc	1
argv	7fffffff658
pi	5.957805E-39
p	[0 - 18]
u	[0 - 18]
v	[0 - 18]
psi	[0 - 18]

```

32 MPI_Datatype * setup_res();
33
34 main (argc, argv)
35     int argc;
36     char * argv[];
37 {
38     float pi=4.*((float)atan((double)1.));
39     float p[n][m]; /* Pressure (or free surface height) */
40     float u[n][m]; /* Zonal wind */
41     float v[n][m]; /* Meridional wind */
42     float psi[n][m]; /* Velocity streamfunction */
43     float pold[n][m];
44     float uold[n][m];
45     float vold[n][m];
46     float h[n][m];
47     float dummy1[n][m];
48     float dummy2[n][m];
49     float tpi=pi+pi;
50     float di=tpi/(float)m;
51     float dj=tpi/(float)n;
52

```

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

Parallel Debug - shallow/main.c - Eclipse - /Users/greg/testing/workspa

Parallel Debug View: Open_MPI@abe.ncsa.uiuc.edu: default:job0 Root [4]

Debug View: shallow [Parallel Application]

- Process 0 (Suspended)
 - Thread [1] (Suspended)
 - 1 main() main.c:50 4032f6

Source Code (main.c):

```

38 float pi=4.*(float)atan((double)1.);
39 float p[n][m]; /* Pressure (or free surface height) */
40 float u[n][m]; /* Zonal wind */
41 float v[n][m]; /* Meridional wind */
42 float psi[n][m]; /* Velocity streamfunction */
43 float pold[n][m];
44 float uold[n][m];
45 float vold[n][m];
46 float h[n][m];
47 float z[n][m];
48 float dummy1[m];
49 float dummy2[n][m];
50 float tpi=pi+pi;
51 float di=tpi/(float)m;
52 float dj=tpi/(float)n;
53 int i, j, chunk_size, nxt, prv;
54
55 int master_packet[4];
56 float p_start[m];
57 float u_start[m];
58 float v_start[m];
  
```

Stepping An Individual Process

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

Parallel Debug - shallow/main.c - Eclipse - /Users/greg/testing/works

Parallel Debug

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

Job0 0

Debug

shallow [Parallel Application]

Process 0 (Suspended)

Thread [1] (Suspended)

1 main() main.c:51 403309

Name

- argc
- argv
- pi
- p
- u
- v
- psi

main.c

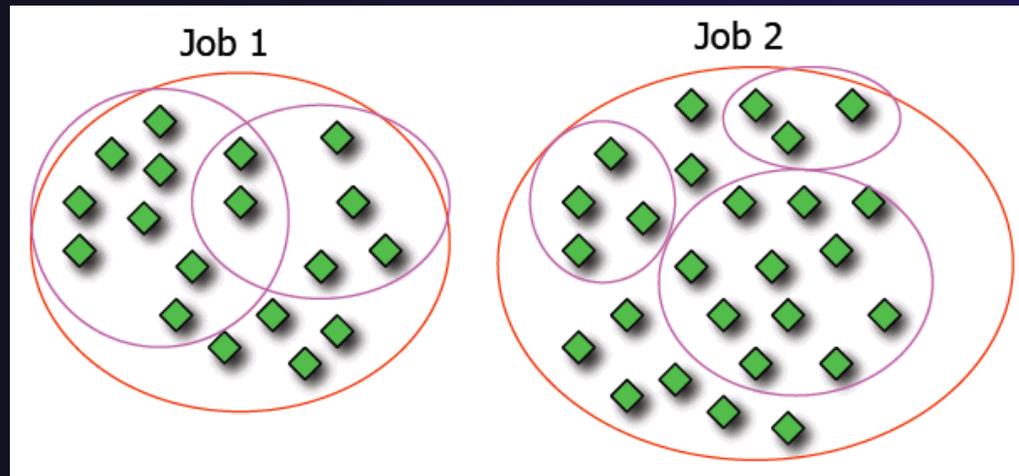
```

38 float pi=4.*(float)atan((double)1.);
39 float p[n][m]; /* Pressure (or free surface height) */
40 float u[n][m]; /* Zonal wind */
41 float v[n][m]; /* Meridional wind */
42 float psi[n][m]; /* Velocity streamfunction */
43 float pold[n][m];
44 float uold[n][m];
45 float vold[n][m];
46 float h[n][m];
47 float z[n][m];
48 float dummy1[n][m];
49 float dummy2[n][m];
50 float tpi=pi+pi;
51 float di=tpi/(float)m;
52 float dj=tpi/(float)n;
53 int i, j, chunk_size, nxt, prv;
54
55 int master_packet[4];
56 float p_start[m];
57 float u_start[m];

```

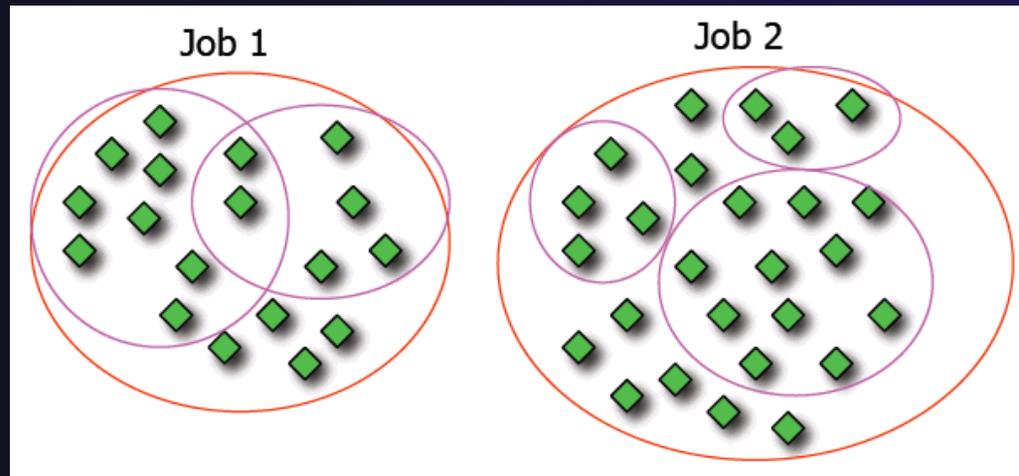
Process Sets (1)

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



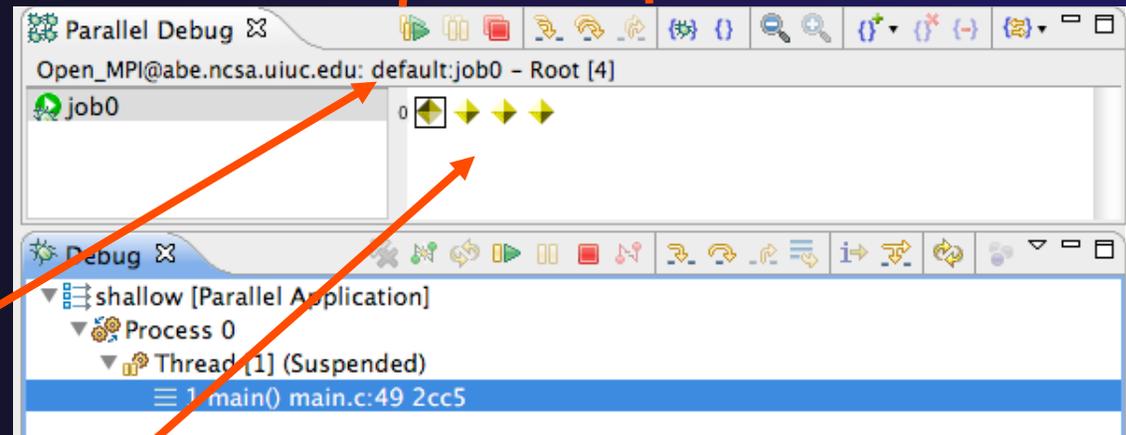
Process Sets (2)

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



Operations On Process Sets

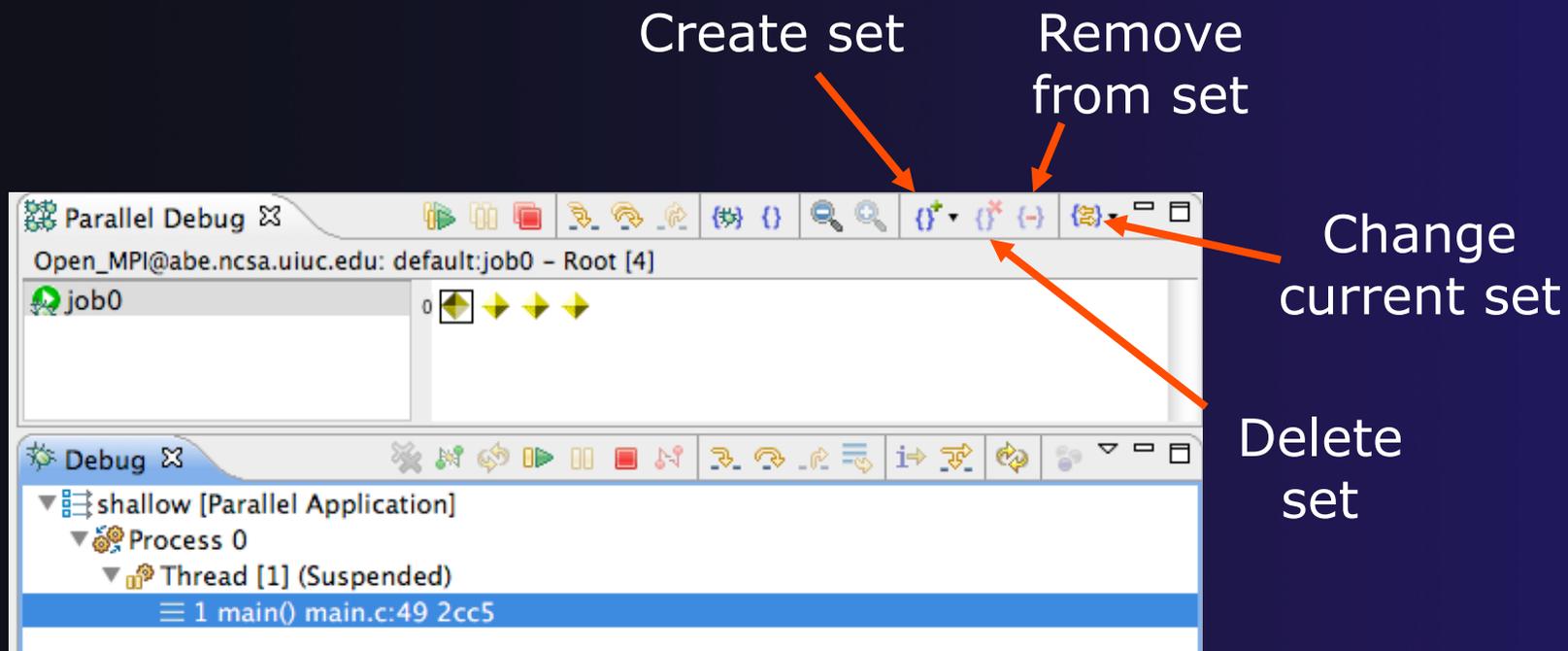
- ★ Debug operations on the **Parallel Debug view** toolbar always apply to the current set:
 - ★ Resume, suspend, stop, step into, step over, step return
- ★ The current process set is listed next to job name along with number of processes in the set
- ★ The processes in process set are visible in right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



Root set = all processes

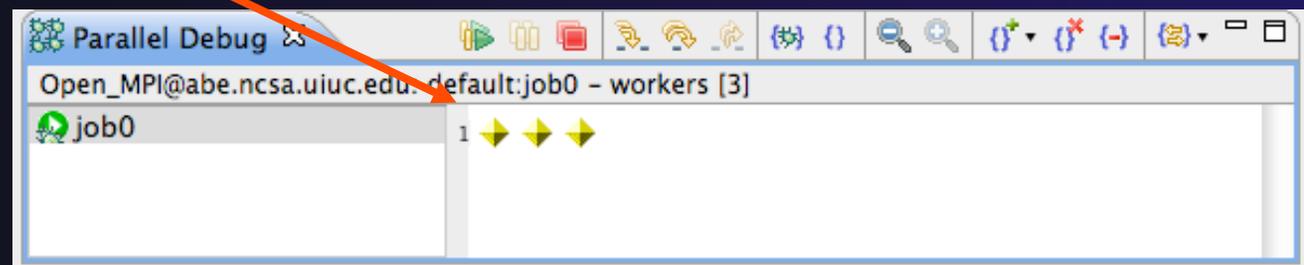
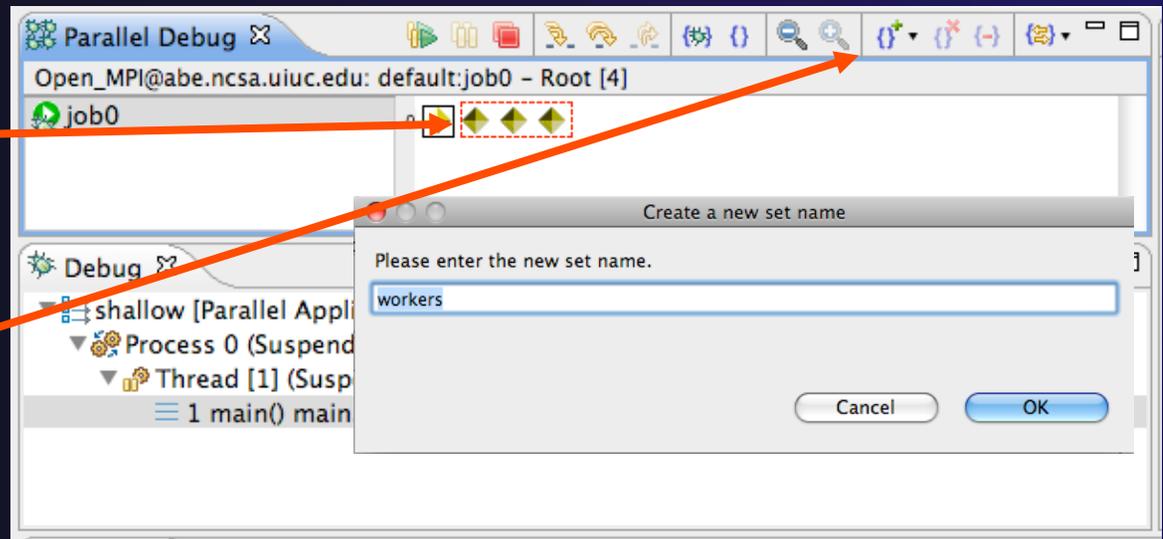
Managing Process Sets

