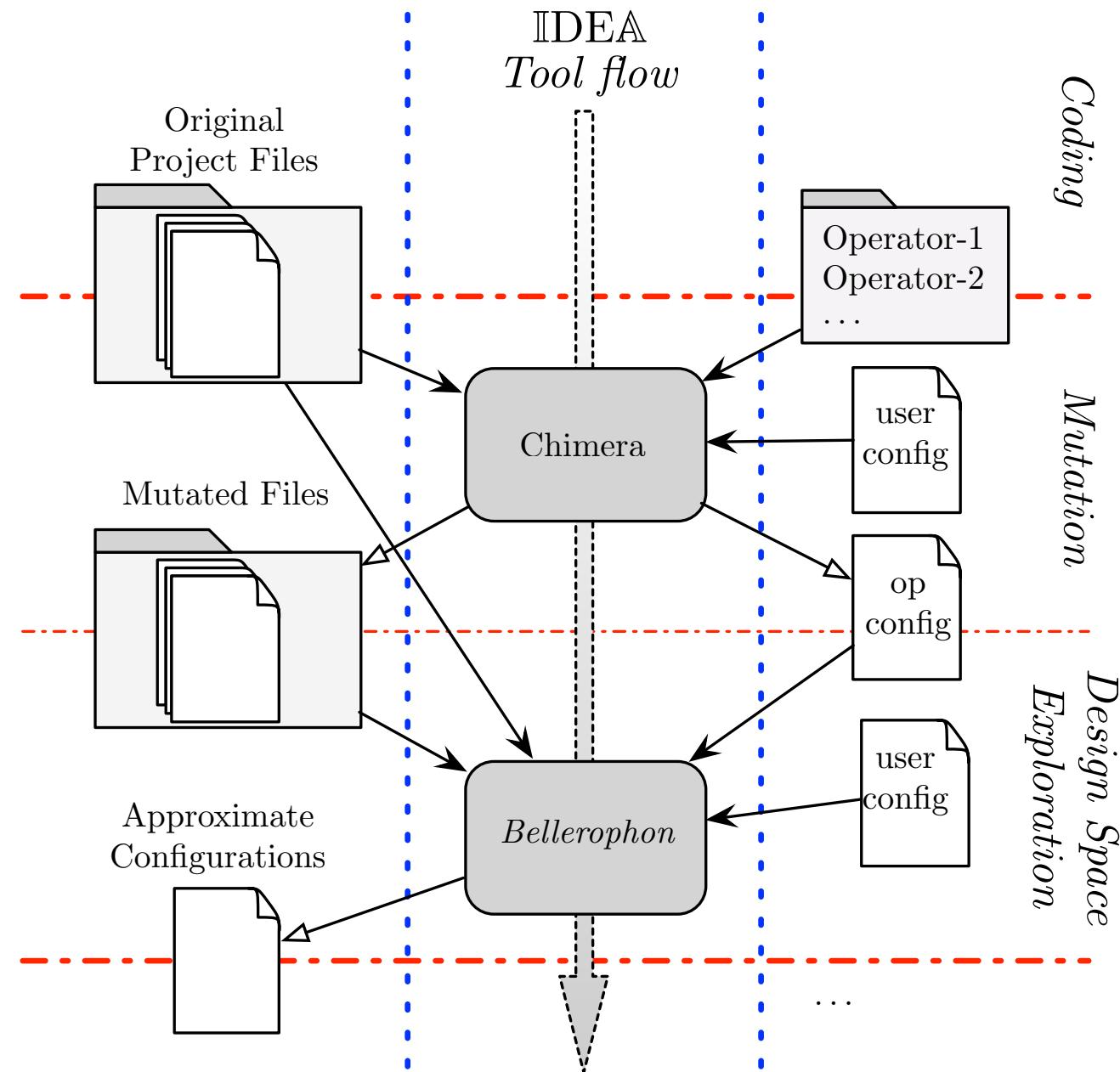


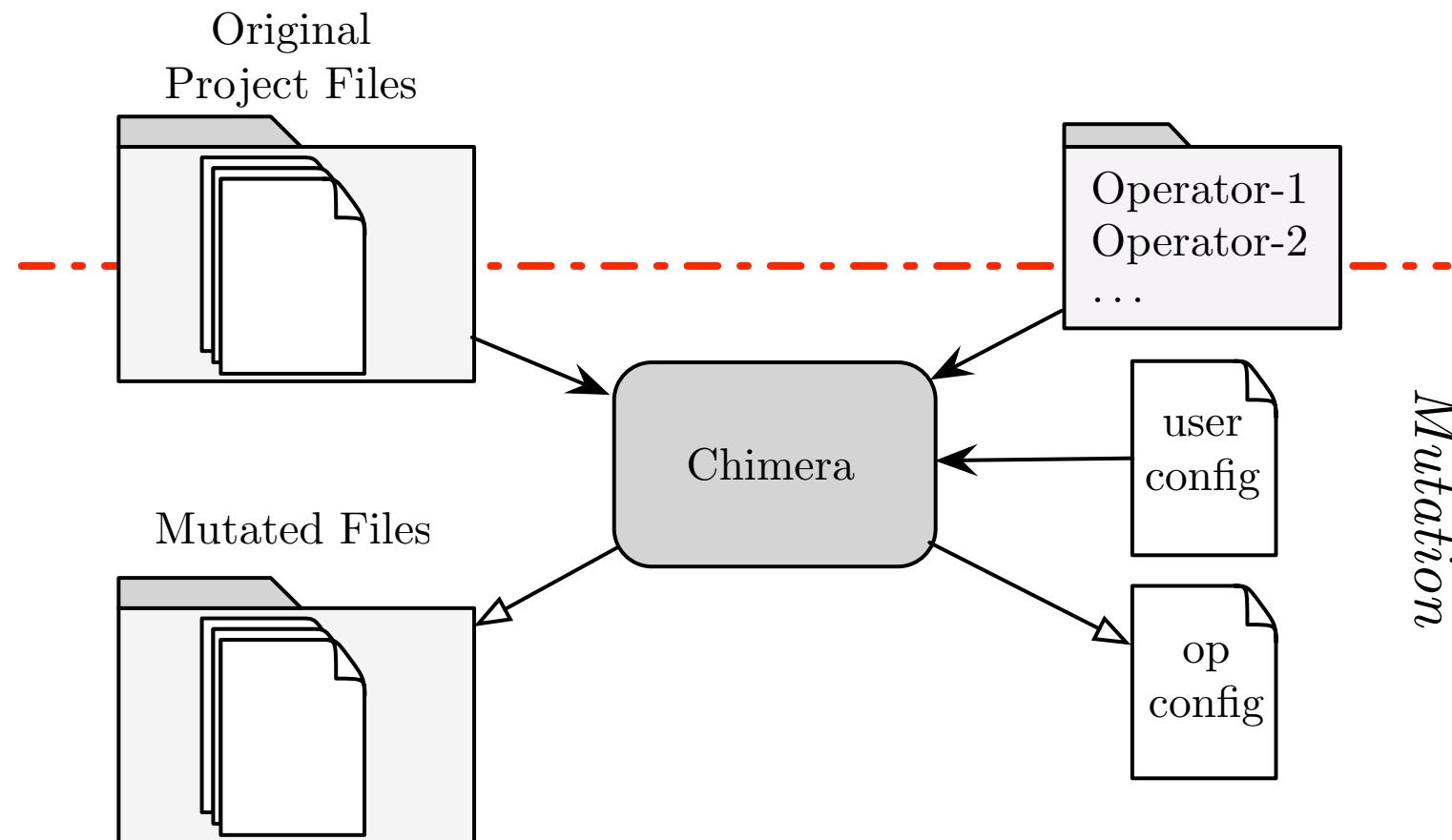
IIDEAA

- IIDEAA: Is a Design Exploration tool for Approximating Algorithms
- It is composed of two tools:
 - Chimera: mutation engine;
 - Bellerophon: search engine;

