

ML-Compiler-Bridge: Interfacing ML and Compilers

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**Eighth LLVM Performance Workshop at CGO
2nd March 2024**

ML, ML everywhere!

- Impact of ML for *hard, heuristic-based* compiler optimizations

Compiler 2.0 (CGO'22 & LCTES'20 Keynotes) by Prof. Saman Amarasinghe

Why haven't compilers changed?

~~Hypothesis: They are so good, no need to change~~

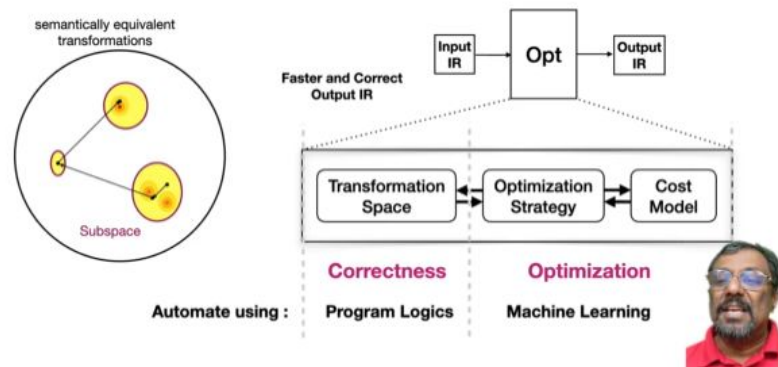
- ~~Compilers extract most performance from high-level programs~~
- ~~Compilers have consistently contributed to performance~~
- ~~Compilers are relatively easy to create and maintain~~

It is High Time to Fundamentally Redesign our Compiler Stack



Courtesy by Chris Cummins

Mendis's Model of Compiler Optimization



ML, ML everywhere!

200+ works on using ML for Compiler Optimizations in the recent years!

- Ease of designing ML based Compiler Optimizations
- End-to-End Integration of ML Compiler interaction
- Transcending from Research to Deployment

MILEPOST GCC: ma

Learning Compiler Pass Orders usi

VEGEN: A Vectorizer Ger

Yishen Chen Charith Mendis

ithemal: Accurate, Portable and Fas
using Deep N

TLP: A Deep Learning-b
for Tensor Progra

Integrating Profile-Driven Paralleli
and Machine-Learning-Based Map

Mitigating
Phase-Ordering

Reinforcement Learnin

Vi Zhai

Yu Zhang

ZHENG WANG, Lancaster University, United Ki

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GPUs using Machine Lea

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e: Learning an Analy

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MiCOMP: Mitigating t
Using Optimization S

Static Neural

Deep Re

AutoPhase: Compil

Deep Re

POSET-RL: Phase

Execution Time

Exploring the Spa

Code-Size Rec

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TpuGraphs: A Perform
Large Tensor Cor

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Learning &

<https://doi.org/10.1038/s41586-022-05172-4>
Received: 2 October 2021
Accepted: 2 August 2022
Published online: 5 October 2022
Open access
Check for updates

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Improving the efficiency of algorithm
widespread impact, as it can affect the
Matrix multiplication is one such pr

Abstract

Abstract
Leveraging machine-learning (ML) techniques for comp
optimizations has been widely studied and explored in ac
However, the adoption of ML in general-purpose, indu

Phitchava Manepo Phothilimth

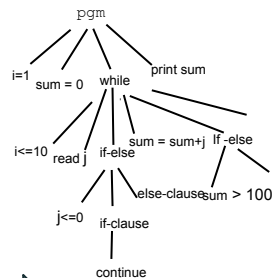
ML for Compiler Optimizations

Benchmarks

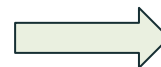
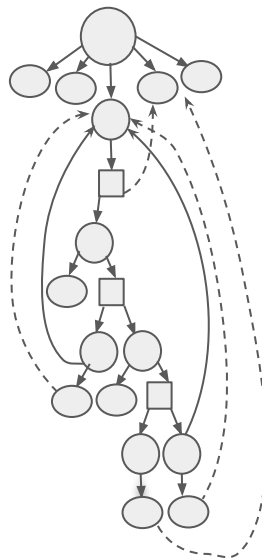
Synthetic programs

Program Generation

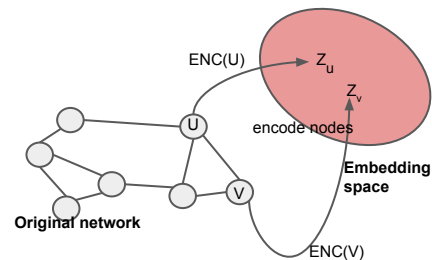
Fuzzers



```
S1. i =1
S2. sum=0
P3. while i<=10 do
S4. read j
P5. if j<=0 then
S6. continue
S7. sum=sum+j
P8. if sum>100 then
S9. break
S10. i=i+1
S11. print sum
```

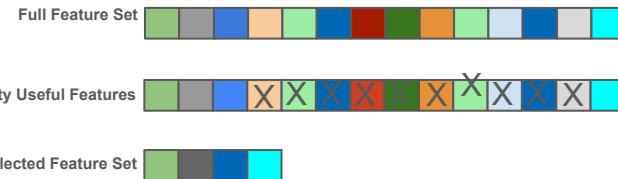


Embeddings



or/and

Feature Selection



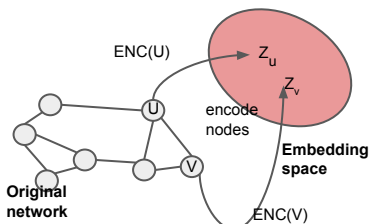
Generate/Select Programs

Choose Representations → AST/IR/PDG/...

