

UXL Software Stack & RISC-V Exploration

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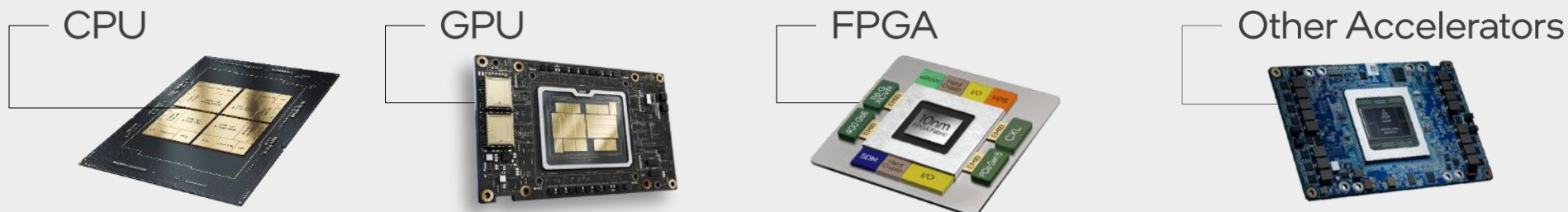
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Agenda

- Introduction of oneAPI and UXL
- UXL Software Stack & RISC-V Support
- Codeplay oneAPI Construction Kit

Solving the Challenge of Diverse Hardware Acceleration



48% of developers target heterogeneous systems
that use more than one kind of processor or core¹

Developer Challenges: Multiple Architectures, Vendors, and Programming Models



Open, Standards-based, Multiarchitecture Programming

[Video: What is oneAPI? Overview & Benefits](#)

oneAPI

Specification and Open Source

Freedom to Make Your Best Choice

- An open alternative to single-vendor/proprietary lock-in enables easy architecture retargeting
- Open, standards-based programming (C++ with SYCL) so software investments continue to add value in future hardware generations

Performance – Realize All the Hardware Value

- Expose and exploit all the cutting-edge features and maximize performance across CPUs, GPUs, FPGAs, and other accelerators.
- Powerful libraries for acceleration of domain-specific functions

Productivity – Develop Performant Code Quickly

- One programming model for all – easy integration with existing code including migration of CUDA code to SYCL
- Based on familiar C++ – no need to learn a new language
- Interoperable with existing HPC standards including Fortran, C/C++, OpenMP, and MPI, as well as Python with a rich set of optimized Python libraries

Visit oneapi.io or <https://uxlfoundation.org/> for more details



Open industry initiative driving a vendor-neutral software ecosystem for multiarchitecture accelerated computing.
Now governed by the Linux Foundation.



Middleware and Frameworks



oneAPI Industry Specification

Direct Programming

SYCL (C++)

