

Compiler and Tool Improvements

Chapel version 1.20
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Outline

- [Creating and Using Libraries](#)
- [Mason Improvements](#)
- [LLVM Back-end Improvements](#)



Creating and Using Chapel Libraries



Chapel Libraries: Background

- Have had a draft capability to create Chapel libraries
 - ‘--library’ flag generates library instead of executable
 - ‘main()’ function not valid in this compilation mode
 - Supported single-locale libraries for C, Python, and Fortran
 - But not multi-locale libraries
 - Supported primitive types and arrays (some natively, some opaquely)
- Much work remained

Multi-locale Libraries



Multi-locale Libraries: Background

- Had support for single-locale libraries and multi-locale executables
 - But not multi-locale libraries
- Chapel expects to control how a program is distributed
 - Trickier when Chapel doesn't own 'main()'
- By last release, had determined strategy for support but not yet implemented it

Multi-locale Libraries: This Effort

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- Added multi-locale ‘--library’ support
 - Like non-library multi-locale, users don’t have to worry about launching
 - Agnostic to user program running on compute or login node
 - Similar behavior for routine calls, argument types, etc. to single-locale
- Requires ZMQ installation

Multi-locale Libraries: Example Program

```
// foo.chpl
```

```
export proc hello() {  
    coforall loc in Locales do on loc {  
        writeln("Hello from locale ", loc);  
    }  
}
```

```
// use_foo.py
```

```
import foo  
// specify number of locales  
foo.chpl_setup(2)  
foo.hello()  
foo.chpl_cleanup()
```

```
$ chpl --library-python --comm=gasnet foo.chpl
```

```
$ export PYTHONPATH=lib/
```

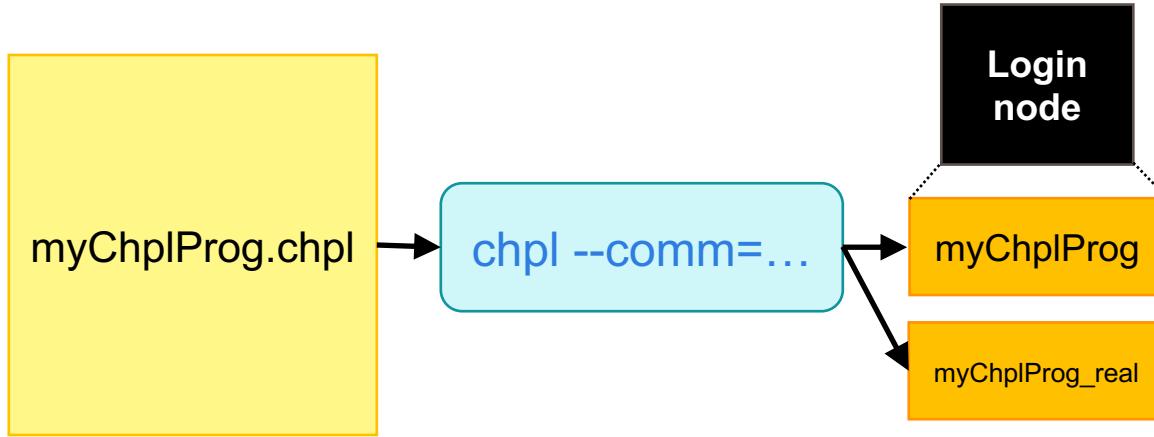
```
$ python3 use_foo.py
```

```
Hello from locale 1
```

