## TVM: An Automated End-to-End Optimizing Compiler for Deep Learning

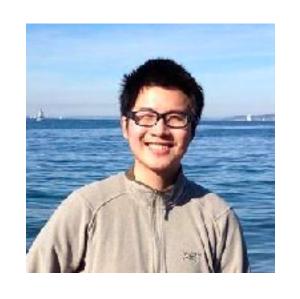
**Tianqi Chen,** Thierry Moreau, Ziheng Jiang, Lianmin Zheng, Eddie Yan, Meghan Cowan, Haichen Shen, Leyuan Wang, Yuwei Hu, Luis Ceze, Carlos Guestrin, Arvind Krishnamurthy



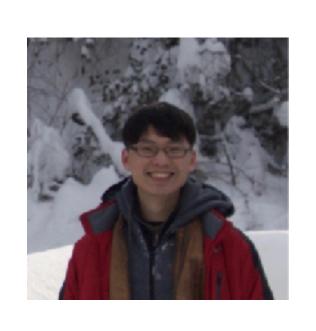




#### Collaborators









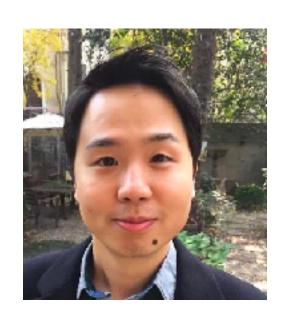




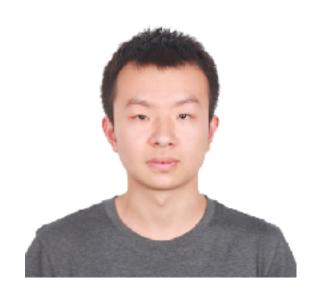






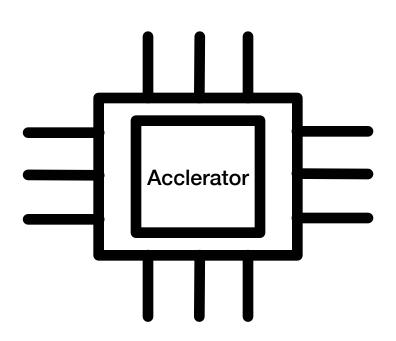


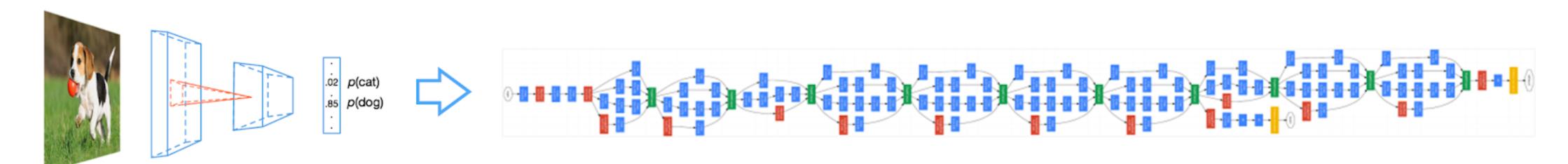


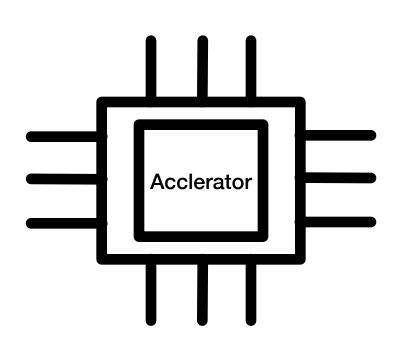


SAMPL Lab: <a href="https://sampl.cs.washington.edu">https://sampl.cs.washington.edu</a>

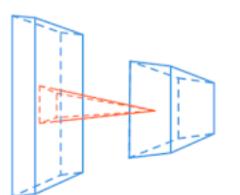


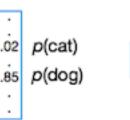


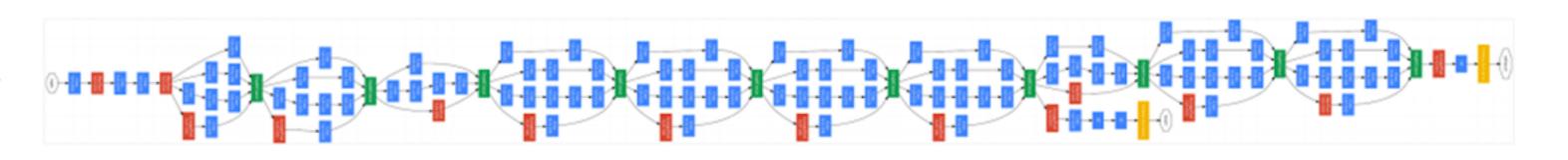




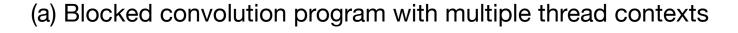








```
// Pseudo-code for convolution program for the VIA accelerator
// Virtual Thread 0
0x00: LOAD(PARAM[ 0-71])
                                                                 // LD@TID0
0x01: LOAD(ACTIV[ 0-24])
                                                                 // LD@TID0
0x02: LOAD(LDBUF[ 0-31])
                                                                 // LD@TID0
0x03: PUSH(LD->EX)
                                                                 // LD@TID0
                                                                 // EX@TID0
0x04: POP (LD->EX)
0x05: EXE (ACTIV[ 0-24], PARAM[ 0-71], LDBUF[ 0-31], STBUF[ 0- 7]) // EX@TID0
0x06: PUSH(EX->LD)
                                                                 // EX@TID0
0x07: PUSH(EX->ST)
                                                                 // EX@TID0
0x08: POP (EX->ST)
                                                                 // ST@TID0
0x09: STOR(STBUF[ 0- 7])
                                                                 // ST@TID0
0x0A: PUSH(ST->EX)
                                                                 // ST@TID0
// Virtual Thread 1
                                                                 // LD@TID1
0x0B: LOAD(ACTIV[25-50])
                                                                 // LD@TID1
0x0C: LOAD(LDBUF[32-63])
                                                                 // LD@TID1
0x0D: PUSH(LD->EX)
                                                                 // EX@TID1
0x0E: POP (LD->EX)
0x0F: EXE (ACTIV[25-50], PARAM[ 0-71], LDBUF[32-63], STBUF[32-39]) // EX@TID1
0 \times 10: PUSH(EX->LD)
                                                                 // EX@TID1
0x11: PUSH(EX->ST)
                                                                 // EX@TID1
0x12: POP (EX->ST)
                                                                 // ST@TID1
0x13: STOR(STBUF[32-39])
                                                                 // ST@TID1
                                                                 // ST@TID1
0x14: PUSH(ST->EX)
// Virtual Thread 2
0x15: POP (EX->LD)
                                                                 // LD@TID2
0x16: LOAD(PARAM[ 0-71])
                                                                 // LD@TID2
0x17: LOAD(ACTIV[ 0-24])
                                                                 // LD@TID2
                                                                 // LD@TID2
0x18: LOAD(LDBUF[ 0-31])
                                                                 // LD@TID2
0x19: PUSH(LD->EX)
                                                                 // EX@TID2
0x1A: POP (LD->EX)
0x1B: POP (ST->EX)
                                                                 // EX@TID2
0x1C: EXE (ACTIV[ 0-24], PARAM[ 0-71], LDBUF[ 0-31], STBUF[ 0- 7]) // EX@TID2
0x1D: PUSH(EX->ST)
                                                                 // EX@TID2
                                                                 // ST@TID2
0x1E: POP (EX->ST)
0x1F: STOR(STBUF[ 0- 7])
                                                                 // ST@TID2
// Virtual Thread 3
0x20: POP (EX->LD)
                                                                 // LD@TID3
0x21: LOAD(ACTIV[25-50])
                                                                 // LD@TID3
0x22: LOAD(LDBUF[32-63])
                                                                 // LD@TID3
0x23: PUSH(LD->EX)
                                                                 // LD@TID3
0x24: POP (LD->EX)
                                                                 // EX@TID3
                                                                 // EX@TID2
0x26: EXE (ACTIV[25-50], PARAM[ 0-71], LDBUF[32-63], STBUF[32-39]) // EX@TID3
                                                                 // EX@TID3
0x27: PUSH(EX->ST)
0x28: POP (EX->ST)
                                                                 // ST@TID3
0x29: STOR(STBUF[32-39])
                                                                 // ST@TID3
```



```
// Convolution access pattern dictated by micro-coded program. 

// Each register index is derived as a 2-D affine function. 

// e.g. idx_{rf} = a_{rf}y + b_{rf}x + c_{rf}^{\ 0}, where c_{rf}^{\ 0} is specified by 

// micro op 0 fields. 

for y in [0...i) 

for x in [0...i) 

rf[idx_{rf}^{\ 0}] += GEVM(act[idx_{act}^{\ 0}], par[idx_{par}^{\ 0}]) 

rf[idx_{rf}^{\ 1}] += GEVM(act[idx_{act}^{\ 1}], par[idx_{par}^{\ 1}]) 

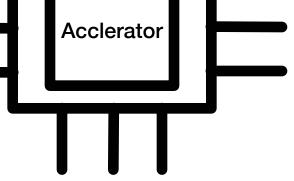
... 

rf[idx_{rf}^{\ n}] += GEVM(act[idx_{act}^{\ n}], par[idx_{par}^{\ n}])
```

#### (b) Convolution micro-coded program

```
// Max-pool, batch normalization and activation function
// access pattern dictated by micro-coded program.
// Each register index is derived as a 2D affine function.
// e.g. idx_{dst} = a_{dst}y + b_{dst}x + c_{dst}^{\theta}, where c_{dst}^{\theta} is specified by
// micro op 0 fields.
for y in [0...i)
   for x in [0...j)
     // max pooling
      rf[idx_{dst}^{\theta}] = MAX(rf[idx_{dst}^{\theta}], rf[idx_{src}^{\theta}])
      rf[idx_{dst}^{1}] = MAX(rf[idx_{dst}^{1}], rf[idx_{src}^{1}])
      // batch norm
      rf[idx_{dst}^{m}] = MUL(rf[idx_{dst}^{m}], rf[idx_{src}^{m}])
      rf[idx_{dst}^{m+1}] = ADD(rf[idx_{dst}^{m+1}], rf[idx_{src}^{m+1}])
      rf[idx_{dst}^{m+2}] = MUL(rf[idx_{dst}^{m+2}], rf[idx_{src}^{m+2}])
      rf[idx_{dst}^{m+3}] = ADD(rf[idx_{dst}^{m+3}], rf[idx_{src}^{m+3}])
      rf[idx_{dst}^{n-1}] = RELU(rf[idx_{dst}^{n-1}], rf[idx_{src}^{n-1}])
      rf[idx_{dst}^n] = RELU(rf[idx_{dst}^n], rf[idx_{src}^n])
```

(c) Max pool, batch norm and activation micro-coded program



Frameworks U U K



Explosion of models and frameworks



Explosion of models and frameworks

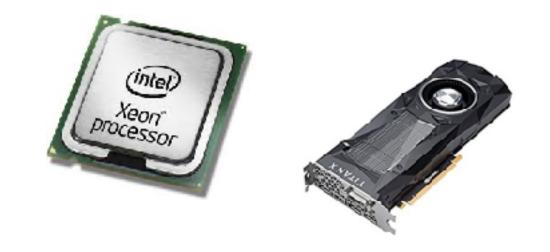


Explosion of models and frameworks





Explosion of models and frameworks





Explosion of models and frameworks

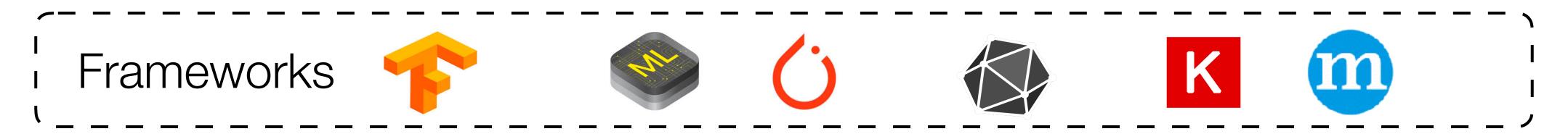




Explosion of models and frameworks







Explosion of models and frameworks





Explosion of models and frameworks

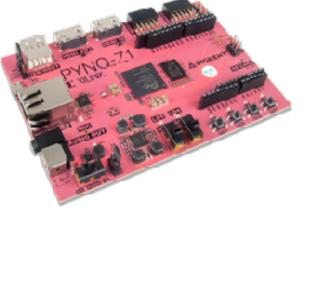


























Explosion of models and frameworks

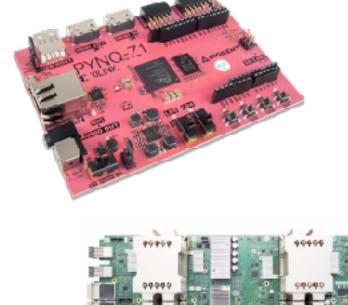






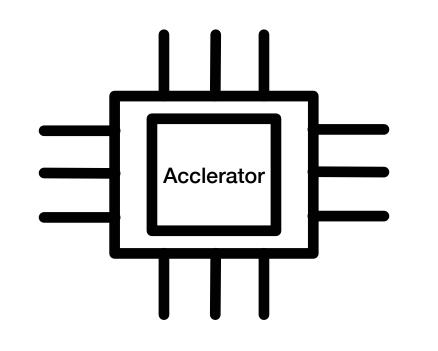








Explosion of models and frameworks



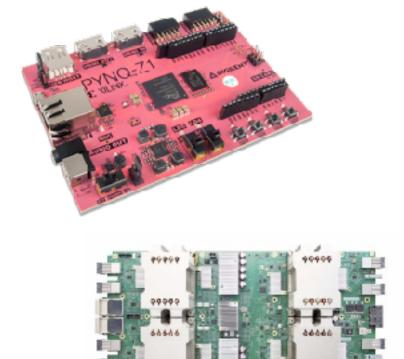






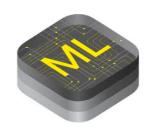






Frameworks









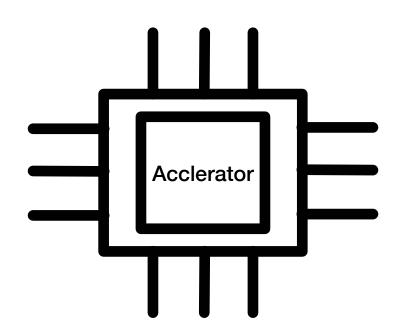




Explosion of models and frameworks

## Huge gap between model/frameworks and hardware backends





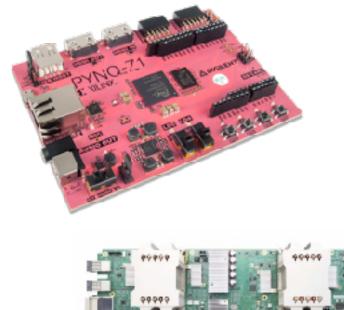






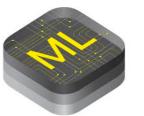






Frameworks



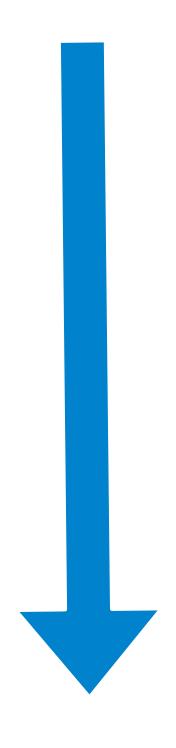












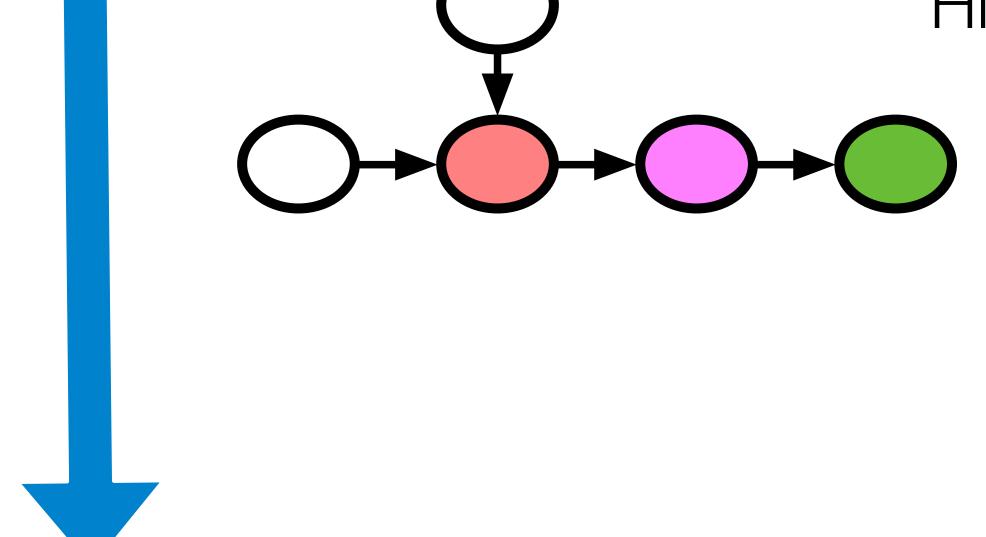
Hardware





Frameworks O O K (m)

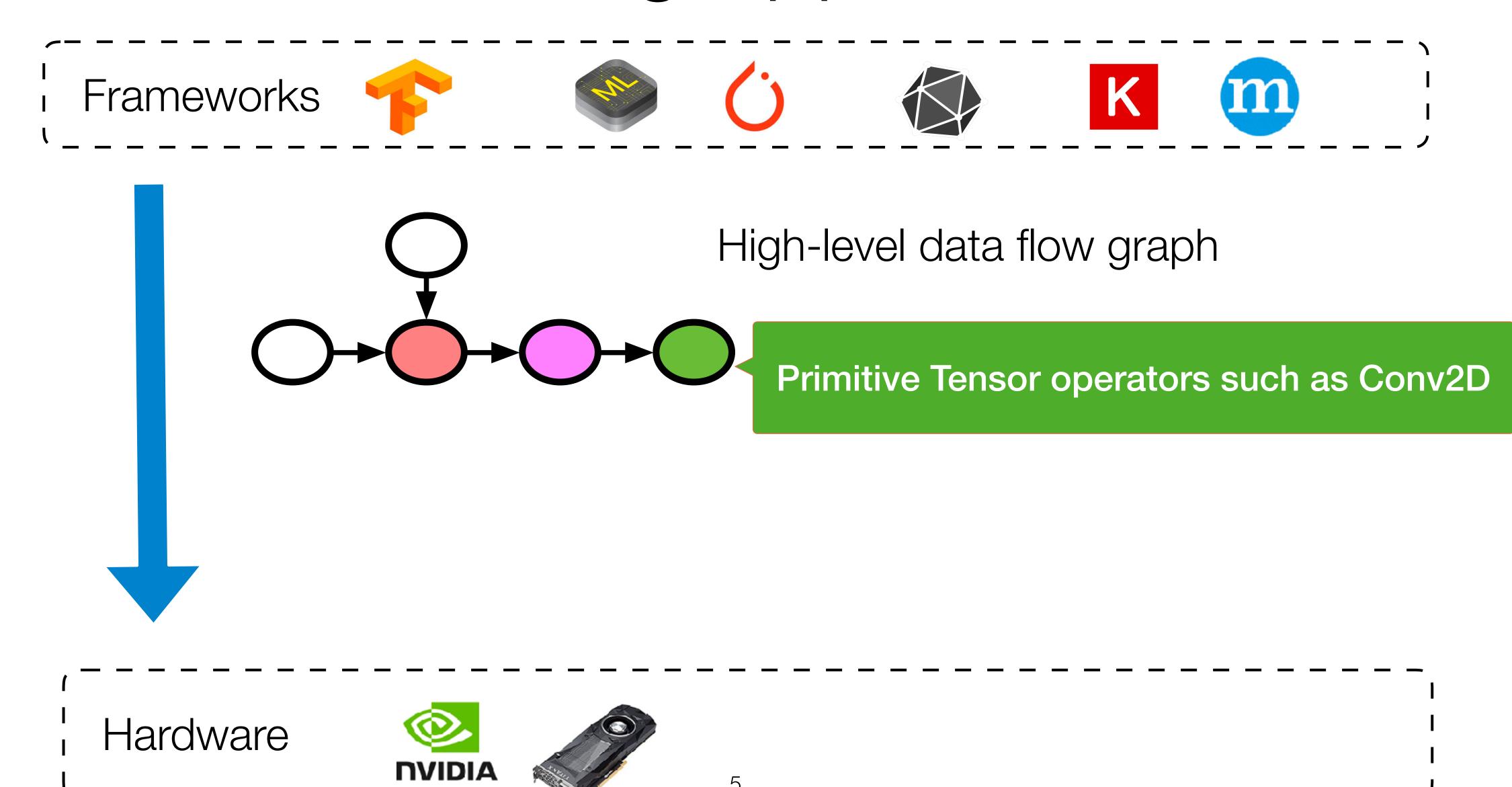
High-level data flow graph



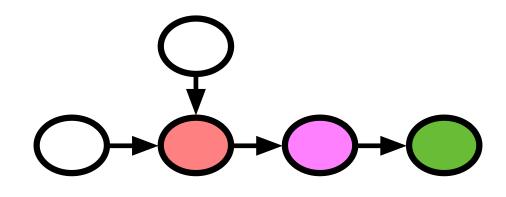
Hardware

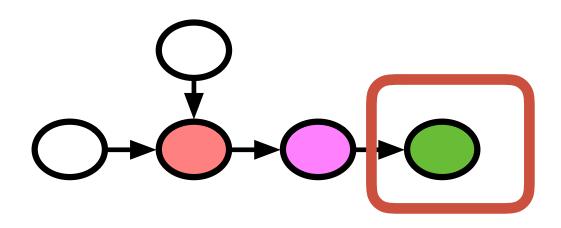


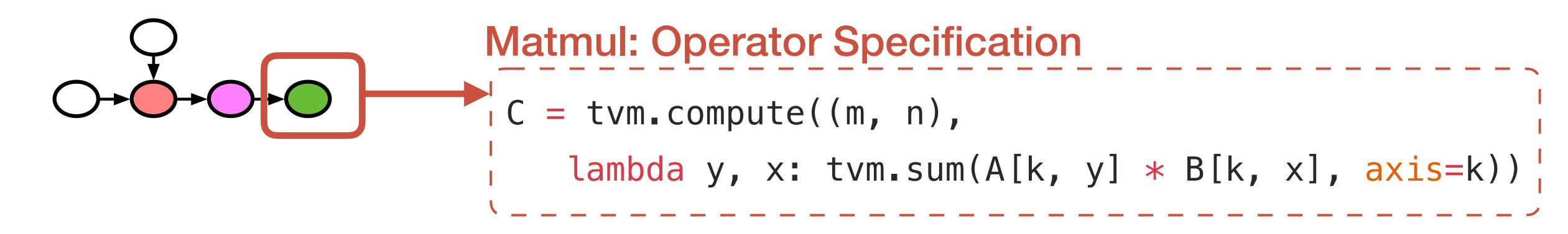


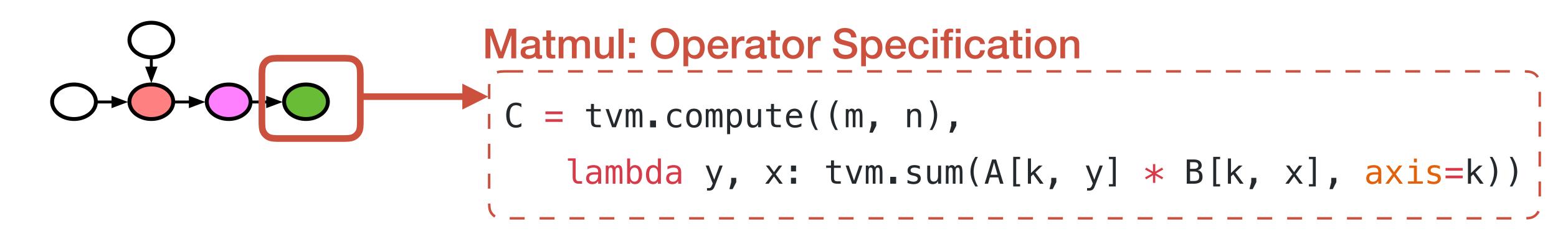


Frameworks High-level data flow graph Primitive Tensor operators such as Conv2D eg. cuDNN Offload to heavily optimized DNN operator library Hardware **DVIDIA** 

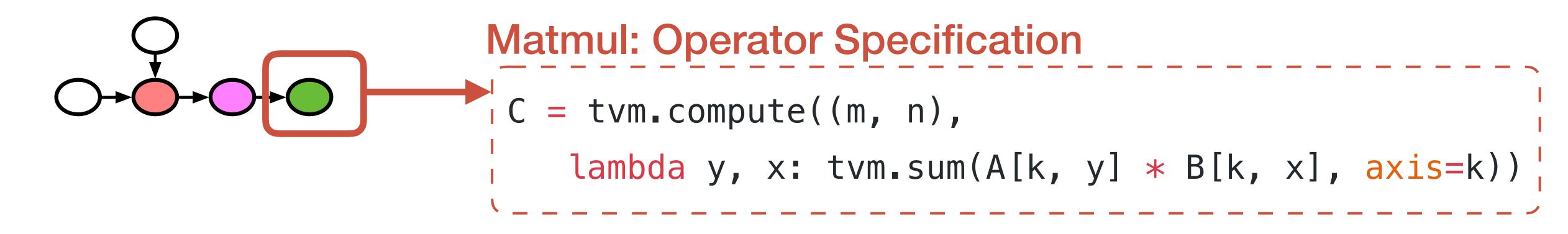








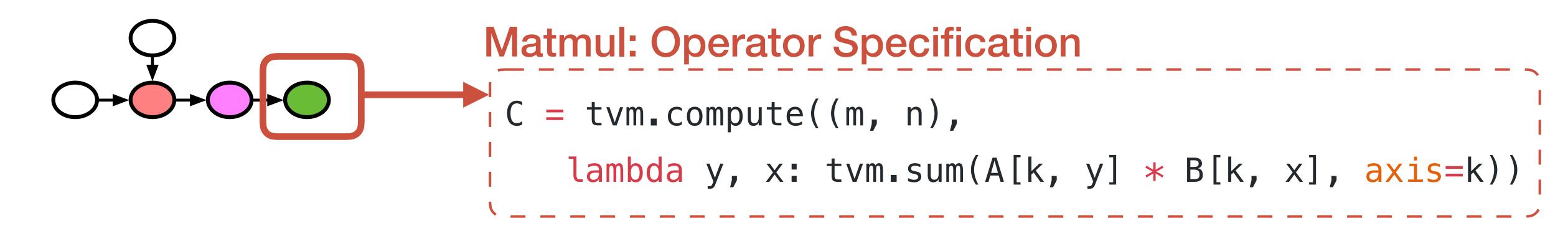


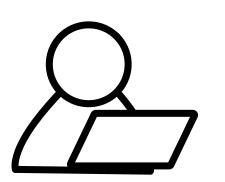




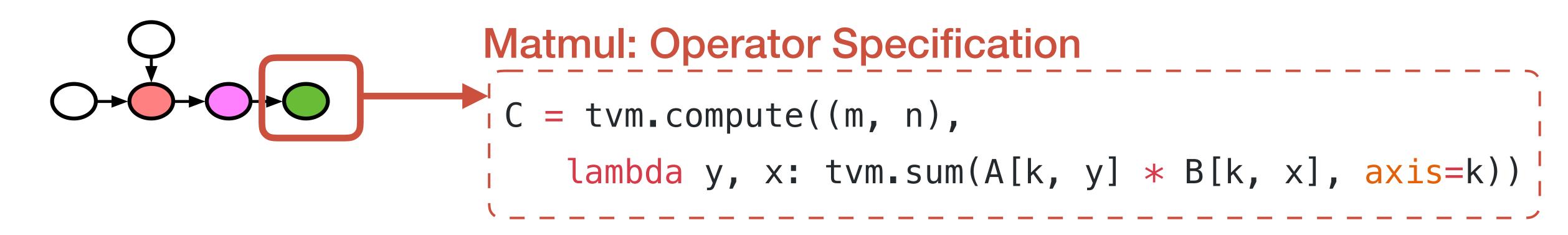
#### Vanilla Code

```
for y in range(1024):
    for x in range(1024):
        C[y][x] = 0
        for k in range(1024):
        C[y][x] += A[k][y] * B[k][x]
```





