



**Hewlett Packard  
Enterprise**

# **ChapelCon 2024: State of the Chapel Project**

Brad Chamberlain  
June 7, 2024

# **What is Chapel?**

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**Chapel:** A modern parallel programming language

- Portable & scalable
- Open-source & collaborative



## **Goals:**

- Support general parallel programming
- Make parallel programming at scale far more productive



# **Chapel 2.0**

# Chapel 2.0 has been released!

## What is Chapel 2.0?

- A milestone release!
- Stabilizes core language and library features
  - these features should not have breaking changes in the future
- **Released:** March 21, 2024
- Chapel 1.32/1.33 served as release candidates

 Chapel Language Blog

About Chapel Website Featured Series Tags Authors All Posts

Chapel 2.0: Scalable and Productive Computing for All

Posted on March 21, 2024.

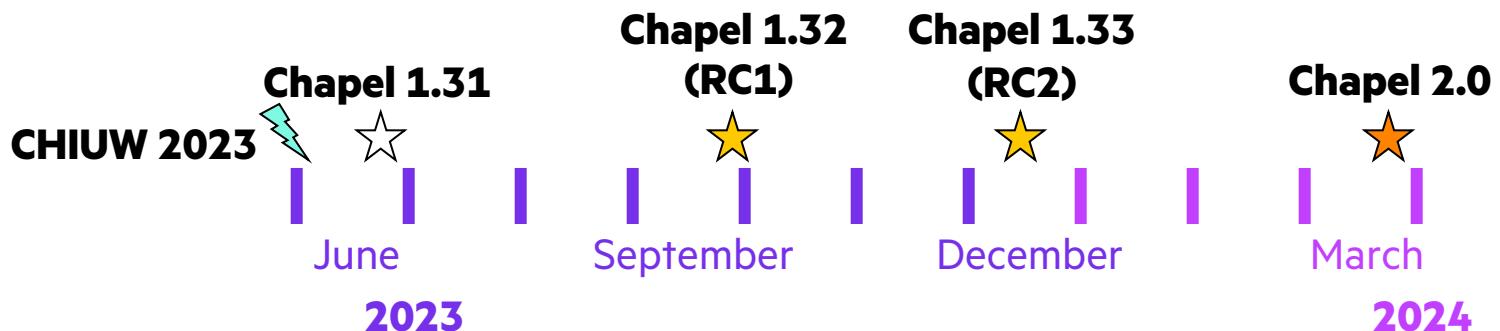
Tags: Chapel 2.0 Release Announcements

By: Daniel Fedorin

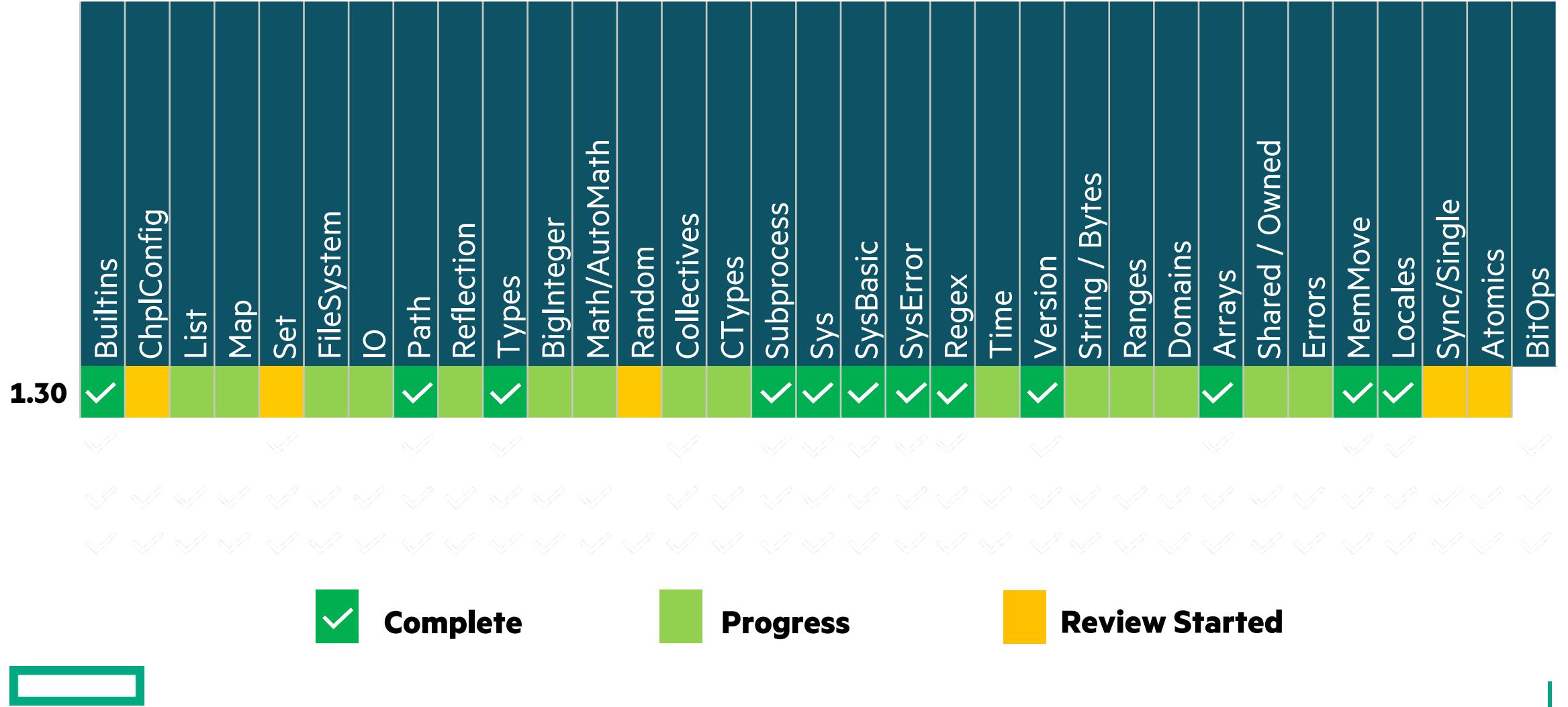
Today, the Chapel team is excited to announce the release of Chapel version 2.0. After years of hard work and continuous improvements, Chapel shines as an enjoyable and productive programming language for distributed and parallel computing. People with diverse application goals are leveraging Chapel to quickly develop fast and scalable software, including physical simulations, massive data and graph analytics, portions of machine learning pipelines, and more. The 2.0 release brings stability guarantees to Chapel's battle-tested features, making it possible to write performant and elegant code for laptops, GPU workstations, and supercomputers with confidence and convenience.

In addition to numerous usability and performance improvements — including many over the previous release candidate — the 2.0 release of Chapel is **stable**: the core language and library features are designed to be backwards-compatible from here on. As Chapel continues to grow and evolve, additions or changes to the language should not require adjusting any existing code.

<https://chapel-lang.org/blog/posts/announcing-chapel-2.0/>



# Chapel 2.0 Library Stabilization: Status as of CHI UW 2023



# Chapel 2.0 Library Stabilization: Progress since CHIUW 2023

	Builtins	ChplConfig	List	Map	Set	FileSystem	IO	Path	Reflection	Types	BigInteger	Math/AutoMath	Random	Collectives	CTypes	Subprocess	Sys	SysBasic	SysError	Regex	Time	Version	String / Bytes	Ranges	Domains	Arrays	Shared / Owned	Errors	MemMove	Locales	Sync/Single	Atomics	BitOps
1.30	✓																																
1.31	✓				✓			✓		✓						✓	✓	✓	✓	✓													
1.32	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			
2.0	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			

 Complete     Progress     Review Started



CHIUW 2023 

# Chapel 2.0 Language Stabilization: Highlights Since CHI UW 2023

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## Language:

- Visibility of generic types
- Handling of numeric types, including generics
- ‘range’/‘domain’/array/distribution improvements
- ‘string’/‘bytes’/‘c\_string’ stabilization
- ‘sync’/‘single’ stabilization
- Intents: defaults for arrays, return/yield intents, ...
- Protection of special method names
- Lifetimes of temporaries
- Classes: casting, lifetime management, ...
- Implicit ‘param’ to ‘const ref’ conversions
- Made ‘serial’ statements unstable
- Marked ‘local’ statements unstable
- ...



# Chapel 2.0: What's Next?

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- **Chapel 2.1:** scheduled for June 27
- **Continue stabilizing features**
  - Prioritize those identified by users / developers
    - e.g., ‘Sort’ module, ‘dmapped’ keyword, ...
    - use ‘--warn-unstable’ to identify unstable features
- **Establish means of making future changes**
  - e.g., create a Chapel language advisory board?



