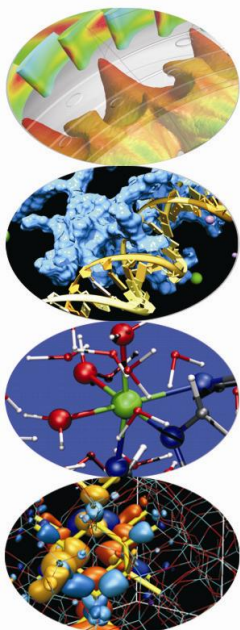
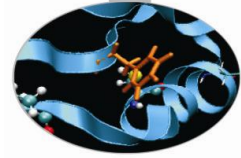


Debugging





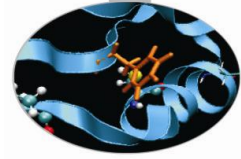
Introduction

One of the most widely used methods to find out the reason of a strange behavior in a program is the insertion of “printf” or “write” statements in the supposed critical area.

However this kind of approach has a lot of limits and requires frequent code recompiling and becomes hard to implement for complex programs, above all if parallel. Moreover sometimes the error may not be obvious or hidden.

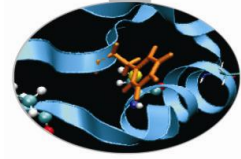
Debuggers are very powerful tools able to provide, in a targeted manner, a high number of information facilitating the work of the programmer in research and in the solution of instability in the application.

For example, with three simple debugging commands you can have your program run to a certain line and then pause. You can then see what value **any** variable has at that point in the code.



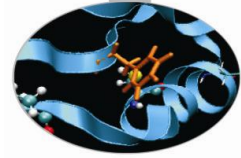
Debugging process

- The debugging process can be divided into four main steps:
 1. Start your program, specifying anything that might affect its behavior.
 2. Make your program stop on specified conditions.
 3. Examine what has happened, when your program has stopped.
 4. Change things in your program, so you can experiment with correcting the effects of one bug and go on to learn about another.



Most popular debuggers

- **Debuggers are generally distributed within the compiler suite.**
 - Commercial:
 - Portland pgdbg
 - Intel idb
 - Free:
 - GNU gdb
- **Moreover there are companies specialized in the production of very powerful debuggers , among them most popular are:**
 - Allinea DDT
 - Totalview



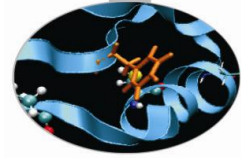
Debugger capabilities

The purpose of a debugger is to allow you to see what is going on “inside” another program while it executes or what another program was doing at the moment it crashed.

Using specific commands, debuggers allow real-time visualization of variable values, static and dynamic memory state (stack, heap) and registers state.

Most common errors are:

1. pointer errors
2. array indexing errors
3. allocation errors
4. routines dummy and actual arguments mismatch
5. infinite loops
6. I/O errors



Compiling for debugging

- In order to debug a program effectively, the debugger needs debugging information which is produced compiling the program with the “-g” flag.
- This debugging information is stored in the object file; it describes the data type of each variable or function and the correspondence between source line numbers and addresses in the executable code.

- **GNU compiler:**

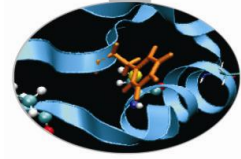
- `gcc/g++/gfortran -g [other flags] source -o executable`

- **PGI compiler:**

- `pgcc/pgCC/pgf90 -g [other flags] source -o executable`

- **INTEL compiler:**

- `icc/icpc/fort -g [other flags] source -o executable`



Execution

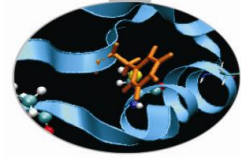
- The **standard way** to run the debugger is:
 - `debugger_name executable`

Otherwise it's possible to first run the debugger and then point to the executable to debug:

- GNU gdb:
 - `gdb`
 - > `file executable`
- It's also possible to **debug an already-runnig** program started outside the debugger **attaching** to the **process id** of the program.

