

# Building a Program Generator with LMS

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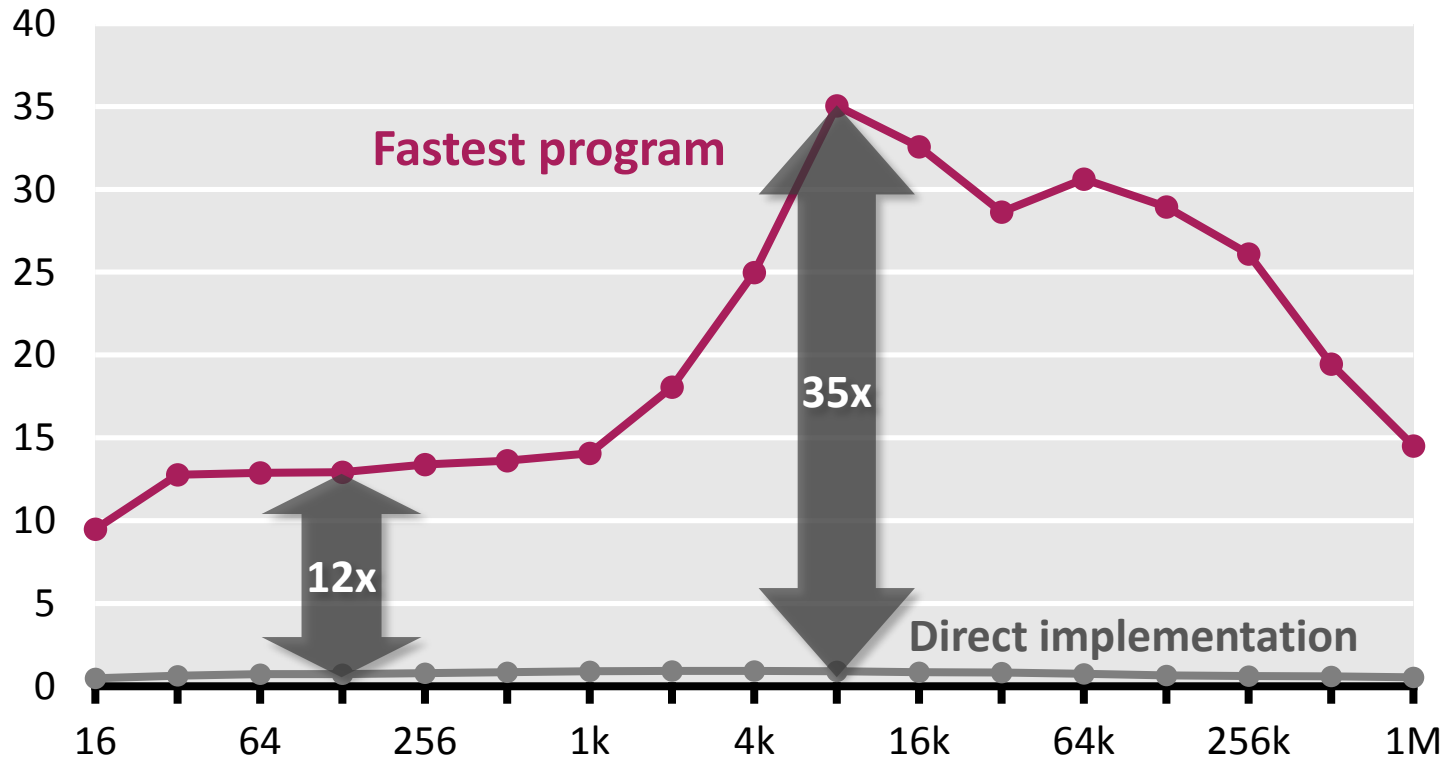


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# Why Program Generator? Example DFT

DFT on Intel Core i7 (4 Cores, 2.66 GHz)

Performance [Gflop/s]

