

Scientific Software Development with Eclipse

A Best Practices for HPC
Developers Webinar

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- C/C++ Development Features
- Fortran Development Features
- Real-life Development Scenarios
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 - Using synchronized projects for remote development
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What is Eclipse?

- An integrated development environment (IDE)
- A platform for developing tools and applications
- An ecosystem for collaborative software development

Getting Started



Downloading and Installing Eclipse

- Eclipse comes in a variety of packages
 - Any package can be used as a starting point
 - May require additional components installed
- Packages that are best for scientific computing:
 - Eclipse for Parallel Application Developers
 - Eclipse IDE for C/C++ Developers
- Main download site
 - <https://www.eclipse.org/downloads>

Eclipse IDE for C/C++ Developers

- C/C++ development tools
- Git Integration
- Linux tools
 - Libhover
 - Gcov
 - RPM
 - Valgrind
- Tracecompass



Eclipse for Parallel Application Developers

- Eclipse IDE for C/C++ Developers, *plus*:
 - Synchronized projects
 - Fortran development tools
 - Job scheduler support
 - Remote monitoring
 - Remote console



The screenshot shows the Eclipse download page with three main options:

- Eclipse IDE for C/C++ Developers**: 286 MB, 4,316 DOWNLOADS. A complete set of tools for developers who want to create Eclipse plug-ins, Rich Client Applications or Remote Application Platform (RCP+RAP). Mac OS X 64 bit.
- Eclipse for Parallel Application Developers**: 237 MB, 3,267 DOWNLOADS. Tools for C, C++, Fortran, and UPC, including MPI, OpenMP, OpenACC, a parallel debugger, and remotely building, running and monitoring applications... Mac OS X 64 bit.
- Eclipse for Testers**: 149 MB, 1,037 DOWNLOADS. Mac OS X 64 bit.

Installation

- First, install Java 1.8
 - Check if it is installed using `java -version` from command line
 - Follow procedure for your operating system
- Download Eclipse package
 - Zip for windows
 - Tar.gz for Linux
 - Dmg for Mac OS X
- Uncompress and move to installed location
- Launch Eclipse application

Adding Features



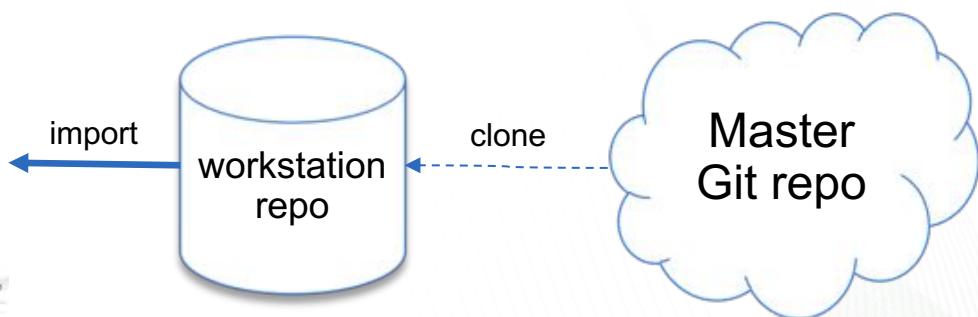
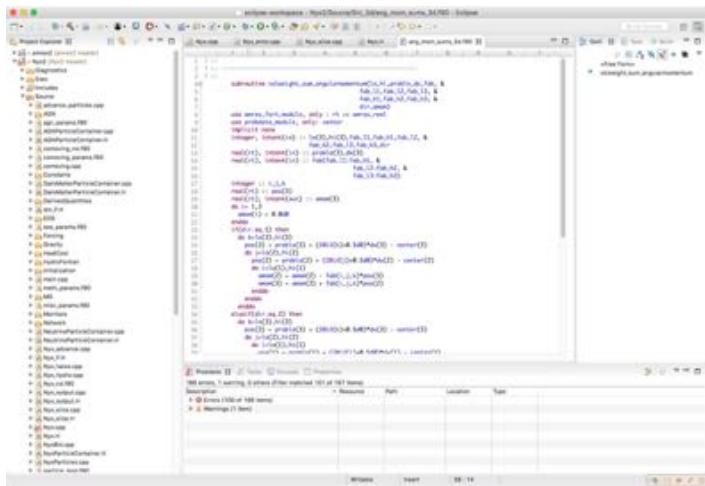
- Eclipse Marketplace
 - Over 1600 packages available
 - Ability to search and browse
 - **Help > Eclipse Marketplace...**
- Eclipse update sites
 - Good for updating installed software to latest version
 - Or if you know the URL
 - **Help > Install New Software...**

Developing with Eclipse

```
    #if operation == "MIRROR_X":  
        mirror_mod.use_x = True  
        mirror_mod.use_y = False  
        mirror_mod.use_z = False  
  
    elif operation == "MIRROR_Y":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = True  
        mirror_mod.use_z = False  
  
    elif operation == "MIRROR_Z":  
        mirror_mod.use_x = False  
        mirror_mod.use_y = False  
        mirror_mod.use_z = True  
  
    #selection at the end -add back the deselected mirror modifier object  
    mirror_obj.select=1  
    modifier_obj.select=1  
    bpy.context.scene.objects.active = modifier_obj  
    print("Selected" + str(modifier_obj)) # modifier ob is the active ob  
    #mirror_obj.select = 0  
    ob = bpy.context.selected_objects[0]  
    bpy.ops.object.select_all(action='DESELECT')  
    ob.select = True  
    bpy.context.scene.objects.active = ob  
    print("Selected" + str(ob)) #ob is the active ob
```

C/C++ Development

- Works best on local projects with hierarchical directory structure
- Supports Makefile/CMake based projects
- Can import directly from a Git repository
- Can manage multiple Git repositories



