

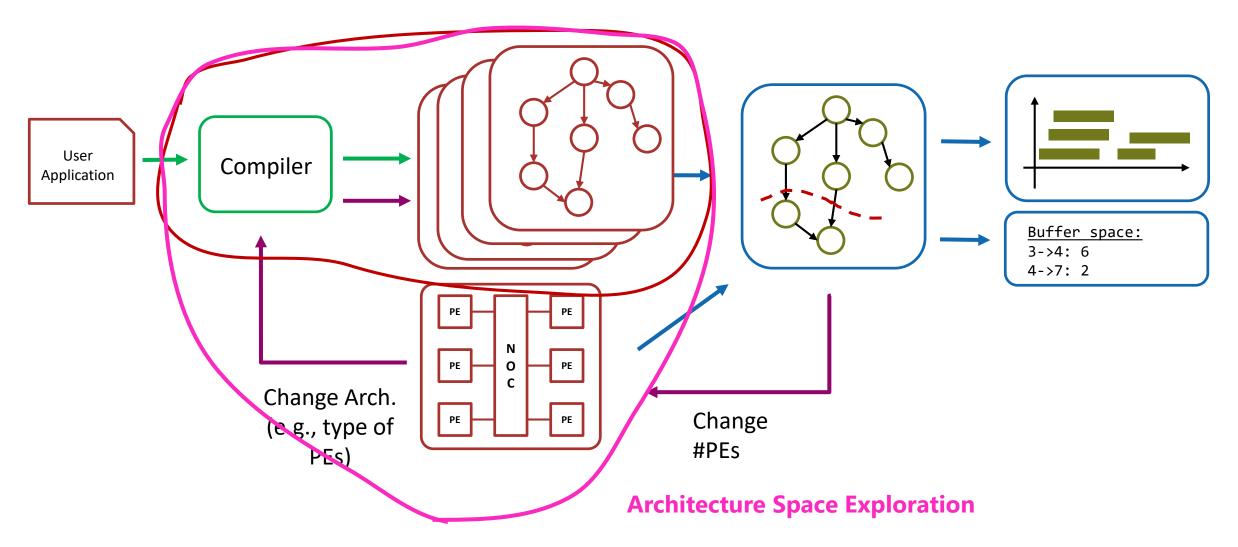






Different types of exploration

Application Space Exploration



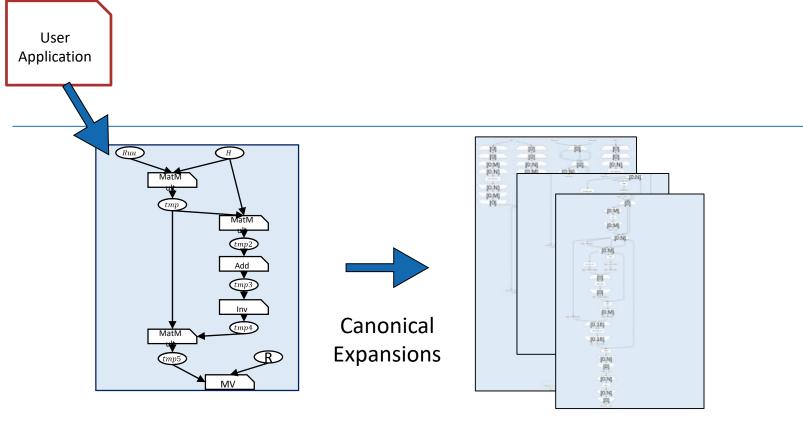
Goal: Find application representation and architecture that give max performance





Approach

We want to use DaCe (IR, LibNode, Transformations) to enable all of this ("data-centric and compiler approach")



DaCe







Building Canonical DAGs

We want to build Canonical DAGs so that we can schedule on a data flow architecture (with streaming):

- 1. Each node receives/produces the same amount of data to/from all edges
- 2. We have Buffer nodes to represent non-streamable communications

We use DaCe:

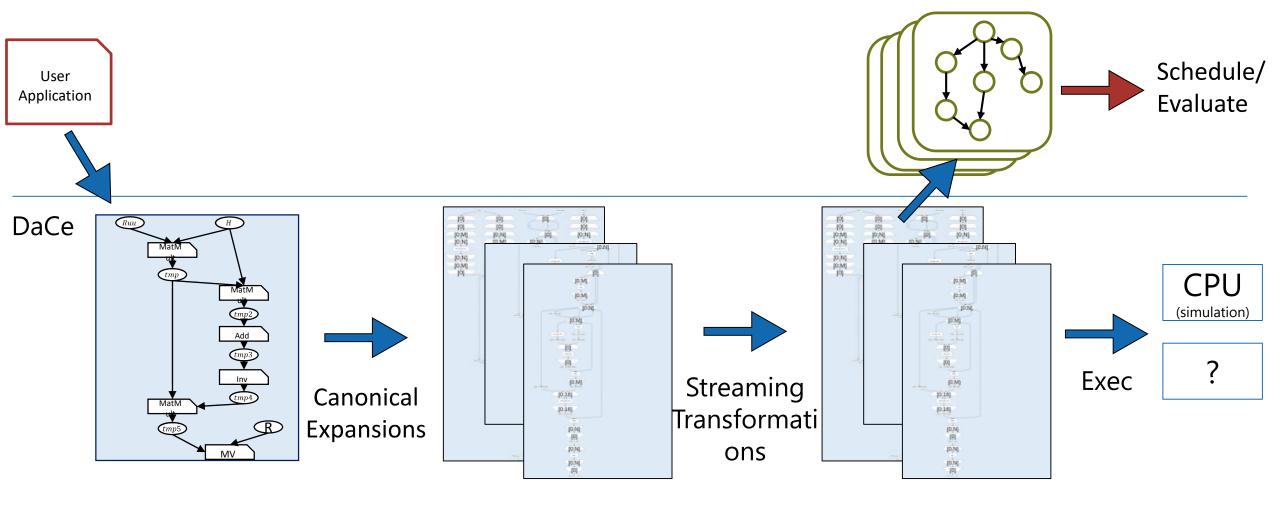
- 1. Proper Library Node expansions
- 2. ... and Transformations to detect streaming/non-streaming opportunities

Note:

- Canonical DAGs are a way of assessing performance and schedule when running on a dataflow architecture
- DaCe by its own does not support mapping, but we will use it to enable mapping (scheduling) and, potentially, other optimization

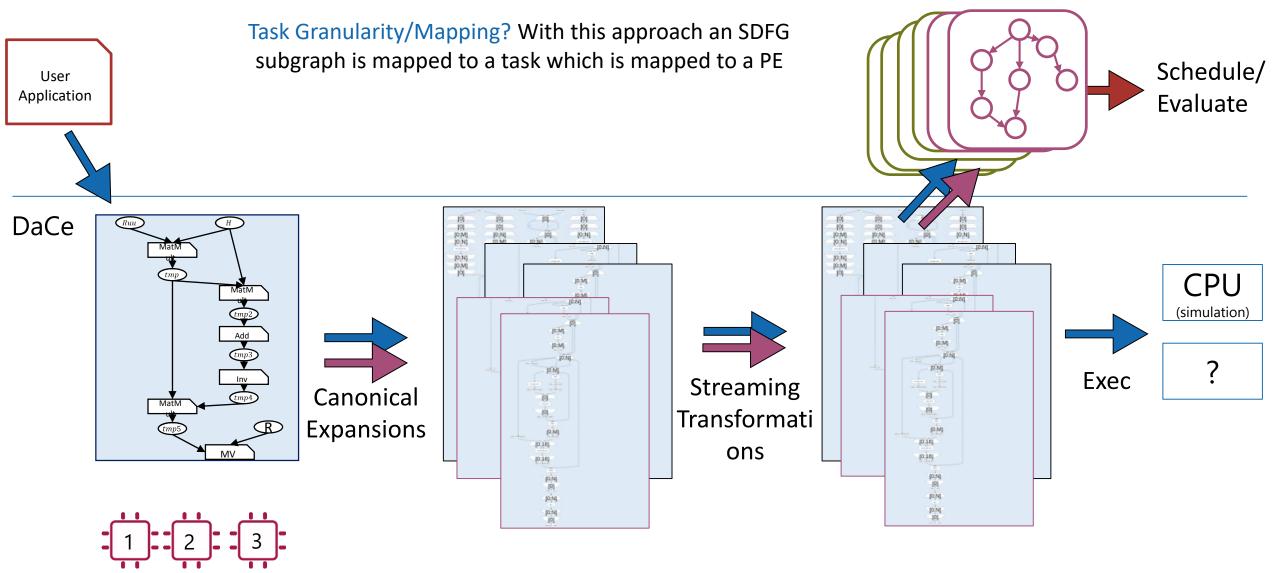
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Approach