Syntax:

- GNU gdb:
 - `gdb`
 - > `attach process_id`
 - `gdb attach process_id`



Command list

- `run`: start debugged program
- `list`: list specified function or line. Two arguments with comma between specify starting and ending lines to list.

```
list begin,end
```

- `break <line> <function>` : set breakpoint at specified line or function, useful to stop execution before a critical point.

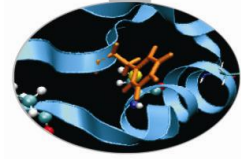
```
break filename:line
```

```
break filename:function
```

It's possible to insert a boolean expression with the syntax:

```
break <line> <function> condition
```

With no `<line> <function>`, uses current execution address of selected stack frame. This is useful for breaking on return to a stack frame.



Command list

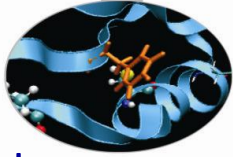
- `clear <line> <func>` : Clear breakpoint at specified line or function.
- `delete breakpoints [num]` : delete breakpoint number “num”. With no argument delete all breakpoints.
- `If` : Set a breakpoint with condition; evaluate the condition each time the breakpoint is reached, and stop only if the value is nonzero. Allowed logical operators:

`> , < , >= , <= , ==`

Example :

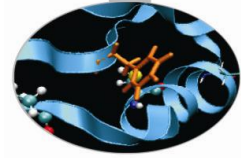
```
break 31 if i >= 12
```

- `condition <num> < expression>` : As the “if” command associates a logical condition at breakpoint number “num”.
- `next <count>`: continue to the next source line in the current (innermost) stack frame, or `count` lines.



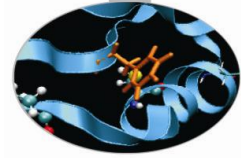
Command list

- `continue`: continue program being debugged, after signal or breakpoint
- `where`: print backtrace of all stack frames, or innermost “count” frames.
- `step`: Step program until it reaches a different source line. If used before a function call, allow to step into the function. The debugger stops at the first executable statement of that function
- `step count`: executes `count` lines of code as the `next` command
- `finish`: execute until selected stack frame or function returns and stops at the first statement after the function call. Upon return, the value returned is printed and put in the value history.
- `set args`: set argument list to give program being debugged when it is started. Follow this command with any number of args, to be passed to the program.
- `set var variable = <EXPR>`: evaluate expression `EXPR` and assign result to variable `variable`, using assignment syntax appropriate for the current language.



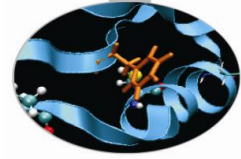
Command list

- `search <expr>`: search for an expression from last line listed
- `reverse-search <expr>` : search backward for an expression from last line listed
- `display <exp>`: Print value of expression `exp` each time the program stops.
- `print <exp>`: Print value of expression `exp`
 - This command can be used to display arrays:
 - `print array[num_el]` displays element `num_el`
 - `print *array@len` displays the whole array
- `watch <exp>`: Set a watchpoint for an expression. A watchpoint stops execution of your program whenever the value of an expression changes.
- `info locals`: print variable declarations of current stack frame.
- `show values <number>` : shows `number` elements of value history around item `number` or last ten.



Command list

- `backtrace <number,full>` : shows one line per frame, for many frames, starting with the currently executing frame (frame zero), followed by its caller (frame one), and on up the stack. With the `number` parameter print only the innermost `number` frames. With the `full` parameter print the values of the local variables also.
 - #0 `squareArray` (`nelem_in_array=12,`
 `array=0x601010`) at `variable_print.c:67`
 - #1 `0x000000000004005f5` in `main` () at
 `variable_print.c:34`
- `frame <number>` : select and print a stack frame.
- `up <number>` : allow to go up `number` stack frames
- `down <number>` : allow to go up `number` stack frames
- `info frame` : gives all informations about current stack frame
- `detach` : detach a process or file previously attached.
- `quit` : quit the debugger



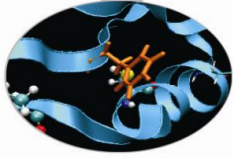
Debugging Serial Program

“pointer error” example

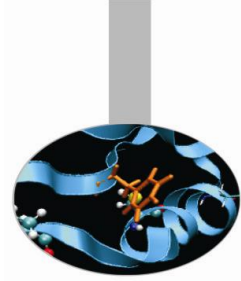
Program that:

1. constructs an array of 10 integers in the variable `array1`
2. gives the array to a function `squareArray` that executes the square of each element of the array and stores the result in a second array named `array2`
3. After the function call, it's computed the difference between `array2` and `array1` and stored in `array del`. The array `del` is then written to standard output
4. Code execution ends without error messages but the elements of `array del` printed on standard output are all zeros.