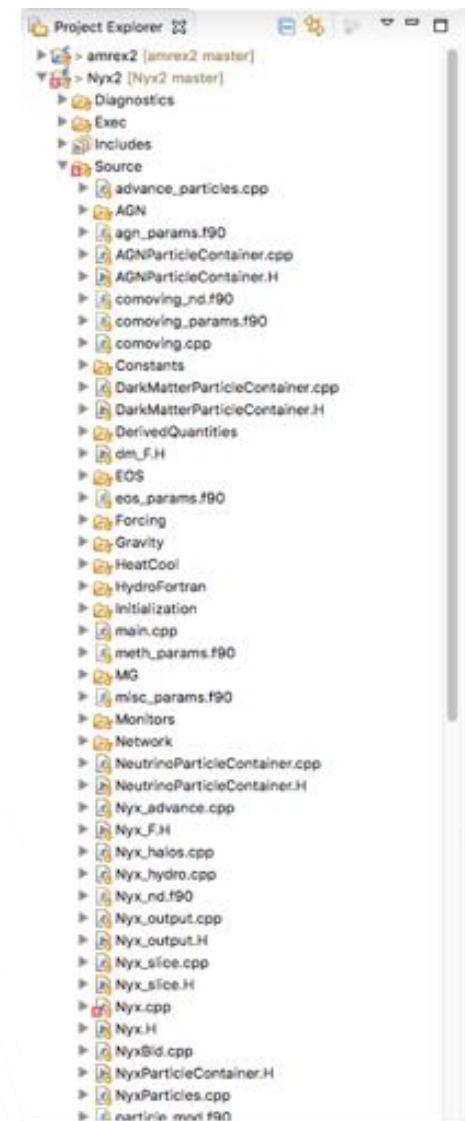
Importing from Git



- Select **File > Import...**
- Select the **Git > Projects from Git** import wizard
- Clone URI
 - <https://github.com/AMReX-Astro/Nyx.git>
- Once cloned, choose **Import as general project Wizard** then **Finish**
- Then select the project, right click, and choose **New > Convert to a C/C++ Project (Adds C/C++ Nature)**
- Pick **Makefile project** from *Project type*

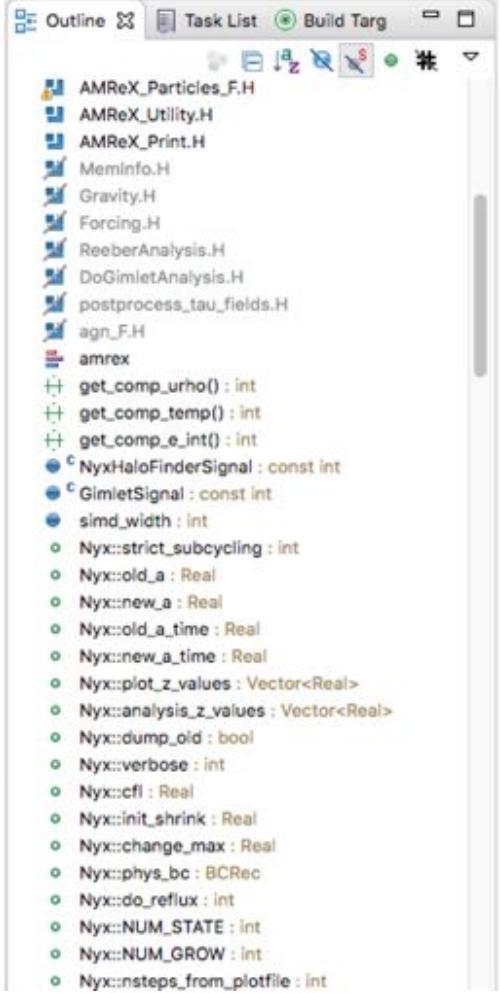
Project Explorer

- Shows project tree structure
- Virtual nodes showing
 - Include paths
 - Libraries
 - Binaries and executables
- File nodes can be expanded to show
 - Preprocessor symbols and includes
 - Type and variable declarations
- Compound types can be expanded to show
 - Fields
 - Methods



Outline View

- Shows structure of current file in editor
 - Preprocessor symbols and includes
 - Type and variable declarations
- Compound types can be expanded to show
 - Fields
 - Methods
- Can filter what is being shown using buttons or dropdown menu

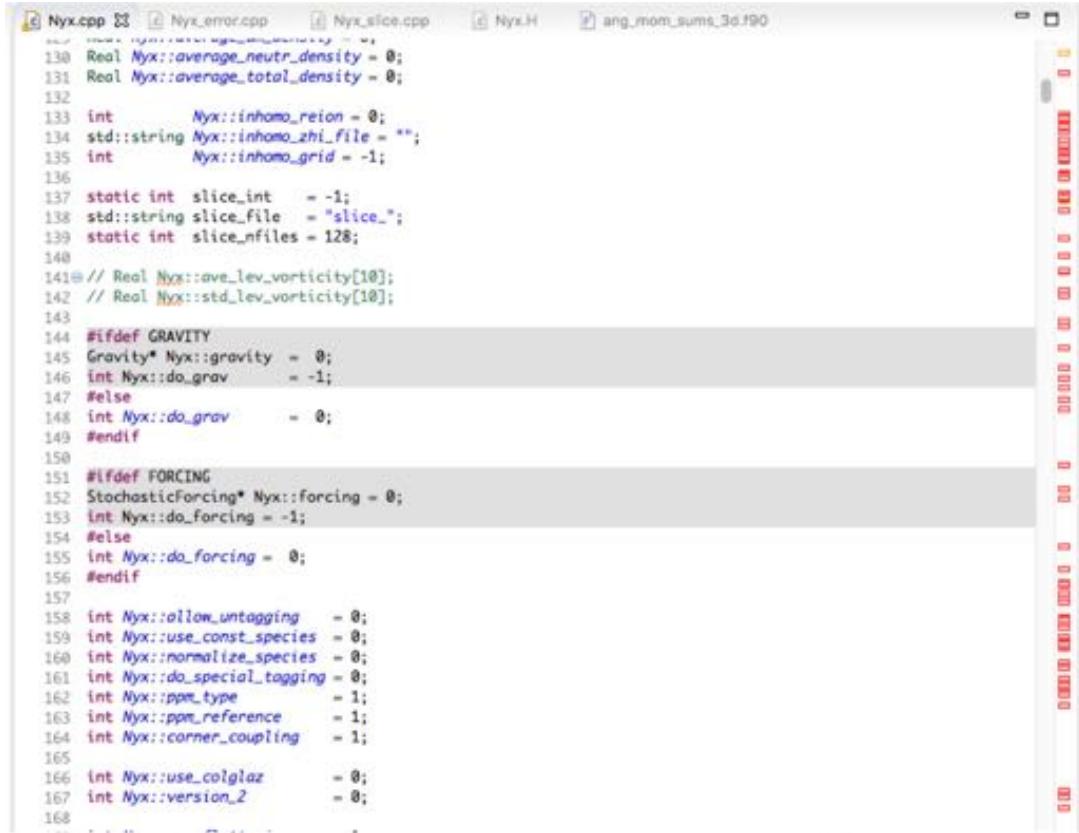


The screenshot shows the 'Outline' tab of a software interface. The tree view displays the following structure:

- AMReX_Particles_F.H
- AMReX.Utility.H
- AMReX_Print.H
- MemInfo.H
- Gravity.H
- Forcing.H
- ReeberAnalysis.H
- DoGimletAnalysis.H
- postprocess_tau_fields.H
- agn.F.H
- amrex
 - get_comp_urho() : int
 - get_comp_temp() : int
 - get_comp_e_int() : int
 - NyxHaloFinderSignal : const int
 - GimletSignal : const int
 - simd_width : int
 - Nyx::strict_subcycling : int
 - Nyx::old_a : Real
 - Nyx::new_a : Real
 - Nyx::old_a_time : Real
 - Nyx::new_a_time : Real
 - Nyx::plot_z_values : Vector<Real>
 - Nyx::analysis_z_values : Vector<Real>
 - Nyx::dump_old : bool
 - Nyx::verbose : int
 - Nyx::cfl : Real
 - Nyx::init_shrink : Real
 - Nyx::change_max : Real
 - Nyx::phys_bc : BCRec
 - Nyx::do_reflux : int
 - Nyx::NUM_STATE : int
 - Nyx::NUM_GROW : int
 - Nyx::nsteps_from_plotfile : int

Editor Features

- Syntax coloring
- Line numbers
- Folding
- Content assist
- Hover help
- Block selection
- Code activation based on preprocessor directives
- Formatting
 - Can be run from the command line
- Display revision information



A screenshot of a code editor window titled "Nyx.cpp". The window shows several tabs at the top: Nyx.cpp, Nyx_error.cpp, Nyx_slice.cpp, Nyx.H, and ang_mom_sums_3d.f90. The main area displays C++ code with syntax highlighting. Lines 130 through 168 are visible, containing declarations for variables like average_neutr_density, average_total_density, inhom_reion, inhom_zhi_file, inhom_grid, slice_int, slice_file, slice_nfiles, and various gravity-related variables. Preprocessor directives #ifdef GRAVITY and #ifdef FORCING are present, along with #else and #endif blocks.

```
130 Real Nyx::average_neutr_density = 0;
131 Real Nyx::average_total_density = 0;
132
133 int Nyx::inhomo_reion = 0;
134 std::string Nyx::inhomo_zhi_file = "";
135 int Nyx::inhomo_grid = -1;
136
137 static int slice_int = -1;
138 std::string slice_file = "slice_";
139 static int slice_nfiles = 128;
140
141 // Real Nyx::ave_lev_vorticity[10];
142 // Real Nyx::std_lev_vorticity[10];
143
144 #ifdef GRAVITY
145 Gravity* Nyx::gravity = 0;
146 int Nyx::do_grav = -1;
147 #else
148 int Nyx::do_grav = 0;
149 #endif
150
151 #ifdef FORCING
152 StochasticForcing* Nyx::forcing = 0;
153 int Nyx::do_forcing = -1;
154 #else
155 int Nyx::do_forcing = 0;
156 #endif
157
158 int Nyx::allow_untagging = 0;
159 int Nyx::use_const_species = 0;
160 int Nyx::normalize_species = 0;
161 int Nyx::do_special_tagging = 0;
162 int Nyx::ppm_type = 1;
163 int Nyx::ppm_reference = 1;
164 int Nyx::corner_coupling = 1;
165
166 int Nyx::use_colglaz = 0;
167 int Nyx::version_2 = 0;
168
```

Formatting and Refactoring

- Formatting
 - Generate Getters and Setters
 - Add/Organize Includes
 - Implement Method
 - Toggle Comment
- Refactoring
 - Rename
 - Extract Constant
 - Extract Local Variable
 - Extract Function
 - Toggle Function Definition
 - Hide Method

And many other features...

Fortran Development¹

- Fortran editor
 - Similar to C/C++ editor
- Fortran perspective
 - Gathers together various Fortran specific views
 - Adds Fortran declaration view
- Fortran feature search
 - Search for language features



¹ Requires Parallel Application Developers Package

Fortran Editor

- Supports free and fixed formats
- Opens for any file ending in Fortran suffix
 - .f, .F, etc.: fixed source form
 - .f08, .f90, etc.: free source form with INCLUDE
 - .F08, .F90, etc.: free source form with C preprocessor
- Syntax coloring
- By default, only basic editing features are enabled

Advanced Fortran Development

- Fortran analysis/refactoring is disabled by default
- If not already a Fortran project
 - Right click on project > **Convert to Fortran Project**
- Open project properties
- Select **Fortran General > Analysis/Refactoring**
- Check **Enable Fortran analysis/refactoring**
- Choose analysis properties

Advanced Editor Features

- Folding
- Content assist
- Hover help
- Code templates

Templates			
Create, edit or remove templates:			
Name	Context	Description	Auto Ins.
<input checked="" type="checkbox"/> !\$acc end parallel loop	Fortran	OpenACC end parallel loop directive	on
<input checked="" type="checkbox"/> !\$acc host_data	Fortran	OpenACC host_data directive	on
<input checked="" type="checkbox"/> !\$acc kernels	Fortran	OpenACC kernels directive	on
<input checked="" type="checkbox"/> !\$acc kernels loop	Fortran	OpenACC kernels loop directive	on
<input checked="" type="checkbox"/> !\$acc loop	Fortran	OpenACC loop directive	on
<input checked="" type="checkbox"/> !\$acc parallel	Fortran	OpenACC parallel directive	on
<input checked="" type="checkbox"/> !\$acc parallel loop	Fortran	OpenACC parallel loop directive	on
<input checked="" type="checkbox"/> !\$acc update	Fortran	OpenACC update directive	on
<input checked="" type="checkbox"/> !\$acc wait	Fortran	OpenACC wait directive	on
<input checked="" type="checkbox"/> !\$omp atomic	Fortran	OpenMP atomic directive	on
<input checked="" type="checkbox"/> !\$omp barrier	Fortran	OpenMP barrier directive	on
<input checked="" type="checkbox"/> !\$omp critical	Fortran	OpenMP critical directive	on
<input checked="" type="checkbox"/> !\$omp do	Fortran	OpenMP do directive	on
<input checked="" type="checkbox"/> !\$omp end atomic	Fortran	OpenMP end atomic directive	on
<input checked="" type="checkbox"/> !\$omp end critical	Fortran	OpenMP end critical directive	on
<input checked="" type="checkbox"/> !\$omp end do	Fortran	OpenMP end do directive	on
<input checked="" type="checkbox"/> !\$omp end master	Fortran	OpenMP end master directive	on
<input checked="" type="checkbox"/> !\$omp end ordered	Fortran	OpenMP end ordered directive	on
<input checked="" type="checkbox"/> !\$omp end parallel	Fortran	OpenMP end parallel directive	on

