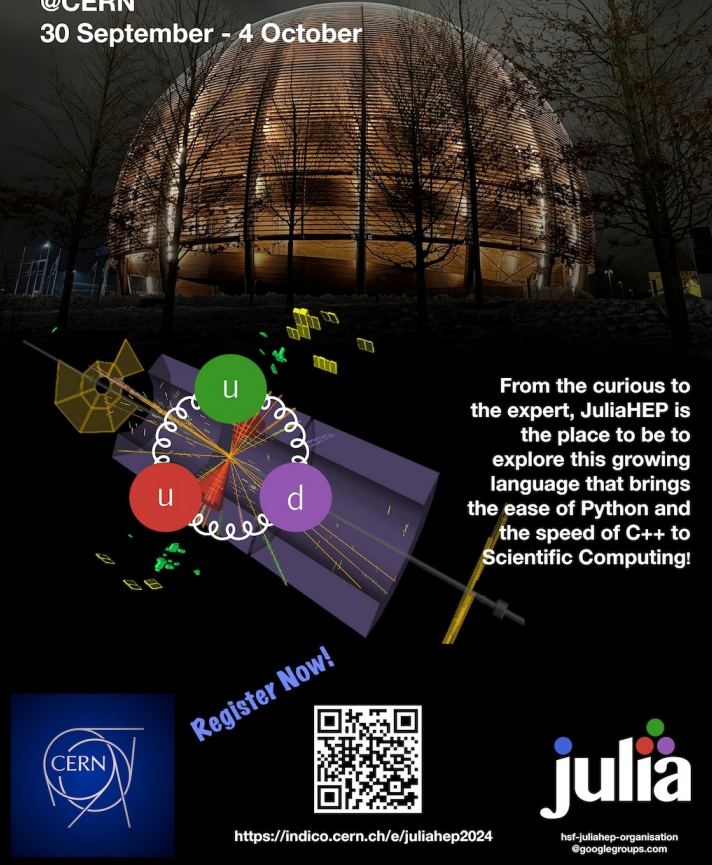


# JuliaHEP 2024



@CERN

30 September - 4 October



From the curious to the expert, JuliaHEP is the place to be to explore this growing language that brings the ease of Python and the speed of C++ to Scientific Computing!

Register Now!



<https://indico.cern.ch/e/juliahep2024>

**julia**

hsf-juliahep-organisation  
@googlegroups.com

# ASML

## *Using Julia to perform Physics on Time Critical systems*

Dr. Evangelos Paradas  
*Algorithm Deployment Architect*

September 30, 2024  
CERN, Geneva, CH

# Outline

**A few words about ASML**

**General Context**

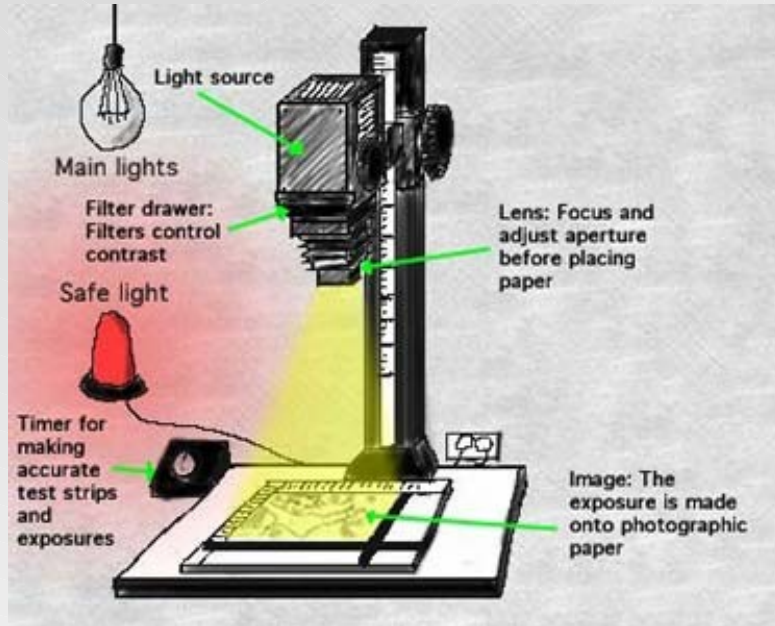
**What are the problems in Embedding Algorithms?**

**Can Julia solve these issues?**

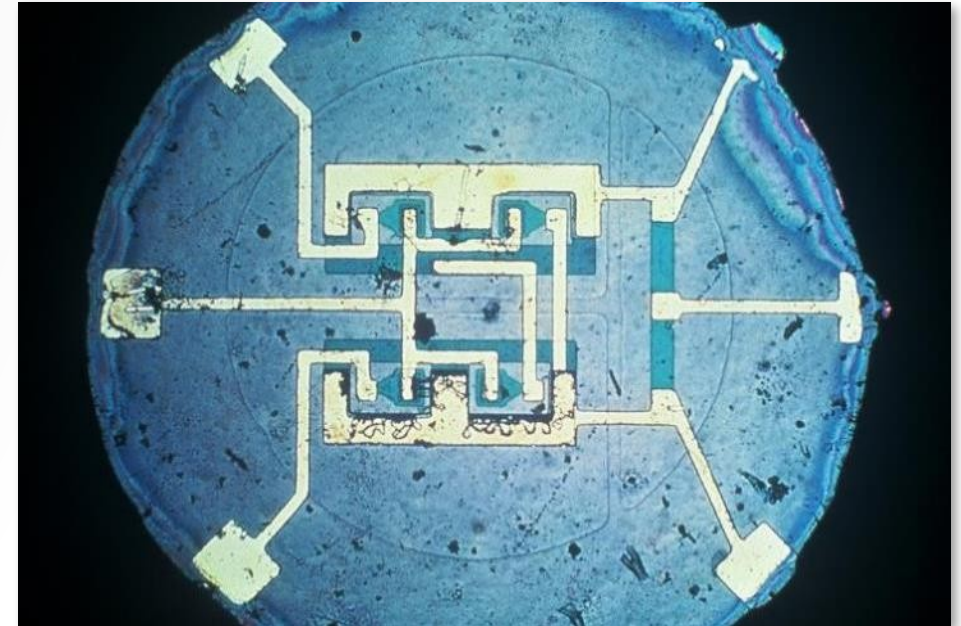
# ASML & Lithography

# A few words on how electronic chips are produced

A picture from the past



Several manual steps



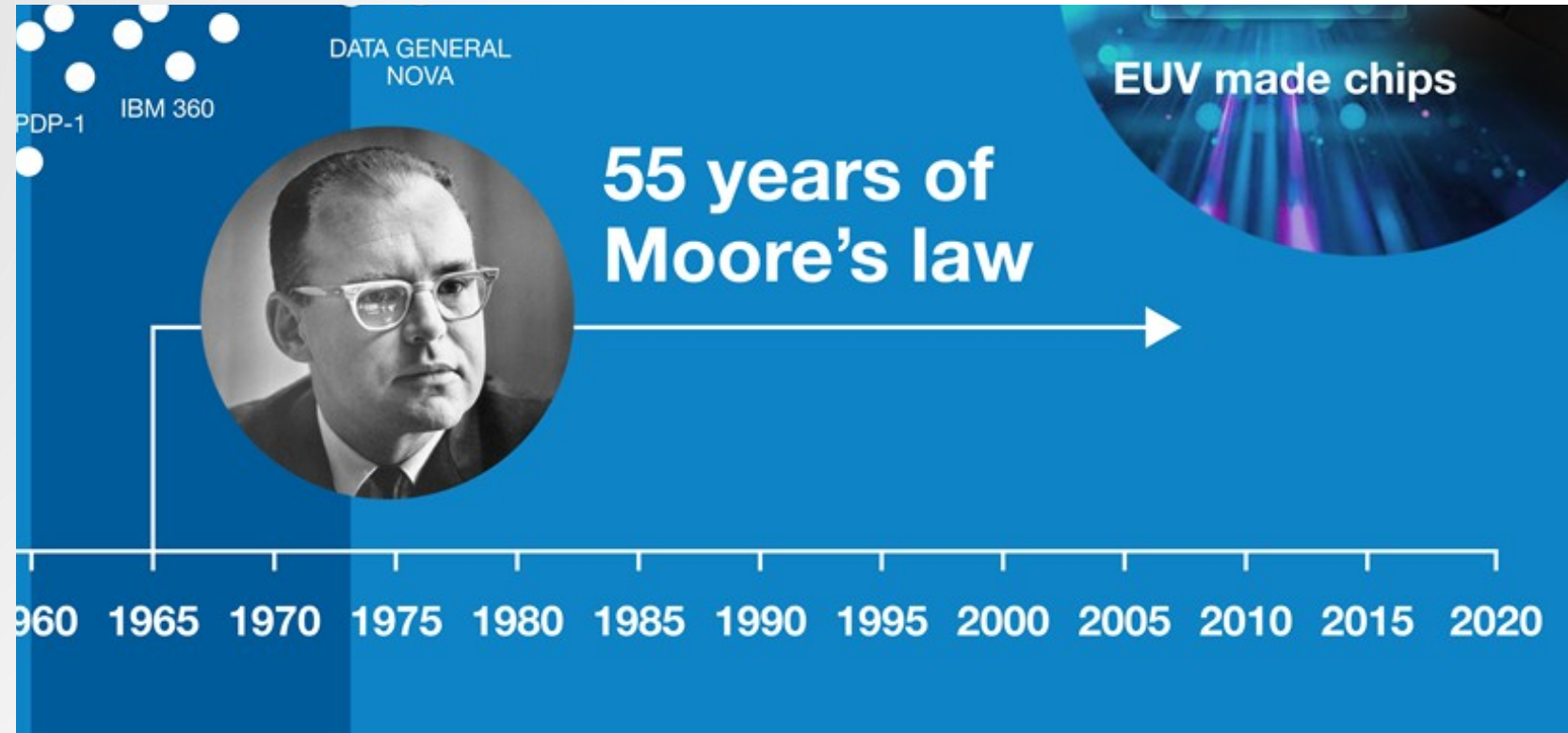
All layers are integrated on 1 layer of silicon

