

Extracting features for HLS kernels using the CodeBERT NL-PL model

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Introduction

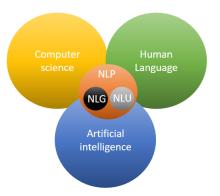
HLS: automatically design digital hardware that implements an algorithm written in a high-level programming language.

Difficulty: DSE to find the optimal #pragmas and parameters takes time and resources.

Motivation: language models can be used to extract useful features from applications so that the design space can be pruned. Those features could also be used to build models that predict the performance of new kernels.

What is NLP?

An interdisciplinary subfield of computer science, AI, and linguistics, concerned with how to process and analyze large amounts of natural language data.



Applications, to name a few

- Syntactic analysis
- Language modeling
- Information retrieval
- Data mining
- ► Machine translation
- Natural language generation
- Text summarization
- Speech processing
- Chatbots

[Jurafsky and Martin, 2021]

Modern AI: deep neural networks

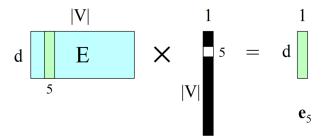
Deep learning is a class of machine learning algorithms that uses multiple layers to progressively extract higher-level features from the raw input.

In the last decade, it has risen to be the standard approach in any intelligence task. Why?

- ► Data availability
- Hardware acceleration: GPU, FPGA, TPU (Google)

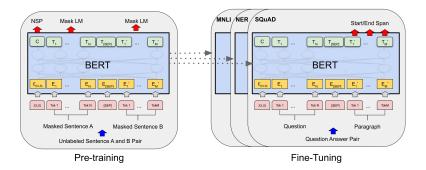
Neural language models

These models are based on neural networks and use continuous, learned, vector representations of words (word *embeddings*) for their computations.



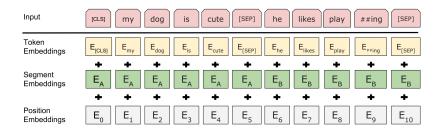
BERT language model

Bidirectional Encoder Representations from Transformers, by Google Research, 110M parameters [Devlin et al., 2019]



BERT training

- Unsupervised pre-training on:
 - 1. Masked language modeling: correctly predict a hidden token
 - 2. Next sentence prediction
- Fine-tuning separate models for each dowstream task



CodeBERT model

A bimodal pre-trained model for programming languages and natural language, by Microsoft Research [Feng et al., 2020].

It uses the RoBERTa architecture [Liu et al., 2019], with 125M parameters. Multimodal models learn implicit alignment between inputs of different modalities (e.g. text-to-image alignmets).

CodeBERT pre-training

The programming languages of the training dataset:

- ► Go
- Java
- JavaScript
- ► PHP
- Python
- Ruby

And the pre-training tasks:

- Masked language modeling
- Replaced token detection

CodeBERT fine-tuning

- Natural language code search
- ► NL-PL probing
- Code documentation generation
- Generalization to programming languages not in pre-training

For example, in natural language code search, the representation of the [CLS] token is used to measure the semantic relevance between code and natural language query.

CodeBERT generalizes better to unknown programming languages, in comparison to other models (evaluated on C#).

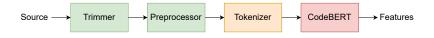
HLS kernel datasets

- ► MachSuite, [Reagen et al., 2014]: benchmarks for evaluating HLS tools and accelerator-centric architectures
- Rodinia, [Che et al., 2009]: another benchmark suite for heterogeneous computing, targeting multi-core CPU and GPU platforms

Kernels for: graph traversal, linear algebra, FFT, differential equations, neural networks and more. 99 code files in total.

Pipeline

Feature extraction from source code:



The extracted features will be projected in a low-dimensional space and clustered, to uncover potential structure in the dataset.

