High Performance Computing Modernization Program (HPCMP) Summer 2011 Puerto Rico Workshop on Intermediate Parallel Programming & Cluster Computing

in conjunction with the National Computational Science Institute (NCSI)/ SC11 Conference



Jointly hosted at Polytechnic U of Puerto Rico and U Oklahoma

and available live via videoconferencing (streaming video recordings coming soon)













Intermediate Parallel Programming & Cluster Computing

Strategies for Debugging Parallel Programs



Sponsored by DOD HPCMP, SC11/ACM, NCSI and OK EPSCoR

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Sunday July 31 – Saturday August 6 2011













This is an experiment!

It's the nature of these kinds of videoconferences that FAILURES ARE GUARANTEED TO HAPPEN! NO PROMISES!

So, please bear with us. Hopefully everything will work out well enough.

If you lose your connection, you can retry the same kind of connection, or try connecting another way.

Remember, if all else fails, you always have the toll free phone bridge to fall back on.













H.323 (Polycom etc)

If you want to use H.323 videoconferencing – for example, Polycom – then:

- If you ARE already registered with the OneNet gatekeeper, dial 2500409.
- If you AREN'T registered with the OneNet gatekeeper (which is probably the case), then:
 - Dial 164.58.250.47
 - When asked for the conference ID, enter:

#0409#

Many thanks to Roger Holder and OneNet for providing this.











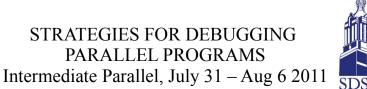


H.323 from Internet Explorer

From a Windows PC running Internet Explorer:

- You MUST have the ability to install software on the PC (or have someone install it for you).
- Download and install the latest Java Runtime Environment (JRE) from here (click on the Java Download icon, because that install package includes both the JRE and other components).
- Download and install this video decoder.
- Start Internet Explorer.
- Copy-and-paste this URL into your IE window: http://164.58.250.47/
- When that webpage loads, in the upper left, click on "Streaming".
- In the textbox labeled Sign-in Name, type your name.
- In the textbox labeled Conference ID, type this: 0409
- Click on "Stream this conference".
- 10. When that webpage loads, you may see, at the very top, a bar offering you options. If so, click on it and choose "Install this add-on."













EVO

There's a quick description of how to use EVO on the workshop logistics webpage.















Phone Bridge

If all else fails, you can call into our toll free phone bridge:

1-800-832-0736

* 623 2874 #

Please mute yourself and use the phone to listen.

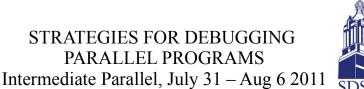
Don't worry, we'll call out slide numbers as we go.

Please use the phone bridge **ONLY** if you cannot connect any other way: the phone bridge is charged per connection per minute, so our preference is to minimize the number of connections.

Many thanks to OU Information Technology for providing the toll free phone bridge.















Please Mute Yourself

No matter how you connect, please mute yourself, so that we cannot hear you.

At ISU and UW, we will turn off the sound on all conferencing technologies.

That way, we won't have problems with echo cancellation.

Of course, that means we cannot hear questions.

So for questions, you'll need to send some kind of text.















Questions via Text: Piazzza

Ask questions via:

http://www.piazza.com/

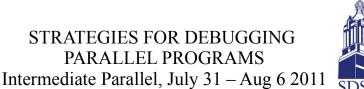
All questions will be read out loud and then answered out loud.

NOTE: Because of image-and-likeness rules, people attending remotely offsite via videoconferencing **CANNOT** ask questions via voice.















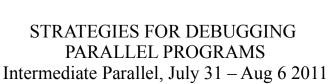


Thanks for helping!

- OSCER operations staff (Brandon George, Dave Akin, Brett Zimmerman, Josh Alexander, Patrick Calhoun)
- Debi Gentis, OU
- Kevin Blake, OU IT (videographer)
- James Deaton and Roger Holder, OneNet
- Alfredo Cruz, Polytechnic U Puerto Rico
- Omar Padron, Kean U
- Scott Lathrop, SC11 General Chair
- Donna Cappo, ACM
- Bob Panoff, Jack Parkin and Joyce South, Shodor Education Foundation Inc











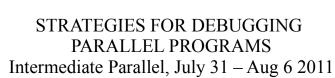




Strategies for Debugging Parallel Algorithms















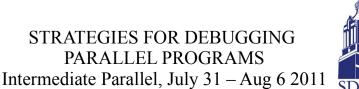
Strategies for Debugging Parallel Algorithms

- Preventing Bugs Through Good Software Engineering
- Finding Bugs
- Fixing Bugs

















 "Days of debugging can save you from hours of design and planning" - Charlie Peck.