#### Loop Tiling for Locality



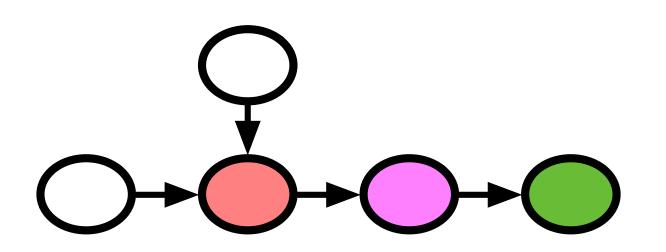


#### Map to Accelerators

```
inp_buffer AL[8][8], BL[8][8]
acc_buffer CL[8][8]
for yo in range(128):
    for xo in range(128):
        vdla.fill_zero(CL)
        for ko in range(128):
        vdla.dma_copy2d(AL, A[ko*8:ko*8+8][yo*8:yo*8+8])
        vdla.dma_copy2d(BL, B[ko*8:ko*8+8][xo*8:xo*8+8])
        vdla.fused_gemm8x8_add(CL, AL, BL)
        vdla.dma_copy2d(C[yo*8:yo*8+8,xo*8:xo*8+8], CL)
```

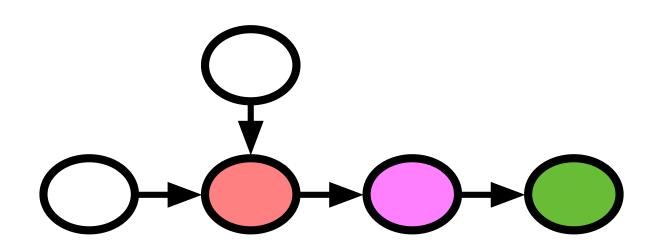
Human exploration of optimized code

Frameworks O O O O

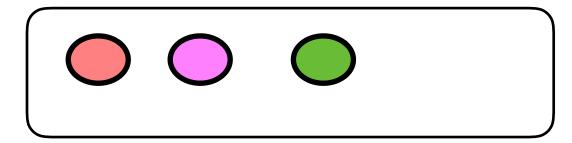




Frameworks O O O O

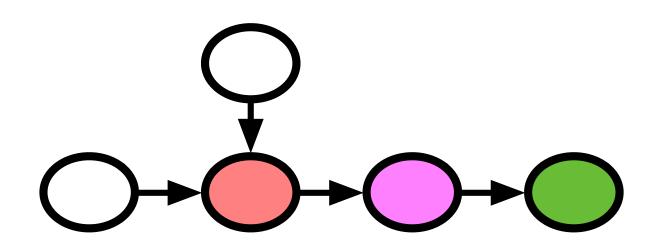


#### cuDNN

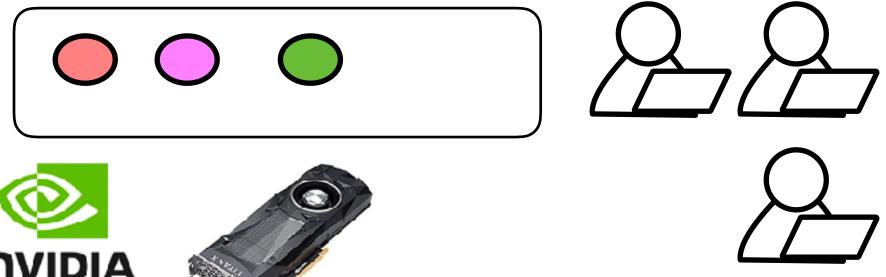


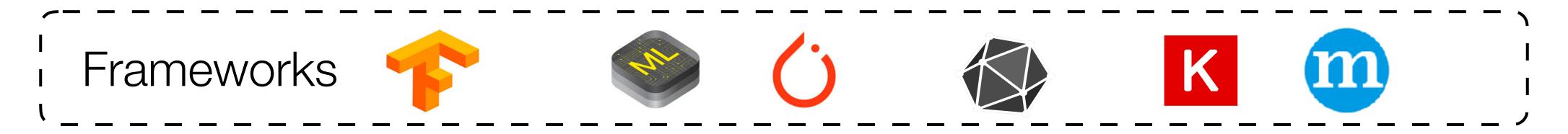


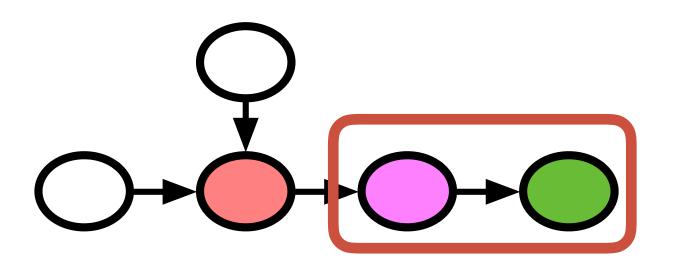


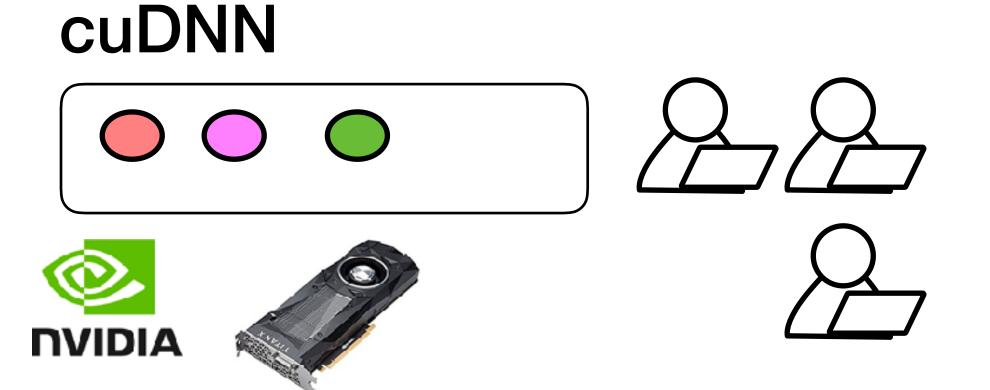


#### cuDNN

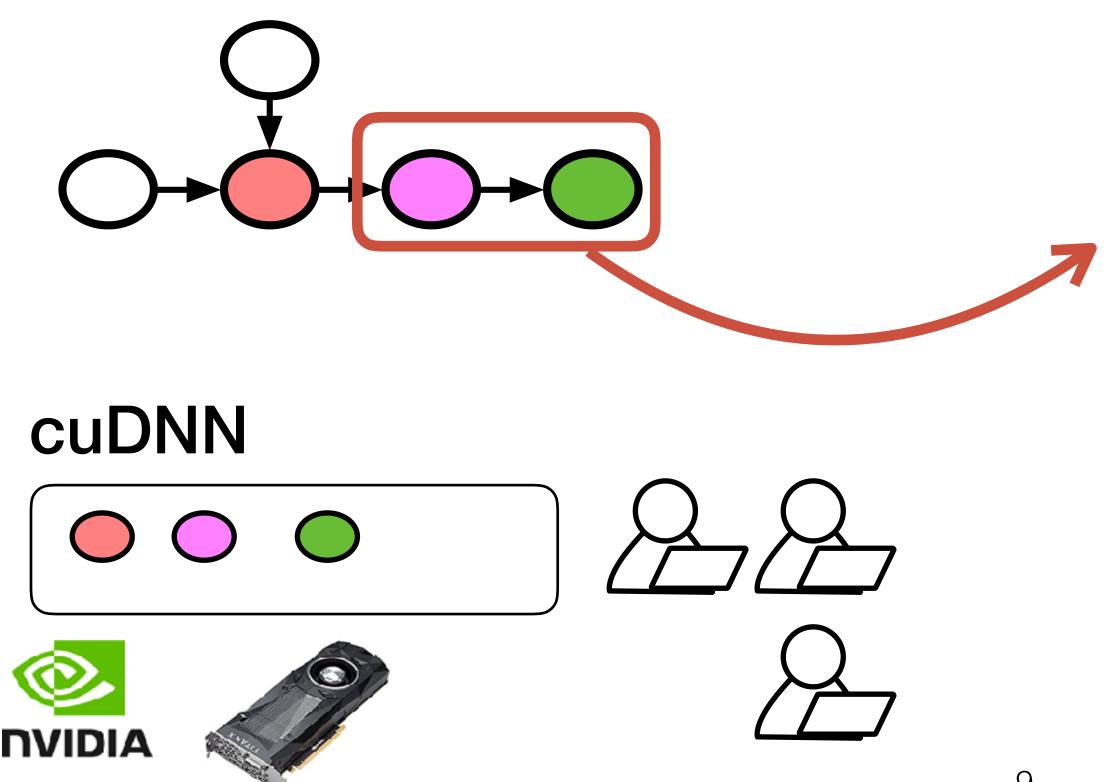




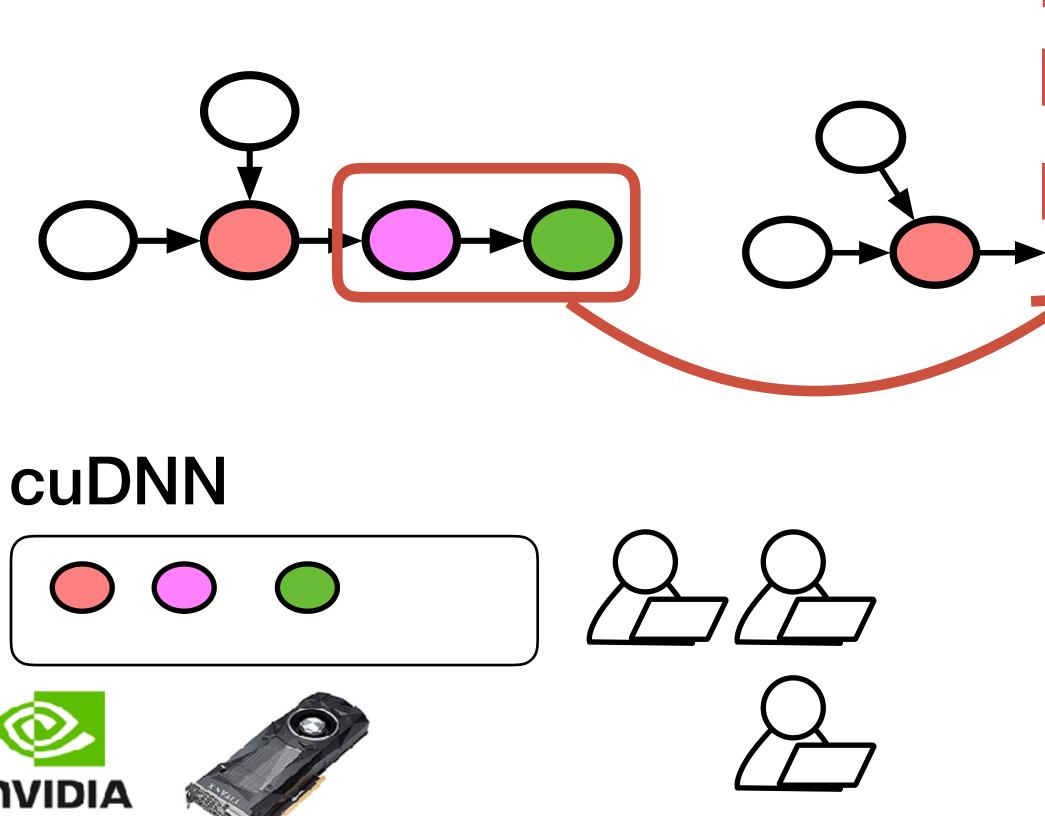






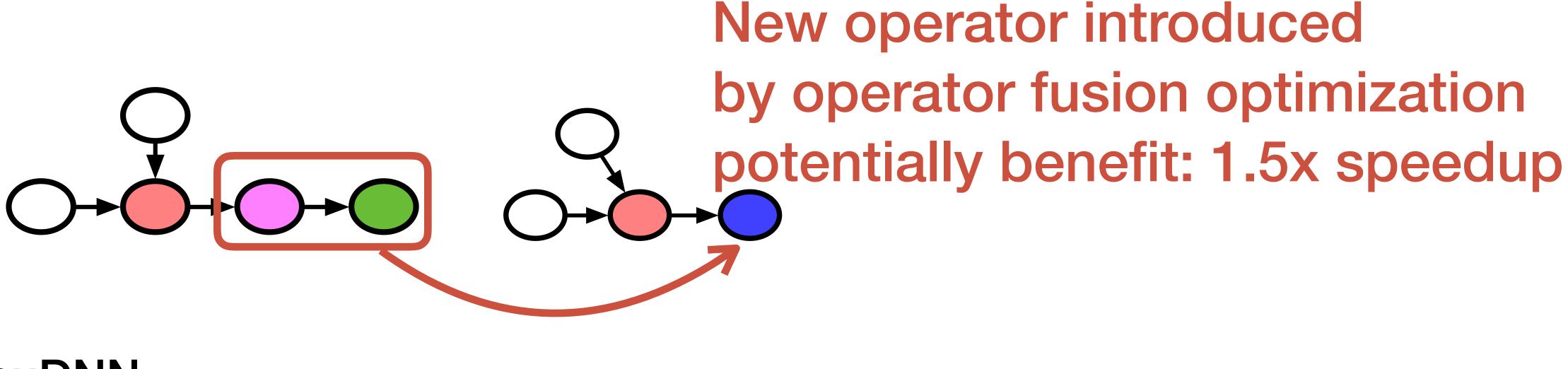




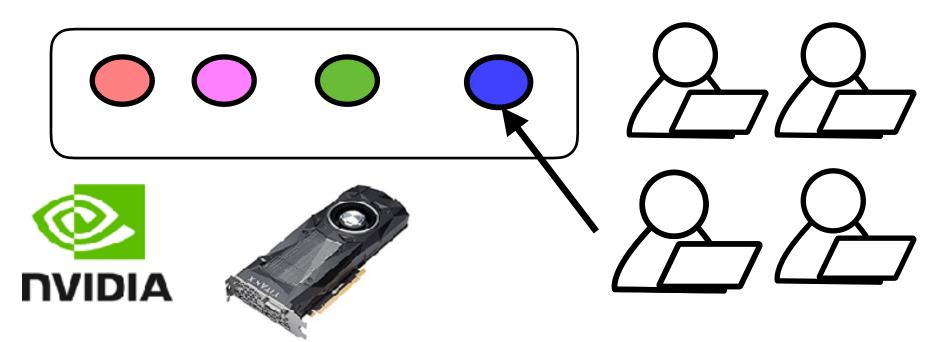


New operator introduced by operator fusion optimization potentially benefit: 1.5x speedup

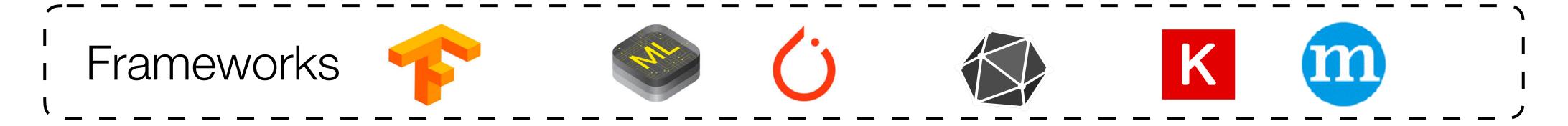


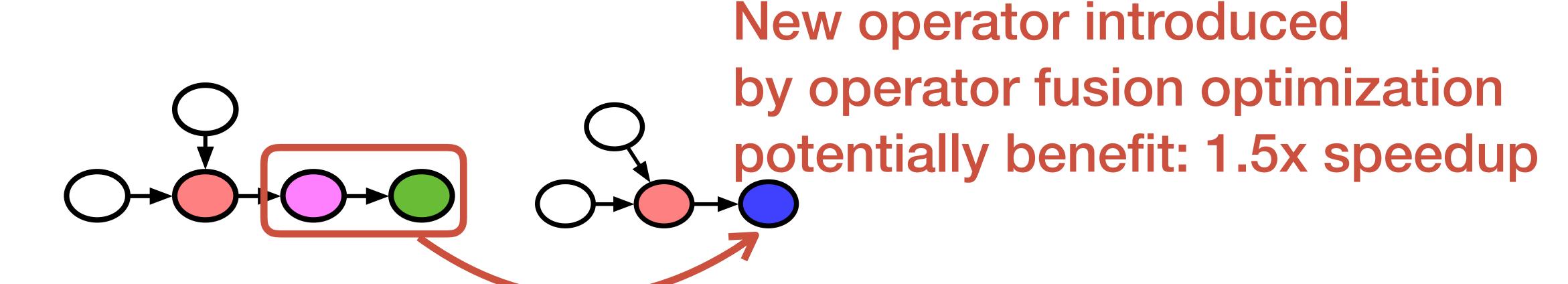


#### cuDNN

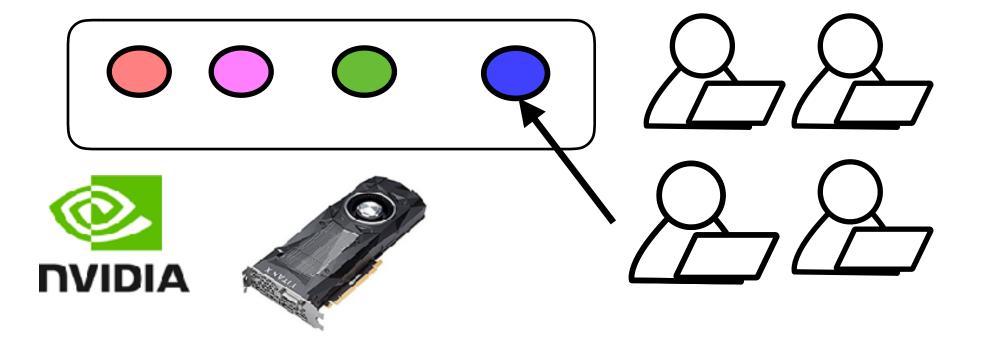


# Limitations of Existing Approach





#### cuDNN





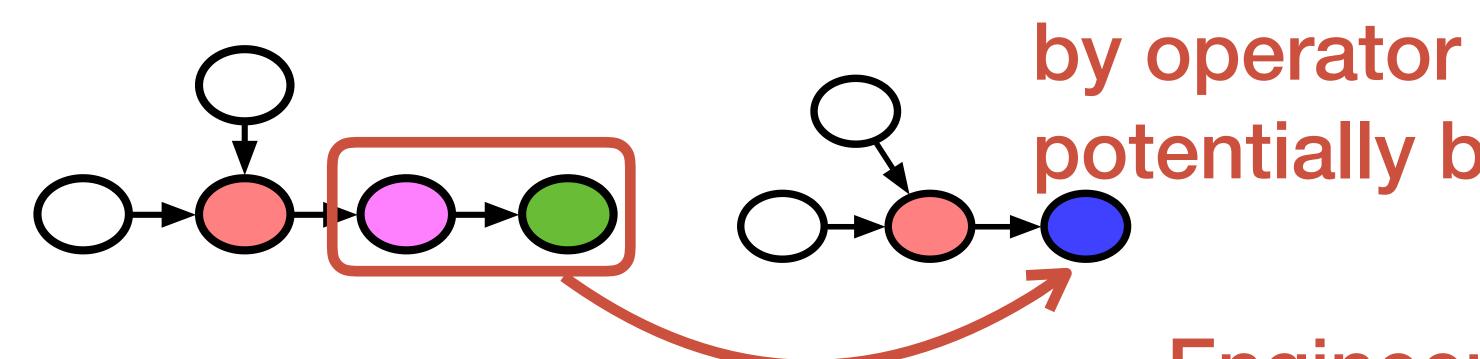






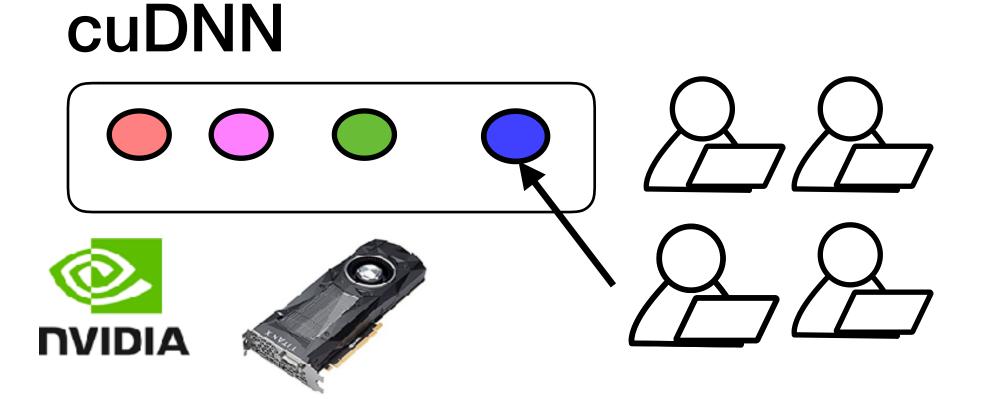
# Limitations of Existing Approach

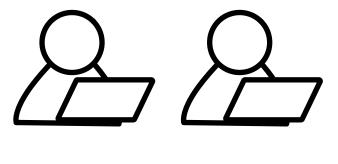




New operator introduced by operator fusion optimization potentially benefit: 1.5x speedup