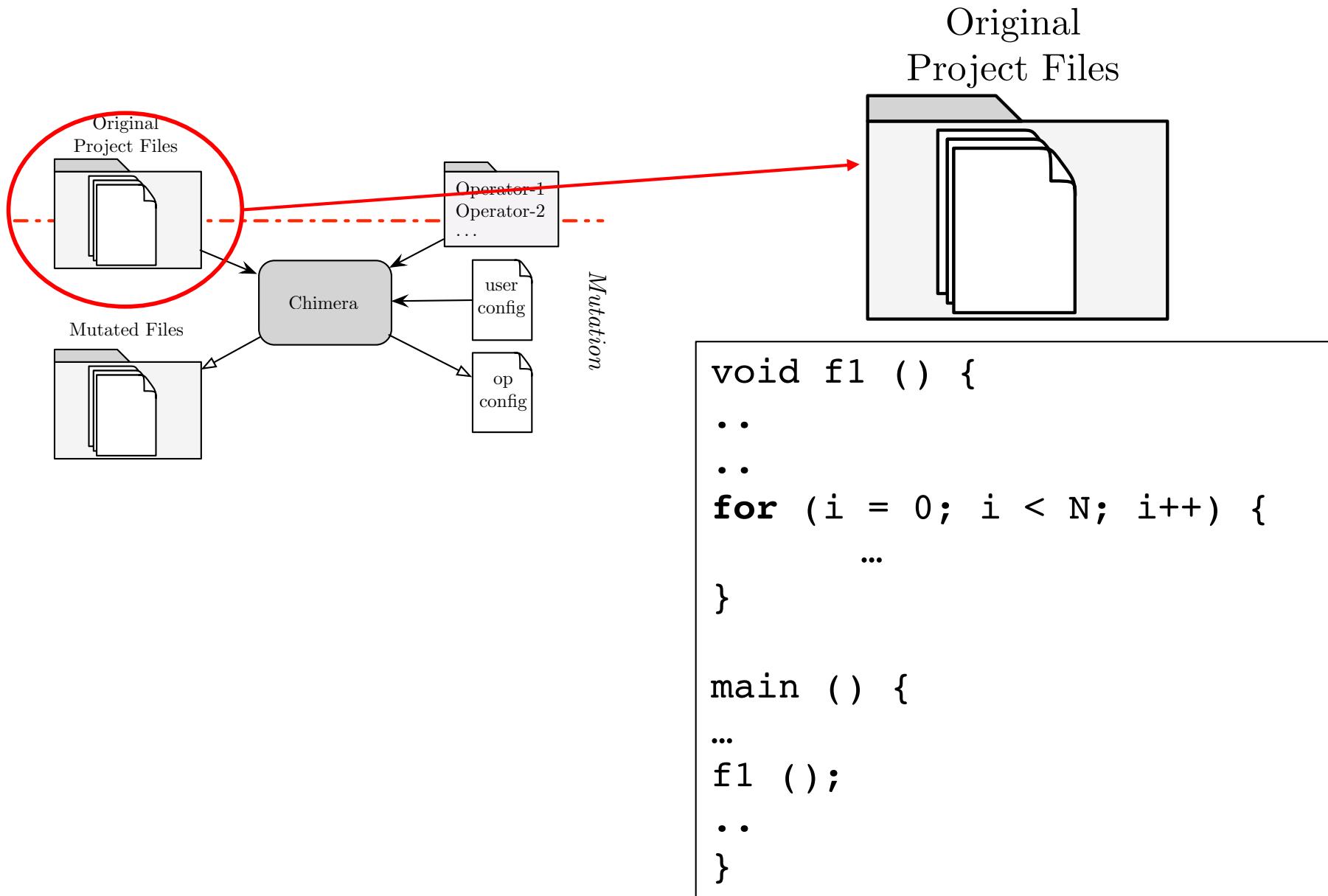
IIDEAA Flow



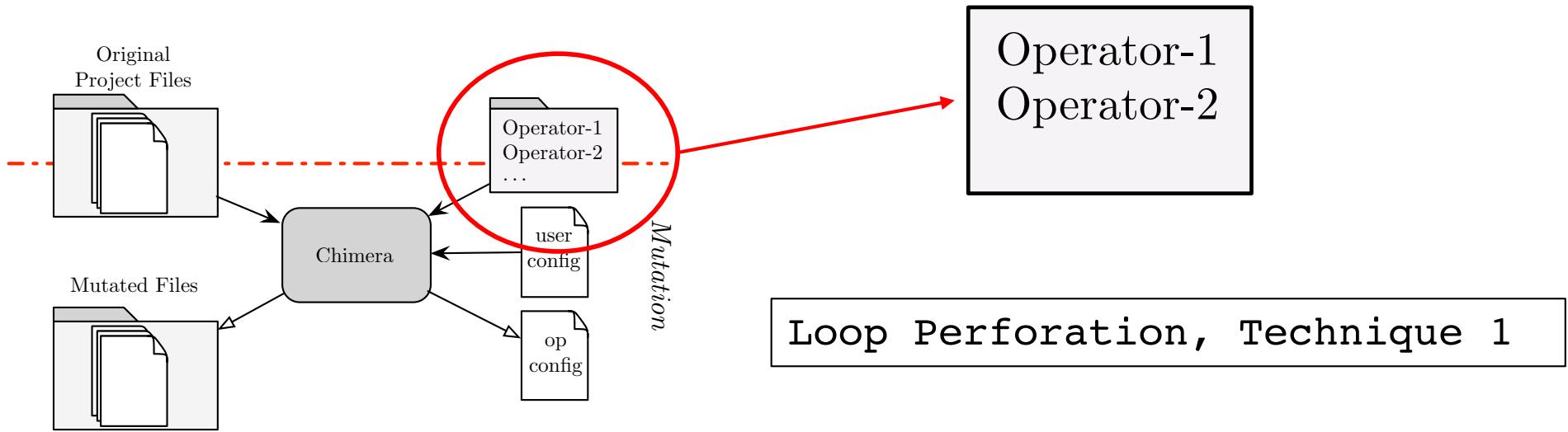
1) Mutation



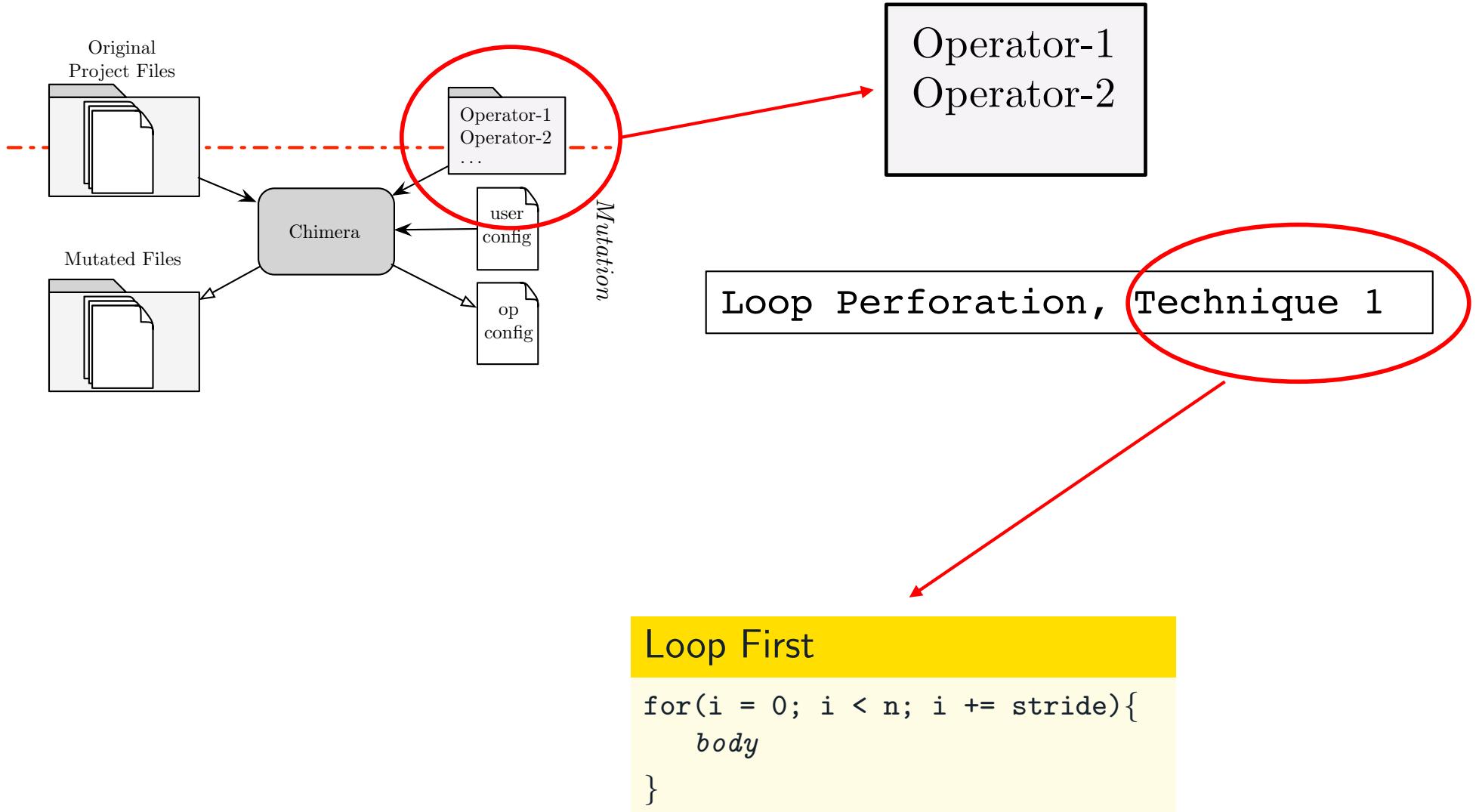
Example: Inputs



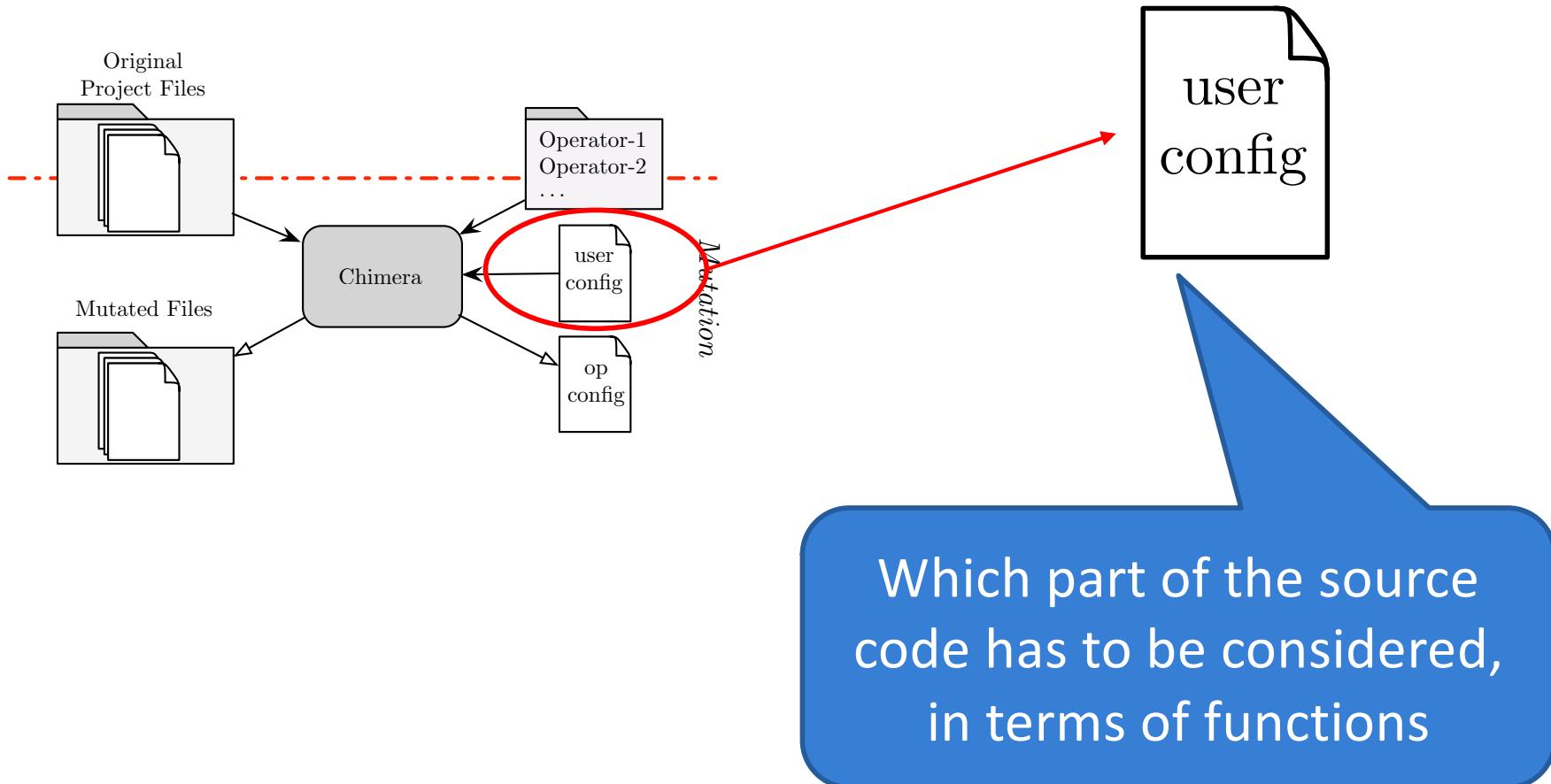
Example: Inputs



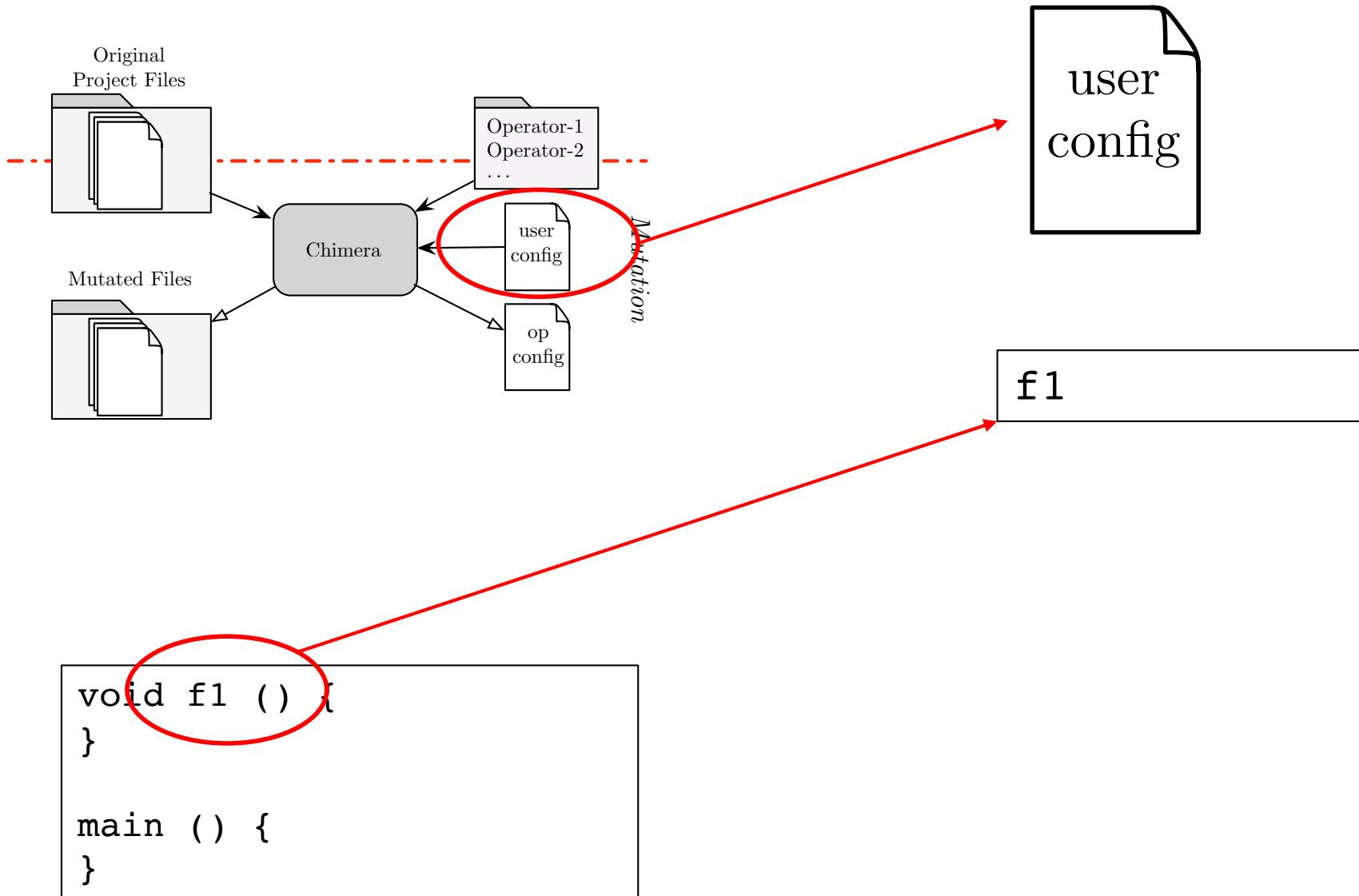
Example: Inputs



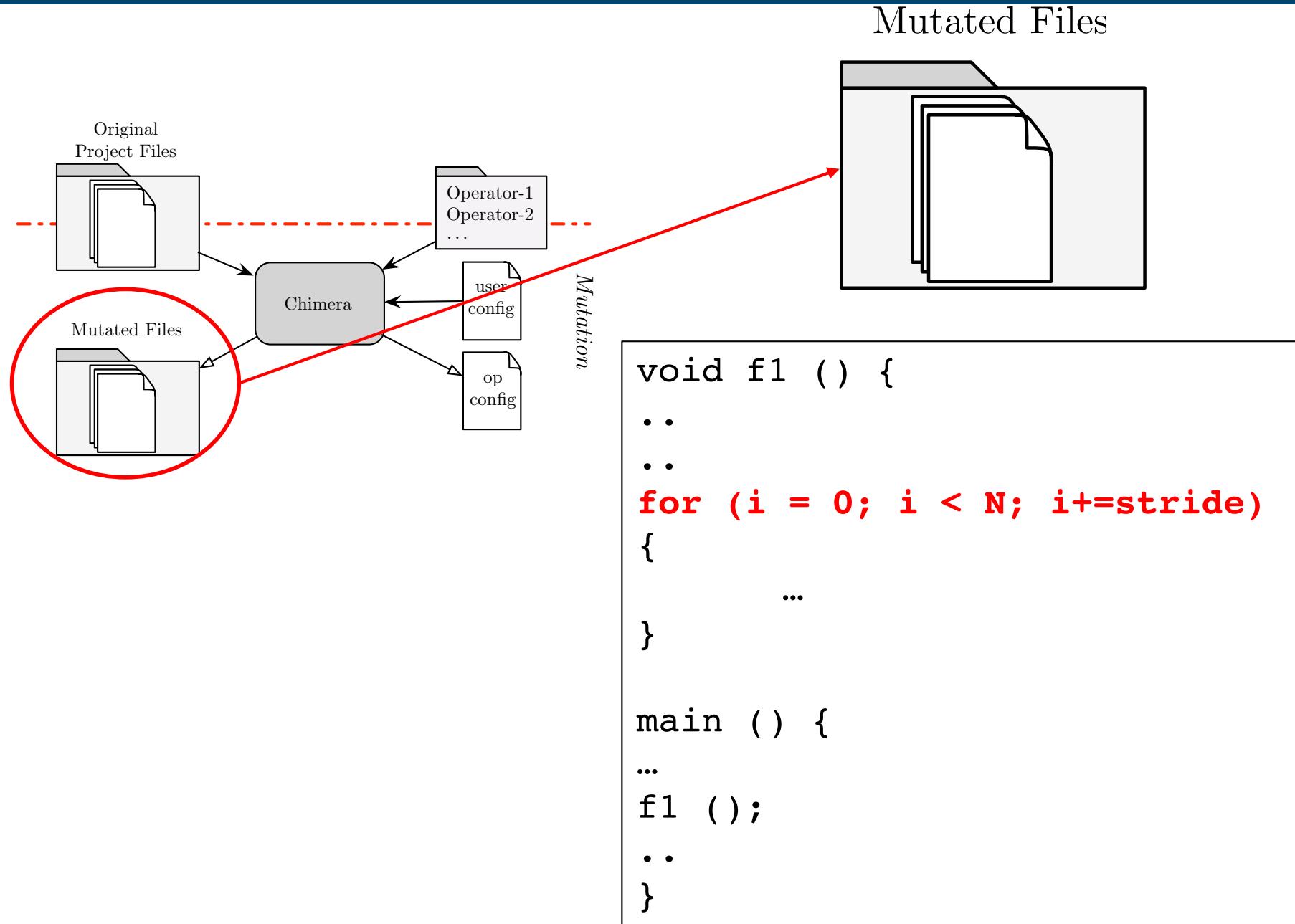