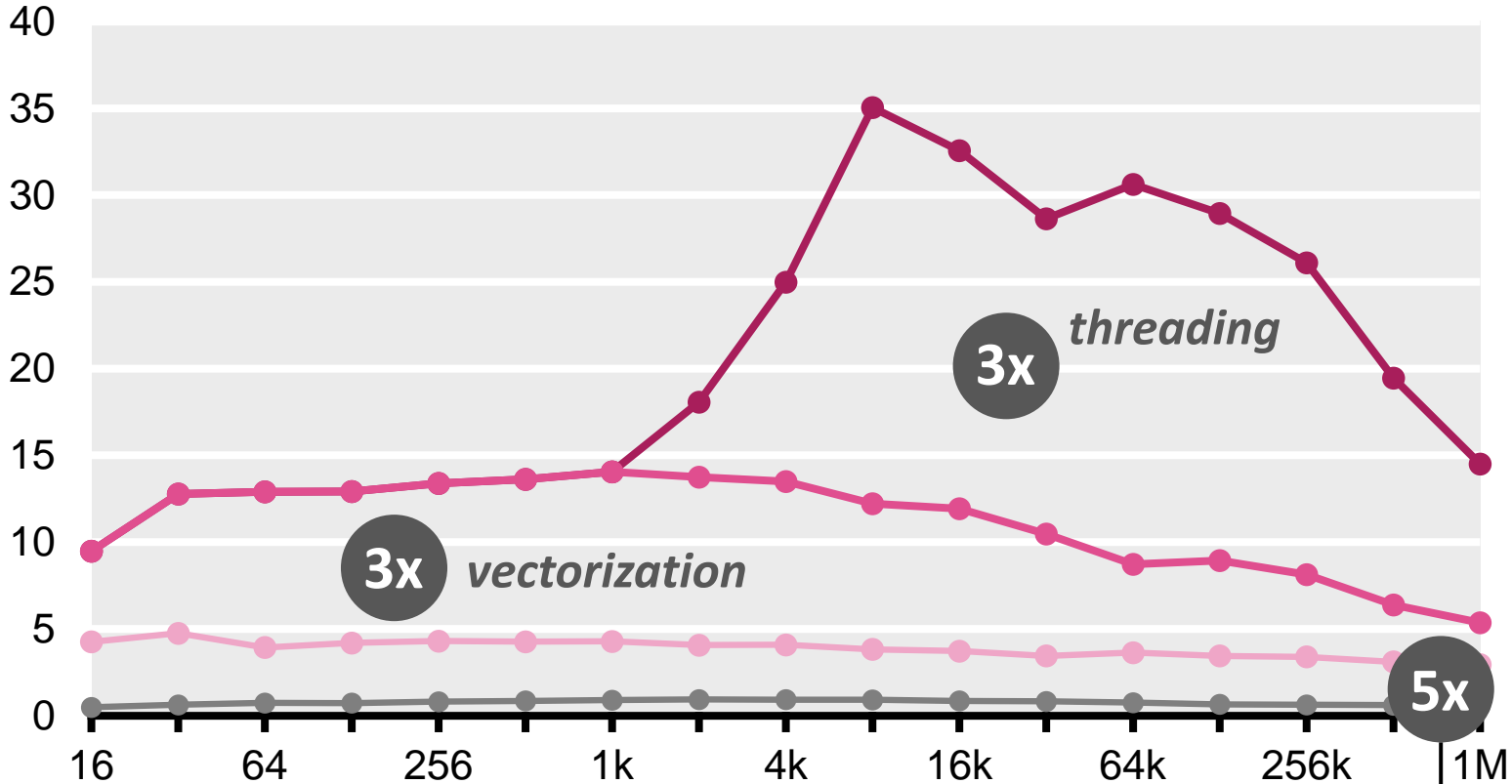


- Same number of operations
- Best compiler

# DFT: Analysis

DFT (single precision) on Intel Core i7 (4 cores, 2.66 GHz)

Performance [Gflop/s]



■ Compiler doesn't do it

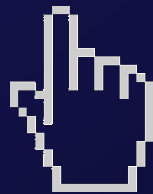
■ Doing by hand: Very tough

*locality optimization*

# Our Goal:

Computer writes high performance library code

Generate Code



*“click”*



**So what is the problem?**

**Program language support for  
building program generators?**

# Requirements

- High level language support
  - Object / functional paradigm.
- Multiple levels of DSLs and DSL rewriting
- Performance transformations
  - Scalarization , Loop unrolling, Precomputation
- Abstraction over data representations
  - E.g. Complex: SplitComplex, InterleavedComplex, C99 etc.
- Rich environment
  - Databases, Libraries etc. etc.

# Requirements

- Modern program language features
  - Object / functional paradigm.
- Multiple levels of DSLs and DSL rewriting
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# Algorithms: Example FFT, n = 4

## *Fast Fourier transform (FFT)*

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & i & -1 & -i \\ 1 & -1 & 1 & -1 \\ 1 & -i & -1 & i \end{bmatrix} x = \begin{bmatrix} 1 & \cdot & 1 & \cdot \\ \cdot & 1 & \cdot & 1 \\ 1 & \cdot & -1 & \cdot \\ \cdot & 1 & \cdot & -1 \end{bmatrix} \begin{bmatrix} 1 & \cdot & \cdot & \cdot \\ \cdot & 1 & \cdot & \cdot \\ \cdot & \cdot & 1 & \cdot \\ \cdot & \cdot & \cdot & i \end{bmatrix} \begin{bmatrix} 1 & 1 & \cdot & \cdot \\ 1 & -1 & \cdot & \cdot \\ \cdot & \cdot & 1 & 1 \\ \cdot & \cdot & 1 & -1 \end{bmatrix} \begin{bmatrix} 1 & \cdot & \cdot & \cdot \\ \cdot & \cdot & 1 & \cdot \\ \cdot & 1 & \cdot & \cdot \\ \cdot & \cdot & \cdot & 1 \end{bmatrix} x$$

