Interactive C++: cling and clang-repl

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C++ as a service — rapid software development and dynamic interoperability with Python and beyond



LLVM9 Upgrade

- ROOT works well (still a few unrelated blockers)
- CMSSW Modules IB is almost green [David]

Landed patches

- Progress on clang patches:
 - deserialization)

<u>https://reviews.llvm.org/D91524</u> (safe lookup on deserialization)

Working on <u>https://reviews.llvm.org/D41416</u> (lazy pcm template



Cling Release

- Green light from ROOT
- Green light from cling's test suite
- Green light from the CUDA backend (Thanks Simeon)
- Still need to hear from xeus-cling
- A remaining issue in cpt.py
- Cling now builds its plugins by default (eg. clad is available).



- Proposed a very limited version of clang-repl following the design of cling: [D96033]. There are more comments in the area of ABI and CodeGen.
- Preparing for the Google Summer of Code 2021
 - Several very promising candidates
- Early stage technical specification of the language interoperability layer here.
 - Started looking into <u>boost::describe</u> which may be the way to go. Meanwhile, additional comments are welcome.





- Finished a CUDA Clad integration script which takes a user defined function and calls Clad to compute the derivative with respect to some chosen variable and passes the resulted function on the GPU [Ioana]
- Included the changes required for this script in Clad, i.e. cloning the function attributes with respect to the CUDA context (__device___host__) [Ioana]
- Our <u>blog post PR</u> is submitted (Many thanks everybody who contributed) and in particular to Wim Lavrijsen and Alexandru Militaru)





Plans

- Accelerate upstreaming clang patches
- Release Cling and Clad
- Second revision of the interoperability spec •
- (works in Clang9) [Ioana]
- Resolve issues with Clad argument passing ("-fdump-derived-fn" • combined with "fdump-source-fn-ast") [Ioana]

Understand CUDA failed to copy a symbol to device only within Cling



CaaS Open Projects

Patches against clang.git

- Implement FileManager uncaching
- * Adapt the user of invalidateCache to its new signature
- Mark the file entry invalid, until reread
- Propagate cache flags from LookupFile() to FileManager::getFile()
- Pass the OpenFile flag also to DirectoryLookup
- * Do not load the source file just to get an irrelevant SourceLoc (ROOT-7111)
- * Allow interfaces to operate on in-memory buffers with no source location info [Pratyush Das]

Open projects are tracked in out <u>open projects page</u>.



Next Meetings

- Monthly Meeting 6th May, 1700 CET/0800 PDT •
- Tentative talk schedule: •
 - cppyy, Wim Lavrijsen, LBL, May
 - Clad/CUDA, Ioana Ifrim, Princeton, May
 - OrcV2, Lang Hames, Apple, June

If you want to share your knowledge/experience with interactive C++ we can include presentations at an upcoming next meeting





Thank you!