

# J3: Compilers Challenges for Computing In Memory

Compilation for Strange applications and In Memory Processing

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# Outline

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- HybroGen : Simple-Add-Source
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- Architectures : Near Sensor Computing
- Architectures : Computing

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- HybroGen : ImageDiff-Run
- Research Model Organization

# Scientific Evolution : Compilation Research Domains

## Compilation Topics Map

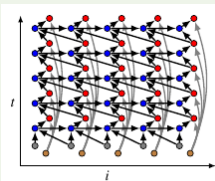
- Find code structure** Extract parallelism : polyhedral approach
- Assertion on legacy code** correctness proof, hard realtime, model checking
- Security** HW attach counter mesure, obfuscation
- Tools for scalability** Systems and library for big parallel machines
- Reproducibility** Statistics tools and reproducible research
- Ad hoc code optimization** Application driven code optimization
- Legacy compiler optimization** follow the HW evolution
- New code generation paradigm** JIT, Dynamic code generation

<https://top500.org>

**LAPACK** June 2002 #1 : HPE Cray 8,730,112 cores,  
Linpack perf 1,102.00 PFlop/s, **65% of peak performance (usually better)**

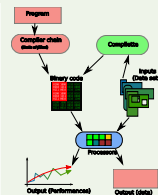
**HPCG** Fugaku 7630848 cores, 16,004 TFlops **2.98 % of peak performance !**

## Polyhedral model



(a) CDAG for  $T = 4, N = 7$

## Algorithmic accelerator



# HybroGen : Initial Objectives : New Code Generation Paradigm

## Objectives: Application with Binary Automodification

- Without external libraries
- As fast as possible : Code generation speed  $\sim 10$  clock cycles per instruction)
- As small as possible : Code generators  $\sim 1$  KB
- Portable accross architecture : RISCV, IBM Power 8 / 9, Kalray, CxRAM

## Benefits

- Data set code generation dependant : values, size, strides
- User programmable code generation
- Heterogeneous ISA code generation

# HybroGen : Code Generation Options for new architectures

## New architecture = new ISA

- High level simulation + Performance model : using LLVM IR + interpretation
  - Pro : very fast, no platform dependency,
  - Cons : no real code generation, rough performance estimations
- Intrinsics
  - Pro : real code generation
  - Cons : need manual code instrumentation with low level ASM intrinsics, big benchmarking effort
- DSL (Domain Specific Language)
  - Pro : real code generation, automatic code generation, lower benchmarking effort
  - Cons : need initial programming effort
- Industrial compiler
  - Pro : real code generation, automatic code generation, no benchmarking effort, huge impact if successful, need open source approach
  - Cons : need huge programming effort (LLVM = 1.6M loc, GCC 5 M loc))

# HybroGen : Compilette Principle

## Compilette

- Embed in an application a code generator able to regenerate part of the code
- Term invented in 2005 <sup>[Ref]</sup>Compilette

## Challenges

- Do it fast (Cycle / instructions)
- Use a small memory footprint (KB)

# Motivation : Static Compiler Versus Compilette

## Static Compiler

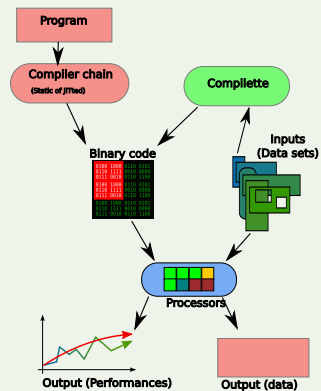
- Run once
- Does not know data set characteristics
- Slow compilation (even with JIT)