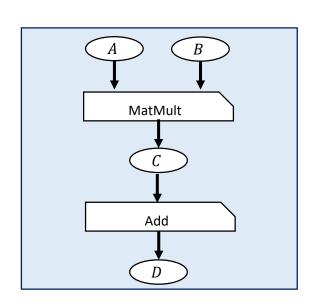


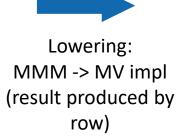




Example

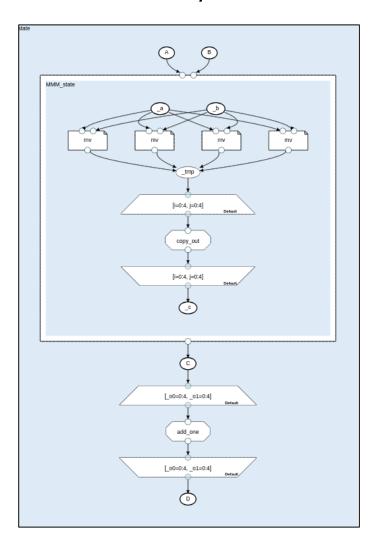
For the sake of the example, let's assume that we have a MMM followed by an Addition on the result





We want to:

- Build the canonical DAG
- Understand if we can stream between MMM and Add



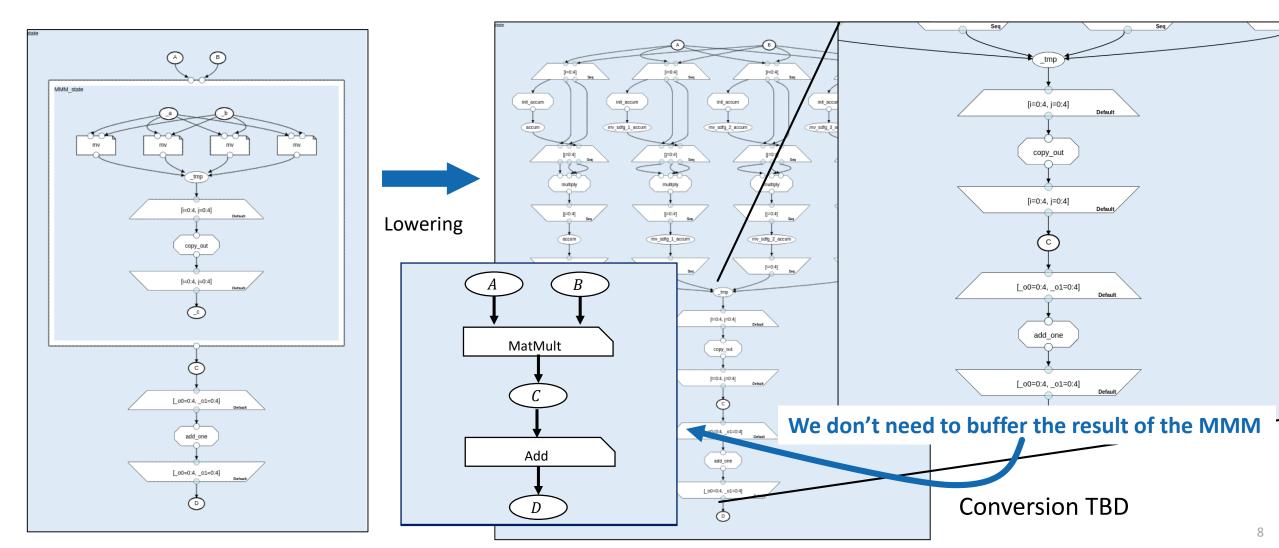






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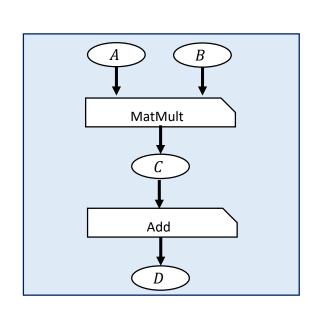






