

J3: Compilers Challenges for Computing In Memory

Compilation for Strange applications and In Memory Processing
ACACES july 2022 summer school, HiPEAC, Fiuggi, Italy

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july 13, 2022



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- HybroGen : Simple-Add-Source
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Scientific Evolution : Compilation Research Domains

Compilation Topics Map

Find code structure Extract parallelism : polyhedral approach

Assertion on legacy code correctness proof, hard realtime, model checking

Security HW attack counter mesure, obfuscation

Tools for scalability Systems and library for big parallel machines

Reproducibility Statistics tools and reproducible research

Ad hoc code optimization Application driven code optimization

Legacy compiler optimization follow the HW evolution

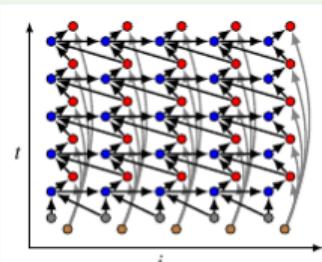
New code generation paradigm JIT, Dynamic code generation

<https://top500.org>

LAPACK June 2002 #1 : HPE Cray 8,730,112 cores,
Linpack perf 1,102.00 PFlop/s, **65% of peak performance (usually better)**

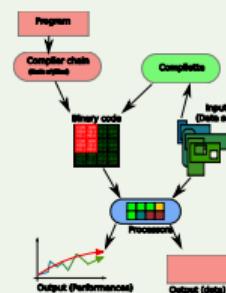
HPCG Fugaku 7630848 cores, 16,004 TFlops **2.98 % of peak performance !**

Polyhedral model



(a) CDAG for $T = 4, N = 7$

Algorithmic accelerator



HydroGen : Initial Objectives : New Code Generation Paradigm

Objectives: Application with Binary Automodification

- Without external libraries
- As fast as possible : Code generation speed $\tilde{10}$ clock cycles per instruction)
- As small as possible : Code generators $\tilde{1}$ KB
- Portable across architecture : RISCV, IBM Power 8 / 9, Kalray, CxRAM

Benefits

- Data set code generation dependant : values, size, strides
- User programmable code generation
- Heterogeneous ISA code generation

HydroGen : Code Generation Options for new architectures

New architecture = new ISA

- High level simulation + Performance model : using LLVM IR + interpretation
 - Pro : very fast, no platform dependency,
 - Cons : no real code generation, rough performance estimations
- Intrinsics
 - Pro : real code generation
 - Cons : need manual code instrumentation with low level ASM intrinsics, big benchmarking effort
- DSL (Domain Specific Language)
 - Pro : real code generation, automatic code generation, lower benchmarking effort
 - Cons : need initial programming effort
- Industrial compiler
 - Pro : real code generation, automatic code generation, no benchmarking effort, huge impact if sucessfull, need open source approach
 - Cons : need huge programming effort (LLVM = 1.6M loc, GCC 5 M loc)

HydroGen : Compilette Principle

Compilette

- Embed in an application a code generator able to regenerate part of the code
- Term invented in 2005 [Ref]Compilette

Challenges

- Do it fast (Cycle / instructions)
- Use a small memory footprint (KB)

Motivation : Static Compiler Versus Compilette

Static Compiler

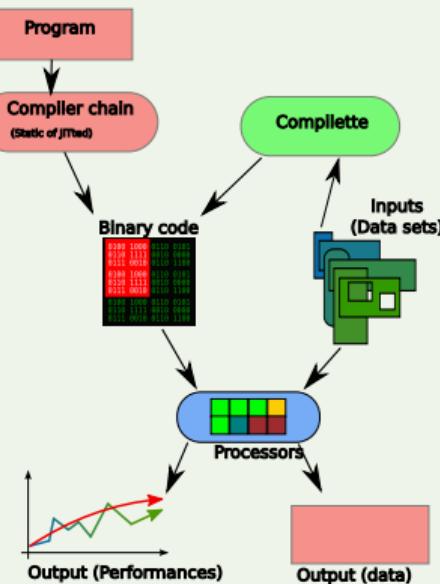
- Run once
- Does not know data set characteristics
- Slow compilation (even with JIT)

