BoF: OpenMP, OpenACC & Offloading

BoF to discuss topics related to concurrency and offloading work onto accelerators. On the OpenMP side, in particular the implementation of the missing OpenMP 5.0 (soon: 5.1) features.

Especially for offloading with OpenACC/OpenMP, optimizing the performance and in particular restricting the amount and frequency of data transfers is crucial and involves topics like value propagations, cloning, loop parallelizations, and memory management - including pinning, asynchronous operations and unified memory. And with offloading code and GPU offloading becoming ubiquitous, deployment and keeping pace with supporting consumer and high-end hardware updates is a challenge.

Related topics and trends can also be discussed, be it base language concurrency features, offloading without using OpenMP/OpenACC, other accelerators.

I agree to abide by the anti-harassment policy

I agree

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Session Classification: GNU Tools Track

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