# A few words on how electronic chips are produced

## Gordon Moore's law

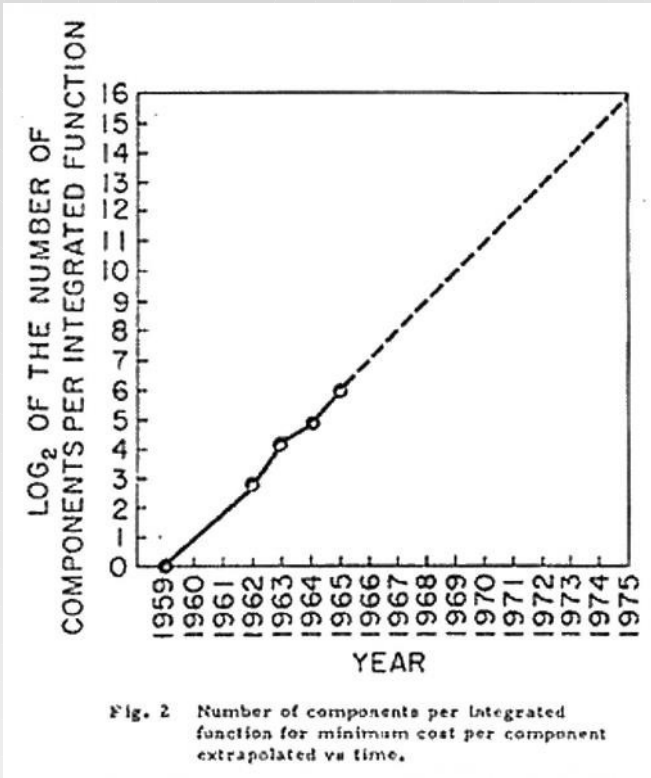
**Moore's law:** *doubling of components per chip, every two years.*

- Not a law of nature, but a self-fulfilling prediction
- 1950's: first integrated function with one component.
- 74 years later: 37 cycles of doubling every 2 years
- **$2^{37} = 137,5$  billion transistors**



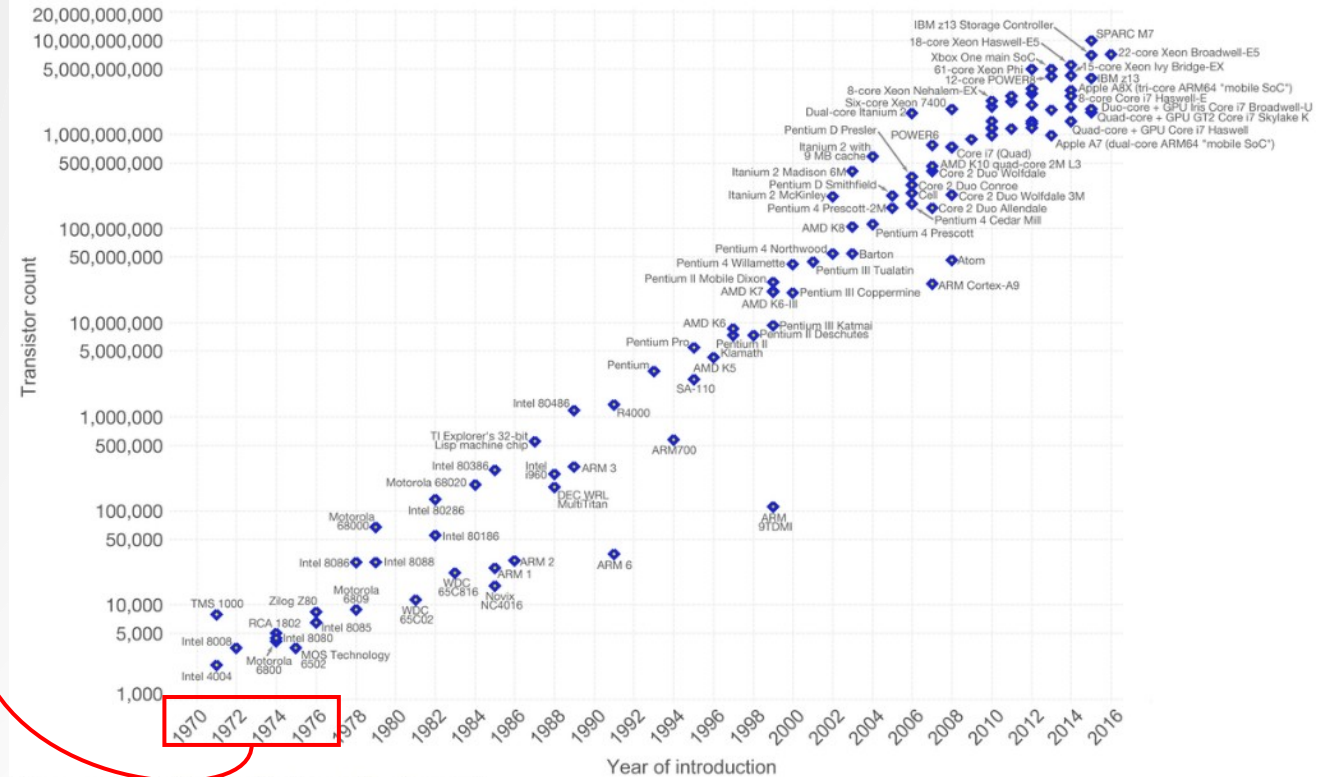
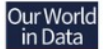
# A few words on how electronic chips are produced

## Gordon Moore's law



### Moore's Law – The number of transistors on integrated circuit chips (1971-2016)

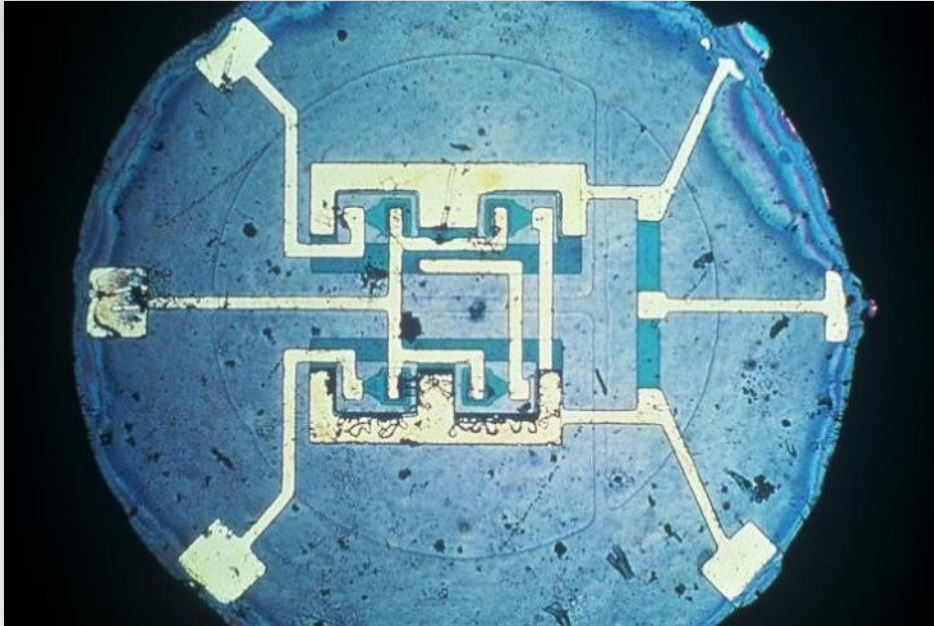
Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important as other aspects of technological progress – such as processing speed or the price of electronic products – are strongly linked to Moore's law.



