

StreamIt Language Specification

Version 2.1

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1 Introduction

StreamIt is a language intended to simplify coding of signal-processing and other streaming computations. The programmer constructs a stream graph, containing blocks with a single input and a single output, and describes the function of atomic blocks and the structure of composite blocks. The compiler generates code for each block, and applies optimizations to the stream graph to produce efficient code for the target architecture.

The current implementation of the StreamIt compiler translates the syntax described in this document to Java code, which can then be either run against a Java library or compiled to C code and linked with a runtime library. Since the compiler can reconstruct the stream graph, it can combine adjacent filters, or split computationally intensive filters into multiple parts, or duplicate filters to have more parallel computation.

The StreamIt language is vaguely reminiscent of other imperative languages such as C or Java. In particular, the bodies of filter work functions and stream initialization code is generally legal Java code.

2 Types

This section describes the various data and object types used in StreamIt programs. Data types are passed along tapes between stream objects, and can be used as local variables. Stream objects are only created in initialization code and form a static stream graph.

Operators	Types	
<code>?:</code>	Any	First part must be boolean
<code> </code>	int, bit, boolean	
<code>&&</code>	int, bit, boolean	
<code> , &, ^</code>	int, bit	
<code>==, !=</code>	Any	
<code><, <=, >, >=</code>	int, float	
<code>+, -</code>	int, float, complex	
<code>*, /, %</code>	int, float, complex	% must be int
<code>(cast)</code>	Any	
<code>!</code>	boolean	
<code>++, --</code>	int	

Table 1: Operators on primitive types

2.1 Data Types

Data types are always created atomically. They are of fixed size, and are generally statically allocated.

2.1.1 Primitive Types

The following primitive types exist in `StreamIt`:

boolean Either true or false.

bit A one-bit unsigned integer type, containing the value 0 or 1.

int A signed integer type, of unspecified length. This length will typically be the native word length on the target machine; for Raw and x86 compilation, this is usually 32 bits.

float A floating-point type, of the best precision that will give good performance. On x86 this is a double-precision float, since computation with single-precision floats is implicitly converted to double-precision; on Raw, this is single-precision, since that is all that is supported in hardware.

complex A floating-point complex type, of the same precision as `float`. This has real and imaginary parts, which can be directly accessed with `c.real` and `c.imag`.

A number of operations are supported on these primitive types; these are listed in Table 1. In a binary or ternary expression, if two expressions are of different primitive types, they are promoted to the lowest type on the list above. Real expressions converted to `complex` have an imaginary part of zero. `|`, `&`, and `^` are bitwise or, and, and exclusive-or operators, respectively; `!` is a boolean not. The boolean logic operators `&&` and `||` behave as in C: they are short-circuiting, integer values of exactly zero are false, and other values are true. `==` and other comparison operators return a boolean value.

2.1.2 Structures

Named structures of heterogeneous data types are supported. A structure must be of a fixed size. It contains a set of fields, each of which has a name and a data type. Any primitive or array type,

and any structure type which has been previously declared in the program, may be used; recursive structures are not allowed. The following two structure definitions are both legal:

```
struct A {
    int a;
    int[4] b;
}

struct B {
    A a;
    A[4] b;
}
```

A structure definition contains the keyword `struct`, the name of the structure, an open brace, a listing of field (variable) declarations, and a close brace. It is not followed by a semicolon.

The only supported operations on structures are field references and copying. Field references are of the form `a.b`; `a` must be of some structure type `A`, and `b` must be a field named in the structure declaration of `A`. The type of this expression is the declared type of the field. Note that a similar syntax is used for referencing the real and imaginary parts of complex numbers; there is an implicit structure declaration

```
struct complex {
    float real, imag;
}
```

along with some syntactic sugar to make complex arithmetic work.

2.1.3 Arrays

Arrays of any data type described here are supported. Arrays must be of a fixed length. Array types are written with the base type name, followed by a single dimension in square brackets. Multi-dimensional arrays or matrices are supported as arrays of arrays.

2.1.4 Portals

A portal is a special type of variable used for teleport messaging (see Section 6). Portals allow control messages to be sent to a set of filters with a given type. They are declared using a template on that type: `portal<FilterType>`.

