

FEVS: A Functional Equivalence Verification Suite

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Functional Equivalence

Definition: Suppose P_1 and P_2 are two computational programs with the same input/output signatures defining functions $f, g : X \rightarrow Y$. P_1 and P_2 are **functionally equivalent** if

$$\forall x \in X. f(x) = g(x)$$

Functional Equivalence

- Implementations might have additional inputs
$$f : X \rightarrow Y, g : X \times B \rightarrow Y$$
 - Equivalent if $\forall x \in X, b \in B. f(x) = g(x, b)$
- Nondeterminism
 - Internal is fine
 - Output should be deterministic

Functional Equivalence Verifiers

- Take two programs as input
- Return whether the outputs agree on all possible inputs
- Tools that target functional equivalence
 - TASS [<http://vsl.cis.udel.edu/tass>]
 - KLEE [<http://klee.llvm.org>]
 - TVOC [<http://cs.nyu.edu/acsys/tv/>]
 - isa [<http://www.kotnet.org/~skimo/loop/isa-0.08.tar.bz2>]

Scientific Computing

- Drug design
- Climate modeling
- Nanotechnology
- Bioinformatics
- Cryptography
- Seismic processing
- Particle physics
- Data mining



Blue Gene/P

Source: Wikimedia Commons
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Scientific Computing

- MPI
 - Distributed memory via message passing
 - Dominant parallel programming framework in scientific computing
- OpenMP
 - Shared memory
- CUDA
 - NVIDIA's general purpose GPU programming API
- OpenCL
 - Heterogeneous processing environments



Blue Gene/P

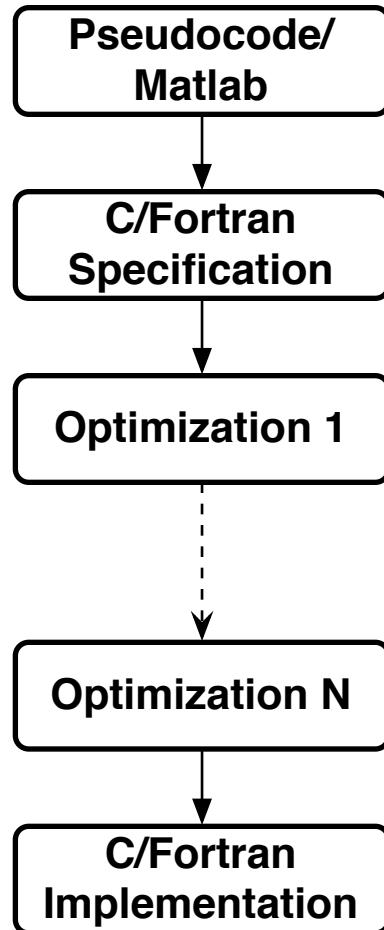
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Why a Functional Equivalence Verification Suite is Needed

- Verify the verifiers
- Compare performance of verifiers
- Evaluate optimizations to a verifier
- Determine scope of applicability

