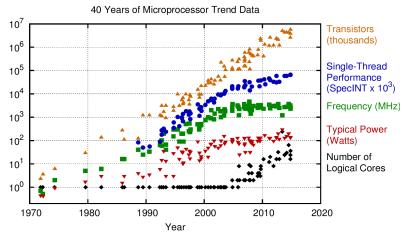
From Functional Programs to Pipelined Dataflow Networks

Richard Townsend Martha A. Kim Stephen A. Edwards

Columbia University

IBM PL Day, December 5, 2016

The Future of Hardware



Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten New plot and data collected for 2010-2015 by K. Rupp

Rupp, Karl. 40 Years Of Microprocessor Trend Data. 2015. Web. 28 Nov. 2016.

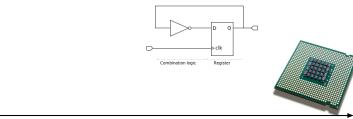
```
Designing Specialized Hardware
```



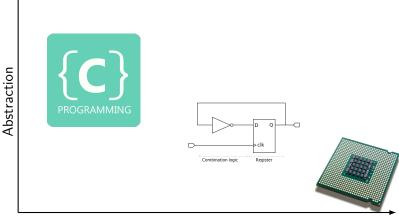


Stage in the Design Process

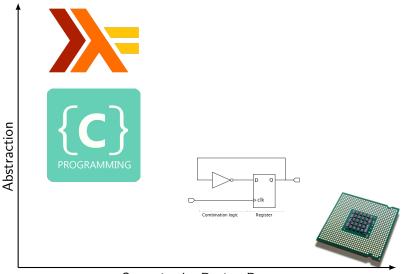




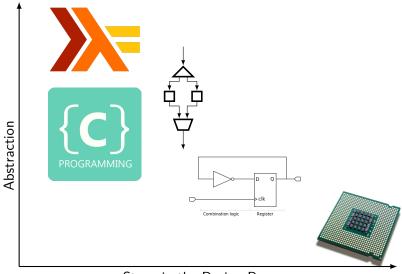
Stage in the Design Process



Stage in the Design Process



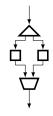
Stage in the Design Process



Stage in the Design Process

Overview







Floh IR

Dataflow Networks

Hardware Simulation

McGreggor, Duncan. Prefix Operators in Haskell. 2014. Web. 30 Nov. 2016. Kuper, Jan. C λ aSH: From Haskell to Hardware. 2015. Web. 30 Nov. 2016.

```
data List = Nil | Cons Int List

recMath :: List \rightarrow Int \rightarrow Int

recMath I x =

case | of

Nil \rightarrow add x 1

Cons y xs \rightarrow recMath xs (mul x y)
```

```
data List = Nil | Cons Int List

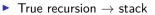
recMath :: List \rightarrow Int \rightarrow Int

recMath | x =

case | of

Nil \rightarrow add x 1

Cons y xs \rightarrow recMath xs (mul x y)
```



data List = Nil Go | Cons Int List data Go = Go

```
\begin{array}{rcl} \operatorname{recMath} :: & \operatorname{List} \to \operatorname{Int} \to \operatorname{Go} \to \operatorname{Int} \\ \operatorname{recMath} & \operatorname{I} & \operatorname{g} &= \\ & \operatorname{case} & \operatorname{I} & \operatorname{of} \\ & \operatorname{Nil} & \_ & \to \operatorname{add} \times (1 \ \operatorname{g}) \\ & \operatorname{Cons} & \operatorname{y} & \operatorname{xs} \to \operatorname{recMath} & \operatorname{xs} (\operatorname{mul} \times \operatorname{y}) \ \operatorname{g} \end{array}
```

• True recursion \rightarrow stack

Trigger constants with Go

```
data List = Nil Go | Cons Int ListPtr
data Go = Go
data ListPtr = ListPtr Int
```

```
\begin{array}{rcl} \mathsf{recMath} :: & \mathsf{ListPtr} \to \mathsf{Int} \to \mathsf{Go} \to \mathsf{Int} \\ \mathsf{recMath} & \mathsf{lp} \times \mathsf{g} = \\ & \mathsf{case} & \mathsf{readList} & \mathsf{lp} & \mathsf{of} \\ & \mathsf{Nil} & \_ & \to \mathsf{add} \times (1 \ \mathsf{g}) \\ & \mathsf{Cons} \ \mathsf{y} \ \mathsf{xs} \to \mathsf{recMath} \ \mathsf{xs} \ (\mathsf{mul} \times \mathsf{y}) \ \mathsf{g} \end{array}
```

