



Programming-Model Centric Debugging for OpenMP

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Université Grenoble Alpes / LIG, STMicroelectronics, France
Nano2017-DEMA project

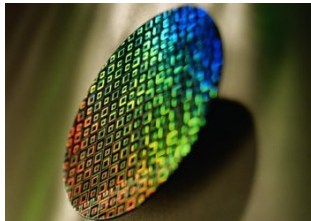
OpenMPCon, Nara, Japan
October 3-5th, 2016





Today's in parallel computing

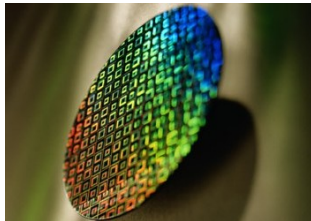
- Multicore processors everywhere
- High-level programming environments
- Efficient verification & validation tools





Today's in parallel computing

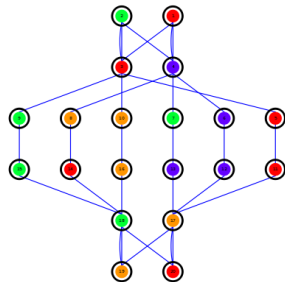
- Multicore processors everywhere
 - ▶ HPC systems,
 - ▶ laptop and desktop computers,
 - ▶ embedded systems ...
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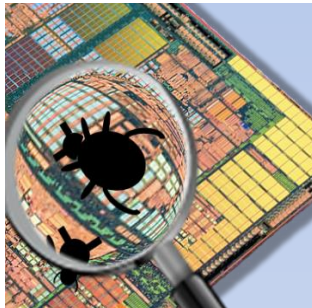
- Multicore processors everywhere
 - ▶ HPC systems,
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- High-level programming environments
 - ▶ **tasks** with **data-dependencies**,
 - ▶ **fork-join** parallelism
 - ▶ \Rightarrow **OpenMP**
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Today's in parallel computing

- Multicore processors everywhere
 - ▶ HPC systems,
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 - ▶ embedded systems ...
- High-level programming environments
 - ▶ tasks with data-dependencies,
 - ▶ fork-join parallelism
 - ▶ \Rightarrow OpenMP
- Efficient verification & validation tools
 - ▶ **our research effort!**





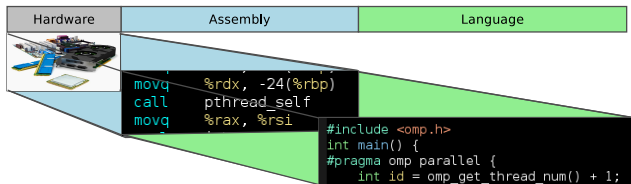
- 1 Research Context
- 2 Programming Model Centric Debugging
- 3 Building Blocks of a Model-Centric Debugger
- 4 OpenMP Case-Study Illustration



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Verification and Validation: Debugging

Compiler Optimization and Runtime Systems

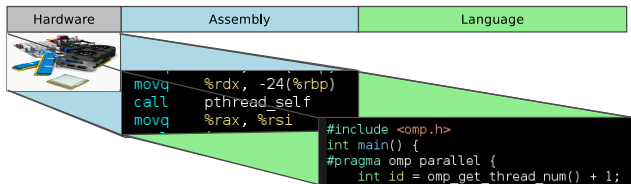


Source-Level Interactive Debugging (e.g. GDB)

- Developers mental representation VS. actual execution
- Understand the different steps of the execution

Verification and Validation: Debugging

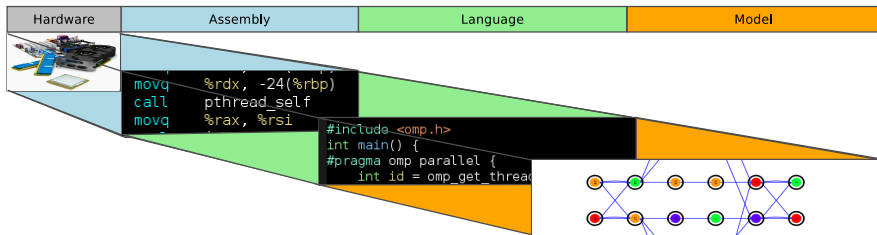
Compiler Optimization and Runtime Systems



What about programming models?

Verification and Validation: Debugging

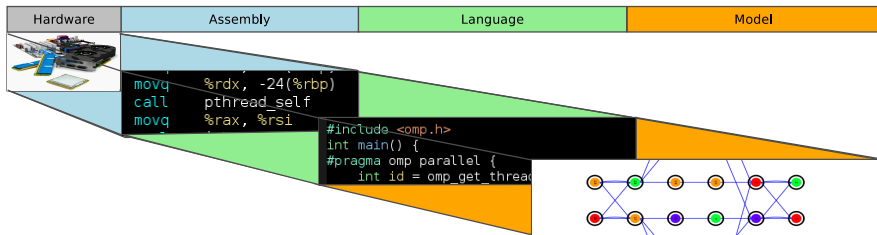
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What about programming models?

