Chapel
the Cascade High Productivity Language

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What is Chapel?

- A new parallel language being developed by Cray Inc.
- Part of Cray’s entry in DARPA’s HPCS program

**Main Goal:** Improve programmer productivity
- Improve the *programmability* of parallel computers
- Match or beat the *performance* of current programming models
- Provide better *portability* than current programming models
- Improve *robustness* of parallel codes

**Target architectures:**
- multicore desktop machines
- clusters of commodity processors
- Cray architectures
- systems from other vendors

- A work in progress
Chapel’s Setting: HPCS

**HPCS:** High *Productivity* Computing Systems (DARPA *et al.*)

- **Goal:** Raise productivity of high-end computing users by $10 \times$
- **Productivity** = Performance
  - + Programmability
  - + Portability
  - + Robustness

- **Phase II:** Cray, IBM, Sun (July 2003 – June 2006)
  - Evaluated the entire system architecture’s impact on productivity…
    - processors, memory, network, I/O, OS, runtime, compilers, tools, …
    - …and new languages:
      - Cray: Chapel
      - IBM: X10
      - Sun: Fortress

- **Phase III:** Cray, IBM (July 2006 – )
  - Implement the systems and technologies resulting from phase II
  - (Sun also continues work on Fortress, without HPCS funding)
Chapel: Motivating Themes

1) general parallel programming
2) global-view abstractions
3) multiresolution design
4) control of locality/affinity
5) reduce gap between mainstream & parallel languages
Outline

✓ Chapel Context

➢ Chapel Themes

❑ Language Overview

❑ Status, Collaborations, Future Work
1) General Parallel Programming

- **General software parallelism**
  - *Algorithms*: should be able to express any that come to mind
    - should never hit a limitation requiring the user to return to MPI
  - *Styles*: data-parallel, task-parallel, concurrent algorithms
    - as well as the ability to compose these naturally
  - *Levels*: module-level, function-level, loop-level, statement-level, …

- **General hardware parallelism**
  - *Types*: multicore desktops, clusters, HPC systems, …
  - *Levels*: inter-machine, inter-node, inter-core, vectors, multithreading
2) Global-view vs. Fragmented

**Problem:** “Apply 3-pt stencil to vector”

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Chapel (7)
2) Global-view vs. Fragmented

**Problem:** “Apply 3-pt stencil to vector”

**global-view**

\[
\left( \begin{array}{cccc}
\text{blue} & \text{blue} & \text{blue} & \text{light blue}
\end{array} \right) / 2
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\text{blue} & \text{blue} & \text{blue} & \text{blue}
\end{array} \right) / 2
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\[
= \left( \begin{array}{cccc}
\text{light yellow} & \text{light yellow} & \text{light yellow} & \text{light yellow}
\end{array} \right)
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**fragmented**

\[
\left( \begin{array}{cccc}
\text{blue} & \text{blue} & \text{blue} & \text{blue}
\end{array} \right)
\]

\[
+ \left( \begin{array}{cccc}
\text{blue} & \text{blue} & \text{blue} & \text{blue}
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= \left( \begin{array}{cccc}
\text{light yellow} & \text{light yellow} & \text{light yellow} & \text{light yellow}
\end{array} \right)
\]
2) Global-view vs. SPMD Code

**Problem:** “Apply 3-pt stencil to vector”

### Global-view

```chapel
def main() {
    var n: int = 1000;
    var a, b: [1..n] real;
    forall i in 2..n-1 {
        b(i) = (a(i-1) + a(i+1))/2;
    }
}
```

### SPMD

```chapel
def main() {
    var n: int = 1000;
    var locN: int = n/numProcs;
    var a, b: [0..locN+1] real;
    if (iHaveRightNeighbor) {
        send(right, a(locN));
        recv(right, a(locN+1));
    }
    if (iHaveLeftNeighbor) {
        send(left, a(1));
        recv(left, a(0));
    }
    forall i in 1..locN {
        b(i) = (a(i-1) + a(i+1))/2;
    }
}
```
2) Global-view vs. SPMD Code

**Problem:** “Apply 3-pt stencil to vector”

**global-view**

```chapel
def main() {
    var n: int = 1000;
    var a, b: [1..n] real;

    forall i in 2..n-1 {
        b(i) = (a(i-1) + a(i+1))/2;
    }
}
```

