### The Heron Core

A graph reduction processor with concurrent garbage collection

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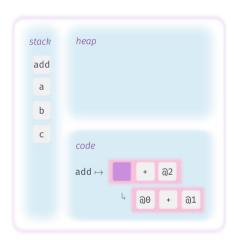
[ I wonder how popular Haskell needs to become for Intel to optimize their processors for my runtime, rather than the other way around.

— Simon Marlow, 2009

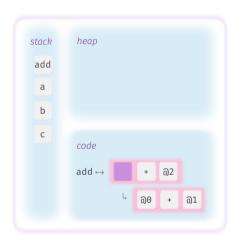
**Graph Reduction** 

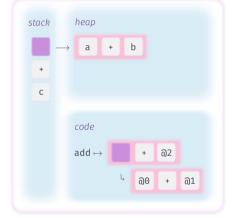
# Function application of add x y z = (x+y)+z

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# Function application of add x y z = (x+y)+z





add 
$$x$$
  $y$   $z$  =  $x$  +  $y$  +  $z$ 

```
s1ba info: : Code for helper (\a b -> a+b)
                          .Lc1bo: : Check for stack space
                            leag -40(%rbp),%rax
add x v z =
                            cmpg %r15,%rax
  X + V + Z
                            jb .Lc1bp ; Jump if stack full
                          .Lc1bq: ; Reduce helper
                            movg $stg upd frame info.-16(%rbp)
                            movq %rbx,-8(%rbp)
                            movg 16(%rbx), %rax ; Load a & b from heap
 Core
                            mova 24(%rbx).%rbx
                            movl $base GHCziNum zdfNumInt closure.%r14d
                             :: Push `a+b` onto stack
                            movq $stg ap pp info.-40(%rbp)
                            movg %rax.-32(%rbp)
                            movg %rbx.-24(%rbp)
                            addg $-40.%rbp
      x86
                             imp base GHCziNum zp info : Enter
                          .Lc1bp: : Ask RTS for stack space
                             imp *-16(%r13)
```

```
Add add info: : Code for `add`
.Lc1br: : Check for stack space
   leaq -24(%rbp),%rax
   cmpg %r15,%rax
   ib .Lc1bs : Jump if stack full
.Lc1bt: : Check for heap space
   addg $32,%r12
   cmpq 856(%r13),%r12
   ja .Lc1bv ; Jump if heap full
.Lc1bu: ; Reduce `add`
   :: Build `x+v` thunk on heap
   movg $s1ba info.-24(%r12)
   mova %r14.-8(%r12)
   mova %rsi.(%r12)
   leag -24(%r12),%rax
   movl $base GHCziNum zdfNumInt closure.%r14d
   :: Push `thunk+z` to stack
   movq $stg ap pp info.-24(%rbp)
   movg %rax.-16(%rbp)
   movg %rdi.-8(%rbp)
   addg $-24.%rbp
   imp base GHCziNum zp info : Enter
.Lc1bv: : Ask RTS for heap space
   mova $32,904(%r13)
.Lc1bs: : Ask RTS for stack space
   movl $Add add closure.%ebx
   imp *-8(%r13)
```

# **Opportunities for Custom Architectures**

#### Intra-function parallelism

Usually a victim of the von Neumann bottleneck. Worse for lazy, pure languages.

Hardened, concurrent run-time system

Tasks like garbage collection usually halt reductions in software implementations.

Inter-function parallelism

Exploiting the purity of functional languages.

# **Opportunities for Custom Architectures**

#### Intra-function parallelism

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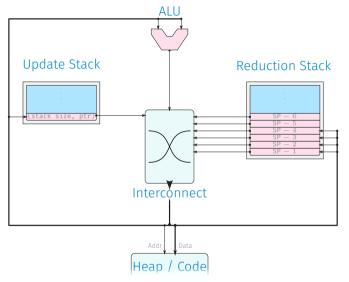
Hardened, concurrent run-time system

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Inter-function parallelism Exploiting the purity of functional languages.