Real-life Development Scenarios

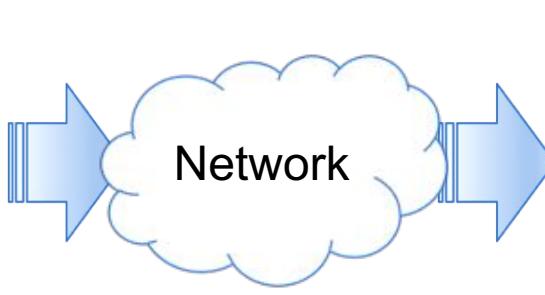


Example Scenarios

- Local development – already covered
- Using Git for remote development
- Using synchronized projects for remote development

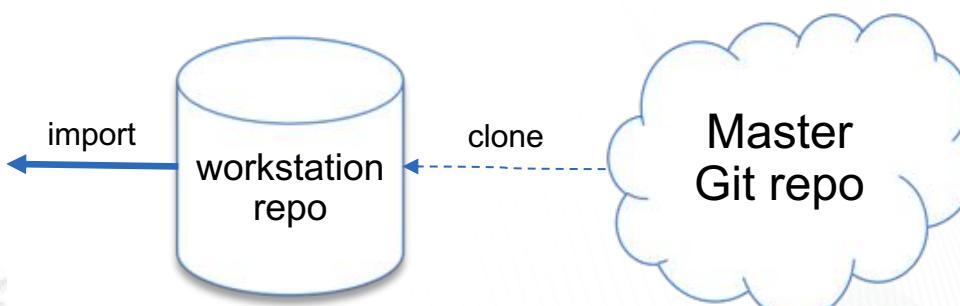
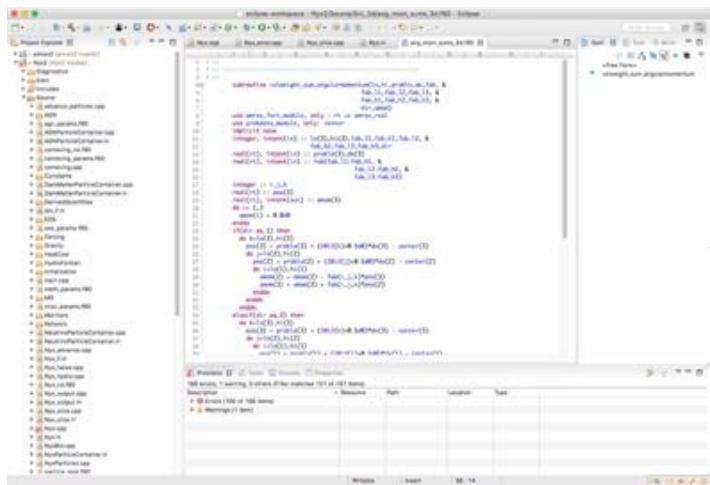
Remote Development

- In scientific computing, application code is normally compiled and run on remote system
- Local machine rarely has same environment, libraries, etc. as target system
- May have different architecture, utilize GPUs, etc.
- Also usually need to submit job via batch scheduler



Remote Development Using Git

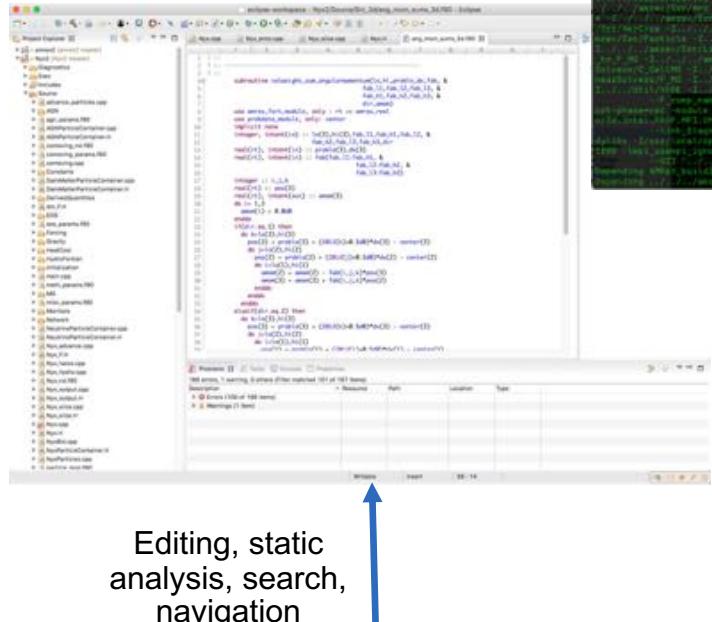
- Clone repository to workstation either through UI or command line
- Import into Eclipse as before
- Clone repository on target system if it is not already there



Remote Development Using Git Cont...

- Changes committed to workstation repository
 - Push to central repo (e.g. GitHub) or directly to target system (if allowed)
 - Can utilize code reviews (e.g. Gerrit) and continuous integration if required
- Pull changes into repository on target machine
- Manually run build
- Manually submit to job scheduler

Remote Development Using Git Cont...