# **Community Focus**

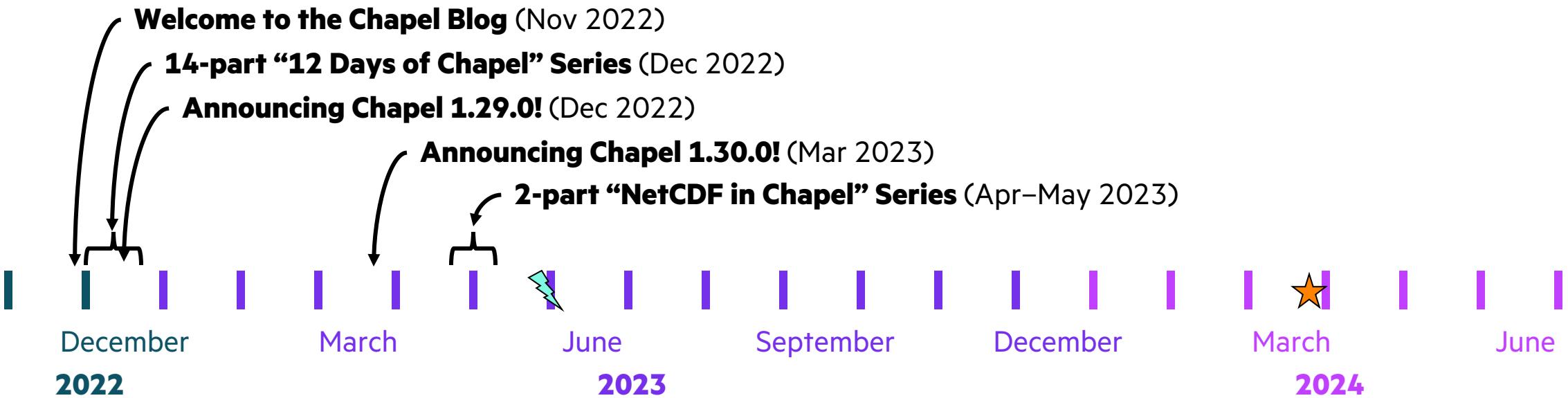
# Focus on the Chapel Community

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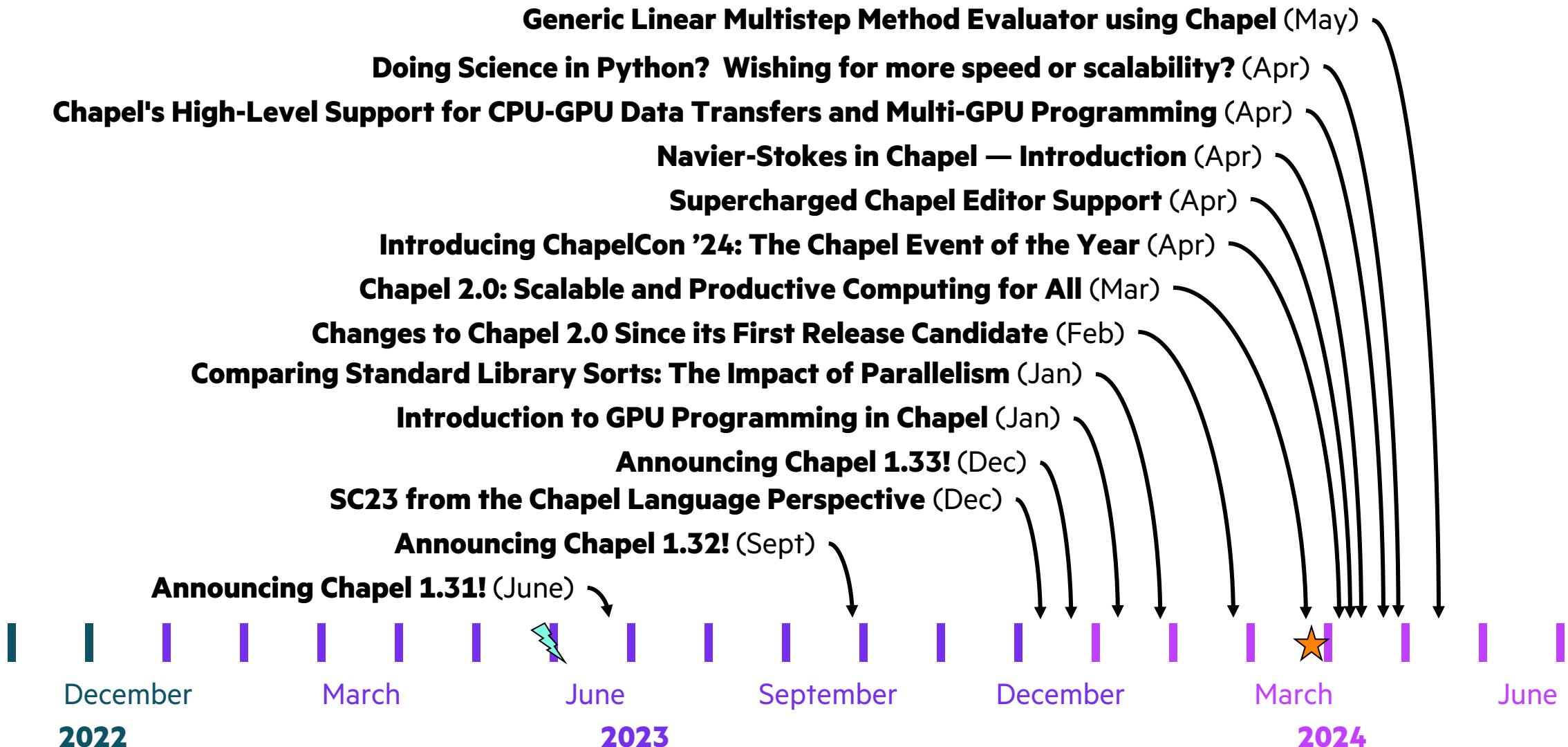
- With 2.0 wrapped up, we have shifted focus toward nurturing the Chapel community
  - Supporting existing users
  - Seeking out new use-cases and users
  - Amplifying our message about Chapel
- This has become our new “all-hands” activity
- Since CHIUW 2023, we have hired our first-ever community manager, Sarah Coghlan
- We've also kicked off several initiatives with this community focus in mind:
  - Rebranding CHIUW to **ChapelCon**, expanding its scope and format
  - Renewed focus on resolving **user GitHub issues**
    - 140 closed since CHIUW 2023
    - 88 closed the year prior to that
  - Plus...



# Chapel Blog: Articles prior to CHI UW 2023

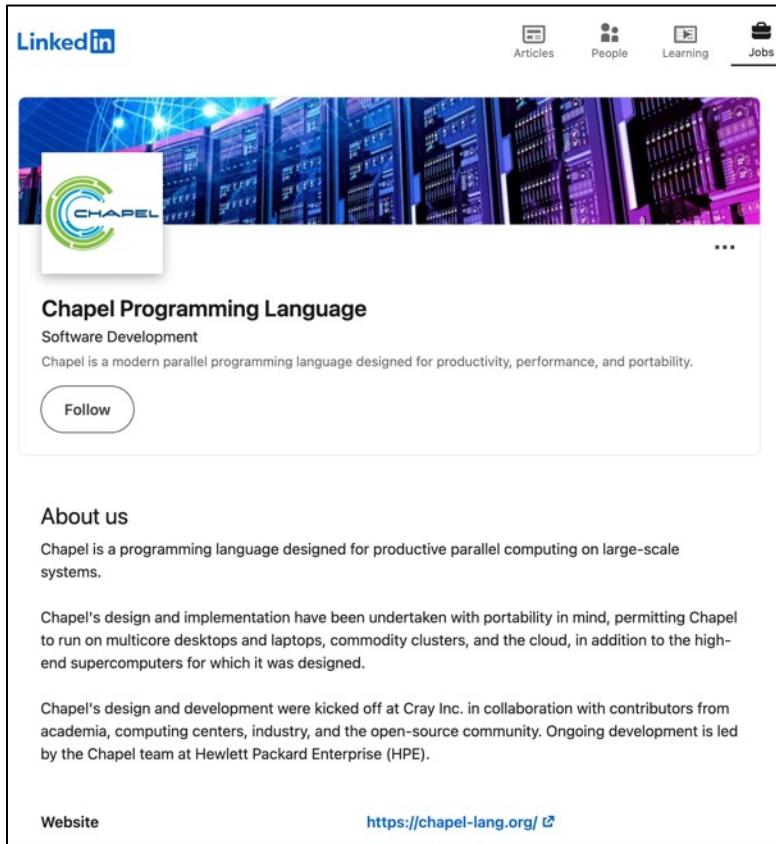


# Chapel Blog: Articles since CHIUW 2023

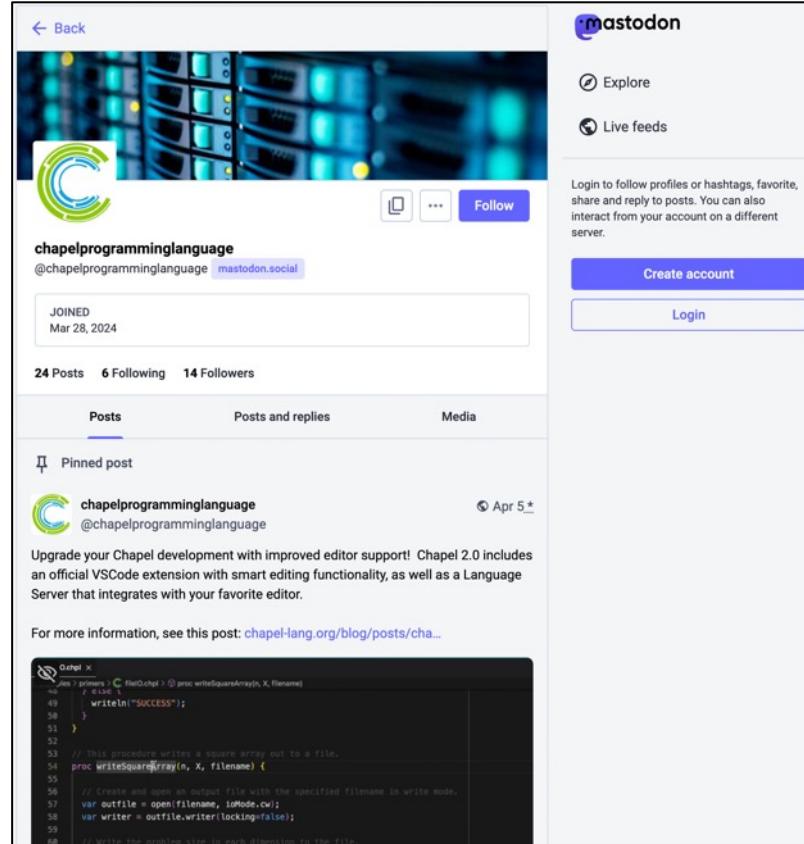


# Chapel Social Media

- As with the blog, we're striving to improve the frequency of our social media posts
  - Goal: a tweet every day or two during the work-week
- Recently launched LinkedIn and Mastodon project accounts—follow us there!



The LinkedIn profile page for Chapel Programming Language. It features a banner image of server racks, the Chapel logo, and the text "Chapel Programming Language" under "Software Development". A "Follow" button is present. Below the profile, there's an "About us" section with a brief description of the language and its design principles.



The Mastodon profile page for the account "chapelprogramminglanguage". It shows 24 posts, 6 following, and 14 followers. A pinned post discusses the upgrade of Chapel development with improved editor support. The interface includes "Explore" and "Live feeds" links, and "Create account" and "Login" buttons.



# Website Redesign



## The Chapel Parallel Programming Language

### What is Chapel?

Chapel is a programming language designed for productive parallel computing at scale.