Compilette

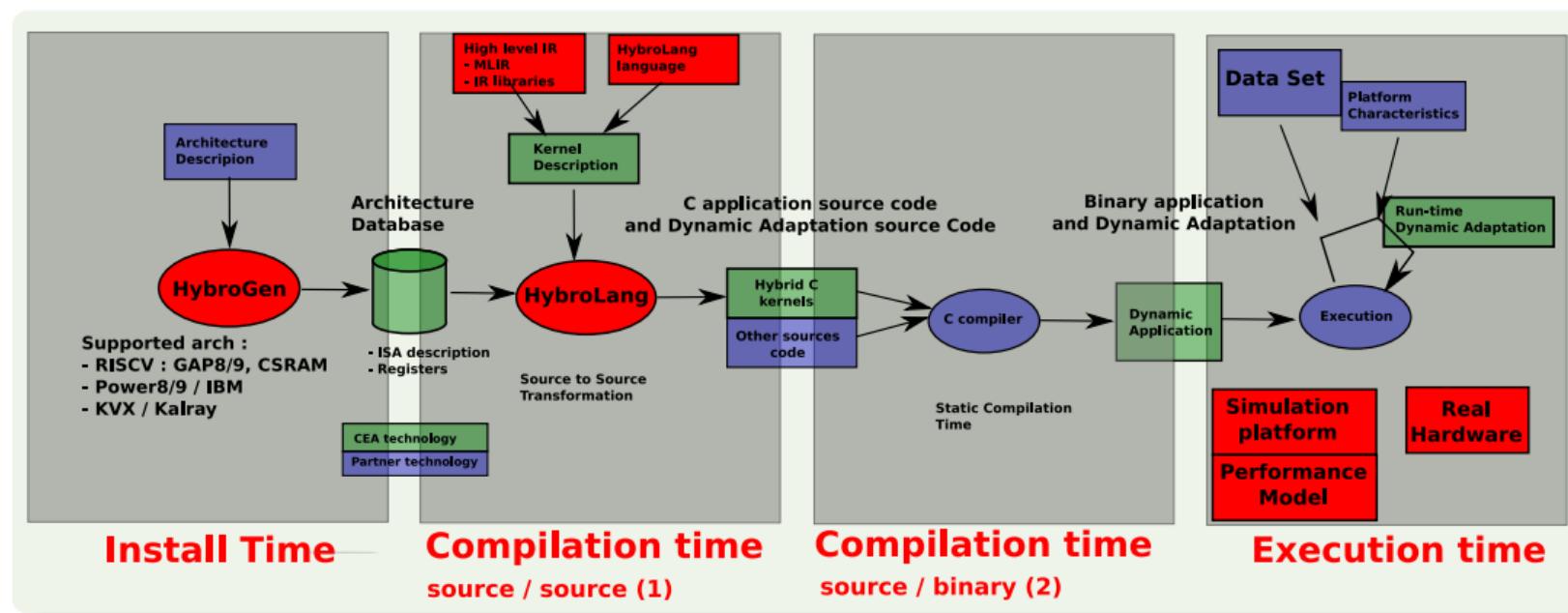
- Adapt on the fly
- Knowledge of the architecture
- Knowledge of the application

Need tools !

Static compilation versus dynamic adaptation



HybroGen: General View



HydroGen : Objectives

Application domains

- Stochastic number support
- Packet filtering : Datatype ipv4, ipv6 addresses
- Transprecision algorithms : usage on mathematical iterative methods
- Stencil processing

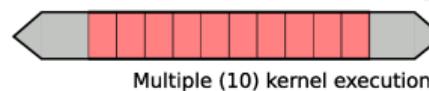
Already done

- On the fly code generation for heterogeneous architectures
- Transprecision support : on the fly code generation for precision adaptation. Working demonstration on Newton algorithm : Power / RISCV / Kalray
- Support for In Memory Computing (next slides)
- Target processor modeling (QEMU plugin)

Compilation

Execution time

(a) Static



(b) Dynamic

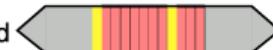
Program init



Kernel init



Application controlled



HydroGen : Simple-Add-Source

Simple Addition with specialization

```
typedef int (*pifi)(int);

h2_insn_t * genAdd(h2_insn_t * ptr, int b)
{
    #[  

    int 32 1 add (int 32 1 a)  

    {  

        int 32 1 r;  

        r = #(b) + a; // b values will be included in code generation  

        return r;  

    }  

    ]#  

    return (h2_insn_t *) ptr;
}
```

HydroGen : Simple-Add-Source

Simple Addition with specialization

```
int main(int argc, char * argv[])
{
    h2_insn_t * ptr;
    int in0, in1, res;
    pifi fPtr;

    if (argc < 3)
    {
        printf("Give 2 values\n");
        exit(-1);
    }
    in0 = atoi(argv[1]); // Get the users values in1 & in2
    in1 = atoi(argv[2]);
    ptr = h2_malloc(1024); // Allocate memory for 1024 instructions
    printf("// Compilette for simple addition between 1 variable with\n");
    printf("// code specialization on value = %d\n", in0);
    fPtr = (pifi) genAdd(ptr, in0); // Generate instructions
    res = fPtr(in1); // Call generated code
    printf("%d + %d = %d\n", in0, in1, res);
```

HybroGen : Simple how to Build

How to run example

```
gre061041:CodeExamples/>./RunDemo.py -a riscv -i Add-With-Specialization
Namespace(arch=['riscv'], clean=False, debug=False, inputfile=['Add-With-Specialization'])
-->rm -f Add-With-Specialization Add-With-Specialization.c
-->which riscv32-unknown-elf-gcc
-->../HybroLang.py --toC --arch riscv --inputfile Add-With-Specialization.hl
-->riscv32-unknown-elf-gcc -Wall -o Add-With-Specialization Add-With-Specialization.hl
('3', '25')
-->qemu-riscv32 Add-With-Specialization 3 25
gre061041:CodeExamples/>qemu-riscv32 Add-With-Specialization 3 25
// Compilette for simple addition between 1 variable with
// code specialization on value = 3
3 + 25 = 28
```

HydroGen : Simple-Add : Generated Source

Code Macro instructions

```
#define riscv_G32(INSN){ *(h2_asm_pc++) = (INSN);}

#define RV32I_RET__I_32_1() /* RET */ \
do { \
    riscv_G32(((0x8067 >> 0) & 0xffffffff)); \
} while(0)

#define RV32I_ADDI_RRI_I_32_1(r1,r0,i0) /* ADD */ \
do { \
    riscv_G32(((i0 & 0xffff) << 20)|((r0 & 0x1f) << 15)|((0x0 & 0x7) << 12)|((r1
} while(0)
```

