

Eclipse Parallel Tools Platform (PTP)

April 25, 2013 | Carsten Karbach

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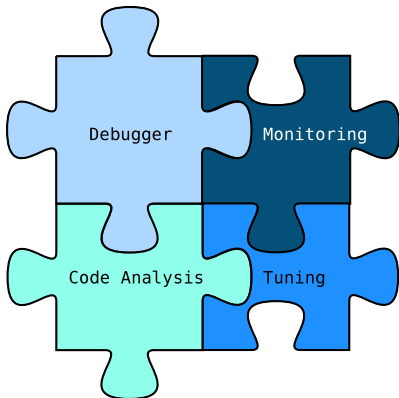
Part I: Parallel Tools Platform (PTP)

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PTP – Parallel Tools Platform

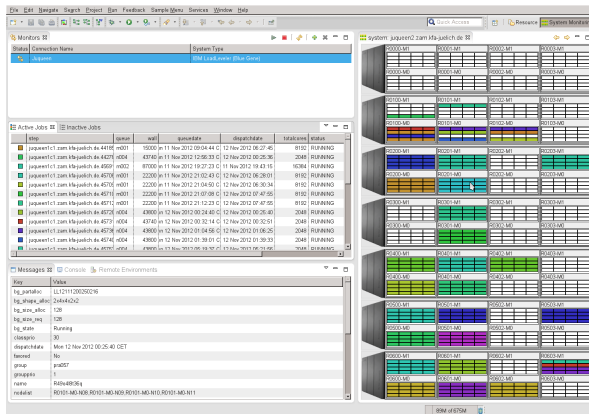
What is PTP?

- **IDE** for parallel application development
- Based on **Eclipse**
- **Open-source** project
- Developers:
IBM, U.Oregon, UTK,
Heidelberg University,
NCSA, UIUC, JSC, ...



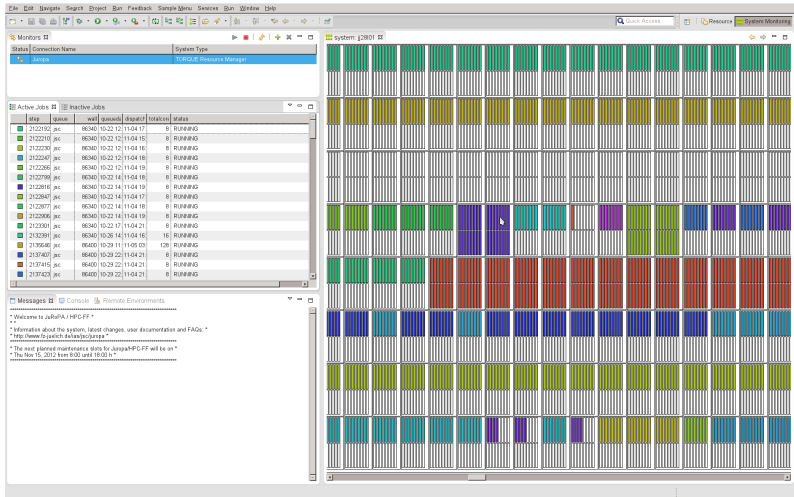
Monitoring

- Display current status of supercomputer, based on LLview
- Jobs, compute nodes, system architecture



