

A *Synthesis*-Aided Compiler for Manycore Computation

**emergent trend in computer
architecture:**

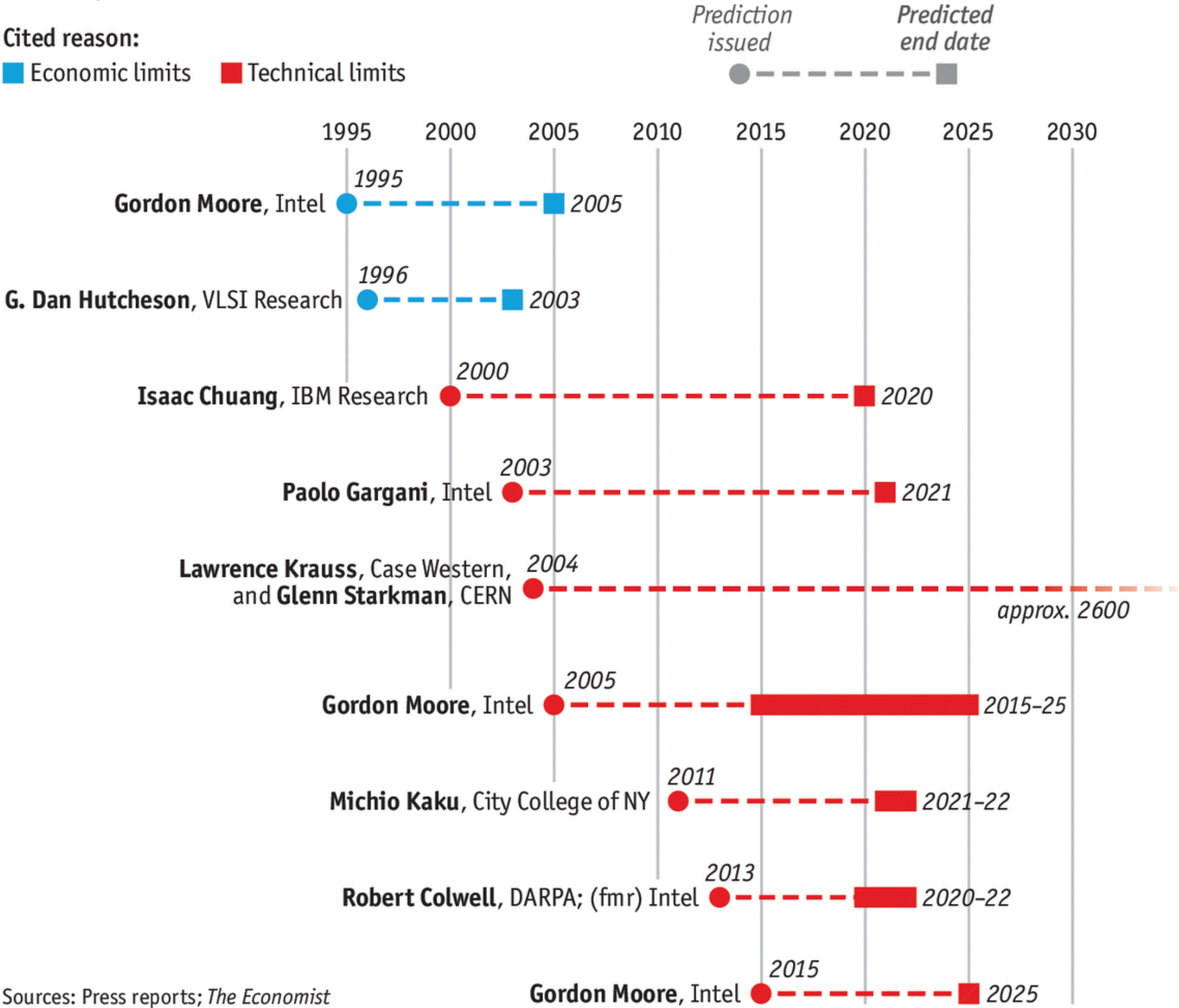
**emergent trend in computer
architecture:**

end of Moore's law?!?

Selected predictions for the end of Moore's Law

Cited reason:

■ Economic limits ■ Technical limits

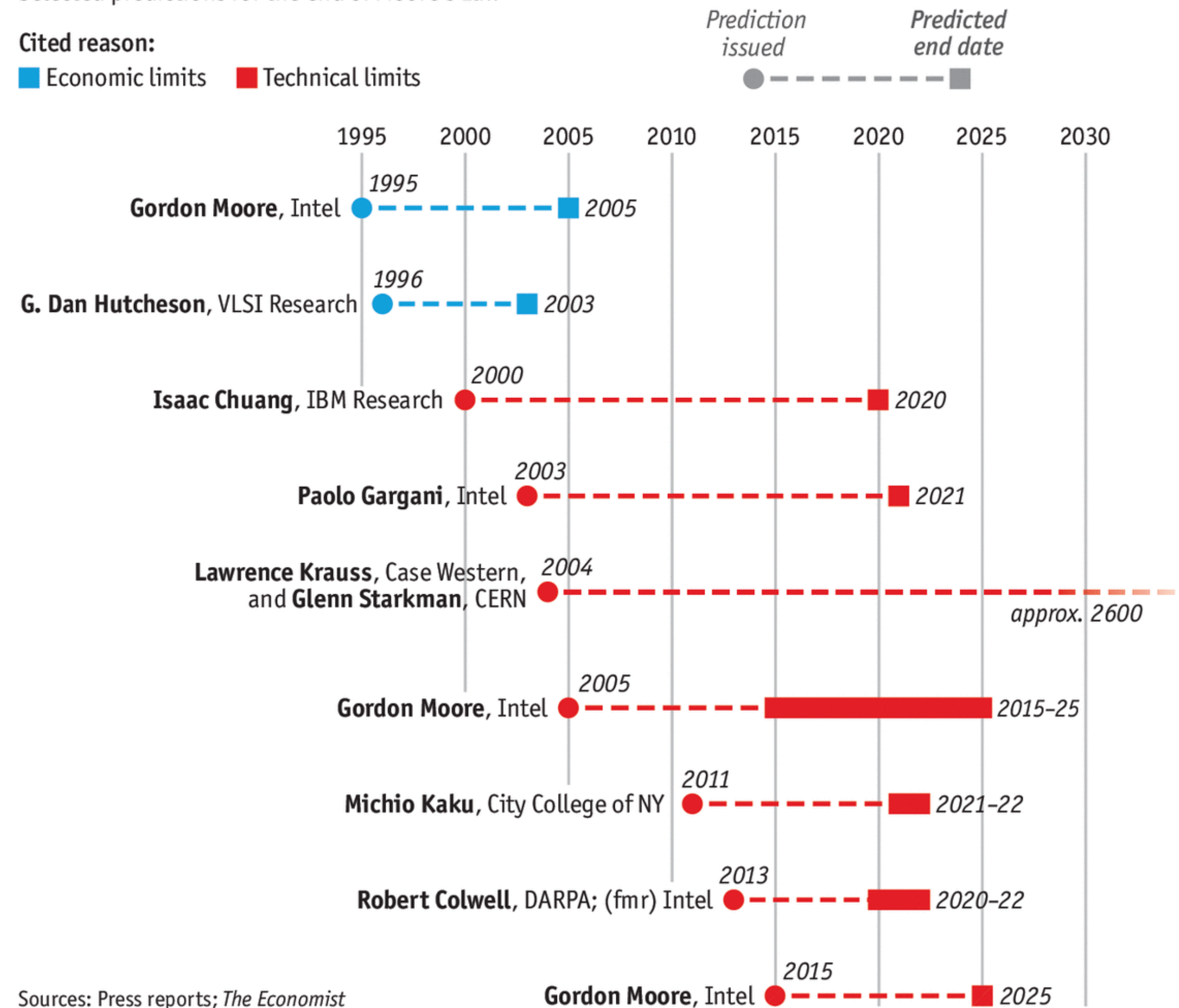


Sources: Press reports; *The Economist*

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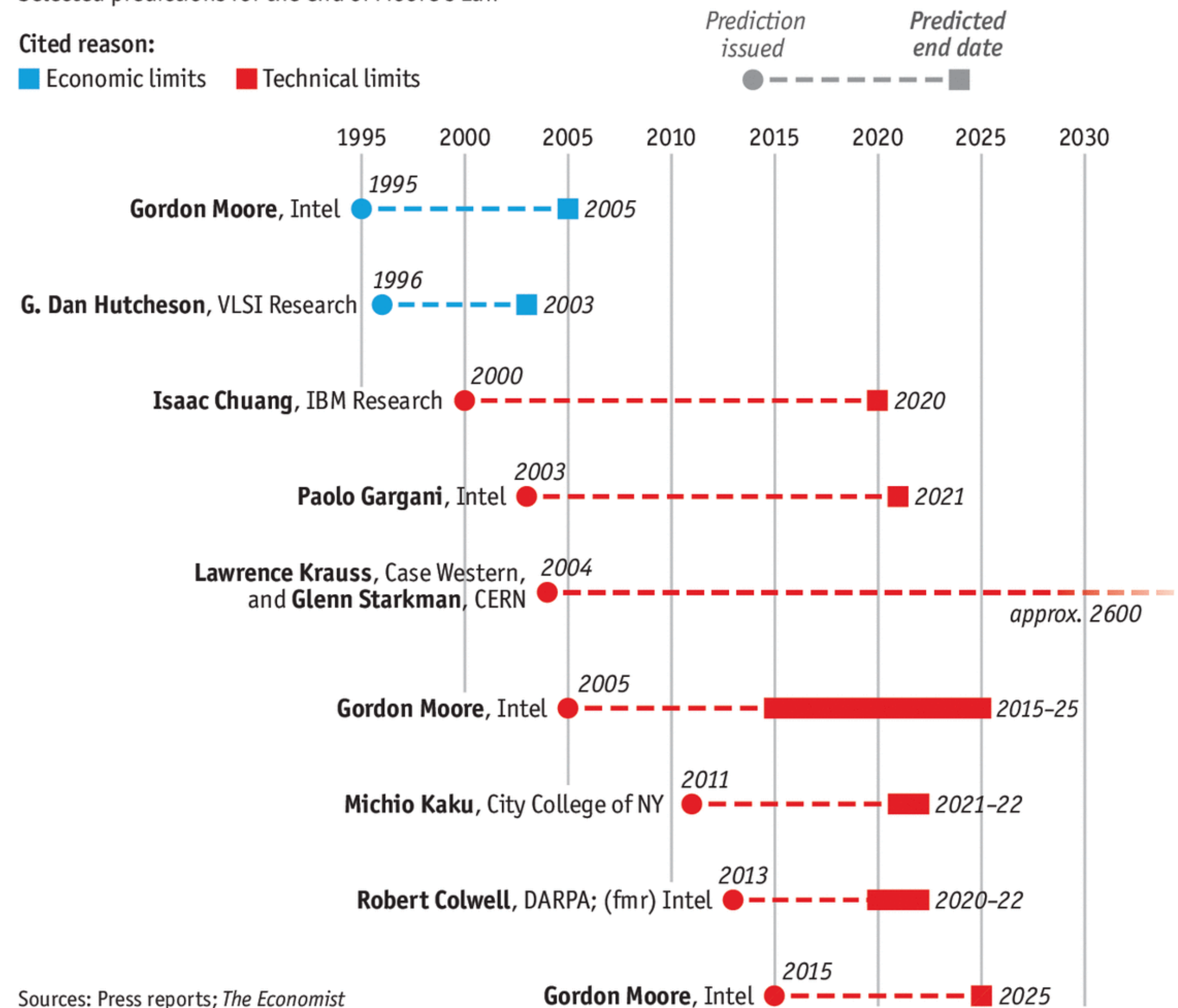
Economist.com

motivation for new, specialized architectures/accelerators

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motivation for new, specialized architectures/accelerators

specialization

ASIC

FPGA

GPU

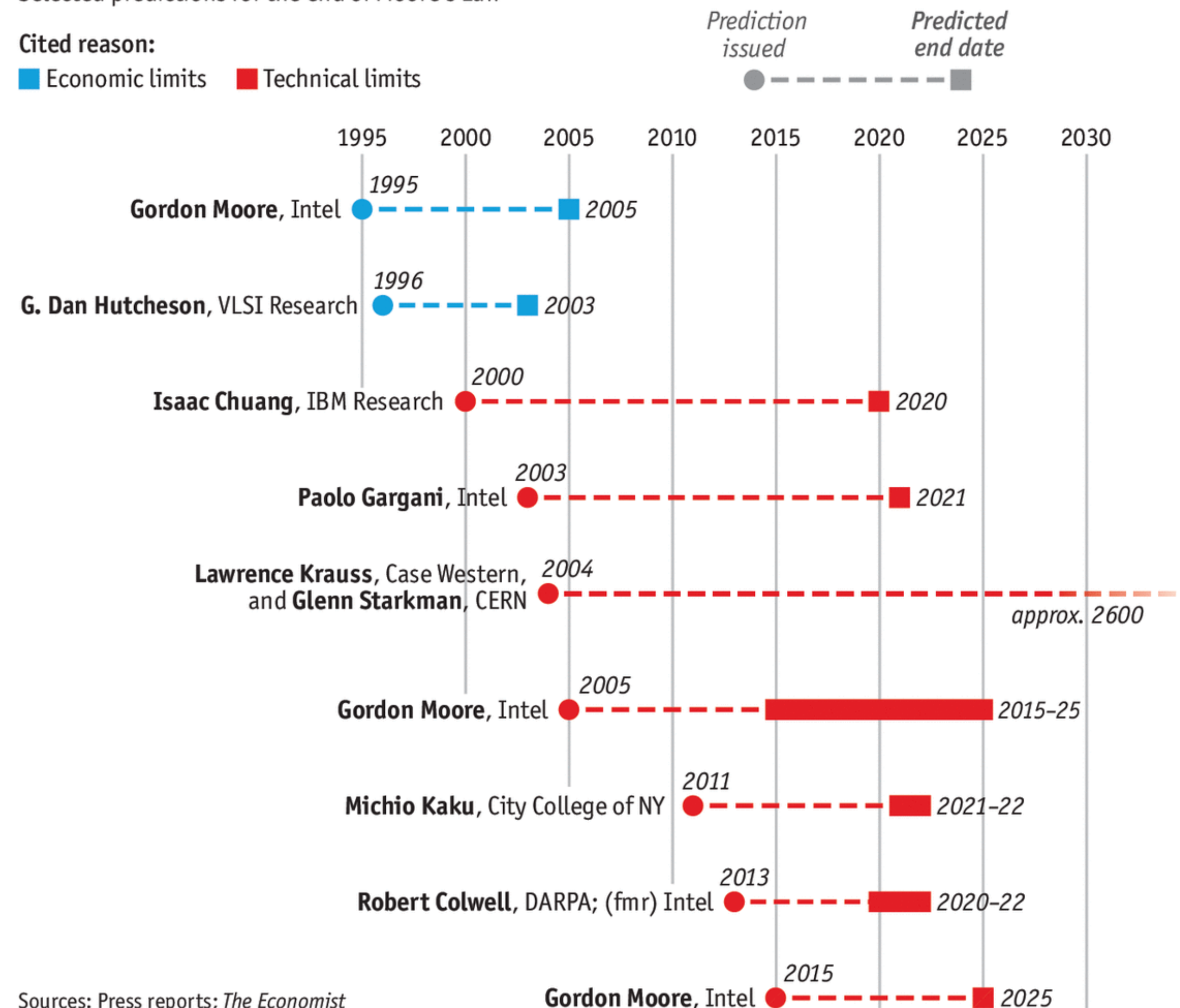
CPU

acronym soup!

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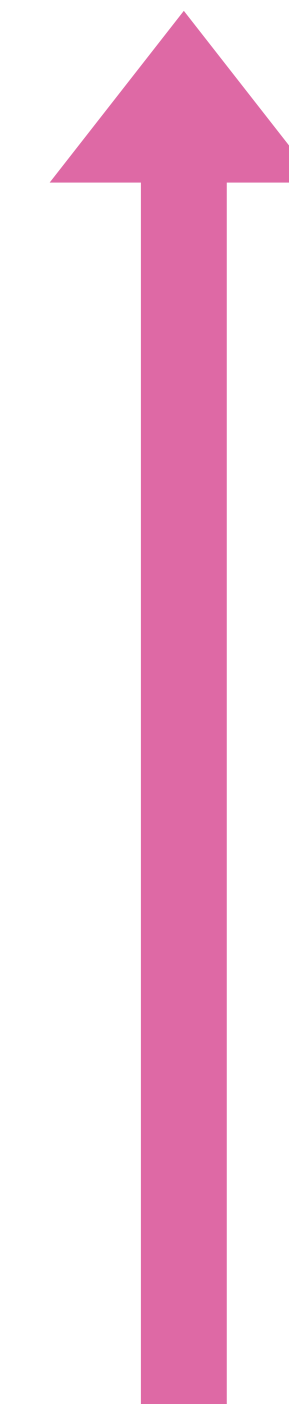


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motivation for new, specialized architectures/accelerators