### Why Chapel? Because it simplifies parallel programming through elegant support for:

- data parallelism to trivially use the cores of a laptop, cluster, or supercomputer
- task parallelism to create concurrency within a node or across the system
- a global namespace supporting direct access to local or remote variables
- GPU programming in a vendor-neutral manner using the same features as above
- distributed arrays that can leverage thousands of nodes' memories and cores

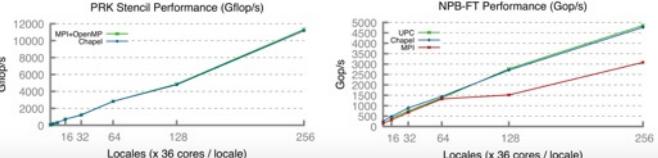
### Chapel Characteristics

- **productive:** code tends to be similarly readable/writable as Python
- **scalable:** runs on laptops, clusters, the cloud, and HPC systems
- **fast:** performance **competes with** or **beats** conventional HPC programming models
- **portable:** compiles and runs in virtually any \*nix environment
- **open-source:** hosted on [GitHub](#), permissively licensed
- **production-ready:** used in real-world applications spanning diverse fields

### New to Chapel?

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

- watch [an overview talk](#) or browse its [slides](#)
- read a [chapter-length](#) introduction to Chapel
- learn about [projects powered by Chapel](#)
- check out [performance highlights](#) like these:





Arkouda

[github](#) [documentation](#) [gitter](#) [discourse](#) [community](#) [about](#)

## Massive scale data science, from the comfort of your laptop

Arkouda  
Ready for supercomputers  NumPy  
 Industry-standard

```
import arkouda as ak
ak.startup('localhost', 5555)

# Generate two large arrays
a = ak.randint(0,2**32,2**10)
b = ak.randint(0,2**32,2**10)

# add them
c = a + b

# Sort the array and print first 10 elements
ak.sort(c)
print(c[0:10])
```

[Get Started](#) [Documentation](#) [Chat on Gitter](#)

# Other Community-Oriented Things That Are Cooking

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- Uptick in **talks, tutorials**, outreach
- Diversifying **modes of obtaining Chapel**
  - GitHub **Codespaces** (already available)
  - **Ubuntu** and **Enterprise 9** packages (already available)
  - **deb/rpm** packages
  - **Spack** package
  - **AWS AMIs** (Amazon Machine Images)?
- Applying to **HPSF** (High Performance Software Foundation)
- “How-to” **YouTube videos**
- Chapel **educators’ forum**
- Quarterly **newsletter**?
- Community **office hours**?
- [... **Your ideas here...**]
  - And your help in growing awareness of Chapel is always appreciated!

**Luca speaking today @ 12:00 PT**



# Chapel Community Survey

- **We launched our first-ever Chapel Community Survey**

- We would appreciate if everyone attending ChapelCon were to fill it out
- (Note that there is also a survey about ChapelCon itself—both would be ideal)

**Chapel Community Survey**

Whether you are a seasoned Chapel veteran or new the language, we would like to hear from you!

Please share this link with others on your team or community that are interested in Chapel.

Note that all questions are optional and that we appreciate any information you share with us.

Thank you!

[Sign in to Google](#) to save your progress. [Learn more](#)

Name

Your answer

Email

Your answer

Affiliation / Home Institution

Your answer

Your answer

What do you view as Chapel's biggest strengths?

Your answer

What sorts of improvements would you like to see take place in Chapel or its community? (e.g., new features, libraries, performance or portability improvements, events, ...)

Your answer

In what situations would you be most likely to recommend a colleague try using Chapel?

Your answer

Is there anything else you want share with us?

Your answer

**Submit**

**Clear form**



**GPUs**

# GPU Highlights Since CHI UW 2023

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- **Improved AMD support**
  - multi-locale + multi-GPU runs now supported
  - features are in parity with NVIDIA
- **CPU-as-device mode**
  - develop CPU+GPU computations without access to a GPU
- **Improved integration with Chapel language**
  - ‘reduce’ expressions and intents
  - ‘foreach’ intents
  - greater use of ‘@attribute’ syntax
- **Plus, performance, scaling, and significant increases in community usage...**



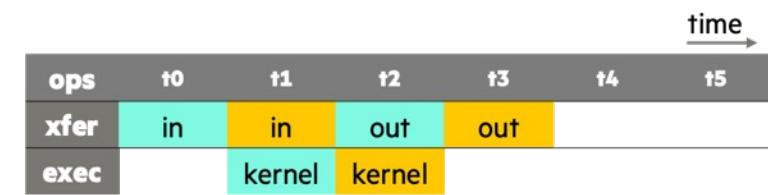
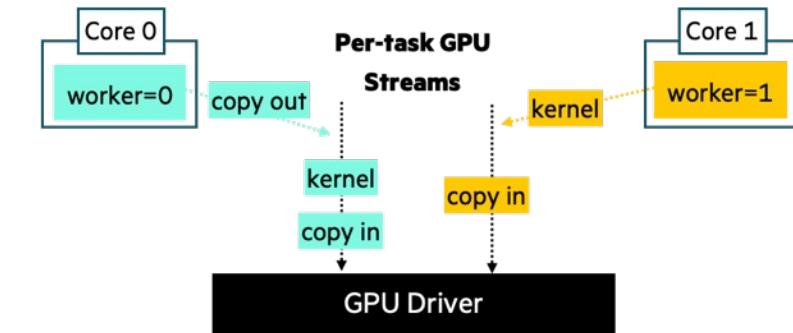
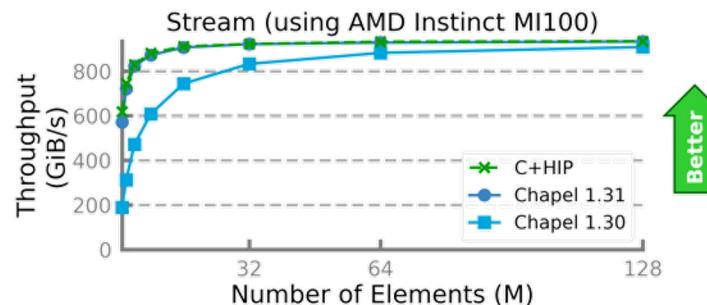
# GPU Performance Improvements Since CHIUW 2023

Performance in previous release was lacking

Significantly improved CPU array initialization

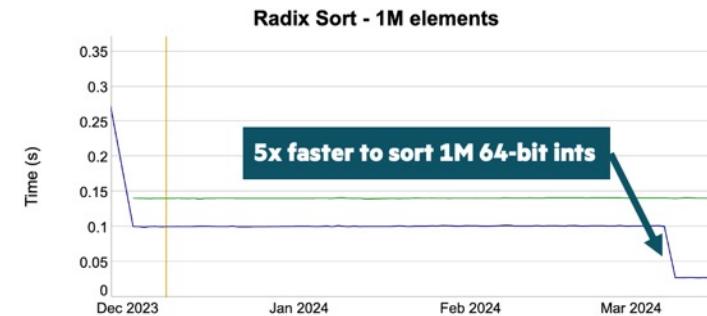
**Time (s)**  
(RTX A2000)

	Unified Memory	Array on Device
<code>var CpuArr: [1..n] int;</code>	0.12	0.18
<code>on here.gpus[0] {     var GpuArr: [1..n] int;      GpuArr = CpuArr;     CpuArr = GpuArr; }</code>	0.038	0.018



**Throughput (GiB/s)**  
enableGpuP2P=true

	0	1	2	3
0	86.2	86.3	86.3	
1	86.1	86.4	86.3	
2	86.6	86.5	86.1	
3	86.6	86.5	86.5	



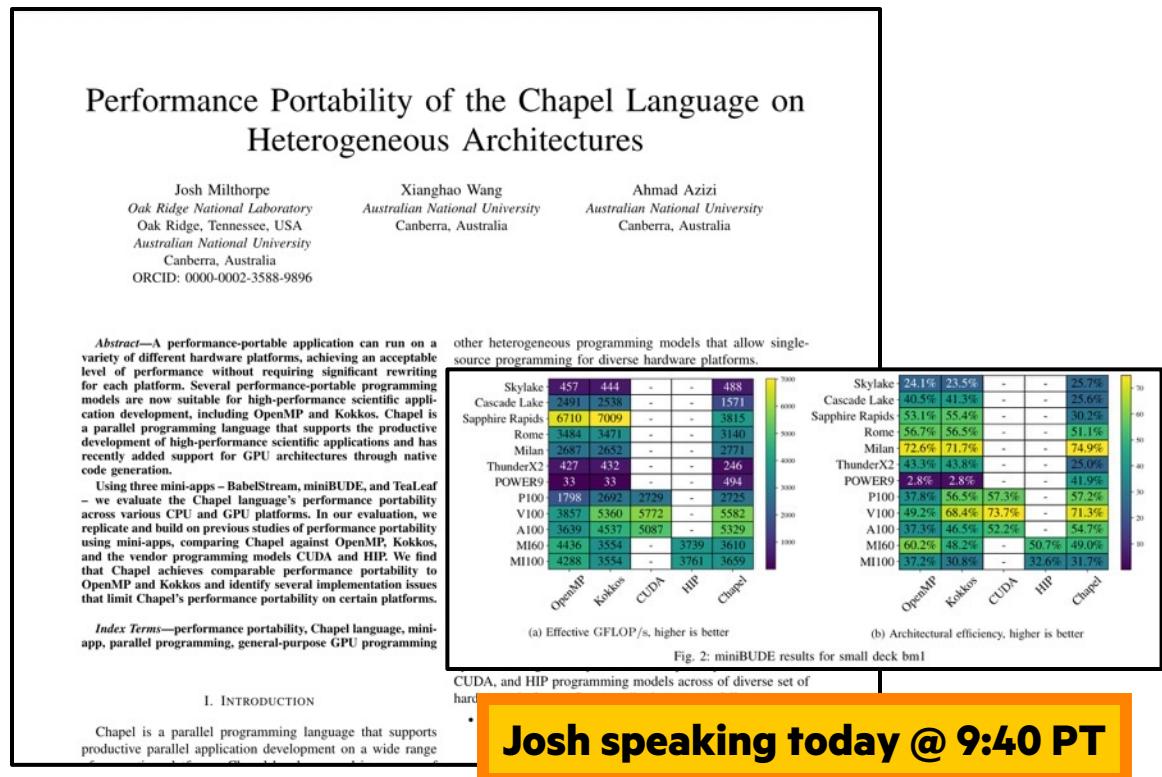
**Speedup**

	NVIDIA A100	AMD MI250X
coral	1.80x	1.25x
miniBUDE*	1.82x	1.92x

# GPU Highlights Since CHIUW 2023: Community Papers at IPDPS Workshops

## Performance Portability of the Chapel Language on Heterogeneous Architectures,

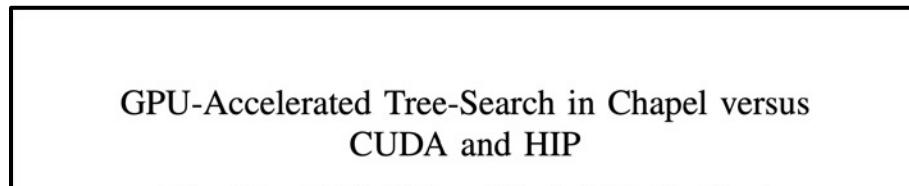
Josh Milthorpe, Xianghao Wang, Ahmad Azizi (ORNL / ANU),  
[HCW 2024](#)



