RISE in MLIR

A functional Pattern-based Dialect

Martin Lücke | Michel Steuwer | Aaron Smith

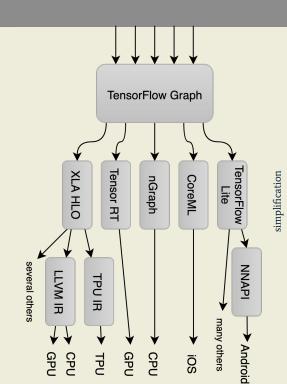




Machine Learning Systems are stuck in a Rut

Paul Barham and Michael Isard [HotOS2019]

- Currently much focus on optimizing 5 year old ML benchmarks
- New ideas in ML often require new primitives that are hard to compile and optimize for the zoo of modern hardware



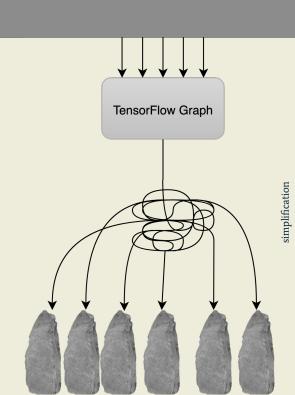
Machine Learning Systems are stuck in a Rut

Paul Barham and Michael Isard [HotOS2019]

- Currently much focus on optimizing 5 year old ML benchmarks
- New ideas in ML often require new primitives that are hard to compile and optimize for the zoo of modern hardware

Key Problem:

- Reliance on high-performance but **inflexible monolithic kernels**
- The resulting lack of expressiveness, maintainability, and modularity hinders research progress



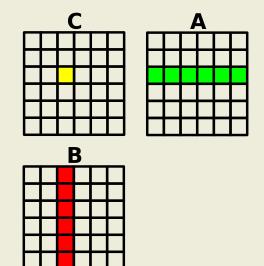
RISE - A functional pattern-based data-parallel language

- To break up monolithic kernels we argue for:
 representing computations using compositions of flexible and generic patterns
- RISE is a spiritual successor to the Lift project
- Pattern-based style efficiently represents complex multidimensional computations of various domains
- Optimization choices encoded as rewrite rules are explored automatically for competitive performance

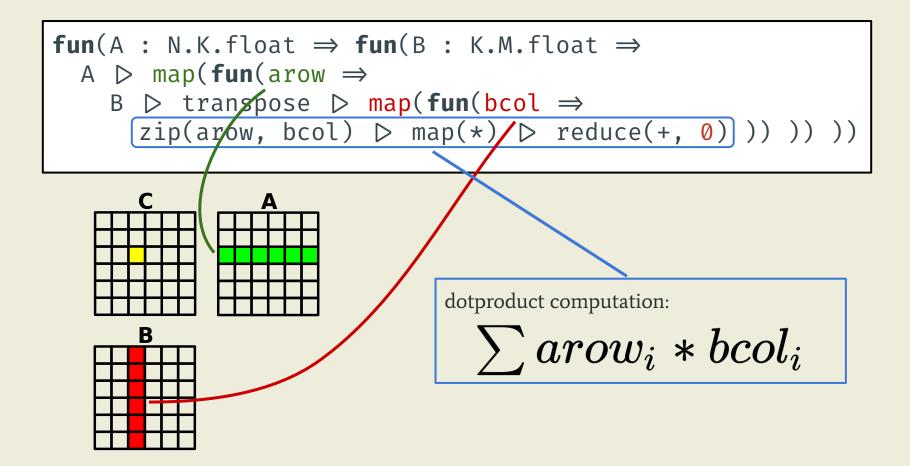
We believe this style will allows us to express optimizations on a higher level than what is currently available in the existing ML frameworks