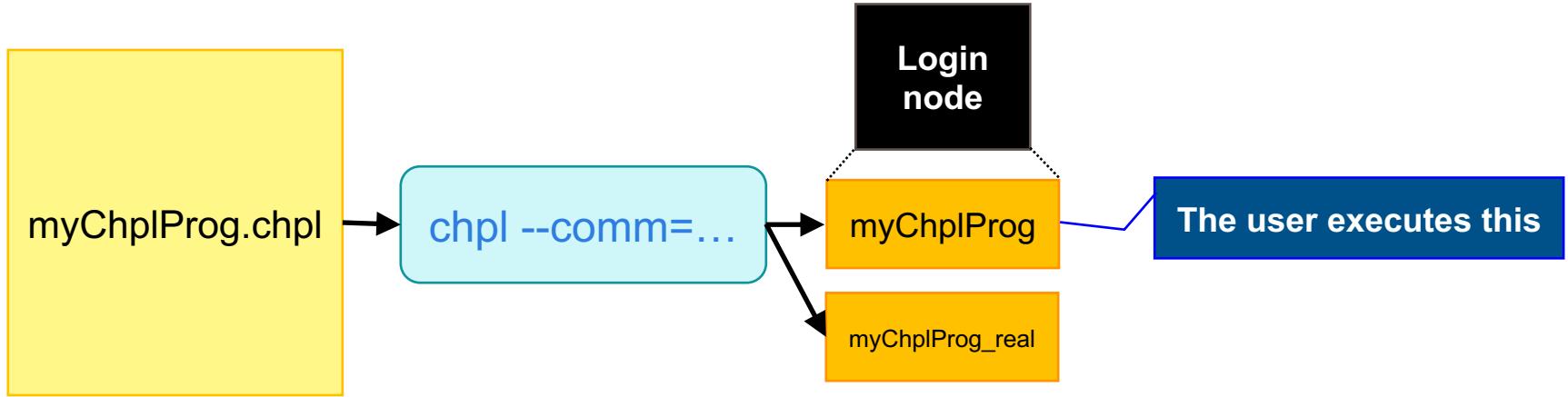
```
Hello from locale 0
```



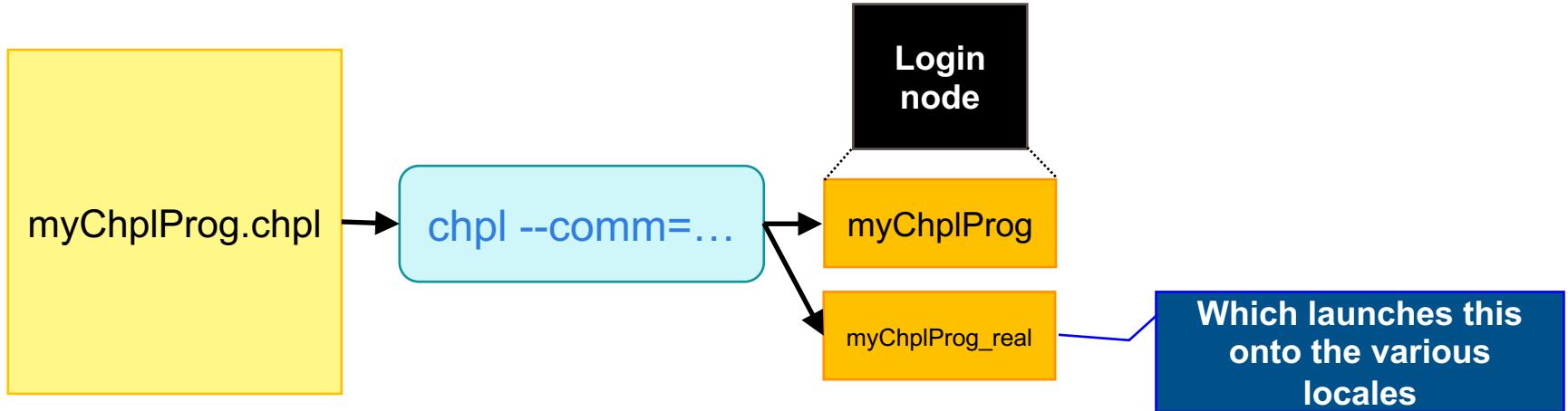
Typical Multi-Locale Compilation + Execution