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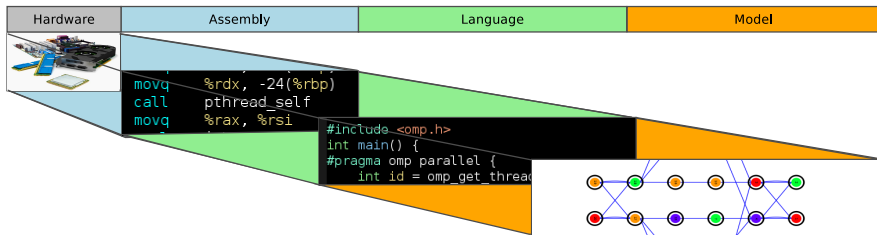


What about programming models?

Source-level interactive debuggers operate at **language-level**.

Verification and Validation: Debugging

Compiler Optimization and Runtime Systems



What about programming models?

Source-level interactive debuggers operate at **language-level**.

They have **no knowledge** about high-level **abstract machines**!



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Programming Model Centric Debugging

Compiler Optimization and Runtime SystEms

Objective

Provide developers with means to
better understand the state of the high-level applications
and **control** more easily their execution,
suitable for various models and environments.



Programming Model Centric Debugging

Compiler Optimization and Runtime Systems

Idea: Integrate programming model concepts
in interactive debugging



Programming Model Centric Debugging

Compiler Optimization and Runtime Systems

1 Provide a Structural Representation

- ▶ Draw **application architecture** diagrams
- ▶ Represent the **relationship** between the entities

2 Monitor Dynamic Behaviors

- ▶ Monitor the collaboration between the tasks
- ▶ Detect communication, synchronization events

3 Interact with the Abstract Machine

- ▶ Control the execution of the entities
- ▶ Support interactions with *real* machine



Programming Model Centric Debugging

Compiler Optimization and Runtime Systems

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Programming Model Centric Debugging

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Programming Model Centric Debugging

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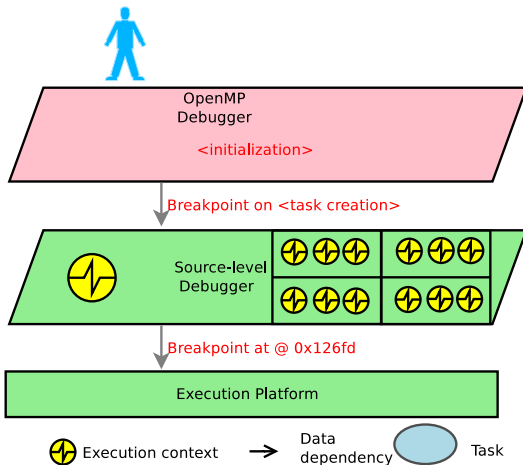
Compiler Optimization and Runtime Systems