Represent programs as vectors

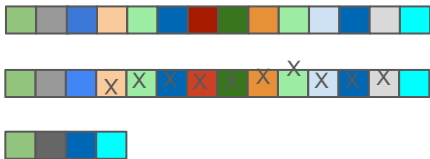
ML for Compiler Optimizations

Embeddings

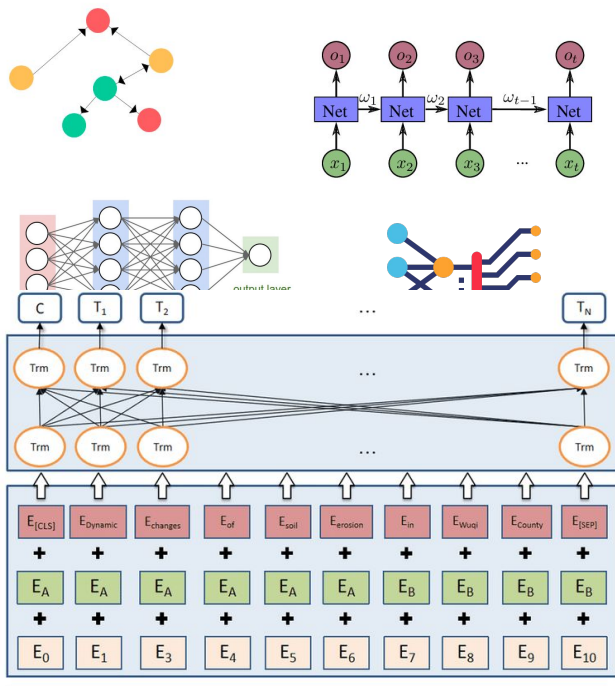


or/and

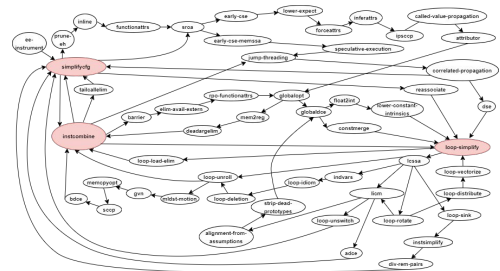
Feature Selection



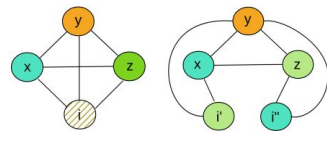
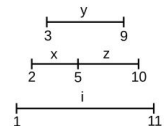
Represent programs as vectors



Choose ML model(s)

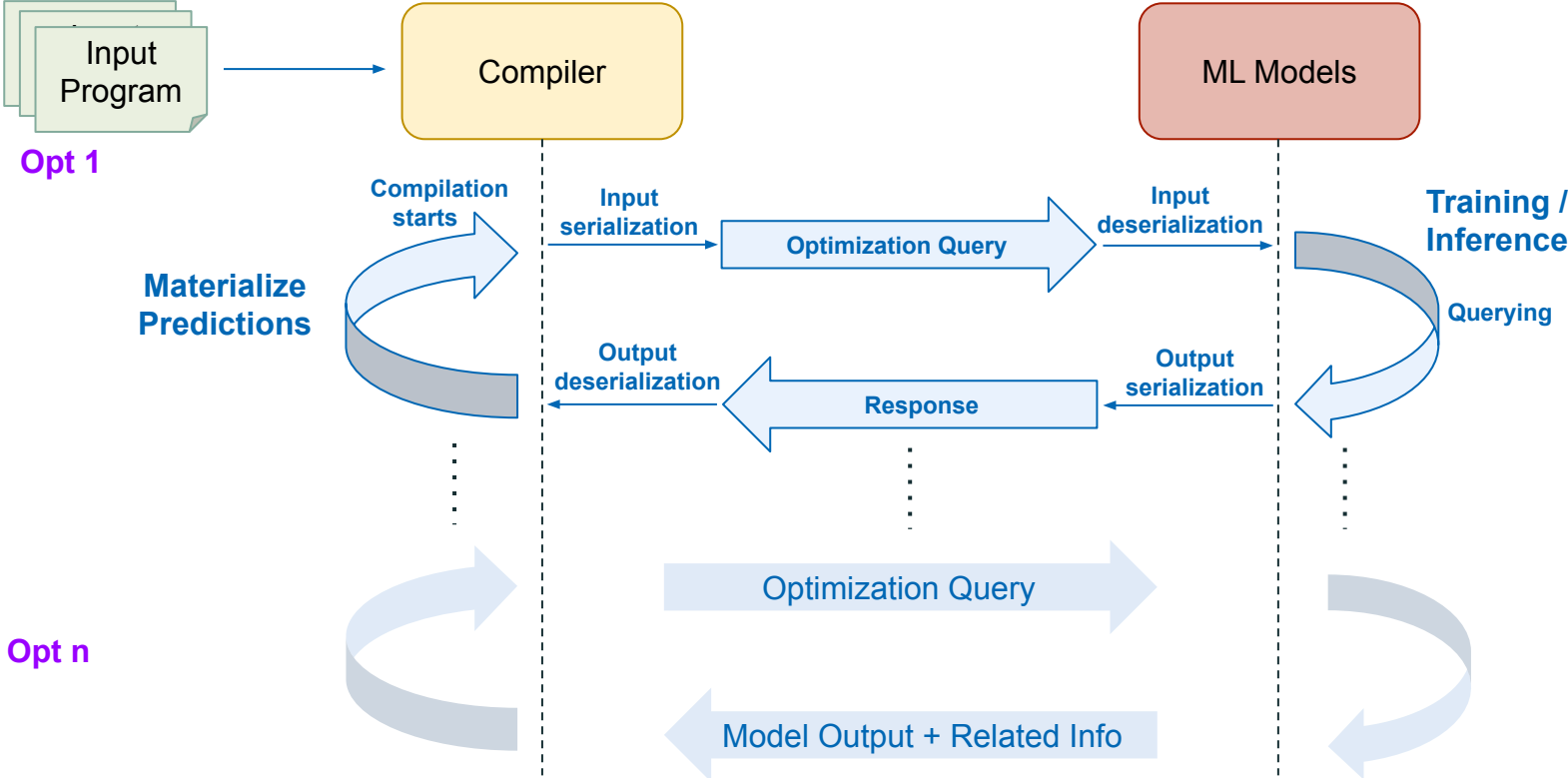


```
// (a) Loop1  
int x[N], y[N], a[N];  
for (int i=1; i<N; ++i)  
{  
  x[i+1]=x[i-1]+x[i+1];  
  a[i+1]=(a[i-1]+a[i])  
    /2.0 ;  
}  
  
// (b) Loop1 :Distributed  
int x[N], y[N], a[N];  
for (int i=1; i<N; ++i)  
  x[i+1] = x[i-1]+x[i+1];  
for (int i=1; i<N; ++i)  
  a[i+1] = (a[i-1]+a[i])  
    /2.0 ;
```

