Towards a Performance Tool Interface for OpenMP: An Approach Based on Directive Rewriting

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Abstract. In this article we propose a "standard" performance tool interface for OpenMP, similar in spirit to the MPI profiling interface in its intent to define a clear and portable API that makes OpenMP execution events visible to performance libraries. When used together with the MPI profiling interface, it also allows tools to be built for hybrid applications that mix shared and distributed memory programming. We describe an instrumentation approach based on OpenMP directive rewriting that generates calls to the interface and passes context information (e.g., source code locations) in a portable and efficient way. Our proposed OpenMP performance API further allows user functions and arbitrary code regions to be marked and performance measurement to be controlled using new proposed OpenMP directives. The directive transformations we define are implemented in a source-to-source translation tool called Opari. We have used it to integrate the Tau performance analysis framework [13] and the automatic event trace analyzer expert [17, 18] with the proposed OpenMP performance interface. Together, these tools show that a portable and robust solution to performance analysis of OpenMP and hybrid applications is possible.

1 Introduction

With the advent of any proposed language system for expressing parallel operation (whether as a true parallel language (e.g., ZPL [6]), parallel extensions to sequential language (e.g., UPC [4]), or parallel compiler directives (e.g., HPF [9]) questions soon arise regarding how performance instrumentation and measurement will be conducted, and how performance data will be analyzed and mapped to the language-level (high-level) parallel abstractions. Several issues make this an interesting problem. First, the language system implements a model for parallelism whose explicit parallel operation is generally hidden from the programmer. As such, parallel performance events may not be accessible directly, requiring instead support from underlying runtime software to observe them in full. When such support is unavailable, performance must be inferred from model properties. Second, the language system typically transforms the program into its parallel executable form, making it necessary to track code transformations closely so that performance data can be correctly mapped to the user-level source. The more complex the transformations, the more difficult the performance mapping will be. Last, high-level language expression of parallelism often goes hand-in-hand with an interest for cross-platform portability of the language system. Users will naturally desire the programming and performance tools to be portable as well.

For the performance tool developer, these issues complicate decisions regarding choice of tool technology and implementation approach. In this paper, we consider the problem of designing a performance tool interface for OpenMP. Three goals for a performance tool interface for OpenMP are considered:

- *Expose OpenMP parallel execution to the performance system.* Here we are concerned about what execution events and state data are observable for performance measurement through the interface.
- *Make the interface portable across different platforms and for different performance tools.* Portability in this regard requires the definition of the interface semantics and how information is to be accessed.
- *Allow alternative implementations of the interface.* Since OpenMP programs can be compiled in different ways, similar flexibility is important for the performance interface.