Debugging Serial Program



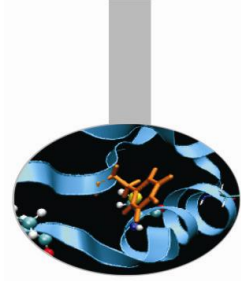
```
#include <stdio.h>
#include <stdlib.h>
int indx;
void initArray(int nelem_in_array, int *array);
void printArray(int nelem_in_array, int *array);
int squareArray(int nelem_in_array, int *array);
int main(void) {
    const int nelem = 12;
    int *array1, *array2, *del;
    array1 = (int *)malloc(nelem*sizeof(int));
    array2 = (int *)malloc(nelem*sizeof(int));
    del = (int *)malloc(nelem*sizeof(int));
    initArray(nelem, array1);
    printf("array1 = "); printArray(nelem, array1);
    array2 = array1;
    squareArray(nelem, array2);
```



Debugging Serial Program

```
for (indx = 0; indx < nelem; indx++)
{
    del[indx] = array2[indx] - array1[indx];
}
printf("La differenza fra array2 e array1 e': ");
printArray(nelem, del);
free(array1);
free(array2);
free(del);
return 0;}

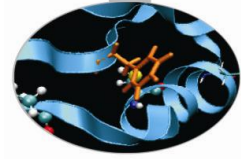
void initArray(const int nelem_in_array, int *array)
{
    for (indx = 0; indx < nelem_in_array; indx++)
    {
        array[indx] = indx + 2;}
}
```



Debugging Serial Program

```
int squareArray(const int nelem_in_array, int *array)
{
    int indx;
    for (indx = 0; indx < nelem_in_array; indx++)
    {
        array[indx] *= array[indx];}
    return *array;
}

void printArray(const int nelem_in_array, int *array)
{
    printf("[  ");
    for (indx = 0; indx < nelem_in_array; indx++)
    {
        printf("%d  ", array[indx]); }
    printf("]\n\n");
}
```

Debugging Serial Program

- Compiling: `gcc -g -o ar_diff ar_diff.c`

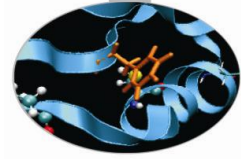
- Execution: `./arr_diff`

- Expected result:

`- del = [2 6 12 20 30 42 56 72 90 110 132 156]`

- Real result

`- del = [0 0 0 0 0 0 0 0 0 0 0 0]`

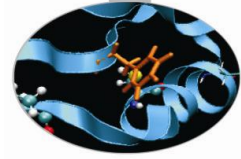


Debugging Serial Program

Debugging

- **Run the debugger `gdb`** `-> gdb ar_diff`
- **Step1:** possible coding error in function `squareArray()`
 - Procedure: list the code with the `list` command and insert a breakpoint at line 16 `"break 16"` where there is the call to `squareArray()`. Let's start the code using the command `run`. Execution stops at line 16.

Let's check the correctness of the function `squareArray()` displaying the elements of the array `array2` using the command `disp`, For example `(disp array2[1] = 9)` produces the expected value.