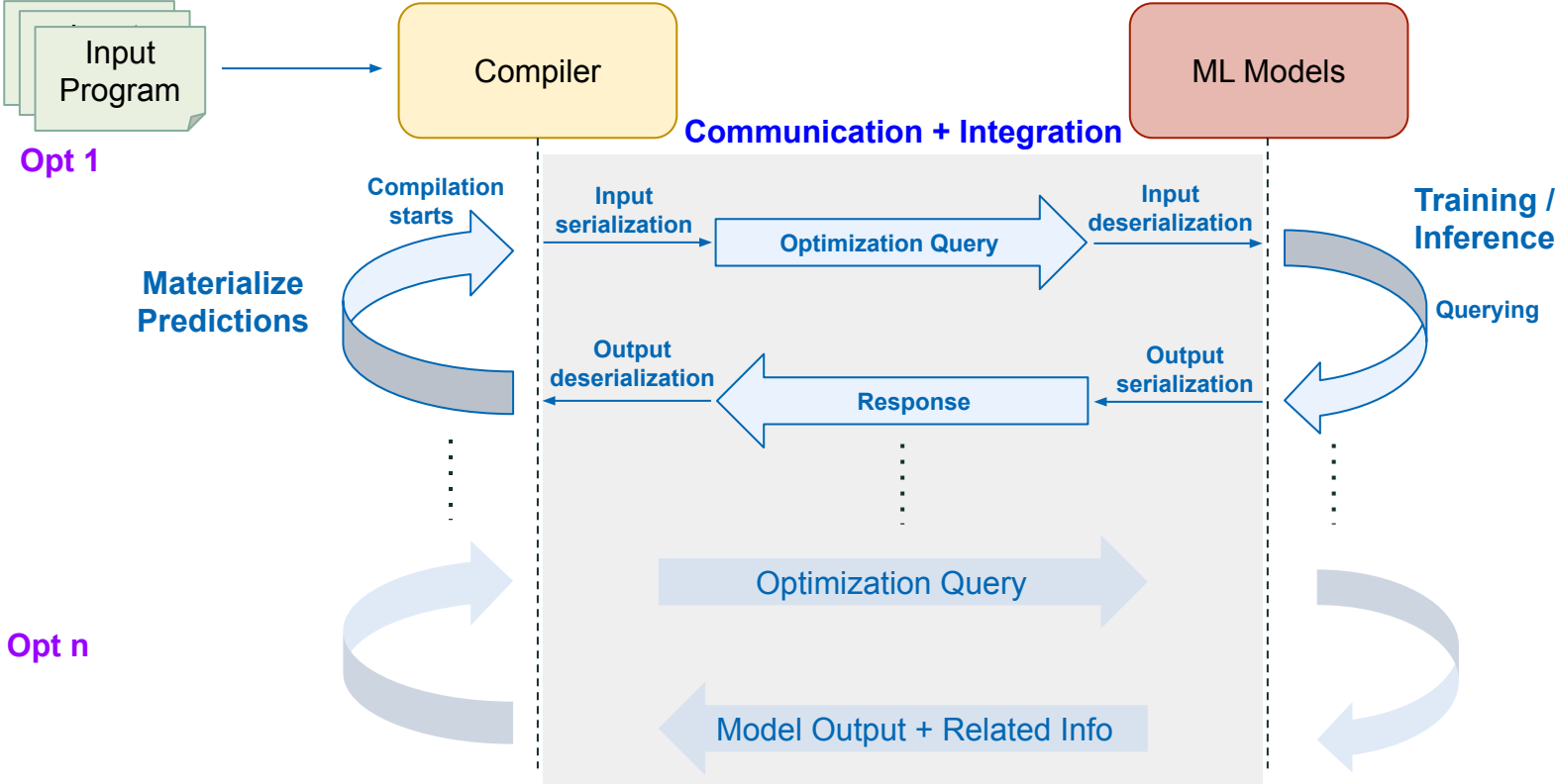


Perform Optimizations

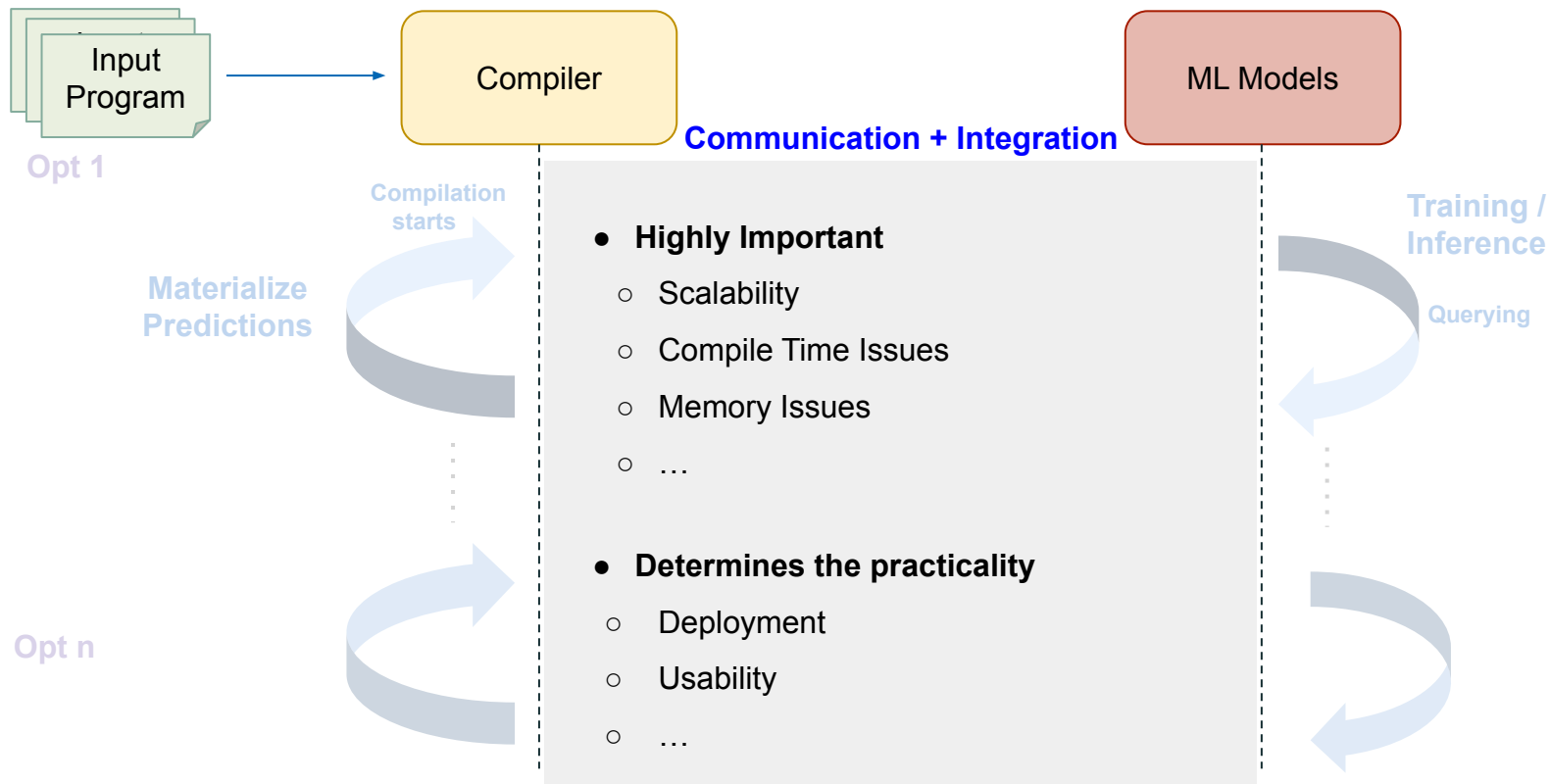
ML-Compiler Interaction



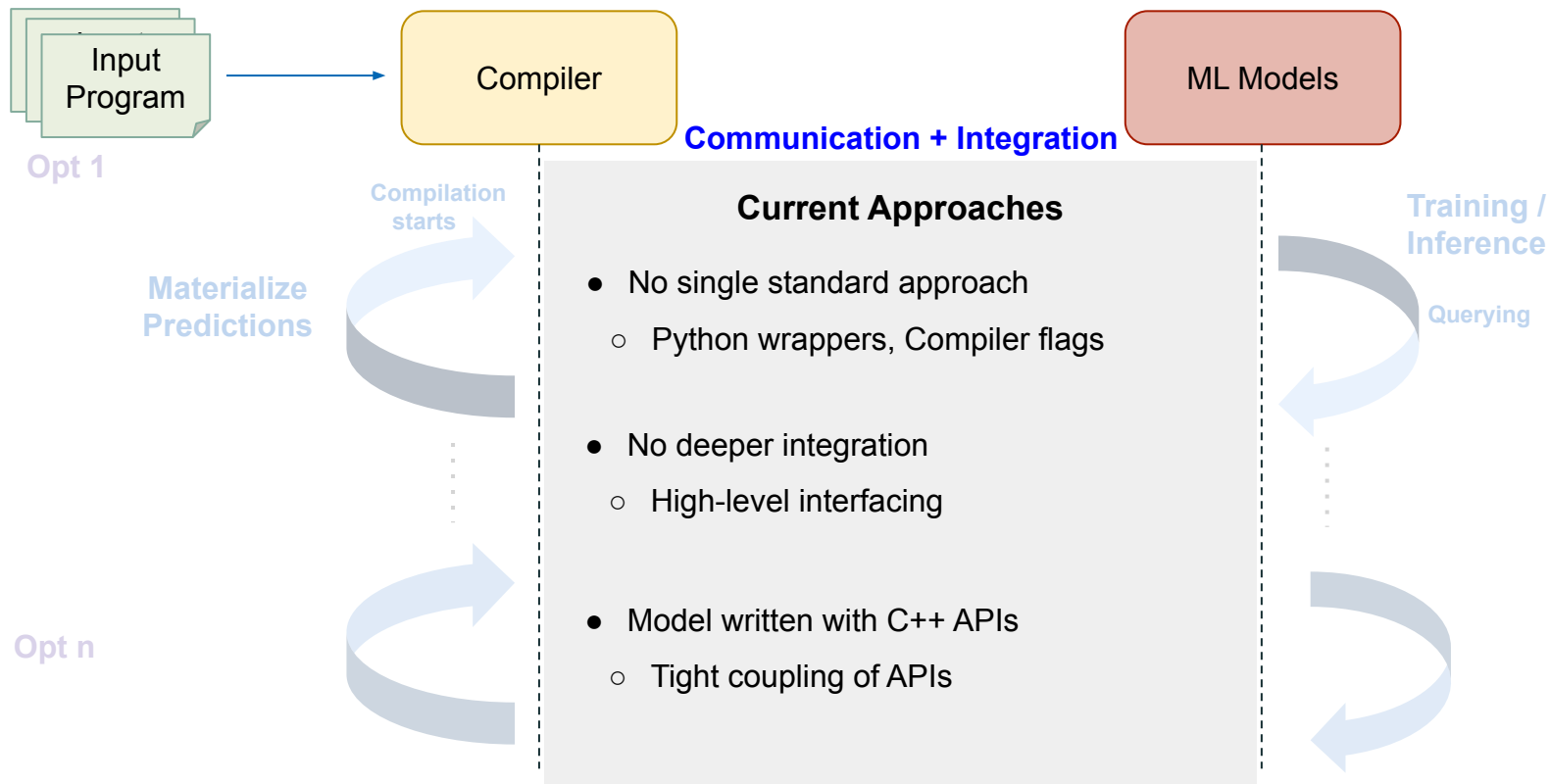
ML-Compiler Interaction



ML-Compiler Interaction



ML-Compiler Interaction



Current Limitations

Scalability

- Python/C++ wrappers
- 6x – 100x slowdown

**Phase Ordering, Loop
Distribution, ...**

Integration

Not all outputs can be
communicated via flags

**Register Allocation,
Instruction Scheduling,
...**

Programmability

Models written in C++ are
not ML developer friendly

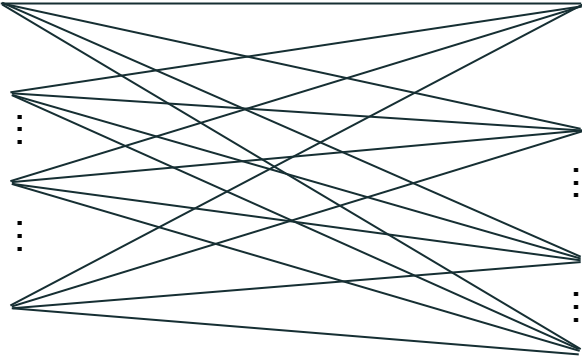
RLLib, SciPy, ...

Portability

Support for diverse ML
frameworks

TF, PyTorch, JAX, ...