A Template Instantiation Machine

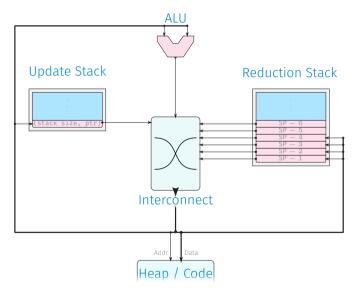


≈ Augustsson's Big Word Machine¹

One instruction to build wide node on heap, and one to permute the stack

λ-calculus + integers

<sup>1</sup>Augustsson, "BWM: A Concrete Machine for Graph Reduction".



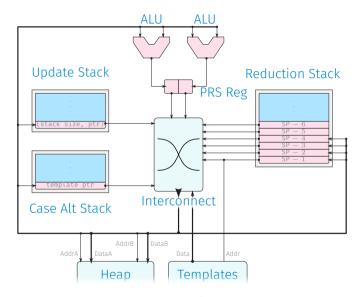
Update avoidance with dynamic analysis.

One-bit reference counting from Stoye<sup>2</sup>

<sup>&</sup>lt;sup>2</sup>Stoye, The implementation of functional languages using custom hardware.



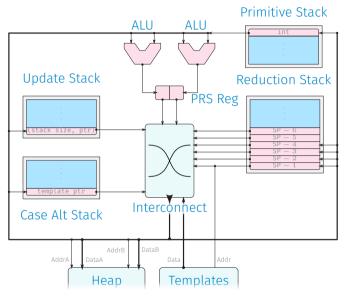
<sup>2</sup>Stoye, The implementation of functional languages using custom hardware.



Towards Naylor's Reduceron<sup>3</sup>

Goal: single-cycle β-reduction on real hardware

<sup>3</sup>Naylor and Runciman, "The Reduceron reconfigured and re-evaluated".



### Our Heron core4:

+ Postfix primitive operations

(f x) + (g y) 
$$\Rightarrow$$
 f x g y +

+ Zero-constraint templates

+ Inline case alternatives

<sup>&</sup>lt;sup>4</sup>Ramsay and Stewart, Dataset for the Heron Core in "Heron: Modern Hardware Graph Reduction".

**Circuit Results** 

# For our "best" Heron configuration:

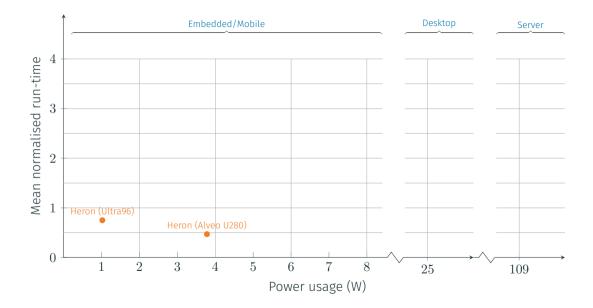
Heap applications are 6 atoms wide, and top 8 stack atoms are accessible

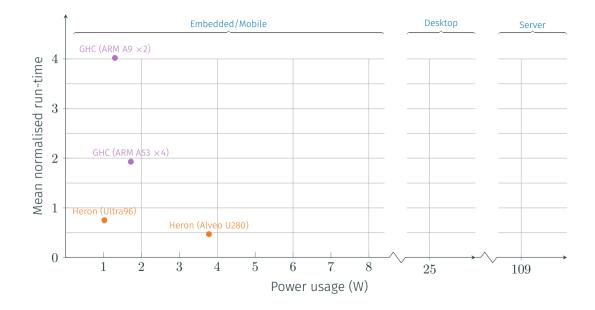
 $193~\mathrm{MHz}$ , max usage <2% on Alveo U280

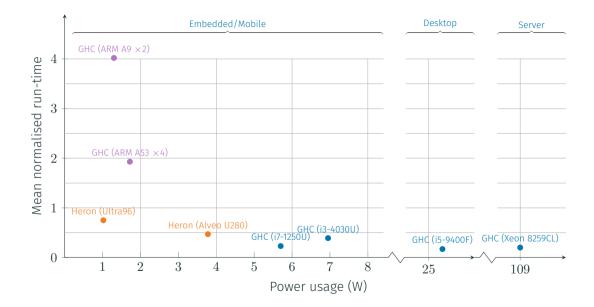
Mean 6% reduction in cycles (max 17%)