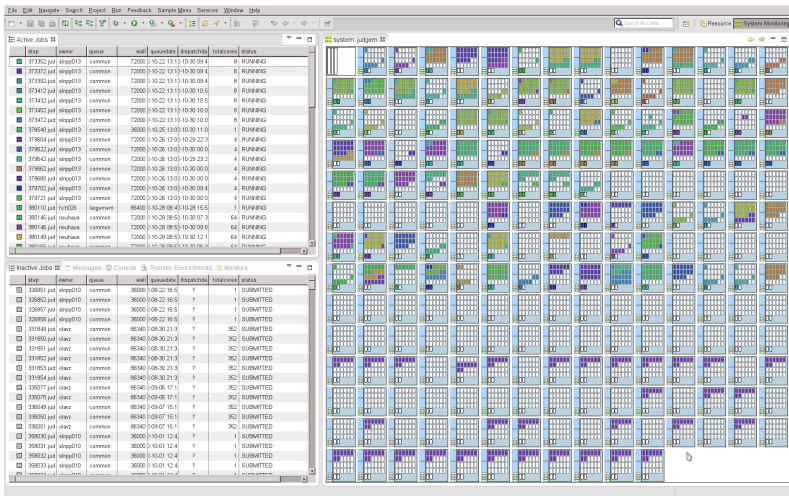
Monitoring example: JUQUEEN

Monitoring Example: JUROPA



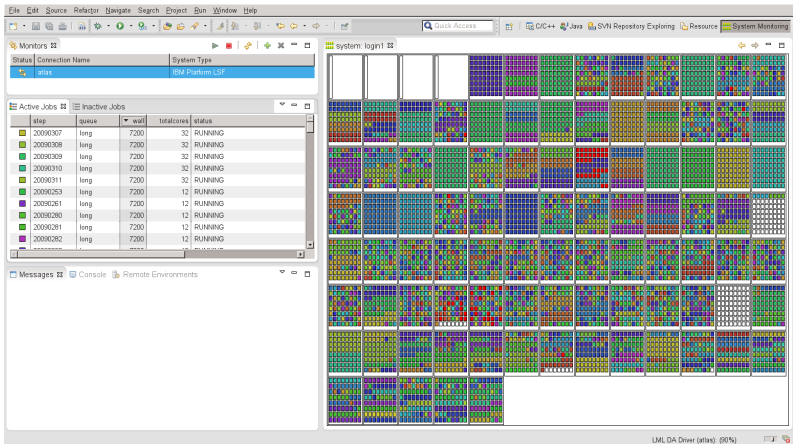
Torque/Moab, 3288 nodes, Intel Xeon Nehalem