## *Representation using matrix algebra*

$$\text{DFT}_4 = (\text{DFT}_2 \otimes \text{I}_2) \text{T}_2^4 (\text{I}_2 \otimes \text{DFT}_2) \text{L}_2^4$$

- *SPL (Signal processing language)*: Mathematical, declarative, point-free
- Divide-and-conquer algorithms = breakdown rules in SPL

# Degrees of Freedom

$$\text{DFT}_{km} = (\text{DFT}_k \otimes \text{I}_m) T_m^{km} (\text{I}_k \otimes \text{DFT}_m) L_k^{km}$$

*radix*  
↓

# SPL to Code

SPL  $S$  Pseudo code for  $y = Sx$

$A_n B_n$  <code for:  $t = Bx$ >  
<code for:  $y = At$ >

$I_m \otimes A_n$  for ( $i=0$ ;  $i<m$ ;  $i++$ )  
<code for:  
     $y[i*n:1:i*n+n-1] = A(x[i*n:1:i*n+n-1])$ >

$A_m \otimes I_n$  for ( $i=0$ ;  $i<n$ ;  $i++$ )  
<code for:  
     $y[i:n:i+m*n-n] = A(x[i:n:i+m*n-n])$ >

$D_n$  for ( $i=0$ ;  $i<n$ ;  $i++$ )  
     $y[i] = D[i]*x[i]$ ;

$L_k^{km}$  for ( $i=0$ ;  $i<k$ ;  $i++$ )  
    for ( $j=0$ ;  $j<m$ ;  $j++$ )  
         $y[i*m+j] = x[j*k+i]$ ;

$F_2$   $y[0] = x[0] + x[1]$ ;  
 $y[1] = x[0] - x[1]$ ;

$$I_m \otimes A_n = \begin{bmatrix} A_n & & \\ & \dots & \\ & & A_n \end{bmatrix}$$

# SPL to Code

$$F2 = \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \quad y = \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} x$$

```
def F2( in: Array[Complex]): Array[Complex] =  
{  
    val out = new Array[Complex](in.size)  
    val t1 = in(0);    val t2 = in(1)  
    val r1 = t1 + t2;    val r2 = t1 - t2  
    out.update(0,r1);  out.update(1,r2)  
    out  
}
```

# SPL to Code

$$I(2) \otimes F2 = \begin{bmatrix} 1 & 1 & \cdot & \cdot \\ 1 & -1 & \cdot & \cdot \\ \cdot & \cdot & 1 & 1 \\ \cdot & \cdot & 1 & -1 \end{bmatrix}$$

$$y = \begin{bmatrix} 1 & 1 & \cdot & \cdot \\ 1 & -1 & \cdot & \cdot \\ \cdot & \cdot & 1 & 1 \\ \cdot & \cdot & 1 & -1 \end{bmatrix} x$$

```
def I_tensor_A (
```

```
    in: Array[Complex],
```

```
    in_size: Int, n: Int,
```

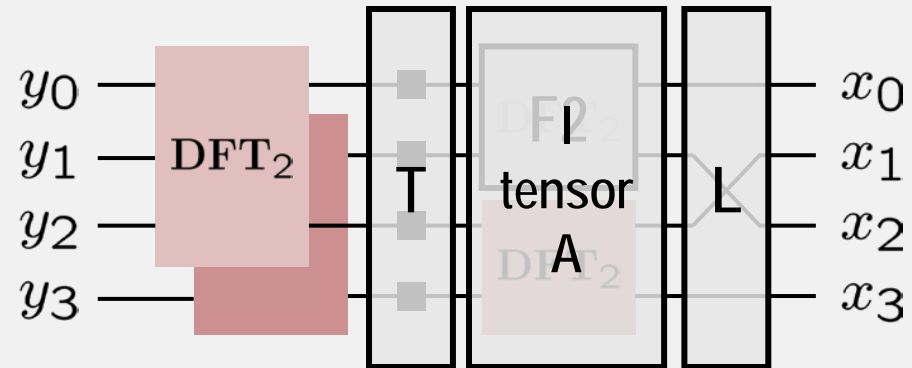
```
    A: ((Array[Complex]) => Array[Complex])
```

```
): Array[Complex] =
```

```
in.grouped(in_size/n).toArray flatMap (part => A(part))
```

