UXL Community Testing Update

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Available GitHub Actions Runners

Owner	Type	OS	Num	Active?	Notes
GitHub	[CPU] x86	Linux Windows Mac	Enterprise allows up to 500 concurrent	Yes	
GitHub	[CPU] ARM	Linux Mac	Enterprise allows up to 500 concurrent	Yes	
Intel	[GPU] Intel GPU Max 1550	Linux	Varies depending on container specs requested	Yes	Potential migration required
Codeplay	[CPU] ARM	Linux	Cloud-based	Yes	Available until May 31st
Codeplay	[GPU] Intel Battlemage B580	Linux	1	No	In progress
Codeplay	[GPU] Nvidia H100	Linux	1	No	Awaiting hardware

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UXL PR Testing

- We need to assess the health of PR testing in UXL Projects
- For each project we should understand:
  - What testing should happen in GitHub for external PRs?
  - What testing does happen in GitHub currently for external PRs?
  - What blockers prevent the missing testing being implemented?
- Do we need any new related UXL level processes, e.g:
  - Selecting and adding maintainers
  - Code of conduct for reviews / contributions
  - Assessing "ancillary" test system results

UXL Releases

- Do "open-source releases" of UXL projects currently happen?
- All current UXL repositories have Releases in GitHub
  - Different versioning styles
  - Tags in use
  - No use of binary releases in GitHub – but links to other sources
  - Most projects have instructions for building from source
  - Some projects require closed source tools to build with SYCL support
- Should we create a UXL Release Process?
  - What associated testing needs to be created?

Next Steps

- Working with Intel Clear Linux team to understand viability of distributing builds through linux distributions
  - This includes identifying specific issues and following up on them
- Working with Intel's internal oneAPI Release team to understand existing internal testing
- Testing builds with Intel open-source compiler (intel/llvm)

Reach Out

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