Currently, the OpenMP integration support parallelizes Charm++ codes so that they're running on Converse. If charm++ codes call external library written in OpenMP, maybe they just call the compiler-provided OpenMP, which leads to oversubscription.

If we support OpenMP fully on charm++, this feature is needed.

To support this, OpenMP integration should be compiled as shared object and we can preload this library ahead of the compiler-provided library with LD_PRELOAD.

History

#1 - 06/07/2017 11:30 AM - Seonmyeong Bak
- Tracker changed from Bug to Support

#2 - 07/11/2017 01:37 PM - Eric Bohm
- Assignee set to Seonmyeong Bak