**SPMD**

```chapel
def main() {
    var n: int = 1000;
    var locN: int = n/numProcs;
    var a, b: [0..locN+1] real;
    var innerLo: int = 1;
    var innerHi: int = locN;

    if (iHaveRightNeighbor) {
        send(right, a(locN));
        recv(right, a(locN+1));
    } else {
        innerHi = locN-1;
    }

    if (iHaveLeftNeighbor) {
        send(left, a(1));
        recv(left, a(0));
    } else {
        innerLo = 2;
    }

    forall i in innerLo..innerHi {
        b(i) = (a(i-1) + a(i+1))/2;
    }
}
```

Assumes `numProcs` divides `n`; a more general version would require additional effort.
2) SPMD pseudo-code + MPI

**Problem:** “Apply 3-pt stencil to vector”

```chapel
var n: int = 1000, locN: int = n/numProcs;
var a, b: [0..locN+1] real;
var innerLo: int = 1, innerHi: int = locN;
var numProcs, myPE: int;
var retval: int;
var status: MPI_Status;

MPI_Comm_size(MPI_COMM_WORLD, &numProcs);
MPI_Comm_rank(MPI_COMM_WORLD, &myPE);
if (myPE < numProcs-1) {
  retval = MPI_Send(&a(locN), 1, MPI_FLOAT, myPE+1, 0, MPI_COMM_WORLD);
  if (retval != MPI_SUCCESS) { handleError(retval); }
  retval = MPI_Recv(&a(locN+1), 1, MPI_FLOAT, myPE+1, 1, MPI_COMM_WORLD, &status);
  if (retval != MPI_SUCCESS) { handleErrorWithStatus(retval, status); }
} else
  innerHi = locN-1;
if (myPE > 0) {
  retval = MPI_Send(&a(1), 1, MPI_FLOAT, myPE-1, 1, MPI_COMM_WORLD);
  if (retval != MPI_SUCCESS) { handleError(retval); }
  retval = MPI_Recv(&a(0), 1, MPI_FLOAT, myPE-1, 0, MPI_COMM_WORLD, &status);
  if (retval != MPI_SUCCESS) { handleErrorWithStatus(retval, status); }
} else
  innerLo = 2;
forall i in (innerLo..innerHi) {
  b(i) = (a(i-1) + a(i+1))/2;
}
```

Communication becomes geometrically more complex for higher-dimensional arrays.
2) $rprj3$ stencil from NAS MG

\[ w_0 = w_1 = w_2 = w_3 \]
subroutine give3( axis, dir, u, n1, n2, n3, k )
integer axis, dir, n1, n2, n3, k, ierr
double precision u( n1, n2, n3 )
include 'globals.h'
include 'cafnpb.h'
use caf_intrinsics
implicit none

subroutine take3( axis, dir, u, n1, n2, n3 )
integer axis, dir, n1, n2, n3
double precision u(n1,n2,n3)
include 'globals.h'
include 'cafnpb.h'
use caf_intrinsics
implicit none

subroutine comm1p( axis, u, n1, n2, n3, kk )
integer axis, dir, n1, n2, n3, k, ierr
double precision u(n1,n2,n3)
include 'globals.h'
include 'cafnpb.h'
use caf_intrinsics
implicit none

subroutine comm3(u,n1,n2,n3,kk)
2) NAS MG
Chapel (13)

do i1 = 1, n1
    buff(i,1) = 0.0D0
    buff(i,2) = buff(i,1)
    buff(i,4) = buff(i,3)
    buff(i,8) = buff(i,7)
enddo

double precision x1(m), y1(m), x2,y2
integer m1k, m2k, m3k, m1j, m2j, m3j,k
double precision r(m1k,m2k,m3k), s(m1j,m2j,m3j)
include 'globals.h'
include 'cafnpb.h'
integer m1k, m2k, m3k, m1j, m2j, m3j,k

integer i, j, k, indx
integer ii, jj, kk
integer i1, i2, i3

indx = 0

do i1 = 1, n1
    buff(i1,1) = 0.0D0
    buff(i1,2) = buff(i1,1)
    buff(i1,4) = buff(i1,3)
    buff(i1,8) = buff(i1,7)
enddo

do i2 = 1, n2
    buff(i1,2) = 0.0D0
    buff(i1,4) = buff(i1,1)
    buff(i1,8) = buff(i1,7)
enddo