HydroGen : Simple-Add-Generated

Instruction Selector

```
void riscv_genADD_3(h2_sValue_t P0, h2_sValue_t P1, h2_sValue_t P2)
{
    if ((P0.arith == 'i') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.ValOrReg == REG)
    {
        RV32I_ADDI_RRI_I_32_1(P0.regNro, P1.regNro, P2.valueImm);
    }

    else if ((P0.arith == 'i') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.ValOrReg == REG)
    {
        RV32I_ADD_RRR_I_32_1(P0.regNro, P1.regNro, P2.regNro);
    }
}
```

HydroGen : Simple-Add Generated code

Main code generator

```
h2_insn_t * genAdd(h2_insn_t * ptr, int b)
{
    /* Code Generation of 4 instructions */
    /* Symbol table :*/
        /*VarName = { ValOrLen, arith, vectorLen, wordLen, regNo, Value} */
        h2_sValue_t a = {REGISTER, 'i', 1, 32, 10, 0};
        h2_sValue_t h2_outputVarName = {REGISTER, 'i', 1, 32, 10, 0};
        h2_sValue_t r = {REGISTER, 'i', 1, 32, 5, 0};
        h2_sValue_t h2_00000003 = {REGISTER, 'i', 1, 32, 6, 0};

    /* Label table :*/
#define riscv_genLABEL(LABEL_ID) labelAddresses[LABEL_ID] = h2_asm_pc;
h2_insn_t * labelAddresses []={
};

    h2_asm_pc = (h2_insn_t *) ptr;
```

HydroGen : Simple-Add Generated Code

Compilette

```
h2_asm_pc = (h2_insn_t *) ptr;
h2_codeGenerationOK = true;
riscv_genMV_2(h2_00000003, (h2_sValue_t) {VALUE, 'i', 1, 32, 0, (b)} );
riscv_genADD_3(r, h2_00000003, a);
riscv_genMV_2(h2_outputVarName, r);
riscv_genRET_0();
/* Call back code for loops */
h2_save_asm_pc = h2_asm_pc;
h2_asm_pc = h2_save_asm_pc;
h2_iflush(ptr, h2_asm_pc);
```

HydroGen : Simple-Add-Exec

Simple run

```
gre061041:CodeExamples/>qemu-riscv32 Add-With-Specialization 3 40
// Compilette for simple addition between 1 variable with
// code specialization on value = 3
3 + 40 = 43
```

Run with debug

```
qemu-riscv32 Add-With-Specialization 3 25
// Compilette for simple addition between 1 variable with
// code specialization on value = 3
0x19008 : RV32I_MV_RI_I_32_1
0x1900c : RV32I_ADD_RRR_I_32_1
0x19010 : RV32I_MV_RR_I_32_1
0x19014 : RV32I_RET__I_32_1
3 + 25 = 28
```

HydroGen : Simple-Add Debug

1 shell to Run / interact

```
gre061041:CodeExamples>/qemu-riscv32 -g \
 7777 Add-With-Specialization 3 25
// Compilette for simple addition
// between 1 variable with
// code specialization on value = 3
0x19008 : RV32I_MV_RI_I_32_1
0x1900c : RV32I_ADD_RRR_I_32_1
0x19010 : RV32I_MV_RR_I_32_1
0x19014 : RV32I_RET__I_32_1
```

1 shell to Debug / observe

```
riscv32-unknown-elf-gdb Add-With-Specialization
GNU gdb (GDB) 9.2
...
(gdb) target remote :7777
(gdb) break main
Breakpoint 1 at 0x107c6: file Add-With-Specialization.c, line 201.
(gdb) c
Continuing.
Breakpoint 1, main (argc=3, argv=0x40800374) at Add-With-Specialization.c:201
201      if (argc < 3)
(gdb) n
206      in0 = atoi (argv[1]);
// Get the users values in1 & in2
211      fPtr = (pifi) genAdd (ptr, in0); // Generate instructions
(gdb)
212      res = fPtr(in1); // Call generated code
(gdb) x/4i fPtr
0x19008:    ori      t1 , zero , 3
0x1900c:    add      t0 , t1 , a0
0x19010:    mv       a0 , t0
0x19014:    ret
```

HydroGen : Transprecision Source H2

Transprecision square root source code

```
/* Newton square root demonstration with variable precision */
h2_insn_t * genIterate(h2_insn_t * ptr, int FloatWidth)
{
    #[
        flt #(FloatWidth) 1 iterate(flt #(FloatWidth) 1 u, flt #(FloatWidth) 1 val, flt
        {
            flt #(FloatWidth) 1 r, tmp1, tmp2;
            tmp1 = val / u;
            tmp2 = u + tmp1;
            return tmp2 / div;
        }
    ]#      /* r = (u + (value) / u)) / 2.0*/
        return (h2_insn_t *) ptr;
}
```

HydroGen : Transprecision Source Main

Transprecision square root source code (main control)

```
fPtr1 = (piff) genIterate (ptr, FLOAT);
do
{
    if ((diff < precf) && isFloat)
        { /* Code re-generation with double for better precision */
            fPtr2 = (pidd) genIterate (ptr, DOUBLE);
            isFloat = False;
        }
    value = next;
    next = (isFloat)?fPtr1(value, af, 2.0):fPtr2(value, af, 2.0);
    diff = ABS(next - value);
```