⇒ Detect and interpret the exec. events of the runtime framework

Building Blocks of a Model-Centric Debugger

Compiler Optimization and Runtime Systems

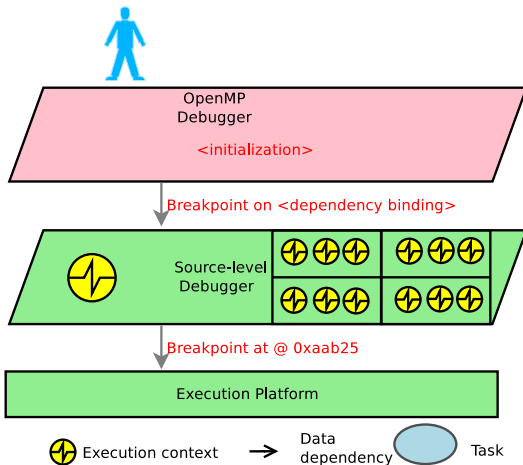
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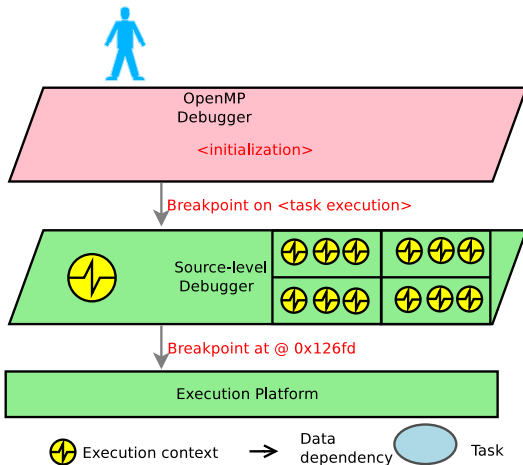
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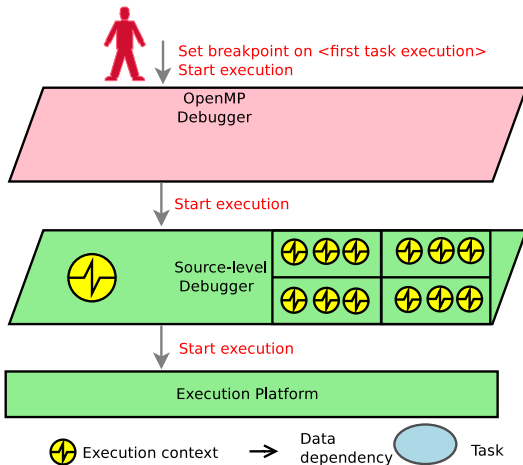
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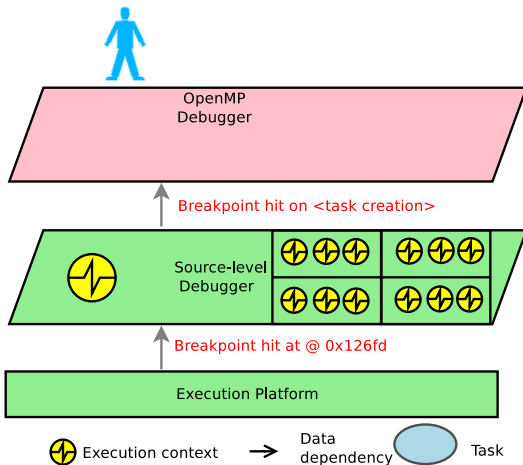
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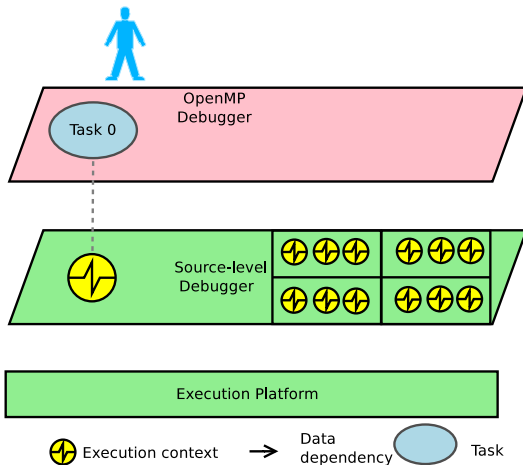
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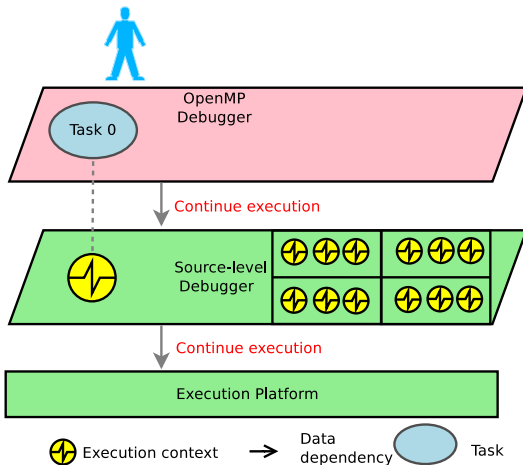
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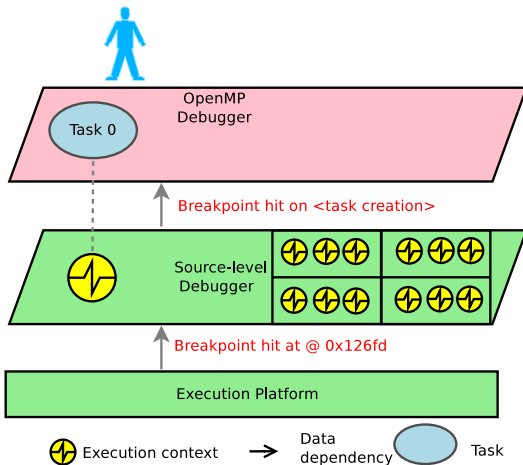
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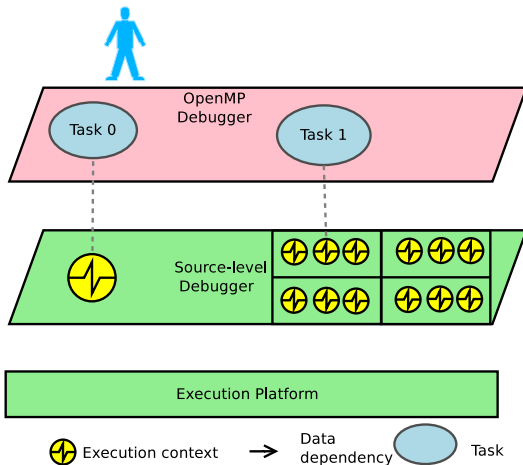
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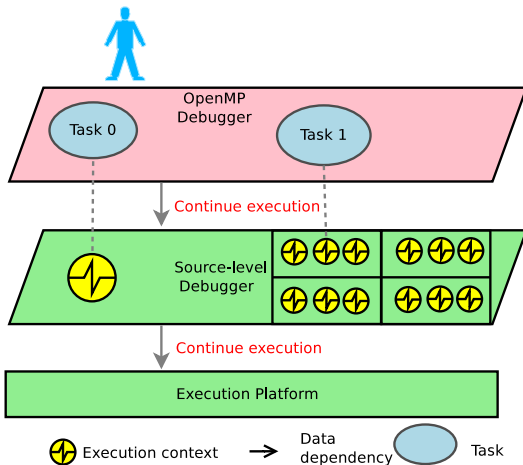
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Compiler Optimization and Runtime SysEms