Monitoring Example: JUDGE



Torque/Moab, 206 nodes, Intel Xeon Westmere, NVIDIA Tesla GPUs

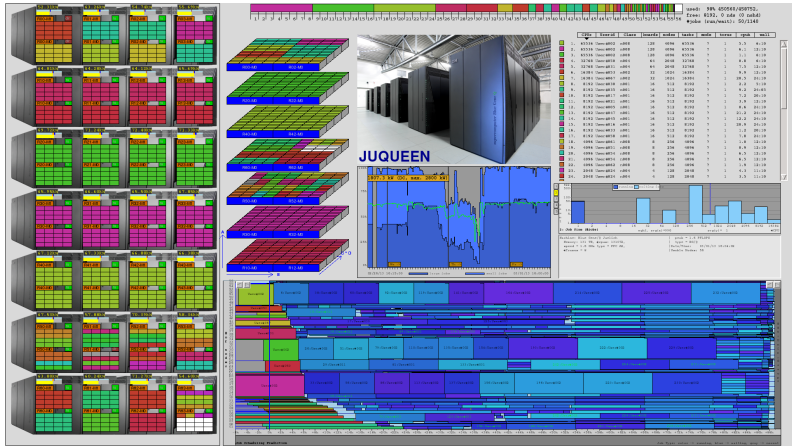
Monitoring Example: Atlas



LSF, 92 nodes, AMD Opteron

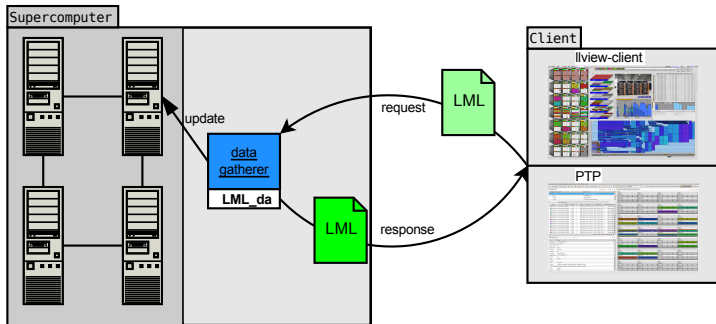
LLview

→ Visualizes supercomputer status on a single screen



Source: Screenshot LLview for JUQUEEN

Monitoring Architecture I



Monitoring Architecture II

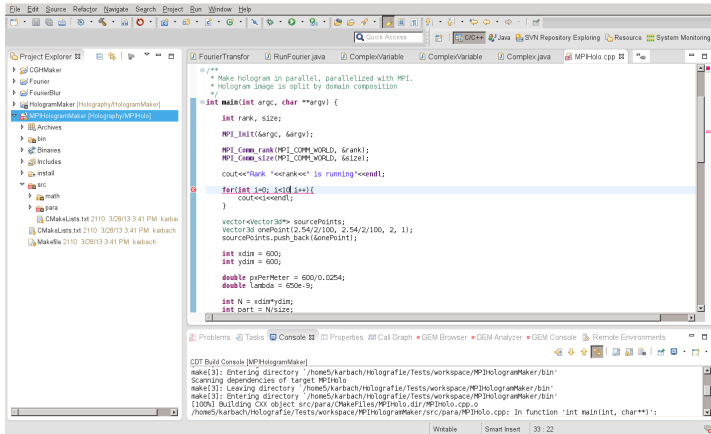
- **LML_da** gathers status information, calls target system's remote commands, written in Perl
- Automatic deploy of LML_da, no installation required

Large-scale system Markup Language (LML)

- Data format for status information of supercomputers
- **Request**: requested data and layout
- **Response**: contains the request and status information
- Abstraction layer
→ thin clients, **re-use** of LML_da functions

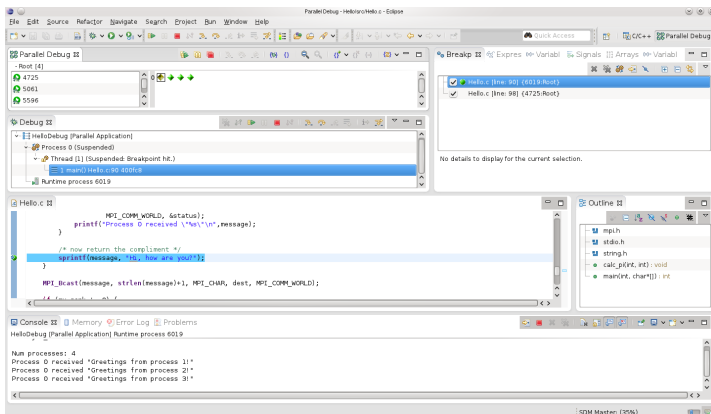
Code Analysis

- Code analysis as you type, on build
- Auto-completion, refactoring



Parallel Debugger

- Debugging of OpenMPI Applications
- Uses Scalable Debug Manager (SDM) and GNU Project Debugger (gdb)



Performance Analysis and Tuning

- Integration of Tuning and Analysis Utilities (**TAU**) into PTP job submission
- Automatic **instrumentation** of your application
- Job submission via PTP
- Attached **analyse** step for visualization of performance data
- Abstraction for integration of external tools in External Tools Framework (ETFw)

Part II: Eclipse Plug-in Development

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Eclipse

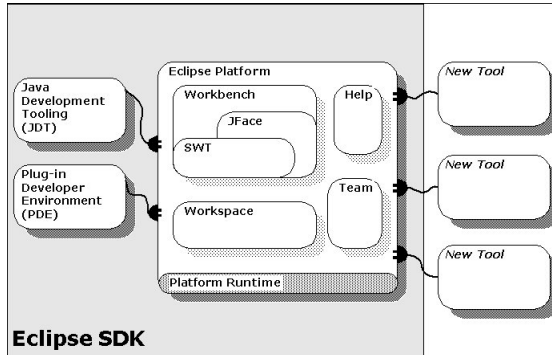
- **Open-Source**
- Initiated by IBM
- Current version is **Juno**
- Next release in June 2013 called Kepler
- IDE for multiple languages: Java, C, C++, Fortran, ...
- Platform independent



