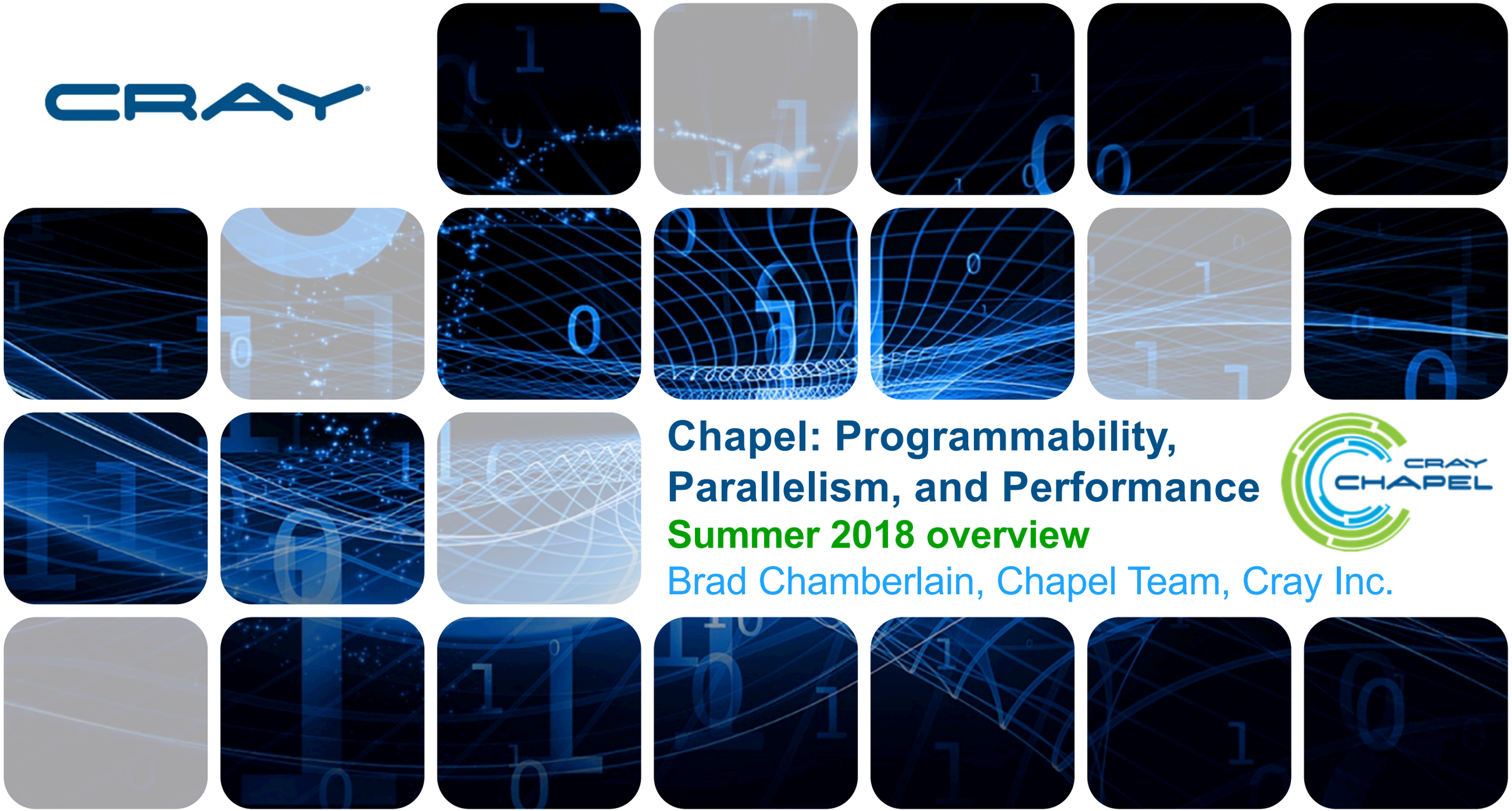
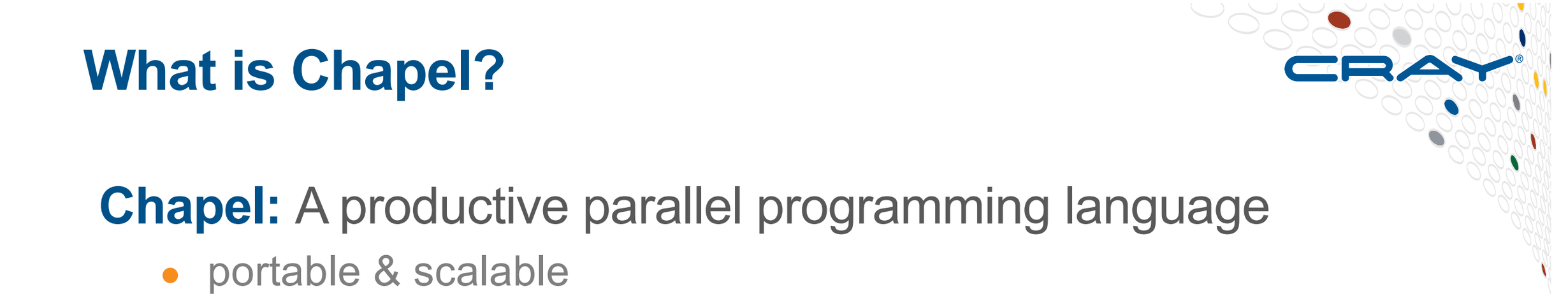


Chapel: Programmability, Parallelism, and Performance

Summer 2018 overview

Brad Chamberlain, Chapel Team, Cray Inc.

What is Chapel?



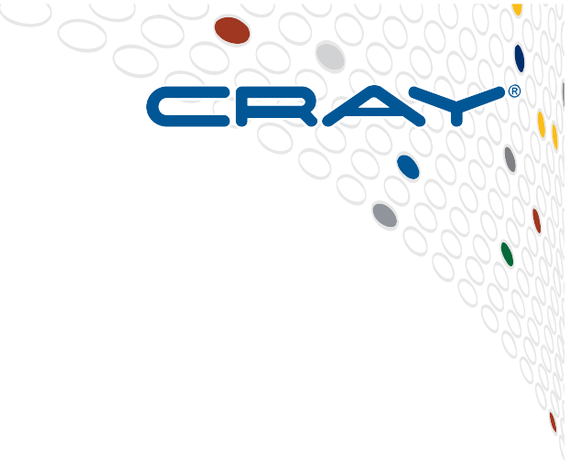
Chapel: A productive parallel programming language

- portable & scalable
- open-source & collaborative

Goals:

- Support general parallel programming
  - “any parallel algorithm on any parallel hardware”
- Make parallel programming at scale far more productive

What does "Productivity" mean to you?



Recent Graduates:

"something similar to what I used in school: Python, Matlab, Java, …"

Seasoned HPC Programmers:

"that sugary stuff that I don't need because I ~~was born to suffer~~ want full control to ensure performance"

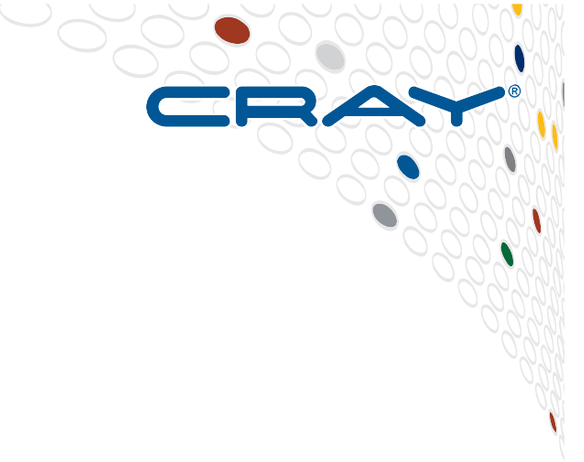
Computational Scientists:

"something that lets me express my parallel computations without having to wrestle with architecture-specific details"

Chapel Team:

"something that lets computational scientists express what they want, without taking away the control that HPC programmers want, implemented in a language as attractive as recent graduates want."

Chapel and Productivity



Chapel aims to be as…

…**programmable** as Python

…**fast** as Fortran

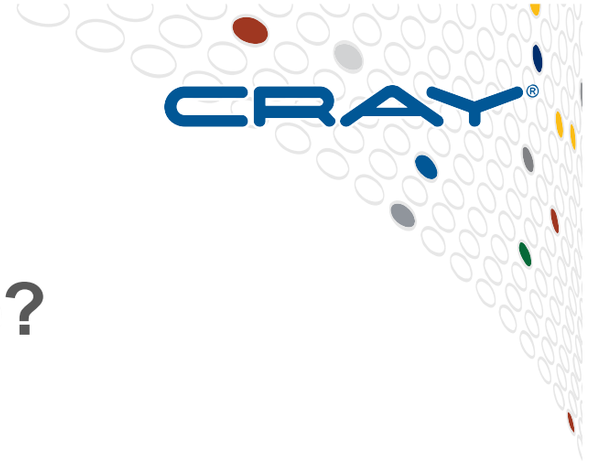
…**scalable** as MPI, SHMEM, or UPC

…**portable** as C

…**flexible** as C++

…**fun** as [your favorite programming language]

The Challenge



Q: So why don't we already have such a language?

A: ~~Technical challenges?~~

- while they exist, we don't think this is the main issue…

A: Due to a lack of…

…long-term efforts

…resources

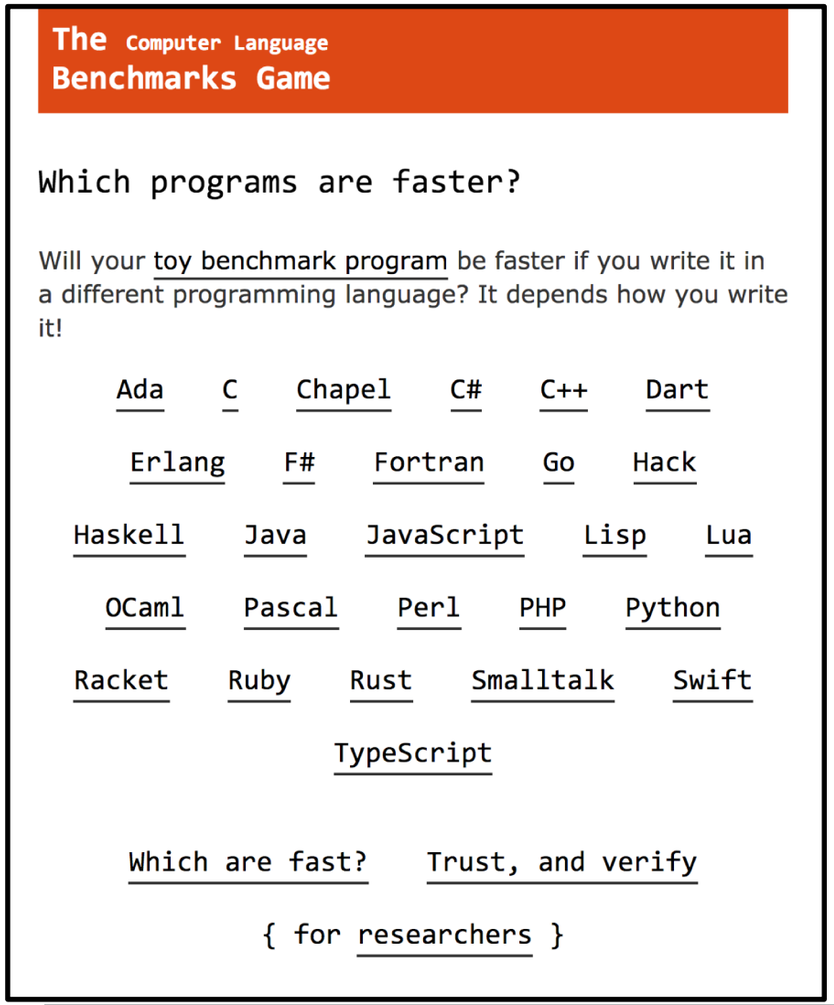
…co-design between developers and users

…community will

…patience

Chapel is our attempt to reverse this trend

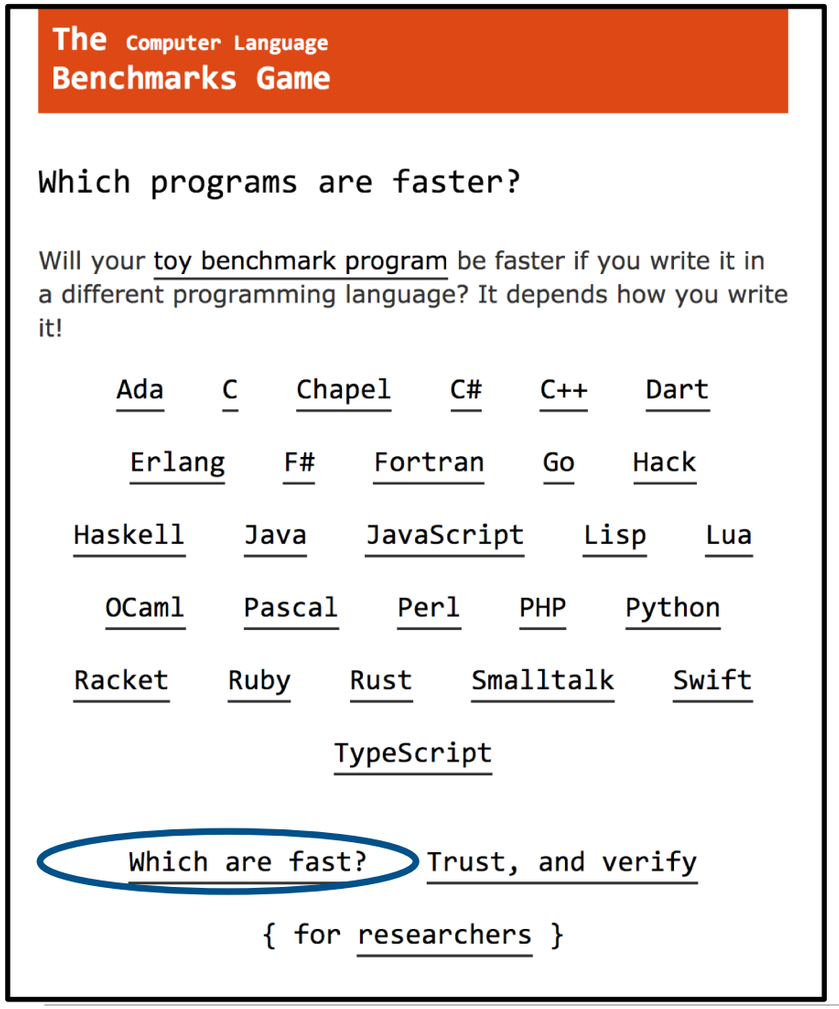
Computer Language Benchmarks Game (CLBG)



Website supporting cross-language comparisons

- 10 toy benchmark programs x ~27 languages x many implementations
  - exercise key computational idioms
  - specific approach prescribed

Computer Language Benchmarks Game (CLBG)



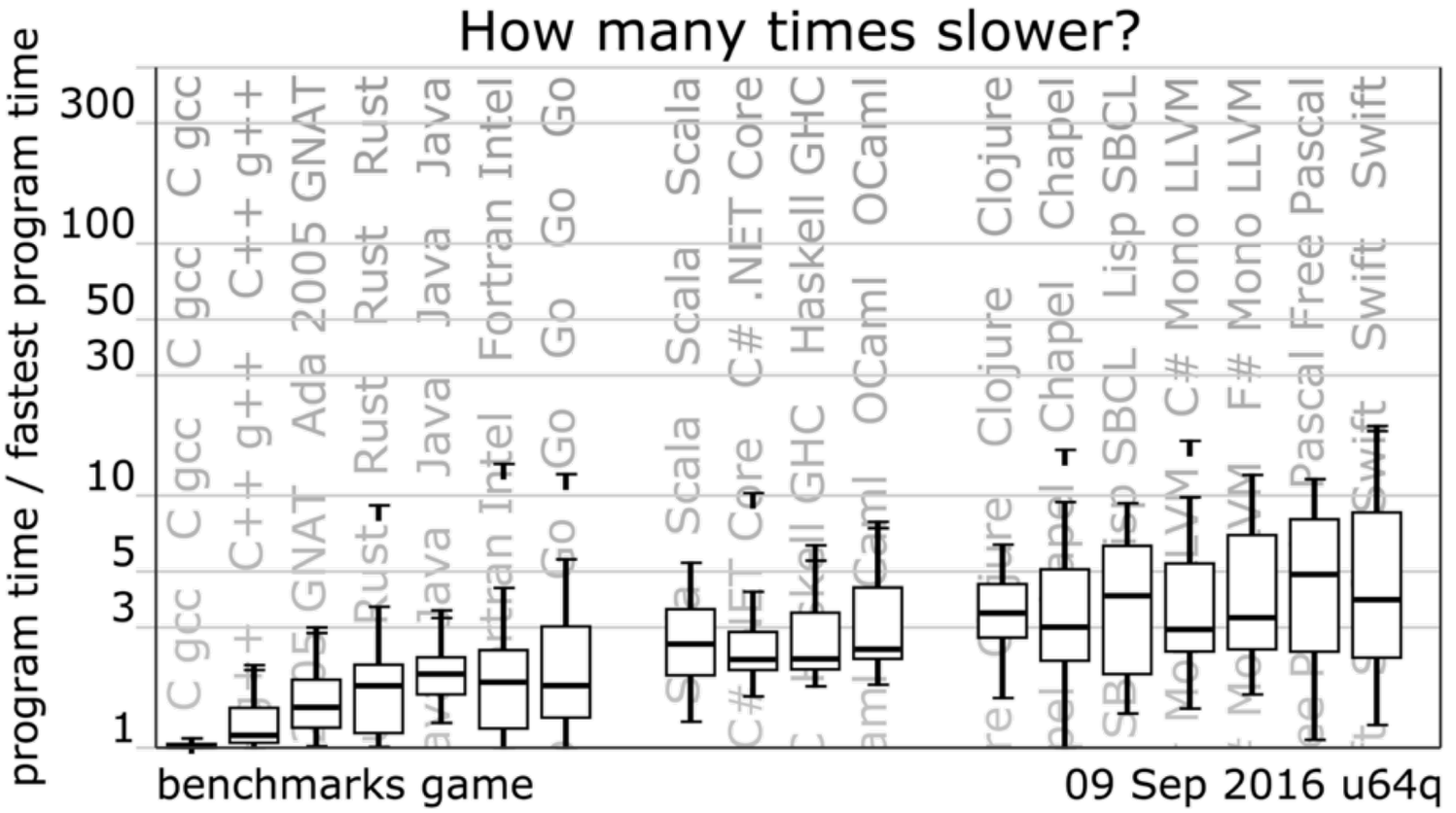
Chapel's approach to the CLBG:

- striving for elegance over heroism
  - ideally: "Want to learn how program *xyz* works? Read the Chapel version."