# SPL to Code

## Data flow graph



## Call graph

$f(x) \Rightarrow$

$[x]$

# SPL DSL to CIR

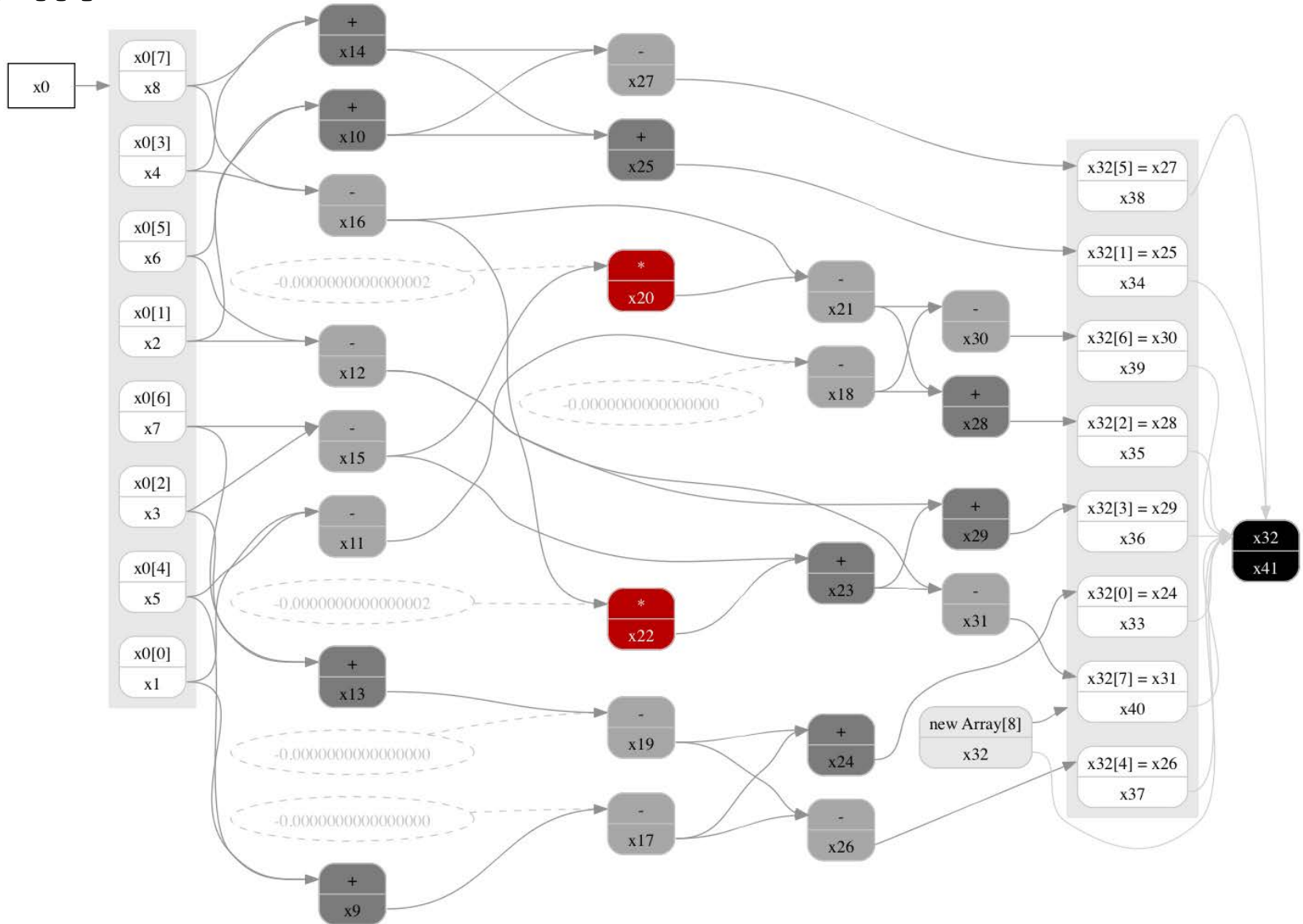
```
case class Complex(_re: Double, _im: Double)
```

# SPL DSL to CIR

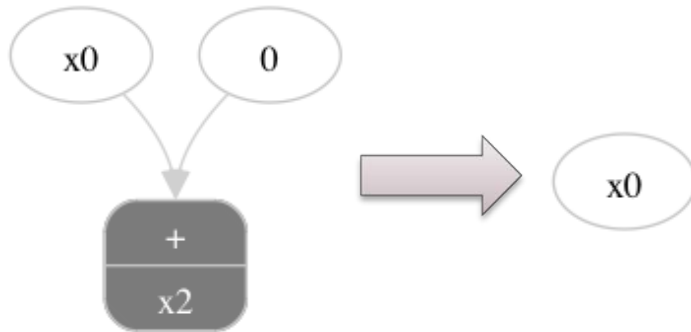
```
case class Complex(_re: Rep[Double], _im: Rep[Double])
```