Editing, static analysis, search, navigation



push

Master
Git repo



pull

Build, job submission, monitoring

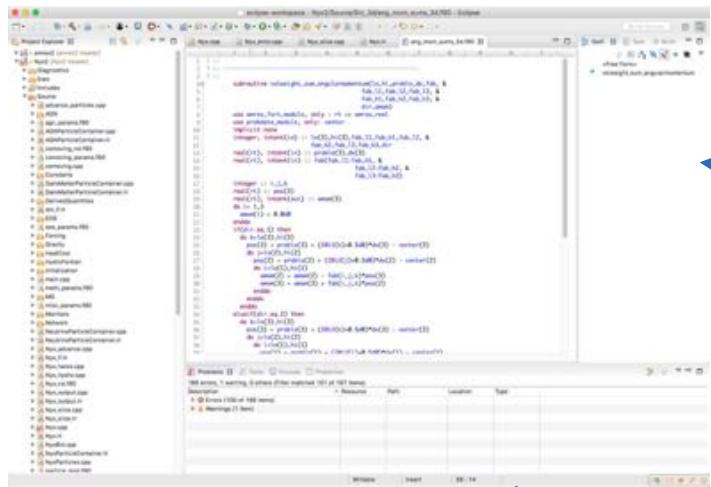
A screenshot of a terminal window showing a long log of build or job submission status. The text is mostly illegible but includes terms like 'submit', 'job', 'status', and 'queue'.

Target
system repo

Remote Development using Synchronized Projects

- Rather than using Git, Eclipse can manage the synchronization for you
 - Any changes made locally will be automatically synchronized
 - Changes made remotely can be manually synchronized or will be picked up at next sync point
 - Can configure filters to avoid copying large files
- Orthogonal to Git, so both can be used
- Can start with either local or remote source

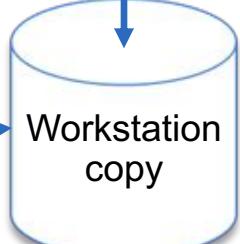
Synchronized Projects



Build, job submission, monitoring



Editing, static analysis, search, navigation



sync



Git repo

Starting with Local Source

- Create project as before (e.g. from Git)
- **New > Other**
- **Other > Convert to Synchronized Project**
- Choose project
- Choose connection and remote directory
- After synchronize
 - Go to project properties
 - **C/C++ Build > Tool Chain Editor**
 - Set the current toolchain for the target system (change current build back to “Sync Builder” if necessary)

Remote Building

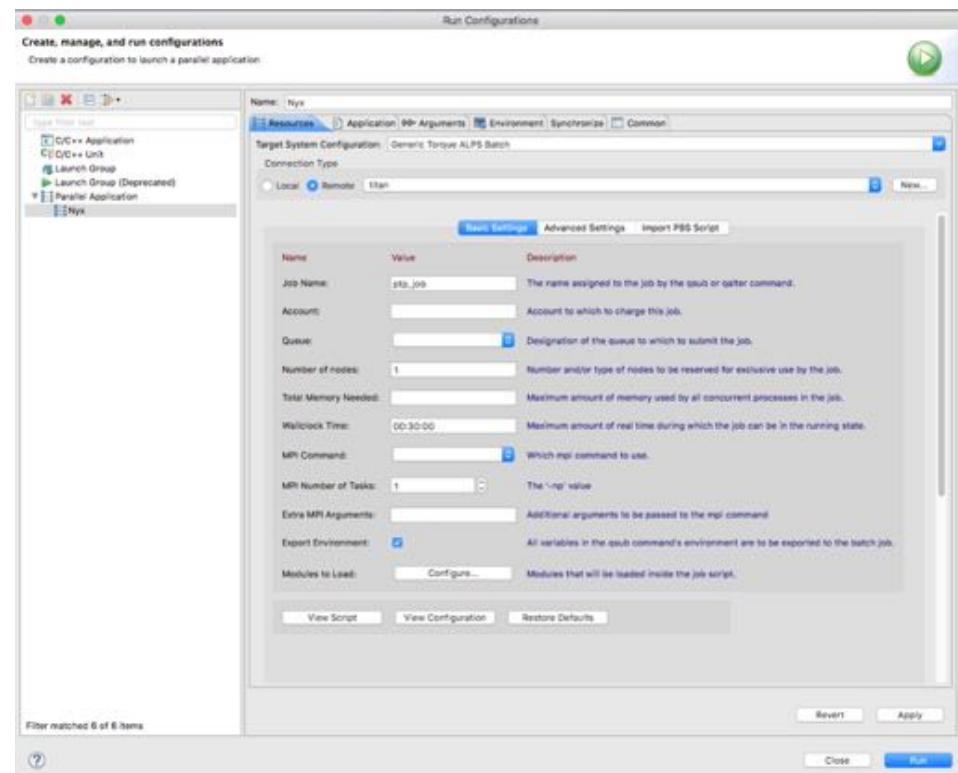
- Synchronized projects automatically set up remote build
- Clicking on the build button will run the build command remotely (normally “make”)
- Add build targets to run “make whatever”
- Can run more complex build commands also