2.1.5 Variable Declarations

Variable declarations appear in structure declarations, as well as in code blocks, static blocks and stream declarations. A variable declaration may declare one or multiple variables, possibly with initializers; multiple variables are separated with commas. Of note, the syntax for array declarations is different from C and Java. A correct declaration is `int[4] rgbi`; with the entire type stated before the variable name. A static array initializer may be provided as in C and Java, for example:

```
int[3][2] arr = {{1, 2}, {3, 4}, {5, 6}};
```

2.1.6 Static Blocks

Read-only constants can be made visible to all streams in the program by declaring them within a static block. A static block contains one or more variable declarations, as well as an optional init function to initialize data:

```
static {
    float PI = 3.14159;
    float[100] sqrtTable;

    init {
        for (int i=0; i<100; i++) {
            sqrtTable[i] = sqrt(i);
        }
    }
}
```

Variables declared within a static block have global scope across the current compilation unit. They are initialized at load time and remain constant throughout the lifetime of the program. Thus, variables declared within a static block are read-only outside of the block.

2.2 Stream Types

Computation in StreamIt is performed within stream objects. Every stream object has an input type and an output data type; the object is connected to “tapes” of a hypothetically infinite number of homogeneous data objects. *Filters* are atomic, and have initialization code and steady-state work code; *pipelines*, *splitjoins*, and *feedback loops* are all composite structures that include some number of stream objects as children.

All stream objects have initialization code that runs when the object is first created. For filters, this code may be omitted, and generally just sets up filter-local state. For composite objects, the initialization code is responsible for creating the child objects. Filters also have one or more *work functions*, which are called each time the filter executes.

I/O types. Each stream declared at the top level must also explicitly declare its input and output types. This is a declaration like `int->int` or `float->complex`; the first type is the stream’s input type, the second its output type. Either type may be `void`; in this case, the stream has no input or output, as appropriate. If it is a filter, it must not declare a peek, pop, or push rate. The top-level stream in a program has type `void->void`; no other streams of this type are allowed.

2.2.1 Stream Parameters

A stream may have a set of parameters provided to it. These parameters are available to all functions within the stream type, and may not be changed. Values for these parameters must be passed in when the stream is created. Stream parameters are declared with types and names in a parenthesized list after the name of the stream; when a stream is instantiated, values for the parameters must follow the name of the stream. For example:

```
// declaration
float->float filter MatrixMatrixMultiply(int A,
                                         int B, int C) { ... }
```

```
void->void pipeline Toplevel() {
    add Source();
    // instantiation
    add MatrixMatrixMultiply(3, 5, 4);
    add Sink();
}
```

Note that it is also possible to pass a parameterized-length array as a parameter to a stream, so long as the length is also passed as a parameter. For example, the following is a legal filter declaration:

```
int->int filter FIR (int N, int[N] weights) { ... }
```

Compile-time constants. Several things in StreamIt must be *compile-time constant*; for example, the I/O rates of a filter must be determined at compile-time, and the compiler must be able to statically create the expanded stream graph. An expression is a compile-time constant if it is a literal, a stream parameter, or an expression whose components are compile-time constants.

2.2.2 Parameterized Stream Types

Stream types may be *parameterized* on some data type or types, much like “template” types in C++. This may be used for data-reordering operations, and is used for several cases of built-in filters.

Parameterized objects cannot currently be created by the user. To instantiate a built-in parameterized type, use the name of the stream type, followed by the name of the data type in angle brackets, such as `Identity<int>`.

Note: User-instantiated parameterized types are a future StreamIt extension.

2.2.3 Filters

All computation in StreamIt takes place within filters. Filters must explicitly declare their initialization code if present, but also have the option of omitting it. A filter has a single work function. The work function must declare its *I/O rates*, the number of items it removes, examines, or places on its tape. A basic filter declaration looks like this:

```
int->int filter IntAvgFilter {
    init {
        // empty
    }
    work pop 1 peek 2 push 1 {
        push(peek(0) + peek(1));
        pop();
    }
}
```

This filter is named `IntAvgFilter`; it reads integers off of its input tape, and writes integers to its output tape. Each execution of the work function removes exactly one item from the input tape and examines at most two items; it causes exactly one item to be pushed on to the output tape.

Init functions. Init functions are declared using the keyword `init`. They take no parameters. They may initialize filter fields or do other work, but have no access to the filter’s tapes.

Filter state. The top level of the filter may include variable declarations. These variables are visible to every function in the filter, and may be used to carry state between iterations of the work function. We refer to these variables as *fields* of the filter. For example, the variable `i` is a field of the following filter:

```
void->int filter Counter {
  int i = 0;
  work push 1 {
    push(i++);
  }
}
```

Work functions. Work functions are declared using the keyword `work`, which must be followed by rate declarations.

