MPI Runtime Error Detection with MUST

At the 21st VI-HPS Tuning Workshop

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How many issues can you spot in this tiny example?

```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
  int rank, size, buf[8];
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
  MPI Type contiguous (2, MPI INTEGER, &type);
  MPI Recv (buf, 2, MPI INT, size - rank, 123, MPI COMM WORLD, MPI STATUS IGNORE);
  MPI Send (buf, 2, type, size - rank, 123, MPI COMM WORLD);
  printf ("Hello, I am rank %d of %d.\n", rank, size);
  return 0;
                     At least 8 issues in this code example!
```

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Content

- Motivation
- MPI usage errors
- Examples: Common MPI usage errors
 - Including MUST's error descriptions
- Correctness tools
- MUST usage
- Hands-on

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Motivation

- MPI programming is error prone
- Portability errors(just on some systems, just for some runs)
- Bugs may manifest as:
 - Crash
 - Application hanging
 - Finishes
- Questions:
 - Why crash/hang?
 - Is my result correct?
 - Will my code also give correct results on another system?
- Tools help to pin-point these bugs





Common MPI Error Classes

- Common syntactic errors:
 - Incorrect arguments
 - Resource usage
 - Lost/Dropped Requests
 - Buffer usage
 - Type-matching
 - Deadlocks

Tool to use:

MUST,

Static analysis tool, (Debugger)

- Semantic errors that are correct in terms of MPI standard, but do not match the programmers intent:
 - Displacement/Size/Count errors

Tool to use:

Debugger

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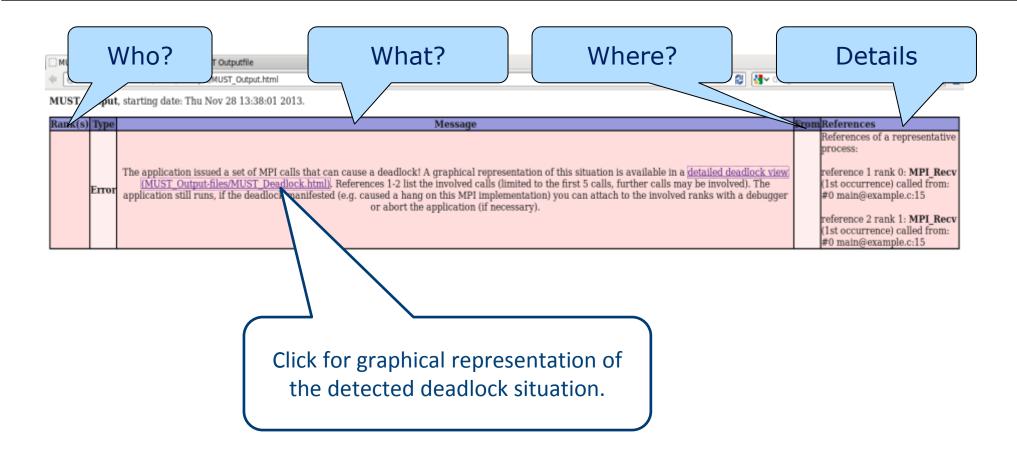


Already fixed missing MPI_Init/Finalize:

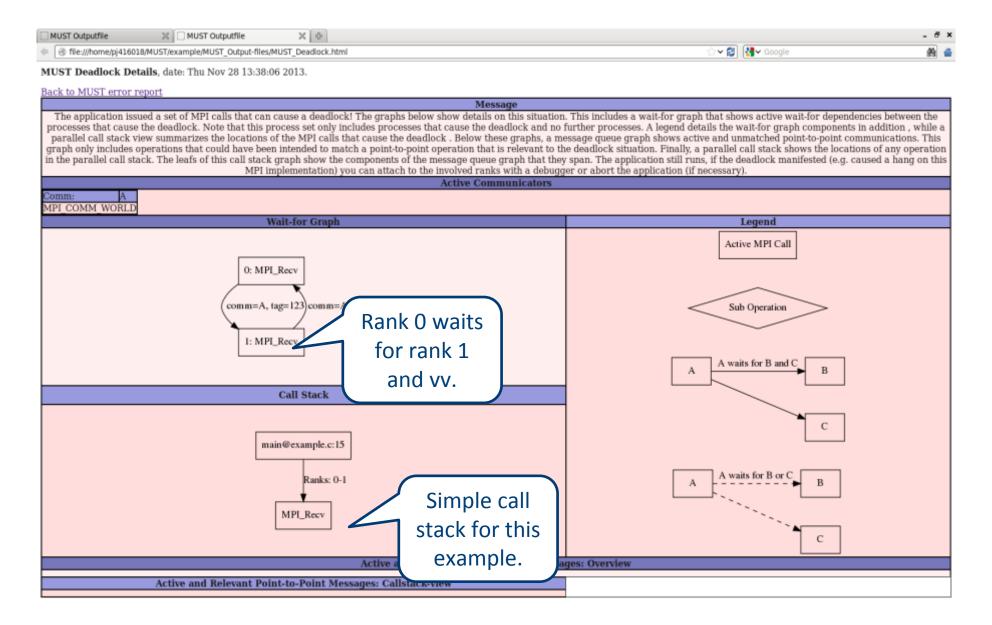
```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
   int rank, size, buf[8];
  MPI Init (&argc, &argv);
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
  MPI Type contiguous (2, MPI INTEGER, &type);
  MPI Recv (buf, 2, MPI INT, size - rank - 1, 123, MPI COMM WORLD, MPI STATUS IGNORE);
  MPI Send (buf, 2, type, size - rank - 1, 123, MPI COMM WORLD);
  printf ("Hello, I am rank %d of %d.\n", rank, size);
  MPI Finalize ();
   return 0;
```



