An Exascale Programming, Multi-objective Optimisation and Resilience Management Environment Based on Nested Recursive Parallelism

AllScale

Enable developers to be productive and to port their applications to any scale of system

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EsD Roundtable at European HPC Summit Week 2017, Barcelona, May 18, 2017
AllScale In a Nutshell

- **Single high level API based on C++ templates close to the user problem**
  - User level API
    - High-level abstractions (e.g. n-body, stencil, branch-and-bound, linear algebra, monte carlo, dynamic programming)
    - Recursive data structures (e.g. grids, meshes, ...)
  - Core API
    - Generic function template for recursive parallelism
    - Set of recursive data structure templates
    - Synchronization, control- and data-flow primitives
- **Aggressively exploits flexible and scalable parallelism**
  - nested recursive parallelism
  - supports small scale to extreme scale parallel architectures
- **Holistic compiler and runtime system**
  - no information hiding/encapsulation between different SW layers
  - maintains maximum information across SW stack
Proposed Technology Suggested for Inclusion in an EsD

• AllScale API (TRL 4)
• AllScale source to source compiler (TRL 3)
• AllScale runtime system (TRL 5-6)
How to Use AllScale Technology for an EsD

- AllScale API based on C++ templates
- Existing codes to be parallelized must be re-implemented using the AllScale API
- AllScale API Implementations
  - standard tool chain
  - AllScale toolchain (compiler and runtime system)
- Adjust AllScale runtime system for other toolchains
AllScale Pre- or co-requisite work for an EsD

• Existence of a functional complete application exhibiting sufficient potential for large scale parallel architectures.
• Existing codes must be re-implemented using the AllScale API
• Online performance monitoring for performance monitoring at scale.
Additional work to make AllScale ready for an EsD

- AllScale toolchain requires substantial engineering to reach TRL7 by the end of EsD:
  - AllScale API and compiler: 72 PMs
  - AllScale runtime system: 36 PMs
Information needed to prepare for EsD projects

- Information on codes to be parallelized.
- Information on target architectures
- Time frame for stabilization/engineering work available during project duration.