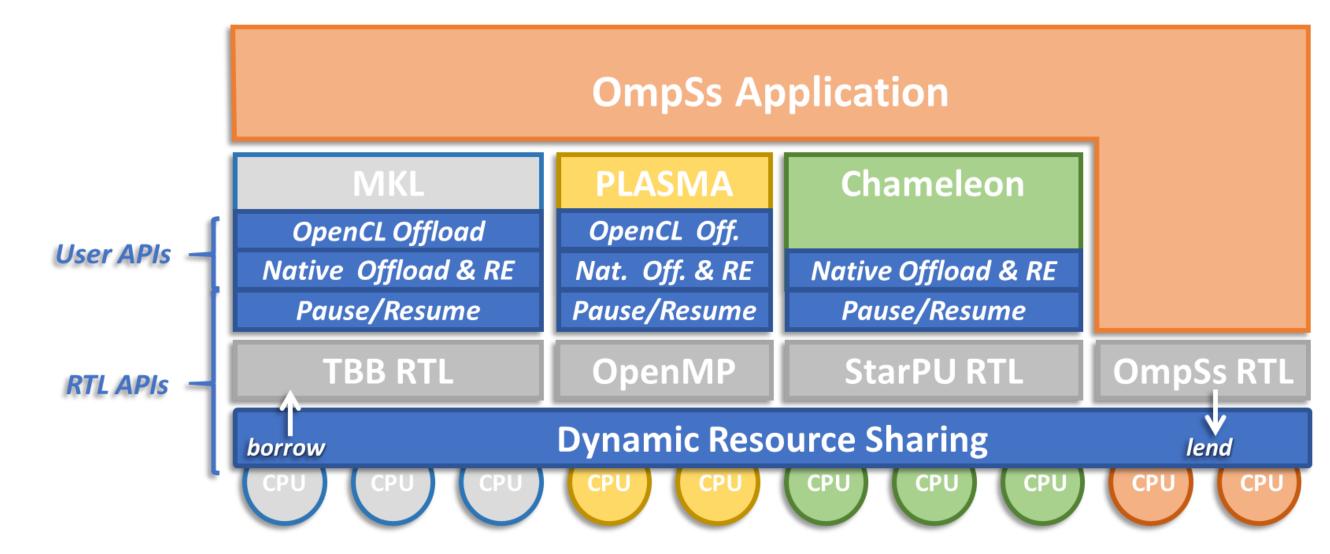
INTERTWinE: Resource Manager APIs

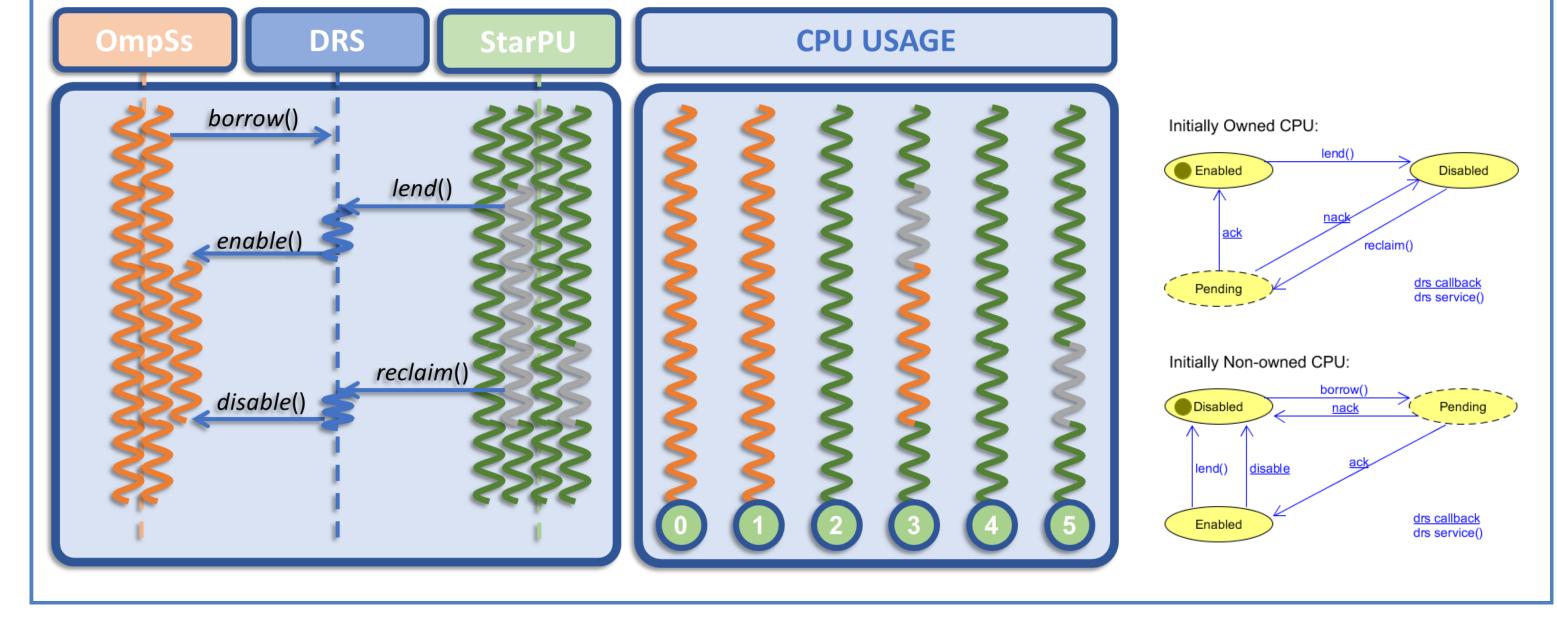
Resource Manager General Overview

The Resource Manager is designed to improve the interoperability and composability between parallel runtime systems and parallel libraries. To that end, the Resource Manager introduces four APIs to arbitrate access to CPUs between multiple parallel runtime systems and to improve the interoperability between task-based programming models and communication APIs. These four APIs are designed as low-level mechanisms that will be used to implement and enforce high-level user-defined policies.



Dynamic Resource Sharing API

Sometimes the programmer misestimates the resources required to execute a parallel kernel which may result in either oversubscription or undersubscription. Dynamic Resource Sharing allows task-based runtime systems to lend owned resources when they are unused and to borrow non-owned resources when its owner is not using them.



Offloading and Resource Enforcement APIs