1) Mutation: Example



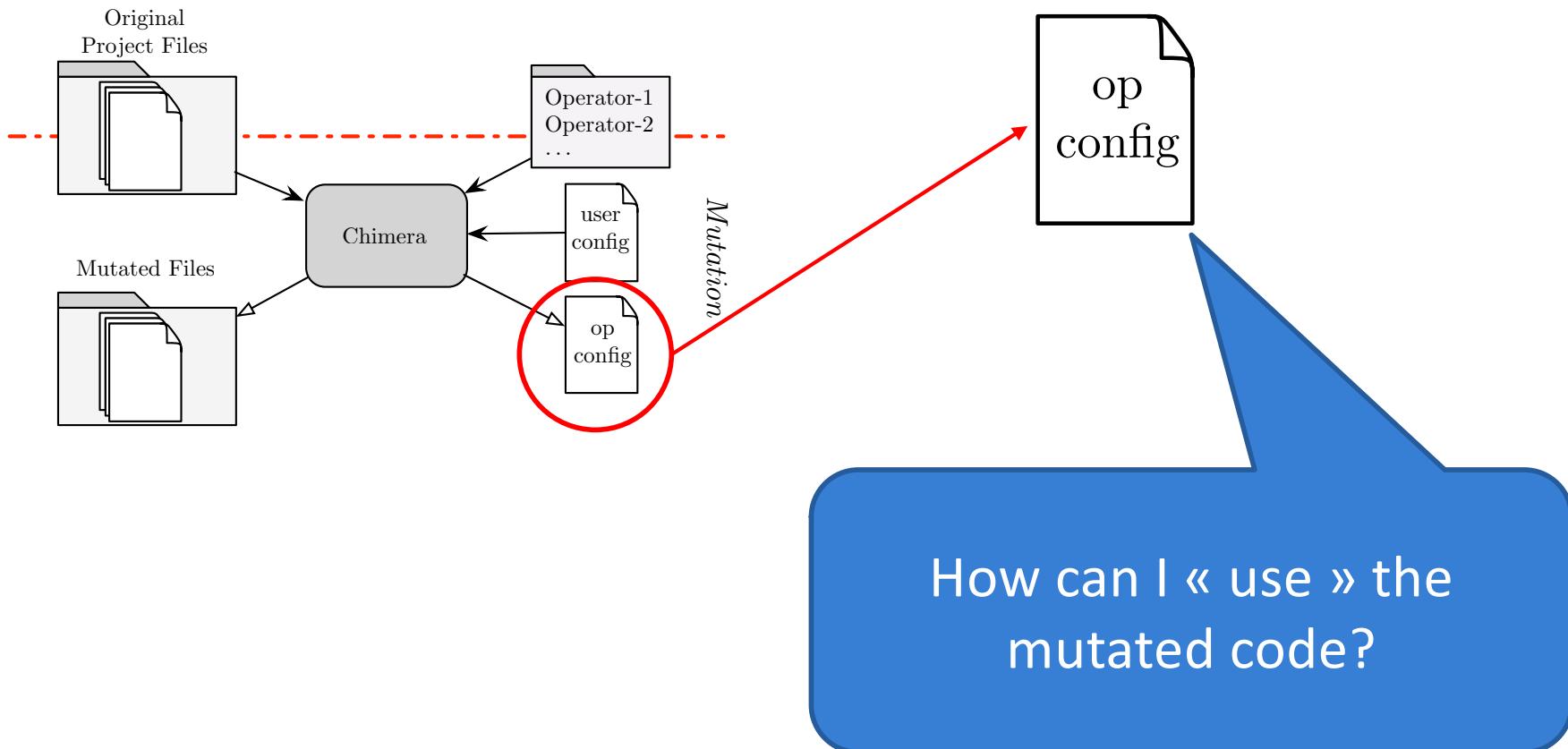
Example: Inputs



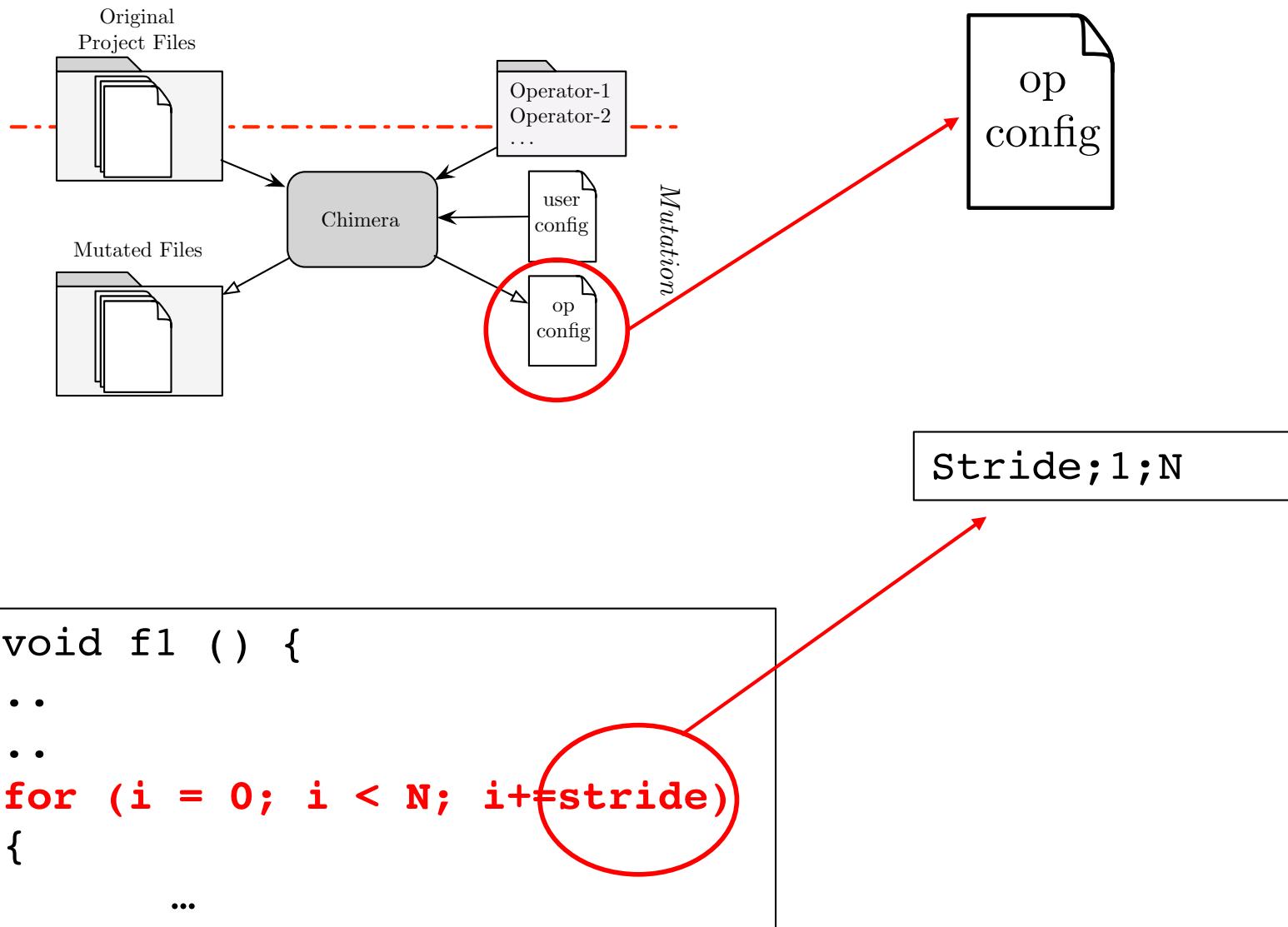
Example: Outputs



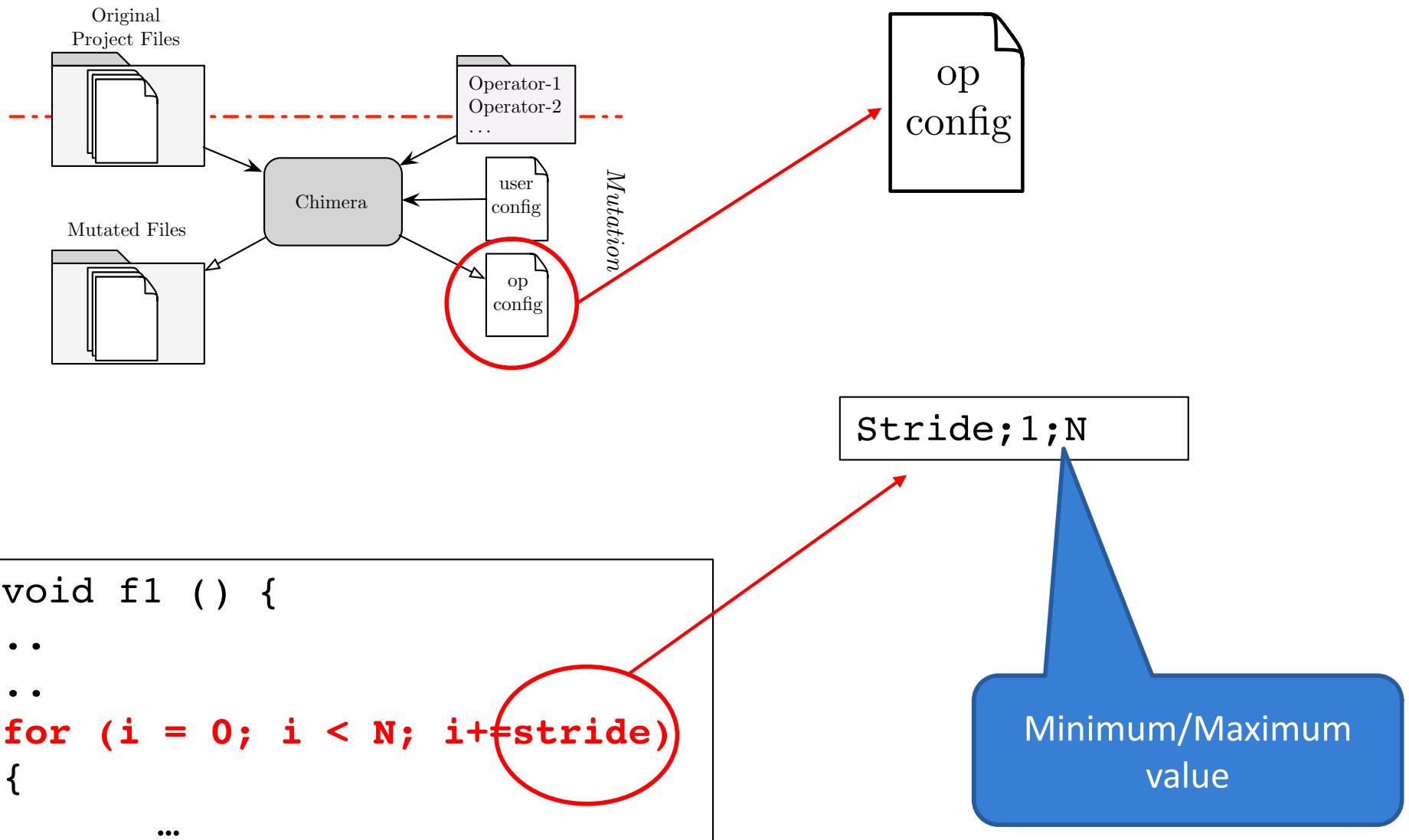
Example: Outputs



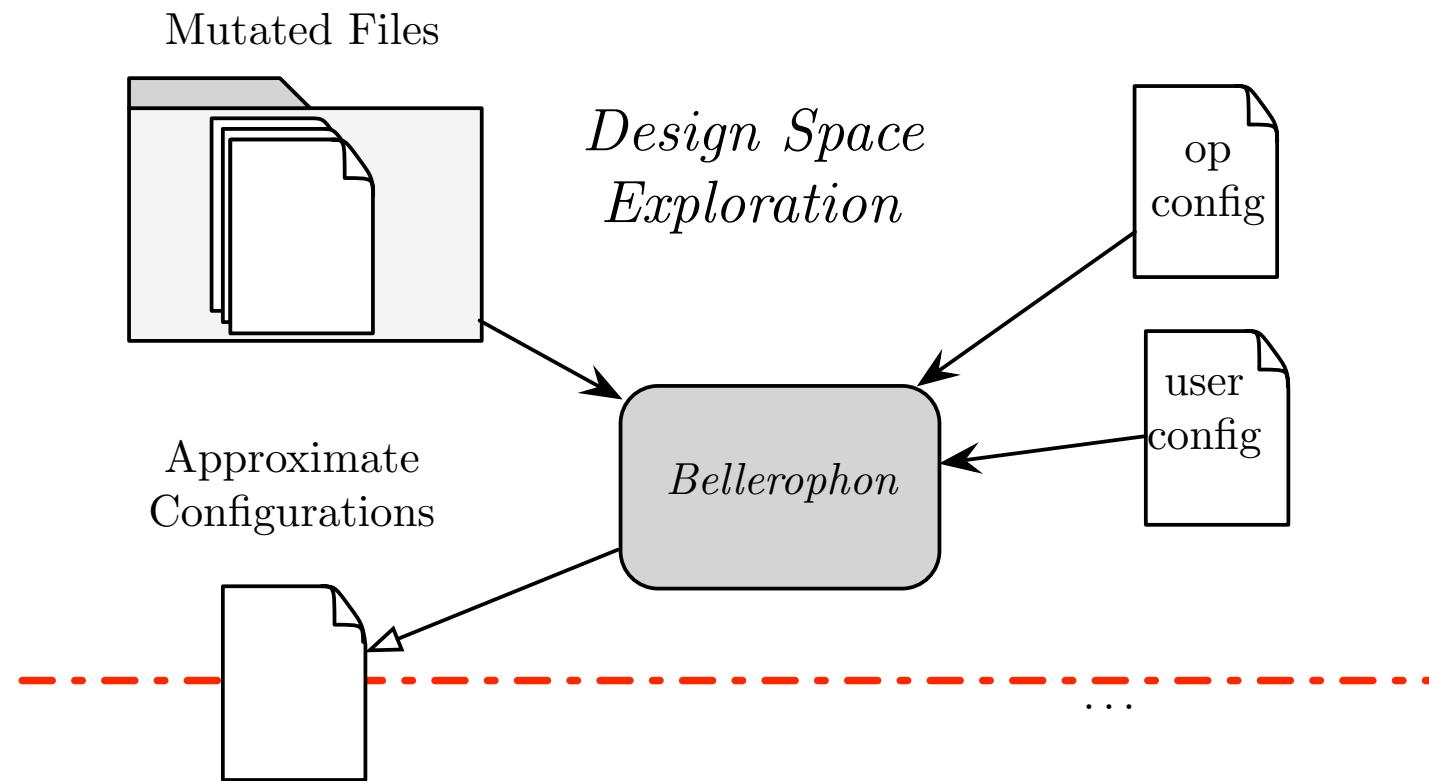
Example: Outputs



Example: Outputs

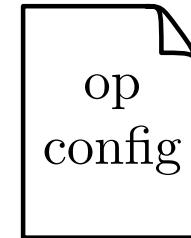
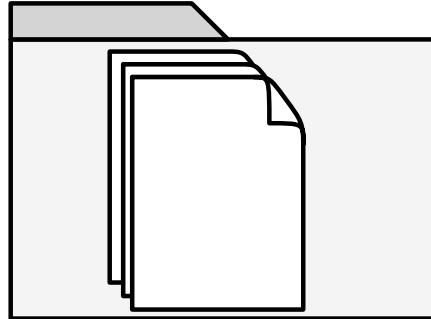