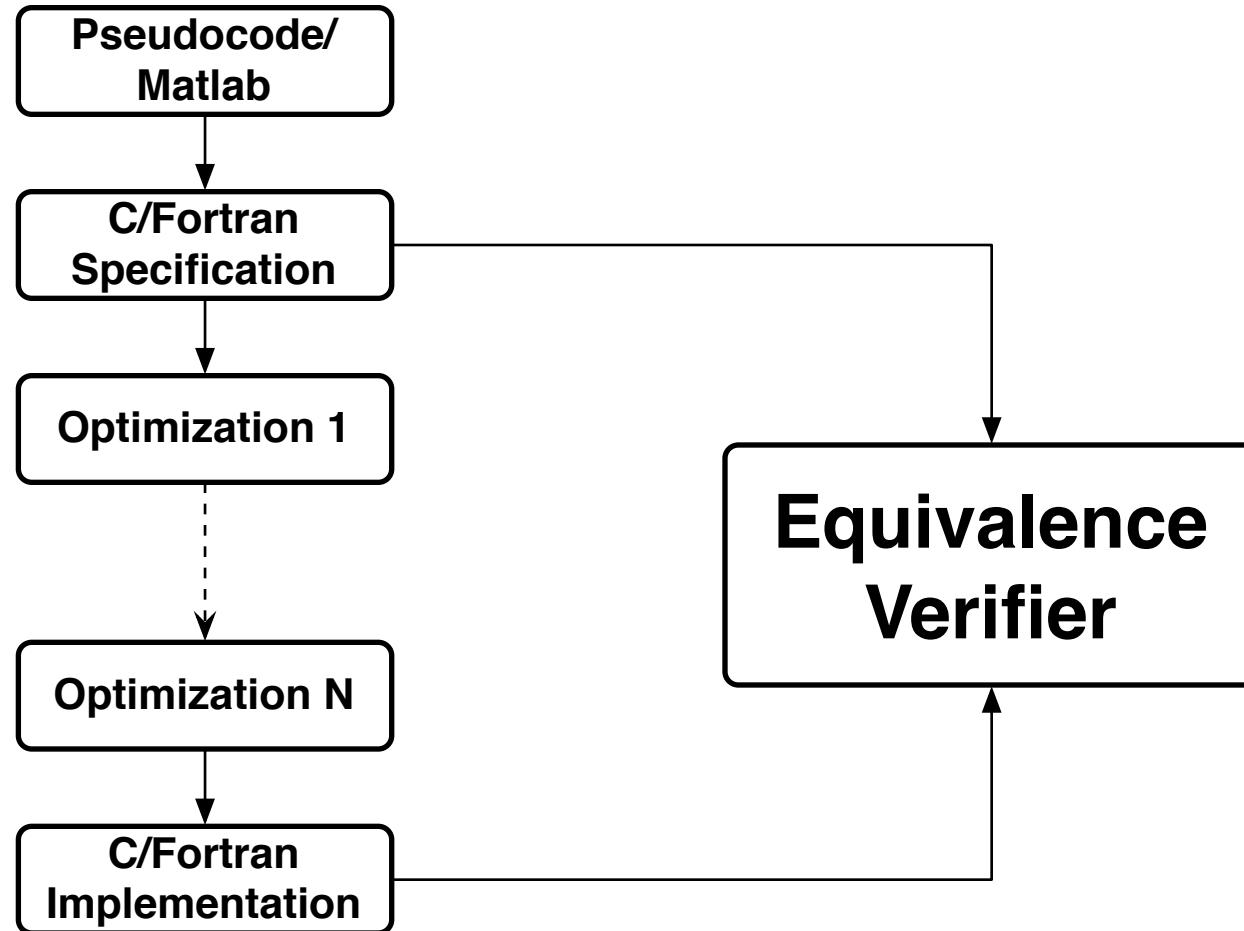
Criteria

- Categories
 - Grid-based
 - Finite difference techniques
 - Particle-based
 - Matrix algorithms
- Transformations
 - Loop Tiling
 - Parallelization (MPI)
 - manager-worker
 - non-blocking communication
 - domain decomposition
- Level of complexity
- One language for now
- Limited set of libraries

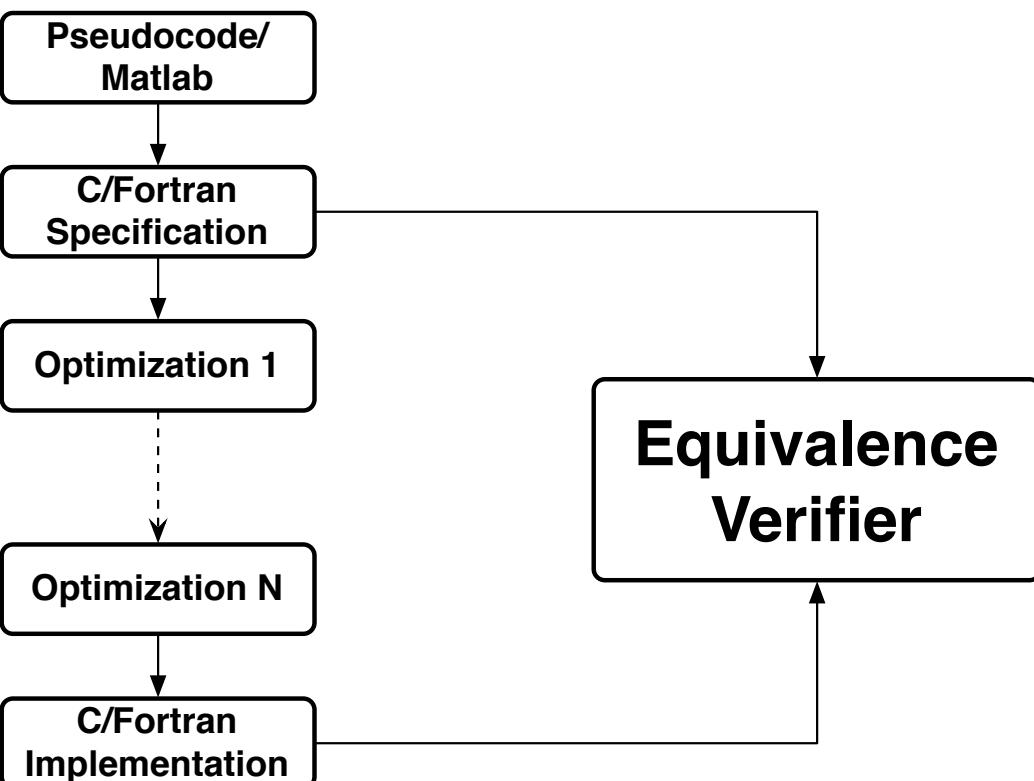


Typical Development Process

- Start simple
- Apply optimizations
 - Loop transformations
 - Parallelization
 - Usually done by hand
- Compare



This is hard!