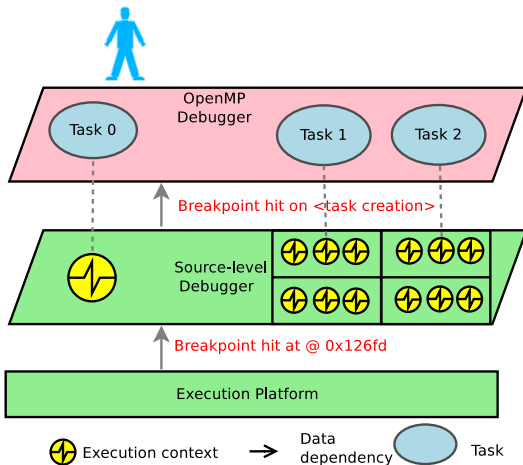
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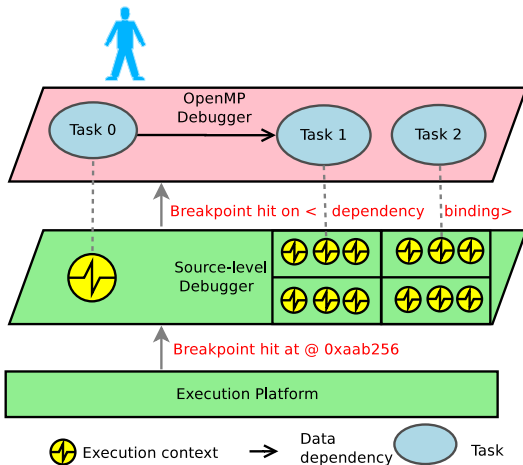
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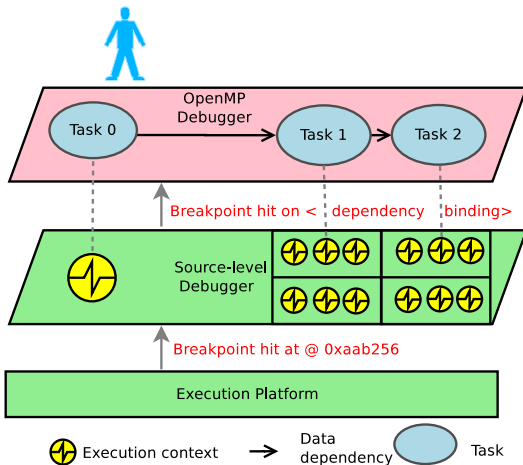
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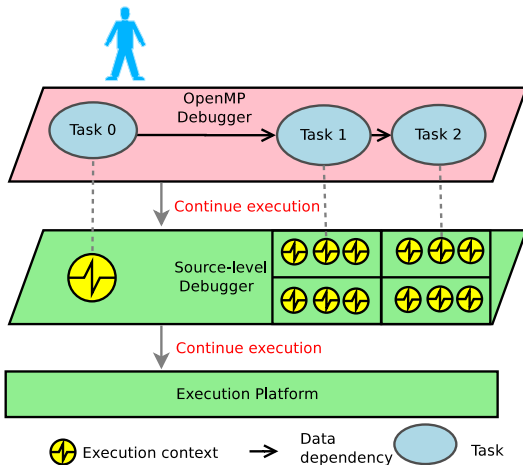
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Building Blocks of a Model-Centric Debugger

