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This guide describes how to use the PGDBG debugger to debug serial and parallel applications built with The Portland Group (PGI) Fortran, C, and C++ compilers for X86, AMD64 and Intel 64 processor-based systems. It contains information about how to use PGDBG, as well as detailed reference information on commands and its graphical interface.

**Intended Audience**

This guide is intended for application programmers, scientists and engineers proficient in programming with the Fortran, C, and/or C++ languages. The PGI tools are available on a variety of operating systems for the X86, AMD64, and Intel 64 hardware platforms. This guide assumes familiarity with basic operating system usage.

**Documentation**

PGI Documentation is installed with every release. The latest version of PGDBG documentation is also available at www.pgroup.com/docs.htm. For frequently asked PGDBG questions and answers, refer to www.pgroup.com/faq/index.htm.

**Compatibility and Conformance to Standards**

Your system needs to be running a properly installed and configured version of this PGI product. For information on installing PGI compilers and tools, refer to the Release Notes and Installation Guide included with your software.

For further information, refer to the following:


IBM VS Fortran, IBM Corporation, Rev. GC26-4119.


Organization

The PGDBG Debugger Manual contains these thirteen sections that describe PGDBG, a symbolic debugger for Fortran, C, C++ and assembly language programs.

Getting Started
contains information on how to start using the debugger, including a description of how to build a program for debug and how to invoke PGDBG.

The Graphical User Interface
describes how to use the PGDBG graphical user interface (GUI).

Command Line Options
describes the PGDBG command-line options.

Command Language
provides detailed information about the PGDBG command language, which can be used from the command-line user interface or from the Command tab of the graphical user interface.

Command Summary
provides a brief summary table of the PGDBG debugger commands with a brief description of the command as well as information about the category of command use.

Assembly-Level Debugging
contains information on assembly-level debugging; basic debugger operations, commands, and features that are useful for debugging assembly code; and how to access registers.

Source-Level Debugging
contains information on language-specific issues related to source debugging.

Platform-Specific Features
contains platform-specific information as it relates to debugging.

Parallel Debugging Overview
contains an overview of the parallel debugging capabilities of PGDBG.
Preface

Parallel Debugging with OpenMP
describes the parallel debugging capabilities of PGDBG and how to use them with OpenMP.

Parallel Debugging with MPI
describes the parallel debugging capabilities of PGDBG and how to use them with MPI.

Parallel Debugging of Hybrid Applications
describes the parallel debugging capabilities of PGDBG and how to use them with hybrid applications.

Command Reference
provides reference information about each of the PGDBG commands, organized by area of use.

Conventions

This guide uses the following conventions:

*italic* is used for emphasis.

**Constant Width** is used for filenames, directories, arguments, options, examples, and for language statements in the text, including assembly language statements.

**Bold** is used for commands.

 *[ item1 ]*
 in general, square brackets indicate optional items. In this case item1 is optional. In the context of p/t-sets, square brackets are required to specify a p/t-set.

 `{ item2 | item 3 }`
 braces indicate that a selection is required. In this case, you must select either item2 or item3.

 **filename ...**
 ellipsis indicate a repetition. Zero or more of the preceding item may occur. In this example, multiple filenames are allowed.

 **FORTRAN**
Fortran language statements are shown in the text of this guide using a reduced fixed point size.

 **C/C++**
C/C++ language statements are shown in the test of this guide using a reduced fixed point size.

The PGI compilers and tools are supported on both 32-bit and 64-bit variants of the Linux, OS X, and Windows operating systems on a variety of x86-compatible processors. There are a wide variety of releases and distributions of each of these types of operating systems.

Terminology

If there are terms in this guide with which you are unfamiliar, PGI provides a glossary of terms which you can access at [www.pgroup.com/support/definitions.htm](http://www.pgroup.com/support/definitions.htm)
Related Publications

The following documents contain additional information related to the X86 architecture and the compilers and tools available from The Portland Group.

- PGI Fortran Reference Manual describes the FORTRAN 77, Fortran 90/95, Fortran 2003, and HPF statements, data types, input/output format specifiers, and additional reference material related to the use of PGI Fortran compilers.
- System V Application Binary Interface Processor Supplement by AT&T UNIX System Laboratories, Inc. (Prentice Hall, Inc.).
- Programming in VAX Fortran, Version 4.0, Digital Equipment Corporation (September, 1984).
- IBM VS Fortran, IBM Corporation, Rev. GC26-4119.
- The C Programming Language by Kernighan and Ritchie (Prentice Hall).
- The Annotated C++ Reference Manual by Margaret Ellis and Bjarne Stroustrup, AT&T Bell Laboratories, Inc. (Addison-Wesley Publishing Co., 1990)
- MPI-CH http://wwwunix.mcs.anl.gov/MPI/mpich/
- OpenMP http://www.openmp.org
Chapter 1.
GETTING STARTED

PGDBG is a symbolic debugger for Fortran, C, C++ and assembly language programs. It provides debugger features, such as execution control using breakpoints, single-stepping, and examination and modification of application variables, memory locations, and registers.

PGDBG supports debugging of certain types of parallel applications:
- Multi-threaded and OpenMP applications.
- MPI applications.
- Hybrid applications, which use multiple threads or OpenMP as well as multiple MPI processes.

Multi-threaded and OpenMP applications may be run using more threads than the available number of CPUs, and MPI applications may allocate more than one process to a cluster node. PGDBG supports debugging the listed types of applications regardless of how well the number of threads match the number of CPUs or how well the number of processes match the number of cluster nodes.

1.1. Definition of Terms

Throughout this manual we use several debugging-specific terms. The program is the executable being debugged. The platform is the combination of the operating system and processors(s) on which the program runs. The program architecture is the platform for which the program was built, which may be different from the platform on which the program runs, such as a 32-bit program running on a 64-bit platform.

Remote debugging introduces a few more terms. Remote debugging is the process of running the debugger on one system (the client) and using it to debug a program running on a different system (the server). Local debugging, by contrast, occurs when the debugger and program are running on the same system. A connection is the set of information the debugger needs to begin debugging a program. This information always includes the program name and whether debugging will be local or remote.

Additional terms are defined as needed. Terminology specific to parallel debugging is introduced in Parallel Debugging Overview.
1.2. Building Applications for Debug

To build a program for debug, compile with the \(-g\) option. With this option, the compiler generates information about the symbols and source files in the program and includes it in the executable file. The option \(-g\) also sets the compiler optimization to level zero (no optimization) unless you specify optimization options such as \(-O, -fast, or -fastsse\) on the command line. Optimization options take effect whether they are listed before or after \(-g\) on the command line.

1.2.1. Debugging Optimized Code

Programs built with \(-g\) and optimization levels higher than \(-O0\) can be debugged, but due to transformations made to the program during optimization, source-level debugging may not be reliable. Assembly-level debugging (e.g., accessing registers, viewing assembly code, etc.) is reliable, even with optimized code. Programs built without \(-g\) can be debugged; however, information about types, local variables, arguments and source file line numbers are not available. For more information on assembly-level debugging, refer to Assembly-Level Debugging.

In programs built with both \(-g\) and optimization levels higher than \(-O0\), some optimizations may be disabled or otherwise affected by the \(-g\) option, possibly changing the program behavior. An alternative option, \(-gopt\), can be used to build programs with full debugging information, but without modifying program optimizations. Unlike \(-g\), the \(-gopt\) option does not set the optimization to level zero.

1.2.2. Building for Debug on Windows

To build an application for debug on Windows platforms, applications must be linked with the \(-g\) option as well as compiled with \(-g\). This process results in the generation of debug information stored in a ‘.dwf’ file and a ‘.pdb’ file. The PGI compiler driver should always be used to link applications; except for special circumstances, the linker should not be invoked directly.

1.3. User Interfaces

PGDBG includes both a command-line interface (CLI) and a graphical user interface (GUI).

1.3.1. Command Line Interface (CLI)

Text commands are entered one line at a time through the command-line interface. A number of command-line options can be used when launching PGDBG.

For information on these options and how they are interpreted, refer to Command Line Options, Command Language, and Command Reference.

1.3.2. Graphical User Interface

The GUI, the default user interface, supports command entry through a point-and-click interface, a view of source and assembly code, a full command-line interface panel, and several other
graphical elements and features. There may be minor variations in the appearance of the PGDBG GUI from system to system, depending on the type of display hardware available, the settings for various defaults and the window manager used. Except for differences caused by those factors, the basic interface remains the same across all systems.

For more information on the PGDBG GUI, refer to The Graphical User Interface.

1.4. Co-installation Requirements

There are co-installation requirements for PGDBG.

1.4.1. Java Virtual Machine

The PGDBG GUI depends on the Java Virtual Machine (JVM) which is part of the Java Runtime Environment (JRE). PGDBG requires that the JRE be a specific minimum version or above.

Command-line mode debugging does not require the JRE.

Linux and OS X

When PGI software is installed on Linux or OS X, the version of Java required by the debugger is also installed. PGDBG uses this version of Java by default. You can override this behavior in two ways: set your PATH to include a different version of Java; or, set the PGI_JAVA environment variable to the full path of the Java executable. The following example uses a bash command to set PGI_JAVA:

```
$ export PGI_JAVA=/home/myuser/myjava/bin/java
```

Windows

If an appropriately-versioned JRE is not already on your Windows system, the PGI software installation process installs it for you. The PGI command shell and Start menu links are automatically configured to use the JRE. If you choose to skip the JRE-installation step or want to use a different version of Java to run the debugger, then set your PATH to include the Java bin directory or use the PGI_JAVA environment variable to specify the full path to the java executable.

The command-line mode debugger does not require the JRE.

1.4.2. Licensing

The type of licensing required depends on whether the program to be debugged is running on the same system as PGDBG is installed or on a different, remote system.

Local Debugging Licensing

Figure 1 illustrates debugging in which the program to be debugged is running on the same system as PGDBG is installed, i.e., local debugging. For local debugging, the PGI License Keys associated with the debugger are all you need.
1.5. Start Debugging

You can start debugging a program right away by launching PGDBG and giving it the program name. For example, to load your_program into the debugger, launch PGDBG in this way.

```
$ pgdbg your_program
```

Now you are ready to set breakpoints and start debugging.
You can also launch PGDBG without a program. Once the debugger is up, use the Connections tab to specify the program to debug. To load the specified program into the debugger, use the Connections tab's Open button.

### 1.6. Program Load

When *PGDBG* loads a program, it reads symbol information from the executable file and then loads the application into memory. For large applications this process can take a few moments.

### 1.7. Initialization Files

An initialization file can be useful for defining common aliases, setting breakpoints, and for other startup commands. If an initialization file named `.pgdbgrc` exists in the current directory or in your home directory, as defined by the environment variable HOME, *PGDBG* opens this file when it starts up and executes the commands in it.

If an initialization file is found in the current directory, then the initialization file in the home directory, if there is one, is ignored. However, a `script` command placed in the initialization file can be used to execute the initialization file in the home directory or any other file.

### 1.8. Program Architecture

*PGDBG* supports debugging both 32-bit and 64-bit programs. *PGDBG* automatically determines the architecture of the program and configures itself accordingly.
The default user interface used by *PGDBG* is a graphical user interface or GUI. There may be minor variations in the appearance of the *PGDBG* GUI from host to host, depending on the type of display hardware available, the settings for various defaults and the window manager used. Except for differences caused by those factors, the basic interface remains the same across all systems.

### 2.1. Main Components

![Default Appearance of PGDBG GUI](image)

**Figure 3**  Default Appearance of PGDBG GUI

**Figure 3** shows the *PGDBG* GUI as it appears when *PGDBG* is invoked for the first time.
The Graphical User Interface

PGI Debugger User Guide

7

The GUI can be resized according to the conventions of the underlying window manager. Changes in window size and other settings are saved and used in subsequent invocations of PGDBG. To prevent changes to the default settings from being saved, uncheck the Save Settings on Exit item on the Edit menu.

As the illustration shows, the GUI is divided into several areas: the menu bar, main toolbar, source window, program I/O window, and debug information tabs.

The source window and all of the debug information tabs are dockable tabs. A dockable tab can be separated from the main window by either double-clicking the tab or dragging the tab off the main window. To return the tab to the main window, double-click it again or drag it back onto the main window. You can change the placement of any dockable tab by dragging it from one location to another. Right-click on a dockable tab to bring up a context menu with additional options, including and option to close the tab. To reopen a closed tab, use the View menu. To return the GUI to its original state, use the Edit menu's Restore Default Settings... option.

The following sections explain the parts of the GUI and how they are used in a debug session.

2.2. Source Window

The source window, illustrated in Figure 4, displays the source code for the current location. Use the source window to control the debug session, step through source files, set breakpoints, and browse source code.

![Source Window](image)

Figure 4  Source Window

The source window contains a number of visual aids that allow you to know more about the execution of your code. The following sections describe these features.
2.2.1. Source and Assembly Displays

Source code debugging is the default unless source information is unavailable in which case debugging will be shown using disassembly. When debugging in source code, use the View | Show Assembly menu option to switch to assembly-level debugging. When disassembly is shown, use options on the View menu to toggle on or off the display of source code, assembly addresses, and bytecode. Source or assembly is always shown for the current process or thread.

Source code line numbers are shown, when known, in their own column to the left of the source or assembly display. A grayed-out line number indicates a non-executable source line. Some examples of non-executable source lines are comments, non-applicable preprocessed code, some routine prologues, and some variable declarations. Non-executable source lines can also exist for otherwise executable code when a program is compiled at certain optimization levels. Breakpoints and other events cannot be set on non-executable lines.

To the left of the line numbers is another column called the gutter. The gutter is where the program counter and debug events like breakpoints are shown. The program counter is represented by a blue arrow and shows where program execution is during a debug session. Breakpoints can be set on executable source lines and any assembly line just by clicking in the gutter. A red sphere will appear at the line where the breakpoint was set. Click on any red breakpoint sphere to delete it.

2.2.2. Source Window Context Menu

The source window supports a context menu that provides convenient access to commonly used features. Right-click in the source window to bring up this context menu. If text is selected when the context menu opens, the selection is used by the context menu options.

In the example in Figure 5, the variable \texttt{array(i)} is highlighted and the context menu is set to print its value as a decimal integer:
Figure 5  Context Menu

The context menu in Figure 5 provides shortcuts to the Type Of, the Break In, Find Routine..., and Call Routine menu options.

2.3. Main Toolbar

*PGDBG*’s main toolbar contains several buttons and four drop-down lists.

2.3.1. Buttons

Figure 6 Buttons on Toolbar

Most of the buttons on the main toolbar have corresponding entries on the Debug menu. The functionality invoked from the toolbar is the same as that achieved by selecting the menu item. Refer to the "Debug Menu" descriptions for details on how Start Debugging (Continue), Stop Debugging, Stop Program, Restart, Step Into, Step Over, Step Out, and Display Current Location work.
2.3.2. Drop-Down Lists

As illustrated in Figure 7, the main toolbar contains four drop-down lists. A drop-down list displays information while also offering an opportunity to change the displayed information if other choices are available. When no or one choice is available, a drop-down list is grayed-out. When more than one choice is available, the drop-down arrow in the component can be clicked to display the available choices.

Figure 7  Drop-Down Lists on Toolbar

Current Process or Current Thread

The first drop-down list displays the current process or current thread. The list’s label changes depending on whether processes or threads are described. When more than one process or thread is available, use this drop-down list to specify which process or thread should be the current one. The current process or thread controls the contents of the source and disassembly display tabs. The function of this drop-down list is the same as that of the Procs & Threads tab in the debug information tabs.

Apply

The second drop-down list is labeled Apply. The selection in the Apply drop-down determines the set of processes and threads to which action commands are applied. Action commands are those that control program execution and include, for example, cont, step, next, and break. By default, action commands are applied to all processes and threads. When more than one process or thread exists, you have additional options in this drop-down list from which to choose. The Current Group option designates the process and thread group selected in the Groups tab, and the Current Process and Current Thread options designate the process or thread selected in the Current Process or Current Thread drop-down.

Display

The third drop-down list is labeled Display. The selection in the Display drop-down determines the set of processes and threads to which data display commands are applied. Data display commands are those that print the values of expressions and program state and include, for example, print, names, regs and stack. The options in the Display drop-down are the same as those in the Apply drop-down but can be changed independently.

File

The fourth drop-down list is labeled File. It displays the source file that contains the current target location. It can be used to select another file for viewing in the source window.

2.4. Program I/O Window

Program output is displayed in the Program IO tab’s central window. Program input is entered into this tab’s Input field.
2.5. Debug Information Tabs

Debug information tabs take up the lower half of the PGDBG GUI. Each of these tabs provides a particular function or view of debug information. The following sections discuss the tabs as they appear from left-to-right in the GUI’s default configuration.

2.5.1. Command Tab

The Command tab provides an interface in which to use the PGDBG command language. Commands entered in this panel are executed and the results are displayed there.
2.5.2. Events Tab

The Events tab displays the current set of events held by the debugger. Events include breakpoints and watchpoints, as shown in the following illustration.

![Events Tab](image)

Figure 10  Events Tab

2.5.3. Groups Tab

The Groups tab displays the current set of user-defined groups of processes and threads. The group selected (highlighted) in the Groups tab defines the Current Group as used by the Apply and Display drop-down lists. In the following illustration, the ‘events’ group is the Current Group.
To change the set of defined groups use the Add..., Modify..., and Remove... buttons on the Groups tab.

A defined group of processes and threads is also known as a process/thread-set or p/t-set. For more information on p/t-sets, refer to Process/Thread Sets in Parallel Debugging Overview.

2.5.4. Connections Tab

A connection is the set of information the debugger needs to begin debugging a program. The Connections tab provides the interface to specifying information for a particular connection, and allows you to create and save multiple connections. Saved connections persist from one invocation of the debugger to the next. When you launch PGDBG, the Default connection is created for you. If you launched the debugger with an executable, the Program field is filled in for you.
Fields required by the debugger for program launch are **bold**. Fields not applicable to the current configuration options are grayed-out. To display a tooltip describing the use of a field, hover over its name.

Use the Connections menu to manage your connections.

### 2.5.5. Call Stack Tab

The Call Stack tab displays the current call stack. A blue arrow indicates the current stack frame.

![Figure 13 Call Stack Tab](image)

Double-click in any call frame to move the debugging scope to that frame. A hollow arrow is used to indicate when the debug scope is in a frame other than the current frame.

![Figure 14 Call Stack Outside Current Frame](image)

You can also navigate the call stack using the Up and Down options on the Debug menu.

### 2.5.6. Locals Tab

The Locals tab displays the current set of local variables and each of their values.
2.5.7. Memory Tab

The Memory tab displays a region of memory starting with a provided Address which can be a memory address or a symbol name. One element of memory is displayed by default, but this amount can be changed via the Count field. Figure 16 illustrates this process.

The default display format for memory is hexadecimal. The display format can be changed by providing a printf-like format descriptor in the Format field. A detailed description of the supported format strings is available in Memory Access in Command Reference.
2.5.8. MPI Messages Tab

The MPI Messages tab provides a listing of the MPI message queues as illustration in Figure 18.

```
[0] mqdump :
---------------------------------------------
MPI_COMM_WORLD
Comm_size    4
Comm_rank    0
Pending sends: none
Pending receives: none
Unexpected messages: none
---------------------------------------------
MPI_COMM_SELF
Comm_size    1
Comm_rank    0
Pending sends: none
Pending receives: none
Unexpected messages: none
```

Figure 18  MPI Messages Tab

Message queue information applies only to MPI applications. When debugging a non-MPI application, this tab is empty. Additionally, message queue information is not supported by Microsoft MPI so this tab contains no data on Windows.

2.5.9. Procs & Threads Tab

The Procs & Threads tab provides a graphical display of the processes and threads in a debug session.

The Process Grid in Figure 19 has four processes. The thicker border around process 0 indicates that it is the current process; its threads are represented pictorially. Thread 0.0, as the current
thread of the current process, has the thickest border. Clicking on any process or thread in this grid changes that process or thread to be the current process or thread.

Figure 19  Process (Thread) Grid Tab

Use the slider at the bottom of the grid to zoom in and out.

The color of each element indicates the state of that process or thread. For a list of colors and states, refer to Table 1.

Table 1  Colors Describing Thread State

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stopped</td>
<td>Red</td>
</tr>
<tr>
<td>Signaled</td>
<td>Blue</td>
</tr>
<tr>
<td>Running</td>
<td>Green</td>
</tr>
<tr>
<td>Terminated</td>
<td>Black</td>
</tr>
</tbody>
</table>

2.5.10. Registers Tab

The target machine’s architecture determines the number and type of system registers. Registers are organized into groups based on their type and function. Each register group is displayed in its own tab contained in the Registers tab. Registers and their values are displayed in a table. Values are shown for all the threads of the currently selected process.

In Figure 20, the General Purpose registers are shown for threads 0-3 of process 0.
Figure 20  General Purpose Registers

The values in the registers table are updated each time the program stops. Values that change from one stopping point to the next are highlighted in yellow.

Register values can be displayed in a variety of formats. The formatting choices provided for each register group depends on the type of registers in the group and whether the current operating system is 64- or 32-bit. Use the Format drop-down list to change the displayed format.

Vector registers, such as XMM and YMM registers, can be displayed in both scalar and vector modes. Change the Mode drop-down list to switch between these two modes.

2.5.11. Status Tab

The Status tab provides a text summary of the status of the program being debugged. The state and location of each thread of each process is shown. In Figure 21, each of four processes has two threads.
2.6. Menu Bar

The main menu bar contains these menus: File, Edit, View, Connections, Debug and Help. This section describes these menus and their contents.

You can navigate the menus using the mouse or the system’s mouseless modifier (typically the Alt key). Use the mouseless modifier together with a menu’s mnemonic, usually a single character, to select a menu and then a menu item. Menu mnemonics are indicated with an underscore. For example, the File menu appears as File which indicates that ‘F’ is the mnemonic.

Keyboard shortcuts, such as Ctrl+V for Edit | Paste, are available for some actions. Where a keyboard shortcut is available, it is shown in the GUI on the menu next to the menu item.

Menu items that contain an ellipsis (...) launch a dialog box to assist in performing the menu’s action.

2.6.1. File Menu

Exit
End the current debug session and close all windows.

2.6.2. Edit Menu

Copy
Copy selected text to the system’s clipboard.

Paste
Paste selected text to the system’s clipboard.

Find
Perform a string search in the current source window.
Find Routine...
Find a routine. If symbol and source information is available for the specified routine, the routine is displayed in the source panel.

Restore Default Settings
Restore the GUI’s various settings to their initial default state illustrated in Default Appearance of PGDBG GUI.

Revert to Saved Settings
Restore the GUI to the state that it was in at the start of the debug session.

Save Settings on Exit
By default, PGDBG saves the state (size and settings) of the GUI on exit on a per-system basis. To prevent settings from being saved from one invocation of PGDBG to another, uncheck this option. This option must be unchecked prior to every exit since PGDBG always defaults to saving the GUI state.

2.6.3. View Menu

Use the View menu to customize PGDBG’s display of tabs, source code, and assembly. Some of the items on this menu contain a check box next to the name of a tab.

‣ When the check box is checked, the tab is visible.
‣ When the check box is not checked, the tab is hidden.

View menu items that correspond to tabs include Call Stack, Command, Connections, Events, Groups, Locals, Memory, MPI Messages, Procs & Threads, Program I/O, Source, and Status.

Show Assembly/Show Source
Toggle (turn on or off) the display of assembly code during a debug session. Source code can be shown only when source information is available.

Disable/Enable Syntax Coloring
Toggle syntax coloring of source code.

Hide Source in Assembly/Add Source to Assembly
When assembly code is shown, toggle the display of source code (when available).

Hide Addresses/Show Addresses
When assembly code is shown, toggle the display of assembly addresses.

Show Bytecode/Hide Bytecode
When assembly code is shown, toggle the display of assembly bytecode.

Registers
The Registers menu item opens a submenu containing items representing every subtab on the Registers tab. Recall that each subtab represents a register group and the set of register groups is system and architecture dependent. Use the Registers submenu to hide or show tabs for register groups. Use the Show Selected item to hide or show the Registers tab itself.