Must detects deadlocks







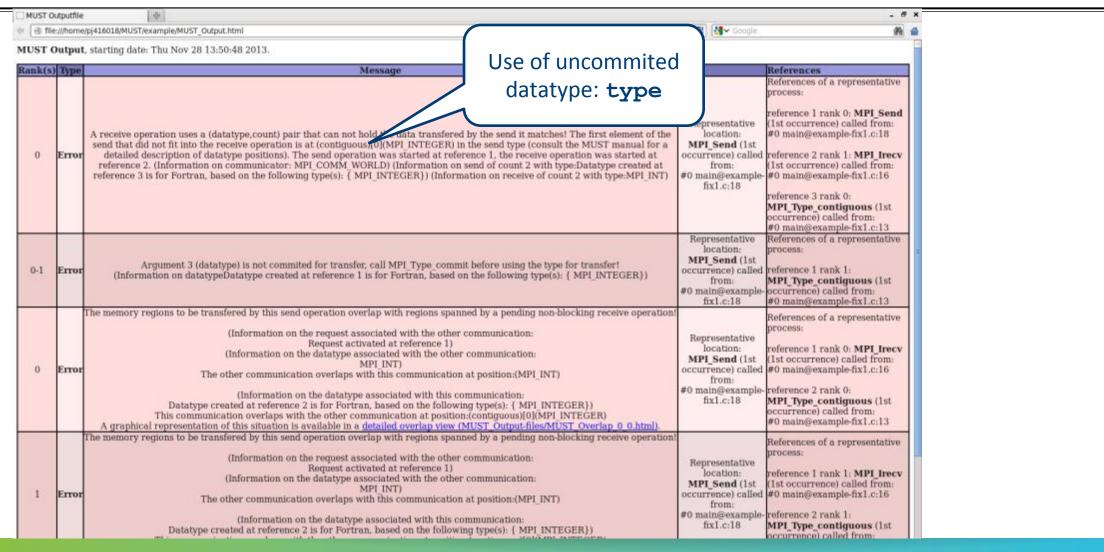


Fix1: use asynchronous receive

```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
   int rank, size, buf[8];
                                                      Use asynchronous
  MPI Init (&argc, &argv);
                                                      receive: (MPI Irecv)
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
  MPI Type contiguous (2, MPI INTEGER,
  MPI Request request;
  MPI Irecv (buf, 2, MPI INT, size - rank - 1, 123, MPI COMM WORLD, &request);
  MPI Send (buf, 2, type, size - rank - 1, 123, MPI COMM WORLD);
  printf ("Hello, I am rank %d of %d.\n", rank, size);
  MPI Finalize ();
   return 0;
```