Debugging Serial Program

- **Step2:** check of the difference between the element values in the two arrays

- For loop analysis:

```
#35: for (indx = 0; indx < nelem; indx++)
```

```
(gdb) next
```

```
37         del[indx] = array2[indx] - array1[indx];
```

```
(gdb) next
```

```
35         for (indx = 0; indx < nelem; indx++)
```

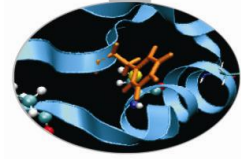
- Visualize array after two steps in the for loop:

```
(gdb) disp array2[1]
```

```
array2[1]=9
```

```
(gdb) disp array1[1]
```

```
array1[1]=9
```



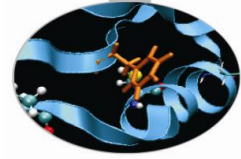
Debugging Serial Program

As highlighted in the previous slide the values of the elements of `array1` and `array2` are the same. But this is not correct because `array1`, was never passed to the function `squareArray()`. Only `array2` was passed in line 38 of our code. If we think about it a bit, this sounds very much like a “**pointer error**”.

To confirm our suspicion, we compare the memory address of both arrays:

```
(gdb) disp array1
1: array1 = (int *) 0x607460
(gdb) disp array2
2: array2 = (int *) 0x607460
```

We find that the two addresses are identical.



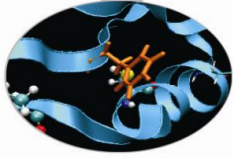
Debugging Serial Program

The error occurs in the statement: `array2 = array1` because in this way the first element in `array2` points to the address of the first element in `array1`.

Solution:

To solve the problem we just have to change the statement

```
array2 = array1;  
  
in  
for (indx = 0; index < nelem; indx++)  
{  
    array2[ k ] = array1[ k ]  
}
```



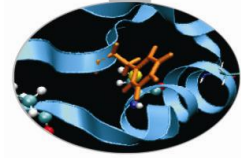
Parallel debugging

Normally debuggers can be applied to **multi-threaded parallel codes**, containing OpenMP or MPI directives, or even **OpenMP and MPI** hybrid solutions.

In general the threads of a single program are akin to multiple processes except that they share one address space (that is, they can all examine and modify the same variables). On the other hand, each thread has its own registers and execution stack, and perhaps private memory.

GDB provides some facilities for debugging multi-thread programs.

Although specific commands are not provided, gdb still allows a very powerful approach for codes parallelized using MPI directives. For this reason it's widely used by programmers also for these kind of codes.



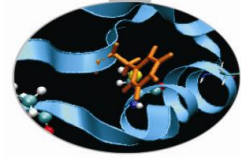
Debug OpenMP Applications

- GDB facilities for debugging multi-thread programs :
 - automatic notification of new threads
 - `thread <thread_number>` command to switch among threads
 - `info threads` command to inquire about existing threads

```
(gdb) info threads
```

```
*      2      Thread  0x40200940      (LWP   5454)      MAIN__.omp_fn.0  
      (.omp_data_i=0x7fffffff280) at serial_order_bug.f90:27  
1      Thread  0x2aaaaaf7d8b0      (LWP   1553)      MAIN__.omp_fn.0  
      (.omp_data_i=0x7fffffff280) at serial_order_bug.f90:27
```

- `thread apply <thread_number> <all> args` allow to apply a command to apply a command to a list of threads.
- When **any thread in your program stops**, for example, at a breakpoint, **all other threads in the program are also stopped** by GDB.
- GDB **cannot single-step all threads** in lockstep. Since thread scheduling is up to your debugging target's operating system (not controlled by GDB), **other threads may execute more than one statement while the current thread completes a single step** unless you use the command `:set scheduler-locking on`.
- GDB is not able to show the values of private and shared variables in OpenMP parallel regions.



Debug OpenMP Applications

- **Example of “hung process”**
 - In the following OpenMP code, using the SECTIONS directive, two threads initialize their own array and then sum it to the other.

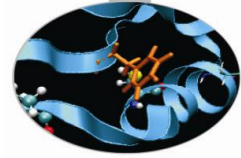
```
PROGRAM lock
  INTEGER*8 LOCKA, LOCKB
  INTEGER NTHREADS, TID, I, OMP_GET_NUM_THREADS, OMP_GET_THREAD_NUM
  PARAMETER (N=1000000)
  REAL A(N), B(N), PI, DELTA
  PARAMETER (PI=3.1415926535)
  PARAMETER (DELTA=.01415926535)

  CALL OMP_INIT_LOCK(LOCKA)
  CALL OMP_INIT_LOCK(LOCKB)

!$OMP PARALLEL SHARED(A, B, NTHREADS, LOCKA, LOCKB) PRIVATE(TID)

  TID = OMP_GET_THREAD_NUM()
!$OMP MASTER
  NTHREADS = OMP_GET_NUM_THREADS()
  PRINT *, 'Number of threads = ', NTHREADS
!$OMP END MASTER
  PRINT *, 'Thread', TID, 'starting...'
!$OMP BARRIER
```