- Undecidable
- Code is complicated
 - Pointer arithmetic
 - Parallelism
- Techniques
 - Symbolic execution
 - Model checking
 - Theorem proving

Types of Equivalence

- Floating-point
 - IEEE 754
 - Rounding errors
 - Not associative
- Real arithmetic
- Herbrand equivalent
 - Treat all functions as uninterpreted
 - No simplification
 - $0^*x \neq 0$

FEVS Program Groups

Each group consists of one specification and multiple implementations

- Adder
- Diffusion 1D
- Diffusion 2D
- Factorial
- Fibonacci Phi Calculation
- Gauss-Jordan Elimination
- Numerical Integration
- Laplace Equation
- Matrix Multiplication
- Mean
- N-body Simulation

Libraries

assert

math

stdlib

float

mpi

string

gd

stdio

time

Libraries

assert

math

stdlib

float

mpi

string

gd

stdio

time

Statistics

Filename	LoC	CC	MPI
adder_spec.c	14	3	
adder_par.c	40	6	S,R
adder_bad.c	40	6	S,R
mean_spec.c	18	3	
mean_impl.c	18	3	
mean_bad.c	18	3	
factorial_spec.c	11	3	
factorial_iter.c	9	2	
factorial_spec.c	11	3	
fib_spec.c	14	3	
fib_impl.c	14	3	
fib_bad.c	13	2	
matmat_spec.c	32	12	
matmat_vec.c	38	12	
matmat_mw.c	67	20	S,R,BC
matmat_tile.c	46	18	
matmat_bad.c	67	20	S,R,BC
diffusion1d_spec.c	149	32	
diffusion1d_par.c	253	57	S,R,SR,BC
diffusion1d_nb.c	263	63	S,R,IS,IR,WA
diffusion1d_bad.c	243	57	S,R,SR,BC

Filename	LoC	CC	MPI
diffusion2d_spec.c	172	24	
diffusion2d_par.c	252	42	S,R,SR
diffusion2d_bad.c	172	24	
laplace_spec.c	72	14	
laplace_rowdist.c	114	30	S,R,SR,AR
laplace_bad.c	114	30	S,R,SR,AR
gausselim_spec.c	101	27	
gausselim_rowdist.c	156	38	S,R,AR
gausselim_bad.c	101	27	
nbody_seq.c	289	46	
nbody_par.c	525	73	S,R,BC,IS,AR,B
nbody_bad.c	525	73	S,R,BC,IS,AR,B
integrate_spec.c	37	6	
integrate_mw.c	105	18	S,R
integrate_nb.c	122	17	IS,IR,W,BC,WN,WA
integrate_bad.c	105	18	S,R

S: MPI_Send **BC: MPI_Bcast**
R: MPI_Recv **AR: MPI_Allreduce**
IS: MPI_Isend **W: MPI_Wait**
IR: MPI_Irecv **WA: MPI_Waitall**
SR: MPI_Sendrecv **WN:MPI_Waitany**
BA: MPI_Barrier

Examples

- Matrix Multiplication
- Diffusion 1D
- Gauss-Jordan Elimination
- N-body Simulation

Matrix Multiplication Specification

```
double A [L] [M] , B [M] [N] , C [L] [N] ;  
:  
:  
:  
int i,j,k;  
for (i = 0; i < L; i++)  
    for (j = 0; j < N; j++) {  
        C[i][j] = 0.0;  
        for (k = 0; k < M; k++)  
            C[i][j] += A[i][k] * B[k][j];  
    }
```

Matrix Multiplication Tiled Version

```
int i, j, k, ii, jj, kk, hi1, hi2, hi3;  
    :  
    :  
    :  
  
for (ii = 0; ii < L; ii+=TILE_SIZE) {  
    for (jj = 0; jj < N; jj+=TILE_SIZE) {  
        for (kk = 0; kk < M; kk+=TILE_SIZE) {  
            hi1 = (ii + TILE_SIZE < L ? ii+TILE_SIZE : L);  
            for (i = ii; i < hi1; i++) {  
                hi2 = (jj + TILE_SIZE < N ? jj + TILE_SIZE : N);  
                for (j = jj; j < hi2; j++) {  
                    hi3 = (kk + TILE_SIZE < M ? kk + TILE_SIZE : M);  
                    for (k = kk; k < hi3; k++)  
                        C[i][j] = C[i][j] + A[i][k] * B[k][j];  
    } } } }
```

Matrix Multiplication

Factoring Out a Function

```
void vecmat(double vector[L], double matrix[L][M], double result[M]) {  
    int j, k;  
    for (j = 0; j < M; j++)  
        for (k = 0, result[j] = 0.0; k < L; k++)  
            result[j] += vector[k]*matrix[k][j];  
}  
  
int main(int argc, char *argv[]) {  
    .  
    .  
    .  
    for (i = 0; i < N; i++)  
        vecmat(A[i], B, C[i]);  
}
```