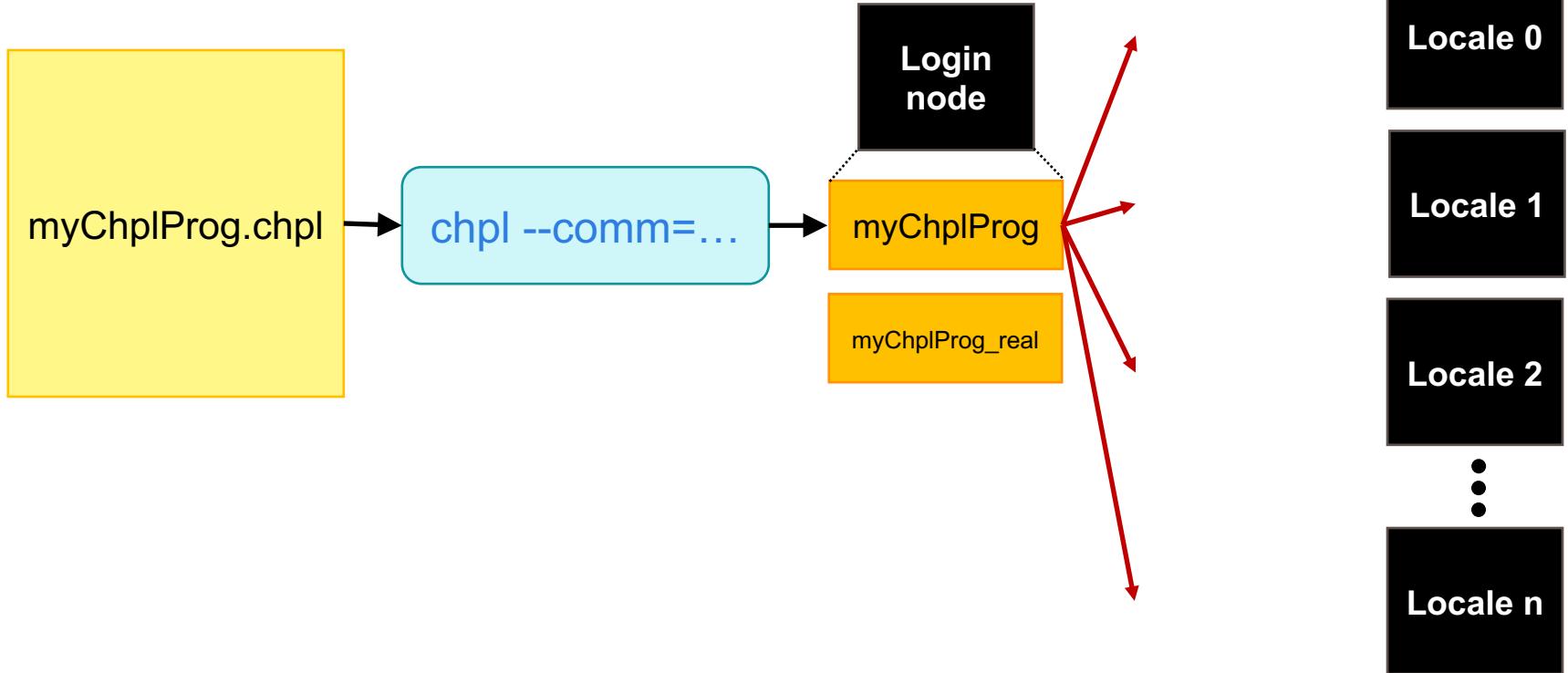
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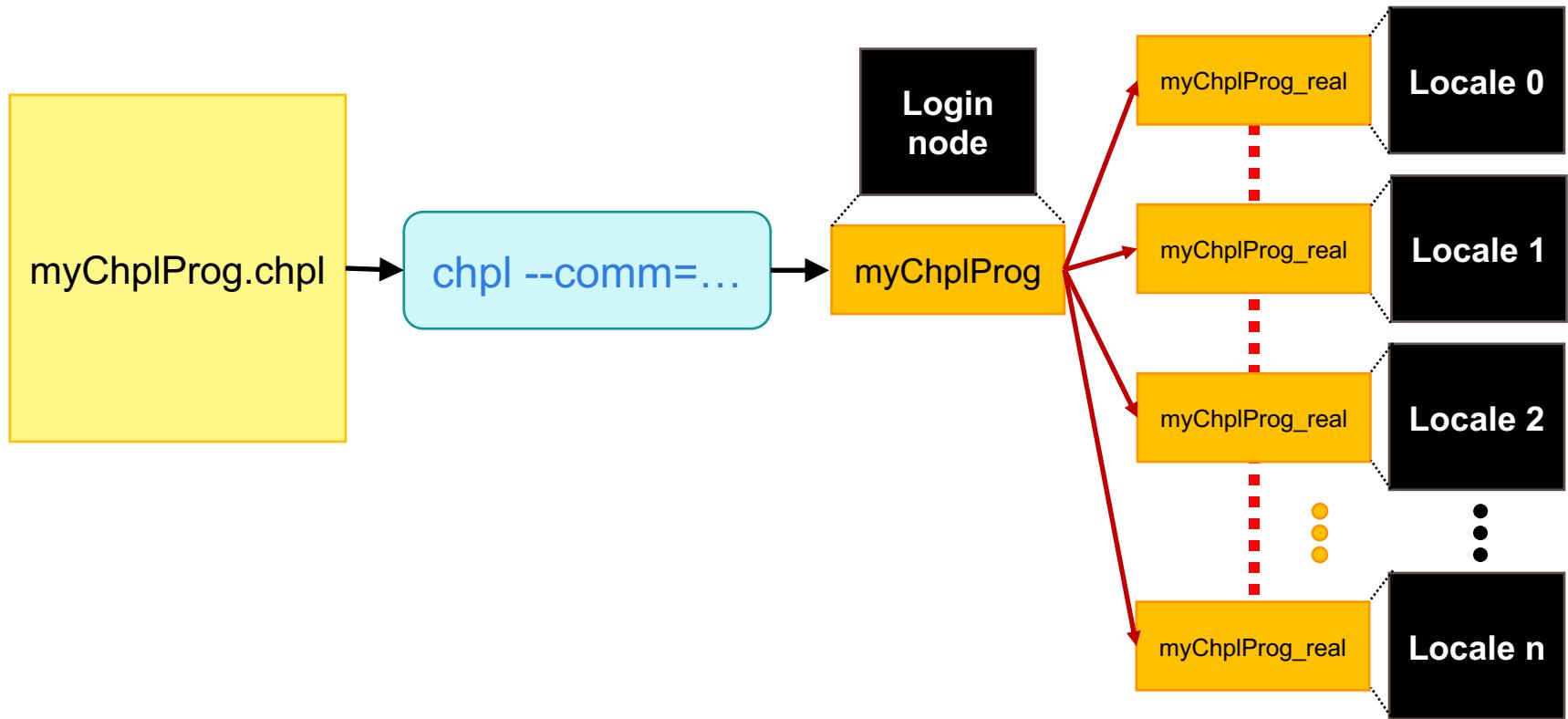