specialization



ASIC

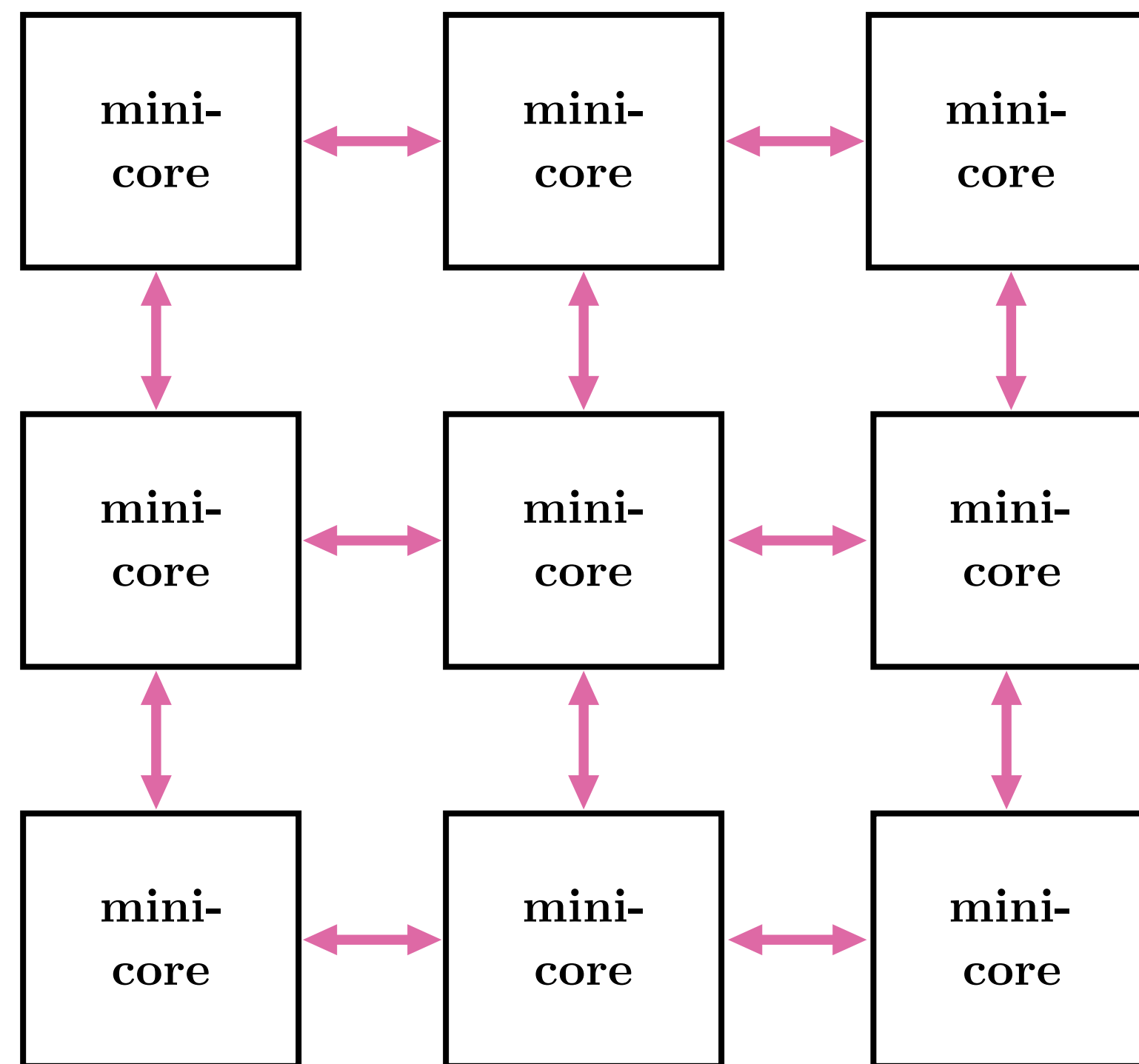
FPGA

manycore accelerators

GPU

CPU

manycore accelerators



- differ from “multicore” processors
- combine many small, simple processor cores in a spatial layout
- communication via nearest neighbors
- programmer or compiler must specify partitioning

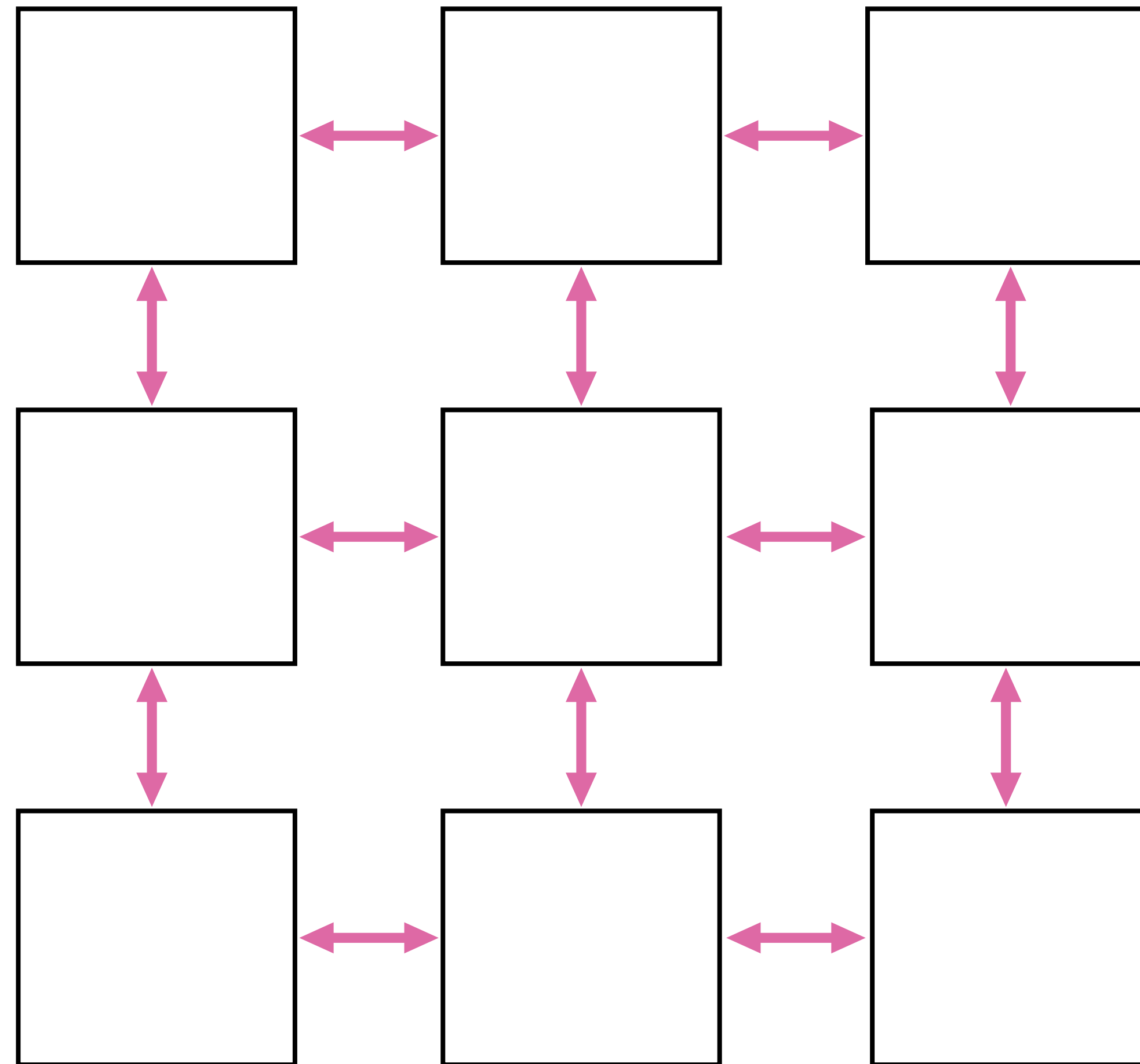
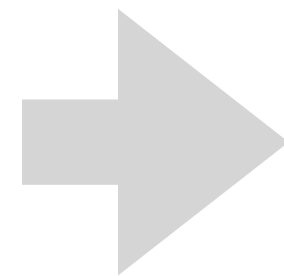
the challenge:

write programs at a
higher level that leverage
the spatial layout

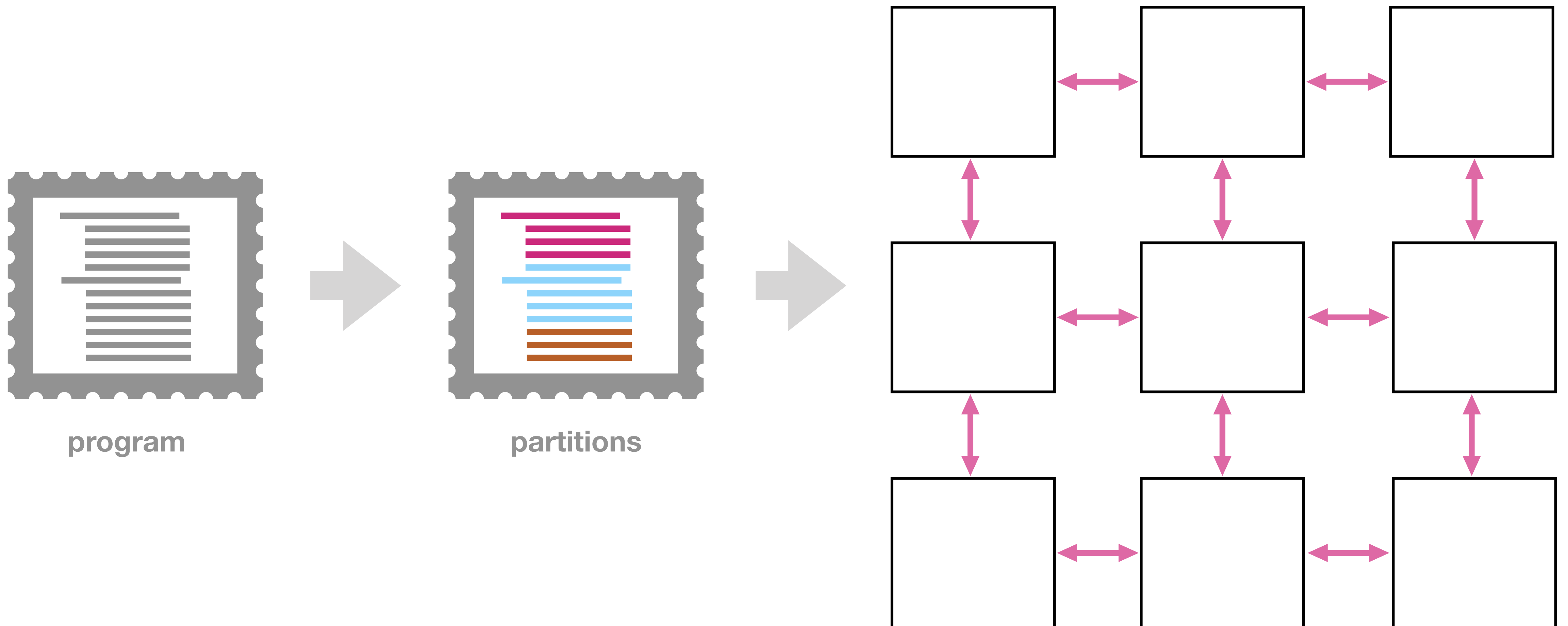
partitioning



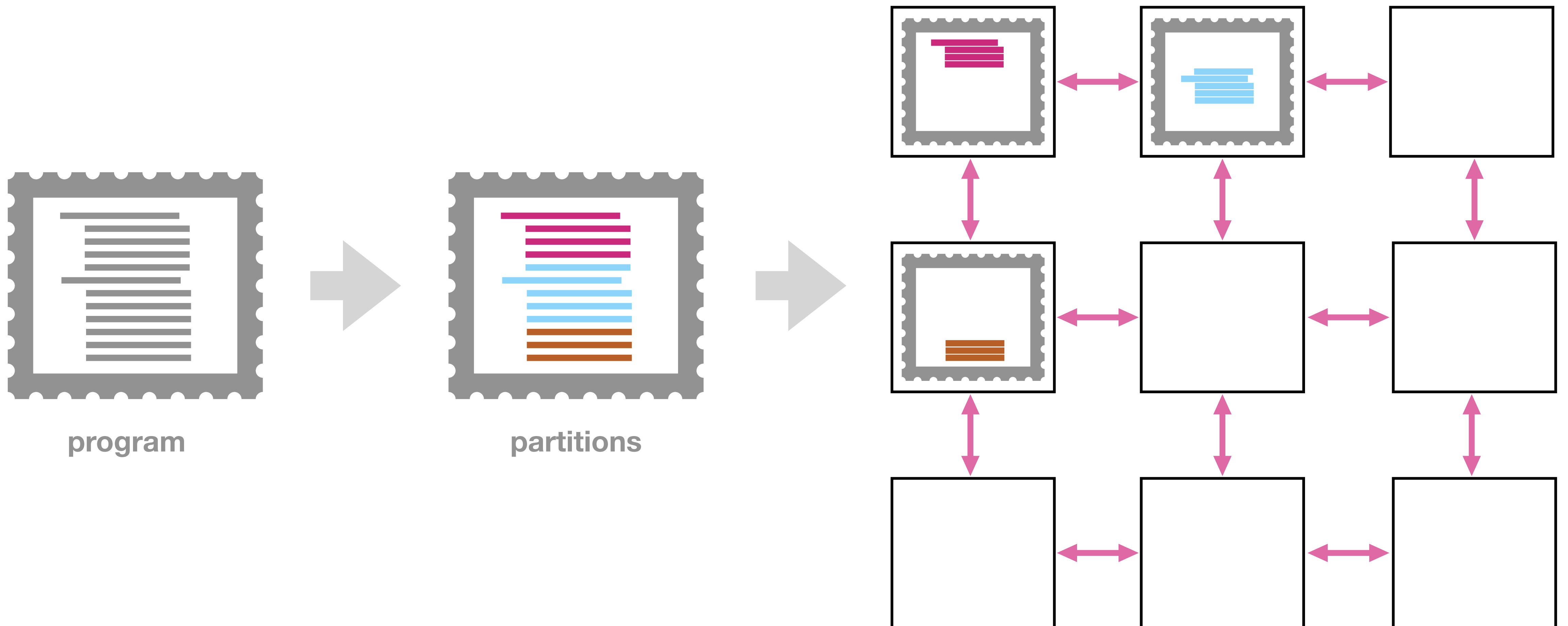
program



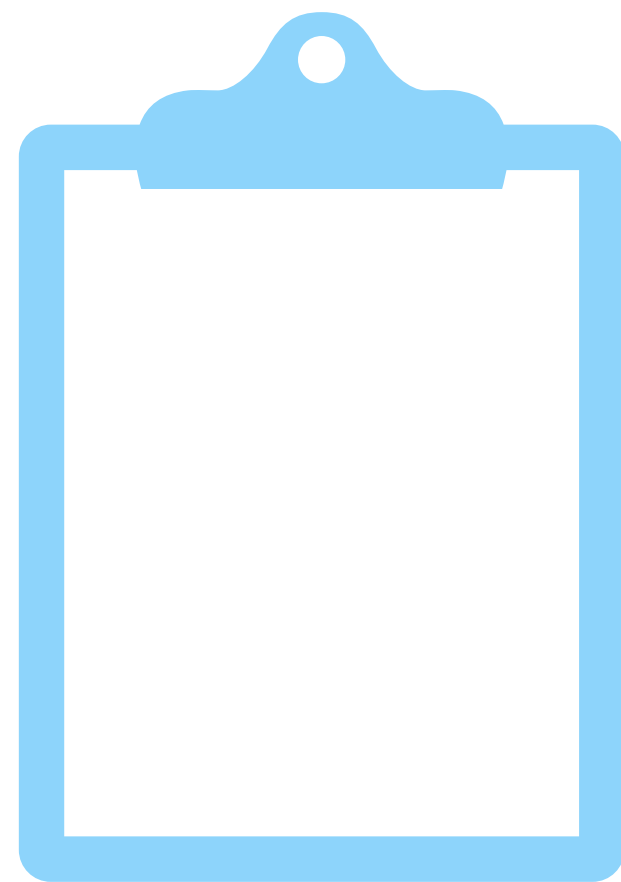
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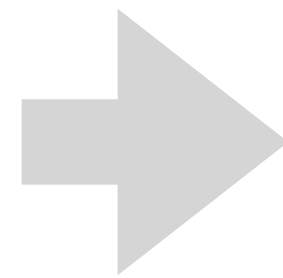
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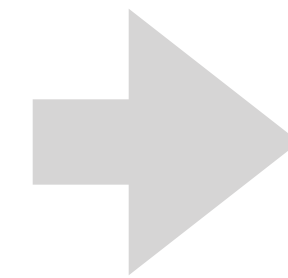
program synthesis



specification

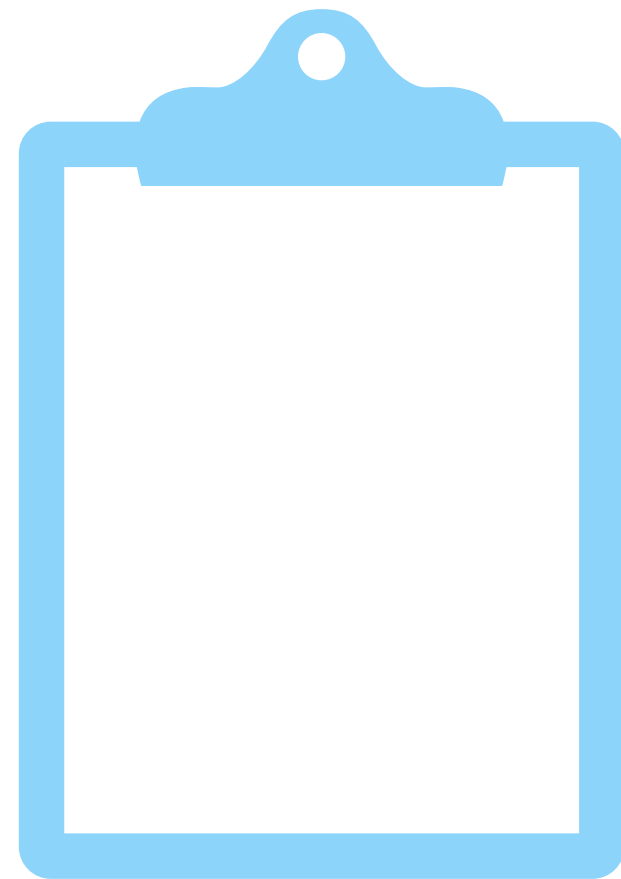


program synthesis

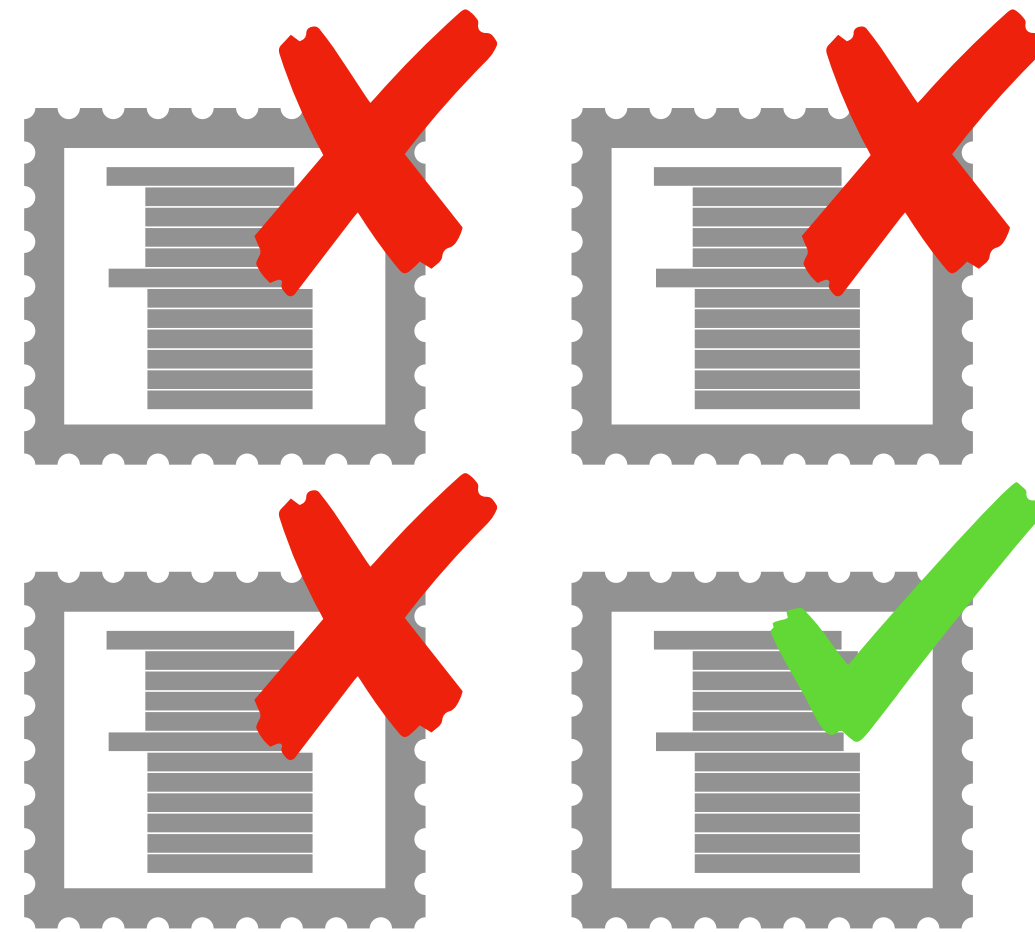
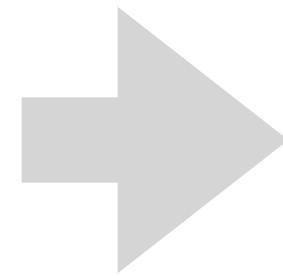