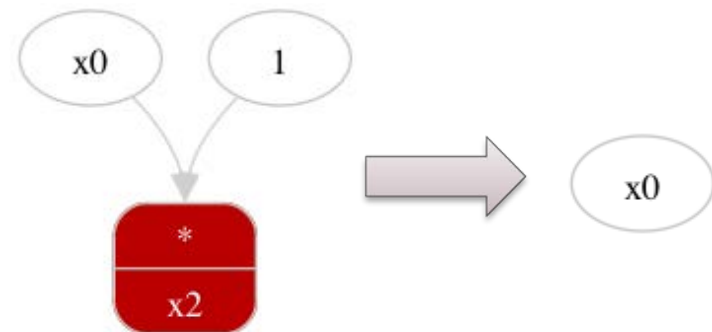
# C-IR



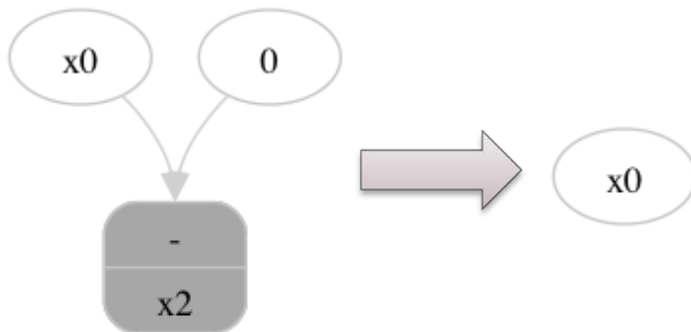
# C-IR Optimizations



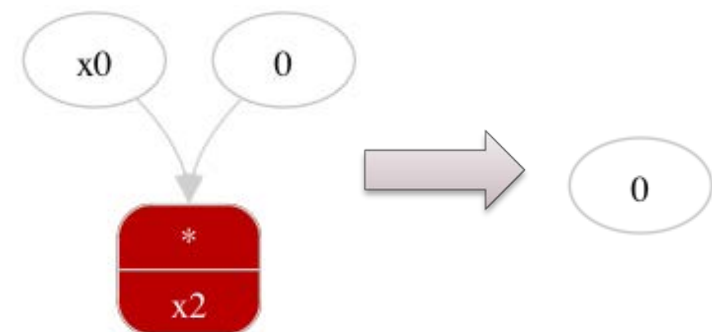
Addition with zero



Multiplication with one

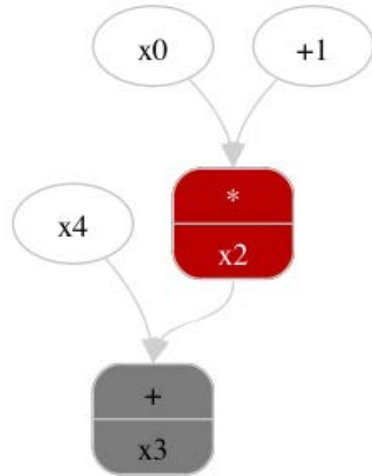
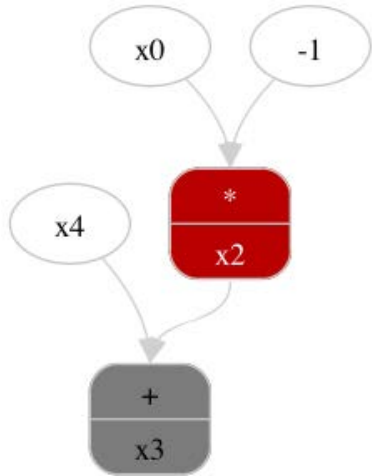