- True recursion \rightarrow stack
- Trigger constants with Go
- ► Recursive types → explicit memory operations

data List = Nil Go | Cons Int ListPtr data Go = Go data ListPtr = ListPtr Int

```
\begin{array}{ll} \mathsf{recMath} :: \ \mathsf{ListPtr} \to \mathsf{Int} \to \mathsf{Go} \to \mathsf{Int} \\ \mathsf{recMath} \ \mathsf{lp} \times \mathsf{g} = \\ \mathbf{case} \ \mathsf{readList} \ \mathsf{lp} \ \mathbf{of} \\ \mathsf{Nil} \ \_ \ \to \mathsf{add} \times (1 \ \mathsf{g}) \\ \mathsf{Cons} \ \mathsf{y} \ \mathsf{xs} \to \mathsf{recMath} \ \mathsf{xs} \ (\mathsf{mul} \times \mathsf{y}) \ \mathsf{g} \end{array}
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- True recursion \rightarrow stack
- Trigger constants with Go
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data List = Nil Go | Cons Int ListPtr
data Go = Go
data ListPtr = ListPtr Int
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```
\begin{array}{ll} \mathsf{recMath} :: \ \mathsf{ListPtr} \ \rightarrow \ \mathbf{Int} \ \rightarrow \ \mathbf{Go} \ \rightarrow \ \mathbf{Int} \\ \mathsf{recMath} \ \mathsf{lp} \ \mathsf{x} \ \mathsf{g} \ = \\ \mathbf{case} \ \mathsf{readList} \ \ \mathsf{lp} \ \ \mathbf{of} \\ \mathsf{Nil} \ \ \_ \ \ \rightarrow \ \mathsf{add} \ \mathsf{x} \ (1 \ \mathsf{g}) \\ \mathsf{Cons} \ \mathsf{y} \ \mathsf{xs} \ \rightarrow \ \mathsf{recMath} \ \mathsf{xs} \ (\mathsf{mul} \ \mathsf{x} \ \mathsf{y}) \ \mathsf{g} \end{array}
```

• True recursion \rightarrow stack

- Trigger constants with Go
- ► Recursive types → explicit memory operations

Strictness Policies

```
data List = Nil Go | Cons Int ListPtr
data Go = Go
data ListPtr = ListPtr Int
```

```
\begin{array}{rcl} \mathsf{recMath} :: & \mathsf{ListPtr} \ \rightarrow \ \mathbf{Int} \ \rightarrow \ \mathbf{Go} \ \rightarrow \ \mathbf{Int} \\ \mathsf{recMath} \ \mathsf{lp} \ \mathsf{x} \ \mathsf{g} \ = \\ & \mathbf{case} \ \mathsf{readList} \ \mathsf{lp} \ \mathbf{of} \\ & \mathsf{Nil} \ \_ \ \rightarrow \ \mathsf{add} \ \mathsf{x} \ (1 \ \mathsf{g}) \\ & \mathsf{Cons} \ \mathsf{y} \ \mathsf{xs} \ \rightarrow \ \mathsf{recMath} \ \mathsf{xs} \ (\mathsf{mul} \ \mathsf{x} \ \mathsf{y}) \ \mathsf{g} \end{array}
```

- True recursion \rightarrow stack
- Trigger constants with Go
- ► Recursive types → explicit memory operations

Strictness Policies

Data Constructors: strict – evaluate all arguments

```
data List = Nil Go | Cons Int ListPtr
data Go = Go
data ListPtr = ListPtr Int
```

```
\begin{array}{rcl} \mathsf{recMath} :: & \mathsf{ListPtr} \ \rightarrow \ \mathbf{Int} \ \rightarrow \ \mathbf{Go} \ \rightarrow \ \mathbf{Int} \\ \mathsf{recMath} \ \mathsf{lp} \ \mathsf{x} \ \mathsf{g} \ = \\ & \mathbf{case} \ \mathsf{readList} \ \mathsf{lp} \ \mathbf{of} \\ & \mathsf{Nil} \ \_ \ \rightarrow \ \mathsf{add} \ \mathsf{x} \ (1 \ \mathsf{g}) \\ & \mathsf{Cons} \ \mathsf{y} \ \mathsf{xs} \ \rightarrow \ \mathsf{recMath} \ \mathsf{xs} \ (\mathsf{mul} \ \mathsf{x} \ \mathsf{y}) \ \mathsf{g} \end{array}
```