**Engineering intensive** 









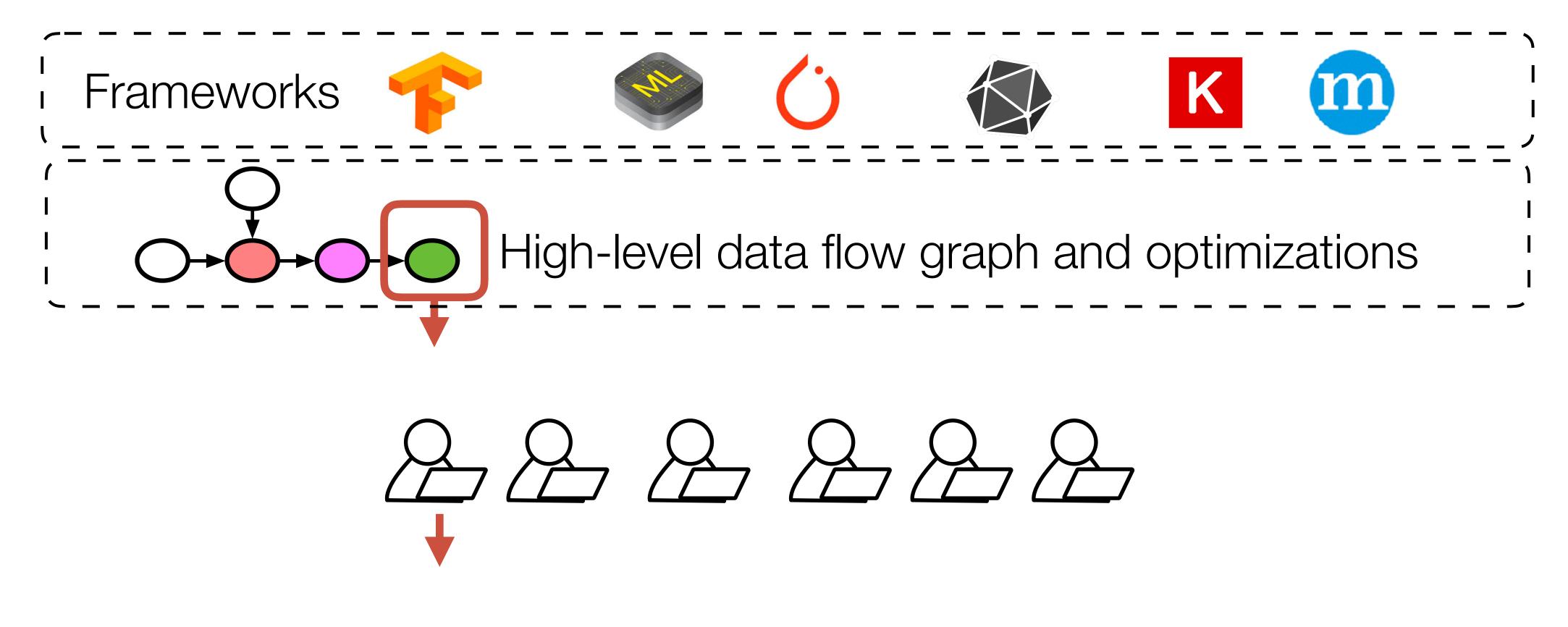


















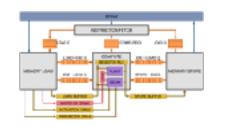


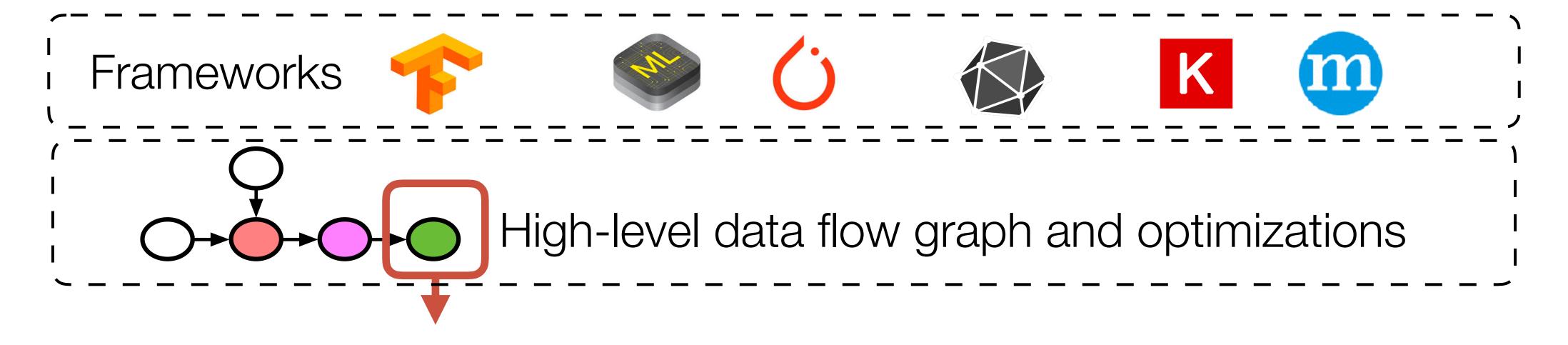
















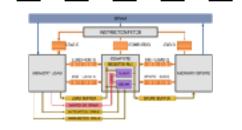


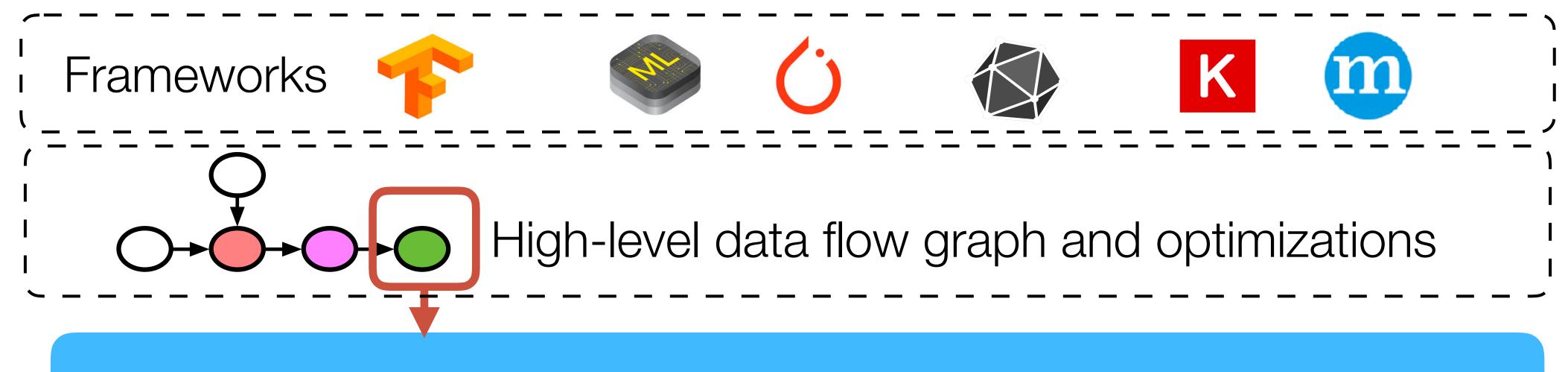












Hardware aware Search Space of Optimized Tensor Programs





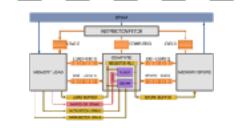


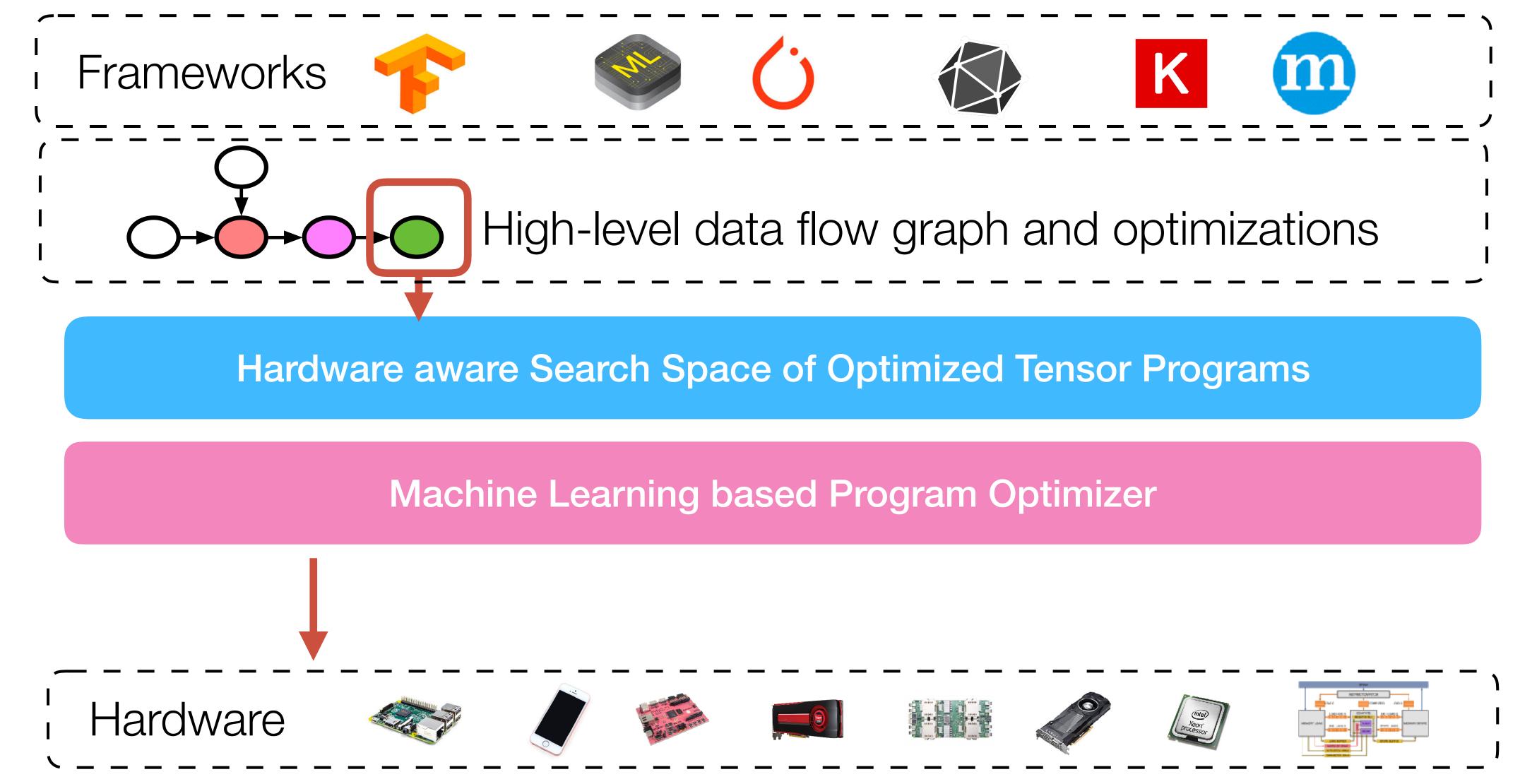


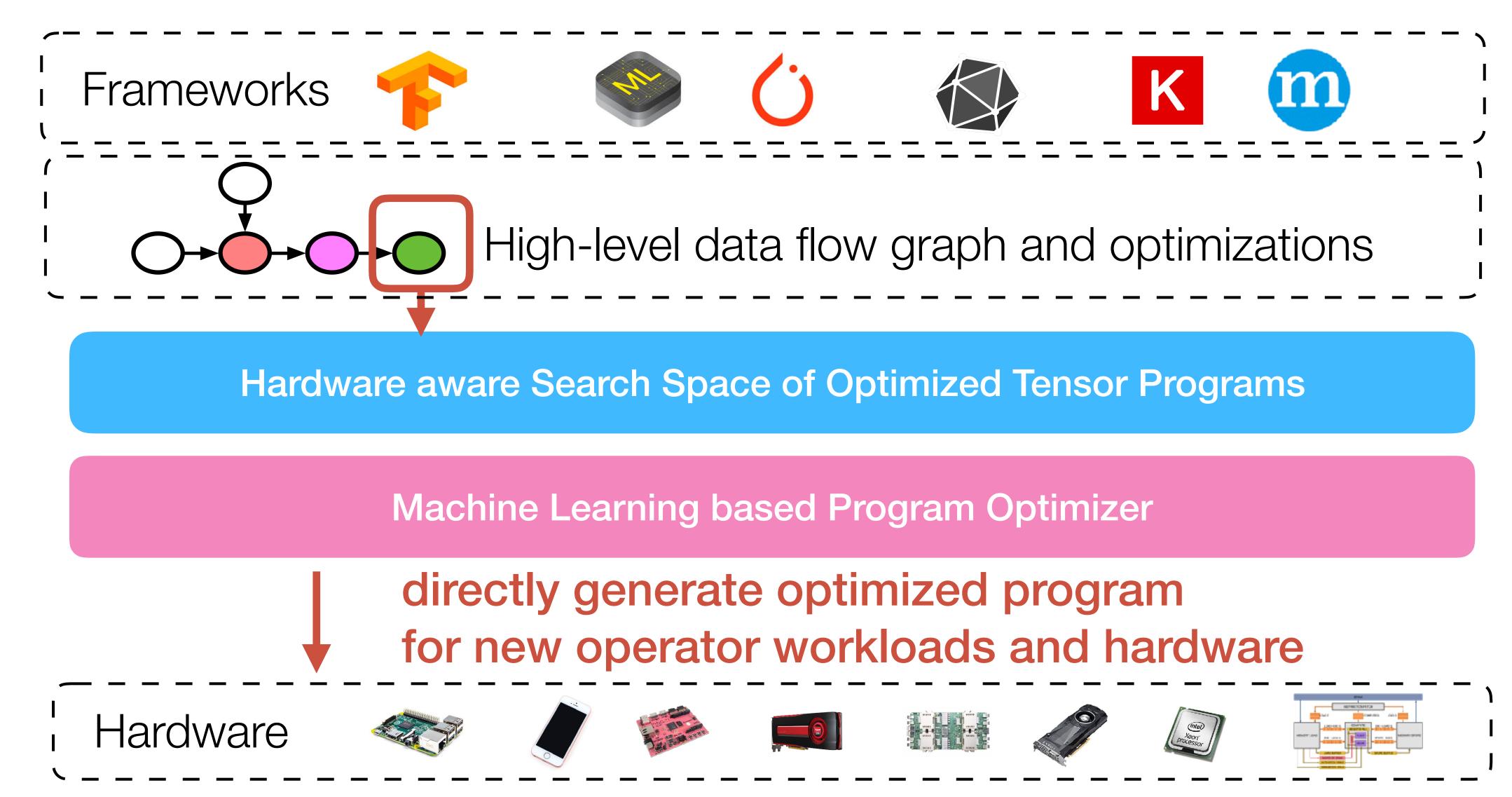


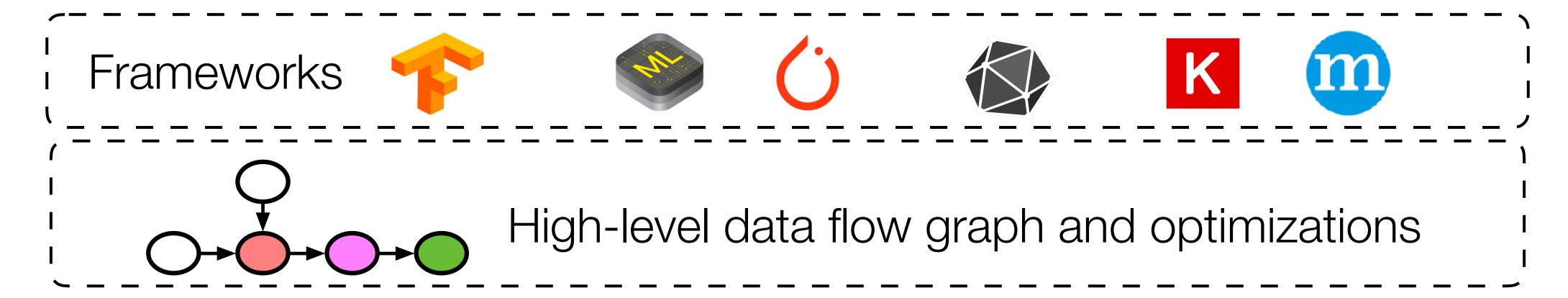












Hardware aware Search Space of Optimized Tensor Programs

Machine Learning based Program Optimizer

Hardware





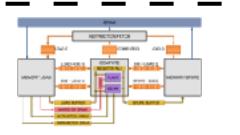


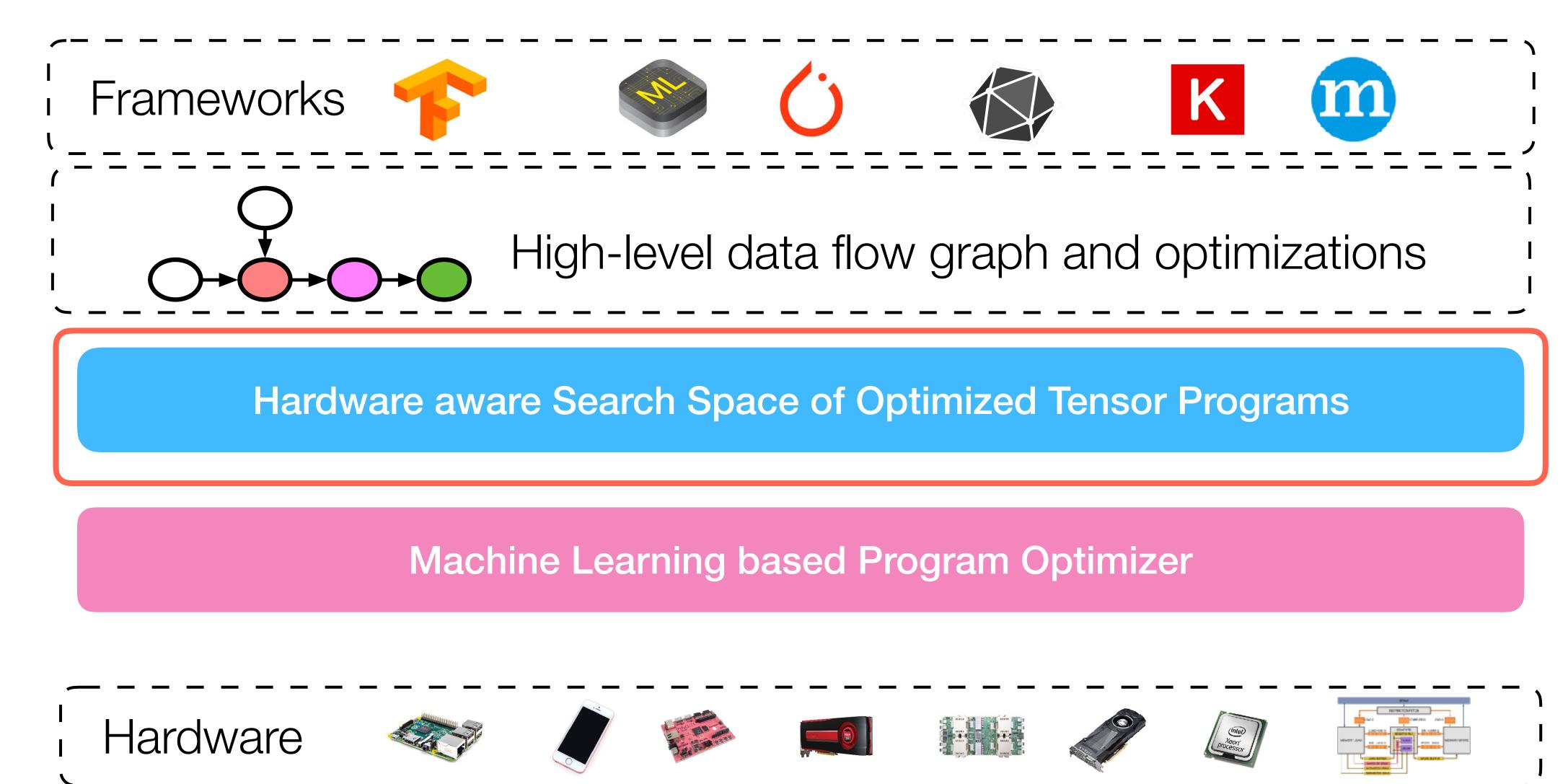


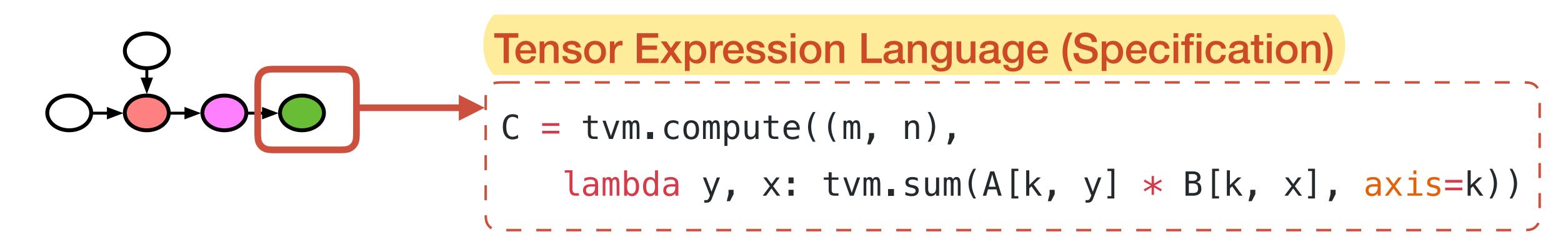




















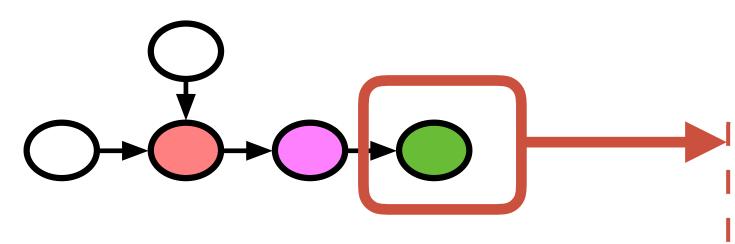












Tensor Expression Language (Specification)

```
C = tvm.compute((m, n),
    lambda y, x: tvm.sum(A[k, y] * B[k, x], axis=k))
```

Define search space of hardware aware mappings from expression to hardware program