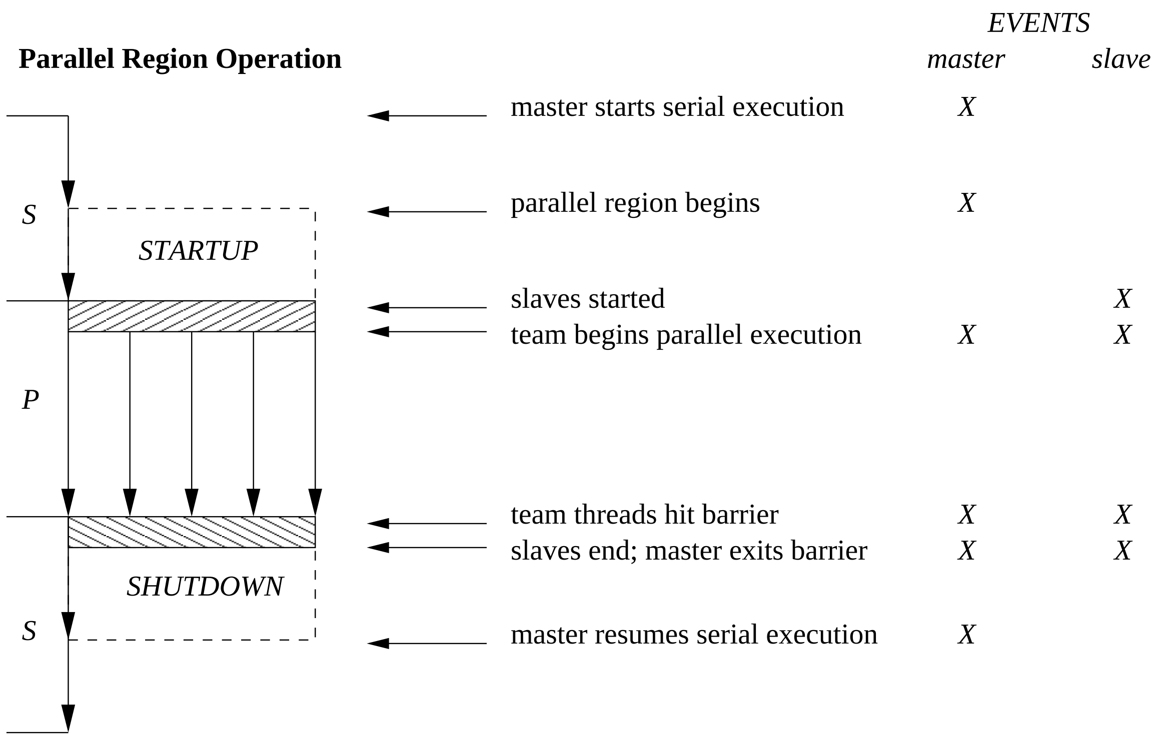

Figure 1: **OpenMP Parallel Region Operation Showing States and Events**

While our study focuses mainly on the instrumentation interface, as that is where events are monitored and the operational state is queried, clearly the type of performance measurement will determine the scope of analyses possible. Ideally, the flexibility of the interface will support multiple measurement capabilities.

2 A Performance Model for OpenMP

OpenMP is a parallel programming language system used to express shared memory parallelism. It is based on the model of (nested) fork-join parallelism and the notion of *parallel regions* where computational work is shared and spread across multiple threads of execution (a *thread team*); see Figure 1. The language constructs provide for thread synchronization (explicitly and implicitly) to enforce consistency in operation. OpenMP is implemented using comment-style compiler directives (in Fortran) and pragmas (in C and C++).

A performance model for OpenMP can be defined based on its execution events and states. We advocate multiple performance views based on a hierarchy of execution states where each level is more refined in focus:

- Level 1: serial and parallel states (with nesting)
- Level 2: work sharing states (per team thread)
- Level 3: synchronization states (per/across team threads)
- Level 4: runtime system (thread) states

In this way, performance observation can be targeted at the level(s) of interest using events specific to the level. Events are defined to identify points of state transitions (begin/end, enter/exit), allowing OpenMP programs to be thought of as multi-threaded execution graphs with states as nodes and events as edges. A performance instrumentation interface would allow monitoring of events and access to state information.

Figure 1 shows a diagram of OpenMP parallel region operation. Identified are serial (S) and parallel (P) states, parallel startup ($STARTUP$) and shutdown ($SHUTDOWN$) states, and different events at different levels for master and slave threads. Based on this diagram, and given a workable performance instrumentation interface, we can develop measurement tools for capturing serial and parallel performance.