Font...
Use the font chooser dialog box to select the font and size used in the source window and debug information tabs. The default font is named monospace and the default size is 12.

Show Tool Tips
Tool tips are small temporary messages that pop up when the mouse pointer hovers over a component in the GUI. They provide additional information on the functionality of a component. Tool tips are enabled by default. Uncheck the Show Tools Tips option to prevent them from popping up.
Reload Source
Update the source window.

2.6.4. Connections Menu

Use the items under this menu to manage the connections displayed in the Connections list on the Connections tab.

Connect Default
Open the currently displayed connection. When the debugger starts, this connection is named ‘Default.’ When a different connection is selected, the name of this menu option changes to reflect the name of the selected connection. This menu option works the same way that the Open button on the Connections tab works.

New
Create a new connection.

Save
Save changes to all the connections.

Save As
Save the selected connection as a new connection.

Rename
Change the name of the selected connection.

Delete
Delete the selected connection.

2.6.5. Debug Menu

The items under this menu control the execution of the program.

Go
Run or continue running the program.

Stop Program
Stop the running program. This action halts the running processes or threads. For more information, refer to the halt command.

Stop Debugging
Stop debugging the program.

Restart Program
Start the program from the beginning.

Step
Continue and stop after executing one source line or one assembly-level instruction depending on whether source or assembly is displayed. Step steps into called routines. For more information, refer to the step and stepi commands.

Next
Continue and stop after executing one source line or one assembly-level instruction depending on whether source or assembly is displayed. Next steps over called routines. For more information, refer to the next and nexit commands.

Step Out
Continue and stop after returning to the caller of the current routine. For more information, refer to the stepout command.

Set Breakpoint...
Set a breakpoint at the first executable source line in the specified routine.
**Call Routine**
Specify a routine to call. For more information, refer to the `call` command.

**Display Current Location**
Display the current program location in the Source panel. For more information, refer to the `arrive` command.

**Up**
Enter the scope of the routine up one level in the call stack. For more information, refer to the `up` command.

**Down**
Enter the scope of the routine down one level in the call stack. For more information, refer to the `down` command.

**Custom**
Opens a separate window where you can enter a variety of debugger commands.

### 2.6.6. Help Menu

**Debugger Guide**
Launch your system’s PDF reader to view the PGDBG Debugger Guide (this document).

**About PGDBG**
This option displays a dialog box with version and copyright information on PGDBG. It also contains sales and support points of contact.
Chapter 3.
COMMAND LINE OPTIONS

PGDBG accepts a variety of options when the debugger is invoked from the command line. This section describes these options and how they can be used.

3.1. Command-Line Options Syntax

```
pgdbg arguments program arg1 arg2 ... argn
```

The optional arguments may be any of the command-line arguments described in this chapter. The program parameter is the name of the executable file being debugged. The optional arguments arg1 arg2 ... argn are the command-line arguments to the program.

3.2. Command-Line Options

- **-attach <pid>**
  Attach to a running process with the process ID <pid>.
- **-c <pgdbg_cmd>**
  Execute the debugger command pgdbg_cmd before executing the commands in the startup file.
- **-cd <workdir>**
  Sets the working directory to the specified directory.
- **-core <corefile>**
  Analyze the core dump named corefile. [Linux only]
- **-help**
  Display a list of command-line arguments (this list).
- **-dryrun**
  Display commands that would be executed without executing them.
- **-I <directory>**
  Add <directory> to the list of directories that PGDBG uses to search for source files. You can use this option multiple times to add multiple directories to the search path.
- **-jarg, <javaarg>**
  Pass specified argument(s) (separated by commas) to java, e.g. -jarg,-Xmx256m.
- **-java <jrepath>**
  Add a jrepath directory to the JVM search path. Multiple '-java' options are allowed.
3.3. Command-Line Options for MPI Debugging

–mpi[=<launcher_path>]
Debug an MPI program. Here the term launcher means the MPI launch program. The debugger uses mpiexec as the default launcher. If the location of the launcher in your MPI distribution is not in your PATH environment variable, you must provide the debugger with the full path to the launcher, including the name of the launch tool itself. If the location of the launcher is in your PATH, then you just need to provide the name of the launcher, and then only if the launcher is not mpiexec.

–sgimpi[=<launcher_path>]
Debug an SGI MPI (MPT) program. The debugger uses mpirun as the default launcher for SGI MPI debugging. If the location of mpirun in your installation of SGI MPI is not in your PATH environment variable, you must provide the debugger with the full path to mpirun, including the name mpirun itself. If the location of mpirun is in your PATH, then you can use –sgimpi without a sub-option.

–program_args
Pass subsequent arguments to the program under debug; required when passing program arguments to an MPI program.

–pgserv[=<pgserv_path>]
[Optional] Specify path for pgserv, the per-node debug agent.

3.4. I/O Redirection

The command shell interprets any I/O redirection specified on the PGDBG command line. For a description of how to redirect I/O using the run command, refer to Process Control.
Chapter 4.
COMMAND LANGUAGE

*PGDBG* supports a command language that is capable of evaluating complex expressions. The command language is composed of commands, constants, symbols, locations, expressions, and statements.

You can use the command language by invoking the *PGDBG* command-line interface with the –text option, or in the Command tab of the *PGDBG* graphical user interface, as described in *The Graphical User Interface*.

4.1. Command Overview

Commands are named operations, which take zero or more arguments and perform some action. Commands may also return values that may be used in expressions or as arguments to other commands.

4.1.1. Command Syntax

Commands are entered one line at a time.
- Lines are delimited by a carriage return.
- Each line must consist of a command and its arguments, if any.
- You can place multiple commands on a single line by using the semi-colon (;) as a delimiter.

4.1.2. Command Modes

There are two command modes: *pgi* and *dbx*.
- The *pgi* command mode maintains the original *PGDBG* command interface.
- In *dbx* mode, the debugger uses commands compatible with the Unix-based dbx debugger.

PGI and dbx commands are available in both command modes, but some command behavior may be slightly different depending on the mode. The mode can be set while the debugger is running by using the *pgienv* command.
4.2. Constants

PGDBG supports C language style integer (hex, octal and decimal), floating point, character, and string constants.

4.3. Symbols

PGDBG uses the symbolic information contained in the executable object file to create a symbol table for the target program. The symbol table contains symbols to represent source files, subroutines, types (including structure, union, pointer, array, and enumeration types), variables, and arguments. The PGDBG command-line interface is case-sensitive with respect to symbol names; a symbol name on the command line must match the name as it appears in the object file.

4.4. Scope Rules

Since several symbols in a single application may have the same name, scope rules are used to bind program identifiers to symbols in the symbol table. PGDBG uses the concept of a search scope for looking up identifiers. The search scope represents a subroutine, a source file, or global scope. When the user enters a name, PGDBG first tries to find the symbol in the search scope. If the symbol is not found, the containing scope (source file or global) is searched, and so forth, until either the symbol is located or the global scope is searched and the symbol is not found.

Normally, the search scope is the same as the current scope, which is the subroutine where execution is currently stopped. The current scope and the search scope are both set to the current subroutine each time execution of the program stops. However, you can use the enter command to change the search scope.

A scope qualifier operator @ allows selection of out-of-scope identifiers. For example, if f is a routine with a local variable i, then:

\[ f@i \]

represents the variable i local to f. Identifiers at file scope can be specified using the quoted file name with this operator. The following example represents the variable i defined in file xyz.c:

\[ "xyz.c"@i \]

4.5. Register Symbols

To provide access to the system registers, PGDBG maintains symbols for them. Register names generally begin with $ to avoid conflicts with program identifiers. Each register symbol has a default type associated with it, and registers are treated like global variables of that type, except that their address may not be taken. For more information on register symbols, refer to SSE Register Symbols.
4.6. Source Code Locations

Some commands must refer to source code locations. Source file names must be enclosed in double quotes. Source lines are indicated by number, and may be qualified by a quoted filename using the scope qualifier operator. Further, a range of lines is indicated using the range operator ":".

Here are some examples:

- `break 37` sets a breakpoint at line 37 of the current source file.
- `break "xyz.c"@37` sets a breakpoint at line 37 of the source file xyz.c.
- `list 3:13` lists lines 3 through 13 of the current file.
- `list "xyz.c"@3:13` lists lines 3 through 13 of the source file xyz.c.

Some commands accept both line numbers and addresses as arguments. In these commands, it is not always obvious whether a numeric constant should be interpreted as a line number or an address. The description for these commands says which interpretation is used. However, PGDBG provides commands to convert from source line to address and vice versa. The `line` command converts an address to a line, and the `addr` command converts a line number to an address.

Here are some examples:

- `line 37` means "line 37"
- `addr 0x1000` means "address 0x1000"
- `addr (line 37)` means "the address associated with line 37"
- `line (addr 0x1000)` means "the line associated with address 0x1000"

4.7. Lexical Blocks

Line numbers are used to name lexical blocks. The line number of the first instruction contained by a lexical block is used to indicate the start scope of the lexical block.

In the following example, there are two variables named var. One is declared in function main, and the other is declared in the lexical block starting at line 5. The lexical block has the unique name "lex.c"@main@5. The variable var declared in "lex.c"@main@5 has the unique name "lex.c"@main@5@var. The output of the `whereis` command that follows shows how these identifiers can be distinguished.
Lex.c:
1 main()
2 {
3   int var = 0;
4   {
5     int var = 1;
6     printf("var %d/n",var);
7   }
8   printf("var %d/n",var)
9 }

PGDBG> n
Stopped at 0x8048b10, function main, file
/home/demo/pgdbg/ctest/lex.c,
line 6
#6: printf("var %d/n",var);

PGDBG> print var
1

PGDBG> which var
"lex.c"@main@5@var

PGDBG> whereis var
variable: "lex.c"@main@var
variable: "lex.c"@main@5@var

PGDBG> names "lex.c"@main@5
var = 1

4.8. Statements

Although PGDBG command-line input is processed one line at a time, statement constructs allow multiple commands per line, as well as conditional and iterative execution. The statement constructs roughly correspond to the analogous C language constructs. Statements may be of the following forms.

- **Simple Statement**: A command and its arguments. For example:
  ```
  print i
  ```

- **Block Statement**: One or more statements separated by semicolons and enclosed in curly braces. Note: these may only be used as arguments to commands or as part of if or while statements. For example:
  ```
  if(i>1) {print i; step }
  ```

- **If Statement**: The keyword if, followed by a parenthesized expression, followed by a block statement, followed by zero or more else if clauses, and at most one else clause. For example:
  ```
  if(i>j) {print i} else if(i<j) {print j} else {print "i==j"}
  ```

- **While Statement**: The keyword while, followed by a parenthesized expression, followed by a block statement. For example:
  ```
  while(i==0) {next}
  ```

Multiple statements may appear on a line separated by a semicolon. The following example sets breakpoints in routines main and xyz, continues, and prints the new current location.

break main; break xyz; cont; where
However, since the `where` command does not wait until the program has halted, this statement displays the call stack at some arbitrary execution point in the program. To control when the call stack is printed, insert a `wait` command, as shown in this example:

```
break main; break xyz; cont; wait; where
```

Any value returned by the last statement on a line is printed.

Statements can be parallelized across multiple threads of execution. For more information, refer to Parallel Statements.

### 4.9. Events

Breakpoints, watchpoints, and other mechanisms used to define the response to certain conditions are collectively called **events**.

- An event is defined by the conditions under which the event occurs and by the action taken when the event occurs.
- A breakpoint occurs when execution reaches a particular address.
  - The default action for a breakpoint is simply to halt execution and prompt the user for commands.
- A watchpoint occurs when the value of an expression changes.
- A hardware watchpoint occurs when the specified memory location is accessed or modified.

#### 4.9.1. Event Commands

`PGDBG` supports six basic commands for defining events. Each command takes a required argument and may also take one or more optional arguments. The basic commands are `break`, `watch`, `hwatch`, `trace`, `track`, and `do`.

**Event Command Descriptions**

- The `break` command takes an argument specifying a breakpoint location. Execution stops when that location is reached.
- The `watch` command takes an expression argument. Execution stops and the new value is printed when the value of the expression changes.
- The `hwatch` command takes a data address argument, which can be either an identifier or a variable name. Execution stops when memory at that address is written.
- The `trace` command activates source line tracing, as specified by the arguments you supply.
- The `track` command is like `watch` except that execution continues after the new value is printed.
- The `do` command takes a list of commands as an argument. The commands are executed whenever the event occurs.
Event Command Arguments

The six event commands share a common set of optional arguments. The optional arguments provide the ability to make the event definition more specific. They are:

**at line**
Event occurs at indicated line.

**at addr**
Event occurs at indicated address.

**in routine**
Event occurs throughout indicated routine.

**if (condition)**
Event occurs only when condition is true.

**do {commands}**
When event occurs, execute commands.

The optional arguments may appear in any order after the required argument and should not be delimited by commas.

Event Command Examples

Here are some event definition examples:

```
watch i at 37 if(y>1)  This event definition says to stop and print the value of i whenever line 37 is executed and the value of y is greater than 1.
do {print xyz} in f   This event definition says that at each line in the routine f print the value of xyz.
break func1 if (i==37) do {print a[37]; stack}  This event definition says to print the value of a[37] and do a stack trace when i is equal to 37 in routine func1.
```

4.9.2. Event Command Action

It is useful to know when events take place.

- Event commands that do not explicitly define a location occur at each source line in the program. Here are some examples:

```
do {where}                              prints the current location at the start of each source line.
trace a.b                                prints the value of a.b each time the value has changed.
track a.b                                prints the value of a.b at the start of each source line if the value has changed.
```

Events that occur at every line can be useful, but they can make program execution very slow. Restricting an event to a particular address minimizes the impact on program execution speed, and restricting an event that occurs at every line to a single routine causes execution to be slowed only when that routine is executed.
Command Language

- **PGDBG** supports instruction-level versions of several commands, such as `breaki`, `watchi`, `tracei`, `tracki`, and `doi`. The basic difference in the instruction-level version is that these commands interpret integers as addresses rather than line numbers, and events occur at each instruction rather than at each line.

- When multiple events occur at the same location, all event actions are taken before the prompt for input. Defining event actions that resume execution is allowed but discouraged, since continuing execution may prevent or defer other event actions.

  For example, the following syntax creates an ambiguous situation:

  ```
  break 37 do {continue}
  break 37 do {print i}
  ```

  With this sequence, it is not clear whether `i` will ever be printed.

  - Events only occur after the `continue` and `run` commands. They are ignored by `step`, `next`, `call`, and other commands.

  - Identifiers and line numbers in events are bound to the current scope when the event is defined.

    For example, the following command sets a breakpoint at line 37 in the current file.

    ```
    break 37
    ```

    The following command tracks the value of whatever variable `i` is currently in scope.

    ```
    track i
    ```

    If `i` is a local variable, then it is wise to add a location modifier (at or in) to restrict the event to a scope where `i` is defined. Scope qualifiers can also specify lines or variables that are not currently in scope. Events can be parallelized across multiple threads of execution. See **Parallel Events** for details.

### 4.10. Expressions

The debugger supports evaluation of expressions composed of constants, identifiers, commands that return values, and operators.

The following rules apply:

- To use a value returned by a command in an expression, the command and arguments must be enclosed in curly braces.

  For example, the following command invokes the `pc` command to compute the current address, adds 8 to it, and sets a breakpoint at that address.

  ```
  breaki {pc}+8
  ```

  Similarly, the following command compares the start address of the current routine with the start address of routine `xyz`. It prints the value 1 if they are equal and 0 if they are not.

  ```
  print {addr {func}}=={addr xyz}
  ```

- The `@` operator, introduced previously, may be used as a scope qualifier. Its precedence is the same as the C language field selection operators "." and ":->".

- **PGDBG** recognizes a range operator ":;" which indicates array sub-ranges or source line ranges. The precedence of `:` is between `||` and `='.
Here are a few examples that use the range operator:

- `print a[1:10]` prints elements 1 through 10 of the array `a`.
- `list 5:10` lists source lines 5 through 10.
- `list "xyz.c"@5:10` lists lines 5 through 10 in file `xyz.c`.

The general format for the range operator is `[ lo : hi : step]` where:

- `lo` is the array or range lower bound for this expression.
- `hi` is the array or range upper bound for this expression.
- `step` is the step size between elements.

An expression can be evaluated across many threads of execution by using a prefix p/t-set. For more details, refer to Current vs. Prefix p/t sets.

Table 2 shows the C language operators that `PGDBG` supports. The `PGDBG` operator precedence is the same as in the C language.

**Table 2  **PGDBG Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
<th>Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>*</code></td>
<td>indirection</td>
<td><code>&lt;=</code></td>
<td>less than or equal</td>
</tr>
<tr>
<td><code>.</code></td>
<td>direct field selection</td>
<td><code>&gt;=</code></td>
<td>greater than or equal</td>
</tr>
<tr>
<td><code>-&gt;</code></td>
<td>indirect field selection</td>
<td><code>!=</code></td>
<td>not equal</td>
</tr>
<tr>
<td><code>[]</code></td>
<td>C/ C++ array index</td>
<td><code>&amp;&amp;</code></td>
<td>logical and</td>
</tr>
<tr>
<td><code>()</code></td>
<td>routine call</td>
<td>`</td>
<td></td>
</tr>
<tr>
<td><code>&amp;</code></td>
<td>address of</td>
<td><code>!</code></td>
<td>logical not</td>
</tr>
<tr>
<td><code>+</code></td>
<td>add</td>
<td>`</td>
<td>`</td>
</tr>
<tr>
<td><code>(type)</code></td>
<td>cast</td>
<td><code>&amp;</code></td>
<td>bitwise and</td>
</tr>
<tr>
<td><code>-</code></td>
<td>subtract</td>
<td><code>~</code></td>
<td>bitwise not</td>
</tr>
<tr>
<td><code>/</code></td>
<td>divide</td>
<td><code>^</code></td>
<td>bitwise exclusive or</td>
</tr>
<tr>
<td><code>*</code></td>
<td>multiply</td>
<td><code>()</code></td>
<td>FORTRAN array index</td>
</tr>
<tr>
<td><code>=</code></td>
<td>assignment</td>
<td><code>%</code></td>
<td>FORTRAN field selector</td>
</tr>
<tr>
<td><code>==</code></td>
<td>comparison</td>
<td><code>&lt;&lt;</code></td>
<td>left shift</td>
</tr>
<tr>
<td><code>&gt;&gt;</code></td>
<td>right shift</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### 4.11. Ctrl+C

The effect of Ctrl+C is different when debugging using the command-line interface or the GUI, and when debugging serial or parallel code.
4.11.1. Command-Line Debugging

If the program is not running, Ctrl+C can be used to interrupt long-running PGDBG commands. For example, a command requesting disassembly of thousands of instructions might run for a long time, and it can be interrupted by Ctrl+C. In such cases the program is not affected.

If the program is running, entering Ctrl+C at the PGDBG command prompt halts execution of the program. This is useful in cases where the program ‘hangs’ due to an infinite loop or deadlock.

Sending Ctrl+C, also known as SIGINT, to a program while it is in the middle of initializing its threads, by calling omp_set_num_threads() or entering a parallel region, may kill some of the threads if the signal is sent before each thread is fully initialized. Avoid sending SIGINT in these situations. Note that when the number of threads employed by a program is large, thread initialization may take a while.

4.11.2. GUI Debugging

If the program is running, entering Ctrl+C in the Input field of the Program IO tab sends SIGINT to the program.

4.11.3. MPI Debugging

Sending Ctrl+C to a running MPICH1 program, support for which is now deprecated, is not recommended. For details, refer to Use halt instead of Ctrl+C. Use the PGDBG halt command as an alternative to sending Ctrl+C to a running program. The PGDBG command prompt must be available in order to issue a halt command. The PGDBG command prompt is available while threads are running if pgienv threadwait none is set.

As described in Using Continue, when debugging an MPI job via the following command, PGDBG spawns the job in a manner that prevents console-generated interrupts from directly reaching the MPI launcher or any of the MPI processes.

$ pgdbg -mpi ...

In this case, typing Ctrl+C only interrupts PGDBG, leaving the MPI processes running. When PGDBG’s thread wait mode is not set to none, you can halt the MPI job after using Ctrl+C by entering PGDBG’s halt command, even if no PGDBG prompt is generated.
This chapter contains a brief summary of the \textit{PGDBG} debugger commands. For a detailed description of each command, grouped by category of use, refer to \texttt{Command Reference.}\par

If you are viewing an online version of this manual, you can select the hyperlink under the selection category to jump to that section in the manual.

\section*{5.1. Notation Used in Command Sections}

The command sections that follow use these conventions for the command names and arguments, when the command accepts one.

- Command names may be abbreviated by omitting the portion of the command name enclosed in brackets ([]).
- Argument names are chosen to indicate what kind of argument is expected.
- Arguments enclosed in brackets ([]) are optional.
- Two or more arguments separated by a vertical line (|) indicate that any one of the arguments is acceptable.
- An ellipsis (\ldots) indicates an arbitrarily long list of arguments.
- Other punctuation (commas, quotes, etc.) should be entered as shown.