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



Creating A New Process Set

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



Stepping Using New Process Set

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

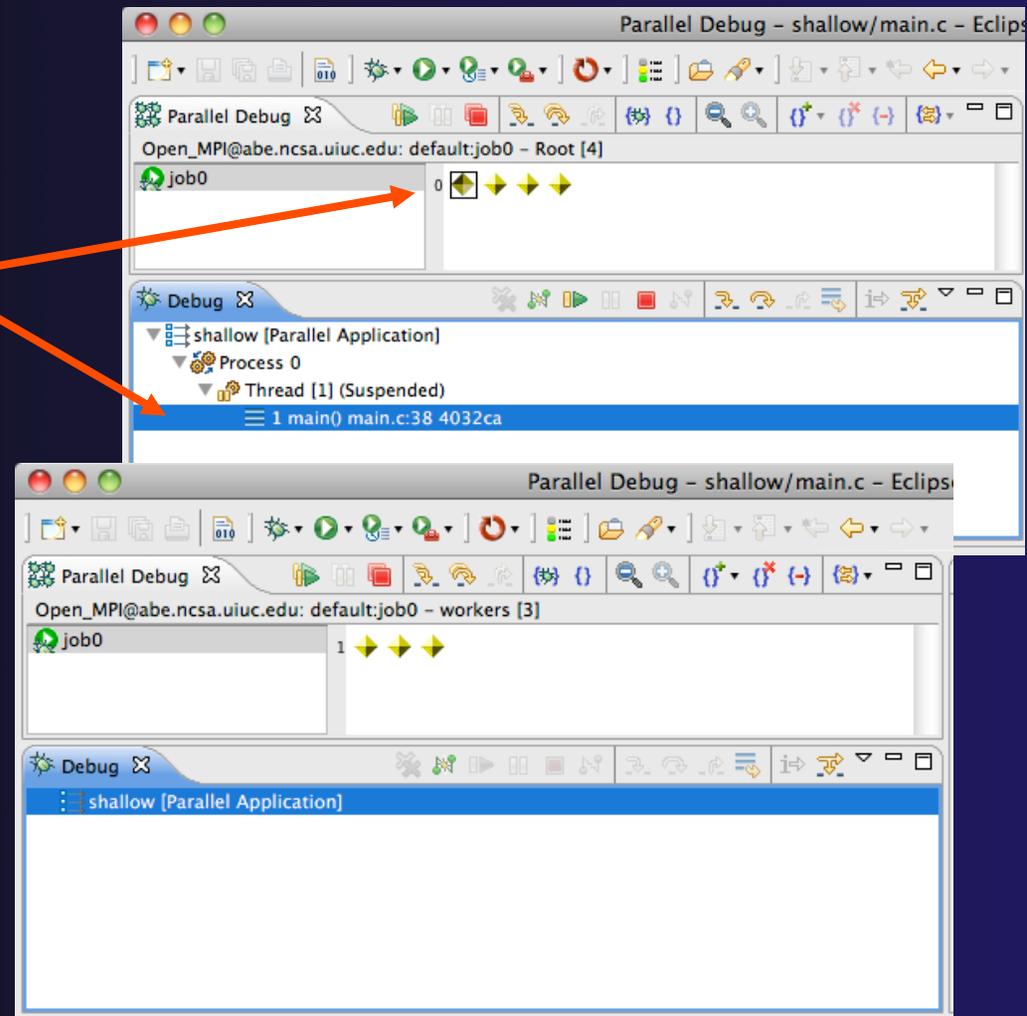
```
49 float aummyc[n][m];
50 float tpi=pi*pi;
51 float di=tpi/(float)m;
52 float dj=tpi/(float)n;
53 int i, j, chunk_size, nxt, prv;
54
55 int master_packet[4];
56 float p_start[m];
57 float u_start[m];
58 float v_start[m];
59 float psi_start[m];
60 float pold_start[m];
61 float uold_start[m];
62 float vold_start[m];
63 int proc_cnt;
64 int tid;
65 MPI_Datatype * res_type;
66
67 MPI_Init(&argc, &argv);
68 MPI_Comm_size(MPI_COMM_WORLD, &proc_cnt);//hello
69 MPI_Comm_rank(MPI_COMM_WORLD, &tid);
```

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

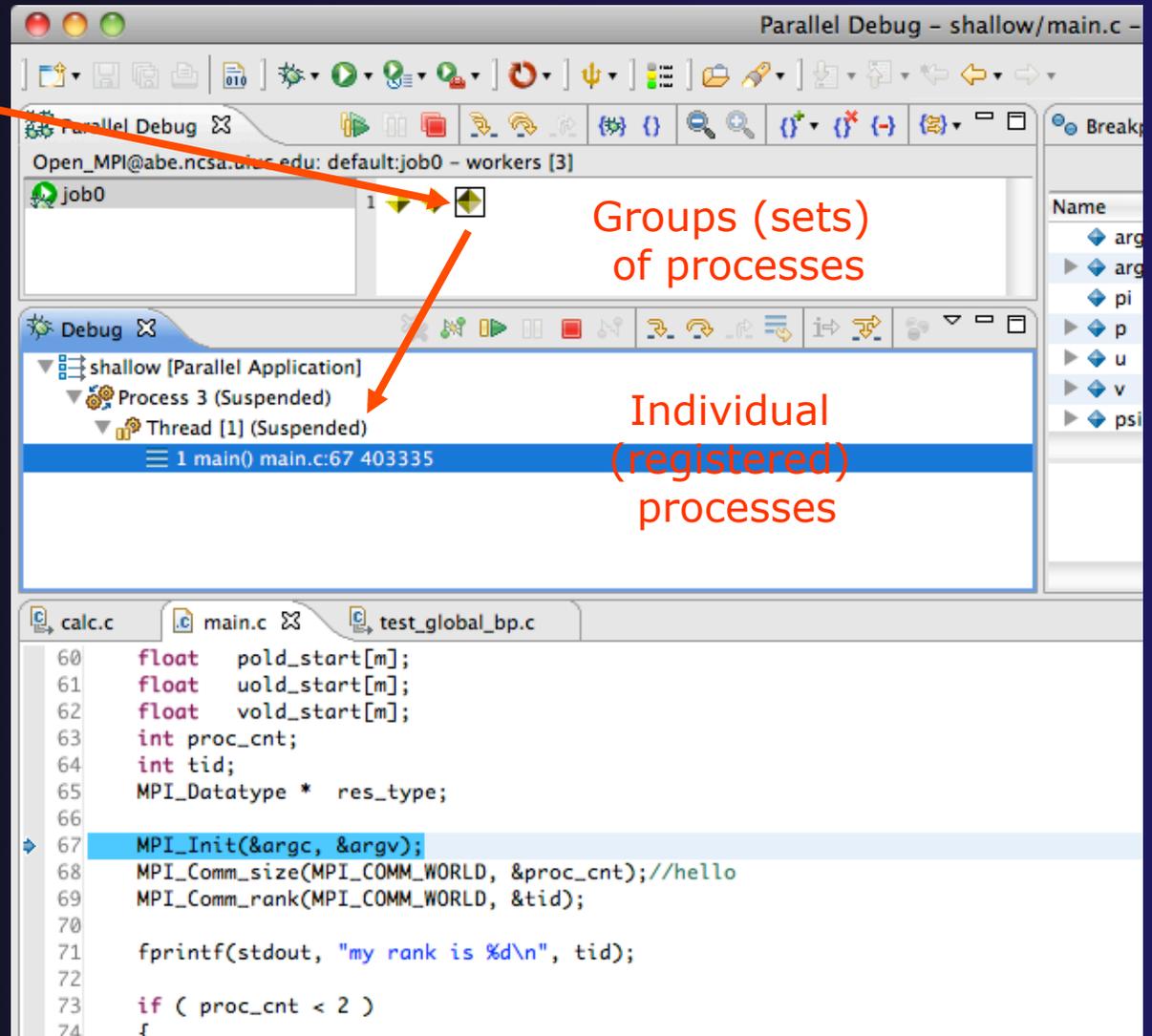
Process Registration (2)

- ✦ By default, process 0 was registered when the debug session was launched
- ✦ Registered processes are surrounded by a box and shown in the Debug view
- ✦ The Debug view only shows registered processes in the current set
- ✦ Since the “workers” set doesn’t include process 0, it is no longer displayed in the Debug view



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
- ★ To un-register a process, double-click on the process icon or select a number of processes and click on the **unregister** button



Current Line Marker

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

Colors And Markers

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

```

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

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

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

```



Multiple processes marker



Registered process marker



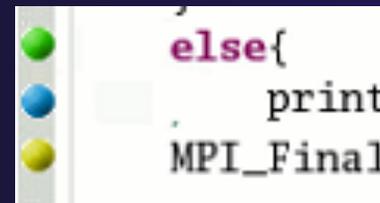
Un-registered process marker



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

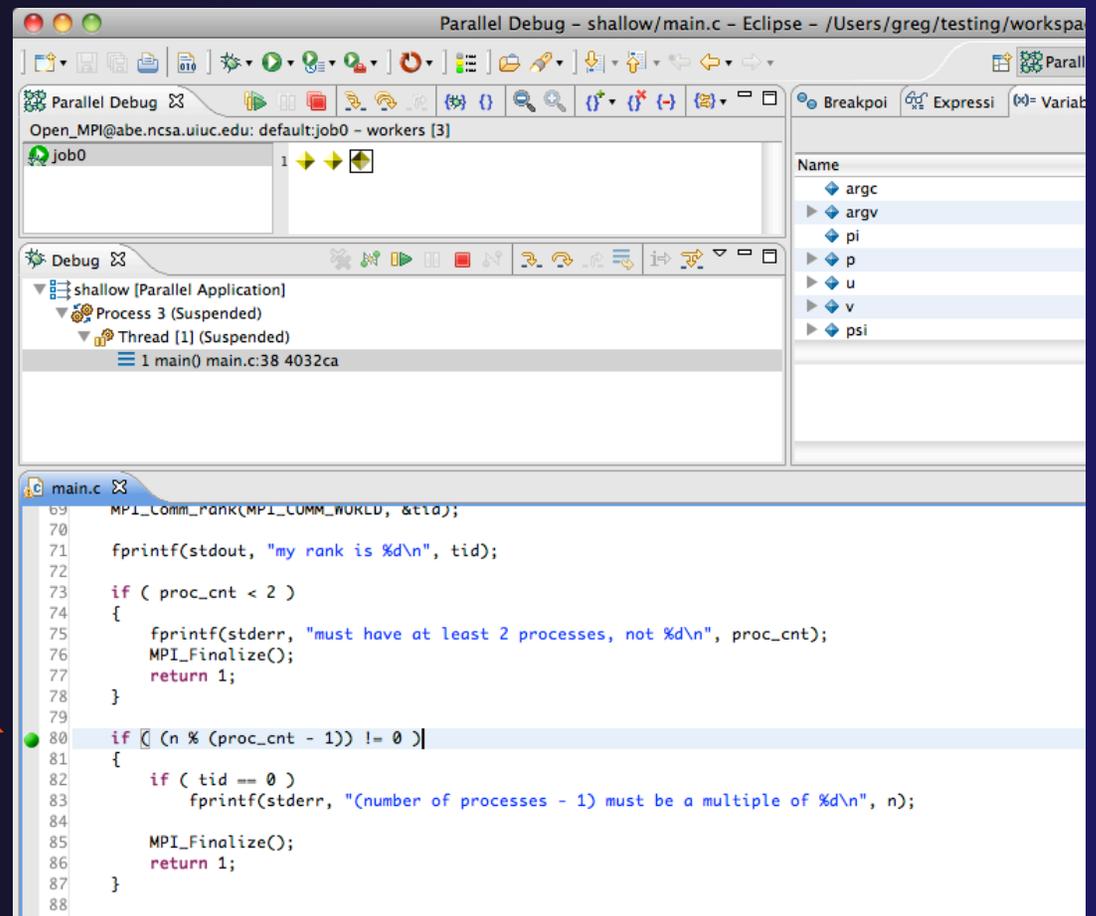
Breakpoints

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



Creating A Breakpoint

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

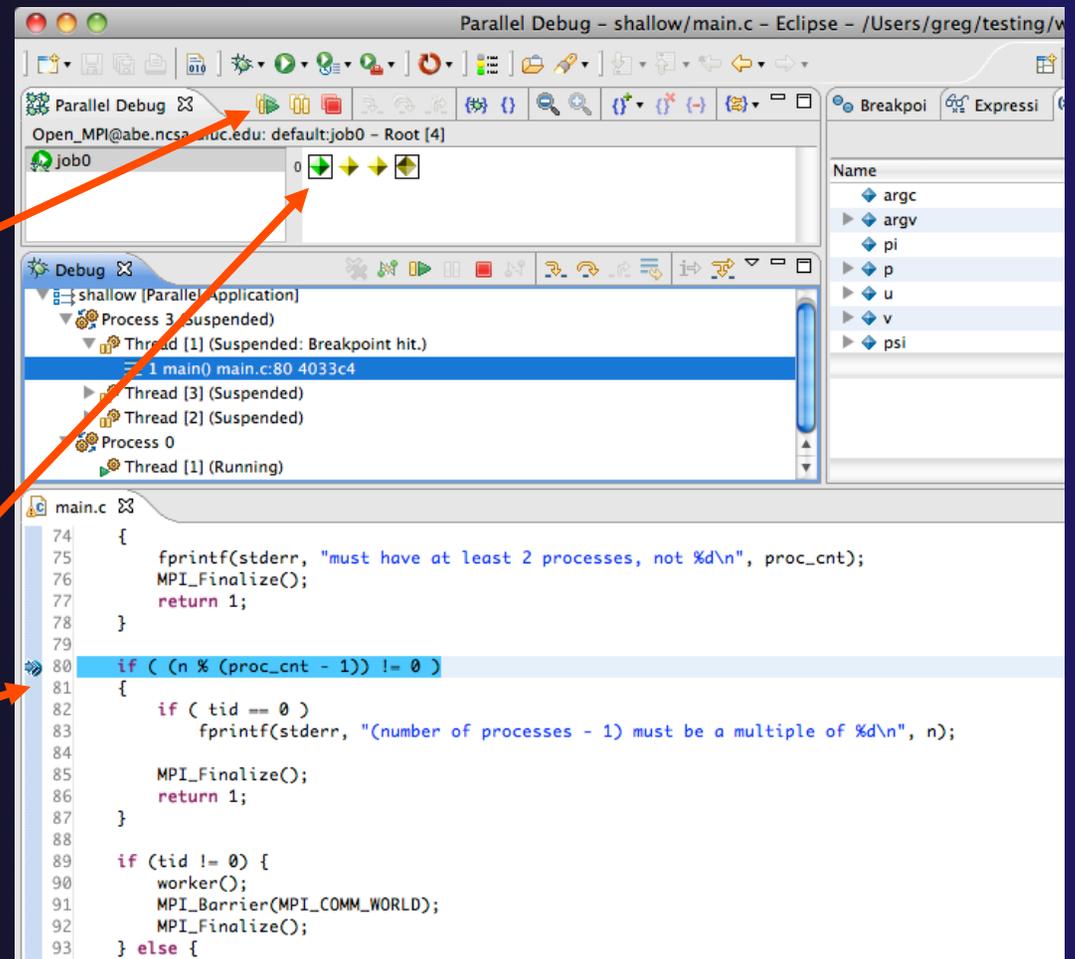


The screenshot shows the Eclipse IDE interface for a parallel application. The top toolbar includes a 'Parallel Breakpoint' icon. The 'Parallel Debug' window shows a job named 'job0' with a marker bar below it. The 'Debug' window shows the application structure: 'shallow [Parallel Application]' containing 'Process 3 (Suspended)' and 'Thread 1 (Suspended)'. The 'main.c' editor window shows the source code with a green breakpoint marker on line 80. An orange arrow points from the text 'The breakpoint is displayed on the marker bar' to this marker.

```
69 MPI_Comm_rank(MPI_COMM_WORLD, &tid);
70
71 fprintf(stdout, "my rank is %d\n", tid);
72
73 if ( proc_cnt < 2 )
74 {
75     fprintf(stderr, "must have at least 2 processes, not %d\n", proc_cnt);
76     MPI_Finalize();
77     return 1;
78 }
79
80 if ( (n % (proc_cnt - 1)) != 0 )
81 {
82     if ( tid == 0 )
83         fprintf(stderr, "(number of processes - 1) must be a multiple of %d\n", n);
84
85     MPI_Finalize();
86     return 1;
87 }
88
```