partitioned
program

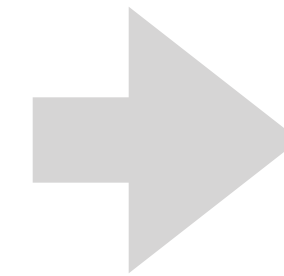
program synthesis



specification

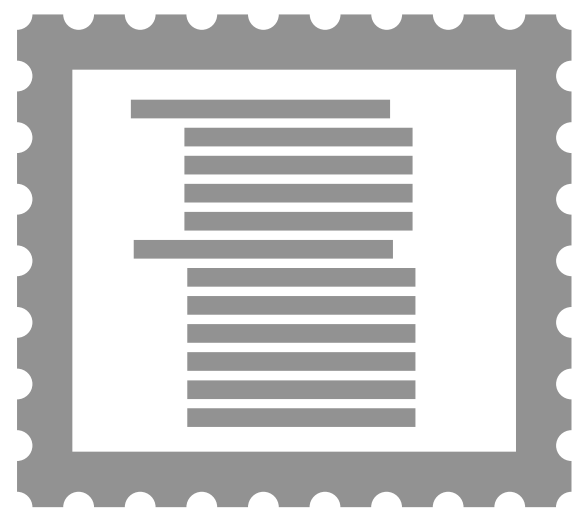


program synthesis

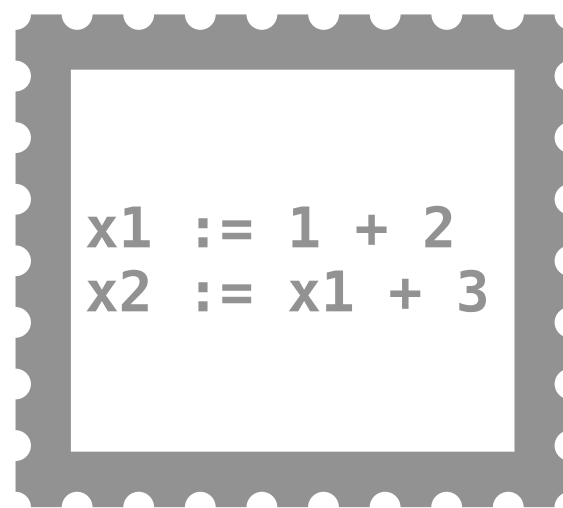
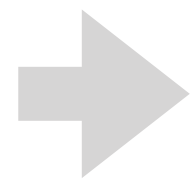


partitioned
program

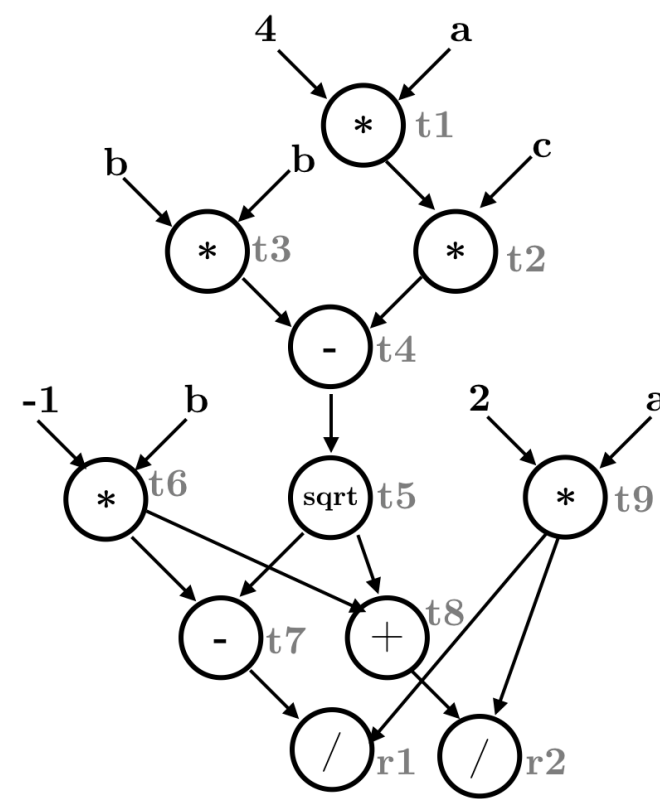
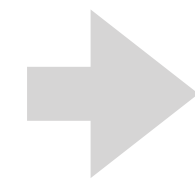
compiler overview



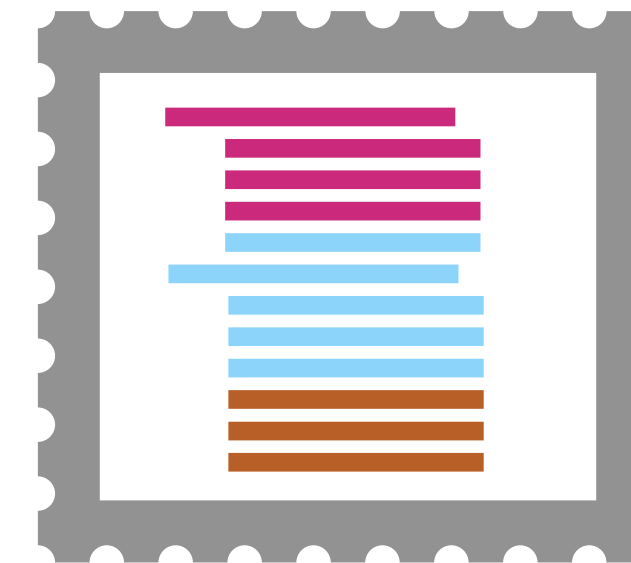
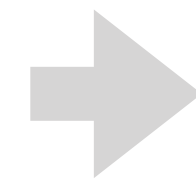
high level
program



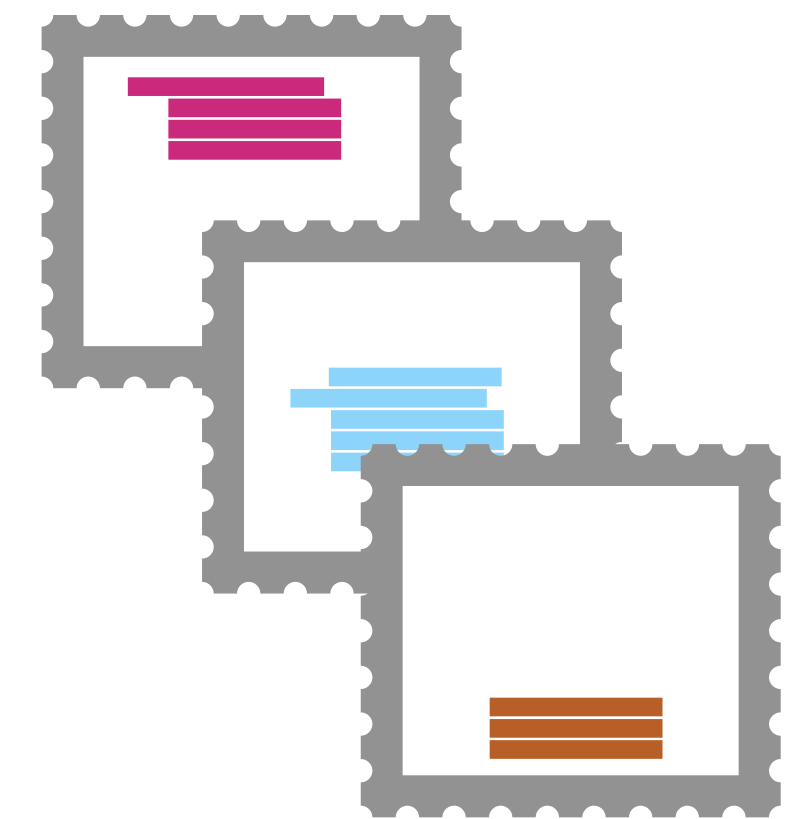
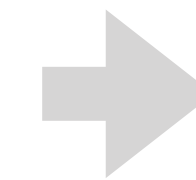
static single
assignment form