Debug OpenMP Applications



```
!$OMP SECTIONS
!$OMP SECTION
  PRINT *, 'Thread',TID,' initializing A()'
  CALL OMP_SET_LOCK(LOCKA)
    DO I = 1, N
      A(I) = I * DELTA
    ENDDO
  CALL OMP_SET_LOCK(LOCKB)
  PRINT *, 'Thread',TID,' adding A() to B()'
    DO I = 1, N
      B(I) = B(I) + A(I)
    ENDDO
  CALL OMP_UNSET_LOCK(LOCKB)
  CALL OMP_UNSET_LOCK(LOCKA)
```

```
!$OMP SECTION

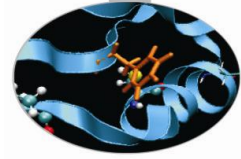
  PRINT *, 'Thread',TID,' initializing B()'
  CALL OMP_SET_LOCK(LOCKB)
    DO I = 1, N
      B(I) = I * PI
    ENDDO
  CALL OMP_SET_LOCK(LOCKA)
  PRINT *, 'Thread',TID,' adding B() toA()'
    DO I = 1, N
      A(I) = A(I) + B(I)
    ENDDO
  CALL OMP_UNSET_LOCK(LOCKA)
  CALL OMP_UNSET_LOCK(LOCKB)

!$OMP END SECTIONS NOWAIT

  PRINT *, 'Thread',TID,' done.'

!$OMP END PARALLEL

END
```



Debug OpenMP Applications

- **Compiling:**

```
gfortran -fopenmp -g -o omp_debug omp_debug.f90
```

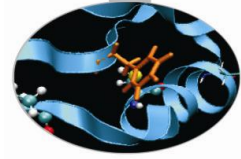
- **Esecution:**

- `export OMP_NUM_THREADS=2`

- `./omp_debug`

- The program produces the following output before hanging:

```
Number of threads =          2
Thread              0 starting...
Thread              1 starting...
Thread              0  initializing A()
Thread              1  initializing B()
```



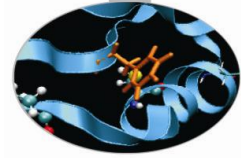
Debug OpenMP Applications

- Debugging
 - List the source code from line 10 to 50 using the command: `list 10,50`
 - Insert a breakpoint at the beginning of the parallel region `b 20` and run the executable with the command: `run`
 - Check the threads are at the breakpoint : `info threads`
- ```
* 2 Thread 0x40200940 (LWP 8533) MAIN__.omp_fn.0
 (.omp_data_i=0x7fffffff2b0) at openmp_bug2_nofix.f90:20
1 Thread 0x2aaaaaf7d8b0 (LWP 8530) MAIN__.omp_fn.0
 (.omp_data_i=0x7fffffff2b0) at openmp_bug2_nofix.f90:20
```
- Looking at the source it's clear that in the SECTION region the threads don't execute the statements:

```
PRINT *, 'Thread',TID,' adding A() to B() '
PRINT *, 'Thread',TID,' adding B() to A() '
```

- Insert a breakpoint in the two sections:

```
thread apply 2 b 35
thread apply 1 b 49
```



# Debug OpenMP Applications

- Restart the execution: thread apply all cont

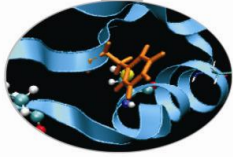
Continuing.

```
Thread 1 starting...
Number of threads = 2
Thread 0 starting...
Thread 1 initializing A()
Thread 0 initializing B()
```