- True recursion \rightarrow stack
- Trigger constants with Go
- ► Recursive types → explicit memory operations

Strictness Policies

- Data Constructors: strict evaluate all arguments
- Functions: non-strict evaluate first argument

```
data List = Nil Go | Cons Int ListPtr
data Go = Go
data ListPtr = ListPtr Int
recMath :: ListPtr \rightarrow Int \rightarrow Go \rightarrow Int
```

```
recMath 1: ListPtr \rightarrow int \rightarrow GO \rightarrow int
recMath lp x g =
case readList lp of
Nil \_ \rightarrow add x (1 g)
Cons y xs \rightarrow recMath xs (mul x y) g
```

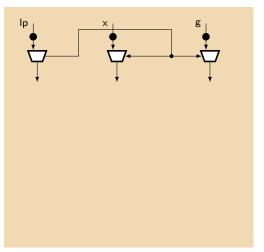
- True recursion \rightarrow stack
- Trigger constants with Go
- ► Recursive types → explicit memory operations

Strictness Policies

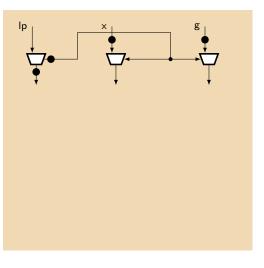
- Data Constructors: strict evaluate all arguments
- Functions: non-strict evaluate first argument
- Enables pipeline parallelism!

```
\begin{array}{l} \mbox{recMath } \mbox{lp } \times \mbox{g} = \\ \mbox{case } \mbox{readList } \mbox{lp } \mbox{of} \\ \mbox{Nil } \_ \to \mbox{add } \times \mbox{(1 g)} \\ \mbox{Cons } \mbox{y} \times \mbox{s} \to \\ \mbox{recMath } \mbox{xs } \mbox{(mul } \times \mbox{y}) \mbox{g} \end{array}
```

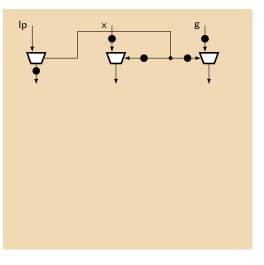
```
\begin{array}{l} \mbox{recMath } \mbox{lp x g} = \\ \mbox{case } \mbox{readList } \mbox{lp of} \\ \mbox{Nil } \_ \rightarrow \mbox{add } \mbox{x (1 g)} \\ \mbox{Cons } \mbox{y } \mbox{xs } \rightarrow \\ \mbox{recMath } \mbox{xs (mul x y) g} \end{array}
```

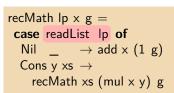


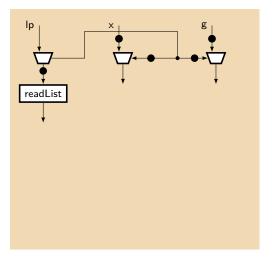
```
\begin{array}{l} \mbox{recMath } \mbox{lp x g} = \\ \mbox{case } \mbox{readList } \mbox{lp of} \\ \mbox{Nil } \_ \rightarrow \mbox{add x (1 g)} \\ \mbox{Cons } \mbox{y } \mbox{xs} \rightarrow \\ \mbox{recMath } \mbox{xs (mul x y) g} \end{array}
```

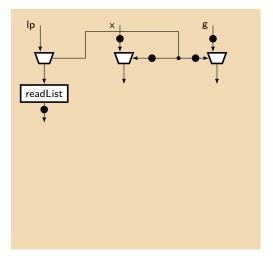


```
\begin{array}{l} \mbox{recMath } \mbox{lp x g} = \\ \mbox{case readList } \mbox{lp of} \\ \mbox{Nil } \_ \rightarrow \mbox{add x (1 g)} \\ \mbox{Cons y xs } \rightarrow \\ \mbox{recMath xs (mul x y) g} \end{array}
```









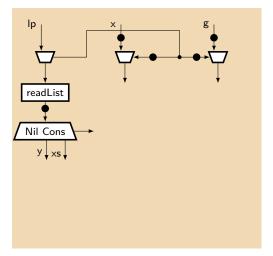
```
recMath lp x g =

case readList lp of

Nil \_ \rightarrow add x (1 g)

Cons y xs \rightarrow

recMath xs (mul x y) g
```