**Josh speaking today @ 9:40 PT**

## GPU-Accelerated Tree-Search in Chapel: Comparing Against CUDA and HIP on Nvidia and AMD GPUs,

Guillaume Helbecque, Ezhilmathi Krishnasamy, Nouredine Melab, Pascal Bouvry (U. Luxembourg / U. Lille),  
[PDCO 2024](#)



**Abstract**—In the context of exascale programming, the PGAS-based Chapel is among the rare languages targeting the holistic handling of high-performance computing issues including the productivity-aware harnessing of Nvidia and AMD GPUs. In this paper, we propose a pioneering proof-of-concept dealing with this latter issue in the context of tree-based exact optimization. Actually, we revisit the design and implementation of a generic multi-pool GPU-accelerated tree-search algorithm using Chapel. This algorithm is instantiated on the backtracking method and experimented on the N-Queens problem. For performance evaluation, the Chapel-based approach is compared to Nvidia CUDA and AMD HIP low-level counterparts. The reported results show that in a single-GPU setting, the high GPU abstraction of Chapel results in a loss of only 8% (resp. 16%) compared to CUDA (resp. HIP). In a multi-GPU setting, up to 80% (resp. 71%) of the baseline speed-up is achieved for coarse-grained problem instances on Nvidia (resp. AMD) GPUs.

**Index Terms**—Chapel, Tree-Search, GPU computing, CUDA, HIP, N-Queens, AMD, Nvidia

### I. INTRODUCTION

Graphics Processing Units (GPUs) have emerged as building blocks in modern supercomputers<sup>[1]</sup>, reshaping the landscape of high-performance computing (HPC). Their parallel processing capabilities accelerate computations, making them invaluable in addressing complex applications across diverse domains, including scientific simulation, artificial intelligence, and operations research [1], [2], [3].

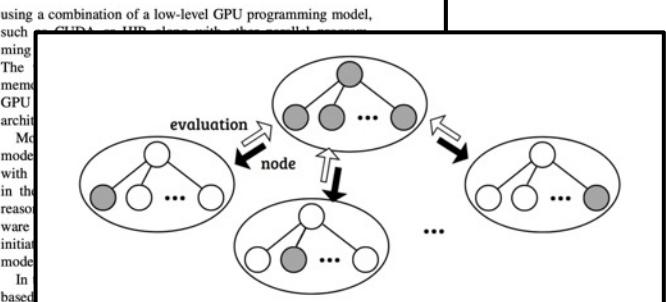
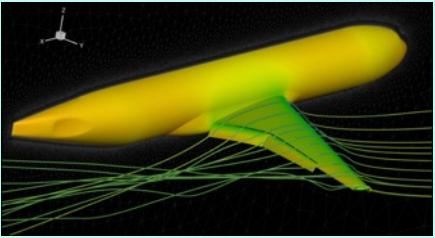


Fig. 2: Illustration of the parallel evaluation of nodes model.

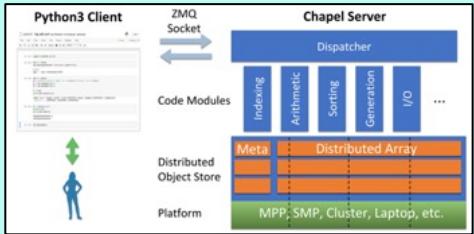
**Guillaume speaking today @ 12:45 PT**

# GPU Highlights Since CHI UW 2023: GPUs and User Codes



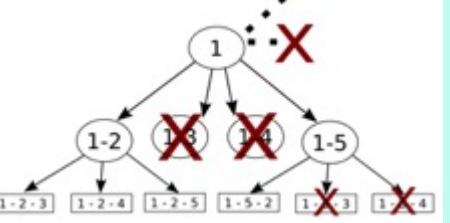
**CHAMPS: 3D Unstructured CFD**

Laurendeau, Bourgault-Côté, Parenteau, Plante, et al.  
École Polytechnique Montréal



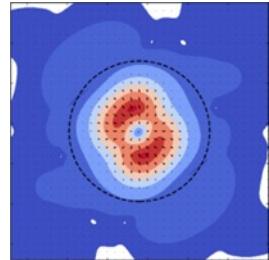
**Arkouda: Interactive Data Science at Massive Scale**

Mike Merrill, Bill Reus, et al.  
U.S. DoD

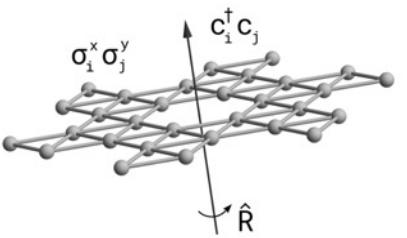


**ChOp: Chapel-based Optimization**

T. Carneiro, G. Helbecque, N. Melab, et al.  
INRIA, IMEC, et al.

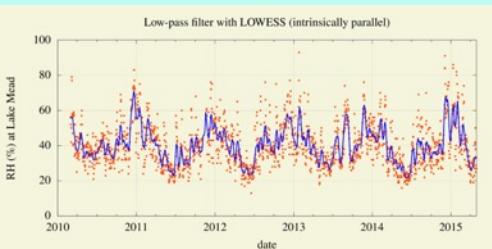


**ChplUltra: Simulating Ultralight Dark Matter**  
Nikhil Padmanabhan, J. Luna Zagorac, et al.  
Yale University et al.



**Lattice-Symmetries: a Quantum Many-Body Toolbox**

Tom Westerhout  
Radboud University



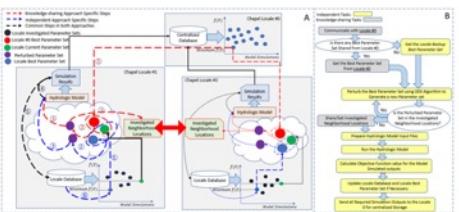
**Desk dot chpl: Utilities for Environmental Eng.**

Nelson Luis Dias  
The Federal University of Paraná, Brazil



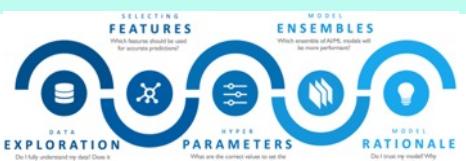
**RapidQ: Mapping Coral Biodiversity**

Rebecca Green, Helen Fox, Scott Bachman, et al.  
The Coral Reef Alliance



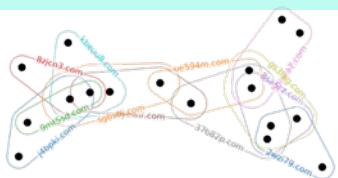
**Chapel-based Hydrological Model Calibration**

Marjan Asgari et al.  
University of Guelph



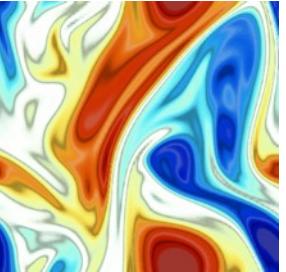
**CrayAI HyperParameter Optimization (HPO)**

Ben Albrecht et al.  
Cray Inc. / HPE



**CHGL: Chapel Hypergraph Library**

Louis Jenkins, Cliff Joslyn, Jesun Firoz, et al.  
PNNL



**ChapQG: Layered Quasigeostrophic CFD**  
Ian Grooms and Scott Bachman  
University of Colorado, Boulder et al.



**Your Application Here?**

(Images provided by their respective teams and used with permission)

**Active GPU efforts**

# GPU Highlights Since CHI UW 2023: Scaling on DOE Systems

## ***Investigating Portability in Chapel for Tree-based Optimization on GPU-powered Clusters,***

Tiago Carneiro, Engin Kayraklıoglu, Guillaume Helbecque, Nouredine Melab (IMEC / HPE / U. Luxembourg, U. Lille),  
**Euro-Par 2024**

### Investigating Portability in Chapel for Tree-based Optimization on GPU-powered Clusters

Tiago Carneiro<sup>1[0000-0002-6145-8352]</sup>, Engin Kayraklıoglu<sup>2[0000-0002-4966-3812]</sup>,  
Guillaume Helbecque<sup>3,4[0000-0002-8697-3721]</sup>, and Nouredine Melab<sup>4</sup>

<sup>1</sup> Interuniversity Microelectronics Centre (IMEC), Belgium  
tiago.carneiro@imec.be