Typical Multi-Locale Compilation + Execution

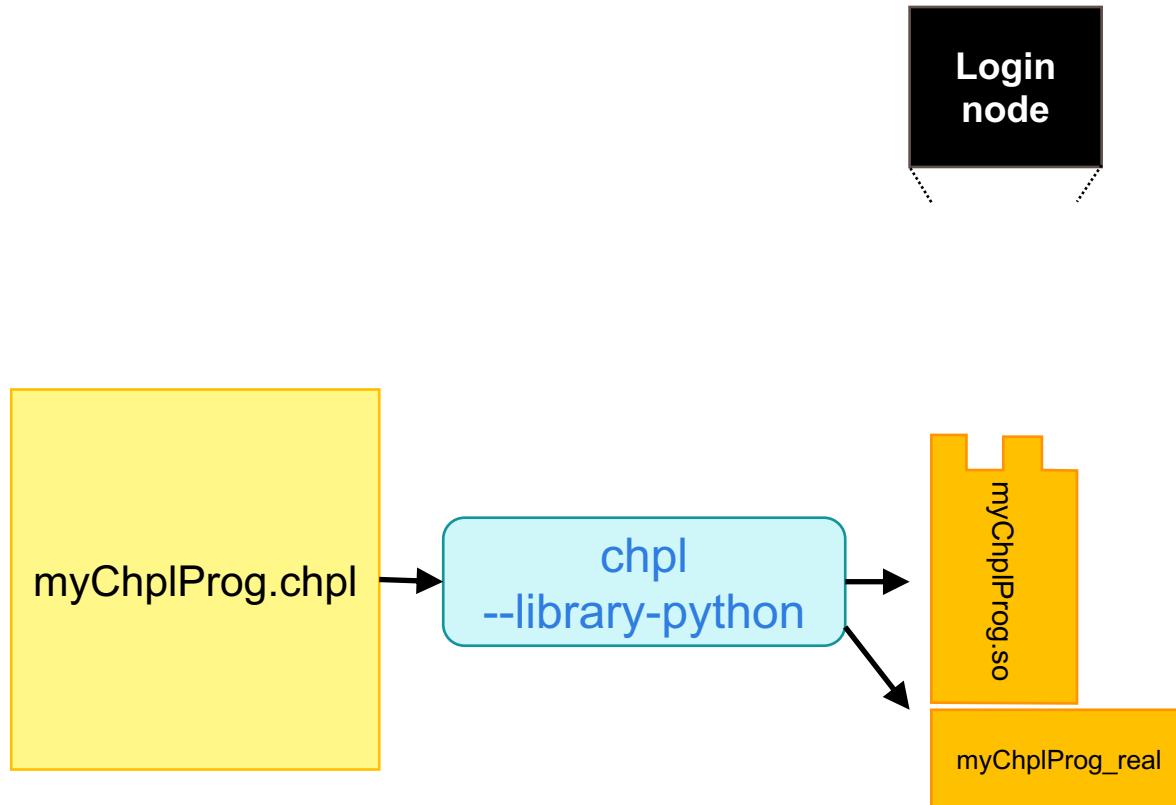


Typical Multi-Locale Compilation + Execution

