



**Warsaw University
of Technology**

BalticLSC: Software Development Platform for Large Scale Computations

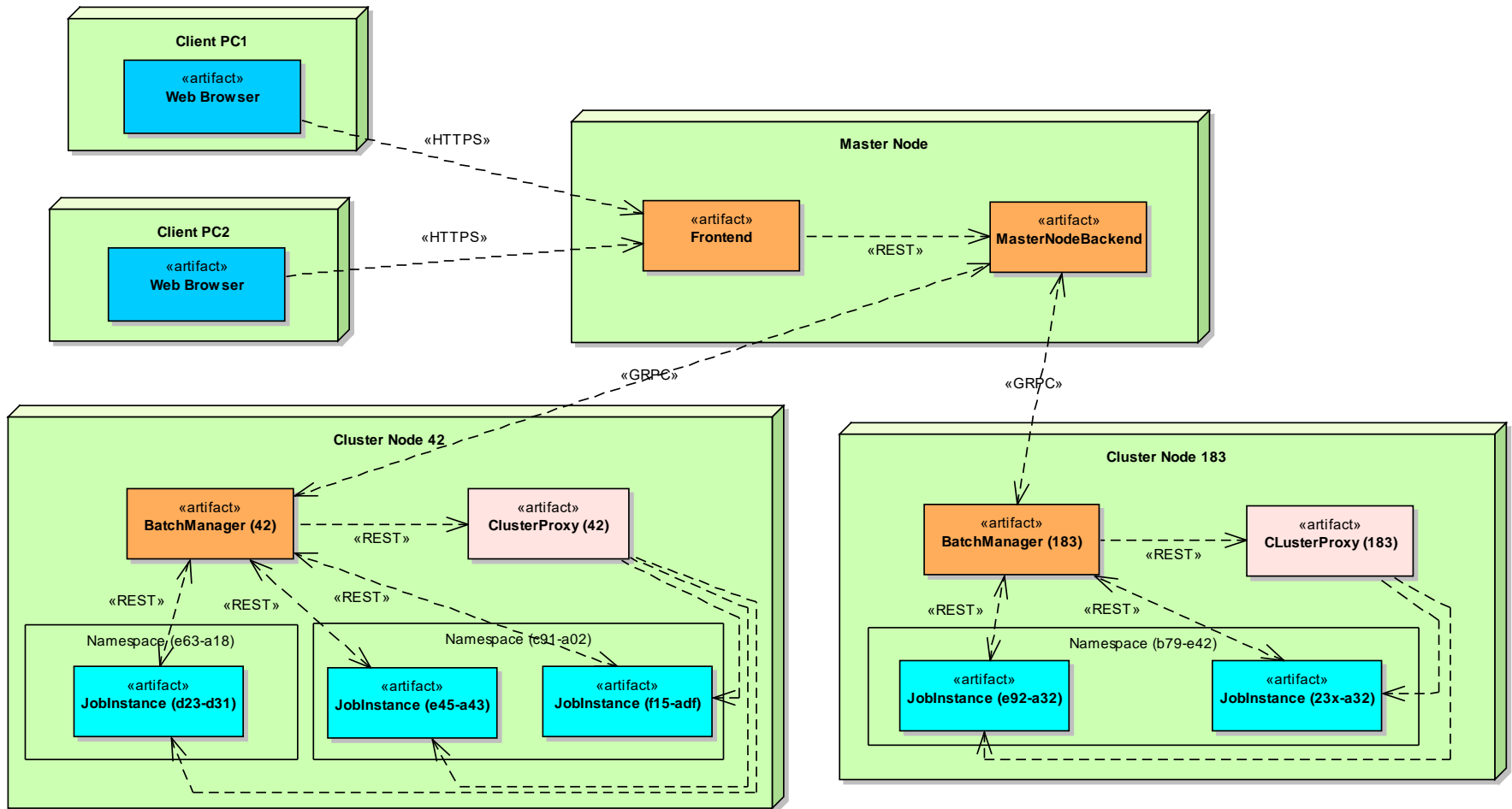
BalticLSC Platform Technical Workshops

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Warsaw University of Technology

