

EXASHARK

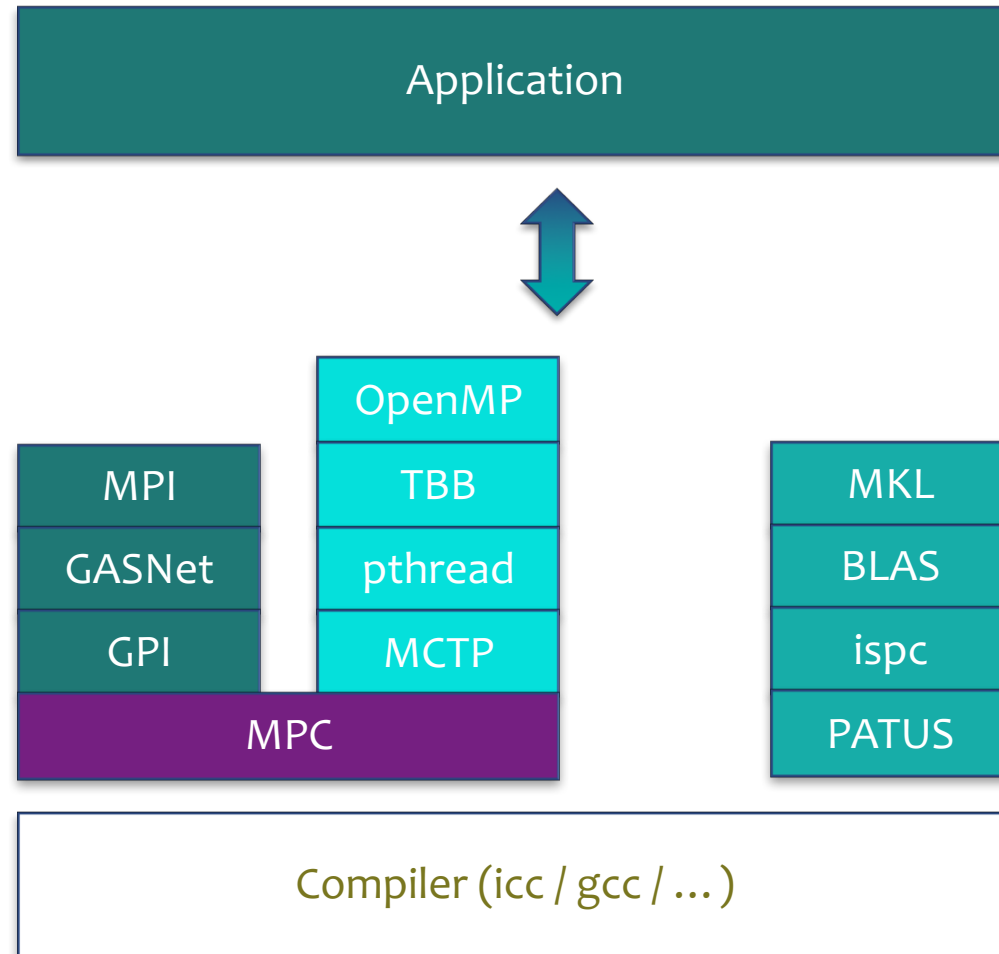
*A modern high-level library
for n -dimensional grids*