do i3 = 1, n3
    buff(i1,4) = 0.0D0
    buff(i1,8) = buff(i1,7)
enddo

if( axis .eq. 1 )then
    dir = -1
    buff_id = 3 + dir
    buff(i,1) = 0.0D0
    buff(i,2) = buff(i,1)
    buff(i,4) = buff(i,3)
    buff(i,8) = buff(i,7)
    buff_len = 0
    do i = 1, nm2
        indx = indx + 1
        buff(i,buff_id) = 0.0D0
        buff(i,buff_id) = buff(i,buff_id)
    enddo
    buff(i,buff_id) = 0.0D0
end if

if( axis .eq. 2 )then
    dir = +1
    buff_id = 3 + dir
    buff(i,2) = 0.0D0
    buff(i,4) = buff(i,1)
    buff(i,8) = buff(i,7)
    buff_len = 0
    do i = 1, nm2
        indx = indx + 1
        buff(i,buff_id) = 0.0D0
        buff(i,buff_id) = buff(i,buff_id)
    enddo
    buff(i,buff_id) = 0.0D0
end if

if( axis .eq. 3 )then
    dir = -1
    buff_id = 3 + dir
    buff(i,4) = 0.0D0
    buff(i,8) = buff(i,7)
    buff_len = 0
    do i = 1, nm2
        indx = indx + 1
        buff(i,buff_id) = 0.0D0
        buff(i,buff_id) = buff(i,buff_id)
    enddo
    buff(i,buff_id) = 0.0D0
end if

else if( axis .eq. 2 )then
    dir = +1
    buff_id = 3 + dir
    buff(i,2) = 0.0D0
    buff(i,4) = buff(i,1)
    buff(i,8) = buff(i,7)
    buff_len = 0
    do i = 1, nm2
        indx = indx + 1
        buff(i,buff_id) = 0.0D0
        buff(i,buff_id) = buff(i,buff_id)
    enddo
    buff(i,buff_id) = 0.0D0
end if

else
    if( dir .eq. +1 ) then
        buff_len = buff_len + 1
        do i3 = 2, n3-1
            if( axis .eq. 3 )then
                buff(i,buff_id) = 0.0D0
            else if( dir .eq. -1 ) then
                buff(i,buff_id) = buff(i,buff_id)
            endif
            buff(i,buff_id) = buff(i,buff_id)
            buff(i,buff_id) = buff(i,buff_id)
            buff(i,buff_id) = buff(i,buff_id)
        enddo
        buff(i,buff_id) = 0.0D0
    endif
end if

if( dir .eq. -1 ) then
    buff_len = buff_len + 1
    do i3 = 2, n3-1
        if( axis .eq. 1 )then
            buff(i,buff_id) = 0.0D0
        else if( dir .eq. +1 ) then
            buff(i,buff_id) = buff(i,buff_id)
        endif
        buff(i,buff_id) = buff(i,buff_id)
        buff(i,buff_id) = buff(i,buff_id)
        buff(i,buff_id) = buff(i,buff_id)
    enddo
    buff(i,buff_id) = 0.0D0
else
    if( dir .eq. +1 ) then
        buff_len = buff_len + 1
        do i3 = 2, n3-1
            if( axis .eq. 3 )then
                buff(i,buff_id) = 0.0D0
            else if( dir .eq. -1 ) then
                buff(i,buff_id) = buff(i,buff_id)
            endif
            buff(i,buff_id) = buff(i,buff_id)
            buff(i,buff_id) = buff(i,buff_id)
            buff(i,buff_id) = buff(i,buff_id)
        enddo
        buff(i,buff_id) = 0.0D0
    endif
end if

if( axis .eq. 1 )then
    buff(i,buff_id) = 0.0D0
    buff(i,buff_id) = buff(i,buff_id)
    buff(i,buff_id) = buff(i,buff_id)
    buff(i,buff_id) = buff(i,buff_id)
else
    if( axis .eq. 2 )then
        buff(i,buff_id) = 0.0D0
    elseif( dir .eq. -1 ) then
        buff(i,buff_id) = buff(i,buff_id)
    endif
    buff(i,buff_id) = buff(i,buff_id)
    buff(i,buff_id) = buff(i,buff_id)
endif

if( axis .eq. 3 )then
    buff(i,buff_id) = 0.0D0
else if( dir .eq. +1 ) then
    buff(i,buff_id) = buff(i,buff_id)
endif
buff(i,buff_id) = buff(i,buff_id)
buff(i,buff_id) = buff(i,buff_id)
buff(i,buff_id) = buff(i,buff_id)
endif

end do

return
end
2) NAS MG \textit{rprj3} stencil in Chapel

\begin{verbatim}
def rprj3(S, R) {
    const Stencil = [-1..1, -1..1, -1..1],
        w: [0..3] real = (0.5, 0.25, 0.125, 0.0625),
        w3d = [(i,j,k) in Stencil] w((i!=0) + (j!=0) + (k!=0));

    forall ijk in S.domain do
        S(ijk) = + reduce [offset in Stencil]
            (w3d(offset) * R(ijk + offset*R.stride));
}
\end{verbatim}

