Dan Moldovan Clean up placer rules. ... ✓ History

42 contributors +24

1009 lines (888 sloc) | 33.3 KB ...

```
1  /* Copyright 2015 The TensorFlow Authors. All Rights Reserved.
2
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10 distributed under the License is distributed on an "AS IS" BASIS,
11 WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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13 limitations under the License.
14 ==============================================================================*/
15
16 #include "tensorflow/core/graph/graph.h"
17
18 #include <memory>
19 #include <vector>
20
21 #include "absl/container/flat_hash_map.h"
22 #include "tensorflow/core/framework/full_type.pb.h"
23 #include "tensorflow/core/framework/graph.pb.h"
24 #include "tensorflow/core/framework/node_def.pb.h"
25 #include "tensorflow/core/framework/node_properties.h"
26 #include "tensorflow/core/framework/op_def_builder.h"
27 #include "tensorflow/core/framework/op_kernel.h"
28 #include "tensorflow/core/framework/versions.pb.h"
29 #include "tensorflow/core/graph/graph_node_util.h"
```

```
#include "tensorflow/core/graph/while_context.h"
#include "tensorflow/core/lib/core/errors.h"
#include "tensorflow/core/lib/gtl/map_util.h"
#include "tensorflow/core/lib/hash/hash.h"
#include "tensorflow/core/lib/strings/strcat.h"
#include "tensorflow/core/lib/strings/stringprintf.h"
#include "tensorflow/core/platform/errors.h"
#include "tensorflow/core/platform/logging.h"
#include "tensorflow/core/public/version.h"

namespace tensorflow {

const int Graph::kControlSlot = -1;

// Node
Node::NodeClass Node::GetNodeClassForOp(const std::string& ts) {
  static const absl::flat_hash_map<std::string, Node::NodeClass>*
      kNodeClassTable =
#define REF_CLASS(key, value) \
  {key, value}, { "Ref" key, value }
          new absl::flat_hash_map<std::string, Node::NodeClass>({
              // Keep in same order as NodeClass values
              REF_CLASS("Switch", NC_SWITCH),
              REF_CLASS("_SwitchN", NC_SWITCH),
              REF_CLASS("Merge", NC_MERGE),
              REF_CLASS("Enter", NC_ENTER),
              REF_CLASS("Exit", NC_EXIT),
              REF_CLASS("NextIteration", NC_NEXT_ITERATION),
              {"LoopCond", NC_LOOP_COND},
              {"ControlTrigger", NC_CONTROL_TRIGGER},
              {"_Send", NC_SEND},
              {"_HostSend", NC_HOST_SEND},
              {"_Recv", NC_RECV},
              {"_HostRecv", NC_HOST_RECV},
              {"Const", NC_CONSTANT},
              {"HostConst", NC_CONSTANT},
              {"Variable", NC_VARIABLE},
              {"VariableV2", NC_VARIABLE},
              REF_CLASS("Identity", NC_IDENTITY),
              {"GetSessionHandle", NC_GET_SESSION_HANDLE},
              {"GetSessionHandleV2", NC_GET_SESSION_HANDLE},
              {"GetSessionTensor", NC_GET_SESSION_TENSOR},
              {"DeleteSessionTensor", NC_DELETE_SESSION_TENSOR},
              {"Size", NC_METADATA},
              {"Shape", NC_METADATA},
              {"Rank", NC_METADATA},
              {"_ScopedAllocator", NC_SCOPED_ALLOCATOR},
              {"CollectiveReduce", NC_COLLECTIVE},
              {"CollectiveBcastSend", NC_COLLECTIVE},
```

```
              {"CollectiveBcastRecv", NC_COLLECTIVE},
              {"CollectiveGather", NC_COLLECTIVE},
              {"FakeParam", NC_FAKE_PARAM},
              {"PartitionedCall", NC_PARTITIONED_CALL},
              {"StatefulPartitionedCall", NC_PARTITIONED_CALL},
              {"SymbolicGradient", NC_SYMBOLIC_GRADIENT},
              {"If", NC_IF},
              {"StatelessIf", NC_IF},
              {"While", NC_WHILE},
              {"StatelessWhile", NC_WHILE},
              {"Case", NC_CASE},
              {"StatelessCase", NC_CASE},
              // Not using the constants defined in FunctionLibraryDefinition
              // for the
              // 4 ops below because android inference library does not link
              // tf.function related files.