Other Parallel Application Developer Features

- Job submission
- Monitor system/queues
- Remote console

Job Submission

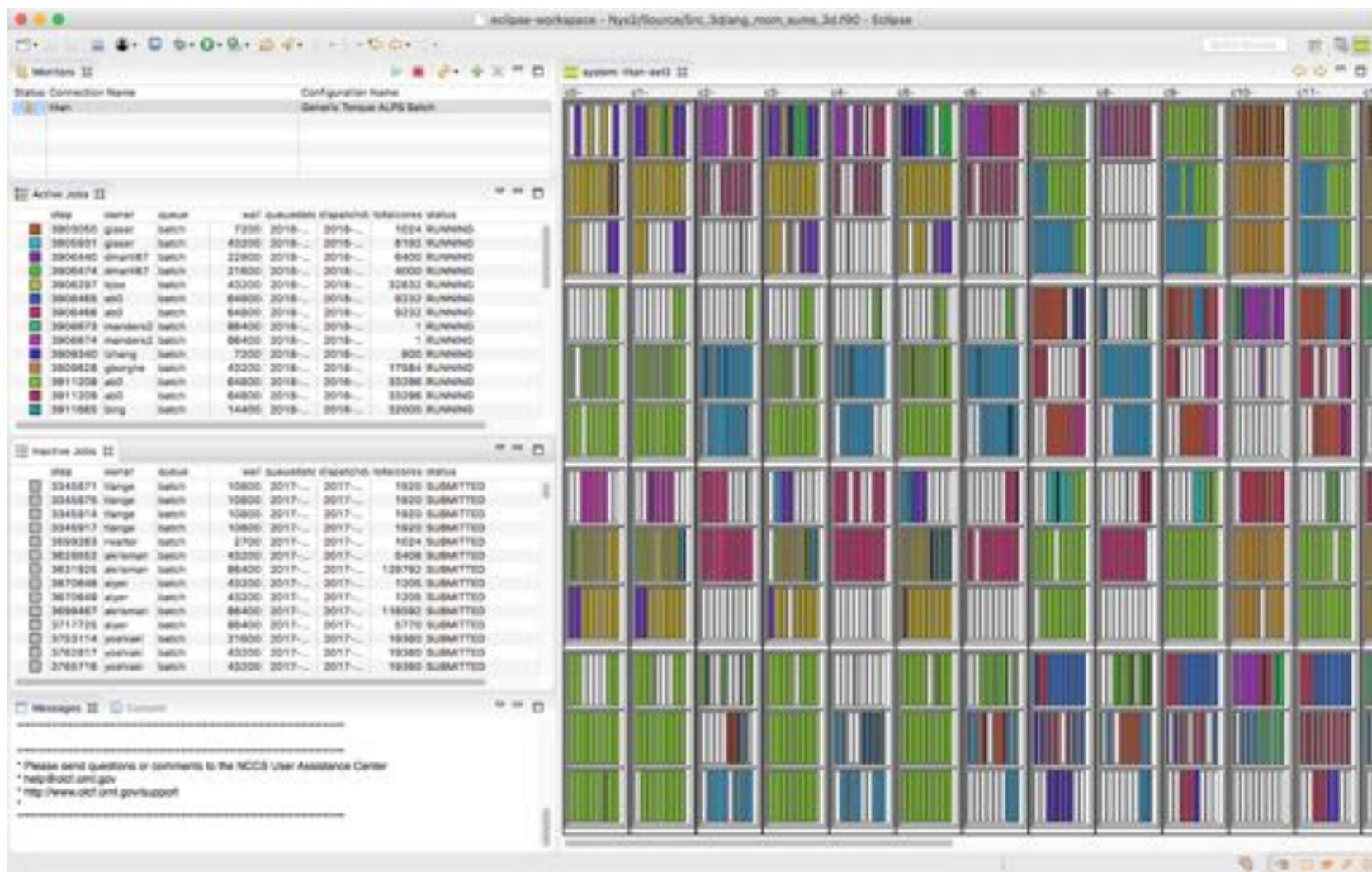
- Use the “Parallel Application” run configuration type
- Comes pre-configured with many generic- and system-specific configurations
- Supports most common job schedulers and runtimes
- Can use to launch remote commands also



System and Job Monitoring

- Comes pre-configured with many generic- and system-specific configurations
- Switch to “System Monitoring” perspective
- Can monitor multiple systems simultaneously
- Jobs launched through PTP can be controlled
- Once job is completed, stdout/stderr is accessible from the UI

System Monitoring Perspective



*Please send questions or comments to the NCCS User Assistance Center
help@cicl.ornl.gov
http://www.cicl.ornl.gov/support

Remote Console

- Select Console view using tab
- Click on open console button and choose “Command Shell Console”
- Select the Connection Type and Connection name you want to use
- Click OK
- You will now have a shell on the target machine
- Open as many consoles as you like

Environment Modules

- Many HPC systems use environment modules
 - Allow different compilers/libraries to be selected
- Environment modules are integrated with the Parallel Application Developer package
 - Modules can be selected before the project is built
 - Modules can be selected before the code is submitted to the job scheduler

Summary

- Eclipse provides a variety of features to support scientific software development
 - C/C++/Fortran development
 - Local/remote project management
 - Integration with Git
 - Support for job submission and monitoring
 - Environment module support
- Allows developers who prefer IDEs to pick and choose how they wish to develop
- Supports complex workflows and provides both automatic and manual configuration options

Additional Material

C/C++

Importing Dependencies (Optional)

- Nyx depends on AMReX
- Repeat the same process for the AMReX repo
 - <https://github.com/AMReX-Codes/amrex.git>
- Only needed if you
 - Want to build locally
 - Want to resolve include files and types

Project Configuration

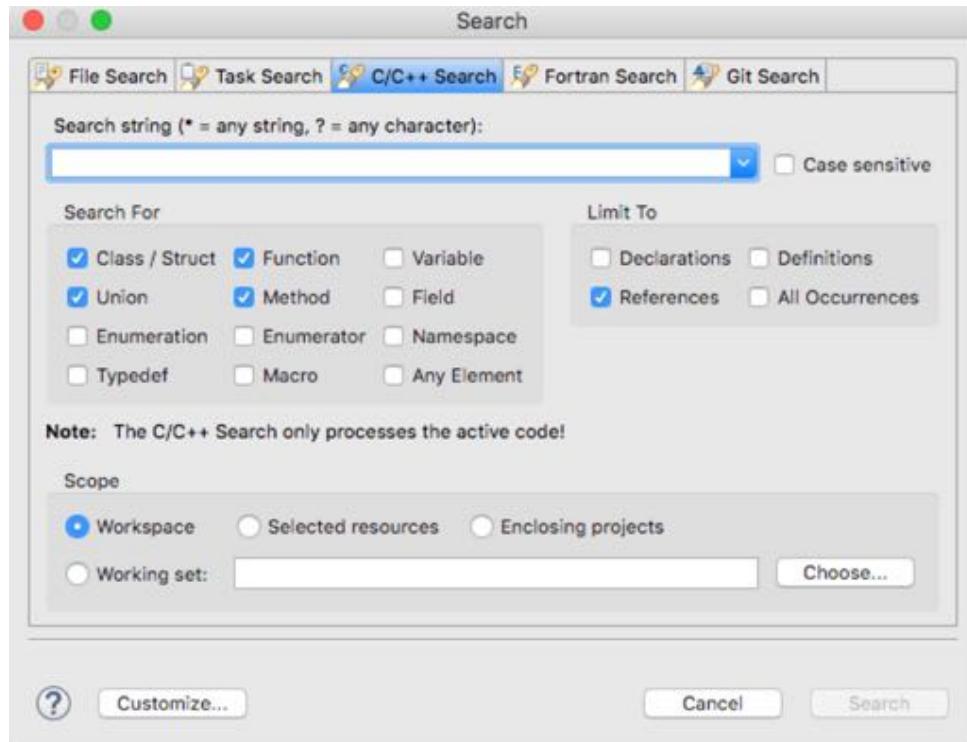
- Some settings are worked out automatically
 - Include paths
 - Compiler defined macros
- Usually need to add includes from dependent libraries manually
 - Open project properties
 - Go to **C/C++ General > Preprocessor Include Paths**
 - Add appropriate entries