Data source: Wikipedia ([https://en.wikipedia.org/wiki/Transistor\\_count](https://en.wikipedia.org/wiki/Transistor_count))  
 The data visualization is available at OurWorldinData.org. There you find more visualizations and research on this topic.  
 Licensed under CC-BY-SA by the author Max Roser.

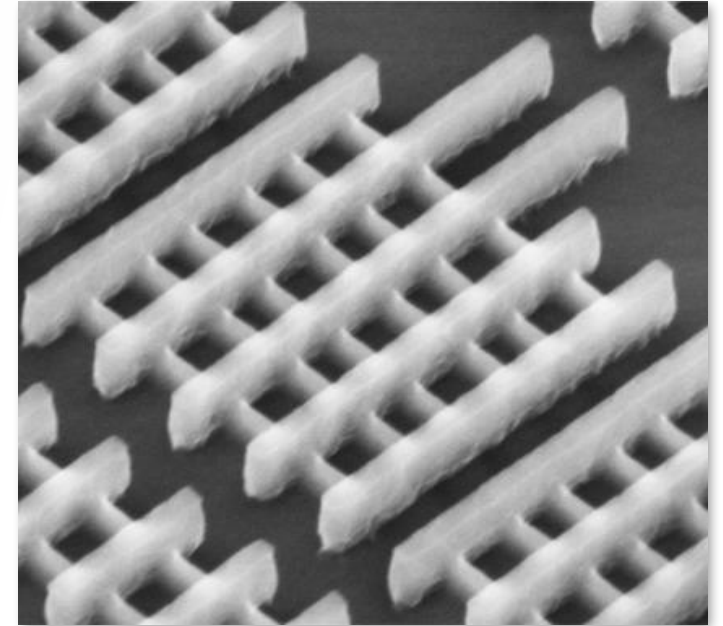
Industry is moving towards 1 billion transistors per mm<sup>2</sup>

# A few words on how electronic chips are produced



First integrated circuit on silicon, on a wafer size of a fingernail  
(Fairchild semiconductor, 1959)

Transistor's size  
continuously shrinking



**Today:** Billions of transistors on the same are.

# A few words about ASML

## Introducing ASML

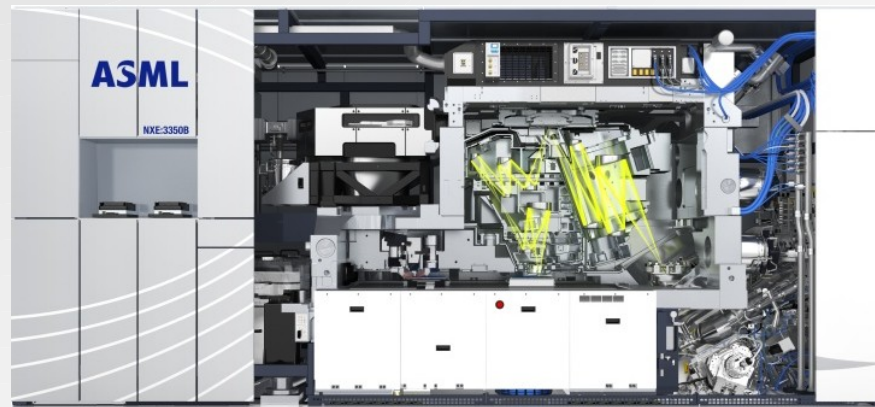
ASML is a Dutch multinational company specializing in development and manufacturing of photolithography systems.

Currently it is the largest supplier of photolithography systems for primarily the semiconductor industry.

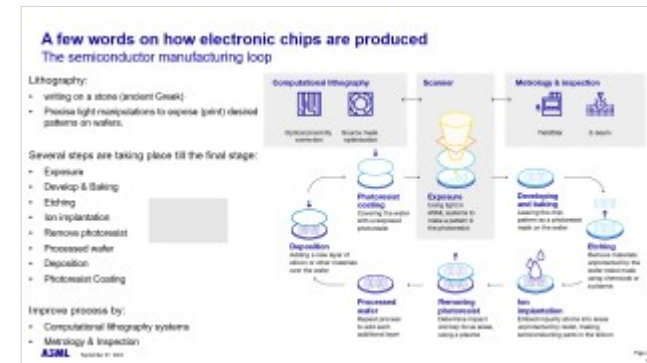
The company manufactures machines to produce integrated circuits.



ASML HeadQuarters in Veldhoven



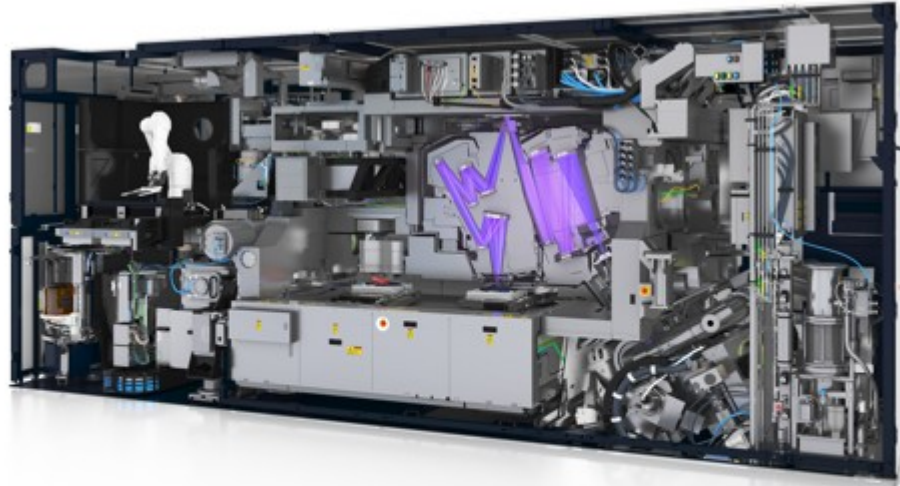
ASML's EUV machine



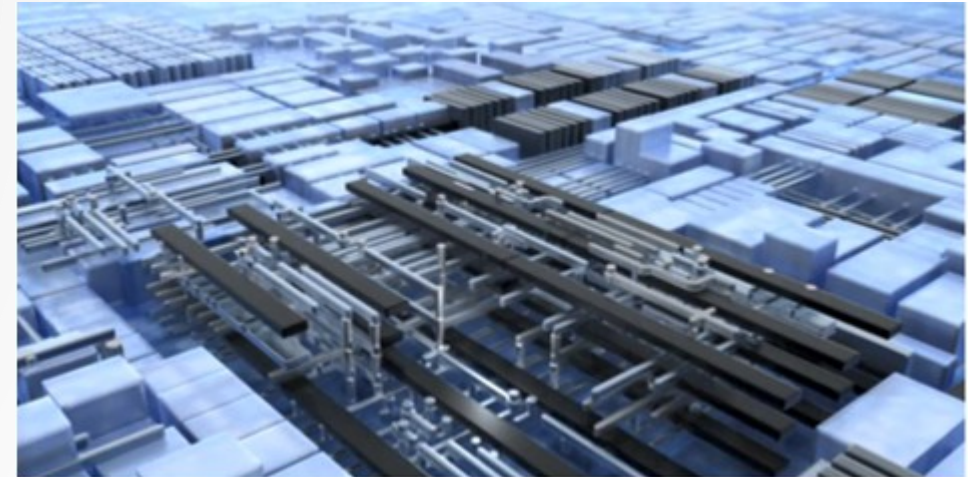
Complex loop of electronic chip creation



# A few words about ASML



**ASML makes big systems**



**for tiny patterns**

Software and data science play an increasing role to optimize the machines and processes

A few words about ASML  
Major suppliers to our customers

Company	Market
Intel	Equipment
TSMC	Equipment
SK Hynix	Equipment
SKC	Equipment
SKC	Equipment
SKC	Equipment
SKC	Equipment
SKC	Equipment
SKC	Equipment
SKC	Equipment

# A few words about ASML

How it started



Philips  
laboratory  
NatLab (1984)