HydroGen : Transprecision Generated Macros

Macro instruction generation

```
/* Begin Header autogenerated part */
#include "h2-power-power.h"
#define power_G32(INSN){ *(h2_asm_pc++) = (INSN);}

void P1_BLR__I_32(void){ /* ret */
#ifndef H2_DEBUG
    printf("%p: P1_BLR__I_32\n", h2_asm_pc);
#endif
    power_G32(((0x4e800020 >> 0) & 0xffffffff));
}

void PPC_FADDS_RRR_F_32(int r0, int r1, int r2){ /* add */
#ifndef H2_DEBUG
    printf("%p: PPC_FADDS_RRR_F_32\n", h2_asm_pc);
#endif
    power_G32(((0x3b & 0x3f) << 26)|((r0 & 0x1f) << 21)|((r1 & 0x1f) << 16)|((r2 & 0x1f) << 11));
}
```

HydroGen : Transprecision-Generated-InstructionSelector

Macro instruction generation

```
void power_genADD_3(h2_sValue_t P0, h2_sValue_t P1, h2_sValue_t P2)
{
    if ((P0.arith == 'f') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.ValOrReg == REG)
    {
        PPC_FADDS_RRR_F_32(P0.regNro, P1.regNro, P2.regNro);
    }
    else if ((P0.arith == 'f') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.ValOrReg == REG)
    {
        PPC_FADDS__RRR_F_32(P0.regNro, P1.regNro, P2.regNro);
    }
    else if ((P0.arith == 'f') && (P0.wLen <= 32) && (P0.vLen == 4) && P0.ValOrReg == REG)
    {
        V2_03_VADDFP_RRR_F_32(P0.regNro, P1.regNro, P2.regNro);
    }
    else if ((P0.arith == 'f') && (P0.wLen <= 64) && (P0.vLen == 1) && P0.ValOrReg == REG)
    {
        P1_FADD_RRR_F_64(P0.regNro, P1.regNro, P2.regNro);
    }
    else if ((P0.arith == 'f') && (P0.wLen <= 64) && (P0.vLen == 1) && P0.ValOrReg == REG)
    {
        P1_FADD_RRR_F_64(P0.regNro, P1.regNro, P2.regNro);
    }
}
```

HydroGen : Transprecision-Generated-Compilette

Compilette Generation

```
/* Newton square root demonstration with variable precision */
h2_insn_t * genIterate(h2_insn_t * ptr, int FloatWidth)
{
    /* Code Generation of 4 instructions */
    /* Symbol table :*/
        /*VarName = { ValOrLen, arith, vectorLen, wordLen, regNo, Value} */
        h2_sValue_t u = {REGISTER, 'f', 1, (FloatWidth), 1, 0};
        h2_sValue_t val = {REGISTER, 'f', 1, (FloatWidth), 2, 0};
        h2_sValue_t div = {REGISTER, 'f', 1, (FloatWidth), 3, 0};
        h2_sValue_t h2_outputVarName = {REGISTER, 'f', 1, (FloatWidth), 1, 0};
        h2_sValue_t r = {REGISTER, 'f', 1, (FloatWidth), 14, 0};
        h2_sValue_t tmp1 = {REGISTER, 'f', 1, (FloatWidth), 15, 0};
        h2_sValue_t tmp2 = {REGISTER, 'f', 1, (FloatWidth), 16, 0};
        h2_sValue_t h2_00000000 = {REGISTER, 'f', 1, (FloatWidth), 17, 0};
```



HydroGen : Transprecision-Generated-Compilette

Compilette Generation Code generator

```
h2_asm_pc = (h2_insn_t *) ptr;
h2_codeGenerationOK = 1;
power_genDIV_3(h2_00000000, val, u);
power_genMV_2(tmp1, h2_00000000);
power_genADD_3(h2_00000000, u, tmp1);
power_genMV_2(tmp2, h2_00000000);
power_genDIV_3(h2_00000000, tmp2, div);
power_genMV_2(h2_outputVarName, h2_00000000);
power_genRET_0();
/* Call back code for loops */
h2_save_asm_pc = h2_asm_pc;
h2_asm_pc = h2_save_asm_pc;
iflush(ptr, h2_asm_pc);
/* r = (u + (#(value) / u)) / 2.0 */
```



HydroGen : Transprecision-Exec

Macro instruction generation

HydroGen : Transprecision Exec 2nd part

Macro instruction generation

```
7 float   : 336.13607788085937500000, 1.000000e+01
8 float   : 265.55236816406250000000, 1.000000e+01
9 float   : 256.17181396484375000000, 1.000000e+01
0x100212a0 : P1_FDIV_RRR_F_64
0x100212a4 : P1_FMR_RR_F_64
0x100212a8 : P1_FADD_RRR_F_64
0x100212ac : P1_FMR_RR_F_64
0x100212b0 : P1_FDIV_RRR_F_64
0x100212b4 : P1_FMR_RR_F_64
0x100212b8 : P1_BLR_I_32
10 double  : 256.00005761765521583584, 1.000000e-13
11 double  : 256.00000000000648014975, 1.000000e-13
12 double  : 256.000000000000000000000000000000, 1.000000e-13
13 double  : 256.000000000000000000000000000000, 1.000000e-13
```