The **Offloading** and **Resource Enforcement** APIs enable the encapsulation and instantiation of **task-based** parallel kernels from any sequential or parallel application (pthreads, OpenMP, Java, etc.). Offload may work at two different layers: OpenCL (optional) and Native (mandatory). Resource Enforcement allows resource ownership to be established once the application or library is initialized.

→ Native Offload & Resource Enforcement:

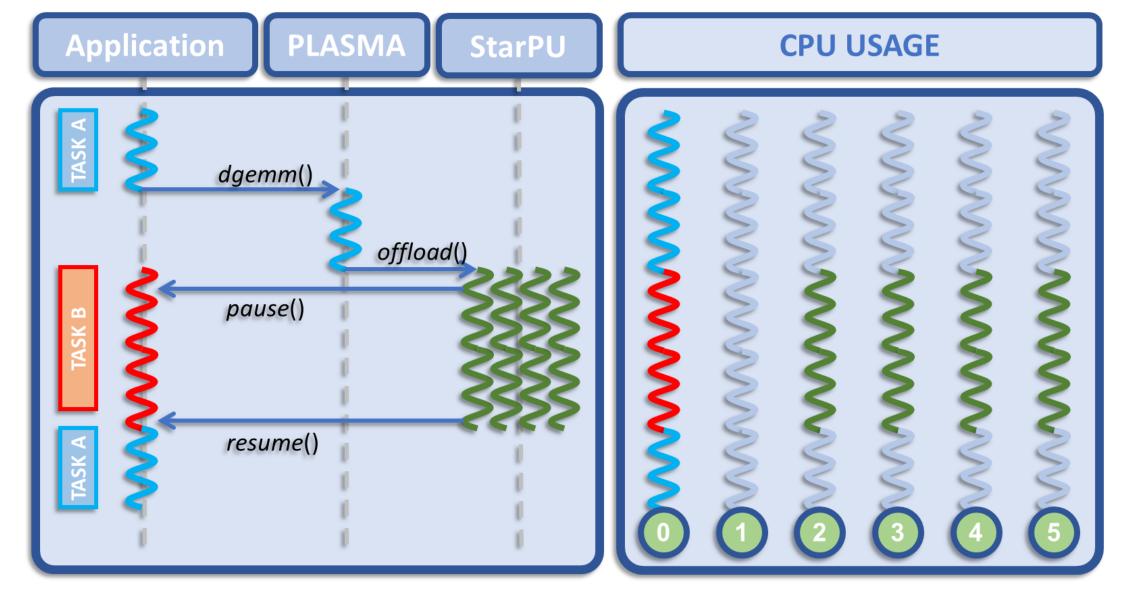
```
void tbrs_spawn_kernel_on_cpus(void *data, void(*function)(void *),
  void *args, cpu set t *cpu set);
```

→ OpenCL Offload & Resource Enforcement:

```
subdevice = clCreateSubDevices(device, props, num_dev, subdevices, 0);
ctx = clCreateContext(0, 1, &subdevice, 0, 0, 0);
queue = clCreateCommandQueueWithProperties(ctx, dev[0], 0, NULL);
clEnqueueNativeKernelWithType(queue, &libMATH compute kernel, &args,
     sizeof(args), 0, NULL, NULL, CL_NATIVE_KERNEL OMPSS, 0, NULL, &h->event);
```

Task Pause and Resume API

The explicit Task Pause and Resume API is a set of services that allows third party libraries (or other software elements) to interact with the scheduler of a task-based runtime system. The program may inform the scheduler that a task is going to block, so that other tasks can be executed until the blocked task becomes ready again.



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