Introduction

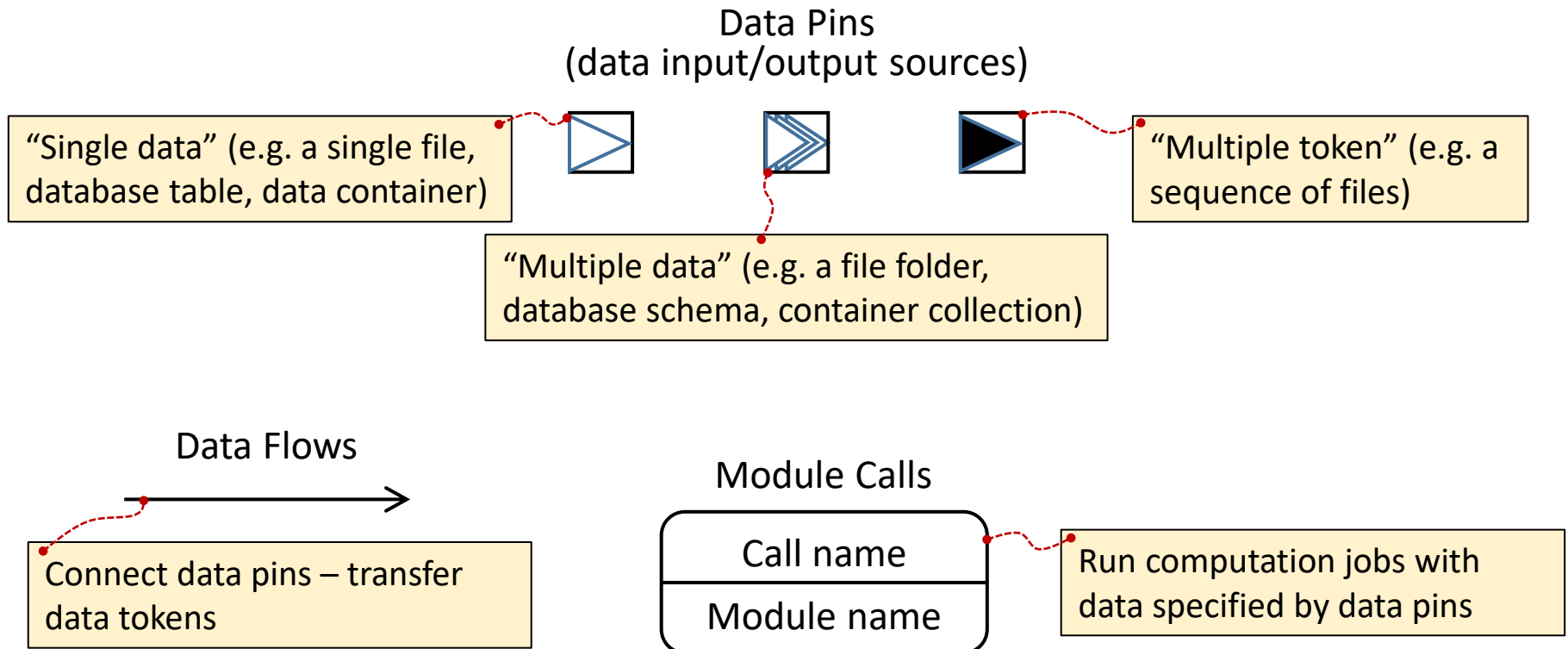
- Computation systems
 - **High Performance Computing system** - a big, centralized supercomputer (typically: homogeneous system), dedicated software
 - **Large Scale Computing system** - a network of many interconnected computation clusters (typically: heterogeneous), based on standard orchestration solutions
- Low-code software development
 - High-level, graphical programming language - programming = building visual models
 - Model-Driven Web Engineering - development of web applications using visual models
 - In LSC - creating computation applications visually, through a web development interface