Source: [http://de.wikipedia.org/wiki/Eclipse_\(IDE\)](http://de.wikipedia.org/wiki/Eclipse_(IDE))

Eclipse – Architecture

- **Equinox** as core platform for plug-in loading, installation and updates
- Most plug-ins are implemented in **Java**
- **SWT** and JFace for user interfaces



Source: <http://help.eclipse.org/juno>

Plug-In Development

- Extend Eclipse with your own **plug-in**
- Plug-in is a software component
- Example extensions:
menu entry, toolbar, view, perspective
- Development with *Eclipse Plug-in Development Environment*, included in *Eclipse Classic* distribution
- Concept:
 - **Extension Point:** Contract on how to extend other plug-in
 - **Extension:** Implementation for an extension point, contribution to another plug-in

Plug-In Development – Implementation

- Plug-in is implemented as a plug-in project
- Configuration through **plugin.xml**
 - Plug-in **name** for referencing your plug-in
 - Dependencies to other plug-ins used by your plug-in
 - **Extensions** define, what (menu, view) is contributed and how (implementing class)
 - **Extension points**: allow other plug-ins to extend yours
- Export to deployable jar, installation by copying jar into *dropins* folder of Eclipse distribution
- Or create update site for your plug-in, users can then install via *Help* → *Install New Software...*

Plug-In Development – Example

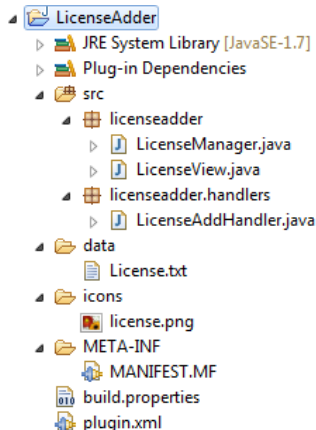
Example based on tutorial by Lars Vogel, see

<http://www.vogella.com/articles/EclipsePlugIn/article.html>

Idea: menu entry for adding license header to source file

- 1 Create new plug-in project, based on **Hello, World** template
- 2 Adapt plugin.xml: location of your extension, path to implementation classes, icons
- 3 Implement your extension, e.g. command handler, view construction
- 4 Test your plug-in via
right-click on your project → Run As → Eclipse Application
Starts a new Eclipse instance including your plug-in

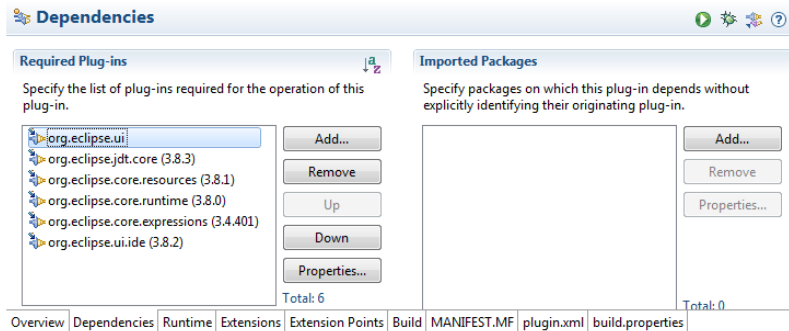
Plug-In Project Structure



- **src** contains classes
- Additional data like icons are included in the plug-in bundle
- plugin.xml on top-level, configuration via GUI

Plug-In Dependencies

- List all plug-ins used by your plug-in
- Needed for accessing their API and for extending them



The screenshot shows the Eclipse IDE's 'Dependencies' view. It is divided into two main sections: 'Required Plug-ins' and 'Imported Packages'. The 'Required Plug-ins' section lists several plug-ins, with 'org.eclipse.ui' selected. The 'Imported Packages' section is currently empty. At the bottom, a tabbed interface shows 'Dependencies' as the active tab, with other tabs like 'Overview', 'Runtime', 'Extensions', etc., visible.