data flow graph

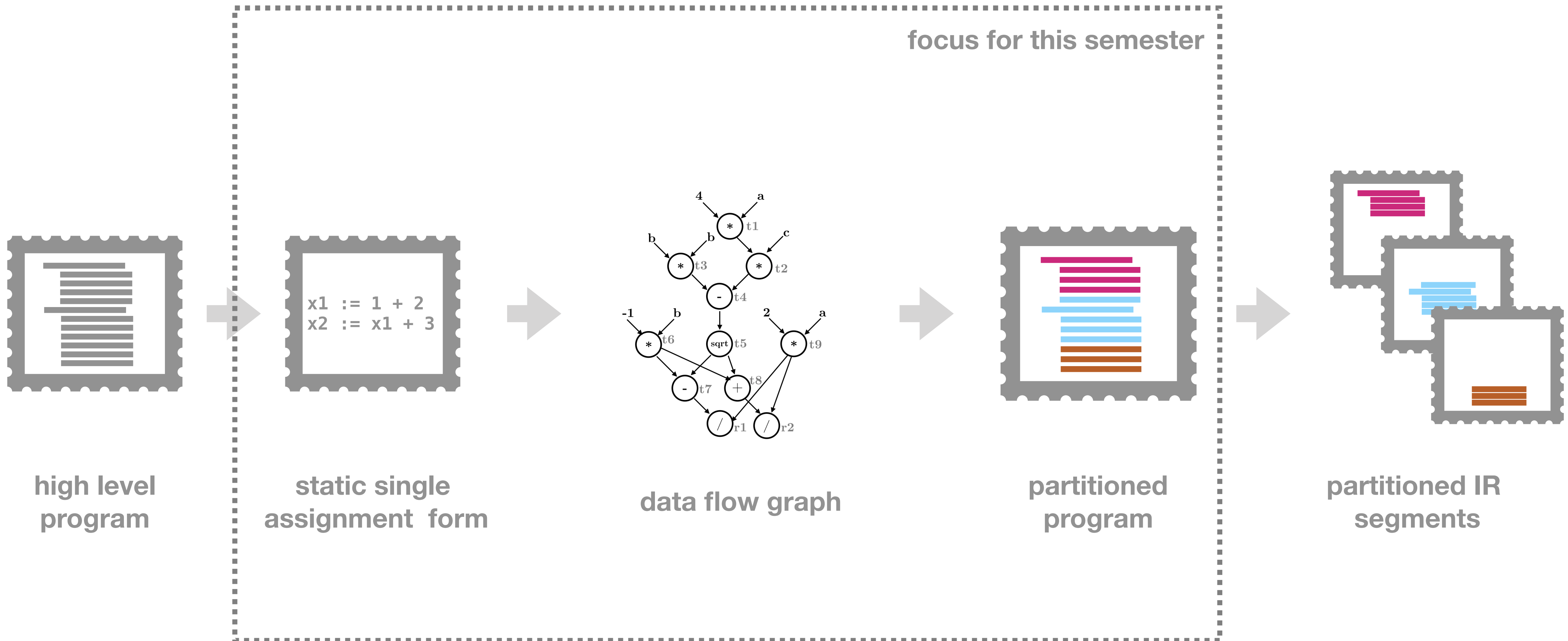


partitioned
program



partitioned IR
segments

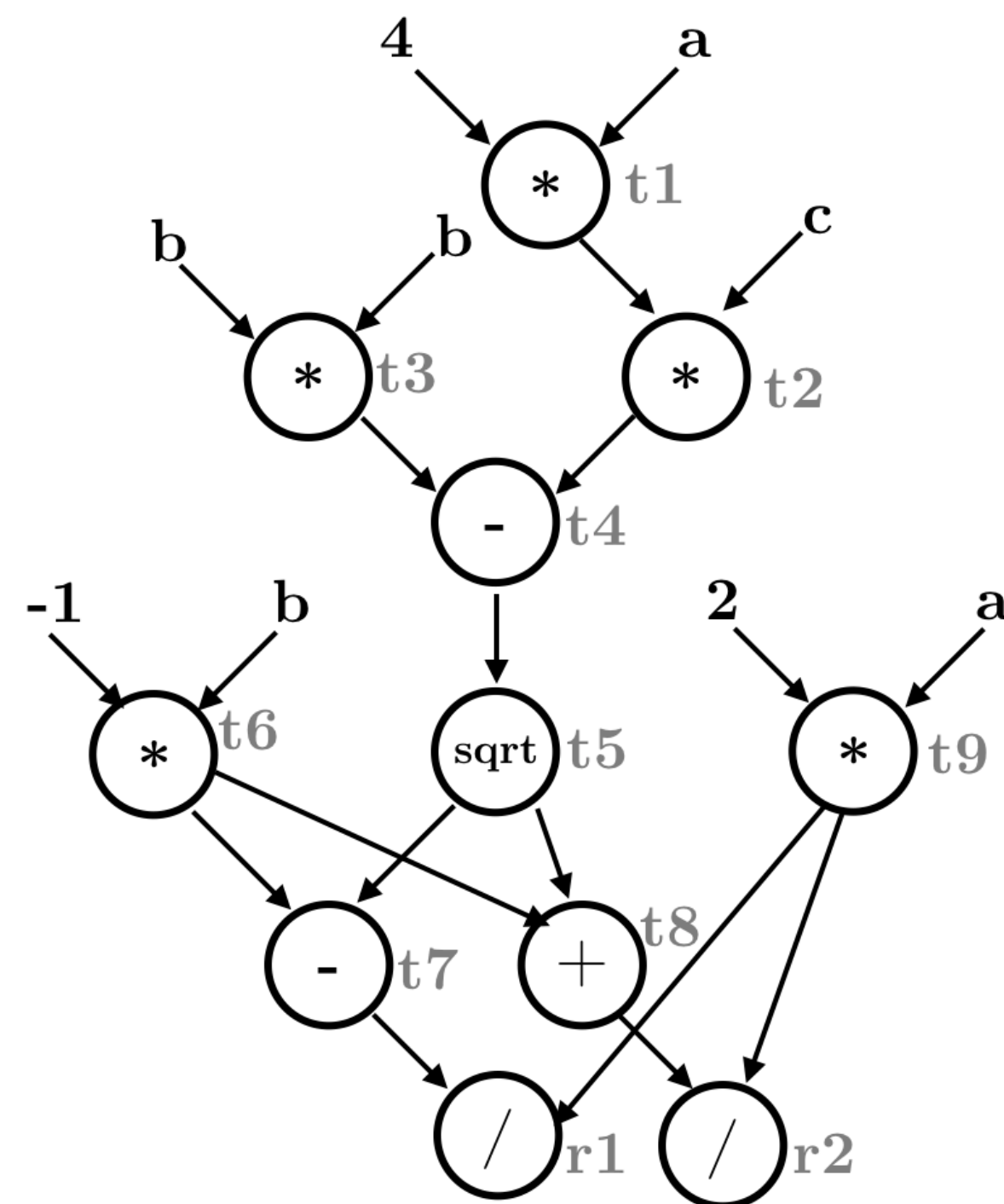
compiler overview



constraint generation

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

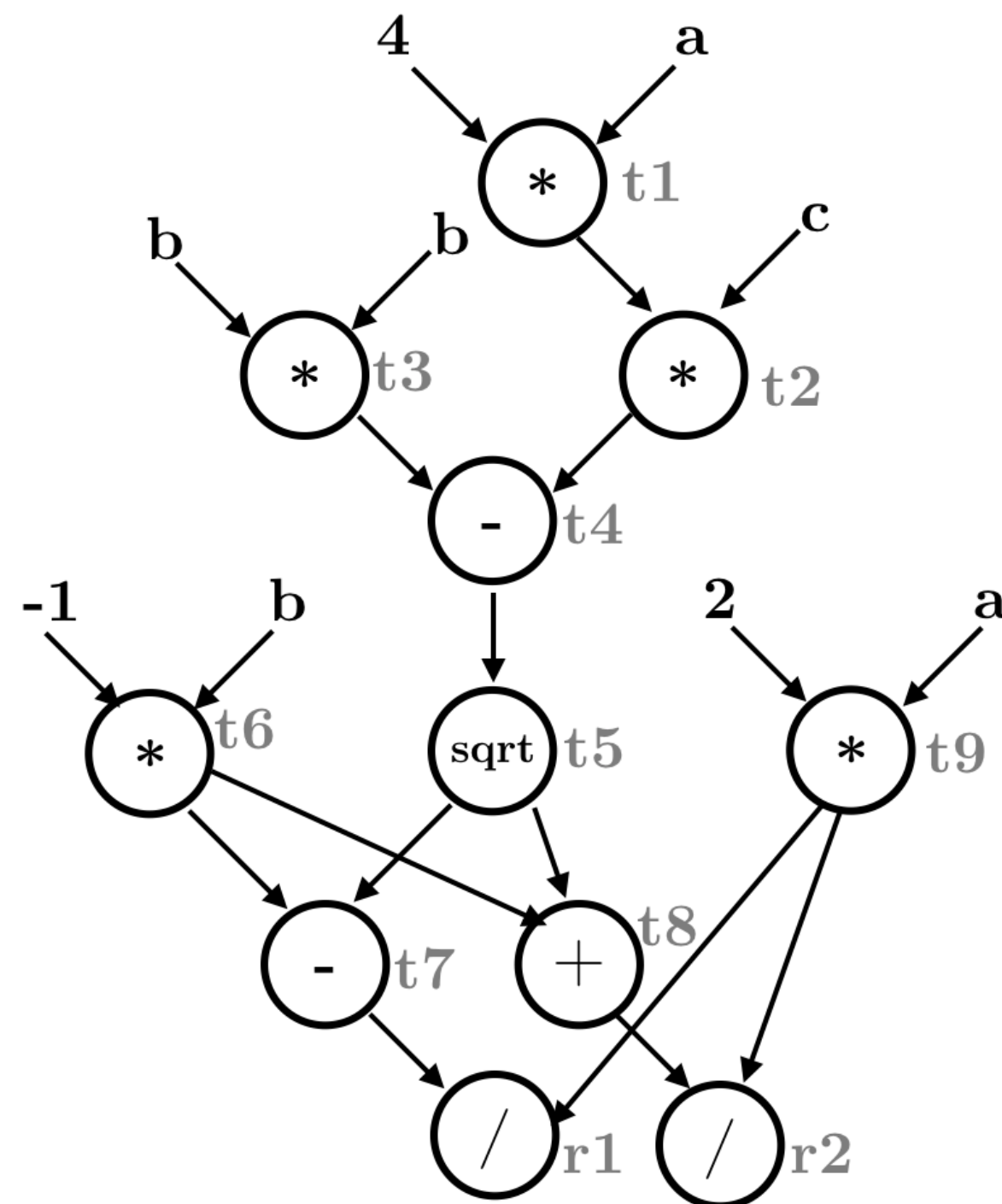
- track partition and start/end times (p , ($t1$, $t2$)) per operation