<sup>2</sup> Hewlett Packard Enterprise, USA  
engin@hpe.com

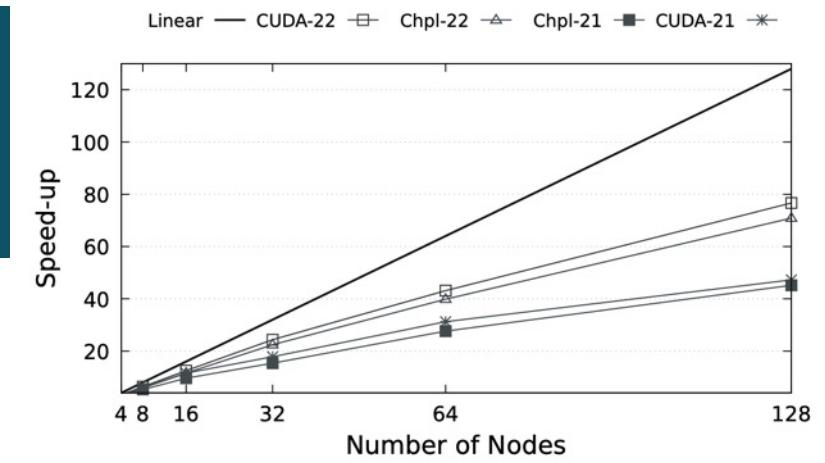
<sup>3</sup> University of Luxembourg, Luxembourg  
guillaume.helbecque@uni.lu

<sup>4</sup> Université de Lille, CNRS, Centrale Lille, Inria, UMR 9189 - CRISTAL - Centre de Recherche en Informatique Signal et Automatique de Lille, France  
nouredine.melab@univ-lille.fr

**Abstract.** The Top500 list features supercomputers powered by accelerators from different vendors. This variety brings, along with the heterogeneity challenge, both the code and performance portability challenges. In this context, Chapel's native GPU support comes as a solution for code portability between different vendors. In this paper, we investigate the viability of using the Chapel high-productivity language as a tool to achieve both code and performance portability in large-scale tree-based search. As a case study, we implemented a distributed backtracking for solving permutation combinatorial problems. Extensive experiments conducted on big N-Queens problem instances, using up to 512 NVIDIA GPUs and 1024 AMD GPUs on Top500 supercomputers, reveal that it is possible to scale on the two different systems using the same tree-based search written in Chapel. This trade-off results in a performance decrease of less than 10% for the biggest problem instances.

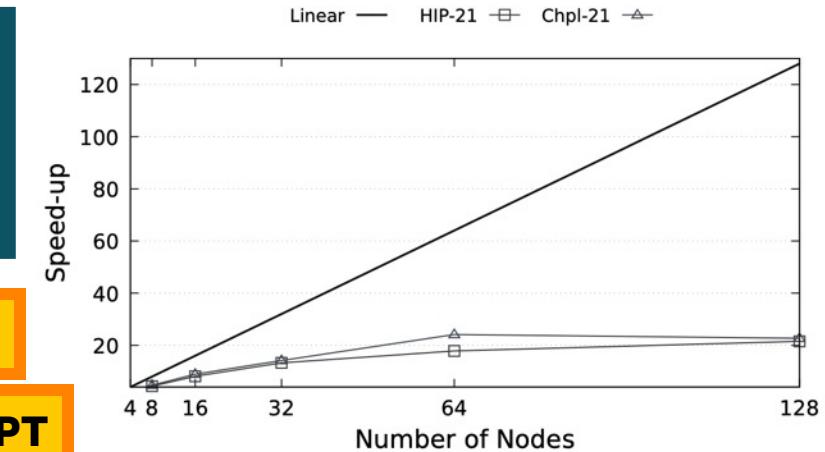
### **Frontier (ORNL)**

128 nodes x 8 GPUs = 1024 GPUs  
GPUs: AMD Instinct MI250X



### **Perlmutter (NERSC)**

128 nodes x 4 GPUs = 512 GPUs  
GPUs: NVIDIA A100



**Tiago speaking today @ 10:00 PT**

**also see Brett's talk @ 10:10 PT**

# Additional GPU Resources

## GPU Programming in Chapel blog series

The screenshot shows the Chapel Language Blog homepage. The header features the Chapel logo (a stylized 'C') and the text "Chapel Language Blog". Below the header are navigation links: About, Chapel Website, Featured, Series, Tags, Authors, and All Posts. The main content area displays two blog posts:

- ★ Introduction to GPU Programming in Chapel**  
Posted on January 10, 2024  
This post gives a beginner's introduction to Chapel's GPU programming features
- Chapel's High-Level Support for CPU-GPU Data Transfers and Multi-GPU Programming**  
Posted on April 25, 2024  
This post covers how Chapel's arrays, parallelism, and locality features enable moving data between CPUs and GPUs.

## HPE Developer Meetup:

- Vendor-Neutral GPU Programming in Chapel
- July 31, Free and online

The screenshot shows a Zoom meeting invitation. The top bar includes the Zoom logo, a "Support" link, and an "English" dropdown. The main area features a video thumbnail with the "Hack Shack" logo and a city skyline at night. The title of the meeting is "Vendor-Neutral GPU Programming in Chapel". Below the title, the date and time are listed as "Jul 31, 2024 08:00 AM in Pacific Time (US and Canada)". The "Description" section lists "Speakers: Jade Abraham, HPE Engin Kayraklıoglu, HPE". To the right of the speakers' names is a small purple cartoon character. The "Abstract" section contains the text: "Writing programs on modern computers requires parallelism to achieve maximum performance. This is".

# GPU Highlights: ChapelCon 2024 Keynote

## A Case for Parallel-First Languages in a Post-Serial, Accelerated World

Paul speaking today @ 10:45 PT

Paul Sathre (Virginia Tech)

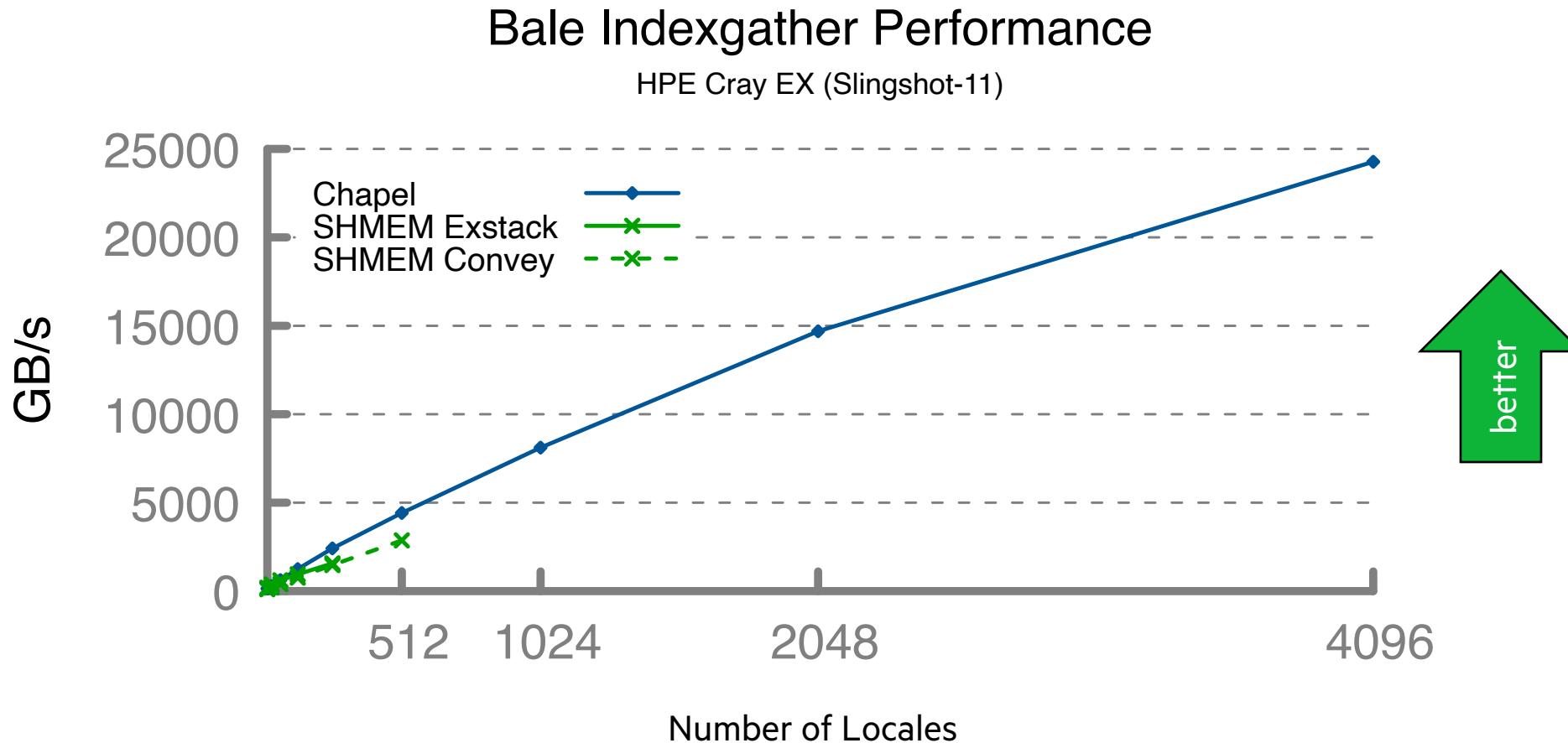


**Abstract:** Parallel processors have finally dominated all scales of computing hardware, from the personal and portable to the ivory tower datacenters of yore. However, dominant programming models and pedagogy haven't kept pace, and languish in a post-serial mix of libraries and language extensions. Further, heterogeneity in the form of GPUs has dominated the performance landscape of the last decade, penetrating casual user markets thanks to data science, crypto and AI booms. Unfortunately GPUs' performance remains largely constrained to expert users by the lack of more productive and portable programming abstractions. **This talk will probe questions about how to rethink and democratize parallel programming for the masses.** By reflecting on lessons learned from a decade and a half of accelerated computing, **I'll show where Chapel 2.0 fits into the lineage of GPU computing, can capitalize on GPU momentum, and lead a path forward.**

**Bio:** Paul Sathre is a Research Software Engineer in the Synergy Lab and NSF Center for Space, High-performance, and Resilient Computing (SHREC) at Virginia Tech. His research interests encompass systems software and tools and programming systems, particularly with respect to democratizing access to high-performance computing. More recently, his work has focused on the intersection of computational co-design with portable and productive languages, tools, and libraries for heterogeneous computing.