TOM VANDER AA

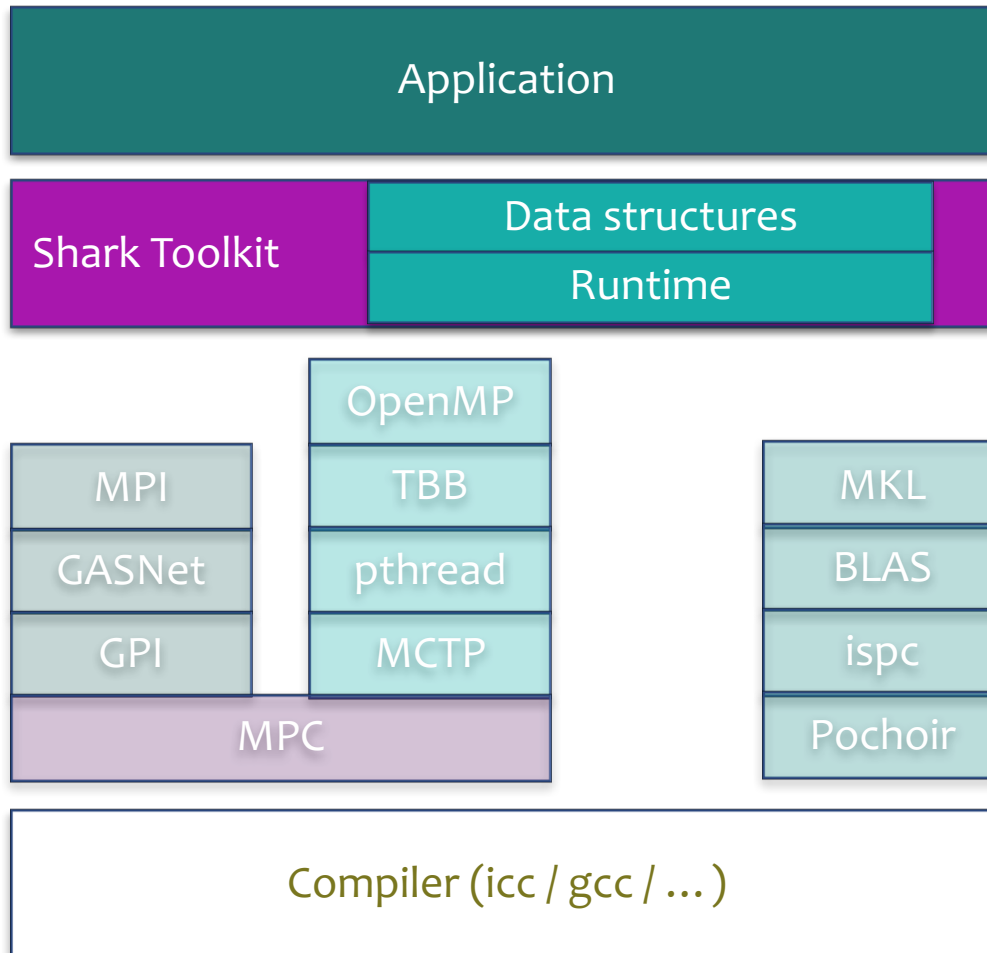
IMEN CHAKROUN, PASCAL COSTANZA, BRUNO DEFRAINE,
TOM HABER, ZUBAIR WADOOD, ROEL WUYTS &
THE EXA2CT EU PROJECT



Complicated Programming Stack



The Shark in the Middle



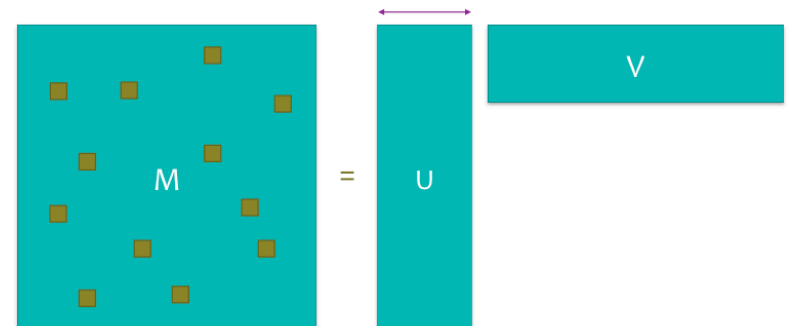
PGAS-style grids:
N-dimensional distributed grids
with local operations
Specific comm. patterns
Hybrid parallelism

Inspired by:
Global Array (GA) Toolkit

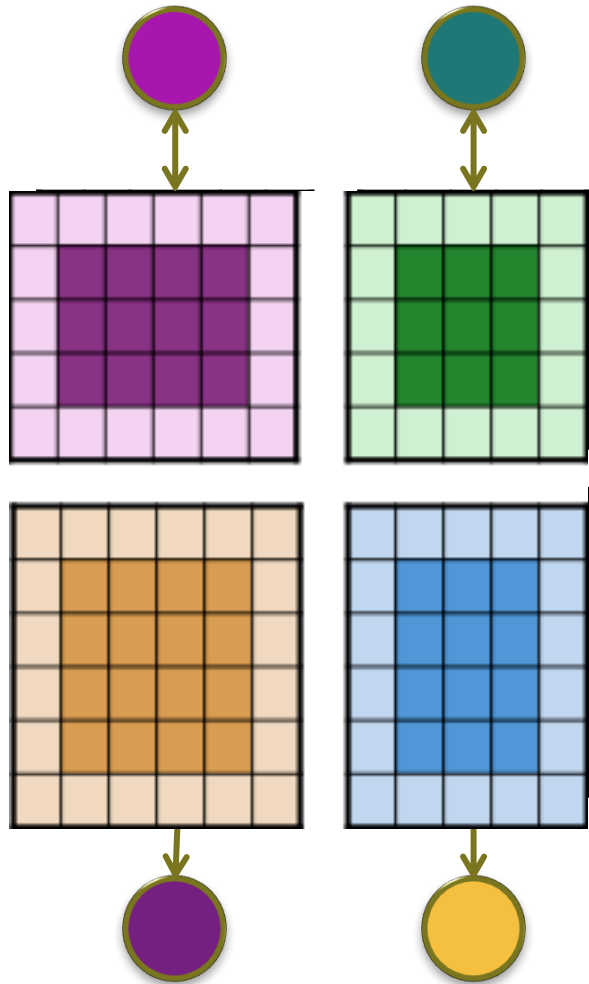


A bit about Shark

- **Shark** Technology
 - Shark Basics
 - C++11 features
 - Supported backends
- Applications built with Shark
 - Solvers
 - Benchmarks
 - HelSim PIC simulator
 - MACAU Recommender