              {"_Arg", NC_ARG},
              {"_DeviceArg", NC_ARG},
              {"_Retval", NC_RETVAL},
              {"_DeviceRetval", NC_RETVAL},
              {"_XlaMerge", NC_MERGE},
          });
#undef REF_CLASS

  auto it = kNodeClassTable->find(ts);
  if (it != kNodeClassTable->end()) {
    return it->second;
  } else {
    return NC_OTHER;
  }
}

std::string Node::DebugString() const {
  std::string ret = strings::StrCat("{name:'", name(), "' id:", id_);
  if (IsSource()) {
    strings::StrAppend(&ret, " source}");
  } else if (IsSink()) {
    strings::StrAppend(&ret, " sink}");
  } else {
    strings::StrAppend(&ret, " op device:", "{requested: '", requested_device(),
                       "', assigned: '", assigned_device_name(), "'}", " def:{",
                       SummarizeNode(*this), "}}");
  }
  return ret;
}

Node::Node()
    : id_(-1),
      cost_id_(-1),
```

```
      class_(NC_UNINITIALIZED),
      props_(nullptr),
      assigned_device_name_index_(0),
      while_ctx_(nullptr) {}

void Node::Initialize(int id, int cost_id,
                      std::shared_ptr<NodeProperties> props,
                      Node::NodeClass node_class) {
  DCHECK_EQ(id_, -1);
  DCHECK(in_edges_.empty());
  DCHECK(out_edges_.empty());
  id_ = id;
  cost_id_ = cost_id;

  props_ = std::move(props);
  class_ = node_class;
}

void Node::Clear() {
  in_edges_.clear();
  out_edges_.clear();
  id_ = -1;
  cost_id_ = -1;
  class_ = NC_UNINITIALIZED;
  props_.reset();
  assigned_device_name_index_ = 0;
}

void Node::UpdateProperties() {
  DataTypeVector inputs;
  DataTypeVector outputs;
  Status status =
      InOutTypesForNode(props_->node_def, *(props_->op_def), &inputs, &outputs);
  if (!status.ok()) {
    LOG(ERROR) << "Failed at updating node: " << status;
    return;
  }
  if (props_->input_types != inputs || props_->output_types != outputs) {
    if (TF_PREDICT_TRUE(props_.use_count() == 1)) {
      props_->input_types = inputs;
      props_->input_types_slice = props_->input_types;
      props_->output_types = outputs;
      props_->output_types_slice = props_->output_types;
    } else {
      props_ = std::make_shared<NodeProperties>(
          props_->op_def, std::move(props_->node_def), inputs, outputs);
    }
  }
}
```

```
177
178 void Node::ClearTypeInfo() {
179   if (props_->node_def.has_experimental_type()) {
180     MaybeCopyOnWrite();
181     props_->node_def.clear_experimental_type();
182   }
183 }
184
185 void Node::RunForwardTypeInference() {
186   VLOG(4) << "Forward type inference: " << props_->node_def.DebugString();
187
188   if (props_->fwd_type_fn == nullptr) {
189     return;
190   }
191
192   std::vector<Node*> input_nodes(props_->input_types.size(), nullptr);
193   std::vector<int> input_idx(props_->input_types.size(), 0);
194   for (const auto& edge : in_edges_) {
195     if (edge->IsControlEdge()) {
196       continue;
197     }
198     DCHECK(edge->dst_input() < input_nodes.size()) << DebugString();
199     int i = edge->dst_input();
200     input_nodes.at(i) = edge->src();
201     input_idx.at(i) = edge->src_output();
202   }
203
204   // Note: technically, we could use a very generic type when some of the inputs
205   // are unknown. But there is an expectation that a node will have complete
206   // inputs soon, so updating intermediate types is largely unnecessary.
207
208   for (const auto* node : input_nodes) {
209     if (node == nullptr) {
210       // Incomplete inputs, bail.
211       ClearTypeInfo();
212       return;
213     }
214   }
215
216   static FullTypeDef* no_type = new FullTypeDef();
217
218   std::vector<std::reference_wrapper<const FullTypeDef>> input_types;
219   for (int i = 0; i < input_nodes.size(); i++) {
220     const auto* node = input_nodes[i];
221     if (node->def().has_experimental_type()) {
222       const auto& node_t = node->def().experimental_type();
223       if (node_t.type_id() != TFT_UNSET) {
224         int ix = input_idx[i];
225         DCHECK(ix < node_t.args_size())
```

```
            << "input " << i << " should have an output " << ix
            << " but instead only has " << node_t.args_size()
            << " outputs: " << node_t.DebugString();
        input_types.emplace_back(node_t.args(ix));
      } else {
        input_types.emplace_back(*no_type);
      }
    } else {
      // Incomplete inputs, bail.