API-Based Programming

Math
oneMKL

Threading
oneTBB

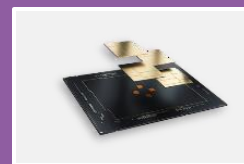
Parallel STL
oneDPL

Analytics/
ML oneDAL

DNN
oneDNN

ML Comm
oneCCL

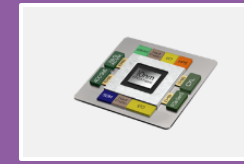
Low-Level Hardware Interface



CPU



GPU



FPGA



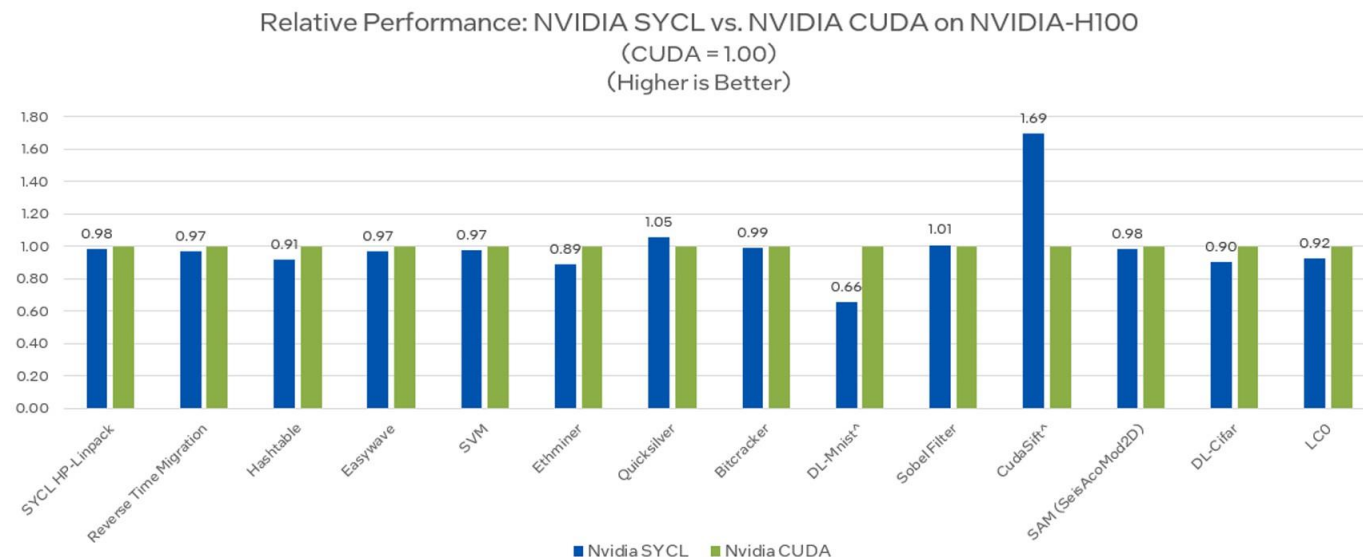
Other
Accelerators

Accelerating Choice with SYCL*

Khronos Group Standard

- Open, standards-based
- Multiarchitecture performance
- Freedom from vendor lock-in
- Comparable performance to native CUDA on Nvidia GPUs
- Extension of widely used C++ language
- Speed code migration via [Intel® DPC++ Compatibility Tool](#) or open source [SYCLomatic](#)

On NVIDIA GPU – SYCL Provides Comparable Performance to CUDA



Testing Date: Performance results are based on testing by Intel as of August 1, 2023 and may not reflect all publicly available updates.

Configuration Details and Workload Setup: Intel® Xeon® Platinum 8360Y CPU @ 2.4GHz, 2 socket, Hyper Thread On, Turbo On, 256GB Hynix DDR4-3200, ucode 0xd000389, GPU: Nvidia H100 PCIe 80GB GPU memory. Software: Velocity Bench benchmark suite branch from 8/1/23, SYCL open source/CLANG 17.0.0, CUDA SDK 12.0 with NVIDIA-NVCC 12.0.76, cuMath 12.0, cuDNN 12.0, Ubuntu 22.04.1, SYCL open source/CLANG compiler switches: -fsycl-targets=nvptx64-nvidia-cuda -Xsycl-target-backend=cuda-gpu-arch=sm_90, NVIDIA NVCC compiler switches: -O3 -gencode arch=compute_90,code=sm_90. Represented workloads with Intel optimizations.

Performance results are based on testing as of dates shown in configurations and may not reflect all publicly available updates. See configuration disclosure for details. No product or component can be absolutely secure.

Performance varies by use, configuration, and other factors. Learn more at www.intel.com/PerformanceIndex. Your costs and results may vary.