Rate declarations consist of `push rate-expr`, `peek rate-expr`, and `pop rate-expr`, in any order. The push and pop rates specify the number of items produced and consumed by a given execution of the work function. The peek rate specifies the maximum index that is peeked in a given execution; that is, given a peek rate of r , the filter can execute `peek(i)` for all $i < r$.

Each rate expression is of the form `[min, avg, max]`, where `min` denotes the minimum number of items, `avg` denotes the average number of items (over all executions), and `max` denotes the maximum number of items. The average rate may optionally be omitted, in which case the rate declaration is of the form `[min, max]`. If only one expression appears, then it represents both the minimum and maximum rate (i.e., the rates are equal); in this case, the brackets are omitted. For example, a work function that pops exactly 1 item and pushes between 2 and 4 items, with an average of 3 items, is declared as follows:

```
work pop 1 push [2, 3, 4] { ... }
```

The declaration above signifies a *dynamic rate* in that the exact number of items produced on any given execution is unknown at compile time.

Rate declarations support two forms of dynamism:

- A rate that falls within a static range, as specified above.
- A rate that is completely unpredictable. In this case, the special token `*` may be substituted for one or more of the `min`, `avg`, and `max` fields in the declaration. For example, the following filter pushes one item and pops an unbounded number of items:

```
int->int filter FilterLessThan(int N) {
  work push 1 pop [1,*] {
    while (peek(0) < N) {
      pop();
    }
    push(peek(0));
    pop();
  }
}
```

There is also some syntactic sugar for rate declarations:

- If the push or pop rate is omitted, it is assumed to be zero. The corresponding input or output tape type must be `void`.

- If the peek rate is omitted, it is assumed to be equal to the pop rate.
- If the peek rate is specified, it should not be smaller than the pop rate.

Prewrite Functions. A filter may specify an additional work function that is run in place of the normal work function the first time the filter executes. This function uses the `prework` keyword, and is otherwise identical to the normal work function.

Prewrite functions can be very useful for setting up initial conditions based on the first set of inputs, or for pushing extra items on the first invocation. For example, consider the following implementation of a Delay:

```
float->float filter Delay(int N) {
    prework push N {
        for (int i=0; i<N; i++) {
            push(0.0);
        }
    }

    work push 1 pop 1{
        push(pop());
    }
}
```

Limitations on work and prework functions The push, peek, and pop expressions in the declaration of a work or prework function must be correct for the compilers to produce correct output. These declarations can not, in general be statically checked. They are dynamically checked in the library back end, but are not checked at all in the compiled back ends. An incorrect single numeric value for one of these expressions may cause obscure bugs in the compiled code, as may an incorrect maximum value for a range.

Helper functions. A helper function performs some auxiliary bit of computation, and may be called from the init function or the work function. A helper function has a list of zero or more parameters, and returns zero or one values. A helper function declaration contains the return type, the name of the function, the parameter list, and the function body, just like a normal C or Java function.

Helper functions may also access the I/O tapes using peek, pop, and push, in which case they must declare their I/O rates just like the work function. The declared rates represent all I/O operations performed by the filter between the start and end of the function (including operations in other functions that are called by the given function). For example:

```
// produces a square wave with period 2*N
void->float filter SquareWave(int N) {
    work push 2*N {
        pushZeros();
        pushOnes();
    }

    void pushZeros() push N {
        for (int i=0; i<N; i++)
```



```

    push(0.0);
}

void pushOnes() push N {
    for (int i=0; i<N; i++)
        push(1.0);
}
}

```

Message-handler functions. A message handler function changes the state of the filter in response to some external event, delivered via a message. It is declared with the keyword `handler`, the name of the message, the parameter list, and the function body. A message handler cannot return a value, so no return type is declared. See Section 6 for more details on messaging.

2.2.4 Pipelines

The simplest composite stream is a pipeline. A pipeline contains a number of child streams; the output of the first stream is connected to the input of the second, whose output is connected to the input of the third, and so on. A pipeline declaration looks like

```

float->complex pipeline FloatToComplexAdd {
    add ReImToComplex();
    add ComplexPairAdd();
}

```

The body of the pipeline declaration is the initialization code; no internal function declarations are allowed. In addition to the internal typing constraints mentioned previously, the input type of the pipeline must match the input type of the first filter, and the output type of the pipeline must match the output type of the last filter.