- The execution hangs without reaching the breakpoints!
- Stop execution with “ctrl c” and check where threads are: thread apply all where

```
Thread 2 (Thread 0x40200940 (LWP 8533)) :
0x00000000004010b5 in MAIN__.omp_fn.0
(.omp_data_i=0x7fffffffed2b0) at openmp_bug2_nofix.f90:29
```

```
Thread 1 (Thread 0x2aaaaaf7d8b0 (LWP 8530)) :
0x0000000000400e6d in MAIN__.omp_fn.0
(.omp_data_i=0x7fffffffed2b0) at openmp_bug2_nofix.f90:43
```



# Debug OpenMP Applications

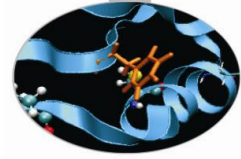
- Thread number 2 is stopped at line 29 on the statement:

```
CALL OMP_SET_LOCK (LOCKB)
```

- Thread number 1 is stopped at line 43 on the statement :

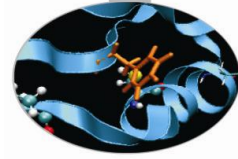
```
CALL OMP_SET_LOCK (LOCKA)
```

- So it's clear that the bug is in the calls to routines `OMP_SET_LOCK` that cause execution stopping
- Looking at the order of the routine calls to `OMP_SET_LOCK` and `OMP_UNSET_LOCK` it raise up the there is an error.
- The correct order provides that the call to `OMP_SET_LOCK` must be followed by the correspective `OMP_UNSET_LOCK`
- Arranging the order the code finishes succesfully



# Debug MPI Applications

- There are two common ways to use serial debuggers such GDB to debug MPI applications
  - Attach to individual MPI processes after they are running using the “attach” method available for serial codes launching some instances of the debugger to attach to the different MPI processes.
  - Open a debugging session for each MPI process trough the command “mpirun”.



# Debug MPI Applications

- **Attach method procedure.**

- Run the MPI application in the standard way

- `mpirun -np 4 executable`
- From another shell, using the “top” command look at the MPI processes which are bind to the executable.

```

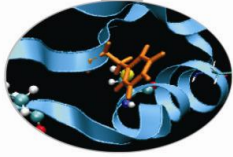
top - 15:06:40 up 91 days, 4:00, 1 user, load average: 5.31, 3.34, 2.66
Tasks: 198 total, 9 running, 188 sleeping, 0 stopped, 1 zombie
Cpu(s): 97.4%us, 2.3%sy, 0.0%ni, 0.2%id, 0.0%wa, 0.0%hi, 0.1%si, 0.0%st
Mem: 16438664k total, 3375504k used, 13063160k free, 72232k buffers
Swap: 16779884k total, 48328k used, 16731556k free, 1488208k cached

```

| PID   | USER  | PR | NI | VIRT  | RES  | SHR  | S | %CPU | %MEM | TIME+   | COMMAND         |
|-------|-------|----|----|-------|------|------|---|------|------|---------|-----------------|
| 12515 | dagna | 25 | 0  | 208m  | 10m  | 4320 | R | 99.8 | 0.1  | 0:10.23 | Isola_MPI_2_inp |
| 12516 | dagna | 25 | 0  | 208m  | 10m  | 4312 | R | 99.8 | 0.1  | 0:10.23 | Isola_MPI_2_inp |
| 12514 | dagna | 25 | 0  | 208m  | 10m  | 4320 | R | 99.5 | 0.1  | 0:10.15 | Isola_MPI_2_inp |
| 12513 | dagna | 25 | 0  | 235m  | 18m  | 4656 | R | 97.5 | 0.1  | 0:09.97 | Isola_MPI_2_inp |
| 6244  | dagna | 15 | 0  | 82108 | 2660 | 1904 | S | 0.0  | 0.0  | 0:00.08 | bash            |
| 6428  | dagna | 15 | 0  | 101m  | 2472 | 1296 | S | 0.0  | 0.0  | 0:00.06 | sshd            |
| 6429  | dagna | 15 | 0  | 82108 | 2668 | 1908 | S | 0.0  | 0.0  | 0:00.08 | bash            |
| 12512 | dagna | 15 | 0  | 74500 | 3396 | 2420 | S | 0.0  | 0.0  | 0:00.03 | mpirun          |
| 12549 | dagna | 15 | 0  | 28792 | 2184 | 1492 | R | 0.0  | 0.0  | 0:00.01 | top             |