Matrix Multiplication Manager-Worker

```
MPI_Init(&argc, &argv);
MPI_Comm_rank(comm, &rank);
MPI_Comm_size(comm, &nprocs);
if (rank == 0) {
    double A[N][L], B[L][M], C[N][M], tmp[M];
    int count;

    MPI_Bcast(b, L*M, MPI_DOUBLE, 0, comm);
    for (count = 0; count < nprocs-1 && count < N; count++)
        MPI_Send(&A[count][0], L, MPI_DOUBLE, count+1, count+1, comm);
    for (i = 0; i < N; i++) {
        MPI_Recv(tmp, M, MPI_DOUBLE, MPI_ANY_SOURCE, MPI_ANY_TAG, comm, &status);
        for (j = 0; j < M; j++) C[status.MPI_TAG-1][j] = tmp[j];
        if (count < N) {
            MPI_Send(&A[count][0], L, MPI_DOUBLE, status.MPI_SOURCE, count+1, comm);
            count++;
        }
    }
    for (i = 1; i < nprocs; i++) MPI_Send(NULL, 0, MPI_INT, i, 0, comm);
    printMatrix(N, M, &C[0][0]);
} else {
    double B[L][M], in[L], out[M];

    MPI_Bcast(B, L*M, MPI_DOUBLE, 0, comm);
    while (1) {
        MPI_Recv(in, L, MPI_DOUBLE, 0, MPI_ANY_TAG, comm, &status);
        if (status.MPI_TAG == 0) break;
        vecmat(in, B, out);
        MPI_Send(out, M, MPI_DOUBLE, 0, status.MPI_TAG, comm);
    }
}
MPI_Finalize();
```

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix}$$

$$\begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix}$$

$$= \begin{bmatrix} & \\ & \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} & \end{bmatrix} \begin{bmatrix} & \end{bmatrix} = \begin{bmatrix} & \end{bmatrix}$$

Worker 2

$$\begin{bmatrix} & \end{bmatrix} \begin{bmatrix} & \end{bmatrix} = \begin{bmatrix} & \end{bmatrix}$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \\ & \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} & \\ & \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \\ & \end{bmatrix}$$

Worker 2

$$\begin{bmatrix} & \\ & \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \\ & \end{bmatrix}$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \\ & \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} a_{00} & a_{01} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \end{bmatrix}$$

Worker 2

$$\begin{bmatrix} & \\ & \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \\ & \end{bmatrix}$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \\ & \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} a_{00} & a_{01} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \end{bmatrix}$$

Worker 2

$$\begin{bmatrix} a_{10} & a_{11} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \end{bmatrix}$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} & \\ & \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} a_{00} & a_{01} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \end{bmatrix}$$

Worker 2

$$\begin{bmatrix} a_{10} & a_{11} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{10} & c_{11} \end{bmatrix}$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{10} & c_{11} \\ \cdot & \cdot \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} a_{00} & a_{01} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \end{bmatrix}$$

Worker 2

$$\left[\quad \right] \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \left[\quad \right]$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{10} & c_{11} \\ \cdot & \cdot \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} a_{00} & a_{01} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \end{bmatrix}$$

Worker 2

$$\begin{bmatrix} a_{20} & a_{21} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} \cdot & \cdot \end{bmatrix}$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \end{bmatrix}$$

Worker 1

$$[] \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = []$$

Worker 2

$$\begin{bmatrix} a_{20} & a_{21} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = []$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = [\quad]$$

Worker 2

$$\begin{bmatrix} a_{20} & a_{21} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = [\quad]$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \end{bmatrix}$$

Worker 1

$$\begin{bmatrix} a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{30} & c_{31} \end{bmatrix}$$

Worker 2

$$\begin{bmatrix} a_{20} & a_{21} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} \quad & \quad \end{bmatrix}$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \\ \cdot & \cdot \\ c_{30} & c_{31} \end{bmatrix}$$

Worker 1

$$[] \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = []$$

Worker 2

$$\begin{bmatrix} a_{20} & a_{21} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = []$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \\ \cdot & \cdot \\ c_{30} & c_{31} \end{bmatrix}$$

Worker 1

$$[\quad] \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = [\quad]$$

Worker 2

$$\begin{bmatrix} a_{20} & a_{21} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{20} & c_{21} \end{bmatrix}$$

Manager

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \\ a_{20} & a_{21} \\ a_{30} & a_{31} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \\ c_{20} & c_{21} \\ c_{30} & c_{31} \end{bmatrix}$$

Worker 1

$$[\quad] \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = [\quad]$$

Worker 2

$$[\quad] \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = [\quad]$$

Diffusion 1D

$$\frac{\partial u}{\partial t} = k \frac{\partial^2 u}{\partial x^2}$$

```
for (i = 1; i < nx-1; i++)
    u_new[i] = u[i] + k*(u[i+1] + u[i-1] - 2*u[i]);
```

Diffusion 1D Sequential Version

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Diffusion 1D Parallel Version

A	B	C
---	---	---

D	E	F
---	---	---

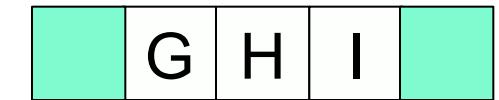
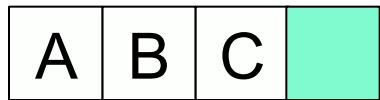
G	H	I
---	---	---