Hitting the Breakpoint

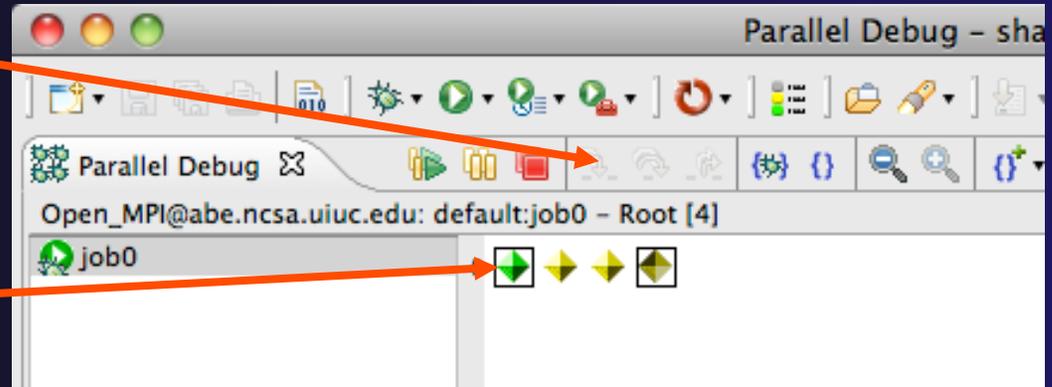
- ✦ Switch back to the **Root** set by clicking on the **Change Set** button
- ✦ Click on the **Resume** button in the **Parallel Debug view**
- ✦ In this example, the three worker processes have hit the breakpoint, as indicated by the yellow process icons and the current line marker
- ✦ Process 0 is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



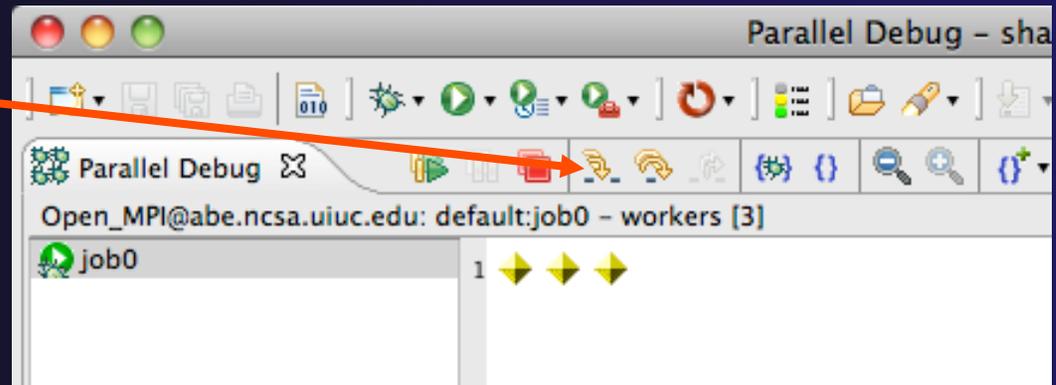
```
74 {
75     fprintf(stderr, "must have at least 2 processes, not %d\n", proc_cnt);
76     MPI_Finalize();
77     return 1;
78 }
79
80 if ( n % (proc_cnt - 1) != 0 )
81 {
82     if ( tid == 0 )
83         fprintf(stderr, "(number of processes - 1) must be a multiple of %d\n", n);
84
85     MPI_Finalize();
86     return 1;
87 }
88
89 if (tid != 0) {
90     worker();
91     MPI_Barrier(MPI_COMM_WORLD);
92     MPI_Finalize();
93 } else {
```

More On Stepping

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

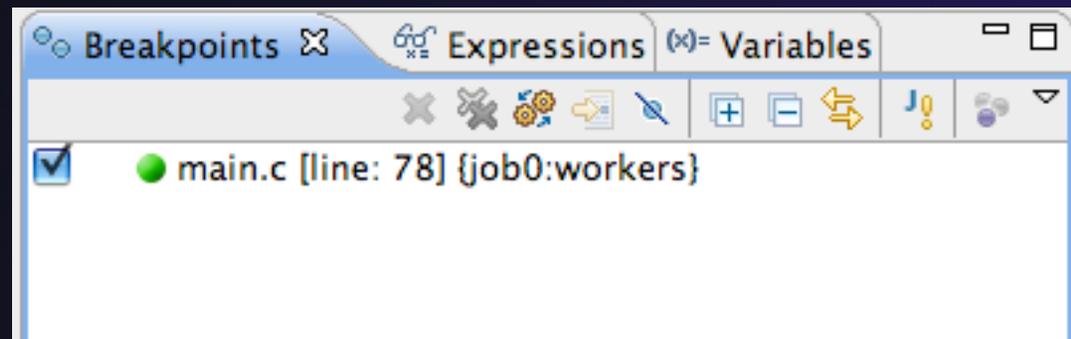


- ★ Switch to the set of suspended processes (the **workers** set)
- ★ You will now see the **Step** buttons become enabled



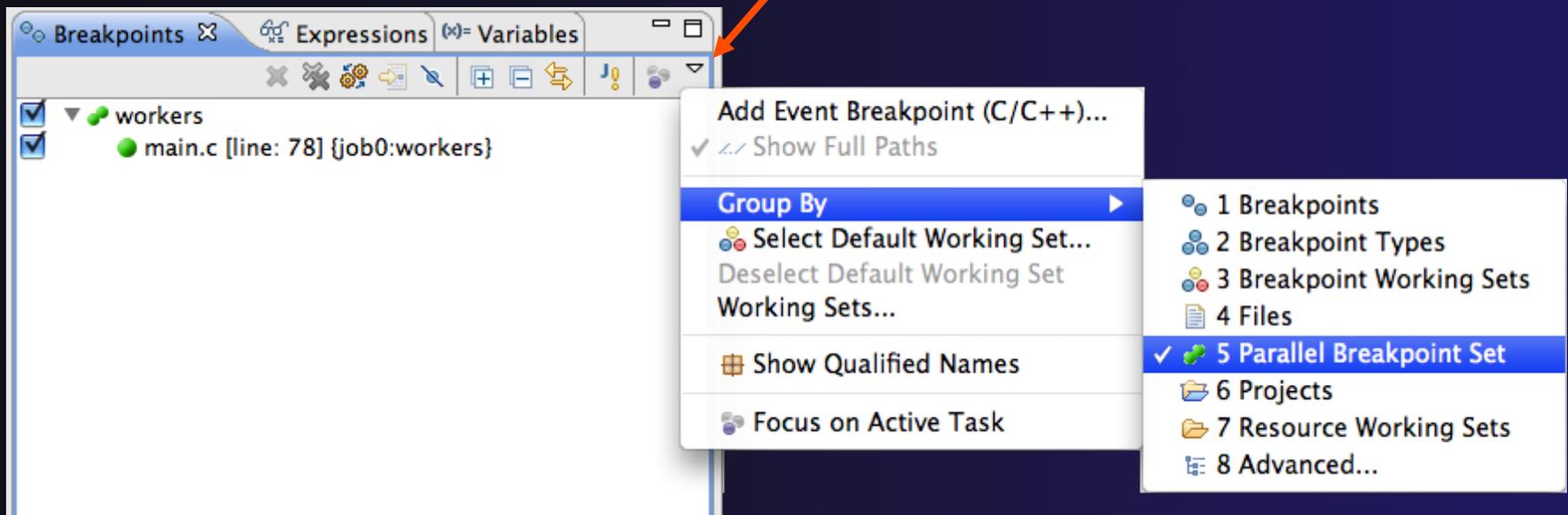
Breakpoint Information

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



Breakpoints View

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



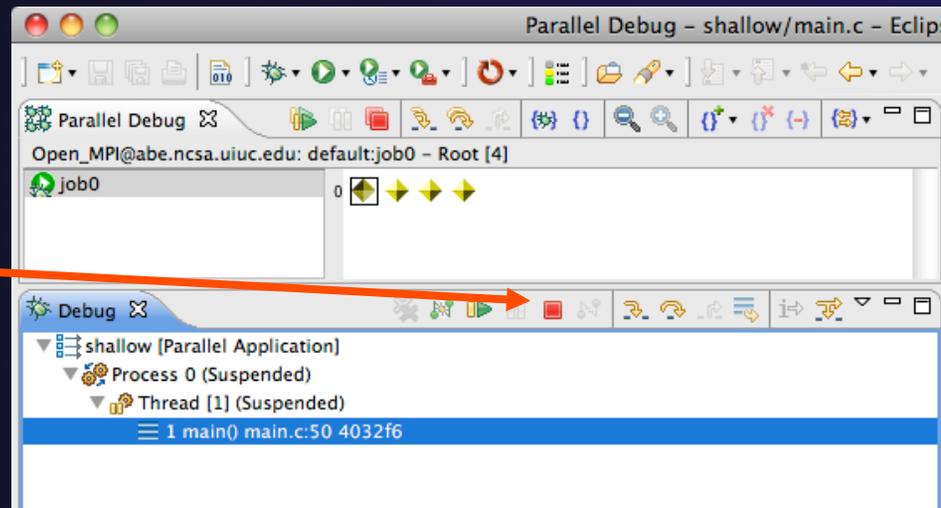
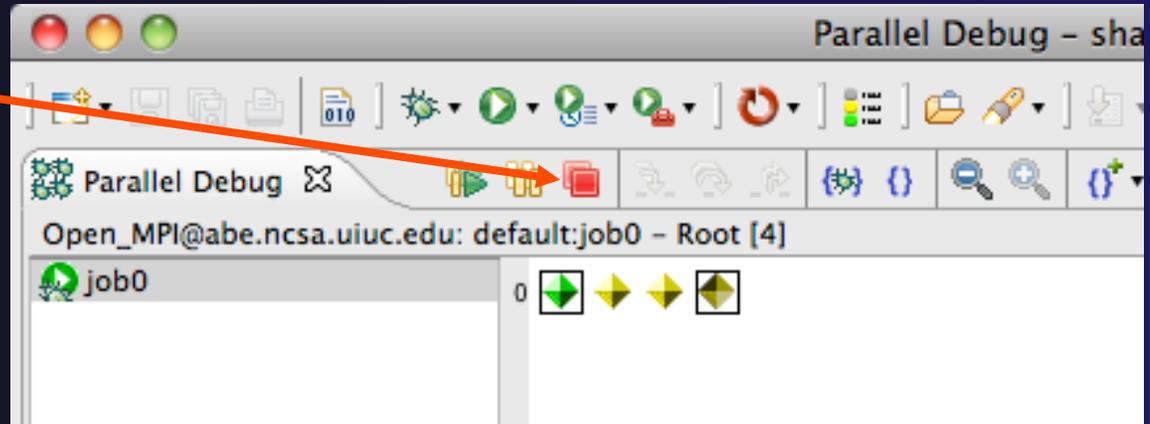
Global Breakpoints

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

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

Terminating A Debug Session

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



Performance Tuning and Analysis Tools

★ Objective

- ★ Become familiar with tools integrated with PTP, to help enhance performance of parallel applications

★ Contents

- ★ Overview of ETfw and Performance Tools
- ★ Maybe one slide on each?
- ★ More detail in separate modules

PTP/External Tools Framework

formerly "Performance Tools Framework"

Goal:

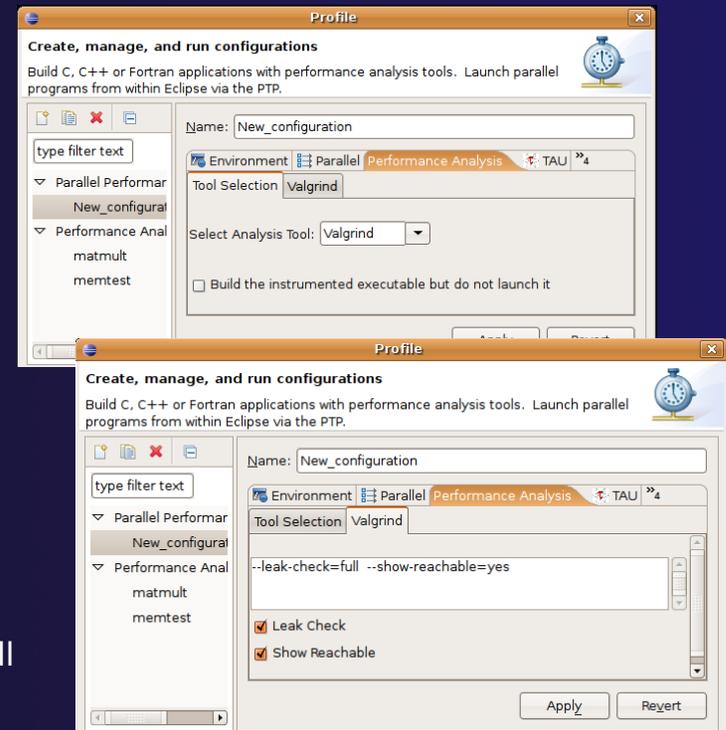
- ★ Reduce the "eclipse plumbing" necessary to integrate tools
- ★ Provide integration for instrumentation, measurement, and analysis for a variety of performance tools

- ★ 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
- ★ One-click 'launch' functionality
- ★ Support for development tools such as TAU, PPW and others.
- ★ Adding new tools is much easier than developing a full Eclipse plug-in

```

-<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="Leak Check" />
      <togoption label="Show Reachable" optname="--show-reachable=yes" tooltip="Show Reachable" />
    </optionpane>
  </utility>
</execute>
</tool>

```



Performance Tuning and Analysis Tools - TAU

★ Objective

- ★ Become familiar with tools integrated with PTP, to help enhance performance of parallel applications

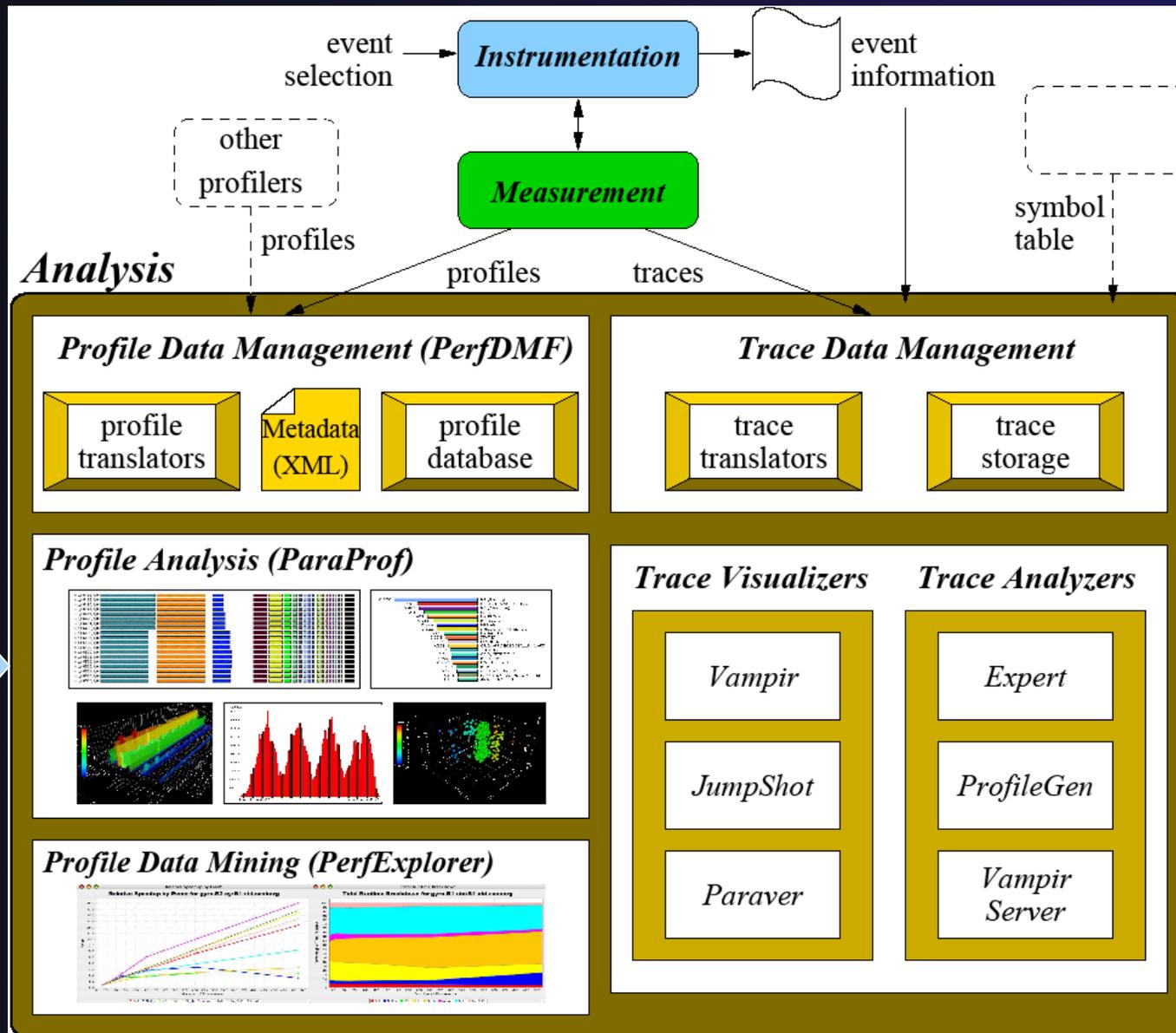
★ Contents

- ★ Performance Tuning and external tools:
 - ★ PTP External Tools Framework (ETFw), TAU
 - Hands-on exercise using TAU with PTP

