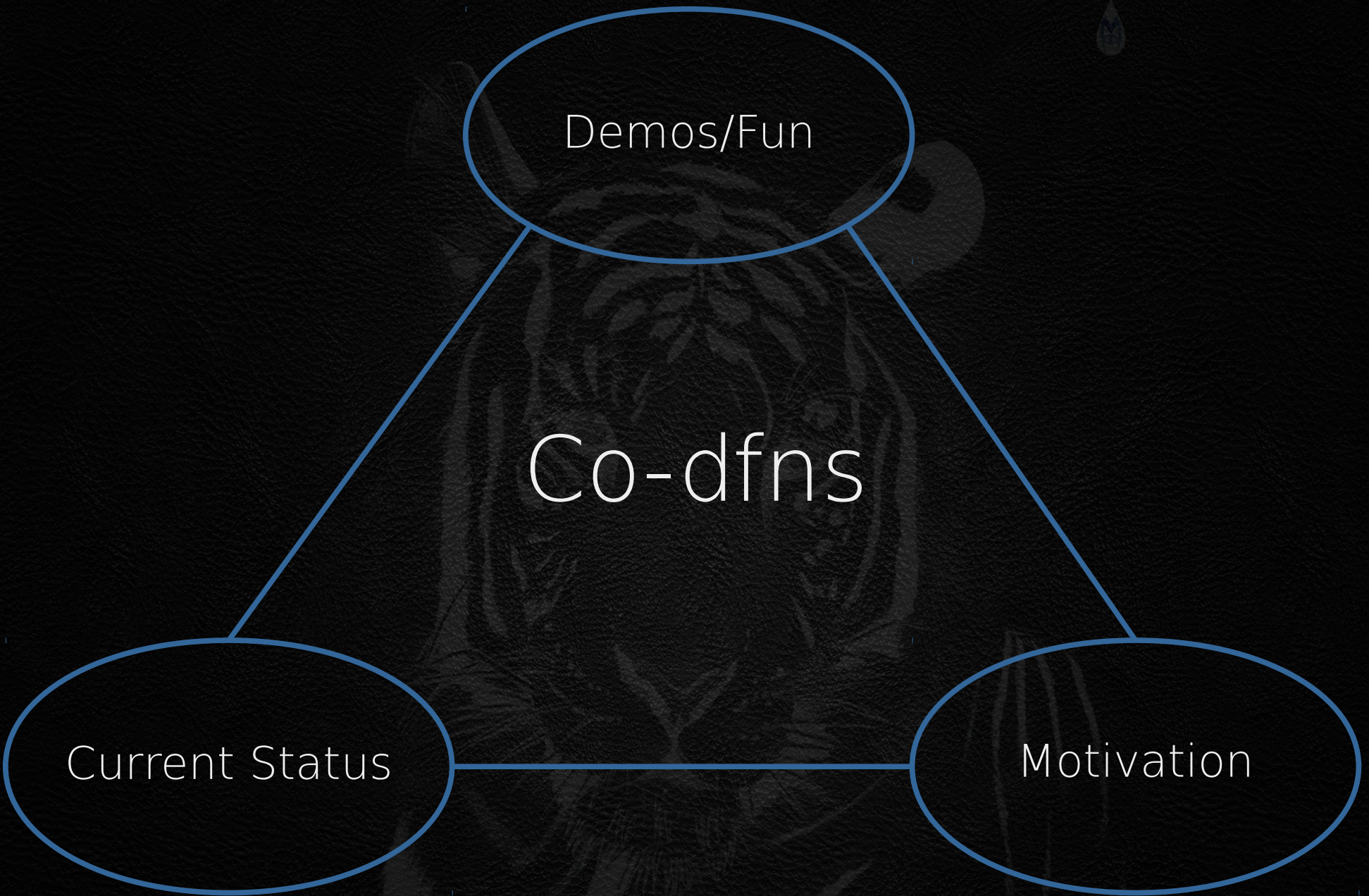


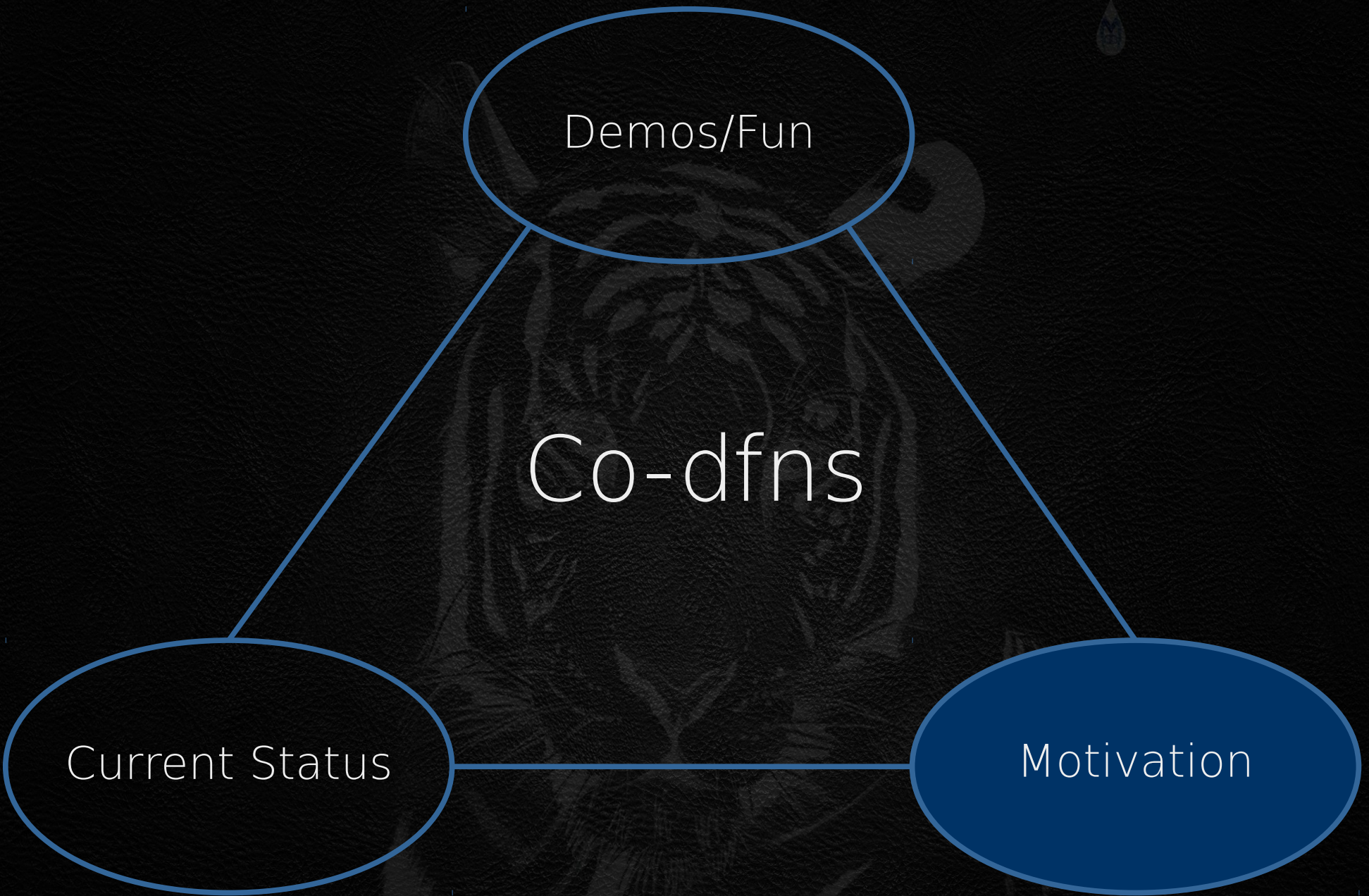
Co-dfns Status Report

Aaron W. Hsu
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Dyalog "Conference" 2014









Why?

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Fostering Research

More POWER!

Tool of Thought

Why?