CLBG: Fast-faster-fastest graph (Sep 2016)

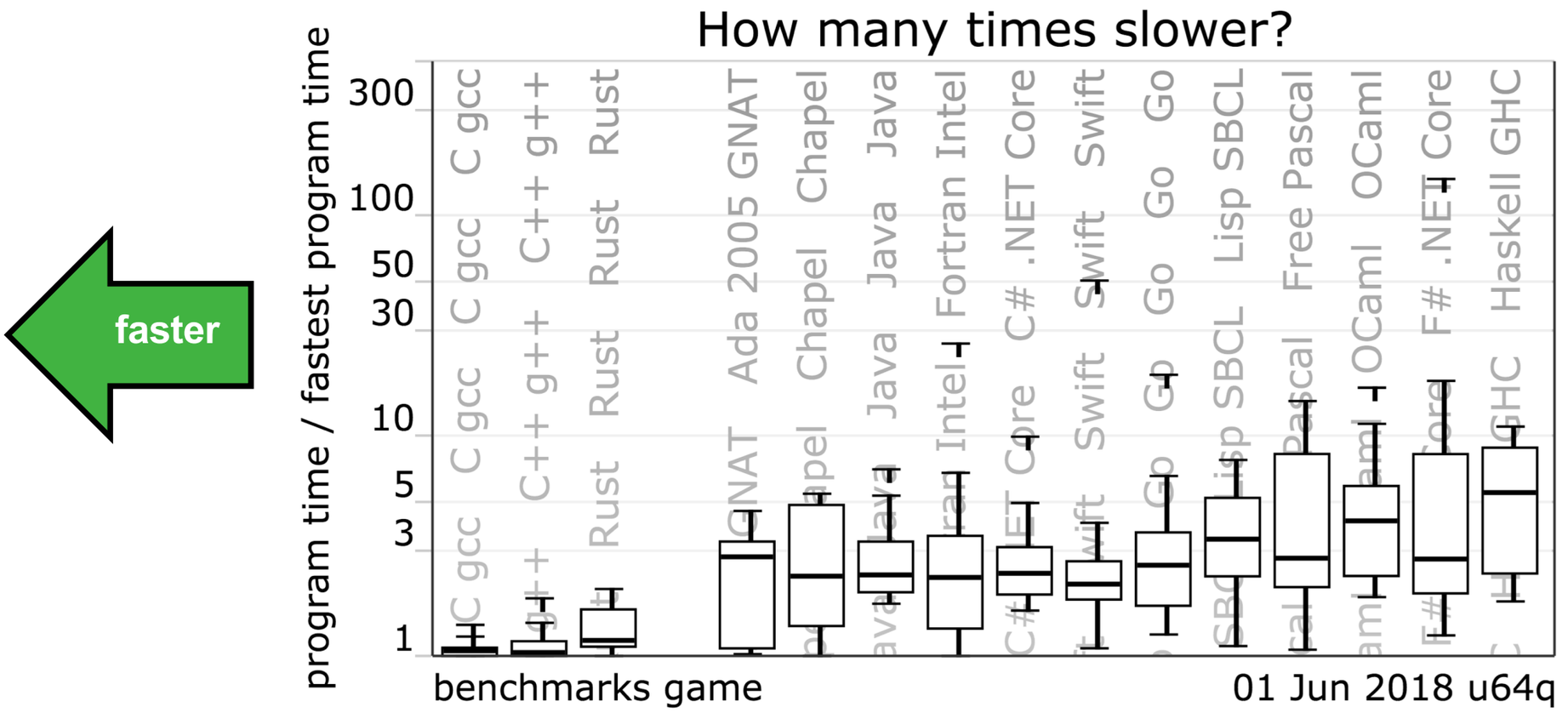
Relative performance, sorted by geometric mean

faster



CLBG: Fast-faster-fastest graph (June 2018)

Relative performance, sorted by geometric mean



CLBG: Website

Can sort results by various metrics: execution time, code size, memory use, CPU use:

The Computer Language Benchmarks Game

pidigits

description

program source code, command-line and measurements

×	source	**secs**	mem	gz	cpu	cpu load
1.0	**Chapel** #2	**1.62**	6,484	423	1.63	99% 1% 1% 2%
1.0	Chapel	1.62	6,488	501	1.63	99% 1% 1% 1%
1.1	Free **Pascal** #3	**1.73**	2,428	530	1.72	0% 2% 100% 1%
1.1	**Rust** #3	**1.74**	4,488	1366	1.74	1% 100% 1% 0%
1.1	Rust	1.74	4,616	1420	1.74	1% 100% 1% 0%
1.1	Rust #2	1.74	4,636	1306	1.74	1% 100% 0% 0%
1.1	**C** gcc	**1.75**	2,728	452	1.74	1% 2% 0% 100%
1.1	**Ada** 2012 GNAT #2	**1.75**	4,312	1068	1.75	1% 0% 100% 0%
1.1	**Swift** #2	**1.76**	8,492	601	1.76	1% 100% 1% 0%
1.1	**Lisp** SBCL #4	**1.79**	20,196	940	1.79	1% 2% 1% 100%
1.2	**C++** g++ #4	**1.89**	4,284	513	1.88	5% 0% 1% 100%
1.3	**Go** #3	**2.04**	8,976	603	2.04	1% 0% 100% 0%
1.3	**PHP** #5	**2.12**	10,664	399	2.11	100% 0% 1% 1%
1.3	PHP #4	2.12	10,512	389	2.12	100% 0% 0% 2%

The Computer Language Benchmarks Game

pidigits

description

program source code, command-line and measurements

×	source	secs	mem	**gz**	cpu	cpu load
1.0	**Perl** #4	3.50	7,348	**261**	3.50	100% 1% 1% 1%
1.5	**Python 3** #2	3.51	10,500	**386**	3.50	1% 1% 0% 100%
1.5	**PHP** #4	2.12	10,512	**389**	2.12	100% 0% 0% 2%
1.5	Perl #2	3.83	7,320	389	3.83	2% 1% 100% 1%
1.5	PHP #5	2.12	10,664	399	2.11	100% 0% 1% 1%
1.6	**Chapel** #2	1.62	6,484	**423**	1.63	
1.7	**C** gcc	1.75	2,728	**452**	1.74	1
1.7	**Racket**	27.58	124,156	**453**	27.56	1
1.8	**OCaml** #5	6.72	19,836	**458**	6.71	1
1.8	Perl	15.45	10,876	463	15.44	0% 81% 19% 1%
1.9	**Ruby** #5	3.29	277,496	**485**	6.58	8% 63% 32% 100%
1.9	**Lisp** SBCL #3	11.99	325,776	**493**	11.96	0% 1% 100% 0%
1.9	Chapel	1.62	6,488	501	1.63	99% 1% 1% 1%
1.9	PHP #3	2.14	10,672	504	2.14	1% 0% 0% 100%

gz == code size metric
strip comments and extra whitespace, then gzip

CLBG: Website

Can also compare languages pair-wise:

- but only sorted by execution speed…

The Computer Language Benchmarks Game

Chapel versus C++ g++ fastest programs

vs C **vs C++** vs Go vs Java vs Python

by faster benchmark performance

reverse-complement

source	secs	mem	gz	cpu	cpu load
Chapel	**2.20**	1,497,876	707	5.10	96% 42% 58% 38%
C++ g++	2.95	980,472	2280	4.56	50% 41% 16% 50%

pidigits

source	secs	mem	gz	cpu	cpu load
Chapel	**1.62**	6,488	501	1.63	99% 1% 1% 1%
C++ g++	1.89	4,284	513	1.88	5% 0% 1% 100%

fannkuch-redux

source	secs	mem	gz	cpu	cpu load
Chapel	12.07	4,556	728	48.05	100% 100% 100% 100%
C++ g++	10.62	2,040	980	41.91	100% 95% 100% 100%

The Computer Language Benchmarks Game

Chapel versus Python 3 fastest programs

vs C vs C++ vs Go vs Java **vs Python**

by faster benchmark performance

mandelbrot

source	secs	mem	gz	cpu	cpu load
Chapel	**5.09**	36,328	620	20.09	99% 99% 99% 99%
Python 3	279.68	49,344	688	1,117.29	100% 100% 100% 100%

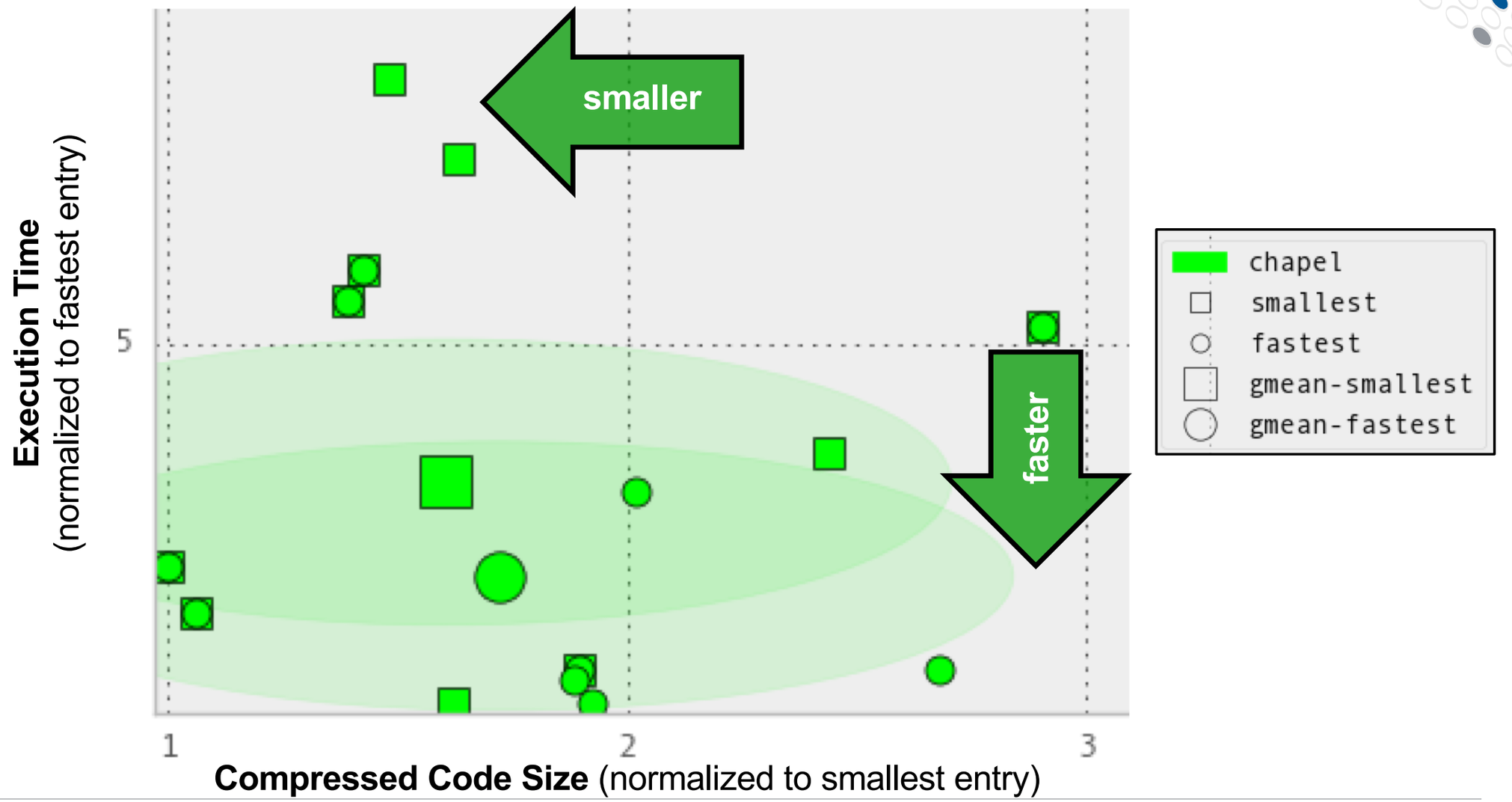
spectral-norm

source	secs	mem	gz	cpu	cpu load
Chapel	**3.97**	5,488	310	15.75	99% 99% 99% 99%
Python 3	193.86	50,556	443	757.23	98% 98% 99% 99%

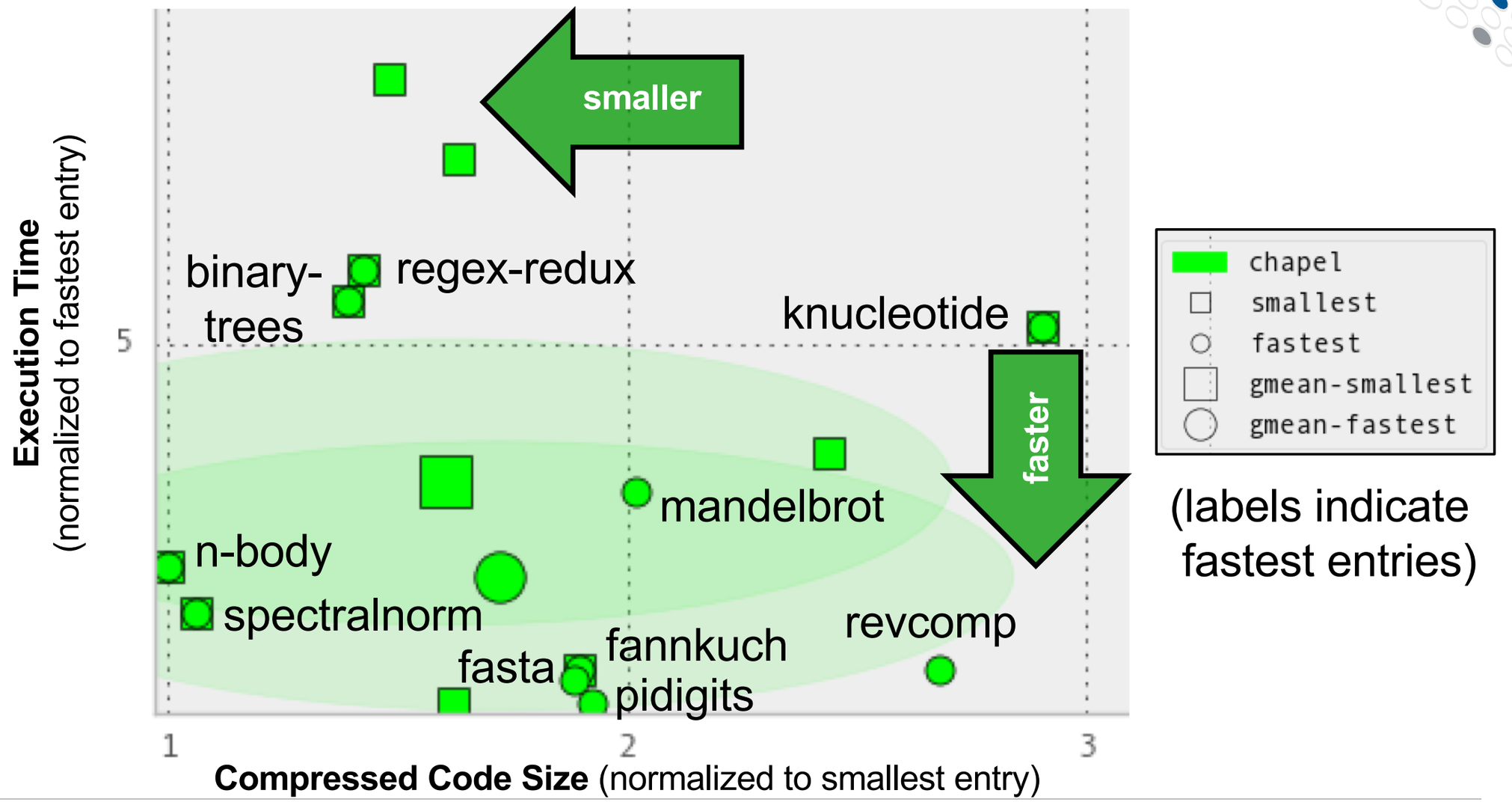
fannkuch-redux

source	secs	mem	gz	cpu	cpu load
Chapel	**12.07**	4,556	728	48.05	100% 100% 100% 100%
Python 3	547.23	48,052	950	2,162.70	99% 100% 97% 100%

CLBG: Chapel Entries (September 21, 2018)

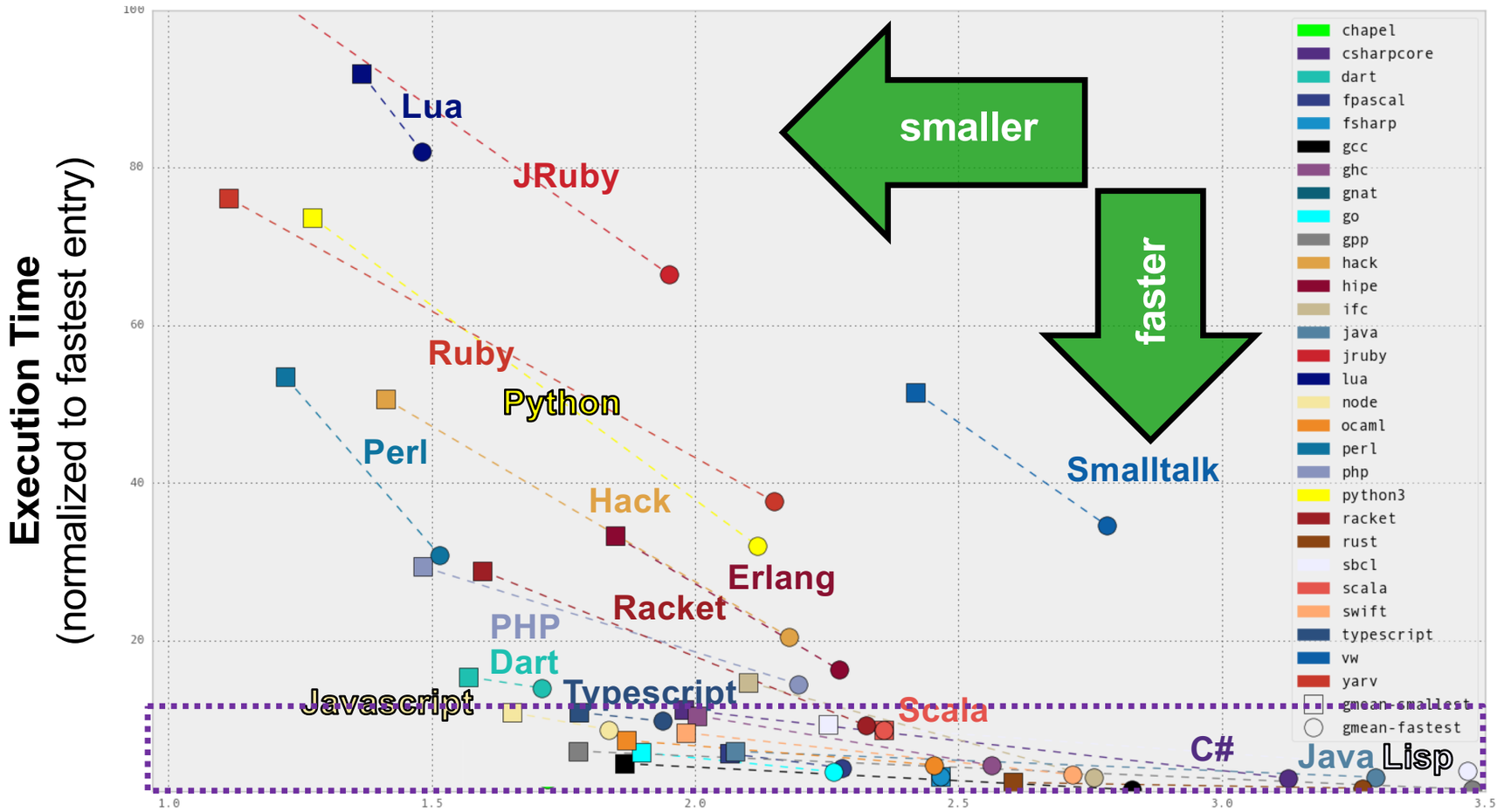


CLBG: Chapel Entries (September 21, 2018)

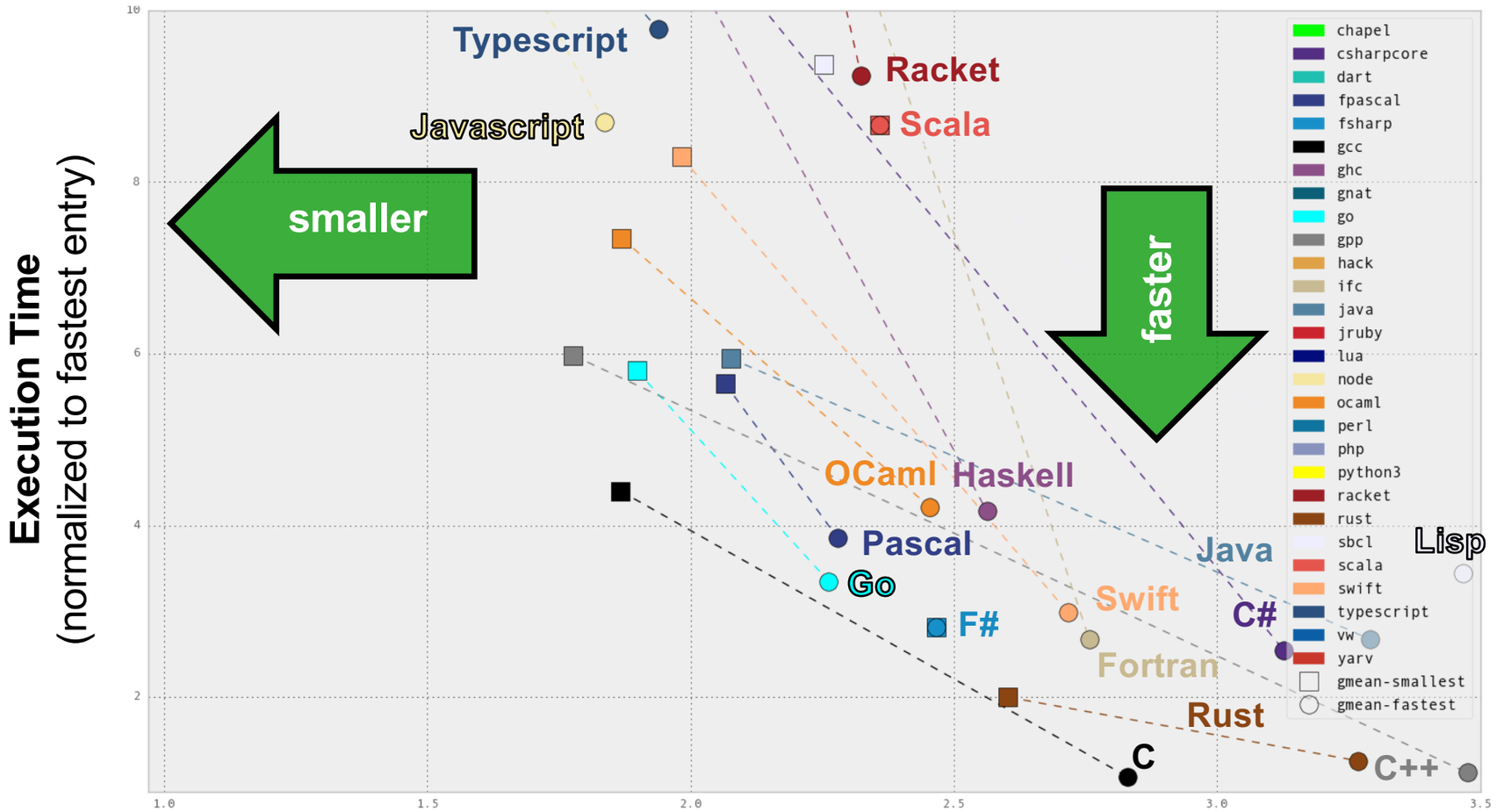


(labels indicate fastest entries)