For example, the following syntax indicates that the command \texttt{list} may be abbreviated to \texttt{lis}, and that it can be invoked without any arguments or with \textit{one} of the following arguments: an integer count, a line range, a routine name, or a line and a count.

\begin{verbatim}
list[\text{\texttt{t}}] \text{\texttt{[\text{count | lo:hi | routine | line,count]}\texttt{]}}
\end{verbatim}

\section*{5.2. Command Summary}

\begin{table}[h]
\centering
\begin{tabular}{|l|l|l|}
\hline
\textbf{Name} & \textbf{Arguments} & \textbf{Category} \\
\hline
\texttt{adjdrf} & \{ \texttt{n | line n | routine | var | arg} \} & \texttt{Conversions} \\
\hline
\end{tabular}
\caption{PGDBG Commands}
\end{table}
<table>
<thead>
<tr>
<th>Name</th>
<th>Arguments</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>alias</td>
<td>{ name [ string ] }</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>Create or print aliases.</td>
<td></td>
</tr>
<tr>
<td>args</td>
<td></td>
<td>Process Control</td>
</tr>
<tr>
<td></td>
<td>Print the current program arguments.</td>
<td></td>
</tr>
<tr>
<td>arrive</td>
<td></td>
<td>Program Locations</td>
</tr>
<tr>
<td></td>
<td>Print location information for the current location.</td>
<td></td>
</tr>
<tr>
<td>ascii</td>
<td>exp [...exp]</td>
<td>Printing Variables and Expressions</td>
</tr>
<tr>
<td></td>
<td>Evaluate and print as an ascii character.</td>
<td></td>
</tr>
<tr>
<td>asign</td>
<td>var=exp</td>
<td>Symbols and Expressions</td>
</tr>
<tr>
<td></td>
<td>Set variable var to the value of the expression exp.</td>
<td></td>
</tr>
<tr>
<td>attach</td>
<td>pid [ exe ]</td>
<td>Process Control</td>
</tr>
<tr>
<td></td>
<td>Attach to a running process with process ID pid. Use exe to specify the absolute path of the executable file.</td>
<td></td>
</tr>
<tr>
<td>bin</td>
<td>exp [...exp]</td>
<td>Printing Variables and Expressions</td>
</tr>
<tr>
<td></td>
<td>Evaluate and print the expressions. Integer values are printed in base 2.</td>
<td></td>
</tr>
<tr>
<td>break</td>
<td>[line</td>
<td>routine ] [if (condition)] [do {commands}]</td>
</tr>
<tr>
<td></td>
<td>When arguments are specified, sets a breakpoint at the indicated line or routine. When no arguments are specified, prints the current breakpoints.</td>
<td></td>
</tr>
<tr>
<td>breaki</td>
<td>[addr</td>
<td>routine ] [if (condition)] [do {commands}]</td>
</tr>
<tr>
<td></td>
<td>When arguments are specified, sets a breakpoint at the indicated address or routine. When no arguments are specified, prints the current breakpoints.</td>
<td></td>
</tr>
<tr>
<td>breaks</td>
<td></td>
<td>Events</td>
</tr>
<tr>
<td></td>
<td>Displays all the existing breakpoints</td>
<td></td>
</tr>
<tr>
<td>call</td>
<td>routine [(exp,...)]</td>
<td>Symbols and Expressions</td>
</tr>
<tr>
<td></td>
<td>Call the named routine.</td>
<td></td>
</tr>
<tr>
<td>catch</td>
<td>[number [,number...]]</td>
<td>Events</td>
</tr>
<tr>
<td></td>
<td>With arguments, catches the specified signals and runs the program as though the signal was not sent. With no arguments, prints the list of signals being caught.</td>
<td></td>
</tr>
<tr>
<td>cd</td>
<td>[dir]</td>
<td>Program Locations</td>
</tr>
<tr>
<td></td>
<td>Change to the $HOME directory or to the specified directory dir.</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Arguments</td>
<td>Category</td>
</tr>
<tr>
<td>-------</td>
<td>-----------</td>
<td>------------------</td>
</tr>
<tr>
<td><strong>clas[s]</strong></td>
<td>[class]</td>
<td>Return the current class or enter the scope of the specified class.</td>
</tr>
<tr>
<td><strong>classe[s]</strong></td>
<td></td>
<td>Print the C++ class names.</td>
</tr>
<tr>
<td><strong>clear</strong></td>
<td>[all</td>
<td>routine</td>
</tr>
<tr>
<td><strong>conn(ect)</strong></td>
<td>[-t name [args]</td>
<td>-d path [args]</td>
</tr>
<tr>
<td><strong>c[ont]</strong></td>
<td></td>
<td>Continue execution from the current location.</td>
</tr>
<tr>
<td><strong>cr[ead]</strong></td>
<td>addr</td>
<td>Fetch and return an 8-bit signed integer (character) from the specified address.</td>
</tr>
<tr>
<td><strong>de[bug]</strong></td>
<td>[target [ arg1 _ argn]]</td>
<td>Load the specified program with optional command-line arguments.</td>
</tr>
<tr>
<td><strong>dec</strong></td>
<td>exp [...exp]</td>
<td>Evaluate and print the expressions. Integer values are printed in decimal.</td>
</tr>
<tr>
<td><strong>decl[aration]</strong></td>
<td>name</td>
<td>Print the declaration for the symbol based on its type according to the symbol table.</td>
</tr>
<tr>
<td><strong>decls</strong></td>
<td>[routine</td>
<td>&quot;sourcefile&quot;</td>
</tr>
<tr>
<td><strong>defset</strong></td>
<td>name [p/t-set]</td>
<td>Assign a name to a process/thread set. Define a named set.</td>
</tr>
<tr>
<td><strong>del[ete]</strong></td>
<td>event-number</td>
<td>Delete the event. Use delete all or all events (delete 0 is the same as delete all). Multiple event numbers can be supplied if they are separated by commas. Use delete without arguments to list events by event-number.</td>
</tr>
<tr>
<td><strong>det[ach]</strong></td>
<td></td>
<td>Detach from the current running process.</td>
</tr>
<tr>
<td>Name</td>
<td>Arguments</td>
<td>Category</td>
</tr>
<tr>
<td>--------</td>
<td>------------------------------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>directory</td>
<td>[pathname]</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>Add the directory pathname to the search path for source files. If no argument is specified, the currently defined directories are printed.</td>
<td></td>
</tr>
<tr>
<td>disable</td>
<td>event-number</td>
<td>all</td>
</tr>
<tr>
<td></td>
<td>With arguments, disables the event event-number or all events. When no arguments are specified, prints both enabled and disabled events by event-number.</td>
<td></td>
</tr>
<tr>
<td>disasm</td>
<td>[count</td>
<td>lo:hi</td>
</tr>
<tr>
<td></td>
<td>Disassemble memory. If no argument is given, disassemble four instructions starting at the current address.</td>
<td></td>
</tr>
<tr>
<td>disconnect</td>
<td></td>
<td>Events</td>
</tr>
<tr>
<td></td>
<td>Close connection to target.</td>
<td></td>
</tr>
<tr>
<td>display</td>
<td>[exp [...exp]]</td>
<td>Printing Variables and Expressions</td>
</tr>
<tr>
<td></td>
<td>With one or more arguments, print expression exp at every breakpoint. Without arguments, list the expressions for PGDBG to automatically display at breakpoints.</td>
<td></td>
</tr>
<tr>
<td>do</td>
<td>{commands} [at line</td>
<td>in routine] [if (condition)]</td>
</tr>
<tr>
<td></td>
<td>Define a do event. Without the optional arguments at or in, the commands are executed at each line in the program.</td>
<td></td>
</tr>
<tr>
<td>doi</td>
<td>{commands} [at addr</td>
<td>in routine] [if (condition)]</td>
</tr>
<tr>
<td></td>
<td>Define a doi event. If neither the at or in argument is specified, then the commands are executed at each instruction in the program.</td>
<td></td>
</tr>
<tr>
<td>down</td>
<td>[number]</td>
<td>Scope</td>
</tr>
<tr>
<td></td>
<td>Enter scope of routine down one level or number levels on the call stack.</td>
<td></td>
</tr>
<tr>
<td>dr[ead]</td>
<td>addr</td>
<td>Memory Access</td>
</tr>
<tr>
<td></td>
<td>Fetch and return a 64-bit double from the specified address</td>
<td></td>
</tr>
<tr>
<td>dump</td>
<td>[addr [,count [,format]]]</td>
<td>Memory Access</td>
</tr>
<tr>
<td></td>
<td>Dump the contents of a region of memory. The output is formatted according to a printf-like format descriptor.</td>
<td></td>
</tr>
<tr>
<td>edit</td>
<td>[filename</td>
<td>routine]</td>
</tr>
<tr>
<td></td>
<td>Edit the specified file or file containing the subroutine. If no argument is supplied, edit the current file starting at the current location(Command-line interface only).</td>
<td></td>
</tr>
<tr>
<td>enab[le]</td>
<td>[event-number</td>
<td>all]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Arguments</td>
<td>Category</td>
</tr>
<tr>
<td>---------</td>
<td>---------------------------------------------------------------------------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>enter</td>
<td>[routine</td>
<td>&quot;sourcefile&quot;</td>
</tr>
<tr>
<td></td>
<td>With arguments, this command enables the event event-number or all events. When no arguments are specified, prints both enabled and disabled events by event-number.</td>
<td></td>
</tr>
<tr>
<td>entry</td>
<td>[routine]</td>
<td>Symbols and Expressions</td>
</tr>
<tr>
<td></td>
<td>Return the address of the first executable statement in the program or specified subroutine.</td>
<td></td>
</tr>
<tr>
<td>files</td>
<td>[filename]</td>
<td>Program Locations</td>
</tr>
<tr>
<td></td>
<td>Change the source file to the file filename and change the scope accordingly. With no argument, print the current file.</td>
<td></td>
</tr>
<tr>
<td>focus</td>
<td>[p/t-set]</td>
<td>Process-Thread Sets</td>
</tr>
<tr>
<td></td>
<td>Set the target process/thread set for commands. Subsequent commands are applied to the members of this set by default.</td>
<td></td>
</tr>
<tr>
<td>fp</td>
<td>[addr]</td>
<td>Register Access</td>
</tr>
<tr>
<td></td>
<td>Return the current value of the frame pointer.</td>
<td></td>
</tr>
<tr>
<td>fr[ead]</td>
<td>addr</td>
<td>Memory Access</td>
</tr>
<tr>
<td></td>
<td>Fetch and print a 32-bit float from the specified address.</td>
<td></td>
</tr>
<tr>
<td>function</td>
<td>[addr</td>
<td>line]</td>
</tr>
<tr>
<td></td>
<td>Return a subroutine symbol. If no argument is specified, return the current routine.</td>
<td></td>
</tr>
<tr>
<td>global</td>
<td>[global]</td>
<td>Scope</td>
</tr>
<tr>
<td></td>
<td>Return a symbol representing global scope.</td>
<td></td>
</tr>
<tr>
<td>halt</td>
<td>[command]</td>
<td>Process Control</td>
</tr>
<tr>
<td></td>
<td>Halt the running process or thread.</td>
<td></td>
</tr>
<tr>
<td>help</td>
<td>[command]</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>If no argument is specified, print a brief summary of all the commands. If a command name is specified, print more detailed information about the use of that command.</td>
<td></td>
</tr>
<tr>
<td>hex</td>
<td>exp [... exp]</td>
<td>Printing Variables and Expressions</td>
</tr>
<tr>
<td></td>
<td>Evaluate and print expressions as hexadecimal integers.</td>
<td></td>
</tr>
<tr>
<td>history</td>
<td>[num]</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>[num]</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Arguments</td>
<td>Category</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------------------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td></td>
<td>List the most recently executed commands. With the <code>num</code> argument,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>resize the history list to hold <code>num</code> commands.</td>
<td></td>
</tr>
<tr>
<td>hwatch</td>
<td>`addr</td>
<td>var [if (condition)] [do (commands)]`</td>
</tr>
<tr>
<td></td>
<td>Define a hardware watchpoint.</td>
<td></td>
</tr>
<tr>
<td>hwatchb[oth]</td>
<td>`addr</td>
<td>var [if (condition)] [do (commands)]`</td>
</tr>
<tr>
<td></td>
<td>Define a hardware read/write watchpoint.</td>
<td></td>
</tr>
<tr>
<td>hwatchr[ead]</td>
<td>`addr</td>
<td>var [if (condition)] [do (commands)]`</td>
</tr>
<tr>
<td></td>
<td>Define a hardware read watchpoint</td>
<td></td>
</tr>
<tr>
<td>ignore</td>
<td><code>[number [,number...]]</code></td>
<td>Events</td>
</tr>
<tr>
<td></td>
<td>Ignore the specified signals and do not deliver them to the program.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>When no arguments are specified, prints the list of signals being</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ignored.</td>
<td></td>
</tr>
<tr>
<td>ir[ead]</td>
<td><code>addr</code></td>
<td>Memory Access</td>
</tr>
<tr>
<td></td>
<td>Fetch and print a signed integer from the specified address.</td>
<td></td>
</tr>
<tr>
<td>language</td>
<td></td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>Print the name of the language of the current file.</td>
<td></td>
</tr>
<tr>
<td>lin[e]</td>
<td>`[n</td>
<td>routine</td>
</tr>
<tr>
<td></td>
<td>Create a source line conversion. If no argument is given, return the</td>
<td></td>
</tr>
<tr>
<td></td>
<td>current source line.</td>
<td></td>
</tr>
<tr>
<td>lines</td>
<td><code>[routine]</code></td>
<td>Program Locations</td>
</tr>
<tr>
<td></td>
<td>Print the lines table for the specified routine. If no argument is</td>
<td></td>
</tr>
<tr>
<td></td>
<td>specified, prints the lines table for the current routine.</td>
<td></td>
</tr>
<tr>
<td>list[f]</td>
<td>`[count</td>
<td>line,count</td>
</tr>
<tr>
<td></td>
<td>With no argument, list 10 lines centered at the current source line.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>If an argument is specified, list lines based on information requested.</td>
<td></td>
</tr>
<tr>
<td>lo[ad]</td>
<td><code>[prog [args]]</code></td>
<td>Process Control</td>
</tr>
<tr>
<td></td>
<td>Without options, print the name and arguments of the program being</td>
<td></td>
</tr>
<tr>
<td></td>
<td>debugged. With arguments, invoke the debugger using the specified</td>
<td></td>
</tr>
<tr>
<td></td>
<td>program and program arguments, if any.</td>
<td></td>
</tr>
<tr>
<td>log</td>
<td><code>filename</code></td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>Keep a log of all commands entered by the user and store it in the</td>
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<tr>
<td></td>
<td>named file.</td>
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<tr>
<td>lr[ead]</td>
<td><code>addr</code></td>
<td>Memory Access</td>
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<tr>
<td></td>
<td>Fetch and print an address from the specified address.</td>
<td></td>
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<tr>
<td>Name</td>
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<tr>
<td>lval[]</td>
<td>expr</td>
<td>Symbols and Expressions</td>
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<td></td>
<td>Return the lvalue of the expression expr.</td>
<td></td>
</tr>
<tr>
<td>mq[dump]</td>
<td></td>
<td>Memory Access</td>
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<tr>
<td></td>
<td>Dump MPI message queue information for the current process.</td>
<td></td>
</tr>
<tr>
<td>names</td>
<td>routine</td>
<td>&quot;sourcefile&quot;</td>
</tr>
<tr>
<td>native[]</td>
<td>[command]</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Without arguments, print a list of the available target commands. With a command argument, send the native command directory to the target.</td>
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</tr>
<tr>
<td>n[ext]</td>
<td>[count]</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Stop after executing one or count source line(s) in the current subroutine.</td>
<td></td>
</tr>
<tr>
<td>nexti</td>
<td>[count]</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Stop after executing one or count instruction(s) in the current subroutine.</td>
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</tr>
<tr>
<td>nop[int]</td>
<td>exp</td>
<td>Miscellaneous</td>
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<tr>
<td></td>
<td>Evaluate the expression but do not print the result.</td>
<td></td>
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<tr>
<td>oct</td>
<td>exp [...exp]</td>
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</tr>
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<td></td>
<td>Evaluate and print expressions as octal integers.</td>
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<tr>
<td>pc</td>
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<td>Register Access</td>
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<td></td>
<td>Return the current program address.</td>
<td></td>
</tr>
<tr>
<td>pgienv</td>
<td>[command]</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Define the debugger environment. With no arguments, display the debugger settings.</td>
<td></td>
</tr>
<tr>
<td>p[rint]</td>
<td>exp1 [...expn]</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Evaluate and print one or more expressions.</td>
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<tr>
<td>printf</td>
<td>&quot;format_string&quot;, expr,...expr</td>
<td>Printing Variables and Expressions</td>
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<td></td>
<td>Print expressions in the format indicated by the format string.</td>
<td></td>
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<tr>
<td>proc</td>
<td>[ id ]</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Set the current process to the process identified by id. When issued with no argument, lists the location of the current thread of the current process in the current program.</td>
<td></td>
</tr>
<tr>
<td>procs</td>
<td></td>
<td>Process Control</td>
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<td>q[uit]</td>
<td>Terminate the debugging session.</td>
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<td>regs</td>
<td>Print a formatted display of the names and values of registers. Specify</td>
<td>Register Access</td>
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<td></td>
<td>the register group(s) with the –grp option and formatting with the –fmt</td>
<td></td>
</tr>
<tr>
<td></td>
<td>option. Use –info to see a listing of available register groups and</td>
<td></td>
</tr>
<tr>
<td></td>
<td>formats.</td>
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</tr>
<tr>
<td>rep[eat]</td>
<td>[first, last]</td>
<td>[first: last:n]</td>
</tr>
<tr>
<td></td>
<td>Repeat the execution of one or more previous history list commands.</td>
<td></td>
</tr>
<tr>
<td>rer[un]</td>
<td>[arg0 arg1 ... argn]</td>
<td>[&lt; inputfile]</td>
</tr>
<tr>
<td></td>
<td>Like the run command with one exception: if no args are specified with</td>
<td></td>
</tr>
<tr>
<td></td>
<td>rerun, then no args are used when the program is launched.</td>
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<td>ret[addr]</td>
<td>Return the current return address.</td>
<td>Register Access</td>
</tr>
<tr>
<td>ru[n]</td>
<td>[arg0 arg1 ... argn]</td>
<td>[&lt; inputfile]</td>
</tr>
<tr>
<td></td>
<td>Execute program from the beginning. If arguments arg0, arg1, and so on</td>
<td></td>
</tr>
<tr>
<td></td>
<td>are specified, they are set up as the command-line arguments of the</td>
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<tr>
<td></td>
<td>program. Otherwise, the arguments for the previous run command are used.</td>
<td></td>
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<tr>
<td>rv[all]</td>
<td>expr</td>
<td>Symbols and Expressions</td>
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<td>Return the rvalue of the expression expr.</td>
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<td>scope</td>
<td>Return a symbol for the search scope.</td>
<td>Scope</td>
</tr>
<tr>
<td>script</td>
<td>filename</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>Open the indicated file and execute the contents as though they were</td>
<td></td>
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<tr>
<td></td>
<td>entered as commands. If you use~ before the filename, it is expanded to</td>
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<tr>
<td></td>
<td>the value of the environment variable HOME.</td>
<td></td>
</tr>
<tr>
<td>set</td>
<td>var = exp</td>
<td>Symbols and Expressions</td>
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<tr>
<td></td>
<td>Set variable var to the value of expression.</td>
<td></td>
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<tr>
<td>setargs</td>
<td>[arg1 , arg2, ... argn]</td>
<td>Process Control</td>
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<tr>
<td></td>
<td>Set program arguments to be used by the current program.</td>
<td></td>
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<tr>
<td>setenv</td>
<td>name [value]</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>Name</td>
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<td>Category</td>
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<tr>
<td>Print value of environment variable name. With a specified value, set name to value.</td>
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<td></td>
</tr>
<tr>
<td>sh[ell]</td>
<td>[arg0, arg1, ... argn]</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>Fork a shell (defined by $SHELL) and give it the indicated arguments (the default shell is sh). Without arguments, invokes an interactive shell, and executes until a “^D” is entered.</td>
<td></td>
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<tr>
<td>siz[eof]</td>
<td>name</td>
<td>Symbols and Expressions</td>
</tr>
<tr>
<td>Return the size, in bytes, of the variable type name; or, if the name refers to a routine, returns the size in bytes of the subroutine.</td>
<td></td>
<td></td>
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<tr>
<td>sle[ep]</td>
<td>[time]</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>Pause for time seconds. If no time is specified, pause for one second.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>sou[rce]</td>
<td>filename</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>Open the indicated file and execute the contents as though they were entered as commands. If you use ~ before the filename, it is expanded to the value of $HOME.</td>
<td></td>
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<tr>
<td>sp</td>
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<td>Register Access</td>
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<tr>
<td>Return the current stack pointer address.</td>
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<td>sr[ead]</td>
<td>addr</td>
<td>Memory Access</td>
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<tr>
<td>Fetch and print a short signed integer from the specified address.</td>
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<tr>
<td>stackd[ump]</td>
<td>[count]</td>
<td>Program Locations</td>
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<tr>
<td>Print a formatted dump of the call stack. This command displays a hex dump of the stack frame for each active subroutine.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>stack[trace]</td>
<td>[count]</td>
<td>Program Locations</td>
</tr>
<tr>
<td>Print the call stack. For each active subroutine print the subroutine name, source file, line number, and current address, provided that this information is available.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>stat[us]</td>
<td></td>
<td>Events</td>
</tr>
<tr>
<td>Display all the event definitions, including an event number by which the event can be identified.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>s[tep]</td>
<td>[count</td>
<td>up]</td>
</tr>
<tr>
<td>Step into the current subroutine and stop after executing one or count source line(s). If the up argument is specified, stops execution after stepping out of the current subroutine.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>stepi</td>
<td>[count</td>
<td>up]</td>
</tr>
<tr>
<td>Step into the current subroutine and stop after executing one or count source line(s). If the up argument is specified, stops execution after stepping out of the current subroutine.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Arguments</td>
<td>Category</td>
</tr>
<tr>
<td>-----------</td>
<td>---------------------------------------------------------------------------</td>
<td>-------------------------------</td>
</tr>
<tr>
<td><code>stepo[]t</code></td>
<td>Stop after returning to the caller of the current subroutine.</td>
<td>Process Control</td>
</tr>
<tr>
<td><code>stop</code></td>
<td>[at line</td>
<td>in routine] [var] [if (condition)] [do {commands}]</td>
</tr>
<tr>
<td></td>
<td>Set a breakpoint at the indicated subroutine or line. Break when the</td>
<td></td>
</tr>
<tr>
<td></td>
<td>value of the indicated variable var changes.</td>
<td></td>
</tr>
<tr>
<td><code>stopi</code></td>
<td>[at addr</td>
<td>in routine] [var] [if (condition)] [do {commands}]</td>
</tr>
<tr>
<td></td>
<td>Set a breakpoint at the indicated address or subroutine. Break when the</td>
<td></td>
</tr>
<tr>
<td></td>
<td>value of the indicated variable var changes.</td>
<td></td>
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<tr>
<td><code>str[ing]</code></td>
<td>exp [,...exp]</td>
<td>Printing Variables and</td>
</tr>
<tr>
<td></td>
<td>Evaluate and print expressions as null-terminated character strings, up</td>
<td>Expressions</td>
</tr>
<tr>
<td></td>
<td>to a maximum of 70 characters.</td>
<td></td>
</tr>
<tr>
<td><code>sync</code></td>
<td>[routine</td>
<td>line]</td>
</tr>
<tr>
<td></td>
<td>Advance the current process/thread to a specific program location,</td>
<td></td>
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<tr>
<td></td>
<td>ignoring any user-defined events.</td>
<td></td>
</tr>
<tr>
<td><code>synci</code></td>
<td>[routine</td>
<td>addr]</td>
</tr>
<tr>
<td></td>
<td>Advance the current process/thread to a specific program location,</td>
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<tr>
<td></td>
<td>ignoring any user-defined events.</td>
<td></td>
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<tr>
<td><code>thread</code></td>
<td>[number]</td>
<td>Process Control</td>
</tr>
<tr>
<td></td>
<td>Set the current thread to the thread identified by number; where number</td>
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<td></td>
<td>is a logical thread ID in the current process' active thread list. When</td>
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<td></td>
<td>issued with no argument, list the current program location of the</td>
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<td></td>
<td>currently active thread.</td>
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<td><code>threads</code></td>
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<td>Process Control</td>
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<td></td>
<td>Prints the status of all active threads, grouped by process.</td>
<td></td>
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<tr>
<td><code>trace</code></td>
<td>[at line</td>
<td>in routine] [var</td>
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<tr>
<td></td>
<td>Activates source line tracing as specified by the arguments supplied.</td>
<td></td>
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<tr>
<td><code>tracei</code></td>
<td>[at addr</td>
<td>in routine] [var] [if (condition)] do {commands}</td>
</tr>
<tr>
<td></td>
<td>Activates instruction tracing as specified by the arguments supplied.</td>
<td></td>
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<tr>
<td><code>track</code></td>
<td>expression [at line</td>
<td>in routine] [if (condition)] [do {commands}]</td>
</tr>
<tr>
<td></td>
<td>Define a track event.</td>
<td></td>
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<tr>
<td><code>tracki</code></td>
<td>expression [at addr</td>
<td>in routine] [if (condition)] [do {commands}]</td>
</tr>
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<td></td>
<td>Define an assembly-level track event.</td>
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<td><code>type</code></td>
<td>expr</td>
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<td></td>
<td>Return the type of the expression.</td>
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<td>Name</td>
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<tr>
<td>unalias</td>
<td>name</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>Remove the alias definition for name, if one exists.</td>
<td></td>
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<tr>
<td>unbreak</td>
<td>line</td>
<td>routine</td>
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<tr>
<td></td>
<td>Remove a breakpoint from the statement line or subroutine, or remove all breakpoints.</td>
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</tr>
<tr>
<td>unbreaki</td>
<td>addr</td>
<td>routine</td>
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<tr>
<td></td>
<td>Remove a breakpoint from the address addr or the subroutine, or remove all breakpoints.</td>
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<tr>
<td>undefset</td>
<td>[ name</td>
<td>-all ]</td>
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<td></td>
<td>Remove a previously defined process/thread set from the list of process/thread sets</td>
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<tr>
<td>undisplay</td>
<td>[ all</td>
<td>0</td>
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<td></td>
<td>Remove all expressions specified by previous display commands. With an argument or several arguments, remove the expression exp from the list of display expressions.</td>
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<tr>
<td>up</td>
<td>[number]</td>
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<td></td>
<td>Move up one level or number levels on the call stack.</td>
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<td>use</td>
<td>[dir]</td>
<td>Miscellaneous</td>
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<td></td>
<td>Print the current list of directories or add dir to the list of directories to search. If the first character in pathname is ~, the value of $HOME is substituted for this character.</td>
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<td>viewset</td>
<td>name</td>
<td>Process-Thread Sets</td>
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<td>List the members of a process/thread set that currently exist as active threads or list defined p/t-sets.</td>
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<td>wait</td>
<td>[ any</td>
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<td></td>
<td>Inserts explicit wait points in a command stream.</td>
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<td>watch</td>
<td>expression [at line</td>
<td>in routine] [if (condition)] [do {commands}]</td>
</tr>
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<td></td>
<td>Define a watch event. The given expression is evaluated, and subsequently, each time the value of the expression changes, the program stops and the new value is printed.</td>
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<td>watchi</td>
<td>expression [at addr</td>
<td>in routine] [if(condition)] [do {commands}]</td>
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<td></td>
<td>Define an assembly-level watch event</td>
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<tr>
<td></td>
<td>With no arguments, prints the declaration for the current subroutine.</td>
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<td></td>
<td>With argument name, prints the declaration for the symbol name.</td>
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<tr>
<td>when</td>
<td>[at line</td>
<td>in routine] [if (condition)] do (commands)</td>
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<tr>
<td></td>
<td>Execute commands at every line in the program, at a specified line in</td>
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<td></td>
<td>the program or in the specified subroutine.</td>
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<tr>
<td>wheni</td>
<td>[at addr</td>
<td>in routine] [if(condition)] do (commands)</td>
</tr>
<tr>
<td></td>
<td>Execute commands at each address in the program. If an address is</td>
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<tr>
<td></td>
<td>specified, the commands are executed each time the address is reached.</td>
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<td>where</td>
<td>[count]</td>
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<td></td>
<td>Print the call stack. For each active subroutine print the subroutine</td>
<td></td>
</tr>
<tr>
<td></td>
<td>name, subroutine arguments, source file, line number, and current</td>
<td></td>
</tr>
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<td></td>
<td>address, provided that this information is available.</td>
<td></td>
</tr>
<tr>
<td>whereis</td>
<td>name</td>
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<td></td>
<td>Print all declarations for name.</td>
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<td>Print full scope qualification of symbol name.</td>
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<td>[ p/t-set]</td>
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<td>List all defined p/t-sets to which the members of a process/thread set</td>
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<td></td>
<td>belong.</td>
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<td>/</td>
<td>/ [string] /</td>
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<td>Search forward for the specified string of characters in the current</td>
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<td>source file.</td>
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<td>?</td>
<td>?[string] ?</td>
<td>Program Locations</td>
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<tr>
<td></td>
<td>Search backward for the specified string of characters in the current</td>
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<td></td>
<td>source file.</td>
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<td>!</td>
<td>History modification</td>
<td>Miscellaneous</td>
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<td></td>
<td>Executes a command from the command history list. The command</td>
<td></td>
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<td></td>
<td>executed depends on the information that follows the !.</td>
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<tr>
<td>^</td>
<td>History modification</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td></td>
<td>Quick history command substitution ^old*new&lt;modifier&gt; this is equivalent</td>
<td></td>
</tr>
<tr>
<td></td>
<td>to !s/old/new/</td>
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</table>
Chapter 6.
ASSEMBLY-LEVEL DEBUGGING

This chapter provides information about \textit{PGDBG} assembly-level debugging, including an overview about what to expect if you are using assembly-level debugging or if you did not compile your program for debugging.