## Compilette

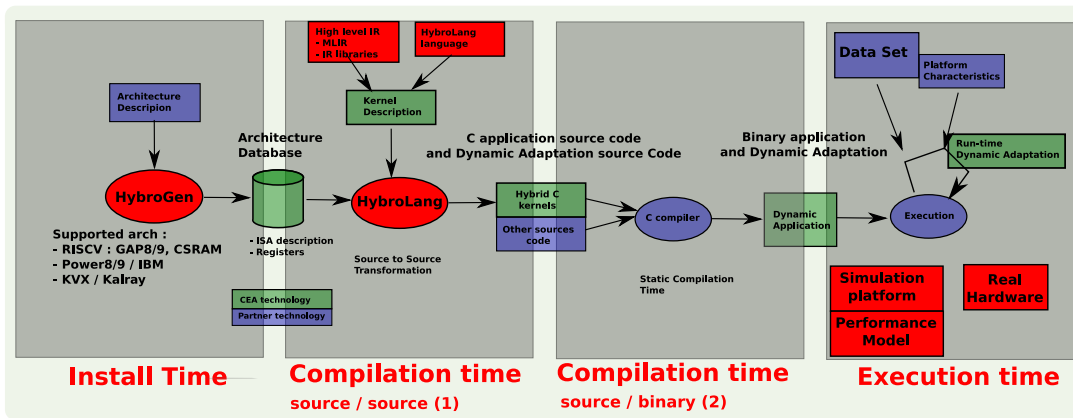
- Adapt on the fly
- Knowledge of the architecture
- Knowledge of the application

Need tools !

## Static compilation versus dynamic adaptation



# HybroGen: General View





# HybroGen : Objectives

## Application domains

- Stochastic number support
- Packet filtering : Datatype ipv4, ipv6 addresses
- Transprecision algorithms : usage on mathematical iterative methods
- Stencil processing

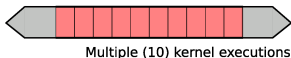
## Already done

- On the fly code generation for heterogeneous architectures
- Transprecision support : on the fly code generation for precision adaptation. Working demonstration on Newton algorithm : Power / RISCv / Kalray
- Support for In Memory Computing (next slides)
- Target processor modeling (QEMU plugin)

## Compilation

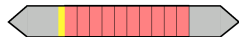
## Execution time

### (a) Static



### (b) Dynamic

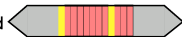
Program init



Kernel init



Application controlled



# HybroGen : Simple-Add-Source

## Simple Addition with specialization

```
typedef  int  (*pifi)(int);

h2_insn_t * genAdd(h2_insn_t * ptr, int  b)
{
    #[
    int 32 1 add (int 32 1 a)
    {
        int 32 1 r;
        r = #(b) + a; // b values will be included in code generation
        return r;
    }
    ]#
    return (h2_insn_t *) ptr;
}
```

# HybroGen : Simple-Add-Source

## Simple Addition with specialization

```
int main(int argc, char * argv[])
{
    h2_insn_t * ptr;
    int in0, in1, res;
    pifi fPtr;

    if (argc < 3)
    {
        printf("Give 2 values\n");
        exit(-1);
    }
    in0 = atoi (argv[1]);    // Get the users values in1 & in2
    in1 = atoi (argv[2]);
    ptr = h2_malloc (1024); // Allocate memory for 1024 instructions
    printf("// Compilette for simple addition between 1 variable with\n");
    printf("// code specialization on value = %d\n", in0);
    fPtr = (pifi) genAdd (ptr, in0); // Generate instructions
    res = fPtr(in1); // Call generated code
    printf("%d + %d = %d\n", in0, in1, res);
```



# HybroGen : Simple how to Build

## How to run example

```
gre061041:CodeExamples/>./RunDemo.py -a riscv -i Add-With-Specialization
Namespace(arch=['riscv'], clean=False, debug=False, inputfile=['Add-With-Specialization.c'])
-->rm -f Add-With-Specialization Add-With-Specialization.c
-->which riscv32-unknown-elf-gcc
-->../HybroLang.py --toC --arch riscv --inputfile Add-With-Specialization.hl
-->riscv32-unknown-elf-gcc -Wall -o Add-With-Specialization Add-With-Specialization.c
('3', '25')
-->qemu-riscv32 Add-With-Specialization 3 25
gre061041:CodeExamples/>qemu-riscv32 Add-With-Specialization 3 25
// Compilette for simple addition between 1 variable with
// code specialization on value = 3
3 + 25 = 28
```