Trimming + pre-processing: spcl_example_03

```
#include "Example3.h" // Defines N. M. and T
void Stencil2D(float const memory in[N * M], float
      memory out[N * M]) {
L1: float above buffer[M];
L2: float center buffer [M];
L3: for (int i = 0; i < M; ++i) {
    above buffer[i] = memory in[i];
L4: for (int i = 0; i < M; ++i) {
    center buffer[i] = memory in[M + i];
L5: for (int i = 1; i < N - 1; ++i) {
L6: for (int j = 0; j < M; ++j) {
      const auto above = above buffer[j];
      const auto center = center buffer[i];
      const auto below = memory in[(i + 1) * M + j];
      constexpr float factor = 0.\overline{3}333;
      const auto average = factor * (above + center +
            below);
      memory out[i * M + j] = average;
```

 $\begin{array}{lll} & \text{float above_buffer}[M]; & \text{float} \\ & \text{center_buffer}[M]; & \text{for (int } i = 0; i < M; ++i) \left \{ & \text{above_buffer}[i] = \\ & \text{memory_in}[i]; \right \} & \text{for (int } i = 0; i < M; ++i) \left \{ & \text{center_buffer}[i] = \\ & \text{memory_in}[i]; \right \} & \text{for (int } i = 1; i < N - 1; ++i) \left \{ & \text{to for (int } j = 0; j < M; ++j) \right \} & \text{const auto above} = \\ & \text{above_buffer}[j]; & \text{const auto center} = \\ & \text{center_buffer}[j]; & \text{const auto below} = \\ & \text{memory_in}[(i+1) \\ & \text{* M + j}]; & \text{constexpr float factor} = \\ & 0.3333; & \text{const auto average} = \\ & \text{factor} * (\\ & \text{above + center + below}); \\ & \text{memory_out}[i \\ & \text{* M + j}] = \\ & \text{average}; \\ & \text{} \end{array} \right)$

Tokenization

[Singh, 2022] A tokenizer splits text into tokens according to a set of rules. The tokens are then converted into indices, which are used to build tensors as input to a model. State-of-the-art transformer models use sub-word tokenizers.

- Code: ["int add(int a, int b) { return a + b; }"]
- ► Tokens: [['<s>', 'int', 'Ġadd', '(', 'int', 'Ġa', ',', 'Ġint', 'Ġb', ')', 'Ġ{', 'Ġreturn', 'Ġa', 'Ġ+', 'Ġb', ':', 'Ġ}', '</s>']]
- ► Token indices: [[0, 2544, 1606, 1640, 2544, 10, 6, 6979, 741, 43, 25522, 671, 10, 2055, 741, 131, 35524, 211

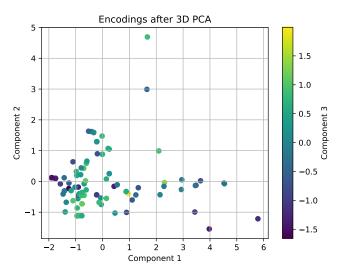
Feature extraction

- Convert index list to tensor: input = tensor(token_ids) #[1, 18]
- Forward pass: output = CodeBERT(input) #[1, 18, 768]
- ► Keep only the classification head: output = output[:, 0, :] #[1, 768]

The shape of the concatenated encodings is [99, 768]. In order to visualize it, we need to project the features in 2 or 3 dimensions.

Apply PCA

Principal component analysis, one of the most common ways of dimensionality reduction.



Comparison with previous results

Features: 110-component vectors containing information about array size, loop structures, and LLVM operations of innermost loops

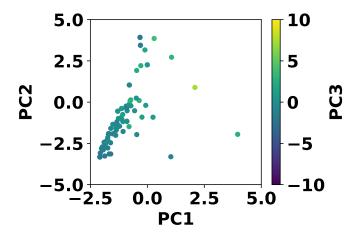
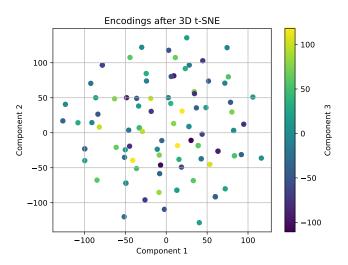


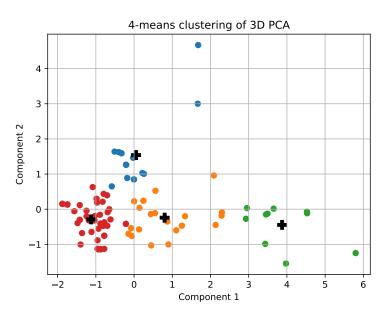
Image provided by Aggelos Ferikoglou.