6.1. Assembly-Level Debugging Overview

\textit{PGDBG} supports debugging regardless of how a program was compiled. In other words, \textit{PGDBG} does not require that the program under debug be compiled with debugging information, such as using \texttt{--g}. It can debug code that is lacking debug information, but because it is missing information about symbols and line numbers, it can only access the program at the assembly level. \textit{PGDBG} also supports debugging at the assembly level if debug symbols are available.

As described in Building Applications for Debug, the richest debugging experience is available when the program is compiled using \texttt{--g} or \texttt{--gopt} with no optimization. When a program is compiled at higher levels of optimization, less information about source-level symbols and line numbers is available, even if the program was compiled with \texttt{--g} or \texttt{--gopt}. In such cases, if you want to find the source of a problem without rebuilding the program, you may need to debug at the assembly level.

If a program has been "stripped" of all symbols, either by the linker or a separate utility, then debugging will be at the assembly level. \textit{PGDBG} is only able to examine or control the program in terms of memory addresses and registers.

6.1.1. Assembly-Level Debugging on Windows

When applications are built without \texttt{--g} on Windows systems, the resulting binary, the \texttt{.exe} file, does not contain any symbol information. The Microsoft linker stores symbol information in a program database, a \texttt{.pdb} file. To generate a \texttt{.pdb} file using the PGI compiler drivers, you must use \texttt{--g} during the link step. You can do this even if you did not use \texttt{--g} during the compile step. Having this \texttt{.pdb} file available provides \textit{PGDBG} with enough symbol information to map addresses to routine names.
6.1.2. Assembly-Level Debugging with Fortran

To refer to Fortran symbol names when debugging at the assembly level, you must translate
names so these match the calling convention in use by the compiler. For code compiled by the
PGI compilers, in most cases this means translating Fortran names to lower case and appending
an underscore. For example, a routine that appears in the source code as "VADD" would be
referred to in the debugger as "vadd_".

On 32-bit Windows systems there are alternative calling conventions. The one described above
matches the convention used when the compiler is invoked with -Miface=unix (previously -Munix). For details of other 32-bit Windows calling conventions, refer to the PGI Compiler
User's Guide.

Name translation is only necessary for assembly-level debugging. When debugging at the source level, you
may refer to symbol names as they appear in the source.

A special symbol, MAIN_, is created by PGFORTRAN to refer to the main program.
PGFORTRAN generates this special symbol whether or not there is a PROGRAM statement.
One way to run to the beginning of a Fortran program is to set a breakpoint on MAIN_, then run.

6.1.3. Assembly-Level Debugging with C++

C++ symbol names are "mangled" names. For the names of C++ methods, the names are modified
to include not only the name as it appears in the source code, but information about the enclosing
class hierarchy, argument and return types, and other information. The names are long and
arcane. At the source level these names are translated by PGDBG to the names as they appear in
the source. At the assembly level, these names are in the mangled form. Translation is not easy
and not recommended. If you have no other alternative, you can find information about name
mangling in the PGI Compiler User's Guide.

6.1.4. Assembly-Level Debugging Using the PGDBG GUI

This section describes some basic operations for assembly-level debugging using the PGDBG
GUI. If you encounter the message "Can't find main function compiled -g" on startup, assembly-level debugging is required.

To get into a program in this situation, you can select the Debug | Set Breakpoint... menu option.
For example, to stop at program entry, in Fortran you could enter MAIN_ in response to the
dialog query, while in C or C++ you could enter main.

PGDBG debug information tabs that are useful in assembly-level debugging include the Call
Stack, Memory, and Register tabs. Disassembly is automatically shown in the source pane when
source files are available. You can also switch from source to disassembly debugging by selecting
the View | Show Assembly menu option.

6.1.5. Assembly-Level Debugging Using the PGDBG CLI

This section describes some basic operations for assembly-level debugging using the PGDBG
command-line interface. When you invoke the PGDBG CLI and are presented with a message
telling you that \texttt{PGDBG "Can't find main function compiled -g"}, assembly-level debugging is required.

To get into the program, you can set a breakpoint at a named routine. To stop at program entry, for example, in Fortran you could use

\begin{verbatim}
pgdbg> break MAIN_
\end{verbatim}

and in \texttt{C/C++} you could use

\begin{verbatim}
pgdbg> break main
\end{verbatim}

Some useful commands for assembly-level debugging using the \texttt{PGDBG} command-line interface include:

\texttt{run}
- run the program from the beginning

\texttt{cont}
- continue program execution from the current point

\texttt{nexti}
- single-step one instruction, stepping over calls

\texttt{stepi}
- single-step one instruction, stepping into calls

\texttt{breaki}
- set a breakpoint at a given address

\texttt{regs}
- display the registers

\texttt{print \$<regname>}
- display the value of the specified register

For more information on register names, refer to \textit{SSE Register Symbols}.

\texttt{dump}
- dump memory locations

\texttt{stacktrace}
- display the current call stack.

\texttt{stackdump}
- display the current call stack.

\section*{6.2. SSE Register Symbols}

X64 processors and x86 processors starting with Pentium III provide SSE (Streaming SIMD Enhancements) registers and a SIMD floating-point control/status register.

Each SSE register may contain four 32-bit single-precision or two 64-bit floating-point values. The \texttt{PGDBG regx} command reports these values individually in both hexadecimal and floating-
point format. *PGDBG* provides command notation to refer to these values individually or all together.

The component values of each SSE register can be accessed using the same syntax that is used for array subcripting. Pictorially, the SSE registers can be thought of as follows:

### [32-bit]

<table>
<thead>
<tr>
<th>127</th>
<th>96 95</th>
<th>64 63</th>
<th>32 31</th>
<th>0</th>
</tr>
</thead>
</table>

To access $xmm0[3]$, the 32-bit single-precision floating point value that occupies bits 96 – 127 of SSE register 0, use the following *PGDBG* command:

```
pgdbg> print $xmm0[3]
```

To set $xmm2[0]$ to the value of $xmm3[2]$, use the following *PGDBG* command:

```
pgdbg> set $xmm2[0] = $xmm3[2]
```

### [64-bit]

<table>
<thead>
<tr>
<th>127</th>
<th>64 63</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>$xmm0d[1]$</td>
<td>$xmm0d[0]$</td>
<td></td>
</tr>
<tr>
<td>$xmm1d[1]$</td>
<td>$xmm1d[0]$</td>
<td></td>
</tr>
<tr>
<td>$xmm2d[1]$</td>
<td>$xmm2d[0]$</td>
<td></td>
</tr>
</tbody>
</table>

To access the 64-bit floating point values in xmm0, append the character ‘d’ (for double precision) to the register name and subscript as usual, as illustrated in the following commands:

```
pgdbg> print $xmm0d[0]
pgdbg> print $xmm0d[1]
```

In most cases, *PGDBG* detects when the target environment supports SSE registers. In the event *PGDBG* does not allow access to SSE registers on a system that should have them, set the *PGDBG_SSE* environment variable to **on** to enable SSE support.
Chapter 7.
SOURCE-LEVEL DEBUGGING

This section describes source-level debugging, including debugging Fortran and C++.

7.1. Debugging Fortran

7.1.1. Fortran Types

PGDBG displays Fortran type declarations using Fortran type names. The only exception is Fortran character types, which are treated as arrays of the C type char.

7.1.2. Arrays

Fortran array subscripts and ranges are accessed using the Fortran language syntax convention, denoting subscripts with parentheses and ranges with colons.

PGI compilers for the linux86-64 platform (AMD64 or Intel 64) support large arrays (arrays with an aggregate size greater than 2GB). You can enable large array support by compiling using these options: -mcmodel=medium -Mlarge_arrays. PGDBG provides full support for large arrays and large subscripts.

PGDBG supports arrays with non-default lower bounds. Access to such arrays uses the same subscripts that are used in the program.

PGDBG also supports adjustable arrays. Access to adjustable arrays may use the same subscripting that is used in the program.

7.1.3. Operators

In general, PGDBG uses C language style operators in expressions and supports the Fortran array index selector “()” and the Fortran field selector “%” for derived types. However, .eq.,
.ne., and so forth are not supported. You must use the analogous C operators ==, !=, and so on, instead.

The precedence of operators matches the C language, which may in some cases be different than that used in Fortran.

See PGDBG Commands for a complete list of operators and their definition.

7.1.4. Name of the Main Routine

If a PROGRAM statement is used, the name of the main routine is the name in the program statement. You can always use the following command to set a breakpoint at the start of the main routine.

```
break MAIN
```

7.1.5. Common Blocks

Each subprogram that defines a common block has a local static variable symbol to define the common. The address of the variable is the address of the common block. The type of the variable is a locally-defined structure type with fields defined for each element of the common block. The name of the variable is the common block name, if the common block has a name, or _BLNK_ otherwise.

For each member of the common block, a local static variable is declared which represents the common block variable. Thus given declarations:

```
common /xyz/ a, b
integer a
integer b
```

then the entire common block can be printed out using,

```
print xyz
```

Individual elements can be accessed by name. For example:

```
print a, b
```

7.1.6. Internal Procedures

To unambiguously reference an internal procedure, qualify its name with the name of its host using the scoping operator @.
For example:

```fortran
subroutine sub1 ()
  call internal_proc ()
  contains
  subroutine internal_proc ()
    print *, "internal_proc in sub1"
  end subroutine internal_proc
end subroutine

subroutine sub2 ()
  call internal_proc ()
  contains
  subroutine internal_proc ()
    print *, "internal_proc in sub2"
  end subroutine internal_proc
end subroutine

program main
  call sub1 ()
  call sub2 ()
end program
```

```plaintext```
pgdbg> whereis internal_proc
function:       "/path/ip.f90"@sub1@internal_proc
function:       "/path/ip.f90"@sub2@internal_proc

pgdbg> break sub1@internal_proc
(1)breakpoint set at: internal_proc line: "ip.f90"@5 address: 0x401E3C

pgdbg> break sub2@internal_proc
(2)breakpoint set at: internal_proc line: "ip.f90"@13 address: 0x401EEC
```

### 7.1.7. Modules

A member of a Fortran 90 module can be accessed during debugging.

```fortran
module mod
  integer iMod
end module

subroutine useMod()
  use mod
  iMod = 1000
end subroutine

program main
  call useMod()
end program
```

▶ If the module is in the current scope, no qualification is required to access the module's members.

```plaintext```
p gdb> b useMod
(1)breakpoint set at: usemod line: "modv.f90"@7 address: 0x401CC4

Breakpoint at 0x401CC4, function usemod, file modv.f90, line 7
  #7: iMod = 1000

pgdbg> p iMod
0
```
If the module is not in the current scope, use the scoping operator @ to qualify the member’s name.

Breakpoint at 0x401CF0, function main, file modv.f90, line 11
#11: call useMod()

pgdbg> p iMod
"iMod" is not defined in the current scope

pgdbg> p mod@iMod
0

7.1.8. Module Procedures

A module procedure is a subroutine contained within a module. A module procedure itself can contain internal procedures. The scoping operator @ can be used when working with these types of subprograms to prevent ambiguity.

module mod
contains
  subroutine mod_proc1()
    call internal_proc()
    contains
      subroutine internal_proc()
        print *, "internal_proc in mod_proc1"
      end subroutine
    end subroutine
  end subroutine
  subroutine mod_proc2()
    call internal_proc()
    contains
      subroutine internal_proc()
        print *, "internal_proc in mod_proc2"
      end subroutine
    end subroutine
  end subroutine
end module

program main
  use mod
  call mod_proc1
  call mod_proc2
end program

pgdbg> whereis internal_proc
function:       "/path/modp.f90"@mod@mod_proc1@internal_proc
function:       "/path/modp.f90"@mod@mod_proc2@internal_proc

pgdbg> break mod@mod_proc1@internal_proc
(1)breakpoint set at: internal_proc line: "modp.f90"@7 address: 0x401E3C

pgdbg> break mod@mod_proc2@internal_proc
(2)breakpoint set at: internal_proc line: "modp.f90"@14 address: 0x401EEC

7.2. Debugging C++
7.2.1. Calling C++ Instance Methods

To use the `call` command to call a C++ instance method, the object must be explicitly passed as the first parameter to the call. For example, suppose you were given the following definition of class `Person` and the appropriate implementation of its methods:

```cpp
class Person
{
    public:
        char name[10];
        Person(char * inName);
        void print();
};

int main()
{
    Person * pierre;
    pierre = new Person("Pierre");
    pierre->print();
    return 0;
}
```

Call the instance method `print` on object `pierre` as follows:

```
pgdbg> call Person::print(pierre)
```

Notice that `pierre` must be explicitly passed into the method because it is the `this` pointer. You can also specify the class name to remove ambiguity.
Chapter 8.
PLATFORM-SPECIFIC FEATURES

This section describes the PGDBG features that are specific to particular platforms, such as
pathname conventions, debugging with core files, and signals.

8.1. Pathname Conventions

PGDBG uses the forward slash character (/) internally as the path component separator on all
platforms. The backslash (\) is used as the escape character in the PGDBG command language.

On Windows systems, use backslash as the path component separator in the fields of the
Connections tab. Use the forward slash as the path component separator when using a debugger
command in the Command tab or in the CLI. The forward slash separator convention is still in
effect when using a drive letter to specify a full path. For example, to add the Windows pathname
C:/Temp/src to the list of searched source directories, use the command:

```
pgdbg> dir C:/Temp/src
```

To set a breakpoint at line 10 of the source file specified by the relative path sub1/main.c, use
this command:

```
pgdbg> break "sub1/main.c":10
```

8.2. Debugging with Core Files

PGDBG supports debugging of core files on Linux platforms. In the GUI, select the Core option
on the Connections tab to enable core file debugging. Fill in the Program and Core File fields and
open the connection to load the core file.

You can also launch PGDBG for core file debugging from the command line. To do this, use the
following options:

```
$ pgdbg -core coreFileName programName
```

Core files (or core dumps) are generated when a program encounters an exception or fault.
For example, one common exception is the segmentation violation, which can be caused by
referencing an invalid memory address. The memory and register states of the program are
written into a core file so that they can be examined by a debugger.
The shell environment in which the application runs must be set up to allow core file creation. On many systems, the default user setting `ulimit` does not allow core file creation.

Check the `ulimit` as follows:

For sh/bash users:

```
$ ulimit -c
```

For csh/tcsh users:

```
% limit coredumpsize
```

If the core file size limit is zero or something too small for the application, it can be set to unlimited as follows:

For sh/bash users:

```
$ ulimit -c unlimited
```

For csh/tcsh users:

```
% limit coredumpsize unlimited
```

See the Linux shell documentation for more details. Some versions of Linux provide system-wide limits on core file creation.

The core file is normally written into the current directory of the faulting application. It is usually named `core` or `core.pid` where `pid` is the process ID of the faulting thread. If the shell environment is set correctly and a core file is not generated in the expected location, the system core dump policy may require configuration by a system administrator.

Different versions of Linux handle core dumping slightly differently. The state of all process threads are written to the core file in most modern implementations of Linux. In some new versions of Linux, if more than one thread faults, then each thread’s state is written to separate core files using the `core.pid` file naming convention previously described. In older versions of Linux, only one faulting thread is written to the core file.

If a program uses dynamically shared objects (i.e., shared libraries named `lib*.so`), as most programs on Linux do, then accurate core file debugging requires that the program be debugged on the system where the core file was created. Otherwise, slight differences in the version of a shared library or the dynamic linker can cause erroneous information to be presented by the debugger. Sometimes a core file can be debugged successfully on a different system, particularly on more modern Linux systems, but you should take care when attempting this.

When debugging core files, `PGDBG`:

- Supports all non-control commands.
- Performs any command that does not cause the program to run.
- Generates an error message in `PGDBG` for any command that causes the program to run.
- May provide the status of multiple threads, depending on the type of core file created.

`PGDBG` does not support multi-process core file debugging.
8.3. Signals

*PGDBG* intercepts all signals sent to any of the threads in a multi-threaded program and passes them on according to that signal's disposition as maintained by *PGDBG* (see the *catch* and *ignore* commands), except for signals that cannot be intercepted or signals used internally by *PGDBG*.

8.3.1. Signals Used Internally by *PGDBG*

SIGTRAP and SIGSTOP are used by Linux for communication of application events to *PGDBG*. Management of these signals is internal to *PGDBG*. Changing the disposition of these signals in *PGDBG* (via *catch* and *ignore*) results in undefined behavior.

8.3.2. Signals Used by Linux Libraries

Some Linux thread libraries use SIGRT1 and SIGRT3 to communicate among threads internally. Other Linux thread libraries, on systems that do not have support for real-time signals in the kernel, use SIGUSR1 and SIGUSR2. Changing the disposition of these signals in *PGDBG* (via *catch* and *ignore*) results in undefined behavior.

Target applications compiled with the options `-pg` or `-Mprof=time` generate numerous SIGPROF signals. Although SIGPROF can be handled by *PGDBG* via the *ignore* command, debugging of applications built for sample-based profiling is not recommended.
Chapter 9.
PARALLEL DEBUGGING OVERVIEW

This section provides an overview of how to use PGDBG to debug parallel applications. It includes important definitions and background information on how PGDBG represents processes and threads.

9.1. Overview of Parallel Debugging Capability

PGDBG is a parallel application debugger capable of debugging multi-process MPI applications, multi-thread and OpenMP applications, and hybrid multi-thread/multi-process applications that use MPI to communicate between multi-threaded or OpenMP processes.

For specific information on multi-thread and OpenMP debugging, refer to Parallel Debugging with OpenMP.

For specific information on multi-process MPI debugging, refer to Parallel Debugging with MPI.

9.1.1. Graphical Presentation of Threads and Processes

PGDBG graphical user interface components that provide support for parallelism are described in detail in The Graphical User Interface.

9.2. Basic Process and Thread Naming

Because PGDBG can debug multi-threaded, multi-process, and hybrid multi-threaded/multi-process applications, it provides a convention for uniquely identifying each thread in each process. This section gives a brief overview of this naming convention and how it is used to provide adequate background for the subsequent sections. A more detailed discussion of this convention, including advanced techniques for applying it, is provided in Thread and Process Grouping and Naming.

PGDBG identifies threads in an OpenMP application using the OpenMP thread IDs. Otherwise, PGDBG assigns arbitrary IDs to threads, starting at zero and incrementing in order of thread creation.
Parallel Debugging Overview

**PGDBG** identifies processes in an MPI application using MPI rank (in communicator MPI_COMM_WORLD). Otherwise, **PGDBG** assigns arbitrary IDs to processes; starting at zero and incrementing in order of process creation. Process IDs are unique across all active processes.

In a multi-threaded/multi-process application, each thread can be uniquely identified across all processes by prefixing its thread ID with the process ID of its parent process. For example, thread 1.4 identifies the thread with ID 4 in the process with ID 1.

An OpenMP application logically runs as a collection of threads with a single process, process 0, as the parent process. In this context, a thread is uniquely identified by its thread ID. The process ID prefix is implicit and optional. For more information on debugging threads, refer to [Thread-only Debugging](#).

An MPI program logically runs as a collection of processes, each made up of a single thread of execution. Thread 0 is implicit to each MPI process. A process ID uniquely identifies a particular process, and thread ID is implicit and optional. For more information on process debugging, refer to [Process-only Debugging](#).

A hybrid, or multilevel, MPI/OpenMP program requires the use of both process and thread IDs to uniquely identify a particular thread. For more information on multilevel debugging, refer to [Multilevel Debugging](#).

A serial program runs as a single thread of execution, thread 0, belonging to a single process, process 0. The use of thread IDs and process IDs is allowed but unnecessary.

### 9.3. Thread and Process Grouping and Naming

This section describes how to name a single thread, how to group threads and processes into sets, and how to apply **PGDBG** commands to groups of processes and threads.

#### 9.3.1. PGDBG Debug Modes

**PGDBG** can operate in four debug modes. The mode determines a short form for uniquely naming threads and processes. The debug mode is set automatically or by the `pgienv mode` command.

<table>
<thead>
<tr>
<th>Debug Mode</th>
<th>Program Characterization</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serial</td>
<td>A single thread of execution</td>
</tr>
<tr>
<td>Threads-only</td>
<td>A single process, multiple threads of execution</td>
</tr>
<tr>
<td>Process-only</td>
<td>Multiple processes, each process made up of a single thread of execution</td>
</tr>
<tr>
<td>Multilevel</td>
<td>Multiple processes, at least one process employing multiple threads of execution</td>
</tr>
</tbody>
</table>

**PGDBG** initially operates in serial mode reflecting a single thread of execution. Thread IDs can be ignored in serial debug mode since there is only a single thread of execution.

The **PGDBG** prompt displays the ID of the current thread according to the current debug mode. For a description of the **PGDBG** prompt, refer to [The PGDBG Command Prompt](#).
The debug mode can be changed at any time during a debug session.