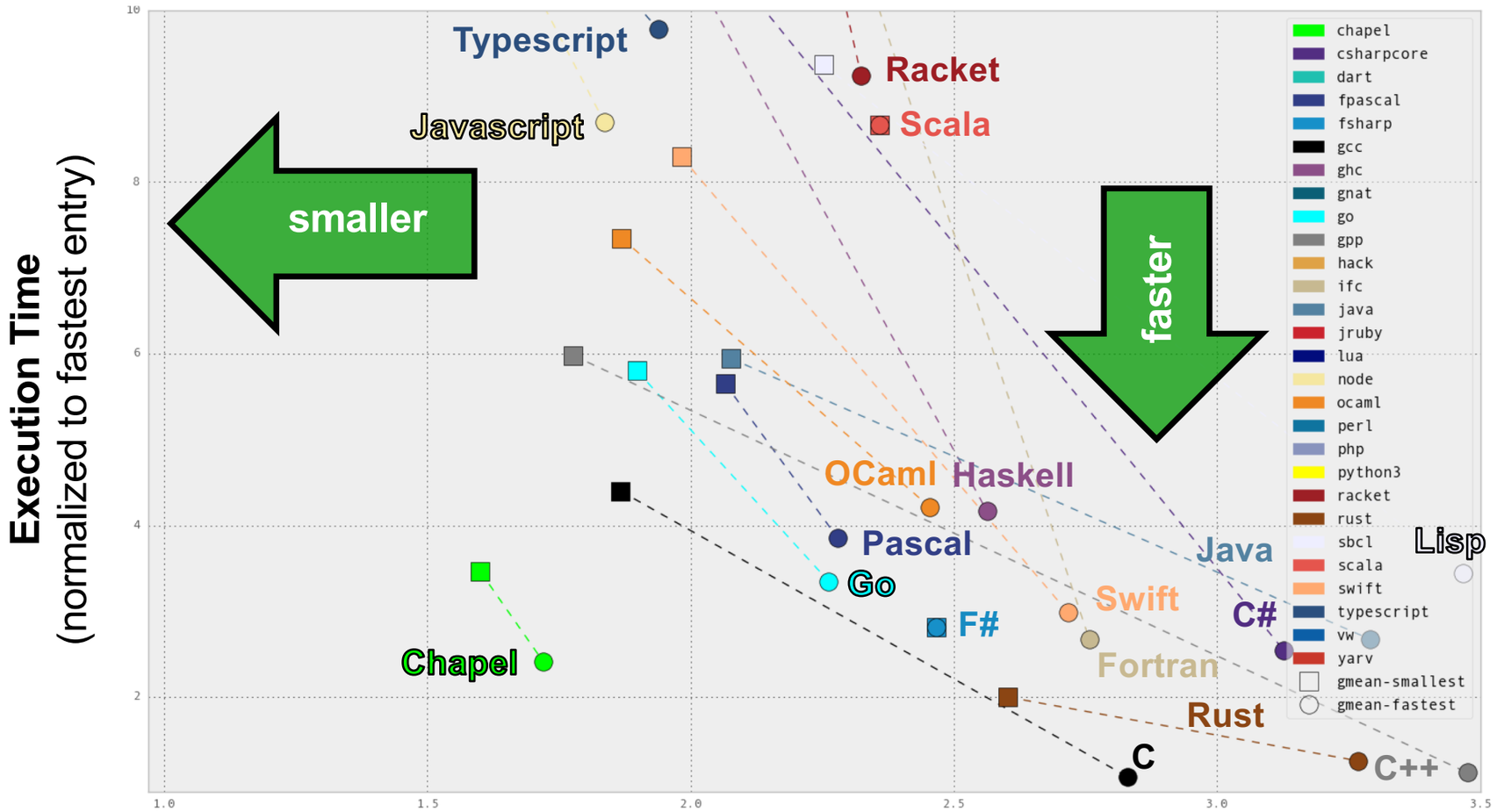
CLBG Cross-Language Summary
(September 21, 2018 standings)



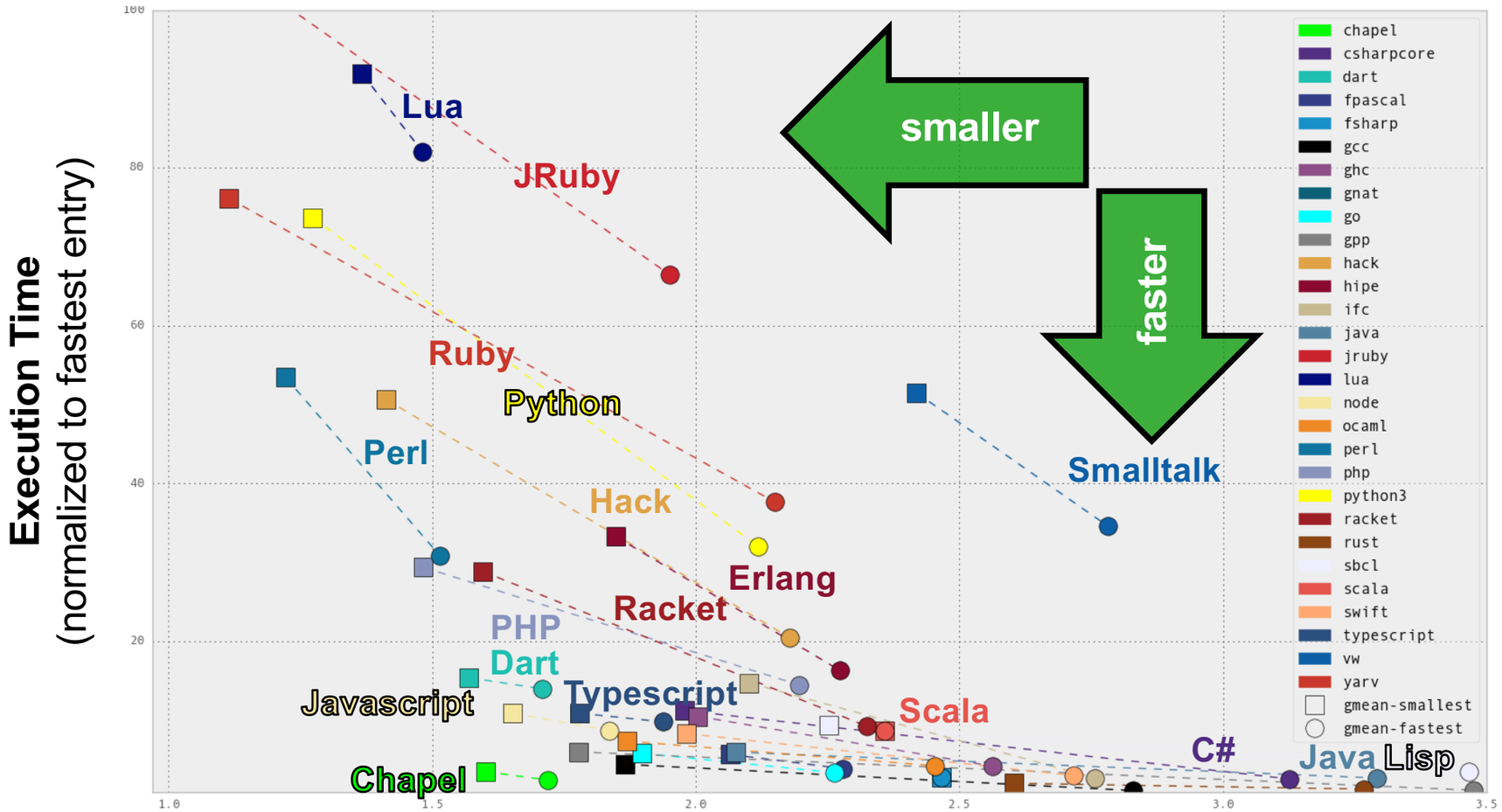
CLBG Cross-Language Summary
(September 21, 2018 standings, zoomed in)



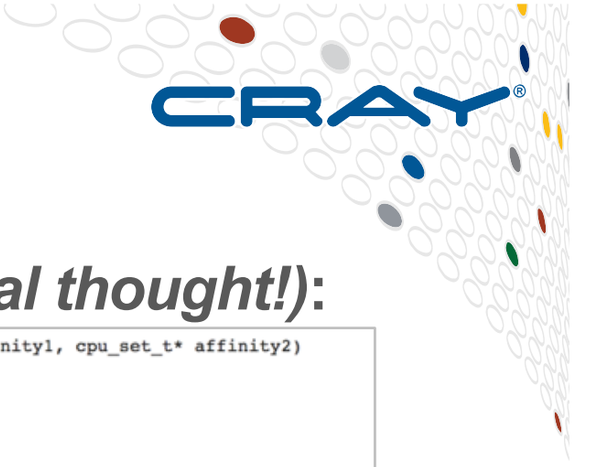
CLBG Cross-Language Summary
(September 21, 2018 standings, zoomed in)



CLBG Cross-Language Summary
(September 21, 2018 standings)



CLBG: Qualitative Code Comparisons



Can also browse program source code *(but this requires actual thought!)*:

```
proc main() {
  printColorEquations();

  const group1 = [i in 1..popSize1] new Chameneos(i, ((i-1)%3):Color);
  const group2 = [i in 1..popSize2] new Chameneos(i, colors10[i]);

  cobegin {
    holdMeetings(group1, n);
    holdMeetings(group2, n);
  }

  print(group1);
  print(group2);

  for c in group1 do delete c;
  for c in group2 do delete c;
}


//
// Print the results of getNewColor() for all color pairs.
//
proc printColorEquations() {
  for c1 in Color do
    for c2 in Color do
      writeln(c1, " + ", c2, " -> ", getNewColor(c1, c2));
  writeln();
}


//
// Hold meetings among the population by creating a shared meeting
// place, and then creating per-chameneos tasks to have meetings.
//
proc holdMeetings(population, numMeetings) {
  const place = new MeetingPlace(numMeetings);

  coforall c in population do           // create a task per chameneos
    c.haveMeetings(place, population);

  delete place;
}
```

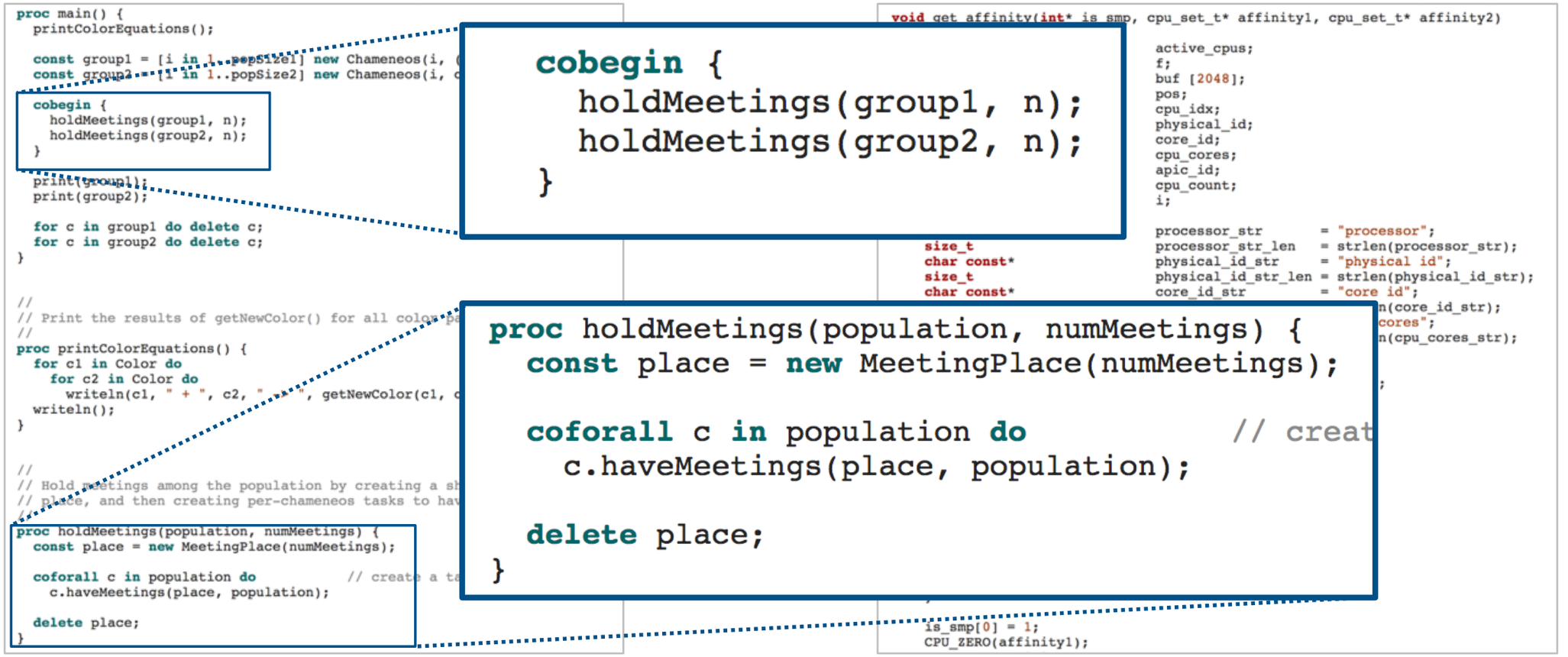
excerpt from 1210 gz Chapel entry

```
void get_affinity(int* is_smp, cpu_set_t* affinity1, cpu_set_t* affinity2)
{
    cpu_set_t                   active_cpus;
    FILE*                       f;
    char                        buf [2048];
    char const*                 pos;
    int                         cpu_idx;
    int                         physical_id;
    int                         core_id;
    int                         cpu_cores;
    int                         apic_id;
    size_t                      cpu_count;
    size_t                      i;

    char const*                 processor_str       = "processor";
    size_t                      processor_str_len   = strlen(processor_str);
    char const*                 physical_id_str     = "physical id";
    size_t                      physical_id_str_len = strlen(physical_id_str);
    char const*                 core_id_str         = "core id";
    size_t                      core_id_str_len     = strlen(core_id_str);
    char const*                 cpu_cores_str       = "cpu cores";
    size_t                      cpu_cores_str_len   = strlen(cpu_cores_str);

    CPU_ZERO(&active_cpus);
    sched_getaffinity(0, sizeof(active_cpus), &active_cpus);
    cpu_count = 0;
    for (i = 0; i != CPU_SETSIZE; i += 1)
    {
        if (CPU_ISSET(i, &active_cpus))
        {
            cpu_count += 1;
        }
    }

    if (cpu_count == 1)
    {
        is_smp[0] = 0;
        return;
    }

    is_smp[0] = 1;
    CPU_ZERO(affinity1);
```

excerpt from 2863 gz C gcc entry

CLBG: Qualitative Code Comparisons

Can also browse program source code *(but this requires actual thought!)*:



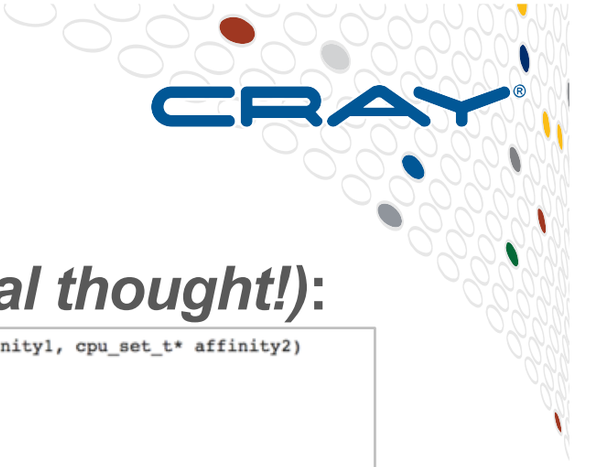
```
cobegin {
  holdMeetings(group1, n);
  holdMeetings(group2, n);
}
```

```
proc holdMeetings(population, numMeetings) {
  const place = new MeetingPlace(numMeetings);

  coforall c in population do              // creat
    c.haveMeetings(place, population);

  delete place;
}
```

excerpt from 1210 gz Chapel entry

excerpt from 2863 gz C gcc entry

CLBG: Qualitative Code Comparisons



Can also browse program source code *(but this requires actual thought!)*:

```
proc main() {
char const*                 core_id_str          = "core id"
size_t                      core_id_str_len      = strlen(co
char const*                 cpu_cores_str        = "cpu core
size_t                      cpu_cores_str_len    = strlen(cp

CPU_ZERO(&active_cpus);
sched_getaffinity(0, sizeof(active_cpus), &active_cpus);
cpu_count = 0;
for (i = 0; i != CPU_SETSIZE; i += 1)
{
    if (CPU_ISSET(i, &active_cpus))
    {
        cpu_count += 1;
    }
}

if (cpu_count == 1)
{
    is_smp[0] = 0;
    return;
}
```

excerpt from 1210 gz Chapel entry

```
void get_affinity(int* is_smp, cpu_set_t* affinity1, cpu_set_t* affinity2)
{
    cpu_set_t                   active_cpus;
    FILE*                       f;
    char                        buf [2048];
    char const*                 pos;
    int                         cpu_idx;
    int                         physical_id;
    int                         core_id;
    int                         cpu_cores;
    int                         apic_id;
    size_t                      cpu_count;
    size_t                      i;

    char const*                 processor_str       = "processor";
    size_t                      processor_str_len   = strlen(processor_str);
    char const*                 physical_id_str     = "physical id";
    size_t                      physical_id_str_len = strlen(physical_id_str);
    char const*                 core_id_str         = "core id";
    size_t                      core_id_str_len     = strlen(core_id_str);
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    size_t                      cpu_cores_str_len   = strlen(cpu_cores_str);

    CPU_ZERO(&active_cpus);
    sched_getaffinity(0, sizeof(active_cpus), &active_cpus);
    cpu_count = 0;
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    {
        if (CPU_ISSET(i, &active_cpus))
        {
            cpu_count += 1;
        }
    }

    if (cpu_count == 1)
    {
        is_smp[0] = 0;
        return;
    }

    is_smp[0] = 1;
    CPU_ZERO(affinity1);
```

excerpt from 2863 gz C gcc entry

The Chapel Team at Cray (May 2018)

Chapel Community Partners

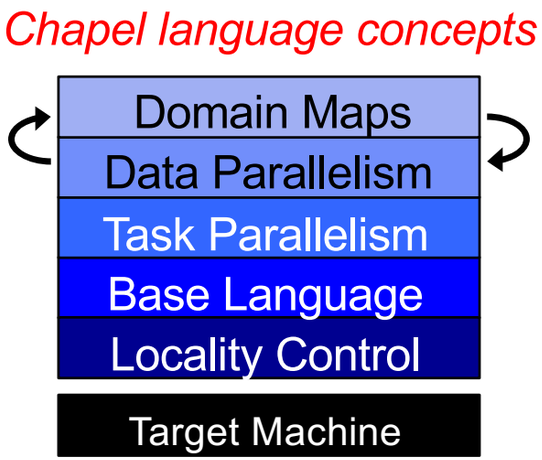
(and several others…)

https://chapel-lang.org/collaborations.html

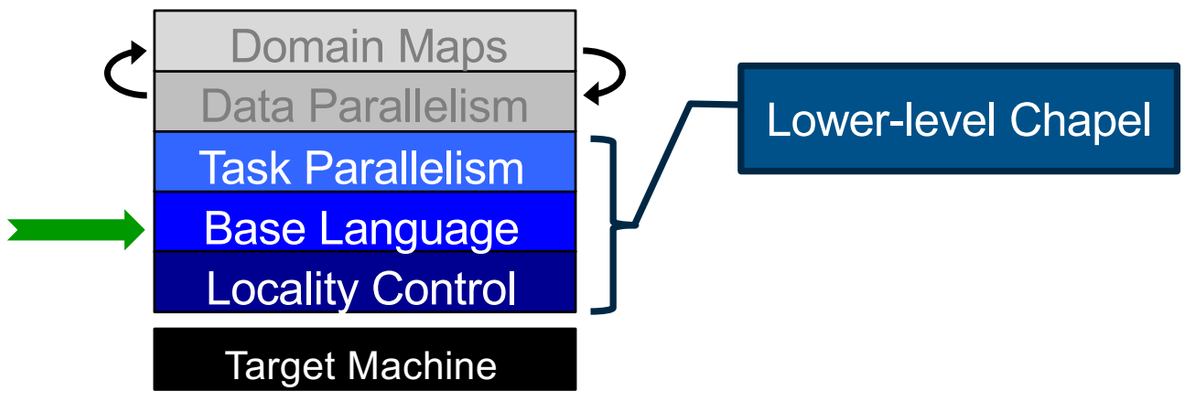
Outline

- ✓ What is Chapel?
- ➢ **Overview of Chapel Features**
- **Chapel Results and Resources**
- **Wrap-up**

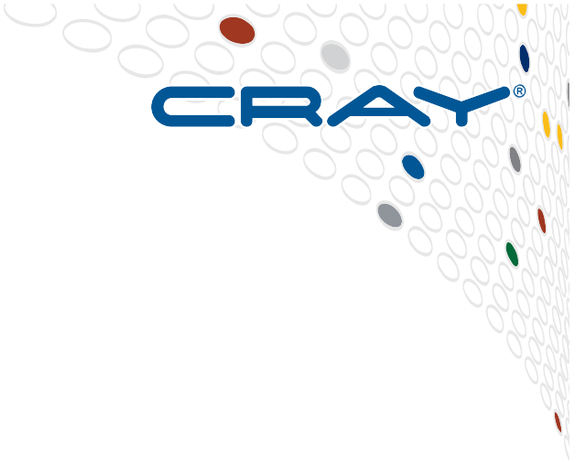
Chapel language feature areas



Base Language



Base Language Features, by example

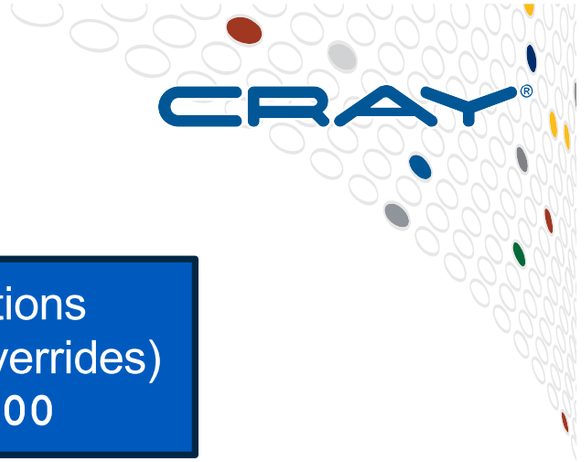


```
iter fib(n) {
  var current = 0,
      next = 1;

  for i in 1..n {
    yield current;
    current += next;
    current <=> next;
  }
}
```

```
config const n = 10;

for f in fib(n) do
  writeln(f);
```

```
0
1
1
2
3
5
8
...
```

