

# Compiler, Heterogeneous Parallel Computing and Mathematical Optimization

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# Background

- Focus on machine learning Data Exploration  $\implies$  Model  $\implies$  Loss Function /  $\parallel \parallel$  Iterative  $\parallel \parallel$  / Accuracy  $\leq$  code  $\leq$  Optimization Algorithm
- three mountatians  $\implies$  one mountatian
- $\text{MLer}() = \text{compute\_ability}(\text{HPC}) + \text{algorithm}(\text{OPT}) + \text{model}(\text{DL, PGM, ML, Boosting, Ensemble etc})$
- iterative, coordinate ascent and active learning:
  - iterative: again, again, again, . . . .
  - coordinate ascent: a simple heuristic algorithm, optimize one while fixed the others.
  - active learning: learn what you like, learn what you are capable of, and valuable of. . .
- minimize: the height of three mountatians subject to:  
 $\text{sum}(\text{time\_i}) = 10000\text{hours}$   
keep other states relatively stable and persistant

- Why Compiler?
  - deeper understanding about programming languages
  - part of it related to convex optimization and DL softwares:  
theano, MShadow
  - coding better
- LLVM
- kaleidoscope
- Julia
- Cxx.jl

LLVM, <http://llvm.org>



- What: formerly “Low Level Virtual Machine,” today general purpose compiler infrastructure
- Who: many contributors from Apple, Google, Intel, Mozilla, Julia, etc. Used by Clang, Rust, Swift, Emscripten, WebKit (Safari)
- When: originally Chris Lattner’s Masters and Ph.D theses, circa 2003
- License: University of Illinois / NCSA (permissive, BSD-style)
- Written in: C++
- Use in Julia: just in time compiler

From "The Architecture of Open Source Applications,"

<http://www.aosabook.org/en/llvm.html>

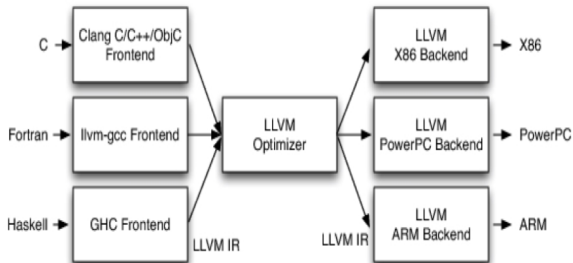
- Basic 3 phase compiler



- One input language, one target architecture

# Classical compiler design -2

- Modular compiler design



- Reuse core components across multiple languages and architectures
- LLVM intermediate representation (IR)
  - ▶ Sort of like “cross-platform assembly”
  - ▶ Try out @code\_llvm in Julia

kaleidoscope at my Github

# introduction to Julia internal



# Heterogeneous Parallel Computing

- julia: multi-thread, multi-task MC demo
- CUDA C: Monto Caro demo
- ClusterManagement.jl

# Mathematical Optimization

- SVM
- L1 regulation

# an machine learning example

- First kaggle TOP10%