J	K	L
---	---	---

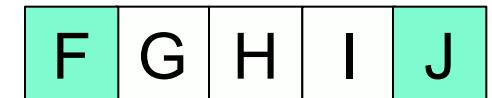
M	N	O
---	---	---

P	Q	R
---	---	---

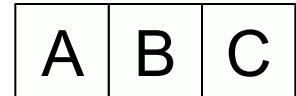
Diffusion 1D Parallel Version



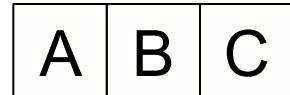
Diffusion 1D Parallel Version



Diffusion 1D Sequential Version



Diffusion 1D Parallel Version



```
int owner(int index) {  
    return (nprocs*(index+1)-1)/nx;  
}
```

Diffusion 1D Parallel Version

P0

P1

P2

P3

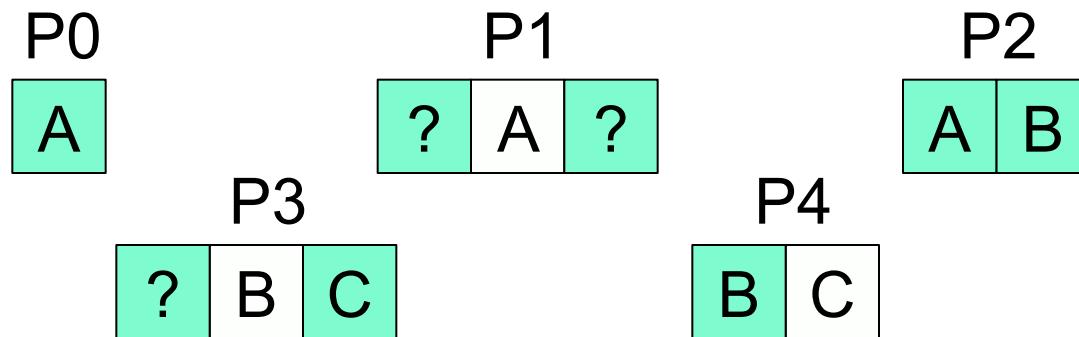
B

P4

C

```
int owner(int index) {  
    return (nprocs*(index+1)-1)/nx;  
}
```

Diffusion 1D Parallel Version



```
int owner(int index) {  
    return (nprocs*(index+1)-1)/nx;  
}
```

Guass-Jordan Elimination

Sequential

$$\left[\begin{array}{cccc} 2 & -1 & 1 & 3 \\ -1 & 2 & 1 & 1 \\ 3 & 2 & 3 & 0 \end{array} \right]$$

Guass-Jordan Elimination

Sequential

$$\begin{bmatrix} 2 & -1 & 1 & 3 \\ -1 & 2 & 1 & 1 \\ 3 & 2 & 3 & 0 \end{bmatrix}$$

Parallel

P0

$$[\begin{array}{cccc} 2 & -1 & 1 & 3 \end{array}]$$

P1

$$[\begin{array}{cccc} -1 & 2 & 1 & 1 \end{array}]$$

P2

$$[\begin{array}{cccc} 3 & 2 & 3 & 0 \end{array}]$$

Guass-Jordan Elimination

Sequential

```
pivot = 0.0;
for (; col < numCols; col++) {
    for (pivotRow = top; pivotRow < numRows; pivotRow++) {
        pivot = matrix[pivotRow*numCols + col];
        if (pivot) break;
    }
    if (pivot) break;
}
```

Parallel

```
for (; col < numCols; col++) {
    if (matrix[col] != 0.0 && rank >= top) {
        MPI_Allreduce(&rank, &pivotRow, 1, MPI_INT, MPI_MIN, MPI_COMM_WORLD);
    }
    else {
        MPI_Allreduce(&nprocs, &pivotRow, 1, MPI_INT, MPI_MIN, MPI_COMM_WORLD);
    }
    if (pivotRow < nprocs) {
        break;
    }
}
```

Guass-Jordan Elimination

Sequential

```
if (pivotRow != top) {  
    for (j = 0; j < numCols; j++) {  
        tmp = matrix[top*numCols + j];  
        matrix[top*numCols + j] = matrix[pivotRow*numCols + j];  
        matrix[pivotRow*numCols + j] = tmp;  
    }  
}
```

Parallel

```
if (pivotRow != top) {  
    if (rank == top) {  
        MPI_Sendrecv_replace(matrix, numCols, MPI_DOUBLE, pivotRow, 0,  
                             pivotRow, 0, MPI_COMM_WORLD, &status);  
    }  
    else if (rank == pivotRow) {  
        MPI_Sendrecv_replace(matrix, numCols, MPI_DOUBLE, top, 0,  
                             top, 0, MPI_COMM_WORLD, &status);  
    }  
}  
if (rank == top) {  
    pivot = matrix[col];  
}
```