RISE by example: Matrix Multiplication

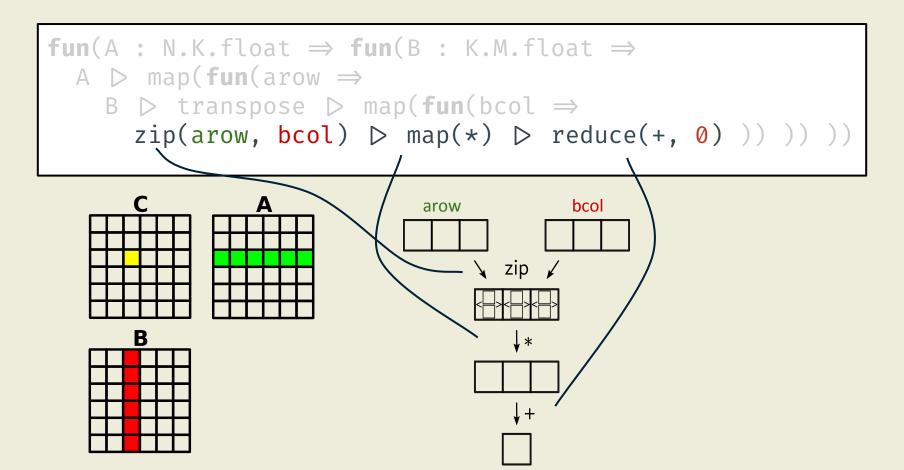
```
fun(A : N.K.float ⇒ fun(B : K.M.float ⇒
A ▷ map(fun(arow ⇒
B ▷ transpose ▷ map(fun(bcol ⇒
    zip(arow, bcol) ▷ map(*) ▷ reduce(+, 0) )) ))))
```



RISE by example: Matrix Multiplication



RISE by example: Matrix Multiplication



RISE - The Caveats

Does everyone have to write functional programs now?

Academic work written in Scala

Does not integrate well with existing ML compiler infrastructures



MLIR - Multi-Level Intermediate Representation

- Extensible infrastructure to define compiler intermediate representations

- *Dialects* can capture different levels of abstraction:

- High-level domain specific

- Hardware specific backend

- Existing dialects available for:

- TensorFlow / TensorFlow Lite

- Performing polyhedral optimizations

- Targeting GPUs

- Wrapping LLVM IR



MLIR - Martin Lücke Intermediate Representation

- Extensible infrastructure to define compiler intermediate representations

- *Dialects* can capture different levels of abstraction:

- High-level domain specific

- Hardware specific backend

- Existing dialects available for:

- TensorFlow / TensorFlow Lite

- Performing polyhedral optimizations

- Targeting GPUs

- Wrapping LLVM IR



MLIR - Multi-Level Intermediate Representation

- Extensible infrastructure to define compiler intermediate representations

- *Dialects* can capture different levels of abstraction:

- High-level domain specific

- Hardware specific backend

- Existing dialects available for:

- TensorFlow / TensorFlow Lite

- Performing polyhedral optimizations

- Targeting GPUs

- Wrapping LLVM IR

RISE in MLIR - Lambda Calculus in MLIR

- RISE in MLIR opens up opportunities to integrate with other MLIR dialects
- We do not have to write programs in RISE directly, but lower from domain-specific dialects to it
- MLIR is written in C++, using an established toolchain \rightarrow usable for industry
- Natural integration with machine learning toolchains