MUST detects errors in handling datatypes



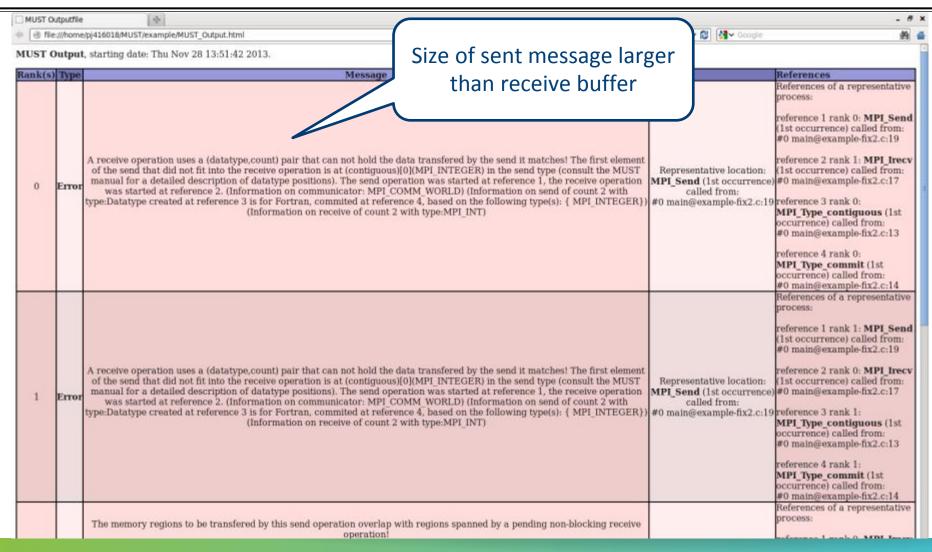


Fix2: use MPI_Type_commit

```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
   int rank, size, buf[8];
  MPI Init (&argc, &argv);
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
                                                                  Commit the
  MPI Type contiguous (2, MPI INTEGER, &type);
  MPI Type commit (&type);
                                                                datatype before
                                                                     usage
  MPI Request request;
  MPI Irecv (buf, 2, MPI INT, size - rank - 1, 123, MPI COMM WORLD, &request);
  MPI Send (buf, 2, type, size - rank - 1, 123, MPI COMM WORLD);
  printf ("Hello, I am rank %d of %d.\n", rank, size);
  MPI Finalize ();
   return 0;
```

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MUST detects errors in transfer buffer sizes / types



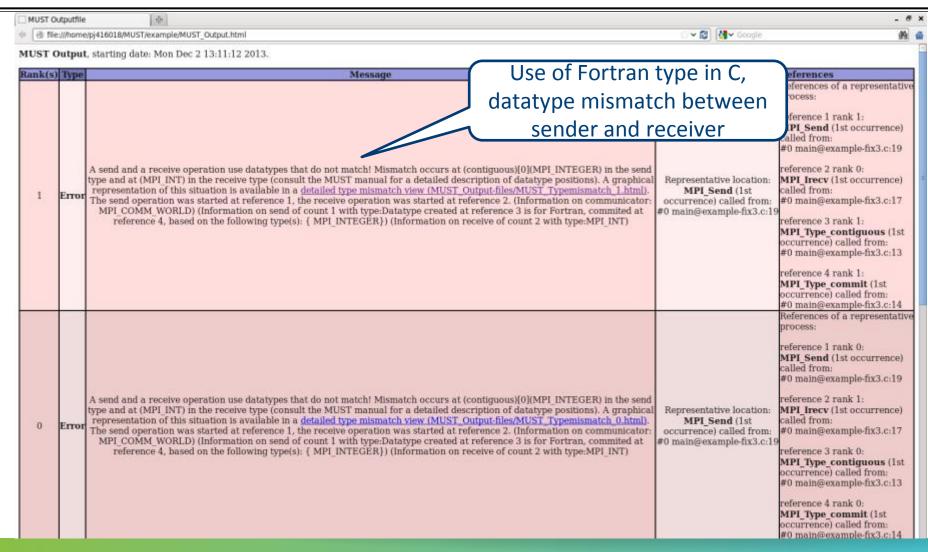


Fix3: use same message size for send and receive

```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
  int rank, size, buf[8];
  MPI Init (&argc, &argv);
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
  MPI Type contiguous (2, MPI INTEGER, &type);
  MPI Type commit (&type);
  MPI Request request;
  MPI Irecv (buf, 2, MPI INT, size - rank - 1, 123, MPI COMM WORLD, &request);
  MPI_Send (buf, 1, type, size - rank - 1, 123, MPI_COMM_WORLD).
                                                                 Reduce the
  printf ("Hello, I am rank %d of %d.\n", rank, size);
                                                                message size
  MPI Finalize ();
  return 0;
```

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MUST detects use of wrong argument values