To change debug mode manually, use the `pgienv` command.

```
pgienv mode [serial|thread|process|multilevel]
```

### 9.3.2. Threads-only Debugging

Enter threads-only mode to debug a program with a single multi-threaded process. As a convenience the process ID portion can be omitted. `PGDBG` automatically enters threads-only debug mode from serial debug mode when it detects and attaches to new threads.

<table>
<thead>
<tr>
<th>Thread ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Thread 1 of process 0 (*. 1)</td>
</tr>
<tr>
<td>*</td>
<td>All threads of process 0 (*. *)</td>
</tr>
<tr>
<td>0.7</td>
<td>Thread 7 of process 0 (multilevel names are valid in threads-only mode)</td>
</tr>
</tbody>
</table>

In threads-only debug mode, status and error messages are prefixed with thread IDs depending on context.

### 9.3.3. Process-only Debugging

Enter process-only mode to debug an application consisting of single-threaded processes. As a convenience, the thread ID portion can be omitted. `PGDBG` automatically enters process-only debug mode from serial debug mode when multiple processes are detected.

<table>
<thead>
<tr>
<th>Process ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>All threads of process 0 (0.*)</td>
</tr>
<tr>
<td>*</td>
<td>All threads of all processes (<em>.</em>)</td>
</tr>
<tr>
<td>1.0</td>
<td>Thread 0 of process 1 (multilevel names are valid in process-only mode)</td>
</tr>
</tbody>
</table>

In process-only debug mode, status and error messages are prefixed with process IDs depending on context.

### 9.3.4. Multilevel Debugging

The name of a thread in multilevel debug mode is the thread ID prefixed with its parent process ID. This forms a unique name for each thread across all processes. This naming scheme is valid in all debug modes. `PGDBG` changes automatically to multilevel debug mode when at least one MPI process creates multiple threads.
Table 7  Thread IDs in Multilevel Debug Mode

<table>
<thead>
<tr>
<th>Thread ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.1</td>
<td>Thread 1 of process 0</td>
</tr>
<tr>
<td>0.*</td>
<td>All threads of process 0</td>
</tr>
<tr>
<td>*</td>
<td>All threads of all processes</td>
</tr>
</tbody>
</table>

In multilevel debugging, mode status and error messages are prefixed with process/thread IDs depending on context.

9.4. Process/Thread Sets

You use a process/thread set (p/t-set) to restrict a debugger command to apply to a particular set of threads. A p/t-set is a set of threads drawn from all threads of all processes in the target program. Use p/t-set notation to define a p/t-set.

9.4.1. Named p/t-sets

In the following sections, you will notice frequent references to three named p/t-sets:

- The target p/t-set is the set of processes and threads to which a debugger command is applied. The target p/t-set is initially defined by the debugger to be the set [all] which describes all threads of all processes.
- A prefix p/t-set is defined when p/t-set notation is used to prefix a debugger command. For the prefixed command, the target p/t-set is the prefix p/t-set.
- The current p/t-set is the p/t set currently set in the PGDBG environment. You can use the focus command to define the current p/t-set. Unless a prefix p/t-set overrides it, the current p/t set is used as the target p/t-set.

9.4.2. p/t-set Notation

The following rules describe how to use and construct p/t-sets:

Use a prefix p/t-set with a simple command:

```
[p/t-set prefix] command parm0, parm1, ...
```

Use a prefix p/t-set with a compound command:

```
[p/t-set prefix] simple-command [;simple-command ...]
```

**p/t-id:**

```
{integer|*}.{integer|*}
```

Use p/t-id optional notation when process-only or threads-only debugging is in effect. For more information, refer to the pgienv command.

**p/t-range:**

```
p/t-id:p/t-id
```

**p/t-list:**

```
{p/t-id|p/t-range} [, {p/t-id|p/t-range} ...]
```
p/t-set

1. [[!]{p/t-list|set-name}]

### p/t-sets in Threads-only Debug Mode

<table>
<thead>
<tr>
<th>p/t-set</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[0,4:6]</td>
<td>Threads 0, 4, 5, and 6</td>
</tr>
<tr>
<td>[*]</td>
<td>All threads</td>
</tr>
<tr>
<td>[*.1]</td>
<td>Thread 1. Multilevel notation is valid in threads-only mode</td>
</tr>
<tr>
<td>[*.+]</td>
<td>All threads</td>
</tr>
</tbody>
</table>

### p/t-sets in Process-only Debug Mode

<table>
<thead>
<tr>
<th>p/t-set</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[0,2:3]</td>
<td>Processes 0, 2, and 3 (equivalent to [0.<em>:2.</em>])</td>
</tr>
<tr>
<td>[*]</td>
<td>All processes (equivalent to [.*:])</td>
</tr>
<tr>
<td>[0]</td>
<td>Process 0 (equivalent to [0.*])</td>
</tr>
<tr>
<td>[*.0]</td>
<td>Process 0. Multilevel syntax is valid in process-only mode.</td>
</tr>
<tr>
<td>[0:2.*]</td>
<td>Processes 0, 1, and 2. Multilevel syntax is valid in process-only debug mode.</td>
</tr>
</tbody>
</table>

### p/t-sets in Multilevel Debug Mode

<table>
<thead>
<tr>
<th>p/t-set</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[0.1,0.3,0.5]</td>
<td>Thread 1,3, and 5 of process 0</td>
</tr>
<tr>
<td>[0.*]</td>
<td>All threads of process 0</td>
</tr>
<tr>
<td>[1.1:3]</td>
<td>Thread 1, 2, and 3 of process 1</td>
</tr>
<tr>
<td>[1:2.1]</td>
<td>Thread 1 of processes 1 and 2</td>
</tr>
<tr>
<td>[clients]</td>
<td>All threads defined by named set clients</td>
</tr>
<tr>
<td>[1]</td>
<td>Incomplete; invalid in multilevel debug mode</td>
</tr>
</tbody>
</table>

### 9.4.3. Dynamic vs. Static p/t-sets

The `defset` command can be used to define both dynamic and static p/t-sets.

#### Defining a Dynamic p/t-set

The members of a dynamic p/t-set are those active threads described by the p/t-set at the time that the p/t-set is used. By default, a p/t-set is dynamic. Threads and processes are created and destroyed as the target program runs and, therefore, membership in a dynamic set varies as the target program executes.

```
defset clients [*.1:3]  
```

Defines a dynamic named set `clients` whose members are threads 1, 2, and 3 of all processes that are currently active whenever `clients` is used. Membership in `clients` changes as processes are created and destroyed.
Defining a Static p/t-set

Membership in a static set is fixed when it is defined. The members of a static p/t-set are those threads described by that p/t-set when it is defined. Use a ‘!’ to specify a static set.

```
defset clients [!*.*.1:3]  # Defines a state named set ‘clients’ whose members are threads 1, 2, and 3 of those processes that are currently active at the time of the definition.
```

p/t-sets defined with defset are not mode-dependent and are valid in any debug mode.

9.4.4. Current vs. Prefix p/t-set

The current p/t-set is set by the `focus` command. The current p/t-set is described by the debugger prompt and depends on debug mode. For a description of the `PGDBG` prompt, refer to The `PGDBG` Command Prompt. You can use a p/t-set to prefix a command that overrides the current p/t-set. The prefix p/t-set becomes the target p/t-set for the command. The target p/t-set defines the set of threads that will be affected by a command.

‣ In the following command line, the target p/t-set is the current p/t-set:
```
pgdbg [all] 0.0> cont
```
Continue all threads in all processes

‣ In contrast, a prefix p/t-set is used in the following command so that the target p/t-set is the prefix p/t-set, shown in this example in bold:
```
pgdbg [all] 0.0> [0.1:2] cont
```
Continue threads 1 and 2 of process 0 only

In both of the above examples, the current p/t-set is the debugger-defined set [all]. In the first case, [all] is the target p/t-set. In the second case, the prefix p/t-set overrides [all] and becomes the target p/t-set. The `continue` command is applied to all active threads in the target p/t-set. Also, using a prefix p/t-set does not change the current p/t-set.

9.4.5. p/t-set Commands

You can use the following commands to collect threads and processes into logical groups.

‣ Use `defset` and `undefset` to manage a list of named p/t-sets.
‣ Use `focus` to set the current p/t-set.
‣ Use `viewset` to view the active members described by a particular p/t-set, or to list all the defined p/t-sets.
‣ Use `whichsets` to describe the p/t-sets to which a particular process/thread belongs.

Table 8 p/t-set Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>defset</td>
<td>Define a named process/thread set. This set can later be referred to by name. A list of named sets is stored by <code>PGDBG</code>.</td>
</tr>
<tr>
<td>focus</td>
<td>Set the target process/thread set for commands. Subsequent commands are applied to the members of this set by default.</td>
</tr>
</tbody>
</table>
Parallel Debugging Overview

### Command Table

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>undefined</td>
<td>Undefine a previously defined process/thread set. The set is removed from the list. The debugger-defined p/t-set [all] cannot be removed.</td>
</tr>
<tr>
<td>viewset</td>
<td>List the members of a process/thread set that currently exist as active threads, or list all the defined p/t-sets.</td>
</tr>
<tr>
<td>whichsets</td>
<td>List all defined p/t-sets to which the members of a process/thread set belong.</td>
</tr>
</tbody>
</table>

Examples of the p/t-set commands in the previous table follow.

Use `defset` to define the p/t-set `initial` to contain only thread 0:
```
pdgdb [all] 0> defset initial [0]
"initial" [0] : [0]
```

Use the `focus` command to change the current p/t-set to `initial`:
```
pdgdb [all] 0> focus [initial]
[initial] : [0]
[0]
```

Advance the thread using the current p/t-set, which is `initial`:
```
pdgdb [initial] 0> next
```

The `whichsets` command shows that thread 0 is a member of two defined p/t-sets:
```
pdgdb [initial] 0> whichsets [initial]
Thread 0 belongs to:
all
initial
```

The `viewset` command displays all threads that are active and are members of defined p/t-sets:
```
pdgdb [initial] 0> viewset
"all" [*,*] : [0.0,0.1,0.2,0.3]
"initial" [0] : [0]
```

You can use the `focus` command to set the current p/t-set back to [all]:
```
pdgdb [initial] 0> focus [all]
[all] : [0.0,0.1,0.2,0.3]
[*,*]
```

The `undefset` command undefines the initial p/t-set:
```
pdgdb [all] 0> undefset initial
p/t-set name "initial" deleted.
```

### 9.4.6. Using Process/Thread Sets in the GUI

The previous examples illustrate how to manage named p/t-sets using the command-line interface. A similar capability is available in the `PGDBG` GUI. Figure 11 provides an overview of the Groups tab.
The Groups tab contains a table with two columns: a Group Name column and a p/t-set Composition column. The entries in the Composition column are the same p/t-sets used in the command-line interface.

Using this tab you can create, select, modify and remove p/t-sets.

9.4.6.1. Create a p/t-set

To create a p/t-set in the Groups tab:

1. Click the Add button. This opens a dialog box similar to the one in Figure 23.
2. Enter the name of the p/t-set in the Group Name field and enter the p/t-set in the Composition field.
3. Click OK to add the p/t-set.

The new p/t-set appears in the Groups table. Clicking the Cancel button or closing the dialog box aborts the operation.
9.4.6.2. Select a p/t-set

To select a p/t-set, click the desired p/t-set in the table. The selected p/t-set defines the Current Group used in the Apply and Display drop-down lists on the main toolbar.

9.4.6.3. Modify a p/t-set

To modify an existing p/t-set, select the desired group in the Group table and click the Modify... button. You see a dialog box similar to that in Figure 23, except that the Group Name and Composition fields contain the selected group’s name and p/t-set respectively. You can edit the information in these fields and click OK to save the changes.

9.4.6.4. Remove a p/t-set

To remove an existing p/t-set, select the desired item in the Groups Table and click the Remove... button. PGDBG displays a dialog box asking for confirmation of the removal request.

9.4.7. p/t-set Usage

When Current Group is selected in either the Apply or Display drop-down lists on the main toolbar, the currently selected p/t-set in the Groups tab defines the Current Group.
9.5. Command Set

For the purpose of parallel debugging, the _PGDBG_ command set is divided into three disjoint subsets according to how each command reacts to the current p/t-set. Process level and thread level commands can be parallelized. Global commands cannot be parallelized.

Table 9  PGDBG Parallel Commands

<table>
<thead>
<tr>
<th>Commands</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Process Level Commands</td>
<td>Parallel by current p/t-set or prefix p/t-set</td>
</tr>
<tr>
<td>Thread Level Commands</td>
<td>Parallel by prefix p/t-set only; current p/t-set is ignored.</td>
</tr>
<tr>
<td>Global Commands</td>
<td>Non-parallel commands</td>
</tr>
</tbody>
</table>

9.5.1. Process Level Commands

The process level commands are the _PGDBG_ control commands.  

The _PGDBG_ control commands apply to the active members of the current p/t-set by default. A prefix set can be used to override the current p/t-set. The target p/t-set is the prefix p/t-set if present.

```
cont      next      step      stepout      synci
halt      nexti     stepi     sync        wait
```

Apply the **next** command to threads 1 and 2 of process 0:

```
pdgdb [all] 0.0> focus [0.1:2]
pdgdb [0.1:2] 0.0> next
```

Apply the **next** command to thread 3 of process 0 using a prefix p/t-set:

```
pdgdb [all] 0.0> [0.3] n
```

9.5.2. Thread Level Commands

The following commands are not concerned with the current p/t-set. When no p/t-set prefix is used, these commands execute in the context of the current thread of the current process by default. That is, thread level commands ignore the current p/t-set. Thread level commands can be applied to multiple threads by using a prefix p/t-set. When a prefix p/t-set is used, the commands in this section are executed in the context of each active thread described by the prefix p/t-set. The target p/t-set is the prefix p/t-set if present, or the current thread (not the current p/t-set) if no prefix p/t-set exists.

The thread level commands are:

```
addr      do       hwatch     print      stack
ascii     doi      iread      regs       stackdump
assign    dread    line       retaddr    string
bin       dump     lines      rval       track
```
* breakpoints and variants (stop, stopi, break, breaki): if no prefix p/t-set is specified, [all] is used (overriding current p/t-set).

The following actions occur when a prefix p/t-set is used:

- The threads described by the prefix are sorted per process by thread ID in increasing order.
- The processes are sorted by process ID in increasing order, and duplicates are removed.
- The command is then applied to the threads in the resulting list in order.

Without a prefix p/t-set, the print command executes in the context of the current thread of the current process, thread 0.0, printing rank 0:

```
pgdbg [all] 0.0> print myrank
0
```

With a prefix p/t-set, the thread members of the prefix are sorted and duplicates are removed. The print command iterates over the resulting list:

```
pgdbg [all] 0.0> [2:3.*,1:2.*] print myrank
[1.0] print myrank:
  [2.0] print myrank:
    [2.1] print myrank:
    [2.2] print myrank:
  [3.0] print myrank:
    [3.1] print myrank:
    [3.2] print myrank:
```

### 9.5.3. Global Commands

The rest of the PGDBG commands ignore threads and processes, or are defined globally for all threads across all processes. The current p/t-set and prefix p/t-set (if any) are ignored.

The following is a list of commands that are defined globally.

<table>
<thead>
<tr>
<th>Command</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>?</td>
<td>defset</td>
</tr>
<tr>
<td>/</td>
<td>delete</td>
</tr>
<tr>
<td>alias</td>
<td>directory</td>
</tr>
<tr>
<td>arrive</td>
<td>disable</td>
</tr>
<tr>
<td>breaks</td>
<td>display</td>
</tr>
<tr>
<td>call</td>
<td>edit</td>
</tr>
<tr>
<td>catch</td>
<td>enable</td>
</tr>
<tr>
<td>debug</td>
<td>func</td>
</tr>
<tr>
<td>defset</td>
<td>help</td>
</tr>
<tr>
<td>funcs</td>
<td>ignore</td>
</tr>
<tr>
<td>quit</td>
<td>log</td>
</tr>
<tr>
<td>threads</td>
<td>history</td>
</tr>
<tr>
<td>threads</td>
<td>ignore</td>
</tr>
<tr>
<td>threads</td>
<td>log</td>
</tr>
<tr>
<td>threads</td>
<td>myrank</td>
</tr>
<tr>
<td>threads</td>
<td>nil</td>
</tr>
<tr>
<td>threads</td>
<td>noalias</td>
</tr>
<tr>
<td>threads</td>
<td>norepeat</td>
</tr>
<tr>
<td>threads</td>
<td>run</td>
</tr>
<tr>
<td>threads</td>
<td>undefset</td>
</tr>
<tr>
<td>threads</td>
<td>use</td>
</tr>
<tr>
<td>threads</td>
<td>viewset</td>
</tr>
<tr>
<td>threads</td>
<td>wait</td>
</tr>
</tbody>
</table>
9.6. Process and Thread Control

PGDBG supports thread and process control everywhere in the program. Threads and processes can be advanced in groups anywhere in the program.

The PGDBG control commands are:

- `cont`
- `next`
- `step`
- `stepout`
- `synci`
- `halt`
- `nexti`
- `stepi`
- `sync`
- `wait`

To describe those threads to be advanced, set the current p/t-set or use a prefix p/t-set.

A thread inherits the control operation of the current thread when it is created. If the current thread single-steps over an `_mp_init` call (found at the beginning of every OpenMP parallel region) using the `next` command, then all threads created by `_mp_init` step into the parallel region as if by the `next` command.

A process inherits the control operation of the current process when it is created. So if the current process returns from a call to `MPI_Init` under the control of a `cont` command, the new process does the same.

9.7. Configurable Stop Mode

PGDBG supports configuration of how threads and processes stop in relation to one another. PGDBG defines two `pgienv` environment variables, threadstop and procstop, for this purpose. PGDBG defines two stop modes, synchronous (sync) and asynchronous (async).

<table>
<thead>
<tr>
<th>Command</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>sync</code></td>
<td>Synchronous stop mode; when one thread stops at a breakpoint (event), all other threads are stopped soon after.</td>
</tr>
<tr>
<td><code>async</code></td>
<td>Asynchronous stop mode; each thread runs independently of the other threads. One thread stopping does not affect the behavior of another.</td>
</tr>
</tbody>
</table>

Thread stop mode is set using the `pgienv` command as follows:

```
pgienv threadstop [sync|async]
```

Process stop mode is set using the `pgienv` command as follows:

```
pgienv procstop [sync|async]
```

PGDBG defines the default to be asynchronous for both thread and process stop modes. When debugging an OpenMP program, PGDBG automatically enters synchronous thread stop mode in serial regions, and asynchronous thread stop mode in parallel regions.
The `pgienv` environment variables `threadstopconfig` and `procstopconfig` can be set to automatic (auto) or user defined (user) to enable or disable this behavior:

```plaintext
pgienv threadstopconfig [auto|user]
pgienv procstopconfig [auto|user]
```

Selecting the user-defined stop mode prevents the debugger from changing stop modes automatically. Automatic stop configuration is the default for both threads and processes.

### 9.8. Configurable Wait Mode

Wait mode describes when `PGDBG` accepts the next command. The wait mode is defined in terms of the execution state of the program. Wait mode describes to the debugger which processes/threads must be stopped before it will accept the next command.

In certain situations, it is desirable to be able to enter commands while the program is running and not stopped at an event. The `PGDBG` prompt does not appear until all processes/threads are stopped. However, a prompt may be available before all processes/threads have stopped. Pressing `<enter>` at the command line brings up a prompt if it is available. The availability of the prompt is determined by the current wait mode and any pending `wait` commands.

`PGDBG` accepts a compound statement at each prompt. Each compound statement is a sequence of semicolon-separated commands, which are processed immediately in order.

The wait mode describes when to accept the next compound statement. `PGDBG` supports three wait modes, which can be applied to processes and/or threads.

#### Table 11 PGDBG Wait Modes

<table>
<thead>
<tr>
<th>Command</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>all</code></td>
<td>The prompt is available only after all threads have stopped since the last control command.</td>
</tr>
<tr>
<td><code>any</code></td>
<td>The prompt is available only after at least one thread has stopped since the last control command.</td>
</tr>
<tr>
<td><code>none</code></td>
<td>The prompt is available immediately after a control command is issued.</td>
</tr>
</tbody>
</table>

- Thread wait mode describes which threads `PGDBG` waits for before accepting new commands.

  Thread wait mode is set using the `pgienv` command as follows:

  ```plaintext
  pgienv threadwait [any|all|none]
  ```

- Process wait mode describes which processes `PGDBG` waits for before accepting new commands.

  Process wait mode is set using the `pgienv` command as follows:

  ```plaintext
  pgienv procwait [any|all|none]
  ```

If process wait mode is set to none, then thread wait mode is ignored.

The `PGDBG` CLI defaults to:

```plaintext
threadwait all
procwait any
```
If the target program goes MPI parallel, then \texttt{procwait} is changed to \texttt{none} automatically by \texttt{PGDBG}.

If the target program goes thread parallel, then \texttt{threadwait} is changed to \texttt{none} automatically by \texttt{PGDBG}. The \texttt{pgienv} environment variable \texttt{threadwaitconfig} can be set to automatic (auto) or user defined (user) to enable or disable this behavior.

\texttt{pgienv threadwaitconfig [auto|user]}

Selecting the user defined wait mode prevents the debugger from changing wait modes automatically. Automatic wait mode is the default thread wait mode.

The \texttt{PGDBG} GUI defaults to:

\begin{verbatim}
threadwait none
procwait none
\end{verbatim}

Setting the wait mode may be necessary when invoking the \texttt{PGDBG} GUI using the -s (script file) option. This step ensures that the necessary threads are stopped before the \texttt{next} command is processed.

\texttt{PGDBG} also provides a \texttt{wait} command that can be used to insert explicit wait points in a command stream. \texttt{wait} uses the target p/t-set by default, which can be set to wait for any combination of processes/threads. You can use the \texttt{wait} command to insert wait points between the commands of a compound command.

The \texttt{pgienv} variables \texttt{threadwait} and \texttt{procwait} can be used to configure the behavior of \texttt{wait}. For more information, refer to \texttt{pgienv} usage in Configurable Wait Mode.

Table 12 describes the behavior of wait.

Suppose $S$ is the target p/t-set. In the table,

\begin{itemize}
  \item $P$ is the set of all processes described by $S$.
  \item $p$ is a single process.
  \item $T$ is the set of all threads described by $S$.
  \item $t$ is a single thread.
\end{itemize}

Table 12 \textbf{PGDBG Wait Behavior}

<table>
<thead>
<tr>
<th>Command</th>
<th>threadwait</th>
<th>procwait</th>
<th>Wait Set</th>
</tr>
</thead>
<tbody>
<tr>
<td>wait all</td>
<td>all</td>
<td>all</td>
<td>Wait for $T$</td>
</tr>
<tr>
<td>wait</td>
<td>any</td>
<td>any</td>
<td>Wait for all threads in at least one $p$ in $P$</td>
</tr>
<tr>
<td>wait</td>
<td>none</td>
<td>none</td>
<td>Wait for all $t$ in $T$ for at least one $p$ in $P$</td>
</tr>
<tr>
<td>wait</td>
<td>all</td>
<td>none</td>
<td>Wait for $T$</td>
</tr>
</tbody>
</table>
### 9.9. Status Messages

*PGDBG* can produce a variety of status messages during a debug session. This feature can be useful in the CLI if the graphical aids provided by the GUI are unavailable. Use the `pgienv` command to enable or disable the types of status messages produced by setting the `verbose` environment variable to an integer-valued bit mask:

```
pgienv verbose <bitmask>
```

The values for the bit mask, listed in the following table, control the type of status messages desired.