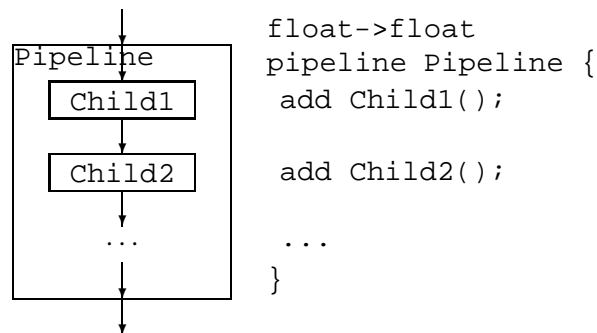


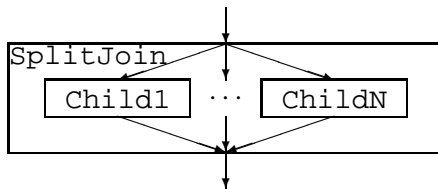
Figure 1: Pipelines

2.2.5 Splitjoins

A splitjoin allows computation to be run in parallel, possibly using different parts of the input stream. It is so named because incoming data passes through a *splitter*, is redistributed to the child streams for processing, and then is fed through a *joiner* to be recombined into a single output stream; see section 2.2.7.

```
int->int splitjoin AddAndSub {
  split duplicate;
  add IntAdder();
  add IntSubtractor();
  join roundrobin;
}
```

This splitjoin has two children. Incoming data is duplicated onto both streams. The first branch consumes two elements and adds them; the second consumes two elements and subtracts them. The resulting values are then pushed onto the output stream in a round-robin fashion, with values from alternating streams.



```
int->int splitjoin SplitJoin {
  split roundrobin(2);
  add Child1(); ... add ChildN();
  join roundrobin;
}
```

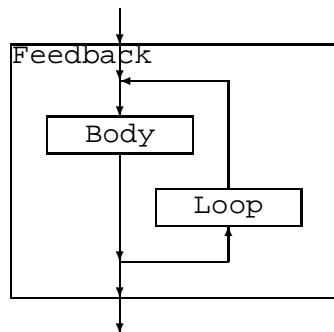
Figure 2: Splitjoins

2.2.6 Feedback Loops

A feedback loop has a body stream. Its output passes through a splitter; one branch of the splitter leaves the loop, and the other goes to the loop stream. The output of the loop stream and the loop input then go through a joiner to the body's input.

```
float->float feedbackloop AddFeedback(float scaling) {
  join roundrobin;
  body FloatAdder();
  loop FloatScaler(scaling);
  split duplicate;
  enqueue 0.0;
}
```

The body and loop declarations may be omitted; if so, an implicit Identity filter of the appropriate type is inserted.



```
float->float
feedbackloop Feedback {
  join roundrobin;
  body Body();

  loop Loop();
  split roundrobin(4,1);
  enqueue(0.0);
}
```

Figure 3: Feedback Loop

Semantics of splitters and joiners. Splitters and joiners both treat the stream input as the first child, and the loop edge as the second child. Splitters and joiners that do not allow exactly two children are disallowed.

enqueue statement. The enqueue statement takes a value and places it in FIFO order on the output tape from the loop stream. You will generally need to enqueue enough items that the input joiner will be able to fire once; enqueueing more items causes a delay in the feedback loop.

2.2.7 Splitters and Joiners

Splitters have a single input tape and multiple output tapes; joiners have multiple input tapes and a single output tape. They appear in feedback loops and splitjoins.

duplicate Splitters. duplicate splitters take each incoming item and push the same item to each of the outgoing tapes, duplicating data.

roundrobin Splitters and Joiners. roundrobin splitters take each item and send it to exactly one of the child streams, in order. Either roundrobin or roundrobin() causes one item to be sent to each output, in order; roundrobin(2) causes two items to be sent to the first stream, two to the second, and so on. roundrobin(2, 4, 2) requires there to be exactly three children, and sends two to the first child, four to the second, and two to the third. A round-robin weight may be 0; in this case, the child input must be of type void. A roundrobin(0) splitter on a splitjoin means that no children take any input, and the input type of the entire splitjoin is void.

roundrobinjoiners are identical to roundrobin splitters, except that they read from the input tapes in the specified pattern and write data to the output tape.