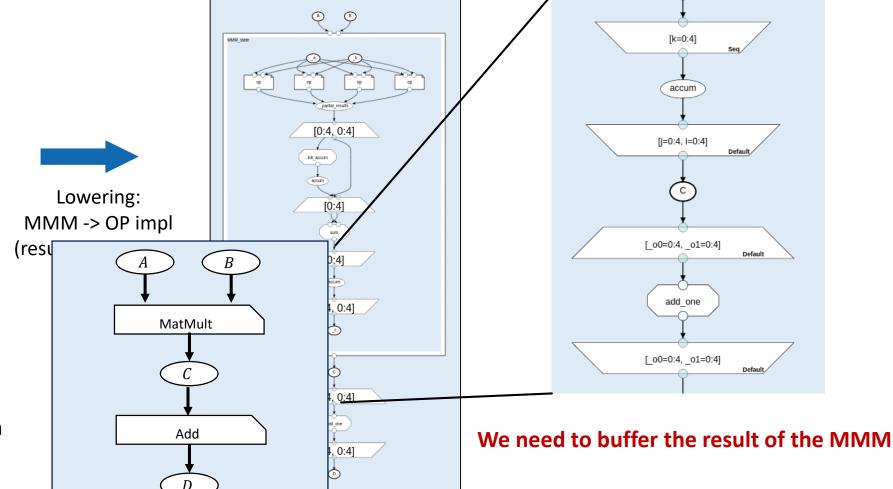
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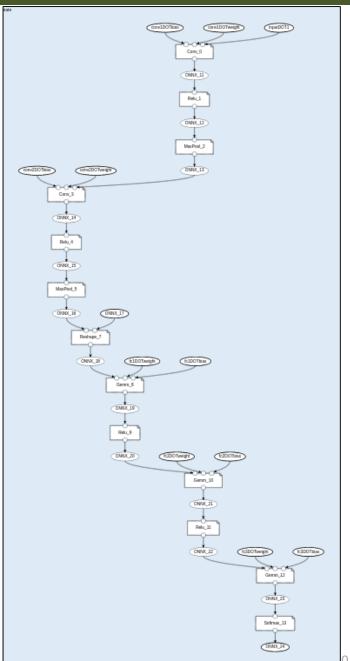




Application Space Exploration

By using library nodes, expansions (lowering) and data-movement analysis we can Exploration:

- The application is described by means of library nodes
- From this we create Canonical DAGs:
 - Each library node may have multiple expansions
 - We detect streaming opportunities
 - The scheduling algorithm will decide whether to exploit these or not
- The search space can be large -> we need to develop efficient search strategies
- Applicable to various application domains





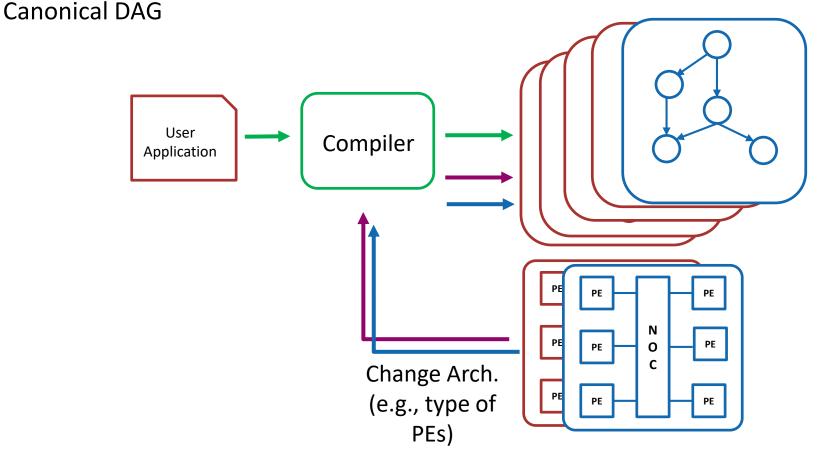




Architecture Space Exploration

Architecture Space Exploration can be built on top of:

- Scheduling/Mapping, if we just change the # PEs
- Application Space Exploration: having a different architecture will let the compiler create a different





Architecture Space Exploration

A first approach could be to leverage again library nodes.

For example: the architecture may support (or not) support certain operations, therefore we can lower (or not) to certain implementations

- If the architecture support Matrix-Vector operations, we will represent MM by means of Matrix-Vector multiplications
- If the architecture has an efficient MM implementation, we can use it directly

This would require to have an idea on the possible supported operations

Other ideas? (WIP)