Apply t-SNE

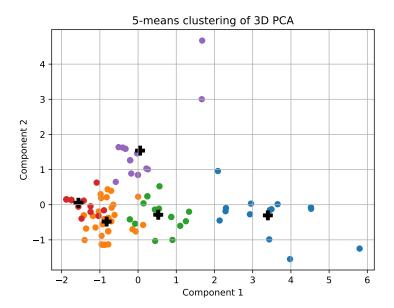
Another visualization with t-distributed stochastic neighbor embedding, a statistical method.

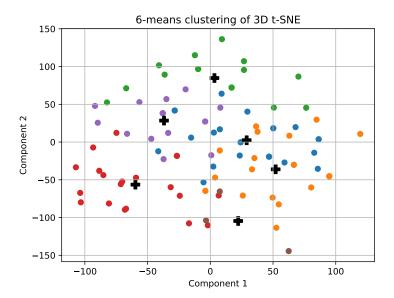


Clustering



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Clusters from 5-means on 3D PCA

backprop fft —transpose

vitie - convolution

sort -radix backgrop-4-doublebuffer-back backgrop-5-coalescing-back backprop-5-coalescingforward backprop-6-multiddr stencil3d backprop-6-multiddr-forward kmeans-1-tiling kmeans-2-pipeline kmeans-3-unroll kmeans-4-doublebuffer cfd flux 0 baseline 0 knn-3-unroll cfd flux 1 tiling 0 gemm-ncubed knn-4-doublebuffer cfd flux 2 pipeline 0 spmv-ellpack cfd step factor 1 tiling 0 cfd flux 3 unroll 0 backpron=0-baseline-back dilate 1 tiling 0 cfd step factor 3 unroll 0 kmeans-0-baseline dilate 2 pipeline 0 step factor 4 doublebuffer knn-0-baseline dilate 3 pipeline 0 cfd step factor 5 coalescing streamcluster 0 baseline 0 lc gicov 1 tiling 0 lavaMD 0 baseline lud 1 tiling 0 lavaMD 1 tiling 0 spcl example 00 nw 0 baseline 0 lavaMD 1 tiling 1 spcl example 01 nw 1 tiling 0 lavaMD 2 pipeline 0 spcl example 03 nw 2 pipeline 0 lavaMD 3 unroll 0 spcl example 05 nw 3 unroll 0 lc gicov 0 baseline 0 nw 4 doublebuffer 0 lc mgvf 1 tiling 0 nw 5 coalescing 0 pathfinder 4 doublebuffer 0 pathfinder 5 coalescing 0 srad 5 coalescing 0 streamcluster 1 tiling 0 vitis —tsp streamcluster 2 pipeline 1 streamcluster 3 doublebuffer 0 streamcluster 4 coalescing 0 rosetta -3d-rendering rosetta —spam—filter serrano - kalman - filter

hotspot-0-baseline gemm-blocked hotspot-1-tiling md-knn hotspot-2-pipeline stencil2d hotspot-3-unroll viterbi hotspot-4-doublebuffer backprop=0-baselinehotspot-5-coalescing forward hotspot-6-multiddr backprop-1-tiling-back kmeans-5-coalescing backprop-1-tiling-forward kmeans-6-multiddr backprop-2-pipeline-back knn-5-coalescing backprop-2-pipelinecfd step factor 2 pipeline 0 forward backprop-4-doublebufferlc mgvf 0 baseline 0 forward lud 2 coalescing 0 knn-1-tiling pathfinder 1 tiling 0 knn-2-pipeline pathfinder 3 unroll 0 cfd step factor 0 baseline (srad 0 baseline 0 srad 1 tiling 0 dilate 0 baseline 0 srad 2 pipeline 0 lud 0 baseline 0 srad 4 double buffer 0 pathfinder 0 baseline 0

Conclusions

Leveraging the above results could be beneficial for

- Pruning the design space to some points around the optimal designs for the most similar kernels.
- Construct models that predict the latency and resources of new kernels, based solely on the source code features.

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