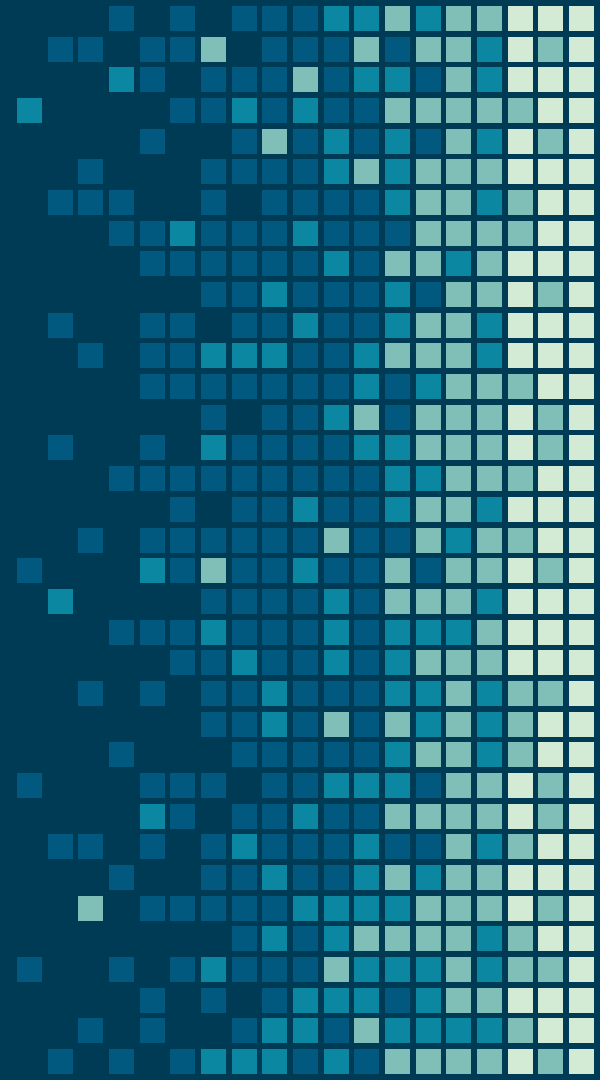


swift → → →

SWIFT & SWIFT/T

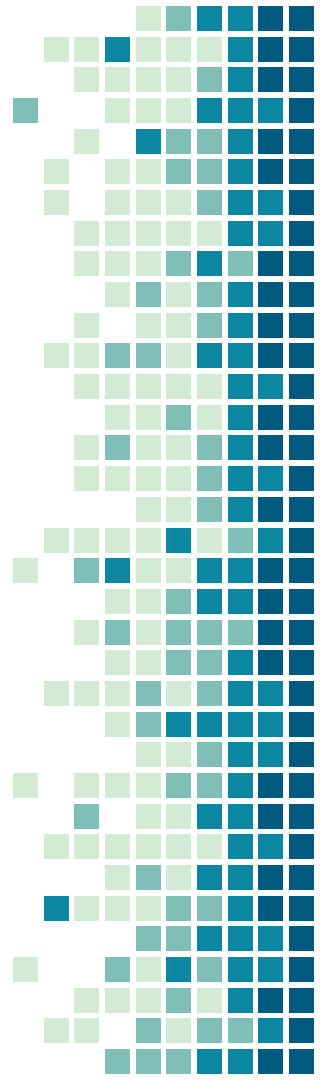
Presented By:

Adam Ordway, Ben Johnson, and Brandon
Sloan



What is Swift?

- Swift is not Apple's Swift.
- Swift is a fast and simple scripting language with the intent of **parallel** programming.
- Swift is concurrent language with syntax similar to C and built with Java.
- Swift contains features of other languages like arrays, for/foreach loops, if/else statements, and functions.