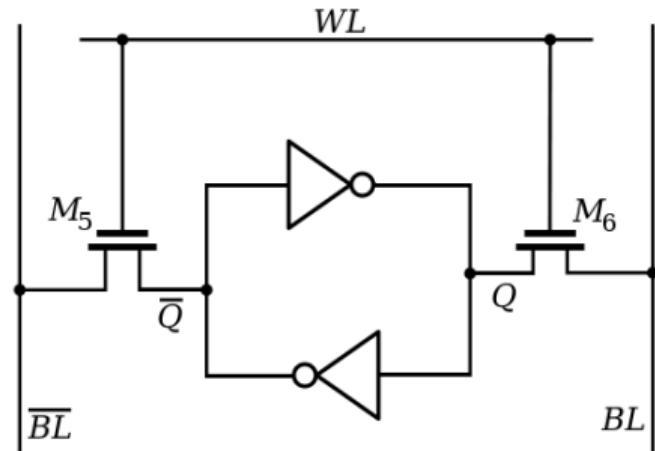


Introduction : Remember Memory Cell 101

SRAM memory cell depicting Inverter Loop as gates

- 6T memory cell
- Only 1 stable mode
- Read : “open” WL, read value
- Write : “open” WL, write value

Illustration



w Memory_cell_(computing)

Introduction : Remember Memory 102

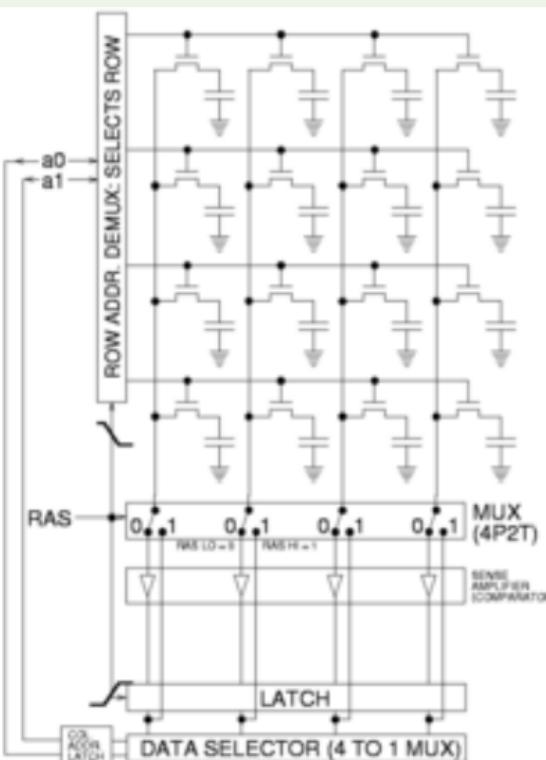
Functions

- Select line
- Read or write
- Potentially select word in a line
- Low voltage used; “Sense amp” to normalize

w Sense_amplifier

What every programmer should know about memory

Memory array



Intro : Classical Memory

Memory technology

DRAM Dense, but need refresh (external)

SRAM Less dense but faster (caches)

Other RRAM, STTRAM, ...

Memory access

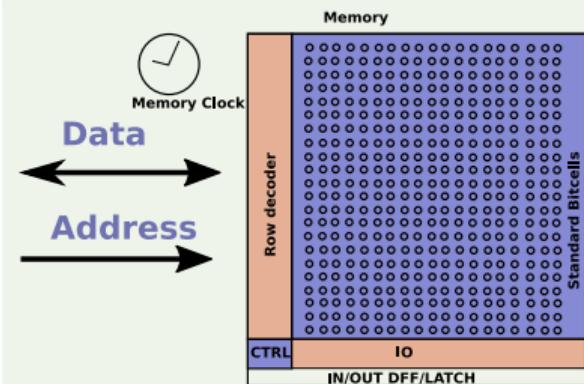
LOAD data or insn

- ① Assert address
- ② Read data

STORE data

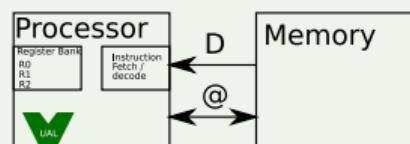
- ① Assert address & data

Memory schematic



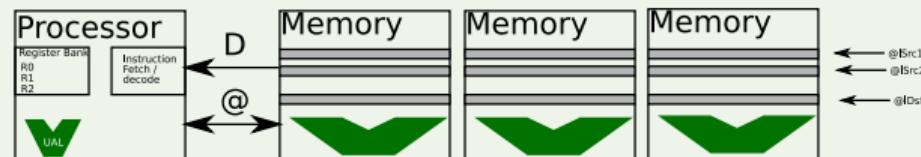
Inverted Von Neumann Programming Model

Chosen Programming model



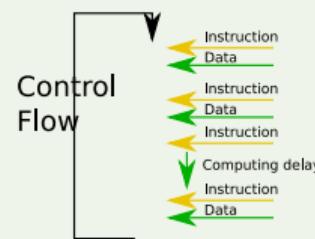
Bus transactions

Code



Bus transactions

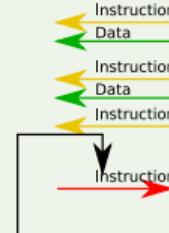
Code



```

ld r0 = @A
ld r1 = @B
add r2 = r0, r1
st r2 = @C

```



```

ld r0 = @ISrc1
ld r1 = @ISrc2
ld r2 = @IDst
add IDst = ISrc1, ISrc2
increment line addresses

```

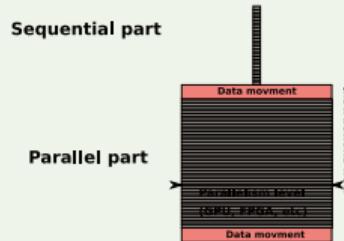
Why ?