Subtraction with zero

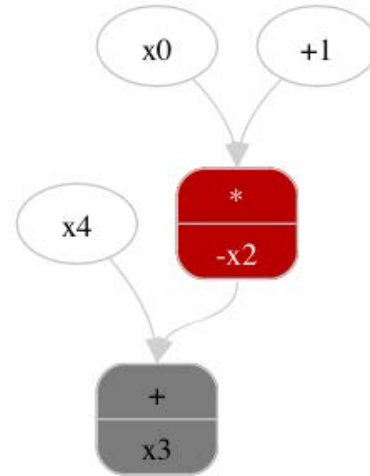


Multiplication with zero

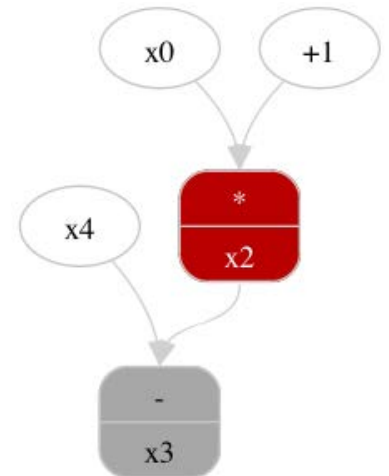
# C-IR Making all constants positive



1. Make constant positive



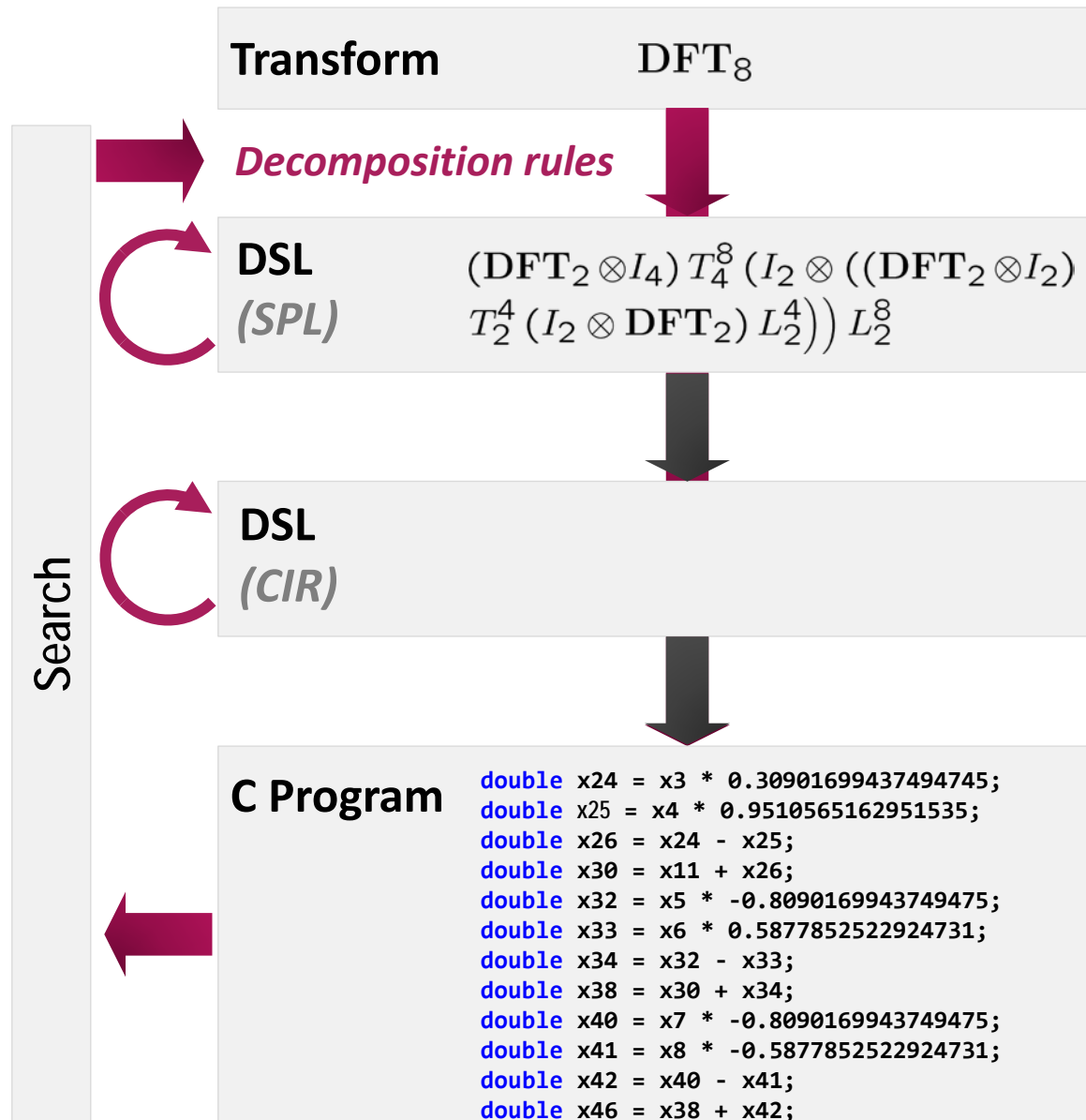
2. Annotate the symbol as negative (propagate)