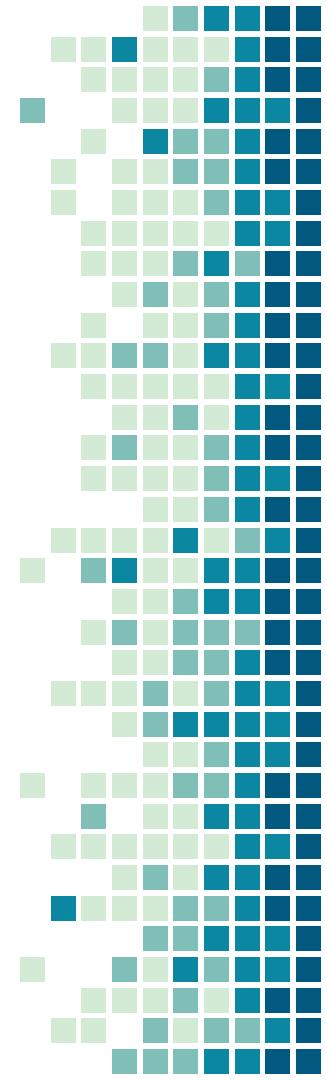


Benefits of Swift

- If tasks are able to run concurrently, i.e. are not dependent on each other, they will.
- One script can run on multiple cores, nodes, grids, etc.
- Incremental viewable updates (see figure below).
- Able to be run on any machine you have available.

```
y = f(x);  
z1 = g(y, 1);  
z2 = g(y, 2);
```

```
$ swift p3.swift -nsim=100 -steps=1  
Swift 0.96  
RunID: run002  
Progress: Thu, 22 Jan 2015 16:29:45-0600  
Progress: Thu, 22 Jan 2015 16:29:46-0600   Selecting site:80   Active:20  
Progress: Thu, 22 Jan 2015 16:30:07-0600   Selecting site:60   Active:20   Finished  
successfully:20  
Progress: Thu, 22 Jan 2015 16:30:28-0600   Selecting site:40   Active:20   Finished  
successfully:40  
Progress: Thu, 22 Jan 2015 16:30:49-0600   Selecting site:20   Active:20   Finished  
successfully:60  
Progress: Thu, 22 Jan 2015 16:31:10-0600   Active:20   Finished successfully:80  
Final status:Thu, 22 Jan 2015 16:31:31-0600   Finished successfully:101
```



Example

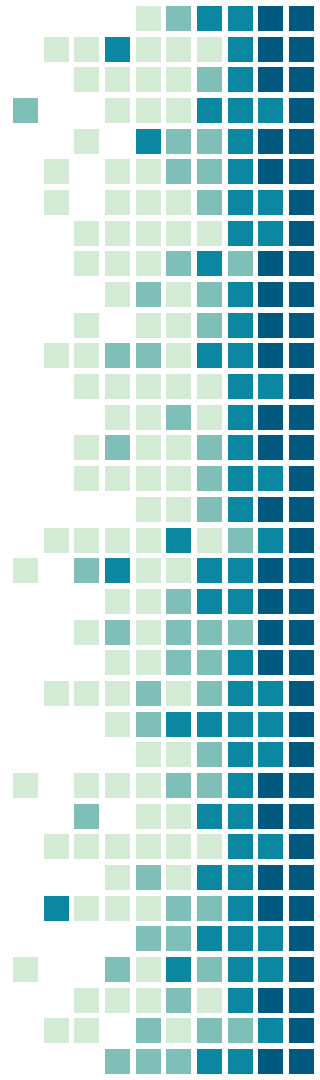
```
1 // Example wasteful code
2 // The point of this is to waste time
3 // in order to simulate large data
4 // to maximize the effects of parallelization
5
6 #include <iostream>
7 using namespace std;
8
9 // makes wasteful calculations
10 int multdiv(int i) {
11     i *= 10000;
12     i /= 3;
13     i *= 3000;
14     i /= 42;
15     return i;
16 }
17
18
19 int main() {
20     int num;
21
22     // takes numbers on stdin
23     // and runs the wasteful calculations
24     // on each one
25     while (cin >> num) {
26         cout << multdiv(num) << endl;
27     }
28
29     return 0;
30 }
31
```