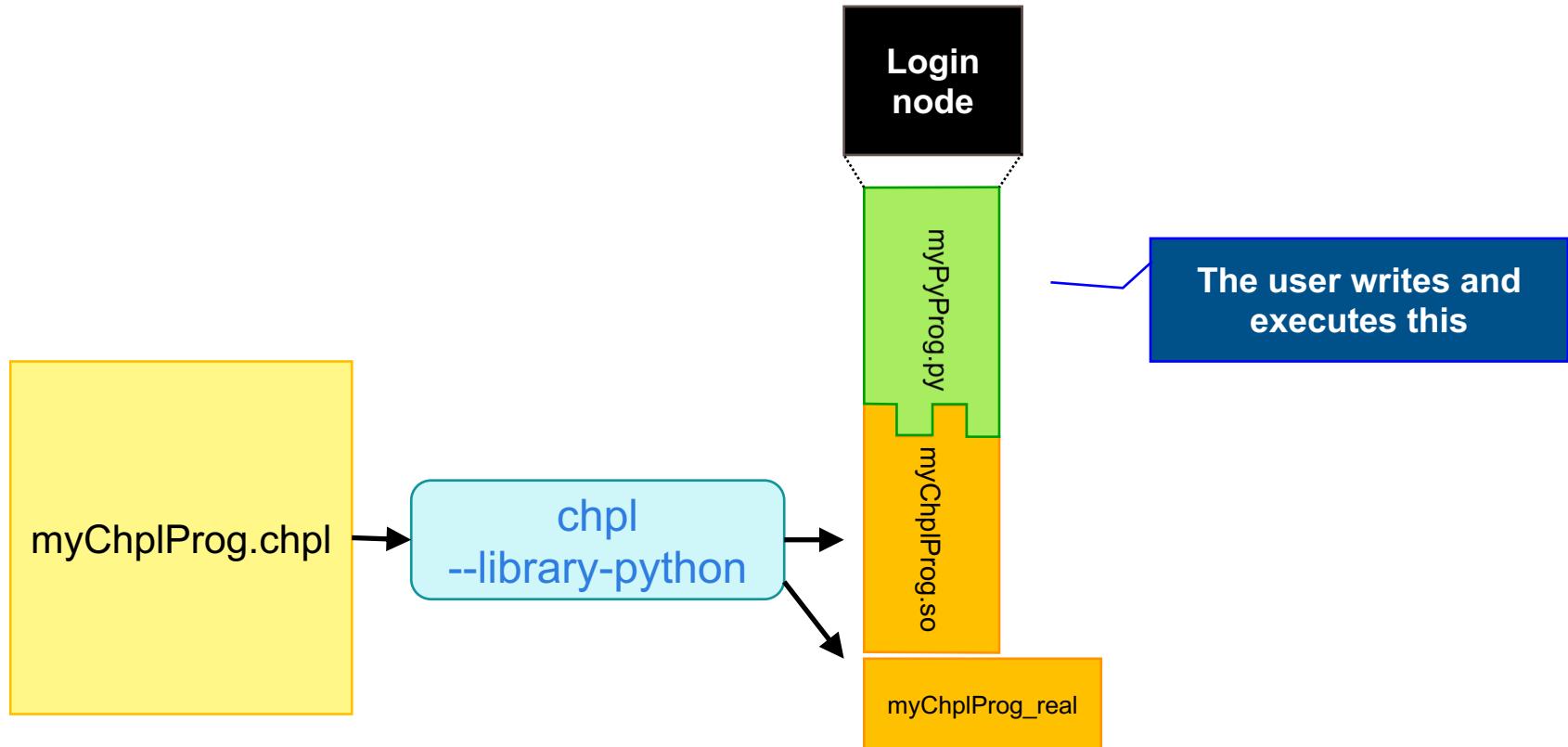
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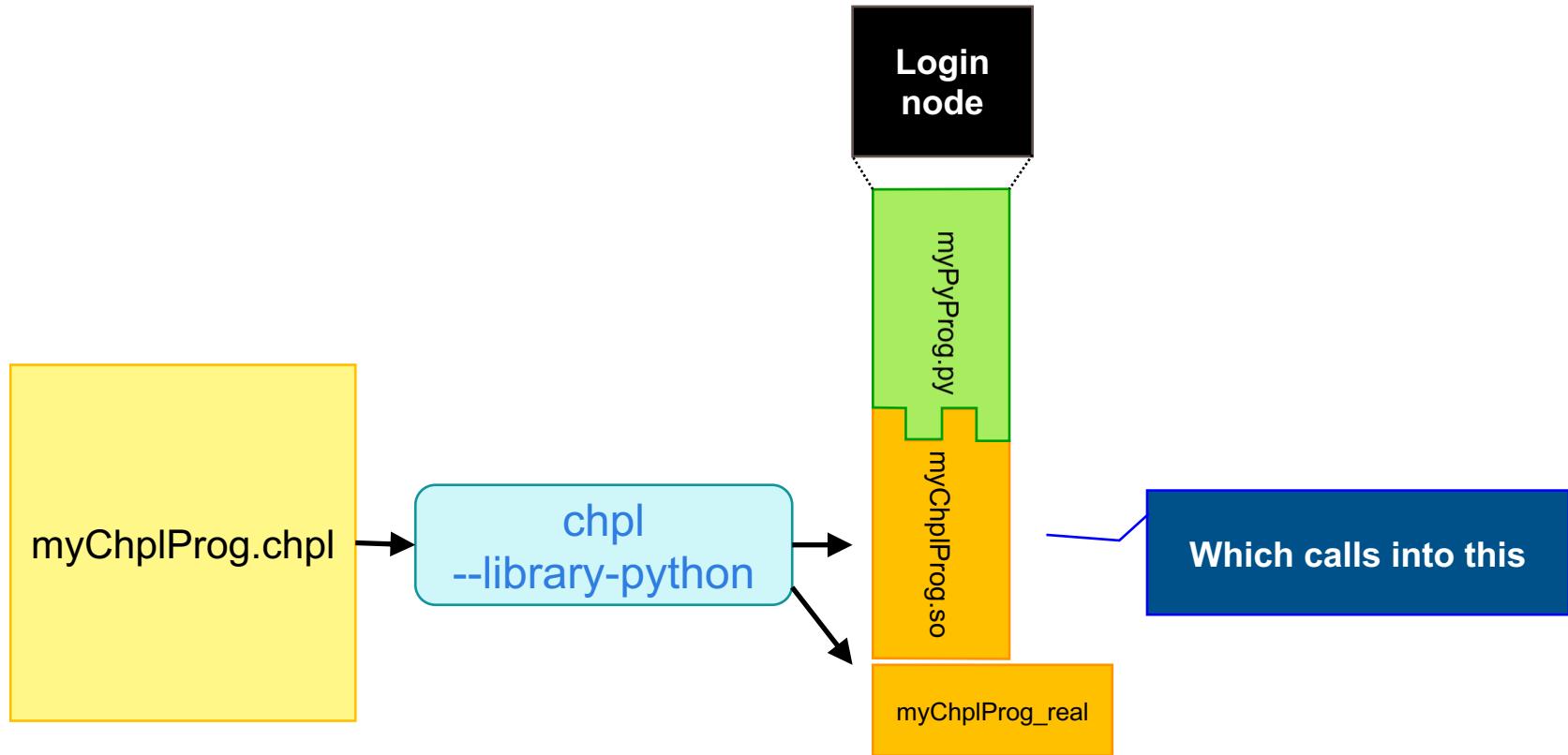
Multi-Locale Chapel-Python Interop