# HybroGen : Simple-Add : Generated Source

## Code Macro instructions

```
#define riscv_G32(INSN){ *(h2_asm_pc++) = (INSN);}

#define RV32I_RET__I_32_1() /* RET */ \
do { \
    riscv_G32(((0x8067 >> 0) & 0xffffffff)); \
} while(0)

#define RV32I_ADDI_RRI_I_32_1(r1,r0,i0) /* ADD */ \
do { \
    riscv_G32(((i0 & 0xfff) << 20)|((r0 & 0x1f) << 15)|((0x0 & 0x7) << 12)|((r1
```

# HybroGen : Simple-Add-Generated

## Instruction Selector

```
void riscv_genADD_3(h2_sValue_t P0, h2_sValue_t P1, h2_sValue_t P2)
{
    if ((P0.arith == 'i') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.Val0rReg == REG
    {
        RV32I_ADDDI_RRI_I_32_1(P0.regNro, P1.regNro, P2.valueImm);
    }

    else if ((P0.arith == 'i') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.Val0rReg =
    {
        RV32I_ADD_RRR_I_32_1(P0.regNro, P1.regNro, P2.regNro);
    }
}
```

# HybroGen : Simple-Add Generated code

## Main code generator

```
h2_insn_t * genAdd(h2_insn_t * ptr, int b)
{
    /* Code Generation of 4 instructions */
    /* Symbol table :*/
        /*VarName = { ValOrLen, arith, vectorLen, wordLen, regNo, Value} */
    h2_sValue_t a = {REGISTER, 'i', 1, 32, 10, 0};
    h2_sValue_t h2_outputVarName = {REGISTER, 'i', 1, 32, 10, 0};
    h2_sValue_t r = {REGISTER, 'i', 1, 32, 5, 0};
    h2_sValue_t h2_00000003 = {REGISTER, 'i', 1, 32, 6, 0};

    /* Label table :*/
    #define riscv_genLABEL(LABEL_ID) labelAddresses[LABEL_ID] = h2_asm_pc;
    h2_insn_t * labelAddresses []={
        };

    h2_asm_pc = (h2_insn_t *) ptr;
```

# HybroGen : Simple-Add Generated Code

## Compiletime

```
h2_asm_pc = (h2_insn_t *) ptr;
h2_codeGenerationOK = true;
riscv_genMV_2(h2_00000003, (h2_sValue_t) {VALUE, 'i', 1, 32, 0, (b)});
riscv_genADD_3(r, h2_00000003, a);
riscv_genMV_2(h2_outputVarName, r);
riscv_genRET_0();
/* Call back code for loops */
h2_save_asm_pc = h2_asm_pc;
h2_asm_pc = h2_save_asm_pc;
h2_iflush(ptr, h2_asm_pc);
```



# HybroGen : Simple-Add-Exec

## Simple run

```
gre061041:CodeExamples/>qemu-riscv32 Add-With-Specialization 3 40
// Compilette for simple addition between 1 variable with
// code specialization on value = 3
3 + 40 = 43
```

## Run with debug

```
qemu-riscv32 Add-With-Specialization 3 25
// Compilette for simple addition between 1 variable with
// code specialization on value = 3
0x19008 : RV32I_MV_RI_I_32_1
0x1900c : RV32I_ADD_RRR_I_32_1
0x19010 : RV32I_MV_RR_I_32_1
0x19014 : RV32I_RET__I_32_1
3 + 25 = 28
```

# HybroGen : Simple-Add Debug

## 1 shell to Run / interact

```
gre061041:CodeExamples/>qemu-riscv32 -g \  
7777 Add-With-Specialization 3 25  
// Compilette for simple addition  
// between 1 variable with  
// code specialization on value = 3  
0x19008 : RV32I_MV_RI_I_32_1  
0x1900c : RV32I_ADD_RRR_I_32_1  
0x19010 : RV32I_MV_RR_I_32_1  
0x19014 : RV32I_RET__I_32_1
```