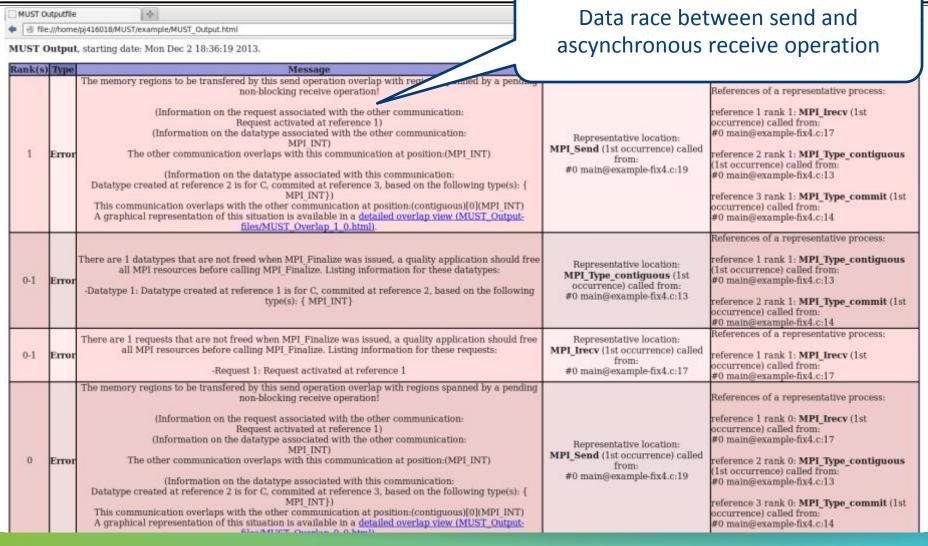


Fix4: use C-datatype constants in C-code

```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
  int rank, size, buf[8];
  MPI Init (&argc, &argv);
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
                                                                   Use the integer
  MPI Type contiguous (2, MPI INT, &type);
                                                                  datatype intended
  MPI Type commit (&type);
                                                                    for usage in C
  MPI Request request;
  MPI Irecv (buf, 2, MPI INT, size - rank - 1, 123, MPI COMM WORLD, &request);
  MPI Send (buf, 1, type, size - rank - 1, 123, MPI COMM WORLD);
  printf ("Hello, I am rank %d of %d.\n", rank, size);
  MPI Finalize ();
  return 0;
```

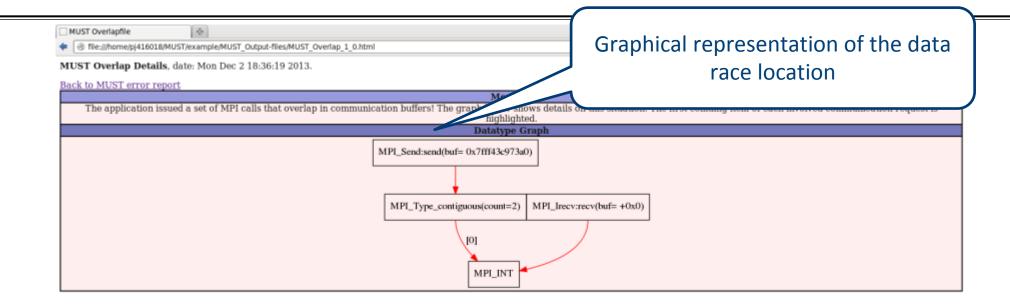
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MUST detects data races in asynchronous communication



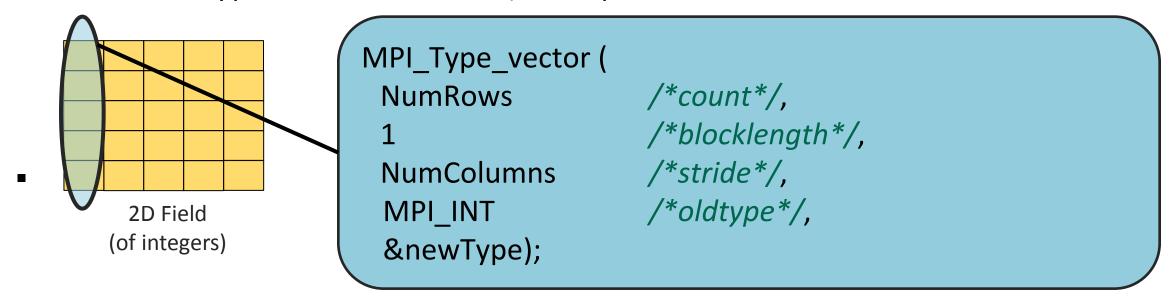
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Graphical representation of the race condition



Errors with MPI Datatypes – Overview

Derived datatypes use constructors, example:



- Errors that involve datatypes can be complex:
 - Need to be detected correctly
 - Need to be visualized



Errors with MPI Datatypes - Example

C Code:

```
MPI_Isend(buf, 1 *count*/, vectortype, target, tag,

MPI_COMM_WORLD, &request):

MPI_Recv(buf, 1 *count*/, column*ype, target, tag,

MPI_COMM_WORLD, &status);

MPI_Wait (&request, &status);

...
```