BalticLSC Architecture

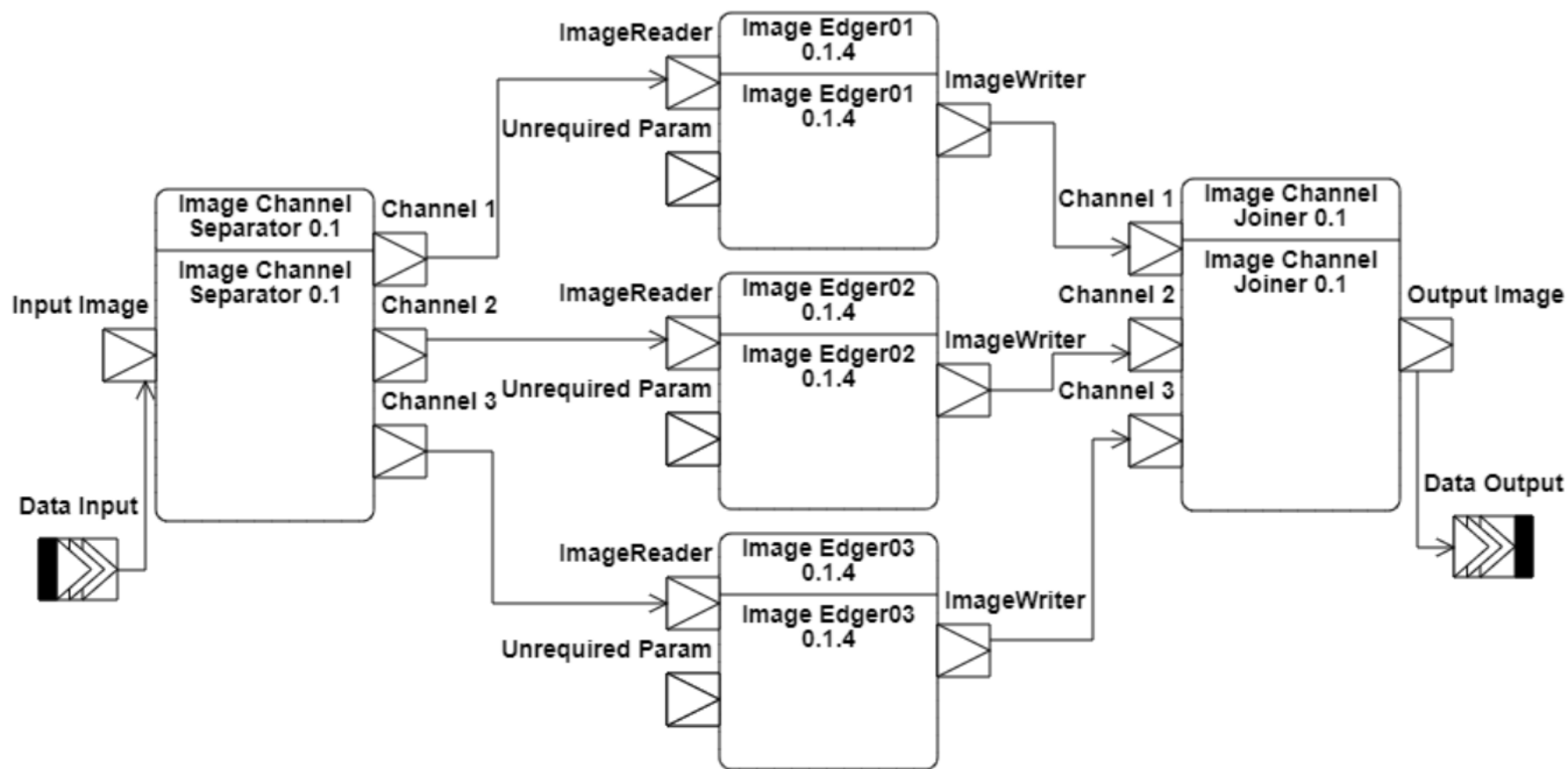


BalticLSC Applications