      ClearTypeInfo();
      return;
    }
  }

  const auto infer_type = props_->fwd_type_fn(input_types);
  const FullTypeDef infer_typedef = infer_type.ValueOrDie();
  if (infer_typedef.type_id() != TFT_UNSET) {
    MaybeCopyOnWrite();
    *(props_->node_def.mutable_experimental_type()) = infer_typedef;
  }
}

const std::string& Node::name() const { return props_->node_def.name(); }
const std::string& Node::type_string() const { return props_->node_def.op(); }
const NodeDef& Node::def() const { return props_->node_def; }
const OpDef& Node::op_def() const { return *props_->op_def; }

NodeDef* Node::mutable_def() { return &props_->node_def; }

int32 Node::num_inputs() const { return props_->input_types.size(); }
DataType Node::input_type(int32_t i) const { return props_->input_types[i]; }
const DataTypeVector& Node::input_types() const { return props_->input_types; }

int32 Node::num_outputs() const { return props_->output_types.size(); }
DataType Node::output_type(int32_t o) const { return props_->output_types[o]; }
const DataTypeVector& Node::output_types() const {
  return props_->output_types;
}

AttrSlice Node::attrs() const { return AttrSlice(def()); }

const protobuf::RepeatedPtrField<std::string>& Node::requested_inputs() const {
  return def().input();
}

const std::string& Node::requested_device() const { return def().device(); }

gtl::iterator_range<NeighborIter> Node::out_nodes() const {
  return gtl::make_range(NeighborIter(out_edges_.begin(), false),
```

```
275                         NeighborIter(out_edges_.end(), false));
276 }
277
278 gtl::iterator_range<NeighborIter> Node::in_nodes() const {
279   return gtl::make_range(NeighborIter(in_edges_.begin(), true),
280                          NeighborIter(in_edges_.end(), true));
281 }
282
283 void Node::MaybeCopyOnWrite() {
284   // TODO(mdan): As nodes become more dynamic, this may not be worth the cost.
285   // NodeProperties may be shared between Nodes. Make a copy if so.
286   if (!props_.unique()) {
287     props_ = std::make_shared<NodeProperties>(*props_);
288   }
289 }
290
291 AttrValue* Node::AddAttrHelper(const std::string& name) {
292   MaybeCopyOnWrite();
293   return &((*props_->node_def.mutable_attr())[name]);
294 }
295
296 void Node::ClearAttr(const std::string& name) {
297   MaybeCopyOnWrite();
298   (*props_->node_def.mutable_attr()).erase(name);
299 }
300
301 void Node::set_name(std::string name) {
302   MaybeCopyOnWrite();
303   props_->node_def.set_name(std::move(name));
304 }
305
306 void Node::set_requested_device(const std::string& device) {
307   MaybeCopyOnWrite();
308   props_->node_def.set_device(device);
309 }
310
311 void Node::set_original_node_names(const std::vector<std::string>& names) {
312   MaybeCopyOnWrite();
313   props_->node_def.mutable_experimental_debug_info()
314       ->clear_original_node_names();
315   if (!names.empty()) {
316     *props_->node_def.mutable_experimental_debug_info()
317          ->mutable_original_node_names() = {names.begin(), names.end()};
318   }
319 }
320
321 void Node::set_original_func_names(const std::vector<std::string>& names) {
322   MaybeCopyOnWrite();
323   props_->node_def.mutable_experimental_debug_info()
```

```
      ->clear_original_func_names();
  if (!names.empty()) {
    *props_->node_def.mutable_experimental_debug_info()
         ->mutable_original_func_names() = {names.begin(), names.end()};
  }
}

Status Node::input_edge(int idx, const Edge** e) const {
  if (idx < 0 || idx >= num_inputs()) {
    return errors::InvalidArgument("Invalid input_edge index: ", idx, ", Node ",
                                   name(), " only has ", num_inputs(),
                                   " inputs.");
  }

  // This does a linear search over the edges.  In the common case,
  // the number of elements is small enough that this search isn't
  // expensive.  Should it become a bottleneck, one can make an
  // optimization where, if the number of edges is small, we use
  // linear iteration, and if the number of edges is large, we perform
  // an indexing step during construction that keeps an array of Edges
  // indexed by pointer.  This would keep the size of each Node small
  // in the common case but make this function faster when the number
  // of edges is large.
  for (const Edge* edge : in_edges()) {
    if (edge->dst_input() == idx) {
      *e = edge;
      return Status::OK();
    }
  }

  return errors::NotFound("Could not find input edge ", idx, " for ", name());
}

// Returns a vector of the non-control input edges to a node, indexed by ID.