Memory:

Error: buffer overlap

MPI_Isend reads, MPI_Recv writes at the same time

A Tool must:

- Detect the error
- Pinpoint the user to the ecact problem

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2D Field

(of integers)

Errors with MPI Datatypes - Error Positions

- How to point to an error in a derived datatype?
 - Derived types can span wide areas of memory
 - Understanding errors requires precise knowledge
 - E.g., not sufficient: Type X overlaps with type Y
- Example:
- We use path expressions to point to error positions
 - For the example, overlap at:
 - [0](VECTOR)[2][0](MPI_INT)
 - [0](CONTIGUOUS)[0](MPI_INT)

Index within block

Block index

Count in communication call

Error: buffer overlap

Contiguous datatype to span a row

(of integers)

2D Field

Vector datatype to span a column

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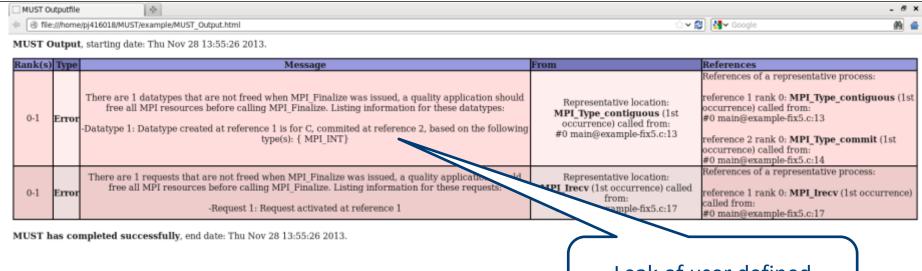


Fix5: use independent memory regions

```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
  int rank, size, buf[8];
  MPI Init (&argc, &argv);
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
  MPI Type contiguous (2, MPI INTEGER, &type);
  MPI Type commit (&type);
  MPI Request request;
  MPI Irecv (buf, 2, MPI INT, size - rank - 1, 123, MPI COMM WORLD, &request);
  MPI_Send (buf + 4, 1, type, size - rank - 1, 123, MPI_COMM_WORLD):
                                                                 Offset points to
  printf ("Hello, I am rank %d of %d.\n", rank, size);
                                                                   independent
                                                                     memory
  MPI Finalize ();
  return 0;
```

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MUST detects leaks of user defined objects



- User defined objects include
 - MPI_Comms (even by MPI_Comm_dup)
 - MPI_Datatypes
 - MPI_Groups

Leak of user defined datatype object

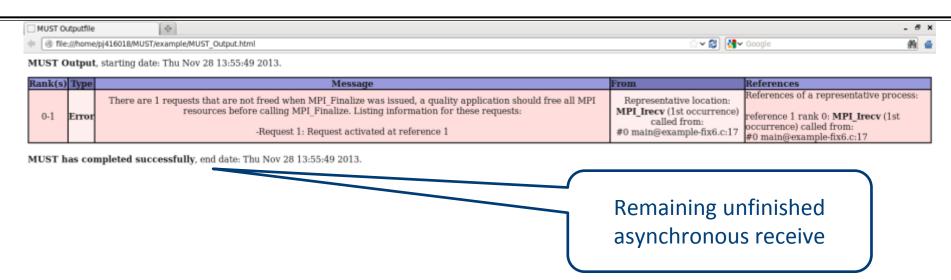


Fix6: Deallocate datatype object

```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
  int rank, size, buf[8];
  MPI Init (&argc, &argv);
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
  MPI Type contiguous (2, MPI INT, &type);
  MPI Type commit (&type);
  MPI Request request;
  MPI Irecv (buf, 2, MPI INT, size - rank - 1, 123, MPI COMM WORLD, &request);
  MPI Send (buf + 4, 1, type, size - rank - 1, 123, MPI COMM WORLD);
  printf ("Hello, I am rank %d of %d.\n", rank, size);
  MPI Type free (&type);
                                                           Deallocate the
  MPI Finalize ();
                                                          created datatype
  return 0;
```