Before	After	Before	After
!$OMP PARALLEL *structured block* !$OMP END PARALLEL	call omperf_parallel_fork(d) !$OMP PARALLEL call omperf_parallel_begin(d) *structured block* call omperf_barrier_enter(d) !$OMP BARRIER call omperf_barrier_exit(d) call omperf_parallel_end(d) !$OMP END PARALLEL call omperf_parallel_join(d)	!$OMP DO *do loop* !$OMP END DO	call omperf_do_enter(d) !$OMP DO *do loop* !$OMP END DO NOWAIT call omperf_barrier_enter(d) !$OMP BARRIER call omperf_barrier_exit(d) call omperf_do_exit(d)
Before	**After**	**Before**	**After**
!$OMP WORKSHARE *structured block* !$OMP END WORKSHARE ――― !$OMP BARRIER	call omperf_workshare_enter(d) !$OMP WORKSHARE *structured block* !$OMP END WORKSHARE NOWAIT call omperf_barrier_enter(d) !$OMP BARRIER call omperf_barrier_exit(d) call omperf_workshare_exit(d) ――― call omperf_barrier_enter(d) !$OMP BARRIER call omperf_barrier_exit(d)	!$OMP SECTIONS !$OMP SECTION *structured block* !$OMP SECTION *structured block* !$OMP END SECTIONS	call omperf_sections_enter(d) !$OMP SECTIONS !$OMP SECTION call omperf_section_begin(d) *structured block* call omperf_section_end(d) !$OMP SECTION call omperf_section_begin(d) *structured block* call omperf_section_end(d) !$OMP END SECTIONS NOWAIT call omperf_barrier_enter(d) !$OMP BARRIER call omperf_barrier_exit(d) call omperf_sections_exit(d)
Before	**After**	**Before**	**After**
!$OMP CRITICAL *structured block* !$OMP END CRITICAL	call omperf_critical_enter(d) !$OMP CRITICAL call omperf_critical_begin(d) *structured block* call omperf_critical_end(d) !$OMP END CRITICAL call omperf_critical_exit(d)	!$OMP SINGLE *structured block* !$OMP END SINGLE	call omperf_single_enter(d) !$OMP SINGLE call omperf_single_begin(d) *structured block* call omperf_single_end(d) !$OMP END SINGLE NOWAIT call omperf_barrier_enter(d) !$OMP BARRIER call omperf_barrier_exit(d) call omperf_single_exit(d)
Before	**After**	**Before**	**After**
!$OMP ATOMIC *atomic expression*	call omperf_atomic_enter(d) !$OMP ATOMIC *atomic expression* call omperf_atomic_exit(d)	!$OMP MASTER *structured block* !$OMP END MASTER	!$OMP MASTER call omperf_master_begin(d) *structured block* call omperf_master_end(d) !$OMP END MASTER

Table 1: **Proposed OpenMP Directive Transformations.**

3 OpenMP Performance Tool Interface

How should a performance interface be developed to meet the goals for OpenMP? Although different interfaces are possible (see [5, 10]), the basic idea behind our proposal is to define an API to a standardized performance monitoring library that can be used to instrument the user's application program. This instrumentation could be done by a source-to-source translation tool prior to the actual compilation or within an OpenMP compilation system. Performance tool developers then only need to implement the functions of this interface to enable their tool to measure and analyze OpenMP programs. Different measurement modes (e.g., profiling [2] and tracing [5, 7, 10]) can easily be accommodated in this way. In the following, we present various aspects of our proposal for a standardized performance tool interface using directive rewriting for its implementation. Fortran90 OpenMP 2.0 syntax is used in examples and tables. Of course, the transformations equally apply to C/C++.

3.1 OpenMP Directive Instrumentation

We specify the instrumentation of OpenMP directives in terms of directive transformations because, first, this allows a description independent of the base programming language, and second, the specification is tied directly to the programming model the application programmer understands. Our transformation rules insert calls to `omperf_NAME_TYPE(d)` in a manner appropriate for each OpenMP directive, where `NAME` is replaced by the name of the directive, `TYPE` is either `fork`, `join`, `enter`, `exit`, `begin`, or `end`, and `d` is a context descriptor (described in Section 3.5). `fork` and `join` mark the location where the execution model switches from sequential to parallel and vice versa, `enter` and `exit` flag the entering and exiting of OpenMP constructs and finally, `begin` and `end` mark the start and end of structured blocks used as bodies for the OpenMP directives. Table 1 gives an overview about our proposed transformations and performance library routines. To improve readability, optional clauses to the directives, as allowed by the OpenMP standards, are not shown.

In order to be able to measure the synchronization time at the implicit barrier at the end of `DO`, `SECTIONS`, `WORKSHARE`, or `SINGLE` directives, we use the following method: If, as shown in the table, the original corresponding `END` directive does not include a `NOWAIT` clause, `NOWAIT` is added and the implicit barrier is made explicit. Of course, if there is a `NOWAIT` clause in the original `END` directive, then this step is not necessary. To distinguish these barriers from (user-specified) explicit barriers, in this case the `omperf_barrier_###()` functions are passed the context descriptor of the enclosing construct (instead of the descriptor of the explicit barrier).

Unfortunately, this method cannot be used for measuring the barrier waiting time at the end of `parallel` directives because they do not have a `NOWAIT` clause. Therefore, we add an explicit barrier with corresponding performance interface calls here. For source-to-source translation tools implementing the proposed transformations, this means that actually two barriers get called. But the second (implicit) barrier should execute and succeed immediately because the threads of the OpenMP team are already synchronized by the first barrier. Of course, a OpenMP compiler can insert the performance interface calls directly around the implicit barrier, thereby avoiding this overhead.