 \rightarrow to implement RISE we implement λ -calculus as an MLIR dialect

RISE dialect by example: Matrix multiplication

```
func @mm(%A: !rise.data<array<3, array<3, int>>>, %B: !rise.data<array<3, array<3, int>>>) →
                 (!rise.data<array<3, array<3, int>>>) {
     %f1 = rise.lambda (%arow) :
                 !rise.fun<data<array<3, int>>> {
6
         %f2 = rise.lambda (%bcol) :
                 !rise.fun<data<array<3, int>>> {
8
             %zip = rise.zip #rise.nat<3> #rise.int #rise.int
9
             %zipped = rise.apply %zip, %arow, %bcol
10
11
             %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> → data<int>> {
12
                %fst = rise.fst #rise.int #rise.int
                %snd = rise.snd #rise.int #rise.int
13
14
                %t1 = rise.apply %fst, %t
15
                %t2 = rise.apply %snd, %t
                %mul = rise.mult #rise.int
16
17
                %res = rise.apply %mul, %t1, %t2
18
                rise.return %res
19
20
             %map = rise.map #rise.nat<3> #rise.tuple<int, int> #rise.int
             %mapped = rise.apply %map, %f, %zipped
21
22
23
             %add = rise.add #rise.int
24
             %init = rise.literal #rise.lit<int<0>>
25
             %reduce = rise.reduce #rise.nat<3> #rise.int #rise.int
26
             %res = rise.apply %reduce, %add, %init, %mapped
27
             rise.return %res
28
29
         %map = rise.map #rise.nat<3> #rise.array<3, int> #rise.array<3, int>
30
31
         %res = rise.apply %map, %f2, %B
32
         rise.return %res
33
34
     %map = rise.map #rise.nat<3> #rise.array<3,int> #rise.array<3,int>
35
     %res = rise.apply %map, %f1, %A
36
37
     return %res
38 }
```

Types of the RISE dialect

```
func @mm(%A: !rise.data<array<3, array<3, int>>>, %B: !rise.data<array<3, array<3, int>>>) →
2
                (!rise.data<array<3, array<3, int>>>) {
3
     %f1 = rise.lambda (%arow) :
5
                !rise.fun<data<array<3, int>> → data<array<3, int>>> {
6
         %f2 = rise.lambda (%bcol) :
                !rise.fun<data<array<3, int>>> {
            %zip = rise.zip #rise.nat<3> #rise.int #rise.int
8
9
            %zipped = rise.apply %zip, %arow, %bcol
10
11
            %fst = rise.fst #rise.int #rise.int
12
13
               %snd = rise.snd #rise.int #rise.int
14
               %t1 = rise.apply %fst, %t
15
               %t2 = rise.apply %snd, %t
               %mul = rise.mult #rise.int
16
17
               %res = rise.apply %mul, %t1, %t2
18
                rise.return %res
19
20
            %map = rise.map #rise.nat<3> #rise.tuple<int, int> #rise.int
            %mapped = rise.apply %map, %f, %zipped
21
22
23
            %add = rise.add #rise.int
24
            %init = rise.literal #rise.lit<int<0>>
25
            %reduce = rise.reduce #rise.nat<3> #rise.int #rise.int
26
            %res = rise.apply %reduce, %add, %init, %mapped
27
            rise.return %res
28
29
        %map = rise.map #rise.nat<3> #rise.array<3, int> #rise.array<3, int>
30
31
        %res = rise.apply %map, %f2, %B
32
         rise.return %res
33
34
     %map = rise.map #rise.nat<3> #rise.array<3,int> #rise.array<3,int>
35
36
     %res = rise.apply %map, %f1, %A
37
     return %res
38
```

DataTypes

FunctionTypes

Types of the RISE dialect

DataTypes

- Rise DataTypes: array types, tuple types, scalar types
- Nested array types represent higher dimensional data

FunctionTypes

```
11 %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> \rightarrow data<int>>
```

- Rise function types: types of lambda expressions
- Type system prevents mixing of function and data types

Patterns in the RISE dialect

```
func @mm(%A: !rise.data<array<3, array<3, int>>>, %B: !rise.data<array<3, array<3, int>>>) →
                 (!rise.data<array<3, array<3, int>>>) {
     %f1 = rise.lambda (%arow) :
                 !rise.fun<data<array<3, int>>> {
6
         %f2 = rise.lambda (%bcol) :
                 !rise.fun<data<array<3, int>>> {
             %zip = rise.zip #rise.nat<3> #rise.int #rise.int
8
9
             %zipped = rise.apply %zip, %arow, %bcol
10
11
             %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> → data<int>>> {
12
                %fst = rise.fst #rise.int #rise.int
                %snd = rise.snd #rise.int #rise.int
13
14
                %t1 = rise.apply %fst, %t
                %t2 = rise.apply %snd, %t
15
                %mul = rise.mult #rise.int
16
17
                %res = rise.apply %mul, %t1, %t2
18
                rise.return %res
19
20
             %map = rise.map #rise.nat<3> #rise.tuple<int, int> #rise.int
             %mapped = rise.apply %map, %f, %zipped
21
22
23
             %add = rise.add #rise.int
24
             %init = rise.literal #rise.lit<int<0>>
25
             %reduce = rise.reduce #rise.nat<3> #rise.int #rise.int
26
             %res = rise.apply %reduce, %add, %init, %mapped
27
             rise.return %res
28
29
         %map = rise.map #rise.nat<3> #rise.array<3, int> #rise.array<3, int>
30
31
         %res = rise.apply %map, %f2, %B
32
         rise.return %res
33
34
     %map = rise.map #rise.nat<3> #rise.array<3,int> #rise.array<3,int>
35
     %res = rise.apply %map, %f1, %A
36
37
     return %res
38 }
```