## 1 shell to Debug / observe

```
riscv32-unknown-elf-gdb Add-With-Specialization  
GNU gdb (GDB) 9.2  
../..  
(gdb) target remote :7777  
(gdb) break main  
Breakpoint 1 at 0x107c6: file Add-With-Specialization.c, line 201.  
(gdb) c  
Continuing.  
Breakpoint 1, main (argc=3, argv=0x40800374) at Add-With-Specialization.c:201  
201         if (argc < 3)  
(gdb) n  
206         in0 = atoi (argv[1]);  
// Get the users values in1 & in2  
211         fPtr = (pifi) genAdd (ptr, in0); // Generate instructions  
(gdb)  
212         res = fPtr(in1); // Call generated code  
(gdb) x/4i fPtr  
0x19008:      ori      t1,zero,3  
0x1900c:      add      t0,t1,a0  
0x19010:      mv       a0,t0  
0x19014:      ret  
(gdb)
```

# HybroGen : Transprecision Source H2

## Transprecision square root source code

```
/* Newton square root demonstration with variable precision */
h2_insn_t * genIterate(h2_insn_t * ptr, int FloatWidth)
{
    #[
        flt #(FloatWidth) 1 iterate(flt #(FloatWidth) 1 u, flt #(FloatWidth) 1 val, flt
        {
            flt #(FloatWidth) 1 r, tmp1, tmp2;
            tmp1 = val / u;
            tmp2 = u + tmp1;
            return tmp2 / div;
        }
    ]#      /* r = (u + (#(value) / u)) / 2.0*/

    return (h2_insn_t *) ptr;
}
```

# HybroGen : Transprecision Source Main

## Transprecision square root source code (main control)

```
fPtr1 = (piff) genIterate (ptr, FLOAT);
do
{
    if ((diff < precf) && isFloat)
    {
        /* Code re-generation with double for better precision */
        fPtr2 = (pidd) genIterate (ptr, DOUBLE);
        isFloat = False;
    }
    value = next;
    next = (isFloat)?fPtr1(value, af, 2.0):fPtr2(value, af, 2.0);
    diff = ABS(next - value);
```

# HybroGen : Transprecision Generated Macros

## Macro instruction generation

```

/* Begin Header autogenerated part */
#include "h2-power-power.h"
#define power_G32(INSN){ *(h2_asm_pc++) = (INSN);}

void P1_BLR__I_32(void){ /* ret */
#ifdef H2_DEBUG
    printf("%p: P1_BLR__I_32\n", h2_asm_pc);
#endif
    power_G32(((0x4e800020 >> 0) & 0xffffffff)); \
}

void PPC_FADDS_RRR_F_32(int r0, int r1, int r2){ /* add */
#ifdef H2_DEBUG
    printf("%p: PPC_FADDS_RRR_F_32\n", h2_asm_pc);
#endif
    power_G32(((0x3b & 0x3f) << 26)|((r0 & 0x1f) << 21)|((r1 & 0x1f) << 16)|((r2

```

## HybroGen : Transprecision-Generated-InstructionSelector

## Macro instruction generation

```

void power_genADD_3(h2_sValue_t P0, h2_sValue_t P1, h2_sValue_t P2)
{
    if ((P0.arith == 'f') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.Val0rReg == REG
    {
        PPC_FADDS_RRR_F_32(P0.regNro, P1.regNro, P2.regNro);
    }
    else if ((P0.arith == 'f') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.Val0rReg =
    {
        PPC_FADDS__RRR_F_32(P0.regNro, P1.regNro, P2.regNro);
    }
    else if ((P0.arith == 'f') && (P0.wLen <= 32) && (P0.vLen == 4) && P0.Val0rReg =
    {
        V2_03_VADDFP_RRR_F_32(P0.regNro, P1.regNro, P2.regNro);
    }
    else if ((P0.arith == 'f') && (P0.wLen <= 64) && (P0.vLen == 1) && P0.Val0rReg =
    {
        P1_FADD_RRR_F_64(P0.regNro, P1.regNro, P2.regNro);
    }
    else if ((P0.arith == 'f') && (P0.wLen <= 64) && (P0.vLen == 1) && P0.Val0rReg =
    {
        P1_FADD_RRR_F_64(P0.regNro, P1.regNro, P2.regNro);
    }
}