Guass-Jordan Elimination

Sequential

```
for (j = col; j < numCols; j++) {  
    matrix[top*numCols + j] /= pivot;  
}
```

Parallel

```
if (rank == top) {  
    for (j = col; j < numCols; j++) {  
        matrix[j] /= pivot;  
        toprow[j] = matrix[j];  
    }  
}  
MPI_Bcast(toprow, numCols, MPI_DOUBLE, top, MPI_COMM_WORLD);
```

Guass-Jordan Elimination

Sequential

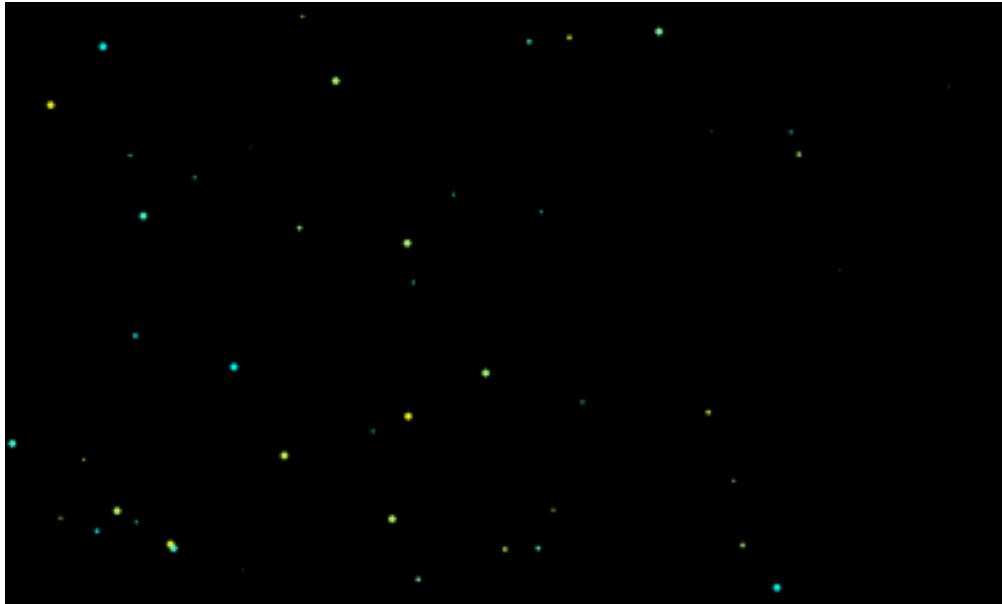
```
for (i = 0; i < numRows; i++) {  
    if (i != top) {  
        tmp = matrix[i*numCols + col];  
        for (j = col; j < numCols; j++) {  
            matrix[i*numCols + j] -= matrix[top*numCols + j]*tmp;  
        }  
    }  
}
```

Parallel

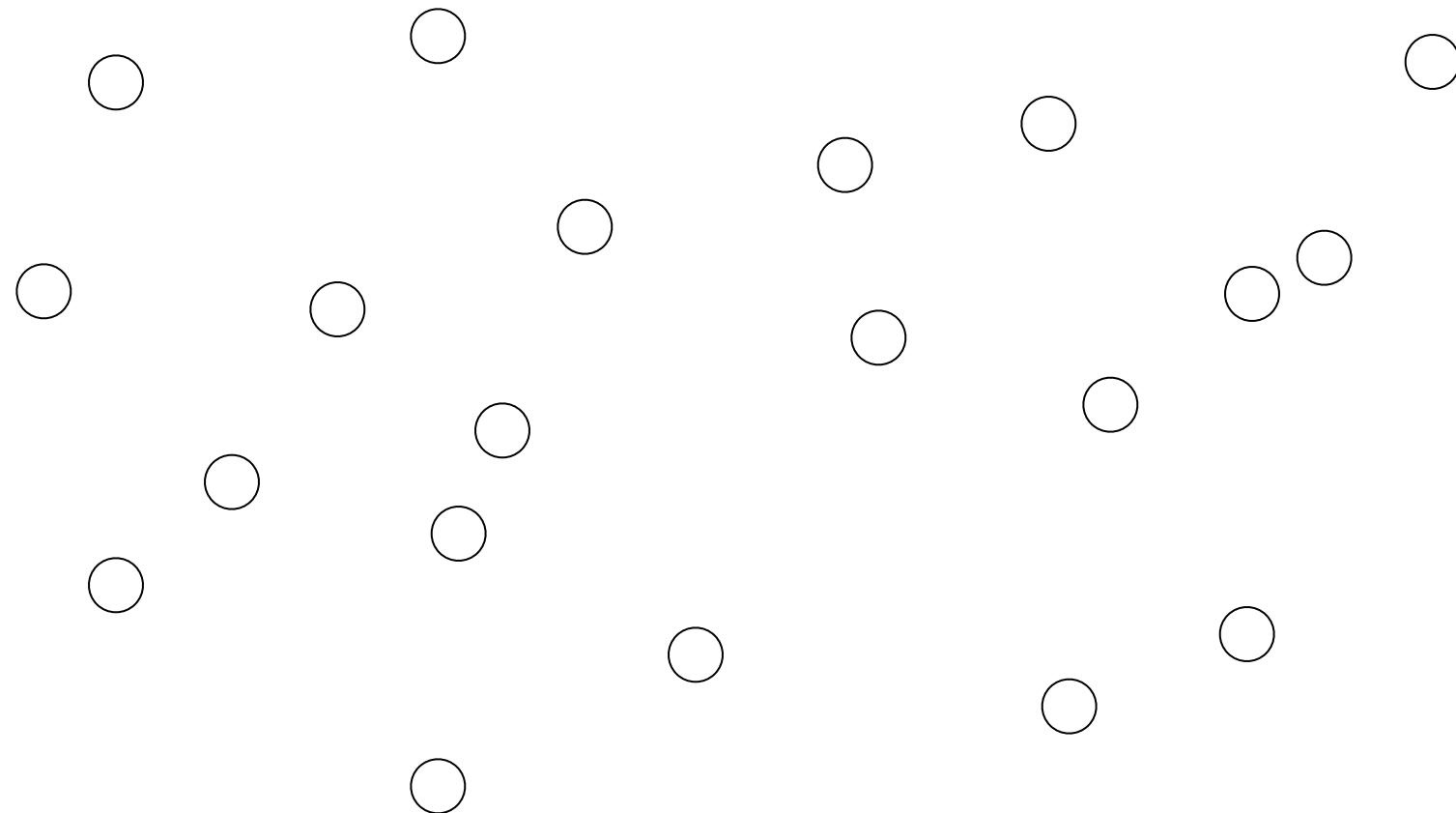
```
if (rank != top) {  
    tmp = matrix[col];  
    for (j = col; j < numCols; j++) {  
        matrix[j] -= toprow[j]*tmp;  
    }  
}
```