Patterns in the RISE dialect

```
func @mm(%A: !rise.data<array<3, array<3, int>>>, %B: !rise.data<array<3, array<3, int>>>) →
                  (!rise.data<array<3, array<3, int>>>) {
3
     %f1 = rise.lambda (%arow) :
                  !rise.fun<data<array<3, int>> → data<array<3, int>>> {
6
         %f2 = rise.lambda (%bcol) :
                 !rise.fun<data<array<3. int>> → data<array<3, int>>> {
             %zip = rise.zip #rise.nat<3> #rise.int #rise.int
8
9
             %zipped = rise.apply %zip, %arow, %bcol
10
11
             %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> \rightarrow data<int>> {
12
                 %fst = rise.fst #rise.int #rise.int
13
                 %snd = rise.snd #rise.int #rise.int
14
                 %t1 = rise.apply %fst, %t
15
                 %t2 = rise.apply %snd, %t
16
                 %mul = rise.mult #rise.int
17
                 %res = rise.apply %mul, %t1, %t2
18
                 rise.return %res
19
20
             %map = rise.map #rise.nat<3> #rise.tuple<int, int> #rise.int
21
             %mapped = rise.apply %map, %f, %zipped
22
23
             %add = rise.add #rise.int
24
             %init = rise.literal #rise.lit<int<0>>
25
             %reduce = rise.reduce #rise.nat<3> #rise.int #rise.int
26
             %res = rise.apply %reduce, %add, %init, %mapped
27
             rise.return %res
28
29
         %map = rise.map #rise.nat<3> #rise.array<3, int> #rise.array<3, int>
30
31
         %res = rise.apply %map, %f2, %B
32
         rise.return %res
33
34
35
     %map = rise.map #rise.nat<3> #rise.array<3,int> #rise.array<3,int>
36
     %res = rise.apply %map, %f1, %A
37
     return %res
38
```

Patterns in the RISE dialect: zip

```
8 %zip = rise.zip #rise.nat<3> #rise.int #rise.int
```

Patterns in the RISE dialect: zip

- One MLIR operation per RISE pattern
- Operations customized with attributes specifying information for the type
- Patterns encoded as operations have a RISE function type

Function application in the RISE dialect

```
4
5
6
7
8 %zip = rise.zip #rise.nat<3> #rise.int #rise.int
9
```

Function application in the RISE dialect

- rise.apply models function applications
- SSA value with RISE function type and arguments to the function are passed to rise.apply
- Partial function application naturally supported (i.e. not specifying all function arguments at once)

Function application in the RISE dialect

- rise.apply models function applications
- SSA value with RISE function type and arguments to the function are passed to rise.apply
- Partial function application naturally supported (i.e. not specifying all function arguments at once)