Started as a  
joint venture  
by Philips  
and ASMI

Just 31  
employees  
with a can-do  
attitude

It took a  
decade of  
perseveranc  
e to break  
into the  
market

# A few words about ASML

## How it started



ASML HQ and main Campus

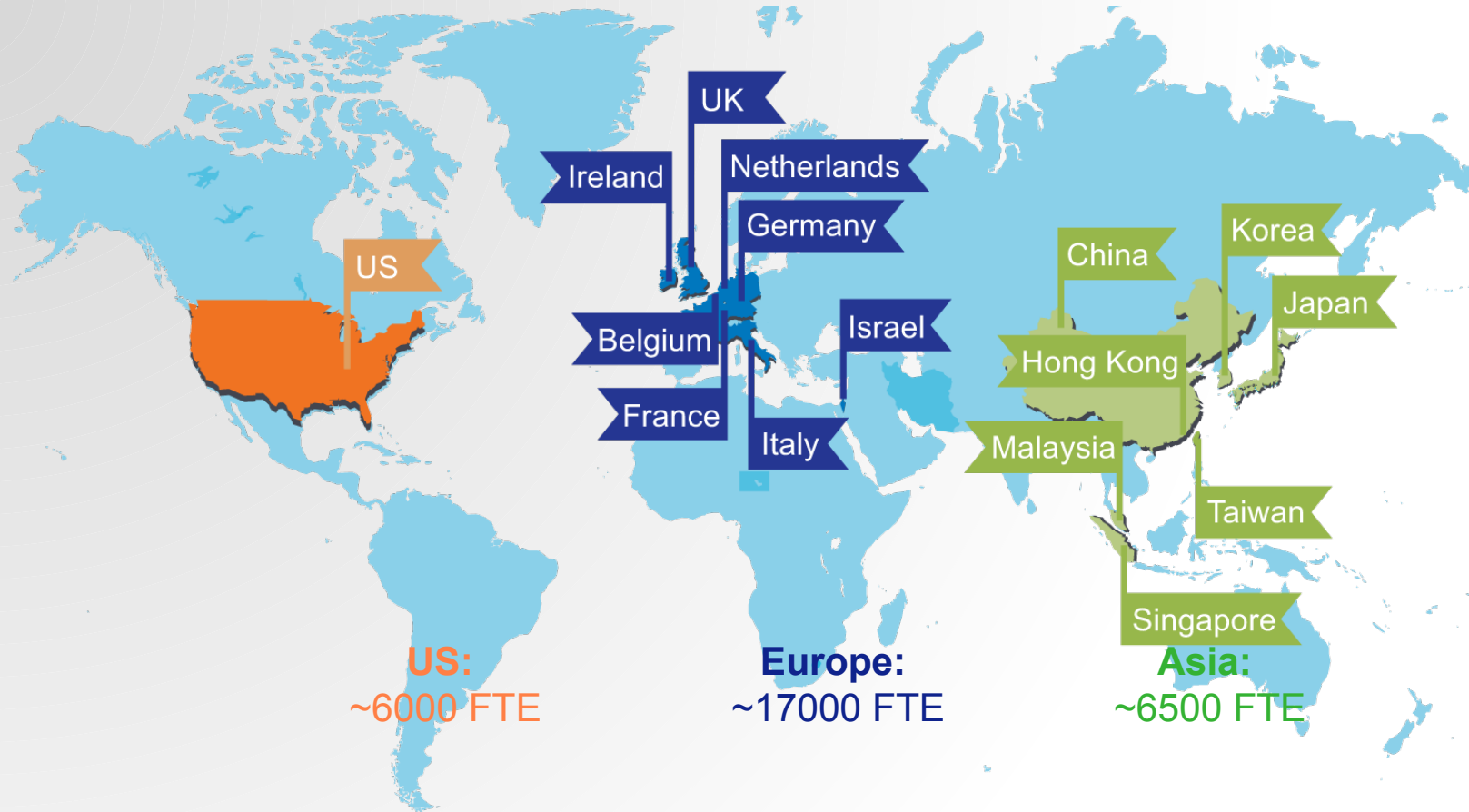
All major chip makers use ASML's machines

Europe's biggest tech company by market cap

Annual R&D budget ~2.2B€

# A few words about ASML

A global presence with ~30k employees



Offices in over 60 cities in 16 countries worldwide

# A few words about ASML

Our main locations

Wilton (CT)



Veldhoven



Korea



Silicon Valley (CA)



San Diego (CA)



Chandler (AZ)

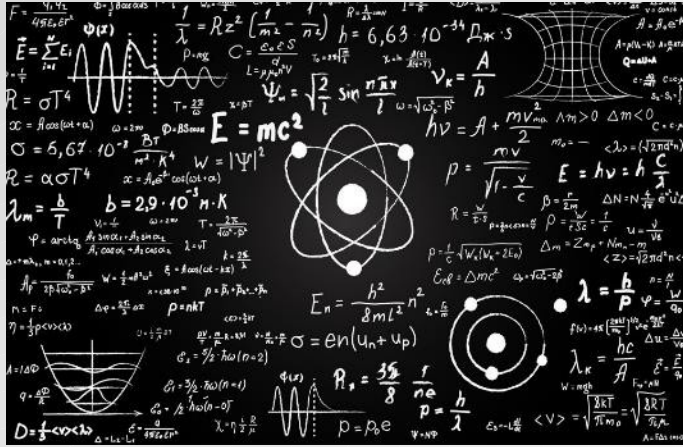


Taiwan

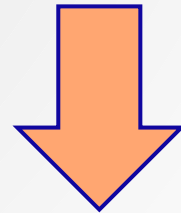
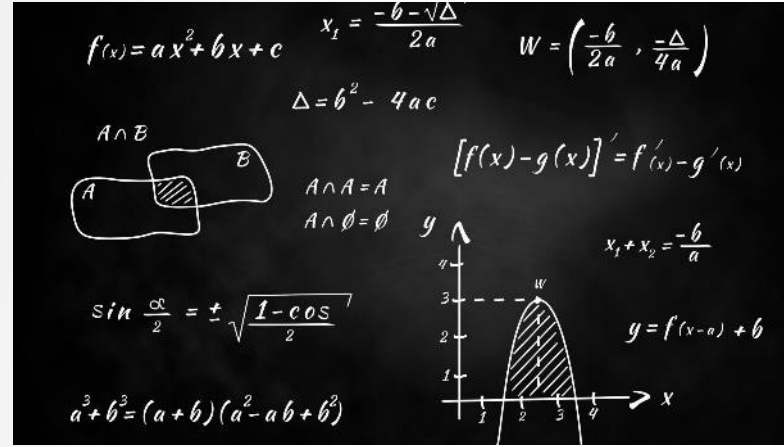
# General Context

# General Context

## Physics

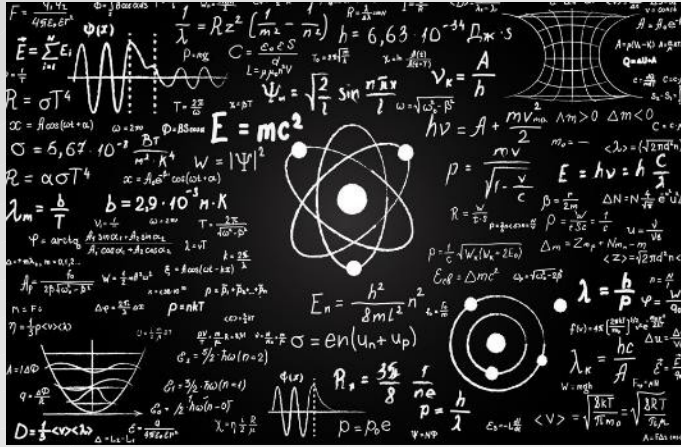


## Mathematics

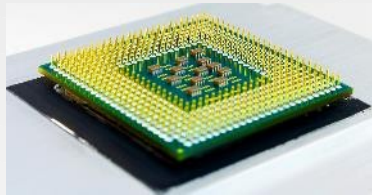
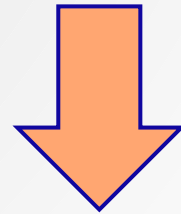
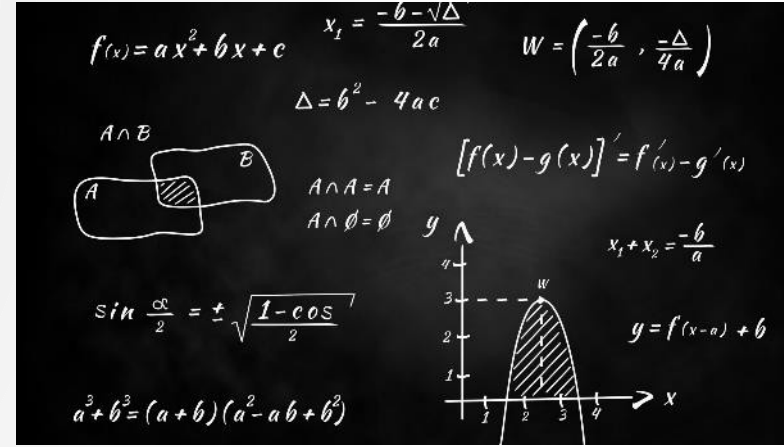