2.2.8 Anonymous Streams

It is possible to declare a stream object without a name, if it is used in exactly one place in the program. In general anonymous stream declarations look exactly like the corresponding normal stream declaration, except that the stream type is optional for non-filter streams and the name is omitted. The semicolon that normally ends the add, body, or loop statement is optional in this case.

```
complex->float feedbackloop FeedbackMagnitude(float scaling) {
  join roundrobin;
  body complex->float filter {
    work pop 2 push 1 {
      push(abs(peek(0) * peek(1)));
      pop(); pop();
    }
  };
  loop pipeline {
    add float->float filter {
      work pop 1 push 1 { push(pop() * scaling); }
    };
    add FloatToComplex();
  };
  split duplicate;
}
```

The input and output types of anonymous streams are determined by the compiler, if these types are not explicitly specified in the code.

Anonymous streams do not have stream parameters. In certain cases, though, code within anonymous streams can access variables and stream parameters from the containing stream. Values so referenced must be compile-time constant. Fields of the containing stream cannot be accessed, and local variables and stream parameters in the containing code cannot be modified.

2.3 Execution Model

StreamIt does not explicitly assume sequential or parallel hardware. A component of the stream graph may *fire*, possibly in parallel with other firings, if its conditions to execute are met. The scheduler in the compiler chooses an order to execute filters such that the firing conditions are met. A particular back-end may place additional restrictions on firings; a uniprocessor back-end may require that only one stream object executes at a time, or a parallel back-end might add the constraint that two objects may not both be executing if the output of one is an input of another. These constraints are transparent to the programmer, however.

- A filter may fire when its input has at least as many items as its peek rate. It pops its pop rate from the input, and pushes its push rate onto its output.
- A joiner in a feedback loop or splitjoin may fire when the specified number of items are available on each of its inputs. It pushes the sum of the input weights onto its output.
- A round-robin splitter may fire when the sum of the number of output items is available on its input, and produces the specified number of items on each output.
- A duplicate splitter may fire when at least one item is available on its input. It pops one item from its input and pushes one item to each output.

The programmer should think of each work function as firing atomically. However, the compiler may choose to run filters in parallel, or to interleave certain work functions (this is sometimes necessary in the case of unbounded I/O rates). Such transformations will not be observable unless the programmer uses `print` statements (the only function with side effects) within multiple filters.

3 Statements

This section describes statements legal in StreamIt code. For the most part, these are identical to legal statements in C or Java. Some statements, particularly those that set up the stream graph, are only legal in initialization code; other statements are legal anywhere.

3.1 Initialization-Only Statements

3.1.1 `add` Statement

The `add` statement adds a child stream to the current stream object. It is valid in splitjoins and pipelines only. In a splitjoin, it adds a new stream to the end of the current list of children. In a pipeline, it adds a new stream to the end of the chain of children.

This statement takes a *stream constructor*; see section 4.2.

3.1.2 **body Statement**

The `body` statement adds a child stream as the body part of a feedback loop. This statement must be executed at most once in the initialization code of a feedback loop, and is invalid anywhere else. If a feedback loop does not contain a `body` statement, an `Identity` filter of the appropriate type is used by default.

This statement takes a *stream constructor*; see section 4.2.

3.1.3 **enqueue Statement**

The `enqueue` statement is valid only within the initialization code of a feedback loop. It causes the specified item to be placed after all other previously enqueued items on the input to the feedback loop joiner. This statement takes a single value expression.

3.1.4 **join Statement**

The `join` statement declares the joiner type of a feedback loop or `splitjoin`. It only appears in initialization code, and is invalid in initialization code for any other construct.

3.1.5 **loop Statement**

The `loop` statement adds a child stream as the loop part of a feedback loop. This statement must be executed at most once in the initialization code of a feedback loop, and is invalid anywhere else. If a feedback loop does not contain a `loop` statement, an `Identity` filter of the appropriate type is used by default.

This statement takes a *stream constructor*; see section 4.2.

3.1.6 **split Statement**

The `split` statement declares the splitter type of a feedback loop or `splitjoin`. It only appears in initialization code, and is invalid in initialization code for any other construct.

3.2 **Work and Helper Statements**

These statements may appear only within `work` or helper functions.

3.2.1 **push Statement**

The `push` statement takes a value expression and pushes its value onto the output tape of the current filter. The type of the expression must match the output type of the filter.