Our previous work in ZPL showed that compact, global-view codes like these can result in performance that matches or beats hand-coded Fortran+MPI while also supporting more runtime flexibility.
2) Classifying HPC Programming Notations

- **communication libraries:**
  - MPI, MPI-2
  - SHMEM, ARMCI, GASNet

- **shared memory models:**
  - OpenMP, pthreads

- **PGAS languages:**
  - Co-Array Fortran
  - UPC
  - Titanium

- **HPCS languages:**
  - Chapel
  - X10 (IBM)
  - Fortress (Sun)
3) Multiresolution Languages: Motivation

Two typical camps of parallel language design: low-level vs. high-level

“Why is everything so tedious?”

“Why don’t I have more control?”
3) Multiresolution Language Design

Our Approach: Structure the language in a layered manner, permitting it to be used at multiple levels as required/desired

- provide high-level features and automation for convenience
- provide the ability to drop down to lower, more manual levels
- use appropriate separation of concerns to keep these layers clean

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4) Ability to Tune for Locality/Affinity

- Large-scale systems tend to locate memory with processors
  - a good approach for building scalable parallel systems

- Remote accesses tend to be significantly more expensive than local

- Therefore, placement of data relative to computation matters for scalable performance
  ⇒ programmer should have control over placement of data, tasks

- As multicore chips grow in #cores, locality likely to become more important in mainstream parallel programming as well
  - GPUs/accelerators are another case where locality matters
5) Support for Modern Language Concepts

- students graduate with training in Java, Matlab, Perl, C#
- HPC community mired in Fortran, C (maybe C++) and MPI
- we’d like to narrow this gulf
  - leverage advances in modern language design
  - better utilize the skills of the entry-level workforce…
    …while not ostracizing traditional HPC programmers
- examples:
  - build on an imperative, block-structured language design
  - support object-oriented programming, but make its use optional
  - support for static type inference, generic programming to support…
    …exploratory programming as in scripting languages
  - code reuse
Outline

✓ Chapel Context
✓ Chapel Themes

➢ Language Overview
  ➢ Base Language
    ❑ Task Parallelism
    ❑ Data Parallelism
    ❑ Locality and Distributions

❑ Status, Collaborations, Future Work
Base Language: Design

- Block-structured, imperative programming
- Intentionally not an extension to an existing language
- Instead, select attractive features from others:
  - **ZPL, HPF**: data parallelism, index sets, distributed arrays
    (see also APL, NESL, Fortran90)
  - **Cray MTA C/Fortran**: task parallelism, lightweight synchronization
  - **CLU**: iterators (see also Ruby, Python, C#)
  - **ML**: latent types (see also Scala, Matlab, Perl, Python, C#)
  - **Java, C#**: OOP, type safety
  - **C++**: generic programming/templates (without adopting its syntax)
  - **C, Modula, Ada**: syntax
- Follow lead of C family of languages when useful
  (C, Java, C#, Perl, …)
Base Language: My Favorite Features

- **Rich compile-time language**
  - parameter values (compile-time constants)
  - folded conditionals, unrolled for loops, tuple expansions
  - type and parameter functions – evaluated at compile-time

- **Latent types**
  - ability to omit type specifications for convenience or code reuse
  - type specifications can be omitted from…
    - …variables (inferred from initializers)
    - …class members (inferred from constructors)
    - …function arguments (inferred from callsite)
    - …function return types (inferred from return statements)

- **Configuration variables** (and parameters)
  
  ```
  config const n = 100;  // override with ./a.out --n=100000
  ```

- **Tuples**
- **Iterators** (in the CLU, Ruby sense)
- **Declaration Syntax**: more like Pascal/Modula than C
Task Parallelism: Task Creation

