# HACKATHONS

Mozhgan Kabiri chimeh (GPU Developer Advocate)



### OPEN HACKATHONS IN NUMBERS

Founded in 2014 under OpenACC Org Umbrella

500+

Applications accelerated

600+

Mentors contributed

## **Community**

Compute Resources Provided

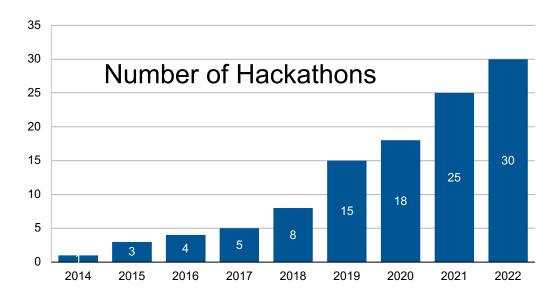
Founding members











www.openhackathons.org



### ARGONNE GPU HACKATHON

April 20, 27-29, 2021



"Learned a lot and achieved a lot of our goals"

#### **Participants:**

13 teams /14 codes (11 HPC, 3 AI)

**Codes:** MOAB, XPINN, scalable brain simulator, Uno, WEST, Qbox, ptychopy, PIRT, Parthenon, cuSZ, 4DCrystal & 4DClassify, p2r, NWChemEx, 2DHypersonics

#### Domains:

molecular dynamics, aerodynamics, high energy physics, STEM, imaging, climate, neuroscience

**Programming models:** CUDA, OpenACC, Kokkos,

TensorFlow, RAPIDS, C++ std::par

**Profiling Tools:** Nsight and DLProf

#### Results:

up to 300x speed-up and scaled codes up to 64 GPUs

#### **Mentors**:

ANL, NVIDIA, OLCF, NERSC, UTK



<sup>&</sup>quot;Instant help was fantastic; mentors were extremely useful!"

<sup>&</sup>quot;Hackathon itself, hugely helpful. Getting a GPU to work on was almost always immediate."

## MENTOR AT A HACKATHON

#### **WHY**

- Start new collaborations
- Learn how latest CPU and GPU technologies are used in real-life projects
- Hone parallel programming skills

#### **HOW**

- Commit 4 days(4-8 hours a day) over zoom over 2 weeks
- Support on Slack for tool/product questions
- Guide teams to success, do not do all the work

"First and foremost, I like the GPU Hackathons. I think they are a fun environment to push productivity that you do not get in a normal workday...Second, I like the exposure to different domains and sciences that I never would have seen otherwise. I also like the exposure to different styles of coding. There's not just one way to write a Fortran or C++ code... More than anything, I do really enjoy taking something that another person views as complex and making it more approachable, down to earth and practical."



Matthew Norman, OLCF



# Thank you