Architectures

Intel | Nvidia | AMD CPU & GPU | RISC-V | ARM Mali | PowerVR | Xilinx

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Commitment to Open, Scalable Acceleration

Freeing the Developer Ecosystem from the Chains of Proprietary Software



Linux Foundation governed open industry foundation driving a vendor-neutral software ecosystem for multiarchitecture accelerated computing

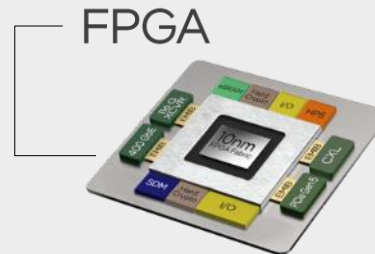
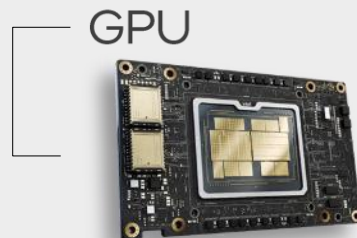
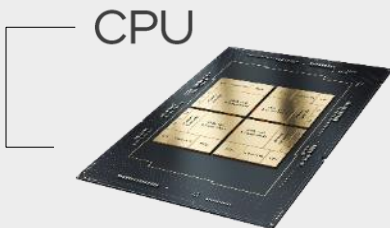
Founding Members: ARM, Fujitsu, Google Cloud, Imagination Tech, Intel, Qualcomm, Samsung, VMware

oneAPI Specification ([oneAPI.io](https://oneapi.io)) is the starting point



Open, Standards-based, Multiarchitecture Programming

Performance | Productivity | Freedom from Vendor Lock-In





Open initiative and community to build a multiarchitecture, multivendor accelerator software ecosystem.

Now governed by the Linux Foundation.



2020

2021

2022

2023