# General Context

## Physics



## Mathematics

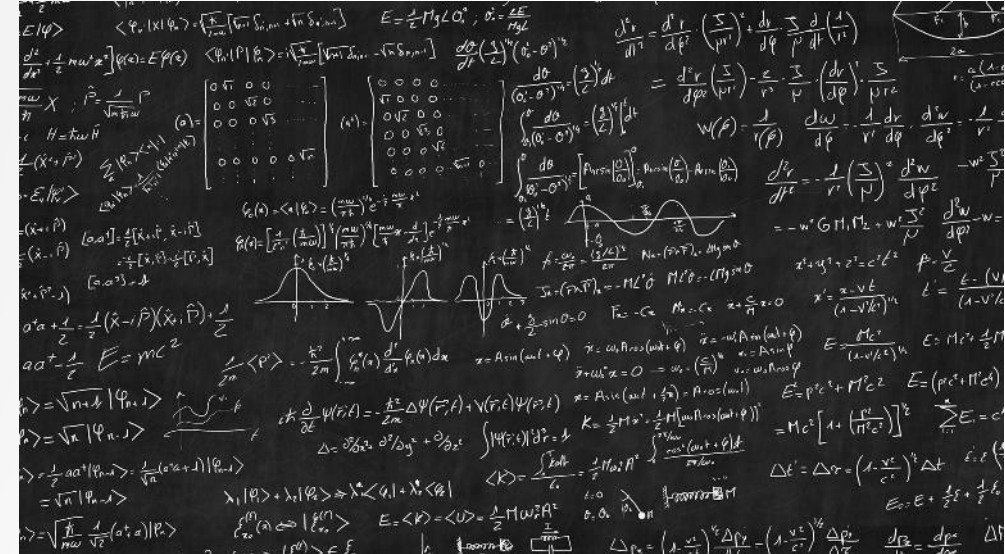




# What are the problems in Embedding Algorithms

# What are the problems in Embedding Algorithms

## Transforming Ideas into Models



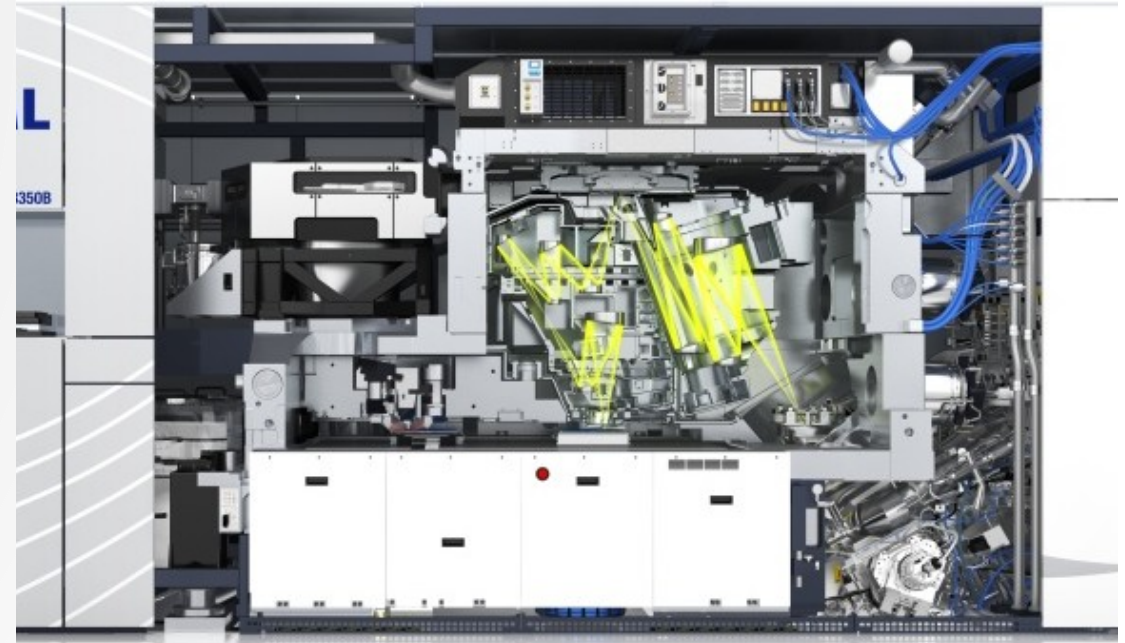
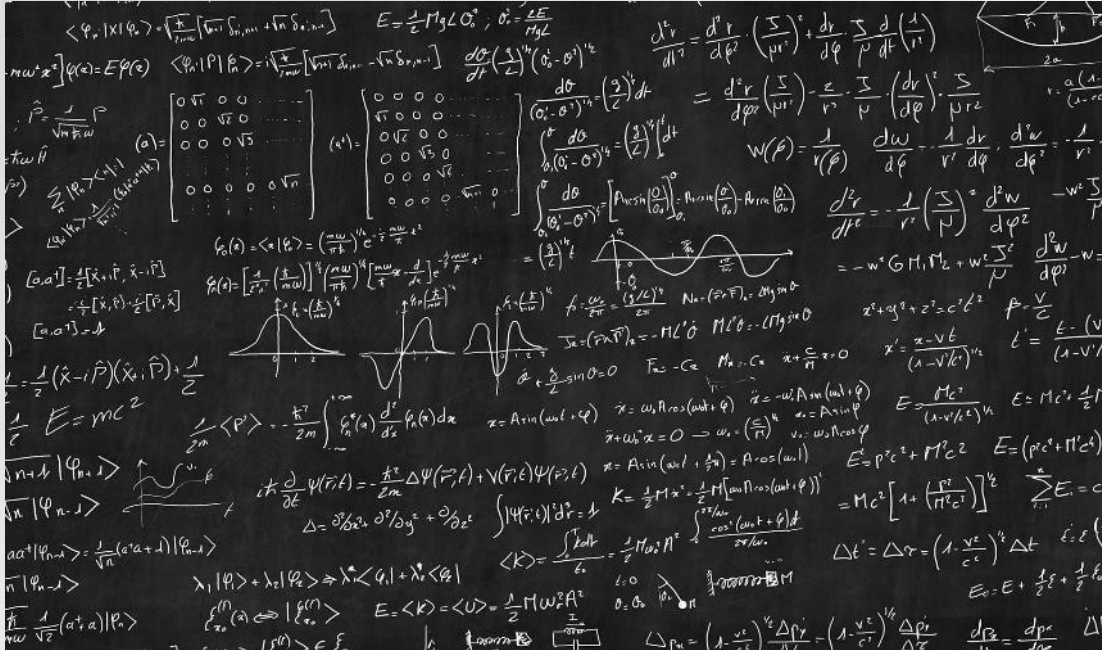
A team of physicists/mathematicians wants to introduce/improve a behavior of/to the machine:

- Performs several experiments
- Collects data and try to fit it on a theory

...extract a complex mathematical expression

# What are the problems in Embedding Algorithms

## Converting Models into Code



And then transfer it to the machine

# What are the problems in Embedding Algorithms

Interoperability with low level programming languages



Deterministic execution



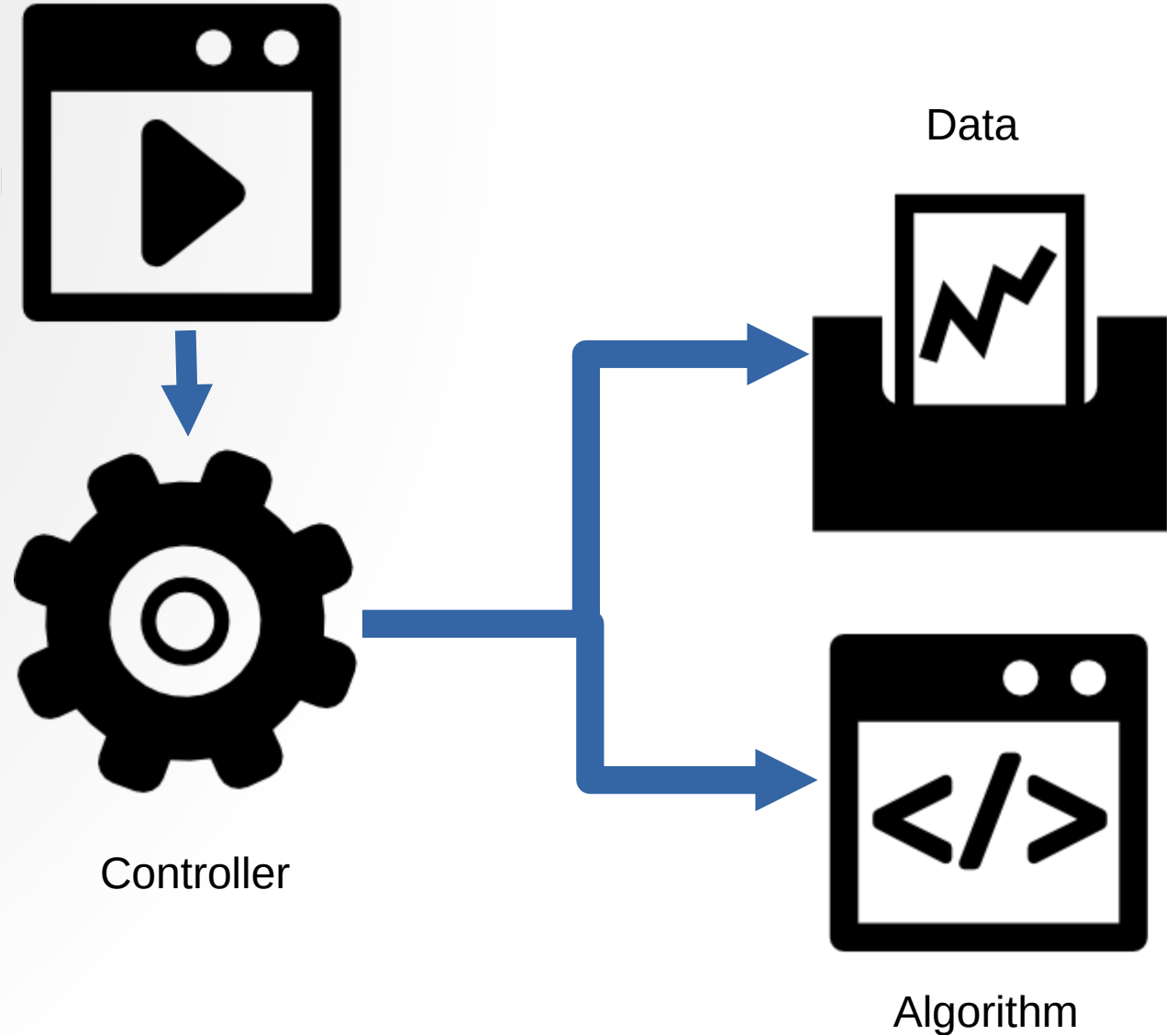
# Can Julia solve these issues?

# First comes the architecture

Break down the system

An application can be split to:

- Controller
- Data
- Algorithm



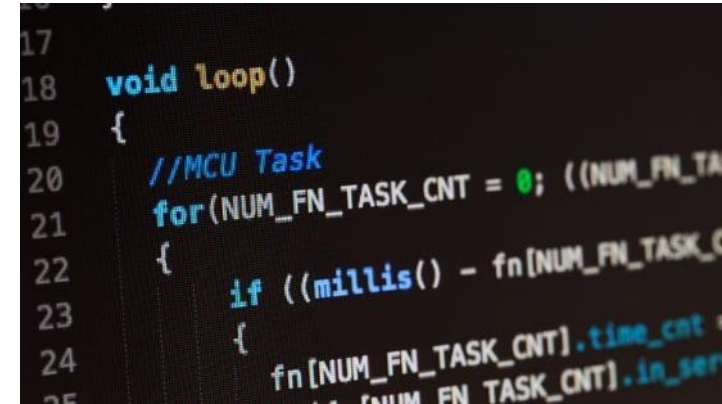
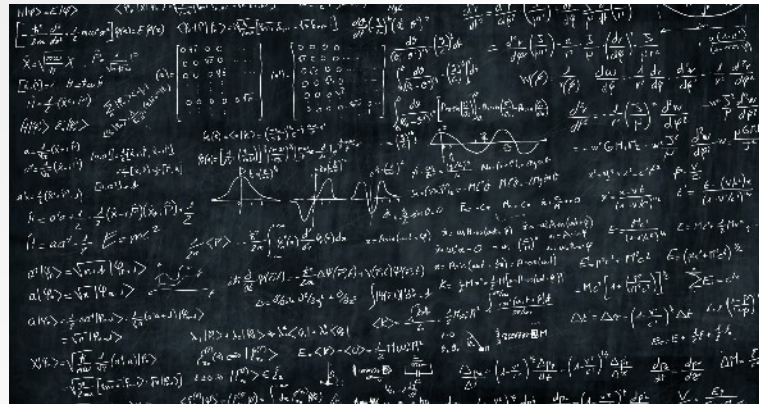
# Fast Deployment with Julia



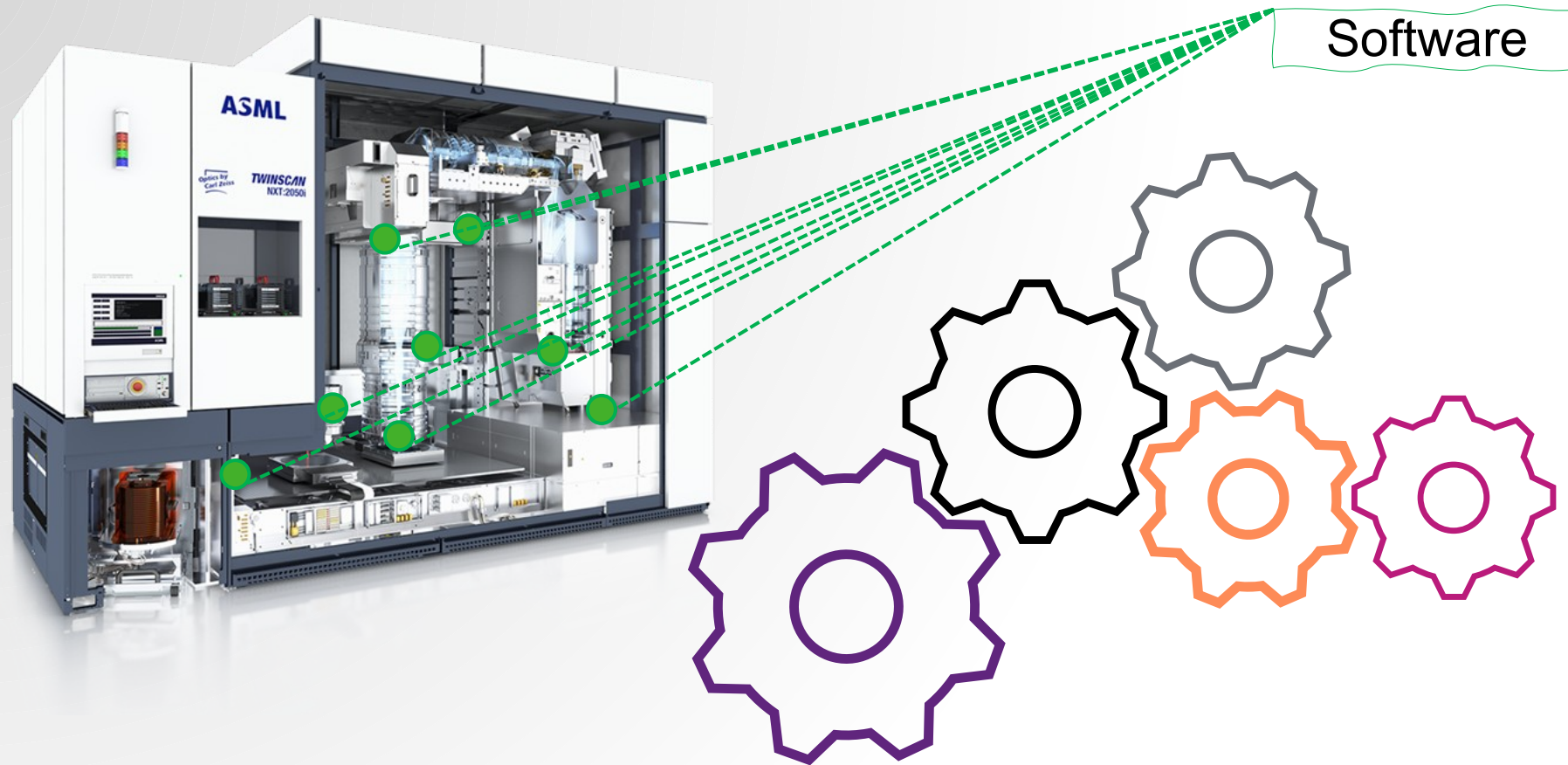
Software

Algorithms

Low level coding



# Interoperability & Determinism

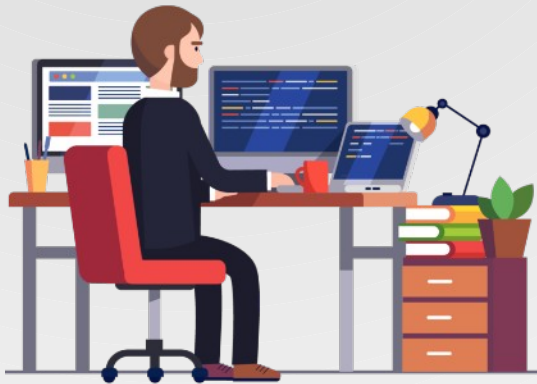




# Developing an algorithm

An example from ASML

I have the solution!  
C is amazing and you  
can do everything!