Base Language Features, by example



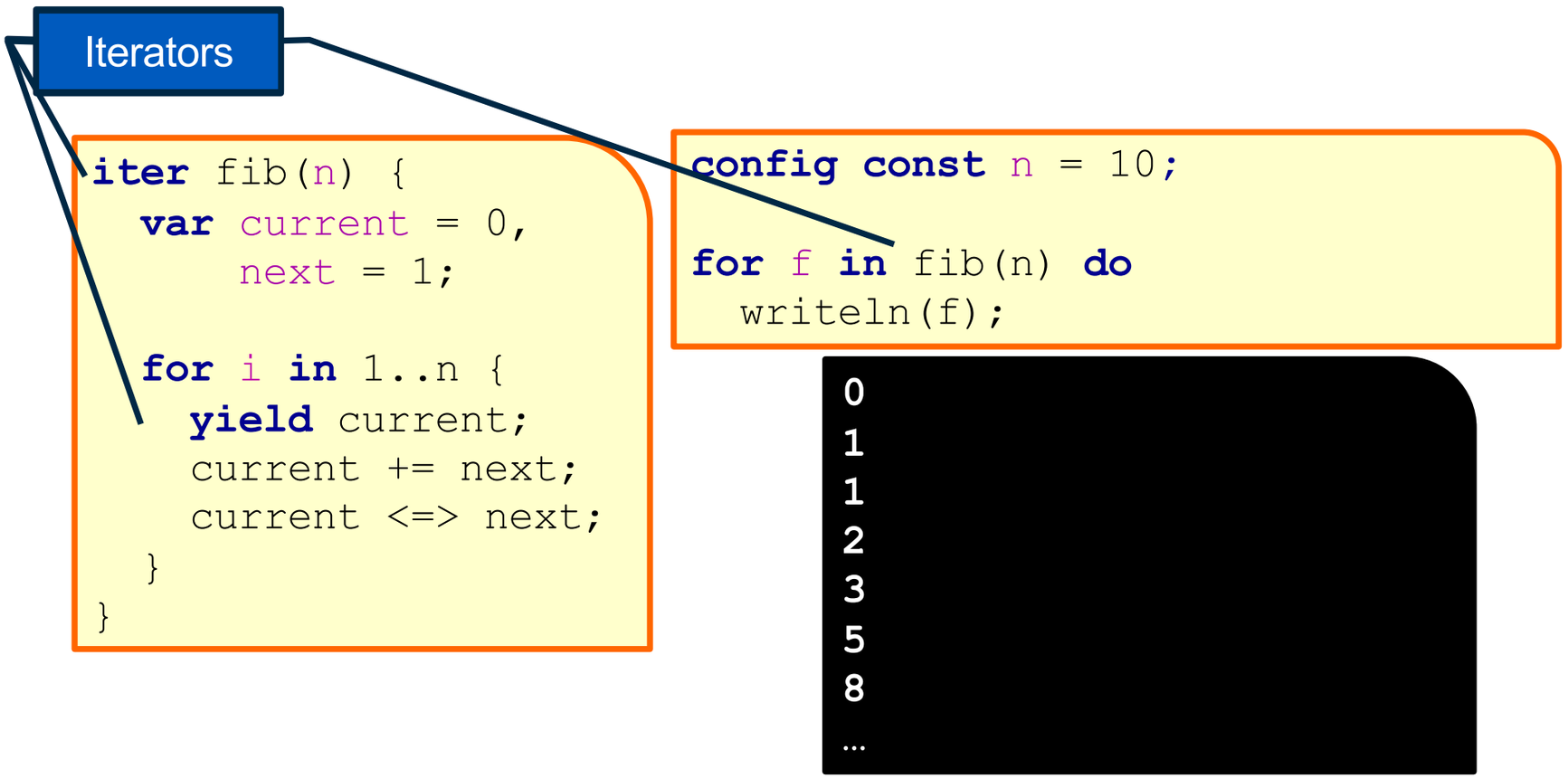
Configuration declarations
(support command-line overrides)
`./fib --n=1000000`

```
iter fib(n) {
  var current = 0,
      next = 1;

  for i in 1..n {
    yield current;
    current += next;
    current <=> next;
  }
}
```

```
config const n = 10;

for f in fib(n) do
  writeln(f);
```

```
0
1
1
2
3
5
8
...
```

Base Language Features, by example



Base Language Features, by example

Static type inference for:
- arguments
- return types
- variables

```
iter fib(n) {
  var current = 0,
      next = 1;

  for i in 1..n {
    yield current;
    current += next;
    current <=> next;
  }
}
```

```
config const n = 10;

for f in fib(n) do
  writeln(f);
```

```
0
1
1
2
3
5
8
...
```

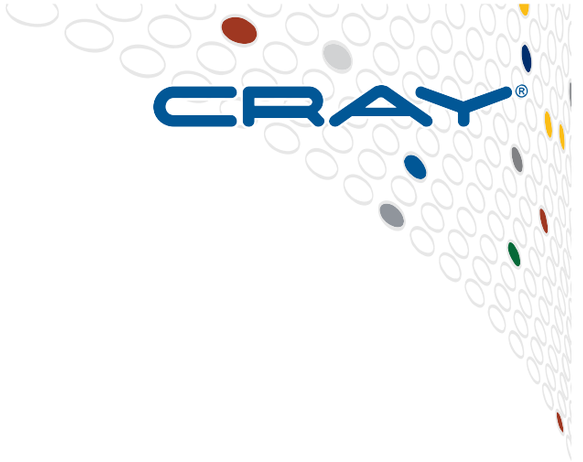
Base Language Features, by example


```
iter fib(n: int): int {
  var current: int = 0,
      next: int = 1;

  for i in 1..n {
    yield current;
    current += next;
    current <=> next;
  }
}
```

```
config const n: int = 10;

for f in fib(n) do
  writeln(f);
```

```
0
1
1
2
3
5
8
...
```

Base Language Features, by example



```
iter fib(n) {
  var current = 0,
      next = 1;

  for i in 1..n {
    yield current;
    current += next;
    current <=> next;
  }
}
```

```
config const n = 10;

for f in fib(n) do
  writeln(f);
```

```
0
1
1
2
3
5
8
…
```

Base Language Features, by example

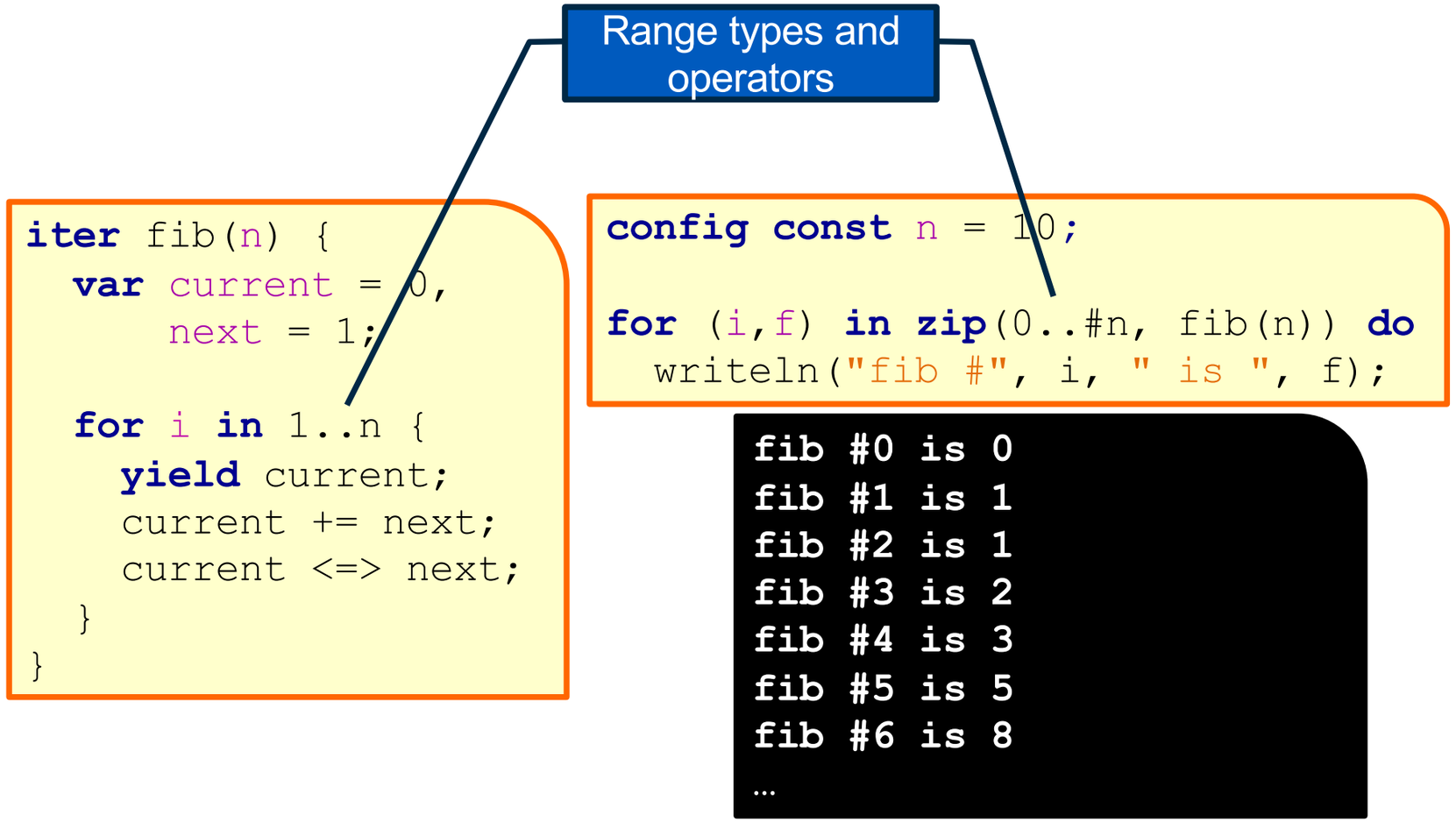
```
iter fib(n) {
  var current = 0,
      next = 1;

  for i in 1..n {
    yield current;
    current += next;
    current <=> next;
  }
}
```

Zippered iteration

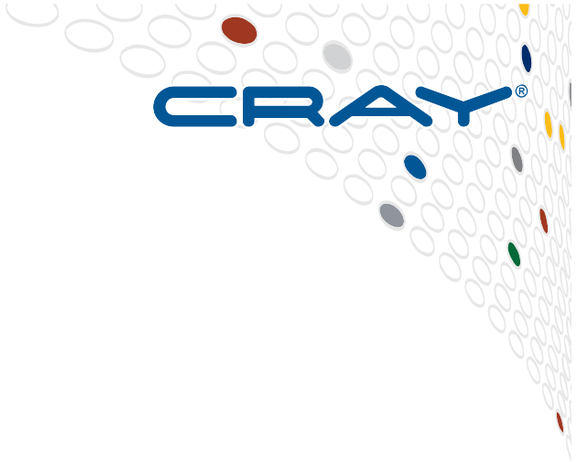
```
config const n = 10;

for (i,f) in zip(0..#n, fib(n)) do
  writeln("fib #", i, " is ", f);
```

```
fib #0 is 0
fib #1 is 1
fib #2 is 1
fib #3 is 2
fib #4 is 3
fib #5 is 5
fib #6 is 8
…
```

Base Language Features, by example



Base Language Features, by example



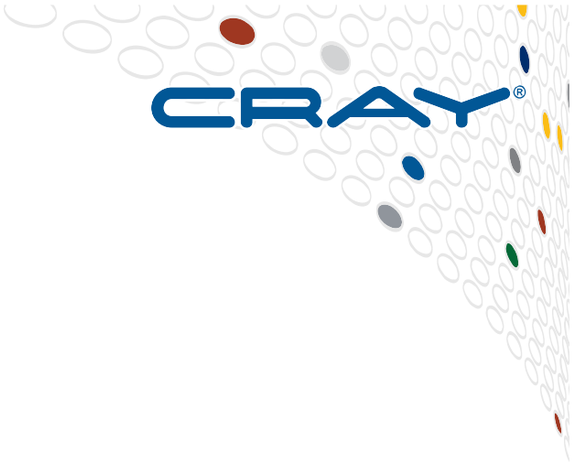
Tuples

```
iter fib(n) {
  var current = 0,
      next = 1;

  for i in 1..n {
    yield current;
    current += next;
    current <=> next;
  }
}
```

```
config const n = 10;

for (i,f) in zip(0..#n, fib(n)) do
  writeln("fib #", i, " is ", f);
```

```
fib #0 is 0
fib #1 is 1
fib #2 is 1
fib #3 is 2
fib #4 is 3
fib #5 is 5
fib #6 is 8
...
```

Base Language Features, by example

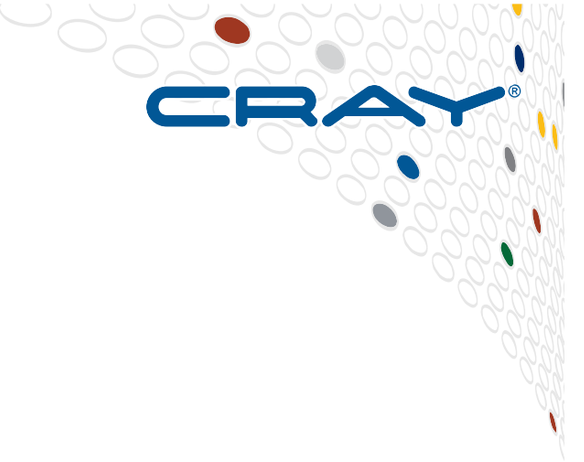


```
iter fib(n) {
  var current = 0,
      next = 1;

  for i in 1..n {
    yield current;
    current += next;
    current <=> next;
  }
}
```

```
config const n = 10;

for (i,f) in zip(0..#n, fib(n)) do
  writeln("fib #", i, " is ", f);
```

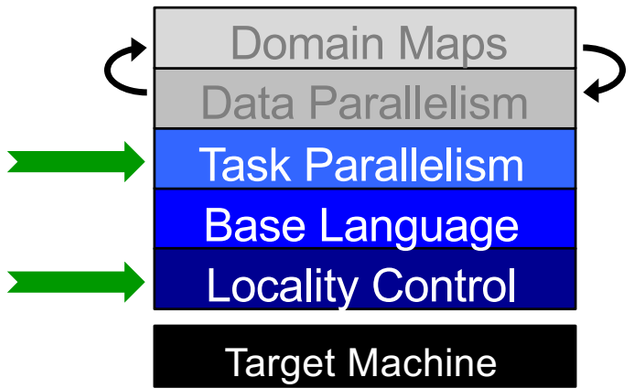
```
fib #0 is 0
fib #1 is 1
fib #2 is 1
fib #3 is 2
fib #4 is 3
fib #5 is 5
fib #6 is 8
…
```

Other Key Base Language Features



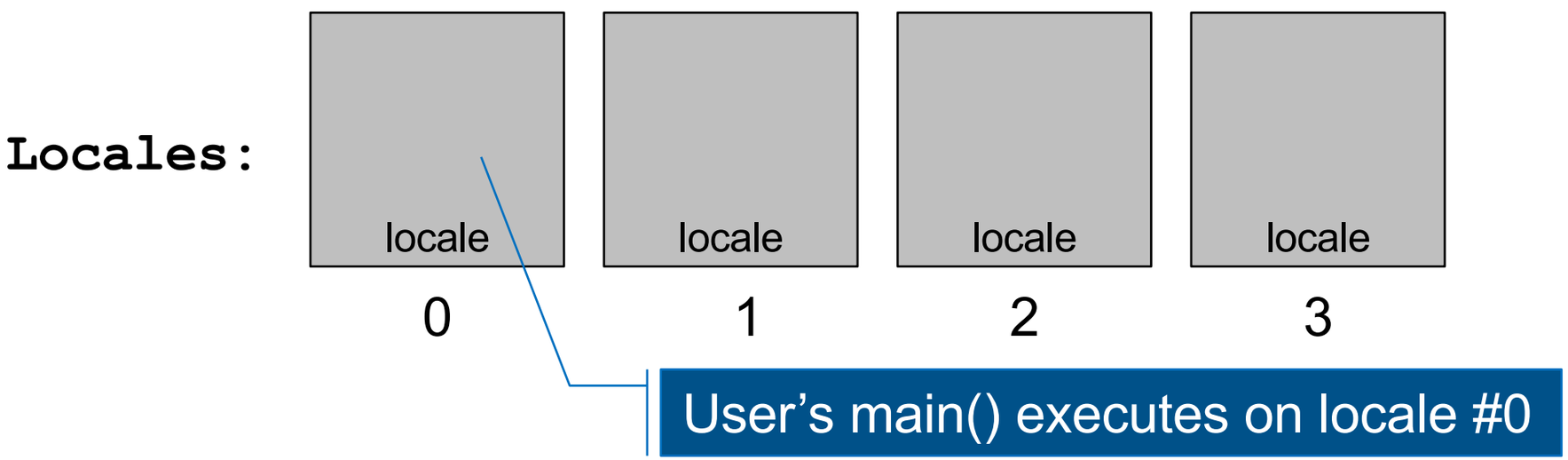
- Object-oriented features
- Generic programming / polymorphism
- Procedure overloading / filtering
- Default args, arg intents, keyword-based arg passing
- Argument type queries / pattern-matching
- Compile-time meta-programming
- Modules (namespaces)
- Error-handling
- and more…

Task Parallelism and Locality Control

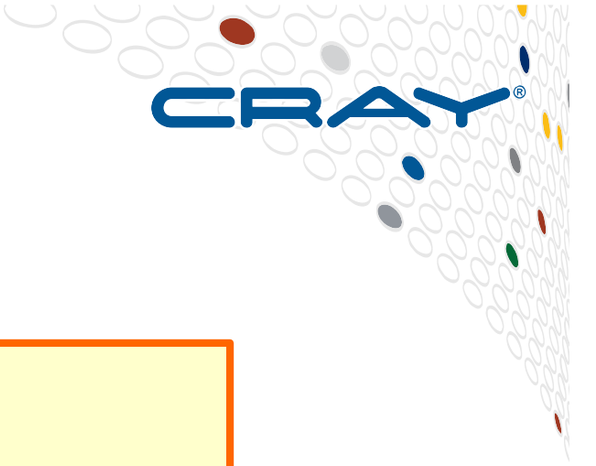


Locales, briefly

- Locales can run tasks and store variables
  - Think “compute node”



Task Parallelism and Locality, by example

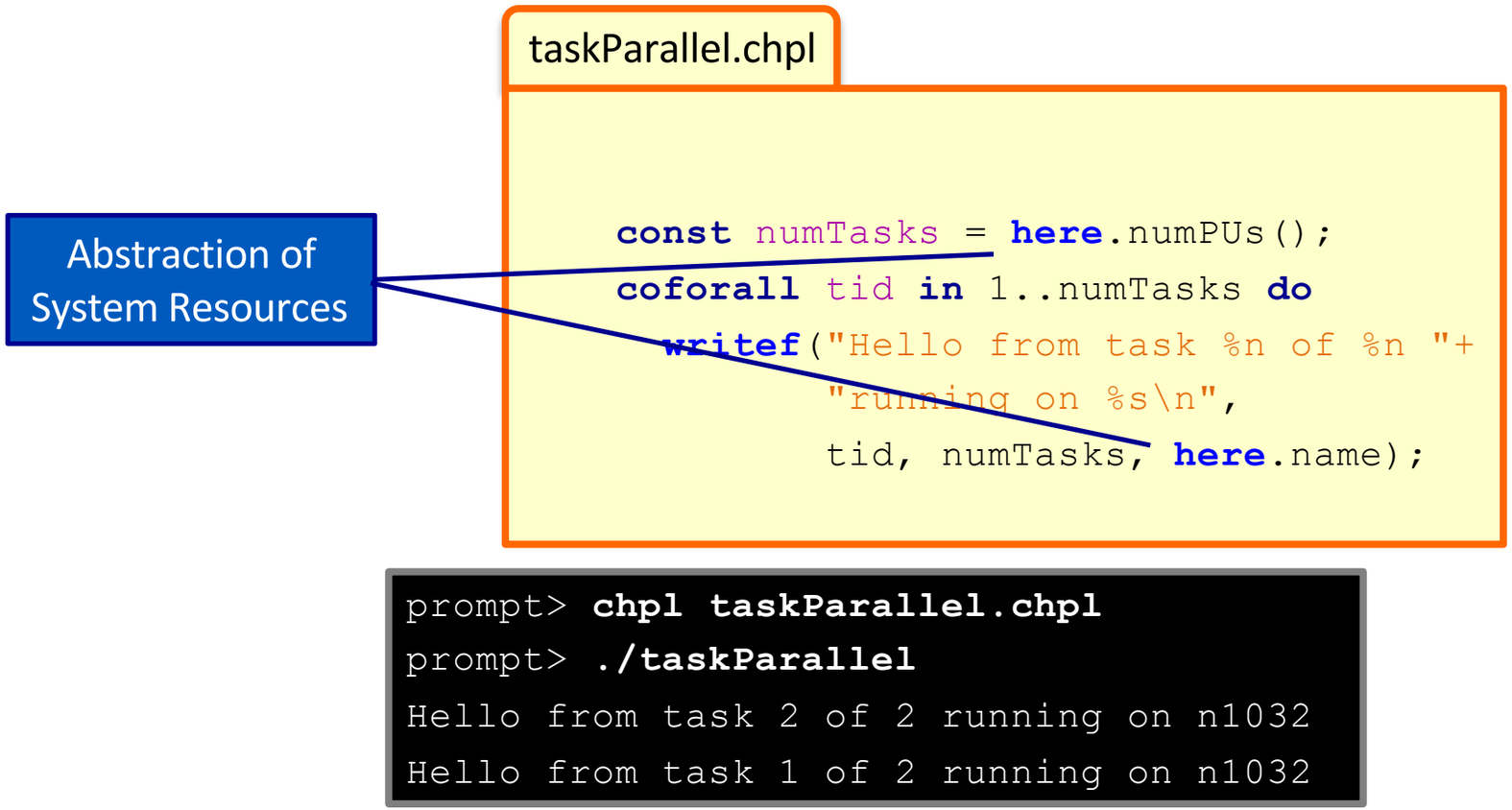


taskParallel.chpl

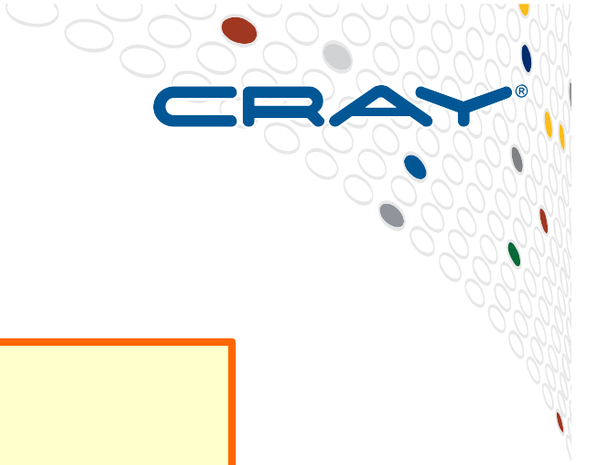
```
const numTasks = here.numPUs();
coforall tid in 1..numTasks do
  writef("Hello from task %n of %n "+
         "running on %s\n",
         tid, numTasks, here.name);
```

```
prompt> chpl taskParallel.chpl
prompt> ./taskParallel
Hello from task 2 of 2 running on n1032
Hello from task 1 of 2 running on n1032
```