PID executable MPI processes

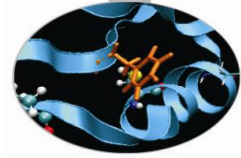
# Debug MPI Applications



- **Attach method procedure.**

- Run up to “n” instances of the debugger in “attach” mode, where “n” is the number of the MPI processes of the application. Using this method you should have to open up to “n” shells. For this reason, if not necessary, is advisable to use a little number of MPI processes.
- Referring to the previous slide we have to run four instances of GDB:
  - `gdb attach 12513 (shell 1)`
  - `gdb attach 12514 (shell 2)`
  - `gdb attach 12515 (shell 3)`
  - `gdb attach 12516 (shell 4)`
- Use debugger commands for each shell as in the serial case





# Debug MPI Applications

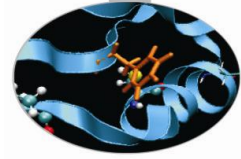
- **Attach method procedure.**

- The method described in the previous slides is unusable if the application crashes after few seconds.
- An inelegant-but-functional technique commonly used with this method is to insert the following code in the application where you want to attach. This code will then spin on the sleep() function forever waiting for you to attach with a debugger.

```
C/C++
{
 int i = 0;
 printf("PID %d ready for
attach\n", getpid());
 fflush(stdout);
 while (0 == i) sleep(5);
}
```

```
Fortran
integer :: i = 0
write (*,*) "PID", getpid(), " ready
for attach"
 DO WHILE (i == 0)
 call sleep(5)
 ENDDO
```

- Recompile and re-launch the code attaching with the debugger to the process returned by the function "getpid()"
- With the next command go to the while or DO instruction and change "i" with a value  $\neq 0$ :  
`set var i = 7`
- Then set a breakpoint after this block of code and continue execution until the breakpoint is hit.



# Debug MPI Applications

- Procedure with the “`mpirun`” command.

- This technique launches a separate window for each MPI process in `MPI_COMM_WORLD`, each one running a serial instance of GDB that will launch and run your MPI application.

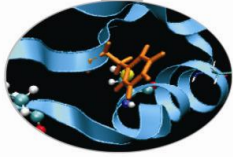
- `mpirun -np 2 xterm -e gdb nome_eseguibile`

```
[corso@corsill10 Isola]$ mpirun -np 2 xterm -e gdb ./Isola_MPI_2_input_gdb
```

```
GNU gdb (GDB) Red Hat Enterprise Linux (7.0.1-23.el5_5.2)
Copyright (C) 2009 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software; you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "x86_64-redhat-linux-gnu".
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>...
Reading symbols from /home/corso/corso_debugging/Isola/Isola_MPI_2_input_gdb...
done.
(gdb) █
```

```
GNU gdb (GDB) Red Hat Enterprise Linux (7.0.1-23.el5_5.2)
Copyright (C) 2009 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software; you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "x86_64-redhat-linux-gnu".
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>...
Reading symbols from /home/corso/corso_debugging/Isola/Isola_MPI_2_input_gdb...
done.
(gdb) █
```

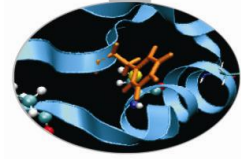
- Now we can debug our MPI application using for each shell all the functionalities of GDB.



# Debug MPI Applications

## Debug MPI hung process

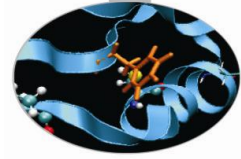
- In parallel codes using message passing, processes are typically performing independent tasks simultaneously. When the time comes to send and receive messages, certain conditions must be met in order to successfully transfer the data. One of these conditions involves blocking vs. *nonblocking* sends and receives.
- In a blocking send, the function or subroutine does not return until the "buffer" (the message being sent) is reusable. This means that the message either has been safely stored in another buffer or has been successfully received by another process.
- There is generally a maximum allowable buffer size. If the message exceeds this size, it must be received by the complimentary call (e.g., MPI\_RECV) before the send function returns. This has the potential to cause processes to hang if the message passing is not handled carefully.