**Table 13  PGDBG Status Messages**

<table>
<thead>
<tr>
<th>Value</th>
<th>Type</th>
<th>Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x0</td>
<td>Standard</td>
<td>Disable all messages.</td>
</tr>
<tr>
<td>0x1</td>
<td>Standard</td>
<td>Report status information on current process/thread only. A message is printed when the current thread stops and when threads and processes are created and destroyed. Standard messaging is the default and cannot be disabled.</td>
</tr>
<tr>
<td>0x2</td>
<td>Thread</td>
<td>Report status information on all threads of current processes. A message is reported each time a thread stops. If process messaging is also enabled, then a message is reported for each thread across all processes. Otherwise, messages are reported for threads of the current process only.</td>
</tr>
<tr>
<td>0x4</td>
<td>Process</td>
<td>Report status information on all processes. A message is reported each time a process stops. If thread messaging is also enabled, then a message is reported for each thread across all processes. Otherwise, messages are reported for the current thread only of each process.</td>
</tr>
<tr>
<td>Value</td>
<td>Type</td>
<td>Information</td>
</tr>
<tr>
<td>-------</td>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>0x8</td>
<td>SMP</td>
<td>Report SMP events. A message is printed when a process enters or exits a parallel region, or when the threads synchronize. The PGDBG OpenMP handler must be enabled.</td>
</tr>
<tr>
<td>0x16</td>
<td>Parallel</td>
<td>Report process-parallel events (default).</td>
</tr>
<tr>
<td>0x32</td>
<td>Symbolic debug information</td>
<td>Report any errors encountered while processing symbolic debug information (e.g. ELF, DWARF2).</td>
</tr>
</tbody>
</table>

### 9.10. The PGDBG Command Prompt

The *PGDBG* command prompt reflects the current debug mode, as described in [PGDBG Debug Modes](#). In serial debug mode, the *PGDBG* prompt looks like this:

```
pgdbug>
```

In threads-only debug mode, *PGDBG* displays the current p/t-set in square brackets followed by the ID of the current thread:

```
pgdbug [all] 0> 
Current thread is 0
```

In process-only debug mode, *PGDBG* displays the current p/t-set in square brackets followed by the ID of the current process:

```
pgdbug [all] 0> 
Current process is 0
```

In multilevel debug mode, *PGDBG* displays the current p/t-set in square brackets followed by the ID of the current thread prefixed by the id of its parent process:

```
pgdbug [all] 1.0> 
Current thread 1.0
```

The *pgienv promptlen* variable can be set to control the number of characters devoted to printing the current p/t-set at the prompt.

### 9.11. Parallel Events

This section describes how to use a p/t-set to define an event across multiple threads and processes. Events, such as breakpoints and watchpoints, are user-defined events. User-defined events are thread-level commands, described in [Thread Level Commands](#).

Breakpoints, by default, are set across all threads of all processes. A prefix p/t-set can be used to set breakpoints on specific processes and threads. For example:

```
i) pgdbg [all] 0> b 15
ii) pgdbg [all] 0> [all] b 15
iii) pgdbg [all] 0> [0.1:3] b 15
```

(i) and (ii) are equivalent. (iii) sets a breakpoint only in threads 1,2,3 of process 0.
By default, all other user events are set for the current thread only. A prefix p/t-set can be used to set user events on specific processes and threads. For example:

i) pgdbg [all] 0> watch glob
ii) pgdbg [all] 0> [*] watch glob

(i) sets a watchpoint for glob on thread 0 only. (ii) sets a watchpoint for glob on all threads that are currently active.

When a process or thread is created, it inherits all of the breakpoints defined for the parent process or thread. All other events must be defined explicitly after the process or thread is created. All processes must be stopped to add, enable, or disable a user event.

Events may contain if and do clauses. For example:

```
pgdbg [all] 0> [*] break func if (glob!=0) do {set f = 0}
```

The breakpoint fires only if glob is non-zero. The do clause is executed if the breakpoint fires. The if and do clauses execute in the context of a single thread. The conditional in the if clause and the body of the do execute in the context of a single thread, the thread that triggered the event. The conditional definition as above can be restated as follows:

```
[0] if (glob!=0) {
[0] set f = 0
}
[1] if (glob!=0) {
[1] set f = 0
}
...
```

When thread 1 hits func, glob is evaluated in the context of thread 1. If glob evaluates to non-zero, f is bound in the context of thread 1 and its value is set to 0.

Control commands can be used in do clauses, however they only apply to the current thread and are only well defined as the last command in the do clause. For example:

```
pgdbg [all] 0> [*] break func if (glob!=0) do {set f = 0; c}
```

If the `wait` command appears in a do clause, the current thread is added to the wait set of the current process. For example:

```
pgdbg [all] 0> [*] break func if (glob!=0) do {set f = 0; c; wait}
```

If conditionals and do bodies cannot be parallelized with prefix p/t-sets. For example, the following command is illegal:

```
pgdbg [all] 0> break func if (glob!=0) do {
[1] set f = 0
} ILLEGAL
```

The body of a do statement cannot be parallelized.

## 9.12. Parallel Statements

This section describes how to use a p/t-set to define a statement that executes for multiple threads and processes.

### 9.12.1. Parallel Compound/Block Statements

Each command in a compound statement is executed in order. The target p/t-set is applied to all statements in a compound statement. The following two examples (i) and (ii) are equivalent:

i) pgdbg [all] 0> [*] break main; cont; wait; print f0110;i

ii) pgdbg [all] 0> [*] break main; [*]cont; [*]wait; [*]print f0110;i
Use the `wait` command if subsequent commands require threads to be stopped, as the `print` command in the example does.

The `threadwait` and `procevent` environment variables do not affect how commands within a compound statement are processed. These `pgienv` environment variables describe to `PGDBG` under what conditions (state of program) it should accept the next (compound) statement.

### 9.12.2. Parallel If, Else Statements

A prefix p/t-set can be used to parallelize an if statement. An if statement executes in the context of the current thread by default. The following example:

```
pgdbg [all] 0> [*] if (i==1) {break func; c; wait} else {sync func2}
```

is equivalent to the following pseudo-code:

```
for the subset of [*] where (i==1)
  break func; c; wait;
for the subset of [*] where (i!=1)
  sync func2
```

### 9.12.3. Parallel While Statements

A prefix p/t-set can be used to parallelize a while statement. A while statement executes in the context of the current thread by default. The following example:

```
pgdbg [all] 0> [*] while (i<10) {n; wait; print i}
```

is equivalent to the following pseudo-code:

```
loop:
  if the subset of [*] is the empty set
    goto done
  endif
  for the subset [s] of [*] where (i<10)
    [s]n; [s]wait; [s]print i;
  endfor
  goto loop
```

The while statement terminates when either the subset of the target p/t-set matching the while condition is the empty set, or a return statement is executed in the body of the while.

### 9.12.4. Return Statements

The return statement is defined only in serial context since it cannot return multiple values. When return is used in a parallel statement, it returns the last value evaluated.
This section provides information on how to debug OpenMP applications. Before reading this section, review the information in Parallel Debugging Overview.

10.1. OpenMP and Multi-thread Support

*PGDBG* provides full control of threads in parallel regions. Commands can be applied to all threads, a single thread, or a group of threads. Thread identification in *PGDBG* uses the native thread numbering scheme for OpenMP applications; for other types of multi-threaded applications thread numbering is arbitrary. OpenMP private data can be accessed accurately for each thread. *PGDBG* provides understandable status displays regarding per-thread state and location.

Advanced features provide for configurable thread stop modes and wait modes, allowing debugger operation that is concurrent with application execution.

10.2. Multi-thread and OpenMP Debugging

*PGDBG* automatically attaches to new threads as they are created during program execution. *PGDBG* reports when a new thread is created and the thread ID of the new thread is printed.

```shell
([1] New Thread)
```

The system ID of the freshly created thread is available through the `threads` command. You can use the `procs` command to display information about the parent process.

*PGDBG* maintains a conceptual current thread. When using the *PGDBG* CLI, the current thread is chosen by using the `thread` command.

```shell
pgdbg [all] 2> thread 3
pgdbg [all] 3>
```

When using the *PGDBG* GUI, the current thread can be selected using the Current Thread drop-down list or by clicking in the Thread Grid. A subset of *PGDBG* commands known as thread-level commands apply only to the current thread. For more information, refer to Thread Level Commands.
The **threads** command lists all threads currently employed by an active program. It displays each thread’s unique thread ID, system ID (OS process ID), execution state (running, stopped, signaled, exited, or killed), signal information and reason for stopping, and the current location if stopped or signaled. An arrow (=>) indicates the current thread. The process ID of the parent is printed in the top left corner. The **threads** command does not change the current thread.

```
pgdbg [all] 3> threads
0 ID PID STATE SIGNAL LOCATION
=> 3 18399 Stopped SIGTRAP main line: 31 in "omp.c" address: 0x80490ab
  2 18398 Stopped SIGTRAP main line: 32 in "omp.c" address: 0x80490cf
  1 18397 Stopped SIGTRAP main line: 31 in "omp.c" address: 0x80490ab
  0 18395 Stopped SIGTRAP f line: 5 in "omp.c" address: 0x8048fa0
```

In the GUI, thread state is represented by a color in the process/thread grid.

<table>
<thead>
<tr>
<th>Thread State</th>
<th>Description</th>
<th>Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stopped</td>
<td>The thread is stopped at a breakpoint, or was directed to stop by <strong>PGDBG</strong>.</td>
<td>Red</td>
</tr>
<tr>
<td>Signaled</td>
<td>The thread is stopped due to delivery of a signal.</td>
<td>Blue</td>
</tr>
<tr>
<td>Running</td>
<td>The thread is running.</td>
<td>Green</td>
</tr>
<tr>
<td>Exited or Killed</td>
<td>The thread has been killed or has exited.</td>
<td>Black</td>
</tr>
</tbody>
</table>

### 10.3. Debugging OpenMP Private Data

**PGDBG** supports debugging of OpenMP private data for all supported languages. When an object is declared private in the context of an OpenMP parallel region, it essentially means that each thread team has its own copy of the object. This capability is shown in the following Fortran and C/C++ examples, where the loop index variable i is private by default.

**FORTRAN example:**
```
program omp_private_data
    integer array(8)
    call omp_set_num_threads(2)
    !$OMP PARALLEL DO
    do i=1,8
        array(i) = i
    enddo
    !$OMP END PARALLEL DO
    print *, array
end
```

**C example:**
```
#include <stdio.h>

int main(void)
{
    int array[8];
    printf("\n\n\n");
    #pragma omp parallel default(none) shared(array)
    #pragma omp for private(i)
    for (i = 0; i < 8; i++)
    {
        printf("%d,\n", i);
    }
    printf("\n\n\n");
    return 0;
}
```
C/ C++ example:

```c
#include <omp.h>
int main ()
{
    int i;
    int array[8];
   omp_set_num_threads(2);

#pragma omp parallel
{
#pragma omp for
    for (i = 0; i < 8; ++i) {
        array[i] = i;
    }
}
for (i = 0; i < 8; ++i) {
    printf("array[%d] = %d\n", i, array[i]);
}
```

Compile the examples with a PGI compiler. The display of OpenMP private data in the resulting executables as debugged by `PGDBG` is as follows:

```
pgdbg [all] 0> [*] print i
[0] print i:
    1
[1] print i:
    5
```

The example specifies [*] for the p/t-set to execute the `print` command on all threads. Figure 24 shows the values for i in the `PGDBG` GUI using a Custom Window.

All Threads is selected in the Context drop-down list to display the value on both threads.
Figure 24  OpenMP Private Data in PGDBG GUI
Chapter 11.
PARALLEL DEBUGGING WITH MPI

PGDBG is capable of debugging multi-process MPI and hybrid multi-thread/multi-process applications. Hybrid applications use MPI to communicate between multi-threaded or OpenMP processes. This section begins with a general overview of how to use PGDBG to debug parallel MPI applications before detailing how to launch MPI applications under debug using the various supported platforms and versions of MPI.

For information on compiling a program using MPI, refer to ‘Using MPI’ in the PGI Compiler User’s Guide available at www.pgroup.com/resources/docs.htm.

11.1. MPI and Multi-Process Support

PGDBG can debug MPI applications running on the local system and, on Linux, applications distributed across a cluster. MPI applications must be started under debugger control. Process identification uses the MPI rank within MPI_COMM_WORLD.

MPI debugging is supported on Linux, OSX, and Windows. Application debugging is supported to a maximum of 256 processes and 64 threads per process, but may be limited by your PGI license keys. A PGI CDK license is required to enable PGDBG's distributed debugging capabilities.

11.2. MPI on Linux

PGI Workstation for Linux ships with a PGI-built version of MPICH v3. The PGI CDK also includes MPICH v3; and, in addition, CDK users can download PGI-built versions of MVAPICH2 and Open MPI.

PGI Workstation and CDK on Linux support SGI MPI. Any SGI MPI program configured to build with PGI compilers can be debugged with PGDBG without any additional configuration considerations.
11.3. MPI on OS X
PGI products for OS X ship with a PGI-built version of MPICH v3.

11.4. MPI on Windows
PGI products on Windows ship with Microsoft’s HPC Pack 2012 SP1 MS-MPI redistributable package; MS-MPI is installed by default. PGDBG can debug MS-MPI programs running locally; cluster debugging is not supported.

11.5. Deprecated Support for MPICH1, MPICH2, MVAPICH1
PGI has deprecated support for MPICH1, MPICH2 and MVAPICH1. For instructions on debugging an application using one of these distributions of MPI, please refer to the documentation for release 13.10 (or prior).

11.6. Building an MPI Application for Debugging
In general, simply add \textit{--g} to the compilation and linking of an MPI application to enable the generation of debug information. Instead of invoking a compiler directly, most versions of MPI include wrapper files (i.e., mpicc, mpif90). That said, the PGI compilers have direct support for some MPI distributions via the \textit{--Mmpi} option. For example, sub-options to \textit{--Mmpi} are available for MPICH, SGI, and MS-MPI.

11.7. The MPI Launch Program
In the following sections, the term \textit{launcher} indicates the MPI launch program. The debugger uses \texttt{mpiexec} as the default launcher. If the location of the launcher in your MPI distribution is not in your PATH environment variable, you must provide the debugger with the full path to the launcher, including the name of the launch tool itself. If the location of the launcher is in your PATH, then you just need to provide the name of the launcher and then only if the launcher is not mpiexec.

11.7.1. Launch Debugging Using the Connection Tab
You can use PGDBG’s Connections tab to start debug sessions of programs that were built using MPICH, MS-MPI, MVAPICH2 and Open MPI. Programs built with SGI MPI can be debugged with the PGDBG GUI but the session must be started when the debugger is launched.

To configure an MPI debug session, first select the MPI check box near the top of the Connections tab to enable its MPI-specific fields. Use the Command field to specify the MPI launch program and the Arguments field to pass arguments (if any) to the MPI launch program. The same rules discussed earlier about specifying the MPI launch program apply here as well.
The examples in the following table use eight processes and a file named ‘hosts’ to illustrate how you might go about filling in the Command and Argument fields for different MPI distributions:

<table>
<thead>
<tr>
<th>MPI Distribution</th>
<th>Command</th>
<th>Arguments</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPICH</td>
<td>mpiexec</td>
<td>-np 8</td>
</tr>
<tr>
<td>MS-MPI</td>
<td>mpiexec</td>
<td>-n 8</td>
</tr>
<tr>
<td>MVAPICH2</td>
<td>mpirun_rsh</td>
<td>-rsh -hostfile hosts -np 8</td>
</tr>
<tr>
<td>Open MPI</td>
<td>mpiexec</td>
<td>-np 8</td>
</tr>
</tbody>
</table>

### 11.7.2. Launch Debugging From the Command Line

Debugging sessions for all MPI distributions supported by PGI can be started when the debugger is launched. The requirements of the MPI distribution itself determine the command required to start the debugger. The debugger’s text and graphical modes are both supported from a command line launch.

### 11.7.3. MPICH

To launch debugging of an MPICH program from the command line, use this command format:

```
pgdbg [-text] -mpi[:<launcher_path>] <launcher_args> [-program_args arg1,...argn]
```

The launcher for MPICH v3 is `mpiexec`. If the path to `mpiexec` is not part of the PATH environment variable, then you must specify the full path to `mpiexec` in the `pgdbg` command line. If `mpiexec` is in your PATH, you don’t have to supply an argument to the `–mpi` option at all because `mpiexec` is the default launcher name.

For example, to debug an MPICH program named `cpi`, which takes one program argument, using four processes, use a command like this one:

```
$ pgdbg -mpi -np 4 cpi -program_args 11000
```

### 11.7.4. MS-MPI

MS-MPI applications can be run and debugged locally. Debugging is not supported on Windows clusters.

To invoke the PGDBG debugger to debug an MS-MPI application locally, use this command format:

```
pgdbg -mpi[:<launcher_path>] <launcher_args> [-program_args arg1,...argn]
```

When MS-MSPI is installed, it adds the location of `mpiexec` to the system’s PATH environment variable so you do not need to supply an argument to the `–mpi` option. If the path to `mpiexec` is not part of your PATH, then you must specify the full path to `mpiexec` in the `pgdbg` command line.

For example, to debug an MS-MPI application named `prog` using four processes running on the host system, use a command like this one:

```
$ pgdbg -mpi -n 4 prog.exe
```
11.7.5. MVAPICH2

To launch debugging of an MVAPICH2 program from the command line, use this command format:

```
pgdbg [-text] -mpi=<launcher_path> <launcher_args> [ -program_args arg1,...argn ]
```

For MVAPICH2, the MPI launcher is `mpirun_rsh`, so use `-mpi:mpirun_rsh`.

If the path to `mpirun_rsh` is not in your PATH environment variable, then you must specify the full path to `mpirun_rsh` using the `-mpi` option.

For example, to start debugging an MVAPICH2 program called `fpi` using four processes and a host file called ‘hosts’ use a command like:

```
$ pgdbg -mpi=mpirun_rsh -rsh -hostfile hosts -np 4 ./fpi
```

11.7.6. Open MPI

Open MPI debugging start-up is the same as MPICH debugging start-up. To launch debugging of an Open MPI program from the command line, use this command format:

```
pgdbg [-text] -mpi[=<launcher_path>] <launcher_args> [ -program_args arg1,...argn ]
```

The launcher for Open MPI is `mpiexec`. If the path to `mpiexec` is not part of the PATH environment variable, then you must specify the full path to `mpiexec` in the `pgdbg` command line. If `mpiexec` is in your PATH, you don’t have to supply an argument to the `-mpi` option at all because `mpiexec` is the default launcher name.

For example, to debug an Open MPI program named `cpi`, which takes one program argument, using four processes, use a command like this one:

```
$ pgdbg -mpi -np 4 cpi -program_args 11000
```

11.7.7. SGI MPI

Use the debugger’s `-sgimpi` option instead of `-mpi` when you want to debug an SGI MPI program. Otherwise the command format for launching SGI MPI debugging is similar to that used when debugging programs built with other distributions of MPI:

```
pgdbg [-text] -sgimpi[=<launcher_path>] <launcher_args> [ -program_args arg1,...argn ]
```

The SGI MPI launch program is `mpirun`. You can use `-sgimpi` without an argument if the location of `mpirun` is in your PATH. If `mpirun` is not in your PATH, then you must specify the full path to it, including the `mpirun` command, as part of the `-sgimpi` option.

When running or debugging an SGI MPI program, you need to include the SGI MPI lib directory in the `LD_LIBRARY_PATH` environment variable.

For example, provided `mpirun` is in your PATH, to debug an SGI MPI program named `fpi` using four processes, use a command like:

```
$ pgdbg -sgimpi -np 4 fpi
```
When an SGI MPI debugging session starts up, a number of messages are printed to the command prompt. These messages reflect how PGDBG is setting up the session and can be safely ignored.

Program input from stdin is disabled when running an SGI MPI program using PGDBG.

11.8. Process Control

Here are some general things to consider when debugging an MPI program:

- Use the Groups tab (p/t-sets in the CLI) to focus on a set of processes. Be mindful of process dependencies.
- For a running process to receive a message, the sending process must be allowed to run.
- Process synchronization points, such as MPI_Barrier, do not return until all processes have hit the sync point.
- MPI_Finalize acts as an implicit barrier except when using the now deprecated MPICH1, where Process 0 returns while Processes 1 through n-1 exit.

You can apply a control command, such as cont or step, to a stopped process while other processes are running. A control command applied to a running process is applied to the stopped threads of that process and is ignored by its running threads.

PGDBG automatically switches to process wait mode none as soon as it attaches to its first MPI process. See the pgienv command and Configurable Wait Mode for details.

PGDBG automatically attaches to new MPI processes as they are created by the running MPI application. PGDBG displays an informational message as it attaches to the freshly created processes.

   ([1] New Process)

The MPI global rank is printed with the message.

You can use the procs command to list the host and the PID of each process by rank. The current process is indicated by an arrow (=>). You can use the proc command to change the current process by process ID.

```
pgdbg [all] 0.0> proc 1; procs
Process 1: Thread 0 Stopped at 0x804a0e2, function main, file MPI.c, line 30
   #30: aft=time(&aft);
   ID  IPID   STATE    THREADS HOST
   0  24765  Stopped   1      local
=> 1  17890  Stopped   1      red2.wil.st.com
```

The execution state of a process is described in terms of the execution state of its component threads. For a description of how thread state is represented in the GUI, refer to Thread State Is Described Using Color.

The PGDBG command prompt displays the current process and the current thread. In the above example, the current process was changed to process 1 by the proc 1 command and the current thread of process 1 is 0; this is written as 1.0:

```
pgdbg [all] 1.0>
```

For a complete description of the prompt format, refer to Process and Thread Control.

The following rules apply during a PGDBG debug session:
Parallel Debugging with MPI

- PGDBG maintains a conceptual current process and current thread.
- Each active process has a thread set of size >=1.
- The current thread is a member of the thread set of the current process.

Certain commands, when executed, apply only to the current process or the current thread. For more information, refer to Process Level Commands and Thread Level Commands.

The PGI license keys restrict the total number of MPI processes that can be debugged. In addition, there are internal limits on the number of threads per process that can be debugged.

### 11.9. Process Synchronization

Use the `PGDBG sync` command to synchronize a set of processes to a particular point in the program. The following command runs all processes to MPI_Finalize:

```
pgdbg [all] 0.0> sync MPI_Finalize
```

The following command runs all threads of process 0 and process 1 to MPI_Finalize:

```
pgdbg [all] 0.0> [0:1.*] sync MPI_Finalize
```

A `sync` command only successfully syncs the target processes if the sync address is well defined for each member of the target process set, and all process dependencies are satisfied. If these conditions are not met, a member could wait forever for a message. The debugger cannot predict if a text address is in the path of an executing process.

### 11.10. MPI Message Queues

`PGDBG` can dump MPI message queues. When using the CLI, use the `mqdump` command, described in Memory Access. When using the GUI, the message queues are displayed in the MPI Messages debug information tab.

The following error message may appear in the MPI Messages tab or when invoking `mqdump`:

```
ERROR: MPI Message Queue library not found.
Try setting 'PGDBG_MQS_LIB_OVERRIDE' environment variable
or set via the PGDBG command: pgienv mqslib <path>.
```

If this message is displayed, then the `PGDBG_MQS_LIB_OVERRIDE` environment variable should be set to the absolute path of `libtvmpich.so` or another shared object that is compatible with the version of MPI being used. The default path can also be overridden via the `pgienv` variable `mqslib`.

Microsoft MPI does not currently provide support for dumping message queues.

### 11.11. MPI Groups

`PGDBG` identifies each process by its `MPI_COMM_WORLD` rank. In general, `PGDBG` currently ignores MPI groups.
11.12. Use halt instead of Ctrl+C

Entering Ctrl+C from the PGDBG command line can be used to halt all running processes. However, this is not the preferred method to use while debugging an MPICH1 program. (MPICH1 support has been deprecated.) PGDBG automatically switches to process wait mode none (pgienv procwait none) as soon as it attaches to its first MPI process.

Setting $pgienv procwait none allows commands to be entered while there are running processes, which allows the use of the halt command to stop running processes without the use of Ctrl+C.

halt cannot interrupt a wait command. Ctrl+C must be used for this.

In MPI debugging, wait should be used with care.

11.13. SSH and RSH

By default, PGDBG uses rsh for communication between remote PGDBG components. PGDBG can also use ssh for secure environments. The environment variable PGRSH should be set to ssh or rsh to indicate the desired communication method.