# **Scalability and Performance**

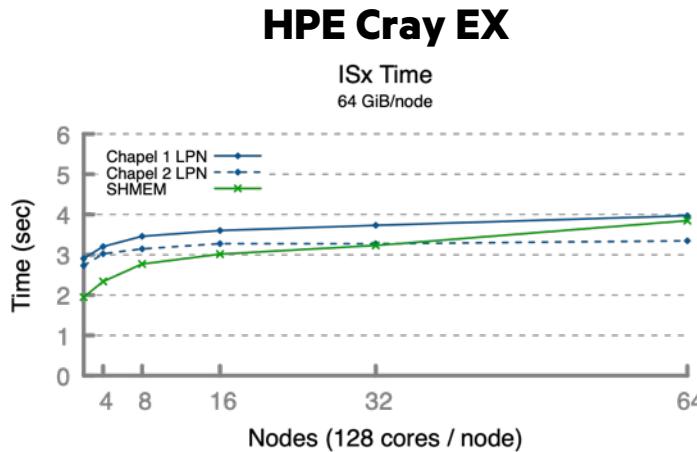
# Bale IndexGather in Chapel vs. SHMEM on HPE Cray EX



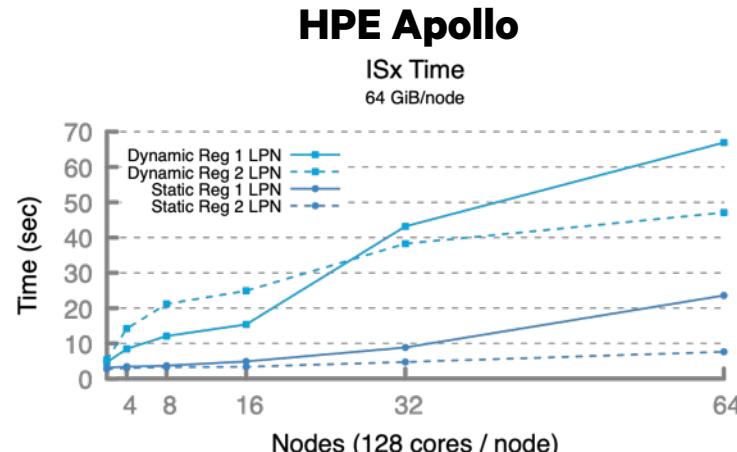
# Network Performance Evaluation

Since CHI UW 2023, we have evaluated performance of various communication patterns x networks

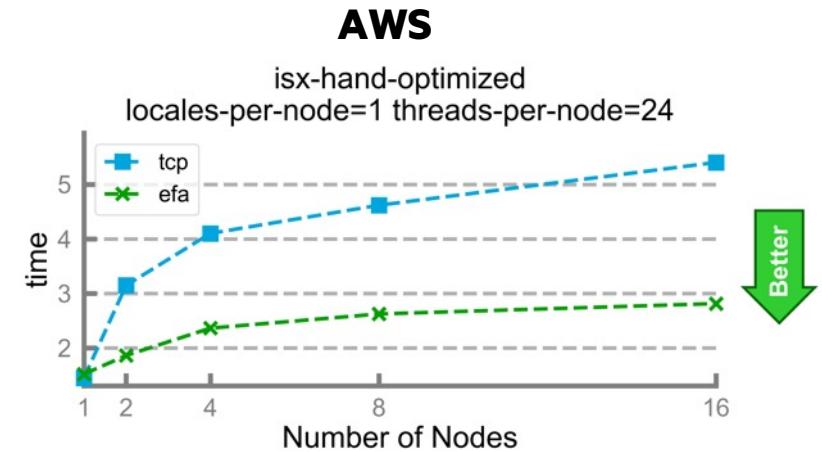
- For example, ISx on Slingshot-11, InfiniBand, and AWS:



**Network:** Slingshot-11 (single NIC)  
**Processor:** Dual-socket AMD Milan



**Network:** InfiniBand HDR-200 (single NIC)  
**Processor:** Dual-socket AMD Milan



**Network:** AWS (Ethernet and EFA)  
**Processor:** AWS Graviton3

Notes:

- These AWS results should be considered preliminary and have almost certainly improved since this study
- We also looked briefly at RDMA-enabled Ethernet (not shown here)

# Chapel Co-Locales

- A **locale** in Chapel is a part of the target system that can run tasks and store variables
  - Traditionally, each compute node has been a locale
- We've recently added support for multiple **co-locales** per compute node:
  - Command-line interface: `$ ./myChplProg -nl 8x2 # use 8 nodes w/ 2 locales each...`
  - Typical cases:
    - locale per NIC
    - locale per socket
    - locale per NUMA domain
    - locale per L3 cache
- Co-locales can improve performance via:
  - better network utilization
  - better memory locality and affinity

Stream TRIAD on dual-socket node, Milan CPUs, 64 cores/CPU

Configuration	GB/s	Improvement	Feature
-nl 2	357	N/A	N/A
-nl 2x2	460	28.9%	Socket
-nl 2x8	466	30.5%	NUMA
-nl 2x16	470	31.7%	L3 cache
“first touch”	470	31.7%	N/A

# We've also improved serial/vector performance this year

- In 2023, our fastest CLBG n-body lagged the baseline by 1.4x
  - Rust, Julia, Fortran, and C++ versions all outperformed it
- This year, we became the baseline after the 2.0 release
  - With no source changes!



	source	secs	mem	gz
1.0	<u>Chapel</u> #3	5.60	10,940	960
1.0	C clang	5.98	11,392	1173
1.0	Java	7.76	40,724	1430

x	source	secs	mem	gz	cpu secs	cpu load
1.0	<u>Rust</u> #6	<b>3.92</b>	11,068	1790	3.92	0% 0% 0% 100%
1.0	<u>Julia</u> #8	<b>4.11</b>	226,264	1111	4.38	2% 2% 2% 100%
1.1	<u>Classic Fortran</u> #6	<b>4.20</b>	10,960	1524	4.20	0% 0% 100% 0%
1.2	<u>C++ g++</u> #9	<b>4.88</b>	10,960	1530	4.88	0% 0% 0% 100%
1.4	<u>Classic Fortran</u> #2	5.37	10,960	1500	5.36	100% 0% 0% 0%
1.4	<u>Classic Fortran</u>	5.48	10,960	1393	5.48	0% 0% 0% 99%
1.4	<u>Chapel</u> #3	<b>5.60</b>	10,940	960	5.61	99% 0% 0% 0%



x	source	secs	mem	gz
1.0	<u>Chapel</u> #3	<b>3.89</b>	19,648	967
1.0	Rust #2	<b>3.92</b>	19,660	1809
1.0	Rust #6	3.95	19,788	1796

x	source	secs	mem	gz	cpu secs	cpu load
1.0	<u>Chapel</u> #3	<b>3.89</b>	19,648	967	3.90	100% 0% 0% 0%
1.0	Rust #2	<b>3.92</b>	19,660	1809	3.92	0% 100% 0% 1%
1.0	Rust #6	3.95	19,788	1796		
1.1	<u>Julia</u> #8	<b>4.16</b>	272,512	1129		
1.1	<u>Classic Fortran</u> #6	<b>4.21</b>	19,856	1530		
1.2	Rust #8	4.51	19,788	1774	4.50	100% 0% 0% 1%
1.3	C gcc #6	<b>4.96</b>	19,520	1186	4.96	0% 0% 100% 0%

I'll speak briefly  
on the CLBG today @ 9:30 PT



# Tool Improvements

# Chapel Tools: Background

- Tools have been a classic chicken-and-egg problem for Chapel
  - Users don't want to use a new language without tools
  - Tools teams don't want to support a new language until it has users
  - Meanwhile, our team has traditionally had trouble prioritizing tools work
- What tools we have typically come from the open-source community

**Happily, this has started to change through our Dyno compiler re-work effort**



**see Henry, Drake, and Cole's talk @ 8:35 PT**



# Three New Tools Since CHIUW 2023

## chpl-language-server (CLS):

- Enables features within editors that support the Language Server Protocol (LSP) — VSCode, vim, emacs, ...
- Provides real-time features to navigate, query, and refactor Chapel code

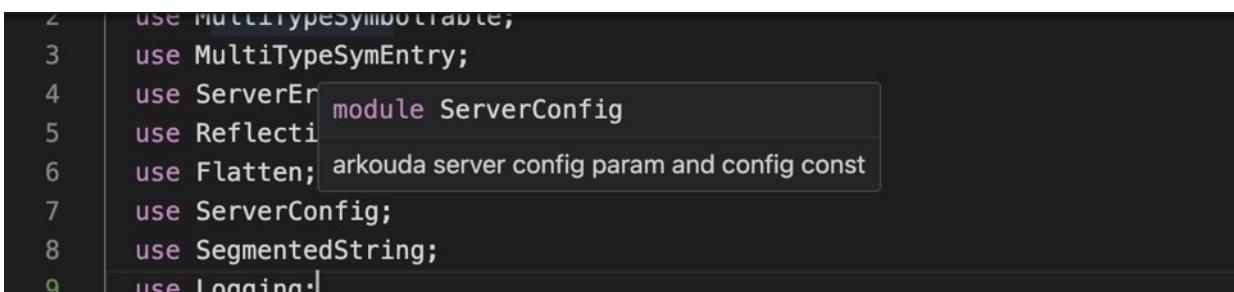
## chplcheck:

- A Chapel linter that provides style checks and helps prevent common errors
- Can be run from the command-line or an editor (via LSP)

see Daniel and Jade's talk @ 8:55 PT

## VSCode extension for Chapel:

- Supports the two tools above, along with syntax highlighting, autofill, GUI breakpoints, ...



A screenshot of the VSCode interface showing a Chapel code snippet. The cursor is at the end of 'use ServerEr'. A dropdown menu shows 'module ServerConfig' as a suggestion. Other visible code includes 'use MultiTypeSymEntry;', 'use Reflecti', 'use Flatten;', 'use ServerConfig;', 'use SegmentedString;', and 'use Logging;'. Line numbers 1 through 9 are visible on the left.

CLS in VSCode



A screenshot of Neovim showing a Chapel script. Line 4 contains a 'for' loop. A tooltip appears over the 'do' keyword, stating 'Lint: rule [DoKeywordAndBlock] violated'. Another tooltip below it says 'Not Committed Yet'. The code includes 'var x = 42;' and 'writeln(i, x);'. A status bar at the bottom right says 'This is a very important variable.'.