Current Limitations



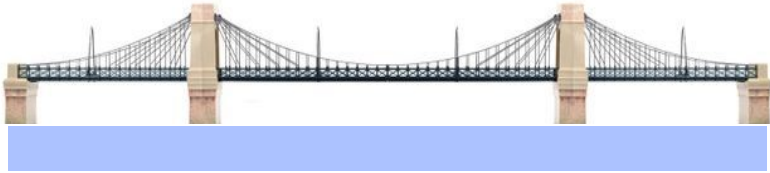
m x n problem 😞



Our Proposal



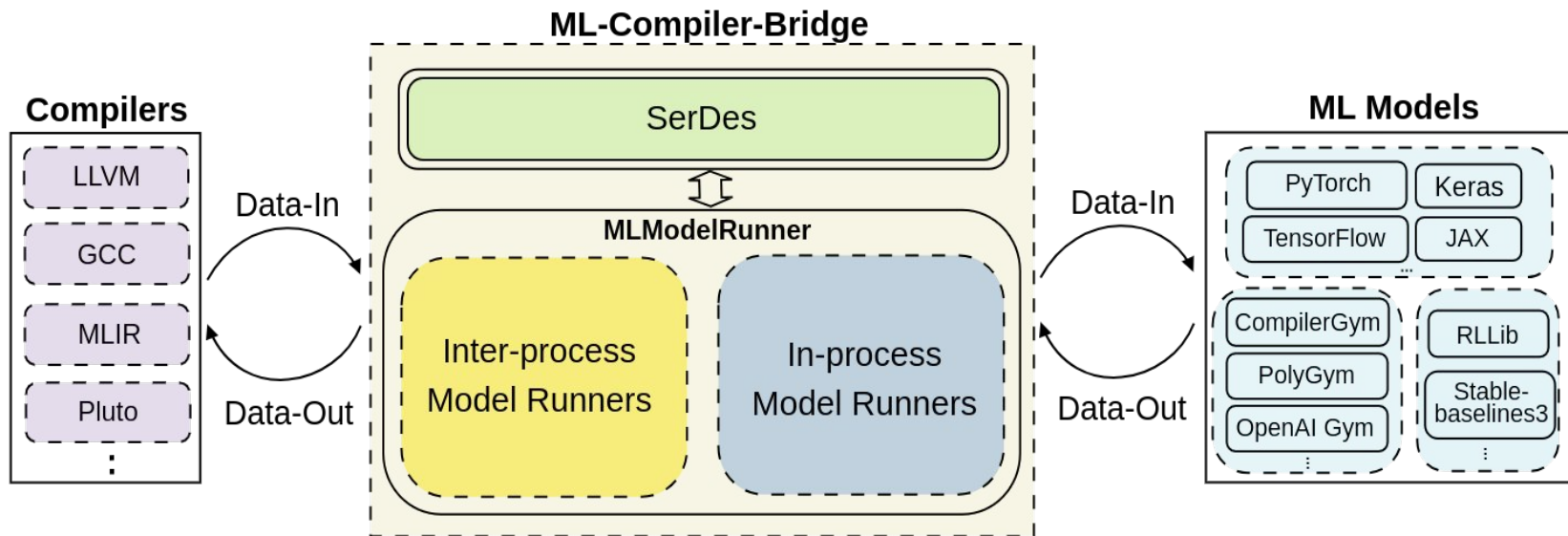
ML-Compiler-Bridge



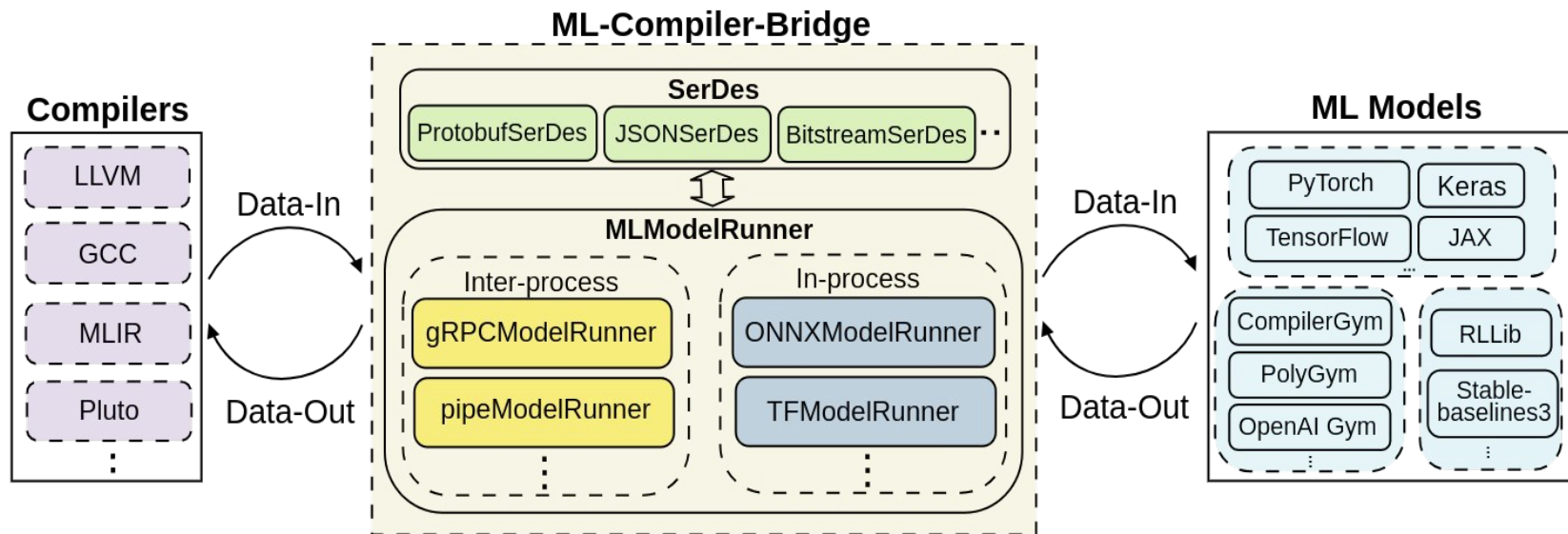
$m + n$ 😊



ML-Compiler-Bridge



ML-Compiler-Bridge



Model Runners: Medium of Communication

Two Broad Model Runners

Inter-Process Model Runners

Compiler and the ML model runs as two concurrent processes.

