

# The Stitch Programing Language

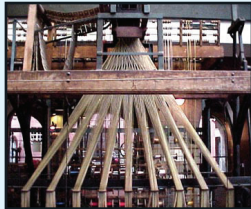
-or-

*How I Learned To Stop Worrying and Love P-Threads.*



## Motivation

Most "modern" programming languages trace their origins back decades to before the advent of cheap, general purpose multicore CPUs. They were designed for a distinctly mono-threaded environment. With Stitch, we aimed to build a language that has the power and exibility of a fully compiled C style language, while having native threading support for modern multi-threaded applications.



## Same old C

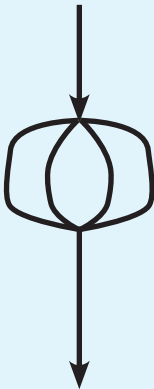
```
int gcd(int a, int b) {  
    while (a != b) {  
        if (a > b) {  
            a = a - b;  
        }  
        else {  
            b = b - a;  
        }  
    }  
    return a;  
}
```

# Easy(er) Multi-threading

```
stitch i from 0 to 255 by 1: {  
    acc = a[i] * b[i];  
}  
  
print(acc)
```

# Easy(er) Multi-threading

```
int i = 0;  
if (a[i] != b[i]){  
  
    stitch i from 0 to 255 by 1: {  
        acc = a[i] * b[i];  
    }  
  
    print(acc)  
}
```



# Under The Hood

- Wrap everything in pthreads
- Body of the Stitch loop becomes a function
- Pointer to the function is passed into the pthread
- Struct with copies of all variables in the scope of the Stitch loop passed in.
- (Very) limited variety of accumulators can be used in Stitch loops, and are then reconciled automatically.

# Not Very Pretty

```
int main() {  
  
    int a[255] = {1,..., 1};  
    int b[255] = {2,..., 2};  
    int acc;  
    int i = 0;  
  
    stitch i from 0 to 255 by 1: {  
        acc = a[i] * b[i];  
    }  
  
    print(acc);  
  
    return 0;  
}
```



# (But it works)

```
#include "stch_headers.h"  
  
struct stch_rangeInfo_0 {  
    int begin;  
    int end;  
    int stepSize;  
    int i;  
    int acc;  
    int b;  
    int a;  
};  
  
void *_0 (void *vars){  
    ((struct stch_rangeInfo_0 *)vars)->acc = a[i] * b[i];  
}  
  
return (void*)0;  
}  
  
int main()  
{  
    int a[255] = {1,..., 1};  
    int b[255] = {2,..., 2};  
    int acc;  
    int i = 0;  
  
    pthread_t *threadpool_0 = malloc(NUMTHREADS * sizeof(pthread_t));  
    struct stch_rangeInfo_0 *info_0 = malloc(sizeof(struct stch_rangeInfo_0)  
    * NUMTHREADS);  
    int thread_0 = 0;  
    for(i = 0; i < 255; i = i+255/NUMTHREADS) {  
        info_0[thread_0].begin = i;  
        info_0[thread_0].i = i;  
        info_0[thread_0].acc = acc;  
        info_0[thread_0].b = b;  
        info_0[thread_0].a = a;  
  
        if(((i + 2*(255/NUMTHREADS)) > 255) {  
            info_0[thread_0].end = 255;  
            i = 255;  
        }  
        else {  
            info_0[thread_0].end = i + 255/NUMTHREADS;  
        }  
        int e = pthread_create(&threadpool_0[thread_0], NULL, _0, &info_0[thread_0]);  
        if (e != 0) {  
            perror("Cannot create thread");  
            free(threadpool_0); //error, free the threadpool  
            exit(1);  
        }  
        thread_0++;  
    }  
  
    //loop and wait for all the threads to finish  
    for(i = 0; i < NUMTHREADS; i++) {  
        pthread_join(threadpool_0[i], NULL);  
    }  
    printf("%d\n", acc);  
    return 0;  
}
```

## Pros

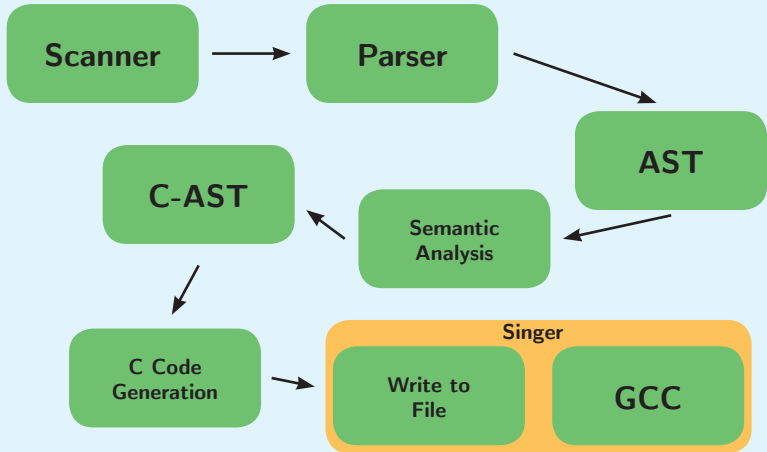
- Much simpler to write
- No dirty mutex's
- Automatic splitting of workload

## Cons

- Limited in application
- Nested Stitch loops give no benefit, but add overhead
- Pthread code definitely not optimized (but not too bad either)

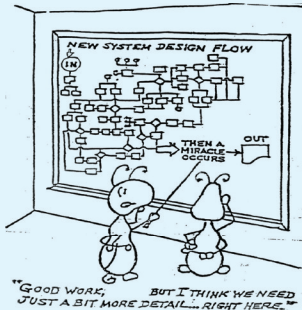


And now for something completely the same...



# Highpoints of C Code Generation

- Stitch to pthread loop.
- Body of the Stitch loop is turned into a C function.



- Stitch functions and range info are named procedurally.
- `print()` and `error()` are dynamically typed into proper `printf()` call.

# Testing

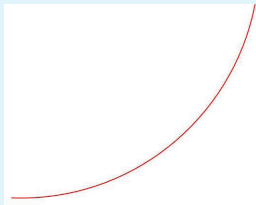
- Automated test suite
- Generate C Code and compile.
- Run compiled C, diff the output
- Positive (should compile and generate good output).
- Negative (shouldn't compile)
- Modular tests → anyone can add

# Demo

- Something parallelizeable
- Something interesting
- Something that we could see the results of

## *Image Curves*

- Used all the time in Photoshop
- Map input to output based on predefined curve



# Simplest Curve - Invert



## More Useful - Increase Contrast



# Code (Stitch)

```
/* Image Inverter */

int main(){

    int curve[256] = { 255, ..., 2, 0 };

    /*File IO*/

    int i = 0;
    //55 = header offset, 98592 = size of file
    stitch i from 55 to 98592 by 1:{
        int tmp = <FILE>[i];
        <FILE>[i] = curve[tmp];
    }

    /*More IO*/

}
```