Transformation rules for the combined parallel work-sharing constructs (`PARALLEL DO`, `PARALLEL SECTIONS`, and `PARALLEL WORKSHARE`) can be defined in the same manner. They are basically the combination of transformations for the corresponding single OpenMP constructs. The only difference is that clauses specified for the combined construct have to be distributed to the single OpenMP constructs in such a way that it complies with the OpenMP standard (e.g., `SCHEDULE`, `ORDERED`, and `LASTPRIVATE` clauses have to be specified with the inner `DO` directive). Table 2 shows the proposed transformation for the OpenMP combined parallel work-sharing constructs.

3.2 OpenMP Run-time Library Routine Instrumentation

To monitor OpenMP run-time library routine calls, the transformation process replaces these calls by calls to the performance tool interface library. For example, a call to `omp_set_lock()` is transformed into a call to `omperf_set_lock()`. In the implementation of the performance tool interface function, the original corresponding OpenMP run-time library routine must be called, and in addition, all necessary data for the performance tool can be collected. Currently, we think it is sufficient to use this procedure for the `omp_###_lock()` and `omp_###_nest_lock()` routines, because they are most relevant for the observation of OpenMP performance behavior.

3.3 Performance Monitoring Library Control

In addition to the performance library interface, we propose to add a new directive to OpenMP to give the programmer control over when the performance collection is done:

```
!$OMP INST [INIT|FINALIZE|ON|OFF]
```

For normal OpenMP compilation this directive is ignored. Otherwise, it is translated into `omperf_init()`, `omperf_finalize()`, `omperf_on()`, and `omperf_off()` calls when performance instrumentation is requested. Another approach (which does not extend the set of OpenMP directives) would be to have the programmer add the performance tool interface calls directly, but this then requires either stub routines, conditional compilation, or the removal of the instrumentation to be used when performance monitoring is not desired. Our proposed new directive approach is much more portable, effective, and easier to maintain.

Before	After

!$OMP PARALLEL DO *clauses ...*
  do loop
!$OMP END PARALLEL DO
	call omperf_parallel_fork(d)
	!$OMP PARALLEL *other-clauses ...*
	  call omperf_parallel_begin(d)
	  call omperf_do_enter(d)
	  !$OMP DO *schedule-clauses, ordered-clauses, lastprivate-clauses*
	    do loop
	  !$OMP END DO NOWAIT
	  call omperf_barrier_enter(d)
	  !$OMP BARRIER
	  call omperf_barrier_exit(d)
	  call omperf_do_exit(d)
	  call omperf_parallel_end(d)
	!$OMP END PARALLEL
	call omperf_parallel_join(d)

Before	**After**

!$OMP PARALLEL SECTIONS *clauses ...*
!$OMP SECTION
  structured block
!$OMP END PARALLEL SECTIONS
	call omperf_parallel_fork(d)
	!$OMP PARALLEL *other-clauses ...*
	  call omperf_parallel_begin(d)
	  call omperf_sections_enter(d)
	  !$OMP SECTIONS *lastprivate-clauses*
	  !$OMP SECTION
	    call omperf_section_begin(d)
	    structured block
	    call omperf_section_end(d)
	  !$OMP END SECTIONS NOWAIT
	  call omperf_barrier_enter(d)
	  !$OMP BARRIER
	  call omperf_barrier_exit(d)
	  call omperf_sections_exit(d)
	  call omperf_parallel_end(d)
	!$OMP END PARALLEL
	call omperf_parallel_join(d)

Before	**After**

!$OMP PARALLEL WORKSHARE *clauses ...*
  structured block
!$OMP END PARALLEL WORKSHARE
	call omperf_parallel_fork(d)
	!$OMP PARALLEL *clauses ...*
	  call omperf_parallel_begin(d)
	  call omperf_workshare_enter(d)
	  !$OMP WORKSHARE
	    structured block
	  !$OMP END WORKSHARE NOWAIT
	  call omperf_barrier_enter(d)
	  !$OMP BARRIER
	  call omperf_barrier_exit(d)
	  call omperf_workshare_exit(d)
	  call omperf_parallel_end(d)
	!$OMP END PARALLEL
	call omperf_parallel_join(d)

Table 2: **Proposed OpenMP Combined Parallel Work-sharing Directive Transformations.**

3.4 User Code Instrumentation

For large application programs it is usually not sufficient to just collect OpenMP related events. The OpenMP compiler should also insert appropriate `omperf_begin()` and `omperf_end()` calls at the beginning and end of each user function. In this case the context descriptor describes the user function.