Status Node::input_edges(std::vector<const Edge*>* input_edges) const {
  input_edges->clear();
  input_edges->resize(num_inputs(), nullptr);

  for (const Edge* edge : in_edges()) {
    if (edge->IsControlEdge()) continue;
    if (edge->dst_input() < 0 || edge->dst_input() >= num_inputs()) {
      return errors::Internal("Invalid edge input number ", edge->dst_input());
    }
    if ((*input_edges)[edge->dst_input()] != nullptr) {
      return errors::Internal("Duplicate edge input number: ",
                              edge->dst_input());
    }
    (*input_edges)[edge->dst_input()] = edge;
  }
```

```
373
374   for (int i = 0; i < num_inputs(); ++i) {
375     if ((*input_edges)[i] == nullptr) {
376       return errors::InvalidArgument("Missing edge input number: ", i);
377     }
378   }
379   return Status::OK();
380 }
381
382 Status Node::input_node(int idx, Node** n) const {
383   const Edge* e;
384   TF_RETURN_IF_ERROR(input_edge(idx, &e));
385   if (e == nullptr) {
386     *n = nullptr;
387   } else {
388     *n = e->src();
389   }
390   return Status::OK();
391 }
392
393 Status Node::input_node(int idx, const Node** const_n) const {
394   Node* n;
395   TF_RETURN_IF_ERROR(input_node(idx, &n));
396   *const_n = n;
397   return Status::OK();
398 }
399
400 Status Node::input_tensor(int idx, OutputTensor* t) const {
401   const Edge* e;
402   TF_RETURN_IF_ERROR(input_edge(idx, &e));
403   DCHECK(e != nullptr);
404   *t = OutputTensor(e->src(), e->src_output());
405   return Status::OK();
406 }
407
408 // NodeDebugInfo
409
410 NodeDebugInfo::NodeDebugInfo(const Node& n) : NodeDebugInfo(n.def()) {}
411 NodeDebugInfo::NodeDebugInfo(const NodeDef& ndef)
412     : NodeDebugInfo(ndef.name(), ndef.has_experimental_debug_info(),
413                     ndef.experimental_debug_info()) {}
414 NodeDebugInfo::NodeDebugInfo(
415     StringPiece node_name, bool has_experimental_debug_info,
416     const NodeDef_ExperimentalDebugInfo& experimental_debug_info)
417     : name(node_name) {
418   if (has_experimental_debug_info) {
419     const auto& node_names = experimental_debug_info.original_node_names();
420     original_node_names.assign(node_names.begin(), node_names.end());
421     const auto& func_names = experimental_debug_info.original_func_names();
```

```
    original_func_names.assign(func_names.begin(), func_names.end());
  }
}
// InputTensor

bool InputTensor::operator==(const InputTensor& other) const {
  return node == other.node && index == other.index;
}

uint64 InputTensor::Hash::operator()(InputTensor const& s) const {
  return Hash64Combine(std::hash<const Node*>()(s.node),
                       std::hash<int>()(s.index));
}

// OutputTensor

bool OutputTensor::operator==(const OutputTensor& other) const {
  return node == other.node && index == other.index;
}

uint64 OutputTensor::Hash::operator()(OutputTensor const& s) const {
  return Hash64Combine(std::hash<const Node*>()(s.node),
                       std::hash<int>()(s.index));
}

// Graph

Graph::Graph(const OpRegistryInterface* ops)
    : ops_(ops, FunctionDefLibrary()),
      versions_(new VersionDef),
      arena_(8 << 10 /* 8kB */) {
  versions_->set_producer(TF_GRAPH_DEF_VERSION);
  versions_->set_min_consumer(TF_GRAPH_DEF_VERSION_MIN_CONSUMER);

  // Initialize the name interning table for assigned_device_name.
  device_names_.push_back("");
  DCHECK_EQ(0, InternDeviceName(""));

  // Source and sink have no endpoints, just control edges.
  NodeDef def;
  def.set_name("_SOURCE");
  def.set_op("NoOp");
  Status status;
  Node* source = AddNode(def, &status);
  TF_CHECK_OK(status);
  CHECK_EQ(source->id(), kSourceId);

  def.set_name("_SINK");
  Node* sink = AddNode(def, &status);
```

```
471   TF_CHECK_OK(status);
472   CHECK_EQ(sink->id(), kSinkId);
473
474   AddControlEdge(source, sink);
475 }
476
477 Graph::Graph(const FunctionLibraryDefinition& flib_def)
478     : Graph(flib_def.default_registry()) {
479   // Need a new-enough consumer to support the functions we add to the graph.
480   if (flib_def.num_functions() > 0 && versions_->min_consumer() < 12) {
481     versions_->set_min_consumer(12);
482   }
483   Status s = ops_.AddLibrary(flib_def);
484   CHECK(s.ok()) << s.error_message();
485 }
486
487 Graph::~Graph() {
488   // Manually call the destructors for all the Nodes we constructed using
489   // placement new.
490   for (Node* node : nodes_) {
491     if (node != nullptr) {
492       node->~Node();
493     }
494   }
495   for (Node* node : free_nodes_) {
496     node->~Node();
497   }
498   // Edges have no destructor, and we arena-allocated them, so no need to
499   // destroy them.
500 }
501
502 std::unique_ptr<Graph> Graph::Clone() {
503   std::unique_ptr<Graph> new_graph(new Graph(flib_def()));
504   new_graph->Copy(*this);
505   return new_graph;
506 }
507
508 const VersionDef& Graph::versions() const { return *versions_; }
509 void Graph::set_versions(const VersionDef& versions) { *versions_ = versions; }
510
511 void Graph::Copy(const Graph& src) {
512   SetConstructionContext(src.GetConstructionContextInternal());
513   for (Node* n : nodes()) {
514     CHECK(n->IsSource() || n->IsSink()) << "*dest must be empty";
515   }
516
517   // Copy GraphDef versions
518   set_versions(src.versions());
519
```

```
520   // Copy the nodes.