TAU: Tuning and Analysis Utilities

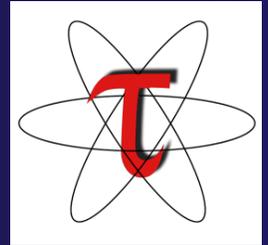
- ★ TAU is a performance evaluation tool
- ★ It supports parallel profiling and tracing
- ★ Profiling shows you how much (total) time was spent in each routine
- ★ Tracing shows you *when* the events take place in each process along a timeline
- ★ TAU uses a package called PDT for automatic instrumentation of the source code
- ★ Profiling and tracing can measure time as well as hardware performance counters from your CPU (or GPU!)
- ★ TAU can automatically instrument your source code (routines, loops, I/O, memory, phases, etc.)
- ★ TAU runs on all HPC platforms and it is free (BSD style license)
- ★ TAU has instrumentation, measurement and analysis tools
 - ★ paraprof is TAU's 3D profile browser

TAU Performance System Architecture



PTP TAU plug-ins

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



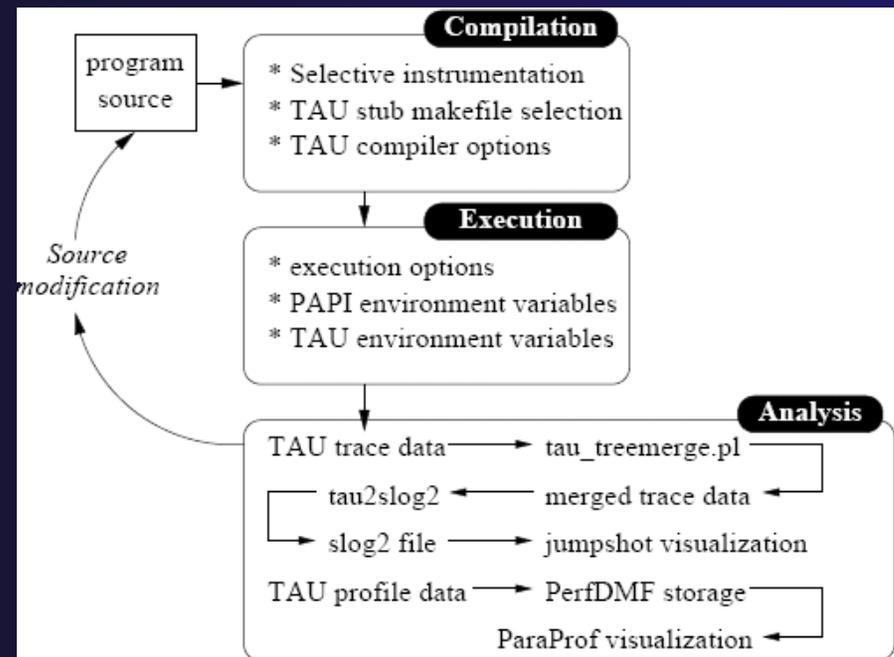
- ★ TAU (Tuning and Analysis Utilities)
- ★ First implementation of External Tools Framework (ETFw)
- ★ Eclipse plug-ins wrap TAU functions, make them available from Eclipse
- ★ Full GUI support for the TAU command line interface
- ★ Performance analysis integrated with development environment

The image displays several screenshots from the Eclipse IDE illustrating the TAU plug-in configuration and usage:

- Top Left:** The 'Profile' configuration dialog, showing the 'MPI' section selected under 'Analysis Options'.
- Top Middle:** The 'PAPI Counters' dialog, showing the selection of 'PAPL2_DCM' as a counter.
- Bottom Left:** A snippet of C code showing an MPI barrier function: `MPI_Barrier(MPI_COMM_WORLD);`.
- Bottom Right:** The 'Top User Defined Event' dialog, showing 'PAPI' selected as the event type.
- Bottom Center:** A performance analysis visualization showing a 3D bar chart and a color scale representing execution time or resource usage.

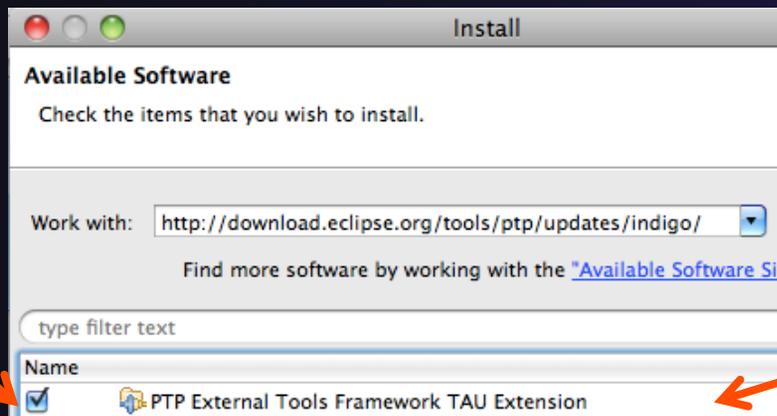
TAU Integration with PTP

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



TAU PTP Installation

- ✦ This tutorial assumes that the TAU extensions for PTP are installed – they are not included in the “Eclipse IDE for Parallel Application Developers”
- ✦ The installation section (Module 1) shows how to install TAU and other features from the PTP update site – be sure TAU was selected



To confirm:

- ✦ Help>Install New Software...
- ✦ Select the link “What is already installed” at the bottom of the dialog
- ✦ You should see the TAU Extension

TAU/ETFW Hands-On(0)

Assumptions

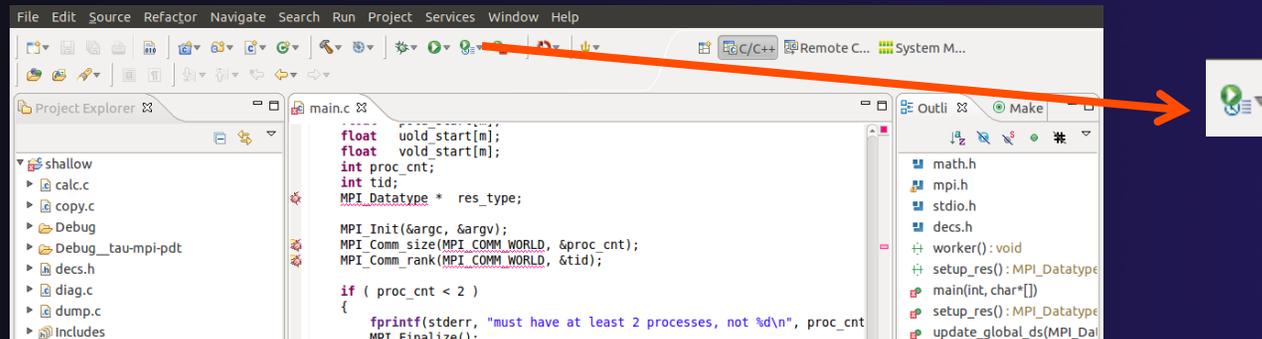
- ★ Obtain and install TAU*
 - ★ Download at tau.uoregon.edu
 - ★ The website includes setup and user guides
- ★ Set up the \$PATH on the remote machine*
 - ★ For TAU you should be able to run 'which pprof' on a remote login and see a result from your TAU bin directory
 - ★ On forge.ncsa.illinois.edu this is accomplished by placing 'module load tau' in the .modules file in the home directory
- ★ Include 'eclipse.inc' in the makefile*
 - ★ Create an empty eclipse.inc file in the same directory as the makefile
 - ★ Place 'include eclipse.inc' in the makefile after regular compiler definitions
 - ★ ETFW will modify eclipse.inc to set CC/CXX/FC variables

TAU/ETFW Hands-On(1)

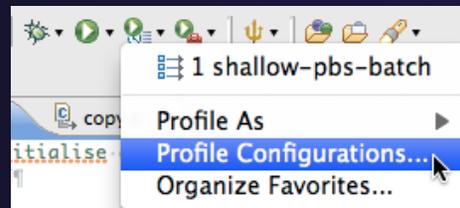
Begin Profile Configuration



- ★ The ETFW uses the same run configurations and resource managers as debugging/launching
- ★ Click on the 'Run' menu or the right side of the Profile button



- ★ From the dropdown menu select 'Profile configurations...'



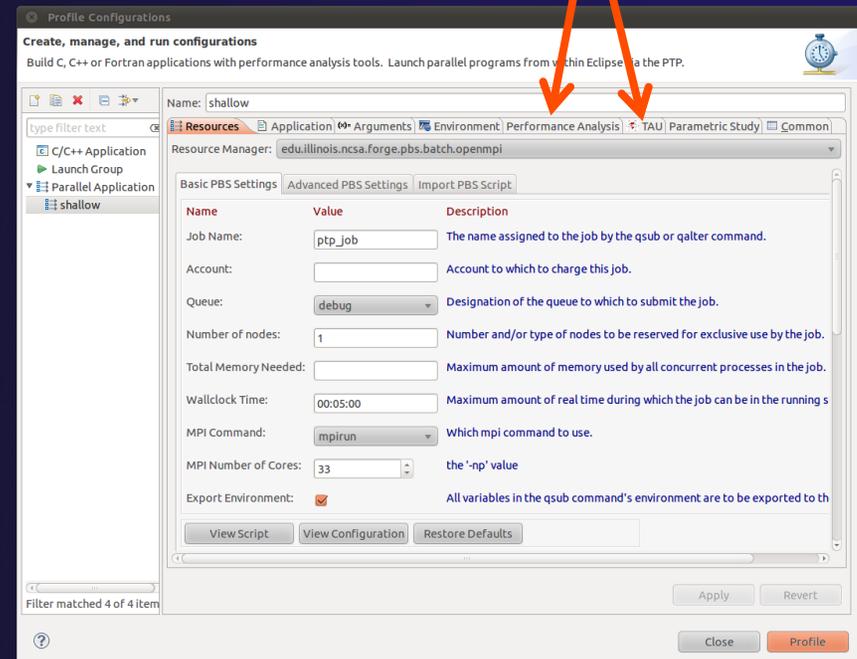
TAU/ETFW Hands-On(2)

Select Configuration



- ★ Select the shallow configuration prepared earlier
- ★ The Resource and Application configuration tabs require little or no modification
 - ★ We are using the same resource manager (edu.illinois.ncsa.forge.pbs.batch.openmpi) and PBS settings
 - ★ Since we are using a makefile project the application will be rebuilt in and run from the previously selected location

Performance Analysis and TAU tabs are present in the **Profile Configurations** dialog

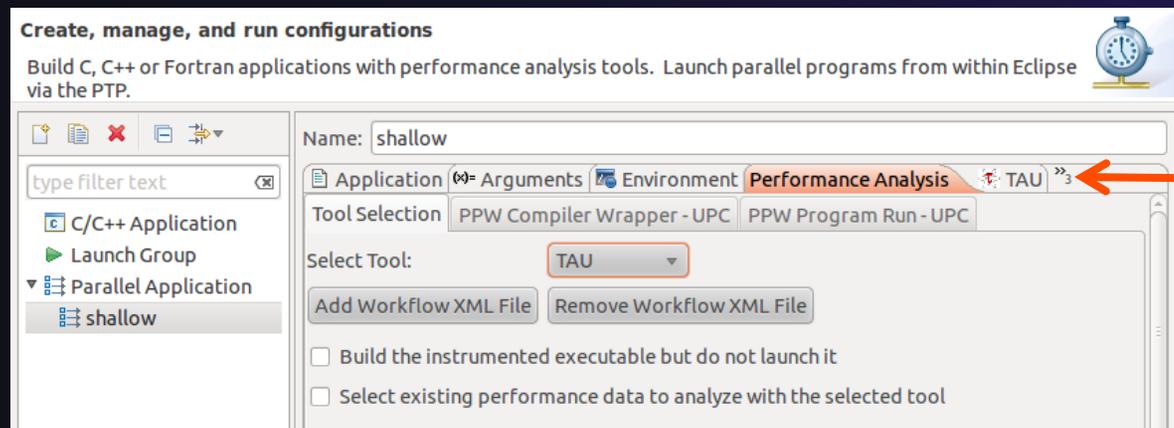


TAU/ETFW Hands-On (3)

Select Tool/Workflow



- ✦ Select the **Performance Analysis** tab and choose the TAU tool set in the 'Select Tool' dropdown box
 - ✦ Other tools may be available, either installed as plug-ins or loaded from workflow definition XML files



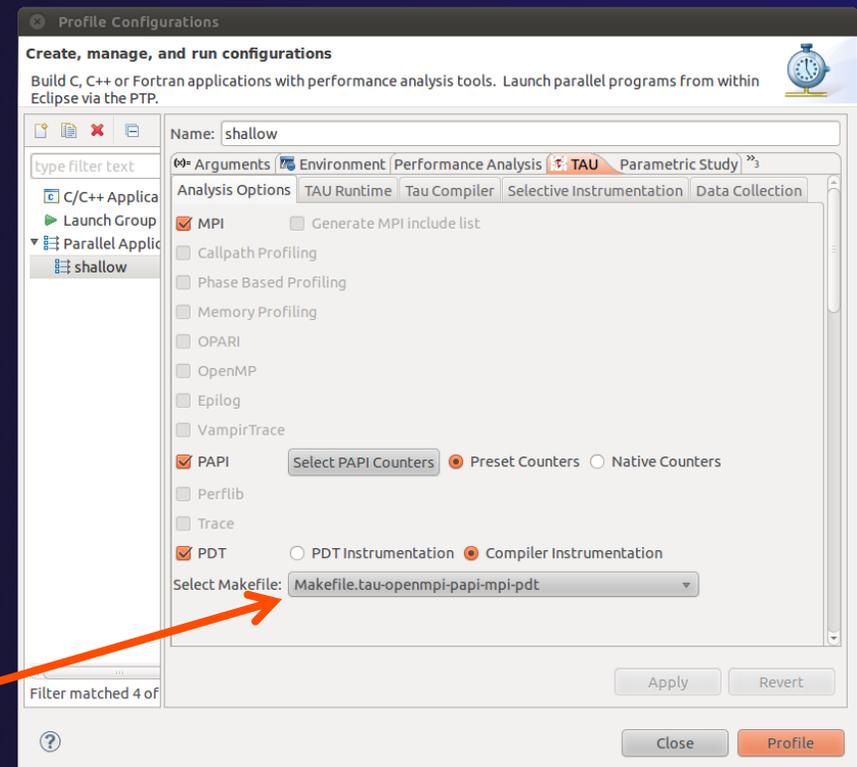
Tabs may be hidden if the window is too small

TAU/ETFW Hands-On (4)

Select TAU Configuration



- ✦ Select the **TAU** tab
- ✦ Choose the TAU stub makefile:
 - ✦ All TAU configurations in remote installation are available
 - ✦ Check MPI, PAPI and PDT checkboxes to filter listed makefiles
 - ✦ Make your selection in the **Select Makefile:** dropdown box
 - ✦ Select `Makefile.tau-openmpi-papi-mpi-pdt`