N-body Simulation

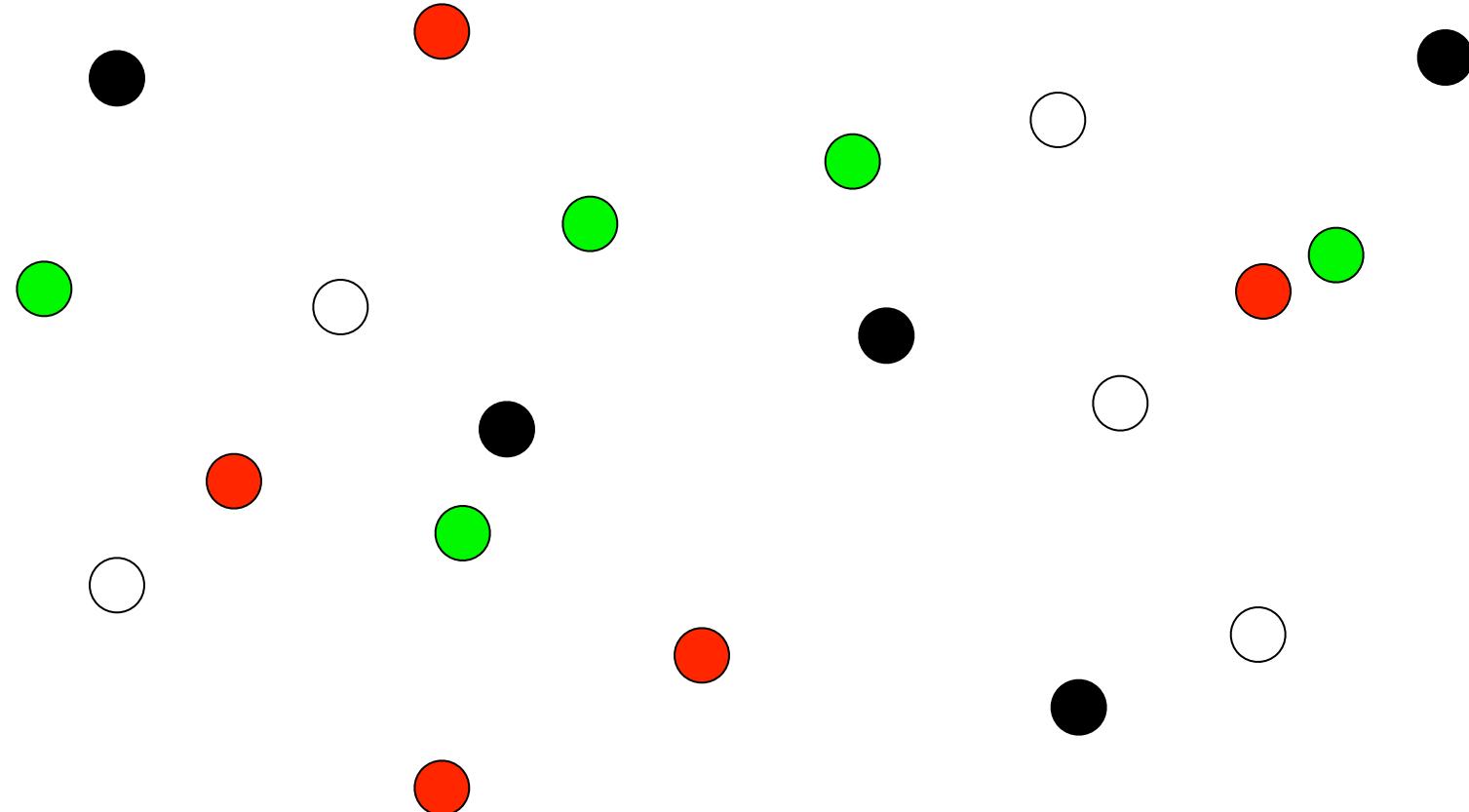
- Gravitational simulation
- Bodies distributed to processes
- Non-blocking and blocking communication