MUST detects unfinished asynchronous communication



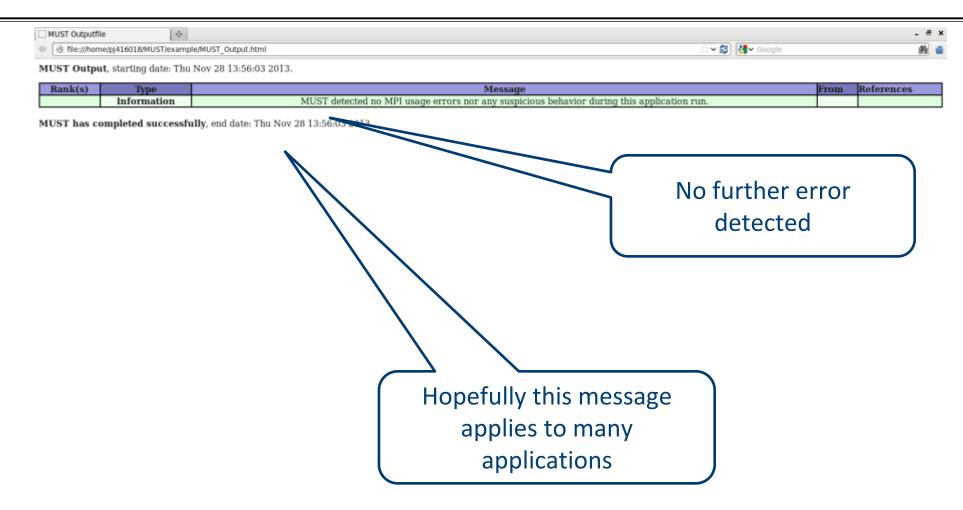


Fix7: use MPI_Wait to finish asynchronous communication

```
#include <mpi.h>
#include <stdio.h>
int main (int argc, char** argv)
  int rank, size, buf[8];
  MPI Init (&argc, &argv);
  MPI Comm rank (MPI COMM WORLD, &rank);
  MPI Comm size (MPI COMM WORLD, &size);
  MPI Datatype type;
  MPI Type contiguous (2, MPI INT, &type);
  MPI Type commit (&type);
  MPI Request request;
  MPI Irecv (buf, 2, MPI INT, size - rank - 1, 123, MPI COMM WORLD, &request);
  MPI Send (buf + 4, 1, type, size - rank - 1, 123, MPI COMM WORLD);
                                                                                  Finish the
  MPI Wait (&request, MPI STATUS IGNORE);
                                                                               asynchronous
  printf ("Hello, I am rank %d of %d.\n", rank, size);
  MPI_Type_free (&type);
                                                                              communication
  MPI Finalize ();
  return 0;
```



Finally



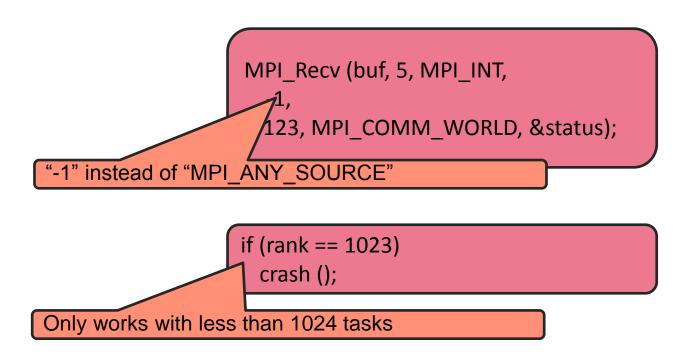
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Tool Overview – Approaches Techniques

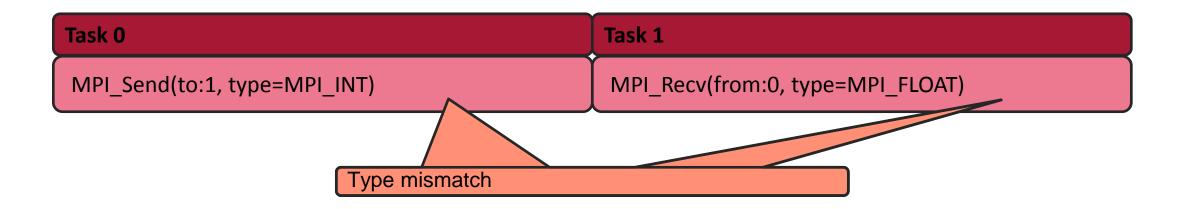
- Debuggers:
 - Helpful to pinpoint any error
 - Finding the root cause may be hard
 - Won't detect sleeping errors
 - E.g.: gdb, TotalView, Allinea DDT
- Static Analysis:
 - Compilers and Source analyzers
 - Typically: type and expression errors
 - E.g.: MPI-Check
- Model checking:
 - Requires a model of your applications
 - State explosion possible
 - E.g.: MPI-Spin





Tool Overview – Approaches Techniques (2)