If you opt to use ssh as the mechanism for launching the remote components of PGDBG, you may want to do some additional configuration. The default configuration of ssh can result in a password prompt for each remote cluster node on which the debugger runs. Check with your network administrator to make sure that you comply with your local security policies when configuring ssh.

The following steps provide one way to configure SSH to eliminate this prompt. These instructions assume $HOME is the same on all nodes of the cluster.

```
$ ssh-keygen -t dsa
$ eval `ssh-agent -s`
$ ssh-add
<make sure that $HOME is not group-writable>
$ cd $HOME/.ssh
$ cat id_dsa.pub >> authorized_keys
```

Then for each cluster node you use in debugging, use:

```
$ ssh <host>
```

A few things that are important related to this example are these:

- The ssh-keygen command prompts for a passphrase that is used to authenticate to the ssh-agent during future sessions. The passphrase can be anything you choose.
- Once you answer the prompts to make the initial connection, subsequent connections should not require further prompting.
- The ssh-agent -s command is correct for sh or bash shells. For csh shells, use ssh-agent -c.
After logging out and logging back in, the ssh-agent must be restarted and reauthorized. For example, in a bash shell, this is accomplished as follows:

```
$ eval `ssh-agent -s`
$ ssh-add
```

You must enter the passphrase that was initially given to ssh-add to authenticate to the ssh-agent.

For further information, consult your ssh documentation.

### 11.14. Using the CLI

#### 11.14.1. Setting DISPLAY

To use MPI debugging in text mode, be certain that the DISPLAY variable is undefined in the shell that is invoking mpirun. If this variable is set, you can undefine it by using one of the following commands:

For sh/bash users, use this command:

```
$ unset DISPLAY
```

For csh/tcsh users, use this command:

```
% unsetenv DISPLAY
```

#### 11.14.2. Using Continue

When debugging an MPI job after invoking the PGDBG CLI with the `-mpi` option, each process is stopped before the first assembly instruction in the program. Continuing execution using `step` or `next` is not appropriate; instead, use the `cont` command.
**PGDBG** supports debugging hybrid multi-thread/multi-process applications that use MPI to communicate between multi-threaded or OpenMP processes. Multi-threaded and OpenMP applications may be run using more threads than the available number of CPUs, and MPI applications may allocate more than one process to a cluster node. **PGDBG** supports debugging the supported types of applications regardless of how well the requested number of threads matches the number of CPUs or how well the requested number of processes matches the number of cluster nodes.

### 12.1. PGDBG Multilevel Debug Mode

As described in **PGDBG Debug Modes**, **PGDBG** can operate in four debug modes. The mode determines a short form for uniquely naming threads and processes.

The debug mode is set automatically or can be set manually using the `pgienv` command.

When **PGDBG** detects multilevel debugging, it sets the debug mode to multilevel. To manually set the debug mode to multilevel, use the `pgienv` command:

```
pgDBG> pgienv mode multilevel
```

### 12.2. Multilevel Debugging

The name of a thread in multilevel debug mode is the thread ID prefixed with its parent process ID. This forms a unique name for each thread across all processes. This naming scheme is valid in all debug modes. **PGDBG** changes automatically to multilevel debug mode from process-only debug mode or threads-only debug mode when at least one MPI process creates multiple threads.
Thread IDs in multilevel debug mode

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.1</td>
<td>Thread 1 of process 0</td>
</tr>
<tr>
<td>0.*</td>
<td>All threads of process 0</td>
</tr>
<tr>
<td>*</td>
<td>All threads of all processes</td>
</tr>
</tbody>
</table>

In multilevel debug, mode status and error messages are prefixed with process/thread IDs depending on context. Further, in multilevel debug mode, `PGDBG` displays the current p/t-set in square brackets followed by the ID of the current thread prefixed by the ID of its parent process:

```
pgdbg [all] 1.0>
Current thread 1.0
```

For more information on p/t sets, refer to Process/Thread Sets.
Chapter 13.
COMMAND REFERENCE

This section describes the PGDBG command set in detail, grouping the commands by these categories:

- Conversions
- Miscellaneous
- Process-Thread Sets
- Scope
- Events
- Printing Variables and Expressions
- Program Locations
- Symbols and Expressions
- Memory Access
- Process Control
- Register Access
- Target

For an alphabetical listing of all the commands, with a brief description of each, refer to the Command Summary.

13.1. Notation Used in Command Sections

The command sections that follow use these conventions for the command names and arguments, when the command accepts one:

- Command names may be abbreviated by omitting the portion of the command name enclosed in brackets ([]).
- Argument names are italicized.
- Argument names are chosen to indicate what kind of argument is expected.
- Arguments enclosed in brackets ([]) are optional.
- Two or more arguments separated by a vertical line (|) indicate that any one of the arguments is acceptable.
- An ellipsis (...) indicates an arbitrarily long list of arguments.
- Other punctuation, such as commas and quotes, must be entered as shown.

Syntax examples

Example 1:

```
list[t] [count | lo:hi | routine | line,count]
```

This syntax indicates that the command list may be abbreviated to lis, and that it can be invoked without any arguments or with one of the following: an integer count, a line range, a routine name, or a line and a count.
Example 2:

```
att[ach] pid [exe]
```

This syntax indicates that the command `attach` may be abbreviated to `att`, and, when invoked, must have a process ID argument, `pid`. Optionally you can specify an executable file, `exe`.

## 13.2. Process Control

The following commands control the execution of the target program. `PGDBG` lets you easily group and control multiple threads and processes. For more details, refer to [Basic Process and Thread Naming](#).

### 13.2.1. attach

```
att[ach] pid [exe]
```

Attach to a running process with process ID `pid`. Use `exe` to specify the absolute path of the executable file. For example, `attach 1234` attempts to attach to a running process whose process ID is 1234. You may enter something like `attach 1234 /home/demo/a.out` to attach to a process ID 1234 called `/home/demo/a.out`.

`PGDBG` attempts to infer the arguments of the attached program. If `PGDBG` fails to infer the argument list, then the program behavior is undefined if the `run` or `rerun` command is executed on the attached process.

The `stdio` channel of the attached process remains at the terminal from which the program was originally invoked.

The `attach` command is not supported for MPI programs.

### 13.2.2. cont

```
c[ont]
```

Continue execution from the current location.

### 13.2.3. debug

```
de[bug] [target [ arg1... argn]]
```

Load the specified target program with optional command-line arguments.

### 13.2.4. detach

```
det[ach]
```

Detach from the current running process.

### 13.2.5. halt

```
halt [command]
```

Halt the running process or thread.
13.2.6. load

`load [program [args]]`

Without arguments, `load` prints the name and arguments of the program being debugged. With arguments, `load` loads the specified `program` for debugging. Provide program arguments as needed.

13.2.7. next

`next [count]`

Stop after executing one source line in the current routine. This command steps over called routines. The `count` argument stops execution only after executing `count` source lines.

13.2.8. nexti

`nexti [count]`

Stop after executing one instruction in the current routine. This command steps over called routines. The `count` argument stops execution only after executing `count` instructions.

13.2.9. proc

`proc [id]`

Set the current process to the process identified by `id`. When issued with no argument, `proc` lists the location of the current thread of the current process in the current program. For information on how processes are numbered, refer to Using the CLI.

13.2.10. procs

`procs`

Print the status of all active processes, listing each process by its logical process ID.

13.2.11. quit

`quit`

Terminate the debugging session.

13.2.12. rerun

`rerun [arg0 arg1 ... argn] [< inputfile ] [ [ > | >& | >> | >>& ] outputfile ]`

The `rerun` command is the same as `run` with one exception: if no args are specified with `rerun`, then no args are used when the program is launched.

13.2.13. run

`run [arg0 arg1 ... argn] [< inputfile ] [ [ > | >& | >> | >>& ] outputfile ]`
Execute the program from the beginning. If arguments arg0, arg1, and so on are specified, they are set up as the command-line arguments of the program. Otherwise, the arguments that were used with the previous run command are used. Standard input and standard output for the target program can be redirected using < or > and an input or output filename.

13.2.14. setargs

\texttt{setargs \{arg1, arg2, ... argn\}}

Set program arguments for use by the run command. The rerun command does not use the arguments specified by setargs.

13.2.15. step

\texttt{step [count | count]}

Stop after executing one source line. This command steps into called routines. The \texttt{count} argument stops execution after executing \texttt{count} source lines. The \texttt{up} argument stops execution after stepping out of the current routine (see stepout).

13.2.16. stepi

\texttt{stepi [count | up]}

Stop after executing one instruction. This command steps into called routines. The \texttt{count} argument stops execution after executing \texttt{count} instructions. The \texttt{up} argument stops the execution after stepping out of the current routine (see stepout).

13.2.17. stepout

\texttt{stepout [ut]}

Stop after returning to the caller of the current subroutine. This command sets a breakpoint at the current return address and continues execution to that point. For this command to work correctly, it must be possible to compute the value of the return address. Some subroutines, particularly terminal (i.e. leaf) subroutines at higher optimization levels, may not set up a stack frame. Executing stepout from such a routine causes the breakpoint to be set in the caller of the most recent routine that set up a stack frame. This command halts execution immediately upon return to the calling subroutine.

13.2.18. sync

\texttt{sync [line | func]}

Advance to the specified source location, either the specified line or the first line in the specified function func, ignoring any user-defined events.

13.2.19. synci

\texttt{synci addr | func}

Advance to the specified address addr, or to the first address in the specified function func, ignoring any user-defined events.
13.2.20. thread

`thread [number]`

Set the current thread to the thread identified by `number`, where `number` is a logical thread ID in the current process’ active thread list. When issued with no argument, `thread` lists the current program location of the currently active thread.

13.2.21. threads

`threads`

Print the status of all active threads. Threads are grouped by process. Each process is listed by its logical process ID. Each thread is listed by its logical thread ID.

13.2.22. wait

`wait [any | all | none]`

Return the `PGDBG` prompt only after specific processes or threads stop.

13.3. Process-Thread Sets

The following commands deal with defining and managing process thread sets. For a detailed discussion of process-thread sets, refer to Process/Thread Sets.

13.3.1. defset

`defset name [p/t-set]`

Assign a `name` to a process/thread set. In other words, define a named set of processes/threads. This set can then be referred to by its `name`. A list of named sets is stored by `PGDBG`.

13.3.2. focus

`focus [p/t-set]`

Set the target process/thread set for `PGDBG` commands. Subsequent commands are applied to the members of this set by default.

13.3.3. undefset

`undefset [name | -all]`

Remove a previously defined process/thread set from the list of process/thread sets. The debugger-defined p/t-set [all] cannot be removed.

13.3.4. viewset

`viewset [name]`

List the active members of the named process/thread set. If no process/thread set is given, list the active members of all defined process/thread sets.
13.3.5. whichsets

whichsets [p/t-set]

List all defined p/t-sets to which the members of a process/thread set belong. If no process/thread set is specified, the target process/thread set is used.

13.4. Events

The following commands deal with defining and managing events.

13.4.1. break

\[ \text{break} \]
\[ \text{break line [if condition]} \] [do {commands}]
\[ \text{break routine [if(condition)]} \] [do {commands}]

When no arguments are specified, the \texttt{break} command prints the current breakpoints. Otherwise, set a breakpoint at the indicated line or routine. If a routine is specified, and the routine was compiled for debugging, then the breakpoint is set at the start of the first statement in the routine (after the routine’s prologue code). If the routine was not compiled for debugging, then the breakpoint is set at the first instruction of the routine, prior to any prologue code. This command interprets integer constants as line numbers. To set a breakpoint at an address, use the \texttt{addr} command to convert the constant to an address, or use the \texttt{breaki} command.

When a condition is specified with \texttt{if}, the breakpoint occurs only when the specified condition is true. If \texttt{do} is specified with a command or several commands as an argument, the command or commands are executed when the breakpoint occurs.

The following table provides examples of using \texttt{break} to set breakpoints at various locations.

<table>
<thead>
<tr>
<th>This break command...</th>
<th>Sets breakpoints...</th>
</tr>
</thead>
<tbody>
<tr>
<td>break 37</td>
<td>at line 37 in the current file</td>
</tr>
<tr>
<td>break &quot;xyz.c&quot;@37</td>
<td>at line 37 in the file \texttt{xyz.c}</td>
</tr>
<tr>
<td>break main</td>
<td>at the first executable line of routine main</td>
</tr>
<tr>
<td>break {addr 0xf0400608}</td>
<td>at address 0xf0400608</td>
</tr>
<tr>
<td>break {line}</td>
<td>at the current line</td>
</tr>
<tr>
<td>break {pc}</td>
<td>at the current address</td>
</tr>
</tbody>
</table>

The following command stops when routine \texttt{xyz} is entered only if the argument \texttt{n} is greater than 10.

\[ \text{break xyz if(xyz@n > 10)} \]

The next command prints the value of \texttt{n} and performs a stack trace every time line 100 in the current file is reached.

\[ \text{break 100 do \{print n; stack\}} \]
13.4.2. breaki

breaki
breaki routine [if (condition)] [do {commands}]
breaki addr [if (condition)] [do {commands}]

When no arguments are specified, the **breaki** command prints the current breakpoints. Otherwise, this command sets a breakpoint at the indicated address *addr* or *routine*.

- If a routine is specified, the breakpoint is set at the first address of the routine. This means that when the program stops at this type of breakpoint the prologue code which sets up the stack frame will not yet have been executed. As a result, values of stack arguments may not yet be correct.
- Integer constants are interpreted as addresses.
- To specify a line, use the **lines** command to convert the constant to a line number, or use the **break** command.
- The *if* and *do* arguments are interpreted in the same way as for the **break** command.

The following table provides examples of setting breakpoints using **breaki**.

<table>
<thead>
<tr>
<th>This breaki command...</th>
<th>Sets breakpoints...</th>
</tr>
</thead>
<tbody>
<tr>
<td>breaki 0xf0400608</td>
<td>at address 0xf0400608</td>
</tr>
<tr>
<td>breaki {line 37}</td>
<td>at line 37 in the current file</td>
</tr>
<tr>
<td>breaki &quot;xyz.c&quot;@37</td>
<td>at line 37 in the file xyz.c</td>
</tr>
<tr>
<td>breaki main</td>
<td>at the first executable address of routine main</td>
</tr>
<tr>
<td>breaki {line}</td>
<td>at the current line</td>
</tr>
<tr>
<td>breaki {pc}</td>
<td>at the current address</td>
</tr>
</tbody>
</table>

In the following example, when *n* is greater than 3, the following command stops and prints the new value of *n* at address 0x6480:

```
breaki 0x6480 if(n>3) do {print "n=", n}
```

13.4.3. breaks

breaks

Display all the existing breakpoints.

13.4.4. catch

catch [sig:sig] [sig [, sig...]]

When no arguments are specified, the **catch** command prints the list of signals being caught. With the *sig:sig* argument, this command catches the specified range of signals. With a list of signals, catch the signals with the specified number(s). When signals are caught, *PGDBG* intercepts the signal and does not deliver it to the program. The program runs as though the signal was never sent.
13.4.5. clear

clear [ all | routine | line | {addr addr}]

Clear one or more breakpoints. Use the all argument to clear all breakpoints. Use the routine argument to clear all breakpoints in the specified routine. Use the line argument to clear all breakpoints from the first statement in the specified line number in the current source file. Use the addr argument to clear breakpoints from the specified address addr.

When no arguments are specified, the clear command clears all breakpoints at the current location.

13.4.6. delete

delete [event-number | 0 | all | event-number [, event-number... ]]

Use the delete command without arguments to list all defined events by their event-number.

Use the delete command with arguments to delete events. Delete all events with all or delete just the event with the specified event-number. Using delete 0, is the same as using delete all.

13.4.7. disable

disable [event-number | all]

When no arguments are specified, the disable command prints both enabled and disabled events by event number.

With arguments, this command disables the event specified by event-number or all events. Disabling an event definition suppresses actions associated with the event, but leaves the event defined so that it can be used later. (See the enable command.)

13.4.8. do

do {commands} [if {condition}]
do {commands} at line [if {condition}]
do {commands} in routine [if {condition}]

Define a do event. This command is similar to watch except that instead of defining an expression, it defines a list of commands to be executed. Without the optional arguments at or in, the commands are executed at each line in the program.

Use at with a line number to specify the commands to be executed each time that line is reached. Use in with a routine to specify the commands to be executed at each line in the routine. The optional if argument has the same meaning that it has with the watch command. If a condition is specified, the do commands are executed only when the condition is true.

13.4.9. doi

doi {commands} [if {condition}]
doi {commands} at addr [if {condition}]
doi {commands} in routine [if {condition}]

Define a doi event. This command is similar to watchi except that instead of defining an expression, doi defines a list of commands to be executed. If an address addr is specified,
then the commands are executed each time that the specified address is reached. If a routine is specified, then the commands are executed at each instruction in the routine. If neither an address nor a routine is specified, then the commands are executed at each instruction in the program. The optional if argument has the same meaning that it has in the do and watch commands. If a condition is specified, the doi commands are executed only when the condition is true.

13.4.10. enable

enable [event-number | all]

Without arguments, the enable command prints both enabled and disabled events by event number.

With arguments, this command enables the event event-number or all events.

13.4.11. hwatch

hwatch addr | var [if (condition)] [do {commands}]

Define a hardware watchpoint. This command uses hardware support to create a watchpoint for a particular address or variable. The event is triggered by hardware when the byte at the given address is written. This command is only supported on systems that provide the necessary hardware and software support.

Only one hardware watchpoint can be defined at a time.

When the optional if argument is specified, the event action is only triggered if the expression is true. When the optional do argument is specified, then the commands are executed when the event occurs.

13.4.12. hwatchboth

hwatchb[oth] addr | var [if (condition)] [do {commands}]

Define a hardware read/write watchpoint. This event is triggered by hardware when the byte at the given address or variable is either read or written. As with hwatch, system hardware and software support must exist for this command to be supported. The optional if and do arguments have the same meaning as for the hwatch command.

13.4.13. hwatchread

hwatchb[oth] addr | var [if (condition)] [do {commands}]

Define a hardware read watchpoint. This event is triggered by hardware when the byte at the given address or variable is read. As with hwatch, system hardware and software support must exist for this command to be supported. The optional if and do arguments have the same meaning as for the hwatch command.

13.4.14. ignore

ignore [sig:sig] [sig [, sig...]]
Without arguments, the **ignore** command prints the list of signals being ignored. With the **sig:sig** argument, this command ignores the specified range of signals. With a list of signals, the command ignores signals with the specified numbers.

When a particular signal number is ignored, signals with that number sent to the program are not intercepted by *PGDBG*; rather, the signals are delivered to the program.

For information on intercepting signals, refer to **catch**.

### 13.4.15. status

**stat[us]**

Display all the event definitions, including an event number by which each event can be identified.

### 13.4.16. stop

**stop var**

**stop at line** [if (condition)][do {commands}]

**stop in routine** [if(condition)][do {commands}]

**stop if** (condition)

Break when the value of the indicated variable *var* changes. Use the *at* argument and a *line* to set a breakpoint at a line number. Use the *in* argument and a *routine* name to set a breakpoint at the first statement of the specified routine. When the *if* argument is used, the debugger stops when the condition is true.

### 13.4.17. stopi

**stopi var**

**stopi at address** [if (condition)][do {commands}]

**stopi in routine** [if(condition)][do {commands}]

**stopi if** (condition)

Break when the value of the indicated variable *var* changes. Set a breakpoint at the indicated address or routine. Use the *at* argument and an *address* to specify an address at which to stop. Use the *in* argument and a *routine* name to specify the first address of the specified routine at which to stop. When the *if* argument is used, the debugger stops when the condition is true.

### 13.4.18. trace

**trace var** [if (condition)][do {commands}]

**trace routine** [if (condition)][do {commands}]

**trace at line** [if (condition)][do {commands}]

**trace in routine** [if(condition)][do {commands}]

**trace inclass class** [if (condition)][do {commands}]

Use *var* to activate tracing when the value of *var* changes. Use *routine* to activate tracing when the subprogram *routine* is called. Use *at* to display the specified *line* each time it is executed. Use *in* to display the current line while in the specified *routine*. Use *inclass* to display the current line while in each member function of the specified *class*. If a condition is specified, tracing is only enabled if the condition evaluates to true. The *do* argument defines a list of commands to execute at each trace point.

Use the **pgienv speed** command to set the time in seconds between trace points. Use the **clear** command to remove tracing for a line or routine.
13.4.19. tracei

```
tracei var [if (condition)] [do {commands}]
tracei at addr [if (condition)] [do {commands}]
tracei in routine [if (condition)] [do {commands}]
tracei inclass class [if (condition)] [do {commands}]
```

Activate tracing at the instruction level. Use var to activate tracing when the value of var changes. Use at to display the instruction at addr each time it is executed. Use in to display memory instructions while in the subprogram routine. Use inclass to display memory instructions while in each member function of the specified class. If a condition is specified, tracing is only enabled if the condition evaluates to true. The do argument defines a list of commands to execute at each trace point.

Use the `pgienv speed` command to set the time in seconds between trace points. Use the clear command to remove tracing for a line or routine.

13.4.20. track

```
track expression [at line | in func] [if (condition)] [do {commands}]
```

Define a track event. This command is equivalent to `watch` except that execution resumes after the new value of the expression is printed.

13.4.21. tracki

```
tracki expression [at addr | in func] [if (condition)] [do {commands}]
```

Define an assembly-level track event. This command is equivalent to `watchi` except that execution resumes after the new value of the expression is printed.

13.4.22. unbreak

```
unbreak [reak] line | routine | all
```

Remove a breakpoint from the specified line or routine, or remove all breakpoints.

13.4.23. unbreaki

```
unbreaki addr | routine | all
```

Remove a breakpoint from the specified address addr or routine, or remove all breakpoints.

13.4.24. watch

```
wa[tch] expression
wa[tch] expression [at line] [if (condition)] [do {commands}]
wa[tch] expression in routine [if (condition)] [do {commands}]
```

Define a watch event. The given expression is evaluated, and subsequently, each time the value of the expression changes, the program stops and the new value of the expression is printed. If a line is specified, the expression is only evaluated at that line. If a routine is specified, the expression is evaluated at each line in the routine. If no location is specified, the expression is evaluated at each line in the program. If a condition is specified, the expression is evaluated only when the
condition is true. If *commands* are specified using *do*, they are executed whenever the expression is evaluated and its value changes.

The watched expression may contain local variables, although this is not recommended unless a routine or address is specified to ensure that the variable is only evaluated when it is in the current scope.

Using watchpoints indiscriminately can dramatically slow program execution.

Using the *at* and *in* arguments speeds up execution by reducing the amount of single-stepping and expression evaluation that must be performed to watch the expression. For example:

```plaintext
watch i at 40
```

may not slow program execution noticeably, while

```plaintext
watch i
```

slows execution considerably.

### 13.4.25. watchi

```
watchi expression
watchi expression [if (condition)] [do {commands}]
watchi expression at addr [if (condition)] [do {commands}]
watchi expression in routine [if (condition)] [do {commands}]
```

Define an assembly-level watch event. This command functions similarly to the watch command with two exceptions: 1) the argument interprets integers as addresses rather than line numbers and 2) the *expression* is evaluated at every instruction rather than at every line.

This command is useful when line number information is limited, which may occur when debug information is not available or assembly must be debugged. Using watchi causes programs to execute more slowly than watch.

### 13.4.26. when

```
when do {commands} [if (condition)]
when at line do {commands} [if (condition)]
when in routine do {commands} [if (condition)]
```

Execute *commands* at every line in the program, at a specified *line* in the program, or in the specified *routine*. If an optional *condition* is specified, commands are executed only when the *condition* evaluates to true.

### 13.4.27. wheni

```
wheni do {commands} [if (condition)]
wheni at addr do {commands} [if (condition)]
wheni in routine do {commands} [if (condition)]
```

Execute *commands* at each address in the program. If an address *addr* is specified, the commands are executed each time the address is reached. If a *routine* is specified, the commands are executed at each line in the routine. If an optional *condition* is specified, commands are executed whenever the *condition* evaluates to true.
13.5. Program Locations

This section describes PGDBG program location commands.