Compiler Optimization and Runtime Systems

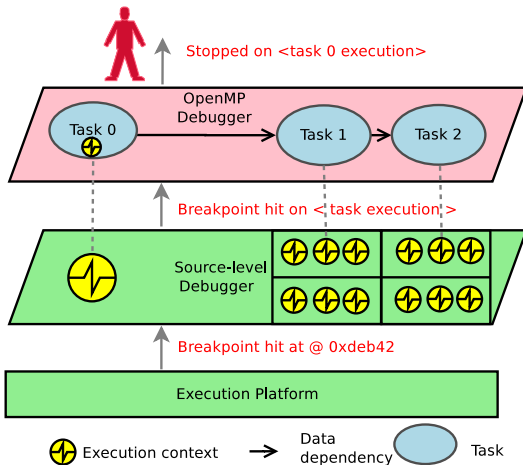
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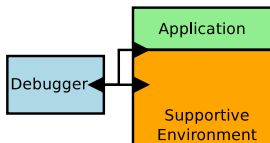
Compiler Optimization and Runtime Systems

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Building Blocks of a Model-Centric Debugger

Compiler Optimization and Runtime Systems



Breakpoints and Debug Information

Capturable Info.

High

Execution Overhead

Significant

Cooperation btw.
Debug and Env.

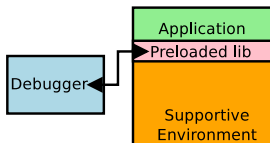
None

Portability

Low

Building Blocks of a Model-Centric Debugger

Compiler Optimization and Runtime Systems



Breakpoints and Debug Information

Preloaded Library

Capturable Info.

High

Limited to API

Execution Overhead

Significant

Limited

Cooperation btw.
Debug and Env.

None

Low

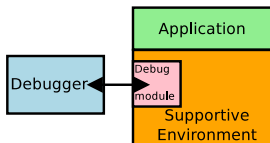
Portability

Low

Very Good

Building Blocks of a Model-Centric Debugger

Compiler Optimization and Runtime Systems



**Breakpoints
and Debug
Information**

**Preloaded
Library**

**Specialized
Debug
Module**

Capturable Info.

High

Limited to API

Full

Execution Overhead

Significant

Limited

Limited

Cooperation btw.
Debug and Env.

None

Low

Strong

Portability

Low

Very Good

Vendor
Specific



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Nano2017/Dema project

Compiler Optimization and Runtime SystEms

Debugging Embedded and Multicore Applications

ARM Juno




- asymmetric archi.
- ARM big.LITTLE + Mali GPU

OpenMP Parallel Programming

- fork/join multithreading
- tasks with dependencies
- GNU Gomp, Intel OpenMP, ...

mcGDB debugger

- Python extension of GDB
- support for dataflow, components, ...
- developed in partnership with ST



OpenMP: mcGDB execution control

Compiler Optimization and Runtime Systems

... control the execution of the entities ...