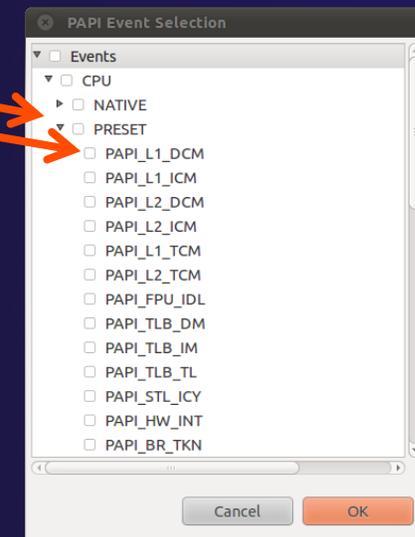


TAU/ETFW Hands-On (5)

Choose PAPI Hardware Counters



- ★ When a PAPI-enabled TAU configuration is selected the PAPI Counter tool becomes available
 - ★ Select the 'Select PAPI Counters' button to open the tool
 - ★ Open the PRESET subtree
 - ★ Select PAPI_L1_DCM (Data cache misses)
 - ★ Scroll down to select PAPI_FP_INS (Floating point instructions)
 - ★ Invalid selections are automatically excluded
 - ★ Select **OK**



TAU/ETFW Hands-On (6)

Compiler and Runtime Options



- ★ Other tab settings are described here but no changes are required...
- ★ TAU Compiler Options
 - ★ Set arguments to TAU compiler scripts
 - ★ Control instrumentation and compilation behavior
- ★ TAU Runtime options
 - ★ Set environment variables used by TAU
 - ★ Control data collection behavior
- ★ All options included context sensitive help

Module 5

On Data Collection tab: Check Keep profiles, and Print Profile summary

Track memory headroom availability at function entry/exit with a context event

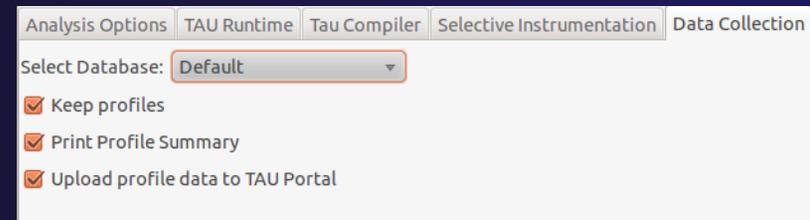
Hover help

5-12

TAU/ETFW Hands-On (7)



- ★ If local PerfDMF databases are available you may select one to hold profile output
- ★ A text summary may be printed to the console
- ★ Profiles may be uploaded to the TAU Portal for viewing online
 - ★ tau.nic.uoregon.edu
- ★ Profiles may be copied to your workspace



TAU Profile Output

MULTI_GET_TIME_OF_DAYReading Profile files in profile.*

FUNCTION SUMMARY (total):

%Time	Exclusive msec	Inclusive total msec	#Call	#Subrs	Inclusive Name usec/call
100.0	196	16,797	9	9	1866428 .TAU application
98.8	56	16,601	9	3662	1844640 main
68.7	11,538	11,538	9	0	1282002 MPI_Init()
26.0	204	4,360	8	59684	545009 worker
9.5	803	1,602	80000	160000	20 neighbour_receive
8.3	789	1,402	80000	160000	18 neighbour_send
8.3	234	1,398	8000	64000	175 time_load
7.1	1,188	1,188	81968	0	14 MPI_Recv()
6.5	182	1,085	8000	48000	136 calc_load
					:alc_unload
					:update_global_ds
					:time_unload
					:MPI_Isend()
					:copy_one_to_two
					:copy_two_to_one
					:step
					:alcuvzh
					:imetend
					:MPI_Finalize()
					:setup_res
					:MPI_Type_struct()

TAU Portal URL:

TAU Portal Username:

TAU Portal Password:

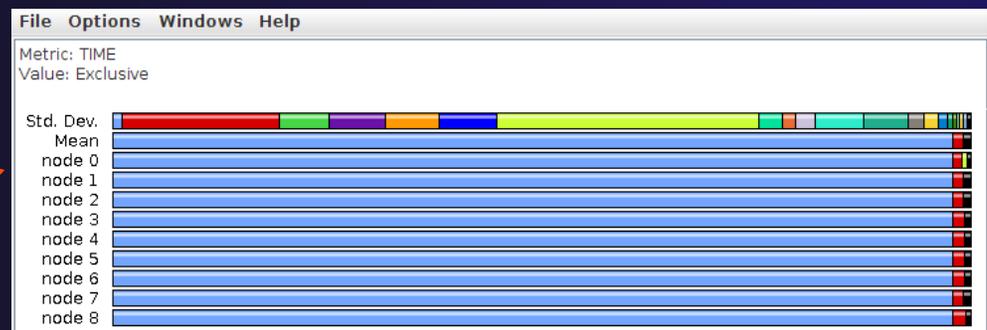
Select a workspace

Select Workspace:



TAU/ETFW Hands-On (8)

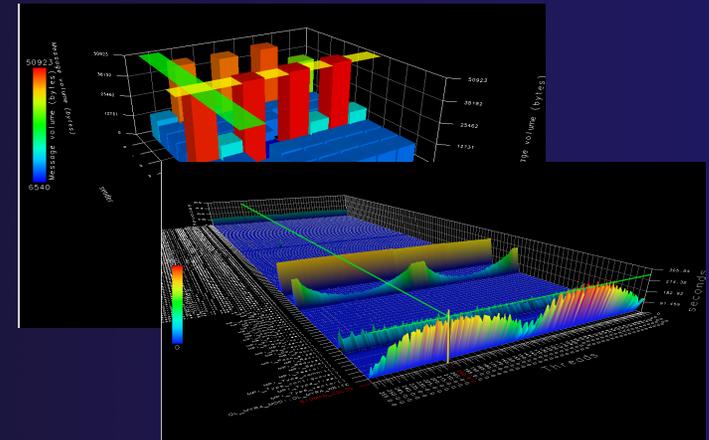
- ★ Once your TAU launch is configured select 'Profile'
- ★ Notice that the project rebuilds with TAU compiler commands
- ★ The project will execute normally but TAU profiles will be generated
- ★ TAU profiles will be processed as specified in the launch configuration.
- ★ If you have a local PerfDMF database the run will show up in the Performance Data Management view
 - ★ Double click the new entry to view in ParaProf
 - ★ Right click on a function bar and select **Show Source Code** for source callback to Eclipse





TAU/ETFW Hands-On (9)

- ★ Use ParaProf for profile visualization to identify performance hotspots
 - ★ Inefficient sequential computation
 - ★ Communication overhead
 - ★ IO/Memory bottlenecks
 - ★ Load imbalance
 - ★ Suboptimal cache performance
- ★ Compare multiple trials in PerfExplorer to identify performance regressions and scaling issues
- ★ To use ParaProf, install TAU from tau.uoregon.edu or use Java webstart from tau.uoregon.edu/paraprof



GEM -Graphical Explorer of MPI Programs

★ Objective

- ★ Become familiar with GEM and how it can be used in the development life-cycle to detect common MPI problems, such as **deadlocks** and **functionally irrelevant barriers**

★ Contents

- ★ Overview of GEM
- ★ GEM installation and features

★ Prerequisites

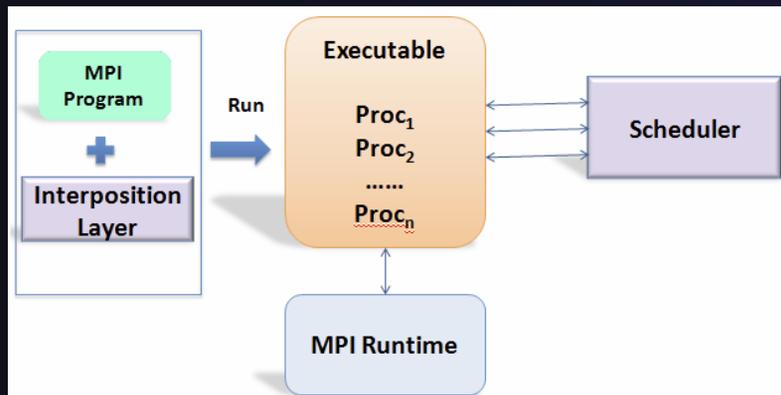
- ★ Eclipse IDE and PTP core
- ★ In-situ Partial Order (ISP), the verification engine

GEM

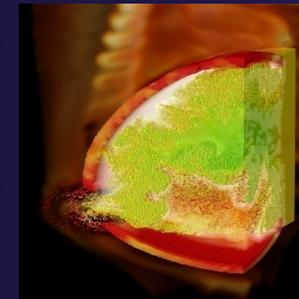
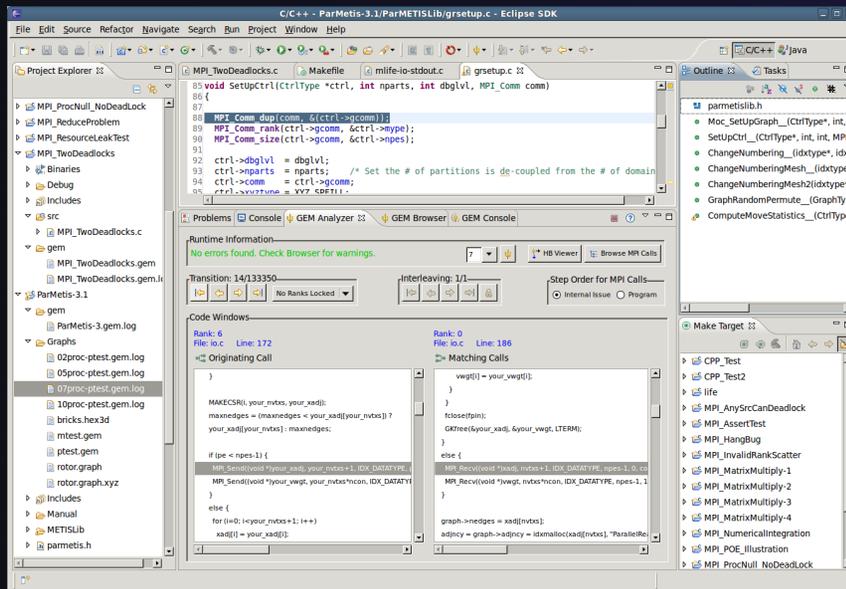
Graphical Explorer of MPI Programs

- ★ Dynamic verification for MPI C/C++ that detects:
 - ★ Deadlocks
 - ★ MPI object leaks (communicators, requests, etc)
 - ★ Functionally irrelevant barriers
 - ★ Local assertion violations
 - ★ MPI Send/Recv Type Mismatches
- ★ Offers rigorous coverage guarantees
 - ★ Complete nondeterministic coverage for MPI (MPI_ANY_SOURCE)
 - ★ Determines relevant interleavings, replaying as necessary
- ★ Examines communication / synchronization behaviors

GEM - Overview



- ★ Front-end for In-situ Partial Order (ISP) developed at University of Utah
- ★ Contributes “push-button” C/C++ MPI verification and analysis to the development cycle
- ★ Automatically instruments and runs user code, displaying post verification results
- ★ Variety of views & tools to facilitate debugging and MPI runtime understanding

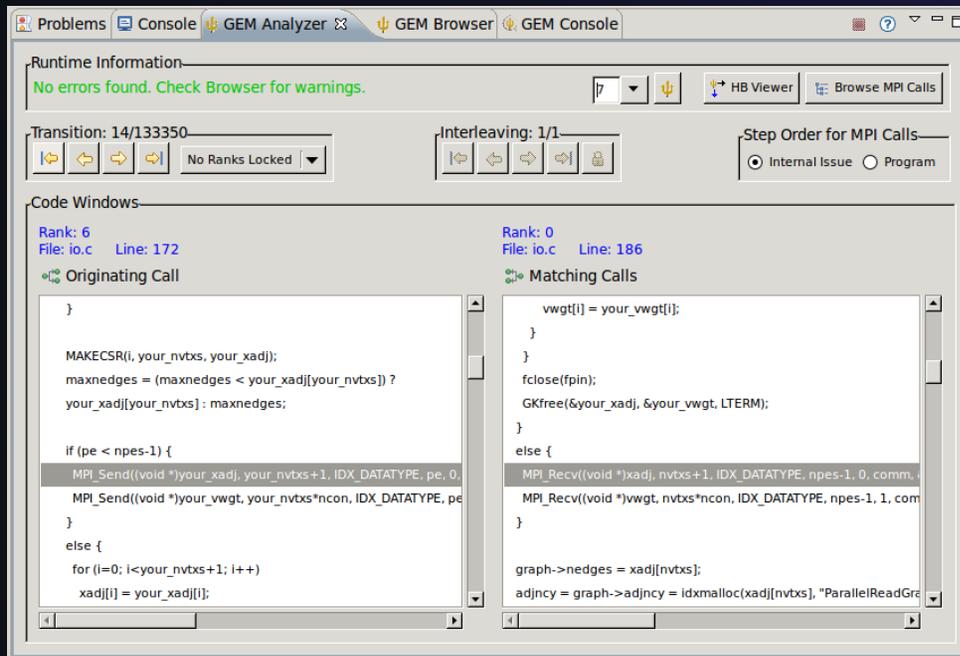


(Image courtesy of Steve Parker, U of Utah)

GEM – Views & Tools

Analyzer View

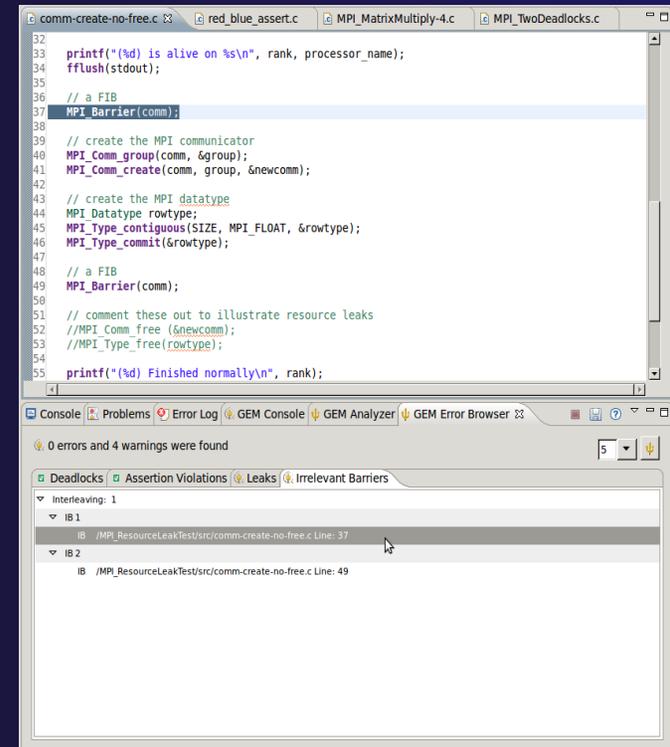
Highlights bugs, and facilitates post-verification review / debugging



GEM

Browser View

Groups and localizes MPI problems. Maps errors to source code in Eclipse editor

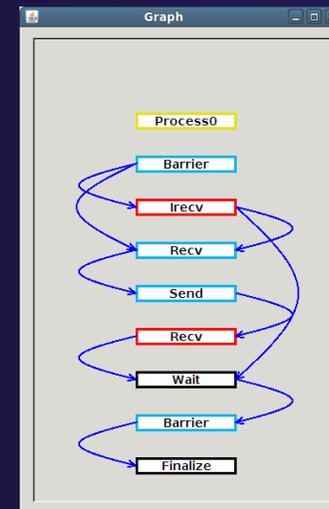
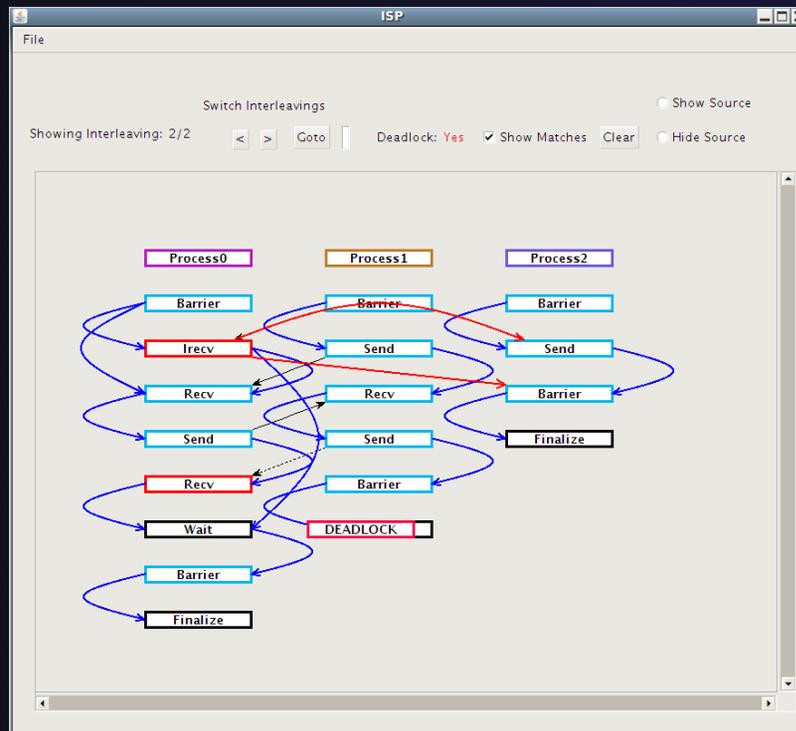


GEM-3

GEM – Views & Tools (cont.)