521   // "Node in src" -> "Node in *dest"
522   gtl::FlatMap<const Node*, Node*> node_map;
523   node_map.reserve(src.num_nodes());
524   node_map[src.source_node()] = source_node();
525   node_map[src.sink_node()] = sink_node();
526   for (Node* n : src.op_nodes()) {
527     auto copy = CopyNode(n);
528     copy->in_edges_.reserve(n->in_edges().size());
529     copy->out_edges_.reserve(n->out_edges().size());
530     node_map[n] = copy;
531   }
532
533   // Copy the edges
534   edges_.reserve(src.num_edges());
535   for (const Edge* e : src.edges()) {
536     Node* src_copy = node_map[e->src()];
537     Node* dst_copy = node_map[e->dst()];
538     AddEdge(src_copy, e->src_output(), dst_copy, e->dst_input());
539   }
540 }
541
542 Node* Graph::AddNode(NodeDef node_def, Status* status) {
543   const OpRegistrationData* op_reg_data;
544   status->Update(ops_.LookUp(node_def.op(), &op_reg_data));
545   if (!status->ok()) return nullptr;
546
547   DataTypeVector inputs;
548   DataTypeVector outputs;
549   status->Update(
550       InOutTypesForNode(node_def, op_reg_data->op_def, &inputs, &outputs));
551   if (!status->ok()) {
552     *status = AttachDef(*status, node_def);
553     return nullptr;
554   }
555
556   Node::NodeClass node_class = op_reg_data->is_function_op
557                                    ? Node::NC_FUNCTION_OP
558                                    : Node::GetNodeClassForOp(node_def.op());
559
560   if (op_reg_data->type_ctor != nullptr) {
561     VLOG(3) << "AddNode: found type constructor for " << node_def.name();
562     const auto ctor_type =
563         full_type::SpecializeType(AttrSlice(node_def), op_reg_data->op_def);
564     const FullTypeDef ctor_typedef = ctor_type.ValueOrDie();
565     if (ctor_typedef.type_id() != TFT_UNSET) {
566       *(node_def.mutable_experimental_type()) = ctor_typedef;
567     }
568   } else {
```

```
569       VLOG(3) << "AddNode: no type constructor for " << node_def.name();
570     }
571
572     Node* node = AllocateNode(std::make_shared<NodeProperties>(
573                                   &op_reg_data->op_def, std::move(node_def),
574                                   inputs, outputs, op_reg_data->fwd_type_fn),
575                               nullptr, node_class);
576     return node;
577   }
578
579   Node* Graph::CopyNode(const Node* node) {
580     DCHECK(!node->IsSource());
581     DCHECK(!node->IsSink());
582     Node* copy = AllocateNode(node->props_, node, node->class_);
583     copy->set_assigned_device_name(node->assigned_device_name());
584
585     // Since the OpDef of a function may be owned by the Graph that owns 'node',
586     // relookup the OpDef in the target graph. If it differs, then clone the
587     // node properties with the updated OpDef.
588     const OpDef* op_def;
589     TF_CHECK_OK(ops_.LookUpOpDef(node->type_string(), &op_def));
590     if (op_def != node->props_->op_def) {
591       copy->MaybeCopyOnWrite();
592       copy->props_->op_def = op_def;
593     }
594     copy->SetStackTrace(node->GetStackTrace());
595
596     return copy;
597   }
598
599   void Graph::RemoveNode(Node* node) {
600     TF_DCHECK_OK(IsValidNode(node)) << node->DebugString();
601     DCHECK(!node->IsSource());
602     DCHECK(!node->IsSink());
603
604     // Remove any edges involving this node.
605     for (const Edge* e : node->in_edges_) {
606       CHECK_EQ(e->src_->out_edges_.erase(e), size_t{1});
607       edges_[e->id_] = nullptr;
608       RecycleEdge(e);
609       --num_edges_;
610     }
611     node->in_edges_.clear();
612     for (const Edge* e : node->out_edges_) {
613       CHECK_EQ(e->dst_->in_edges_.erase(e), size_t{1});
614       edges_[e->id_] = nullptr;
615       RecycleEdge(e);
616       --num_edges_;
617     }
```

```
618   node->out_edges_.clear();
619   ReleaseNode(node);
620 }
621
622 const Edge* Graph::AddEdge(Node* source, int x, Node* dest, int y) {
623   TF_DCHECK_OK(IsValidNode(source)) << source->DebugString();
624   TF_DCHECK_OK(IsValidNode(dest)) << dest->DebugString();
625
626   // source/sink must only be linked via control slots, and
627   // control slots must only be linked to control slots.