**begin**: creates a task for future evaluation

```chapel
begin DoThisTask();
WhileContinuing();
TheOriginalThread();
```

**sync**: waits on all begins created within its dynamic scope

```chapel
sync {  
    begin treeSearch(root);
}
```

```chapel
def treeSearch(node) {
    if node == nil then return;
    begin treeSearch(node.right);
    begin treeSearch(node.left);
}
```
Task Parallelism: Structured Tasks

**cobegin**: creates a task per component statement:

```chapel
cobegin {
    computePivot(lo, hi, data);
    cobegin {
        Quicksort(lo, pivot, data);
        Quicksort(pivot, hi, data);
    } // implicit join here
}
```

**coforall**: creates a task per loop iteration

```chapel
coforall e in Edges {
    exploreEdge(e);
} // implicit join here
```
Task Parallelism: Task Coordination

**sync variables:** store full/empty state along with value

```plaintext
var result$: sync real;  // result is initially empty
sync {
    begin ... = result$;  // block until full, leave empty
    begin result$ = ...;  // block until empty, leave full
}
result$.readXX();  // read value, leave state unchanged;
// other variations also supported
```

**single-assignment variables:** writable once only

```plaintext
var result$: single real = begin f();  // result initially empty
...  // do some other things
total += result$;  // block until f() has completed
```

**atomic sections:** support transactions against memory

```plaintext
atomic {
    newnode.next = insertpt;
    newnode.prev = insertpt.prev;
    insertpt.prev.next = newnode;
    insertpt.prev = newnode;
}
```

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Producer/Consumer example

```chapel
var buff$: [0..buffersize-1] sync int;

cobegin {
    producer();
    consumer();
}

def producer() {
    var i = 0;
    for ... {
        i = (i+1) % buffersize;
        buff$(i) = ...;
    }
}

def consumer() {
    var i = 0;
    while {
        i = (i+1) % buffersize;
        ...buff$(i)...;
    }
}
```
Data Parallelism: Domains

**domain**: a first-class index set

```chapel
var m = 4, n = 8;

var D: domain(2) = [1..m, 1..n];
```
Data Parallelism: Domains

*domain*: a first-class index set

\[
\text{var } m = 4, \ n = 8; \\
\text{var } D: \text{domain}(2) = [1..m, 1..n]; \\
\text{var } \text{Inner: subdomain}(D) = [2..m-1, 2..n-1];
\]
Domains: Some Uses

- **Declaring arrays:**
  ```chapel
  var A, B: [D] real;
  ```

- **Iteration (sequential or parallel):**
  ```chapel
  for ij in Inner { ... }
  or: forall ij in Inner { ... }
  or: ...
  ```

- **Array Slicing:**
  ```chapel
  A[Inner] = B[Inner];
  ```

- **Array reallocation:**
  ```chapel
  D = [1..2*m, 1..2*n];
  ```
Chapel supports several domain types...

```
var OceanSpace = [0..#lat, 0..#long],
AirSpace = OceanSpace by (2,4),
IceSpace: sparse subdomain(OceanSpace) = genCaps();
```

```
var Vertices: domain(opaque) = ...,
People: domain(string) = ...;
```
Data Parallelism: Domain Uses

All domain types can be used to declare arrays...

```chapel
var Ocean: [OceanSpace] real,
    Air: [AirSpace] real,
    IceCaps[IceSpace] real;

var Weight: [Vertices] real,
    Age: [People] int;
```
Data Parallelism: Domain Uses

...to iterate over index sets...

```chapel
forall ij in AirSpace do
    Ocean(ij) += IceCaps(ij);
```

```chapel
forall v in Vertices do
    Weight(v) = numEdges(v);
```

```chapel
forall p in People do
    Age(p) += 1;
```
Data Parallelism: Domain Uses

...to slice arrays...

Ocean[AirSpace] += IceCaps[AirSpace];

...Vertices[Interior]...

...People[Interns]...