- Read and write lots of documentation.
 - man pages
 - MPI standard, OpenMP standard
 - GIYF (Google Is Your Friend)
 - comments
 - READMEs
 - man pages













Adopt test-driven development.

```
my_area = total_area / number_of_processes;

#ifdef TESTING

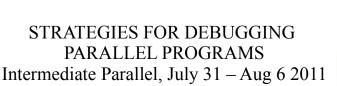
if(my_area != 2.0)
    printf("Area calculation incorrect: area is %d\n", my_area);
#endif
```

\$./area

Area calculation incorrect: area is 1.6666667















Automate the process.

```
$./tests
```

```
Test 1 (same send and recv message #1) ... passed!
```

Test 2 (good area calculation) ... passed!

Test 3 (same send and recv message #2) ... **FAILED**:

Received message of length 12 instead of 2.

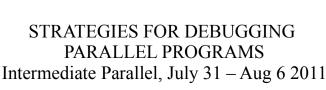
Test 4 (good area aggregation) ... passed!

Test 5 (cleanup) ... passed!

PASSED 4 of 5 TESTS















Develop incrementally.

Change

Change

Change

Compile/Run/Test

Change

Change

Change

Compile/Run/Test

Change

Change

Compile/Run/Test

Compile/Run/Test









STRATEGIES FOR DEBUGGING



Choose meaningful variable names.

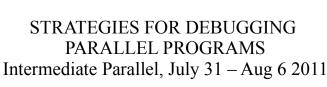
```
my_nSs = nSs / m_R;
```

VS

```
my_number_of_stars = number_of_stars /
my_region;
```













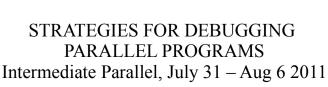


 Keep MPI collective calls outside of conditional branches.

```
if(my_rank != 0)
{
    MPI_Allgather(...);
}
```















Make it easy to turn off the parallelism.

```
#ifdef MPI
    MPI_Send(...);
#endif
```

\$ gcc -DMPI=0 area.c -o area













Let the compiler help you.

\$ gcc -Wall --pedantic -O0 -Wuninitialized f le.c -o f le

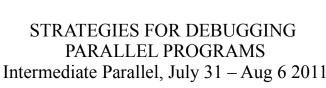
const double AREA = 10.0;

#define AREA 10.0

















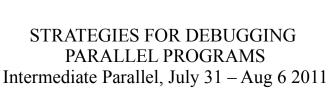
Examine error codes.

```
return_value = MPI_Recv(message, 10,
MPI_CHAR, 0, TAG, MPI_COMM_WORLD,
&status);

if(return_value != MPI_SUCCESS)
{...}
```













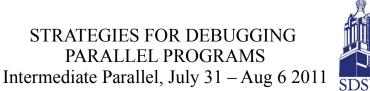


 Use print statements, report the MPI rank and OpenMP thread number in each, and keep them in your code for later.

```
MPI_Recv(message, 10, MPI_CHAR, 0,
TAG, MPI_COMM_WORLD, &status);
printf("Rank %d: Thread %d: Message
after receive: %s\n", my_rank,
omp_get_thread_num(), &message);
```













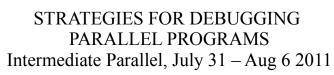


Match MPI Sends and Receives.

```
/* 0th Send */
/* Oth Send */
MPI_Send(...);
                               MPI Send(...);
/* 1st Recv */
                                /* 1st Recv */
MPI_Recv(...);
                               MPI Recv(...);
/* 0th Recv */
                                /* 0th Recv */
MPI Recv(...);
                               MPI Recv(...);
/* 1st Send */
                                /* 1st Send */
MPI_Send(...);
                               MPI Send(...);
```















Try your code under different MPI bindings.











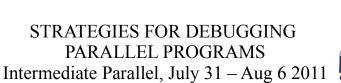


- Take advantage of the other OpenMP pragmas.
 - critical
 - private
 - firstprivate
 - master
 - single

















- Use a debugger and take advantage of its parallel debugging features.
 - The "attach" command in gdb:

```
$ mpirun -np 2 program &
```

\$ ps | grep program

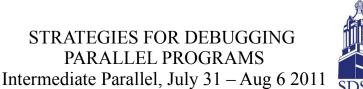
\$ gdb

gdb> attach the_PID_returned_by_the_ps_command

















 Only fix one error at a time, but fix it everywhere.











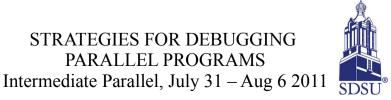


 Get a "second set of eyeballs" to look at your code.

PARALLEL PROGRAMS









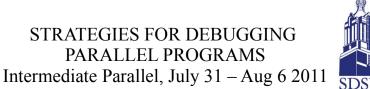




 "Code deleted is code debugged" - Steve Olson.















Walk away for awhile.













Thanks for your attention!

Questions?





