

ML-Compiler-Bridge: Interfacing ML and Compilers

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Eighth LLVM Performance Workshop at CGO
2nd March 2024

ML, ML everywhere!

- Impact of ML for *hard, heuristic-based* compiler optimizations

Compiler 2.0 (CGO'22 & LCTES'20 Keynotes) by Prof. Saman Amarasinghe

Why haven't compilers changed?

~~Hypothesis They are so good, no need to change~~

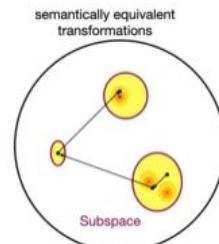
- Compilers extract most performance from high-level programs
- Compilers have consistently contributed to performance
- Compilers are relatively easy to create and maintain

**It Is High Time to Fundamentally
Redesign our Compiler Stack**

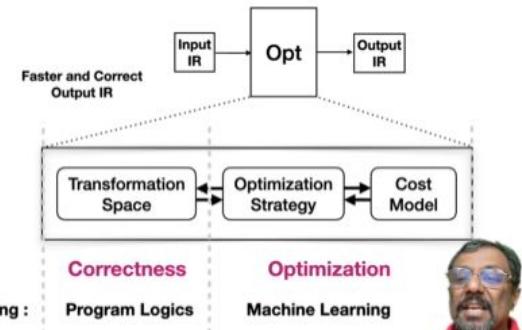


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Mendis's Model of Compiler Optimization



Automate using :



ML, ML everywhere!

200+ works on using ML for Compiler Optimizations in the recent years!

MILEPOST GCC: ma

Learning Compiler Pass Orders usi

VEGEN: A Vectorizer Ger

Yishen Chen Charith Mendis

Ithemal: Accurate, Portable and Fa

using Deep N

TLP: A Deep Learning-based Integrating Profile-Driven Parallelization and Machine-Learning-Based Map

Mitigating Phase-Ordering

Reinforcement Learnin

Vi Zhou

Vu Zhang*

ZHENG WANG, Lancaster University, United Ki

acing Thread-Level Parallelism and M GPUs using Machine Lea

MiCOMP: Mitigating Using Optimization Su

Static Neural Deep Re

AutoPhase: Compil Deep Re

POSET-RL: Phase Execution Time

Exploring the Spa Code-Size Rec

- Ease of designing ML based Compiler Optimizations
- End-to-End Integration of ML Compiler interaction
- Transcending from Research to Deployment

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TpuGraphs: A Perform Large Tensor Cor

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<https://doi.org/10.1038/s41586-022-05172-4>

Received: 2 October 2021

Accepted: 2 August 2022

Published online: 5 October 2022

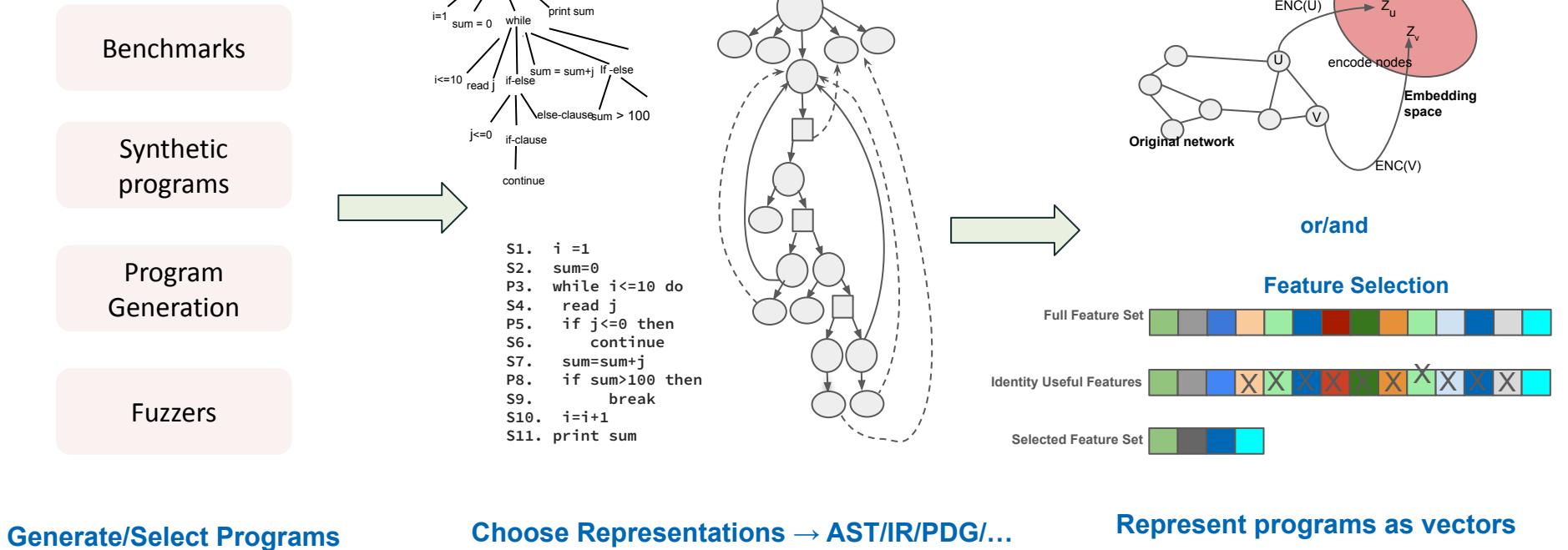
Open access

Check for updates

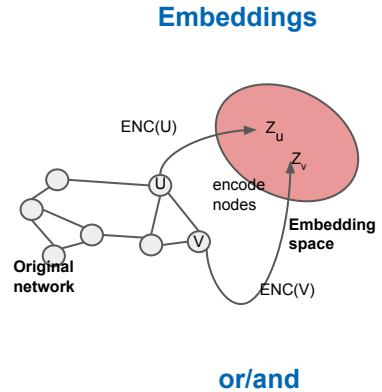
Alihussein Fawzi^{1,2*}, Matej Balog^{1,2}, Aja H
Bernardino Romera-Paredes^{1,2}, Mohamm
Francisco J. R. Ruiz¹, Julian Schrittwieser
& Pusmeet Kohli¹

Improving the efficiency of algorithmic
widespread impact, as it can affect the
Matrix multiplication is one such prim

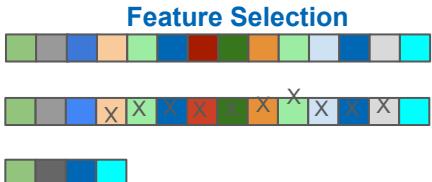
ML for Compiler Optimizations



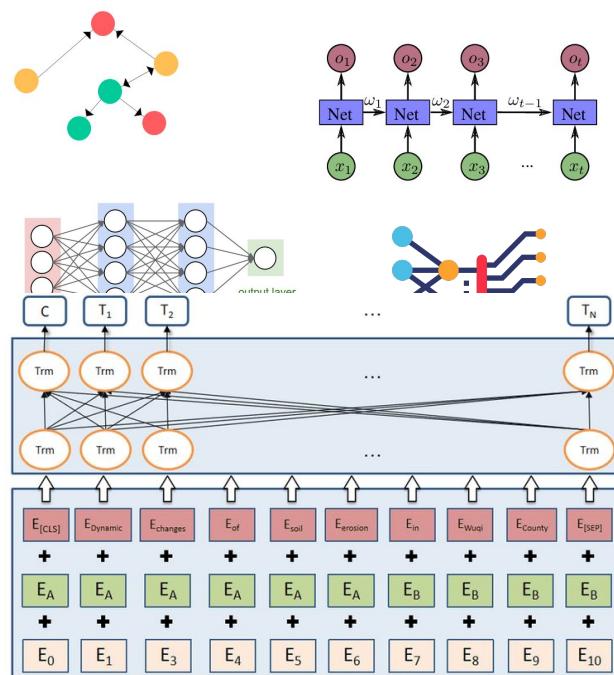
ML for Compiler Optimizations



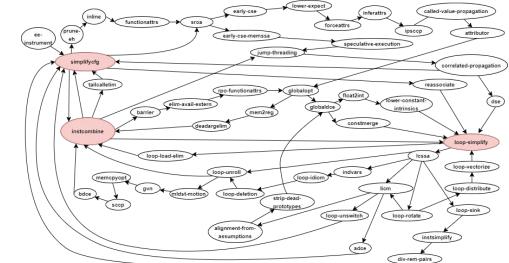
or/and



Represent programs as vectors

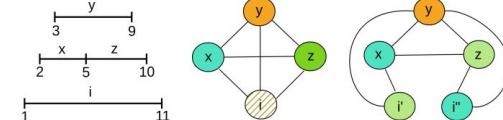


Choose ML model(s)