3. Change the numeric expression (or propagate)

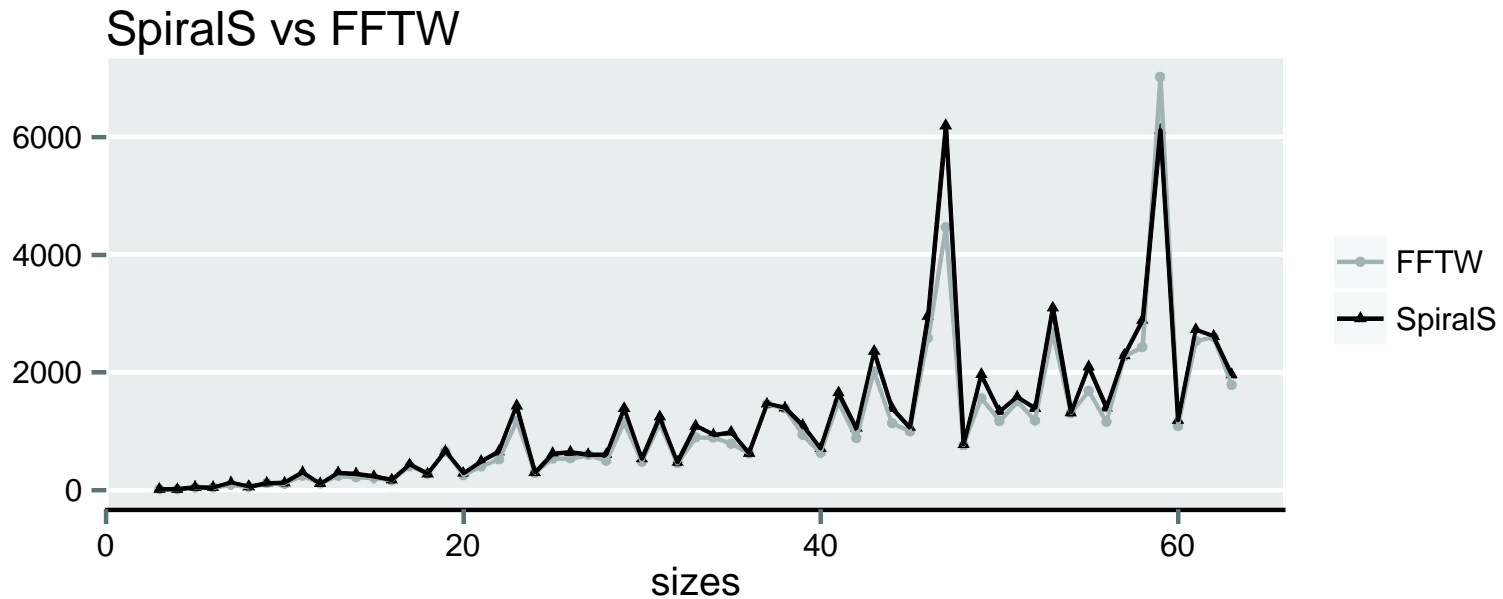
# Differences to Delite

- Input a transform
- DSLs used internally
- Multiple levels of DSLs
- Heavy Rewrite per DLS
- Search



# Result of the Tutorial Code (SpiralS Mini)

- Can produce unrolled scalar replaced code
- Adding four more rules and 2 C IR rewrites yields scalar code equivalent to FFTW codelet generator



# What next?

# Teaser: Abstracting over Staging

```
def F2(x: Array[Complex]): Array[Complex] = ....
```

```
case class Complex (val re: Rep[Double], val im: Rep[Double]) {
```

```
  def +(that: Complex): Complex =
```

```
    new Complex(this.re + that.re, this.im + that.im)
```

```
  .....
```

```
}
```

```
...  
double x24 = x3 * 0.30901699437494745;  
double x25 = x4 * 0.9510565162951535;  
double x26 = x24 - x25;  
double x30 = x11 + x26;  
double x32 = x5 * -0.8090169943749475;  
double x33 = x6 * 0.5877852522924731;  
double x34 = x32 - x33;  
double x38 = x30 + x34;  
double x40 = x7 * -0.8090169943749475;  
double x41 = x8 * -0.5877852522924731;  
double x42 = x40 - x41;  
double x46 = x38 + x42;  
double x48 = x9 * 0.30901699437494745;  
double x49 = x10 * -0.9510565162951535;  
double x50 = x48 - x49;  
double x54 = x46 + x50;  
...
```

# Teaser: Abstracting over Staging

```
def F2(x: Array[Complex[T]]): Array[Complex[T]] = {
```

```
  case class Complex (val re: T, val im: T) {
```

```
    def +(that: Complex[T]): Complex[T] =
```

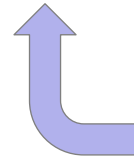
```
      new Complex[T](this.re + that.re, this.im + that.im)
```

```
    .....
```

```
  }
```

```
def F2(x: List[Rep[Complex[T]]]): List[Rep[Complex[T]]]
```

