



# *Parallel Tools Platform Parallel Debugger*

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# *Design Considerations*

- ⊕ Parallel applications range from 2 to 128K processes
- ⊕ Combined multi-process and threaded model is possible
- ⊕ Some debug operations are performed on
  - ⊕ All or a subset of processes
  - ⊕ Individual processes
- ⊕ Processes are typically dependent on each other
- ⊕ Mixed language (e.g. C and Fortran) typical

# *Programming Models*

- ⊕ Message passing model
  - ⊕ Distinct processes exchange data using messages
  - ⊕ Explicit send/receive and collective operations
- ⊕ Shared memory model
  - ⊕ Data structures are shared
  - ⊕ Locking or atomic operations required
- ⊕ Currently targeting message passing, shared memory later

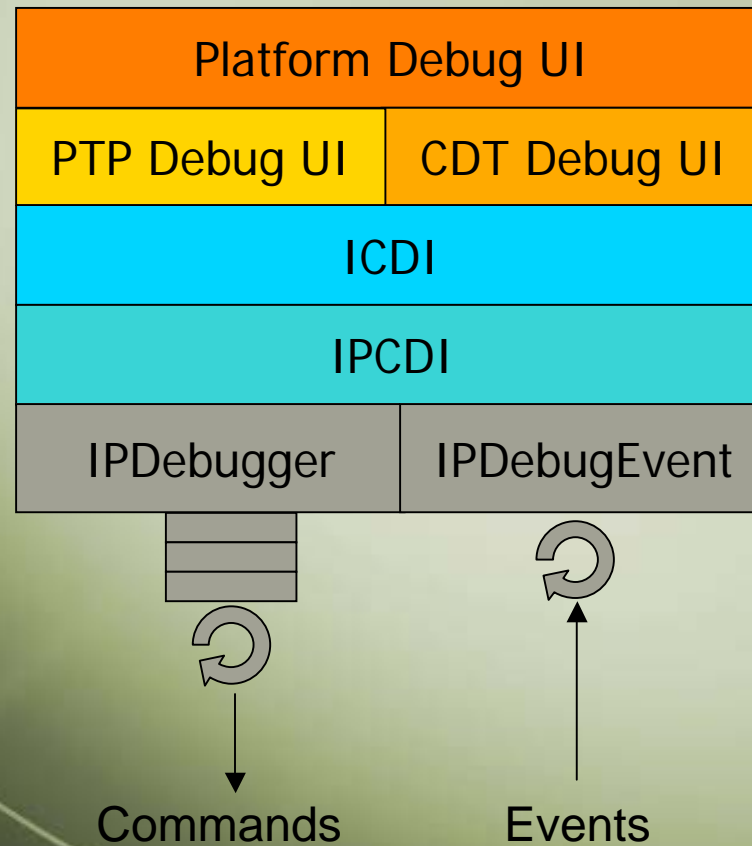
# *Debugging Methodology*

- ⊕ Breakpoint across all processes to synchronize
  - ⊕ In master/worker, breakpoint only workers
- ⊕ Step all processes until error
  - ⊕ Stepping one process typically not possible due to dependencies
- ⊕ Examine snapshot of data across all (or subset) of processes
- ⊕ Compare data from one process to another

# *Architecture Overview*


- ⊕ Eclipse UI front end
  - ⊕ Reuse Debug and CDI where possible
- ⊕ High level parallel debug API
  - ⊕ Process sets used for efficiency
  - ⊕ Asynchronous command/event model
  - ⊕ Extension point to allow alternate backends
- ⊕ Backend (SDM)
  - ⊕ Startup
  - ⊕ Command broadcast
  - ⊕ Event aggregation
  - ⊕ MI only used for low level debug actions

# *UI Architecture*



# *Debug API*


```
public interface IPDebugger {  
    public void stepOver(BitList set, int count)  
        throws PCDEException;  
    ...  
}
```