Dependencies

Required Plug-ins

Specify the list of plug-ins required for the operation of this plug-in.

- org.eclipse.ui
- org.eclipse.jdt.core (3.8.3)
- org.eclipse.core.resources (3.8.1)
- org.eclipse.core.runtime (3.8.0)
- org.eclipse.core.expressions (3.4.401)
- org.eclipse.ui.ide (3.8.2)

Buttons: Add..., Remove, Up, Down, Properties...

Total: 6

Imported Packages

Specify packages on which this plug-in depends without explicitly identifying their originating plug-in.

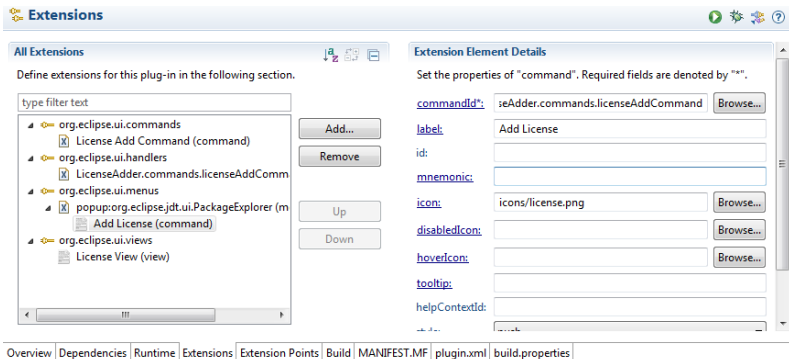
Buttons: Add..., Remove, Properties...

Total: 0

Overview Dependencies Runtime Extensions Extension Points Build MANIFEST.MF plugin.xml build.properties

Extensions

- **Command** as declaration for any action
- **Handler** implements command's function, path to class
- Command is referenced in popup menu contribution
- New view for showing/changing the license text



Extensions

Define extensions for this plug-in in the following section.

type filter text

- org.eclipse.ui.commands
 - License Add Command (command)
- org.eclipse.ui.handlers
 - LicenseAdder.commands.licenseAddComm
- org.eclipse.ui.menus
 - popup:org.eclipse.jdt.ui.PackageExplorer (m
 - Add License (command)
- org.eclipse.ui.views
 - License View (view)

Add... Remove Up Down

Extension Element Details

Set the properties of "command". Required fields are denoted by "*".

commandId*: seAdder.commands.licenseAddCommand Browse...

label: Add License

id:

mnemonic:

icon: icons/license.png Browse...

disabledIcon: Browse...

hoverIcon: Browse...

tooltip:

helpContextId:

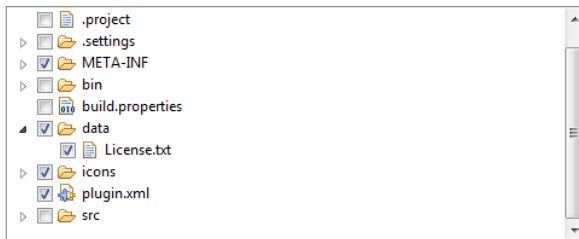
Overview Dependencies Runtime Extensions Extension Points Build MANIFEST.MF plugin.xml build.properties

Build configuration

- Define files included in compiled plug-in bundle
- Especially add **License.txt** to read at runtime

Binary Build

Select the folders and files to include in the binary build.