1 start

2 omp start

3 omp step

4 omp next barrier


5 omp critical next

6 omp critical next

7 omp critical next

8 omp critical next

```
int main() {  
    ①// beginning of main function  
    #pragma omp parallel {  
        // beginning of parallel region  
  
        #pragma omp single {  
            // execute single  
        }//implicit barrier  
  
        #pragma omp critical {  
            // execute critical  
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OpenMP: structural representation

... provide a structural representation
... provide details about entity state

1 fork-join \Rightarrow OpenMP sequence diagrams

2 task-based \Rightarrow mcGDB+Temanejo cooperation



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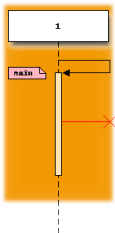
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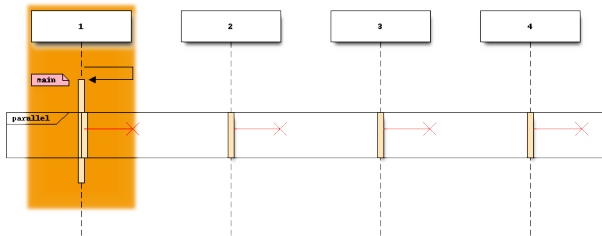
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OpenMP: mcGDB sequence diagram

Compiler Optimization and Runtime SystEms

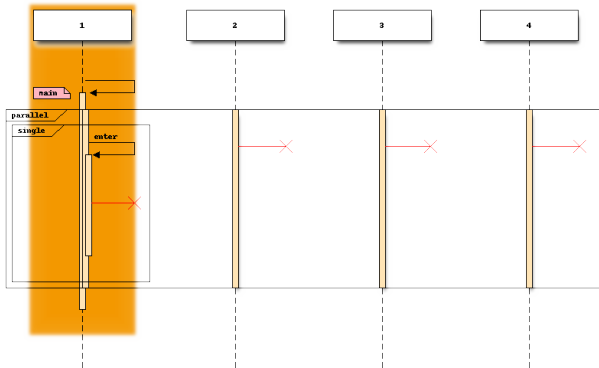
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OpenMP: mcGDB sequence diagram

Compiler Optimization and Runtime SysEms

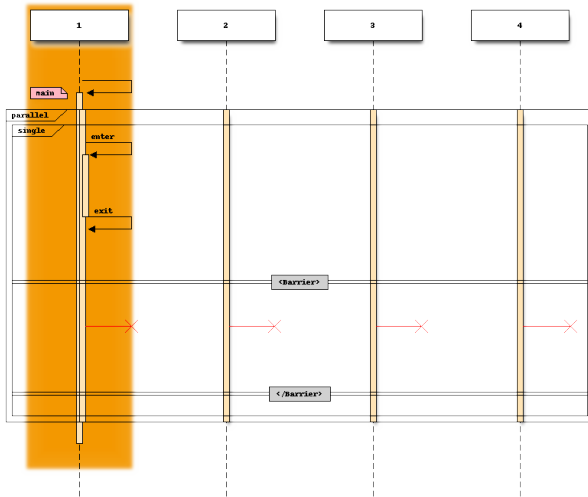
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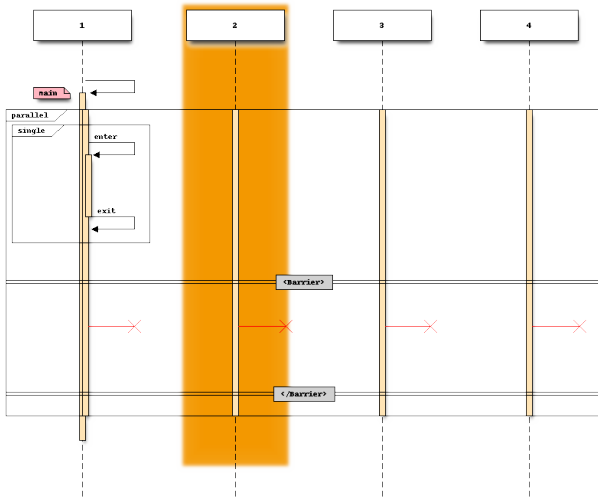
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Compiler Optimization and Runtime SystEms

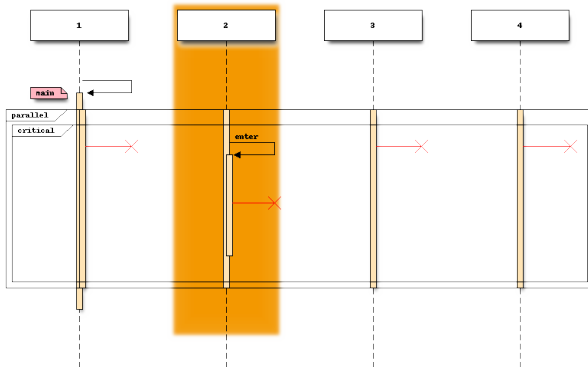
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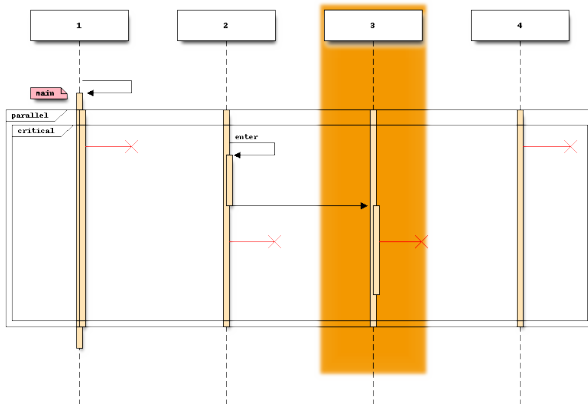
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Compiler Optimization and Runtime Systems

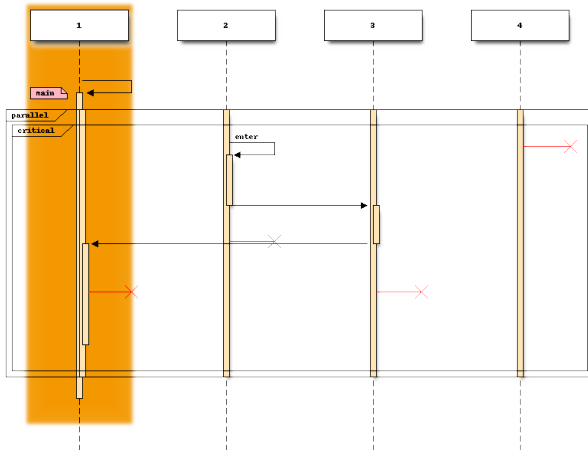
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Compiler Optimization and Runtime SystEms

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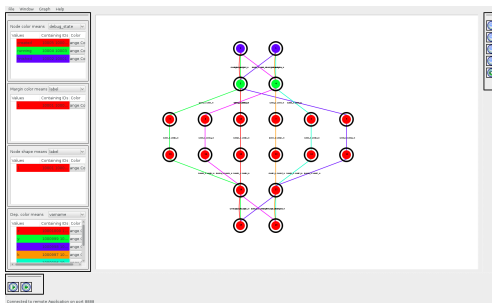
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(HLRS Stuttgart) Temanejo ...

- ✓ is a **great visualization tool** for task debugging,
- ✗ and **does not support source-level debugging**.





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GDB/mcGDB ...