Regular Cadence of Specification Updates

Initiative & Technology
Advancements

oneAPI SYCL* implementation

Intel CPU, GPU, FPGA support

SYCL for Nvidia GPU

PyTorch accelerates models via oneDNN

Fugaku deploys oneDNN for Arm

Univ. of Heidelberg deploys SYCL for AMD CPUs & GPUs

NERSC, Argonne deploy SYCL for NVIDIA GPU

Argonne, Oakridge Nat'l Labs deploy SYCL for AMD GPU

Huawei CCE & Ascend uses oneAPI

NVIDIA GPU, AMD CPU & GPU, Arm CPU

GROMACS SYCL code on Intel CPUs/GPUs, NVIDIA & AMD GPUs

oneAPI community forum & open governance established

Julia interface to oneAPI

TensorFlow accelerates models via oneDNN

SYCL performance matches NVIDIA/AMD native system languages

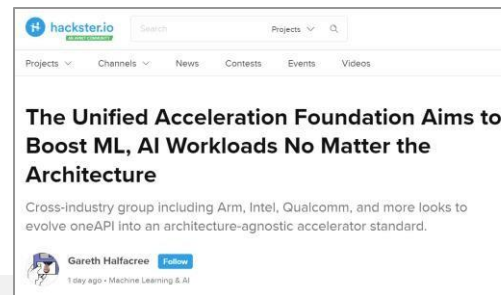
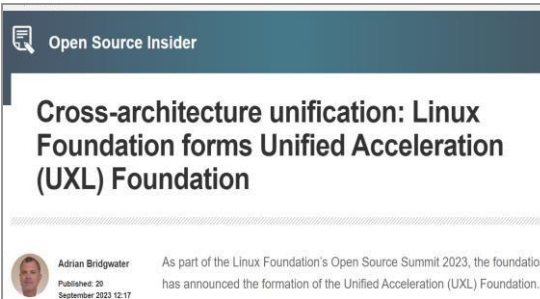
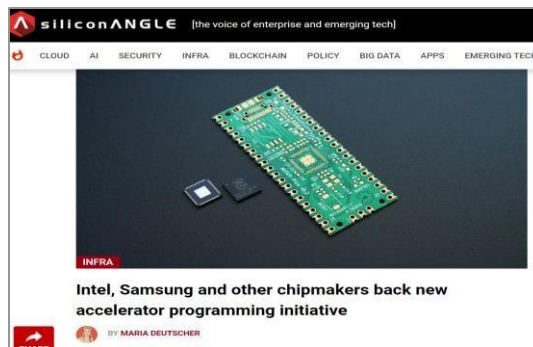
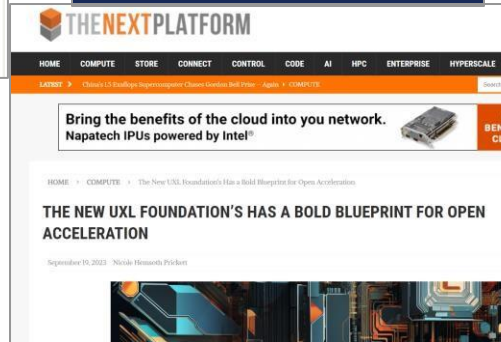
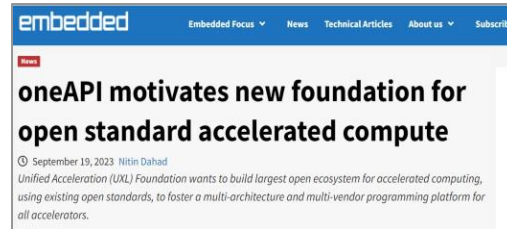
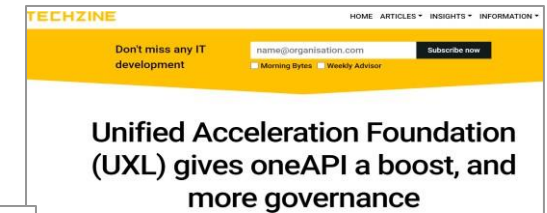
Codeplay oneAPI plug-ins for NVIDIA & AMD