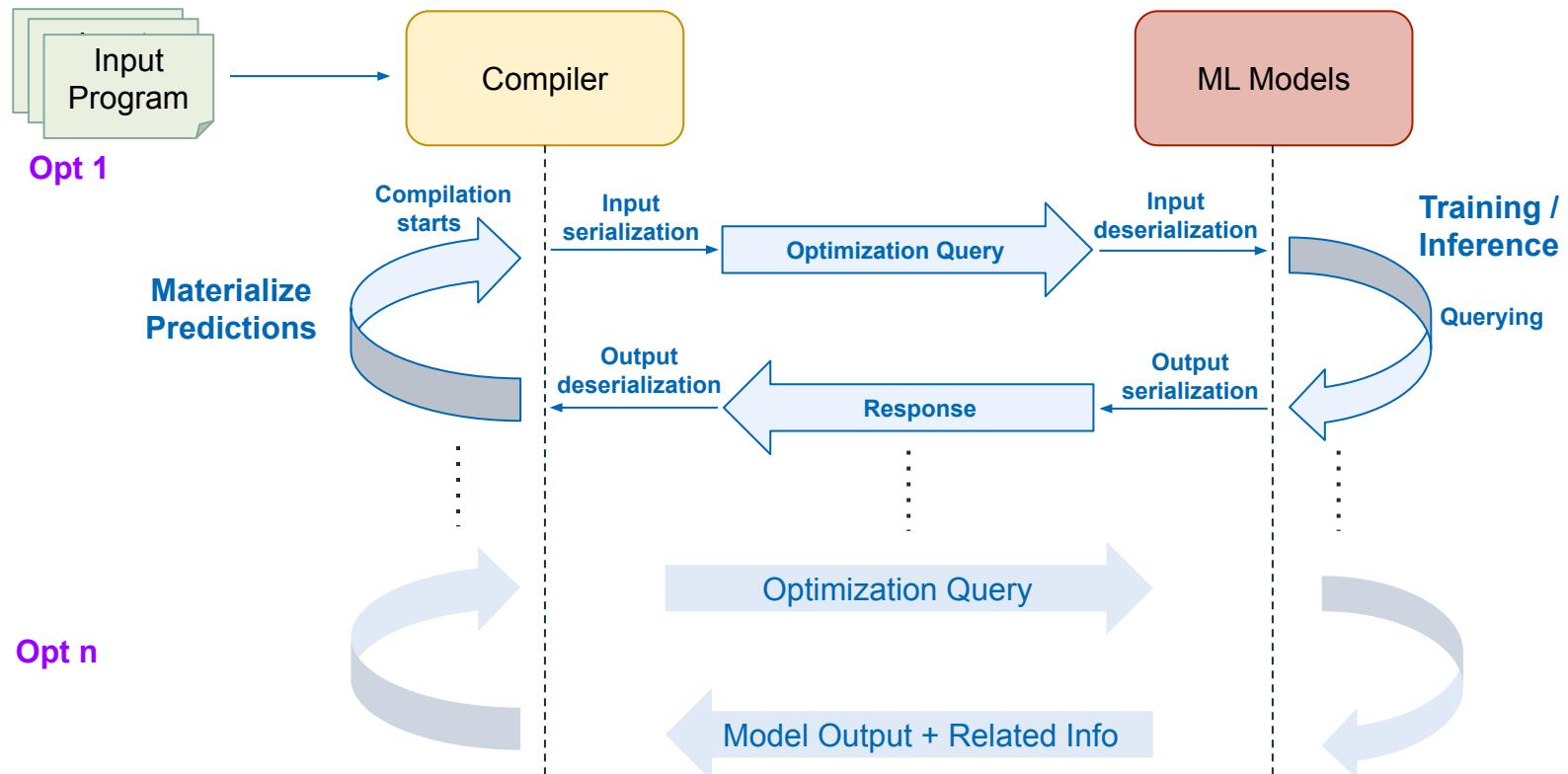
```
// (a) Loop1
int x[N] , y[N], a[N];
for (int i=1; i<N; ++i)
{
    x[i+1]=x[i-1]+x[i+1];
    a[i+1]=(a[i-1]+a[i])
        /2.0 ;
}
```

```
// (b) Loop1 :Distributed
int x[N],y[N],a[N];
for (int i=1; i<N; ++i)
    x[i+1] = x[i-1]+x[i+1];
    a[i+1] = (a[i-1]+a[i])
        /2.0;
```

