MESCAL Application Modeling and Mapping: Warpath

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5th Biennial Ptolemy Miniconference
Berkeley, CA, May 9, 2003

Complex Systems

- Heterogeneous Architectures
  - Diverse computational resources
  - Diverse communications architecture
  - Diverse memory architecture

- Concurrent Applications
  - Multiple flavors of concurrency
  - Models of Computation
Three Challenges

- Choose the right application development environment
  - Capture application's requirements
  - Useful high-level abstractions
- Find a good programming model for the architecture
  - Capture architecture's capabilities
  - Right mix of opacity and transparency
- Transition between application development environment and programmer's model (implement)
  - Enable efficient design space exploration
  - Correct results
  - Meet performance goals

MESCAL Approaches

- Bottom-up
  - Start with a specific application domain and a specific architecture
  - Develop useful abstractions of the device
  - Aspire to achieve hand-coded performance in a fraction of the design time
- Top-down
  - Consider heterogeneous applications that use combinations of MoCs
  - Develop a mapping discipline
    - Correct-by-construction implementation
    - Target a broad class of architectures
Warpath

- Disciplined methodologies and a supporting tool set for the top-down approach

**Outline**

- **Target Architectures**
  - Exporting programming models
- **Target Applications**
  - Characteristics of application development environments
- **Mapping**
Target Architectures

- Teepee Processing Element Architecture View
  - Successor to Architecture Description Languages
  - Library of components
  - MoC captures register-to-register data transformations
  - Formal analysis finds "operations"
  - Not limited to RISC-like datapaths

- DLX-like machine:

Operation Extraction

<table>
<thead>
<tr>
<th>Update</th>
<th>Hide</th>
<th>Show All</th>
<th>Relative Paths</th>
<th>Semantics &amp; Names</th>
<th>Use multi-Tabs</th>
<th>Use Color</th>
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Local Operation Format
- Parameters
  - RegisterFile readAdd(1, \text{ls}32)

Global Operation Format
- \text{All}
- \text{L, 2}
- \text{moving}
- Register2.flipReg[Register2, Zero2, output[0]] = \text{RegisterFile.readAdd(1, \text{ls}32)}
- \text{Tech.PC.flipReg[Tech.PC, Zero.output[0]]}
- \text{Semantics}
- Register1.flipReg[Register1, Zero2, output[0]] = \text{RegisterFile.Reg[RegisterFile.readAdd(1, \text{ls}32)}
- \text{Tech.PC.flipReg[Tech.PC, Zero.output[0]]}
Programming Models

• Teepee architectures are fundamentally different from conventional RISC machines
• RISC datapath features:
  - Instruction fetch/decode units
  - Program counter
  - Part of the computation in each cycle is to figure out the next instruction to run
• Runs sequential programs with jumps
• C language
  - Arithmetic operations
  - Loops
  - Function calls
  - 20% of the architectural details, 80% of the performance

Teepee Processing Elements

• Control structures are implicit in the model
• Control synthesis strategies:
  - Hardcoded state machine
  - Horizontal/vertical microcode
  - Reconfigurable
  - RISC/VLIW
  - None of the above
• Runs sequential programs
  - Executes one or more operations each cycle
• Opportunity to customize processing element control to the style of computation the application uses
**Target Applications**

- Heterogeneous, concurrent applications
- Click network processing apps
- Data plane:

  ![Diagram](image)

**Click Applications**

- Control plane:

  ![Diagram](image)
Warpath Application Development Env.

- Good ideas from Ptolemy II
  - Models of Computation
  - Orthogonalization of computation, communication, and control
  - Library of domain-polymorphic components
  - Hierarchical heterogeneity
- Targeted for implementation on a Teepee architectural platform
  - Strict software interfaces for computation, communication, control
  - Separate implementation and visualization
  - Get rid of Java
  - Don’t assume RISC-like datapaths

Application Mapping

- Common abstractions on each end of the implementation transition

- Warpath application development environment describes application computation in terms of operations
Add Actor

- Model an abstract machine that has an operation that performs the add mathematical function

Look Inside

- Thinking of this as a software model instead of a hardware model
- Operational semantics

Compositions of Actors

- Obtain a graph of abstract machines
- Lacks semantics of control and communication
- Adding a model of computation makes this concrete
### Compositions of Actors

- **Receiver**: operations to read and write a token to a storage element
- **Director**: operations to invoke operations on other abstract machines

![Diagram of Compositions of Actors]

### Implementation

- **Base case**: think of the application model as a hardware model
- **One-to-one relationship** between application components and architecture components

- **Hardware function unit**
- **Acts like an instruction fetch unit**
- **“Datapath”**

![Diagram of Implementation]
Implementation

- **Next: Programmable platform**
  - Compile programs for one or more PEs so that they execute the operations specified by the application model

Summary

- We maintain that the key is to have common abstractions on each end of the implementation transition
- Actors and domain components described in terms of operations
  - Operational semantics for an abstract architecture
  - Retargetable compilation process
- Designers can tune architectures to match the application
  - Application MoC influences PE control logic
  - Program counters, stacks in memory, etc. optional
  - Add special function units that perform domain-specific operation
  - Explore customization/programmability tradeoffs
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