Based on Halide's compute/schedule separation







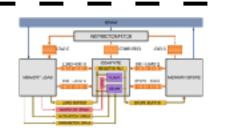


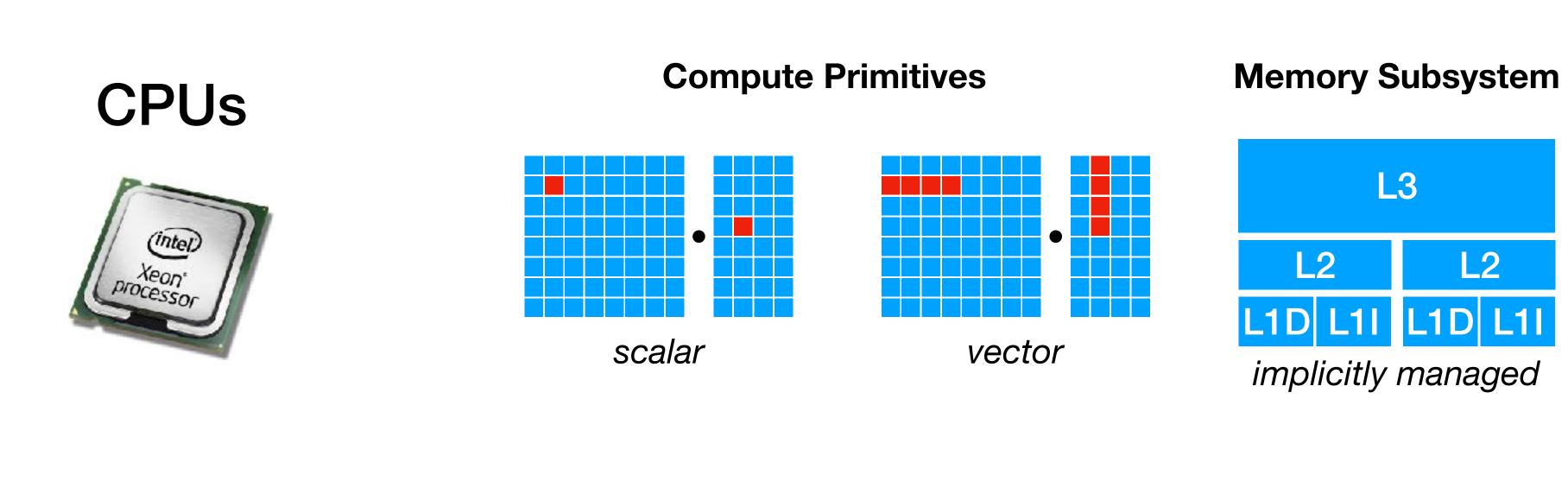












Loop Transformations Cache Locality

Vectorization

Reuse primitives from prior work: Halide, Loopy

### Challenge to Support Diverse Hardware Backends

**CPUs** 



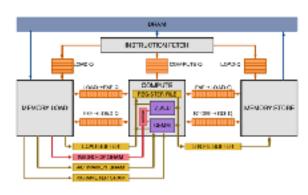
**GPUs** 





TPU-like specialized Accelerators



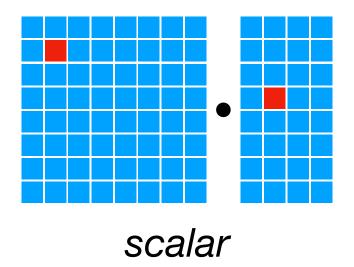


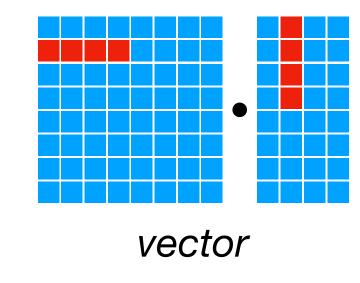
### **GPUs**



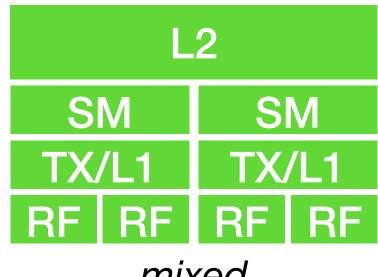


#### **Compute Primitives**





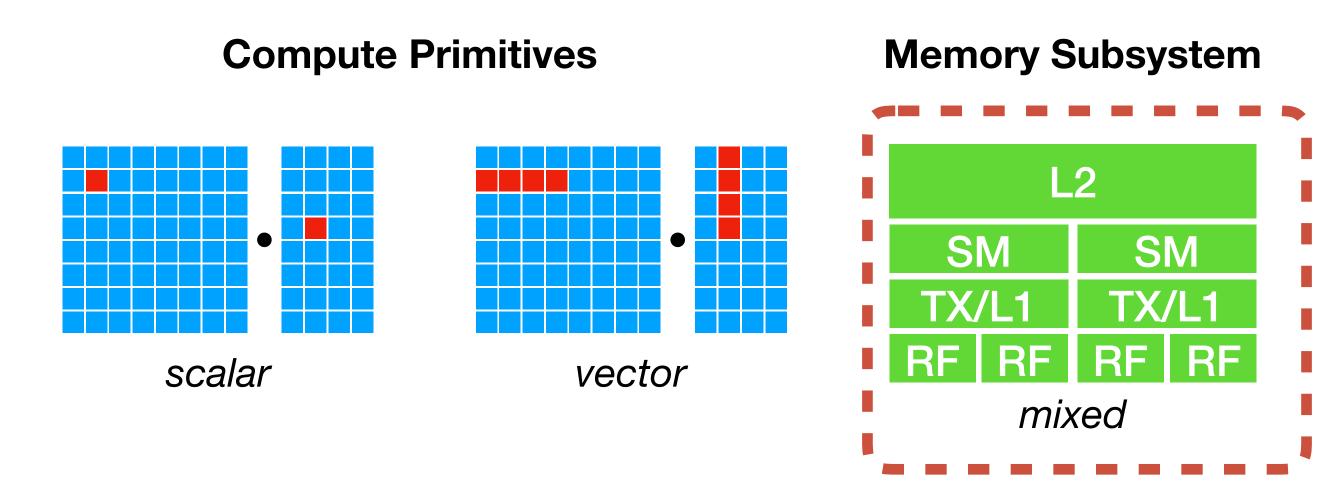
#### **Memory Subsystem**



### **GPUs**







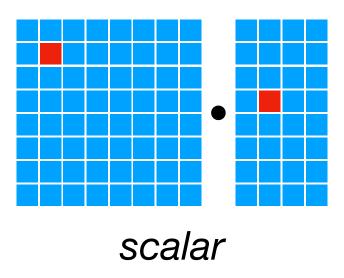
Shared memory among compute cores

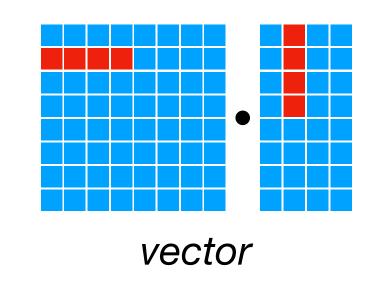
#### **GPUs**



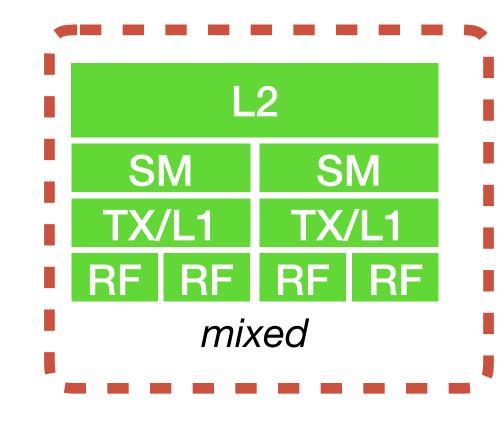


#### **Compute Primitives**





#### **Memory Subsystem**



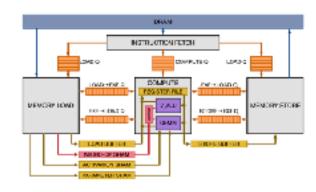
Shared memory among compute cores

Use of Shared Memory

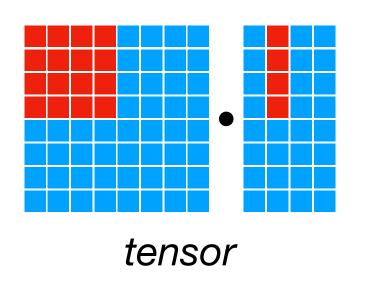
Thread Cooperation

# TPU-like Specialized Accelerators

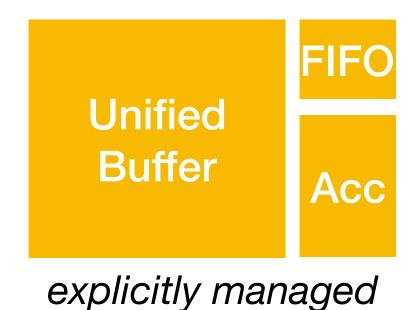




#### **Compute Primitives**

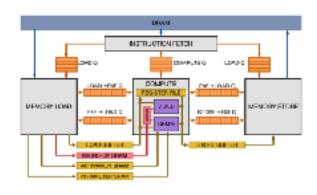


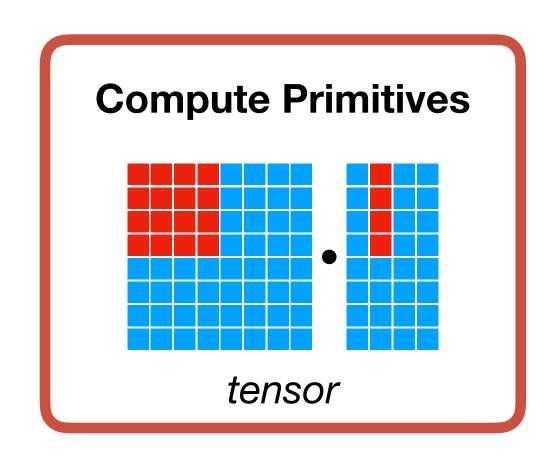
#### **Memory Subsystem**

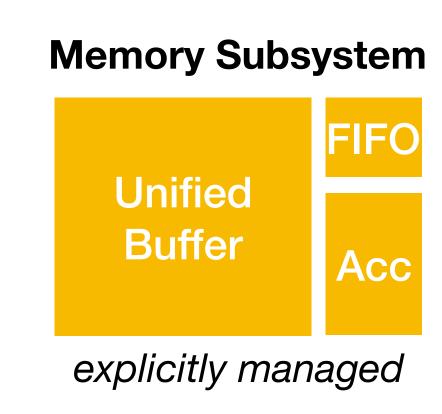


# TPU-like Specialized Accelerators

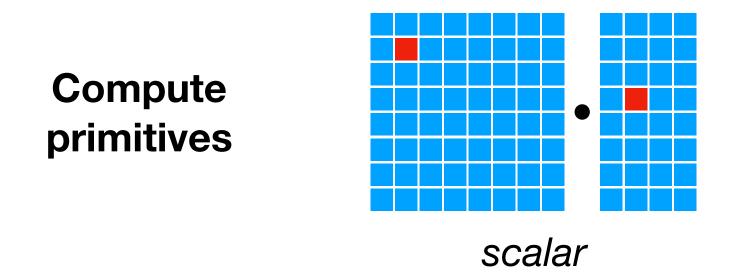


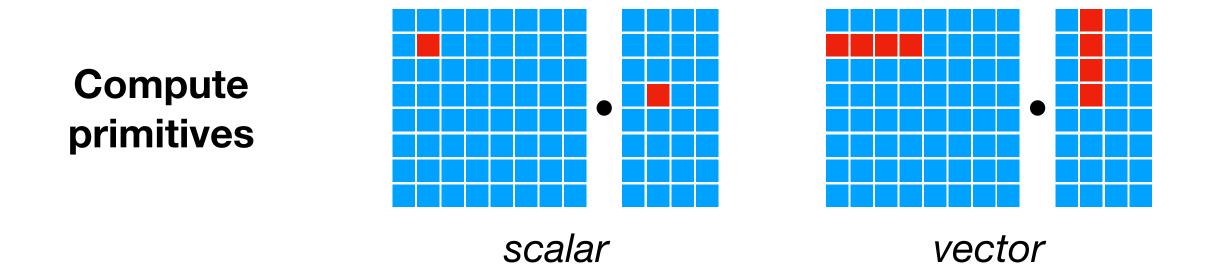


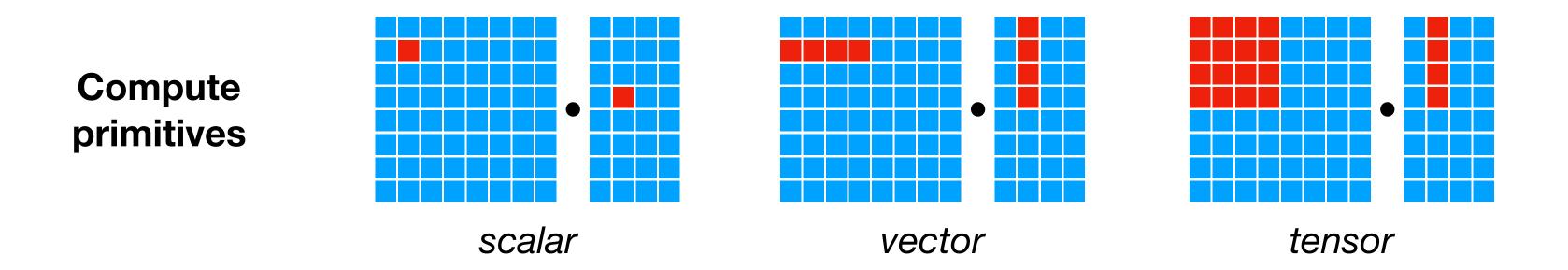


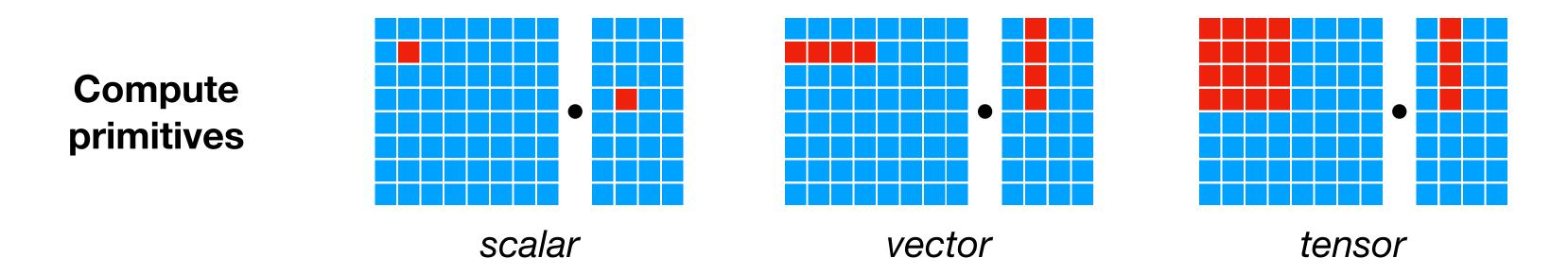


**Compute** primitives



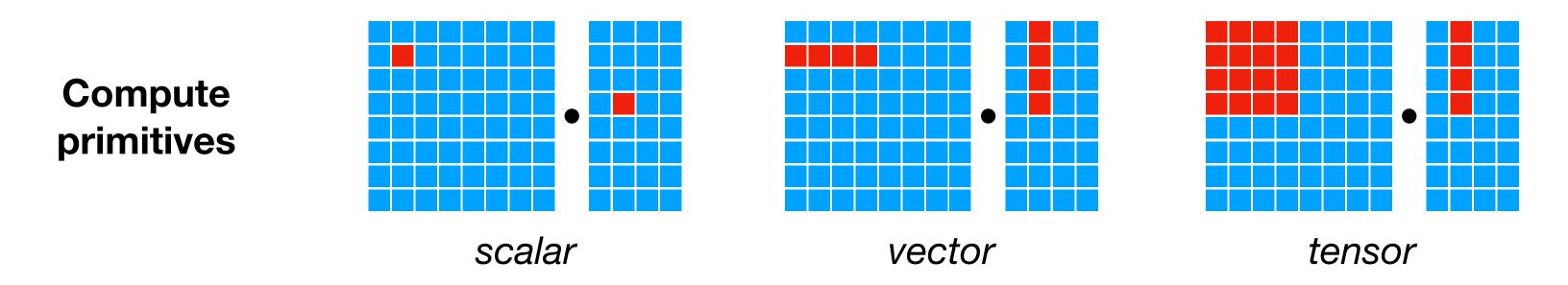






# Hardware designer: declare tensor instruction interface with Tensor Expression

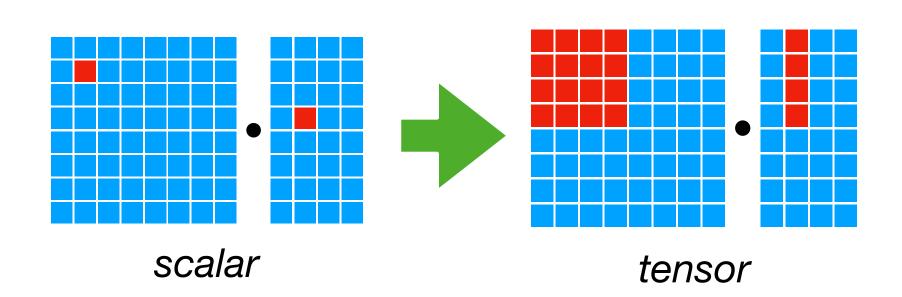
```
w, x = t.placeholder((8, 8)), t.placeholder((8, 8))
                                                      declare behavior
k = t_reduce_axis((0, 8))
y = t.compute((8, 8), lambda i, j:
              t.sum(w[i, k] * x[j, k], axis=k))
                                                  lowering rule to generate
def gemm_intrin_lower(inputs, outputs):
                                                  hardware intrinsics to carry
  ww_ptr = inputs[0].access_ptr("r")
  xx_ptr = inputs[1].access_ptr("r")
                                                  out the computation
   zz_ptr = outputs[0].access_ptr("w")
   compute = t.hardware_intrin("gemm8x8", ww_ptr, xx_ptr, zz_ptr)
   reset = t.hardware_intrin("fill_zero", zz_ptr)
   update = t.hardware_intrin("fuse_gemm8x8_add", ww_ptr, xx_ptr, zz_ptr)
   return compute, reset, update
gemm8x8 = t.decl_tensor_intrin(y.op, gemm_intrin_lower)
```



### Hardware designer: declare tensor instruction interface with Tensor Expression

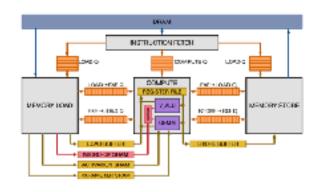
```
w, x = t.placeholder((8, 8)), t.placeholder((8, 8))
                                                      declare behavior
k = t.reduce_axis((0, 8))
y = t.compute((8, 8), lambda i, j:
              t.sum(w[i, k] * x[j, k], axis=k))
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   reset = t.hardware_intrin("fill_zero", zz_ptr)
   update = t.hardware_intrin("fuse_gemm8x8_add", ww_ptr, xx_ptr, zz_ptr)
   return compute, reset, update
gemm8x8 = t.decl_tensor_intrin(y.op, gemm_intrin_lower)
```