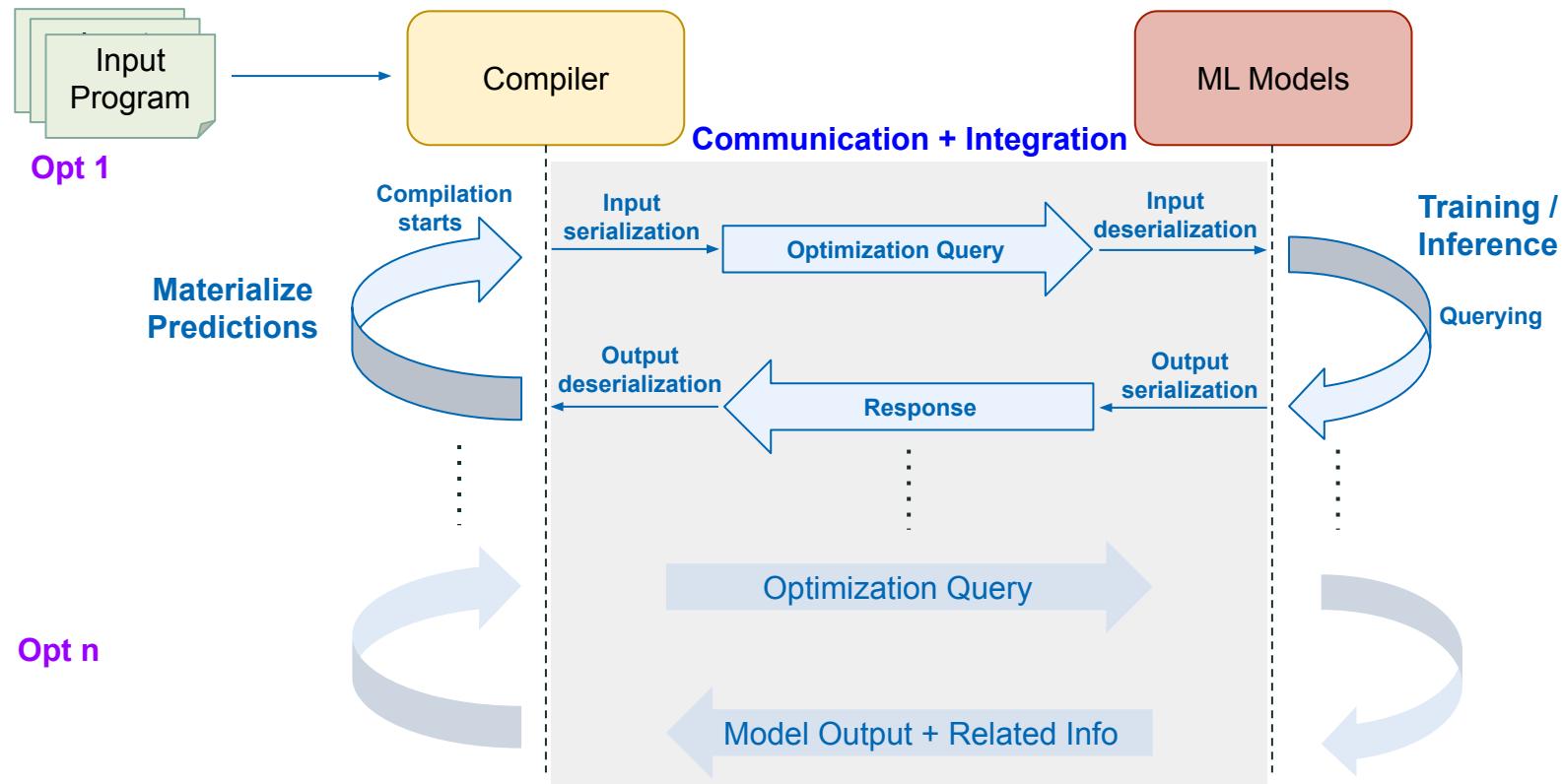


Perform Optimizations

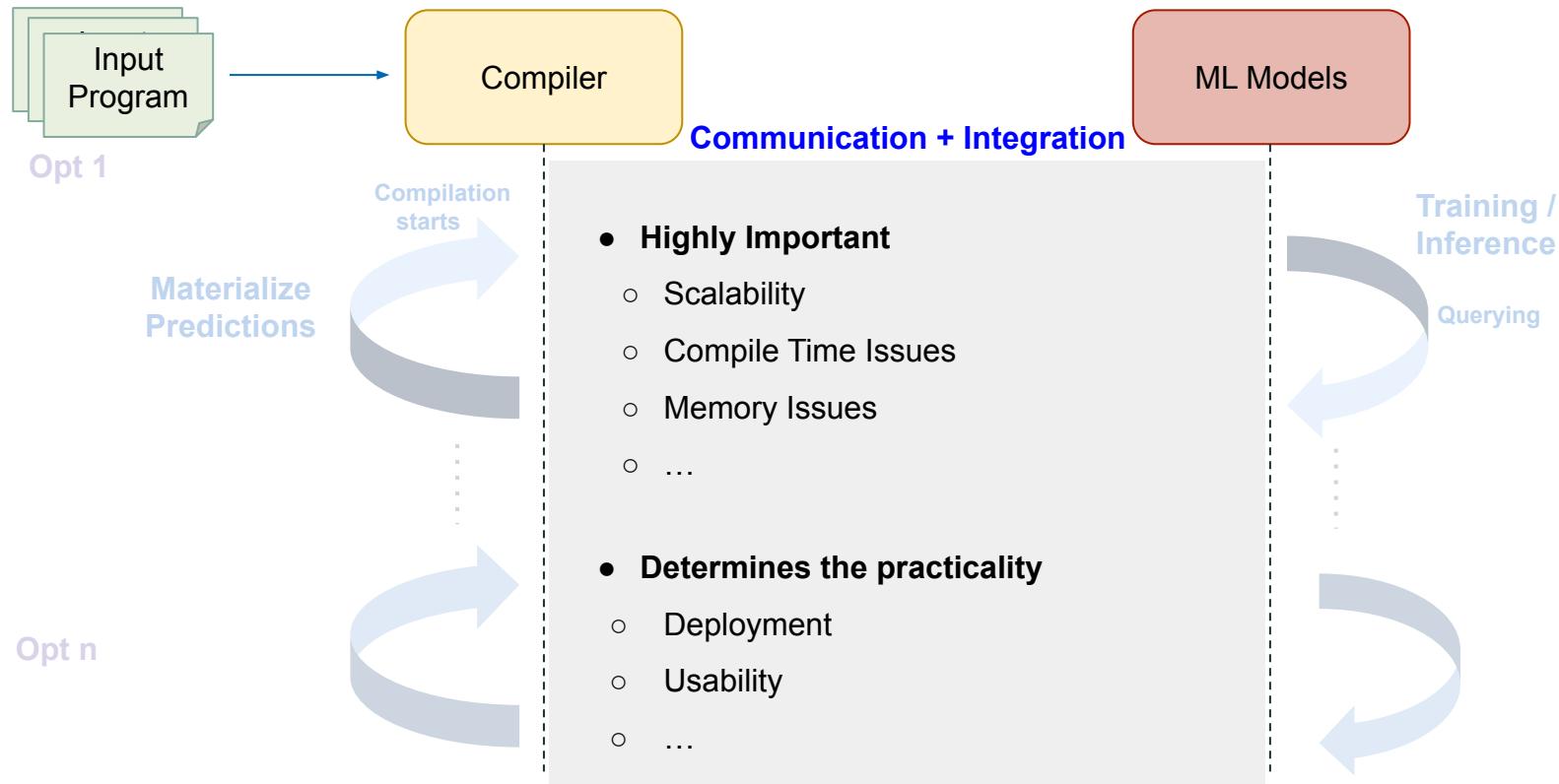
ML-Compiler Interaction



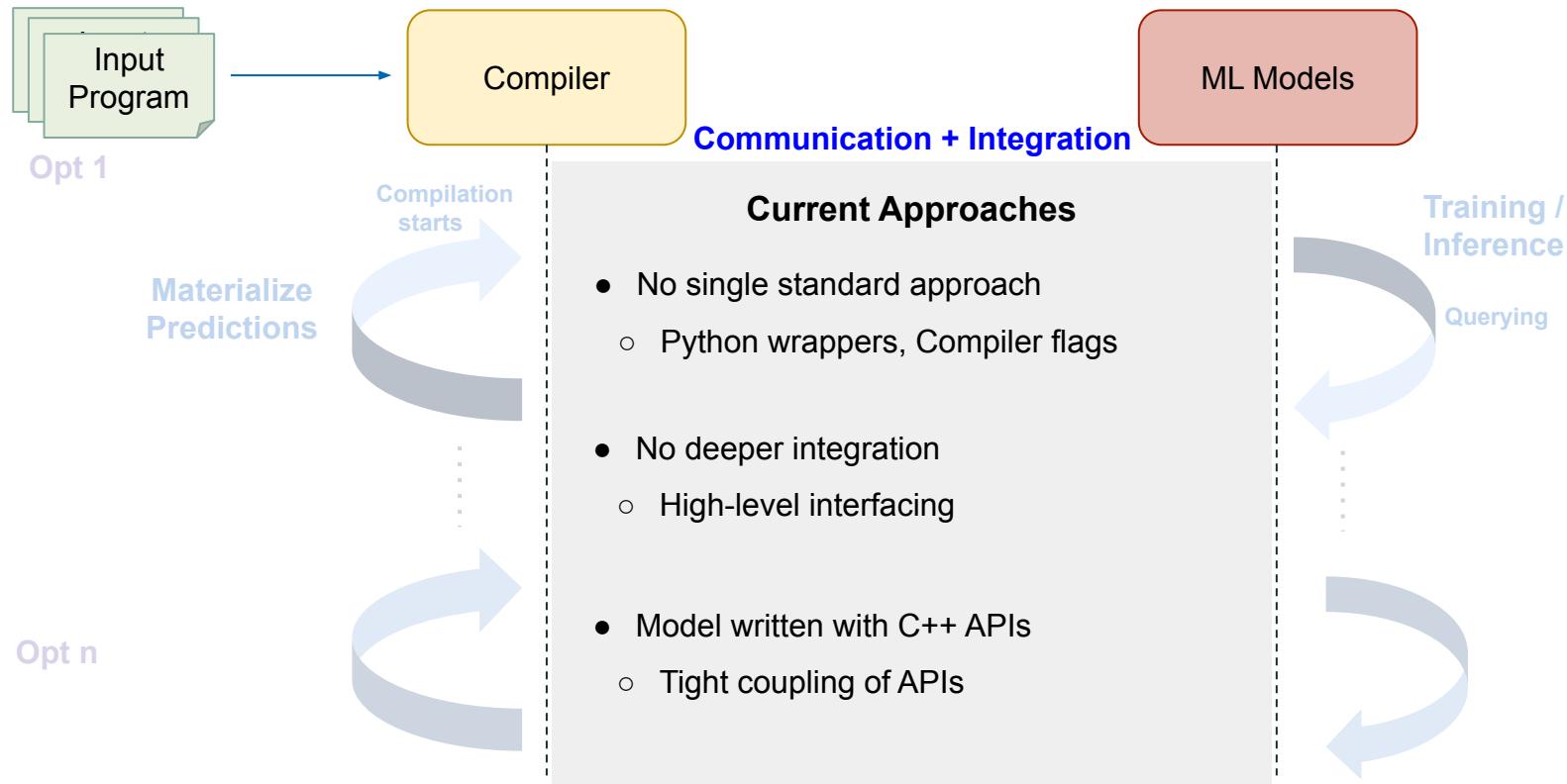
ML-Compiler Interaction



ML-Compiler Interaction



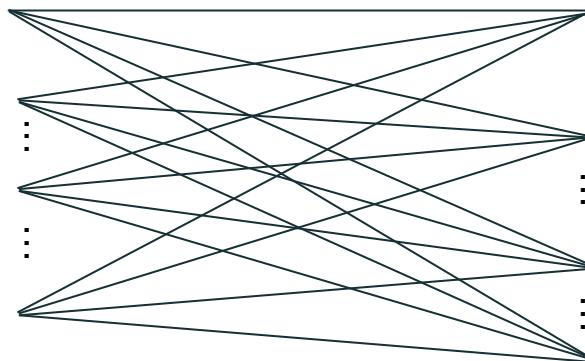
ML-Compiler Interaction



Current Limitations

Scalability	Integration	Programmability	Portability
<ul style="list-style-type: none">• Python/C++ wrappers• 6x – 100x slowdown <p>Phase Ordering, Loop Distribution, ...</p>	<p>Not all outputs can be communicated via flags</p> <p>Register Allocation, Instruction Scheduling, ...</p>	<p>Models written in C++ are not ML developer friendly</p> <p>RLLib, SciPy, ...</p>	<p>Support for diverse ML frameworks</p> <p>TF, PyTorch, JAX, ...</p>