Highly skilled SW engineer

I cannot find the fitting  
function in C! Also,  
what is this \* in front of  
variable?



Frustrated physicist

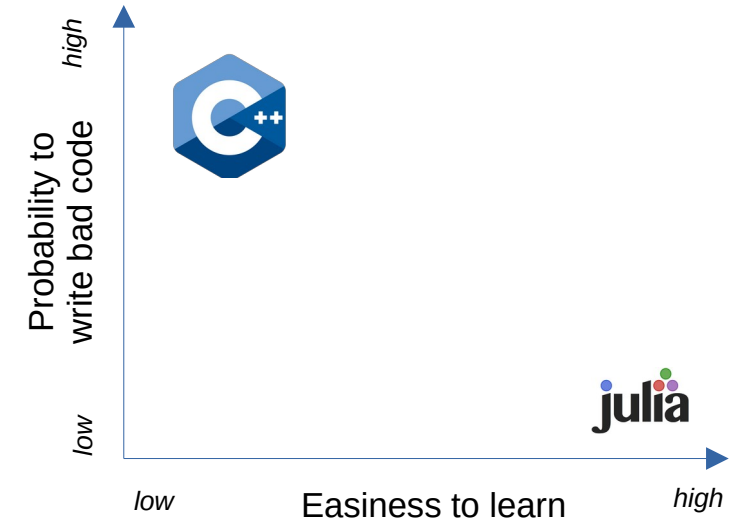
**What is the actual  
problem here?**

# Developing an algorithm

An example from ASML

## Each one should:

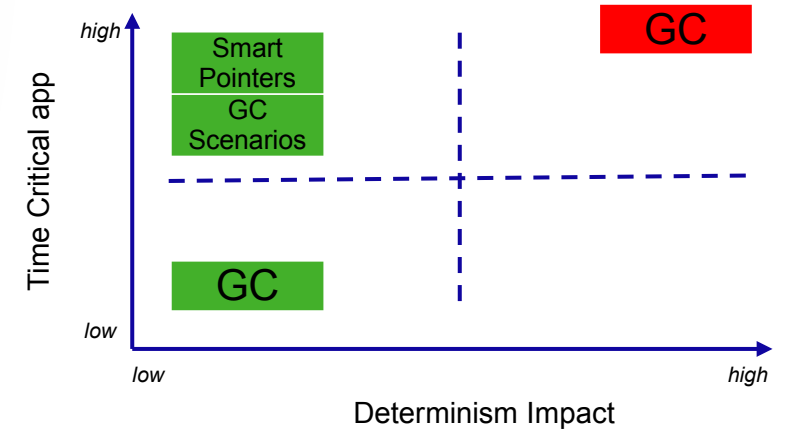
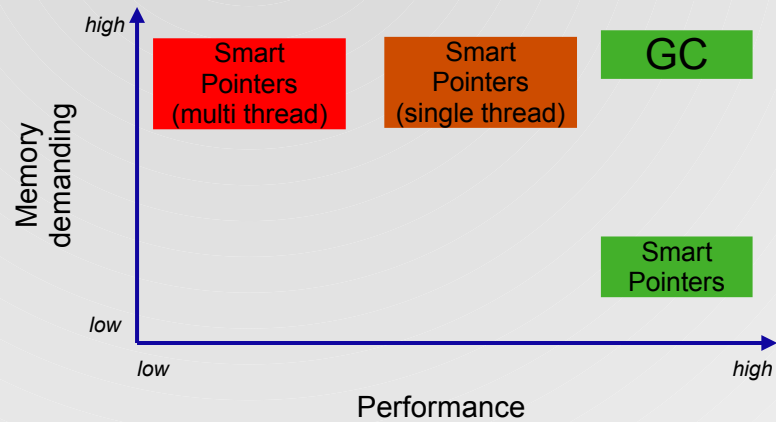
- Use the technology that is better for their purpose.
- Be able to deliver their work without thinking about the deployment difficulties.
- Not think about interoperating with other languages



# Deterministic Execution

## Controlling GC

Is GC a good or bad choice?



Control GC by disabling it by default and enable under certain moments:  
(a few examples)

- after every algo execution
- after certain amount of algo calls

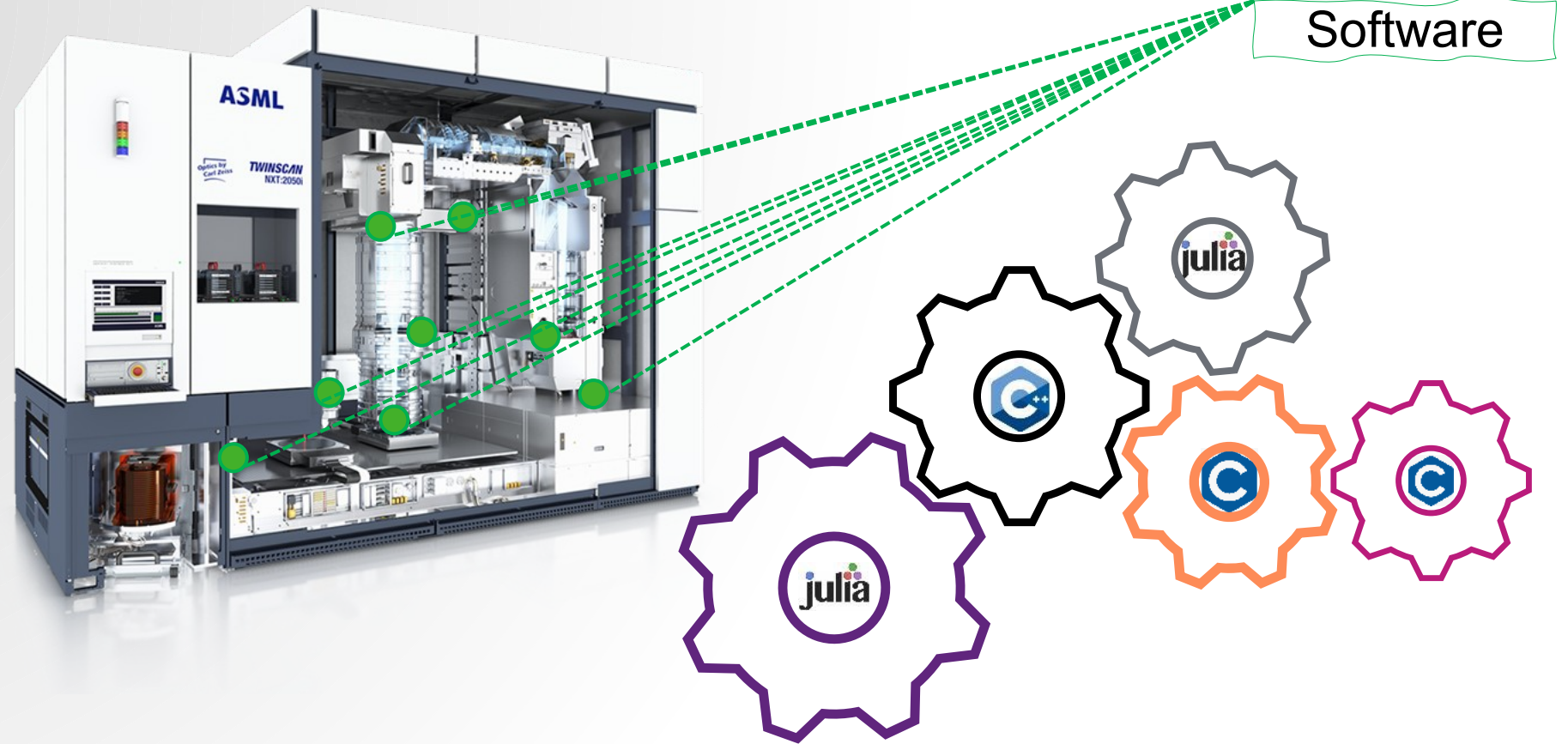
# Interoperability & Determinism

## C++ API:

- Retrieve Julia functions
- Add/Remove variables to GC
- Matrix manipulation

## CCallable:

- Pure C interface
- Julia aligns properly to C
- Passing data by reference



# Julia & C++ (on time critical applications)

Not versus

Time criticality

Determinism



*When it comes to time critical applications, it is a matter of mindset.*

- Fully compiled code:
  - Strongly typed interfaces
  - no need for JiT
- Defined memory usage.
  - No unexpected memory allocations.
  - Predefined memory de-allocations.
- Consistent performance.
- Standard interoperability.

# Using Julia to perform physics in time critical systems

Julia enables direct deployment towards platforms, by:

- Strongly typed interfaces.
- Fully compiled code.
- C memory alignment / C API.
- Controllable Garbage Collector.
- Multithread support.