628   if (source == source_node() || dest == sink_node() || x == kControlSlot ||
629       y == kControlSlot) {
630     DCHECK_EQ(x, kControlSlot) << source->DebugString();
631     DCHECK_EQ(y, kControlSlot) << dest->DebugString();
632   }
633
634   Edge* e = nullptr;
635   if (free_edges_.empty()) {
636     e = new (arena_.Alloc(sizeof(Edge))) Edge;  // placement new
637   } else {
638     e = free_edges_.back();
639     free_edges_.pop_back();
640   }
641   e->id_ = edges_.size();
642   e->src_ = source;
643   e->dst_ = dest;
644   e->src_output_ = x;
645   e->dst_input_ = y;
646   CHECK(source->out_edges_.insert(e).second);
647   CHECK(dest->in_edges_.insert(e).second);
648   edges_.push_back(e);
649   ++num_edges_;
650
651   if (!e->IsControlEdge()) {
652     if (dest->in_edges_.size() >= dest->props_->input_types.size()) {
653       // Note: this only produces consistent results at graph construction,
654       // and only when all incoming edges are up-to-date.
655       // If the graph is subsequently modified, or if the node is added before
656       // any of its upstream nodes, this type information would change as well.
657       // In general, graph transformations should run shole-graph type inference
658       // when done, and should not rely on types being fully up to date
659       // after each AddNode.
660       // TODO(mdan): Should we even run type inference here any more?
661       dest->RunForwardTypeInference();
662     }
663   }
664
665   return e;
666 }
```

```
667
668 void Graph::RemoveEdge(const Edge* e) {
669   TF_DCHECK_OK(IsValidNode(e->src_)) << e->src_->DebugString();
670   TF_DCHECK_OK(IsValidNode(e->dst_)) << e->dst_->DebugString();
671   CHECK_EQ(e->src_->out_edges_.erase(e), size_t{1});
672   CHECK_EQ(e->dst_->in_edges_.erase(e), size_t{1});
673   CHECK_EQ(e, edges_[e->id_]);
674   CHECK_GT(num_edges_, 0);
675
676   edges_[e->id_] = nullptr;
677   RecycleEdge(e);
678   --num_edges_;
679
680   if (!e->IsControlEdge()) {
681     // This may clear the node type if enough edges are removed.
682     e->dst_->RunForwardTypeInference();
683   }
684 }
685
686 void Graph::RecycleEdge(const Edge* e) {
687   free_edges_.push_back(const_cast<Edge*>(e));
688 }
689
690 const Edge* Graph::AddControlEdge(Node* source, Node* dest,
691                                   bool allow_duplicates) {
692   if (!allow_duplicates) {
693     for (const Edge* edge : dest->in_edges()) {
694       if (edge->IsControlEdge() && edge->src() == source) {
695         // The requested edge already exists.
696         return nullptr;
697       }
698     }
699   }
700   // Modify dest's NodeDef if necessary.
701   if (!source->IsSource() && !dest->IsSink() && !allow_duplicates) {
702     // Check if this input is already in dest's NodeDef.
703     const std::string new_input = strings::StrCat("^", source->name());
704     bool input_exists = false;
705     for (const std::string& input : dest->props_->node_def.input()) {
706       if (input == new_input) {
707         input_exists = true;
708         break;
709       }
710     }
711     if (!input_exists) {
712       dest->MaybeCopyOnWrite();
713       dest->props_->node_def.add_input(new_input);
714     }
715   }
```

```
716   return AddEdge(source, kControlSlot, dest, kControlSlot);
717 }
718
719 void Graph::RemoveControlEdge(const Edge* e) {
720   if (!e->src_->IsSource() && !e->dst_->IsSink()) {
721     e->dst_->MaybeCopyOnWrite();
722     std::string e_src_name = strings::StrCat("^", e->src_->name());
723     auto* inputs = e->dst_->props_->node_def.mutable_input();
724     for (auto it = inputs->begin(); it != inputs->end(); ++it) {
725       if (*it == e_src_name) {
726         inputs->erase(it);
727         break;
728       }
729     }
730   }
731   RemoveEdge(e);
732 }
733
734 namespace {
735 const Edge* FindEdge(const Node* dst, int index) {
736   for (const Edge* e : dst->in_edges()) {
737     if (e->dst_input() == index) return e;
738   }
739   return nullptr;
740 }
741 }  // namespace
742
743 Status Graph::UpdateEdge(Node* new_src, int new_src_index, Node* dst,
744                          int dst_index) {
745   TF_RETURN_IF_ERROR(IsValidOutputTensor(new_src, new_src_index));
746   TF_RETURN_IF_ERROR(IsValidInputTensor(dst, dst_index));
747   const Edge* e = FindEdge(dst, dst_index);
748   if (e == nullptr) {
749     return errors::InvalidArgument("Couldn't find edge to ",
750                                    FormatNodeForError(*dst));
751   }
752   RemoveEdge(e);
753   AddEdge(new_src, new_src_index, dst, dst_index);
754   dst->MaybeCopyOnWrite();
755   (*dst->props_->node_def.mutable_input())[dst_index] =
756       strings::StrCat(new_src->name(), ":", new_src_index);
757   return Status::OK();
758 }
759
760 Status Graph::AddWhileInputHack(Node* new_src, int new_src_index, Node* dst) {
761   if (!dst->IsWhileNode()) {
762     return errors::Internal(
763         "dst argument to AddWhileEdgeHack should be a While op, got: ",
764         dst->DebugString());
```

```
765     }
766     TF_RETURN_IF_ERROR(IsValidOutputTensor(new_src, new_src_index));
767     // Find the current number of data inputs. We'll add the new edge to the next
768     // missing data input.