Current Limitations



m x n problem 😕



Our Proposal



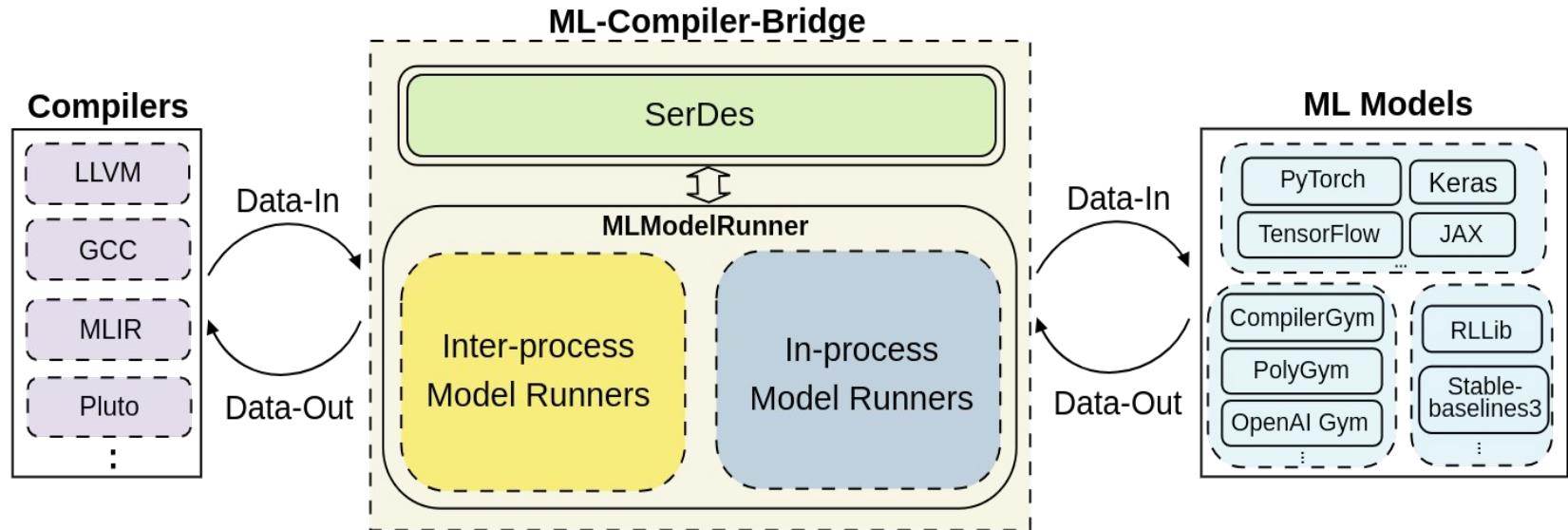
ML-Compiler-Bridge



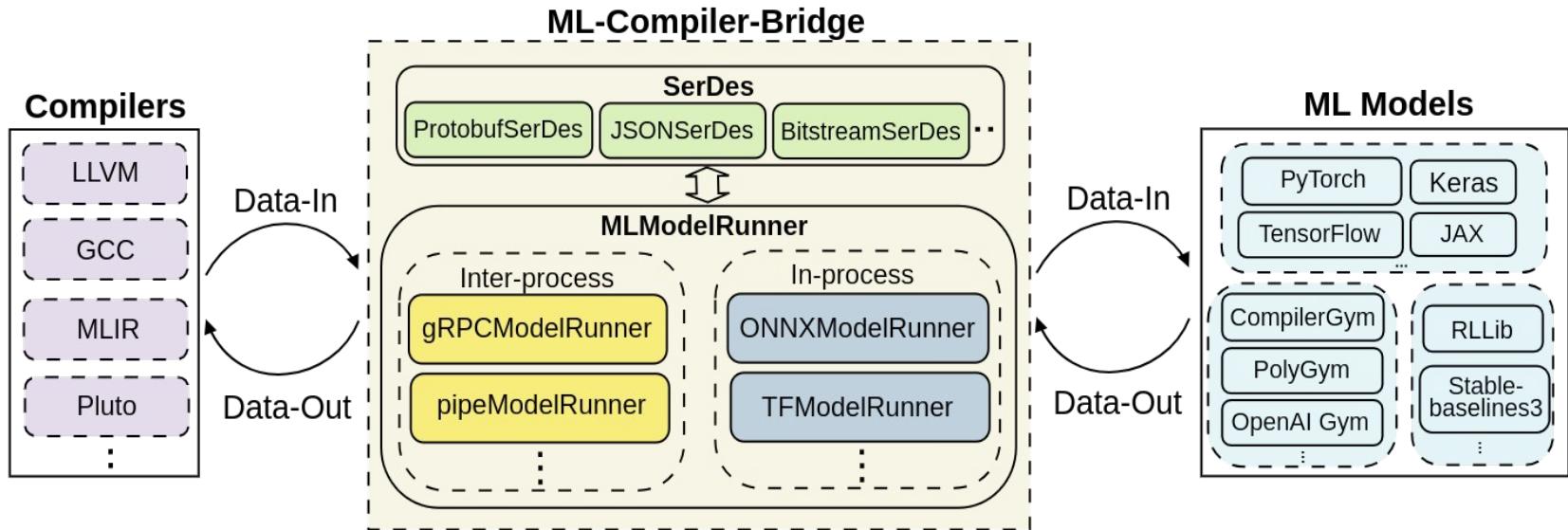
$m + n$ 😊



ML-Compiler-Bridge



ML-Compiler-Bridge



Model Runners: Medium of Communication

Two Broad Model Runners

Inter-Process Model Runners

Compiler and the ML model runs as two concurrent processes.

