

ExaTEPP #2 - Introduction

23 January 2024

Reminder: ExaTEPP project

RSE recruitment and onboarding had its challenges
(to be expected...)

Likely 3 workshops (vs 4)

SKTB linked to workshops
(too many to retain interest)

In person training at Hartree

- Portability May '23
- AI usage in May '24
- One more (?)

WP2 and WP3

See next slide

Management

Proj leader

KE coordinator

Recruit RSEs

Workshops

SKTB reports

WP1: Training and KE

In-person training

WP2: Simulation

Optimisation

CUDA development

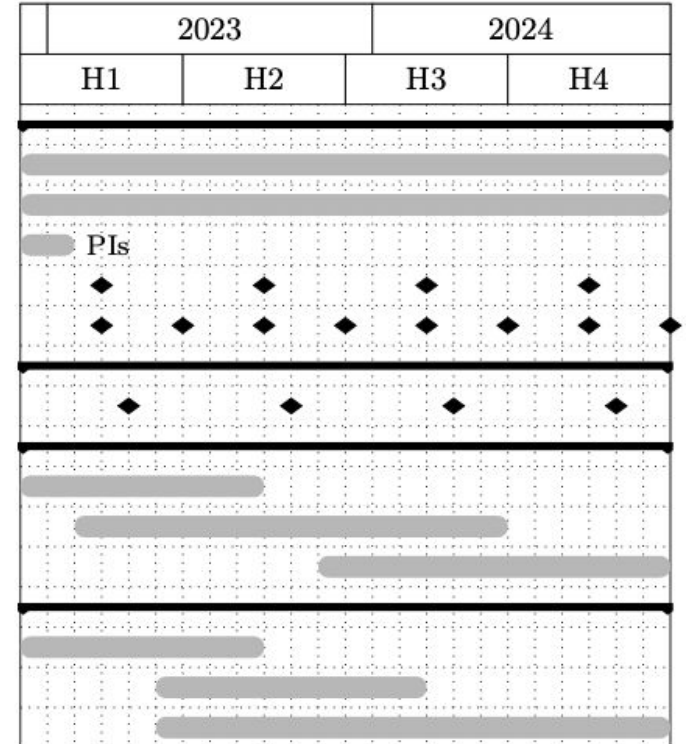
Portability

WP3: Benchmarking

NVIDIA Benchmark

Intel Benchmark

WP2 Continuous Bchm



Agenda for the workshop

Review the progress today in all the areas, present to the steering board tomorrow

- Bearing in mind that we are part of a much larger community

Project is at the midpoint, work ongoing. Reports on

- Simulation of particle interactions (Celeritas) and GPU code profiling
- Lattice simulation progress
- Knowledge exchange - work with US DOE labs
- Training and online material at Hartree
- Website

Discussion on sustainability in particle physics software

Future of HPC in the UK and elsewhere and opportunities

Ideas for a next phase in 2025+

Positives and negatives

Positives:

- We put together a community of software developers, and users across some of the STFC programmes
- We built interactions with a few RSE teams across the UK
- Two workshops, one in Wales and one in Scotland (next one should be in England)
- Communicate our needs to a wider UK base

Negatives:

- (I thought we booked good weather...)
- Project is too small to gain enough visibility/impact
- Felt a bit “isolated”, not much communication with the wider excalibur community (A couple of presentations at workshops, but no real working groups/activities)
- Risk to the project if ending without a continuation

Dinner tonight

7.30 pm at the Hotel du Vin. Can we do a quick headcount?

I imagine we will go somewhere before dinner, Luigi to let us know

I have the spreadsheet with your orders in case you forgot...