Push APL to the *≡

Modern Architectures

Massive Parallelism

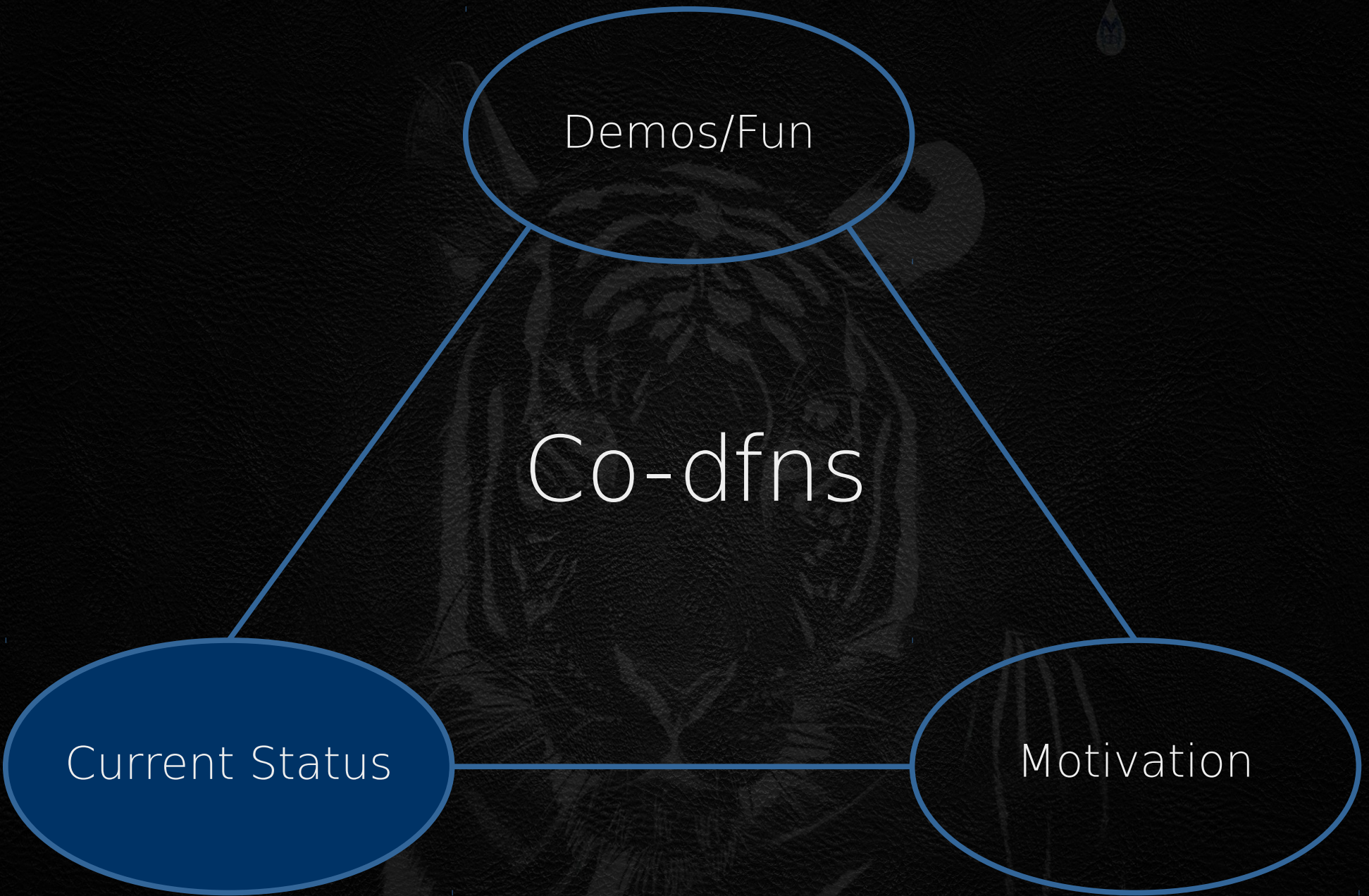


What?