- ✗ has no visualization engine,
- ✓ but provides **source debugging at language (gdb) and model level**.



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So let's combine them!



mcGDB – Temanejo cooperation:

Temanejo

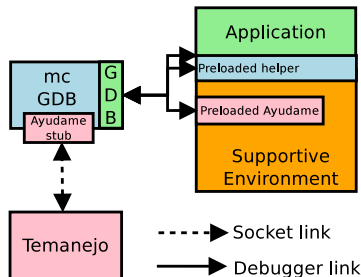
- task graph visualization
- simple model-level execution control.
- sequence diagram visualization.

mcGDB

- task graph and exec. events capture,
- advanced model-level exec. control.

GDB

- **language** and **assembly level** execution control, memory inspection.





mcGDB – Temanejo cooperation:

Temanejo

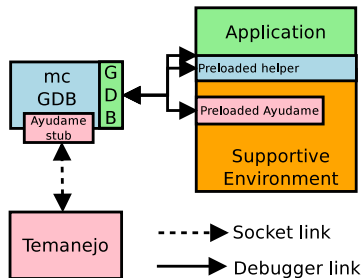
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mcGDB

- **task graph** and **exec. events** capture,
- advanced **model-level** exec. control.

GDB

- language and assembly level execution control, memory inspection.





mcGDB – Temanejo cooperation:

Temanejo

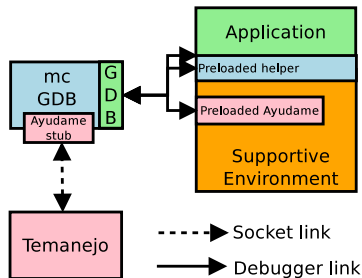
- task graph visualization
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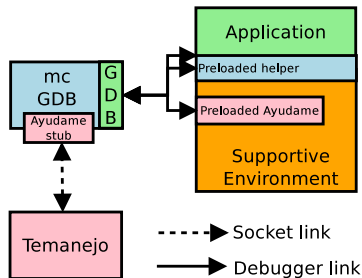
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GDB

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File Window Graph Help

Node color means sources

| Values | #Nodes | Color |
|-----------------------------|--------|---------|
| minimal_omp_threads.c:39-40 | 1 | Orange |
| minimal_omp_threads.c:43-44 | 2 | Cyan |
| minimal_omp_threads.c:45-46 | 2 | Magenta |

Margin color means label

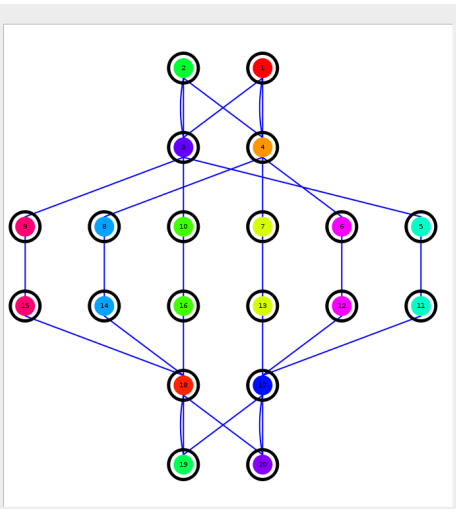
| Values | #Nodes | Color |
|--------|--------|-------|
| 1 | 20 | Red |

Node shape means label

| Values | #Nodes | Color |
|--------|--------|-------|
| 1 | 20 | Red |

Dep. color means fromTold

| Values | #Dep's | Color |
|--------------|--------|--------|
| {u'10001'... | 1 | Red |
| {u'10002'... | 2 | Orange |
| {u'10002'... | 1 | Orange |



- Node color
 - sources files



File Window Graph Help

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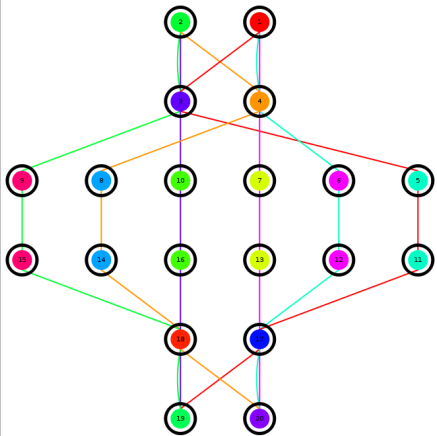
| Values | #Nodes | Color |
|--------|--------|-------|
| 1 | 20 | Red |

Node shape means label

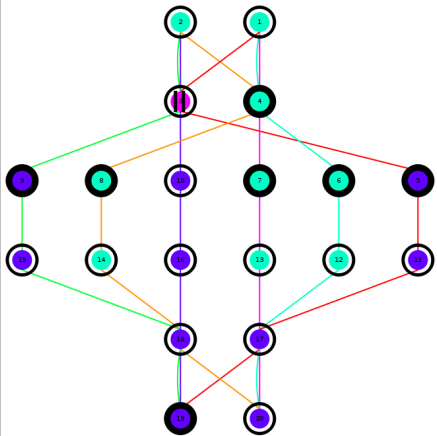
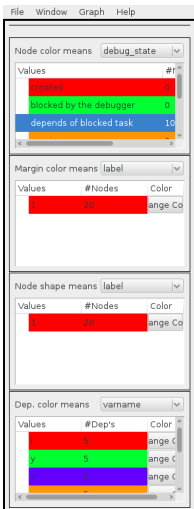