# Tensorize: transform program to use tensor instructions

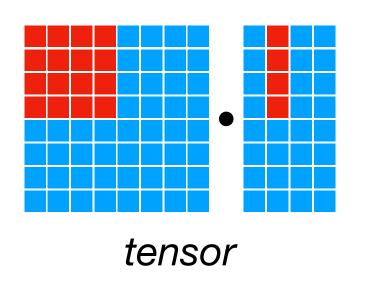


# TPU-like Specialized Accelerators

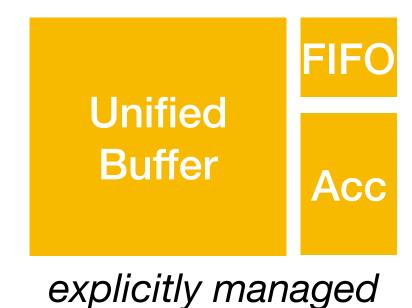




#### **Compute Primitives**

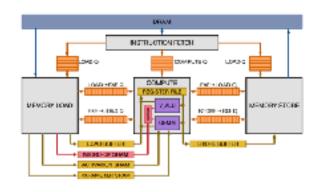


#### **Memory Subsystem**

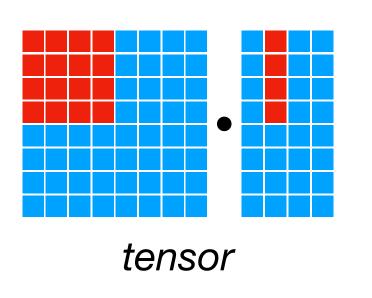


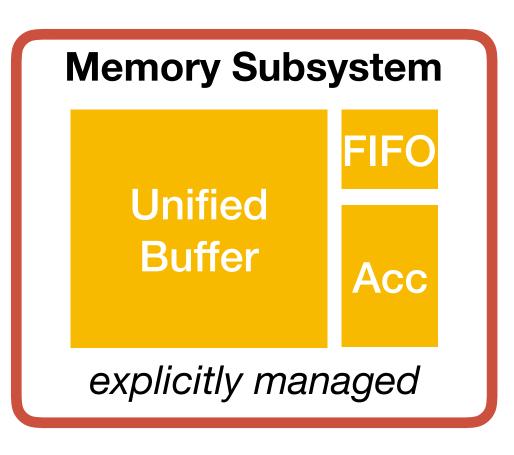
# TPU-like Specialized Accelerators





#### **Compute Primitives**





# Software Support for Latency Hiding

Single Module No Task-Pipelining

load inputs

load weights

matrix multiplication

store outputs

load

load
weights

matrix multiplication

store outputs

# Software Support for Latency Hiding

Single Module No Task-Pipelining

load inputs

load weights matrix multiplication

store outputs

load

load weights

matrix multiplication

store outputs

load inputs

load
weights

load inputs

load weights

Multiple-Module
Task-Level Pipelining

matrix multiplication

matrix multiplication

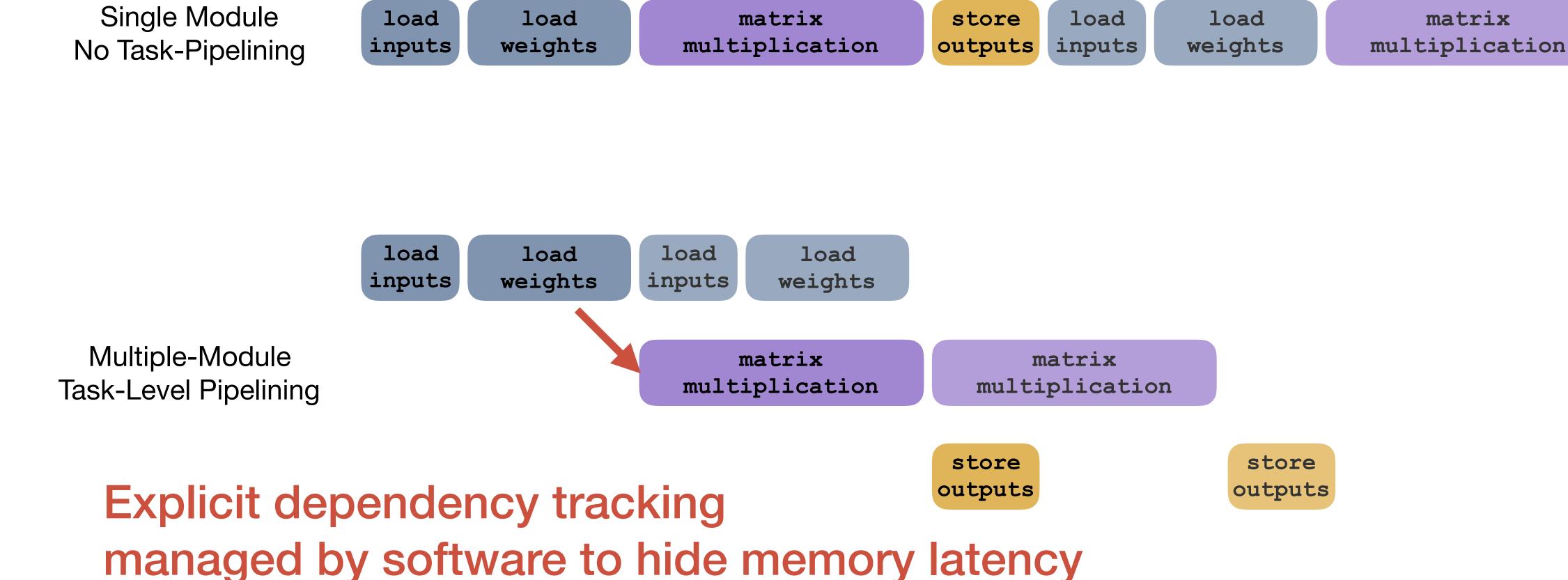
store outputs

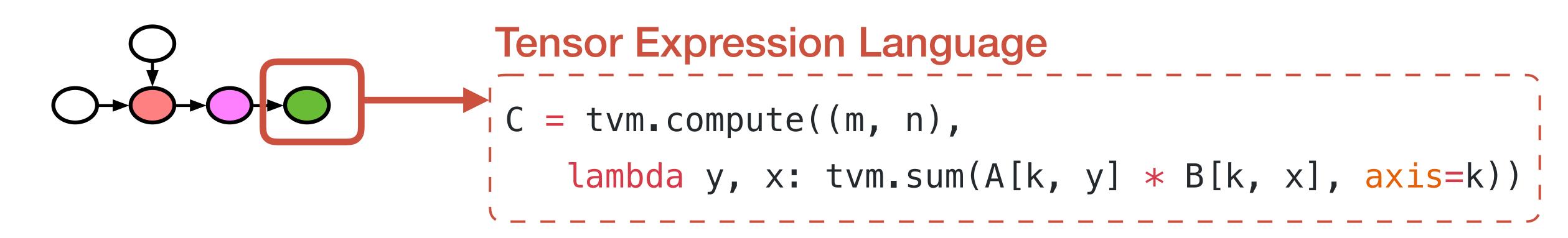
store outputs

# Software Support for Latency Hiding

store

outputs









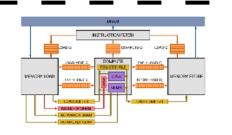


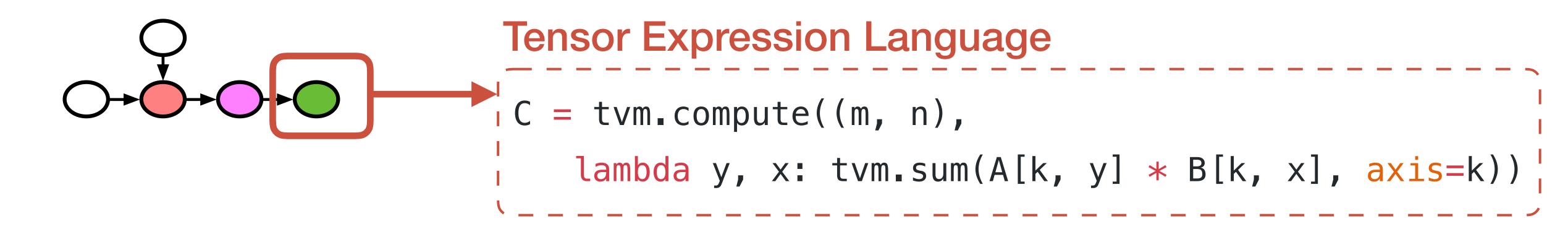












Primitives in prior work: Halide, Loopy

Loop Transformations Thread Bindings Cache Locality





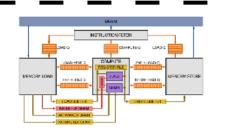


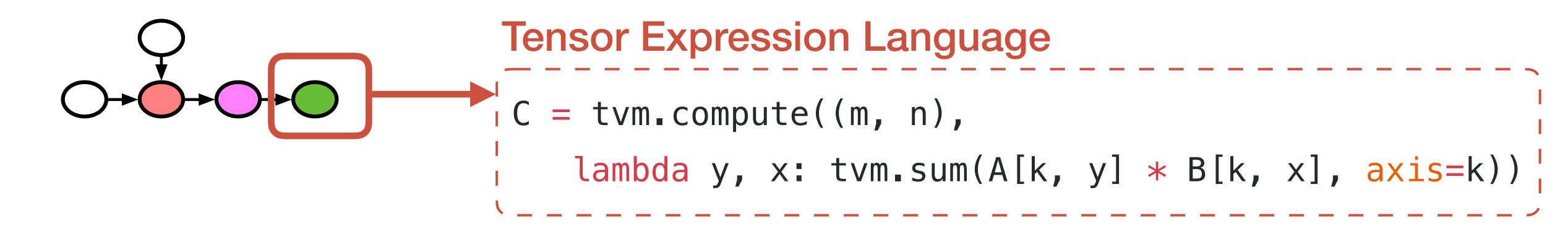












Primitives in prior work: Halide, Loopy

New primitives for GPUs, and enable TPU-like Accelerators

Loop Transformations Thread Bindings

Cache Locality

Thread Cooperation

**Tensorization** 

Latency Hiding



Hardware





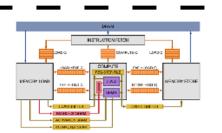


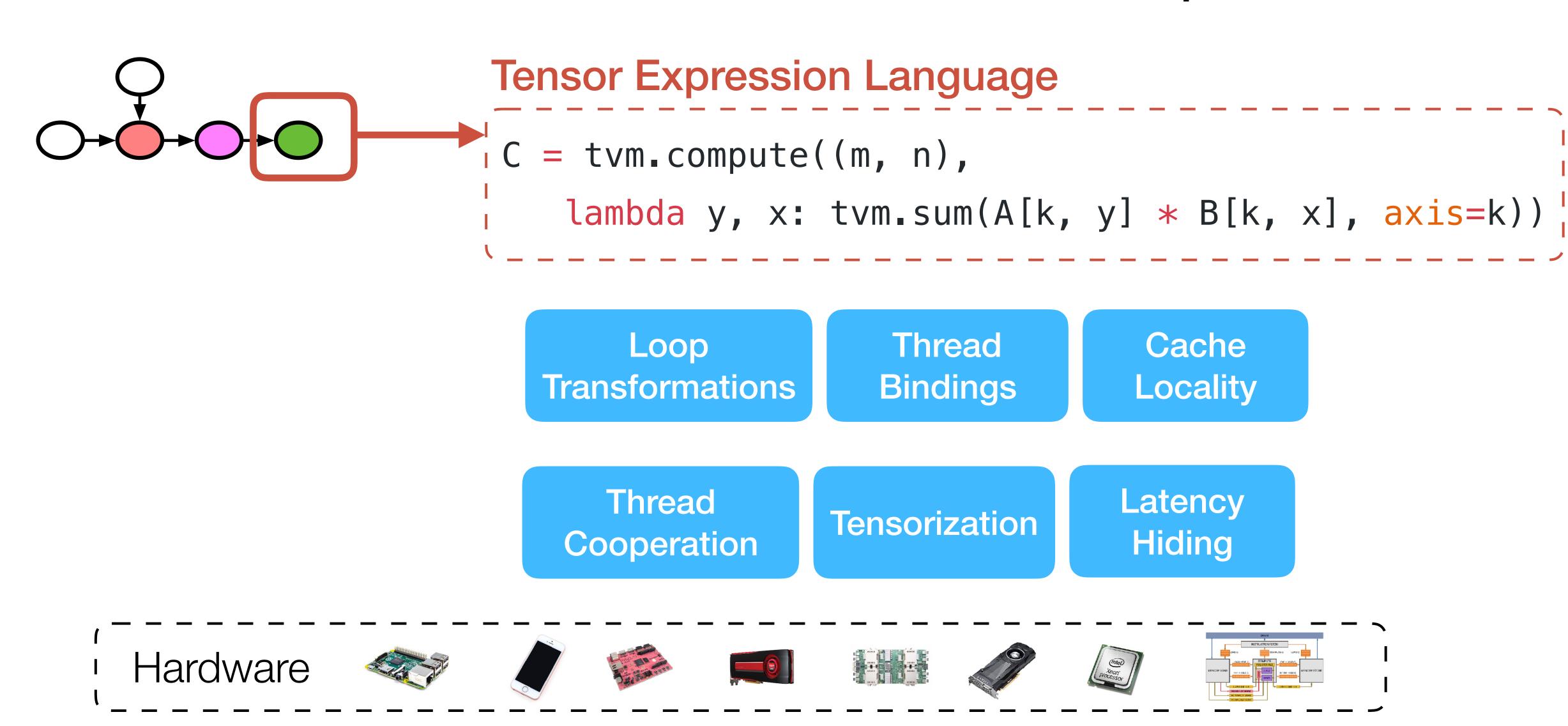


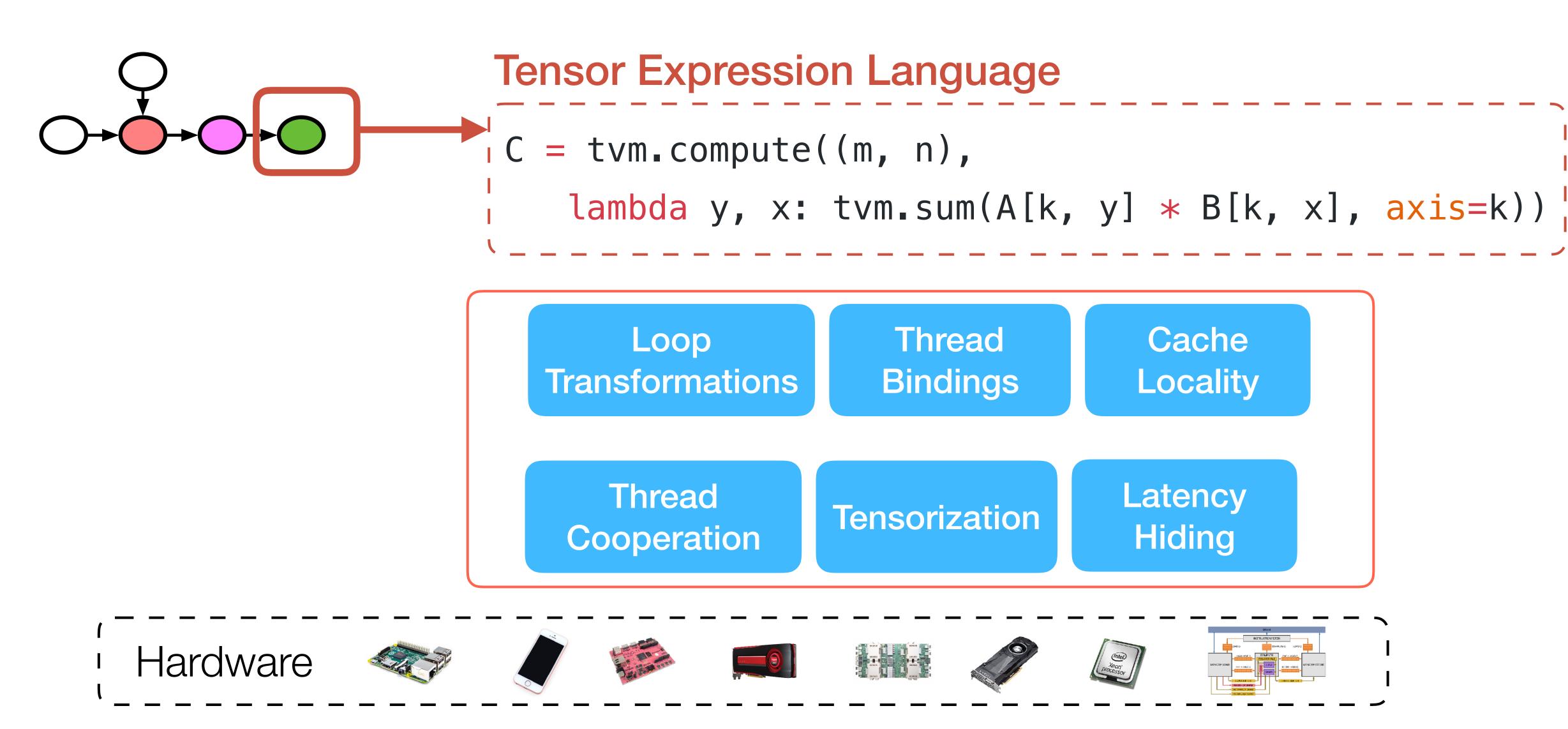


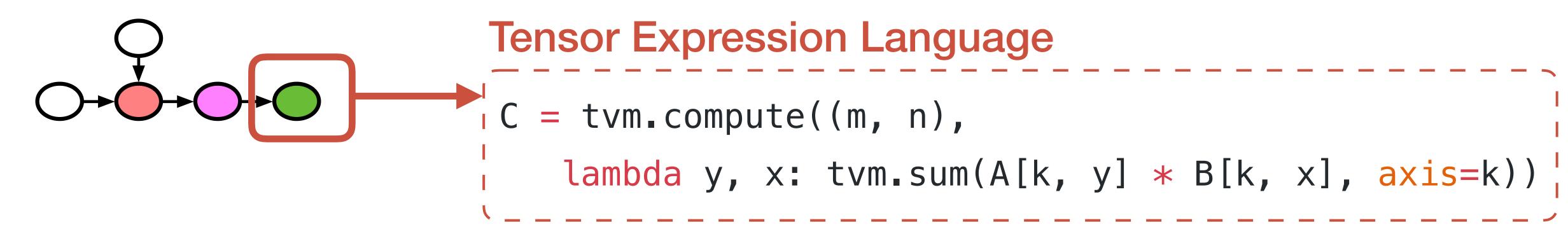




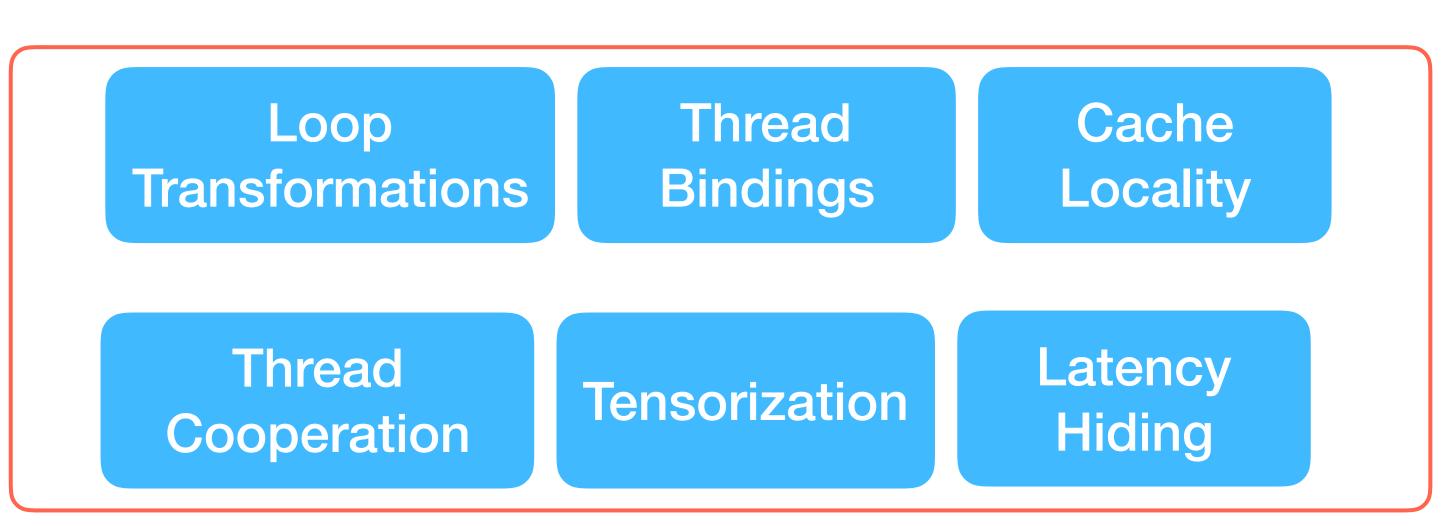








Billions
of possible
optimization
choices



Hardware





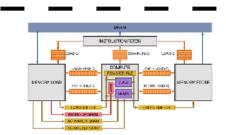


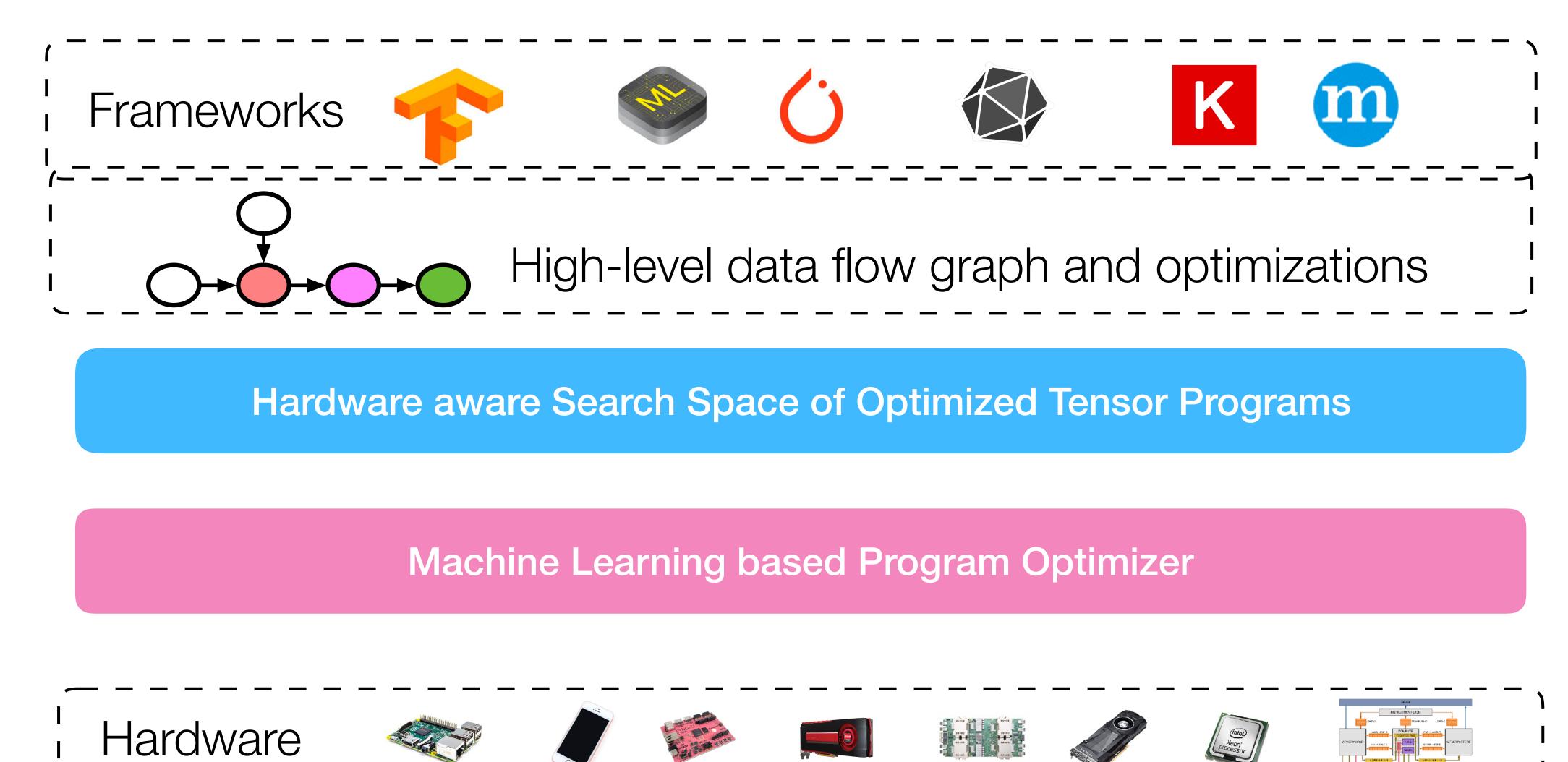




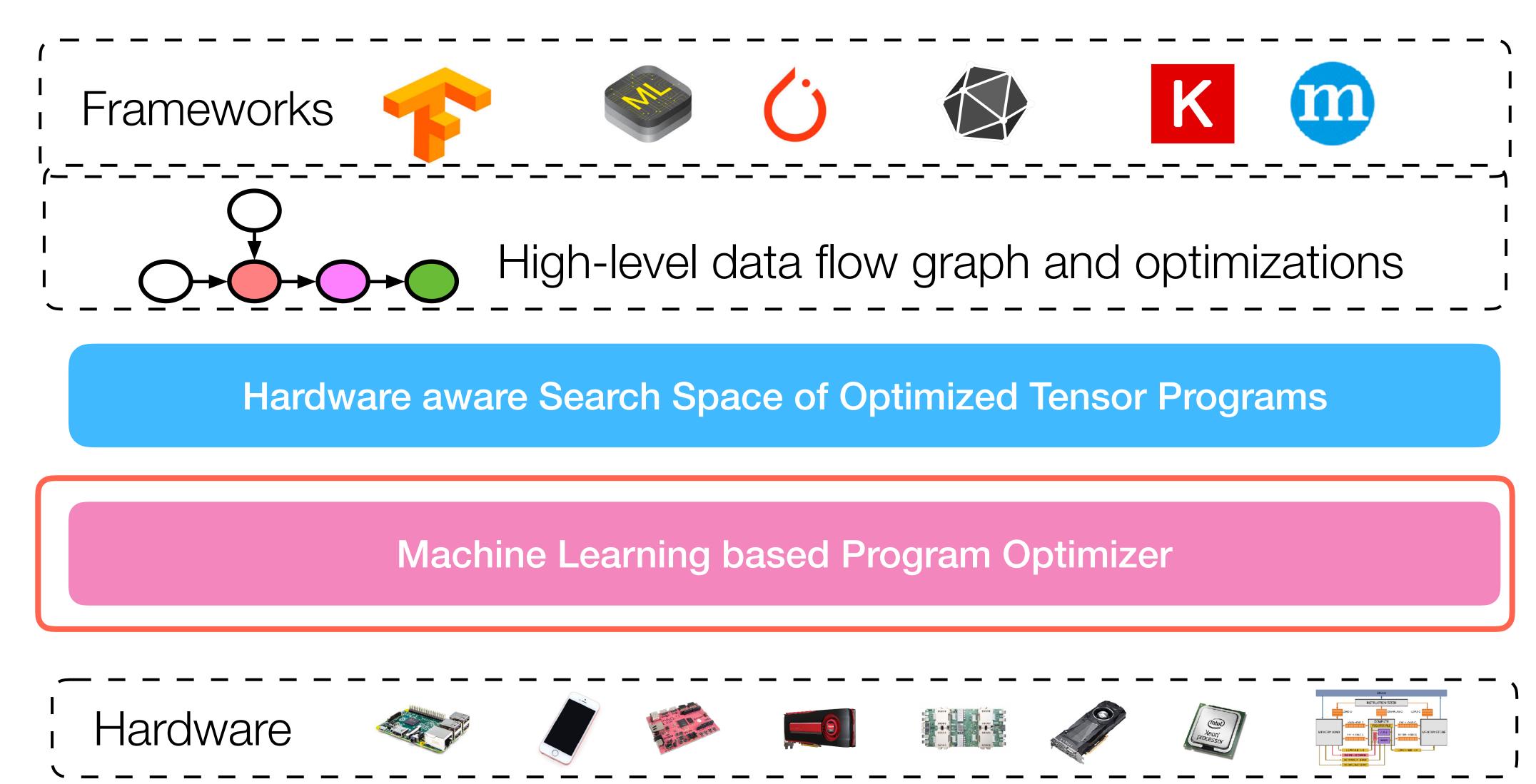


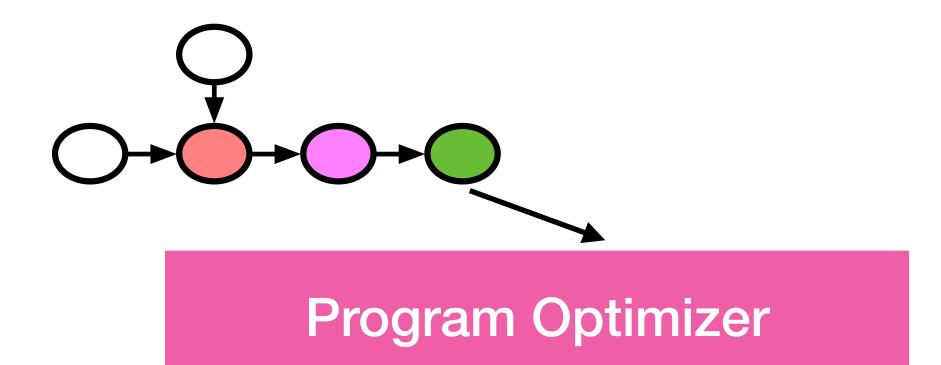




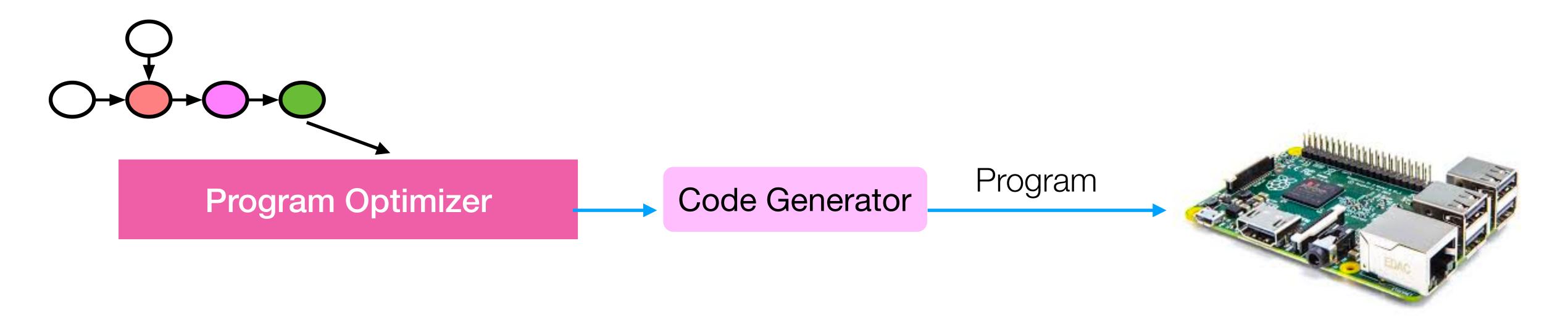


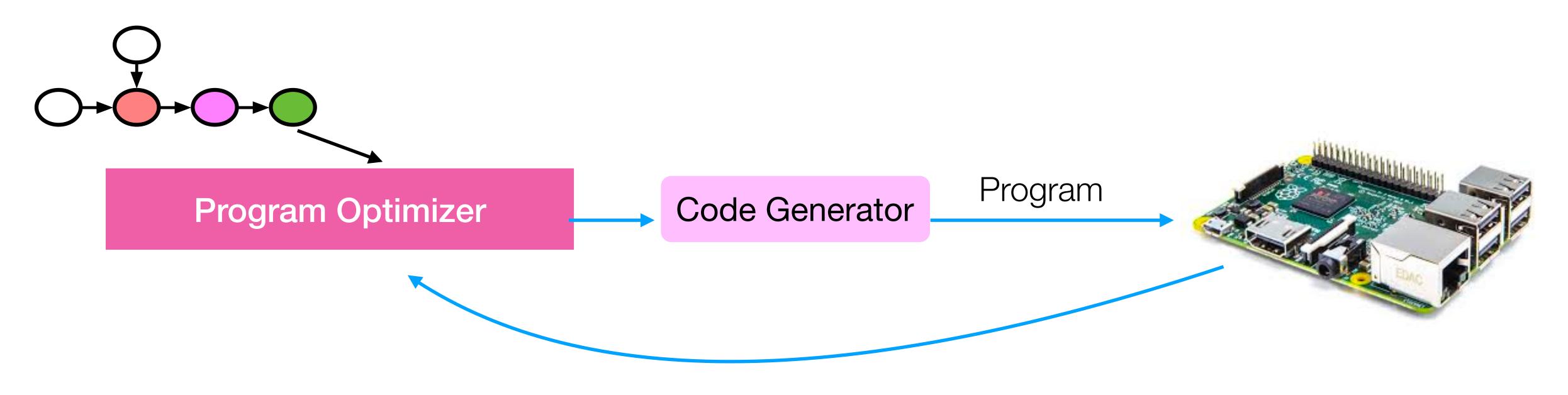
## Learning-based Learning System



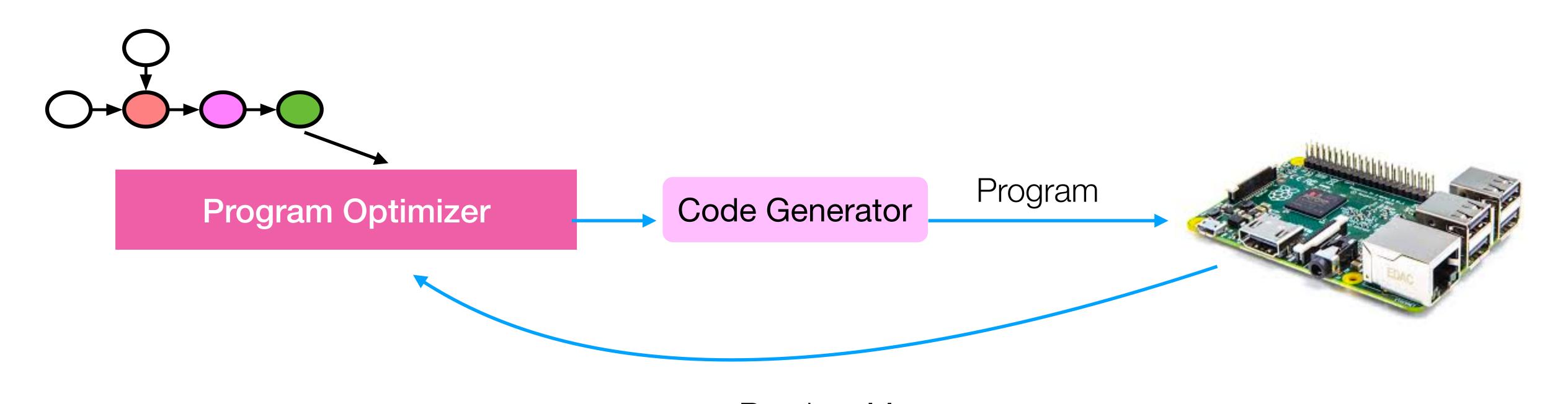






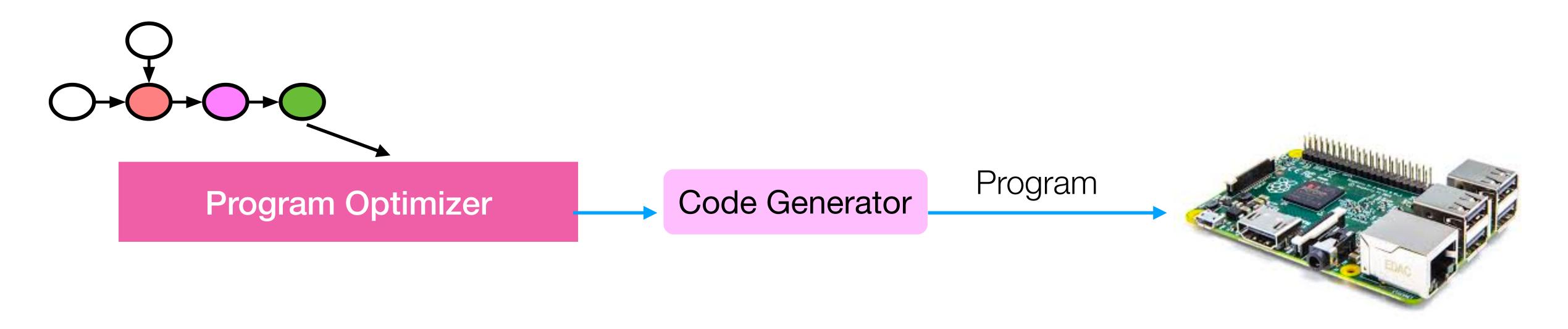


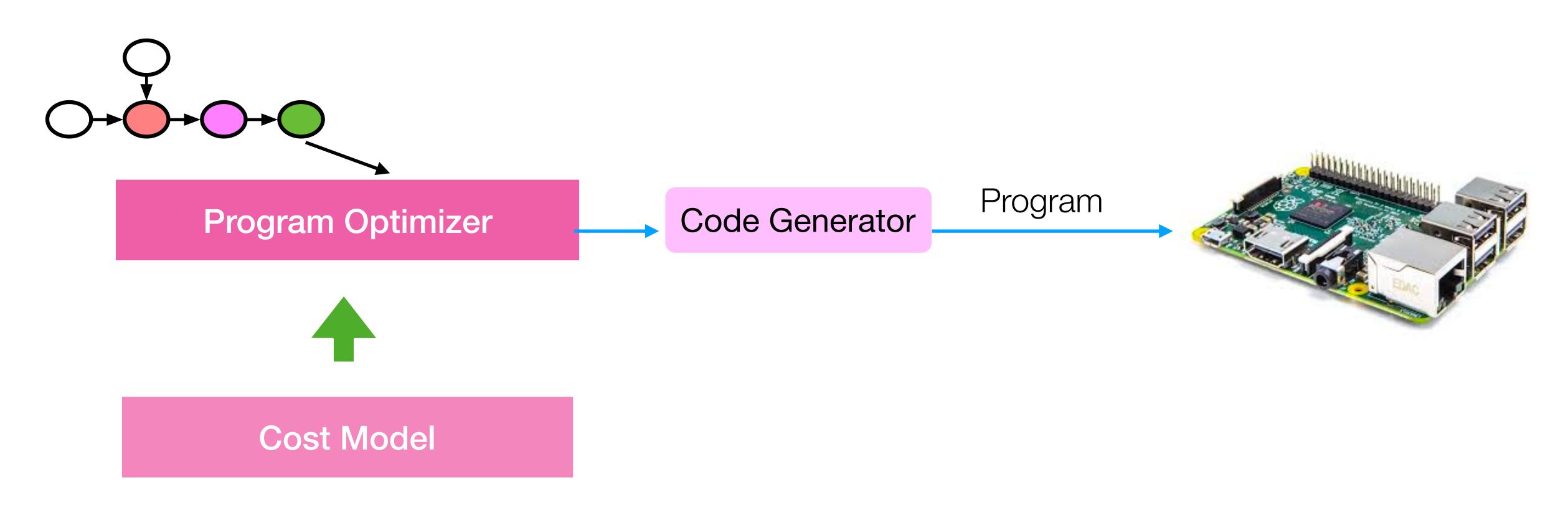
Runtime Measurements

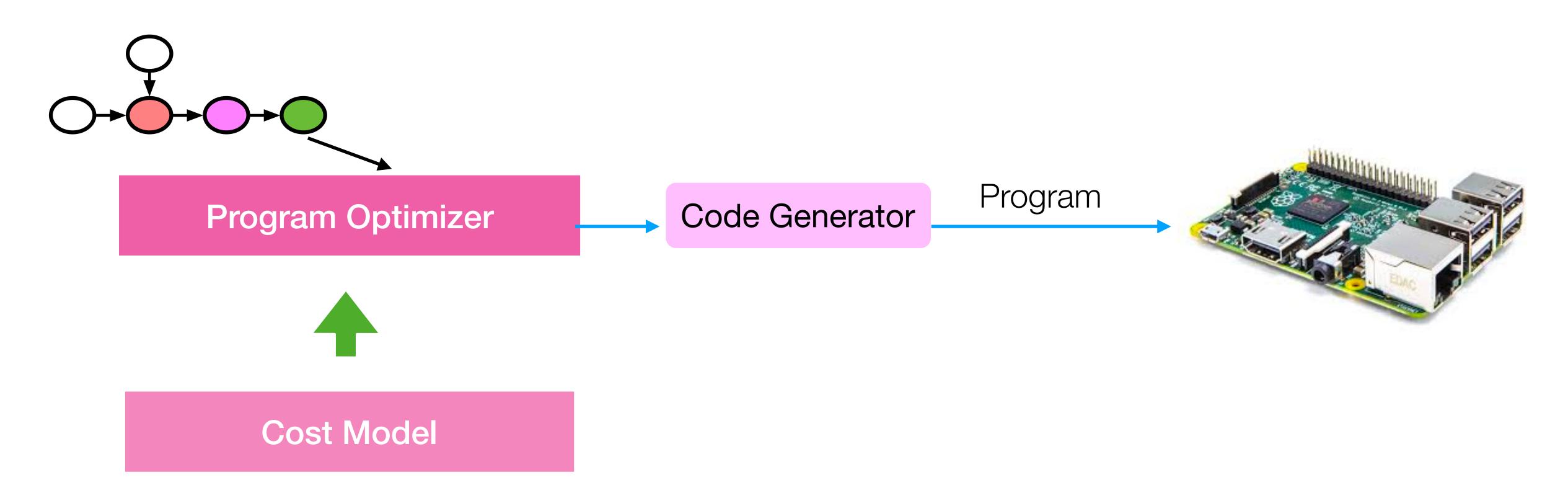


Runtime Measurements

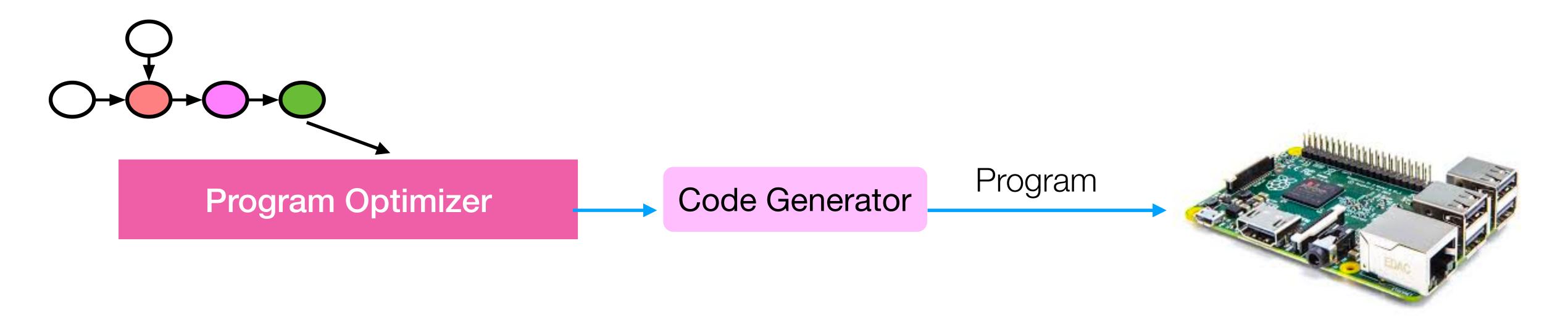
High experiment cost, each trial costs ~1 second