Managing Code Analysis

- Code analysis (codan) requires headers to be configured correctly
- If the automatic configuration misses some header files you can add these manually
- You can also disable codan
 - Open project properties
 - Go to **C/C++ General > Code Analysis**
 - Select “Use project settings”
 - Uncheck problems you don’t wish to see

Search

- Search for
 - Class/struct/union
 - Function/method
 - Variable/field
 - Namespace
 - Typedef
 - Macro
- Limit to
 - Declarations
 - References
 - Definitions



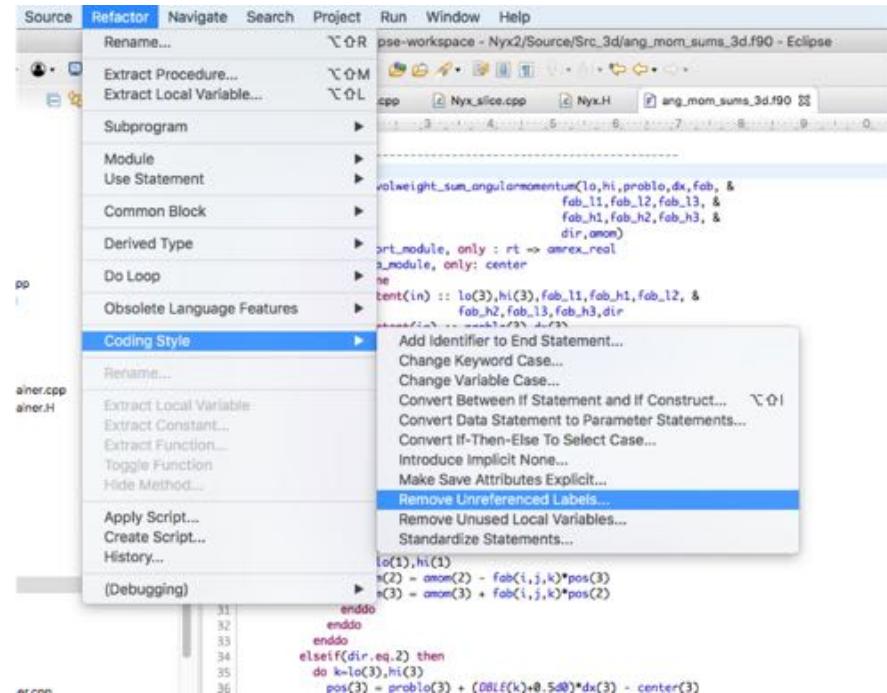
Other Features

- C/C++ Unit Testing
- Visual debugging
- Multicore debugging
- LLVM support
- And more...

Fortran

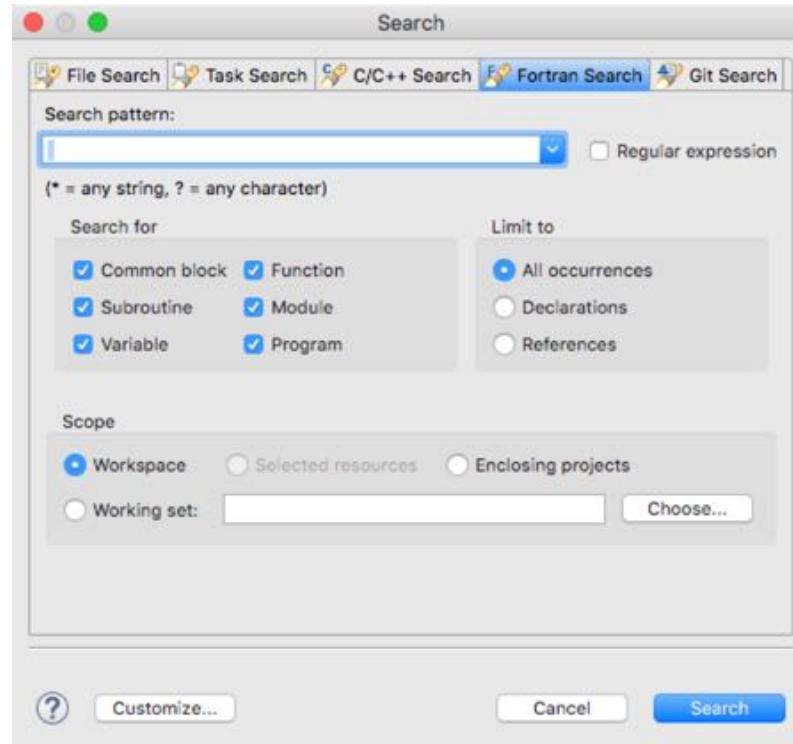
Refactoring

- Rename
- Extract procedure
- Extract local variable
- Make private entity public
- Add subprogram parameter
- Make common block names consistent
- Unroll loop
- Introduce implicit none
- And more...



Search

- Search for
 - Common block
 - Subroutine
 - Variable
 - Function
 - Module
 - Program
- Limit to
 - Declarations
 - References



Synchronized projects

Starting with Remote Source

- **New > Synchronized C/C++ Project**
- Pick project name (can be different from remote)
- Pick remote connection or create a new one
- Browse for remote directory
- Pick project type (normally Makefile > Empty Project)
- Select toolchains for local and remote copies
- Remote source will be automatically copied to a local project

Configuring Synchronized Projects

- Advanced editing features can be used because there is a local copy of the source
- It would be useful if the editor reflected the remote environment
 - System/library include files
 - Architecture specific macro definitions
- This information can be gathered from
 - Automatically from compilers on the remote system
 - Manually from compilers on the remote system (macros file)
 - Entered manually

Automatic Configuration (GCC only)

- From project properties
 - C/C++ General > Preprocessor Include Paths, Macros, etc.
 - Click on “Providers”
 - Select
 - Sync GCC Build Output Parser
 - Sync GCC Builtin Compiler Settings
 - Check “Allocated console in Console View” if you want to see the commands that are run
- Should trigger a re-index of the project

Manual Configuration (compiler generated)