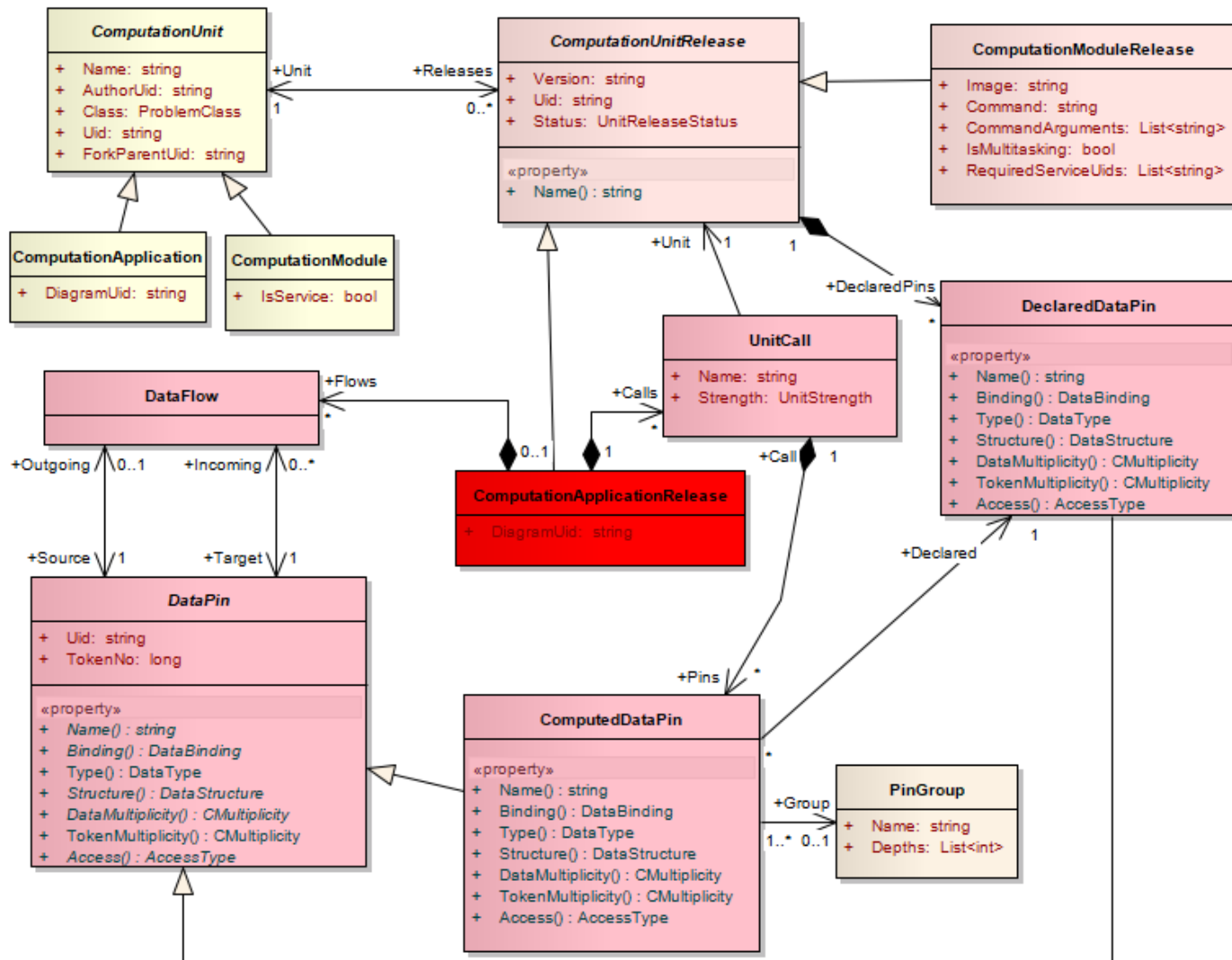
- Computation Application Language - a visual (graphical) low-code language