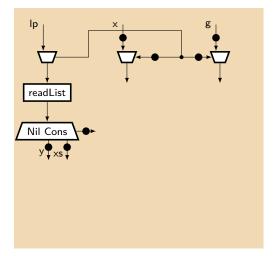
```
recMath lp x g =

case readList lp of

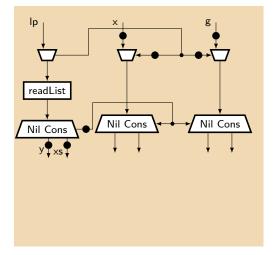
Nil \_ \rightarrow add x (1 g)

Cons y xs \rightarrow

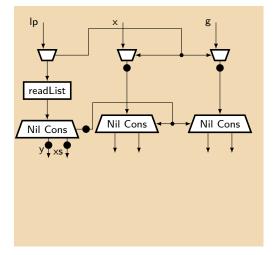
recMath xs (mul x y) g
```



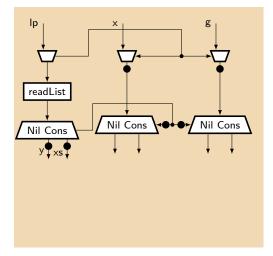
```
\begin{array}{l} \mbox{recMath lp x g =} \\ \mbox{case readList lp of} \\ \mbox{Nil } \_ \rightarrow \mbox{add x (1 g)} \\ \mbox{Cons y xs } \rightarrow \\ \mbox{recMath xs (mul x y) g} \end{array}
```



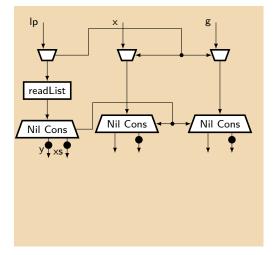
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\begin{array}{l} \mbox{recMath lp x g =} \\ \mbox{case readList lp of} \\ \mbox{Nil } \_ \rightarrow \mbox{add x (1 g)} \\ \mbox{Cons y xs } \rightarrow \\ \mbox{recMath xs (mul x y) g} \end{array}
```



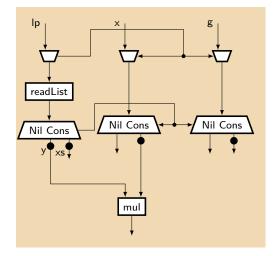
```
\begin{array}{l} \mbox{recMath } \mbox{lp x } g = & \\ \mbox{case } \mbox{readList } \mbox{lp of} \\ \mbox{Nil } \_ & \rightarrow \mbox{add } x \mbox{(1 g)} \\ \mbox{Cons } \mbox{y } \mbox{xs } \rightarrow \\ \mbox{recMath } \mbox{xs } \mbox{(mul } x \mbox{y}) \mbox{g} \end{array}
```



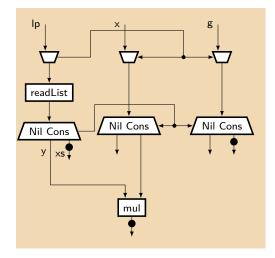
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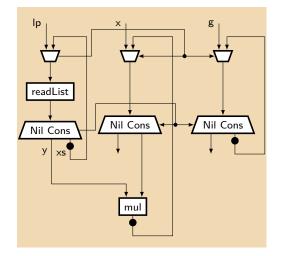
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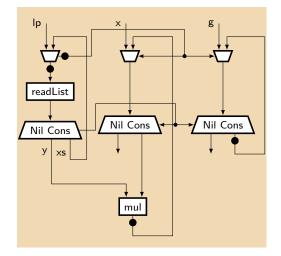
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\begin{array}{l} \mbox{recMath lp x g =} \\ \mbox{case readList lp of} \\ \mbox{Nil } \_ \rightarrow \mbox{add x (1 g)} \\ \mbox{Cons y xs } \rightarrow \\ \mbox{recMath xs (mul x y) g} \end{array}
```



