- Euan
- Learned to use ml or statistical methods to learn how good a rewritten program is on a particular hardware device with the goal that when we write new programs we can use this predictor to get a good idea of performance.
- Much harder to structure ML for application of rewrite rules, what exactly are you trying to learn? Not obvious.
- How do you set up reinforcement learning to learn what are bad ideas and good ideas
- Look at different other search techniques not involving machine learning
- How do you search a decision based tree where every decision is the application of a rewrite rule. (Breadth-first. Depth-first, other?)
- N-colony
- ----------
- Darius, talking about Fast Fourier Transforms.
- Could look at the rewritten program and the distance between the add and multiply in a dot product and use that as a criteria for optimisation.
- KNN
- ----------
- Sarah
- Paper stood out, High-level synthesis of lift.
- Lots of difficult FPGA stuff.
- Investigating more into usage of memory rather than computation.
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- Xueying
- Can ignore floats, and focus on booleans and ints.
- Once semantics/type declarations are defined/modeled (data types) in Actor, can define the primitives i.e. This is Map's Data type, but what does Map actually do?