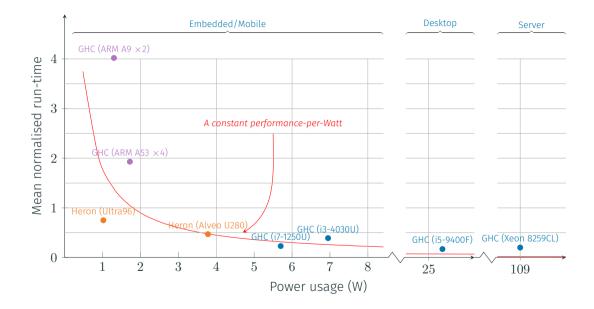
Mean 22% reduction in code size (max 34%)

Mean 12% reduction in heap allocs (max 100%)







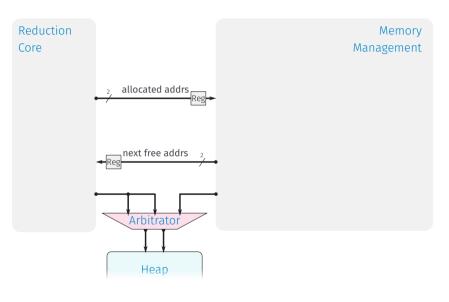


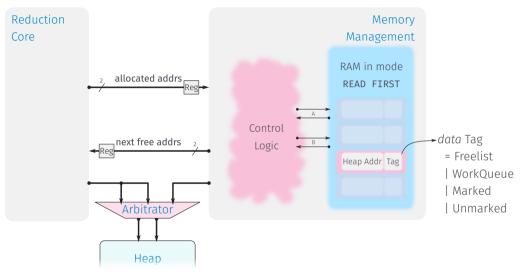
The absence of a garbage collector is a serious shortcoming and making this work efficiently may be hard with the memory optimizations that are implemented

) )

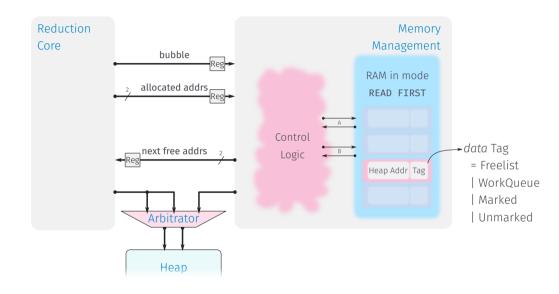
Reviewer

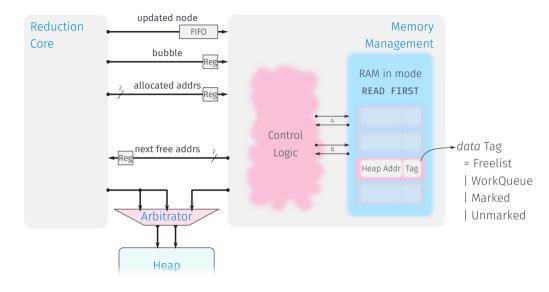
# A concurrent garbage collector

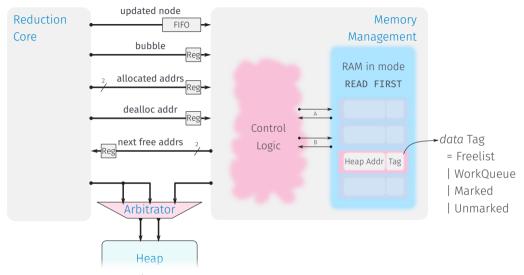




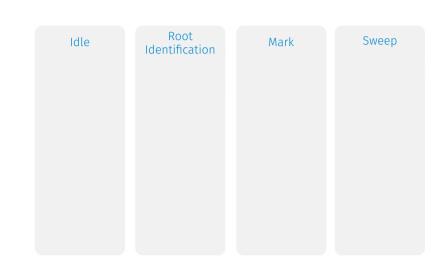
<sup>&</sup>lt;sup>4</sup>Barker, Edwards, and Kim, "Synthesized In-BRAM Garbage Collection for Accelerators with Immutable Memory".