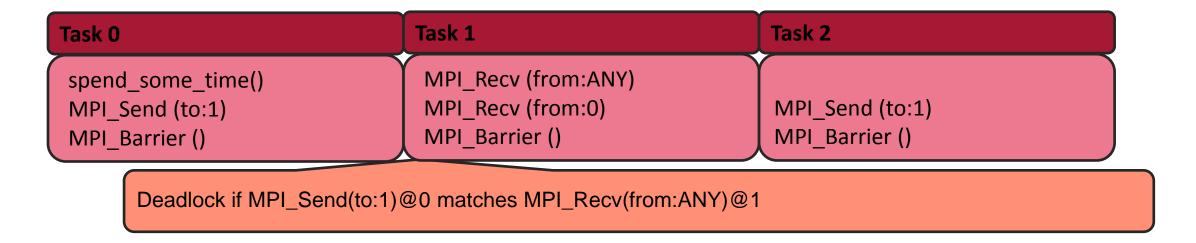
- Runtime error detection:
 - Inspect MPI calls at runtime
 - Limited to the timely interleaving that is observed
 - Causes overhead during application run
 - E.g.: Intel Trace Analyzer, Umpire, Marmot, MUST





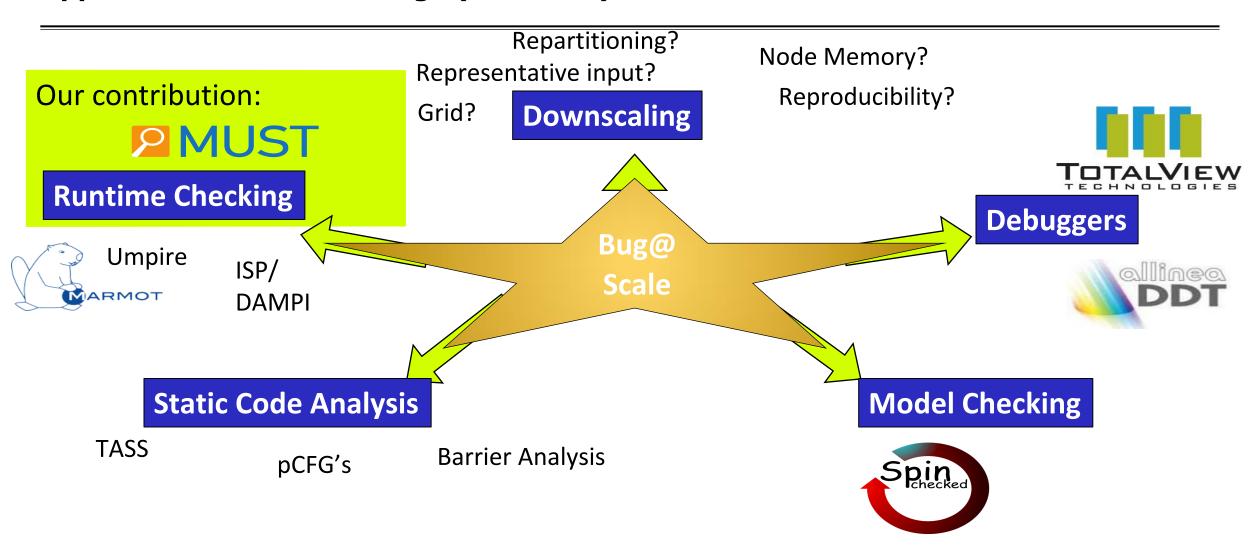
Tool Overview - Approaches Techniques (3)

- Formal verification:
 - Extension of runtime error detection
 - Explores all relevant interleavings (explore around nondet.)
 - Detects errors that only manifest in some runs
 - Possibly many interleavings to explore
 - E.g.: ISP



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Approaches to Remove Bugs (Selection)



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MUST – Overview



- MPI runtime error detection tool
- Open source (BSD license) http://www.itc.rwth-aachen.de/MUST/
- Wide range of checks, strength areas:
 - Overlaps in communication buffers
 - Errors with derived datatypes
 - Deadlocks
- Largely distributed, able to scale with the application

MUST - Basic Usage

Apply MUST as an mpiexec wrapper, that's it:

```
% mpicc source.c -o exe
% srun_ps -n 4 ./exe
```

```
% mpicc -g source.c -o exe
% mustrun --must:mpiexec srun_ps -n 4 ./exe
```

- After run: inspect "MUST_Output.html"
- "mustrun" (default config.) uses an extra process:
 - I.e.: "mustrun –np 4 ..." will use 5 processes
 - Allocate the extra resource in batch jobs!
 - Default configuration tolerates application crash; BUT is slower (details later)