```

# HybroGen : Transprecision-Generated-Complette

## Complette Generation

```

/* Newton square root demonstration with variable precision */
h2_insn_t * genIterate(h2_insn_t * ptr, int FloatWidth)
{
/* Code Generation of 4 instructions */
/* Symbol table :*/
    /*VarName = { ValOrLen, arith, vectorLen, wordLen, regNo, Value} */
    h2_sValue_t u = {REGISTER, 'f', 1, (FloatWidth), 1, 0};
    h2_sValue_t val = {REGISTER, 'f', 1, (FloatWidth), 2, 0};
    h2_sValue_t div = {REGISTER, 'f', 1, (FloatWidth), 3, 0};
    h2_sValue_t h2_outputVarName = {REGISTER, 'f', 1, (FloatWidth), 1, 0};
    h2_sValue_t r = {REGISTER, 'f', 1, (FloatWidth), 14, 0};
    h2_sValue_t tmp1 = {REGISTER, 'f', 1, (FloatWidth), 15, 0};
    h2_sValue_t tmp2 = {REGISTER, 'f', 1, (FloatWidth), 16, 0};
    h2_sValue_t h2_00000000 = {REGISTER, 'f', 1, (FloatWidth), 17, 0};

```



# HybroGen : Transprecision-Generated-Complette

## Complette Generation Code generator

```
h2_asm_pc = (h2_insn_t *) ptr;
h2_codeGenerationOK = 1;
power_genDIV_3(h2_00000000, val, u);
power_genMV_2(tmp1, h2_00000000);
power_genADD_3(h2_00000000, u, tmp1);
power_genMV_2(tmp2, h2_00000000);
power_genDIV_3(h2_00000000, tmp2, div);
power_genMV_2(h2_outputVarName, h2_00000000);
power_genRET_0();
/* Call back code for loops */
h2_save_asm_pc = h2_asm_pc;
h2_asm_pc = h2_save_asm_pc;
iflush(ptr, h2_asm_pc);
/* r = (u + (#(value) / u)) / 2.0*/
```





# HybroGen : Transprecision-Exec

## Macro instruction generation

```
qemu-ppc64le Newton.power 65536 1e-13
Compute square root of 65536.000000
With precision of 1.000000e+01 (float)
With precision of 1.000000e-13 (double)
0x100212a0 : PPC_FDIVS_RRR_F_32
0x100212a4 : P1_FMR_RR_F_32
0x100212a8 : PPC_FADDS_RRR_F_32
0x100212ac : P1_FMR_RR_F_32
0x100212b0 : PPC_FDIVS_RRR_F_32
0x100212b4 : P1_FMR_RR_F_32
0x100212b8 : P1_BLR_I_32
  0 float : 32768.500000000000000000000000, 1.000000e+01
  1 float : 16385.250000000000000000000000, 1.000000e+01
  2 float : 8194.625000000000000000000000, 1.000000e+01
  3 float : 4101.311035156250000000000000, 1.000000e+01
  4 float : 2058.645263671875000000000000, 1.000000e+01
  5 float : 1045.239868164062500000000000, 1.000000e+01
  6 float : 553.969665527343750000000000, 1.000000e+01
```

# HybroGen : Transprecision Exec 2nd part

## Macro instruction generation

```
7 float : 336.13607788085937500000, 1.000000e+01
8 float : 265.55236816406250000000, 1.000000e+01
9 float : 256.17181396484375000000, 1.000000e+01
0x100212a0 : P1_FDIV_RRR_F_64
0x100212a4 : P1_FMR_RR_F_64
0x100212a8 : P1_FADD_RRR_F_64
0x100212ac : P1_FMR_RR_F_64
0x100212b0 : P1_FDIV_RRR_F_64
0x100212b4 : P1_FMR_RR_F_64
0x100212b8 : P1_BLR_I_32
10 double : 256.00005761765521583584, 1.000000e-13
11 double : 256.000000000000648014975, 1.000000e-13
12 double : 256.00000000000000000000, 1.000000e-13
13 double : 256.00000000000000000000, 1.000000e-13
```

