

MPI Reproducibility for Debugging

Reproducibility of High Performance Codes and Simulations – Tools, Techniques, Debugging

November 19th, 2015

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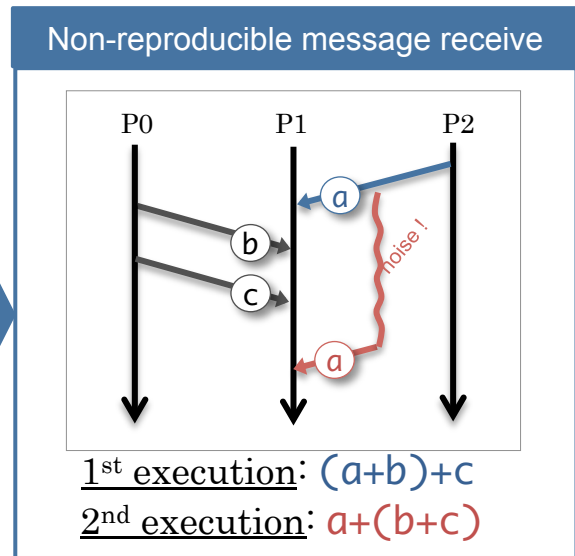
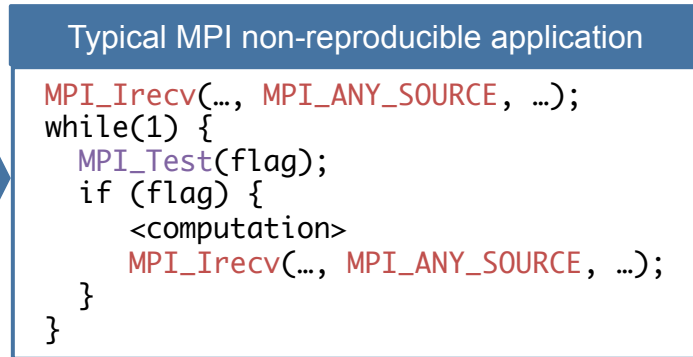
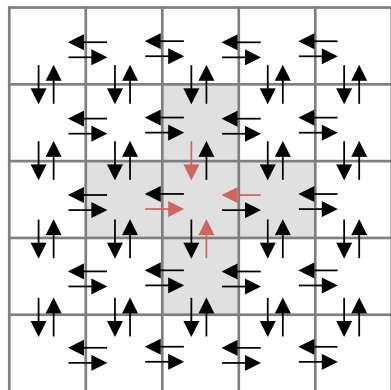


Q1: How do you define “Reproducibility” ?

➔ A1: In terms of MPI, if “message receive orders” consistent across different executions, I define it as “Reproducible”

Q2: Where reproducibility has been or could be an issue ?

➔ A2: Without MPI reproducibility, application developers will spend more time for debugging



CASE STUDY: Monte Carlo Simulation (MCB)

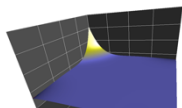
- Non-reproducible control flow
 - Successful run, seg-fault or hang
- Non-reproducible numerical results
 - Floating-point arithmetic is “NOT” necessarily associative

$$(a+b)+c \neq a+(b+c)$$

Developers need to do debug runs until the same bug manifests

Running as intended ?
Application bugs ?
Silent data corruption happened ?

```
$ diff result_run1.out result_run2.out
result_run1.out:< IMC E_RR_total -3.3140234 09e-05 -8.302693 74e-08 2.9153322360e-08 -4.8198506 56e-06 2.3113821 22e-06
result_run2.out:> IMC E_RR_total -3.3140234 10e-05 -8.302693 76e-08 2.9153322360e-08 -4.8198506 57e-06 2.3113821 21e-06
```



MCB: Monte Carlo Benchmark

09e-05
10e-05

74e-08
76e-08

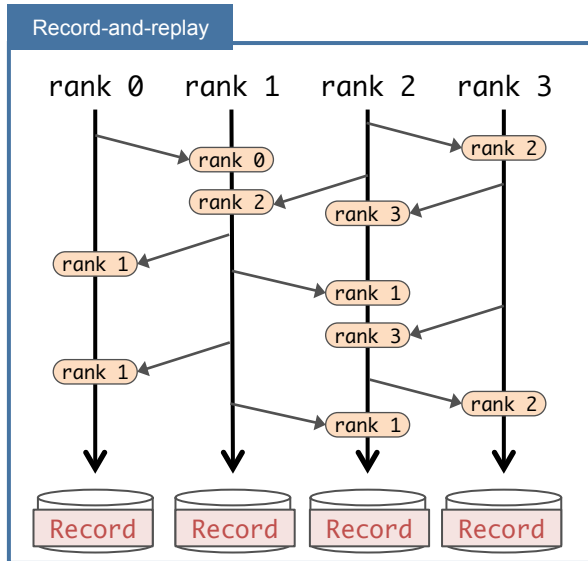
56e-06
57e-06

22e-06
21e-06

Q3: What solutions do you envision ?

→ A3: Record-and-replay

- Traces and records message receive orders in a run, and replays the orders in successive runs for debugging
 - Record-and-replay can reproduce a target control flow
 - Developers can focus on debugging a particular control flow



Although record-and-replay has several challenges, this technique can reproduce a particular control flows and numerical results, thereby can reduce cost for debugging non-reproducible MPI applications