MUST – Usage on frontend - backend machines

Compile and run using a batch script

```
% mpicc source.c -o exe
% mpiexec -np 4 ./exe
```

```
% mpicc -g source.c -o exe
% mustrun --must:mpiexec mpiexec -np 4 ./exe
```

■ If you see messages about missing dot on the backend, run on frontend:

```
% mustrun --must:dot
```

Open MUST_Output.html with a browser

MUST – At Scale (highly recommended for >10 processes)

Provide a branching factor (fan-in) for the tree infrastructure:

```
% mustrun --must:mpiexec mpiexec -np 4 ./exe --must:fanin 8
```

Get info about the number of processes:

```
% mustrun --must:mpiexec mpiexec -np 4 ./exe --must:fanin 8 \
    --must:info
```

→ This will give you the number of processes needed with tool attached

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Hands On - Build for MUST

- Go into the NPB directory
- Edit config/make.def
- Disable any other tool (i.e. use mpiifort, unset PREP)
- Use intel or gnu tool chain
- Build:

```
COMPFLAGS = -openmp -g -mt_mpi -extend-source # intel
MPIF77 = mpiifort
% module unload mpi.mpt
% module load mpi.intel
% make clean
% make bt-mz NPROCS=6 CLASS=C
       NAS PARALLEL BENCHMARKS 3.3
       MPI+OpenMP Multi-Zone Versions
       F77
cd BT-MZ; make CLASS=C NPROCS=6
make[1]: Entering directory
ftn -O3 -g -openmp -extend-source -o ../bin/bt-mz_C.6
bt scorep user.o ...
```



Hands On - Prepare Job

Create and edit the jobscript

```
cp $MUST_EXAMPLES/must.sbatch ./must.sbatch
vim must.sbatch
```

Jobscript:

```
#SBATCH --reservation=VI-HPS_Workshop
...
source /home/hpc/a2c06/lu23bud/LRZ-VIHPSTW21/tools/pust/medula_lead_must_impi_ch
...
export OMP_NUM_THREADS=4
CLASS=C
NPROCS=6
...
mustrun --must:mpiexec srun -n $NPROCS -t $OMP_NUM_THREADS $EXE
```



Hands On – Executing with MUST

Submit the jobscript:

sbatch must.sbatch

Job output should read:

```
NAS Parallel Benchmarks (NPB3.3-MZ-MPI) - BT-MZ MPI+OpenMP Benchmark
...
Total number of threads: 16 ( 3.0 threads/process)
Calculated speedup = 11.97

Time step 1
...
Verification Successful
...
[MUST] Execution finished, inspect "(...)/MUST_Output.html"!
```

BT - MUST Results

Open the MUST output: <Browser> MUST_Output.html

			BT-MZ	should evaluate the	e "provided"
Rank(s)	Туре	ype Message threa		d level and don't use threads.	
0-3	Warning	You requested 3 threads by OMP		MPI_Init_thread (1st occurrence) called	
0-3	Error	There are 1 communicators that are not freed when MPI_Finalize was issued, a quality application should free all MPI resources before calling MPI_Finalize. Listing information for these communicators: -Communicator 1: Communicator created * reference 1 size=4		Representative location: MPI_Comm_split (1st occurrence) called from: #0 MAIN_@bt.f:90	References of a representative process: reference 1 rank 2: MPI_Comm_split (1st occurrence) called from: #0 MAIN@bt.f:90 #1 main@bt.f:319

Resource leak:
A communicator created with
MPI_Comm_split is not freed

From



Stacktraces in MUST

- We use an external lib for stacktraces
- This lib has no support for Intel compiler
 - But: in most cases it's compatible to icc compiled C applications
 - Nevertheless, the must-intel module is built without stacktrace support
- Ifort compiled FORTRAN applications lead to segfault:
 - Use MUST w/o stacktraces for fortran applications

Rank(s)

 Use GNU compiler to build your application and use MUST w/ stacktraces

Supposed your application has no faults you won't need

Type

stacktraces ©

Representative location: MPI_Init_thread (1st occurrence) called from: #0 MAIN @bt.f:90 #1 main@bt.f:319 Representative location: MPI_Comm_split (1st occurrence) called from: #0 MAIN @bt.f:90 #1 main@bt.f:319 From References

Information suspicious behavior during this application run.

Message

MUST detected no MPI usage errors nor any

Conclusions

- Many types of MPI usage errors
 - Some errors may only manifest sometimes
 - Consequences of some errors may be "invisible"
 - Some errors can only manifest on some systems/MPIs
- Use MPI correctness tools
- Runtime error detection with MUST
 - Provides various correctness checks
 - Verifies type matching
 - Detects deadlocks
 - Verifies collectives

Thank You

















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