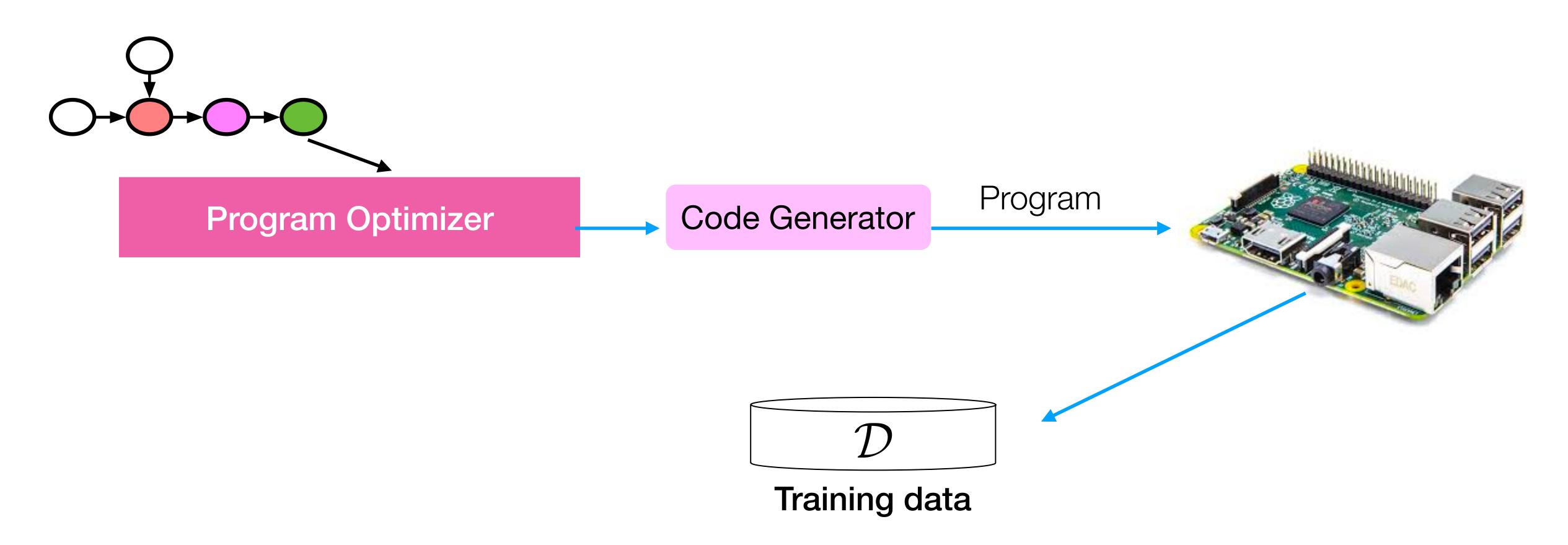


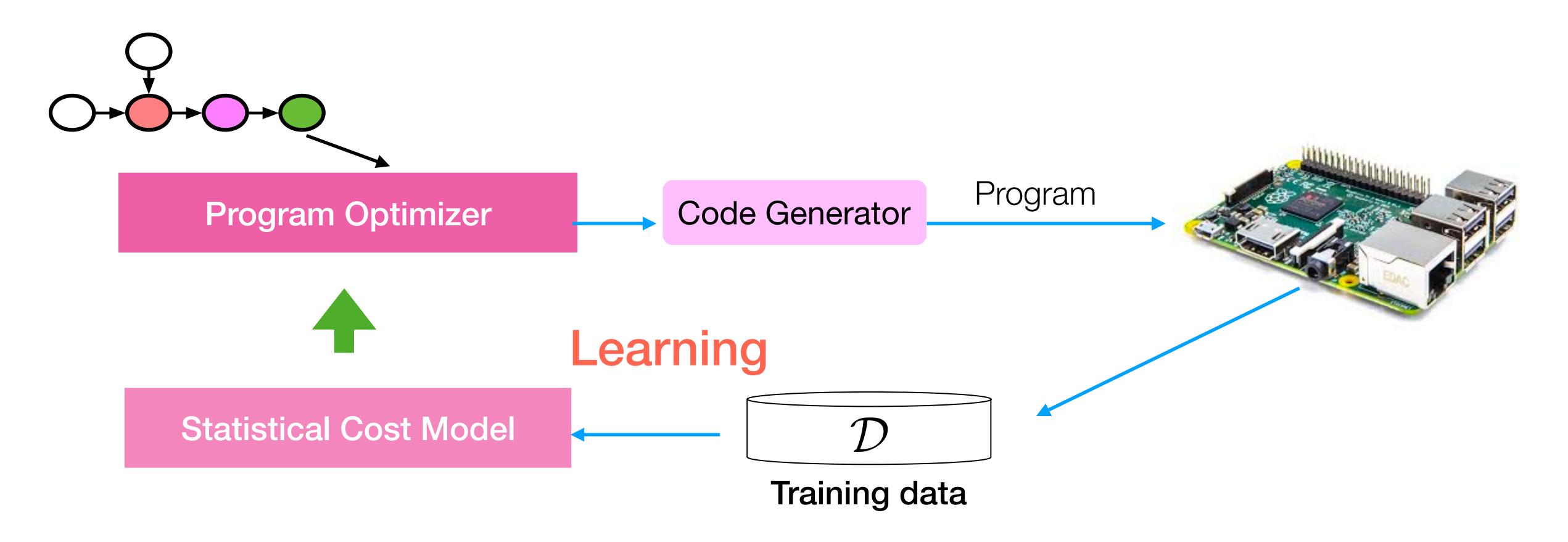


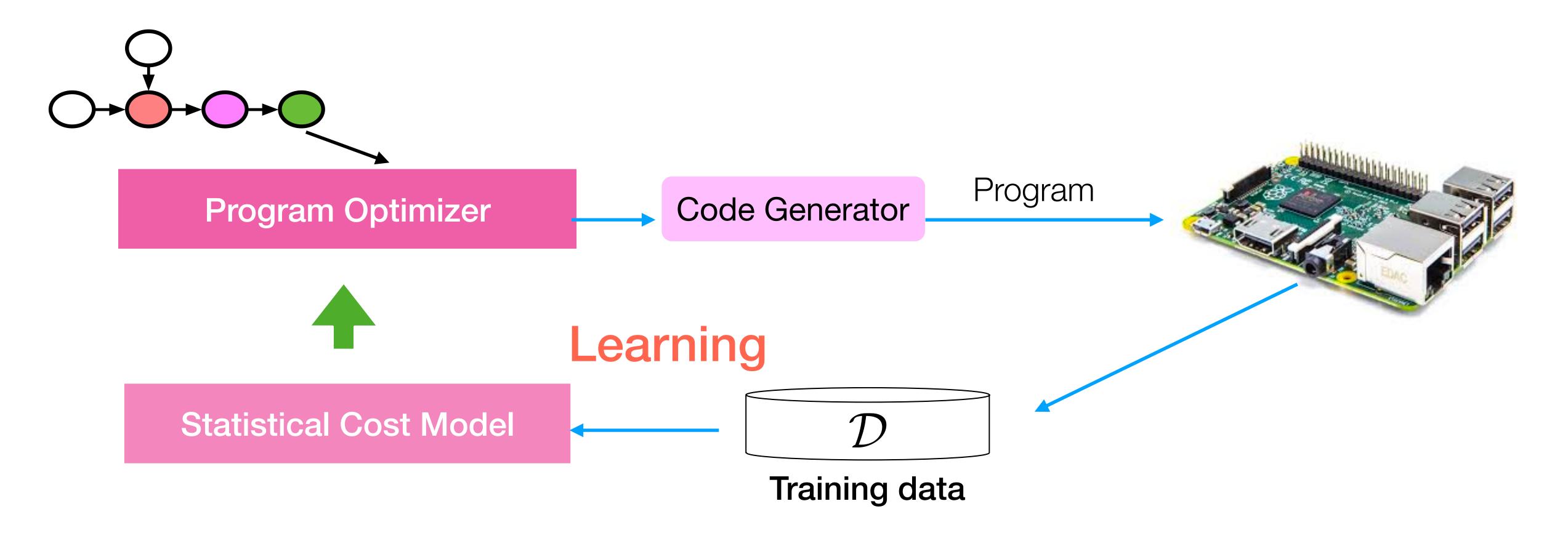


Need reliable cost model per hardware

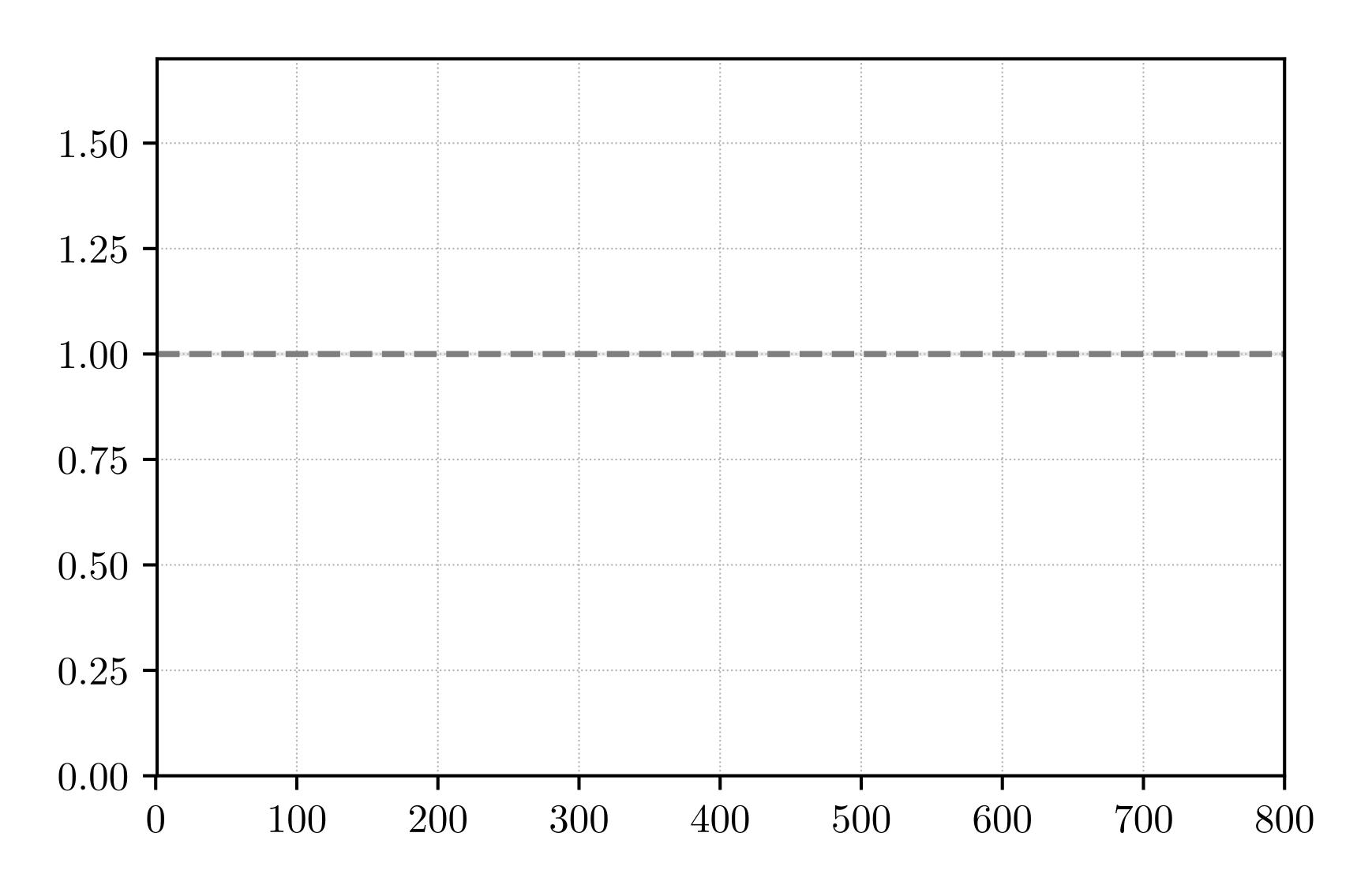


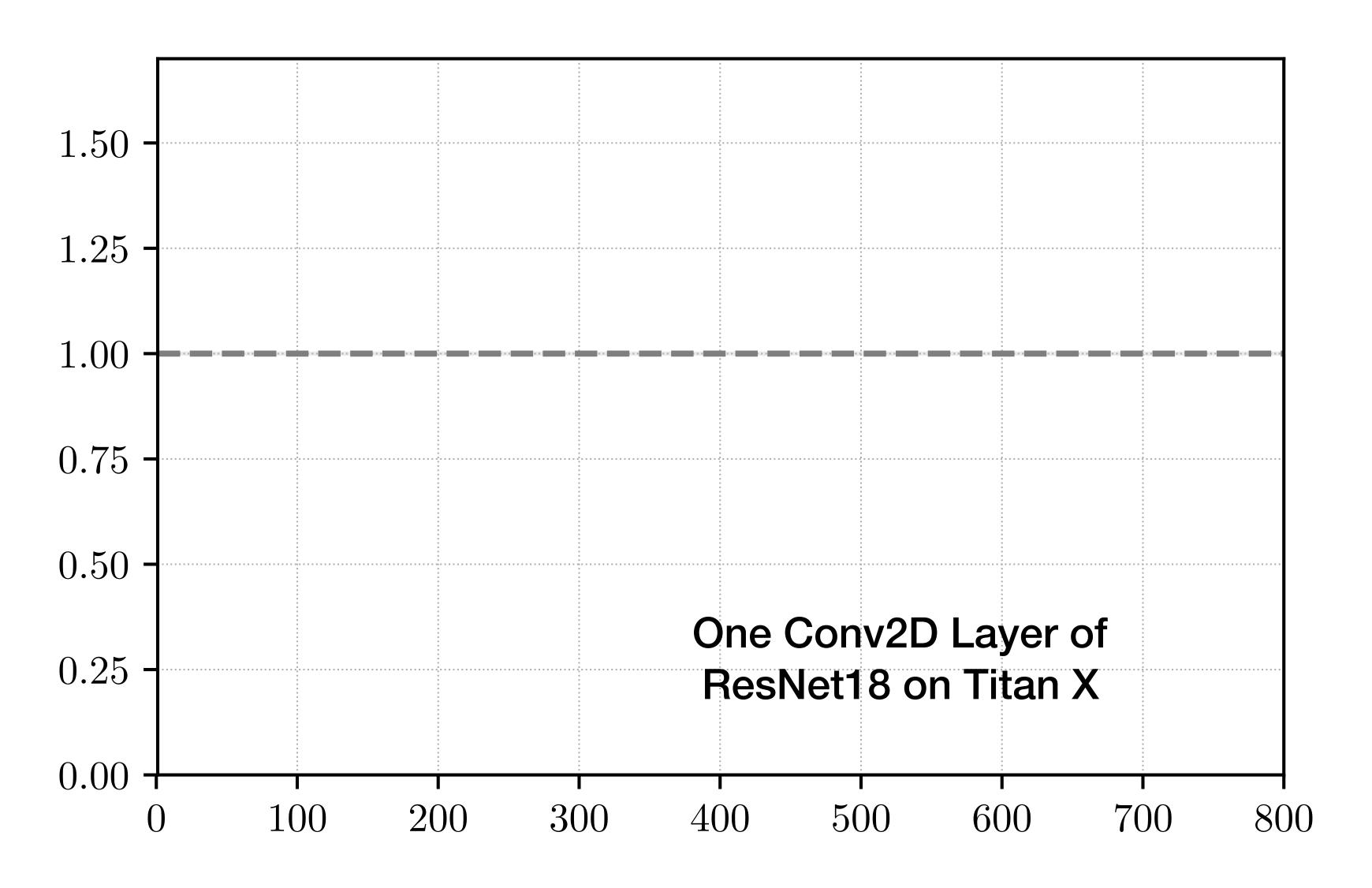


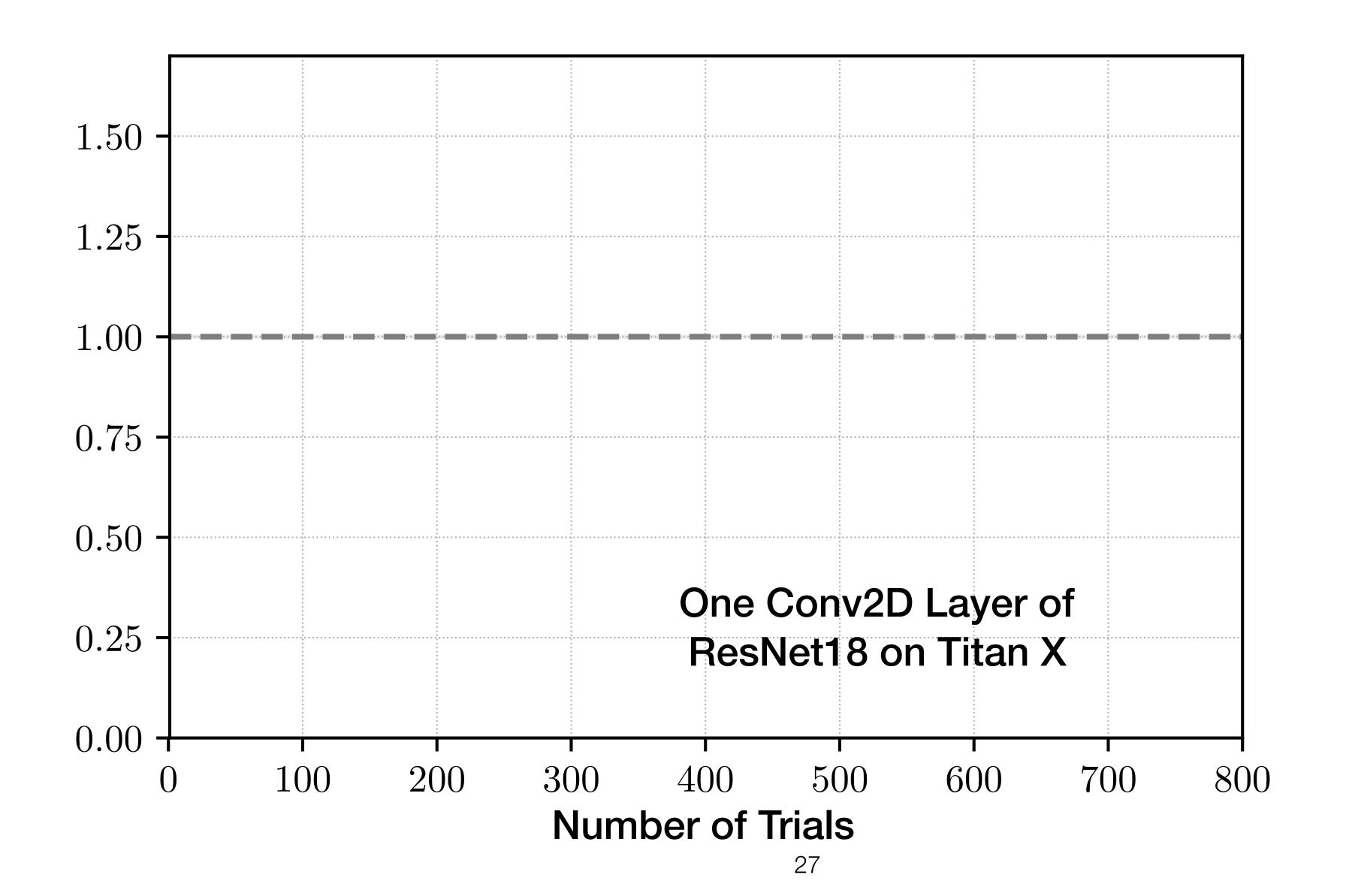


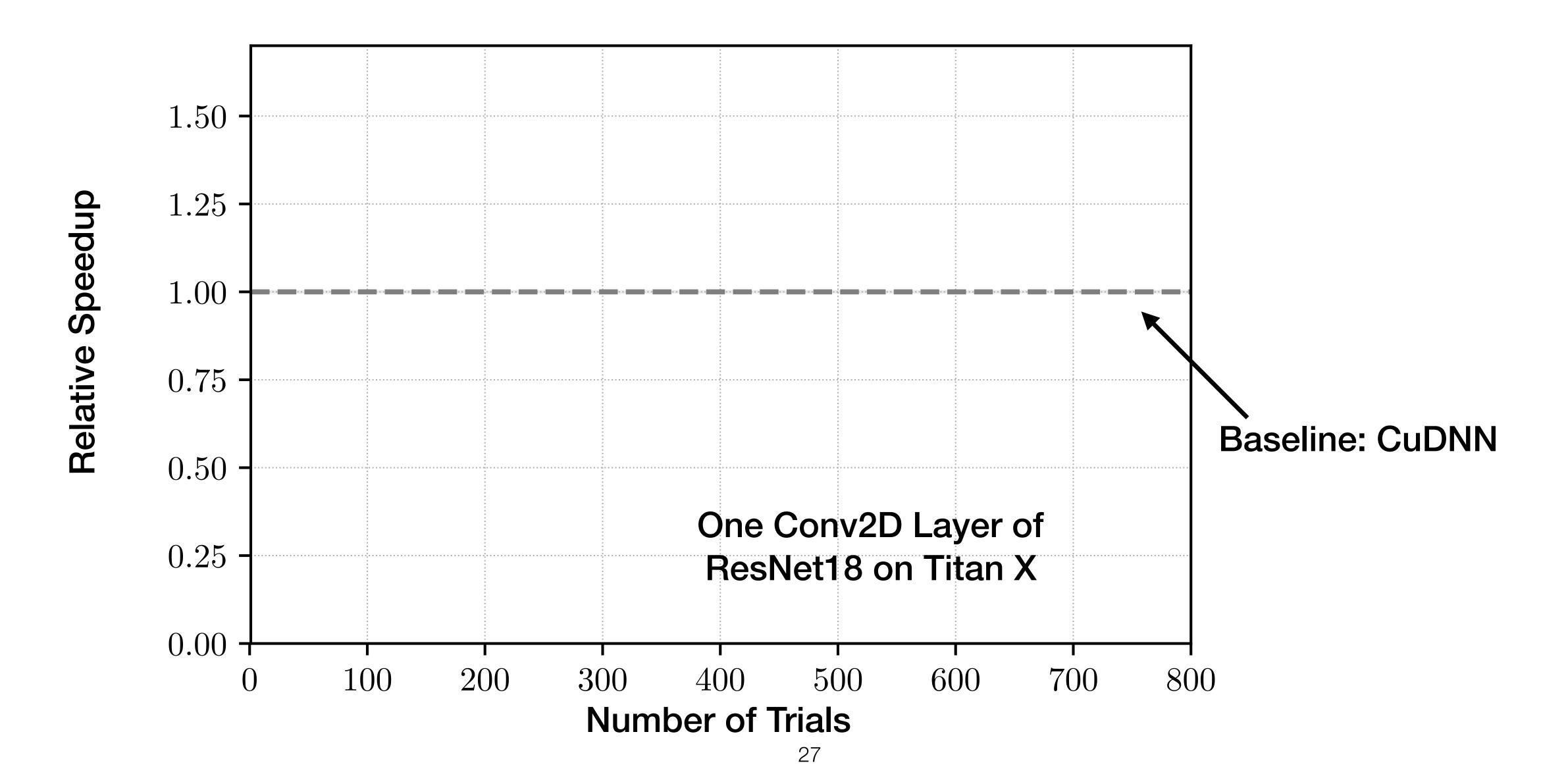


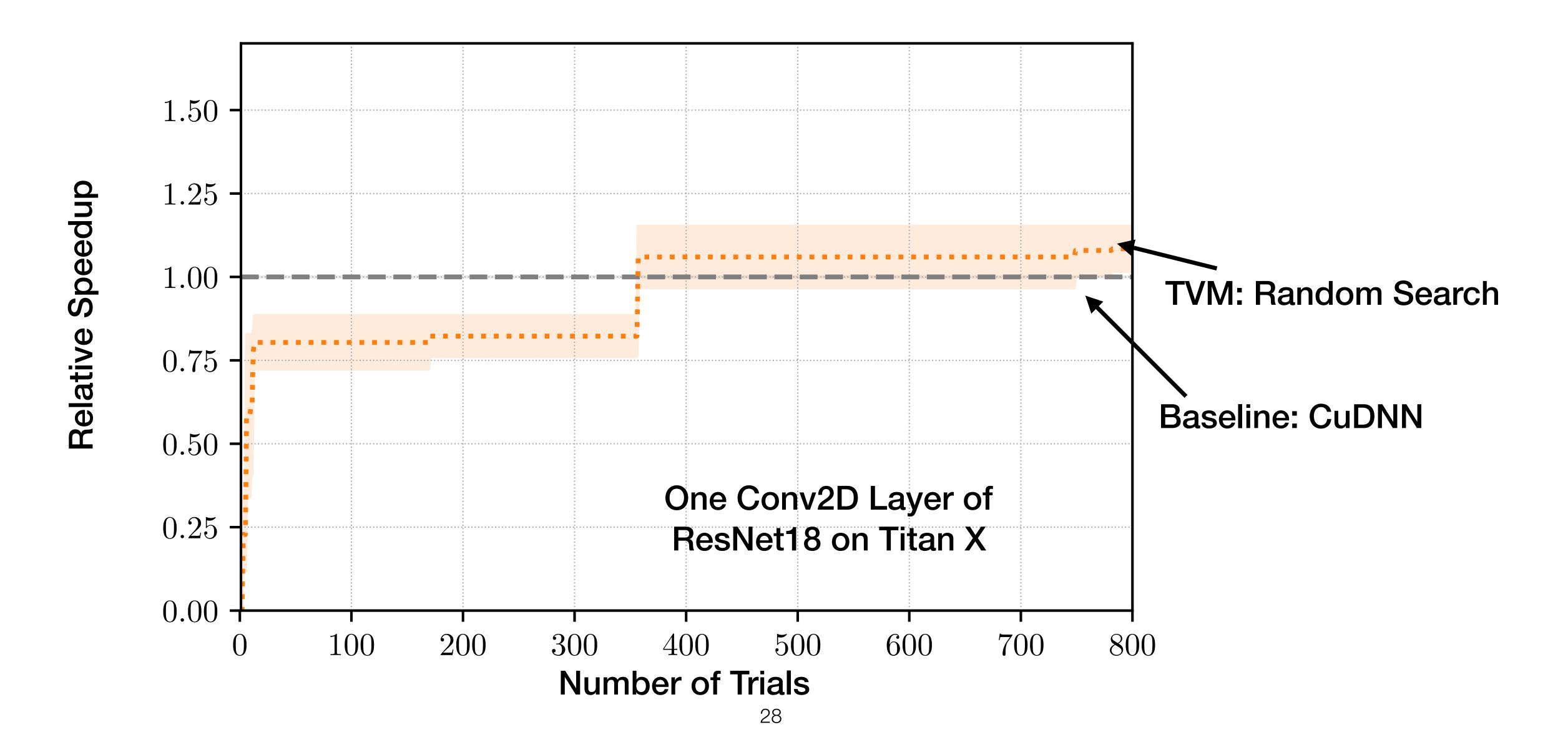
Adapt to hardware type by learning Make prediction in 1ms level

