

Scripting

You can either run the programs and gather the data in 2 minutes or 2 hours ... you can pick



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Why Are These Notes Here?

In this class, you are *required* to run your programs many times to observe the effect of different parameters on performance.

You could run those many versions one-at-a-time, but this could take hours. Or, you could write *scripts* that run all those parameter combinations in a couple of minutes.

So, if you are the kind of person who has loads of free time on their hands and has nothing else they want to do, feel free to use the slow one-at-a-time approach.

If you are not one of those, take a little time to learn how to do it via scripts.



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Setting up Your Benchmarks to run from Scripts: #1 -- the #define Approach

There are always advantages to not hardcoding constants into the middle of your program and, instead, setting them with a `#define` at the top where you can find that value and change it easily, like this:

```
#include <stdio.h>
#include <math.h>


#ifndef NUMT
#define NUMT 2
#endif

#ifndef NUMS
#define NUMS 32
#endif
```

Then, in the C or C++ program, all you have to do is use NUMT to, for example, set the number of threads, like this:

```
omp_set_num_threads( NUMT );
```

But, the use of the `#if/#endif` construct has other advantages. It lets you either run this as a standalone program or run many occurrences of the program from a *script*.



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Setting up Your Benchmarks to run from Scripts: #1 -- the #define Approach

In our project assignments, you will run benchmarks, that is, you will try your application using several different combinations of parameters. Setting these combinations by hand inside your program one-at-a-time is a time-consuming pain. Your time is more valuable than that. Try doing it from a *script*.

In most C and C++ compilers, there is some mechanism to set a `#define` from outside the program. Most (all?) of them use the `-D` construct on the command line. So, we could create a file called *script.bash* that looks like this:

```
#!/bin/bash


# number of threads:
for t in 1 2 4 6 8
do
    echo NUMT=$t
    g++ -DNUMT=$t prog.cpp -o prog -lm -fopenmp
done
```

Then, in the C or C++ program, all you have to do is use NUMT. For example:

```
omp_set_num_threads( NUMT );
```

This lets you automatically run your program 5 times with 1, 2, 4, 6, and 8 threads.

To run this script, type: **bash script.bash**




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Setting up Your Benchmarks to run from Scripts: Method #1 -- the #define Approach


You can also test *multiple parameters* from the same script by nesting the loops. This one is done using **Bash Shell (bash)**:

```
#!/bin/bash

# number of threads:
for t in 1 2 4 6 8
do
    echo NUMT = $t
    # number of subdivisions:
    for s in 2 4 8 16 32 64 128 256 512 1024 2048 3072 4096
    do
        echo NUMS = $s
        g++ -DNUMS=$s -DNUMT=$t prog.cpp -o prog -lm -fopenmp
    done
done
```



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Or, in C Shell (csh)...

```
#!/bin/csh

# number of threads:
foreach t ( 1 2 4 6 8 )
    echo NUMT = $t
    # number of subdivisions:
    foreach s ( 2 4 8 16 32 64 128 256 512 1024 2048 3072 4096 )
        echo NUMS = $s
        g++ -DNUMS=$s -DNUMT=$t prog.cpp -o prog -lm -fopenmp
    end
end
```

To run this script, type: **csh script.csh**



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Or, in Python...

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```
import os

for t in [1, 2, 4, 6, 8]:
    print "NUMT = %d" % t
    for s in [2, 4, 8, 16, 32, 64, 128, 256, 512, 1024, 2048, 3072, 4096]:
        print "NUMS = %d" % s
        cmd = "g++ -DNUMS=%d -DNUMT=%d prog.cpp -o prog -lm -fopenmp % (s,t) "
        os.system( cmd )
        cmd = "/prog"
        os.system( cmd )
```

To run this script, type: `python script.py`



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Setting up Your Benchmarks to run from Scripts: Method #2 -- the Command Line Arguments Approach

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Instead of doing this:

```
#include <iostream>
#include <omp.h>

#ifdef NUMT
#define NUMT 8
#endif

#ifdef NUMS
#define NUMS 32
#endif
```

Do this:

```
#include <stdio.h>
#include <math.h>

int NUMT = 8;
int NUMS = 32
```

Then, in the C or C++ program, all you have to do is use NUMT to set the number of threads like you did before, like this:

```
omp_set_num_threads( NUMT );
```



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Now let's use argc and argv

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When you write in C or C++, your *main* program, which is really a special function call, looks like this:

```
int main( int argc, char *argv[] )
{
    ...
```

These arguments describe what was entered on the command line used to run the program. The **argc** is the number of arguments (the **arg Count**). The **argv** is a list of **argc** character strings that were typed (the **arg Vector**). The name of the program counts as the 0th argv (i.e., argv[0]).

So, for example, when you type

```
ls -l
```

in a shell, the *ls* program sees **argc** and **argv** filled like this:

```
argc = 2
argv[0] = "ls"
argv[1] = "-l"
```



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argc and argv

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So, if NUMT and NUMS are global int variables:

```
int NUMT = 2;
int NUMS = 32;
```

and you want to set them to something else from the command line, like this:

```
/prog 1 64
```

Then, inside your *main* program, you would say this:

```
if( argc >= 2 )
    NUMT = atoi( argv[1] );

if( argc >= 3 )
    NUMS = atoi( argv[2] );
```

The if-statements guarantee that nothing bad happens if you forget to type values on the command line.

The *atoi* function converts a string into an integer ("ascii-to-integer"). If you ever need it, there is also an *atof* function for floating-point.



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shared() in the #pragma omp Line

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Also remember, if you use Method #2, then NUMS is a *variable*, and it needs to be declared as *shared* in the *#pragma omp* line:

```
#pragma omp parallel for default(none) shared(NUMS,xcs,ycs,rs,tn) reduction(+:numHits)
```

NUMT does not need to be declared in this way because it is not used in the for-loop that has the *#pragma omp* in front of it.



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Setting up Your Benchmarks to run from Scripts: Method #2 -- the Command Line Arguments Approach

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In our project assignments, you will run benchmarks, that is, you will try your application using several different combinations of parameters. Setting these combinations by hand inside your program one-by-one is a time-consuming pain. Your time is more valuable than that. Try doing it from a script.

```
#!/bin/bash

g++ prog.cpp -o prog -lm -fopenmp

#number of threads:
for t in 1 2 4 6 8
do
    echo NUMT = $t
    /prog $t
done
```

Then, in the C or C++ program, all you have to do is use NUMT. For example:

```
omp_set_num_threads( NUMT );
```

This lets you automatically run your program 5 times with 1, 2, 4, 6, and 8 threads.

To run this script, type: `bash script.bash`



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Setting up Your Benchmarks to run from Scripts: #2 -- the Command Line Arguments Approach

You can also test multiple parameters from the same script by nesting the loops. This one is done using **Bash Shell (bash)**:

```
#!/bin/bash
g++ prog.cpp -o prog -lm -fopenmp

# number of threads:
for t in 1 2 4 6 8
do
    echo NUMT = $t
    # number of subdivisions:
    for s in 2 4 8 16 32 64 128 256 512 1024 2048 3072 4096
    do
        echo NUMS = $s
        ./prog $t $s
    done
done
```

To run this script, type: **bash script.bash**

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Or, in csh (C Shell) ...

```
#!/bin/csh
g++ prog.cpp -o prog -lm -fopenmp

# number of threads:
foreach t ( 1 2 4 6 8 )
    echo NUMT = $t
    # number of subdivisions:
    foreach s ( 2 4 8 16 32 64 128 256 512 1024 2048 3072 4096 )
        echo NUMS = $s
        ./prog $t $s
    end
end
```

To run this script, type: **csh script.csh**



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Or, in Python...

```
import os

cmd = "g++ prog.cpp -o prog -lm -fopenmp"
os.system( cmd )

for t in [ 1, 2, 4, 6, 8 ]:
    print "NUMT = %d" % t
    for s in [ 2, 4, 8, 16, 32, 64, 128, 256, 512, 1024, 2048, 3072, 4096 ]:
        print "NUMS = %d" % s
        cmd = "Jprog %d %d" % ( s, t )
        os.system( cmd )
```

To run this script, type: **python script.py**



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Do Not Put These Loops in the .cpp Program!


I know what you're thinking.

You're thinking:
"Those scripts are different, and I've never done them before, and I don't want to take the 5 minutes to learn them. So, I'll just build the iterations through all the parameters into for-loops in the program."

Don't!

I see evidence that the first time OpenMP does anything, it also does some one-time setups. This will mess up your timing because your first test will seem slower than it should be and the others will seem artificially faster by comparison.

I recommend you run the program *separately* for each combination of parameters. (The script code in the previous pages shows that.)



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Diverting to a File

We all have a tendency to want to write our performance results out using *printf* (or *cout*) so that we can see them on the screen. That's fine. But, then we want to get those results into a file. You could mess with file I/O, or you could use a *divert* on the command line.

If you are currently running your program like this:

```
./proj01
```

and it prints to the standard output screen via *printf* or *cout*, then running it like this:


```
./proj01 > output.csv
```

will write your results into the file *output.csv*

(If you do it a second time, you will probably have to remove the previous *output.csv* first.)

You can also divert the *entire* output (standard out and standard error) of a looping *script*:

```
bash script.bash >& output
```



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Importing into Excel - csv Files

csv stands for **comma-separated values**. It is a file format where you write your numbers out as text with commas between them. The great part is that Excel recognizes csv files and will read them in automatically.

Say you are using a *printf* that looks like this:

```
printf( "%2d threads ; %8d trials ; probability = %6.2f%% ; megatrials/sec = %6.2f\n",
        NUMT, NUMTRIALS, 100.*currentProb, maxPerformance);
```

You probably did this because it looks really nice on your screen as you use this output to debug your program. But, now you want to change it to get the numbers into Excel quickly and painlessly. Comment out the old way and change it to this:

```
//printf( "%2d threads ; %8d trials ; probability = %6.2f%% ; megatrials/sec = %6.2f\n",
//NUMT, NUMTRIALS, 100.*currentProb, maxPerformance);

printf( "%2d, %8d, %6.2f\n", NUMT, NUMTRIALS, maxPerformance);
```


This will now be printing just what you need in CSV format. You can divert it like this:

```
./proj01 > OUT.csv
```

or

```
bash script.bash > OUT.csv
```

Which would then let you read the OUT.csv file right into Excel.



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Importing into Excel – csv Files

```

fltp3 154% cat OUT.csv
1, 1, 1.44
1, 10, 3.99
1, 100, 8.07
1, 1000, 9.33
1, 10000, 23.40
1, 100000, 25.13
1, 500000, 25.97
2, 1, 0.23
2, 10, 4.62
2, 100, 19.26
2, 1000, 17.91
2, 10000, 34.34
2, 100000, 49.83
2, 500000, 49.27
4, 1, 0.34
4, 10, 0.259
4, 100, 16.7
4, 1000, 38.66
4, 10000, 82.39
4, 100000, 91.09
4, 500000, 91.49
8, 1, 0.26
8, 10, 2.39
8, 100, 16.21
8, 1000, 48.49
8, 10000, 137.59
8, 100000, 166.17
8, 500000, 181.62
fltp3 155%

```

	A	B	C
1	1	1	1.44
2	1	10	3.99
3	1	100	8.07
4	1	1000	9.33
5	1	10000	23.4
6	1	100000	25.13
7	1	500000	25.97
8	2	1	0.23
9	2	10	4.62
10	2	100	19.26
11	2	1000	17.91
12	2	10000	34.34
13	2	100000	49.83
14	2	500000	49.27
15	4	1	0.34
16	4	10	0.259
17	4	100	16.7
18	4	1000	38.66
19	4	10000	82.39
20	4	100000	91.09
21	4	500000	91.49
22	8	1	0.26
23	8	10	2.39
24	8	100	16.21
25	8	1000	48.49
26	8	10000	137.59
27	8	100000	166.17
28	8	500000	181.62

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A Warning about Editing on Windows and Running on Linux

Some of you will end up having strange, unexplainable problems with your csh scripts or .cpp programs. This could be because you are typing your code in on Windows (using Notepad or Wordpad or Word) and then running it on Linux. Windows likes to insert an extra carriage return ('r') at the end of each line, which Linux interprets as a garbage character.

You can confirm this by typing the Linux command:

```
od -c loop.csh
```

which will show you all the characters, even the 'r' (carriage returns, which you don't want) and the 'n' (newlines, which you do want).

To get rid of the carriage returns, enter the Linux command:

```
tr -d 'r' < loop.csh > loop1.csh
```

Then run loop1.csh

This works too:

```
sed -i -e 's/r$//' loop.csh
```

Or, on some systems, there is a utility called *dos2unix* which does this for you:

```
dos2unix < loop.csh > loop1.csh
```

Sorry about this. Unfortunately, this is a fact of life when you mix Windows and Linux.

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