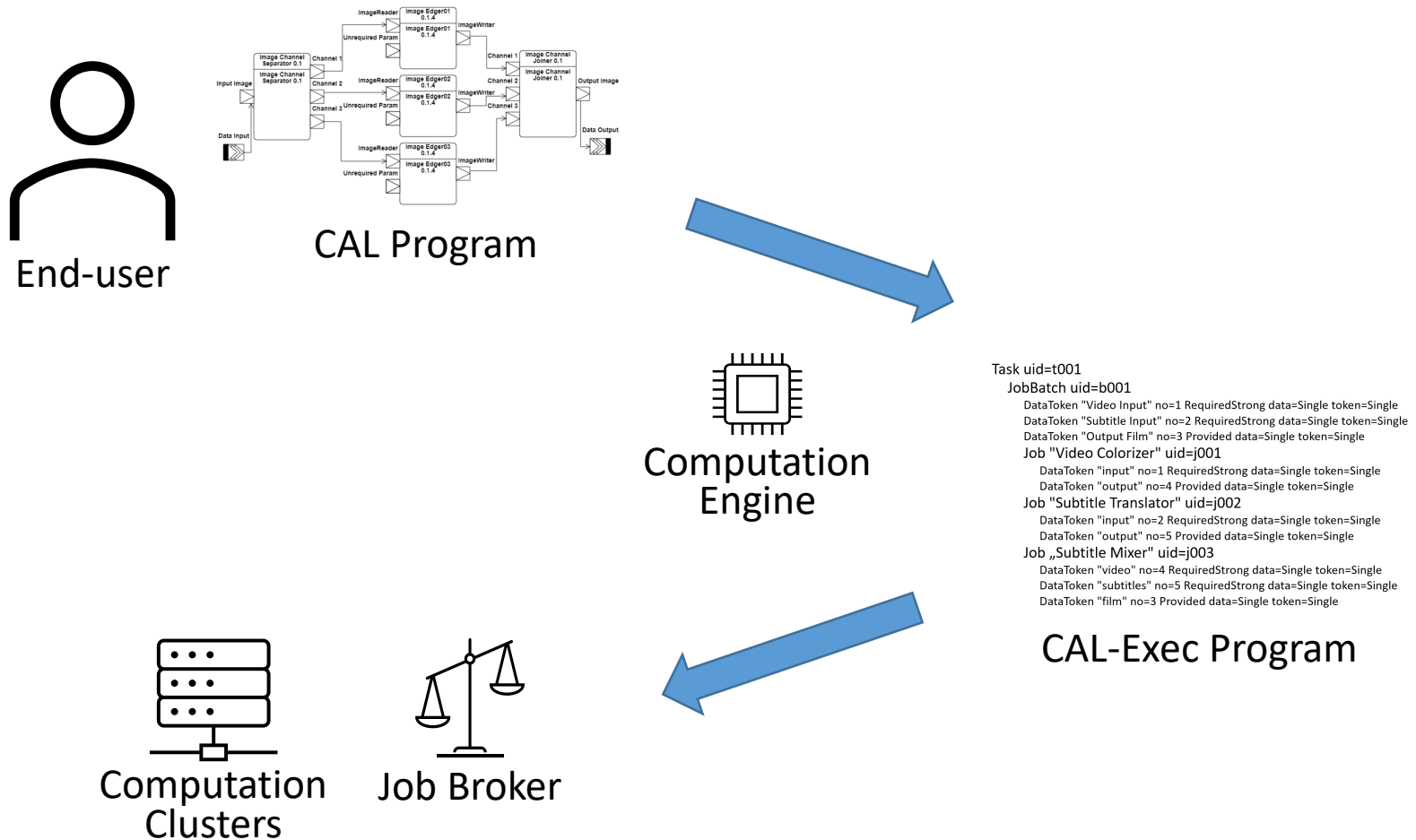
CAL Example App (Image Edger)