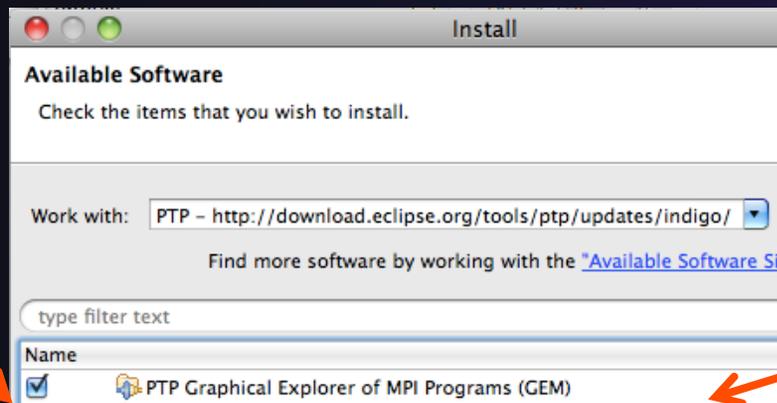
Happens-Before Viewer

Shows required orderings and communication matches
(currently an external tool)



GEM PTP Installation

- ✦ GEM is **NOT** included in the package:
“**Eclipse for Parallel Application Developers**”
- ✦ Gem is installed as an individual PTP feature. Refer to the individual feature installation section of this tutorial. Be sure GEM is selected.



To confirm:

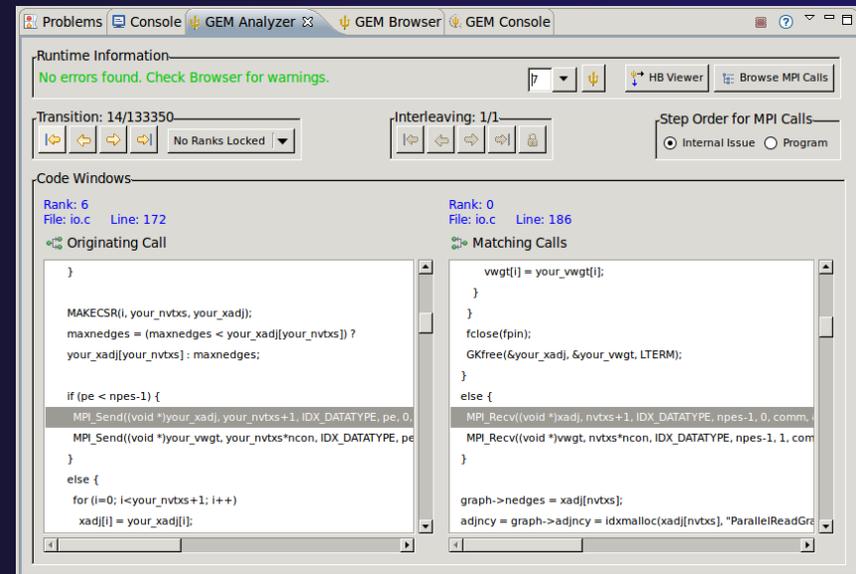
- ✦ Help>Install New Software
- ✦ Select PTP download site
- ✦ Check the GEM Extension

ISP Installation

- ★ **ISP itself must be installed prior to using GEM**
- ★ Download ISP at <http://www.cs.utah.edu/fv/ISP>
- ★ Untar *isp-0.3.0.tar.gz* into a tmp directory:
 - ★ Configure and install
 - ★ `./configure --prefix=<ISP install directory>`
 - ★ `make`
 - ★ `make install`
 - ★ Libraries and necessary scripts are installed

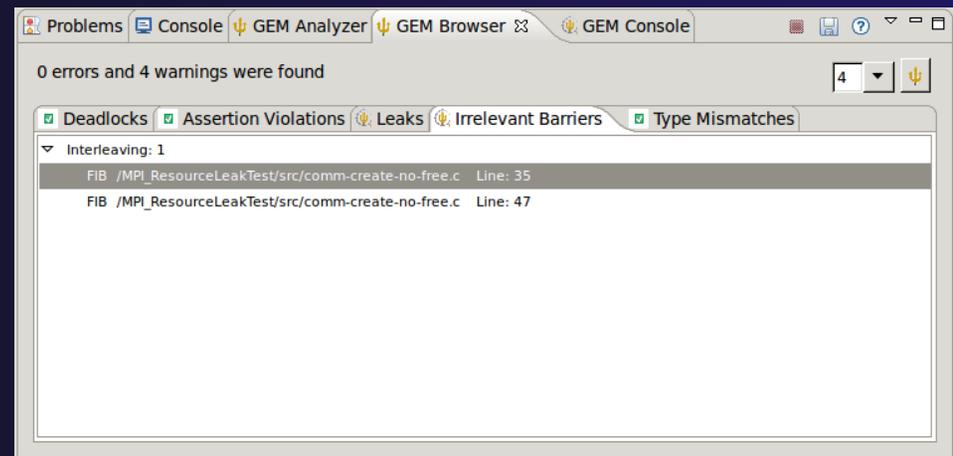
GEM Analyzer View

- ✦ Reports program errors, and runtime statistics
- ✦ Debug-style source code stepping of interleavings
 - ✦ Point-to-point / Collective Operation matches
 - ✦ Internal Issue Order / Program Order views
 - ✦ Rank Lock feature – focus on a particular process
- ✦ Also controls:
 - ✦ Call Browser
 - ✦ Happens Before Viewer launch
 - ✦ Re-launching of GEM



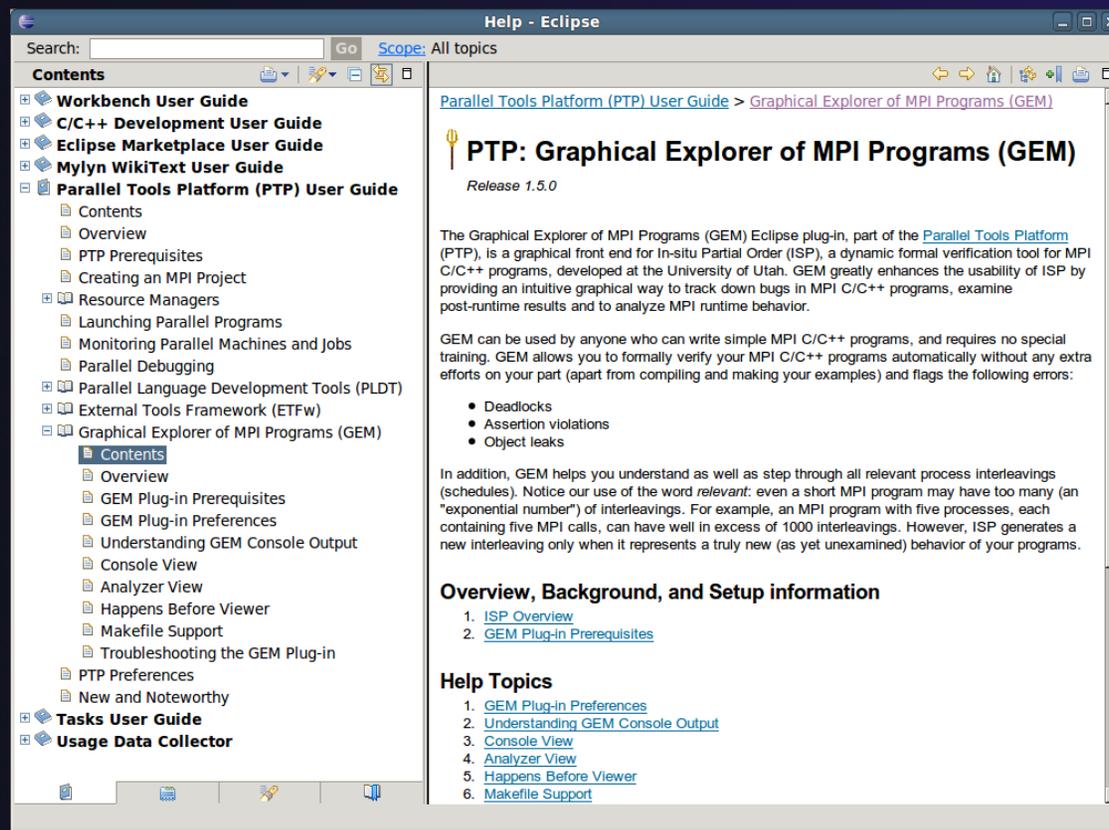
GEM Browser View

- ★ Tabbed browsing for each type of MPI error/warning
- ★ Each error/warning mapped to offending line of source code in Eclipse editor
- ★ One click to visit the Eclipse editor, to examine:
 - ★ Calls involved in deadlock
 - ★ Irrelevant barriers
 - ★ MPI Object Leaks sites
 - ★ MPI type mismatches
 - ★ Local Assertion Violations



GEM – Help Plugin

Extensive how-to sections, graphical aids and trouble shooting section



GEM/ISP Success Stories

★ Umpire Tests

- ★ <http://www.cs.utah.edu/fv/ISP-Tests>
- ★ Documents bugs missed by tests, caught by ISP

★ MADRE (EuroPVM/MPI 2007)

- ★ Previously documented deadlock detected

★ N-Body Simulation Code

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

★ Large Case Studies

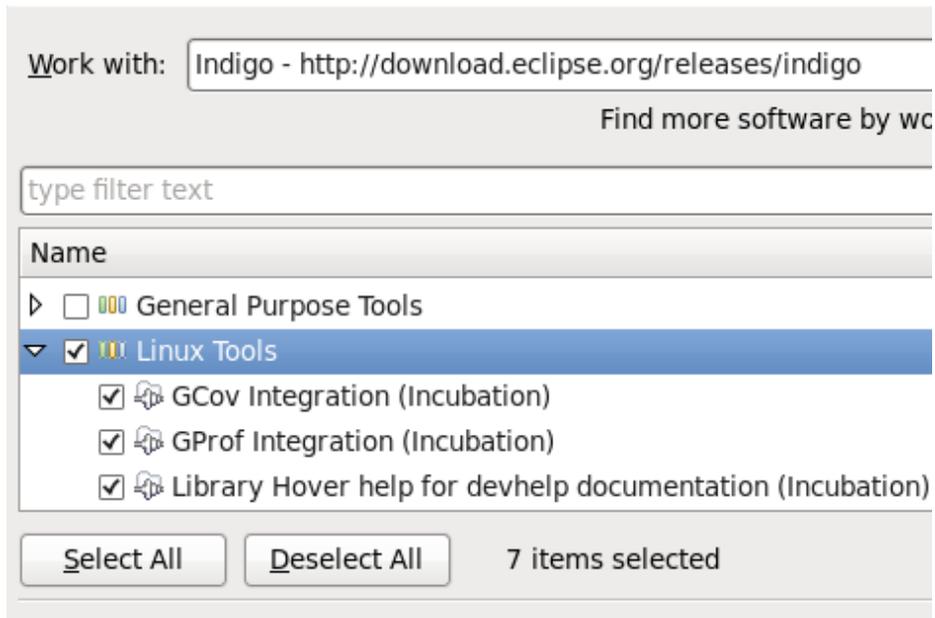
- ★ ParMETIS, MPI-BLAST, IRS (Sequoia Benchmark), and a few SPEC-MPI benchmarks could be handled

★ Full Tutorial including LiveDVD ISO available

- ★ Visit <http://www.cs.utah.edu/fv/GEM>

Gcov and gprof support in linux tools

- [gcov](#)
- [gprof](#)
- [Linux tools](#)



Gprof and gcov setup (local or remote)

The screenshot shows an IDE interface with a file explorer on the left, a code editor in the center, and a terminal window at the bottom. The file explorer shows a project structure with files like `mydata.kdb`, `ThawtePremiumServ`, and `vpnsetup.sh`. The code editor displays a C program snippet:

```
{
    temp= sin(f);
    sum += temp;
    temp= mycos(f);
    sum += temp;
    temp= tan(f);
    sum += temp;
}
printf("sum= %lf done\n",sum);
}

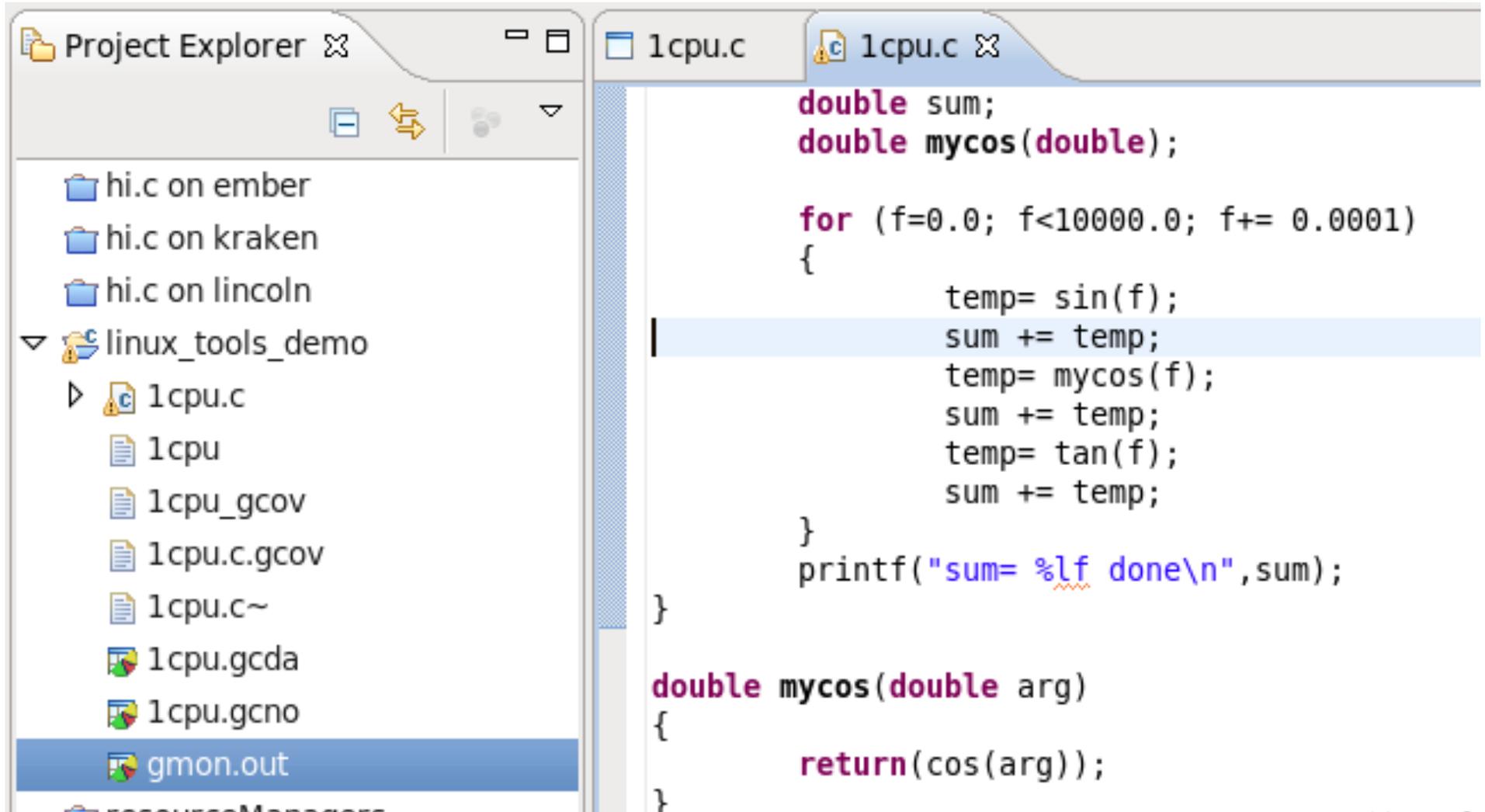
double mycos(double arg)
{
```