2) Search



Example: Inputs

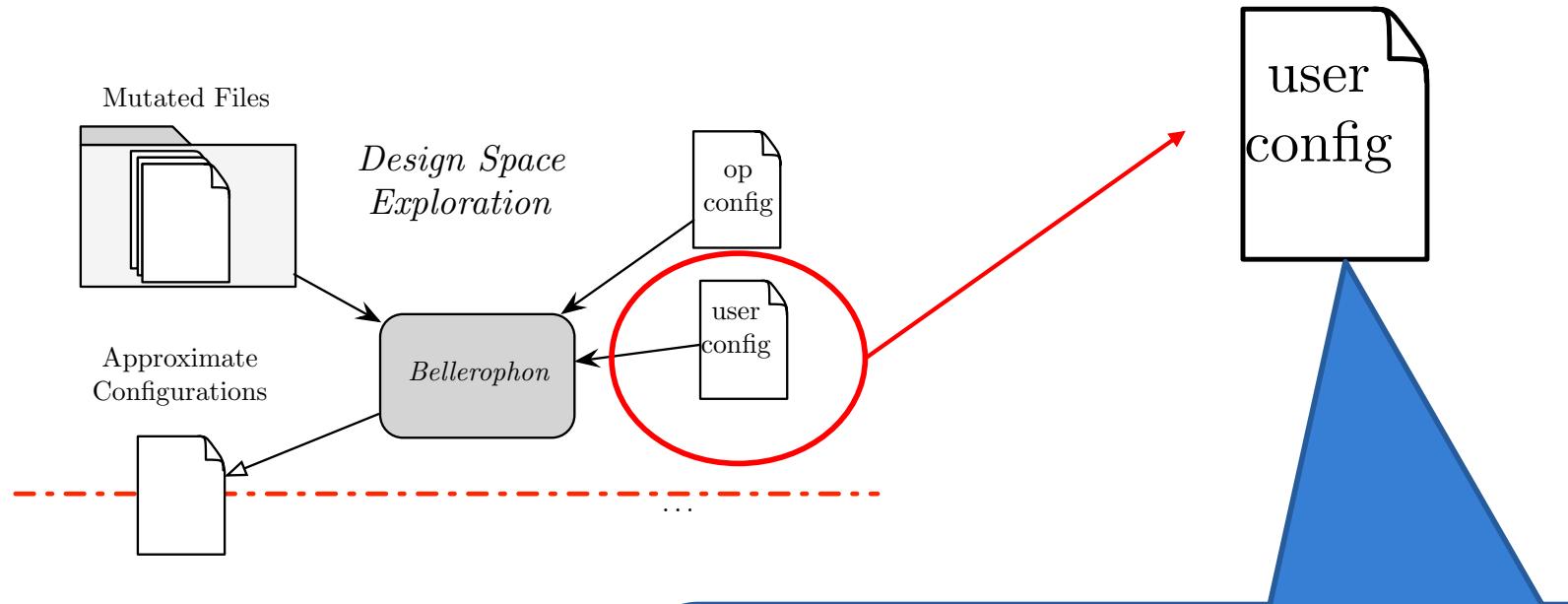
Mutated Files



```
void f1 () {  
..  
..  
for (i = 0; i < N; i+=stride)  
{  
    ...  
}  
  
main () {  
...  
f1 ();  
..  
}
```

Stride;1;N

Example: Inputs



Evaluate a given solution in terms of:

- Performances
- Accuracy

What is a solution?

