

Tutorial on Floating-Point Analysis and Reproducibility Tools for Scientific Software

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Objective of the Tutorial



Demonstrate tools can be used today

Floating-Point Analysis

GPUs

Exceptions

Compilers

Optimizations

Mixed-precision

Benchmarks

Reproducibility & non-determinism (ND)

Data races

Floating-point ND

MPI & OpenMP

Everything is here:

fpanalysistools.org

Tutorial Material → SC19

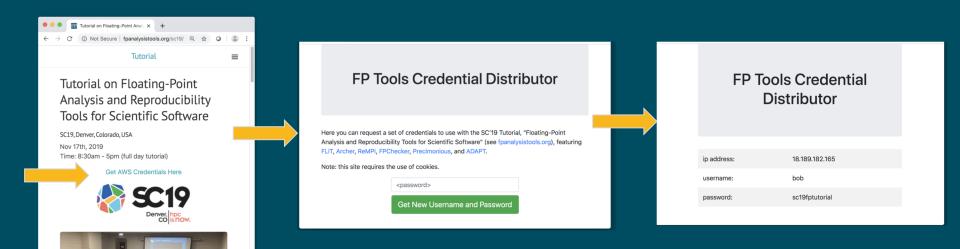
AWS is Used to Run Exercises

- You will need:
 - Username, password, IP address
- Accessing the AWS instance via ssh:

ssh [USERNAME]@[IP ADDRESS]

Getting Your Credentials for AWS

Password:



Directory Structure

```
/home/user1/
   ---Module-TOOL1
      ---exercise-1
      |---exercise-2
      ---exercise-3
   ---Module-TOOL2
      ---exercise-1
      ---exercise-2
      ---exercise-3
```

Morning Agenda

Time	Module
8:30 - 8:40am	Introduction (housekeeping)
8:40 - 8:55am	Floating-point background
8:55 - 9:35am	FPChecker: floating-point exceptions, GPUs, CUDA
9:35 - 10:00am	ARCHER: data races, OpenMP
10:00 - 10:30am	Break
10:30 - 11:30am	FLiT: floating-point variability, compiler optimizations
11:30 - 12:00pm	ReMPI: MPI, floating-point variability
12:00 - 1:30pm	Lunch Break

Afternoon Agenda

Time	Module
1:30 - 1:35pm	Afternoon overview
1:35 - 2:45pm	Precimonious & HiFPTuner: mixed-precision tuning
2:45 - 3:00pm	FPBench: benchmarks for floating-point
3:00 - 3:30pm	Break
3:30 - 4:50pm	ADAPT, FloatSmith: algorithmic differentiation, tuning
4:50 - 5:00pm	Questions & Answers