

A common compiler ecosystem for domain specific languages

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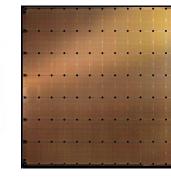
What are Domain Specific Languages (DSLs)?

There is an explosion of hardware architectures for HPC, and as we move into the exascale era a key challenge is how to fully exploit such complex, highly parallel supercomputers.









DSLs provide a separation of concerns, where domain specific abstractions enable programmers to concentrate on their application logic whilst providing a rich amount of information upon which the toolchain can determine tricky low-level decisions around parallelism.

The term *language* is a misnomer, tools and frameworks that provide domain specific *abstractions* would be better

Arguably, DSLs are the only way in which we can effectively program and exploit exascale supercomputers

Why are DSLs not ubiquitous in HPC?

A major disadvantage is in the siloing of compiler infrastructure, where DSLs tend to share very little or no infrastructure between them at the toolchain level.

This siloing of toolchains results in:

- Uncertainty around long term maintenance
- Reinventing the wheel
 Limited opportunities
- Considerable effort needed to develop a DSL
- for DSLs to target multiple domains
- X Limited third-party tools
- Considerable effort for new architectures

We must solve the challenges around siloing in order for DSLs to become more widespread

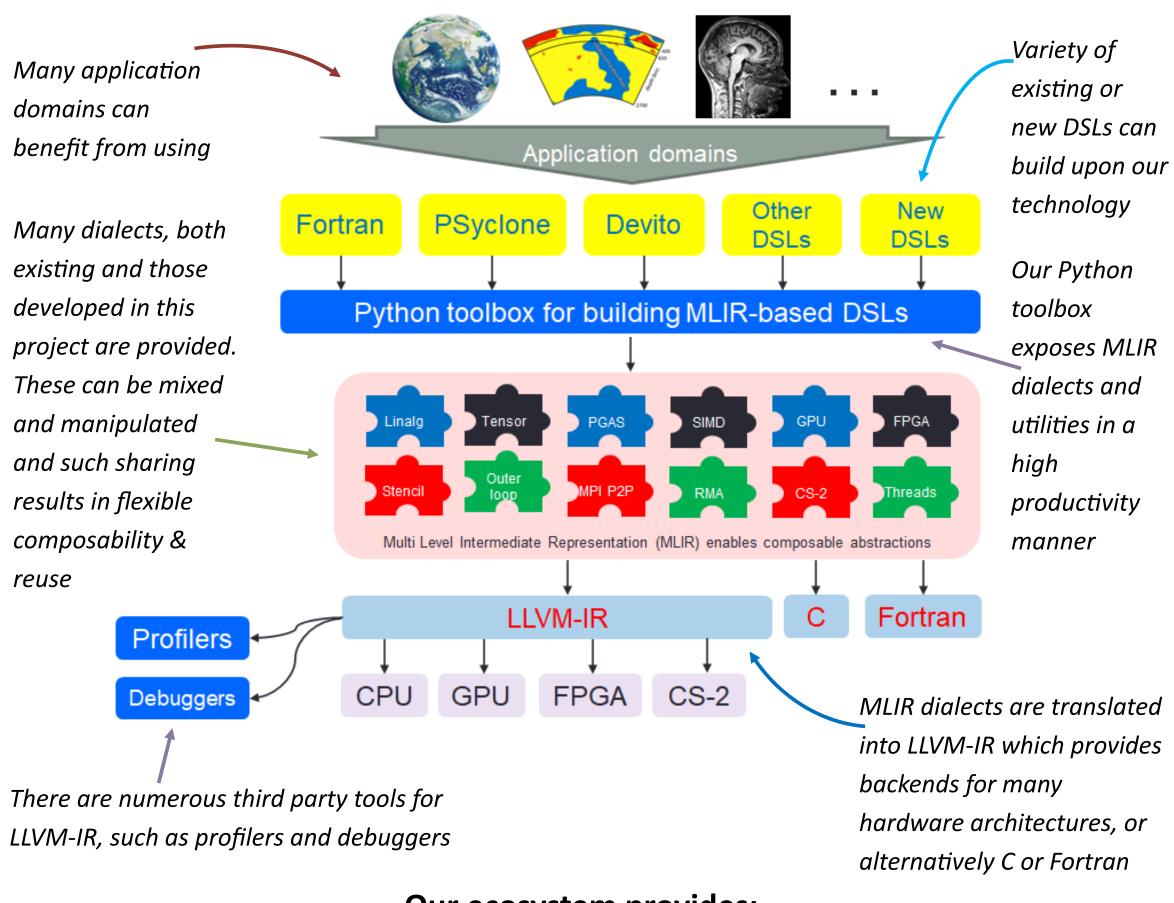
Hence our vision: A DSL being a thin layer atop an existing, mature ecosystem with a wealth of third party tools

30 second summary

- Domain Specific Languages (DSLs) have great potential.
- Underlying toolchains are often siloed and share very little or no infrastructure.
- We are developing a Python ecosystem so DSL developers can write a thin-layer on-top of existing, well supported, MLIR/LLVM compiler infrastructure.