- A solution is an assignment to the used AxC operators
- Example
 - The operator is the loop perforation via the *stride* variable

Stride;1;N

for (i = 0; i < N; i+=stride)

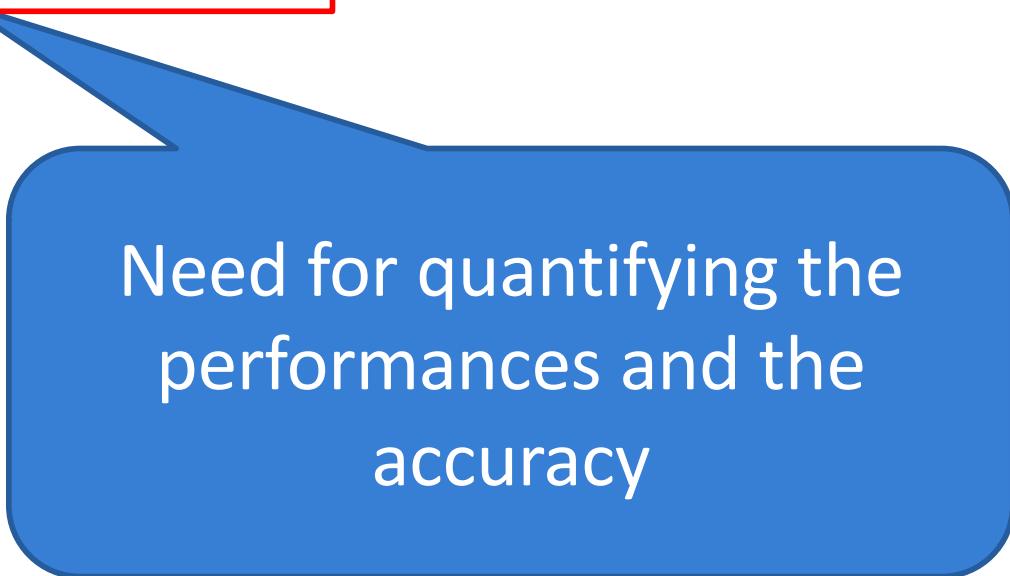
- Stride = 1; is a solution corresponding to the precise code
- Stride = 2; is a solution where 50% of iterations are executed
- Stride = 3; is a solution where N/3 of iterations are executed
- ...
- Stride = N; is a solution where 0 iterations are executed

What is a solution?

- Each Solution corresponds to an Approximation of the input algorithm.
- The Search Engine has to select the « best » one
 - Maximize performances
 - Minimize the InAccuracy

What is a solution?