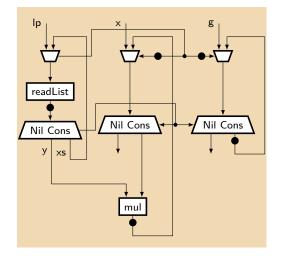
```
\begin{array}{l} \mbox{recMath } lp \ x \ g = \\ \mbox{case } \mbox{readList } lp \ \mbox{of} \\ \mbox{Nil } \_ \rightarrow \mbox{add } x \ (1 \ g) \\ \mbox{Cons } y \ xs \ \rightarrow \\ \mbox{recMath } xs \ (mul \ x \ y) \ g \end{array}
```



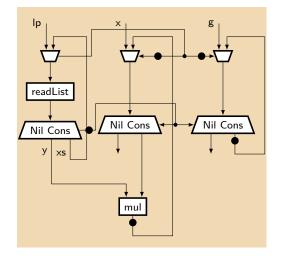
```
\begin{array}{l} \mbox{recMath } \mbox{lp } \times \mbox{g} = \\ \mbox{case } \mbox{readList } \mbox{lp } \mbox{of} \\ \mbox{Nil } \_ \to \mbox{add } \times \mbox{(1 g)} \\ \mbox{Cons } \mbox{y} \times \mbox{s} \to \\ \mbox{recMath } \mbox{xs } \mbox{(mul } \times \mbox{y}) \mbox{g} \end{array}
```



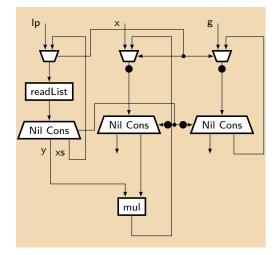
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```



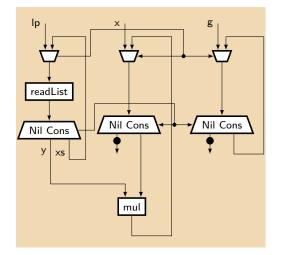
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\begin{array}{l} \mbox{recMath lp x g =} \\ \mbox{case readList lp of} \\ \mbox{Nil } \_ \rightarrow \mbox{add x (1 g)} \\ \mbox{Cons y xs } \rightarrow \\ \mbox{recMath xs (mul x y) g} \end{array}
```



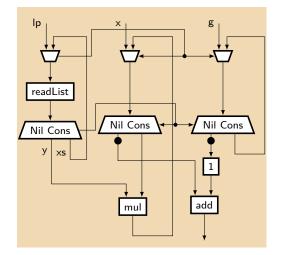
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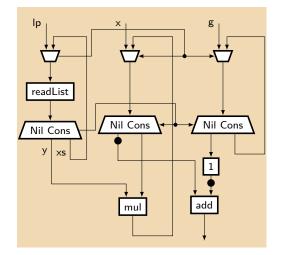
```
\begin{array}{l} \mbox{recMath } \mbox{lp } \times \mbox{g} = \\ \mbox{case } \mbox{readList } \mbox{lp } \mbox{of} \\ \mbox{Nil } \_ \to \mbox{add } \times \mbox{(1 g)} \\ \mbox{Cons } \mbox{y} \times \mbox{s} \to \\ \mbox{recMath } \mbox{xs } \mbox{(mul } \times \mbox{y}) \mbox{g} \end{array}
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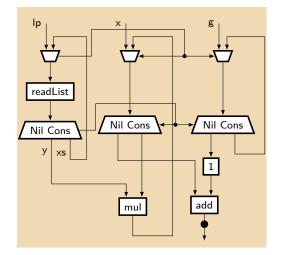
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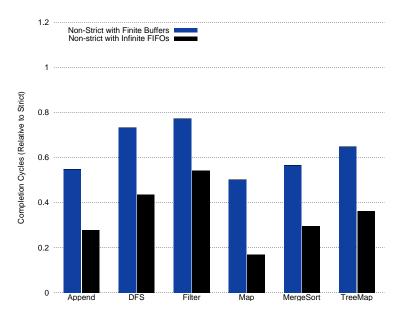
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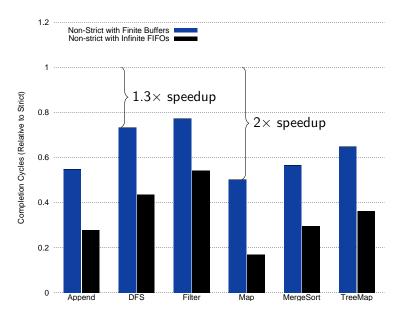
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```



Non-strictness Exploits Pipeline Parallelism



Non-strictness Exploits Pipeline Parallelism



Non-strictness Exploits Pipeline Parallelism