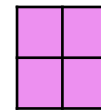
GlobalArrays are Key



- GlobalArray:
 - Automatically or manually distributed
 - Ghost Borders
- Data-parallel Iterations
 - Locality Aware
 - C++ Expression Templates
 - $R = A + (B + C)$



Matrix



Ghost cells



Thread/process



Memory access

Shark Communication Patterns

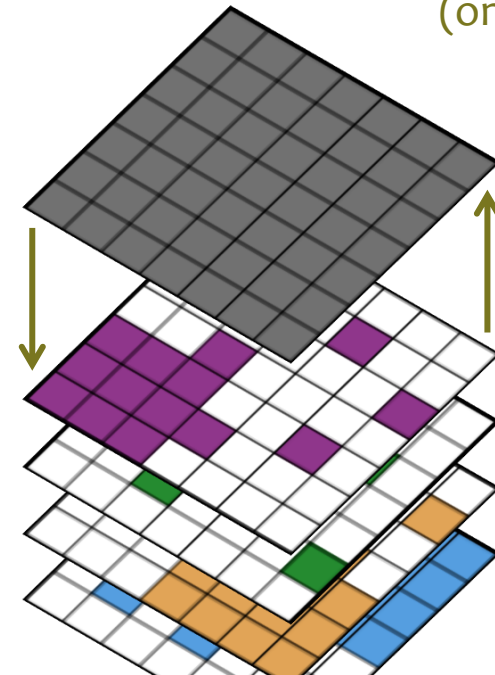
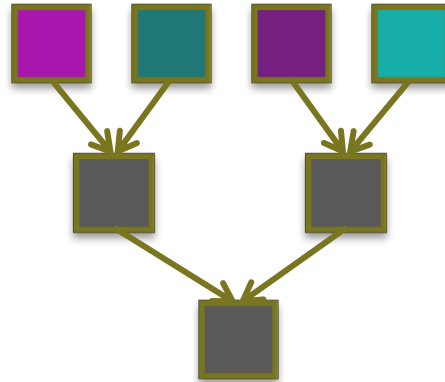
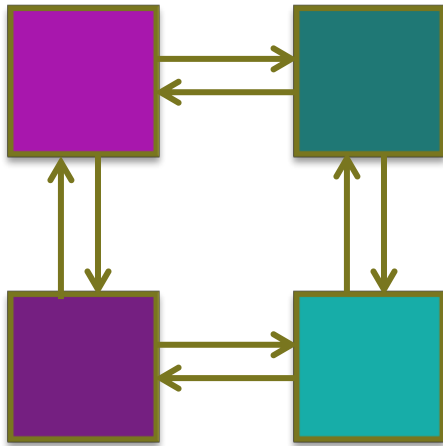
1. Ghost updates
2. Reductions
3. Gather/scatter with local array masks
4. Get/put/accumulate RMA

geometric

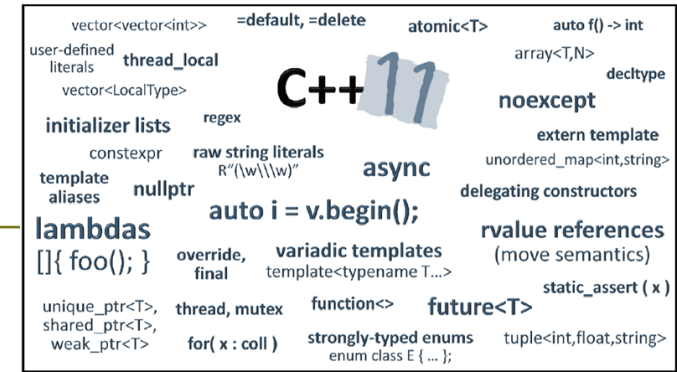
global

long-distance
(collective)

long-distance
(one-sided)