- Each Solution corresponds to an Approximation of the input algorithm.
- The Search Engine has to select the « best » one
 - Maximize performances
 - Minimize the Inaccuracy



Need for quantifying the performances and the accuracy

Performances

- Let's coming back to our example...

```
for (i = 0; i < N; i+=stride)
```

- Higher the stride' value higher the performances
 - Less iterations
- ...Maximize performances = Maximize *stride*

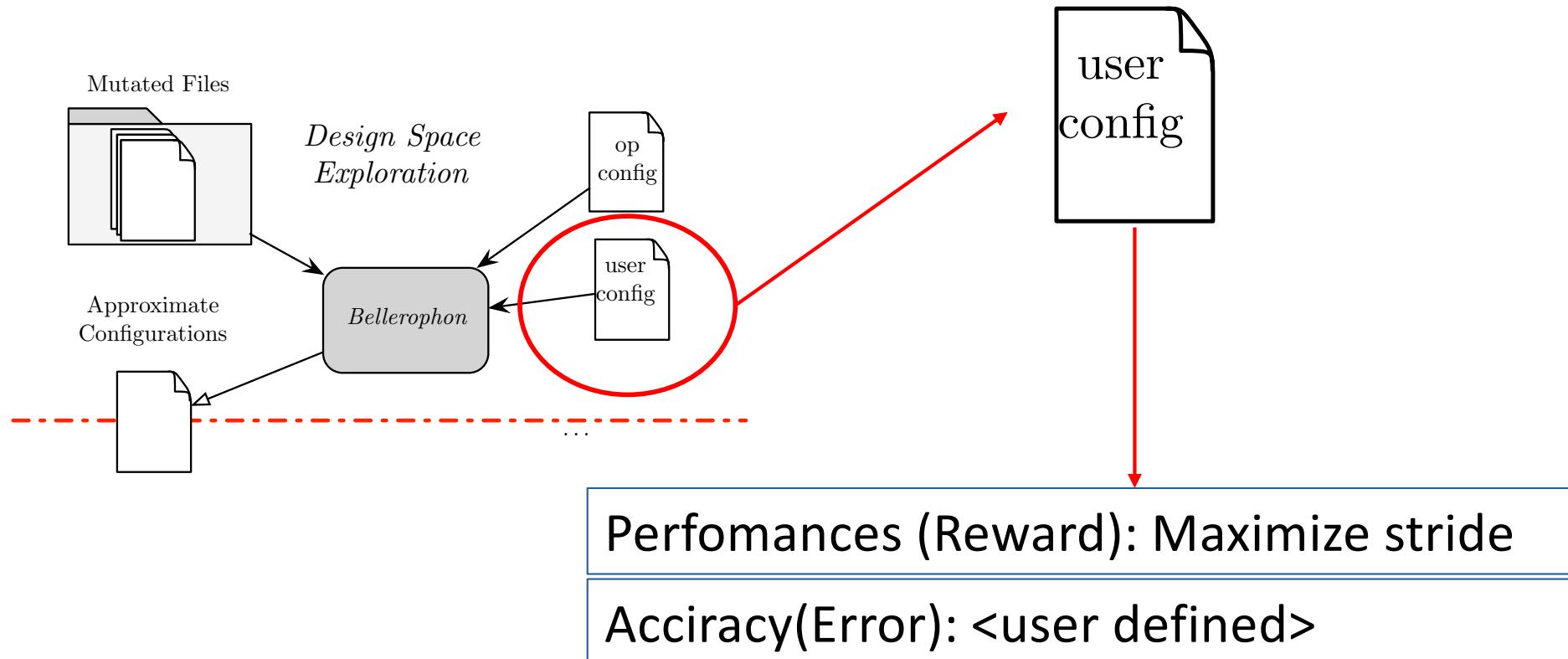
Accuracy

- Let's coming back to our example...

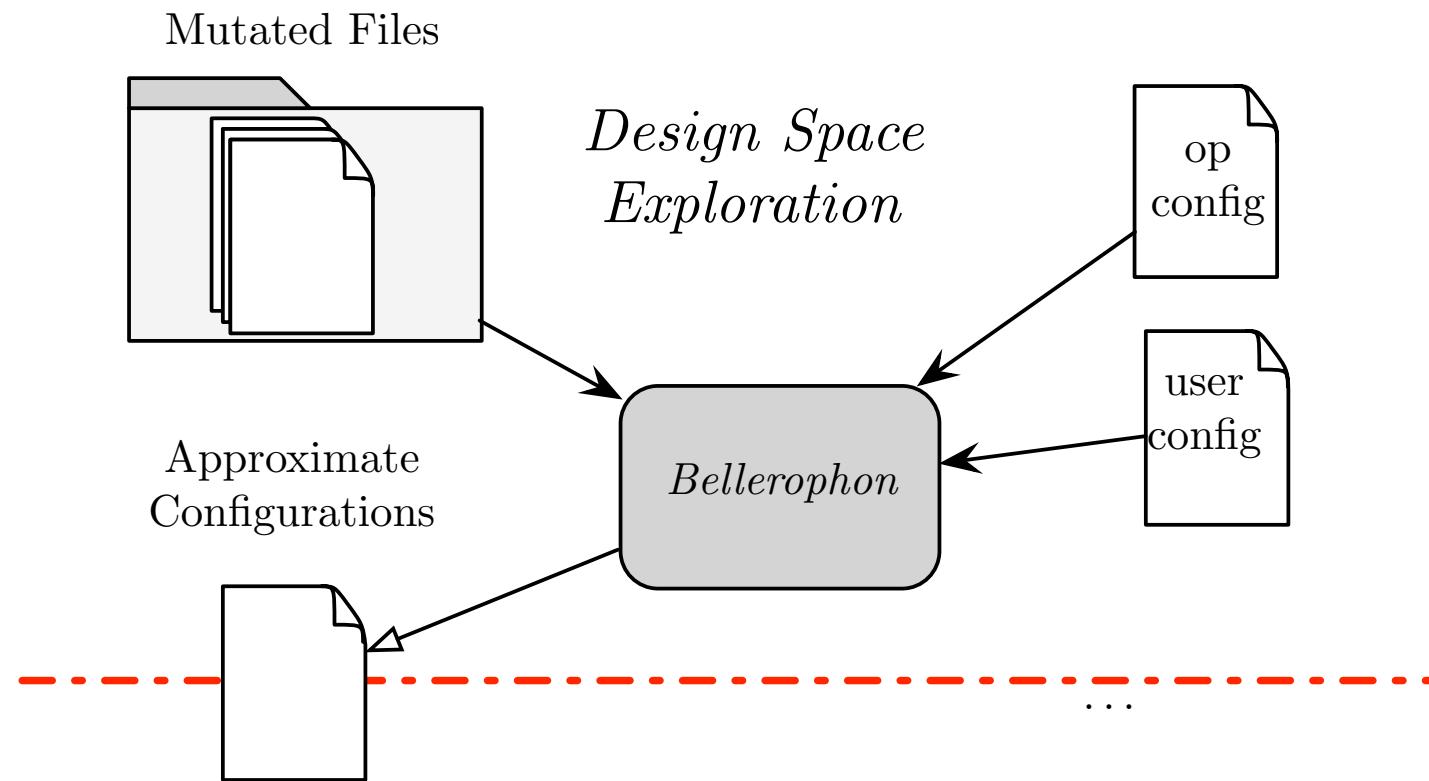
```
for (i = 0; i < N; i+=stride)
```

- What about the impact of loop perforation on the accuracy?
 - It depends on the computation done in the loop
- The user has to specify how compute the inaccuracy

Example: Inputs



2) Search



2) Search

- **Exploit ParadisEO**
- **Modelling:**
 - **Chromosomes:** each individual is modeled as an integer array. The size is the number of mutators;
 - **Population:** number of mutated versions. Each individual is characterized by its set of chromosomes;
 - **Variation Operations:** the crossover and bit-flip mutation have been chosen.