3.2.2 **Message-sending Statements**

As detailed in Section 6, filters can exchange control messages by invoking methods on portal variables. The syntax of this is like a Java function call: the portal variable name is followed by a period, the name of the message handler, and a parameter list. There is also an optional latency range enclosed in brackets.

3.3 General-use Statements

These statements may appear anywhere code is legal.

3.3.1 Statements with Java-like Semantics

`do`, `for`, and `while` loops have the same syntax and semantics they do in Java. The `continue` and `break` statements are also recognized, though they may not take a label reference.

For statements whose syntax match exactly

```
for (i = S; i < N; i++)  
    /* body */ ;
```

cause the induction variable `i` to be compile-time constant within the loop if the start and end indices `S` and `N` are also compile-time constant.

3.3.2 Assignment Statements

Assignment statements have the form `lhs = expr`; . The left-hand side may be a variable, a field reference, or an array element reference. Each of these is evaluated to a location, with the result being either a primitive value, a structure, or an entire array. If it is a primitive value, the right-hand side must be a value expression. Otherwise, the right-hand side must be an array or structure of identical type, and causes all of the elements from the right-hand-side object to be copied to the left-hand-side object.

3.3.3 Variable Declarations

Variable declarations have the form `type name`; . `type` must be a data type; `name` may be any legal name not corresponding to another variable previously declared in the current block. A declaration must appear before the variable is used. The variable declaration may also contain an initialization, as in `type name = expr`; The initialization acts exactly as an initialization statement, above.

Variables declared without initialization are initialized to 0 as best as possible. `complex` variables are initialized to `0+0i`. Each element of an array variable is initialized to 0 as described here. Similarly, each field of a structure variable is initialized to 0 in the same way.

4 Expressions

4.1 Value Expressions

A *value expression* carries some value of a data type. Literal values are value expressions; these can be signed integer or real values, e.g. `17`, `2.45`, or `1.4e6`. A literal value can also be a pure imaginary number, e.g. `17i` or `3.4i`. Unary, binary, and ternary expressions of value expressions are also value expressions, as described in section 2.1.1. Thus, while `3+4i` is not a literal, it is a valid value expression of complex type.

Field references to structure objects are also value expressions. These have the form `a.b`, where `a` is a variable of structured type `A` and `b` is a field in `A`. Similarly, array references `a[b]` are value expressions; `a` must be an array variable, and `b` must be an integer-valued value expression.

4.1.1 peek and pop

The `peek` and `pop` expressions look at items on the incoming tape in a filter's work or helper functions; they are illegal in `init` or message-handler functions. `peek(n)` examines the n -th item on the tape without removing it; `peek(0)` returns the next incoming item, `peek(1)` the one afterwards, and so on. `pop()` returns the same item `peek(0)` returns, but also removes it from the tape.

Note: There is not a guaranteed evaluation order for StreamIt expressions, and the implementation of `pop()` in C doesn't give any guarantees for when the item is actually removed from the tape. Thus, an expression should contain no more than one `pop()`, and if there is one, there should be no `peek()`s.

Note that `pop()` removes an item from the tape, so `peek()`s afterwards use different indices. A function may not peek at more items than it declares in its rate declaration, though it may peek at fewer. The peek declaration declares the furthest position on the tape examined from the point of view of the beginning of the function.

```
int->int filter PeekRates {
  work pop 1 peek 3 push 1 {
    int a, b, c, d, e;
    a = peek(0);
    b = peek(1);
    c = pop(); // Same value as a
    d = peek(0); // Same value as b
    e = peek(1);
    push(a + b + c + d + e);
  }
}
```

This function pops one item and pushes 1. It declares a peek rate of 3 because `e` peeks at the third item that was on the tape at the start of the function – one is popped, and `e` contains the second item beyond that.

4.1.2 Function Calls

Function calls are value expressions; certain cases of built-in functions may return values that are compile-time constant if their parameters are compile-time constant. The function call syntax `fn(p1, p2)` is identical to that of Java. All parameters are passed by value, with all elements of structures and arrays implicitly copied across a call; this differs from Java's semantics, in which the value passed is a reference (i.e., a pointer) to each object and array parameter.

Function calls may be made to declared helper functions, or to built-in math functions. The math functions are listed in Table 2.

Note: As an implementation detail, any function name not optimized as a built-in function in the front-end or recognized as a helper function is treated as a call to a function in the Java package `java.lang.Math`; see *Java in a Nutshell* or another Java reference for details. These get blindly translated again to calls to the C math library.

