

# Chapel: Distributions and Layouts

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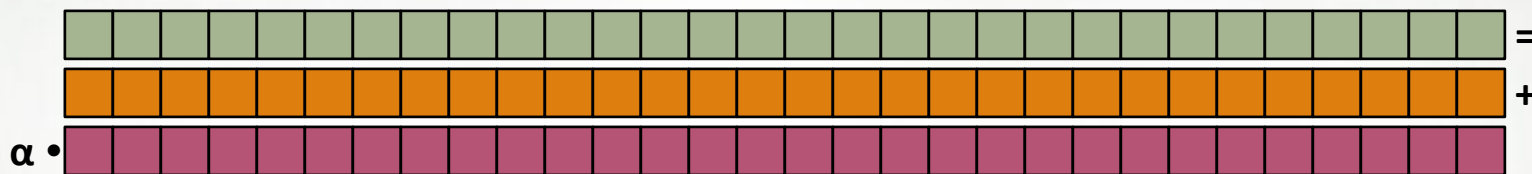
Sung-Eun Choi and Steve Deitz  
Cray Inc.

# Outline

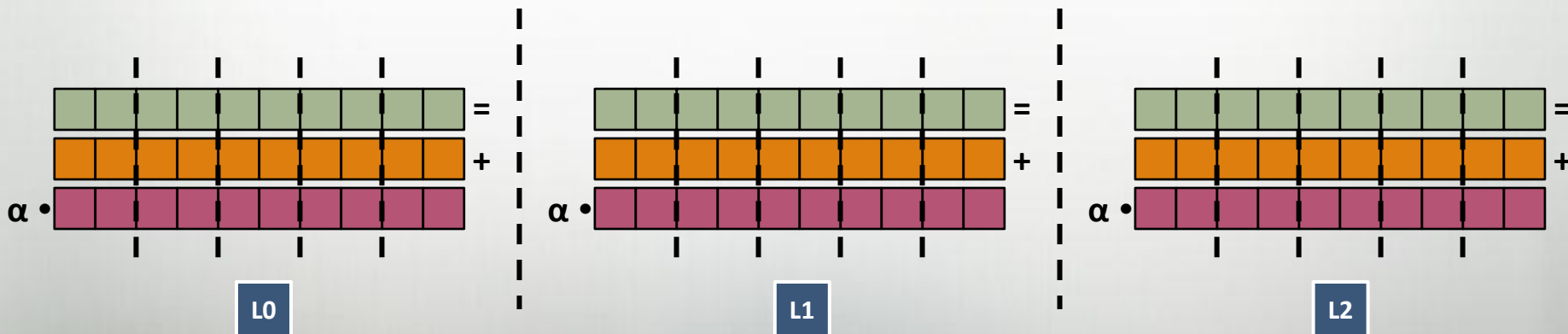
- Domain Maps
  - Layouts
  - Distributions
- Chapel Standard Layouts and Distributions
- User-defined Domain Maps

# Domain Maps

Domain maps are a “recipe” that instructs the compiler how to map the global view...



...to memory and/or locales



# More on Domain Maps

A domain map defines:

- Ownership of domain indices and array elements
- Underlying representation
- Standard set of operations on domains and arrays
  - E.g, slicing, reindexing, rank change
- How to farm out work
  - E.g., forall loops over distributed domains/arrays

Domain maps are built using language-level constructs

- No special compiler support

# Using Domain Maps

- Syntax

```

dmap-type:
    dmap (dmap-class(...))
dmap-value:
    new dmap (new dmap-class(...))
    
```

- Semantics

- Domain map classes are defined in Chapel

- Examples

```

use myDMapMod;
var DMap: dmap(myDMap(...)) = new dmap(new myDMap(...));

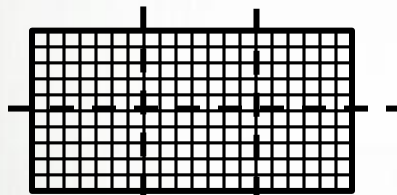
var Dom: domain(...) dmapped DMap;
var A: [Dom] real;
    
```

# Dmapping Domains

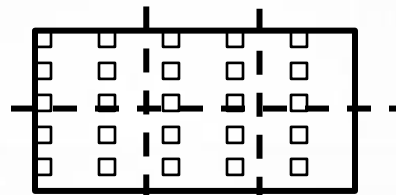
All domain types can be dmapped.

Semantics are independent of domain map.

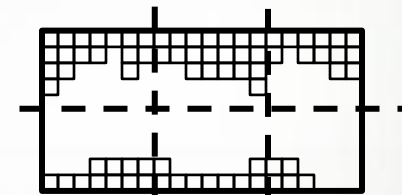
(Though performance and parallelism will vary...)



