MPI Tools Proposals

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MPI DLL Locations

- In conjunction with other proposals
 - Message queue query
 - MPI handle query (possible)
- Specify DLL location to debuggers
- "Old" way was a single compile-time filename string
 - ▶ Not sufficient what if I have multiple DLLs?
 - E.g., 32 and 64 bit
- "New" way: provide an argy-style array of filename strings

MPI DLL Locations

```
Old way:
    char MPIR_dll_name[] = "/path/to/my/dll";
New way
    char **mpimsgq_dll_locations = NULL;
    int MPI_Init(...) {
        char **foo = malloc(...);
        foo[0] = "/path/to/first/dll";
        foo[1] = "/path/to/next/dll";
        foo[2] = NULL;
        mpimsgq_dll_locations = foo;
}
```

- No filename conventions
- Values may be filled in at any time during the process
- Tool examines each filename in the array until it finds a suitable one (if any!)

MPI Handle Introspection

- Have a tool be able to query an MPI implementation for meta information about MPI handles
- Example: hover over MPI_Comm variable in debugger
 - Instead of showing its handle value (e.g., 0x239f2b00)
 - Show "This is <communicator_name>, <rank> of <size>, an <inter|intra|cartesian|graph> communicator, ...etc."
 - ▶ Tool can get public information about the back-end object
 - Can display the info however it wants to (or not)
- MPI implementations are free to not implement some or all of this functionality
 - Query includes "what can you tell me?"
 - Answer may be "nothing!" (or something very basic, like comm name, rank, size)

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