In addition, users may desire to mark arbitrary (non-function) code regions. This can be done with a directive mechanism similar to that described in the last subsection, such as

```
!$OMP INST BEGIN ( <region_name> )
arbitrary user code
!$OMP INST END ( <region_name> )
```

The directives are translated into `omperf_begin()` and `omperf_end()` calls. Again, techniques can be used to avoid extending OpenMP, but with the same disadvantages as described in the last section. Furthermore, the transformation tool / compiler cannot generate the context descriptor for this user defined region, so another (less efficient) mechanism would have to be used here.

3.5 Context Descriptors

An important aspect of the performance instrumentation is how the performance tool interface routines get access to context information, in order to relate the collected performance information back to the source code and OpenMP constructs.

We propose the following: For each instrumented OpenMP construct, user function, and user-specified region, the instrumentor generates a *context descriptor* in the global static memory segment of the compilation unit which contains the construct or region. All monitoring function calls related to this construct or region are passed the address of this descriptor (called `d` in Tables 1 and 2). The proposed definition of the context descriptor (in C syntax) is:

```
typedef struct ompregdescr {
    char* name;
    char* sub_name;
    int   num_sections;
    char* file_name;
    int   begin_line1, begin_lineN;
    int   end_line1, end_lineN;
    WORD  data[4];
    struct ompregdescr* next;
} OMPRegDescr;
```

The fields of the context descriptor have the following meaning: `name` contains the name of the OpenMP construct or the string `"region"` for user functions and regions. `sub_name` stores the name of named critical regions or the name of user functions and regions. In case of the `sections` OpenMP directives, `num_sections` provides the number of sections, otherwise it is set to 0. The next five fields (`file_name`, `begin_line1`, `begin_lineN`, `end_line1`, `end_lineN`) describe the source code location of the OpenMP construct or user region: the source file name, and the first and last line number of the opening and of the corresponding `END` OpenMP directive. The field `data` can be used by the performance tool interface functions to store performance data related to this construct or region (e.g., counters or timers). Finally, the `next` component allows for chaining context descriptors together at run-time, so that at the end of the program the list of descriptors can be traversed and the collected performance data can be stored away and analyzed.

This approach has many advantages over other methods (e.g., using unique identifiers):

1. Full context information, including source code location, is available to the performance tool interface functions.
2. Run-time overhead for implementing this approach is minimal: just one address is passed as an argument. In addition, providing space for storing performance data (in the form of the `data` field), the performance tool interface functions do not need to dynamically allocate memory for this purpose (which is very costly).
3. The context data is kept together with the (instrumented) executable so it avoids problems of locating (the right) separate context description file(s) at run-time.
4. Finally, it allows for separate compilation. This is important for today's large complex application codes.

3.6 C/C++ OpenMP Pragma Instrumentation

The transformations for Fortran OpenMP directives described in Tables 1 and 2 equally apply to C/C++ OpenMP pragmas. The main difference is that the extent of C/C++ OpenMP pragmas is determined by the structured block following it, and not by an explicit `END` pragma as in Fortran. This has the following consequences for pragma instrumentation:

- Instrumentation for the "closing" part of the pragma follows the structured block.
- Adding a `nowait` clause (to allow the make implicit barriers explicit) has to be done for the "opening" part of the pragma.
- The *structured block* of a C/C++ OpenMP `###` pragma will be transformed by wrapping it with `omperf_###_begin(d)` and `omperf_###_end(d)` calls which in turn are enclosed in a block (i.e., using {...}).

All other changes are simple differences in language (e.g., no `call` keyword and using `#pragma omp` instead of `!$OMP`).