Distributions
Task Parallelism
Base Language
Locality Control
Target Machine
Data Parallelism: Domain Uses

...and to reallocate arrays

AirSpace = OceanSpace by (2,2);
IceSpace += genEquator();

newnode = Vertices.create();  People += “srini”;
Locale: Locales

locale: An abstract unit of the target architecture
- supports reasoning about locality
- has capacity for processing and storage
- two threads in a given locale have similar access to a given address
  - addresses in that locale are ~uniformly accessible
  - addresses in other locales are also accessible, but at a price
- locales are defined for a given architecture by a Chapel compiler
  - e.g., a multicore processor or SMP node could be a locale
Locales and Program Startup

- Chapel users specify # locales on executable command-line
  
  ```
  prompt> myChapelProg -nl=8  # run using 8 locales
  ```

- Chapel launcher bootstraps program execution:
  - obtains necessary machine resources
    - e.g., requests 8 nodes from the job scheduler
  - loads a copy of the executable onto the machine resources
  - starts running the program. *Conceptually*…
    ...locale #0 starts running program’s entry point (`main()`)
    ...other locales wait for work to arrive
Locale Variables

Built-in variables represent a program’s locale set:

```chapel
config const numLocales: int; // number of locales
const LocaleSpace = [0..numLocales-1], // locale indices
Locales: [LocaleSpace] locale; // locale values
```

- `numLocales`: 8
- `LocaleSpace`: [0, 1, 2, 3, 4, 5, 6, 7]
- `Locales`: [L0, L1, L2, L3, L4, L5, L6, L7]
Locale Views

Using standard array operations, users can create their own locale views:

```chapel
var TaskALocs = Locales[..numTaskALocs];
var TaskBLocs = Locales[numTaskALocs+1..];

var CompGrid = Locales.reshape([1..gridRows, 1..gridCols]);
```
Locale Methods

- The locale type supports built-in methods:

  ```chapel
def locale.id: int; // index in LocaleSpace
def locale.name: string; // similar to uname -n
def locale.numCores: int; // # of processor cores
def locale.physicalMemory(...): ...; // amount of memory
...
```

- Locale queries can also be made:

  ```chapel
  ...myvar.locale... // query the locale where myvar is stored
  ...here... // query where the current task is running
  ```
Locality: Task Placement

*on clauses:* indicate where statements should execute:

Either by naming locales explicitly...

```chapel
cobegin {
  on TaskALocs do computeTaskA(...);
  on TaskBLocs do computeTaskB(...);
  on Locales(0) do computeTaskC(...);
}
```

...or in a data-driven manner:

```chapel
const pivot = computePivot(lo, hi, data);
cobegin {
  on data[lo] do Quicksort(lo, pivot, data);
  on data[hi] do Quicksort(pivot+1, hi, data);
}
```

They can also control where data is allocated:

```chapel
var person: Employee;
on Locales(1) do person = new Employee("Brad");
on Locales(2) do var ref2ToPerson = person;
```
Chapel Distributions

**Distributions:** “Recipes for parallel, distributed arrays”

- help the compiler map from the computation’s global view…

\[
\begin{align*}
\alpha & \cdot \quad \alpha & \cdot \quad \alpha & \cdot \quad \alpha & \cdot \\
\text{MEMORY} & \quad \text{MEMORY} & \quad \text{MEMORY} & \quad \text{MEMORY}
\end{align*}
\]

…down to the *fragmented*, per-processor implementation

\[
\begin{align*}
\alpha & \cdot \quad \alpha & \cdot \quad \alpha & \cdot \quad \alpha & \cdot \\
\text{MEMORY} & \quad \text{MEMORY} & \quad \text{MEMORY} & \quad \text{MEMORY}
\end{align*}
\]
Domain Distribution

Domains may be distributed across locales

```chapel
var D: domain(2) distributed Block on CompGrid = ...;
```

A distribution implies...

...ownership of the domain’s indices (and its arrays’ elements)
...the default work ownership for operations on the domains/arrays
  ▪ e.g., forall loops or promoted operations
...the implementation of operations on its domains and arrays
Domain Distributions

- Any domain type may be distributed
- Distributions do not affect program semantics
  - only implementation details and therefore performance
Domain Distributions

- Any domain type may be distributed
- Distributions do not affect program semantics
  - only implementation details and therefore performance

![Diagram showing domain distributions](image)
Distributions: Goals & Research

- Advanced users can write their own distributions
  - specified in Chapel using lower-level language features

- Chapel will provide a standard library of distributions
  - written using the same user-defined distribution mechanism

*(Draft paper describing user-defined distribution strategy available by request)*
Other Features

- zippered and tensor flavors of iteration and promotion
- subdomains and index types to help reason about indices
- reductions and scans (standard or user-defined operators)
Outline