Task Parallelism and Locality, by example



Task Parallelism and Locality, by example



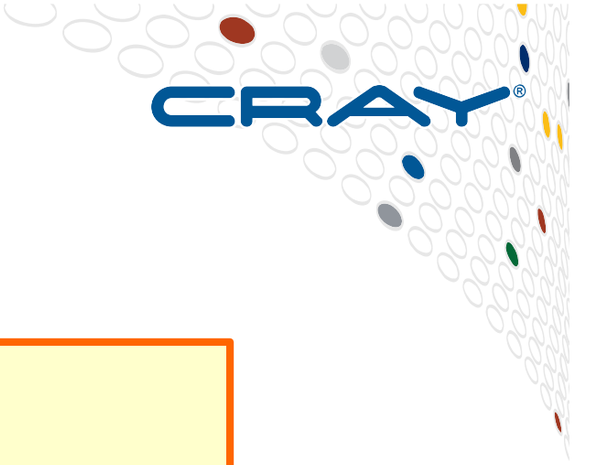
High-Level
Task Parallelism

taskParallel.chpl

```
const numTasks = here.numPUs();
coforall tid in 1..numTasks do
  writef("Hello from task %n of %n "+
         "running on %s\n",
         tid, numTasks, here.name);
```

```
prompt> chpl taskParallel.chpl
prompt> ./taskParallel
Hello from task 2 of 2 running on n1032
Hello from task 1 of 2 running on n1032
```

Task Parallelism and Locality, by example



This is a shared memory program

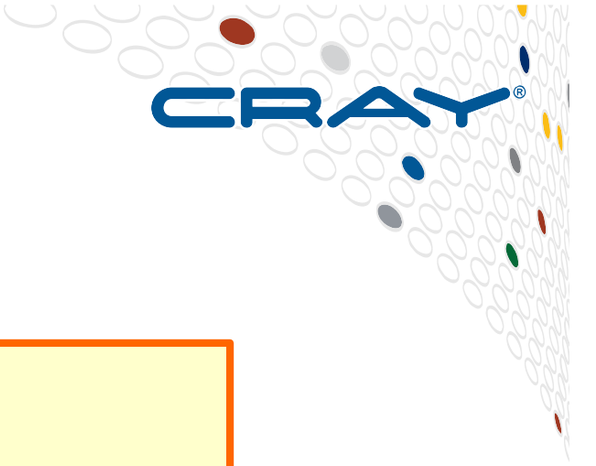
Nothing has referred to remote locales, explicitly or implicitly

taskParallel.chpl

```
const numTasks = here.numPUs();
coforall tid in 1..numTasks do
  writef("Hello from task %n of %n "+
         "running on %s\n",
         tid, numTasks, here.name);
```

```
prompt> chpl taskParallel.chpl
prompt> ./taskParallel
Hello from task 2 of 2 running on n1032
Hello from task 1 of 2 running on n1032
```

Task Parallelism and Locality, by example

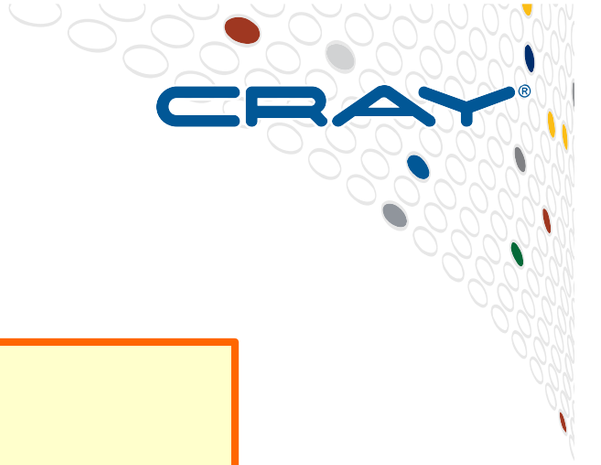


taskParallel.chpl

```
coforall loc in Locales do
  on loc {
    const numTasks = here.numPUs();
    coforall tid in 1..numTasks do
      writef("Hello from task %n of %n "+
             "running on %s\n",
             tid, numTasks, here.name);
  }
```

```
prompt> chpl taskParallel.chpl
prompt> ./taskParallel --numLocales=2
Hello from task 1 of 2 running on n1033
Hello from task 2 of 2 running on n1032
Hello from task 2 of 2 running on n1033
Hello from task 1 of 2 running on n1032
```

Task Parallelism and Locality, by example



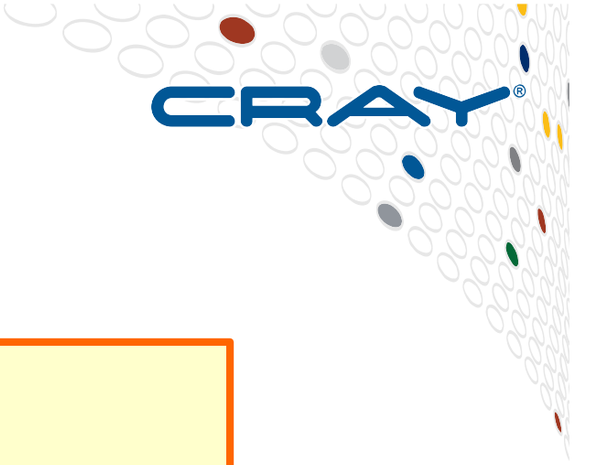
Abstraction of System Resources

taskParallel.chpl

```
coforall loc in Locales do
  on loc {
    const numTasks = here.numPUs();
    coforall tid in 1..numTasks do
      writef("Hello from task %n of %n "+
             "running on %s\n",
             tid, numTasks, here.name);
  }
```

```
prompt> chpl taskParallel.chpl
prompt> ./taskParallel --numLocales=2
Hello from task 1 of 2 running on n1033
Hello from task 2 of 2 running on n1032
Hello from task 2 of 2 running on n1033
Hello from task 1 of 2 running on n1032
```

Task Parallelism and Locality, by example



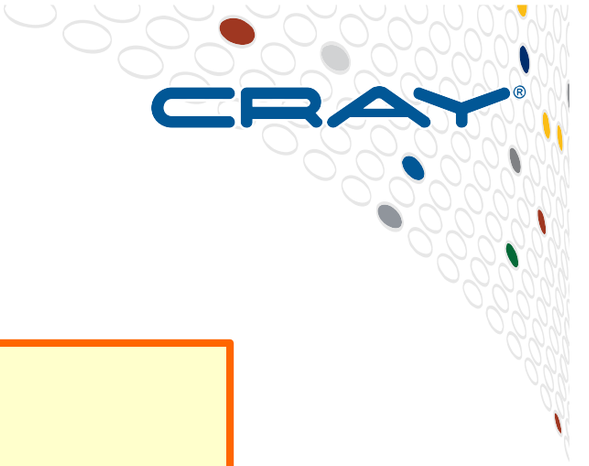
taskParallel.chpl

```
coforall loc in Locales do
  on loc {
    const numTasks = here.numPUs();
    coforall tid in 1..numTasks do
      writef("Hello from task %n of %n "+
             "running on %s\n",
             tid, numTasks, here.name);
  }
```

Control of Locality/Affinity

```
prompt> chpl taskParallel.chpl
prompt> ./taskParallel --numLocales=2
Hello from task 1 of 2 running on n1033
Hello from task 2 of 2 running on n1032
Hello from task 2 of 2 running on n1033
Hello from task 1 of 2 running on n1032
```

Task Parallelism and Locality, by example



taskParallel.chpl

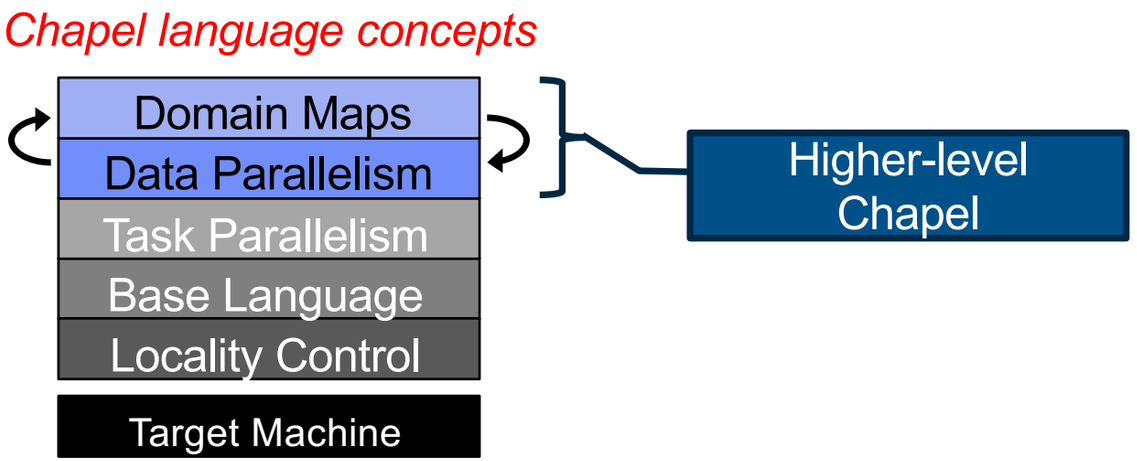
```
coforall loc in Locales do
  on loc {
    const numTasks = here.numPUs();
    coforall tid in 1..numTasks do
      writef("Hello from task %n of %n "+
             "running on %s\n",
             tid, numTasks, here.name);
  }
```

```
prompt> chpl taskParallel.chpl
prompt> ./taskParallel --numLocales=2
Hello from task 1 of 2 running on n1033
Hello from task 2 of 2 running on n1032
Hello from task 2 of 2 running on n1033
Hello from task 1 of 2 running on n1032
```

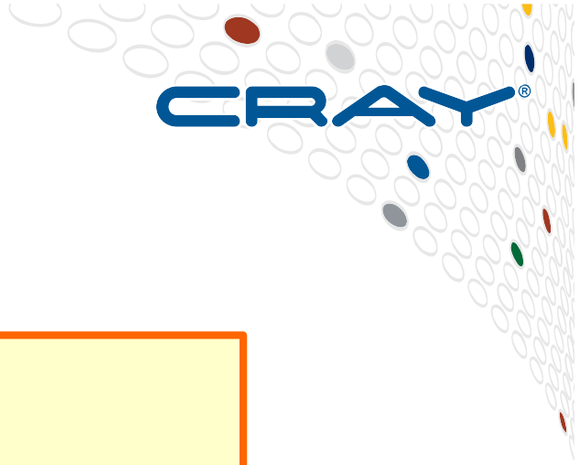
Other Key Task Parallel Features

- **atomic / sync variables:** for sharing data & coordination
- **begin / cobegin statements:** other ways of creating tasks

Data Parallelism in Chapel



Data Parallelism, by example



dataParallel.chpl

```
config const n = 1000;
var D = {1..n, 1..n};

var A: [D] real;
forall (i,j) in D do
  A[i,j] = i + (j - 0.5)/n;
writeln(A);
```

```
prompt> chpl dataParallel.chpl
prompt> ./dataParallel --n=5
1.1 1.3 1.5 1.7 1.9
2.1 2.3 2.5 2.7 2.9
3.1 3.3 3.5 3.7 3.9
4.1 4.3 4.5 4.7 4.9
5.1 5.3 5.5 5.7 5.9
```

Data Parallelism, by example

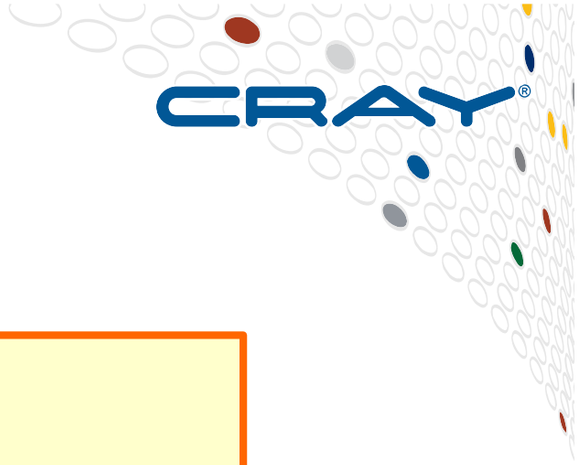
Domains (Index Sets)

dataParallel.chpl

```
config const n = 1000;
var D = {1..n, 1..n};

var A: [D] real;
forall (i,j) in D do
  A[i,j] = i + (j - 0.5)/n;
writeln(A);
```

```
prompt> chpl dataParallel.chpl
prompt> ./dataParallel --n=5
1.1 1.3 1.5 1.7 1.9
2.1 2.3 2.5 2.7 2.9
3.1 3.3 3.5 3.7 3.9
4.1 4.3 4.5 4.7 4.9
5.1 5.3 5.5 5.7 5.9
```

Data Parallelism, by example



Arrays

dataParallel.chpl

```
config const n = 1000;
var D = {1..n, 1..n};

var A: [D] real;
forall (i,j) in D do
  A[i,j] = i + (j - 0.5)/n;
writeln(A);
```

```
prompt> chpl dataParallel.chpl
prompt> ./dataParallel --n=5
1.1 1.3 1.5 1.7 1.9
2.1 2.3 2.5 2.7 2.9
3.1 3.3 3.5 3.7 3.9
4.1 4.3 4.5 4.7 4.9
5.1 5.3 5.5 5.7 5.9
```

Data Parallelism, by example

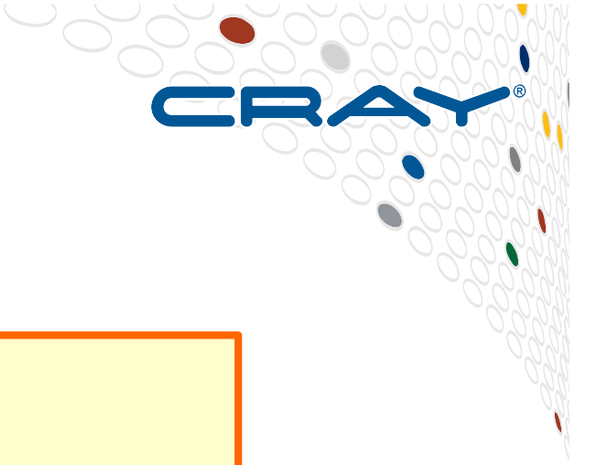
Data-Parallel Forall Loops

dataParallel.chpl

```
config const n = 1000;
var D = {1..n, 1..n};

var A: [D] real;
forall (i,j) in D do
  A[i,j] = i + (j - 0.5)/n;
writeln(A);
```

```
prompt> chpl dataParallel.chpl
prompt> ./dataParallel --n=5
1.1 1.3 1.5 1.7 1.9
2.1 2.3 2.5 2.7 2.9
3.1 3.3 3.5 3.7 3.9
4.1 4.3 4.5 4.7 4.9
5.1 5.3 5.5 5.7 5.9
```

Data Parallelism, by example



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dataParallel.chpl

```
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forall (i,j) in D do
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writeln(A);
```
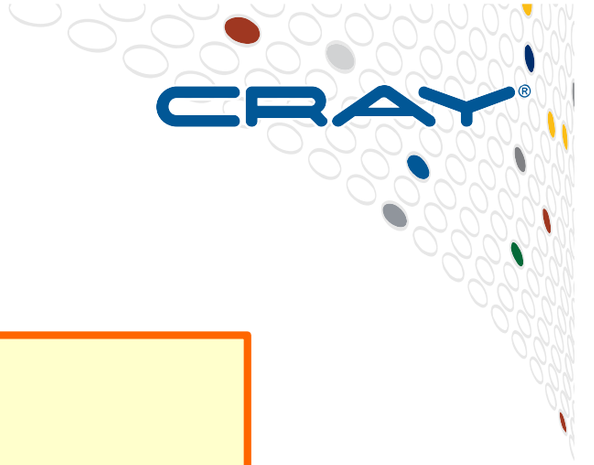

```
prompt> chpl dataParallel.chpl
prompt> ./dataParallel --n=5
1.1 1.3 1.5 1.7 1.9
2.1 2.3 2.5 2.7 2.9
3.1 3.3 3.5 3.7 3.9
4.1 4.3 4.5 4.7 4.9
5.1 5.3 5.5 5.7 5.9
```

Distributed Data Parallelism, by example



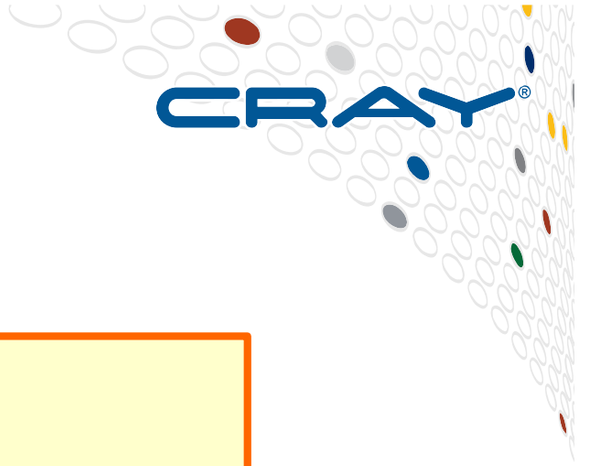
Domain Maps
(Map Data Parallelism to the System)

dataParallel.chpl

```
use CyclicDist;
config const n = 1000;
var D = {1..n, 1..n}
        dmapped Cyclic(startIdx = (1,1));
var A: [D] real;
forall (i,j) in D do
  A[i,j] = i + (j - 0.5)/n;
writeln(A);
```

```
prompt> chpl dataParallel.chpl
prompt> ./dataParallel --n=5 --numLocales=4
1.1 1.3 1.5 1.7 1.9
2.1 2.3 2.5 2.7 2.9
3.1 3.3 3.5 3.7 3.9
4.1 4.3 4.5 4.7 4.9
5.1 5.3 5.5 5.7 5.9
```

Distributed Data Parallelism, by example



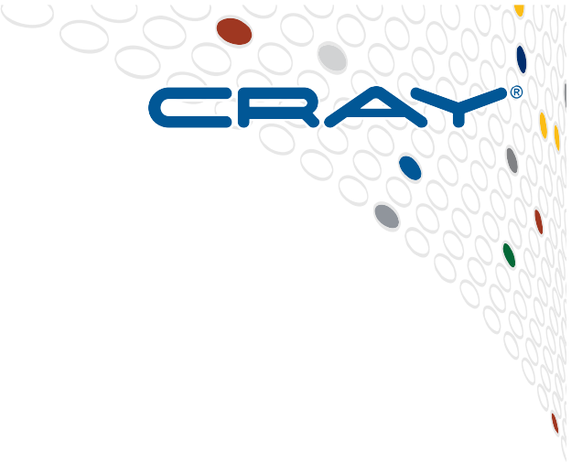
dataParallel.chpl

```
use CyclicDist;
config const n = 1000;
var D = {1..n, 1..n}
        dmapped Cyclic(startIdx = (1,1));
var A: [D] real;
forall (i,j) in D do
  A[i,j] = i + (j - 0.5)/n;
writeln(A);
```

```
prompt> chpl dataParallel.chpl
prompt> ./dataParallel --n=5 --numLocales=4
1.1 1.3 1.5 1.7 1.9
2.1 2.3 2.5 2.7 2.9
3.1 3.3 3.5 3.7 3.9
4.1 4.3 4.5 4.7 4.9
5.1 5.3 5.5 5.7 5.9
```

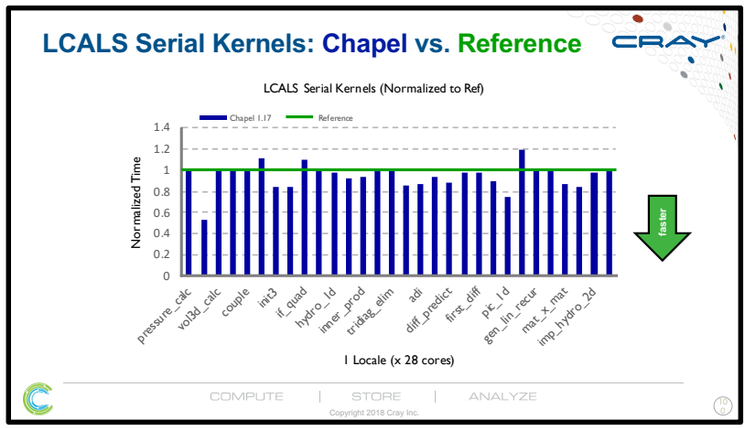
Other Key Data Parallel Features

- **Flavors of Domains/Arrays:** sparse, associative, …
- **Slicing:** refer to subarrays using ranges / domains
- **Promotion:** call scalar arrays with array arguments
- **Reductions:** collapse arrays to scalars or subarrays
- **Scans:** compute parallel prefix operations