769     int dst_index = 0;
770     for (const Edge* edge : dst->in_edges()) {
771       if (edge->IsControlEdge()) continue;
772       ++dst_index;
773     }
774     TF_RETURN_IF_ERROR(IsValidInputTensor(dst, dst_index));
775     AddEdge(new_src, new_src_index, dst, dst_index);
776     dst->MaybeCopyOnWrite();
777     dst->props_->node_def.add_input(
778         strings::StrCat(new_src->name(), ":", new_src_index));
779     return Status::OK();
780   }
781
782   Status Graph::AddFunctionLibrary(const FunctionDefLibrary& fdef_lib) {
783     // Need a new-enough consumer to support the functions we add to the graph.
784     if (fdef_lib.function_size() > 0 && versions_->min_consumer() < 12) {
785       versions_->set_min_consumer(12);
786     }
787     return ops_.AddLibrary(fdef_lib);
788   }
789
790   namespace {
791
792   void AddInput(NodeDef* dst, StringPiece src_name, int src_slot) {
793     if (src_slot == Graph::kControlSlot) {
794       dst->add_input(strings::StrCat("^", src_name));
795     } else if (src_slot == 0) {
796       dst->add_input(src_name.data(), src_name.size());
797     } else {
798       dst->add_input(strings::StrCat(src_name, ":", src_slot));
799     }
800   }
801
802   }  // namespace
803
804   void Graph::ToGraphDef(GraphDef* graph_def) const {
805     ToGraphDefSubRange(graph_def, 0);
806   }
807
808   GraphDef Graph::ToGraphDefDebug() const {
809     GraphDef ret;
810     ToGraphDef(&ret);
811     return ret;
812   }
813
```

```
void Graph::ToGraphDefSubRange(GraphDef* graph_def, int from_node_id) const {
  graph_def->Clear();
  *graph_def->mutable_versions() = versions();
  *graph_def->mutable_library() = ops_.ToProto();

  graph_def->mutable_node()->Reserve(std::max(1, num_nodes() - from_node_id));

  std::vector<const Edge*>
      inputs;  // Construct this outside the loop for speed.
  for (auto id = from_node_id; id < num_node_ids(); ++id) {
    const Node* node = FindNodeId(id);
    if (node == nullptr || !node->IsOp()) continue;
    NodeDef* node_def = graph_def->add_node();
    *node_def = node->def();

    // Use the node's assigned device, if any, instead of the device requested
    // in the NodeDef.
    if (!node->assigned_device_name().empty()) {
      node_def->set_device(node->assigned_device_name());
    }

    // Get the inputs for this Node.  We make sure control inputs are
    // after data inputs, as required by GraphDef.
    inputs.clear();
    inputs.resize(node->num_inputs(), nullptr);
    for (const Edge* edge : node->in_edges()) {
      if (edge->IsControlEdge()) {
        inputs.push_back(edge);
      } else {
        DCHECK(edge->dst_input() < inputs.size())
            << "Edge " << edge->DebugString()
            << " is overflowing the expected number of inputs ("
            << node->num_inputs() << ") for node " << node->DebugString();
        CHECK(inputs[edge->dst_input()] == nullptr)
            << "Edge " << edge->src()->name() << "->" << edge->dst()->name()
            << " conflicts with pre-existing input edge "
            << inputs[edge->dst_input()]->src()->name() << "->"
            << inputs[edge->dst_input()]->dst()->name();

        inputs[edge->dst_input()] = edge;
      }
    }
    // Sort the control inputs for more predictable serialization.