CLS in Neovim

**Time's running short...  
Yet there's so much I could cover!**

# There Are Many Other Exciting Talks Today (that I couldn't weave into this talk)

12:20-12:30 **Exploring Machine Learning Capabilities in Chapel: An Internship Journey**

Iain Moncrief (*Oregon State University*)

**Abstract:** This talk recounts a

**Iain speaking today @ 12:20 PT**

from a performance and language experience with learning Chapel

12:55-1:15

**Arrays as Arguments in First-Class Functions: the Levenberg-Marquardt Algorithm in Chapel**

Nelson Dias, Débora Roberti and Vanessa Arruda Dias (*Federal University of Paraná, Federal University of Santa Maria*)

1:15-1:35 **On the Design of Graph Analytical Software in Chapel**

Oliver Alvarado Rodriguez, David A. Bader and Zhihui Du (*New Jersey Institute of Technology*)

**Oliver speaking today @ 1:15 PT**

1:35-1:45

**Implementing Imaginary Elementary Mathematical Functions**

Damian McGuckin, Peter Harding (*Pacific ESI*)

**Nelson speaking today @ 12:55 PT**

2:00-2:10 **Chapel in a Petabyte-Scale GPU Database Engine with Voltron Data's Theseus**

Trent Nelson and Fernanda Foertter (*Voltron Data*)

**Trent speaking today @ 2:00 PT**

2:10-2:20

**Chplx: an HPX Foundation for Chapel**

Shreyas Atre, Chris Taylor, Patrick Diehl and Hartmut Kaiser (*Louisiana State University, Tactical Computing Labs, LLC*)

**Damian speaking today @ 1:35 PT**

2:20-2:40 **Follow-Up on Chapel-Powered HPC Workflows for Python**

John Byrne, Harumi Kuno, Chinmay Ghosh, Porno Shome, Amitha C, Sharad Singhal, Clarete Riana Crasta, David Emberson and Abhishek Dwaraki (*Hewlett Packard Enterprise*)

**Harumi speaking today @ 2:20 PT**

**Chris speaking today @ 2:10 PT**



# Update from the CHAMPS Team

## CHAMPS status update

- CHAMPS has seen very rapid development progress since its initiation, in many ways due to the efficiency of Chapel. Alongside the technical developments of our Computational Fluid Dynamics (CFD) capabilities, scientific progress has been very fruitful.
- **The research group is now into more holistic research**, slowing down production quantity to examine more fundamental, high-impact research of similar high quality but **with computational breath that is one-order of magnitude more complex**.  
For instance:
  - **problem size has now reached 2 Billion unknowns**
  - Reynolds-Averaged Navier-Stokes has moved from steady to unsteady flow analysis, **requiring 1000x more calculations/solutions**.
- This is due to the industrial pull, which requires very advanced computational workflows to examine **novel aircraft configurations to attain environmental targets** such as Bombardier Eco-Jet or NASA/Boeing Truss-Braced Wing concepts.
- **Important advances will be presented at the American Institute of Aeronautics and Astronautics AVIATION conference in late July 2024**. Stay tuned!



**Bombardier Eco-jet**  
Blended Wing Body



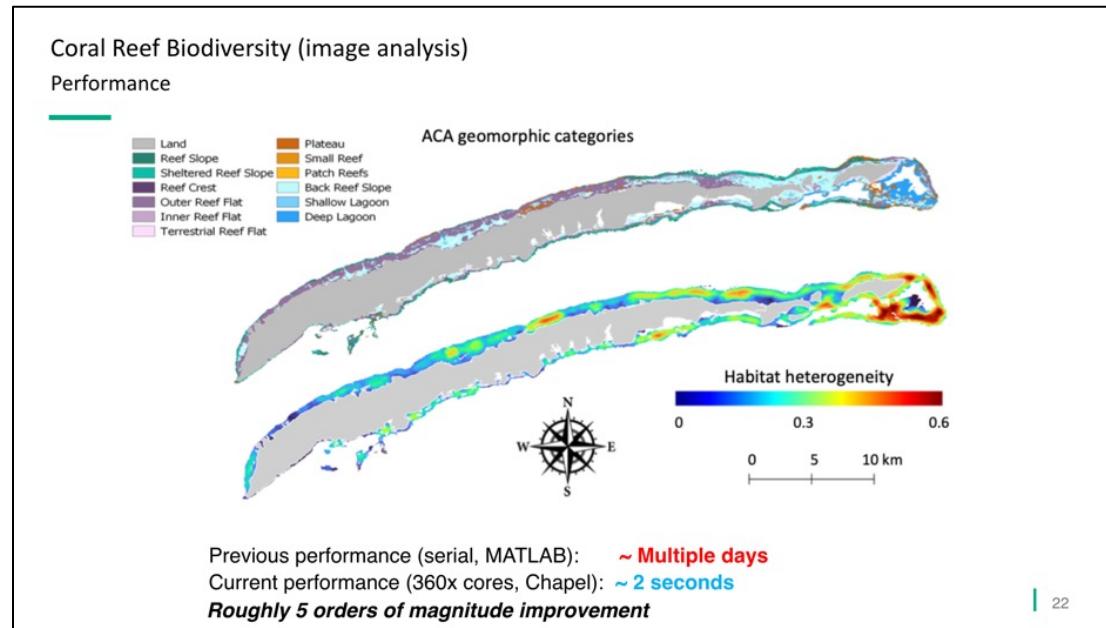
**NASA/Boeing**  
Truss-Braced Wing



# Publications at PAW-ATM 2023 (an SC23 workshop)

## High-Performance Programming and Execution of a Coral Biodiversity Mapping Algorithm Using Chapel

Scott Bachman (NCAR) et al.



## Implementing Scalable Matrix-Vector Products for the Exact Diagonalization Methods in Quantum Many-Body Physics, Tom Westerhout (Radboud University) et al.

### Implementing Scalable Matrix-Vector Products for the Exact Diagonalization Methods in Quantum Many-Body Physics

Tom Westerhout  
tom.westerhout@ru.nl  
Institute for Molecules and Materials, Radboud University  
Nijmegen, The Netherlands

Bradford L. Chamberlain  
bradford.chamberlain@hpe.com  
Hewlett Packard Enterprise

#### ABSTRACT

Exact diagonalization is a well-established method for simulating small quantum systems. Its applicability is limited by the exponential growth of the Hamiltonian matrix that needs to be diagonalized. Physical symmetries are usually utilized to reduce the matrix dimension, and distributed-memory parallelism is employed to exploit larger systems. This paper focuses on an implementation of the co-distributed algorithms, with a special emphasis on the matrix-vector product. Instead of the conventional MPI+X paradigm, Chapel is chosen as the language in this work.

We provide a comprehensive description of the algorithms and present performance and scalability tests. Our implementation outperforms the state-of-the-art MPI-based solution by a factor of 7–8 on 32 compute nodes or 4096 cores and scales well through 256 nodes or 32 768 cores. The implementation has 3 times fewer software lines of code than the current state of the art, but is still able to handle generic Hamiltonians.

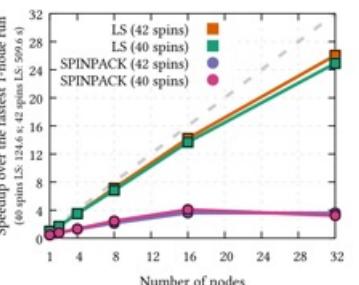
#### CCS CONCEPTS

- Computing methodologies → Parallel computing methodologies;
- Applied computing → Physics;
- Theory of computation → Distributed algorithms.

Package	Spins	Generic Hamiltonians	Matrix-free representation	Lattice symmetries	Distributed-memory parallelism	Software lines of code (excluding tests)
lattice-symmetries [30]	✓	✓	✓	✓	✓	8500
SPINPACK [23]	✓	✗	✓	✓	✓	26000
QusSpin [28, 29]	✓	✓	✓	✓	✗	26000
quantum_basis [27]	✓	✗	✗	✓	✗	12500
Hydra [24]	✓	✓	✓	✓	✓	18000
libcommute [15]	✓	✓	✓	✓	✗	4500
HF [13]	✓	✓	✓	✓	✗	29000
Pomerol [3]	✗	✗	✗	✗	✓	5000
EDLib [11]	✗	✗	✗	✗	✓	4000
EDPack [2]	✗	✗	✗	✗	✓	11000

the Hamiltonian, researchers have employed two key techniques.

First, various symmetries of the system can be exploited to form the Hamiltonian into a smaller problem. Second, the problem can be distributed over multiple cores. For systems that can be represented by a small number of spins (up to about 100), the system size that can be simulated is limited only by the memory available. For systems with more than 100 spins, the number of spins (called *spins*) can be studied. For example, the dimension of  $2^{48} \approx 3 \times 10^{14}$  is currently limited by memory. However, this dimension can be reduced to about  $10^{14}$  by using distributed-memory parallelism. In fact, research groups have been able to simulate systems with up to 1000 spins using distributed-memory parallelism. In this work, we focus on systems with up to 1000 spins.