The terminal window shows the following commands and output:

```
974 gcc -g -fprofile-arcs -ftest-coverage -pg -o cpi cpi.c -lm
976 gcc -g -fprofile-arcs -ftest-coverage -pg -o cpi cpi.c -lm
980 gcc -g -fprofile-arcs -ftest-coverage -pg -O0 -o cpi cpi.c
988 gcc -g -fprofile-arcs -ftest-coverage -pg -O0 -o cpi cpi.c
989 gcc -g -pg -O0 -o cpi cpi.c -lmpi
994 gcc -g -pg -O0 -o cpi cpi.c -lmpi
995 gcc -g -fprofile-arcs -ftest-coverage -o cpi cpi.c -lmpi
1002 history | grep gcc
arnoldg@ember:~/mpi>
```

The terminal window also shows tabs for "Remote System Details", "Tasks", "Progress", and "Terminals". The "Ssh Terminals" tab is active, showing the connection details for `ember.ncsa.illinois.edu`.

Run code, inspect gprof output



The screenshot shows an IDE with a Project Explorer on the left and a code editor on the right. The Project Explorer shows a project named 'linux_tools_demo' with several files, including '1cpu.c' and 'gmon.out'. The code editor displays the source code for '1cpu.c', which includes a main function with a loop and a 'mycos' function. The line 'sum += temp;' in the loop is highlighted in blue.

```
double sum;
double mycos(double);

for (f=0.0; f<10000.0; f+= 0.0001)
{
    temp= sin(f);
    sum += temp;
    temp= mycos(f);
    sum += temp;
    temp= tan(f);
    sum += temp;
}
printf("sum= %lf done\n",sum);

double mycos(double arg)
{
    return(cos(arg));
}
```

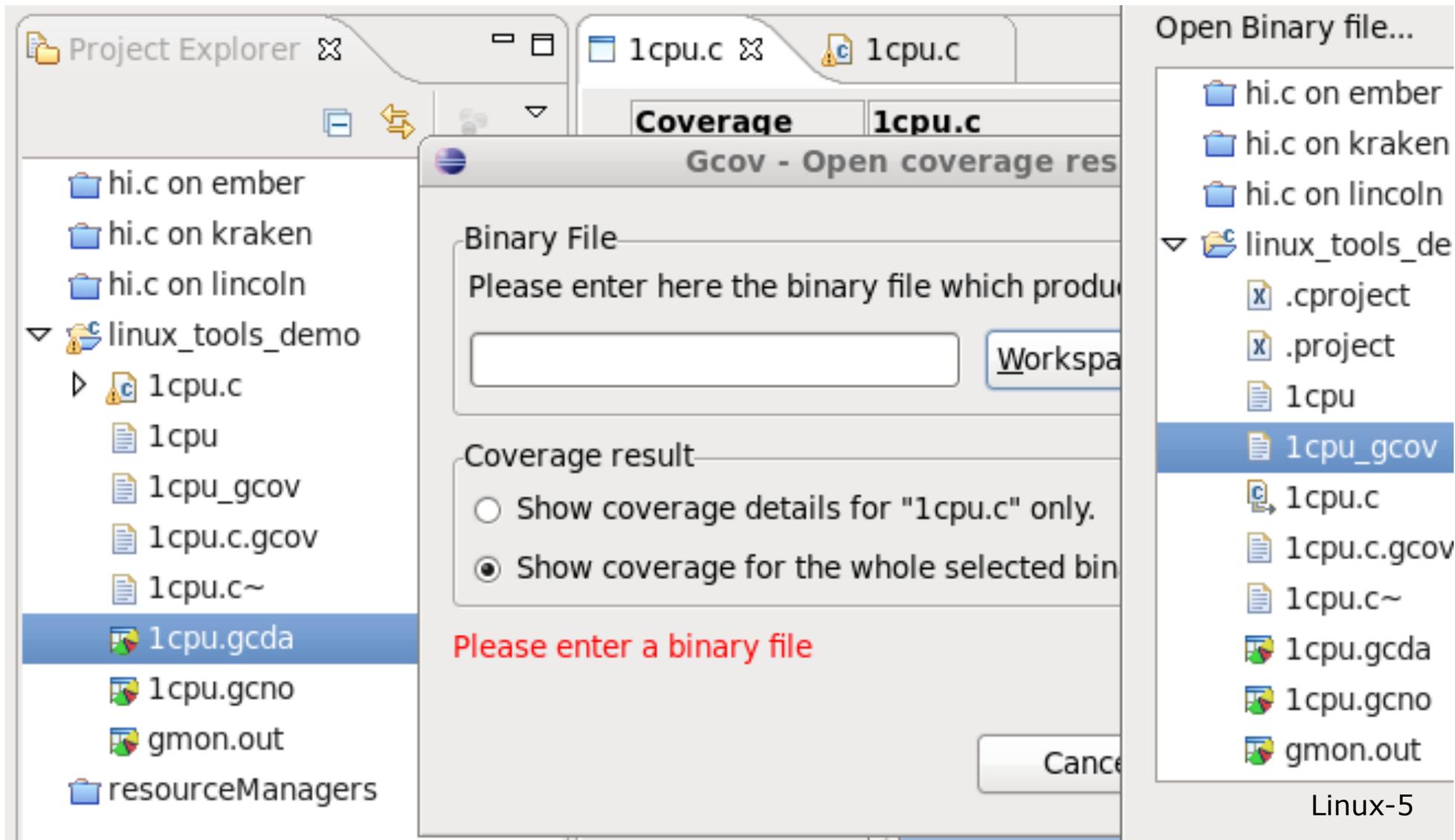
Gprof tab

gmon file: /home/arnoldg/workspace/linux_tools_demo/gmon.out
 program file: /home/arnoldg/workspace/linux_tools_demo/1cpu
 4 bytes per bucket, each sample counts as 10.000ms

Name (location)	^	Samples	Calls	Time/Call	%Time
Summary		131			100.0%
1cpu.c		131			100.0%
main		0	0		0.0%
mycos		19	100000001	1ns	14.5%
mycos (1cpu.c:140)		5			3.82%
0x40094c		5			3.82%
mycos (1cpu.c:30)		14			10.69%
0x400930		7			5.34%
0x400938		6			4.58%
0x40093c		1			0.76%
work		112	1	1.120s	85.5%
work (1cpu.c:17)		4			3.05%
work (1cpu.c:19)		9			6.87%
work (1cpu.c:20)		36			27.48%
work (1cpu.c:21)		7			5.34%

Note: A tooltip is visible over the 85.5% bar for 'work', containing the path: /u/ncsa/arnoldg/c/1cpu.c:140

Gcov code coverage

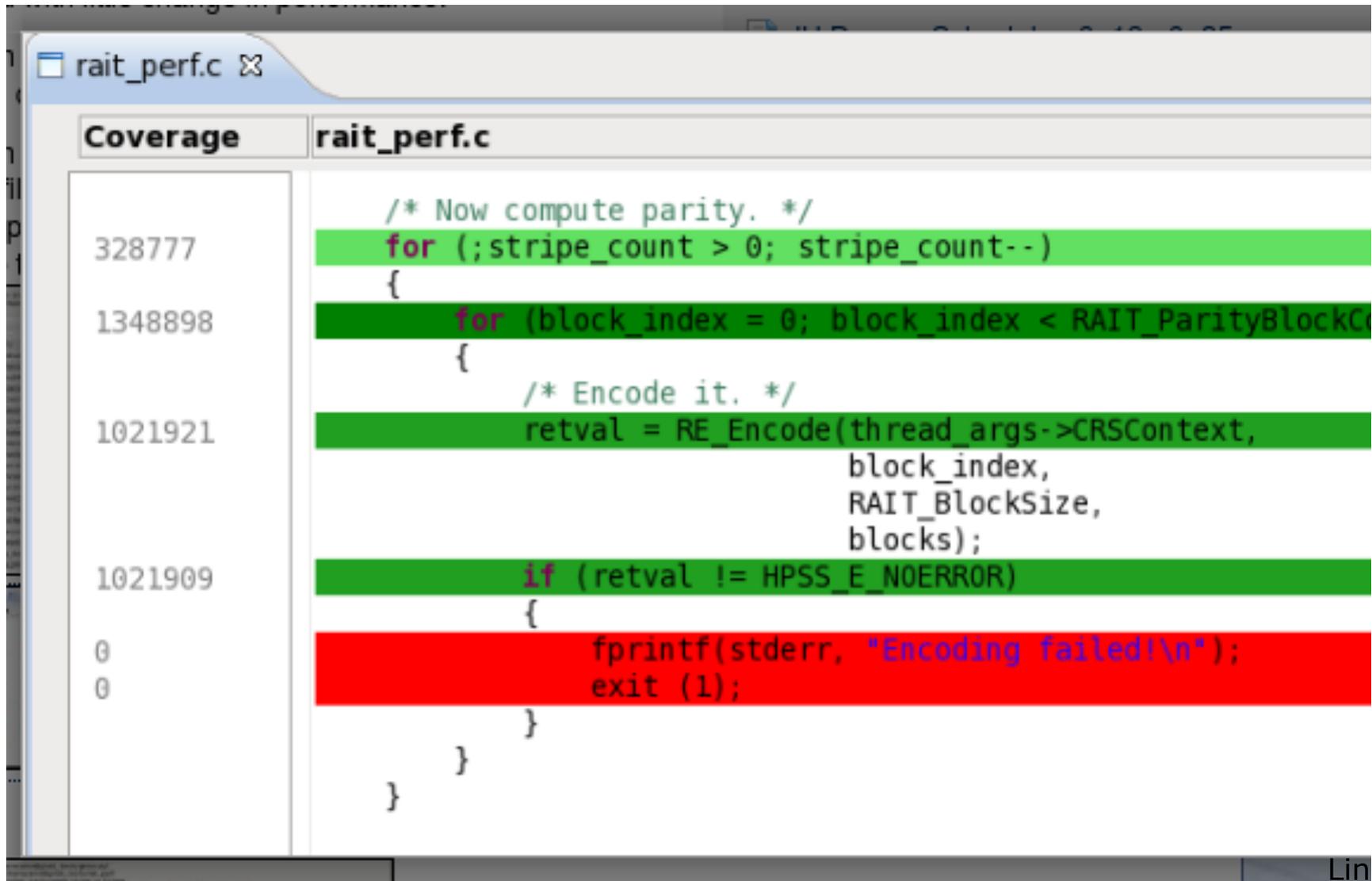


Run code, inspect gcov display

The screenshot shows a code editor window titled "1cpu.c" with a "Coverage" tab. The coverage data is displayed in a table on the left, and the corresponding source code is shown on the right with green highlighting for covered lines.

Coverage	1cpu.c
100000002	<code>for (f=0.0; f<10000.0; f+= 0.0001)</code>
	<code>{</code>
100000001	<code>temp= sin(f);</code>
100000001	<code>sum += temp;</code>
100000001	<code>temp= mycos(f);</code>
100000001	<code>sum += temp;</code>
100000001	<code>temp= tan(f);</code>
100000001	<code>sum += temp;</code>
	<code>}</code>
1	<code>printf("sum= %lf done\n",sum);</code>
1	<code>}</code>
100000001	<code>double mycos(double arg)</code>
	<code>{</code>
100000001	<code>return(cos(arg));</code>
	<code>}</code>

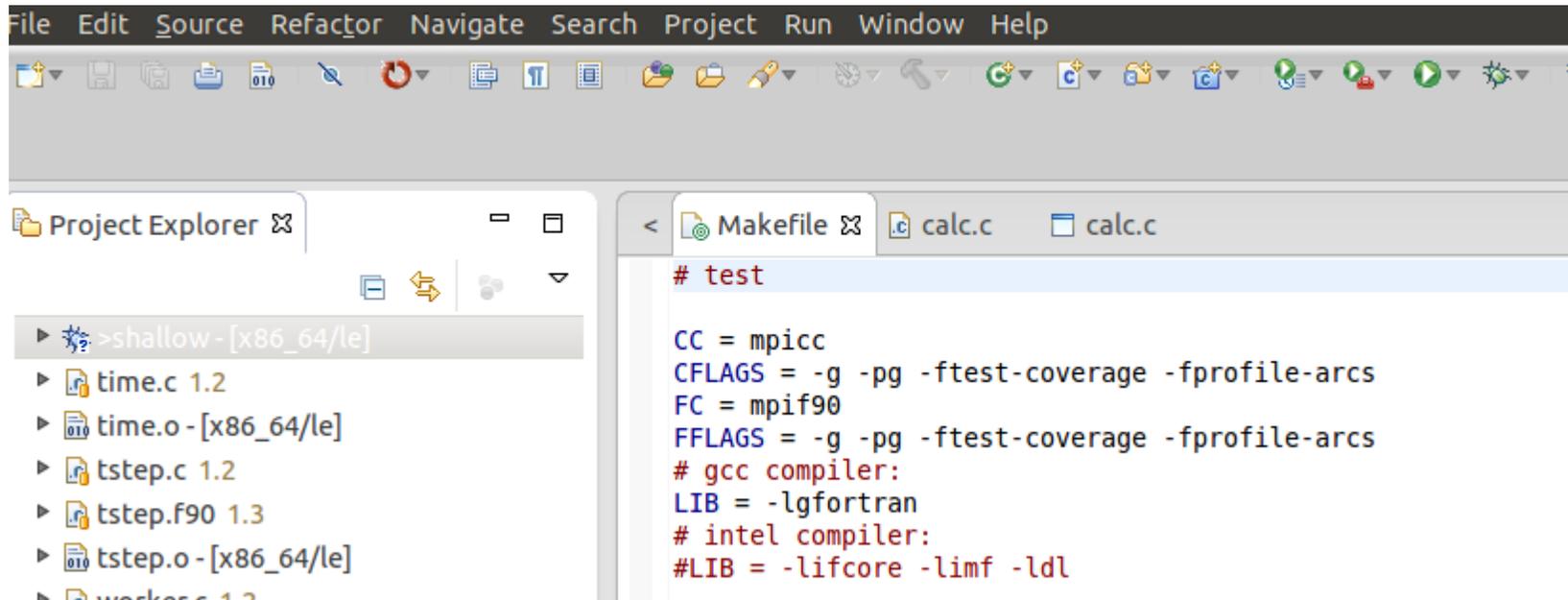
Gcov with a production code, unexecuted region



The screenshot shows a code editor window titled "rait_perf.c" with a Gcov coverage overlay. The coverage data is shown in a table on the left, and the corresponding code is on the right. The code is color-coded: green for executed regions and red for unexecuted regions.