Function abstraction in the RISE dialect

```
func @mm(%A: !rise.data<array<3, array<3, int>>>, %B: !rise.data<array<3, array<3, int>>>) <math>\rightarrow
                 (!rise.data<array<3, array<3, int>>>) {
3
     %f1 = rise.lambda (%arow) :
                 !rise.fun<data<array<3, int>>> {
6
         %f2 = rise.lambda (%bcol) :
                 !rise.fun<data<array<3, int>>> {
             %zip = rise.zip #rise.nat<3> #rise.int #rise.int
8
9
             %zipped = rise.apply %zip, %arow, %bcol
10
             %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> → data<int>> {
11
12
                %fst = rise.fst #rise.int #rise.int
                %snd = rise.snd #rise.int #rise.int
13
14
                %t1 = rise.apply %fst, %t
                %t2 = rise.apply %snd, %t
15
16
                %mul = rise.mult #rise.int
17
                %res = rise.apply %mul, %t1, %t2
18
                 rise.return %res
19
20
             %map = rise.map #rise.nat<3> #rise.tuple<int, int> #rise.int
             %mapped = rise.apply %map, %f, %zipped
21
22
23
             %add = rise.add #rise.int
24
             %init = rise.literal #rise.lit<int<0>>
25
             %reduce = rise.reduce #rise.nat<3> #rise.int #rise.int
26
             %res = rise.apply %reduce, %add, %init, %mapped
27
             rise.return %res
28
29
         %map = rise.map #rise.nat<3> #rise.array<3, int> #rise.array<3, int>
30
31
         %res = rise.apply %map, %f2, %B
32
         rise.return %res
33
34
     %map = rise.map #rise.nat<3> #rise.array<3,int> #rise.array<3,int>
35
     %res = rise.apply %map, %f1, %A
36
37
     return %res
38 }
```

Function abstraction in the RISE dialect

```
func @mm(%A: !rise.data<array<3, array<3, int>>>, %B: !rise.data<array<3, array<3, int>>>) →
                  (!rise.data<array<3, array<3, int>>>) {
3
     %f1 = rise.lambda (%arow) :
                  !rise.fun<data<array<3, int>> → data<array<3, int>>> {
6
         %f2 = rise.lambda (%bcol) :
                  !rise.fun<data<array<3, int>> → data<array<3, int>>> {
             %zip = rise.zip #rise.nat<3> #rise.int #rise.int
8
9
             %zipped = rise.apply %zip, %arow, %bcol
10
11
             %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> \rightarrow data<int>> {
12
                 %fst = rise.fst #rise.int #rise.int
                 %snd = rise.snd #rise.int #rise.int
13
14
                 %t1 = rise.apply %fst, %t
                 %t2 = rise.apply %snd, %t
15
16
                 %mul = rise.mult #rise.int
                 %res = rise.apply %mul, %t1, %t2
17
18
                 rise.return %res
19
20
             %map = rise.map #rise.nat<3> #rise.tupte<int, int> #rise.int
             %mapped = rise.apply %map, %f, %zipped
21
22
23
             %add = rise.add #rise.int
24
             %init = rise.literal #rise.lit<int<0>>
25
             %reduce = rise.reduce #rise.nat<3> #rise.int #rise.int
26
             %res = rise.apply %reduce, %add, %init, %mapped
27
             rise.return %res
28
29
         %map = rise.map #rise.nat<3> #rise.array<3, int> #rise.array<3, int>
30
31
         %res = rise.apply %map, %f2, %B
32
         rise.return %res
33
34
     %map = rise.map #rise.nat<3> #rise.array<3,int> #rise.array<3,int>
35
36
     %res = rise.apply %map, %f1, %A
37
     return %res
38
```

Function abstraction in the RISE dialect

```
11
    %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> → data<int>> {
          %fst = rise.fst #rise.int #rise.int
12
13
          %snd = rise.snd #rise.int #rise.int
14
          %t1 = rise.apply %fst, %t
15
          %t2 = rise.apply %snd, %t
          %mul = rise.mult #rise.int
16
17
          %res = rise.apply %mul, %t1, %t2
          rise return %res
18
19
```

- rise.lambda wraps an MLIR region of exactly one block
- Arbitrary number of arguments and one result
- rise.lambda associates the region with a RISE function type