- Allows scalability :
 - Any vector size
 - Any tile number
 - Any system configuration : near or far IMC
- Works with any processor

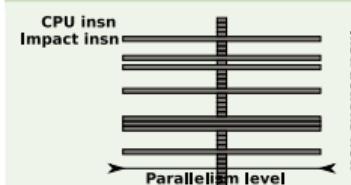
Von Neuman broked, what about Amhdal Law's ?

Ahmdal law's: "Speedup is limited by the sequential part"

Classical approach



CSRAM approach



Programmer approach

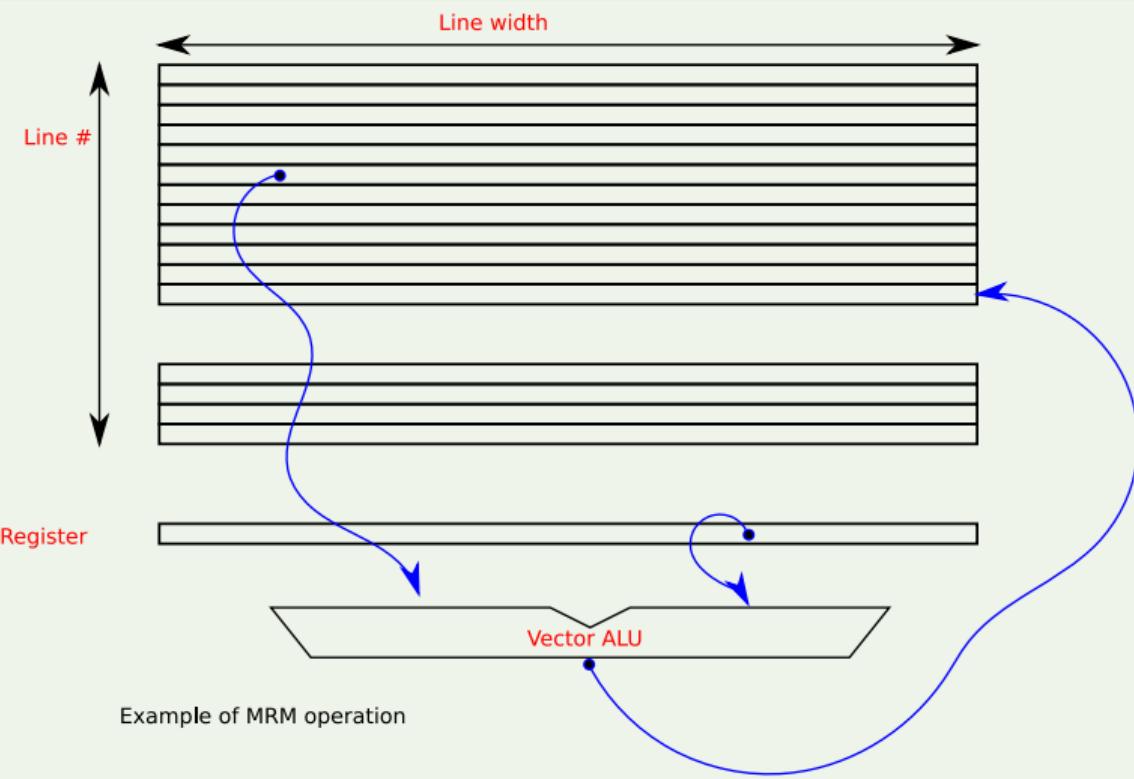
- Has to maximize parallel part
- Deal with data “choreography” between CPU and GPU.

Programmer approach

- Ease to interlace scalar instruction and IMPACT instructions
- Do not move data

C-SRAM : InstructionSet

C-SRAM instruction principle



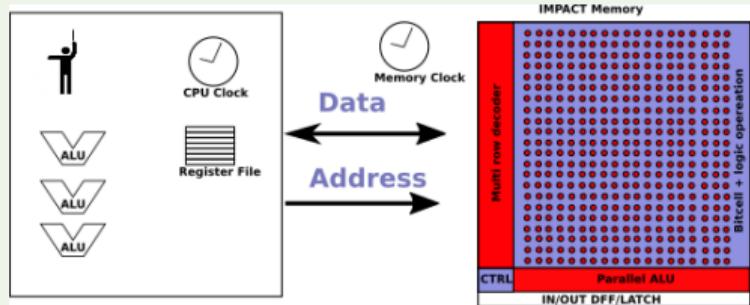
Instructions formats: release 2.2 width 64

Opcode		Dest		Src2		Src1	
R-type	NE/6	opcode/8	RD/1	@dest/15	Mis./2	R2/1	@src2/15
I-type	c NE/6	c opcode/8	c RD/1	c @dest/15	c Mis./2	c imm[15:0]/16	c R1/1
U-type	c NE/6	c opcode/8	c RD/1	c @dest/15	c Mis./2	c imm[31:0]/32	c @src1/15

- R-type: When all data used by the instruction are located in the memory
- I-type: When the instruction operates on a immediate value and a memory value
- U-type: When the instruction apply an immediate value directly to the memory

Architectures : IoT

Illustration IoT



- Data parallelism in IMPACT
- Loop, control, address computation in code

IoT device

- "In order" simple core (RISC-V/ROCKET, CORTEX M)
- 1 IMPACT memory, STD operators
- Instruction interleaving

