CharmPy: Charm++ with Python

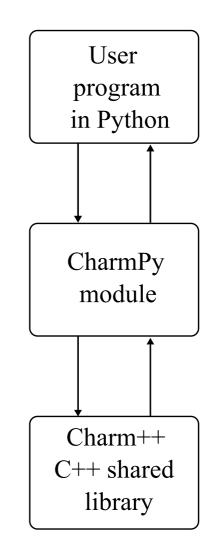
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What is CharmPy?

- Write Charm++ programs in Python
- Core runtime functionality in C++



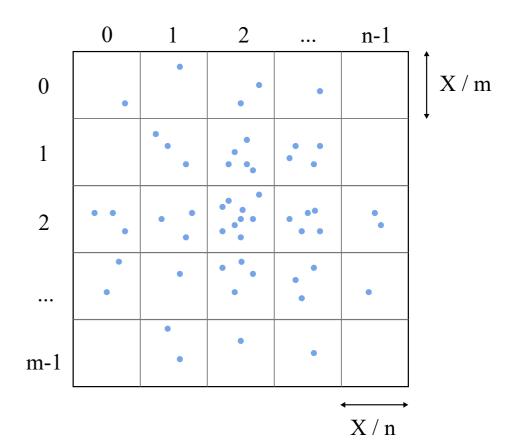
Why Charm++ for Python?

- CharmPy specific features
 - No .ci file
 - Entry methods can receive any type of data (including custom types) without special declaration
 - Any entry method can be target of reductions and callbacks receiving any type of data
 - No special tag, declaration, no CkReductionMsg
 - No need to use or define Charm++ message types
 - No need to write PUP (serialization) routines
 - Streamlined and easy-to-use API

Why Charm++ for Python?

- Productivity (typically much less code)
 - Python has powerful high-level language features and extensive set of libraries
 - Fast prototyping and testing
- Integration with rich set of Python libraries (visualization, numerical, scientific, machine learning, data sets...)
- Performance can be comparable to C/C++ depending on techniques used

- 2D X × X box decomposed into cells → 2D (m × n) chare array
- Varying number of particles per cell
- Each iteration, particles move random distance d < cell size in any direction
- Overdecomposition: multiple cells (chares) per core
- Load balancing every L iterations
- Full program is one file (97 lines)
- Runs on a supercomputer



- Particle objects
 - Will be sent between chares (no pup method needed)

```
class Particle:
    def __init__(self, x, y):
    ...
```

- Readonlies container (global object)
 - Objects in container will be broadcast to all processes after mainchare constructor. Examples:

```
ro = readOnlies()
ro.SIM_BOX_SIZE = (100.0, 200.0)
ro.hi = "hello world"
ro.test_particle = Particle(21.2, 45.0)
```

• Mainchare constructor

```
class Main(Mainchare):
    def __init__(self, args):
        ro.mainProxy = self.thisProxy
        ro.cellProxy = charm.CellProxy.ckNew((12,12)) # 12x12 array
        ro.cellProxy.run() # invokes 'run' on every cell
```

• Cell (entry method invocation)

where outgoingParticles[nb] is Python list of Particle
objects to send to neighbor nb

- Entry methods and "when" construct
 - Entry method invoked when first argument equals member variable

```
@when("iteration")
def updateNeighbor(self, iter, particles):
    self.particles += particles
    ...
```

• Reductions

```
Entry method in Main class:
def collectStats(self, result): print result
```

Performance

- NumPy + Numba
 - Numba can compile array-oriented and math Python code
 - Python can act as high-level language with critical code being non-interpreted (compiled)
 - Numba can also generate GPU code
- CharmPy compatible with other Python interpreters (e.g. PyPy that uses JIT)
- Easy to run C/C++ code, solutions to run Fortran code also exist

Thank you Questions?

git clone https://charm.cs.illinois.edu/gerrit/charmpy