CAL abstract syntax



CAL translation and execution



CAL Executable example

Task uid=t001

JobBatch uid=b001

DataToken "Video Input" no=1 RequiredStrong data=Single token=Single

DataToken "Subtitle Input" no=2 RequiredStrong data=Single token=Single

DataToken "Output Film" no=3 Provided data=Single token=Single

Job "Video Colorizer" uid=j001

DataToken "input" no=1 RequiredStrong data=Single token=Single

DataToken "output" no=4 Provided data=Single token=Single

Job "Subtitle Translator" uid=j002

DataToken "input" no=2 RequiredStrong data=Single token=Single

DataToken "output" no=5 Provided data=Single token=Single

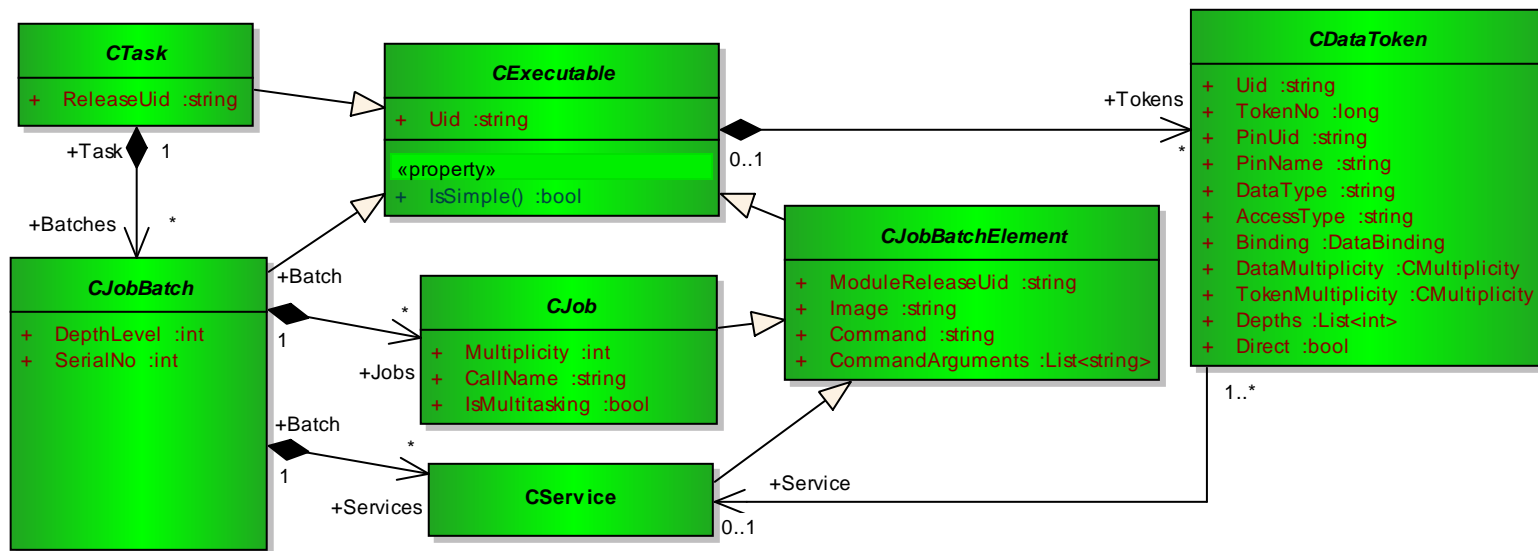
Job „Subtitle Mixer" uid=j003

DataToken "video" no=4 RequiredStrong data=Single token=Single

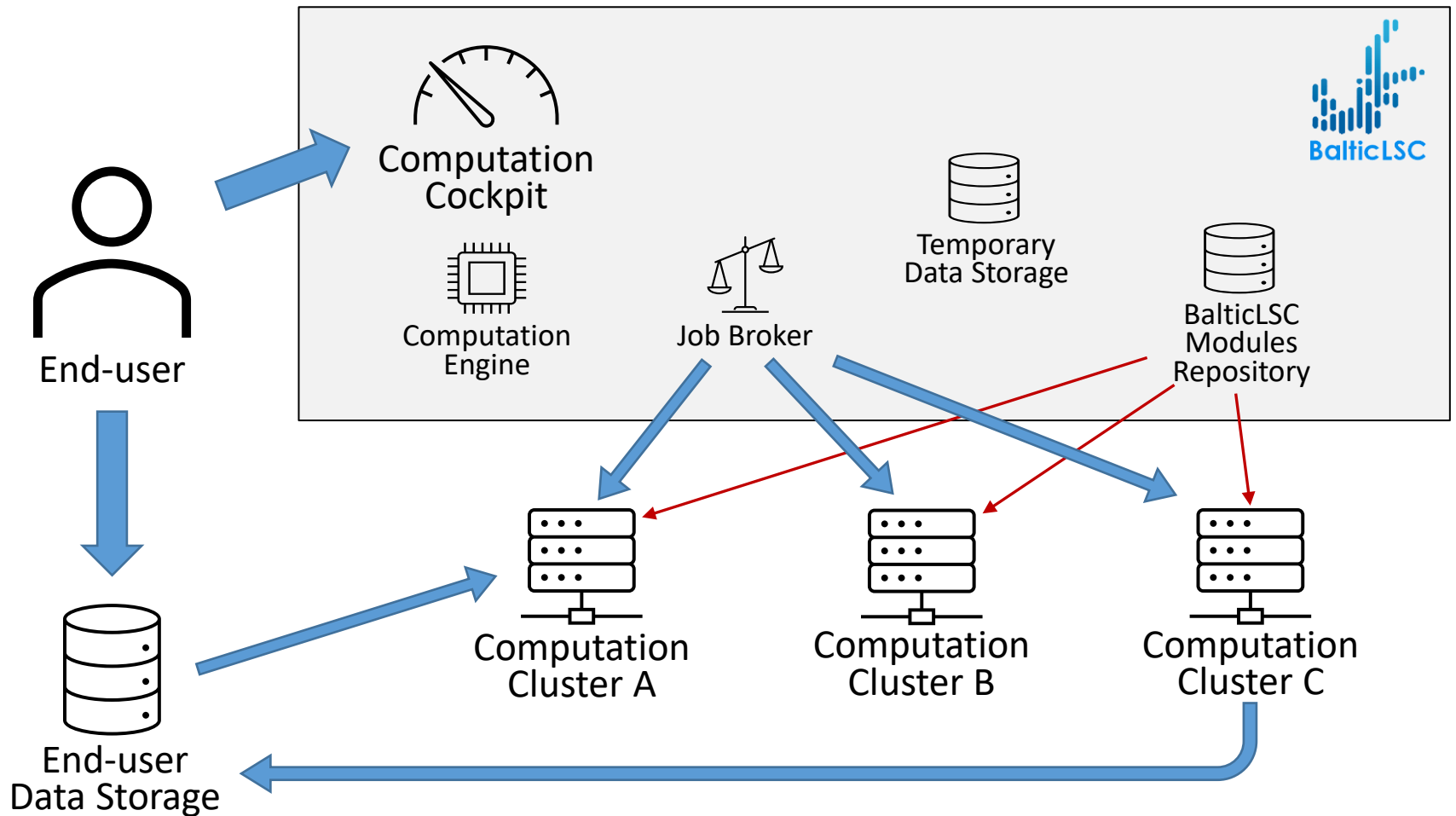
DataToken "subtitles" no=5 RequiredStrong data=Single token=Single