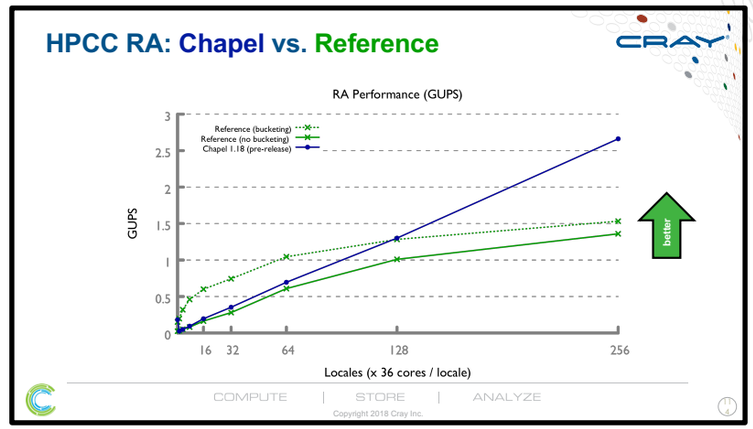
Chapel Results and Resources

HPC Patterns: Chapel vs. Reference



LCALS

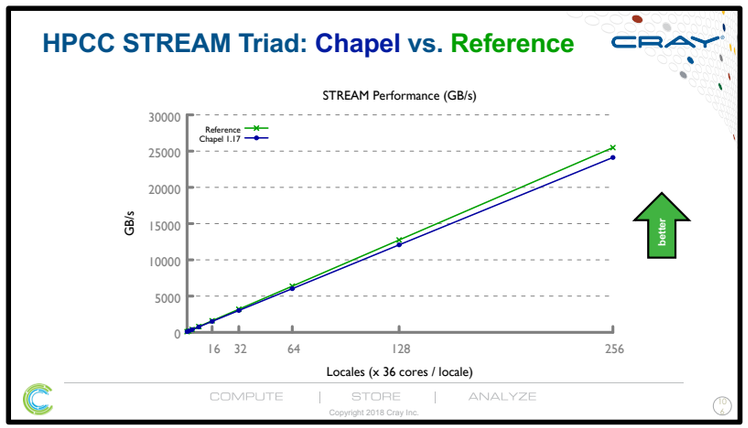
HPCC RA

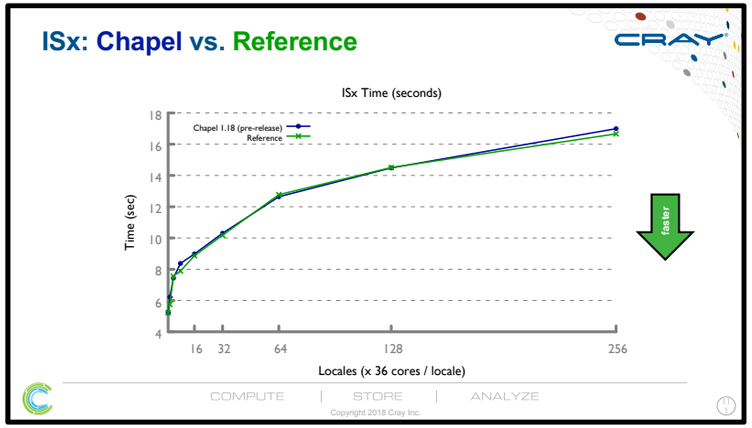


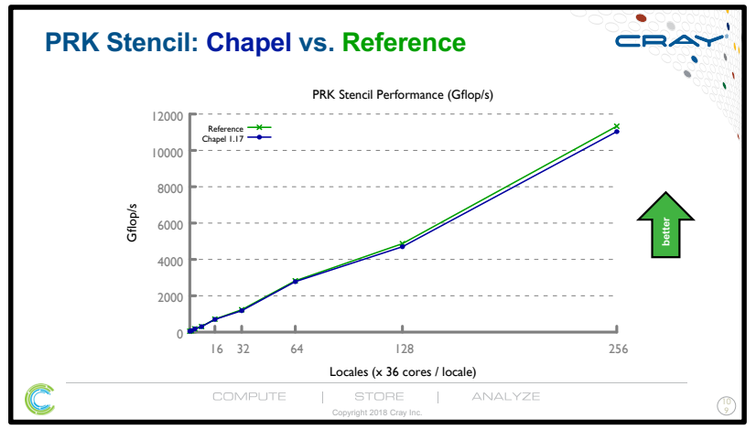
STREAM Triad

ISx

PRK Stencil

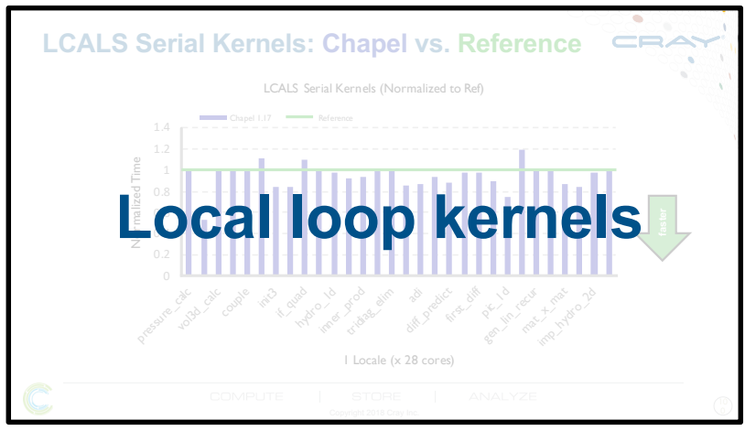






Nightly performance tickers online at:
https://chapel-lang.org/perf-nightly.html

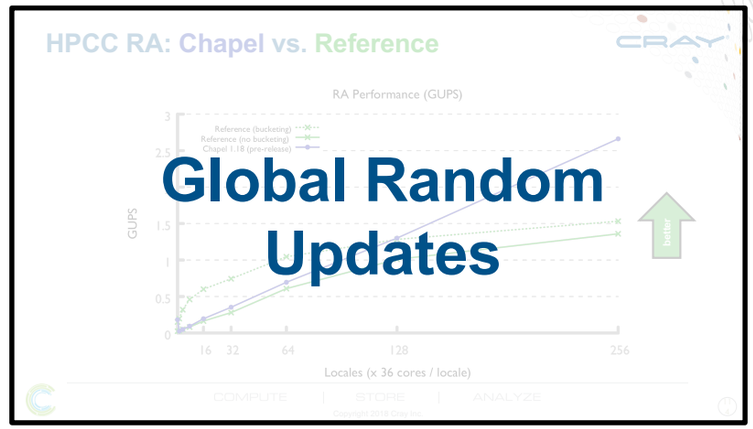
HPC Patterns: Chapel vs. Reference



LCALS

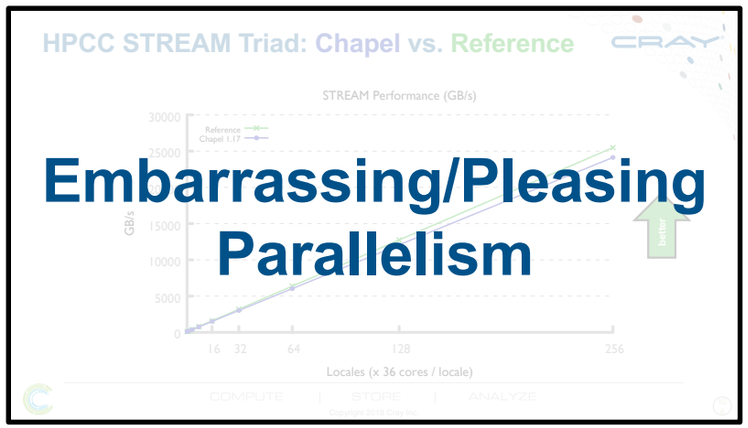
Local loop kernels

HPCC RA



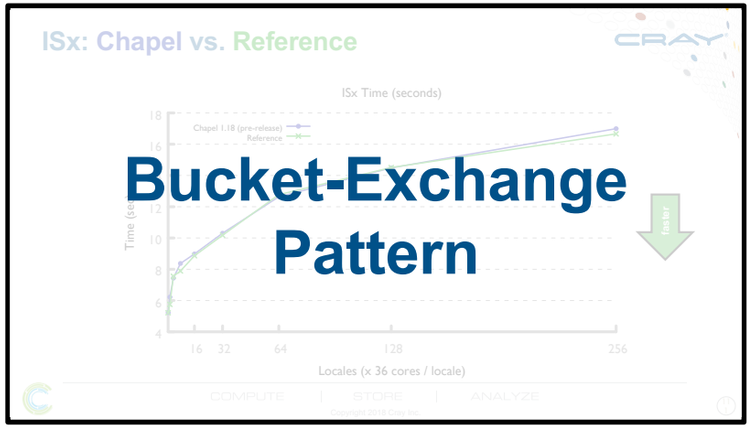
Global Random Updates

STREAM Triad



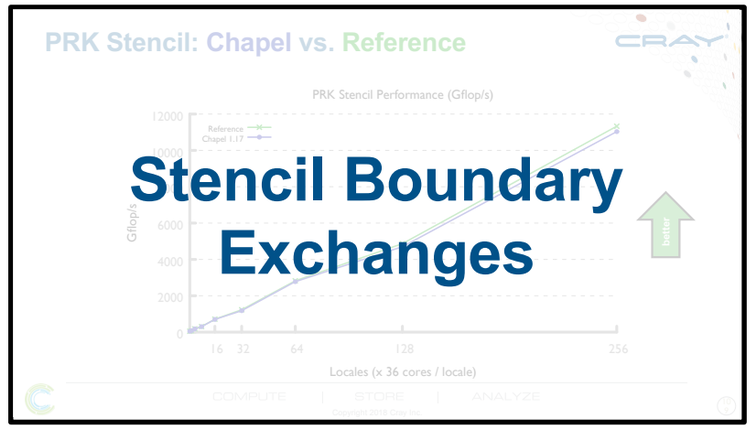
Embarrassing/Pleasing Parallelism

ISx



Bucket-Exchange Pattern

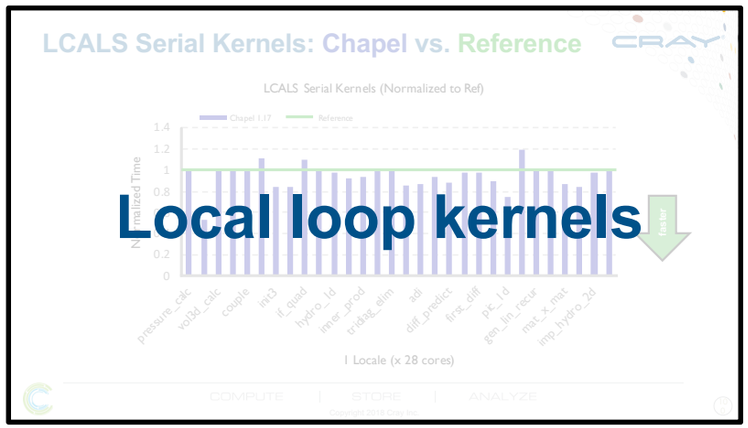
PRK Stencil



Stencil Boundary Exchanges

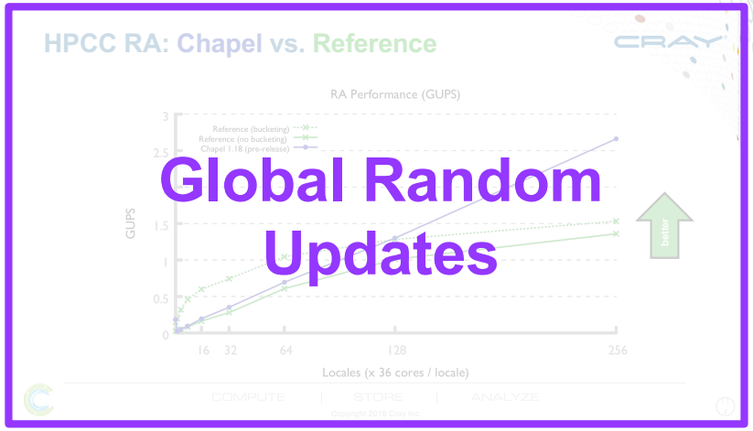
Nightly performance tickers online at:
https://chapel-lang.org/perf-nightly.html

HPC Patterns: Chapel vs. Reference



LCALS

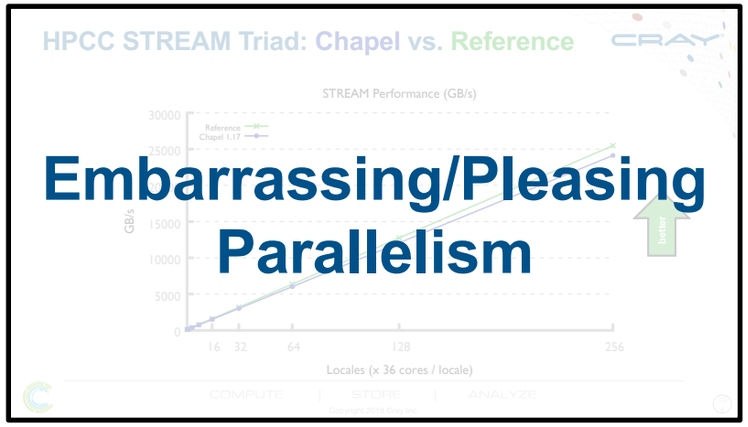
HPCC RA

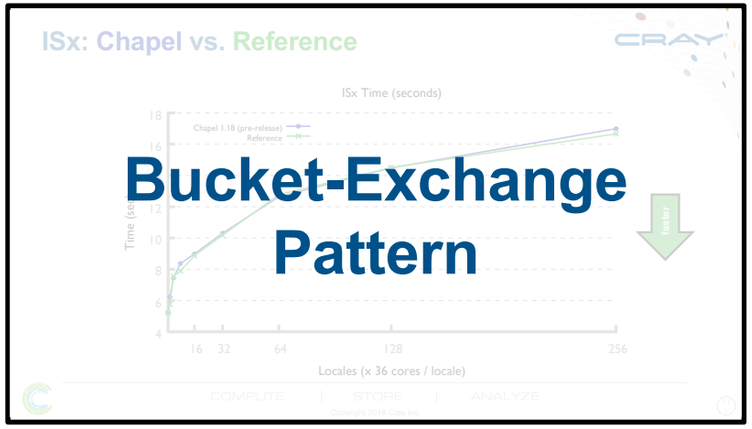


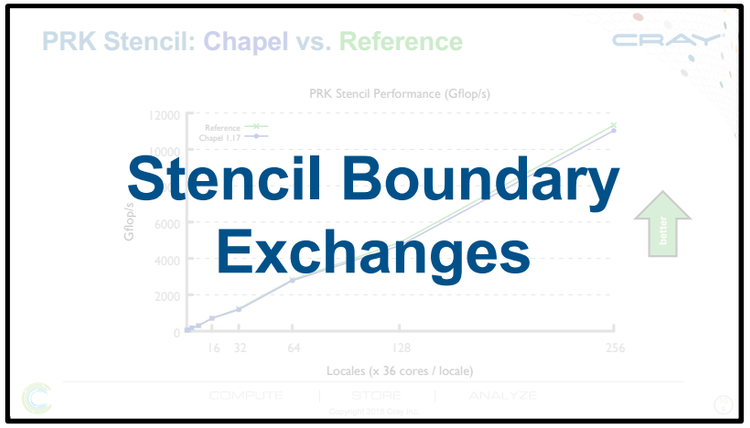
STREAM Triad

ISx

PRK Stencil







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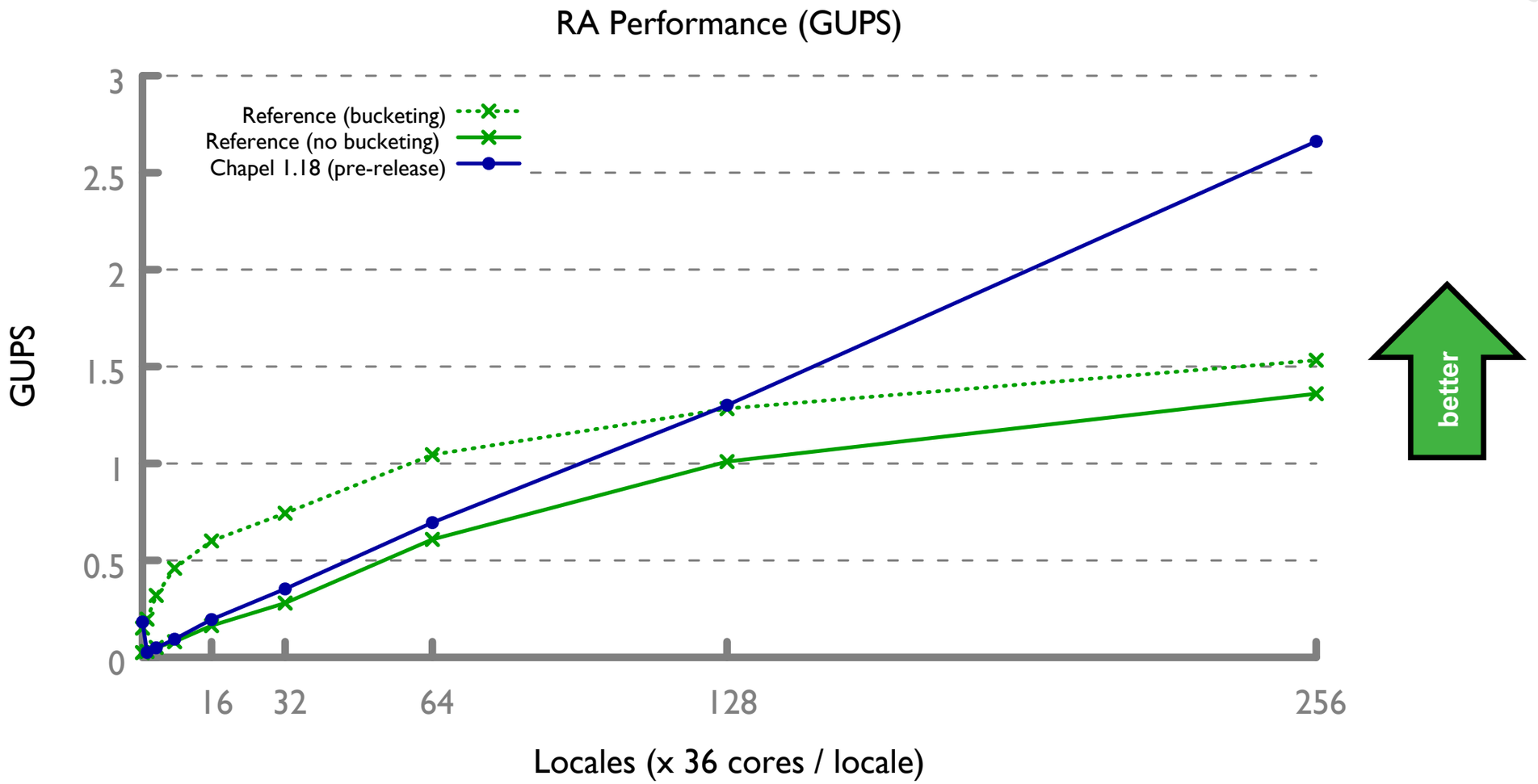
https://chapel-lang.org/perf-nightly.html