# Debug MPI Applications

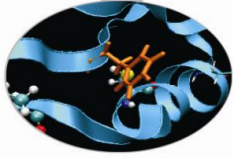
The following code is designed to run on exactly two processors. An array is filled with process numbers. The first half of the array is filled with the local process number, and the second half of the array is filled with the other process number. The second halves of the local arrays are filled by message passing.

```
#include <stdio.h>
#include <stdlib.h>
#include <mpi.h>
void main(int argc, char *argv[]){
int nvals, *array, myid, i;
MPI_Status status;
MPI_Init(&argc, &argv);
MPI_Comm_rank(MPI_COMM_WORLD, &myid);
nvals = atoi(argv[1]);
array = (int *) malloc(nvals*sizeof(int));
```



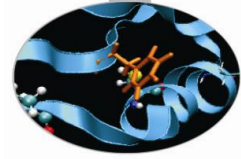
# Debug MPI Applications

```
for(i=0; i<nvals/2; i++);
array[i] = myid;
if(myid==0){
MPI_Send(array,nvals/2,MPI_INT,1,1,MPI_COMM_WORLD);
MPI_Recv(array+nvals/2,nvals/2,MPI_INT,1,1,MPI_COMM_WORLD,&status
);}
else
{
MPI_Send(array,nvals/2,MPI_INT,0,1,MPI_COMM_WORLD);
MPI_Recv(array+nvals/2,nvals/2,MPI_INT,0,1,MPI_COMM_WORLD,&stat
us);}
printf("myid=%d:array[nvals-1]=%dn",myid,array[nvals-1]);
MPI_Finalize();
}
```



# Debug MPI Applications

- **Compile:** `mpicc -g -o hung_comm hung_comm.c`
- **Run:**
  - Array dimension: 100
    - `mpirun -np 2 ./hung_comm 100`
    - `myid = 0: array[nvals-1] = 1`
    - `myid = 1: array[nvals-1] = 0`
  - Array dimension: 1000
    - `mpirun -np 2 ./hung_comm 1000`
    - `myid = 0: array[nvals-1] = 1`
    - `myid = 1: array[nvals-1] = 0`
  - Array dimension: 10000
    - `mpirun -np 2 ./hung_comm 10000`
    - With array dimension equal to 10000 the program hangs!



# Debug MPI Applications

## Debugging

- **Run GDB with mpirun:**

- `mpirun -np 2 xterm -e gdb hung_proc`

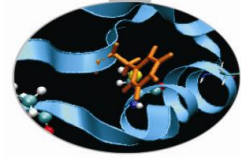
- When the two separate windows, containing the “GDB” instances, are ready, visualize the source with `list` and insert a **breakpoint** at line 19 with `break 19` where there is the first `MPI_Send` call.
- Let’s give the message dimension with `set args 1000000`
- Run the code with the comand `run` on the two shells, which continues until line 19 is hit.
- Step line by line on the two shells using `next`

```
(gdb) next
```

```
20 MPI_Send(array,nvals/2,MPI_INT,1,1,MPI_COMM_WORLD);
```

```
(gdb) next
```

```
23 MPI_Send(array,nvals/2,MPI_INT,0,1,MPI_COMM_WORLD);
```



# Debug MPI Applications

- The second `next` doesn't produce any output underlying that the execution is halted in the calls to `MPI_Send` waiting for the corresponding `MPI_Recv`.
- Let's type "Ctrl c" to exit from hanging. Using `where` we receive some information about where the program stopped. Among them there is the following message that indicates that the process is waiting for the completion of the send:
- #4 **ompi\_request\_wait\_completion** (buf=0x2aaab4801010, count=500000, datatype=0xfb8, dst=0, tag=1, sendmode=MCA\_PML\_BASE\_SEND\_STANDARD, comm=0x60c180) at ../../../../ompi/request/request.h:375
- #7 0x0000000000401fee in main (argc=2, argv=0x7fffffff2a8) at hung\_proc.c:23
- **Solution:**
  - Reverse the two calls `MPI_Send` and `MPI_Recv` at lines 23 and 24.