

Distinguished Engineer

- Chair of SYCL Heterogeneous Programming Language
- RISC-V Datacenter/Cloud Computing SIG Chair
- ISO C++ Directions Group past Chair
- Past CEO OpenMP
- ISOCPP.org Director, VP
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- michael@codeplay.com
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- Head of Delegation for C++ Standard for Canada
- Chair of Programming Languages for Standards Council of Canada
- Chair of WG21 SG19 Machine Learning
- Chair of WG21 SG14 Games Dev/Low Latency/Financial Trading/Embedded
- Editor: C++ SG5 Transactional Memory Technical Specification
- Editor: C++ SG1 Concurrency Technical Specification
- MISRA C++ and AUTOSAR
- Chair of Standards Council Canada TC22/SC32 Electrical and electronic components (SOTIF)
- Chair of UL4600 Object Tracking
- <http://wongmichael.com/about>
- C++11 book in Chinese:
<https://www.amazon.cn/dp/B00ETOV2OQ>

Michael Wong

Argonne and Oak Ridge National Laboratories Award Codeplay® Software to Further Strengthen SYCL™ Support Extending the Open Standard Software for AMD GPUs

17 June 2021



LEMONT, IL, and OAK RIDGE, TN, and EDINBURGH, UK, June 17, 2021 - Argonne National Laboratory (ANL) in collaboration with Oak Ridge National Laboratory (ORNL), has awarded Codeplay a contract implementing the oneAPI DPC++ compiler, an implementation of the SYCL™ open standard software. To support AMD GPU based high-performance compute (HPC) supercomputers.



NERSC, ALCF, Codeplay Partner on SYCL for Next-generation Supercomputers

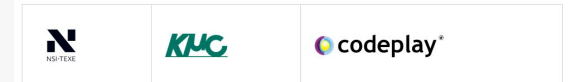
02 February 2021



The National Energy Research Scientific Computing Center (NERSC) at Lawrence Berkeley National Laboratory (Berkeley Lab), in collaboration with the Argonne Leadership Computing Facility (ALCF) at Argonne National Laboratory, has signed a contract with Codeplay Software to enhance the LLVM SYCL™ GPU compiler capabilities for NVIDIA® A100 GPUs.

NSITEXE, Kyoto Microcomputer and Codeplay Software are bringing open standards programming to RISC-V Vector processor for HPC and AI systems





29 October 2020

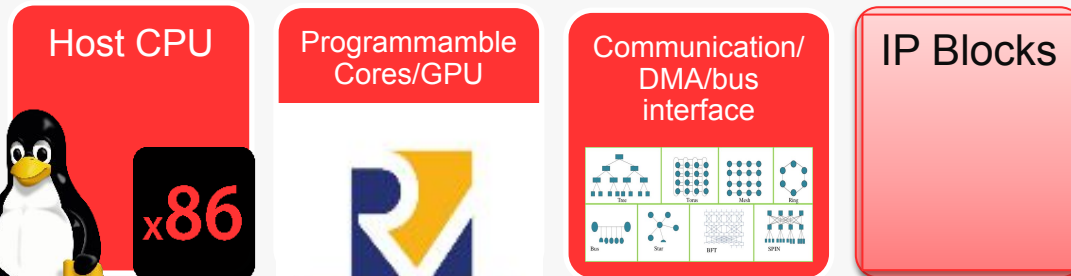
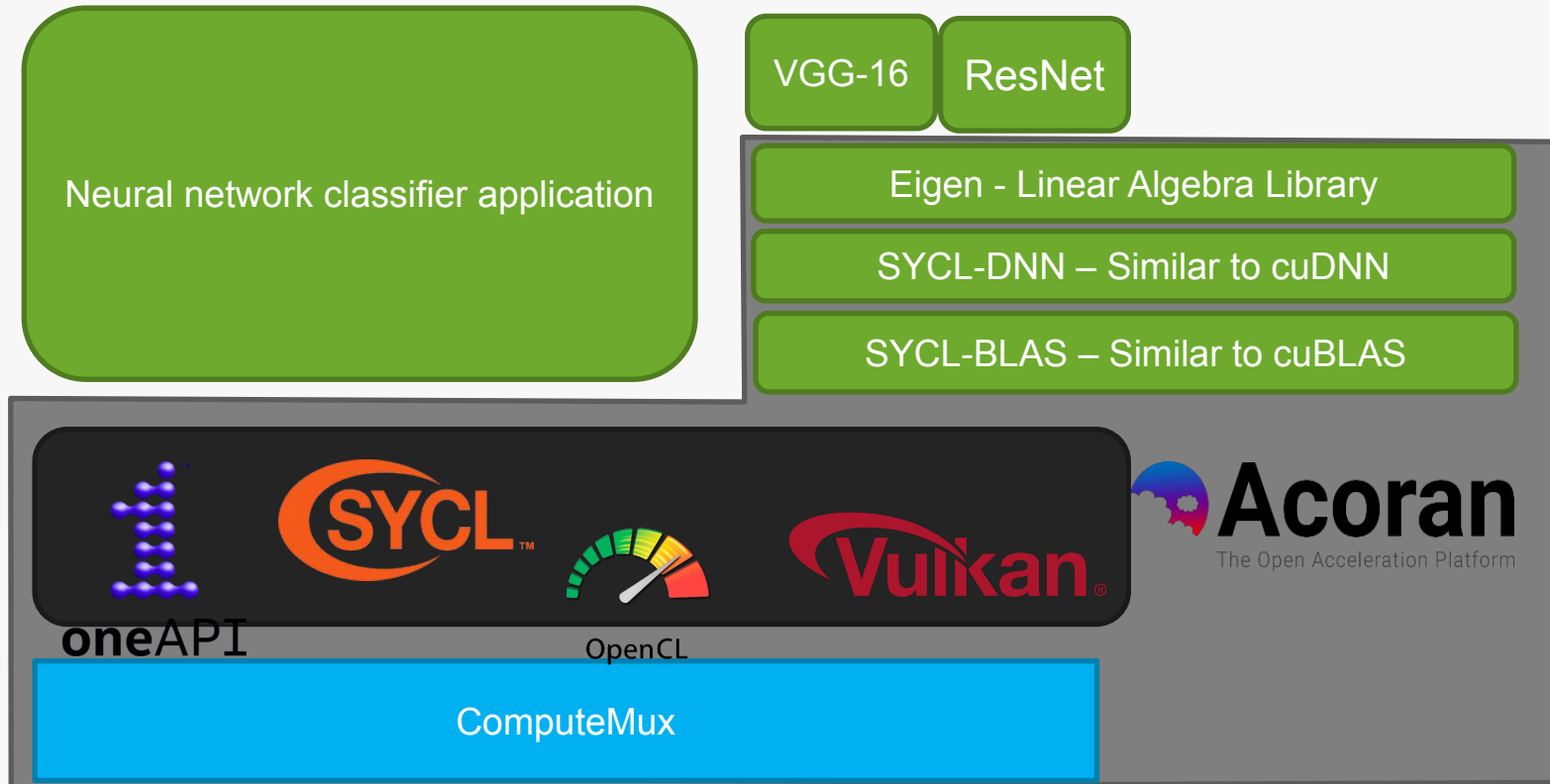


Implementing OpenCL™ and SYCL™ for the popular RISC-V processors will make it easier to port existing HPC and AI software for embedded systems

We build GPU compilers for some of the most powerful supercomputers in the world

SYCL on RISC-V Architecture

-  C++ software
-  Compiler
-  Driver interface API
-  RISC-V hardware



The Acoran platform provides all the supporting open source libraries and frameworks needed to build this neural network demonstration.