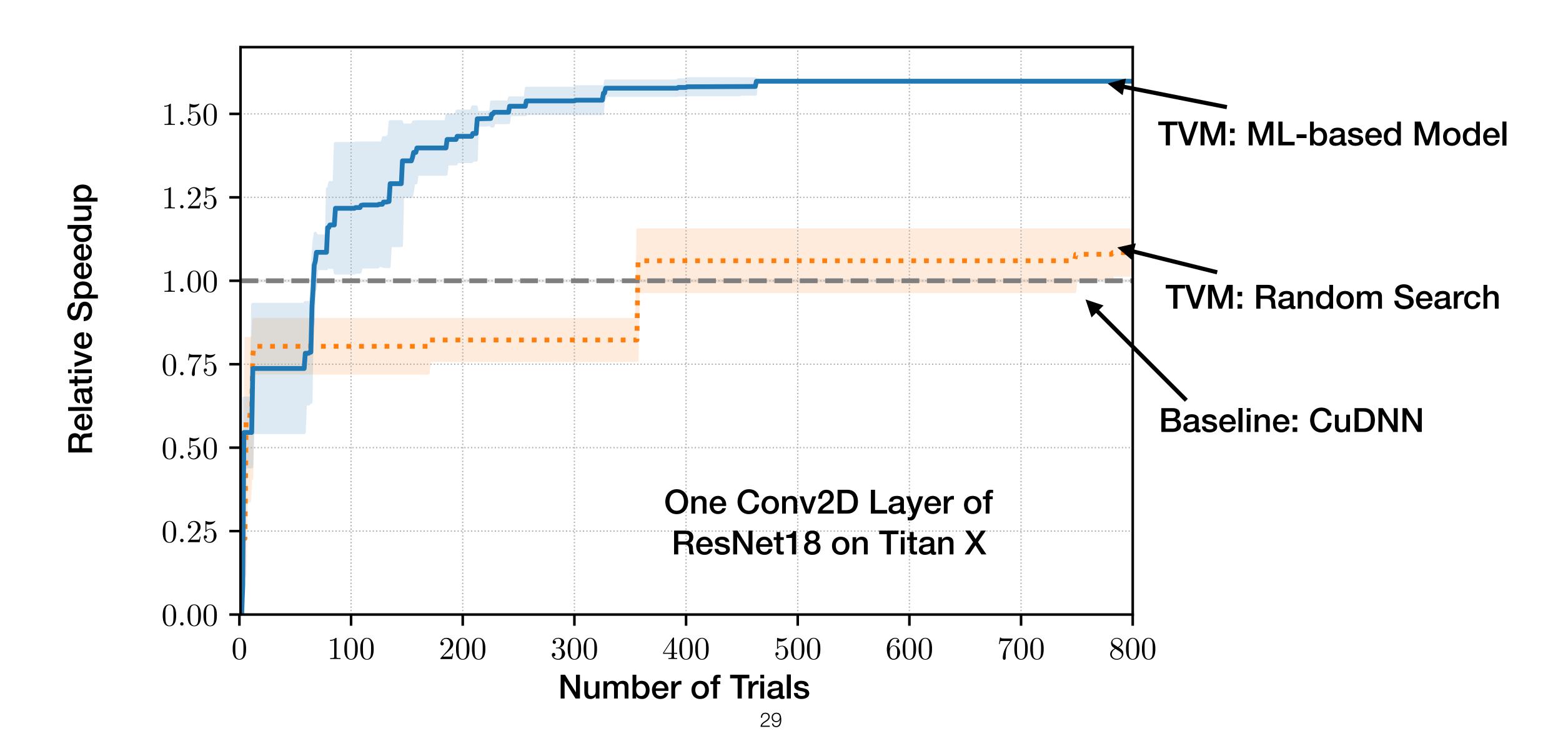




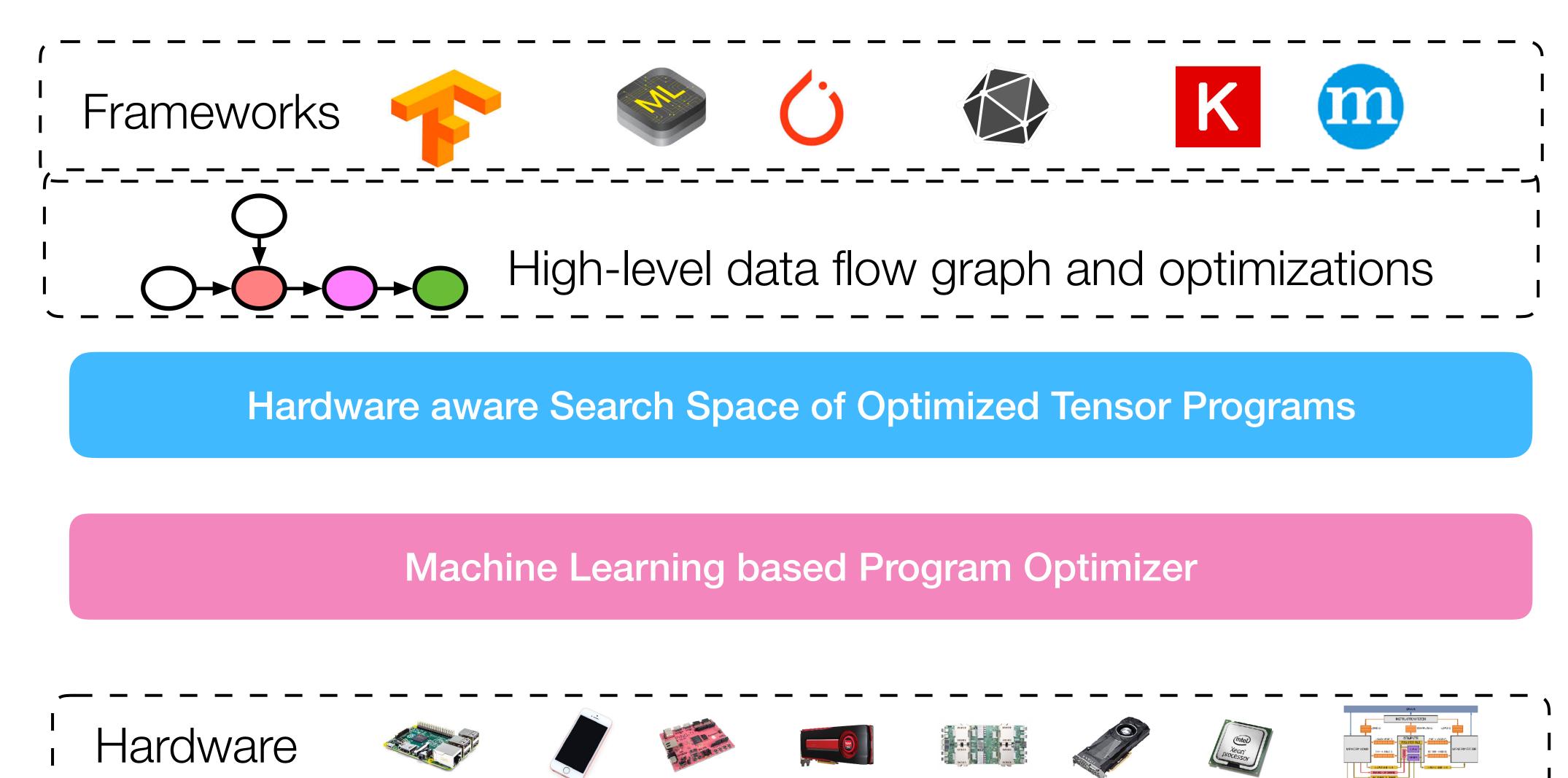


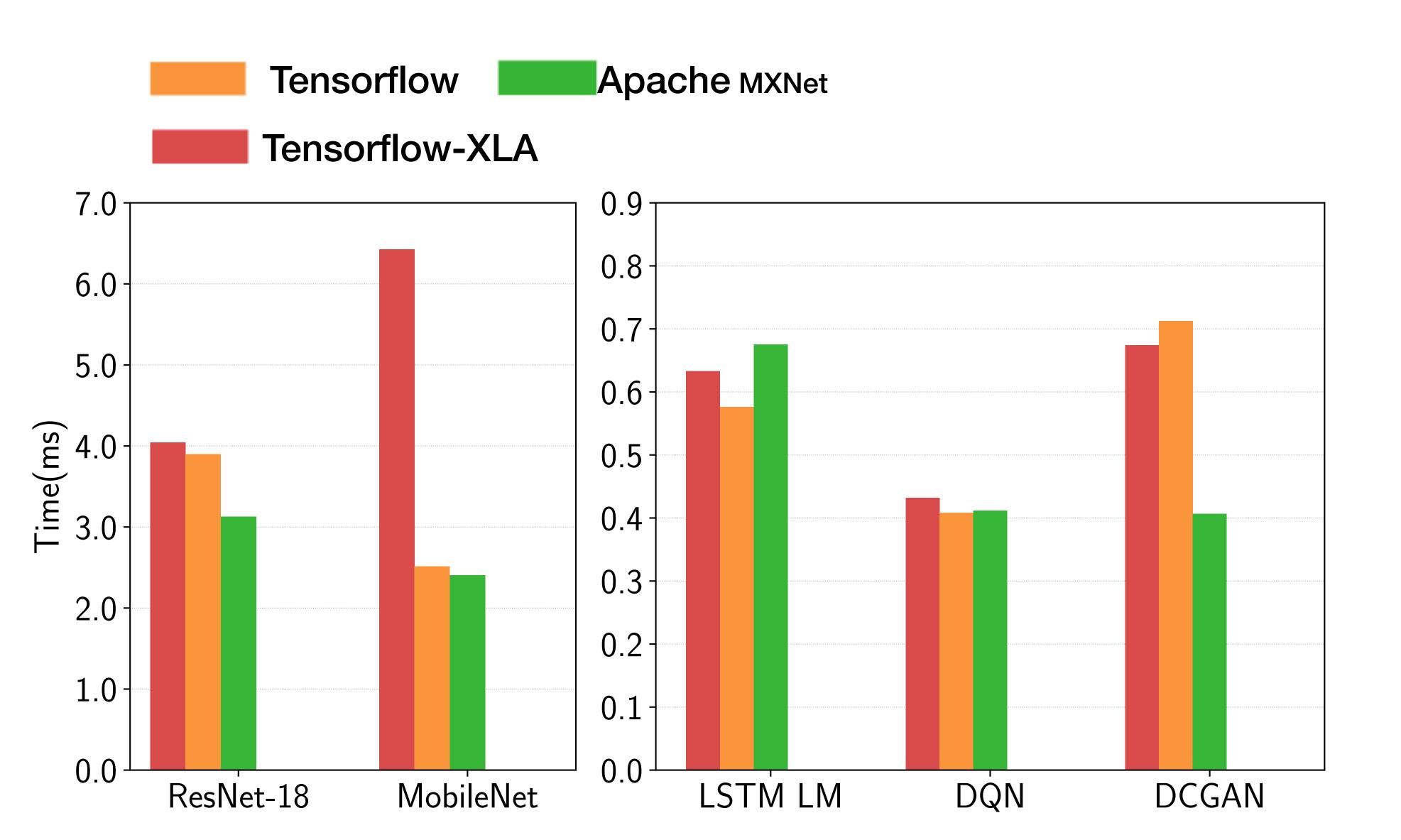


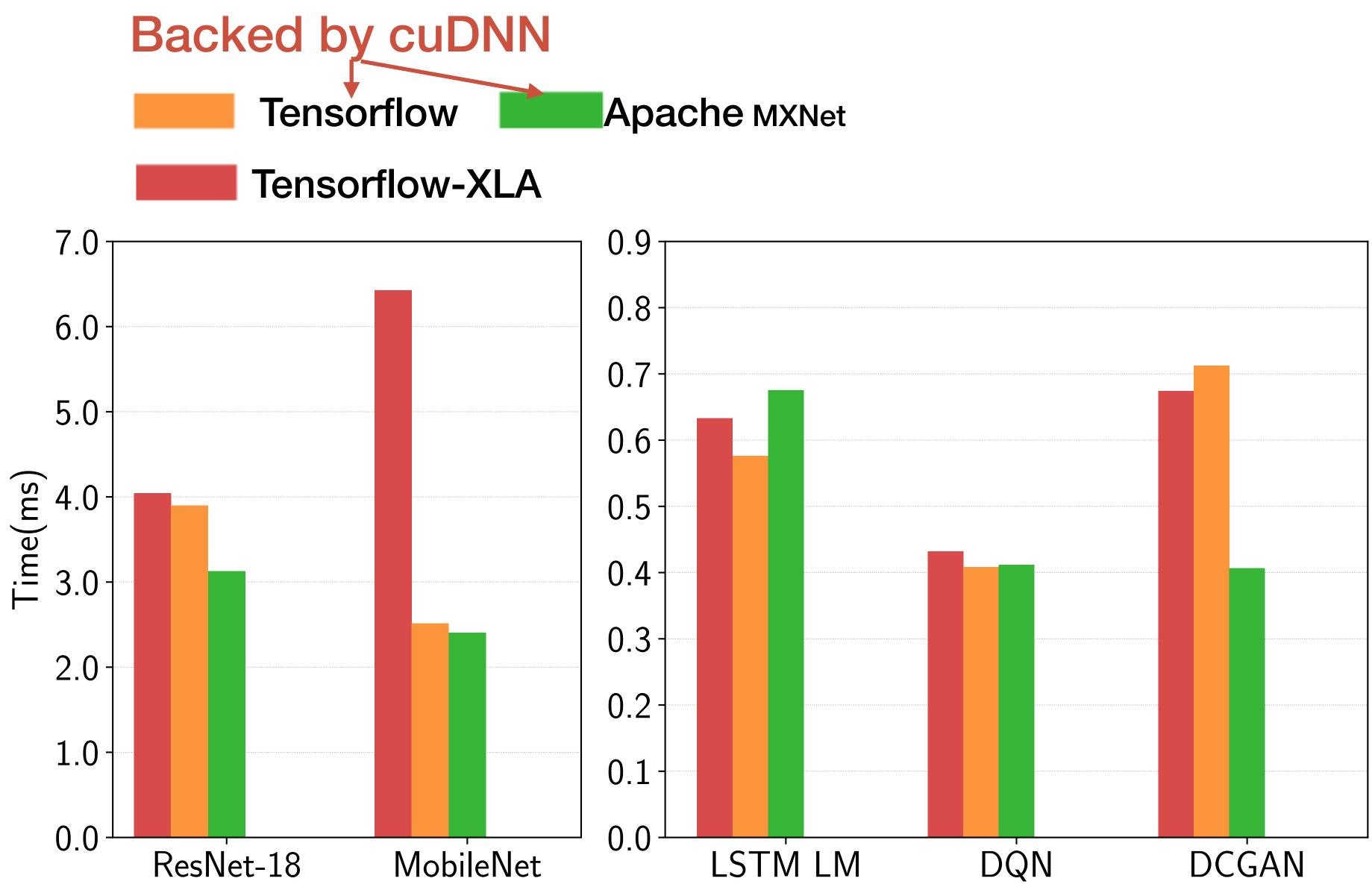


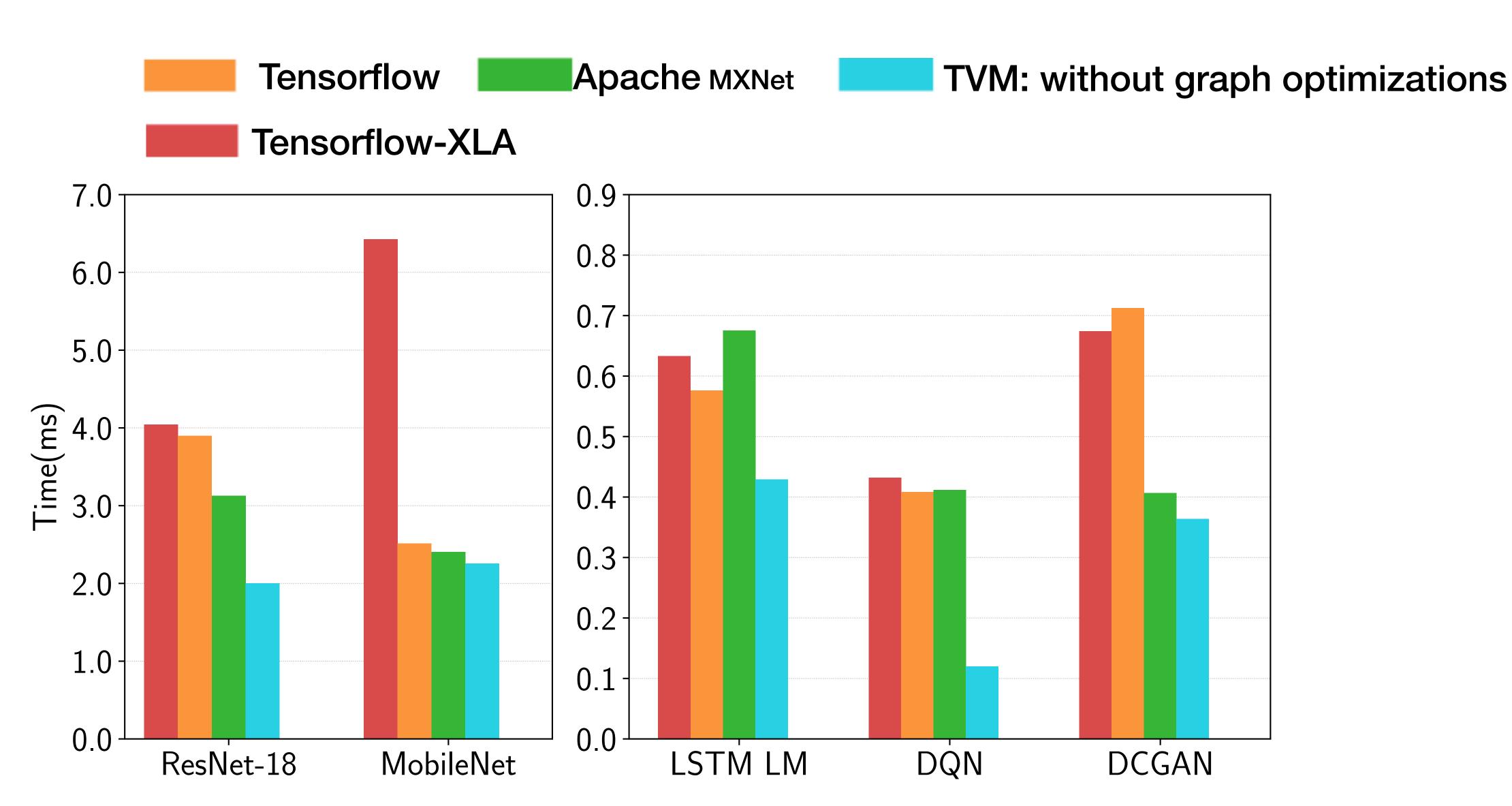


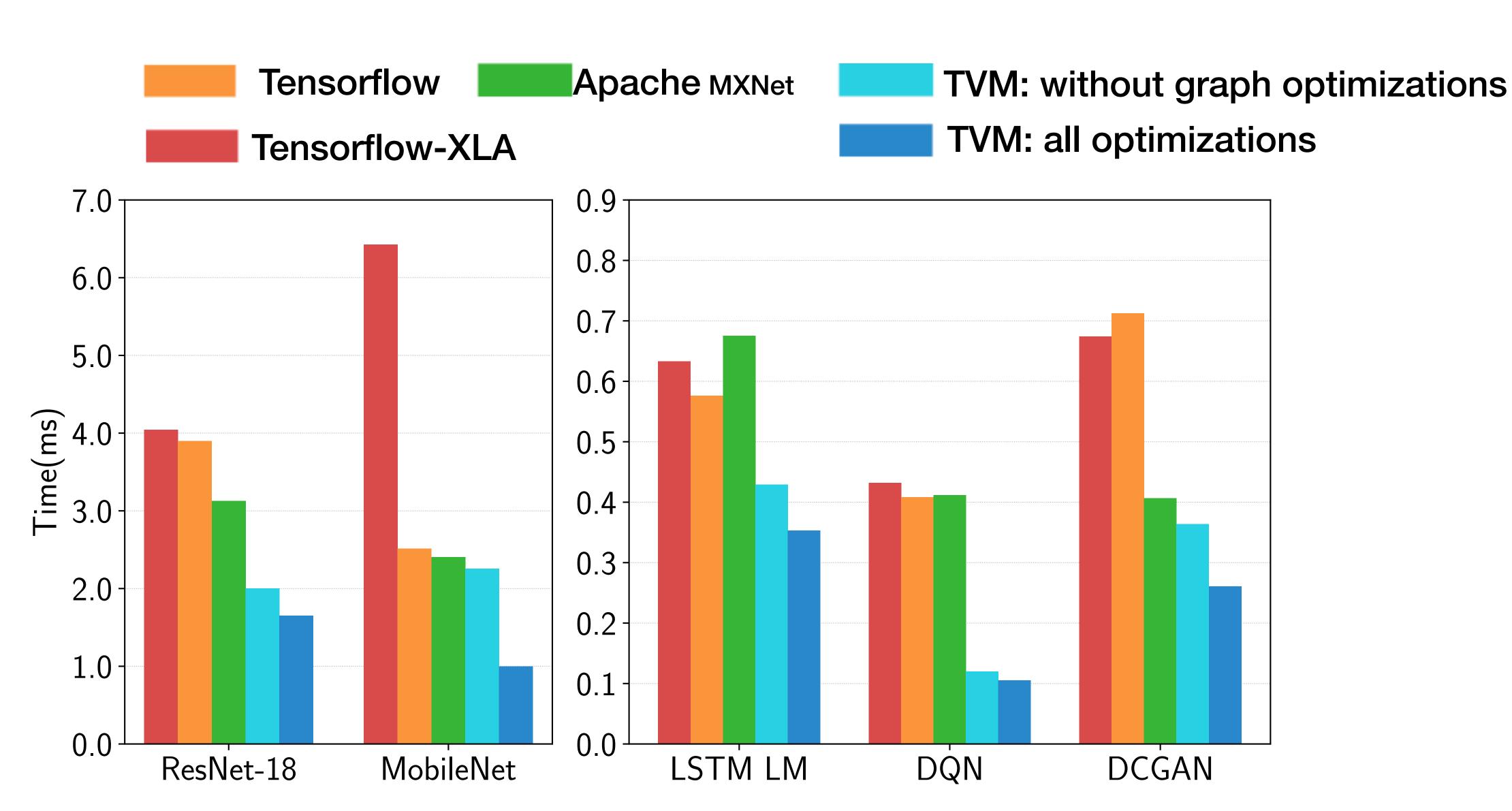
## Learning-based Learning System

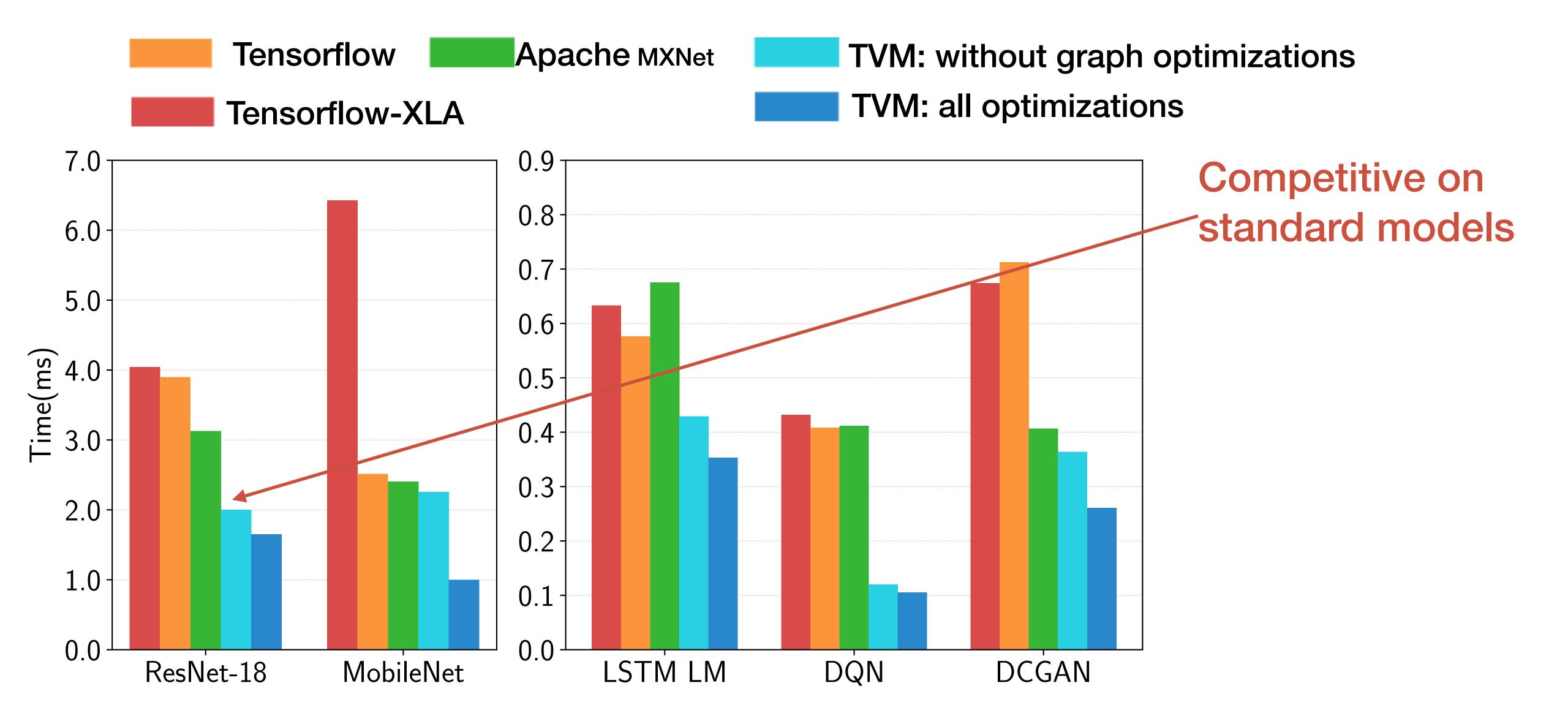


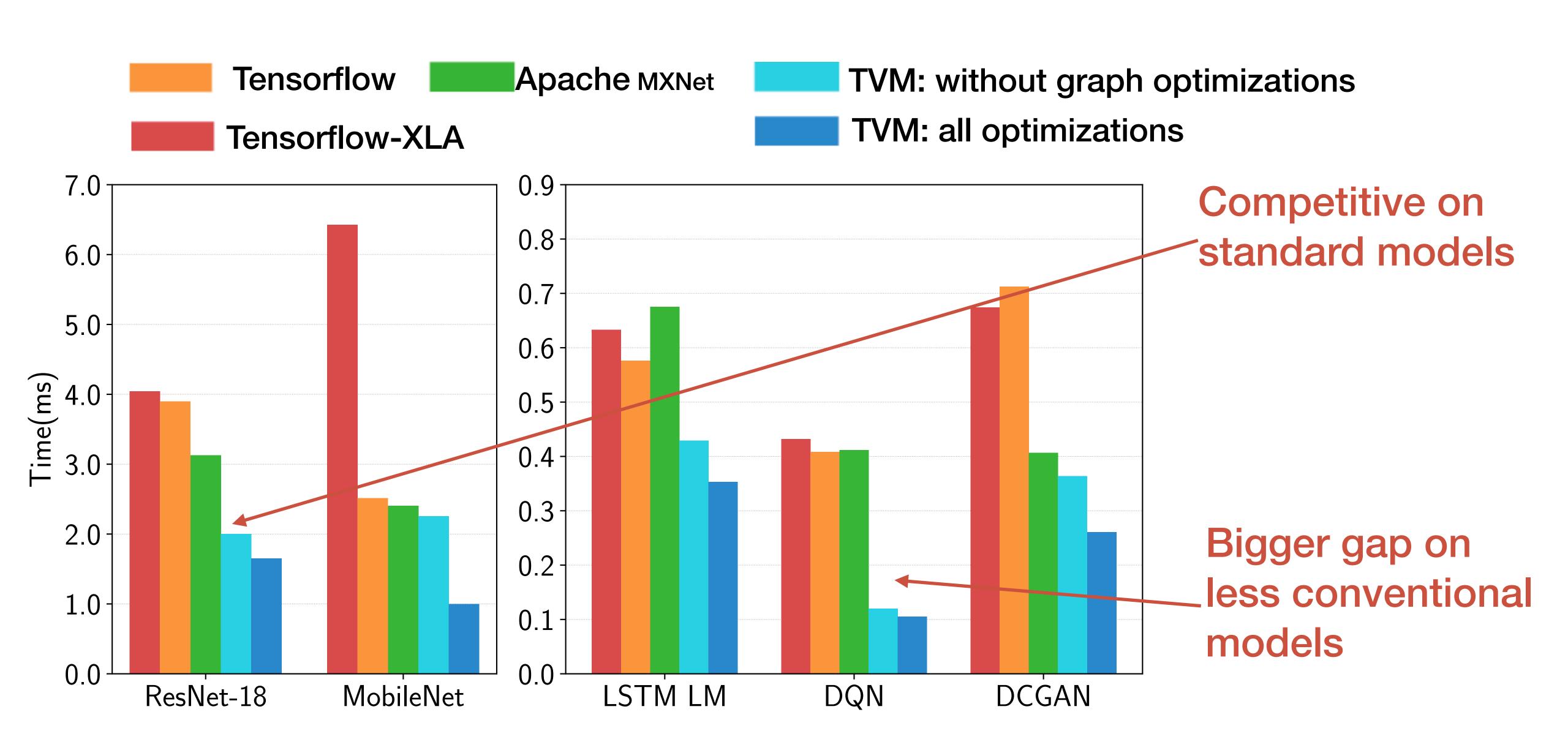




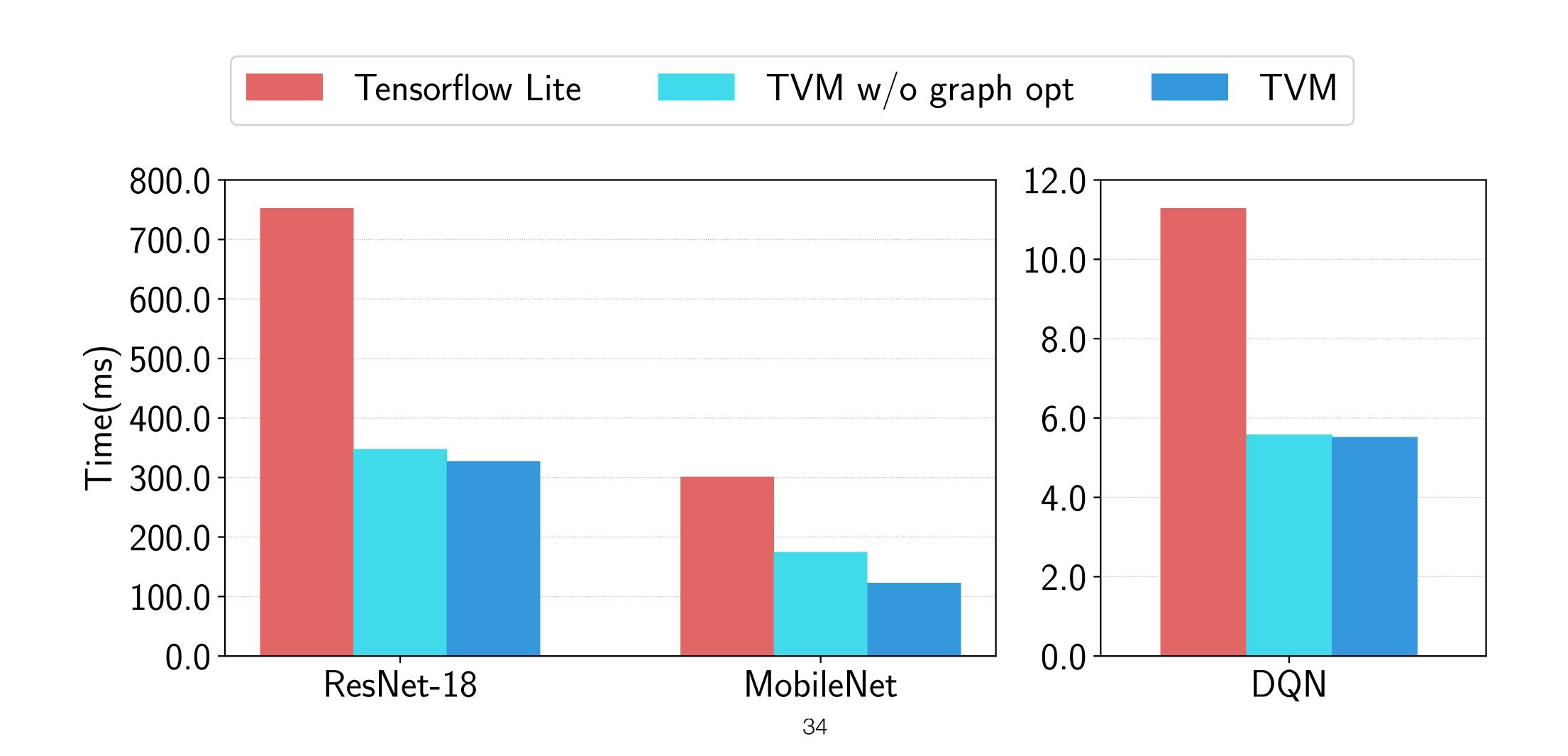




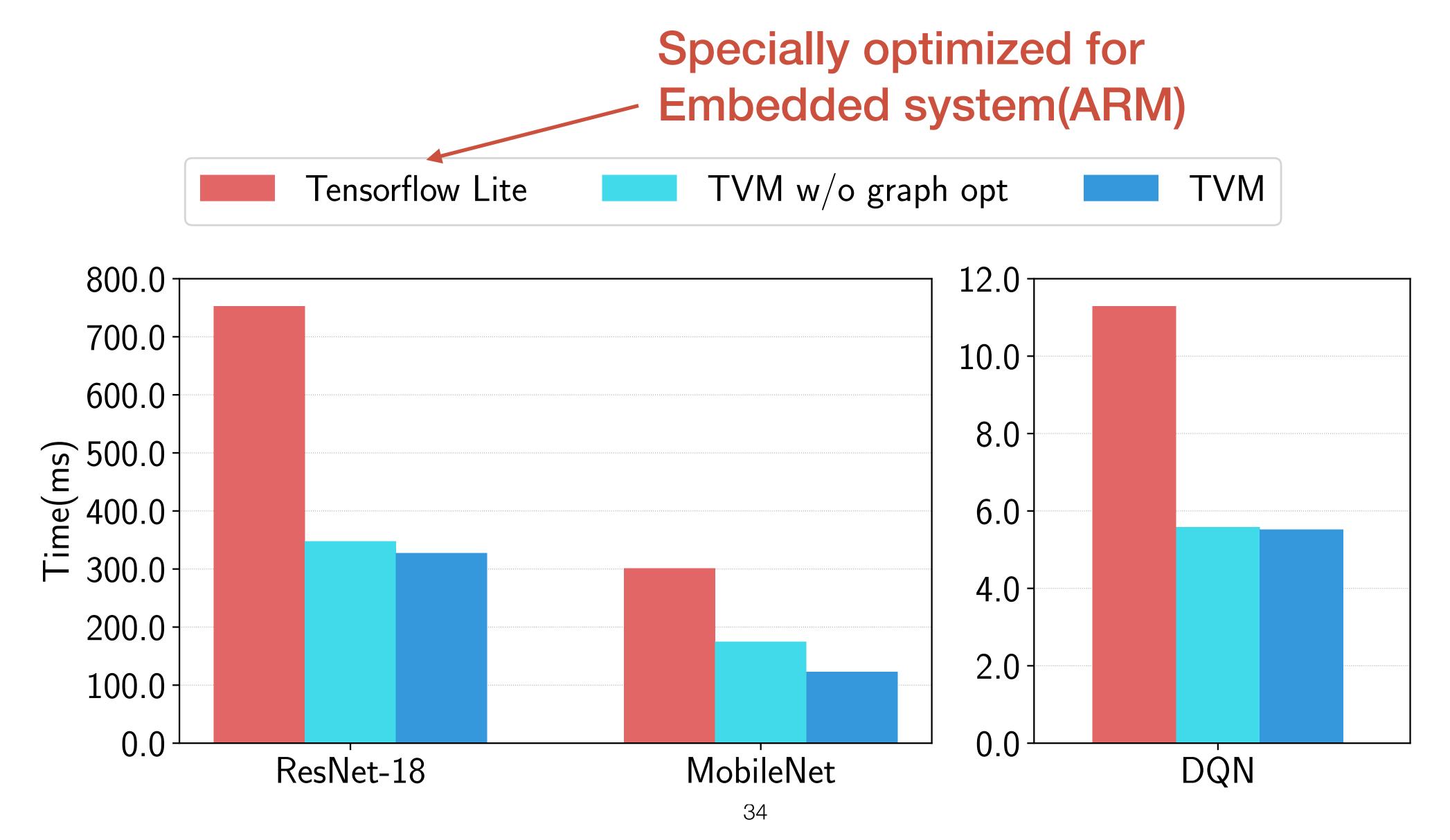




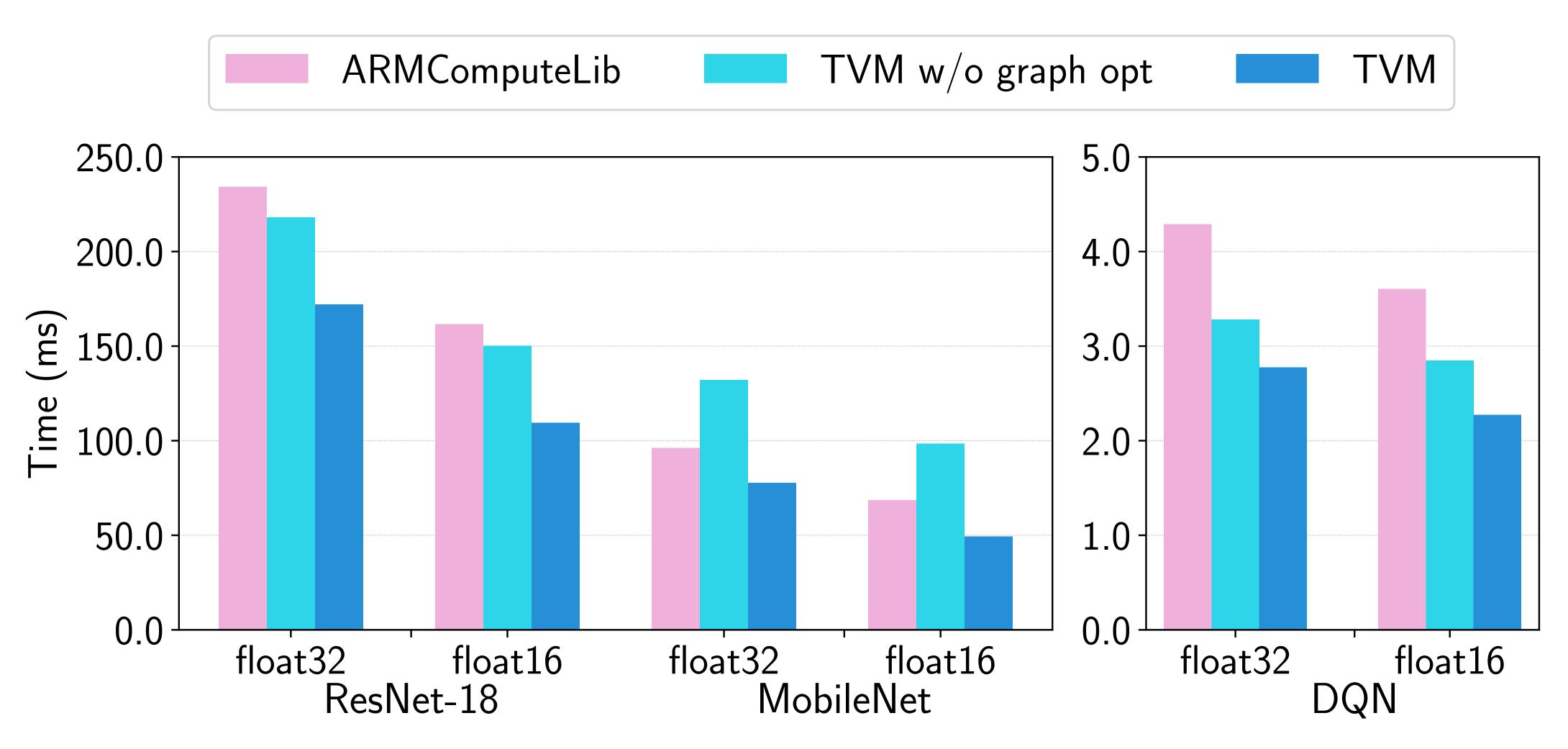
#### End to End Performance(ARM Cortex-A53)



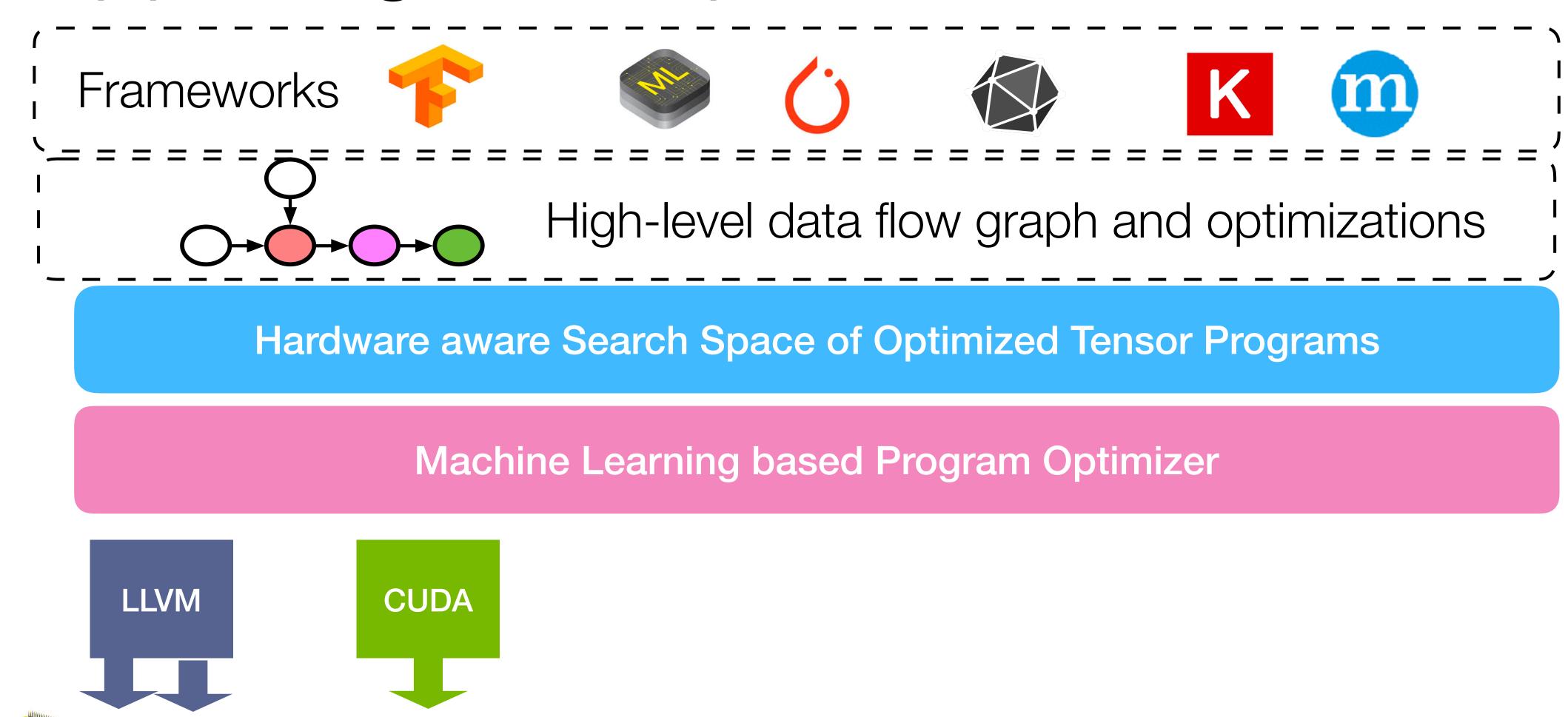
#### End to End Performance(ARM Cortex-A53)



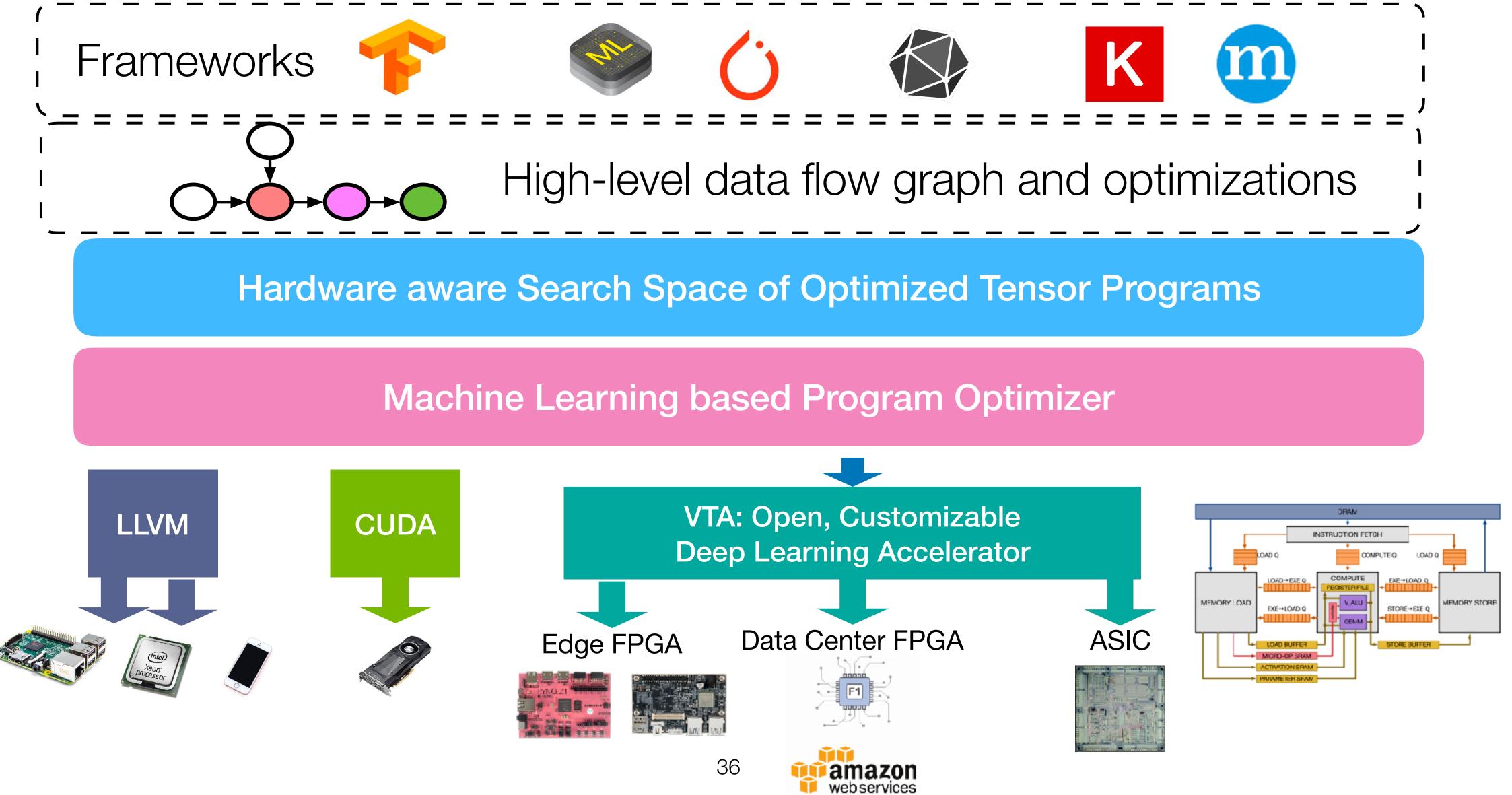
## End to End Performance(ARM GPU)



### Supporting New Specialized Accelerators



### Supporting New Specialized Accelerators















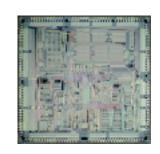
**High-level Optimizations** 

Tensor Program Search Space

**ML-based Optimizer** 



















**High-level Optimizations** 

Tensor Program Search Space

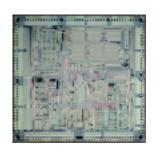
**ML-based Optimizer** 

#### **VTA MicroArchitecture**





















**High-level Optimizations** 

Tensor Program Search Space

ML-based Optimizer

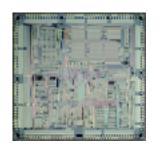
VTA Hardware/Software Interface (ISA)

**VTA MicroArchitecture** 

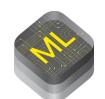




















**High-level Optimizations** 

Tensor Program Search Space