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Demos/Fun

Co-dfns

Current Status

Motivation

Current Status

ARRAY '14

Black Scholes

Runtime design

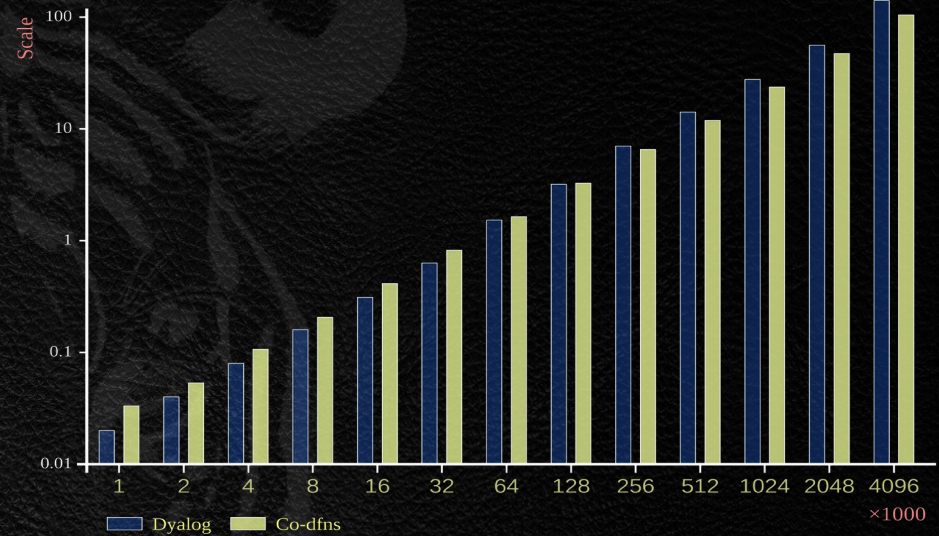
C Generation

Mystika

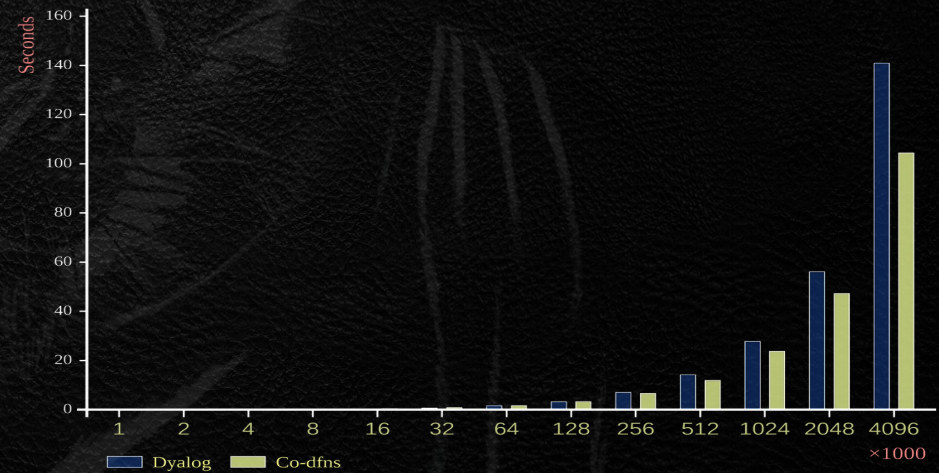
Type system

A little more...;-)

Espen Haug Black Scholes (Logarithmic)



Espen Haug Black Scholes (Linear)