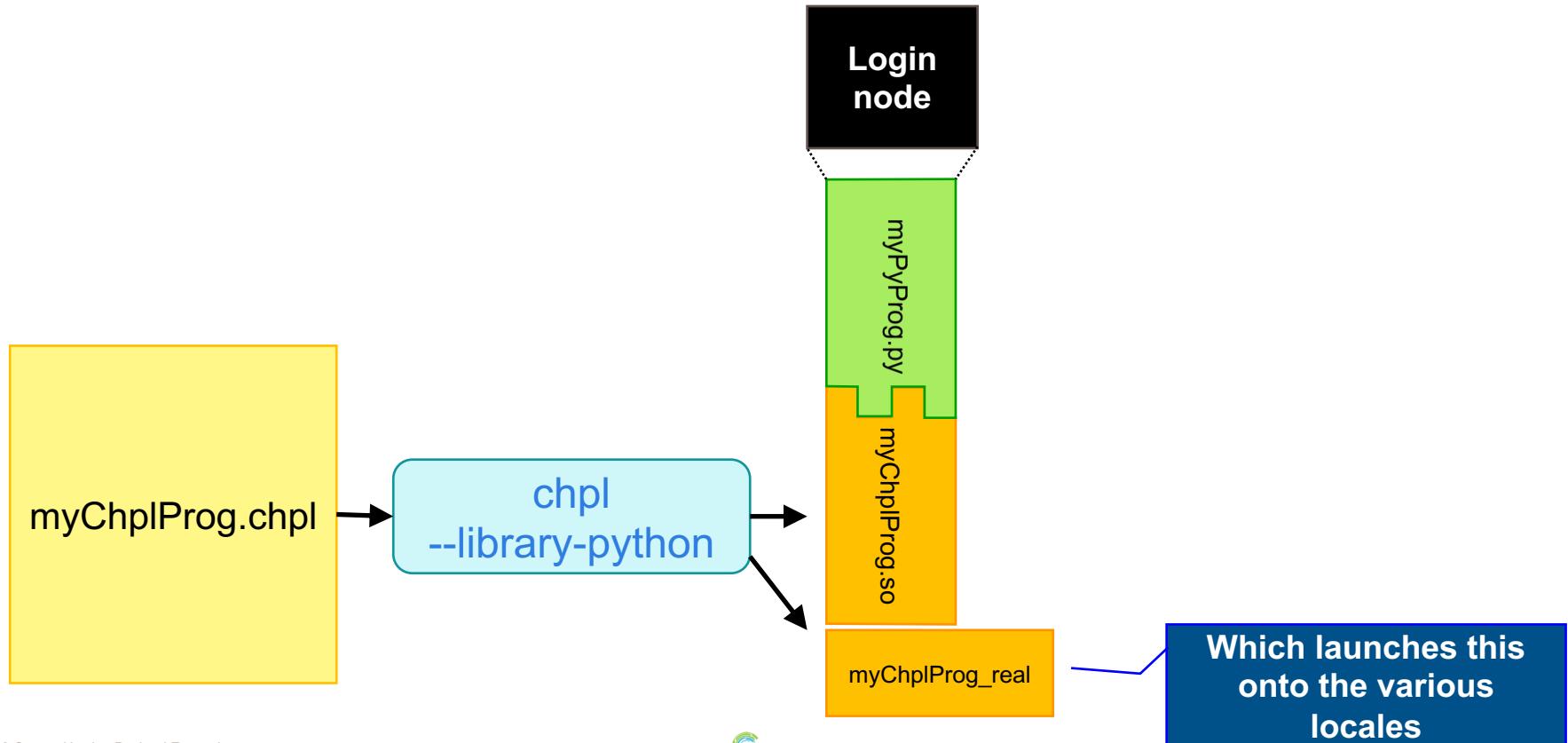
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Multi-Locale Chapel-Python Interop