- gRPC
- Unix-style Named Pipes

Designed for **Training**

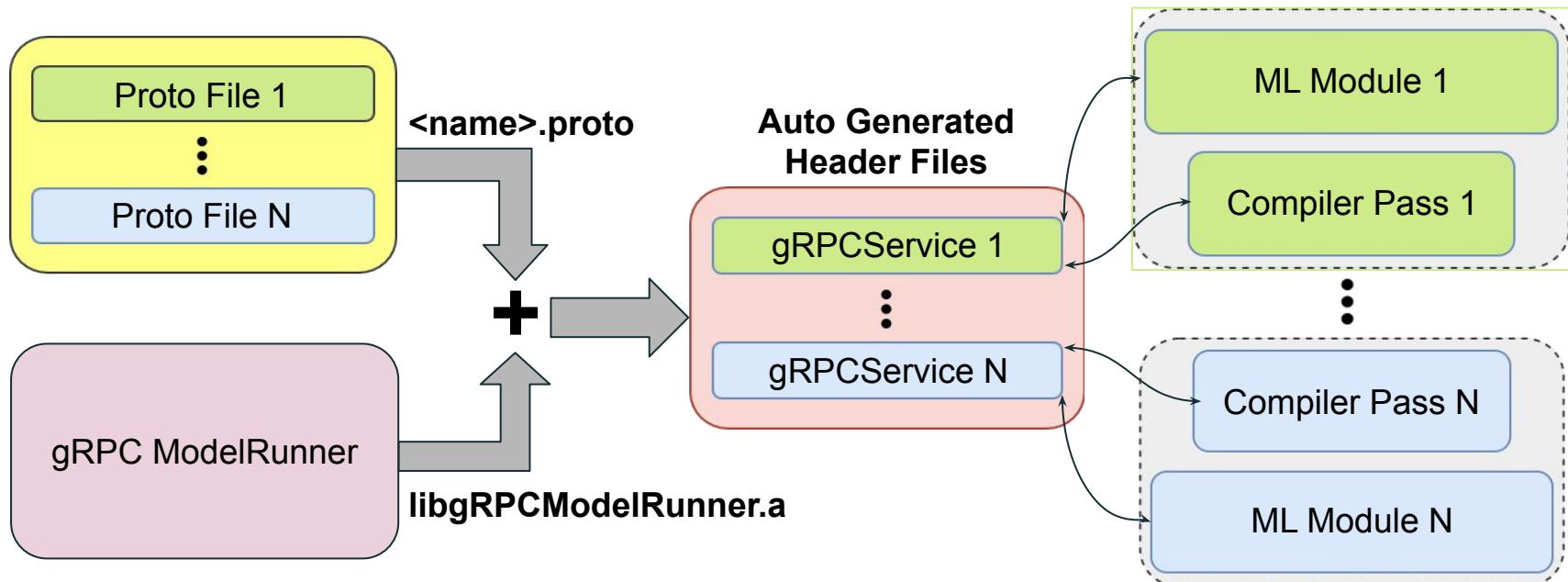
In-Process Model Runners

ML model is part of the compiler

- ONNX C++ Runtime
- TensorFlow AOT model

Designed for **Inference**

Inter-process Model Runners: gRPC



gRPC Model Runner - proto description

RPC to Query Compiler

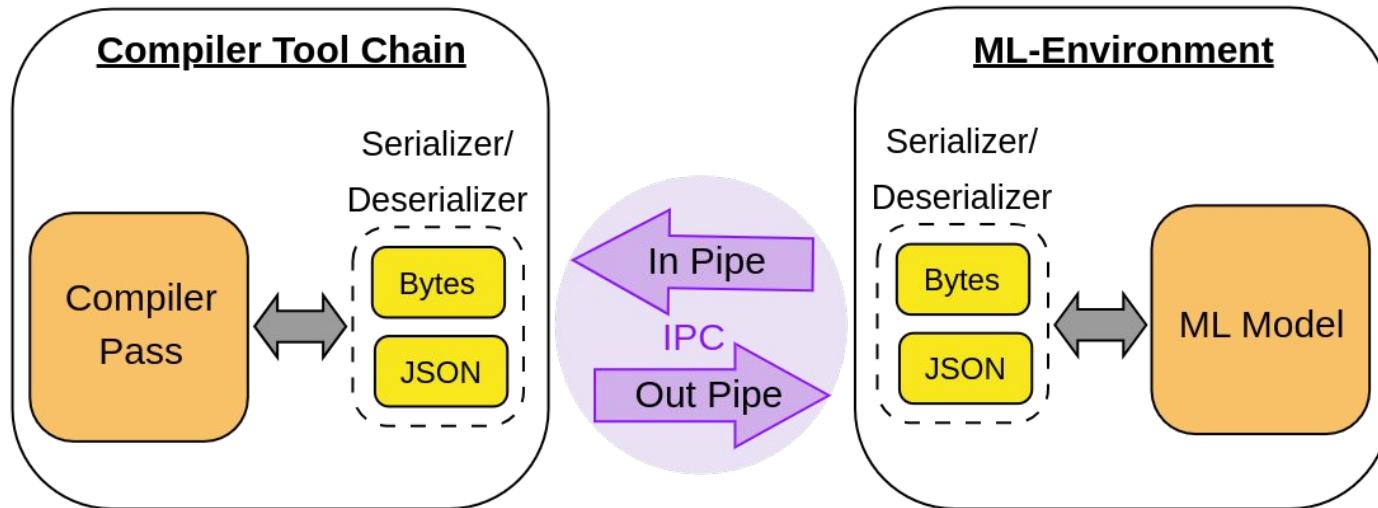
RPC to Query Model

```
syntax = "proto3";
// Package name for current optimization
package helloMLBridgegRPC;
// Service class RPC declarations
service HelloMLBridgeService {
    // RPC to query compiler
    rpc queryCompiler(ActionRequest) returns (TensorResponse) {}
    // RPC to get Advice from model
    rpc getAdvice(TensorResponse) returns (ActionRequest) {}
}
// Data structures for request and response messages
message TensorResponse { repeated float tensor = 1; }
message ActionRequest { int32 action = 1; }
```