Extra Classpath Entries

Overview | Dependencies | Runtime | Extensions | Extension Points | **Build** | MANIFEST.MF | plugin.xml

Handler implementation

```
/**
 * Our sample handler extends AbstractHandler, an IHandler base class.
 * @see org.eclipse.core.commands.IHandler
 * @see org.eclipse.core.commands.AbstractHandler
 */
public class LicenseAddHandler extends AbstractHandler {

    /**
     * The constructor.
     * Reads the license text.
     */
    public LicenseAddHandler() {
    }

    /**
     * the command has been executed, so extract the needed information
     * from the application context.
     */
    /* (non-Javadoc)
     * @see org.eclipse.core.commands.AbstractHandler#execute(org.eclipse.core.commands.ExecutionEvent)
     */
    public Object execute(ExecutionEvent event) throws ExecutionException {

        Shell shell = HandlerUtil.getActiveShell(event);
        IStructuredSelection selection = (IStructuredSelection)HandlerUtil.getActiveMenuSelection(event);

        Object firstSel = selection.getFirstElement();
        //Handle Java files, convert them into files
        if(firstSel instanceof ICompilationUnit){
            //Convert compilation unit to file
            ICompilationUnit compUnit = (ICompilationUnit) firstSel;
            try {
                firstSel = compUnit.getCorrespondingResource();
            } catch (JavaModelException e) {
            }
        }
    }
}
```

License View implementation

```
/**
 * View showing the license text, which can be added to the file headers.
 *
 * @author carsten
 */
public class LicenseView extends ViewPart{

    @Override
    public void createPartControl(Composite parent) {
        final Composite frame = new Composite(parent, SWT.None);

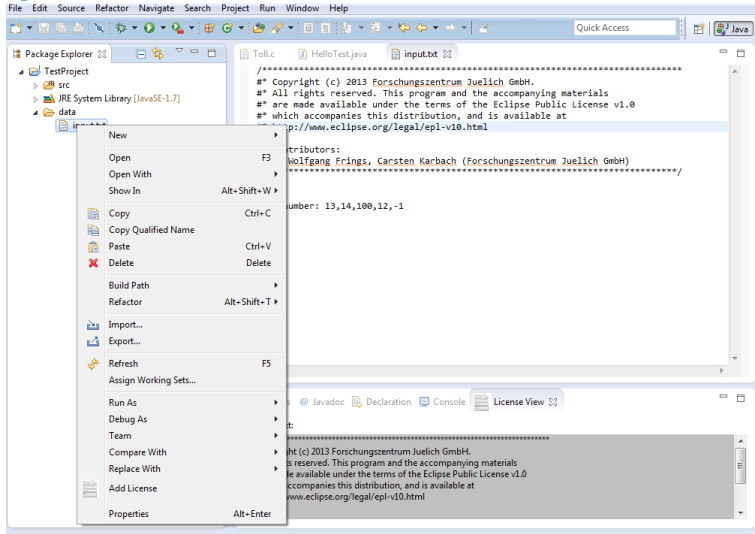
        GridLayout gridLayout = new GridLayout(1, false);
        frame.setLayout(gridLayout);

        Label llabel = new Label(frame, SWT.None);
        llabel.setText("License Text:");
        GridData griddata = new GridData();
        griddata.grabExcessHorizontalSpace = true;
        griddata.grabExcessVerticalSpace = false;
        llabel.setLayoutData(griddata);

        //Just put a textarea into the frame composite
        final Text licenseText = new Text(frame, SWT.MULTI|SWT.V_SCROLL);
        licenseText.setBackground(parent.getDisplay().getSystemColor(SWT.COLOR_GRAY));
        licenseText.append(LicenseManager.getCurrentLicenseText());
        griddata = new GridData();
        griddata.grabExcessHorizontalSpace = true;
        griddata.grabExcessVerticalSpace = true;
        griddata.horizontalAlignment = GridData.FILL;
        licenseText.setLayoutData(griddata);
        licenseText.addModifyListener(new ModifyListener() {

            @Override
            public void modifyText(ModifyEvent e) {
                LicenseManager.setCurrentLicenseText(licenseText.getText());
            }
        })
    }
}
```

Plug-in test



Contact

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- **PTP Wiki** → <http://wiki.eclipse.org/PTP>
- **PTP Download** → <http://www.eclipse.org/downloads>
- **LML** → <http://llview.zam.kfa-juelich.de/LML>
- **LLview** → <http://www.fz-juelich.de/jsc/llview>