4 Prototype Implementation

As a proof of concept and a means for experimentation, we implemented Opari (**O**penMP **P**ragma **A**nd **R**egion **I**nstrumentor). It is a source-to-source translator which performs the OpenMP directive and API call transformations as described in this paper, including the proposed `!$OMP INST` directives. The current prototype implements full Fortran77 and Fortran90 OpenMP 2.0 and full C/C++ OpenMP 1.0 support. The instrumentation of user functions (based on PDT [12]) is under way. The tool consists of about 2000 lines of C++ code.

Being just a source-to-source translator based on a (very) fuzzy parser, and not a full compiler, OPARI has the following small limitations:

Fortran

- The `!$OMP END DO` and `!$OMP END PARALLEL DO` directives are required (not optional, as described in the OpenMP standard).
- The *atomic expression* controlled by a `!$OMP ATOMIC` directive has to be on a line all by itself.

C/C++

- *Structured blocks* describing the extent of an OpenMP pragma need to be either compound statements ({...}), or simple statements. In addition, *for loops* are supported only after `omp for` and `omp parallel for` pragmas.
- Complex statements like *if-then-else* or *do-while* need to be enclosed in a block ({...}).

We did not find these limitations overly restrictive during our tests and experiments. They rarely apply for well-written code. If they do, the original source code can easily be fixed. Of course, it is possible to remove these limitations by enhancing OPARI's parsing capabilities.

Finally, if the performance measurement environment does not support the automatic recording of user functions entries and exits, and therefore cannot automatically instrument the program's `main` function, the OPARI runtime measurement library has to be initialized by a `!$OMP INST INIT` directive / pragma prior to any other OpenMP pragma.

To integrate performance tools with the proposed OpenMP performance interface, two issues must be addressed. First, the OpenMP program must be instrumented with the appropriate performance calls. We have shown how OPARI provides the necessary directive transformations to do this automatically. Second, a performance library must be developed to implement the OpenMP performance API for the particular performance tool. The following describes two performance tools, EXPERT and TAU that have been integrated with the proposed OpenMP performance interface. In each case, both OpenMP applications and hybrid (OpenMP+MPI) applications are supported. The latter demonstrates the ability to combine the OpenMP performance interface with other performance interface mechanisms in a seamless manner.

4.1 Integration into EXPERT

The EXPERT tool environment [17, 18] is aimed at automatically uncovering performance problems in event traces of MPI, OpenMP, or hybrid applications running on complex, large SMP clusters. The work on EXPERT is carried out as a part of the KOJAK project [11] and is embedded in the ESPRIT working group APART [1].

EXPERT analyzes the performance behavior along three dimensions: performance problem category, dynamic call tree position, and location. Each of the analyzed dimensions is organized in a hierarchy. Performance problems are organized from more general ("*There is an MPI related problem*") to very specific ones ("*Messages sent in wrong order*"). The dynamic call tree is a natural hierarchy showing calling stack relationships. Finally, the location dimension represents the hierarchical hardware and software architecture of SMP clusters consisting of the levels machine, node, process, and thread.

The range of performance problems known to EXPERT are not hard-coded into the tool but are provided as a collection of *performance property specifications.* This makes EXPERT extensible and very flexible. A performance property specification consists of

- a compound event (i.e., an event pattern describing the nature of the performance problem),
- instructions to calculate the so-called *severity* of the property, determining its influence on the performance of the analyzed application,
- its parent performance property,
- instructions on how to initialize the property and how to display collected performance data or property related results.

Performance property specifications are on a very high level of abstraction that goes beyond simple performance metrics and allows EXPERT to explain performance problems in terms of the underlying programming model(s). Specifications are written in the event trace analysis language EARL [16], an extension of the Python scripting language. EARL provides efficient access to an event trace at the level of the abstractions of the parallel programming models (e.g., region stack, message queue, or collective operation) making it easy to write performance property specifications.

EXPERT's analysis process relies on event traces as performance data source, because event traces preserve the temporal and spatial relationship among individual events, which are necessary to prove many interesting performance properties. Event traces are recorded in the newly designed EPILOG format that, in contrast to traditional trace data formats, is suitable to represent the executions of MPI, OpenMP, or hybrid parallel applications being distributed across one or more (possibly large) clusters of SMP nodes. It supports storage of all necessary source code and call site information, hardware performance counter values, and marking of collectively executed operations for both MPI and OpenMP. The implementation of EPILOG is thread safe, a necessary feature not always present in most traditional tools.