Linear code: Bash script

```
1 # Example linear code
2 # This runs the program one after
3 # the other 200 times
4
5 # for loop
6 for num in {1..200}
7 do
8 # generate input/output variables
9 foo="in$num.txt"
10 bar="shout/out$num.txt"
11
12 # run multdiv
13 multdiv < $foo > $bar
14
15 # loop finished
16 done
17 exit 0
18
```

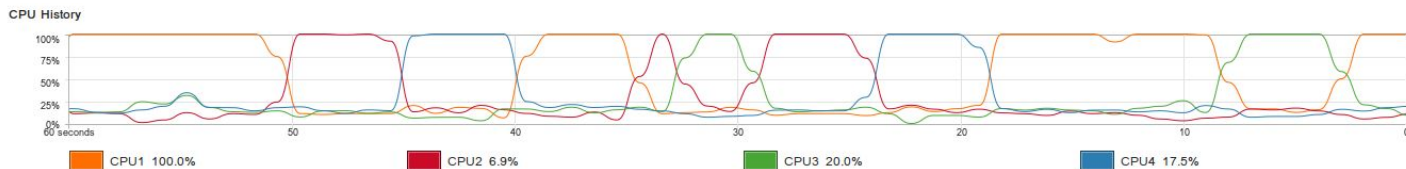
Parallel code: Swift script

```
1 type file;
2
3 app (file out) md (file input) {
4     multdiv stdin=filename(input) stdout=filename(out);
5 }
6
7
8 foreach i in [1:200] {
9     file fin <single_file_mapper; file=strcat("in" + i + ".txt");
10    file f <single_file_mapper; file=strcat("output" + i + ".txt");
11    f = md(fin);
12 }
13
```