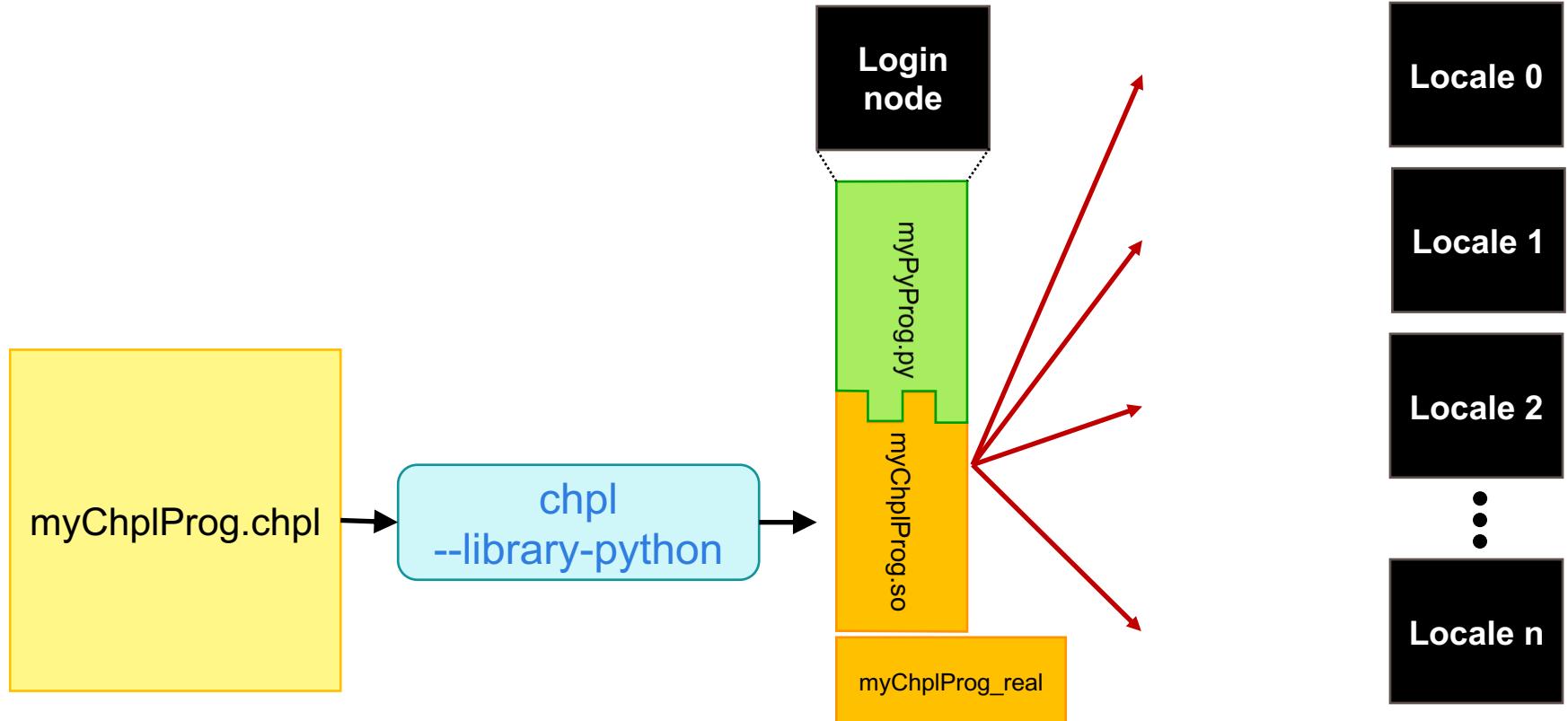


Multi-Locale Chapel-Python Interop



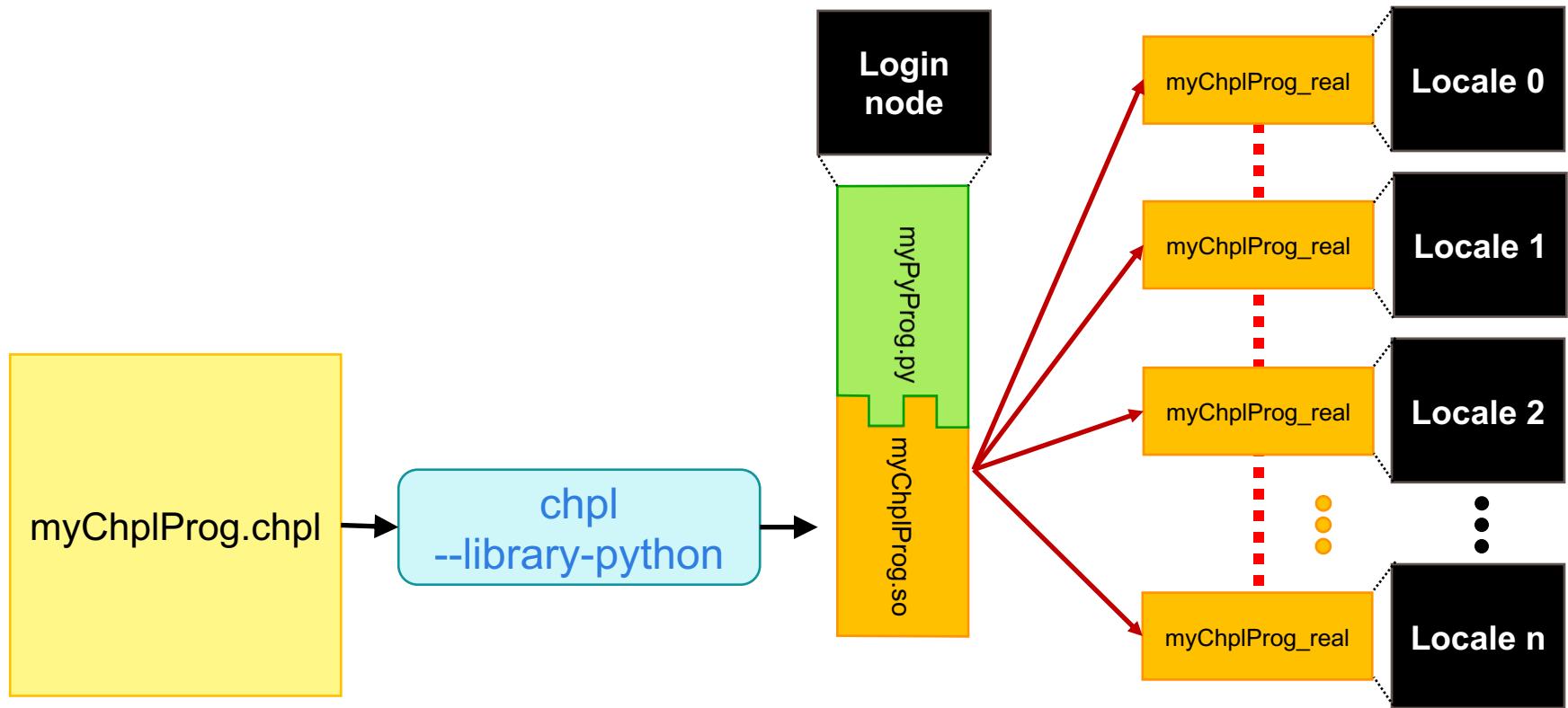
Multi-Locale Chapel-Python Interop

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Multi-Locale Chapel-Python Interop

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Multi-locale Libraries: This Effort

- Library initialization now requires specifying the number of locales

- In multi-locale with Python, ‘chpl_setup()’ now takes an argument

```
chpl_setup(); // call to set up library for single-locale Python (unchanged)
```

```
chpl_setup(numLocs); // call for multi-locale Python (new arg!)
```

- With C, pass ‘-nl <num>’ in addition to other arguments to ‘chpl_library_init()’

// One strategy for multi-locale C:

```
int argChapelC = 3;  
  
char* argChapelV[3] = {argv[0], "-nl", "2"};  
  
chpl_library_init(argChapelC, argChapelV);
```



Multi-locale Libraries: Status

- Supports most primitive types and Chapel strings
 - Strings only support '[const] in' intent due to copying contents
 - Doesn't support 'complex' or arrays yet
- Supports Python and C
 - Doesn't support Fortran just yet
 - Doesn't support LLVM back-end

String Support



String Support: Background

- Exported Chapel routines did not support exporting the ‘string’ type at all:
 - Instead, users had to use ‘c_string’

// Wouldn't work, strings can't be in exported routine declarations

```
export proc foo(s: string): string {  
    return s + ", yo";  
}
```

- This presented some problems:
 - Strings are a fundamental type
 - e.g., Arkouda’s RPC protocol is implemented in terms of strings
 - We want to deprecate support for ‘c_string’, not put more weight on it

String Support: This Effort

- We added support for exporting strings to C and Python
- When exporting to C, a Chapel routine's formal arguments map to 'c_string'
 - Returned strings map to 'char*'

```
export proc useful(in s: string): string { ... }
```

/ Making use of this routine in C... */*

```
char* msg = useful("hello");  
printf("%s\n", msg);  
chpl_free(msg);
```

- When exporting to Python, Chapel strings map to the Python 'bytes' type

String Support: Supported Intents

- Single- and multi-locale libraries support different formal argument intents
- In multi-locale and Python libraries:
 - ‘string’ arguments must have the ‘in’ intent
 - strings may only be returned by value

```
export proc foo(in s: string): string;
```

- Restrictions on argument intents exist for multi-locale libraries by design
 - Arguments are copied when they are communicated to the multi-locale library
- For single-locale Python, these restrictions may be temporary

String Support: Impact, Next Steps

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Impact:

- Strings can now be passed between Chapel and client languages

Next Steps:

- Support more formal argument intents in both single- and multi-locale libraries
- Support returning by ref intent in single-locale libraries
- Use Python ‘string’ rather than ‘bytes’ to interoperate with Chapel ‘string’
- Support the Chapel ‘bytes’ type
- Minimize copying via compiler support

Libraries and LLVM



Libraries and LLVM: Background, This Effort

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Background: ‘--library --llvm’ created libraries usable from C programs

- This mode was unable to create libraries for Python
- Several ‘--library-*’ flags were not supported

This Effort: Extended support to include:

- ‘--dynamic’, enabling the creation of shared libraries
- ‘--library-python’, enabling Python interoperability
- ‘--library-makefile’, generating Makefile to make compiling with the lib easier
- ‘CHPL_LIB_PIC’, enabling position independent code