Note: It is conceivable that calls to side-effect-free functions with compile-time constant parameters return compile-time constant results. This is only the case for built-in functions in the current implementation of the compiler; adding this involves inlining helper functions, and doing analysis to determine if a helper is in fact side-effect free.

<code>abs(v)</code>	Real absolute value or complex magnitude
<code>arg(v)</code>	Polar angle of complex value
<code>exp(v)</code>	Real or complex exponent
<code>log(v)</code>	Real or complex natural logarithm
<code>sin(v)</code>	Real or complex sine
<code>cos(v)</code>	Real or complex cosine
<code>sqrt(v)</code>	Real or complex square root
<code>csqrt(v)</code>	Complex square root

Table 2: StreamIt Math Functions

4.1.3 Typecasts

If a primitive type in parentheses precedes an expression, that expression is interpreted as being of the particular type. See the listing of types in Section 2.1.1. Conversions to types later in the list take place in the obvious way: `boolean` values convert to `bit` values with 0 for `false` and 1 for `true`, `bit` values convert to `int` values with the same value, and so on. `float` values convert to `complex` values with an imaginary part of 0. Conversions to types earlier in the list may lose data; conversions from `complex` are not possible, `bit` converts to `boolean` in the obvious way. The exact conversion from `float` to `int` is not specified. `int` values of 0 convert to `bit` values of 0, and other `int` values convert to 1.

```
/* For each input, pushes (float) 1 if the integer representation
 * of the input has the 64-bit set. */
float->float filter TypeCast {
  work pop 1 push 1 {
    complex c = (complex)pop();
    float f = abs(c); // can't directly cast from complex
    int i = (int)f;
    bit b = (bit)(i & 64);
    push((float)b);
  }
}
```

4.2 Stream Constructors

A *stream constructor* indicates that a new stream object should be created. Stream constructors appear in `add`, `body`, and `loop` statements in composite stream initialization code.

Stream constructors may reference an already-declared stream type. In this case, the stream constructor form is `Name(param, ...)`. There must be exactly as many parameters in the constructor as parameters for the stream type.

An anonymous stream declaration is also a valid stream constructor; see section 2.2.8. A statement containing an anonymous stream declaration does not need to be terminated with a semi-colon, since it ends with a close-brace.

A stream constructor may be followed by the keyword `to` and the name of a portal variable. This causes the newly created stream to be registered with the named portal. See Section 6 for details.

5 Built-in Types

This section describes built in data and stream types in StreamIt. These types are implicitly declared; code can just use these types without explicitly importing or otherwise declaring them.

5.1 Built-in Data Types

The `complex` type is actually implemented as a structure, though the compiler implements syntactic sugar for complex variables. The structure definition is shown above in section 2.1.2. It is legal to explicitly reference the `real` and `imag` fields of complex numbers as though they were the structure type instead.

5.2 Built-in Streams

Several stream types are in common use, and are either simple enough or require non-standard language functionality that the compiler should support them directly. These include parameterized `Identity`, `FileReader`, and `FileWriter` types, as shown in figure 4.

```
template<T> T->T filter Identity {
    work pop 1 push 1 { push(pop()); }
}
template<T> void->T filter FileReader
    (string filename) {
    work push 1 { /* Implementation defined */ }
}
template<T> T->void filter FileWriter
    (string filename) {
    work pop 1 { /* Implementation defined */ }
}
```

Figure 4: Built-in Stream Types

6 Teleport Messaging

It is sometimes necessary to send occasional messages outside of the normal stream data flow. A radio application might contain an in-band signal requesting a change in the listening frequency, for example; this signal would happen infrequently, but it would be detected by a filter late in the application and require a change in a filter early in the application. StreamIt provides an out-of-band messaging system called “teleport messaging” to accomodate this sort of application.

Only filters can receive messages. The possible messages are defined by message handler functions; these functions have the keyword `handler` in place of their return type. A message is sent to a *portal*, which can have multiple targets registered with it.

6.1 Portals

A portal is a special type of variable. It is associated with a single message receiver type; the full type name is `portal<ReceiverType>`. Unlike other variables in StreamIt, portals are passed by reference in stream parameters. Declaring a portal as a local variable, and then passing that as a parameter to a child stream which adds a filter to the portal, results in the filter also being added to

the portal in the original container. When a filter is created, it may be added to a portal by adding the keyword `to` and the portal variable to the end of the declaration (see Section 6.4 for an example).