Optimizations

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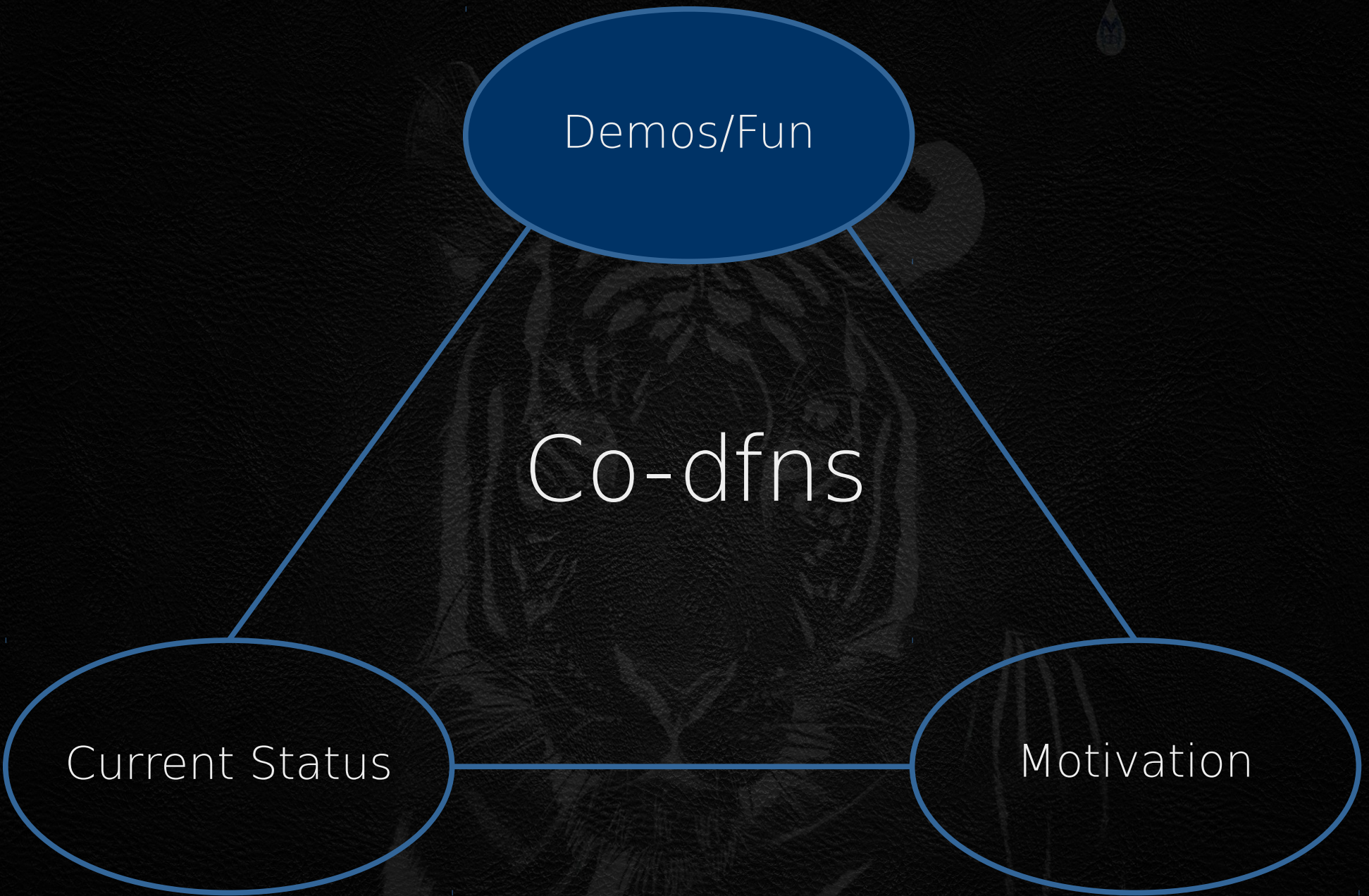


Optimizations

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Choose your own ~~adventure~~ demo

Basic Compiler Example

Black Scholes Benchmark

Special Sauce

Mystika

Compiler Design/Development/Architecture

Brief Interlude

'Tis the dream of each programmer
Before his life is done,
To write three lines of APL
And make the darn thing run.