    std::sort(inputs.begin() + node->num_inputs(), inputs.end(),
              [](const Edge* a, const Edge* b) -> bool {
                return a->src()->name() < b->src()->name();
              });
    node_def->clear_input();
    node_def->mutable_input()->Reserve(inputs.size());
```

```
863
864       for (size_t i = 0; i < inputs.size(); ++i) {
865         const Edge* edge = inputs[i];
866         if (edge == nullptr) {
867           if (i < node->requested_inputs().size()) {
868             node_def->add_input(node->requested_inputs()[i]);
869           } else {
870             node_def->add_input("");
871           }
872         } else {
873           const Node* src = edge->src();
874           if (!src->IsOp()) continue;
875           AddInput(node_def, src->name(), edge->src_output());
876         }
877       }
878     }
879   }
880
881   std::string Graph::NewName(StringPiece prefix) {
882     return strings::StrCat(prefix, "/_", name_counter_++);
883   }
884
885   Status Graph::IsValidNode(const Node* node) const {
886     if (node == nullptr) {
887       return errors::InvalidArgument("Node is null");
888     }
889     const int id = node->id();
890     if (id < 0) {
891       return errors::InvalidArgument("node id ", id, " is less than zero");
892     }
893     if (static_cast<size_t>(id) >= nodes_.size()) {
894       return errors::InvalidArgument(
895           "node id ", id, " is >= than number of nodes in graph ", nodes_.size());
896     }
897     if (nodes_[id] != node) {
898       return errors::InvalidArgument("Node with id ", id,
899                                      " is different from the passed in node. "
900                                      "Does it belong to a different graph?");
901     }
902     return Status::OK();
903   }
904
905   Status Graph::IsValidOutputTensor(const Node* node, int idx) const {
906     TF_RETURN_IF_ERROR(IsValidNode(node));
907     if (idx >= node->num_outputs() || idx < 0) {
908       return errors::OutOfRange("Node '", node->name(), "' (type: '",
909                                 node->op_def().name(),
910                                 "', num of outputs: ", node->num_outputs(),
911                                 ") does not have ", "output ", idx);
```

```
912   }
913   return Status::OK();
914 }
915
916 Status Graph::IsValidInputTensor(const Node* node, int idx) const {
917   TF_RETURN_IF_ERROR(IsValidNode(node));
918   if (idx >= node->num_inputs() || idx < 0) {
919     return errors::OutOfRange("Node '", node->name(), "' (type: '",
920                               node->op_def().name(),
921                               "', num of inputs: ", node->num_inputs(),
922                               ") does not have ", "input ", idx);
923   }
924   return Status::OK();
925 }
926
927 Node* Graph::AllocateNode(std::shared_ptr<NodeProperties> props,
928                           const Node* cost_node, Node::NodeClass node_class) {
929   Node* node = nullptr;
930   if (free_nodes_.empty()) {
931     node = new (arena_.Alloc(sizeof(Node))) Node;  // placement new
932   } else {
933     node = free_nodes_.back();
934     free_nodes_.pop_back();
935   }
936   node->graph_ = this;
937   const int id = nodes_.size();
938   int cost_id = cost_node ? cost_node->cost_id() : id;
939   node->Initialize(id, cost_id, std::move(props), node_class);
940   nodes_.push_back(node);
941   ++num_nodes_;
942   return node;
943 }
944
945 void Graph::ReleaseNode(Node* node) {
946   TF_DCHECK_OK(IsValidNode(node)) << node->DebugString();
947   nodes_[node->id()] = nullptr;
948   free_nodes_.push_back(node);
949   --num_nodes_;
950   node->Clear();
951 }
952
953 // Ensures that 'device_name' is present in the device name table, and returns
954 // the index of that device name. The index is stable, and can be used in
955 // calls to Node::set_assigned_device_name_index().
956 int Graph::InternDeviceName(const std::string& device_name) {
957   // Special case, very common.  Also, this allows us to use a single map
958   // lookup below, instead of two.  The 'if (index_cell > 0)' test below
959   // relies on this check.
960   if (device_name.empty()) {
```

```
961       return 0;
962     }
963
964     int& index_cell = device_names_map_[device_name];
965     if (index_cell > 0) {
966       return index_cell;
967     }
968
969     const int index = device_names_map_.size();
970     index_cell = index;
971     device_names_.push_back(device_name);
972     return index;
973   }
974
975   Status Graph::AddWhileContext(StringPiece frame_name,
976                                 std::vector<Node*> enter_nodes,
977                                 std::vector<Node*> exit_nodes,
978                                 OutputTensor cond_output,
979                                 std::vector<OutputTensor> body_inputs,
980                                 std::vector<OutputTensor> body_outputs,
981                                 WhileContext** result) {
982     auto pair = while_ctxs_.insert(std::pair<std::string, WhileContext>(
983         std::string(frame_name),
984         WhileContext(frame_name, std::move(enter_nodes), std::move(exit_nodes),
985                      cond_output, std::move(body_inputs),
986                      std::move(body_outputs))));
987     if (!pair.second) {
988       *result = nullptr;
989       return errors::InvalidArgument("WhileContext with frame name '", frame_name,
990                                      "' already exists");
991     }
992     *result = &pair.first->second;
993     return Status::OK();
994   }
995
996   std::unordered_map<std::string, Node*> Graph::BuildNodeNameIndex() const {
997     std::unordered_map<std::string, Node*> result;
998     for (Node* n : nodes()) {
999       result[n->name()] = n;
1000    }
1001    return result;
1002  }
1003
1004  std::string Edge::DebugString() const {
1005    return strings::Printf("[id=%d %s:%d -> %s:%d]", id_, src_->name().c_str(),
1006                           src_output_, dst_->name().c_str(), dst_input_);
1007  }
1008
1009  }  // namespace tensorflow
```