Applications

- Edge IA
- Image analysis
- In memory crypto

Architectures : MPSoC

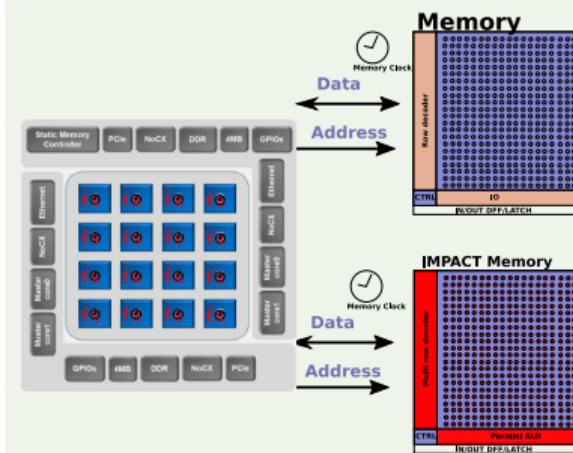
Multiple architectural choices

- One IMPACT memory per core : local synchronous computation
- One IMPACT memory per MPSoC : dedicated core / CSRAM, other for applications

Applications

- IMPACT for large parallel synchronous computation
- MPSoC for asynchronous computation

Architecture example



Architectures : Near Sensor Computing

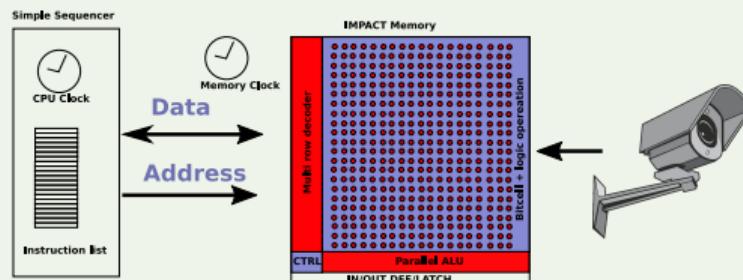
Near Sensor Computing

- 1 sensor, e.g. a camera
- 1 automaton to send instructions
- 1 IMPACT memory,
- special operators (stochastics ?)

Applications

- Motion detection
- Pattern detection
- Other

Illustration : edge computing



Architectures : Computing

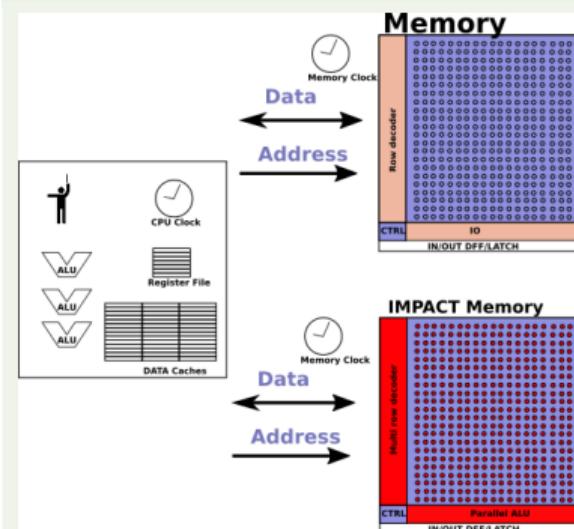
Computing node

- Complex core (RISC-V/BOOM, CORTEX A)
- Multiple IMPACT memory, STD operators
- Dynamic RAM

Applications

- Database
- Convolutions
- DNA matching

Illustration: complex hierarchy



Programming Model : Image Diff

Mini code Example : HybroLang code example

```
pifiii genSubImages(h2_insn_t * ptr)
{
#[

    int 32 1 subImage(int [] 16 8 a, int [] 16 8 b, int [] 16 8 res, int 32 1 len)
    {
        int 32 1 i;
        for (i = 0; i < len; i = i + 1)
        {
            res[i] = a[i] - b[i];
        }
    }
    return 0;
]#
    return (pifiii) ptr;
}
```

Compiler support

- Dynamic interleaving
- Instruction generator generator notion

HydroGen : ImageDiff Main

Main program

```
readImage (argv[1], in1);
readImage (argv[2], in2);
ptr = h2_malloc (1024);
code = genSubImages(ptr); // Code generation
code (in1, in2, res, 32); // Code call
```

HybroGen : ImageDiff-Build

Build and run an application

```
RunDemo.py -a cxram -i CxRAM-ImageDiff
Namespace(arch=[ 'cxram' ], clean=False, debug=False, inputfile=[ 'CxRAM-ImageDiff' ], v
-->rm -f CxRAM-ImageDiff CxRAM-ImageDiff.c
-->which riscv32-unknown-linux-gcc
-->../HybroLang.py --toC --arch cxram --inputfile CxRAM-ImageDiff.hl
-->riscv32-unknown-linux-gcc -o CxRAM-ImageDiff CxRAM-ImageDiff.c
('MonOeilGrisFerme.pgm', 'MonOeilGris.pgm')
-->qemu-riscv32 CxRAM-ImageDiff MonOeilGrisFerme.pgm MonOeilGris.pgm
```

HydroGen : ImageDiff : Generated Macros

Main program

```
#define riscv_G32(INSN){ *(h2_asm_pc++) = (INSN);}

#define RV32I_RET__I_32_1() /* RET */ \
do { \
    riscv_G32(((0x8067 >> 0) & 0xffffffff)); \
} while(0)

#define RV32I_SLLI_RRI_I_32_1(r3,r1,i0) /* SL */ \
do { \
    riscv_G32(((0x0 & 0x7f) << 25)|((i0 & 0x1f) << 20)|((r1 & 0x1f) << 15)|((0x1
} while(0)

#define RV32I_SLL_RRR_I_32_1(r3,r1,r2) /* SL */ \
do { \
    riscv_G32(((0x0 & 0x7f) << 25)|((r2 & 0x1f) << 20)|((r1 & 0x1f) << 15)|((0x1
} while(0)

#define RV32I_ADDI_RRI_I_32_1(r1,r0,i0) /* ADD */ \