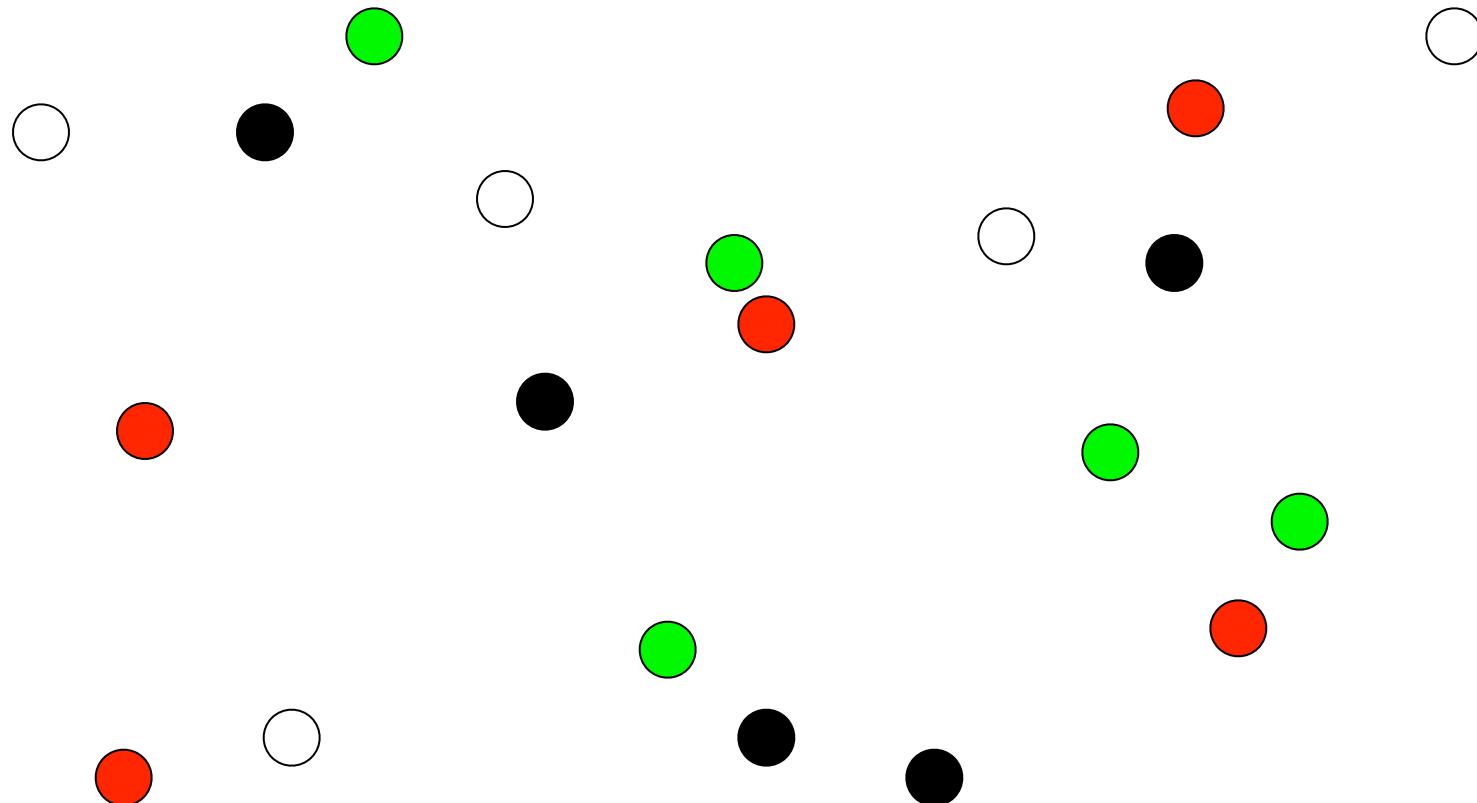
N-body Simulation



N-body Simulation



N-body Simulation



Future Work

- More complex examples
- OpenMP
- CUDA
- Subtle erroneous examples
- Fortran
- We welcome contributions!

For more information, visit:
<http://vsl.cis.udel.edu/fevs>