

Recent developments in Archer: New analyses and support for OpenMP 6.0

archer

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Why do we need data race detection?

C++

The execution of a program contains a data race if it contains two potentially concurrent conflicting actions, at least one of which is not atomic, and neither happens before the other, [...]. Any such data race results in undefined behavior.

OpenMP

Multiple threads access the same memory unordered, at least one thread writes. If a data race occurs then the result of the program is unspecified.

There is no benign data race in C/C++/OpenMP. It is always UB!





Undefined Behavior: What could go wrong?

```
int test(int n, char *c) {
                                                                 test:
                                                                        test
                                                                                edi, edi
  if (n == 0)
                                                                        je
                                                                                .LBB0 1
    return 0:
                                                                        push
                                                                                rax
                                                                                rdi, rsi
                                                                        mov
  return atoi(c);
                                                                                esi, esi
                                                                        xor
                                                                                edx, 10
                                                                        mov
                                                                        call
                                                                                strtol
                                                                        add
                                                                                rsp, 8
int main(int argc, char **argv) {
                                                                        ret
                                                                 .LBB0 1:
  char *buf;
                                                                                eax, eax
                                                                        xor
  if (argc > 1) {
                                                                        ret
                                                                                                            Unconditional
    buf = strdup(argv[1]);
                                                                                                             call to strdup
                                                                 main:
                                                                        push
                                                                                rax
                                                                                rdi, gword
                                                                                              rsi + 8]
                                                                        mov
  int res = test(argc - 1, buf);
                                                                                strdup
                                                                        call
                                              Similar MPI example:
                                                                                rdi, rax
  return res;
                      float *lbuf, *rbuf;
                                                                        mov
                                                                                esi, esi
                                                                        xor
                      lbuf = malloc(n * sizeof(float));
                                                                                edx, 10
                                                                        mov
                      if (rank == 0) {
                                                                        pop
                                                                                rax
                        rbuf = malloc(n * sizeof(float));
                                                                        jmp
                                                                                strtol
                      MPI Reduce(lbuf, rbuf, n, MPI FLOAT, ...);
```



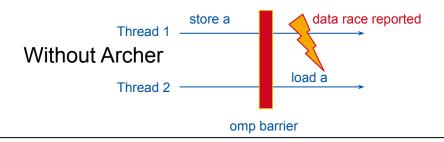
Why do we need Archer?

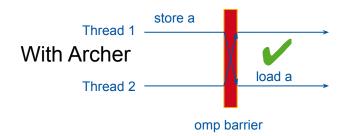
valgrind and ThreadSanitizer are agnostic of OpenMP synchronization

To use valgrind/TSan with libgomp: build with --disable-linux-futex 🤔



Archer understands all OpenMP synchronization (and concurrency) semantics and feeds them into TSan's happens-before analysis

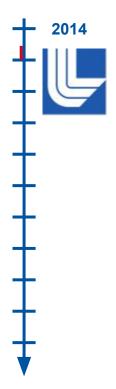




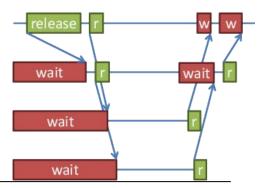




First implementation



- Internship at LLNL 6/14 9/14
- Initial implementation using TSan annotations in libomp
 - OFF by default, configure with LIBOMP_TSAN_SUPPORT
 - Complementary compiler pass to whitelist race-free pieces of code
 - Presented as paper at 1st LLVM@SC 2014 workshop
- Code available from separate github repo







Upstreamed to LLVM



May '16: IPDPS paper about static analysis

- October '16: libomp patch pushed to Ilvm repository
 - Available with LLVM 4.0 release
 - Disabled in default build, enabled in Spack package
- June '16: First commit for the OMPT-based tool





Finally in LLVM



March '19: Updates to make the tool compatible with OMPT 5.0

- November '19: OMPT-based Archer landed
 - Archer is active by default now (if application is built with TSan)
 - Available since LLVM 10 release





Today



- Intel shifted towards sanitizers
 - Inspector was discontinued
 - Archer is available and on by default with Intel compilers (2024.2)
- HPE/Cray compiler supports use of Archer
- AMD's AOCC compiler packages include Archer

Several patches (e.g., AVX512 for TSan) pending in review





What's New From OpenMP 6.0?





OpenMP 6.0: Transparent tasks

```
#pragma omp task transparent(omp export) \
                  depend(out:dummy)
  for(int i=0; i<MAX TASKS; i++)</pre>
  #pragma omp task depend(in:A[i]) depend(out:B[i])
    foo(A[i], B[i]);
#pragma omp task transparent(omp_import)
                  depend(in:dummy)
  for(int i=0; i<MAX_TASKS; i++)</pre>
  #pragma omp task depend(in:B[i]) depend(out:C[i])
    bar(B[i], C[i]);
```

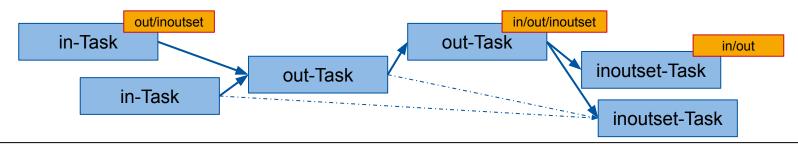
 In general, OpenMP task dependencies only apply to siblings

 Transparent tasks import or export dependencies of their child tasks



6.0

- hashmap<void*, DepObject*> per task, created on demand
 - Access only on creation of child tasks → no locking necessary
 - Only read, insert, delete. No remove.
- Tasks with dependencies store references to the DepObject* along with the dependence kind
- DepObject maintains Synchronization Clocks (SC) for in, out, and inoutset.
- dependence kind determines which SC is used to acquire synchronization.
 Release synchronization only to dependent kinds





Transparent Task Dependencies in Archer

- Imported and exported dependencies reside in the parent task's hashmap
- Transparent tasks can be nested
 - Nesting only has an effect for nested import or export chains
- Local dependencies are still possible
- The transparent task might need to add new entries to the hashmap → possibly concurrent access to the hashmap → hashmap needs locking
- For import/export, only acquiring/releasing dependencies wrt. parent task





Implementation impact

- Code for tracking dependencies: 15 LoC → 80 LoC (5x)
- Code for annotating dependencies: 6 LoC → 18 LoC (3x)
- In total 140 new LoC: 1276 → 1416 LoC (+11%)

Locking of hashmap access necessary, as soon as one child task is transparent

- Performance impact:
 - No implementation of transparent tasks is available
 - Experiment with Fibonacci tasking code shows no performance impact





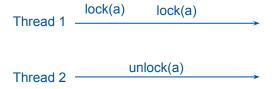
New Features Beyond Data Race Detection





Detect Misuse of OpenMP Locks

- A lock-releasing routine must not access a lock that is owned by a task other than the encountering task.
 - Effectively the restriction boils down to "the thread that acquired the lock must release the lock".
 - Such TSan analysis is already available for pthread mutex
 - Application use case: misuse as conditional variable





Allow turning Analysis off/on

- Archer already allows to ignore serial region code
 - (ARCHER_OPTIONS=ignore_serial=1)

- Using the omp_tool_control function, an application can modify tool behavior
 - OpenMP defines values for start, pause, flush and end
- We use pause+start to disable+enable TSan analysis





Summary & Outlook

- With endurance, tenacity, and some effort a summer project can become an industry standard tool
- Archer is the tool to integrate and test new OMPT features

Next Step:

Transfer changes into OTF-CPT