Chapel Libraries: Impact and Next Steps



Chapel Libraries: Impact

- Multi-locale and Chapel string support make interoperability stronger
- Chapel can now support user scenarios like Arkouda's
 - Almost all of Arkouda can be compiled as a multi-locale library
 - Remaining issues relate to null bytes embedded in strings
 - Support for 'bytes' arguments in exported routines should help



Chapel Libraries: Next Steps (short-term)

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- Support other intents for string formals in exported routines
 - For single-locale libraries, we want to support all intents in the future
 - For multi-locale libraries, we want extend support to include ‘inout’
- Support passing ‘bytes’ between Python and Chapel
 - This should permit all of Arkouda to be compiled as a multi-locale library

Chapel Libraries: Next Steps (medium-term)

- Extensions for LLVM compiler back-end
 - Support multi-locale and Fortran libraries with LLVM
 - multi-locale libraries need adjustments to their build process for LLVM
 - Fix ABI incompatibility when returning arrays
- Support exporting a wider variety of types and symbols
- More robust default values for Python

Chapel Libraries: Next Steps (longer-term)

- Enable users to link against multiple Chapel libraries
- Enable Chapel libraries to be used by Chapel programs
- Adopt a long-term serialization strategy and RPC protocol for multi-locale libraries
 - Currently, the compiler generates serialization code
 - Our RPC protocol is simple and blocking
 - Protobuf and Google RPC are viable alternatives
- Extend interoperation to other languages
 - C++ interoperability has been requested
- Support libraries built with ‘--no-local’ and ‘CHPL_LAUNCHER != none’
 - Using similar strategy to multilocale libraries

Mason Improvements



Mason: Background

- Mason is a package manager for Chapel programs
 - Introduced with Chapel 1.16.0
- Mason is still under development and has some known shortcomings:
 - Preventing web queries requires throwing '--no-update' with most commands
 - This can become tedious when working in an offline environment
 - Publishing mason packages requires many manual steps
 - This increases the barriers for users to publishing their packages
 - The mason test system is very simple, only based on exit code
 - This puts a lot of work on the user and lacks flexibility



Mason: This Effort - Using Mason Offline

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- New ‘MASON_OFFLINE’ environment variable indicates user is working offline
 - Sets ‘--no-update’ flag by default for relevant mason commands
 - Can be overridden by throwing ‘--update’
 - Disables usage of ‘mason external’ commands that require internet access
 - Specifically, commands that install Spack or Spack packages
 - Does not prohibit accessing local registries on the filesystem

Mason: This Effort - Mason Publish

- New ‘mason publish’ command helps users publish packages

```
mason publish [options] <registry>
```

- Automates creation of version tag, changes to registry, and pushing to remote
- Supports local and remote registries, defaulting to [chapel-lang/mason-registry](#)
- Some prerequisites still remain for remote registries:
 - User must host package on a remote git repository
 - User must fork registry to which they are publishing
- Supports flags to help guide users:
 - ‘--dry-run’ flag checks if general package prerequisites are met
 - ‘--check’ flag checks if prerequisites are met for a specific registry

Mason: This Effort - Mason Publish Example

```
> mason publish
```

```
...
```

```
remote: https://github.com/ChapelUser/mason-registry/pull/new/Foo
```

```
remote:
```

```
To github.com:ChapelUser/mason-registry
```

```
* [new branch]          Foo -> Foo
```

```
-----  
Go to the above link to open up a Pull Request to the mason-registry
```

```
> mason publish /path/to/local/registry
```

```
Successfully published package to /path/to/local/registry
```

Mason: This Effort - Mason Test

- ‘mason test’ serves as the test runner for the new UnitTest module
 - As a result, ‘mason test’ can be used outside of a mason package

```
mason test [options] <path>
```
- ‘mason test’ remains backwards-compatible with exit-code-based testing
 - If UnitTest module not used, entire file is considered a single test
 - Exit code of 0 is required for pass
- Mason packages can contain a mix of exit-code and UnitTest tests

Mason: Status, Next Steps

Status:

- Offline experience for mason improved
- Publishing mason packages to registries is easier
- Mason packages can now include tests written with the new UnitTest module

Next Steps:

- Continue improving mason:
 - CI testing of mason-registry
 - Centralized package cache
 - Package security

Improvements to the LLVM Back-end



LLVM: Background

- LLVM is a compiler optimization framework
 - Actively developed and constantly improving
- The Chapel compiler generates C code by default
 - Runs a C compiler to compile the generated code
 - But can generate LLVM Intermediate Representation instead
- We want the Chapel compiler to use LLVM by default
 - To reduce maintenance
 - supporting a variety of C compilers requires significant effort
 - To enable new optimization opportunities



LLVM: This Effort

- Upgraded the bundled LLVM to version 8 and fixed a variety of bugs
- A Google Summer of Code project made improvements to --llvm:

Student	Mentors
Mohammed Nafees	Michael Ferguson Przemek Leśniak

- The generated llvm.ident now includes Chapel version information
 - llvm.ident identifies the compiler that generated the LLVM IR
- Stopped generating C in most cases when using --llvm
- Emit llvm.lifetime.start / llvm.lifetime.end metadata to aid optimization
- Improved --llvm -g debug information generation

LLVM: Next Steps

- Implement full ABI compatibility
- Make --llvm the default for the 1.21 release
- Study more benchmarks to try and improve performance
- Continue to work on Region Vectorizer integration
 - Mark more loops as vectorizable
- Improve alias analysis between C and Chapel types
- Improve debugging experience with --llvm -g



For More Information

For a more complete list of compiler and tools changes in the 1.20 release, refer to 'New Tools / Tool Changes', 'Interoperability Improvements', 'Portability', 'Compiler Improvements', and other sections in the [CHANGES.md](#) file.



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