<sup>4</sup>Stoye, The implementation of functional languages using custom hardware.



#### Root Idle Identification Walk stack; Add all Redistribute Freelists pointers to WorkQueue

Mark

Mark WorkOueue:

Append new children

Marked → Unmarked Unmarked → Free

Sweep

Sweep all addresses:

(steals free heap cycles)

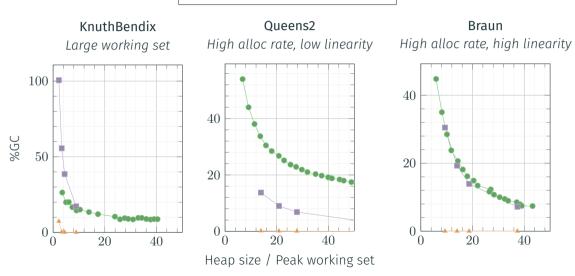
	Idle	Root Identification	Mark	Sweep
	Redistribute Freelists	Walk stack; Add all pointers to WorkQueue	Mark WorkQueue: Append new children (steals free heap cycles)	Sweep all addresses: Marked → Unmarked Unmarked → Free
Reducer State	Running	Stopped	Running (unless heap full)	Running (unless heap full)

		Idle	Root Identification	Mark	Sweep
		Redistribute Freelists	Walk stack; Add all pointers to WorkQueue	Mark WorkQueue: Append new children (steals free heap cycles)	Sweep all addresses Marked → Unmarked Unmarked → Free
	Reducer State	Running	Stopped	Running (unless heap full)	Running (unless heap full)
	Alloc Handler	Unmarked	N/A	Marked	Unmarked if swept, Marked otherwise

	Idle	Root Identification	Mark	Sweep
	Redistribute Freelists	Walk stack; Add all pointers to WorkQueue	Mark WorkQueue: Append new children (steals free heap cycles)	Sweep all addresses: Marked → Unmarked Unmarked → Free
Reducer State	Running	Stopped	Running (unless heap full)	Running (unless heap full)
Alloc Handler	Unmarked	N/A	Marked	Unmarked if swept, Marked otherwise
Dealloc Handler	OK	N/A	Ignore	Ignore if swept, OK otherwise

# Benchmark examples

— GHC — Reduceron — Heron



What's next?

#### Intra-function parallelism

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Summary

Single-core processor to evaluate functional programs directly.

It's small - < 2% of an Alveo U280.

Not that slow — often faster than 4th Gen i3.

Better performance-per-Watt than a 12th Gen mobile i7.

Some techniques that are prohibitively expensive in software become simple.

Low-hanging fruit for multi-core architecture.

#### References

- Augustsson, Lennart. "BWM: A Concrete Machine for Graph Reduction". In: Functional Programming, Glasgow 1991. Ed. by Rogardt Heldal, Carsten Kehler Holst, and Philip Wadler. London: Springer London, 1992, pp. 36–50. ISBN: 978-1-4471-3196-0.
- Barker, Martha, Stephen A. Edwards, and Martha A. Kim. "Synthesized In-BRAM Garbage Collection for Accelerators with Immutable Memory". In: 32nd International Conference on Field-Programmable Logic and Applications, FPL 2022, Belfast, United Kingdom, August 29 Sept. 2, 2022. IEEE, 2022, pp. 47–53. DOI: 10.1109/FPL57034.2022.00019. URL: https://doi.org/10.1109/FPL57034.2022.00019.
- Naylor, Matthew and Colin Runciman. "The Reduceron reconfigured and re-evaluated". In: *Journal of Functional Programming* 22.4-5 (2012), pp. 574–613. DOI: 10.1017/S0956796812000214.

Ramsay, Craig and Robert Stewart. *Dataset for the Heron Core in "Heron: Modern Hardware Graph Reduction"*. 2024. DOI:

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Stoye, William Robert. *The implementation of functional languages using custom hardware*. Tech. rep. UCAM-CL-TR-81. University of Cambridge, Computer Laboratory, Dec. 1985.

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