Traces can be generated for C, C++, and Fortran applications just by linking to the EPILOG tracing library. To intercept user function calls and returns, we use the internal profiling interface of the PGI compiler suite [15] being installed on our LINUX SMP cluster testbed. For capturing OpenMP events, we implemented the `omperf` library functions in terms of EPILOG tracing calls, and then use OPARI to instrument the user application. For example, the `omp_for_enter()` and `omp_for_exit()` interface implementation for instrumentation of the `#pragma omp parallel for` directive for C/C++ would look like the following in EPILOG:

```
void omperf_for_enter(OMPRegDescr* r) {
  struct ElgRegion* e;
  if (! (e = (struct ElgRegion*)(r->data[0])))
    e = ElgRegion_Init(r);
  elg_enter(e->rid);
}

void  omperf_for_exit(OMPRegDescr* r) {
  elg_omp_collexit();
}
```

What is important to notice is how the region descriptor is utilized to collect performance data per OpenMP construct. For hybrid applications using OpenMP and MPI, MPI-specific events can also be generated by a appropriate wrapper function library utilizing the MPI standard profiling interface.

4.2 Integration into TAU

The TAU performance system [13] provides robust technology for performance instrumentation, measurement, and analysis for complex parallel systems. It targets a general computation model consisting of shared-memory *nodes* where *contexts* reside, each providing a virtual address space shared by multiple *threads* of execution. The model is general enough to apply to many high-performance scalable parallel systems and programming paradigms. Because TAU enables performance information to be captured at the node/context/thread levels, this information can be mapped to the particular parallel software and system execution platform under consideration.

TAU supports a flexible instrumentation model that allows access to a measurement API at several stages of program compilation and execution. The instrumentation identifies code segments, provides for mapping of low-level execution events to high-level computation entities, and works with multi-threaded and message passing parallel execution models. It interfaces with the TAU measurement model that can capture data for function, method, basic block, and statement execution. Profiling and tracing form the two measurement choices that TAU provides. Performance experiments can be composed from different measurement modules, including ones that access hardware performance monitors. The TAU data analysis and presentation utilities offer text-based and graphical tools to visualize the performance data as well as bridges to third-party software, such as Vampir [14] for sophisticated trace analysis and visualization.

As with EXPERT, TAU implements the OpenMP performance API in a library that captures the OpenMP events and uses TAU's performance measurement facility to record performance data. For example, the `omperf` implementation of the same functions as in Section 4.1 would look like the following in TAU:

```
TAU_GLOBAL_TIMER(tfor,``for enter/exit'',
               ``[OpenMP]'',OpenMP);

void omperf_for_enter(OMPRegDescr* r) {
#ifdef TAU_AGGREGATE_OPENMP_TIMINGS
  TAU_GLOBAL_TIMER_START(tfor);
#endif
#ifdef TAU_OPENMP_REGION_VIEW
  TauStartOpenMPRegionTimer(r);
#endif
}

void omperf_for_exit(OMPRegDescr* r) {
#ifdef TAU_AGGREGATE_OPENMP_TIMINGS
  TAU_GLOBAL_TIMER_STOP();
#endif
#ifdef TAU_OPENMP_REGION_VIEW
  TauStopOpenMPRegionTimer(r);
#endif
}
```

TAU supports construct-based as well as region-based performance measurement. Construct-based measurement uses globally accessible timers to aggregate construct-specific performance cost over all regions. In the case of region-based measurement, like EXPERT, the region descriptor is used to select the specific performance data for that context. Following this instrumentation approach, all of TAU's functionality is accessible to the user, including the ability to select profiling or tracing, enable hardware performance monitoring, and add MPI instrumentation for performance measurement of hybrid applications.

5 Related Work

Given the interest in OpenMP in the last few years, several research efforts have addressed performance measurement and analysis of OpenMP execution, but none of these efforts have considered a common performance tool interface in the manner proposed in this paper. The OVALTINE tool [2] helps determine relevant overheads for a parallel OpenMP programs compared to a serial implementation. It uses the Polaris Fortran 77 parser to build a basic abstract syntax tree which it then instruments with counters and timers to determine overheads for various OpenMP constructs and code segments. The nature of the OVALTINE performance measurements suggests that our OpenMP performance API could be applied directly to generate the OpenMP events of interest, allowing greater range to performance tools for use in overhead analysis.