HPCC RA: Chapel vs. Reference



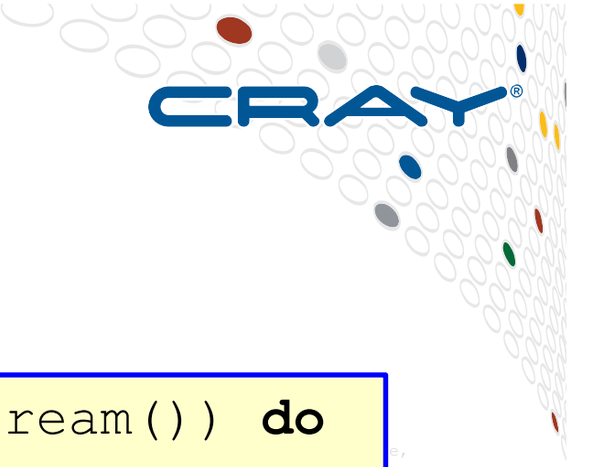
HPCC Random Access Kernel: MPI

```
/* Perform updates to main table.  The scalar equivalent is:
 *
 *    for (i=0; i<NUPDATE; i++) {
 *      Ran = (Ran << 1) ^ (((s64Int) Ran < 0) ? POLY : 0);
 *      Table[Ran & (TABSIZE-1)] ^= Ran;
 *    }
 */

MPI_Irecv(&LocalRecvBuffer, localBufferSize, tparams.dtype64,
          MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &inreq);
 while (i < SendCnt) {
   /* receive messages */
   do {
     MPI_Test(&inreq, &have_done, &status);
     if (have_done) {
       if (status.MPI_TAG == UPDATE_TAG) {
         MPI_Get_count(&status, tparams.dtype64, &recvUpdates);
         bufferBase = 0;
         for (j=0; j < recvUpdates; j ++) {
           inmsg = LocalRecvBuffer[bufferBase+j];
           LocalOffset = (inmsg & (tparams.TableSize - 1)) -
                         tparams.GlobalStartMyProc;
           HPCC_Table[LocalOffset] ^= inmsg;
         }
       } else if (status.MPI_TAG == FINISHED_TAG) {
         NumberReceiving--;
       } else
         MPI_Abort( MPI_COMM_WORLD, -1 );
       MPI_Irecv(&LocalRecvBuffer, localBufferSize, tparams.dtype64,
                 MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &inreq);
     }
   } while (have_done && NumberReceiving > 0);
   if (pendingUpdates < maxPendingUpdates) {
     Ran = (Ran << 1) ^ ((s64Int) Ran < ZERO64B ? POLY : ZERO64B);
     GlobalOffset = Ran & (tparams.TableSize-1);
     if ( GlobalOffset < tparams.Top)
       WhichPe = ( GlobalOffset / (tparams.MinLocalTableSize + 1) );
     else
       WhichPe = ( (GlobalOffset - tparams.Remainder) /
                 tparams.MinLocalTableSize );
     if (WhichPe == tparams.MyProc) {
       LocalOffset = (Ran & (tparams.TableSize - 1)) -
                     tparams.GlobalStartMyProc;
       HPCC_Table[LocalOffset] ^= Ran;
   }  else {
        HPCC_InsertUpdate(Ran, WhichPe, Buckets);
        pendingUpdates++;
      }
      i++;
    }
    else {
      MPI_Test(&outreq, &have_done, MPI_STATUS_IGNORE);
      if (have_done) {
        outreq = MPI_REQUEST_NULL;
        pe = HPCC_GetUpdates(Buckets, LocalSendBuffer, localBufferSize,
                             &peUpdates);
        MPI_Isend(&LocalSendBuffer, peUpdates, tparams.dtype64, (int)pe,
                  UPDATE_TAG, MPI_COMM_WORLD, &outreq);
        pendingUpdates -= peUpdates;
      }
    }
  }
  /* send remaining updates in buckets */
  while (pendingUpdates > 0) {
    /* receive messages */
    do {
      MPI_Test(&inreq, &have_done, &status);
      if (have_done) {
        if (status.MPI_TAG == UPDATE_TAG) {
          MPI_Get_count(&status, tparams.dtype64, &recvUpdates);
          bufferBase = 0;
          for (j=0; j < recvUpdates; j ++) {
            inmsg = LocalRecvBuffer[bufferBase+j];
            LocalOffset = (inmsg & (tparams.TableSize - 1)) -
                          tparams.GlobalStartMyProc;
            HPCC_Table[LocalOffset] ^= inmsg;
          }
        } else if (status.MPI_TAG == FINISHED_TAG) {
          /* we got a done message.  Thanks for playing... */
          NumberReceiving--;
        } else {
          MPI_Abort( MPI_COMM_WORLD, -1 );
        }
        MPI_Irecv(&LocalRecvBuffer, localBufferSize, tparams.dtype64,
                  MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &inreq);
      }
    } while (have_done && NumberReceiving > 0);
    MPI_Test(&outreq, &have_done, MPI_STATUS_IGNORE);
    if (have_done) {
      outreq = MPI_REQUEST_NULL;
      pe = HPCC_GetUpdates(Buckets, LocalSendBuffer, localBufferSize,
                           &peUpdates);
      MPI_Isend(&LocalSendBuffer, peUpdates, tparams.dtype64, (int)pe,
                UPDATE_TAG, MPI_COMM_WORLD, &outreq);
      pendingUpdates -= peUpdates;
    }
  }
  /* send our done messages */
  for (proc_count = 0 ; proc_count < tparams.NumProcs ; ++proc_count) {
    if (proc_count == tparams.MyProc) { tparams.finish_req[tparams.MyProc] =
                                        MPI_REQUEST_NULL; continue; }
    /* send garbage - who cares, no one will look at it */
    MPI_Isend(&Ran, 0, tparams.dtype64, proc_count, FINISHED_TAG,
              MPI_COMM_WORLD, tparams.finish_req + proc_count);
  }
  /* Finish everyone else up... */
  while (NumberReceiving > 0) {
    MPI_Wait(&inreq, &status);
    if (status.MPI_TAG == UPDATE_TAG) {
      MPI_Get_count(&status, tparams.dtype64, &recvUpdates);
      bufferBase = 0;
      for (j=0; j < recvUpdates; j ++) {
        inmsg = LocalRecvBuffer[bufferBase+j];
        LocalOffset = (inmsg & (tparams.TableSize - 1)) -
                      tparams.GlobalStartMyProc;
        HPCC_Table[LocalOffset] ^= inmsg;
      }
    } else if (status.MPI_TAG == FINISHED_TAG) {
      /* we got a done message.  Thanks for playing... */
      NumberReceiving--;
    } else {
      MPI_Abort( MPI_COMM_WORLD, -1 );
    }
    MPI_Irecv(&LocalRecvBuffer, localBufferSize, tparams.dtype64,
              MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &inreq);
  }

  MPI_Waitall( tparams.NumProcs, tparams.finish_req, tparams.finish_statuses);
```

HPCC Random Access Kernel: MPI



Chapel Kernel

```
forall (_, r) in zip(Updates, RAStream()) do
  T[r & indexMask] ^= r;
```

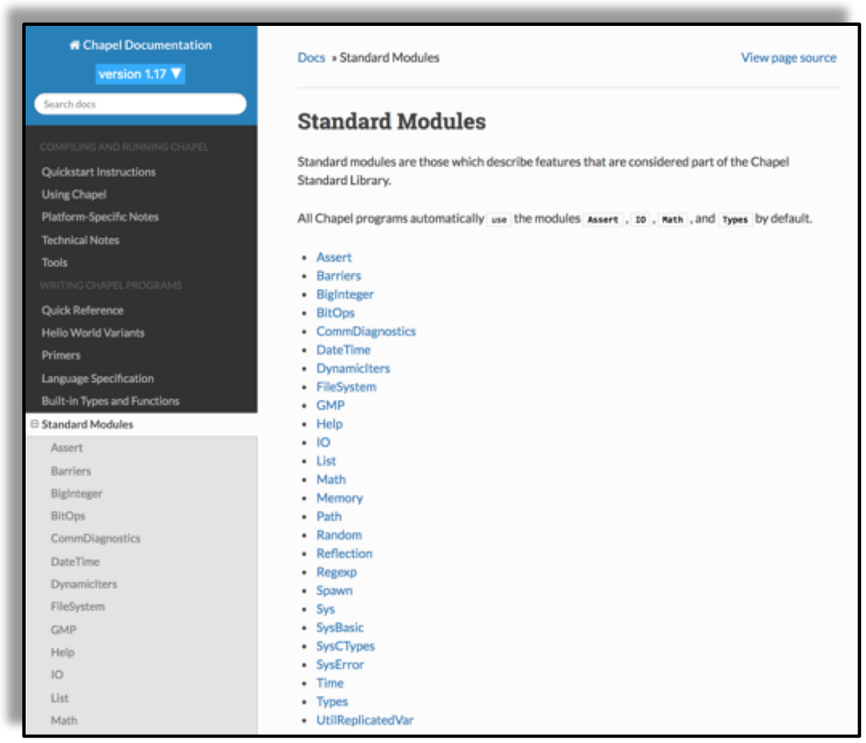
MPI Comment

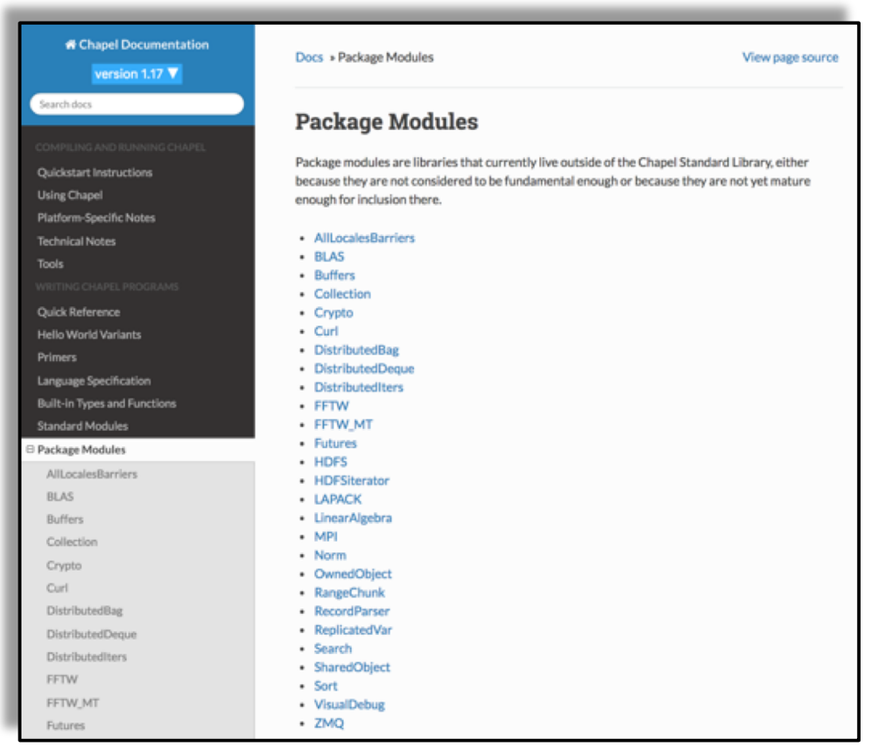
```
/* Perform updates to main table. The scalar equivalent is:
 *
 *     for (i=0; i<NUPDATE; i++) {
 *       Ran = (Ran << 1) ^ (((s64Int) Ran < 0) ? POLY : 0);
 *       Table[Ran & (TABSIZE-1)] ^= Ran;
 *     }
 */
```

Chapel Libraries

~60 library modules

- web-documented, many user-contributed





Chapel Libraries

Math: FFTW, BLAS, LAPACK, LinearAlgebra, Math

Inter-Process Communication: MPI, ZMQ (ZeroMQ)

Parallelism: Futures, Barrier, DynamicIters

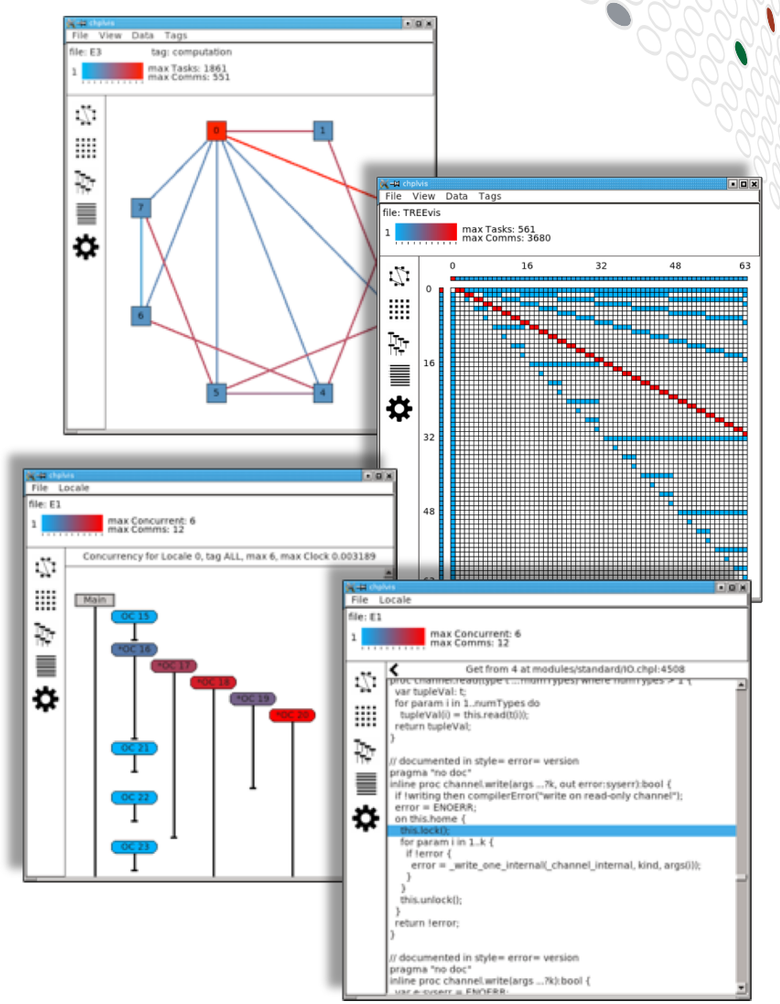
Distributed Computing: DistributedIters, DistributedBag, DistributedDeque, Block, Cyclic, Block-Cyclic, …

File Systems: FileSystem, Path, HDFS

Others: BigInteger, BitOps, Crypto, Curl, DateTime, Random, Reflection, Regexp, Search, Sort, Spawn, …

Chapel Tools

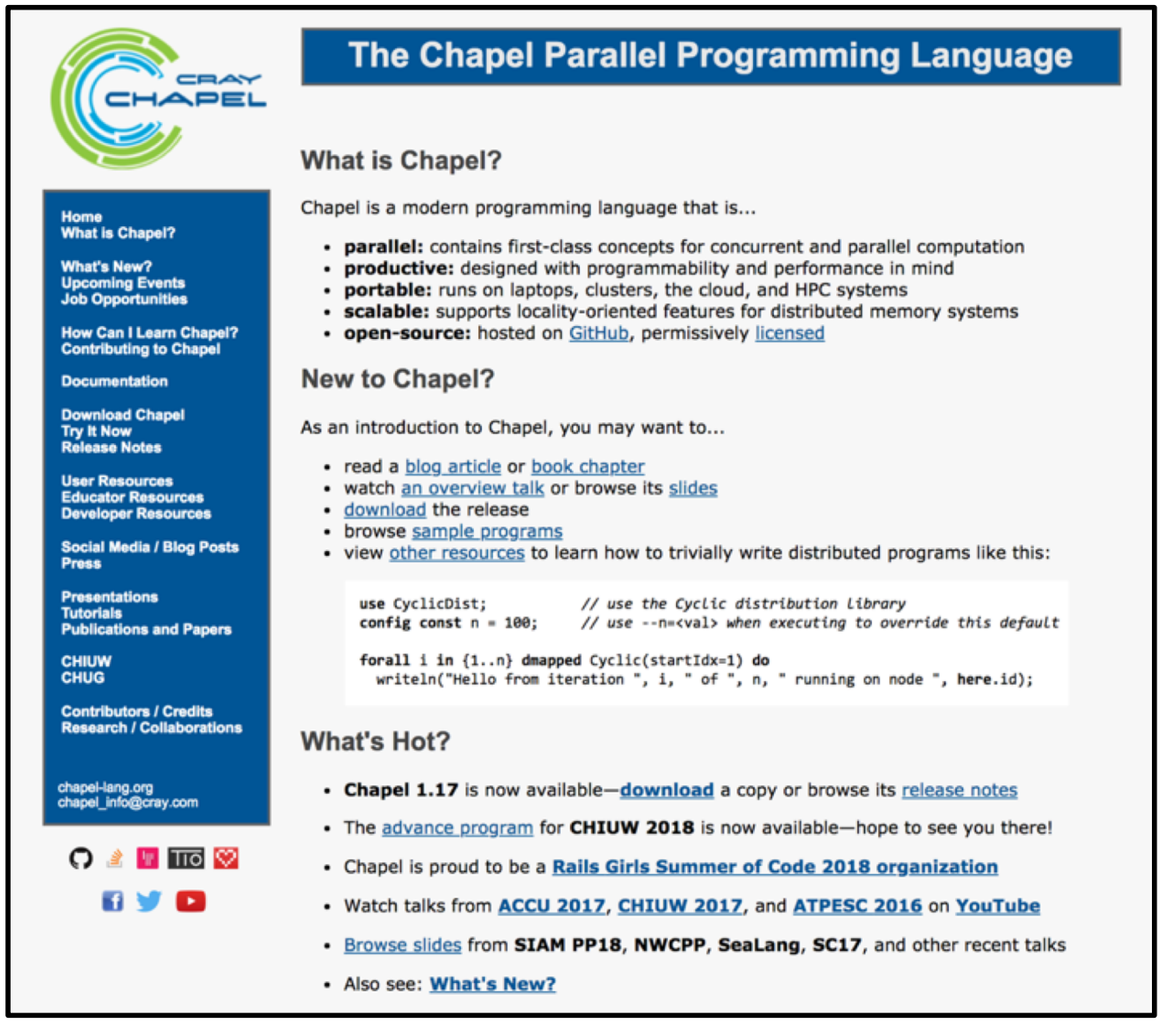
- **highlighting modes** for emacs, vim, atom, …
- **bash tab completion:** command-line help
- **chpldoc:** documentation tool
- **c2chapel:** interoperability aid
- **mason:** package manager
- **chplvis:** performance visualizer / debugger



Chapel Central

https://chapel-lang.org

- downloads
- presentations
- papers
- resources
- documentation



CRAY CHAPEL

Home
What is Chapel?

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How Can I Learn Chapel?
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CHIUW
CHUG

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chapel-lang.org
chapel_info@cray.com

The Chapel Parallel Programming Language

What is Chapel?

Chapel is a modern programming language that is...

- **parallel:** contains first-class concepts for concurrent and parallel computation
- **productive:** designed with programmability and performance in mind
- **portable:** runs on laptops, clusters, the cloud, and HPC systems
- **scalable:** supports locality-oriented features for distributed memory systems
- **open-source:** hosted on GitHub, permissively licensed

New to Chapel?

As an introduction to Chapel, you may want to...

- read a blog article or book chapter
- watch an overview talk or browse its slides
- download the release
- browse sample programs
- view other resources to learn how to trivially write distributed programs like this:

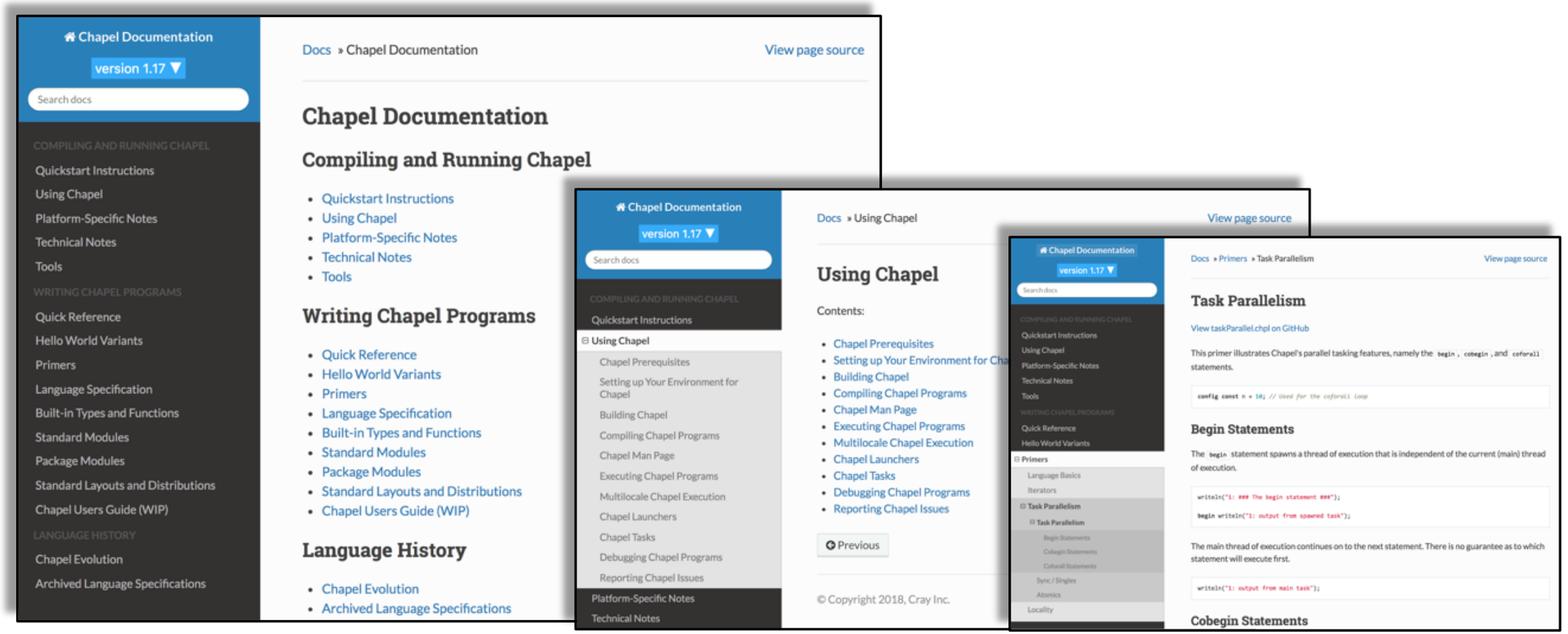
```
use CyclicDist;           // use the Cyclic distribution library
config const n = 100;     // use --n=<val> when executing to override this default

forall i in {1..n} dmapped Cyclic(startIdx=1) do
  writeln("Hello from iteration ", i, " of ", n, " running on node ", here.id);
```

What's Hot?