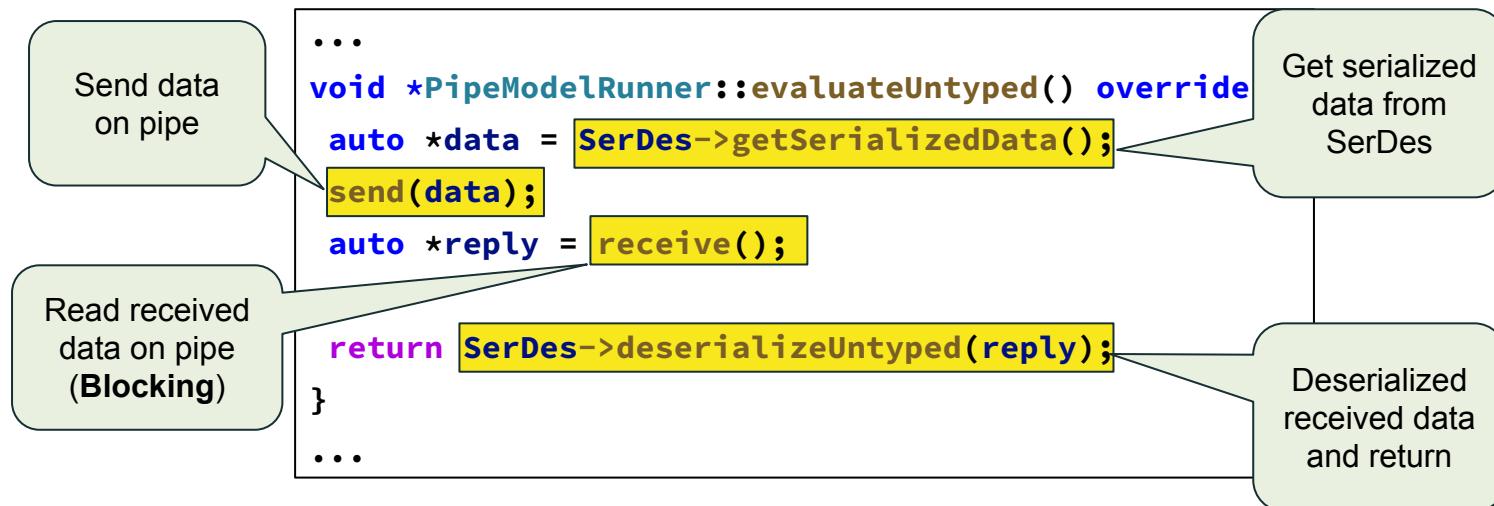
RPC Service Class

Request/Response Data Structure

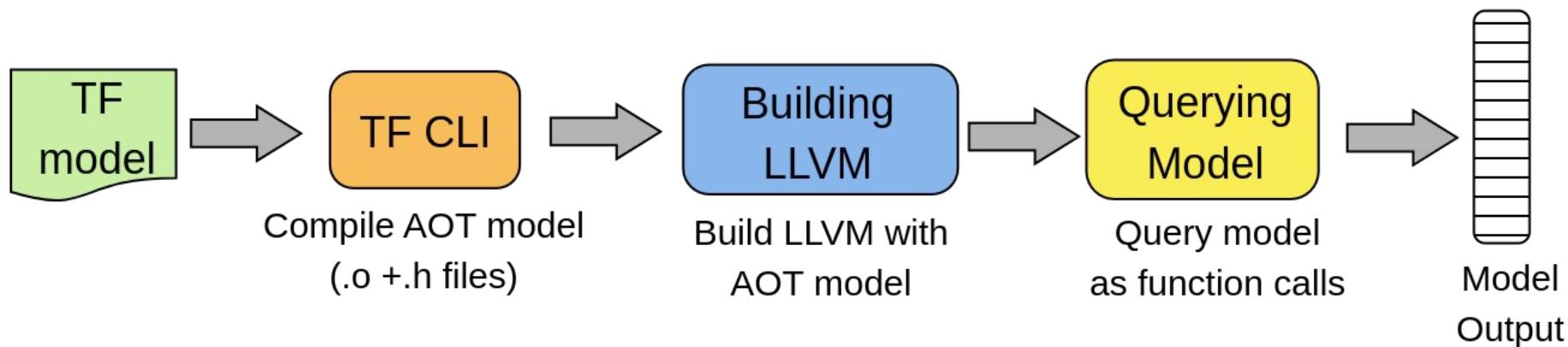
Inter-process Model Runners: Pipes



Pipe Model Runner - Internals

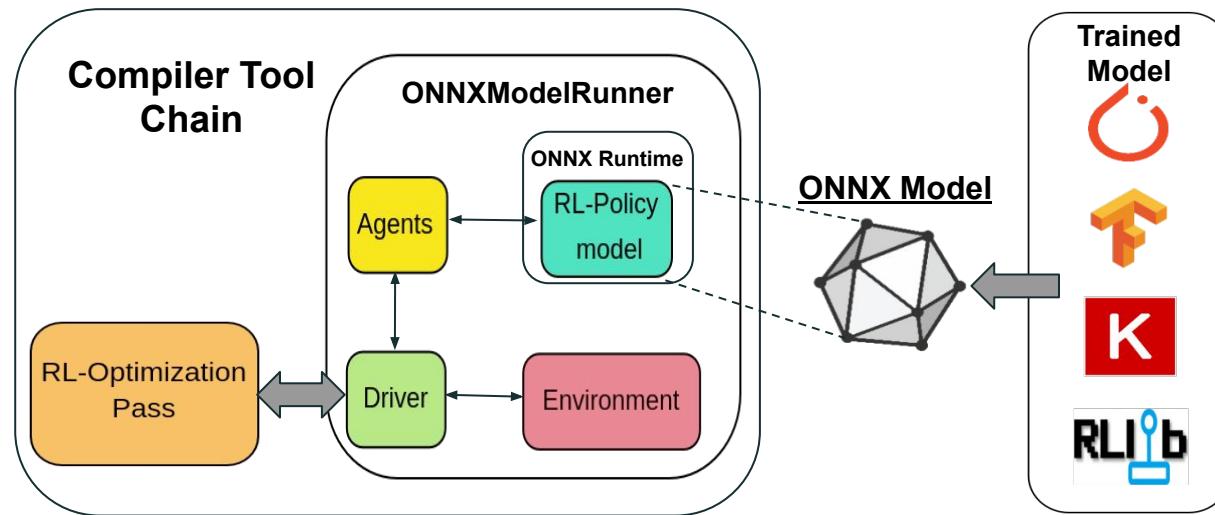


In-process Model Runners: TensorFlow AOT

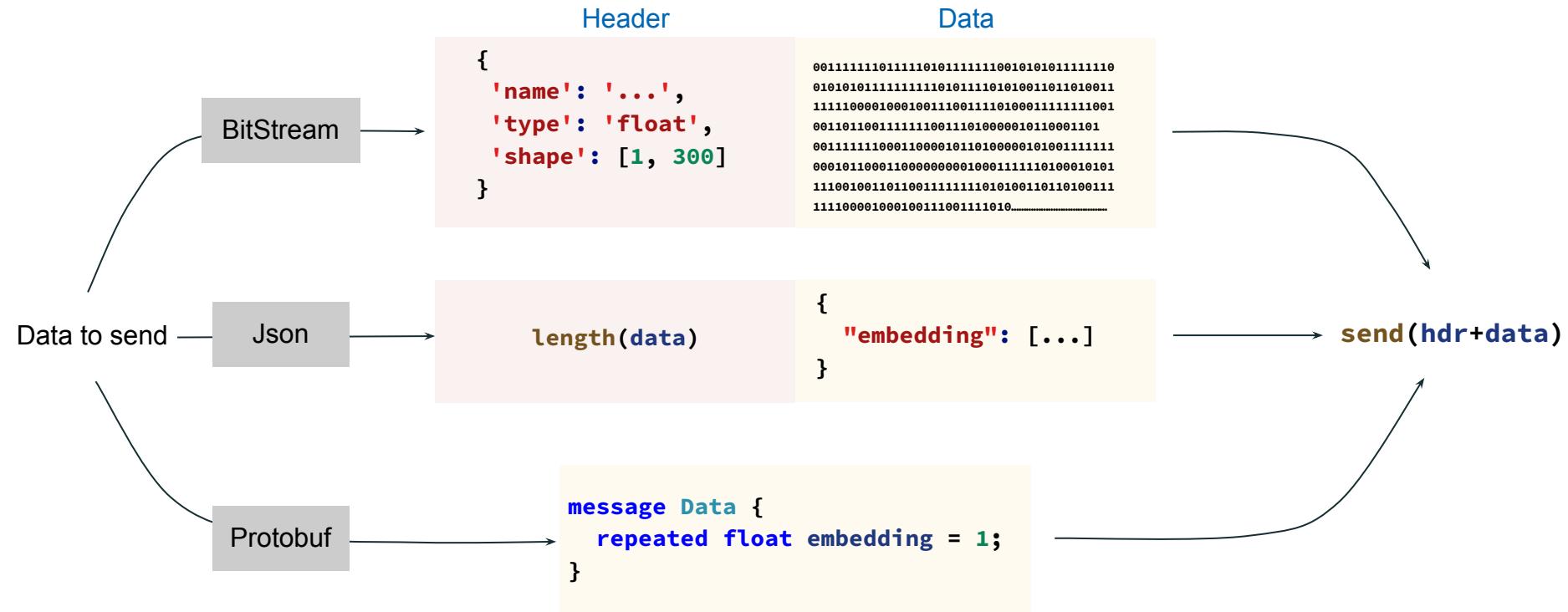


In-process Model Runners: ONNX

ONNX - Framework neutral, interoperable infrastructure for trained model integration



SerDes: Serialization-Deserialization Module



Comparison of Different Model Runners

	gRPC	Pipes	ONNX	TF-AOT
Multithreaded Compilation	✗	✗	✓	✓
Distributed Training	✓	✗	-	-
Single process (Model is part of the compiler)	✗	✗	✓	✓
Auto-serialization	✓	✓	-	-
Communication Robustness	✗	✗	✓	✓
ML Framework Independent	✓	✓	✓	✗

Using ML-Compiler-Bridge (C++)

Populating
feature to be
sent to Model

```
#include "MLCompilerBridge/MLModelRunner.h"
#include "MLCompilerBridge/yourMLModelRunner.h"

// Instantiate the required model runner with SerDes type
MLModelRunner *MLRunner = std::make_unique<yourModelRunner>(Arg,
    SerDes::Kind::yourSerDesType);

// Process Input Features
std::pair<std::string, InType> p = ... // Input
MLRunner->populateFeatures(p);

// Get ML Advice/Output
OutType advice = MLRunner->evaluate<OutType>();

// Use the obtained advice
...
```

Creating the
Model Runner
Instance

Querying Model
for Advice

Multi-Language Support: Python

Populating
buffer with
advice data

```
import CompilerInterface as CI

# Instantiate the required CompilerInterface with serdes type
interface = CI.YourCompilerInterface(Arg, yourSerdesType)
while True:
    ...
    # Populates buffer with advice
    interface.populate_buffer(advice)
    # Send buffer data to compiler and wait for next request
    response = interface.evaluate()
    ...
    # Break on condition
```

Creating
CompilerInterface
Instance

Responding to
compiler with
advice

Multi-Language Support: C

Populating
feature to be
sent to Model

```
#include "MLModelRunner/C/ONNXModelRunner.h"
#include "MLModelRunner/C/PipeModelRunner.h"

// Instantiate the required model runner with SerDes type
PipeModelRunnerWrapper *pmr = createPipeModelRunner
    ("plutopipe.out", "plutopipe.in", config);

// Process Input Features
float *features = ... // Input
populateFloatFeatures(pmr, "tensor", features, n);

// Get ML Advice/Output
int advice = evaluateIntFeatures(pmr);

// Use the obtained advice
...
```

Creating Pipe
Model Runner
Instance

Querying Model
for Advice

Adding New Model Runners + SerDes

```
#include "MLModelRunner/MLModelRunner.h"

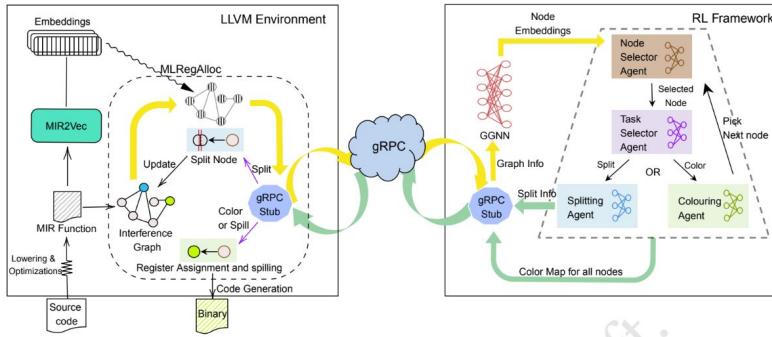
class NewModelRunner : public
MLModelRunner {
public:
    // Custom ModelRunner Constructor
    NewModelRunner();
    virtual ~NewModelRunner();
private:
    // Function to establish communication
    void *evaluateUntyped() override;
    // Functions to send and receive data
    void send(void *data);
    void *receive();
};
```

```
#include "SerDes/baseSerDes.h"

class NewSerDes : public BaseSerDes {
public:
    NewSerDes() :BaseSerDes(BaseSerDes::Kind::NewSD){};
    void setFeature(const std::string name, const int value)
override;
    void setFeature(const std::string name, const float value)
override;
    ...
    void *getSerializedData() override;
    void cleanDataStructures() override;
private:
    void *deserializeUntyped(void *data) override;
};
```

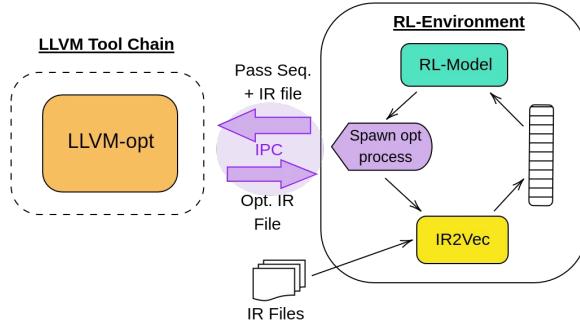
Supports Wider Use-Cases...

RL4ReAI - Register Allocation



- Communication: gRPC based multiple times
- Agents: Multiple hierarchical agents
- Model Type: PyTorch (GNN + FCNN)
- Model Input: Interference graph + node embedding
- Model Output: Colour map

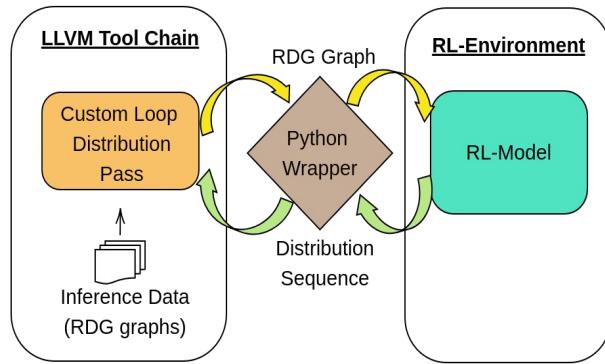
POSET-RL - Phase Ordering



- Communication: Opt flag based multiple times
- Agent: Single agent
- Model Type: PyTorch (FCNN)
- Model Input: IR2Vec vectors
- Model Output: Pass sequence

Supports Wider Use-Cases...

