UXL Public Test Infrastructure PoC Update

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Progress Update

- Improving OpenSSF scores for relevant repos
- Discussing migration timelines with oneMKL
- Codeplay's oneAPI Construction Kit confirmed as migrating to UXL
  - Working closely with the relevant Codeplay team
- Documenting strategies for self-hosted member provided runners
- Testing our example tooling for working with ancillary test systems
- Successfully running CI on GPU Max systems provided by Intel IDC
  - Currently a small autoscaling Kubernetes cluster with 8x GPU Max 1550 GPUs
  - Looking to add 8 further GPUs plus (hopefully) general purpose CPU nodes

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Blockers and Unknowns

- Looking for any UXL Members interested in providing test hardware
- Need a location for private documentation accessible to UXL Members
- Still determining best choices for Nvidia GPUs in Codeplay provided test systems
- Discussing strategies for driver updates on IDC GPU Max test systems
- Working to determine best practices for allowing IDC GPU Max runners to be used by other projects (e.g. existing containerised environments)

Reach Out

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