- gRPC
- Unix-style Named Pipes

Designed for **Training**

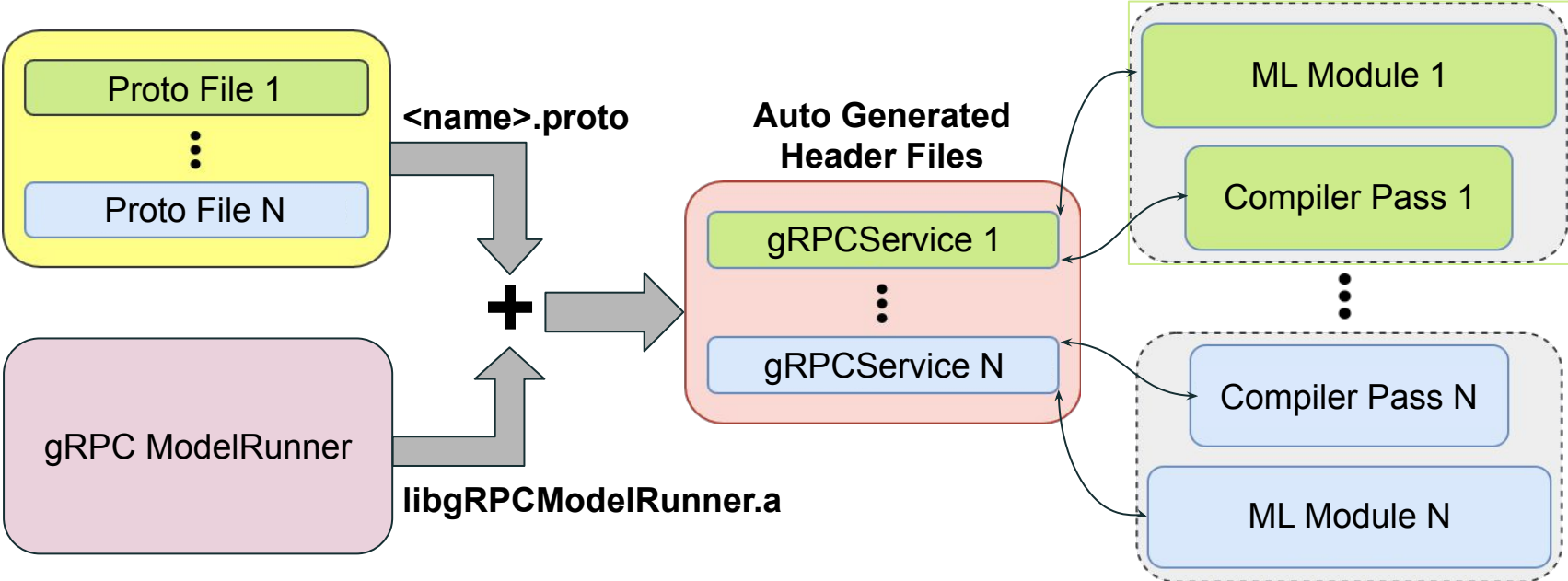
In-Process Model Runners

ML model is part of the compiler

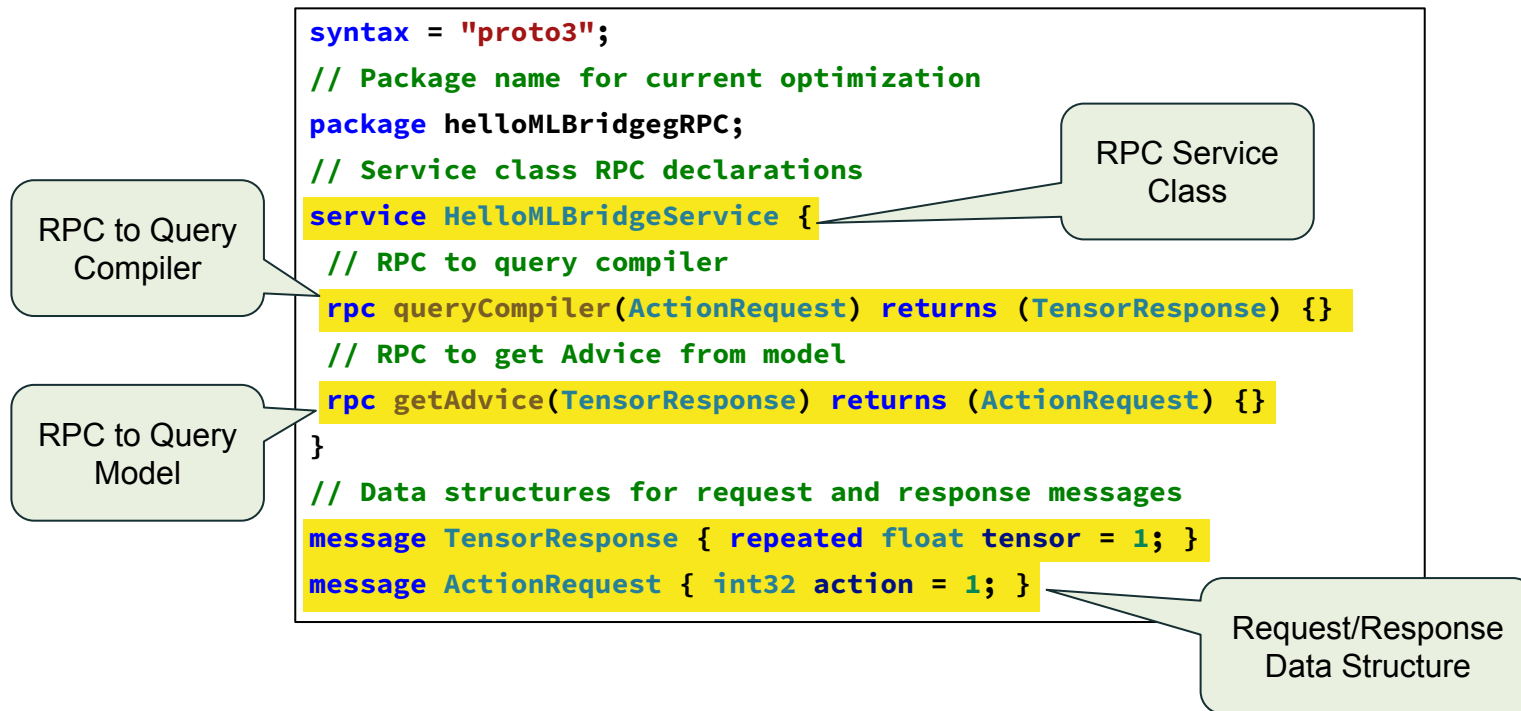
- ONNX C++ Runtime
- TensorFlow AOT model