Linux Foundation announces [Unified Acceleration Foundation](#), starting with oneAPI Spec

Founding Members: ARM, Fujitsu, Google Cloud, Imagination Tech, Intel, Qualcomm, Samsung, VMware

Unified Acceleration (UXL) Foundation

Announced September 19, 2023



Unified Acceleration (UXL) Foundation

Building a multiarchitecture, multivendor accelerator software ecosystem



- Governance: Linux Foundation's Joint Development Foundation
- Mission: Unify the heterogeneous compute ecosystem around open standards
- Starting point: oneAPI Specification (oneAPI.io)
- Goal: broad-based industry participation and contributions
- SIGs: AI, Hardware, Language, Math, Safety Critical
- Join Us: Participate in SIGs
 - www.UXLFoundation.org

Steering Members



UXL Foundation Structure



Unified Acceleration (UXL) Foundation

[UXL Foundation Webinar](#)

Building alliances

UXL Foundation



Project Dependencies

K H R O N O S[®]
G R O U P



Defines the specification used by
UXL Foundation projects

Future Collaborations

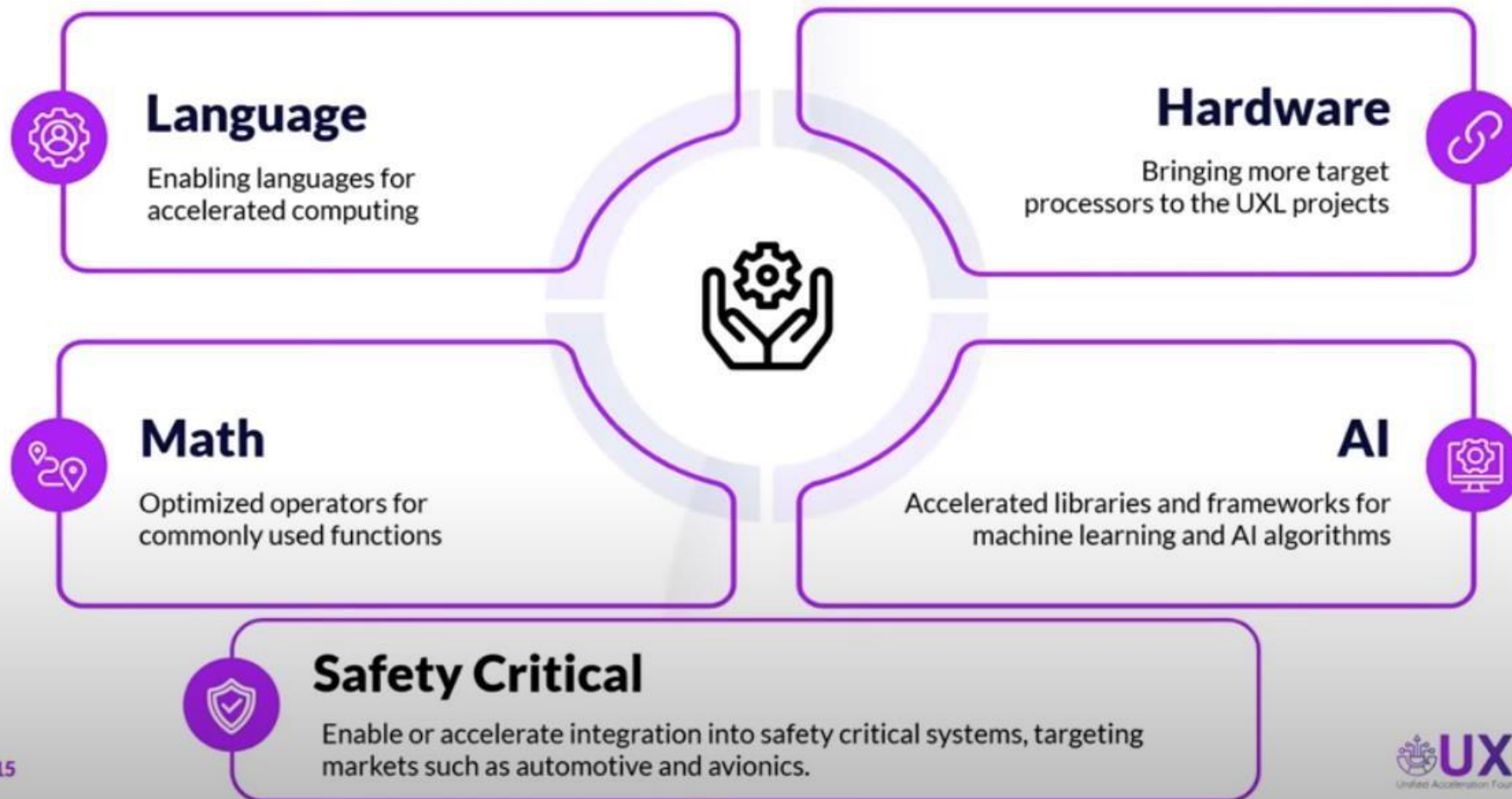


Integration of UXL projects and
demonstrations

Unified Acceleration (UXL) Foundation

[UXL Foundation Webinar](#)

UXL Foundation SIGs



15

 **UXL**
Unified Acceleration Foundation

UXL Extension to RISC-V



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Middleware and Frameworks



oneAPI Industry Specification

Direct Programming

SYCL (C++) / Python /
Triton / Cutlass

API-Based Programming

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Threading
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Parallel STL
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Analytics/
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DNN
oneDNN

ML Comm
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DPC++/Triton/MLIR Compilers