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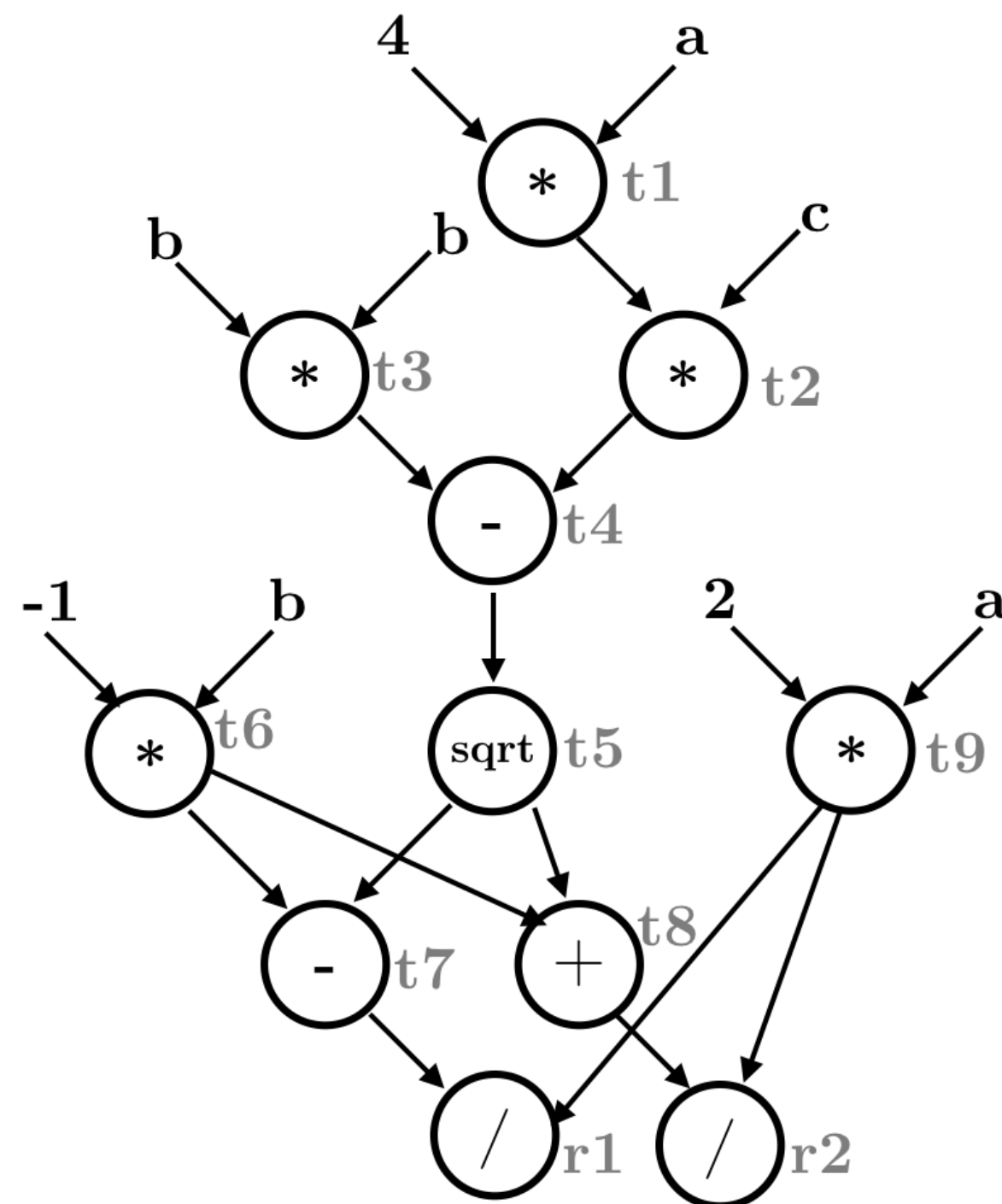


time example: no 2 operations on the same core at the same time

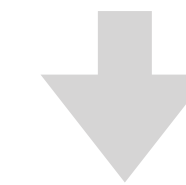
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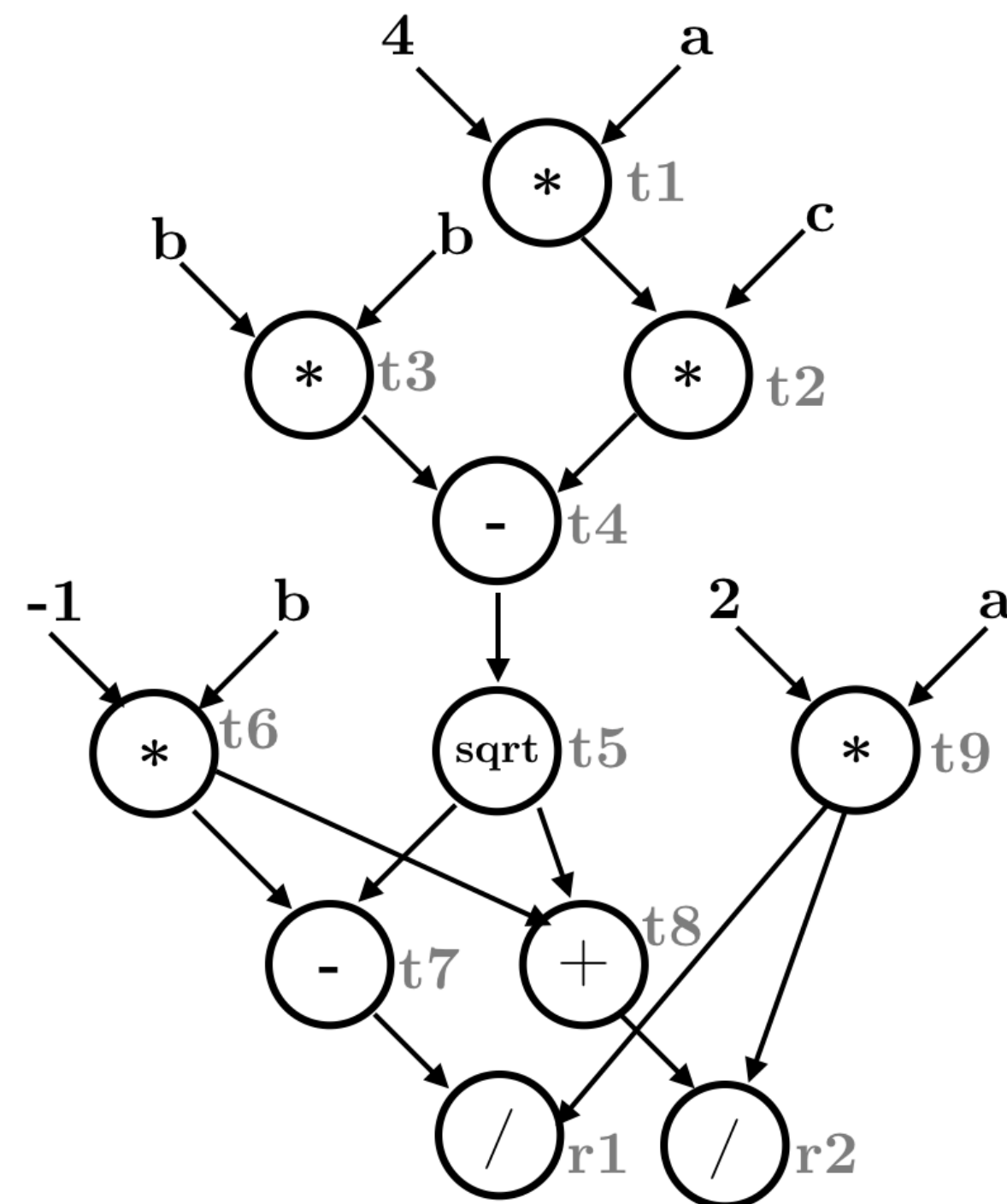
$\forall \text{ disj. } n, n'.$

$(p \neq p') \Rightarrow (t2 < t1') \vee (t1 > t2')$

constraint generation

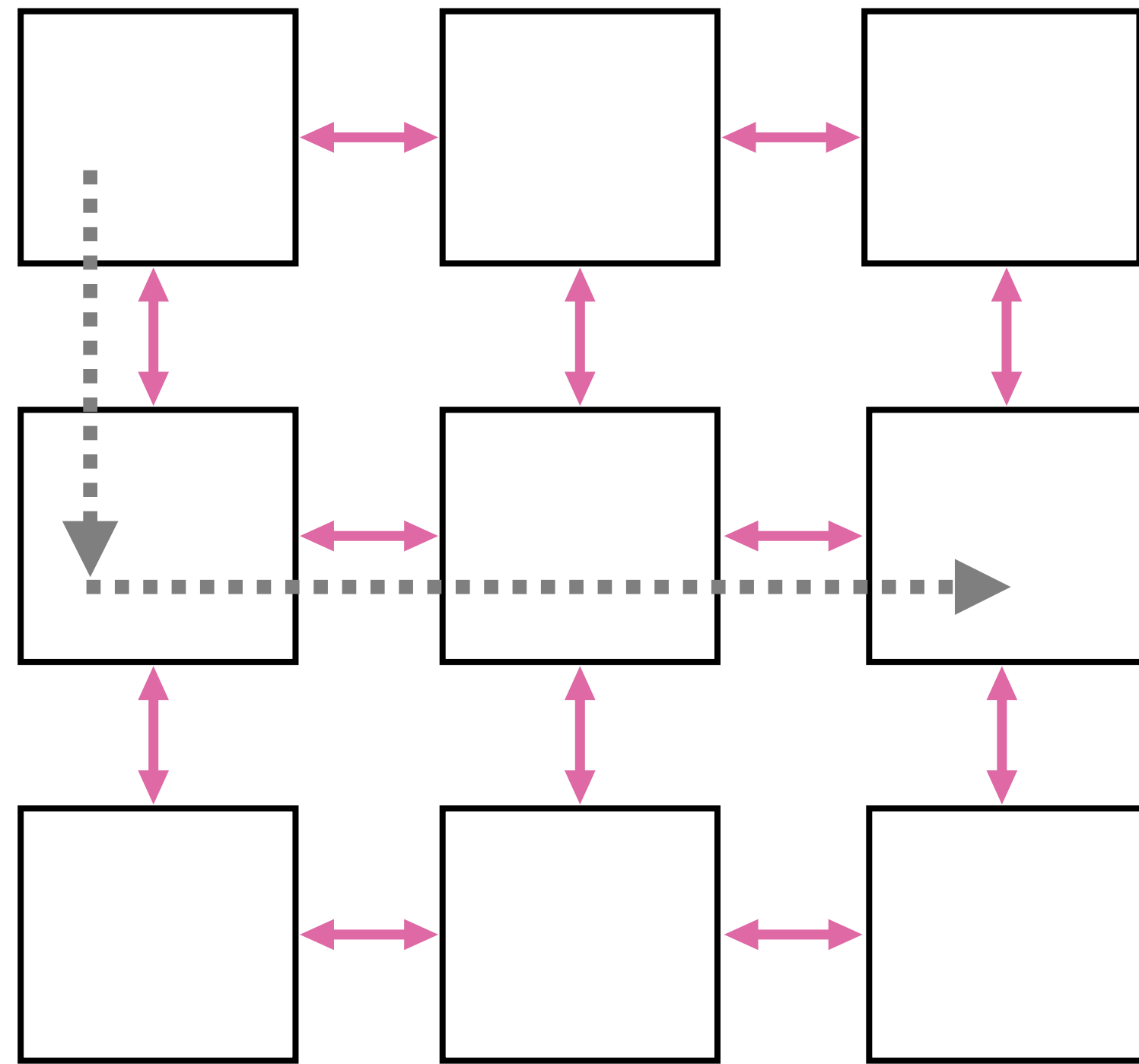
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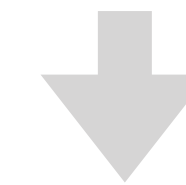
communication example: delay between partitions is the Manhattan distance (number of hops)