RISE dialect by example: Matrix multiply

```
func @mm(%A: !rise.data<array<3, array<3, int>>>, %B: !rise.data<array<3, array<3, int>>>) →
                 (!rise.data<array<3, array<3, int>>>) {
     %f1 = rise.lambda (%arow) :
                 !rise.fun<data<array<3, int>>> {
6
         %f2 = rise.lambda (%bcol) :
                 !rise.fun<data<array<3, int>>> {
8
             %zip = rise.zip #rise.nat<3> #rise.int #rise.int
9
             %zipped = rise.apply %zip, %arow, %bcol
10
11
             %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> → data<int>> {
12
                %fst = rise.fst #rise.int #rise.int
                %snd = rise.snd #rise.int #rise.int
13
14
                %t1 = rise.apply %fst, %t
15
                %t2 = rise.apply %snd, %t
                %mul = rise.mult #rise.int
16
17
                %res = rise.apply %mul, %t1, %t2
18
                rise.return %res
19
             %map = rise.map #rise.nat<3> #rise.tuple<int, int> #rise.int
20
             %mapped = rise.apply %map, %f, %zipped
21
22
23
             %add = rise.add #rise.int
24
             %init = rise.literal #rise.lit<int<0>>>
25
             %reduce = rise.reduce #rise.nat<3> #rise.int #rise.int
26
             %res = rise.apply %reduce, %add, %init, %mapped
27
             rise.return %res
28
29
         %map = rise.map #rise.nat<3> #rise.array<3, int> #rise.array<3, int>
30
31
         %res = rise.apply %map, %f2, %B
32
         rise.return %res
33
34
     %map = rise.map #rise.nat<3> #rise.array<3,int> #rise.array<3,int>
35
     %res = rise.apply %map, %f1, %A
36
37
     return %res
38 }
```

RISE dialect by example: Matrix multiply

```
func @mm(%A: !rise.data<array<3, array<3, int>>>, %B: !rise.data<array<3, array<3, int>>>) →
                 (!rise.data<array<3, array<3, int>>>) {
3
     %f1 = rise.lambda (%arow) :
                 !rise.fun<data<array<3, int>>> {
5
                                                                                                                                      bcol
                                                                                                            arow
6
         %f2 = rise.lambda (%bcol) :
                 !rise.fun<data<array<3, int>>> → data<array<3, int>>> →
             %zip = rise.zip #rise.nat<3> #rise.int #rise.int
8
9
             %zipped = rise.apply %zip, %arow, %bcol
10
11
             %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> → data<int>> {
12
                 %fst = rise.fst #rise.int #rise.int
                %snd = rise.snd #rise.int #rise.int
13
14
                %t1 = rise.apply %fst, %t
15
                %t2 = rise.apply %snd, %t
                %mul = rise.mult #rise.int
16
17
                %res = rise.apply %mul, %t1, %t2
18
                 rise.return %res
19
20
             %map = rise.map #rise.nat<3> #rise.tuple<int, int> #rise.int
             %mapped = rise.apply %map, %f, %zipped
21
22
23
             %add = rise.add #rise.int
24
             %init = rise.literal #rise.lit<int<0>>
25
             %reduce = rise.reduce #rise.nat<3> #rise.int #rise.int
26
             %res = rise.apply %reduce, %add, %init, %mapped
27
             rise.return %res
28
29
         %map = rise.map #rise.nat<3> #rise.array<3, int> #rise.array<3, int>
30
31
         %res = rise.apply %map, %f2, %B
32
         rise.return %res
33
34
     %map = rise.map #rise.nat<3> #rise.array<3.int> #rise.array<3.int>
35
     %res = rise.apply %map, %f1, %A
36
37
     return %res
38 }
```

RISE in MLIR next steps

- Explore interaction and integration with other MLIR dialects:
 - Lowering RISE to LLVM IR or other dialects (e.g. polyhedral)
 - Lowering from the TensorFlow dialect to RISE
 - Raise RISE to TensorFlow or other domain-specific dialects?

- Express optimisations as rewrite rules over the RISE dialect

RISE in MLIR

A functional Pattern-based Dialect

We are Open Source!

https://rise-lang.org/mlir

https://github.com/rise-lang/mlir

Martin Lücke | Michel Steuwer | Aaron Smith