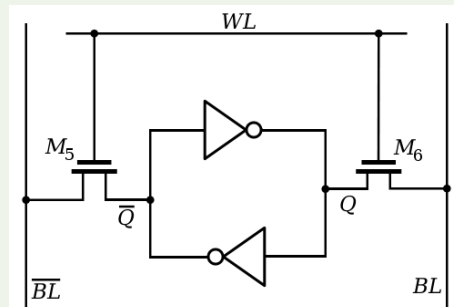


# Introduction : Remember Memory Cell 101

## SRAM memory cell depicting Inverter Loop as gates

- 6T memory cell
- Only 1 stable mode
- Read : “open” WL, read value
- Write : “open” WL, write value

## Illustration



Memory\_cell\_(computing)

# Introduction : Remember Memory 102

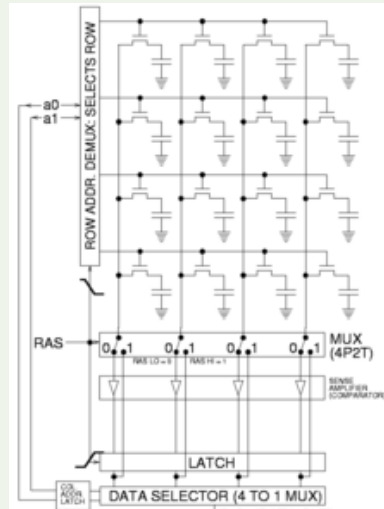
## Functions

- Select line
- Read or write
- Potentially select word in a line
- Low voltage used; "Sense amp" to normalize

<sup>w</sup>Sense\_amplifier

What every programmer should know about memory

## Memory array



# Intro : Classical Memory

## Memory technology

**DRAM** Dense, but need refresh (external)

**SRAM** Less dense but faster (caches)

**Other** RRAM, STTRAM, ...

## Memory access

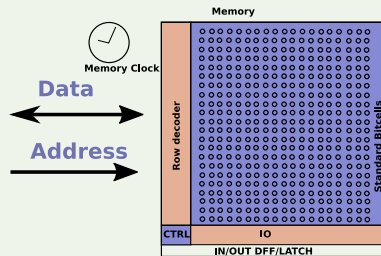
**LOAD** data or insn

- ① Assert address
- ② Read data

**STORE** data

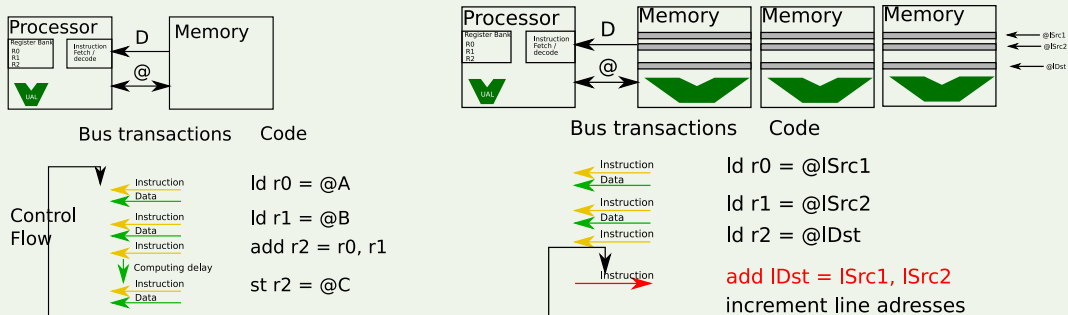
- ① Assert address & data

## Memory schematic



# Inverted Von Neumann Programming Model

## Chosen Programming model



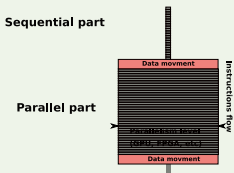
## Why ?