✓ Chapel Context
✓ Global-view Programming Models
✓ Language Overview

☑ Status, Collaborations, Future Work
The Chapel Team

- **Interns**
  - Jacob Nelson (`09 – UW)
  - Albert Sidelnik (`09 – UIUC)
  - Andy Stone (`08 – Colorado St)
  - James Dinan (`07 – Ohio State)
  - Robert Bocchino (`06 – UIUC)
  - Mackale Joyner (`05 – Rice)

- **Alumni**
  - David Callahan
  - Roxana Diaconescu
  - Samuel Figueroa
  - Shannon Hoffswell
  - Mary Beth Hribar
  - Mark James
  - John Plevyak
  - Wayne Wong
  - Hans Zima

Sung-Eun Choi, David Iten, Lee Prokowich, Steve Deitz, Brad Chamberlain
Chapel Work

- Chapel Team’s Focus:
  - specify Chapel syntax and semantics
  - implement open-source prototype compiler for Chapel
  - perform code studies of benchmarks, apps, and libraries in Chapel
  - do community outreach to inform and learn from users/researchers
  - support users of code releases
  - refine language based on all these activities
Chapel and the Community

- **Our philosophy:**
  - Help the parallel community understand what we are doing
  - Develop Chapel as an open-source project
  - Encourage external collaborations
  - Over time, turn language over to the community (if accepted)

- **Goals:**
  - to get feedback that will help make the language more useful
  - to support collaborative research efforts
  - to accelerate the implementation
  - to aid with adoption
Chapel Release

- **Current release:** version 1.0 (October 15th, 2009)
- Supported environments: UNIX/Linux, Mac OS X, Cygwin
- How to get started:
  1. Download from: [http://sourceforge.net/projects/chapel](http://sourceforge.net/projects/chapel)
  2. Unpack tar.gz file
  3. See top-level README
     - for quick-start instructions
     - for pointers to next steps with the release
- Your feedback desired!
- **Remember:** a work-in-progress
  - it’s likely that you will find problems with the implementation
  - this is still a good time to influence the language’s design
Implementation Status (v1.0)

- **Base language:** stable *(some gaps and bugs remain)*
- **Task parallel:**
  - stable multi-threaded implementation of tasks, sync variables
  - atomic sections are an area of ongoing research with U. Notre Dame
- **Data parallel:**
  - stable multi-threaded data parallelism for dense domains/arrays
  - other domain types have a single-threaded reference implementation
- **Locality:**
  - stable locale types and arrays
  - stable task parallelism across multiple locales
  - initial support for some distributions: Block, Cyclic, Block-Cyclic
- **Performance:**
  - has received much attention in designing the language
  - yet not much implementation effort to date
Outreach: Active Collaborations

Notre Dame/ORNL (Peter Kogge, Srinivas Sridharan, Jeff Vetter): 
Asynchronous STM over distributed memory

UIUC (David Padua, Albert Sidelnik): 
Chapel for hybrid CPU-GPU computing

OSU (Gagan Agrawal, Bin Ren): 
Data-intensive computing using Chapel’s user-defined reductions

PNNL/CASS-MT (John Feo, Daniel Chavarria): Chapel extensions for 
hybrid computation; performance tuning for the Cray XMT; ARMCI port

ORNL (David Bernholdt et al.; Steve Poole et al.): Chapel code studies – 
Fock matrix computations, MADNESS, Sweep3D, coupled models, …

Berkeley (Dan Bonachea et al.): APGAS over GASNet; collectives

(Your name here?)
Collaboration Opportunities

- memory management policies/mechanisms
- dynamic load balancing: task throttling and stealing
- parallel I/O and checkpointing
- language interoperability
- application studies and performance optimizations
- index/subdomain semantics and optimizations
- targeting different back-ends (LLVM, MS CLR, …)
- runtime compilation
- library support
- tools
  - correctness debugging
  - performance debugging
  - IDE support
  - Chapel interpreter
  - visualizations, algorithm animations

(Your ideas here…)
Next Steps

- Expand our set of supported distributions
- Continue to improve performance
- Continue to add missing features
- Expand the set of codes that we are studying
- Expand the set of architectures that we are targeting
- Support the public release
- Continue to support collaborations and seek out new ones
Summary

Chapel strives to greatly improve Parallel Productivity

via its support for...
  ...general parallel programming
  ...global-view abstractions
  ...control over locality
  ...multiresolution features
  ...modern language concepts and themes
For More Information

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http://chapel.cray.com

http://sourceforge.net/projects/chapel

Questions?