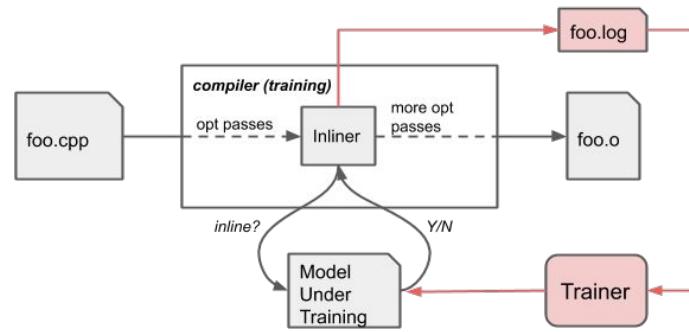
Loop Distribution



- Communication: Python Wrapper based once at end
- Agents: Multiple agents
- Mode Type: PyTorch (GNN + FCNN)
- Model Input: IR2Vec vectors
- Model Output: Distribution sequence

Jain, et al., "Reinforcement Learning assisted Loop Distribution for Locality and Vectorization", LLVM-HPC 2022.

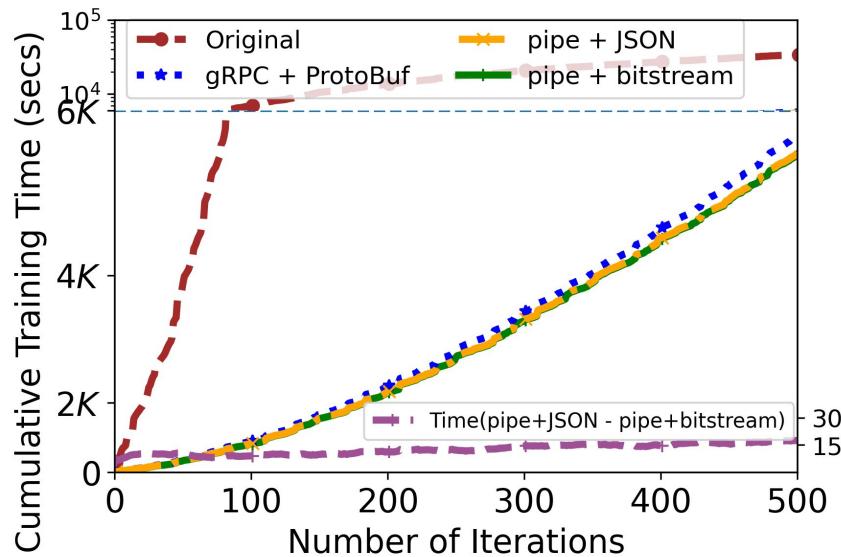
LLVM ML-Inliner



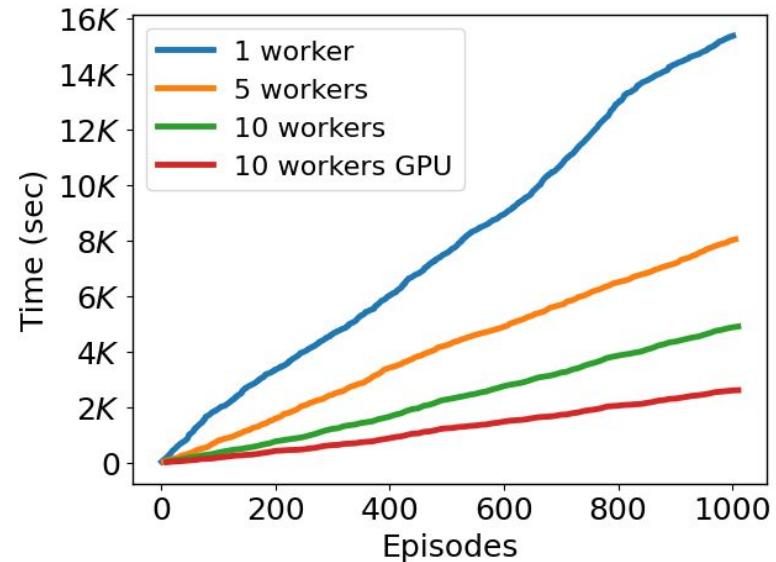
- Communication: Precompiled TF model
- Agents: Single agent
- Mode Type: TensorFlow (FCNN)
- Model Input: Feature vector
- Model Output: Binary (yes/no)

Trofin, et al. "MLGO: a machine learning guided compiler optimizations framework." arXiv 2021.