- Generate macro definitions by running the appropriate compiler command
 - E.g. `gcc -E -P -v -dD file.c > macros`
 - Synchronize the project so that “macros” is copied to local
- From project properties
 - **C/C++ General > Preprocessor Include Paths, Macros, etc.**
 - Click on “Entries” and select “CDT User Setting Entries”
 - Click “Add”
 - Choose “Preprocessor Macros File”
 - Navigate to and select the file from the project

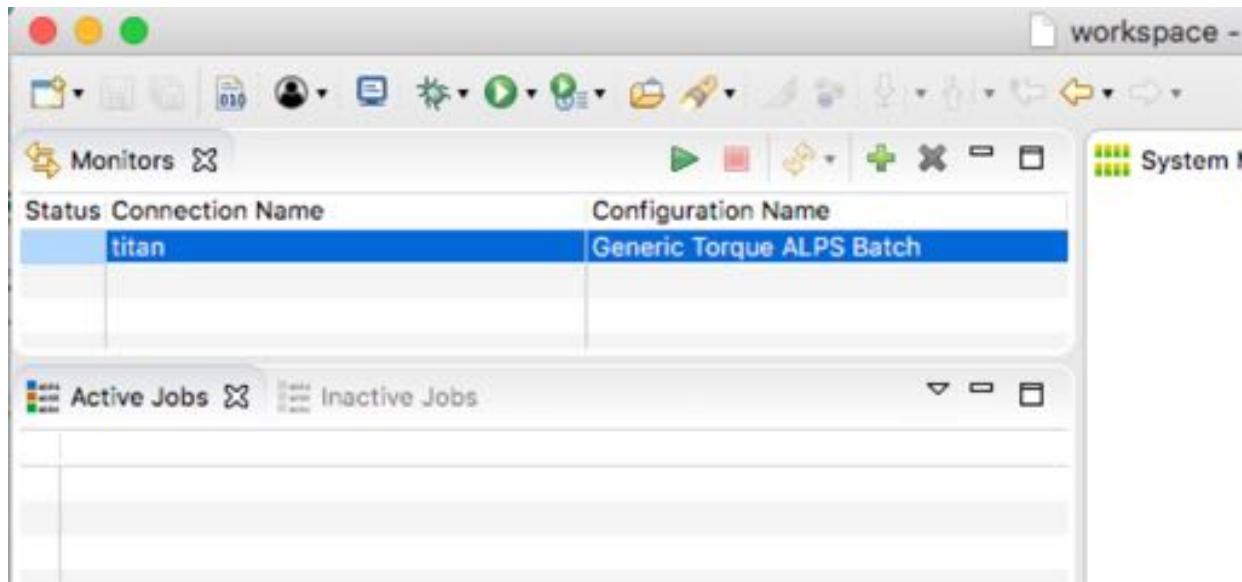
Manual Configuration

- From project properties
 - **C/C++ General > Preprocessor Include Paths, Macros, etc.**
 - Click on “Entries” and select “CDT User Setting Entries”
 - Click the “Add” button
 - Add an include directory or preprocessor macro using the dialog
- Unfortunately only one include or macro can be entered at a time

System Monitoring

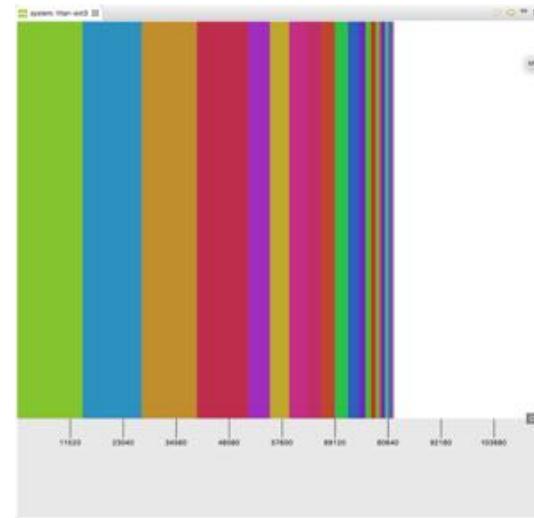
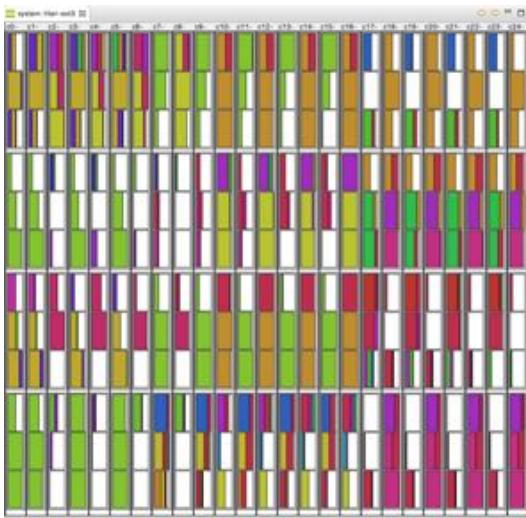
Managing Systems

- Switch to the System Monitoring perspective
- Add/delete systems in the “Monitors” view

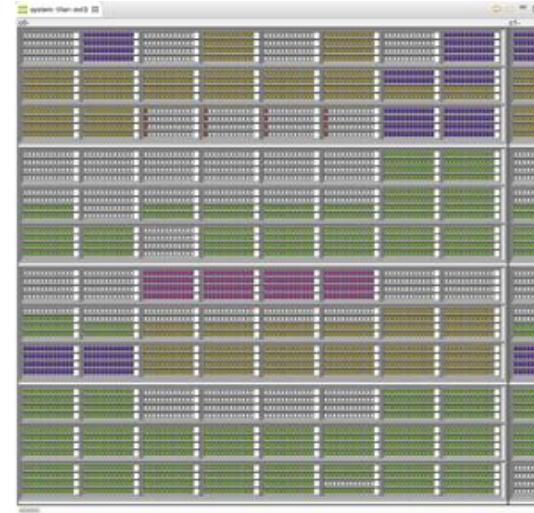


System View

Zoom Out



Zoom In



Environment Modules

Using Environment Modules

- For the build:
 - Open project properties
 - Click on “Synchronize”
 - Select the remote configuration
 - Check the “Use an environment management system to customize the remote build environment”
- When submitting job:
 - Open run configuration for target machine
 - If supported, find the “Modules to Load” entry and click “Configure”
 - Check the “Use an environment management system to customize the remote build environment”