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UXL Community Infrastructure Update

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May 2025

Security

Security Work Package

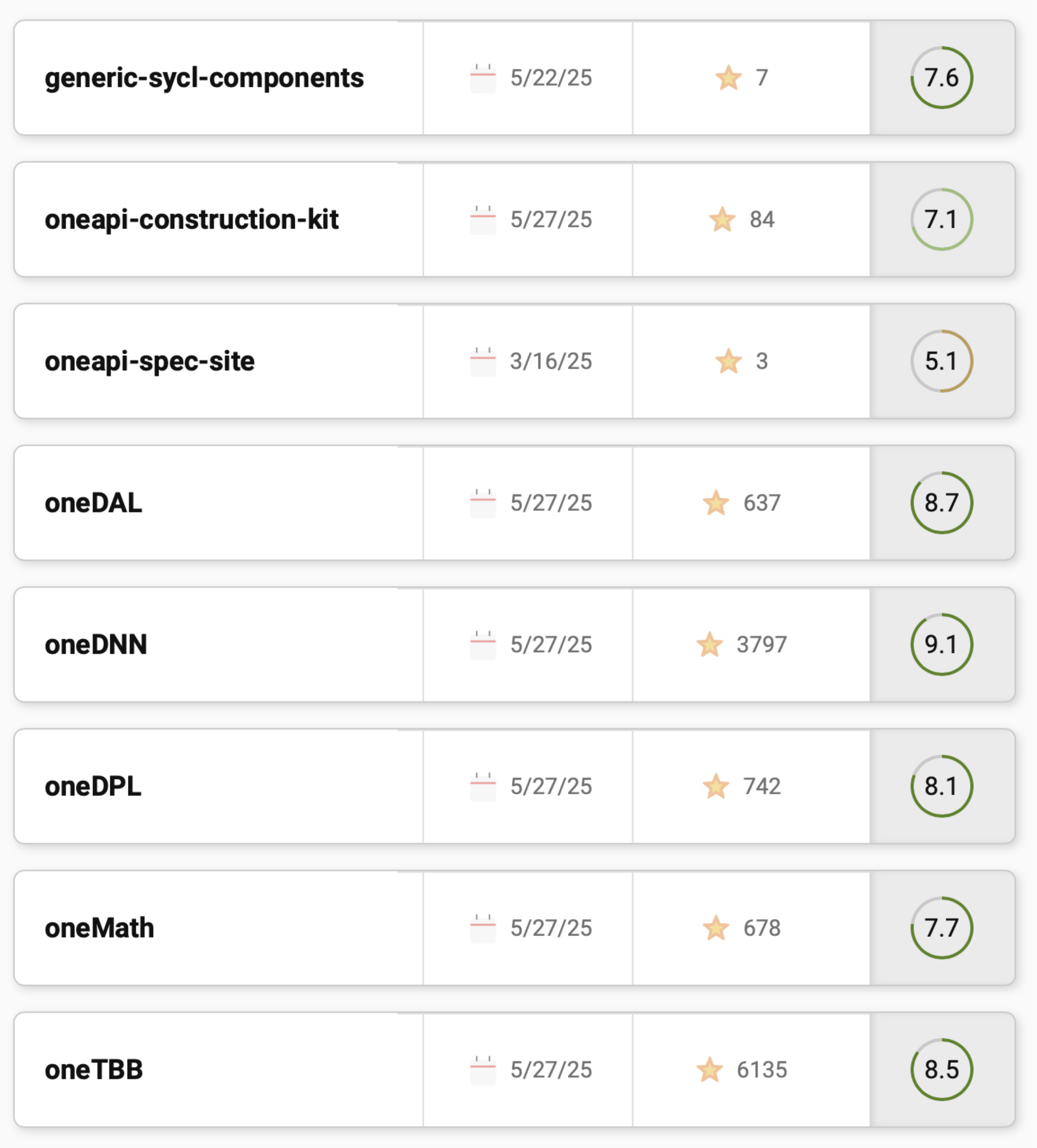
- Most actions completed – thank you
- Coverity and OSS-Fuzz both seem to be pain-points
  - We will create brief guides for initial project security set up
  - OSS-Fuzz requires a google account, but only for the dashboard use

Security Questions

- *“When we receive security concerns at security@uxlfoundation.com how do we respond to them? Do maintainers respond from their company’s work email, or does UXL respond more anonymously from that same security email?”*
  - **Our current security policy does not have an explicit answer to this, but the security reps (who are not necessarily maintainers) receive the emails but cannot reply from the UXL mailbox AFAIK.**
- *“Should we have a default process for all UXL projects for selecting maintainers?”*
  - **Raised here last month. No objections to a default UXL process so far.**
- *“What light-touch methods do we have to establish trust with possible maintainers?”*
  - **Raised here last month. It might be viable for UXL organisers to connect with member organization points of contact to establish maintainer trust.**
- *“How can a project with maintainers from different orgs ensure that any required external testing is completed before merges are made?”*
  - **With GitHub Actions based testing this could be accomplished by using the built-in commit status, allowing the external test systems to update this status once the testing is complete. It can be enforced using branch protection rules.**

Security Next Steps

- Good scores overall
- Are the implemented checks and precautions working for us?
  - We suggest a call or asynchronous conversation to determine an approximate threat landscape and assess our current security requirements
- Are all project security contacts active in UXL Slack for further discussions?



generic-sycl-components	5/22/25	☆ 7	7.6
oneapi-construction-kit	5/27/25	☆ 84	7.1
oneapi-spec-site	3/16/25	☆ 3	5.1
oneDAL	5/27/25	☆ 637	8.7
oneDNN	5/27/25	☆ 3797	9.1
oneDPL	5/27/25	☆ 742	8.1
oneMath	5/27/25	☆ 678	7.7
oneTBB	5/27/25	☆ 6135	8.5

Continuous Integration

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	Migrated and live
Codeplay	[CPU] ARM	Linux	Cloud-based	Yes	Available until May 31st
ARM	[CPU] ARM	Linux	Cloud-based	Yes	Only available for oneDAL and oneDNN
Codeplay	[GPU] Intel Battlemage B580	Linux	1	No	In progress
Intel	[GPU] Intel Battlemage B580	TBC	2	No	In progress
Codeplay	[GPU] Nvidia H100	Linux	1	No	In progress

Project Infrastructure Requirement Gaps

Hardware	Operating systems	Requirement	Notes
PowerPC64	Linux	Power ISA Base	
RISC-V	Linux	RVV 1.0	Could emulate?
x86-64	Linux, Windows, Mac	High thread count	May be inaccurate
X64-64	Linux, Windows, Mac	AVX2, AVX-512, AVX10.1	
GPU (Intel)	Linux, Windows	Xe, Xe2	
GPU (NVIDIA)	Linux, Windows	A100/H100 (GV100?)	
GPU (AMD)	Linux, Windows	ROCM (e.g. MI210, W6800, RX 9070)	

UXL Releases

UXL Releases

- Looking at using Conda Forge for binary releases
- Working with Intel Clear Linux team on packaging DPC++
- Looking at default release planning / strategy

Reach Out

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- UXL Slack