



OMPT/OMPD OUTBRIEF

Scalable Tools Workshop 2016

Session Wednesday 8-10am

In combination with OpenMP Tools WG TelCon

Ongoing Work on OpenMP Tool Interfaces

- OpenMP Tools Interface (OMPT)
 - 1st party interface as integral part of the runtime system
 - Target: performance analysis and correctness tools
 - Combination of passive state tracking and active callbacks
 - “Optional” and “Mandatory” components
 - Mechanism to allow “clean” stack traces
- OpenMP Debug Interface (OMPD)
 - 3rd party interface for external debuggers
 - Separate address space, but closely coupled with runtime
 - DLL loaded into debugger to interpret data from target process
 - Similar design as pthreads debugging or MPI message queues
 - Follows OMPT concepts and definitions

Discussion during breakout

- Technical Details on OMPT
 - Boolean representation
 - Exact definition of frame pointers across runtime
 - Callback events and order for OpenMP target directive
 - Options for fine grain control of loop schedule
- Status of OMPD (in addition to Ignacio's talk)
 - Tracking changes in OMPT
 - Definition of parent task
- Integration Discussion (OMPT)
 - Next step for OMPT: inclusion into OpenMP specification
 - Target: inclusion into pre OpenMP 5.0 draft (this Nov.)
 - Working on organizing work for moving from TR to Spec
 - Defined contribution process

Status and Call for Help

- OMPT specification basically complete
 - Based on original TR2, but significantly expanded (incl. target)
 - <https://github.com/OpenMPToolsInterface/OMPT-Technical-Report>
 - Runtime prototypes in LOMP and Intel/LLVM
 - Tools: HPCToolkit, Open|SpeedShop, Caliper, Score-P, TAU, ...
- Started working turning this into OpenMP 5.0 text
 - Manual process, targeted to be fully complete in 10/16
 - Could use more help – moving text, reviewing, ...
 - Please let John and me know, if you are interested
- OMPD specification coming along as well
 - <https://github.com/OpenMPToolsInterface/OMPD-Technical-Report>
 - Initial prototype (runtime and tools) available and working well
 - Still working on target support