**ML-based Optimizer** 

**VTA Runtime & JIT Compiler** 

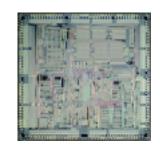
VTA Hardware/Software Interface (ISA)

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High-level Optimizations

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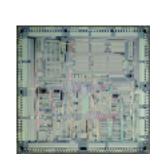
VTA Hardware/Software Interface (ISA)

**VTA MicroArchitecture** 

**VTA Simulator** 





















Tensor Program Search Space

**ML-based Optimizer** 

**VTA Runtime & JIT Compiler** 

VTA Hardware/Software Interface (ISA)

**VTA MicroArchitecture** 

**VTA Simulator** 









- JIT compile accelerator micro code
- Support heterogenous devices, 10x better than CPU on the same board.
- Move hardware complexity to software















Tensor Program Search Space

**ML-based Optimizer** 

**VTA Runtime & JIT Compiler** 

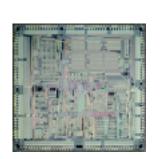
VTA Hardware/Software Interface (ISA)

**VTA MicroArchitecture** 

**VTA Simulator** 









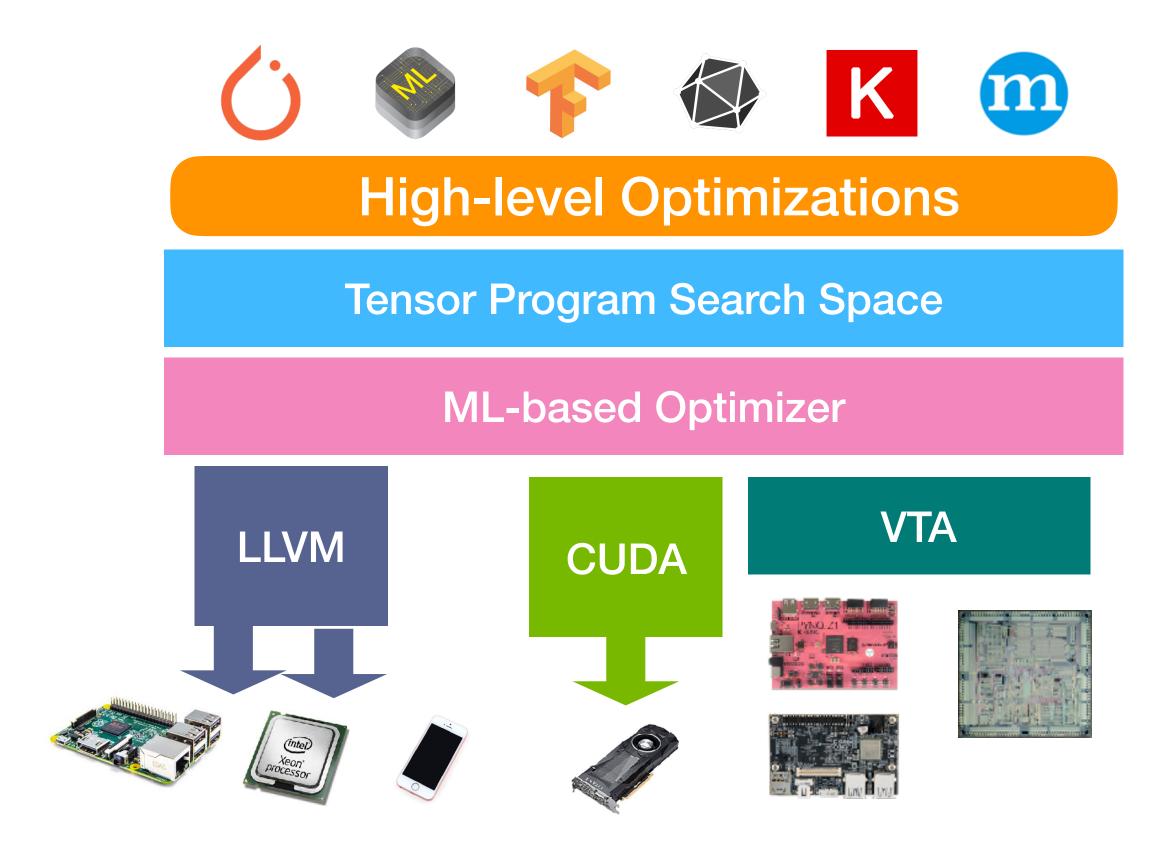


- Support heterogenous devices, 10x better than CPU on the same board.
- Move hardware complexity to software

compiler, driver, hardware design full stack open source



## TVM: Learning-based Learning System



# Check it out! Style="color: blue;">Check it out! Style="color: blue;">Style="color: blue;">Check it out! Style="color: blue;">Style="color: blue;">Style: blue; blue;