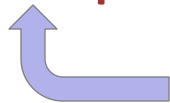
```
def F2(x: Rep[Array [Complex[T]]]): Rep[Array[Rep[Complex[T]]]]
```



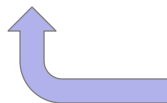
T = Rep[Double] or Double



staging on / off



C99 Complex



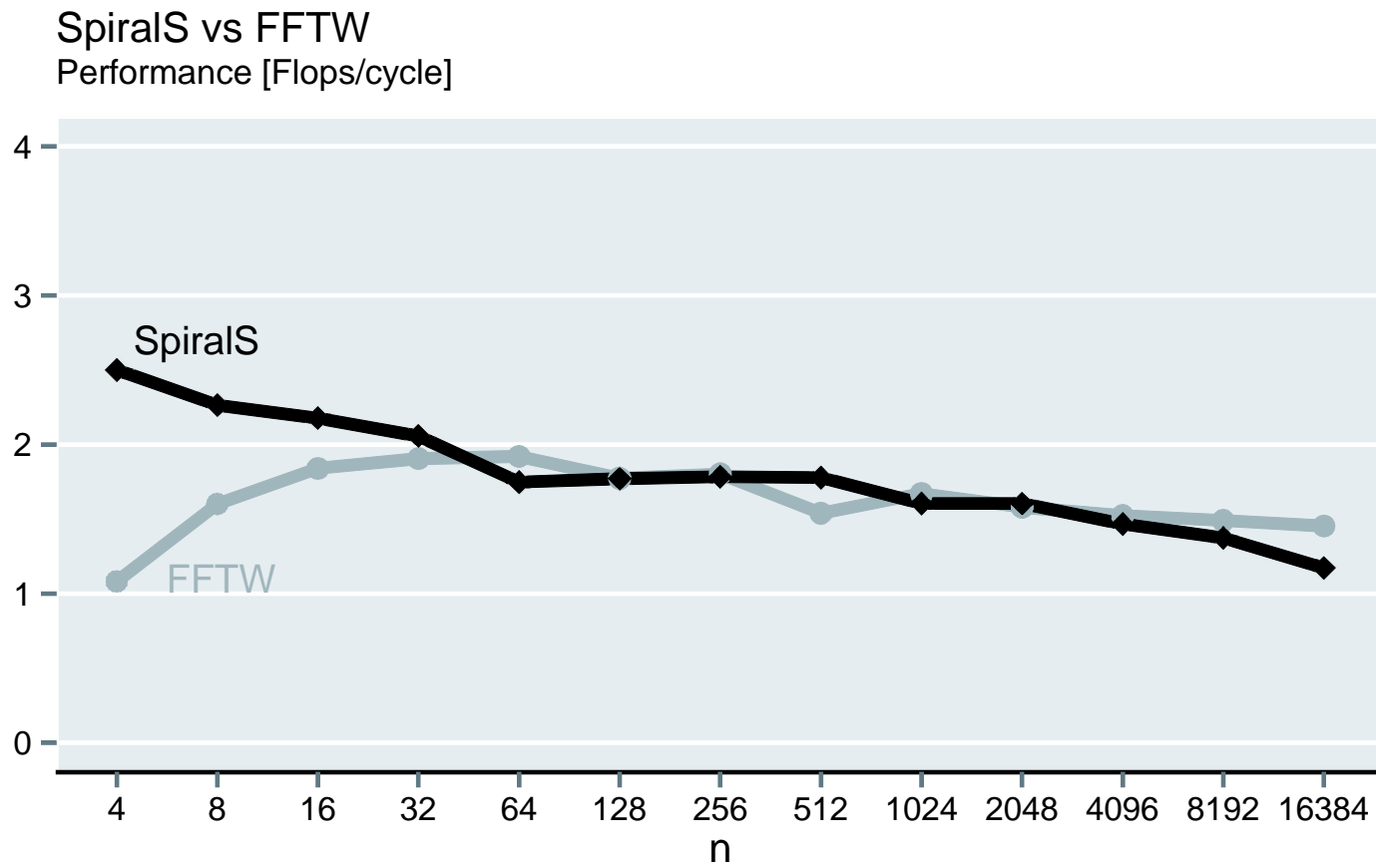
non scalarized code



# Teaser: Abstracting over Staging

## ■ Can abstract over

- Data Layout (Interleaved Complex, SplitComplex, C99 etc.)
- Scalarization
- Unrolling
- Pre-computation



# Spiral Reference

Markus Püschel, Franz Franchetti and Yevgen Voronenko

Spiral

in Encyclopedia of Parallel Computing, Eds. David Padua,  
Springer 2011