6.2 Sending and receiving messages

Work or helper functions may send messages through portals. This looks like a function call in Java: the portal name is followed by a period, the message name, and a parenthesized parameter list. This may, optionally, be followed by a message latency, which specifies the minimum and maximum delay to receive the message. The latency specification is an open bracket, a minimum latency, a colon, a maximum latency, and a close bracket. If the latency specification is omitted, the default message latency is zero (for both the minimum and maximum).

For each filter that receives messages, the runtime system maintains a queue to hold incoming messages. This queue is checked prior to each execution of the work function; any messages in the queue are dispatched to the appropriate message handlers.

6.3 Message timing

Messages sent with a fixed latency (i.e., the minimum and maximum latencies are equal) on a given execution of the sending filter will always arrive at a given execution of the receiving filter. This deterministic property holds even if the compiler is parallelizing or reordering the filters at runtime. Messages sent with a range of latencies (i.e., the minimum and maximum latencies are different) are sent as if some latency is chosen from within the range on every message invocation.

For each pair of message senders and receivers, there must be a directed path in the stream graph from one filter to the other (messages cannot be sent between filters on parallel paths in a splitjoin). We refer to the filter at the start of this path as the *upstream* filter, and the filter at the end of this path as the *downstream* filter.

Messages are timed relative to a *pull schedule*. A pull schedule corresponds to a sequence of atomic filter firings. For each pair of message senders and receivers, a pull schedule executes the upstream filter as few times as possible for each execution of the downstream filter. This corresponds to a fine-grained execution with the minimal amount of buffering between filters. While the runtime system may deviate from the pull schedule, it must time the delivery of messages as if the pull schedule is in effect.

Assuming execution under a pull schedule, messages sent with default (zero) latency are immediately added to the message queue of the target stream. Non-zero latencies are measured in terms of filter executions. If a filter sends a message with latency k during its n th execution, the outcome is equivalent to sending a message with latency 0 during its $n + k$ th execution.

Message latencies can be interpreted as follows. If the message is sent in the direction of dataflow (from an upstream node to a downstream node), a positive latency indicates that the message is synchronized with some data that the message sender will produce in the future. Likewise, a negative latency synchronizes the message with some data that the message sender produced in the past.

If a message is sent opposite the direction of dataflow (from a downstream node to an upstream node), a positive latency synchronizes the message with some data the message sender will consume in the future. In this case, negative latencies are illegal (they correspond to data consumed by the message sender in the past).

6.4 Messaging Example

The following code uses teleport messaging to count in sequence:

```

void->void pipeline Counter {
    portal<Sink> p;
    add Source(p);
    add Sink to p;
}

void->int filter Source(portal<Sink> p) {
    int i = 1;
    work {
        push(0);
        p.count(i++);
    }
}

int->void filter Sink {
    int output = 0;

    work {
        pop();
        print(output);
    }

    handler count(int val) {
        output = val;
    }
}

```

When run for 6 iterations, the code above outputs “123456”. The pull schedule executes the Source and Sink in alternation. On the first execution of the Source, a `count()` message is sent to portal `p` with the default latency of zero. The message is immediately added to the Sink’s incoming message queue. Thus, when the Sink executes, it checks the queue and handles the message before executing work, thereby updating its output variable before it is printed to the screen.

Suppose that the message was sent with a latency of 1 instead of 0:

```

void->int filter Source(portal<Sink> p) {
    int i = 1;
    work {
        push(0);
        p.count(i++) [1:1];
    }
}

```

In this case, the program outputs “012345” because the message was effectively sent one iteration later.

7 History

7.1 StreamIt 2.1

Adding support for dynamic rates, teleport messaging, static sections, and prework functions.

7.2 StreamIt 2.0

The first formal language specification for StreamIt documented StreamIt 2.0. Version 2.0 of the language adds a completely new syntax with simplified constructs for declaring stream objects but keeping a Java-like syntax for the bodies of init and work functions. It also changes from delay functions to enqueue statements in feedback loops. The `null` splitter/joiner type was replaced with `roundrobin(0)`.

7.3 StreamIt 1.0

The initial StreamIt compiler was based on a restricted subset of Java, dubbed StreamIt 1.0. This version of the language used pure Java syntax for stream constructs, and was compilable with a normal Java compiler given an appropriate run-time library. Early publications referred to the language as StreaMIT, but this capitalization is now deprecated.