13.5.1. arrive

arrive

Print location information for the current location.

13.5.2. cd

cd [dir]

Change the current directory to the $HOME directory or to the specified directory dir.

13.5.3. disasm

disasm [ count | lo:hi | routine | addr, count ]

Disassemble memory.

If no argument is given, disassemble four instructions starting at the current address. If an integer count is given, disassemble count instructions starting at the current address. If an address range (lo:hi) is given, disassemble the memory in the range. If a routine is given, disassemble the entire routine. If the routine was compiled for debugging and source code is available, the source code is interleaved with the disassembly. If an address addr and a count are both given, disassemble count instructions starting at the provided address.

13.5.4. edit

edit [filename | routine]

Use the editor specified by the environment variable $EDITOR to edit a file.

If no argument is supplied, edit the current file starting at the current location. To edit a specific file, provide the filename argument. To edit the file containing the subprogram routine, specify the routine name.

This command is only supported in the CLI.

13.5.5. file

file [filename]

Change the source file to the file filename and change the scope accordingly. With no argument, print the current file.

13.5.6. lines

lines [routine]

Print the lines table for the specified routine. With no argument, prints the lines table for the current routine.
13.5.7. list

```
list[t] [ count | line,num | lo:hi | routine[,num] ]
```

Provide a source listing.

By default, `list` displays ten lines of source centered at the current source line. If a `count` is given, list the specified number of lines. If a `line` and `count` are both given, start the listing of `count` lines at `line`. If a `line` range (`lo:hi`) is given, list the indicated source lines in the current source file. If a `routine` name is given, list the source code for the indicated routine. If a `number` is specified with `routine`, list the first `number` lines of the source code for the indicated routine.

```
list [dbx mode]
```

The `list` command works somewhat differently when `PGDBG` is in dbx mode.

```
list[t] [ line | first,last | routine | file ]
```

By default, list displays ten lines of source centered at the current source line. If a `line` is provided, the source at that line is displayed. If a range of line numbers is provided (`first,last`), lines from the first specified line to the last specified line are displayed. If a `routine` is provided, the display listing begins in that routine. If a `file` name is provided, the display listing begins in that file. File names must be quoted.

13.5.8. pwd

```
pwd
```

Print the current working directory.

13.5.9. stackdump

```
stackdump [count]
```

Print the call stack. This command displays a hex dump of the stack frame for each active routine. This command is an assembly-level version of the `stacktrace` command. If a `count` is specified, display a maximum of `count` stack frames.

13.5.10. stacktrace

```
stacktrace [count]
```

Print the call stack. Print the available information for each active routine, including the routine name, source file, line number, and current address. This command also prints the names and values of any arguments, when available. If a `count` is specified, display a maximum of `count` stack frames. The `stacktrace` and `where` commands are equivalent.

13.5.11. where

```
where [count]
```

Print the call stack. Print the available information for each active routine, including the routine name, source file, line number, and current address. This command also prints the names and values of any arguments, when available. If a `count` is specified, display a maximum of `count` stack frames. The `where` and `stacktrace` commands are equivalent.
13.5.12. /

/\string/

Search forward for a string of characters in the current source file. With a specified string, search for the next occurrence of string in the current source file.

13.5.13. ?

?\string?

Search backward for a string of characters in the current source file. Without arguments, search for the previous occurrence of string in the current source file.

13.6. Printing Variables and Expressions

This section describes PGDBG commands used for printing and setting variables. The primary print commands are print and printf, described at the beginning of this section. The rest of the commands for printing provide alternate methods for printing.

13.6.1. print

p[rint] expl [,....@expn]

Evaluate and print one or more expressions. This command is invoked to print the result of each line of command input. Values are printed in a format appropriate to their type. For values of structure type, each field name and value is printed. Character pointers are printed as a hex address followed by the character string.

Character string constants print out literally using a comma-separated list. For example:

pgdbg> print "The value of i is ", i

Prints this:

"The value of i is", 37

The array sub-range operator (:) prints a range of an array. The following examples print elements 0 through 9 of the array a:

C/ C++ [example 1:]

pgdbg> print a[0:9]
a[0:4]: 0 1 2 3 4
a[5:9]: 5 6 7 8 9

FORTRAN example 1:

pgdbg> print a(0:9)
a(0:4): 0 1 2 3 4
a(5:9): 5 6 7 8 9

Notice that the output is formatted and annotated with index information. PGDBG formats array output into columns. For each row, the first column prints an index expression which summarizes the elements printed in that row. Elements associated with each index expression are then printed in order. This is especially useful when printing slices of large multidimensional arrays.


`PGDBG` also supports array expression strides. Below are examples for C/ C++ and FORTRAN.

**C/ C++ example 2:**

```
pdgdb> print a[0:9:2]
a[0:8]: 0 2 4 6 8
```

**FORTRAN example 2:**

```
pdgdb> print a(0:9:2)
a(0:8): 0 2 4 6 8
```

The `print` statement may be used to display members of derived types in FORTRAN or structures in C/C++. Here are examples.

**C/ C++ example 3:**

```
typedef struct tt {
    int a[10];
} TT;

TT d = {0,1,2,3,4,5,6,7,8,9};
TT * p = &d;

pgdbg> print d.a[0:9:2]  
d.a[0:8:2]: 0 2 4 6 8
pgdbg> print p->a[0:9:2]  
p->a[0:7:2]: 0 2 4 6
p->a[8]: 8
```

**FORTRAN example 3:**

```
type tt
    integer, dimension(0:9) :: a
end type

type (tt) :: d

data d%a / 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 /

pgdbg> print d%a(0:9:2)
d%a(0:8:2): 0 2 4 6 8
```

### 13.6.2. `printf`

`printf "format_string", expr,...expr`

Print expressions in the format indicated by the format string. This command behaves like the C library function `printf`. For example:

```
pdgdb> printf "%d=%G",i,f[i]
f[3]=3.14
```

The `pgienv stringlen` command sets the maximum number of characters that print with a `print` command. For example, the char declaration below:

```
char c="a whole bunch of chars over 1000 chars long...."
```

By default, the `print c` command prints only the first 512 (default value of `stringlen`) bytes. Printing of C strings is usually terminated by the terminating null character. This limit is a safeguard against unterminated C strings.

### 13.6.3. `ascii`

`ascii exp [,...exp]`

Evaluate and print `exp` as an ASCII character. Control characters are prefixed with the `\` character; for example, 3 prints as `^c`. Otherwise, values that cannot be printed as characters are printed as integer values prefixed by `\`. For example, 250 is printed as `\250`. 
13.6.4. bin

\texttt{bin \textit{exp} [\ldots\textit{exp}]} \\
Evaluate and print the expressions. Integer values are printed in base2.

13.6.5. dec

\texttt{dec \textit{exp} [\ldots\textit{exp}]} \\
Evaluate and print the expressions. Integer values are printed in decimal.

13.6.6. display

\texttt{display \ [ \textit{exp} [\ldots\textit{exp}] \ ]} \\
Without arguments, list the expressions for \textit{PGDBG} to automatically display at breakpoints. With one or more arguments, print expression \textit{exp} at every breakpoint. See also the \texttt{undisplay} command.

13.6.7. hex

\texttt{hex \textit{exp} [\ldots\textit{exp}]} \\
Evaluate and print expressions as hexadecimal integers.

13.6.8. oct

\texttt{oct \textit{exp} [\ldots\textit{exp}]} \\
Evaluate and print expressions as octal integers.

13.6.9. string

\texttt{str[ing] \textit{exp} [\ldots\textit{exp}]} \\
Evaluate and print expressions as null-terminated character strings. This command prints a maximum of 70 characters.

13.6.10. undisplay

\texttt{undisplay 0 | all | \textit{exp} [\ldots\textit{exp}]} \\
Remove all expressions specified by previous display commands. With an argument or several arguments, remove the expression \textit{exp} from the list of display expressions.

13.7. Symbols and Expressions

This section describes the commands that deal with symbols and expressions.

13.7.1. assign

\texttt{as[ign] \textit{var} = \textit{exp}}
Set variable \textit{var} to the value of the expression \textit{exp}. The variable can be any valid identifier accessed properly for the current scope. For example, given a C variable declared ‘\texttt{int * i}’, you can use the following command to assign the value 9999 to it.

\begin{verbatim}
assign *i = 9999
\end{verbatim}

13.7.2. call

\begin{verbatim}
call routine [(\textit{exp},...)]
\end{verbatim}

Call the named \textit{routine}. C argument passing conventions are used. Breakpoints encountered during execution of the routine are ignored. Fortran functions and subroutines can be called, but the argument values are passed according to C conventions. \texttt{PGDBG} may not always be able to access the return value of a Fortran function if the return value is an array. In the example below, \texttt{PGDBG} calls the routine \texttt{foo} with four arguments:

\begin{verbatim}
pgdbg> call foo(1,2,3,4)
\end{verbatim}

If a signal is caught during execution of the called routine, \texttt{PGDBG} stops the execution and asks if you want to cancel the \texttt{call} command. For example, suppose a command is issued to call \texttt{foo} as shown above, and for some reason a signal is sent to the process while it is executing the call to \texttt{foo}. In this case, \texttt{PGDBG} prints the following prompt:

\begin{verbatim}
PGDBG Message: Thread [0] was signalled while executing a function reachable from the most recent PGDBG command line call to foo. Would you like to cancel this command line call? Answering yes will revert the register state of Thread [0] back to the state it had prior to the last call to foo from the command line. Answering no will leave Thread [0] stopped in the call to foo from the command line. Please enter 'y' or 'n' > y
Command line call to foo cancelled
\end{verbatim}

Answering yes to this question returns the register state of each thread back to the state they had before invoking the \texttt{call} command. Answering no to this question leaves each thread at the point they were at when the signal occurred.

Answering no to this question and continuing execution of the called routine may produce unpredictable results.

13.7.3. declaration

\begin{verbatim}
declaration name
\end{verbatim}

Print the declaration for the symbol name based on its type according to the symbol table. The symbol must be a variable, argument, enumeration constant, routine, structure, union, enum, or typedef tag.

For example, given the C declarations:

\begin{verbatim}
int i, iar[10];
struct abc {int a; char b[4]; struct abc *c;} val;
\end{verbatim}
the `DECL` command provides the following output:

```
pgdbg> decl I
  int i

pgdbg> decl iar
  int iar[10]

pgdbg> decl val
  struct abc val

pgdbg> decl abc
  struct abc {
    int a;
    char b[4];
    struct abc *c;
  }
```

13.7.4. `ENTRY`

`ENTRY [routine]`

Return the address of the first executable statement in the program or specified `routine`. This is the first address after the routine's prologue code.

13.7.5. `LVAL`

`LVAL expr`

Return the lvalue of the expression `expr`. The lvalue of an expression is the value it would have if it appeared on the left hand side of an assignment statement. Roughly speaking, an lvalue is a location to which a value can be assigned. This may be an address, a stack offset, or a register.

13.7.6. `RVAL`

`RVAL expr`

Return the rvalue of the expression `expr`. The rvalue of an expression is the value it would have if it appeared on the right hand side of an assignment statement. The type of the expression may be any scalar, pointer, structure, or function type.

13.7.7. `SET`

`SET var=expression`

Set variable `var` to the value of `expression`. The variable can be any valid identifier accessed properly for the current scope. For example, given a C variable declared `int * i`, the following command could be used to assign the value 9999 to it.

```
pgdbg> set *i = 9999
```

13.7.8. `SIZEOF`

`SIZEOF name`

Return the size, in bytes, of the variable type `name`. If `name` refers to a routine, `SIZEOF` returns the size in bytes of the subprogram.

13.7.9. `TYPE`

`TYPE expr`
Return the type of the expression expr. The expression may contain structure reference operators (., and ->), dereference (*), and array index ([ ]) expressions. For example, given the C declarations:

```c
int i, iar[10];
struct abc {int a; char b[4];
struct abc *c;}val;
```

the type command provides the following output:

```
pgdbg> type i
int
pgdbg> type iar
int [10]
pgdbg> type val
struct abc
pgdbg> type val.a
int
pgdbg> type val.abc->b[2]
char
pgdbg> whatis
whatis name
```

With no arguments, print the declaration for the current routine.

With the argument name, print the declaration for the symbol name.

### 13.8. Scope

The following commands deal with program scope. For a discussion of scope meaning and conventions, refer to Scope Rules.

#### 13.8.1. class

`class` [class]

Without arguments, class returns the current class. With a class argument, enter the scope of class class.

#### 13.8.2. classes

`classes`

Print the C++ class names.

#### 13.8.3. decls

`decls` [routine | "sourcefile" | {global}]

Print the declarations of all identifiers defined in the indicated scope. If no scope is given, print the declarations for the current search scope.

#### 13.8.4. down

`down` [number]

Enter the scope of the routine down one level or number levels on the call stack.
13.8.5. enter

```
enter [routine | "sourcefile" | global ]
```

Set the search scope to be the indicated scope, which may be a `routine`, `file` or `global`. Using `enter` with no argument is the same as using `enter global`.

13.8.6. files

```
files
```

Return the list of known source files used to create the executable file.

13.8.7. global

```
global
```

Return a symbol representing global scope. This command is useful in combination with the scope operator `@` to specify symbols with global scope.

13.8.8. names

```
names [routine | "sourcefile" | global ]
```

Print the names of all identifiers defined in the indicated scope. If no scope is specified, use the search scope.

13.8.9. scope

```
scope
```

Return a symbol for the search scope. The search scope is set to the current routine each time program execution stops. It may also be set using the `enter` command. The search scope is always searched first for symbols.

13.8.10. up

```
up [number]
```

Enter the scope of the routine up one or `number` levels from the current routine on the call stack.

13.8.11. whereis

```
whereis name
```

Print all declarations for `name`.

13.8.12. which

```
which name
```

Print the full scope qualification of symbol `name`. 
13.9. Register Access

System registers can be accessed by name. For details on referring to registers in PGDBG, refer to Register Symbols.

13.9.1. fp

\texttt{fp}

Return the current value of the frame pointer.

13.9.2. pc

\texttt{pc}

Return the current program address.

13.9.3. regs

\texttt{regs}
\texttt{regs -info}
\texttt{regs -grp=grp1[,grp2...]}  
\texttt{regs -fmt=fmt1[,fmt2...]}  
\texttt{regs -mode=scalar|vector}

Print the names and values of registers. By default, \texttt{regs} prints the General Purpose registers. Use the \texttt{-grp} option to specify one or more register groups, the \texttt{-fmt} option to specify one or more display formats, and \texttt{-mode} to specify scalar or vector mode. Use the \texttt{-info} option to display the register groups on the current system and the display formats available for each group. All optional arguments with the exception of \texttt{-info} can be used with the others.

13.9.4. retaddr

\texttt{ret[addr]}

Return the current return address.

13.9.5. sp

\texttt{sp}

Return the current value of the stack pointer.

13.10. Memory Access

The following commands display the contents of arbitrary memory locations. For each of these commands, the \texttt{addr} argument may be a variable or identifier.

13.10.1. cread

\texttt{cr[ead]addr}

Fetch and return an 8-bit signed integer (character) from the specified address.
13.10.2. dread

dread addr

Fetch and return a 64-bit double from the specified address.

13.10.3. dump

dump address[, count[, format-string]]

This command dumps the contents of a region of memory. The output is formatted according to a descriptor. Starting at the indicated address, values are fetched from memory and displayed according to the format descriptor. This process is repeated count times.

Interpretation of the format descriptor is similar to that used by printf. Format specifiers are preceded by %.

The recognized format descriptors are for decimal, octal, hex, or unsigned:

- %d, %D, %o, %O, %x, %X, %u, %U

Default size is machine dependent. The size of the item read can be modified by either inserting 'h' or 'l' before the format character to indicate half word or long word. For example, if your machine's default size is 32-bit, then %hd represents a 16-bit quantity. Alternatively, a 1, 2, or 4 after the format character can be used to specify the number of bytes to read.

Fetch and print a character.

- %c

Fetch and print a float (lower case) or double (upper case) value using printf f, e, or g format.

- %f, %F, %e, %E, %g, %G

Fetch and print a null terminated string.

- %s

Interpret the next object as a pointer to an item specified by the following format characters. The pointed-to item is fetched and displayed.

- %p

Pointer to int. Prints the address of the pointer, the value of the pointer, and the contents of the pointed-to address, which is printed using hexadecimal format.

- %px

Fetch an instruction and disassemble it.

- %i

Display address about to be dumped.

- %w, %W

Display nothing while advancing or decrementing the current address by n bytes.

- %z<n>, %Z<n>, %z<-n>, %Z<-n>

Display nothing while advancing the current address as needed to align modulo n.

- %a<n>, %A<n>

Display nothing while advancing the current address as needed to align modulo n.
13.10.4. fread
fr[ead] addr
Fetch and print a 32-bit float from the specified address.

13.10.5. iread
ir[ead] addr
Fetch and print a signed integer from the specified address.

13.10.6. lread
lr[ead] addr
Fetch and print an address from the specified address.

13.10.7. mqdump
mq[dump]
Dump MPI message queue information for the current process. For more information on mqdump, refer to MPI Message Queues.

13.10.8. sread
sr[ead] addr
Fetch and print a short signed integer from the specified address.

13.11. Conversions
The commands in this section are useful for converting between different kinds of values. These commands accept a variety of arguments, and return a value of a particular kind.

13.11.1. addr
ad[dr] [n | line n | routine | var | arg]
Create an address conversion under these conditions:

▶ If an integer is given, return an address with the same value.
▶ If a line is given, return the address corresponding to the start of that line.
▶ If a routine is given, return the first address of the routine.
▶ If a variable or argument is given, return the address where that variable or argument is stored.

For example,
breaki {line {addr 0x22f0}}

13.11.2. function
func[tion] [{addr...} | {line...}]
Return a routine symbol. If no argument is specified, return the current routine. If an address is
given, return the routine containing \textit{addr}. An integer argument is interpreted as an address. If a
\textit{line} is specified, return the routine containing that line.

13.11.3. line

\texttt{lin[e] [ \textit{n} | \textit{routine} | \textit{addr} ]}

Create a source line conversion. If no argument is given, return the current source line. If an
integer \textit{n} is given, return it as a line number. If a \textit{routine} is given, return the first line of the
routine. If an address is given, return the line containing that address.

For example, the following command returns the line number of the specified address:

\texttt{line \{addr \texttt{0x22f0}\}}

13.12. Target

The following commands are applicable to system architectures for which multiple debugging
environment targets are available. The commands in this section do not apply to the x86 or
x86-64 environments.

13.12.1. connect

\texttt{con[nect]}

\texttt{connect -t target [args]}
\texttt{connect -d path [args]}
\texttt{connect -f file}
\texttt{connect -f file name [args]}

Without arguments, connect prints the current connection and the list of possible connection
targets. Use \texttt{-t} to connect to a specific target. Use \texttt{-d} to connect to a target specified by \textit{path}. Use \texttt{-f}
to print a list of possible targets as contained in a \textit{file}, or to connect to a target selected by \textit{name}
from the list defined in \textit{file}. Pass configuration arguments to the target as appropriate.

13.12.2. disconnect

\texttt{disc[onnect]}

Close connection to the current target.

13.12.3. native

\texttt{nati[ve] [command]}

Without arguments \texttt{native} prints the list of available target commands. Given a \texttt{command}
argument, \texttt{native} sends \textit{command} directly to the target.

13.13. Miscellaneous

The following commands provide shortcuts, mechanisms for querying, customizing and
managing the PGDBG environment, and access to operating system features.
13.13.1. alias

alias  [ name [string] ]

Create or print aliases.

- If no arguments are given, print all the currently defined aliases.
- If just a name is given, print the alias for that name.
- If both a name and string are given, make name an alias for string. Subsequently, whenever name is encountered it is replaced by string.

Although string may be an arbitrary string, name must not contain any space characters.

For example, the following statement creates an alias for xyz.

```plaintext
alias xyz print "x= ",x,"y= ",y,"z= ",z;
```

Now whenever xyz is typed, PGDBG responds as though the following command was typed:

```plaintext
print "x= ",x,"y= ",y,"z= ",z;
```

13.13.2. directory

directory [pathname]

Add the directory pathname to the search path for source files.

If no argument is specified, the currently defined directories are printed. This command assists in finding source code that may have been moved or is otherwise not found by the default PGDBG search mechanisms.

For example, the following statement adds the directory morestuff to the list of directories to be searched.

```plaintext
dir morestuff
```

Now, source files stored in morestuff are accessible to PGDBG.

If the first character in pathname is ~, then $HOME replaces that character.

13.13.3. help

help [command]

If no argument is specified, print a brief summary of all the commands. If a command is specified, print more detailed information about the use of that command.

13.13.4. history

history [num]

List the most recently executed commands. With the num argument, resize the history list to hold num commands.

History allows several characters for command substitution:

- !! [modifier] Execute the previous command.
! num [modifier]  Execute command number num.
!-num [modifier]  Execute the command that is num commands from the most current command
!string [modifier]  Execute the most recent command starting with string.
!?string? [modifier]  Execute the most recent command containing string.
^  Command substitution. For example, ^old^new^<modifier> is equivalent to !:s/old/new/.

There are two possible history modifiers. To substitute the value new for the value old use:
!:s/old/new/

To print the command without executing it use:
:p

Use the pgienv history command to toggle whether or not the history record number is displayed. The default value is on.

13.13.5. language

lang[language]

Print the name of the language of the current file.

13.13.6. log

log filename

Keep a log of all commands entered by the user and store it in the named file. This command may be used in conjunction with the script command to record and replay debug sessions.

13.13.7. nopr

nop[rint] exp

Evaluate the expression but do not print the result.

13.13.8. pgienv

pgienv [command]

Define the debugger environment. With no arguments, display the debugger settings.

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<td>pgienv proctimeconfig user</td>
<td>Process stop mode is user defined and remains unchanged by the debugger.</td>
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<td>pgienv threadwait none</td>
<td>Prompt available immediately; do not wait for running threads</td>
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<tr>
<td>pgienv threadwait any</td>
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<tr>
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<td>Prompt available when at least a single process stops</td>
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<td>pgienv procwait all</td>
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<tr>
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<td></td>
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<tr>
<td></td>
<td>• 0x1 - Standard messaging (default). Report status information on current process/thread only.</td>
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<td></td>
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<td></td>
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<td></td>
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<tr>
<td></td>
<td>• 0x10 - Parallel messaging (default). Report parallel events.</td>
</tr>
<tr>
<td></td>
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</tr>
<tr>
<td></td>
<td>• Pass 0x0 to disable all messages.</td>
</tr>
</tbody>
</table>

13.13.9. repeat

rep[eat] [first, last]
rep[eat] [first: last:n]
rep[eat] [num ]
rep[eat] [~num ]

Repeat the execution of one or more previous history list commands. Use the `num` argument to re-execute the last `num` commands. With the `first` and `last` arguments, re-execute commands number `first` to `last` (optionally `n` times).

13.13.10. script

script filename

Open the indicated file and execute the contents as though they were entered as commands. Use ~ before the filename in place of the environment variable $HOME.

13.13.11. setenv

setenv name | name value

Print the value of the environment variable `name`. With a specified `value`, set `name` to `value`.

13.13.12. shell

shell [arg0, arg1,... argn]
Fork a shell and give it the indicated arguments. The default shell type is sh or defined by $SHELL. If no arguments are specified, an interactive shell is invoked, and executes until a Ctrl +D is entered.

13.13.13. sleep

```
sleep [time]
```

Pause for one second or time seconds.

13.13.14. source

```
source filename
```

Open the indicated file and execute the contents as though they were entered as commands. Use ~ before the filename in place of the environment variable $HOME.

13.13.15. unalias

```
unalias name
```

Remove the alias definition for name, if one exists.

13.13.16. use

```
use [dir]
```

Print the current list of directories or add dir to the list of directories to search. The character ~ or environment variable $HOME can be used interchangeably.
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