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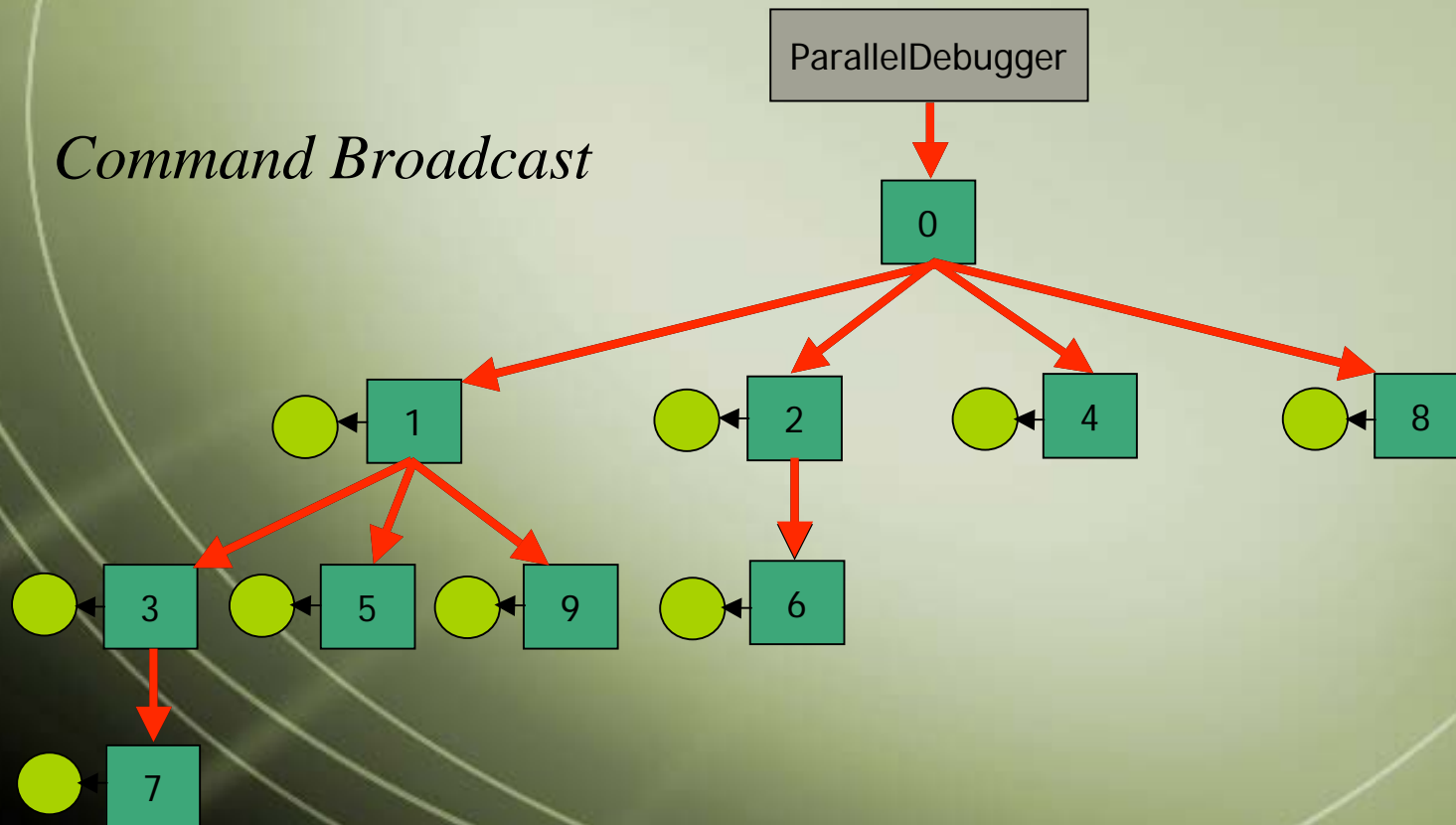
```
public interface IPDebugEvent {  
    public BitList getSet();  
    ...  
}
```