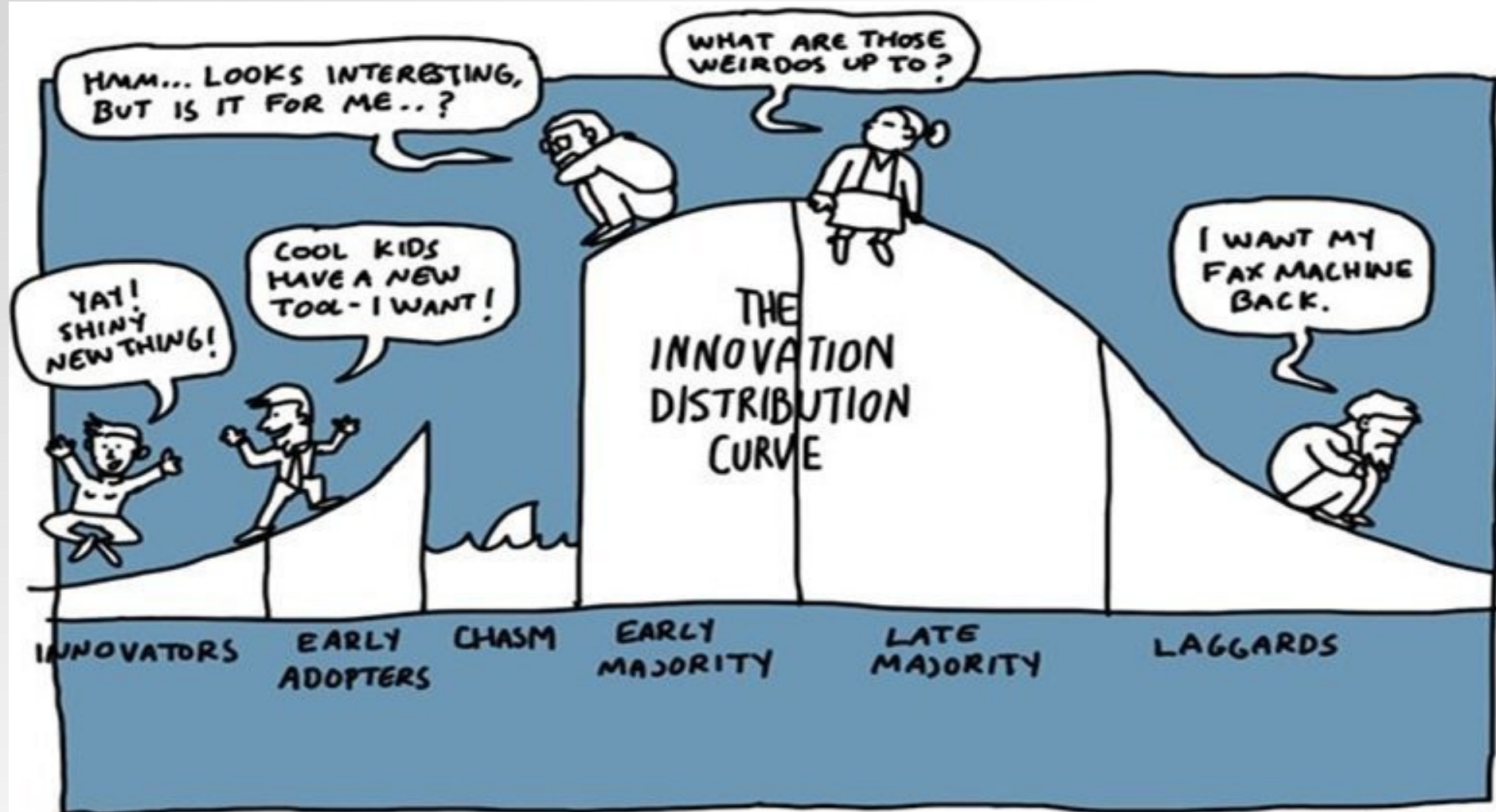
There is still room for improvement:

- Small binaries.
  - Statically typed compilation.
  - Load multiple images.
- } **SCG** in 1.12

## Join us on Thursday's morning workshop!

- Tutorial on:
  - Test driven compilation.
  - Issues with compile=all.
  - SCG early access.
- Bring in your use cases to be fully compiled.

# Using Julia to perform physics in time critical systems







# A few words on how electronic chips are produced

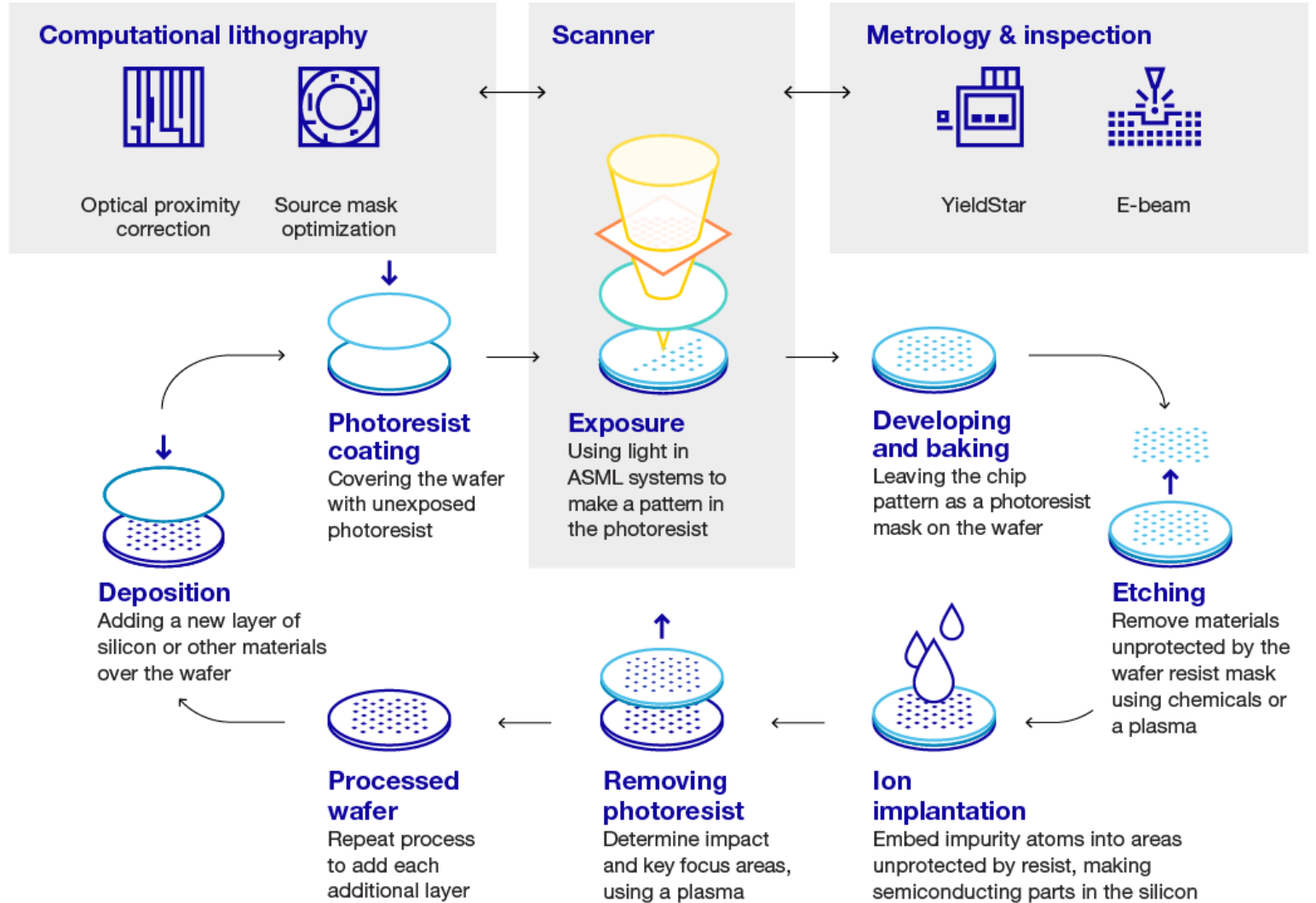
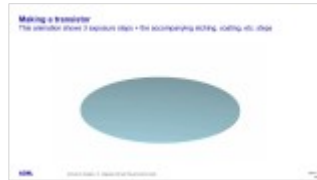
## The semiconductor manufacturing loop

### Lithography:

- writing on a stone (ancient Greek)
- Precise light manipulations to expose (print) desired patterns on wafers.

### Several steps are taking place till the final stage:

- Exposure
- Develop & Baking
- Etching
- Ion implantation
- Remove photoresist
- Processed wafer
- Deposition
- Photoresist Coating



### Improve process by:

- Computational lithography systems
- Metrology & Inspection