**Consider submitting work on  
applications in Chapel to:**



# The 7th Annual Parallel Applications Workshop, Alternatives To MPI+X

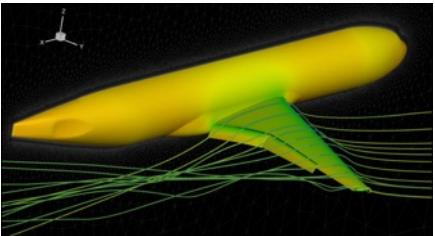
November 17 | 18, 2024

Held in conjunction with SC24



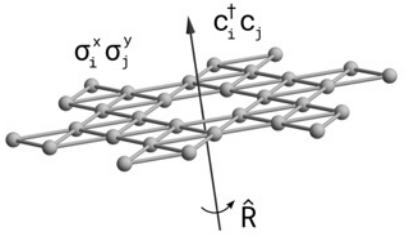
**Deadline:** July 24, 2024  
**Submission Styles:** Papers / Talks

# Updates from other CHIUW Alumni



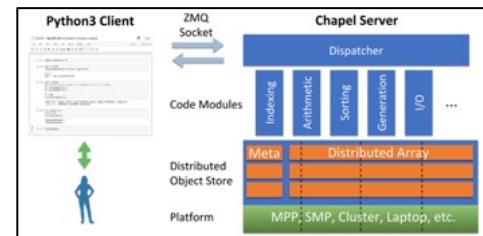
CHAMPS: 3D Unstructured CFD

[CHIUW 2021](#) [CHIUW 2022](#)



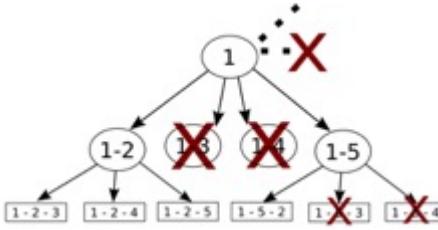
Lattice-Symmetries: a Quantum Many-Body Toolbox

[CHIUW 2022](#)



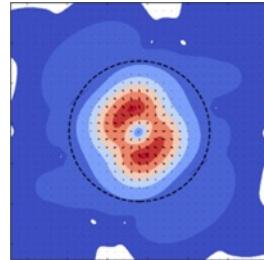
Arkouda: Interactive Data Science at Massive Scale

[CHIUW 2020](#) [CHIUW 2023](#)



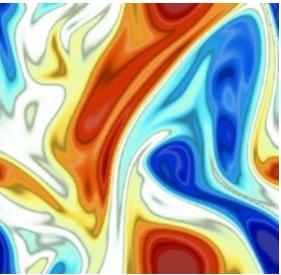
ChOp: Chapel-based Optimization

[CHIUW 2021](#) [CHIUW 2023](#)

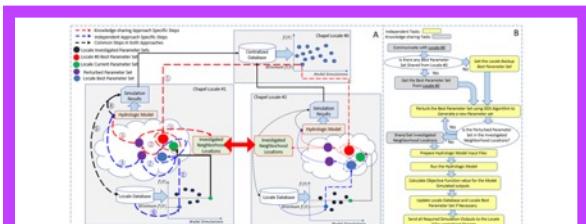


ChplUltra: Simulating Ultralight Dark Matter

[CHIUW 2020](#) [CHIUW 2022](#)

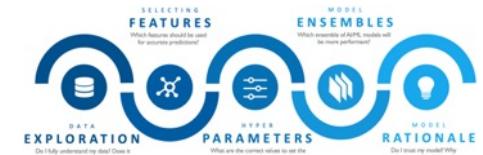


ChapQG: Layered Quasigeostrophic CFD



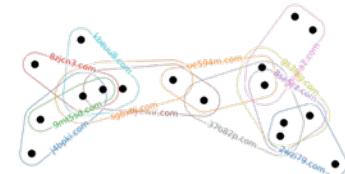
Chapel-based Hydrological Model Calibration

[CHIUW 2023](#)



CrayAI HyperParameter Optimization (HPO)

[CHIUW 2021](#)



CHGL: Chapel Hypergraph Library

[CHIUW 2020](#)



Your Application Here?

## Newly Minted PhDs

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- Since her CHIUW 2023 talk, **Marjan Asgari...**
  - Defended her Ph.D. on parallel computing for calibrating hydrological models
    - Her software is still in use by her former research group at University of Guelph
  - Now works for **Natural Resources Canada** focused on parallel computing
- Since his CHIUW 2023 talk, **Thomas Rolinger...**
  - Defended his Ph.D. on compiler optimizations for irregular memory access patterns in PGAS languages
    - Published a paper on his work at IPDPS 2024
  - Now works on **NVIDIA**'s back-end compiler team

**Congratulations, Marjan and Thomas!!!**



# Wrapping Up

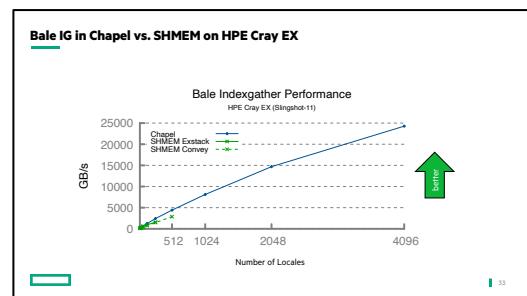
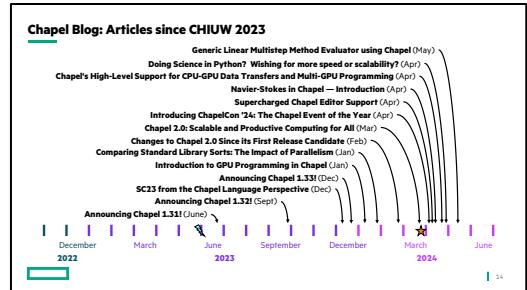
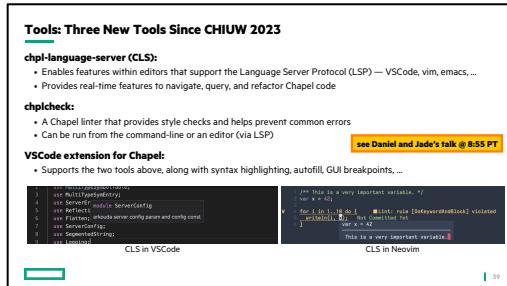
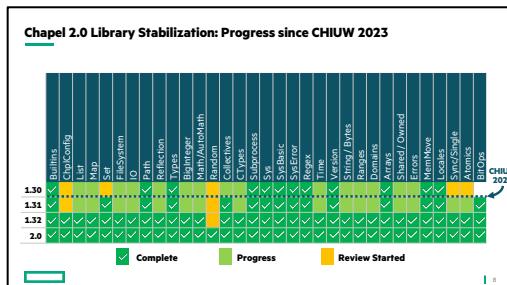
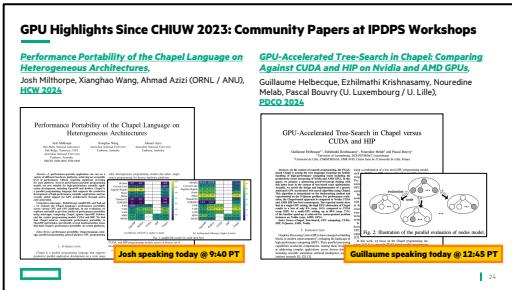
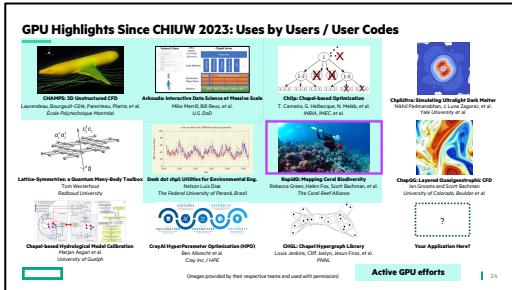
# The Chapel Team at HPE



# **State of the Chapel Project: Summary**

**As a team and community, we have accomplished a ton since CHIUW 2023**

- Released Chapel 2.0 and made ongoing improvements
  - Accomplished and published great scientific results
  - Improved GPU, tool, and performance features
  - Got a great start on renewed focus on community



**Stay tuned to today's talks to hear more detail about many of these efforts!**

**We look forward to working with you all in the year to come!**

# Chapel Resources

**Chapel homepage:** <https://chapel-lang.org>

- (points to all other resources)

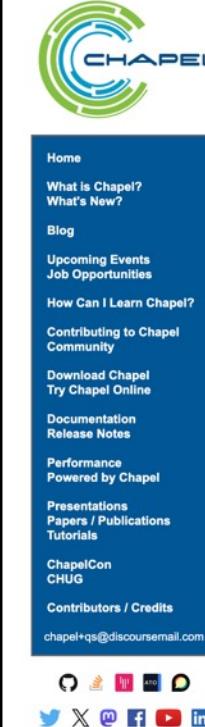
**Blog:** <https://chapel-lang.org/blog/>

## Social Media:

- Facebook: [@ChapelLanguage](#)
- LinkedIn: [@chapel-programming-language](#)
- Mastodon: [@ChapelProgrammingLanguage](#)
- X / Twitter: [@ChapelLanguage](#)
- YouTube: [@ChapelLanguage](#)

## Community Discussion / Support:

- Discourse: <https://chapel.discourse.group/>
- Gitter: <https://gitter.im/chapel-lang/chapel>
- Stack Overflow: <https://stackoverflow.com/questions/tagged/chapel>
- GitHub Issues: <https://github.com/chapel-lang/chapel/issues>



The Chapel Parallel Programming Language

**What is Chapel?**

Chapel is a programming language designed for productive parallel computing at scale.

**Why Chapel?** Because it simplifies parallel programming through elegant support for:

- data parallelism to trivially use the cores of a laptop, cluster, or supercomputer
- task parallelism to create concurrency within a node or across the system
- a global namespace supporting direct access to local or remote variables
- GPU programming in a vendor-neutral manner using the same features as above
- distributed arrays that can leverage thousands of nodes' memories and cores

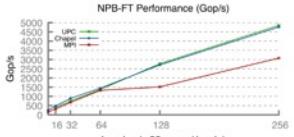
**Chapel Characteristics**

- productive: code tends to be similarly readable/writable as Python
- scalable: runs on laptops, clusters, the cloud, and HPC systems
- fast: performance [competes with or beats](#) conventional HPC programming models
- portable: compiles and runs in virtually any \*nix environment
- open-source: hosted on [GitHub](#), permissively licensed
- production-ready: used in [real-world applications](#) spanning diverse fields

**New to Chapel?**

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

- watch an [overview talk](#) or browse its [slides](#)
- read a [chapter-length](#) introduction to Chapel
- learn about [projects powered by Chapel](#)
- check out [performance highlights](#) like these:



- read about GPU programming in Chapel, or [watch a recent talk about it](#)
- browse sample programs or learn how to write distributed programs like this one:

```
use CyclicDist;           // use the Cyclic distribution library
config const n = 100;      // use --n=<val> when executing to override this def
forall i in Cyclic.createDomain(1..n) do
    writeln("Hello from iteration ", i, " of ", n, " running on node ", here.i)
```

**What's Hot?**

- ChapelCon '24 is coming in June (online)—[Read](#) about it and [register](#) today
- Doing science in Python and needing more speed/scale? [Maybe we can help?](#)

**Consider submitting work on  
applications in Chapel to:**



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# Thank you

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<https://chapel-lang.org>  
@ChapelLanguage