# *SDM Architecture*

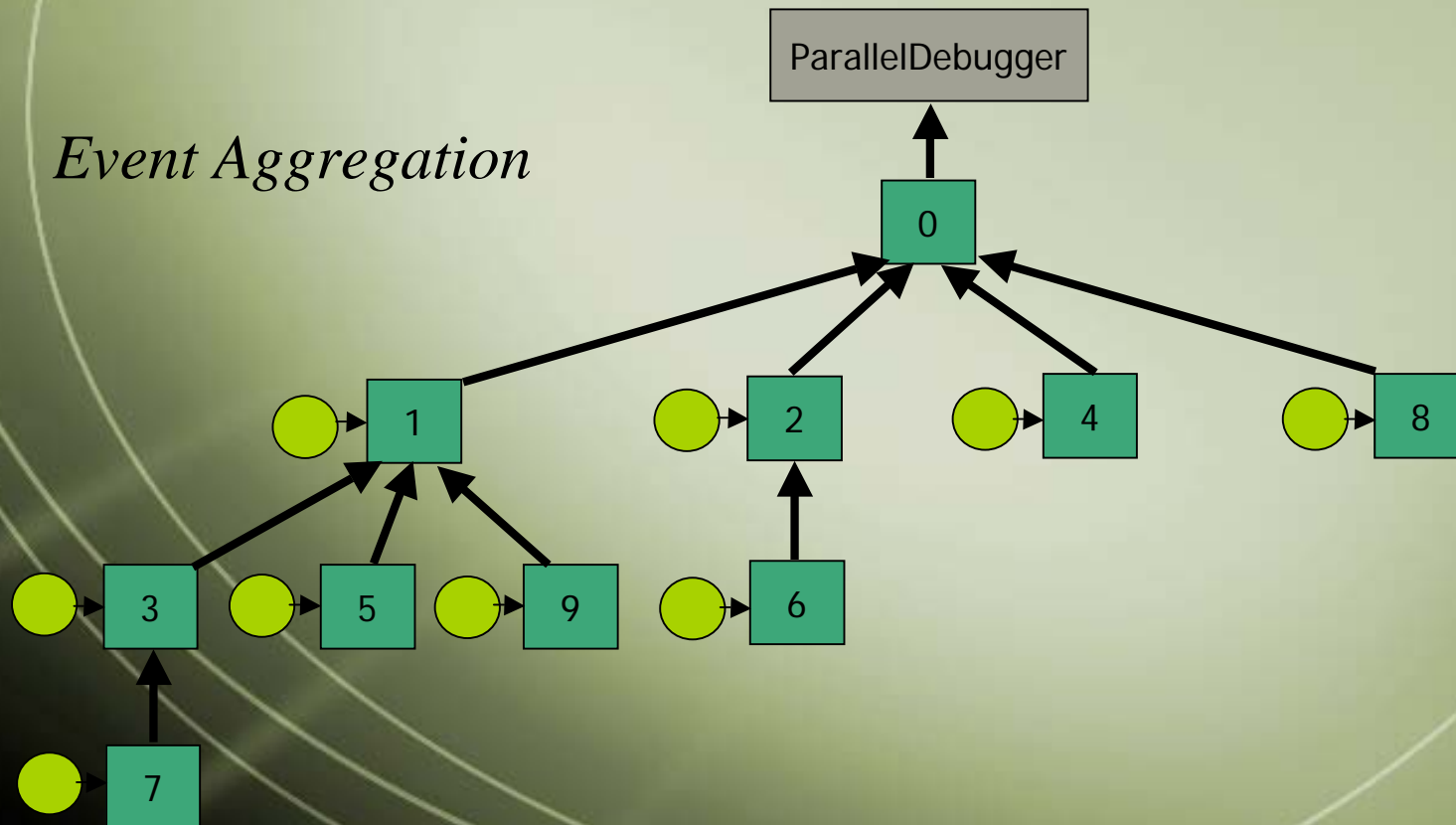
*Command Broadcast*





# *SDM Architecture*

*Event Aggregation*



# *AIF*

- ⊕ Architecture Independent Format for data
- ⊕ Independent of endianness, word size, character size
- ⊕ Fully represents data type and value
- ⊕ Can be used to represent complex data structures, such as linked lists
- ⊕ Supports all C, C++ and Fortran types
- ⊕ C and Java (partial) implementations
- ⊕ Library operations:
  - ⊕ Conversion to/from native format
  - ⊕ Logical and arithmetic
  - ⊕ Formatting and display

# *User Interface*

## ⊕ Parallel Debug View

- ⊕ Global view of processes and process sets
- ⊕ Tooltips for fast variable access
- ⊕ Register/unregister process to display in Debug View

## ⊕ Parallel Breakpoint

- ⊕ Global - applies to all processes regardless of job or job size
- ⊕ Set-based - applies to a set of processes for a particular job
- ⊕ Color used to distinguish current set

## ⊕ Current line markers

- ⊕ Multiple markers allowed
- ⊕ Different markers for registered/unregistered processes
- ⊕ Text highlighting colors

# *User Interface (cont...)*

## ⊕ Variable View

- ⊕ Supports AIF data
- ⊕ Only fetches complex data types when variables are expanded

## ⊕ Array View

- ⊕ Prototype using custom widget
- ⊕ Allows 2-D view (slice) of multi-dimensional arrays
- ⊕ Likely to move to memory view



*Demo*