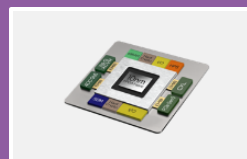
Low-Level Hardware Interface



CPU



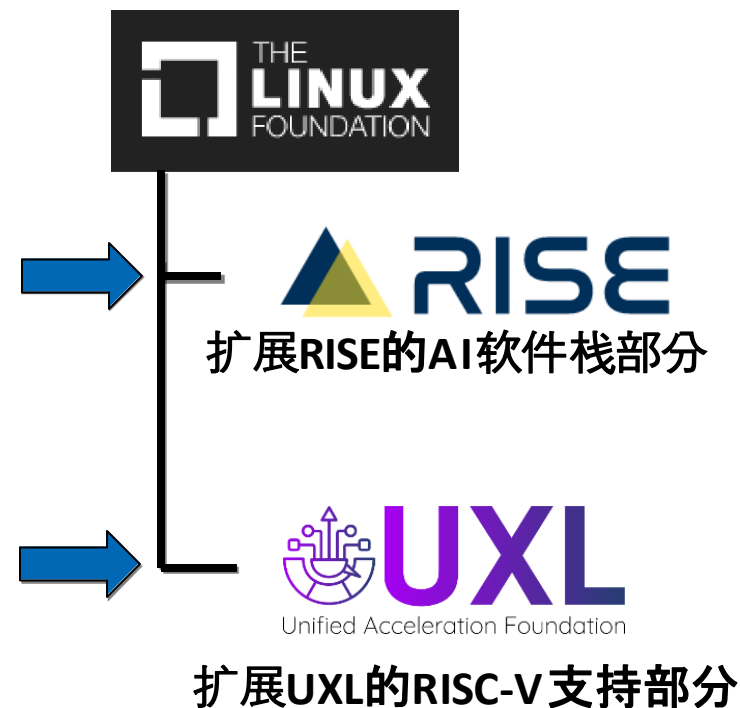
GPU



FPGA



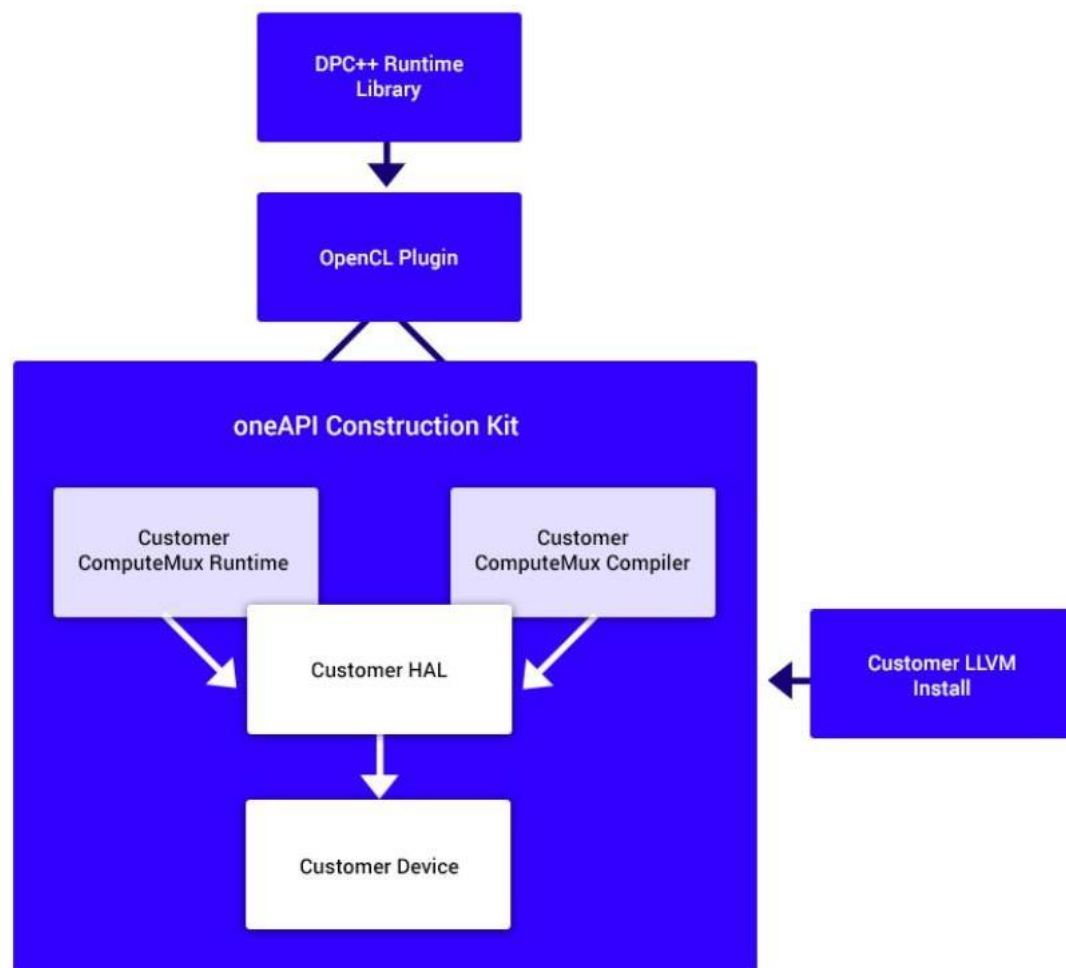
RISC-V



Visit oneapi.io or <https://uxlfoundation.org/> for more details

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Codeplay oneAPI Construction Kit



- Codeplay has an experimental project as oneAPI Construction Kit
- Bring oneAPI to new accelerator processor arch, e.g. RISC-V
- A customer target includes:
 - Runtime code
 - Compiler code
 - An optional HAL
- A blog to introduce:
<https://www.oneapi.io/blog/introducing-the-oneapi-construction-kit/>
- Document:
<https://developer.codeplay.com/products/oneapi/construction-kit/guides/>
- A real case:
<https://www.oneapi.io/blog/using-oneapi-construction-kit-to-enable-open-standards-programming-for-the-metis-aipu/>

Welcome to join us to explore UXL
and RISC-V journey!