2) Search

- Exploit ParadisEO
- Modelling:
 - **Chromosomes:** each chromosome is an array of integers. The size is the number of individuals,
 - **Population:** number of mutated versions. Each individual is

Individual	Stride1	Stride2	Reward
0	3	5	8
1	2	9	11
⋮	⋮	⋮	⋮
k-1	5	2	7

DEMO (Linux)

- **Install the tool**

```
git clone https://github.com/mariobarbareschi/iidea-docker
```

- **Install the docker container**

```
docker pull mariobarbareschi/iidea
```

DEMO (Linux)

- **Run the container**

```
docker run -dit -v <local_application_demo>:/opt mariobarbareschi/iidea
```

- **Attach the container**

```
docker ps    #get the running docker id
```

```
docker attach <docker id>
```

DEMO

- Application: Newton-Raphson Method

DEMO

- Application demo:
- 3 directories
 - src
 - clang-chimera
 - bellerophon

DEMO

- Application demo:
- 3 directories
 - src
 - clang-chimera
 - bellerophon

DEMO

- Source Code

```
1 #include<stdio.h>
2 #include<math.h>
3
4 float f(float x);
5 float df (float x);
6
7 float newton()
8 {
9     int itr, maxmitr;
10    float h, x0, x1, allerr;
11
12
13    maxmitr = 120;
14    x0 = 45.4;
15    for (itr=1; itr<=maxmitr; itr++)
16    {
17        h=f(x0)/df(x0);
18        x1=x0-h;
19        x0=x1;
20    }
21    return x0;
22 }
```

DEMO

- Application demo:
- 3 directories
 - src
 - clang-chimera
 - bellerophon

DEMO

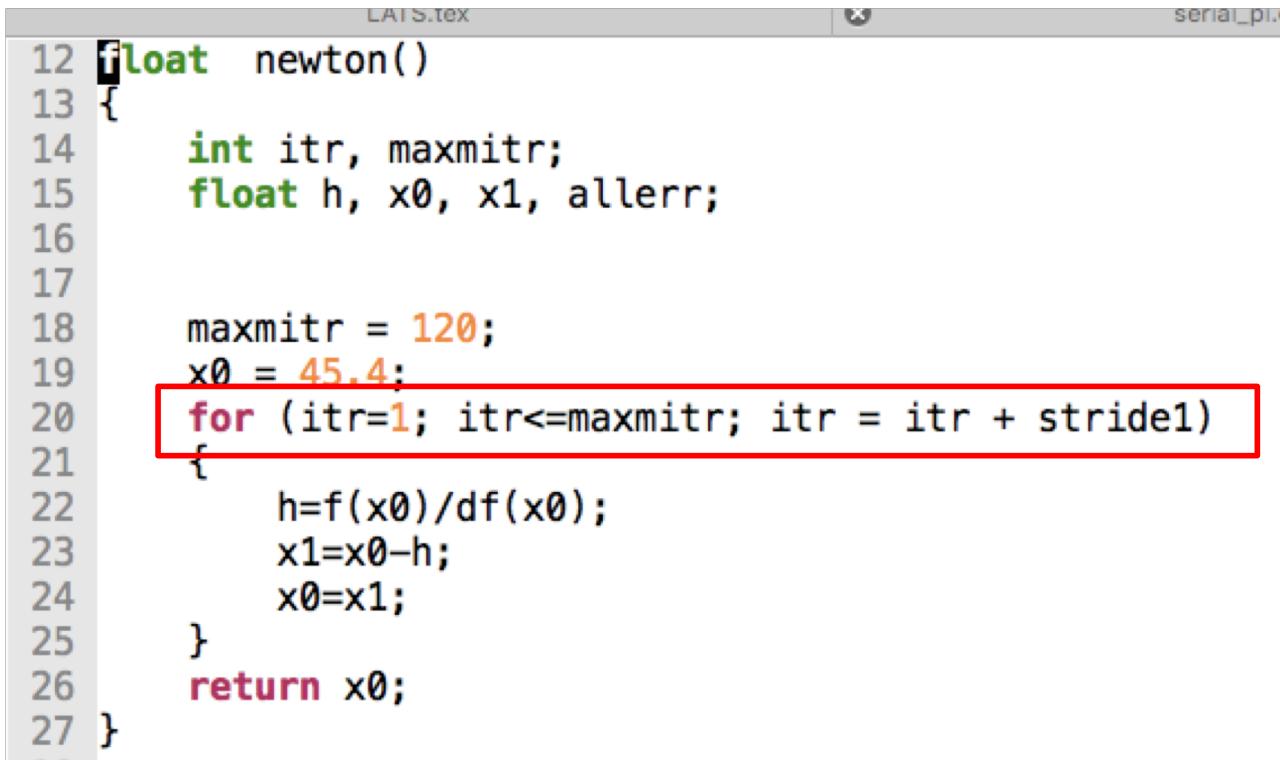
- **Clang-chimera:**
 - Conf.csv: newton,LoopPerforationOperator1
 - Lanch.sh

Run chimer

It corresponds to the use config

DEMO

- Chimera Output
 - loop_report.csv: stride1,19,U,-9999
 - newton.cpp



```
LAT5.tex          serial_pi.c

12 float newton()
13 {
14     int itr, maxmitr;
15     float h, x0, x1, allerr;
16
17
18     maxmitr = 120;
19     x0 = 45.4;
20     for (itr=1; itr<=maxmitr; itr = itr + stride1)
21     {
22         h=f(x0)/df(x0);
23         x1=x0-h;
24         x0=x1;
25     }
26     return x0;
27 }
```

DEMO

- Bellerophon
 - bellerophon_functions.cpp

```
5
6 float newton ();
7 using namespace std;
8
9 extern "C" double BELLERO_getError() {
10
11     float golden_res = 2.740646;
12     float axc_res;
13     float error;
14
15     axc_result = newton ();
16     error = abs(axc_res - golden_res);
17
18     return (error);
19
20 }
21
```

DEMO

- Bellerophon
 - bellerophon_functions.cpp

```
5
6 float newton ();
7 using namespace std;
8
9 extern "C" double BELLERO_getError() {
10
11     float golden_res = 2.740646;
12     float axc_res;
13     float error;
14
15     axc_result = newton ();
16     error = abs(axc_res - golden_res);
17
18     return (error);
19
20 }
```

User defined function

Precise Result

Error computation

DEMO

- **Bellerophon**
 - **gaconfig.param**: Paradiseo parameters

```
1 ######          General      #####
2 --help=0                      # -h : Prints this message
3 --stopOnUnknownParam=1         # Stop if unkown param entered
4 --seed=1203083493             # -S : Random number seed
5
6 ######      Evolution Engine   #####
7 --popSize=500                  # -P : Population Size
8
9 ######      Stopping criterion #####
10 --maxGen=10                   # -G : Maximum number of generations
11
12 ######      Variation Operators #####
13 --crossRate=1                 # Relative rate for the only crossover
14 --shiftMutRate=0.5            # Relative rate for shift mutation
15 --exchangeMutRate=0.5         # Relative rate for exchange mutation
16 --pCross=0.25                 # -c : Probability of Crossover
17 --pMut=0.35                  # -m : Probability of Mutation
```

DEMO

- **Bellerophon**
 - `Launch.sh`: run the tool

[BELLEROPHON INFO] Acceptable solutions:

Error	Reward	Penalty	#OP	OP_0
2.38419e-07	9	0	1	9

DEMO

- **Bellerophon**
 - `Launch.sh`: run the tool

[BELLEROPHON INFO] Acceptable solutions:

Error	Reward	Penalty	#OP	OP_0
2.38419e-07	9	0	1	9



speedup



Stride1 = 9

DEMO

- Application K-means (custom floating point)
- 3 directories (same flow as for the first newton)
 - Code
 - Chimera
 - bellerophon
- 3 « extra directories »
 - execution
 - Scripts: python script for converting
 - Images: workload image

DEMO

- After executing kmeans the output will be something similar
 - [BELLEROPHON INFO] Acceptable solutions:
 - Error Reward Penalty #OP OP_0 OP_1 OP_2 OP_3 OP_4 OP_5
 - 0.0077334 936 0 6 13 19 20 20 22 0
 - 0.0114403 953 0 6 4 0 3 21 19 12
 - 0.0174854 977 0 6 13 19 20 21 22 0
 - 0.00367057 785 0 6 16 19 20 17 21 0
 - 0.10167 1096 0 6 4 3 20 22 12 21
 - 0.00415019 788 0 6 16 19 20 16 21 6
 - 0.00331577 784 0 6 16 18 20 17 21 0
 - 0.0322582 1029 0 6 14 1 10 22 6 22
 - 0.028161 1022 0 6 1 13 18 18 21 15
 - 0.0520083 1094 0 6 4 0 21 22 12 21
 - 0.000343428 752 0 6 21 19 22 11 20 13
 - 0.124375 1098 0 6 4 4 21 22 12 21
- Each line corresponds to a solution:
 - One solution is composed of six values corresponding to the OP_0 OP_1 OP_2 OP_3 OP_4 OP_5 custom float variables

DEMO

- In the execution directory, you have to copy and paste the solutions into the operators_values.csv file
- The scripts create_variants.sh has to be executed to create n versions of the kmeans application, one per each solution. The script also runs the application
- The n versions with input/output rgb image will be stored in the variants directory
- Use the convert2png.sh to convert each variant's output into a png file
- Navigate the subdirectories and check the results

Kmeans output examples

- We ran the IDEÀ flow over a k-means algorithm:
 - Quality function:** MSE over 20 different images;
 - Threshold:** 0.1;
 - Mutators:** bit-width reduction;
 - Reward function:**
additions/subtractions: number of bits saved
multiplications/divisions: squared number of bits saved.



Try yourself....