MPI-3 TOOLS: DLL DISCOVERY & MPI HANDLE DEBUGGING

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Prerequisites

- Read DLL proposal
 - https://svn.mpi-forum.org/trac/mpi-forum-web/wiki/ MPI3Tools/dllapi
- Read MPI handle debug proposal
 - https://svn.mpi-forum.org/trac/mpi-forum-web/wiki/ MPI3Tools/handleapi
 - https://svn.open-mpi.org/trac/ompi/browser/trunk/ ompi/debuggers/MPI_Handles_interface.txt
 - https://svn.open-mpi.org/trac/ompi/browser/trunk/ ompi/debuggers/mpihandles_interface.h

DLL discovery: short version

Old way

- MPI provides "char *MPI_dll_name"
- Debugger reads it at some point

New way

- MPI provides argv-style "char
 - **mpimsgq_dll_locations"
- Debugger does not read it until MPIR_debug_gate()
 - Debugger tries to dlopen (etc.) each string
 - Uses first one that is "acceptable"

MPI Handle Debugging

- Debugger can show <u>value</u> of MPI handles
 - Some random int or pointer value
- But this tells the user nothing about the underlying MPI object
- Goal: debugger can show meaningful information about the MPI object

New API proposal: 50k feet

- New DLL (independent of msgq DLL)
- Similar in spirit to existing mqs interface
 - Re-uses most of the existing mqs interface
 - Mostly the same startup/shutdown sequence
 - Renamed a few of startup/shutdown the functions (compared to the message queue debugging)
- Main idea: debugger queries MPI for "meaning" of MPI handles

Debugger queries DLL

- DLL tells debugger types of each handle
 - If handles are ints, debugger may not be able to automatically know to interpret
 - ...unless it can also see "MPI_Comm" ...?
- Debugger can query DLL for info about handles

Debugger queries DLL

- Handle Fortran and C++ handles as well
 - mpidbg_comm_f2c(...)
 - mpidbg_comm_cxx2c(...)
- DLL queries image and returns a Big Struct
 - Specific to each type of MPIhandle
 - E.g., return communicator name, type (and meta data), size, this proc's rank, pending requests, ... etc.

Interface Status

- Open MPI implemented four handle types
 - Communicator
 - Errorhandler
 - Request
 - Status
- Intent was to do a proof-of-concept
 - Then talk to community for feedback / feasibility before doing more