OMPtrace [5] is a dynamic instrumentation package used to trace OpenMP execution on SGI and IBM platforms. It provides for automatic capture of OpenMP runtime system (RTS) events by intercepting calls to the RTS library. User functions can also be instrumented to generate trace events. The main advantage of OMPtrace is that there is no need to re-compile the OpenMP program for performance analysis. In essence, OMPtrace uses the RTS interface as the performance tool interface, relying on interception at dynamic link time for instrumentation. Unfortunately, this approach relies on OpenMP compiler transformations that turn OpenMP constructs into function calls, and on dynamic shared library operation. To bypass these restrictions, the OpenMP performance interface we propose could provide a suitable target for the performance tracing part of OMPtrace. A compatible `omperf` library would need to be developed to generate equivalent OMPtrace events and hardware counter data. In this manner, the Paraver [7] tool for analysis and visualization of OMPtrace data could be used without modification.

The VGV tool combines the OpenMP compiler tools (Guide, GuideView) from KAI with the Vampir/Vampirtrace tracing tools from Pallas for OpenMP performance analysis and visualization. OpenMP instrumentation is provided by the Guide compiler for both profiling and tracing, and the Guide runtime system handles recording of thread events. Being compiler-based, the monitoring of OpenMP performance can be quite detailed and tightly integrated in the execution environment. However, the lack of an external API seriously prevents other performance tools for observing OpenMP execution events. The performance interface we proposed could be applied in the VGV context in the same manner as above. The `omperf` calls could be implemented in a library for VGV, mapping the OpenMP actions to Vampir state transition calls at appropriate points. Another approach might be to have the Guide compiler generate the `omperf` instrumentation, allowing other `omperf`-compatible performance interface libraries to be used.

Lastly, the JOMP [3] system is a source-to-source compiler that transforms OpenMP-like directives for Java to multi-thread Java statements that implement the equivalent OpenMP parallel operations. It has similarities to our work in that it supports performance instrumentation as part of its directive transformation [8]. This instrumentation generates events for analysis by Paraver [7]. In a similar manner, the JOMP compiler could be modified to generate `omperf` calls. In this case, since JOMP manages its own threads to implement parallelism, it may be necessary to implement runtime support for `omperf` libraries to access thread information.

6 Conclusion and Future Work

This paper proposes a portable performance interface for OpenMP to aid in the integration of performance tools in OpenMP programming environments. Defined as a library API, the interface exposes OpenMP execution events of interest (e.g., sequential, parallel, and synchronization events) for performance observation, and passes OpenMP context descriptors to inform the performance interface library of region-specific information. Because OpenMP uses compiler directives (pragmas) to express shared memory parallelism, our definition of the performance tool API must be consistent with the operational semantics of the directives. To show how this is accomplished, we describe how the API is used in rewriting OpenMP directives in functionally equivalent, but source-instrumented forms. The OPARI tool can perform this OpenMP directive rewriting automatically, inserting `omperf` performance calls where appropriate.

The benefits of the proposed performance interface are several. First, it gives a performance API target for source-to-source instrumentation tools (e.g., OPARI), allowing for instrumented OpenMP codes that are portable across compilers and machine platforms. Second, the performance library interface provides a target for tool developers to port performance measurement systems. This enables multiple performance tools to be used in OpenMP performance analysis. We show how EXPERT and TAU are integrated by redefining the `omperf` calls. Third, the API also offers a target for OpenMP compilers to generate `omperf` calls that can both access internal, compiler-specific performance libraries and external performance packages. Finally, if the OpenMP community could adopt an OpenMP performance interface such as the one we proposed, it would significantly improve the integration and compatibility between compilers and performance tools, and, perhaps more importantly, the portability of performance analysis techniques.

In the future, we hope to work with the OpenMP standards organization to promote the definition for a performance tool API, offering our proposal here for consideration. We will enhance the OPARI source-to-source instrumentation approach with support for user function instrumentation using PDT [12]. Other opportunities are also possible with the integration of the API in OpenMP compilers and the use of other performance technologies for instrumentation and measurement. We hope to work with KAI and Pallas to investigate the use of our proposed performance tool interface in the KAP/Pro Guide compiler with Vampirtrace as the basis for the `omperf` performance library implementation.

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