```

HydroGen : ImageDiff Instruction Selector

Main program

```
void riscv_genSL_3(h2_sValue_t P0, h2_sValue_t P1, h2_sValue_t P2)
{
    if ((P0.arith == 'i') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.ValOrReg == REG)
    {
        RV32I_SLLI_RRI_I_32_1(P0.regNro, P1.regNro, P2.valueImm);
    }

    else if ((P0.arith == 'i') && (P0.wLen <= 32) && (P0.vLen == 1) && P0.ValOrReg == REG)
    {
        RV32I_SLL_RRR_I_32_1(P0.regNro, P1.regNro, P2.regNro);
    }

    else
    {
        printf("Warning, generation of SL is not possible with this arguments P0: %c\n", P0.arith);
        h2_codeGenerationOK = false;
    }
}
```

HydroGen : ImageDiff-Generated Compilette 1/2

Compilette

```
pifiii genSubImages(h2_insn_t * ptr)
{
    /* Code Generation of 51 instructions */
    /* Symbol table :*/
        /*VarName = { ValOrLen, arith, vectorLen, wordLen, regNo, Value} */
        h2_sValue_t a = {REGISTER, 'i', 1, 32, 10, 0};
        h2_sValue_t b = {REGISTER, 'i', 1, 32, 11, 0};
        h2_sValue_t res = {REGISTER, 'i', 1, 32, 12, 0};
        h2_sValue_t len = {REGISTER, 'i', 1, 32, 13, 0};
        h2_sValue_t h2_outputVarName = {REGISTER, 'i', 1, 32, 10, 0};
        h2_sValue_t i = {REGISTER, 'i', 1, 32, 5, 0};
        h2_sValue_t h2_00000009 = {REGISTER, 'i', 1, 32, 6, 0};
        h2_sValue_t h2_00000012 = {REGISTER, 'i', 1, 32, 6, 0};
```

HydroGen : ImageDiff-Generated-Main

Main program

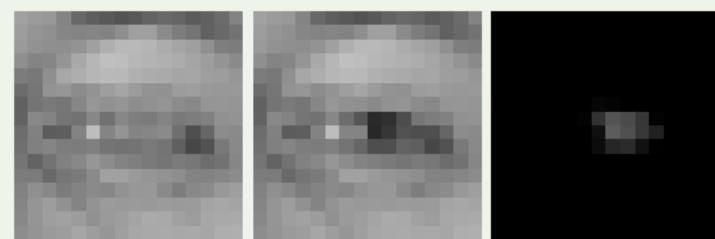
```
riscv_genLABEL(h2_prologue_00000000);
riscv_genMV_2(i, (h2_sValue_t) {VALUE, 'i', 1, 32, 0, 0});
riscv_genLABEL(h2_begin_00000001);
riscv_genBGE_3(i, len, (h2_sValue_t) {VALUE, 'i', 1, 32, 0, (int)((labelAddr
riscv_genLUI_2(h2_00000046, (h2_sValue_t) {VALUE, 'i', 1, 32, 0, 532032});
riscv_genADD_3(h2_00000050, res, i);
riscv_genMV_2(h2_00000051, (h2_sValue_t) {VALUE, 'i', 1, 32, 0, 2});
riscv_genSL_3(h2_00000051, h2_00000050, h2_00000051);
riscv_genOR_3(h2_00000051, h2_00000046, h2_00000051);
riscv_genADD_3(h2_00000055, a, i);
riscv_genADD_3(h2_00000059, b, i);
riscv_genMV_2(h2_00000060, (h2_sValue_t) {VALUE, 'i', 1, 32, 0, 16});
riscv_genSL_3(h2_00000060, h2_00000059, h2_00000060);
riscv_genOR_3(h2_00000060, h2_00000055, h2_00000060);
riscv_genW_3(h2_00000051, h2_00000060, (h2_sValue_t) {VALUE, 'i', 1, 32, 0,
riscv_genMV_2(h2_00000065, (h2_sValue_t) {VALUE, 'i', 1, 32, 0, 1});
riscv_genADD_3(i, i, h2_00000065);
riscv_genBA_2((h2_sValue_t) {REGISTER, 'i', 1, 32, 0, 0}, (h2_sValue_t) {VAL
riscv_genLABEL(h2_end_00000002);
riscv_genRET_0();
/* Call back code for loops */
```

HydroGen : ImageDiff-Run

CxRAM Usage

- Compute image difference
- Iterate on image lines (RISCV)
- Use difference operators / 16 pixels wide (CxRAM)

Dataset



Research Model Organization

Actual Organization

- Research in memory design
 - Build memory chips (integrate High Level evaluation, specialized instructions)
 - Characterize behavior
- Research in compilation
 - Build simulation model (integrate characterization)
 - Build Software Tools
 - Evaluation on High Level Applications
- Multiples targets :
 - Support current & old chips
 - Invent / Test / support futures features
 - Evaluate futures features, using previous characterization
 - Generate test codes

Lessons learned

- Do not work on “one project”
- Connect & Interact, ... frequently
- Sort of agile Research Model

Freedom to move but interact frequently