What is our xDSL ecosystem?

Python toolbox based upon MLIR, integration with MLIR & series of HPC dialects



Our ecosystem provides:

- Composability, where DSL owners choose what parts of our ecosystem to leverage
- Interoperability between DSLs

EXCALBUR

https://excalibur.ac.uk/

- **Code reuse** of toolchain infrastructure
- Longevity of DSL compiler technology as we build upon LLVM and MLIR
- **Performance** because dialects and backends are developed by experts
- Productivity for both the application and DSL developers due to code reuse
- **Portability** for application codes and DSLs across architectures.

Funded by ExCALIBUR

The UK ExCALIBUR program address the challenges and opportunities offered by computing at the exascale and aims to deliver the next generation of HPC simulation software and tooling

Building on LLVM and MLIR

LLVM is a collection of common compilation tools and infrastructure. There are numerous LLVM backends available for different hardware, targeted via LLVM-IR.

Get Involved

xDSL is open source
and we welcome
contributions
www.xdsl.dev
github.com/xdslproject

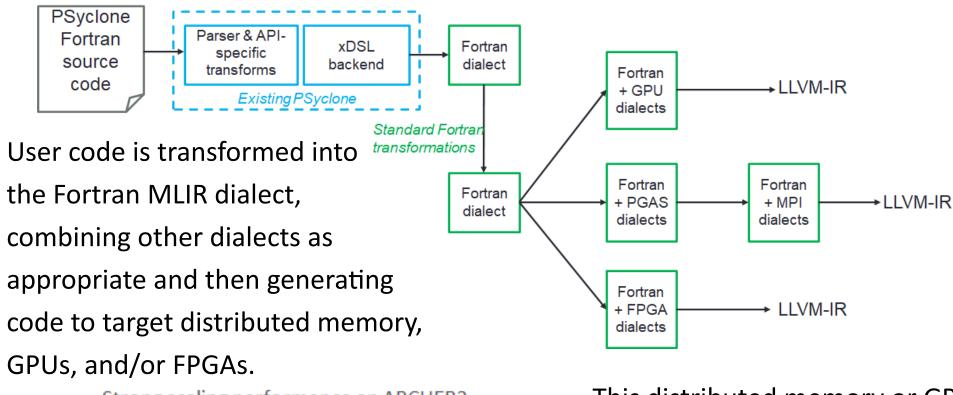


MLIR enables representing and mixing dialects of intermediate representations and abstractions, thus providing easier integration, reuse, and optimisation.

However, currently written in C++ there is a fairly steep learning curve that our Python toolbox looks to address.

Case study: Integrating xDSL with a Fortran DSL

PSyclone is Fortran-based DSL developed by STFC & the Met Office and used for weather and climate codes including LFric & NEMO



Strong scaling performance on ARCHER2

Strong scaling performance on ARCHER2

10

10

1024

2048

1096

8192

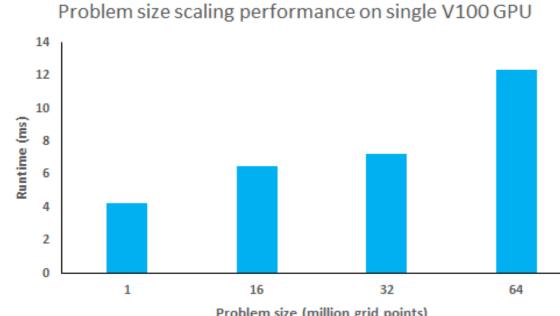
16384

32768

Number of cores (MPI process per core)

This distributed memory or GPU parallelism can be automatically extracted from the scientific codes in using existing, sharable transformations. Once a DSL is integrated with xDSL, aspects such as this come largely out of the box.

The use of Fortran here is an example, xDSL can be used with many different languages, for instance the Devito DSL which is also integrated with xDSL and Python-based.



Using PW advection scheme with 137 billion global grid points on ARCHER2 with 128-core AMD Rome CPU nodes. Running on Cirrus V100s for GPUs