Fun Stuff

Compiler Sans Parser → 187 lines

Runtime System → 500-900 lines

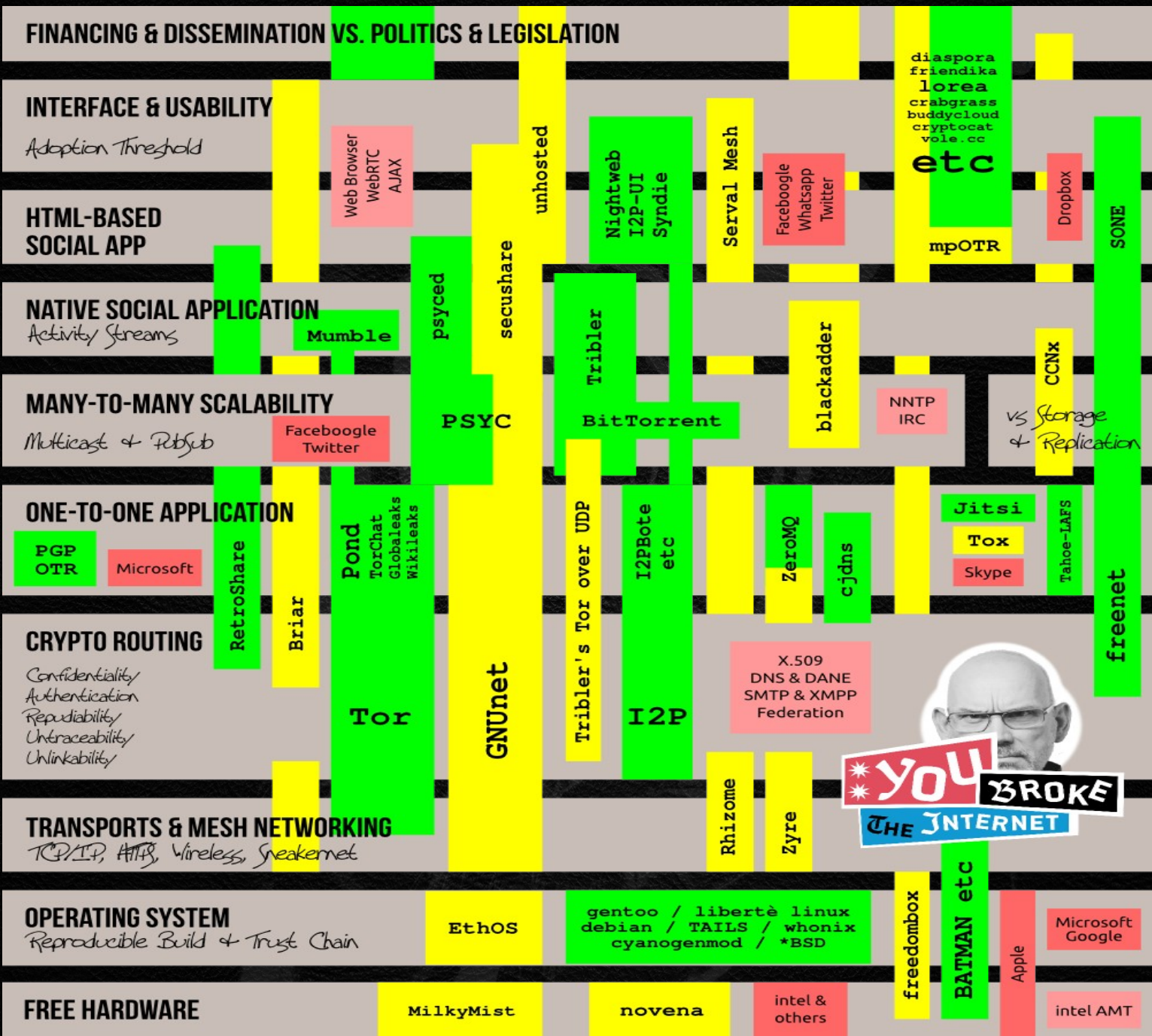
A compiler with almost no branching/recursion

A **real** solution to APL Type Systems

Leverages Index-of and Key/Rank

Plenty of Function Trains

Trivially switch from GPU to CPU and back





When?

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Thank You

Gratipay.com/arcfide

Github.com/arcfide

Sacrideo.us

SEND MORE CODE!

Community-ready parser

Intermediate Reuse

$D1 \leftarrow (\otimes S \div X) + (r + 2 \div \sim v * 2) \times T$

$T1 \leftarrow \otimes S \div X$

$D1 \leftarrow T1 \times T$

`int p(A *z, A *l, A *r)`

$T1 \leftarrow r + 2 \div \sim v * 2$

$D1 \leftarrow T1 + D1$

`div(t1, s, x)`

`log(t1, NULL, t1)`

Frame Size Reduction

Register allocation for array variables

Reduce function call overhead

Better memory locality

$\{X \leftarrow \alpha \times \omega \ \diamond \ Y \leftarrow 2 * X \ \diamond \ \text{Sp}Y\}$

Scalar Function Fusion

$$D1 \leftarrow (\otimes S \div X) + (r + 2 \div \ddot{v} * 2) \times T$$

$$D1 \leftarrow \{ S \leftarrow \omega \square, S \diamond X \leftarrow \omega \square, X \diamond T \leftarrow \omega \square, T$$

$$(\otimes S \div X) + (r + 2 \div \ddot{v} * 2) \times T$$

$$\} \cdot \iota \times / \rho T$$

Stack Functions/Operators

```
g←{a←7×ω ◊ b←3×α ◊ f←{ω+a+b} ◊ _ f _}
```

```
f←{  ρ Depth 1  
      ω+(0 □ENV 1)+(1 □ENV 1)  
}
```

```
g←{a←7×ω ◊ b←3×α ◊ f(_ _ _ (□ENV 0))}
```


Lazy Data Copying

Structure primitives don't touch data values

Don't copy data until needed (copy on write)

Allows very fast manipulation of arrays

Should be possible without reference counting