| Values | #Nodes | Color |
|--------|--------|-------|
| 20 | 20 | Red |

Dep. color means varname

| Values | #Dep's | Color |
|--------|--------|--------|
| 1 | 1 | Red |
| 2 | 1 | Green |
| 3 | 1 | Blue |
| 4 | 1 | Orange |
| 5 | 1 | Purple |



- Node color
 - ▶ sources files
- Links color
 - ▶ dependencies



- Node color
 - ▶ sources files
 - ▶ debug state
- Links color
 - ▶ dependencies
- Task 3 blocked
 - blue finished
 - purple blocked



File Window Graph Help

Node color means **executed_by**

| Values | #Nodes | Color |
|-----------|--------|-------|
| Worker #1 | 7 | Red |
| Worker #2 | 7 | Green |
| Worker #3 | 2 | Blue |

Margin color means **label**

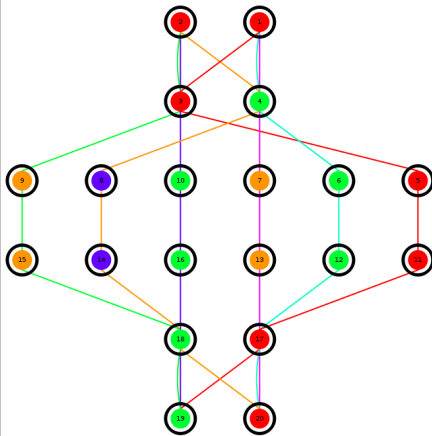
| Values | #Nodes | Color |
|--------|--------|-------|
| 1 | 20 | Red |

Node shape means **label**

| Values | #Nodes | Color |
|--------|--------|-------|
| 1 | 20 | Red |

Dep. color means **varname**

| Values | #Dep's | Color |
|--------|--------|-------|
| 1 | 5 | Red |
| 2 | 5 | Green |
| 3 | 5 | Blue |



- Node color
 - ▶ sources files
 - ▶ debug state
 - ▶ executed by
- Links color
 - ▶ dependencies
- Task 3 blocked
 - blue finished
 - purple blocked
- Exec. finished



- Debugging **high-level** applications is challenging
- Lack of information about **programming models and frameworks**

Our contribution: model-centric interactive debugging

- mcGDB extends GDB through its Python interface:
 - ▶ Framework for model-centric debugging
 - ▶ Py interface patches contributed to the community
 - ▶ Source code soon-to-be open source (Apache licence)
- mcGDB OpenMP support:
 - ▶ Developed for GNU GOMP and Intel OpenMP
 - ▶ Better control of fork-join and task-based execution
 - ▶ Better current-state understanding
 - ★ OpenMP sequence diagrams
 - ★ Temanejo graph visualization



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Compiler Optimization and Runtime SystEms



Programming-Model Centric Debugging for OpenMP

(Philippe Virouleau), Kevin Pouget
Jean-François Méhaut, Miguel Santana

Université Grenoble Alpes / LIG, STMicroelectronics, France
Nano2017-DEMA project

OpenMPCon, Nara, Japan
October 3-5th, 2016