Coverage	rait_perf.c
328777	/* Now compute parity. */
1348898	for (; stripe_count > 0; stripe_count--)
1021921	{
1021909	for (block_index = 0; block_index < RAIT_ParityBlockC
0	{
0	/* Encode it. */
	retval = RE_Encode(thread_args->CRSContext,
	block_index,
	RAIT_BlockSize,
	blocks);
	if (retval != HPSS_E_NOERROR)
	{
	fprintf(stderr, "Encoding failed!\n");
	exit (1);
	}
	}
	}

Gmon with shallow project, MPI



The screenshot shows an IDE window with a menu bar (File, Edit, Source, Refactor, Navigate, Search, Project, Run, Window, Help) and a toolbar. The Project Explorer on the left shows a project named 'shallow' with files: time.c 1.2, time.o -[x86_64/le], tstep.c 1.2, tstep.f90 1.3, tstep.o -[x86_64/le], and worker.c 1.3. The main editor window shows a Makefile with the following content:

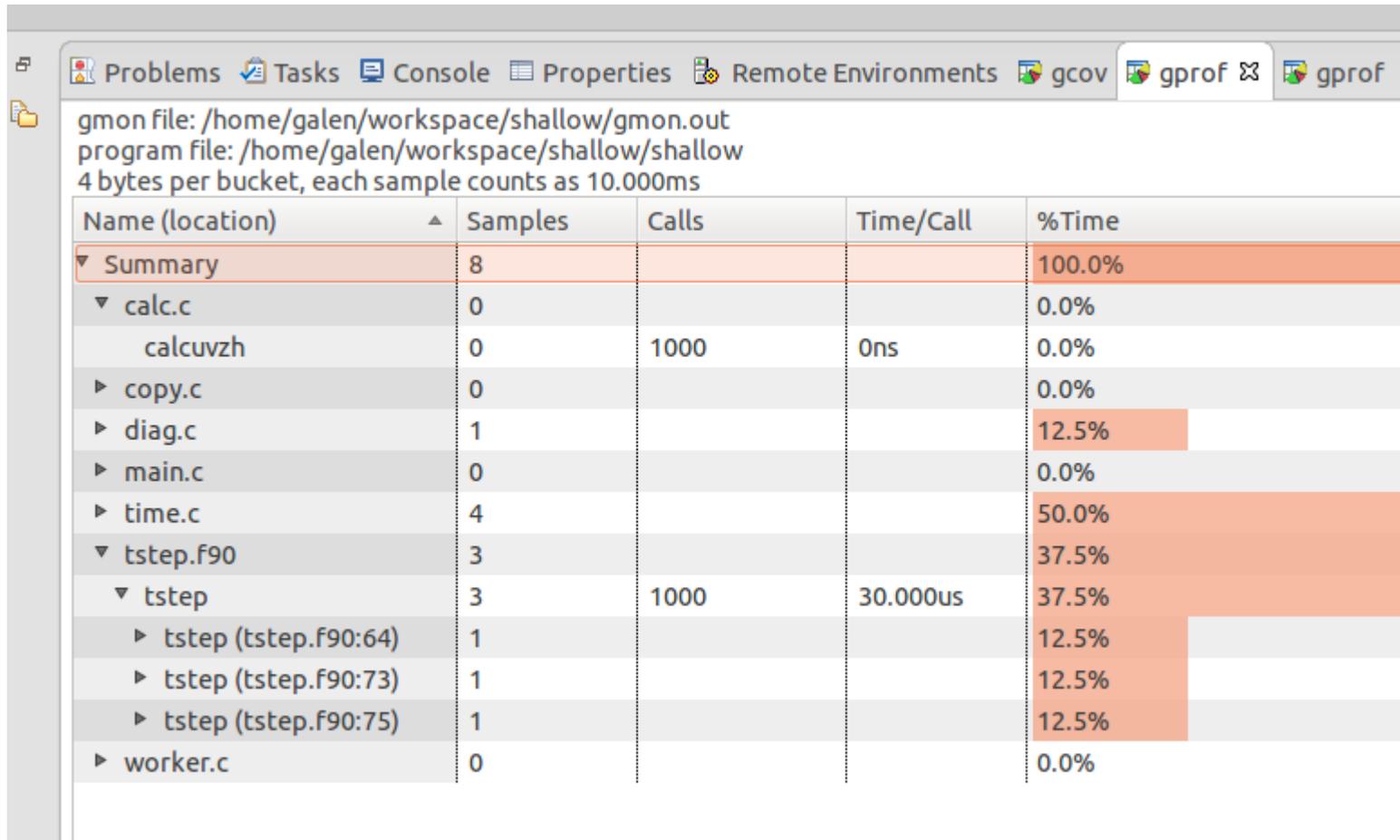
```
# test

CC = mpicc
CFLAGS = -g -pg -ftest-coverage -fprofile-arcs
FC = mpif90
FFLAGS = -g -pg -ftest-coverage -fprofile-arcs
# gcc compiler:
LIB = -lgfortran
# intel compiler:
#LIB = -lifcore -limf -ldl
```

Setup the MPI run configuration with the Environment variable `GMON_OUT_PREFIX` defined with a name for your individual MPI rank gmon outputs. By default gmon.out is used but MPI doesn't do that well and you end up with a profile that's missing most of the information, so by using `GMON_OUT_PREFIX`, each MPI rank adds its process id to its gmon output filename.

Gmon with shallow project, 1 rank

The gmon output files can be combined in a summary with the gprof -s command as shown. It's interesting to compare the summary gmon output to that from one of the ranks (copy a rank's gmon_* to gmon.out to easily view it with Eclipse linuxtools).



Name (location)	▲	Samples	Calls	Time/Call	%Time
▼ Summary		8			100.0%
▼ calc.c		0			0.0%
calcuvzh		0	1000	0ns	0.0%
▶ copy.c		0			0.0%
▶ diag.c		1			12.5%
▶ main.c		0			0.0%
▶ time.c		4			50.0%
▼ tstep.f90		3			37.5%
▼ tstep		3	1000	30.000us	37.5%
▶ tstep (tstep.f90:64)		1			12.5%
▶ tstep (tstep.f90:73)		1			12.5%
▶ tstep (tstep.f90:75)		1			12.5%
▶ worker.c		0			0.0%

Gmon with shallow project, summary

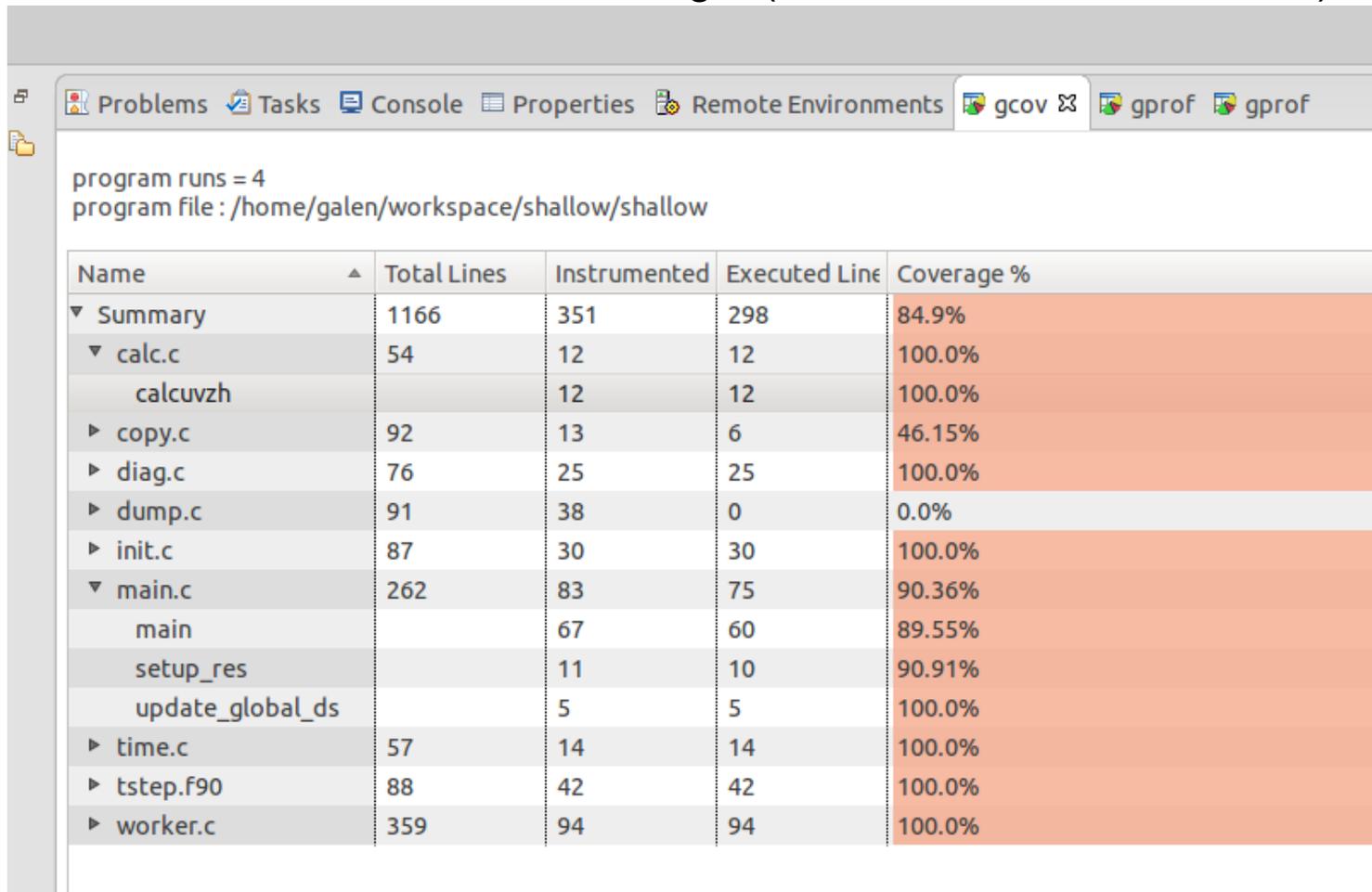
Problems Tasks Console Properties Remote Environments gcov gprof gprof

gmon file: /home/galen/workspace/shallow/gmon.sum
program file: /home/galen/workspace/shallow/shallow
4 bytes per bucket, each sample counts as 10.000ms

Name (location)	Samples	Calls	Time/Call	%Time
▼ Summary	23			100.0%
▼ calc.c	3			13.04%
▼ calcvzh	3	3000	10.000us	13.04%
▼ calcvzh (calc.c:47)	1			4.35%
0x401d00	1			4.35%
▼ calcvzh (calc.c:49)	2			8.7%
0x401f54	1			4.35%
0x401f64	1			4.35%
▶ copy.c	0			0.0%
▶ diag.c	1			4.35%
▶ init.c	0			0.0%
▼ main.c	0			0.0%
▶ main	0	0		0.0%
▶ setup_res	0	4	0ns	0.0%
▶ update_global_ds	0	5	0ns	0.0%
▼ time.c	5			21.74%
▶ timetend	5	3000	16.666us	21.74%
▼ tstep.f90	14			60.87%
▶ tstep	14	3000	46.666us	60.87%
▶ worker.c	0			0.0%

Gcov with shallow project

The gcov view is similar to the gprof view but keep in mind that you're looking at code coverage and not necessarily performance or timing information (though there is a relationship...code not executed is performing quite well !). Also note that multiple executions will accumulate values in the gcov output files until they are removed or truncated to zero-length (2nd run to demonstrate this).



program runs = 4
program file : /home/galen/workspace/shallow/shallow

Name	Total Lines	Instrumented	Executed Line	Coverage %
▼ Summary	1166	351	298	84.9%
▼ calc.c	54	12	12	100.0%
calcuvzh		12	12	100.0%
▶ copy.c	92	13	6	46.15%
▶ diag.c	76	25	25	100.0%
▶ dump.c	91	38	0	0.0%
▶ init.c	87	30	30	100.0%
▼ main.c	262	83	75	90.36%
main		67	60	89.55%
setup_res		11	10	90.91%
update_global_ds		5	5	100.0%
▶ time.c	57	14	14	100.0%
▶ tstep.f90	88	42	42	100.0%
▶ worker.c	359	94	94	100.0%

Gcov with shallow project, cdt integration

Selecting (double click) a source code line from either the gcov or gprof view and you'll see the file and routine highlighted in the cdt c/c++ perspective. Also notice the support for the .f90 file and its routines.

The screenshot displays the Eclipse IDE interface. On the left, the Project Explorer shows a project named 'shallow' with a tree structure of files including 'time.c', 'tstep.c', and 'worker.c', along with their corresponding object files and generated files like '.gcda' and '.gcno'. The main editor window shows the 'calc.c' file with a 'Coverage' view on the left side. The source code in the main editor is highlighted in green, indicating the selected routine. The bottom panel shows the 'gprof' view with a table of performance data.

Name (location)	Samples	Calls	Time/Call	%Time
calcuvzh (calc.c:47)	1			4.35%
0x401d00	1			4.35%

Tutorial 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

Planned PTP Future Work

- ★ Scalability improvements
 - ★ UI to support 1M processes
 - ★ Very large application support
- ★ Usability improvements
 - ★ New wizard to improve setup experience
 - ★ Ability to share configuration information
- ★ Target Systems
 - ★ Support for additional resource managers and target systems

Useful Eclipse Tools

- ✦ Linux Tools (autotools, valgrind, Oprofile, Gprof)
 - ✦ <http://eclipse.org/linuxtools> (part of Parallel package)
- ✦ Python
 - ✦ <http://pydev.org>
- ✦ Ruby
 - ✦ <http://www.apтана.com/products/radrails>
- ✦ Perl
 - ✦ <http://www.epic-ide.org>
- ✦ VI bindings
 - ✦ Wrapper (open source) - <http://vrapper.sourceforge.net>
 - ✦ viPlugin (commercial) - <http://www.viplugin.com>

Online Information

- ★ Information about PTP
 - ★ PTP online help
 - ★ <http://help.eclipse.org>
 - ★ Main web site for downloads, documentation, etc.
 - ★ <http://eclipse.org/ptp>
 - ★ Wiki for designs, planning, meetings, etc.
 - ★ <http://wiki.eclipse.org/PTP>

- ★ Information about Photran
 - ★ Main web site for downloads, documentation, etc.
 - ★ <http://eclipse.org/photran>

Mailing Lists

★ User Mailing Lists

★ PTP

★ <http://dev.eclipse.org/mailman/listinfo/ptp-user>

★ Photran

★ <http://dev.eclipse.org/mailman/listinfo/photran>

★ Major announcements (new releases, etc.) - low volume

★ <http://dev.eclipse.org/mailman/listinfo/ptp-announce>

★ Developer Mailing Lists

★ Developer discussions - higher volume

★ <http://dev.eclipse.org/mailman/listinfo/ptp-dev>

Getting Involved

- ✦ See <http://eclipse.org/ptp>
- ✦ Read the developer documentation on the wiki
 - ✦ <http://wiki.eclipse.org/PTP>
- ✦ Join the mailing lists
- ✦ Attend the monthly developer meetings
 - ✦ Conf Call Monthly: Second Tuesday, 1:00 pm ET
 - ✦ Details on the PTP wiki
- ✦ Attend the monthly user meetings
 - ✦ Teleconf Monthly: 4th Wednesday, 1:00 pm ET
 - ✦ Details on the PTP wiki

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