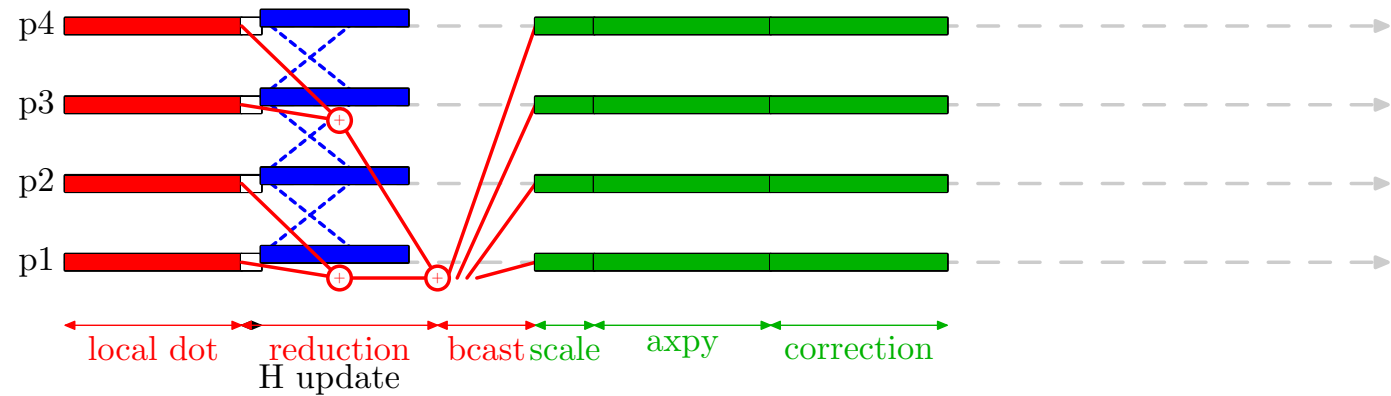
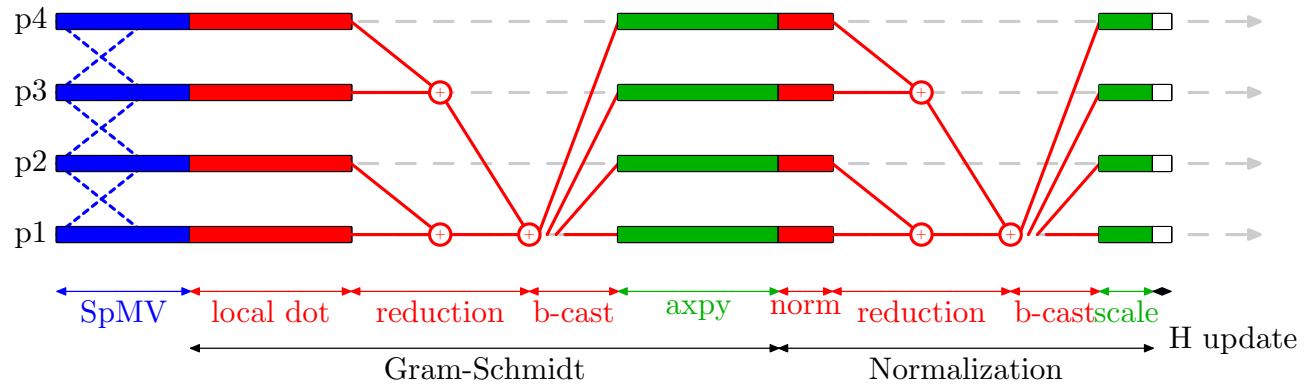


Built on C++11



- Extensive **template programming**
 - Arbitrary number of dimensions
 - Any C++ type
 - **Expression templates**
 - Linear algebra ops in natural syntax
 - Implicitly data-parallel
- Non-blocking communication with **Future<>**

Shark for Solvers



Nice Natural Syntax

1. $r = b - Ax^{(0)}$
2. $\rho_0 = \|r\|_2$
3. $k = 0, p = r, x = x^{(0)}$
4. **while** $\rho \geq \epsilon$ **and** $k < k_{max}$
5. $w = Ap$
6. $\alpha = \rho_k^2 / (p^T w)$
7. $x = x + \alpha p$
8. $r = r - \alpha w$
9. $\rho_{k+1} = \|r\|_2$
10. $\beta = \rho_{k+1}^2 / \rho_k^2$
11. $p = r + \beta p$
12. $k = k + 1$

```
r = b - Amult(x);
rho = norm2(r);
p = r;

for(k = 0; k < maxit; k++) {
    if(rho <= tol)
        break;

    w = A*p;

    alpha = rho*rho / dot(p,w);
    x = x + alpha * p;
    r = r - alpha * w;

    rho_old = rho;
    rho = norm2(r);

    beta = rho*rho / (rho_old*rho_old);
    p = r + beta * p;
}
```

Shark Supports Many Backends