Backup

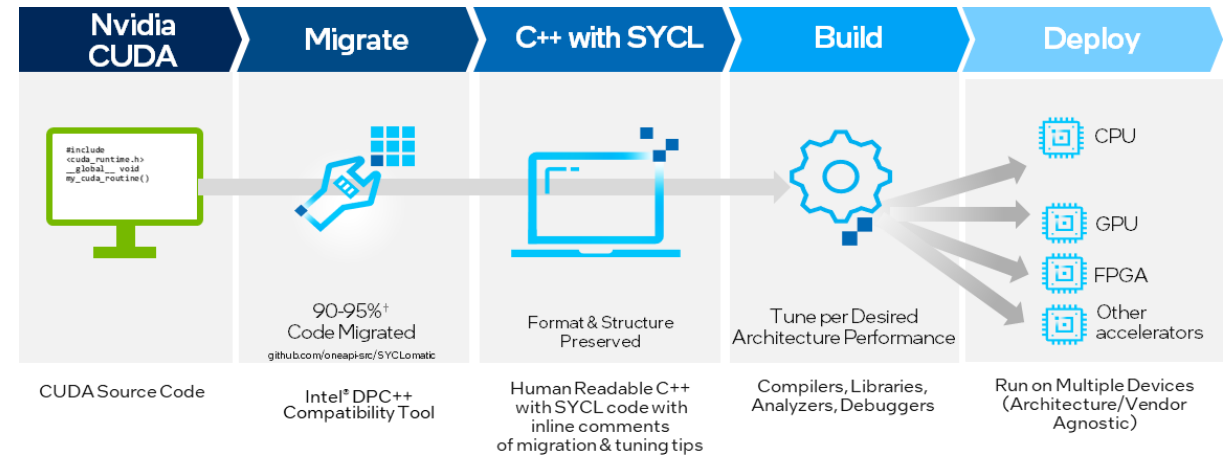
Migrate from CUDA* to C++ with SYCL*

Stop writing and maintaining different codebases for different architectures



[CUDA to SYCL Migration Portal](#)

- Choose your accelerated computing hardware and reuse code with performance portability
- Single C++ with SYCL codebase can run on accelerators with multiple architectures from multiple vendors
- Intel® DPC++ Compatibility Tool & Open Source SYCLomatic automatically migrates ~90-95%* of a typical CUDA app to SYCL
- Generates helpful comments to guide you to finish migration and tune performance
- Visit the [CUDA to SYCL Migration Portal](#) for tutorials, best practices, code samples, apps catalog, and community support



Migration Success Examples:



¹Intel estimates as of March 2023. Based on measurements on a set of 85 HPC benchmarks and samples, with examples like Rodinia, SHOC, PENNANT. Results may vary.