constraint generation



- track partition and start/end times (p , $(t1, t2)$) per operation

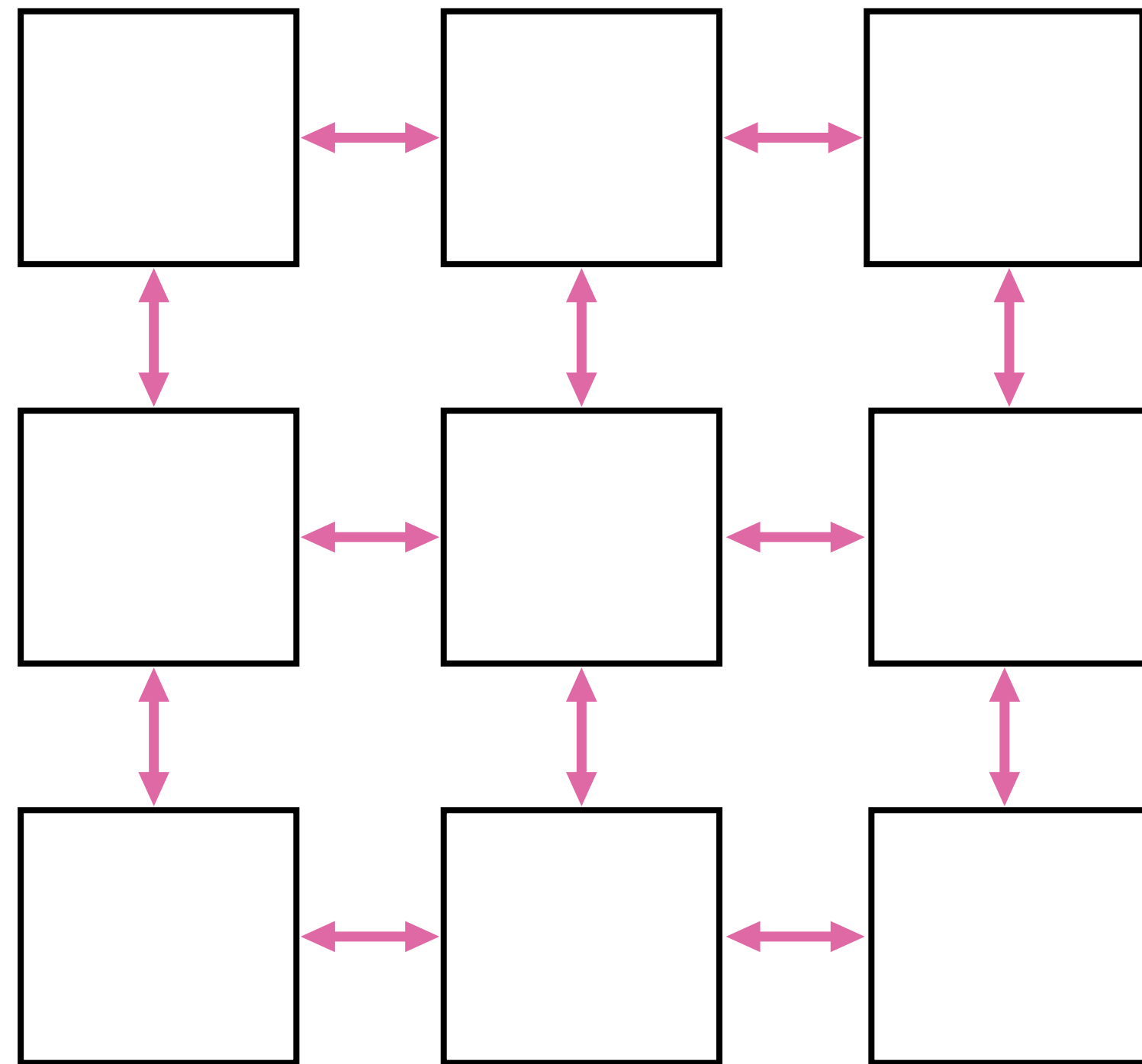
communication example: delay between partitions
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$$\forall \text{ edges } n, n'. \quad t1' \geq t2 + \text{dist}(p, p')$$

$$\text{dist} = \text{abs}(x - x') + \text{abs}(y - y')$$

constraint generation



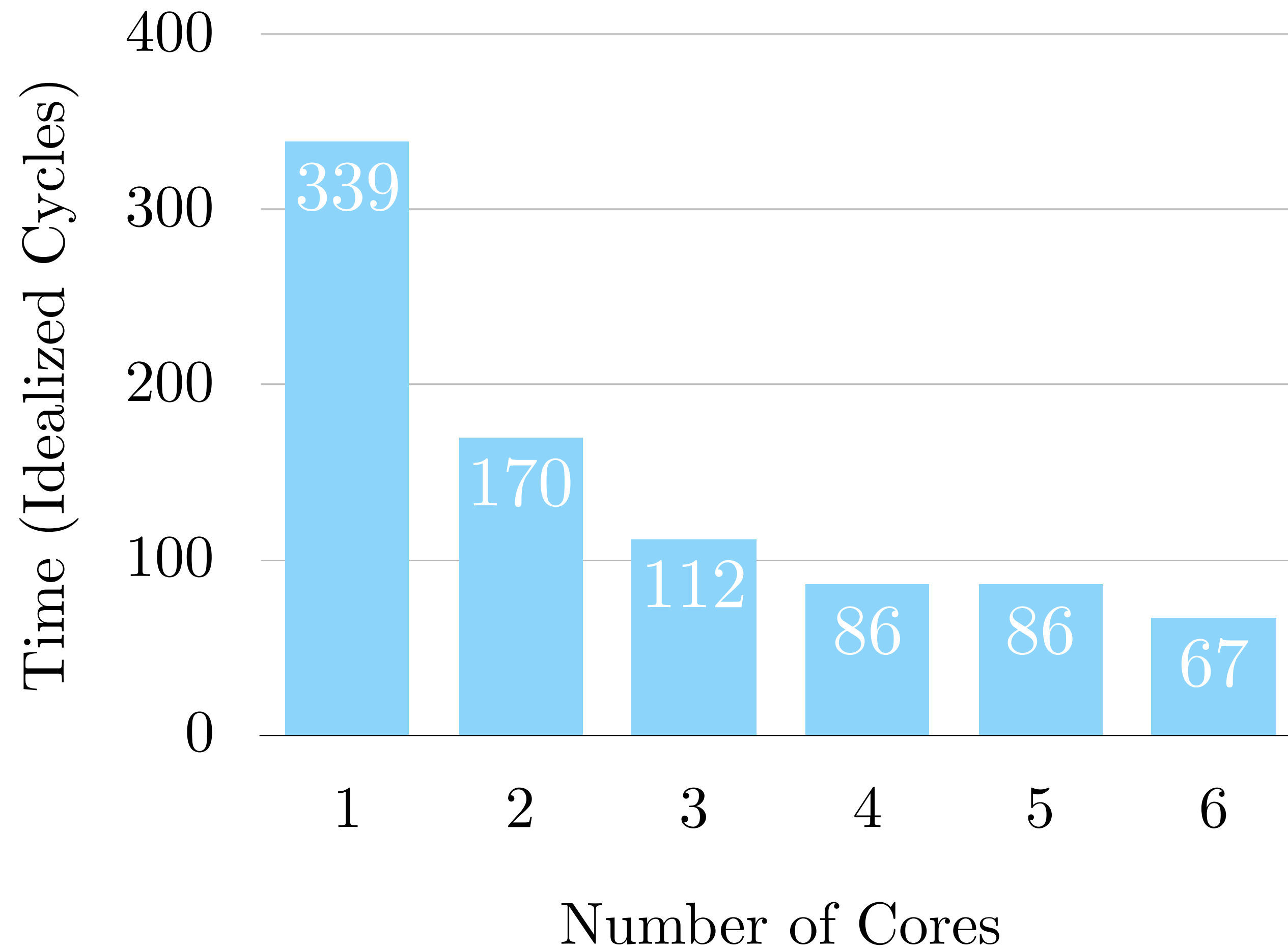
- track partition and start/end times (p , $(t1, t2)$) per operation

final goal: find an assignment where the latest time is \leq the goal



iterative solution starting at the sequential upper-bound

evaluation



- goal: run IR fragments on a cycle-level simulator
- current: compare the model's time (idealized cycles) across core configurations
- shown: 50 LOC program, idealized upper bound 339 cycles