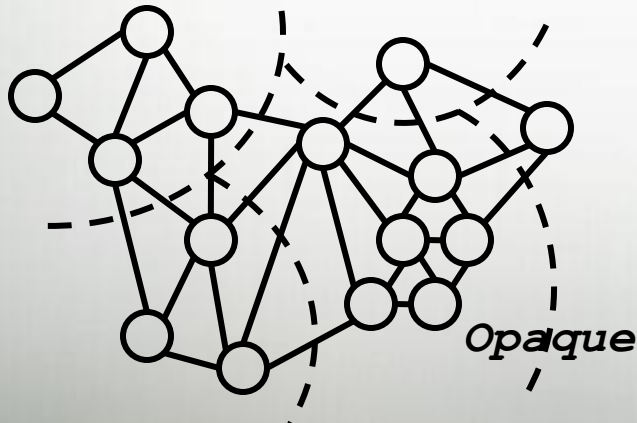
*Dense*



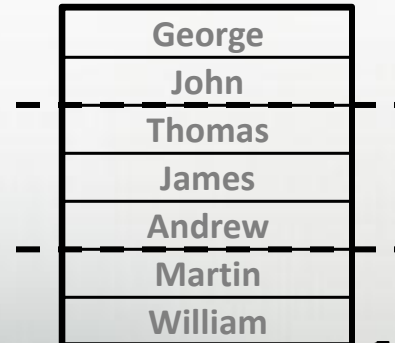
*Strided*



*Sparse*



*Opaque*



*Associative*

# Layouts

## Layouts are single-locale domain maps

- Uses begin, cobegin, coforall to implement data parallelism
- May take advantage of locale resources, *e.g.*, multiple cores

## Examples

- Sparse CSR
- GPU

# Distributions

## Distributions are multi-locale domain maps

- Uses begin, cobegin, coforall to implement data parallelism
- Uses on to control data and task locality
- May use layouts for per-locale implementation

## Examples

- Block
- Cyclic
- Block-Cyclic
- Block CSR
- Recursive bisection



# Outline

- Domain Maps
- Chapel Standard Layouts and Distributions
  - Block
  - Cyclic
- User-defined Domain Maps

# Chapel Standard Layouts and Distributions

Chapel provides a number of standard layouts and distributions

- All are written in Chapel

## Examples

- Block distribution
- Cyclic distribution

# The Block Distribution

The Block Distribution maps the indices of a domain in a dense fashion across the target Locales according to the `boundingBox` argument

```
const Dist = new dmap(new Block(boundingBox=[1..4, 1..8]));
var Dom: domain(2) dmapped Dist = [1..4, 1..8];
```



*distributed over*



# The Block class constructor

```

def Block(boundingBox: domain,
           targetLocales: [] locale = Locales,
           dataParTasksPerLocale = ...,
           dataParIgnoreRunningTasks = ...,
           dataParMinGranularity = ...,
           param rank = boundingBox.rank,
           type idxType = boundingBox.dim(1).eltType)

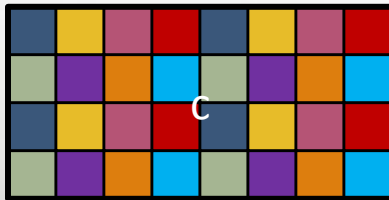
```

# The Cyclic Distribution

The Cyclic Distribution maps the indices of a domain in a round-robin fashion across the target Locales according to the `startIdx` argument

```

const Dist = new dmap(new Cyclic(startIdx=(1,1)));
var Dom: domain(2) dmapped Dist = [1..4, 1..8];
  
```



*distributed over*



# The Cyclic class constructor

```

def Cyclic(startIdx,
            targetLocales: [] locale = Locales,
            dataParTasksPerLocale = ...,
            dataParIgnoreRunningTasks = ...,
            dataParMinGranularity = ...,
            param rank: int = inferred from startIdx,
            type idxType = inferred from startIdx)

```

## A little under the covers..

- Both the Block and Cyclic distributions use `coforall` and `on` to implement `forall` loops

```
coforall locDom in locDoms do on locDom {  
    ... local portion ...  
}
```

- Each locale's local portion uses the same knobs for intra-locale parallelism as default arrays and domains

# Outline

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# User-defined Domain Maps

(Advanced) programmers can write domain maps

- The compiler uses a structural interface to build domain maps:
  - Create domains and arrays
  - Map indices to locales
  - Access array elements
  - Iterate over indices/elements sequentially, in parallel, zippered
  - ...

Standard Domain Maps *are* user-defined domain maps

*Design goal:* User-defined domain maps should perform as well as the Chapel Standard Domain Maps

# Future Directions

- More standard distributions and layouts
- Specify interface for user-defined domain maps

# Questions?

- Domain maps
  - Layouts
  - Distributions
- The Chapel Standard Distributions
  - Block Distribution
  - Cyclic Distribution
- User-defined Domain Maps