DataToken "film" no=3 Provided data=Single token=Single

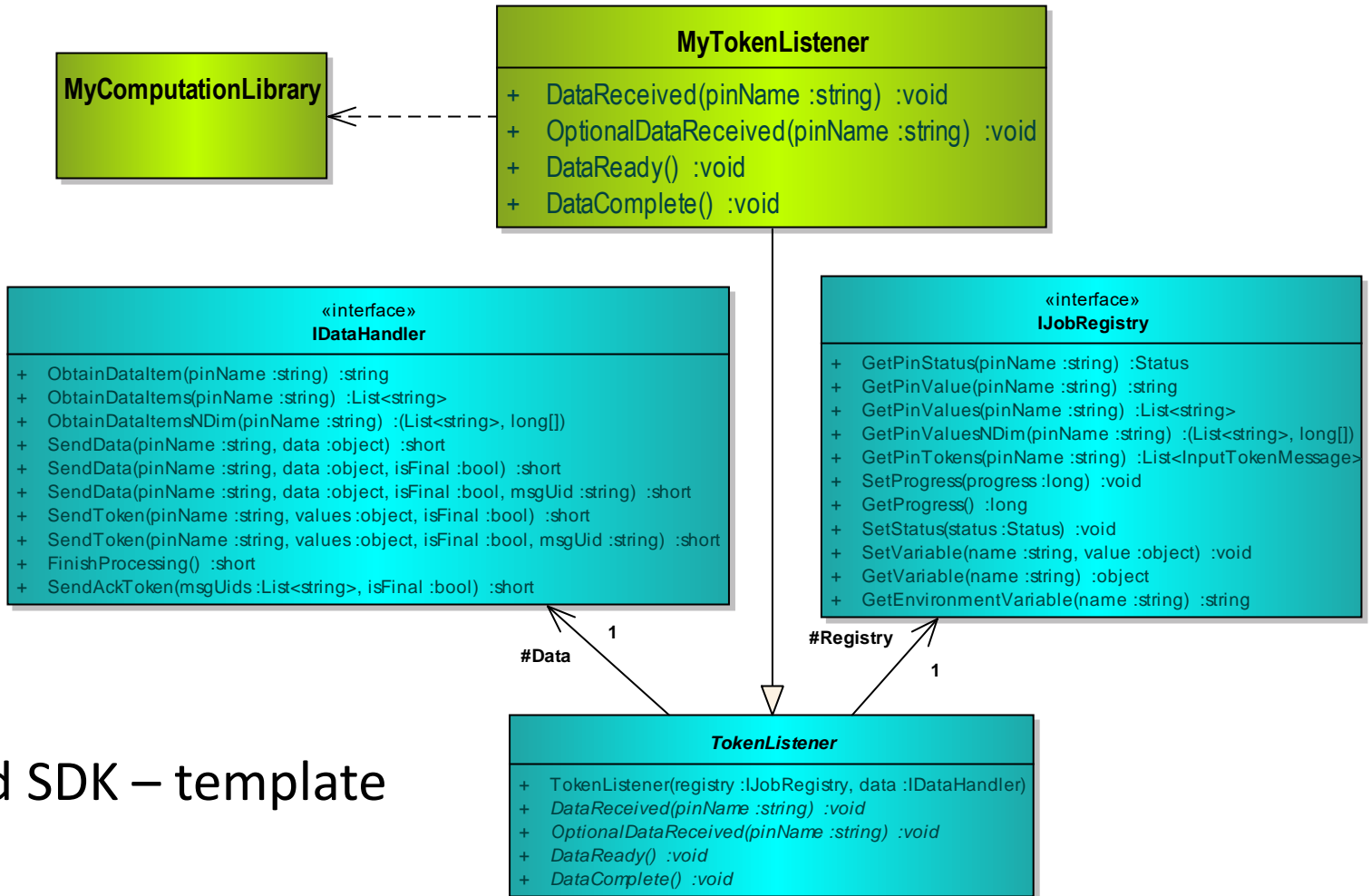
CAL Executable abstract syntax



Executing applications in BalticLSC



Developing Computation Modules



Standard SDK – template

Providing your computation code

- Read data items from tokens
- Perform computations
- Write data items and pass tokens

```
public class MyTokenListener : TokenListener
{
    // (...)

    public override void DataComplete()    {
        Registry.SetStatus(Status.Working);
        string folder = Data.ObtainDataItem("Image Folder");
        string[] files = Directory.GetFiles(folder);
        Log.Debug($"Read folder: {folder}");
        for (int i=0; i<files.Length; i++)
        {
            Log.Debug(files[i]);
            Data.SendDataItem("Images", files[i], files.Length - 1 == i);
            Registry.SetProgress((i+1)/files.Length*100);
        }
        Data.FinishProcessing();
    }
}
```

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