Training Time Improvements

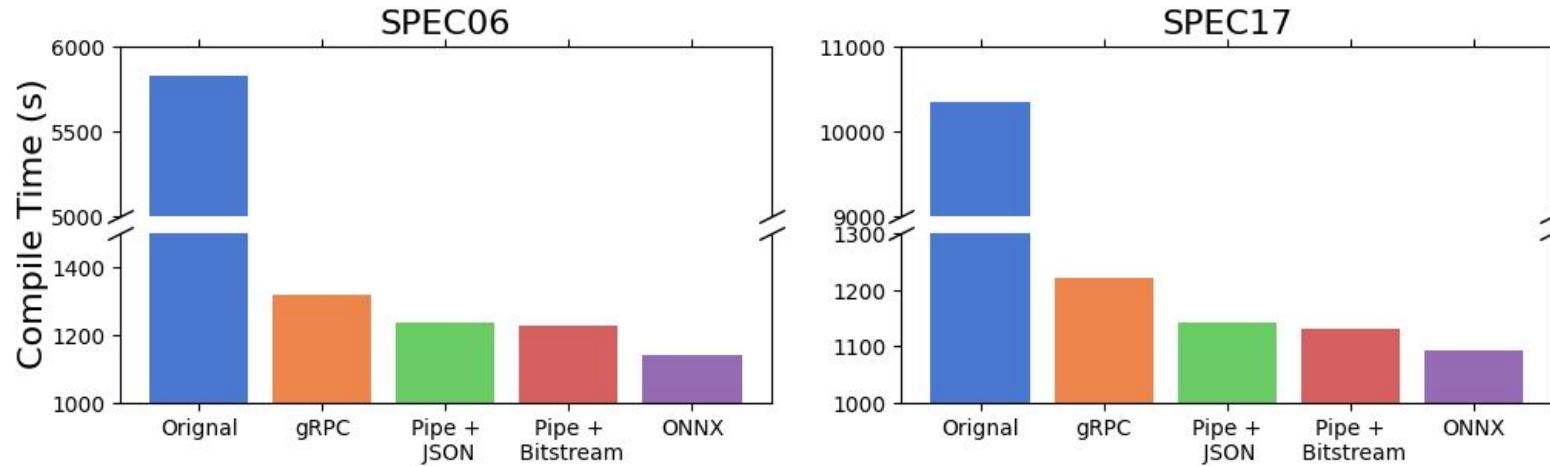


POSET-RL Training
Time Comparison

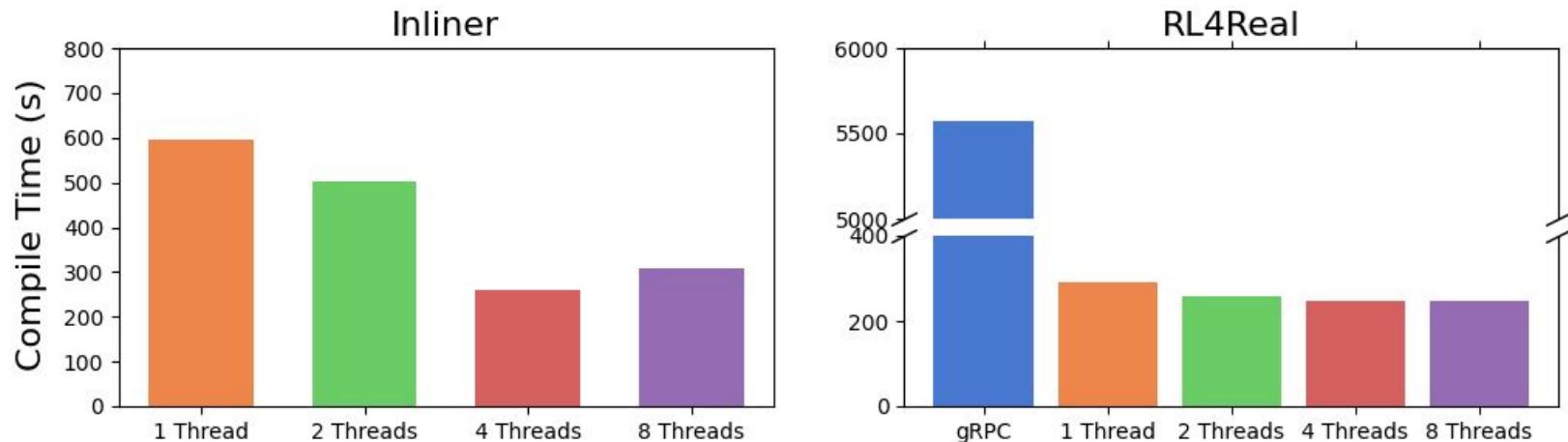


RL4ReAI Multi-worker
Training Time Comparison

Compile (Inference) Time Improvements: POSET-RL

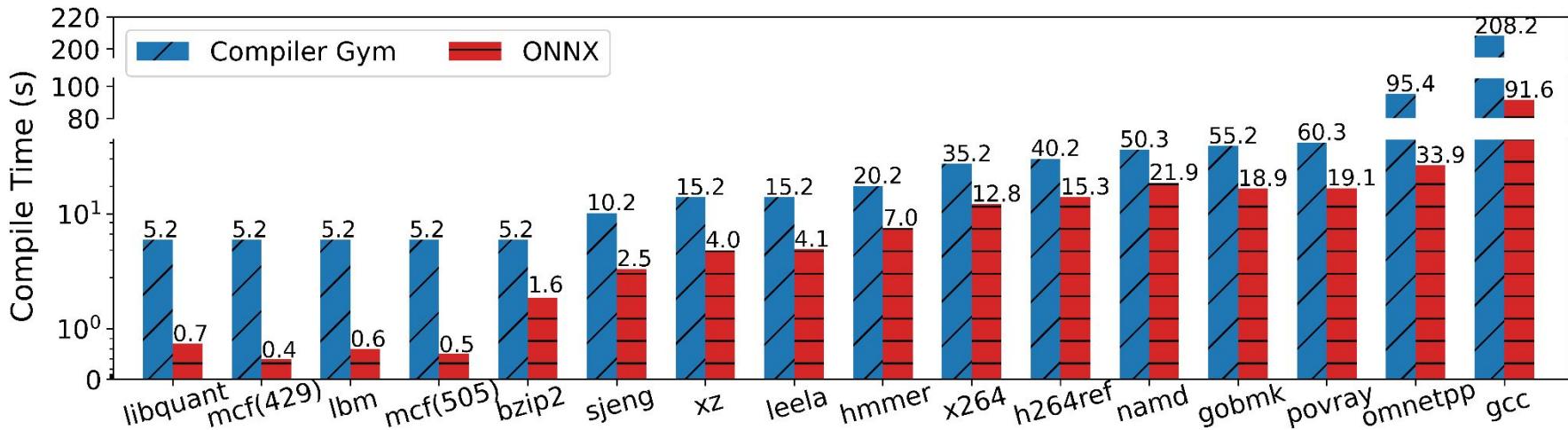


Support for Multi-threaded Compilation

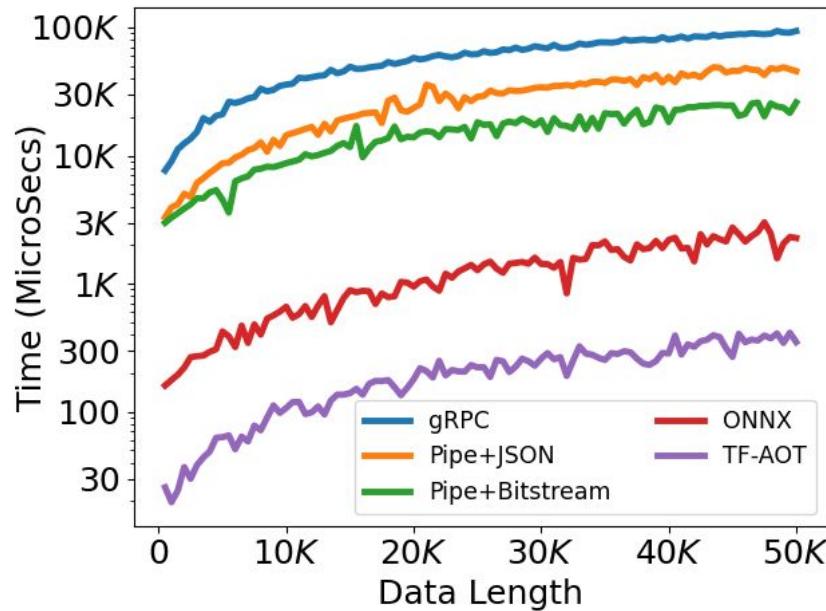


ML-Compiler-Bridge with CompilerGym

- Inference time comparison with CompilerGym's phase ordering model
- Model exported as ONNX model and queried using ONNXModelRunner

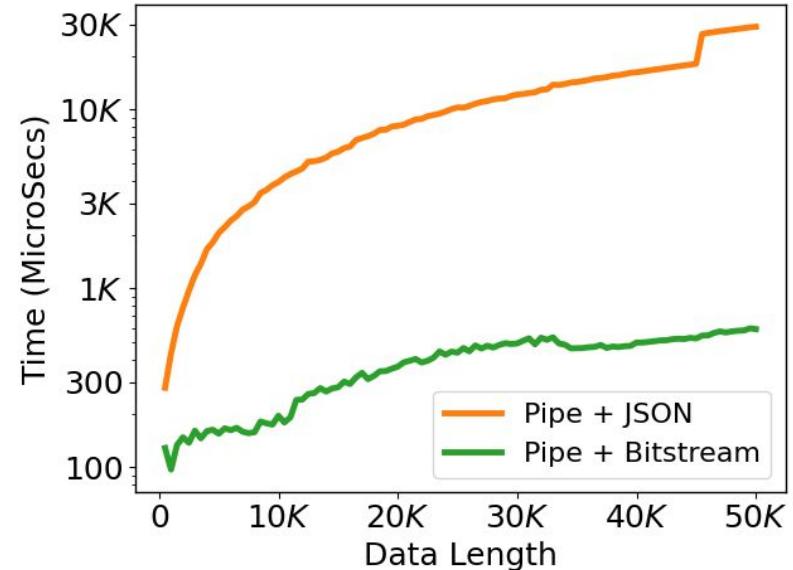
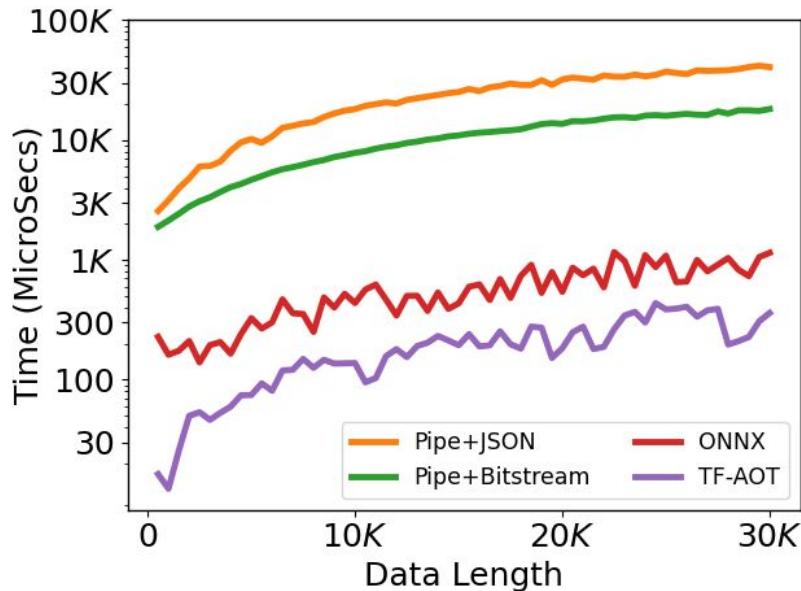


Performance of Individual Model Runners



Round Trip-Times (RTT) for querying model with data of different lengths

Support for MLIR & Pluto



RTT for querying model with data of different lengths

Summary - ML-Compiler-Bridge

- Scalable, Lightweight suite of model runners and serializers
 - Supports Multiple Languages
 - Compiler and ML-Framework Independent
 - Supports deeper and high-level interfacing with compilers
- Plug-and-Play approach for ML based Compiler Optimizations
- Easier transition from research to deployment
- We plan to upstream relevant portions to LLVM in addition to what is available

Thank You!

S. VenkataKeerthy | Siddharth Jain

<https://svkeerthy.github.io> | <https://sid18996.github.io>

Interested? Please get in touch with us

Visit our Poster @ C4ML (1800 hrs, Reception Area)

Code



<https://compilers.cse.iith.ac.in/research/mlcompilerbridge>

The Next 700 ML-Enabled Compiler Optimizations

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Abstract

There is a growing interest in enhancing compiler optimizations with ML models, yet interactions between compilers and ML frameworks remain challenging. Some optimizations require tightly coupled models and compiler internals, raising issues with modularity, performance, and framework independence. Practical deployment and transparency for the end-user are also important concerns.

Compiler-BRIDGE to enable ML model development and integration with compilers is proposed to address these challenges. We evaluate it on both ML training and inference, over multiple compilers.

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ML and Reinforcement Learning (RL) approaches have been proposed to improve optimizations like vectorization [21, 36], loop tiling, distribution [25, 43], function inlining [27, 47], location [17, 26, 46, 50], prediction of phase sequences [23, 24], among others [2, 53]. More specifically, compiler [29] has support for RL in version 11 and ML-based evidence in version 14 [46].

The growing trend of automated optimizations that use machine learning [28] on various stages.

Compiler optimization is a challenging task. It involves special engineering, packaging:

Looking for Extensions and Contributions