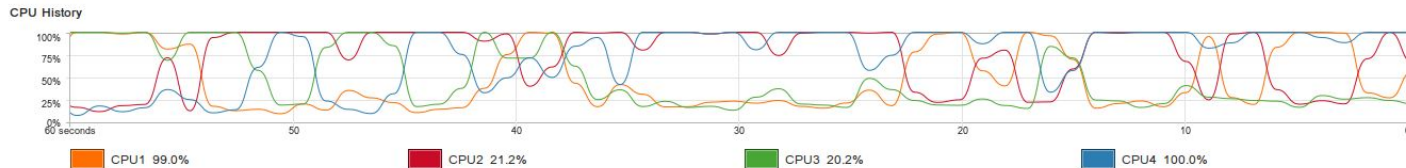
Example

Linear code

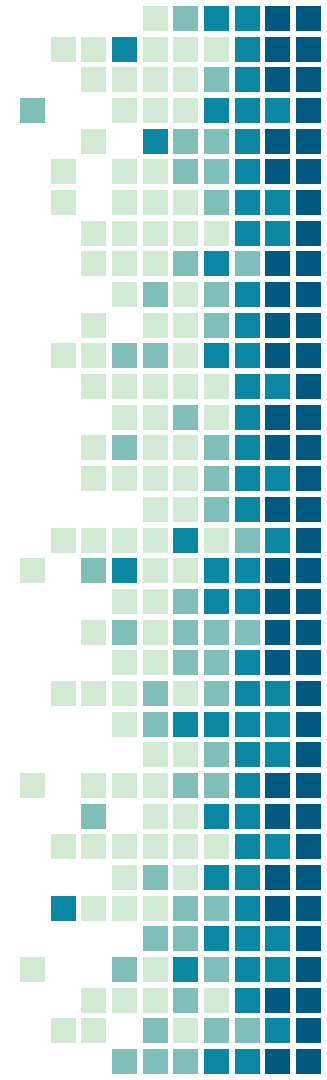


real 17m41.983s

Parallel code

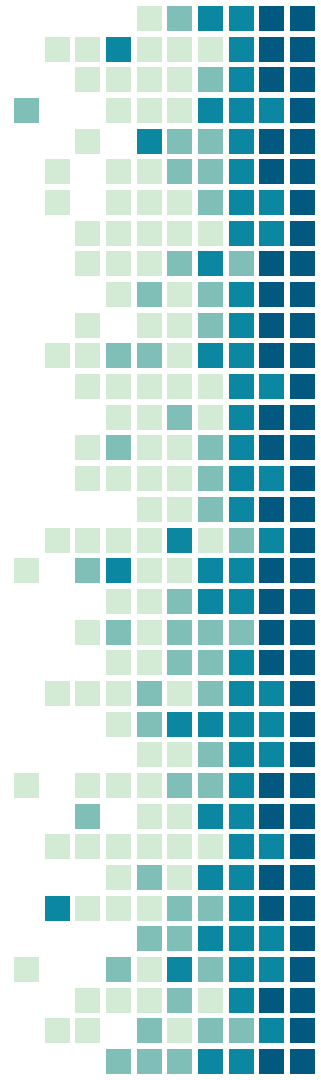
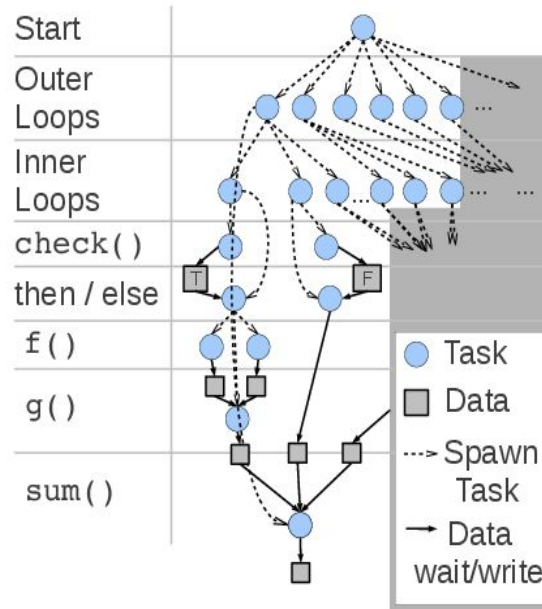


real 10m54.748s



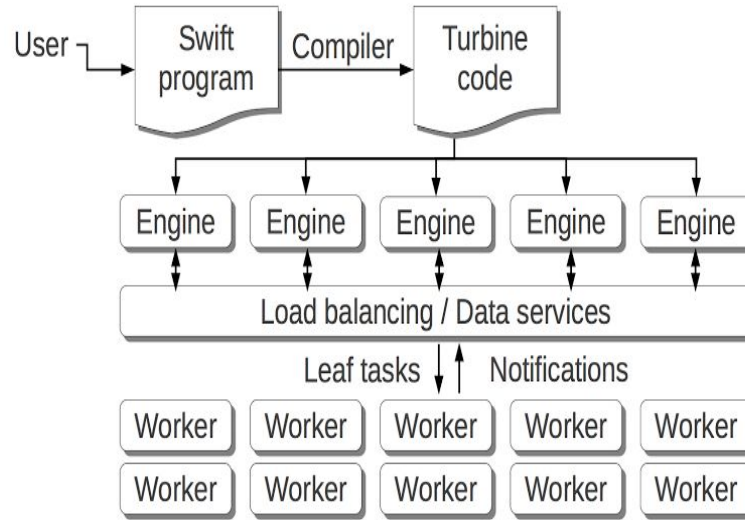
Swift /T

- Increased Number of tasks (Over 1 billion/s supported).
- Ability to execute scripts in embedded interpreters from popular scripting languages.
- Improved built in libraries such as string or math.
- **Runs as a single MPI job.**
- Ability to call native code functions from C, C++, and Fortran.



/T for Turbine

- Swift uses a single compute node. This leads to scalability problems as large numbers of tasks are generated.
- Swift /T seeks to subvert this problem using its distributed Turbine engine.
- The swift compiler divides up tasks into leaf or control tasks which are managed by the Turbine at runtime



References

Main Web Page

Swift-lang.org

Swift /T Performance and Implementation

swift-lang.org/papers/pdfs/Turbine_2013.pdf