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oneAPI Plug-ins for Nvidia* & AMD*

Codeplay Support for Nvidia & AMD GPUs to Intel® oneAPI Base Toolkit

oneAPI for NVIDIA & AMD GPUs

- Free download of binary plugins to Intel® oneAPI DPC++/C++ Compiler:
- Nvidia GPU
- AMD beta GPU
- No need to build from source!
- Plug-ins updated quarterly in-sync with SYCL 2020 conformance & performance

Priority Support

- Available through Intel, Codeplay & our channel
- Requires Intel Priority Support for Intel oneAPI DPC++/C++ Compiler
- Intel takes first call, Codeplay delivers backend support
- Codeplay provides access to older plug-in versions

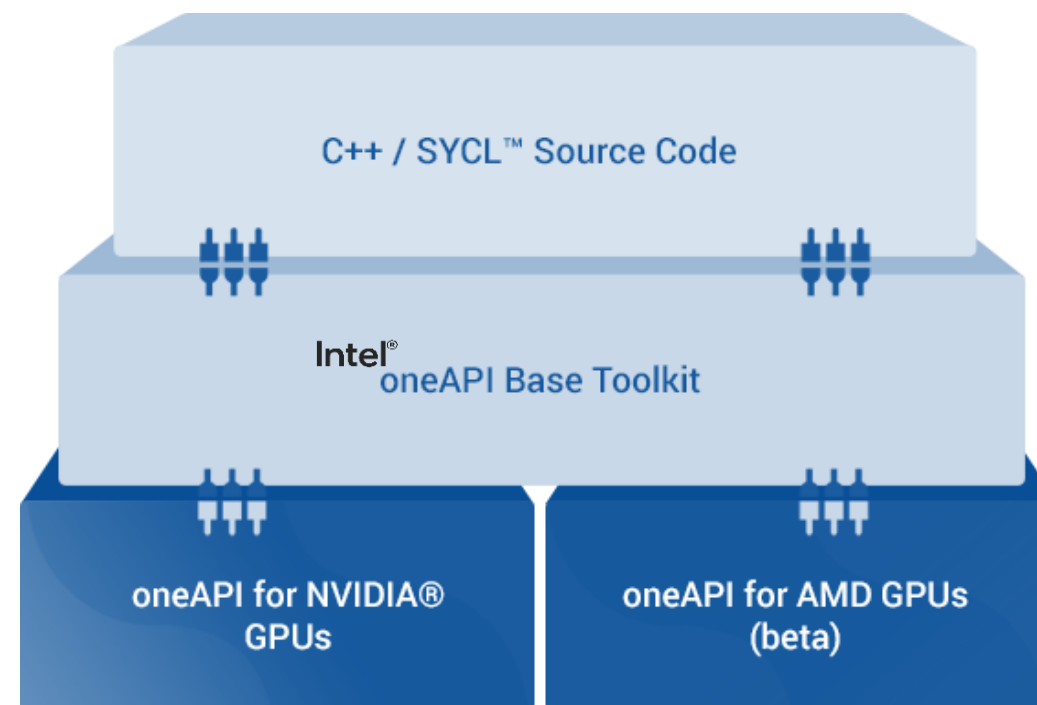


Image courtesy of Codeplay Software Ltd.

[Nvidia GPU plug-in](#)

[AMD GPU plug-in](#)

[Codeplay blog](#)

[Codeplay press release](#)

oneAPI Industry Momentum

End Users



National Labs



ISVs & OSVs



OEMs & SIs



Universities & Research Institutes



CSPs & Frameworks



These organizations support the oneAPI initiative for a single, unified programming model for cross-architecture development. It does not indicate any agreement to purchase or use of Intel's products. *Other names and brands may be claimed as the property of others.