- **Chapel 1.17** is now available—**download** a copy or browse its release notes
- The advance program for **CHIUW 2018** is now available—hope to see you there!
- Chapel is proud to be a **Rails Girls Summer of Code 2018 organization**
- Watch talks from **ACCU 2017**, **CHIUW 2017**, and **ATPESC 2016** on **YouTube**
- Browse slides from **SIAM PP18**, **NWCPP**, **SeaLang**, **SC17**, and other recent talks
- Also see: **What's New?**

Chapel Online Documentation

https://chapel-lang.org/docs: ~200 pages, including primer examples



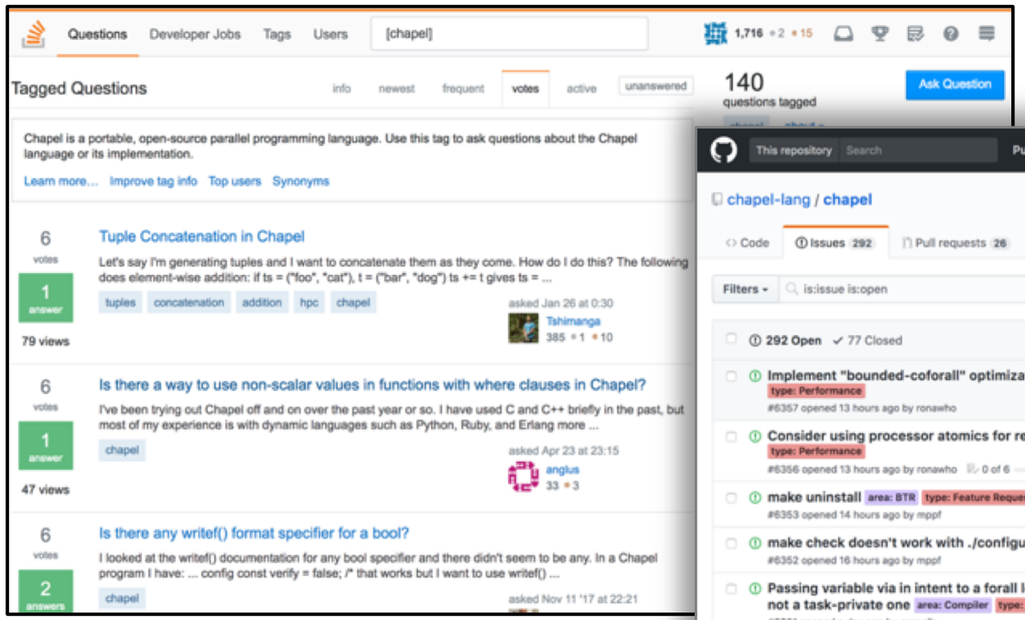
Chapel Social Media (no account required)

http://twitter.com/ChapelLanguage

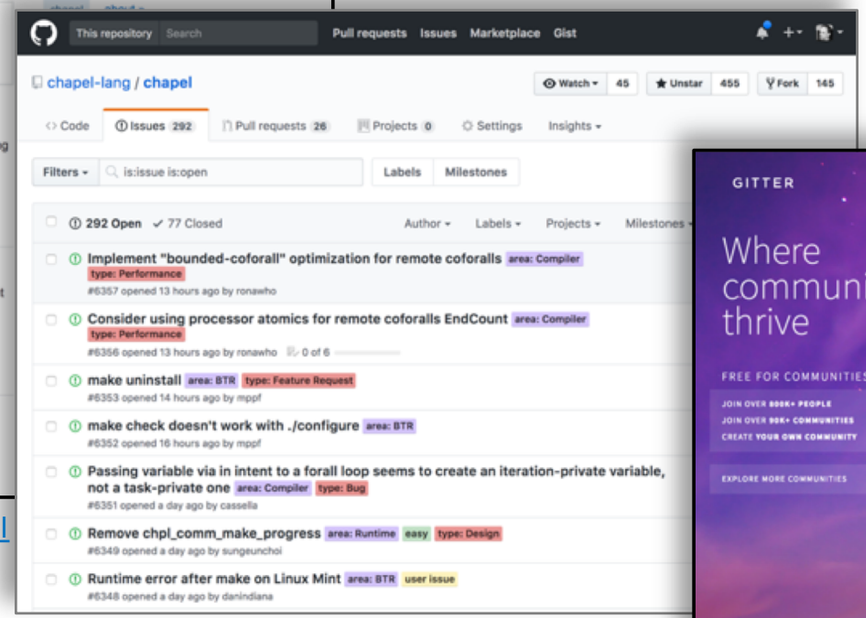
http://facebook.com/ChapelLanguage

https://www.youtube.com/channel/UCHmm27bYjhknK5mU7ZzPGsQ/

Chapel Community



https://stackoverflow.com/questions/tagged/chapel



https://github.com/chapel-lang/chapel/issues

https://gitter.im/chapel-lang/chapel

read-only mailing list: chapel-announce@lists.sourceforge.net (~15 mails / year)

Suggested Reading (short attention spans)

CHIUW 2017: Surveying the Chapel Landscape, Cray Blog, July 2017.

- *a run-down of recent events (as of 2017)*

Chapel: Productive Parallel Programming, Cray Blog, May 2013.

- *a short-and-sweet introduction to Chapel*

Six Ways to Say "Hello" in Chapel **(parts 1, 2, 3)**, Cray Blog, Sep-Oct 2015.

- *a series of articles illustrating the basics of parallelism and locality in Chapel*

Why Chapel? **(parts 1, 2, 3)**, Cray Blog, Jun-Oct 2014.

- *a series of articles answering common questions about why we are pursuing Chapel in spite of the inherent challenges*

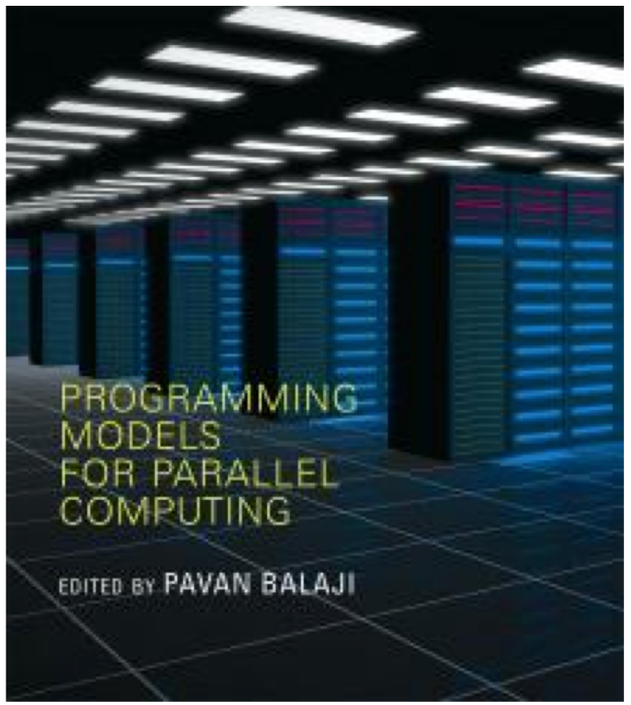
[Ten] Myths About Scalable Programming Languages, IEEE TCSC Blog (index available on chapel-lang.org "blog posts" page), Apr-Nov 2012.

- *a series of technical opinion pieces designed to argue against standard reasons given for not developing high-level parallel languages*

Suggested Reading (healthy attention spans)

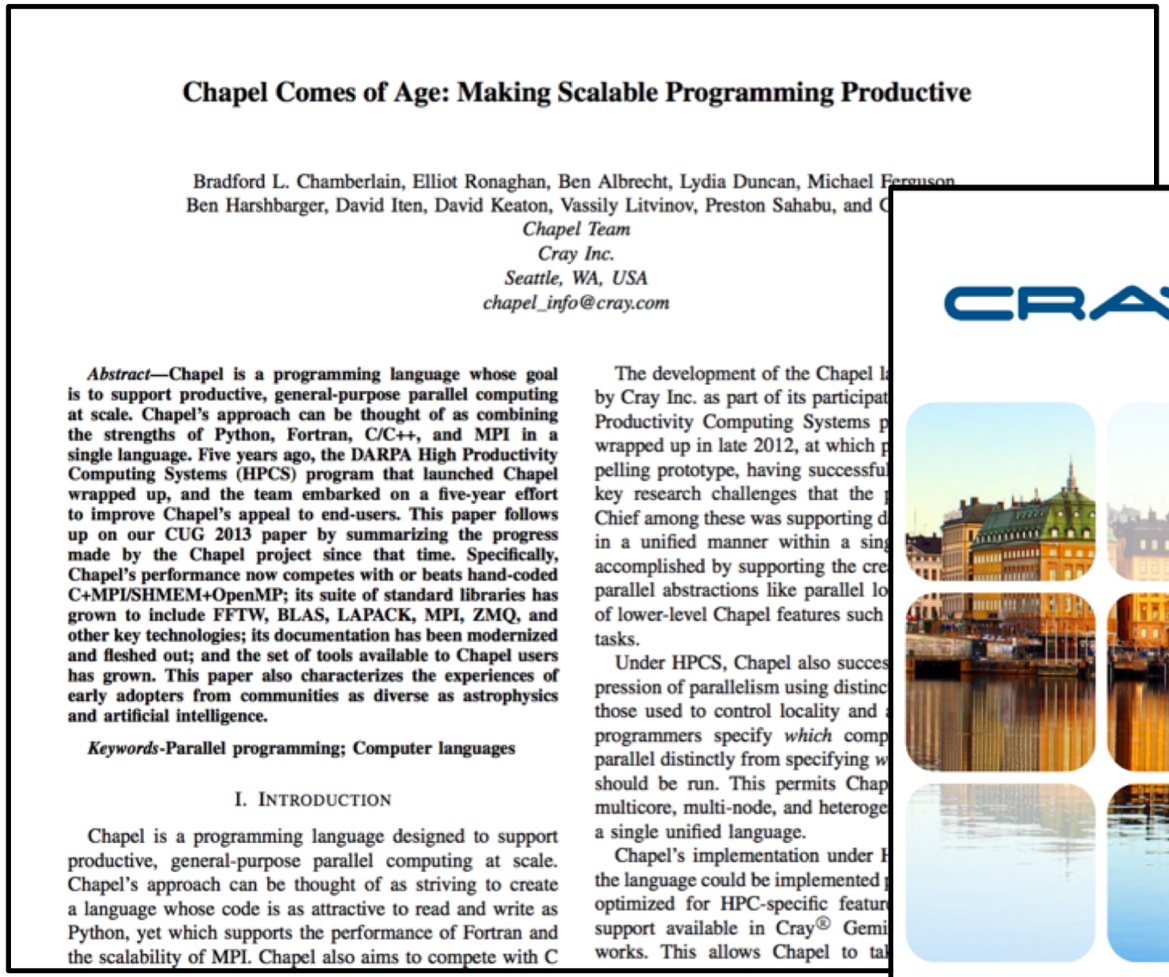
Chapel chapter from ***Programming Models for Parallel Computing***

- a detailed overview of Chapel's history, motivating themes, features
- published by MIT Press, November 2015
- edited by Pavan Balaji (Argonne)
- chapter is also available online



Other Chapel papers/publications available at **https://chapel-lang.org/papers.html**

Report on Recent Progress: CUG 2018 Paper



Chapel Comes of Age: Making Scalable Programming Productive

Bradford L. Chamberlain, Elliot Ronaghan, Ben Albrecht, Lydia Duncan, Michael Ferguson,
Ben Harshbarger, David Iten, David Keaton, Vassily Litvinov, Preston Sahabu, and C
Chapel Team
Cray Inc.
Seattle, WA, USA
chapel_info@cray.com

***Abstract*—Chapel is a programming language whose goal is to support productive, general-purpose parallel computing at scale. Chapel's approach can be thought of as combining the strengths of Python, Fortran, C/C++, and MPI in a single language. Five years ago, the DARPA High Productivity Computing Systems (HPCS) program that launched Chapel wrapped up, and the team embarked on a five-year effort to improve Chapel's appeal to end-users. This paper follows up on our CUG 2013 paper by summarizing the progress made by the Chapel project since that time. Specifically, Chapel's performance now competes with or beats hand-coded C+MPI/SHMEM+OpenMP; its suite of standard libraries has grown to include FFTW, BLAS, LAPACK, MPI, ZMQ, and other key technologies; its documentation has been modernized and fleshed out; and the set of tools available to Chapel users has grown. This paper also characterizes the experiences of early adopters from communities as diverse as astrophysics and artificial intelligence.**

***Keywords*-Parallel programming; Computer languages**

I. Introduction

Chapel is a programming language designed to support productive, general-purpose parallel computing at scale. Chapel's approach can be thought of as striving to create a language whose code is as attractive to read and write as Python, yet which supports the performance of Fortran and the scalability of MPI. Chapel also aims to compete with C

The development of the Chapel l
by Cray Inc. as part of its participat
Productivity Computing Systems p
wrapped up in late 2012, at which p
pelling prototype, having successfu
key research challenges that the p
Chief among these was supporting d
in a unified manner within a sing
accomplished by supporting the cre
parallel abstractions like parallel lo
of lower-level Chapel features such
tasks.

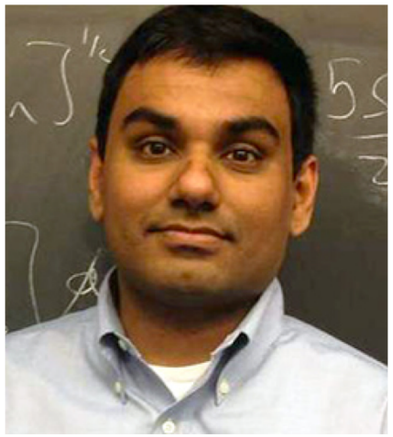
Under HPCS, Chapel also succes
pression of parallelism using distinc
those used to control locality and a
programmers specify *which* comp
parallel distinctly from specifying *w*
should be run. This permits Chap
multicore, multi-node, and heteroge
a single unified language.

Chapel's implementation under H
the language could be implemented p
optimized for HPC-specific featur
support available in Cray® Gemi
works. This allows Chapel to tak

paper and slides available at chapel-lang.org

Chapel User Profiles

Current Users:



Time-to-science Cosmologist

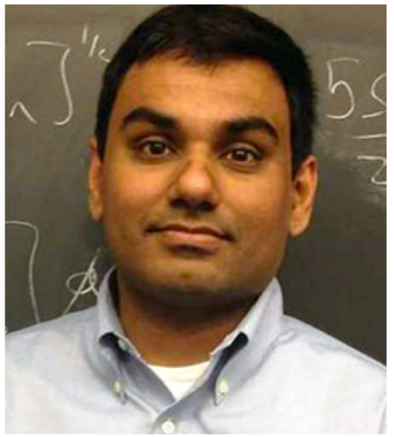
Commercial AI Scientist

Potential Users:

Genomic Researcher

DOE Scientist

User Profile: Time-to-Science Cosmologist



Name: Nikhil Padmanabhan

Title: Associate Professor of Physics and Astronomy, Yale University

Computations: Surveys of galaxies to constrain cosmological models, n-body simulations of gravity

Why Chapel? "My interests in Chapel developed from a desire to have a lower barrier to writing parallel codes. In particular, I often find myself writing prototype codes (often serial), but then need to scale these codes to run on large numbers of simulations/datasets. **Chapel allows me to smoothly transition from serial to parallel codes with a minimal number of changes.**

"Another important issue for me is "my time to solution" (some measure of productivity vs performance). Raw performance is rarely the only consideration."

User Profile: Commercial AI Scientist

Name: Brian Dolan

Title: Co-Founder and Chief Scientist of Deep 6 AI

Computations: Natural language processing, AI and ML applications, network analysis, community detection, reinforcement learning in the form of Deep Q-Networks

Why Chapel? "I have used Fortran, R, Java and Python extensively. If I had to give up Chapel, I would probably move to C++. **I prefer Chapel due to the extreme legibility and performance.** We have abandoned Python on large problems for performance reasons.

"**We've now developed thousands of lines of Chapel code and a half dozen open source libraries** for things like database connectivity, numerical libraries, graph processing, and even a REST framework. We've done this because AI is about to face an HPC crisis, and the folks at Chapel understand the intersection of usability and scalability."

Potential User Profile: Genomic Researcher

Name: Jonathan Dursi

Title: Senior Research Associate, The Hospital for Sick Children, Toronto

Computations: Human genomics, bioinformatics, and medical informatics

Why Chapel? "My interest in Chapel lies in its potential for bioinformatics tools that are currently either written in elaborately crafted, threaded but single node, C++ code, or in Python. Either has advantages and disadvantages (performance vs rapid development cycles), but neither has a clear path to cross-node computation, for performance as well as larger memory and memory bandwidth. **Chapel has the potential to have some of the best of both worlds in terms of C++ and Python, as well as having a path to distributed memory.**"

Potential User Profile: DOE Scientist

Name: Anshu Dubey

Title: Computer Scientist, Argonne National Laboratory

Computations: Design and development of Multiphysics software that can serve multiple science domains; solvers for PDEs and ODEs

Why Chapel? "In Multiphysics applications separation of concerns and use of high level abstractions is critical for sustainable software. Chapel combines language features that would enable this for clean implementation.

"HPC Scientific software is made more complex than it needs to be because the only language designed for scientific work, Fortran, is losing ground for various reasons. Its object oriented features are clunky and make it nearly as unsuitable as other languages for scientific work. **Chapel appears to be parallel and modern Fortran done better, therefore has the potential to become a more suitable language.**"

Chapel and Productivity

Chapel aims to be as…

…**programmable** as Python

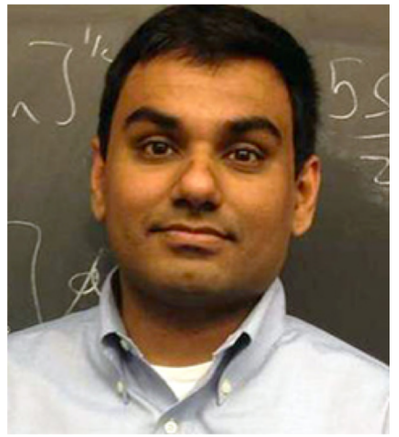
…**fast** as Fortran

…**scalable** as MPI, SHMEM, or UPC

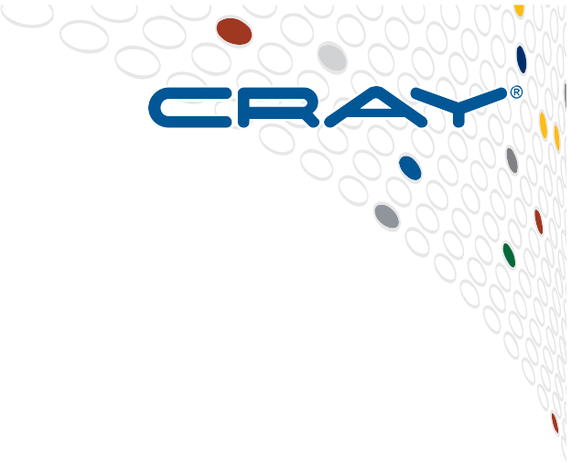
…**portable** as C

…**flexible** as C++

…**fun** as [your favorite language]



Where to..



Submit bug reports:

- GitHub issues for chapel-lang/chapel: public bug forum
- chapel_bugs@cray.com: for reporting non-public bugs

Ask User-Oriented Questions:

- StackOverflow: when appropriate / other users might care
- Gitter (chapel-lang/chapel): community chat with archives
- chapel-users@lists.sourceforge.net: user discussions

Discuss Chapel development

- chapel-developers@lists.sourceforge.net: developer discussions
- GitHub issues for chapel-lang/chapel: for feature requests, design discussions

Discuss Chapel's use in education

- chapel-education@lists.sourceforge.net: educator discussions

Directly contact Chapel team at Cray: chapel_info@cray.com

Wrap-up

Summary

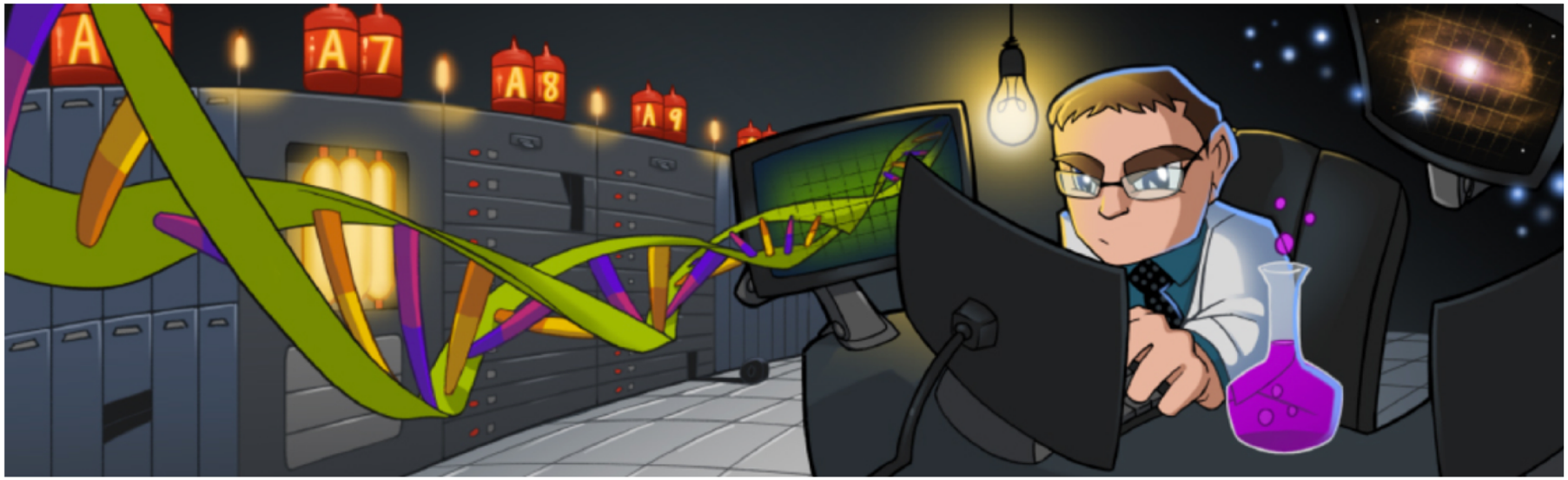
The Chapel language offers a unique combination of productivity, performance, and parallelism

We're interested in finding and working with the next generation of Chapel users

CHIUW 2017 Keynote

Chapel's Home in the Landscape of New Scientific Computing Languages
(and what it can learn from the neighbours)

Jonathan Dursi, *The Hospital for Sick Children, Toronto*



Quote from CHIUW 2017 keynote

"My opinion as an outsider…is that Chapel is important, Chapel is mature, and Chapel is just getting started.

"If the scientific community is going to have frameworks…that are actually designed for our problems, they're going to come from a project like Chapel.

"And the thing about Chapel is that the set of all things that are 'projects like Chapel' is 'Chapel.'"

–Jonathan Dursi

Chapel's Home in the New Landscape of Scientific Frameworks

(and what it can learn from the neighbours)

CHIUW 2017 keynote

https://ljdursi.github.io/CHIUW2017 / https://www.youtube.com/watch?v=xj0rwdLOR4U

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