- Allows scalability :
  - Any vector size
  - Any tile number
  - Any system configuration : near or far IMC
- Works with any processor

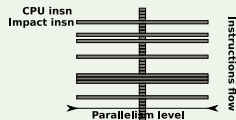
# Von Neuman broke, what about Amhdal Law's ?

Ahmdal law's: "Speedup is limited by the sequential part"

## Classical approach



## CSRAM approach



## Programmer approach

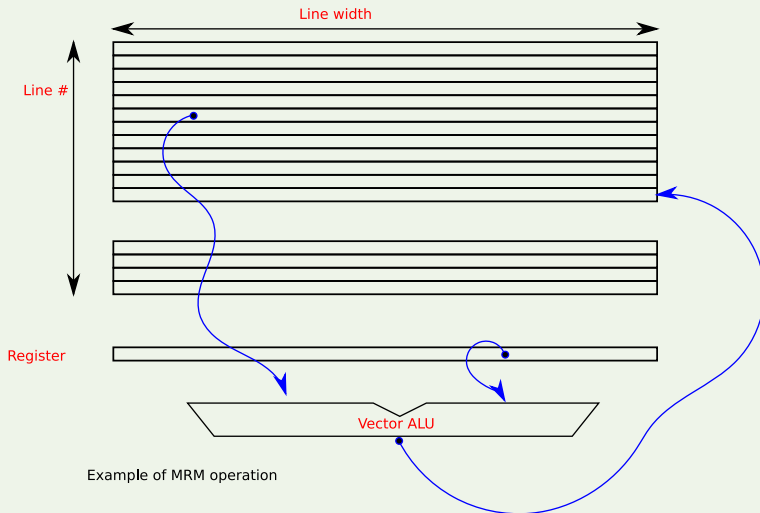
- Has to maximize parallel part
- Deal with data "choreography" between CPU and GPU.

## Programmer approach

- Ease to interlace scalar instruction and IMPACT instructions
- Do not move data

# C-SRAM : InstructionSet

## C-SRAM instruction principle





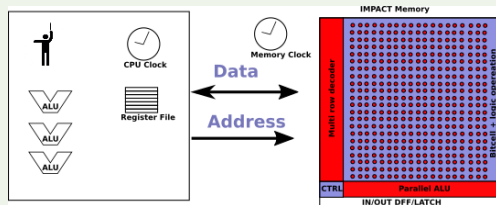
# Instructions formats: release 2.2 width 64

|        | Opcode |            | Dest   |            |          | Src2           | Src1     |            |          |
|--------|--------|------------|--------|------------|----------|----------------|----------|------------|----------|
| R-type | NE/6   | opcode/8   | RD/1   | @dest/15   | Mis./2   | R2/1           | @src2/15 | R1/1       | @src1/15 |
| I-type | c NE/6 | c opcode/8 | c RD/1 | c @dest/15 | c Mis./2 | c imm[15:0]/16 | c R1/1   | c @src1/15 |          |
| U-type | c NE/6 | c opcode/8 | c RD/1 | c @dest/15 | c Mis./2 | c imm[31:0]/32 |          |            |          |

- R-type: When all data used by the instruction are located in the memory
- I-type: When the instruction operates on a immediate value and a memory value
- U-type: When the instruction apply an immediate value directly to the memory

# Architectures : IoT

## Illustration IoT



- Data parallelism in IMPACT
- Loop, control, address computation in code

## IoT device

- “In order” simple core (RISC-V/ROCKET, CORTEX M)
- 1 IMPACT memory, STD operators
- Instruction interleaving

## Applications

- Edge IA
- Image analysis
- In memory crypto

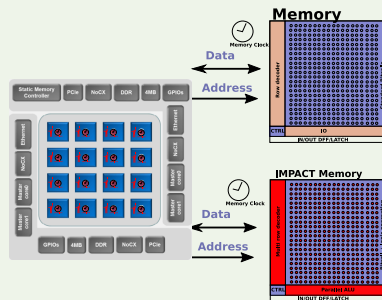
## Multiple architectural choices

- One IMPACT memory per core : local synchronous computation
- One IMPACT memory per MPSoC : dedicated core / CSRAM, other for applications

