

Weinbub: A Lightweight Task Graph Scheduler for Distributed High-Performance Scientific Computing

The continually growing demand for increased simulation complexity introduces the need for scientific software frameworks to parallelize simulation tasks. We present our approach for a task graph scheduler based on modern programming techniques. The scheduler utilizes the Message Passing Interface to distribute the tasks among distributed computing nodes. We show that our approach does not only offer a concise user-level code but also provides a high degree of scalability.

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