## Applications

- IMPACT for large parallel synchronous computation
- MPSoC for asynchronous computation

## Architecture example



# Architectures : Near Sensor Computing

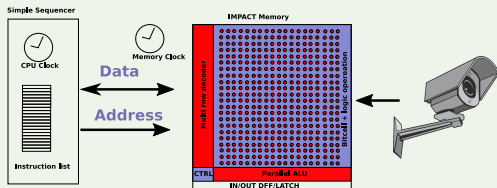
## Near Sensor Computing

- 1 sensor, e.g. a camera
- 1 automaton to send instructions
- 1 IMPACT memory,
- special operators (stochastics ?)

## Applications

- Motion detection
- Pattern detection
- Other

## Illustration : edge computing



# Architectures : Computing

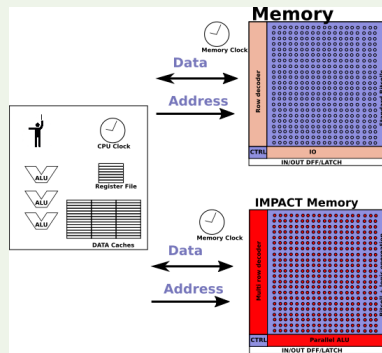
## Computing node

- Complex core (RISC-V/BOOM, CORTEX A)
- Multiple IMPACT memory, STD operators
- Dynamic RAM

## Applications

- Database
- Convolutions
- DNA matching

## Illustration: complex hierarchy



# Programming Model : Image Diff

## Mini code Example : HybroLang code example

```
int 8 16 ImageDiff(int[] 8 16 a,  
                  int[] 8 16 b,  
                  int[] 8 16 res, int 31 1 len)  
{  
    int 31 1 i;           /* Scalar variable */  
    for(i = 0; i < len; i = i + 1) /* CPU Control */  
    {  
        res[i] = a[i] - b[i];      /* IMC instructions */  
    }  
}
```

## Compiler support

- Dynamic interleaving
- Instruction generator generator notion



# HybroGen : ImageDiff-Build

## Build and run an application

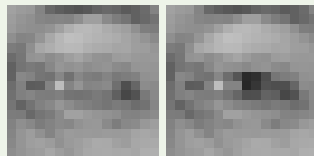
```
RunDemo.py -a cxram -i CxRAM-ImageDiff
Namespace(arch=['cxram'], clean=False, debug=False, inputfile=['CxRAM-ImageDiff'], v
-->rm -f CxRAM-ImageDiff CxRAM-ImageDiff.c
-->which riscv32-unknown-linux-gcc
-->../HybroLang.py --toC --arch cxram --inputfile CxRAM-ImageDiff.hl
-->riscv32-unknown-linux-gcc -o CxRAM-ImageDiff CxRAM-ImageDiff.c
('MonOeilGrisFerre.pgm', 'MonOeilGris.pgm')
-->qemu-riscv32 CxRAM-ImageDiff MonOeilGrisFerre.pgm MonOeilGris.pgm
```

# HybroGen : ImageDiff-Run

## CxRAM Usage

- Compute image difference
- Iterate on image lines (RISCV)
- Use difference operators / 16 pixels wide (CxRAM)

## Dataset





# Research Model Organization

## Actual Organization

- Research in memory design
  - Build memory chips (integrate High Level evaluation, specialized instructions)
  - Characterize behavior
- Research in compilation
  - Build simulation model (integrate characterization)
  - Build Software Tools
  - Evaluation on High Level Applications
- Multiples targets :
  - Support current & old chips
  - Invent / Test / support futures features
  - Evaluate futures features, using previous characterization
  - Generate test codes

## Lessons learned

- Do not work on “one project”
- Connect & Interact, ... frequently
- Sort of agile Research Model

## Freedom to move but interact frequently