Designed for **Inference**

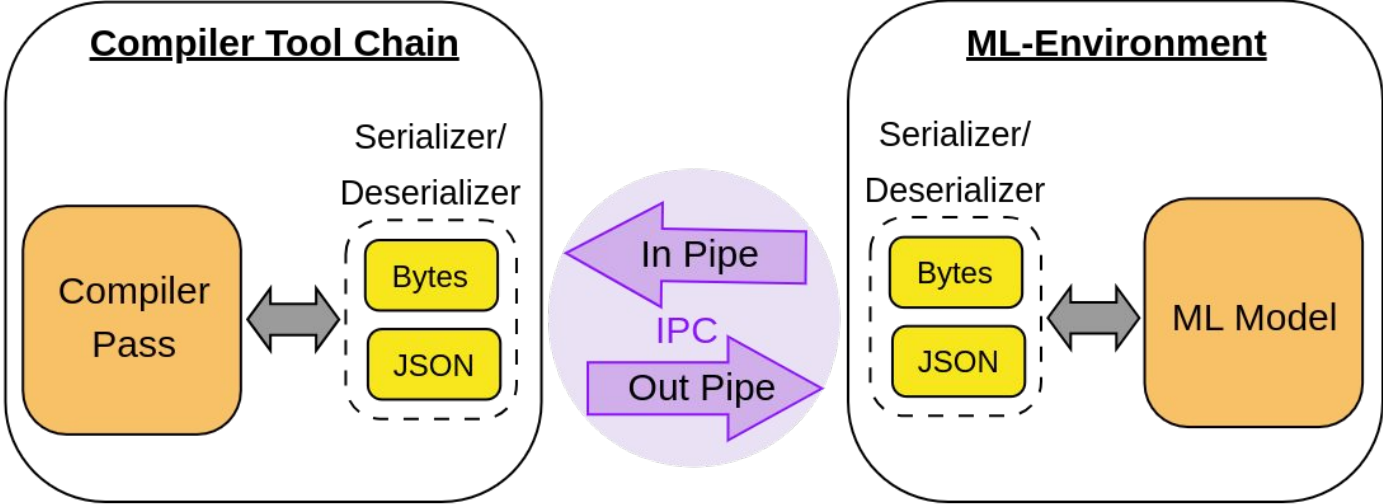
Inter-process Model Runners: gRPC



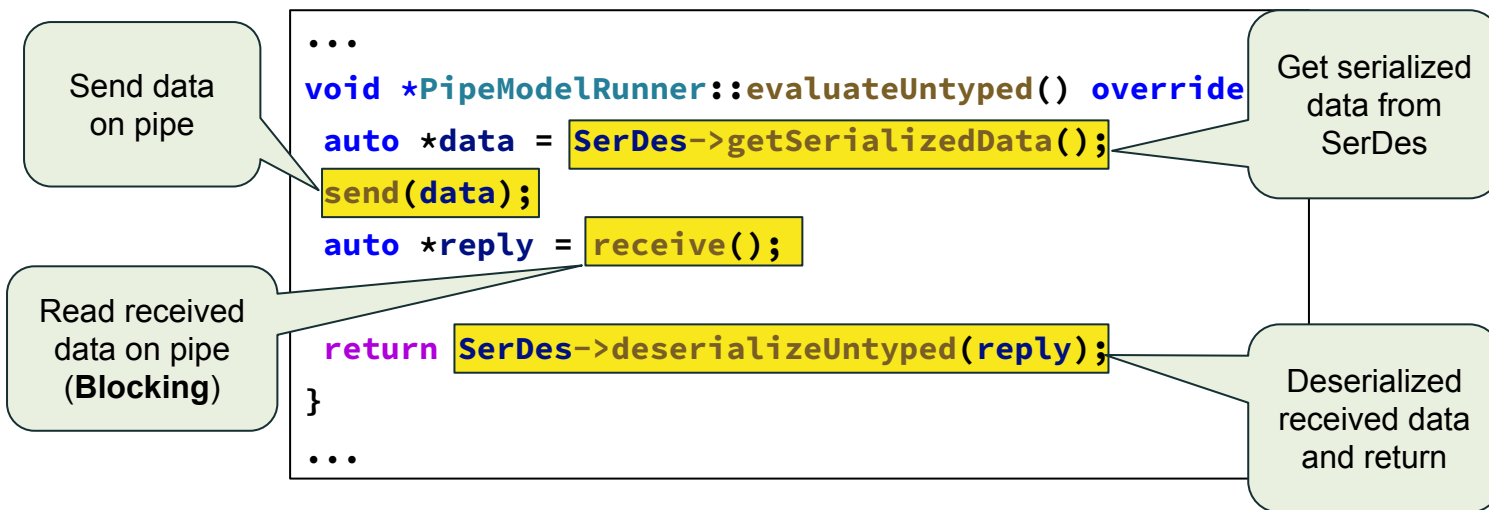
gRPC Model Runner - proto description



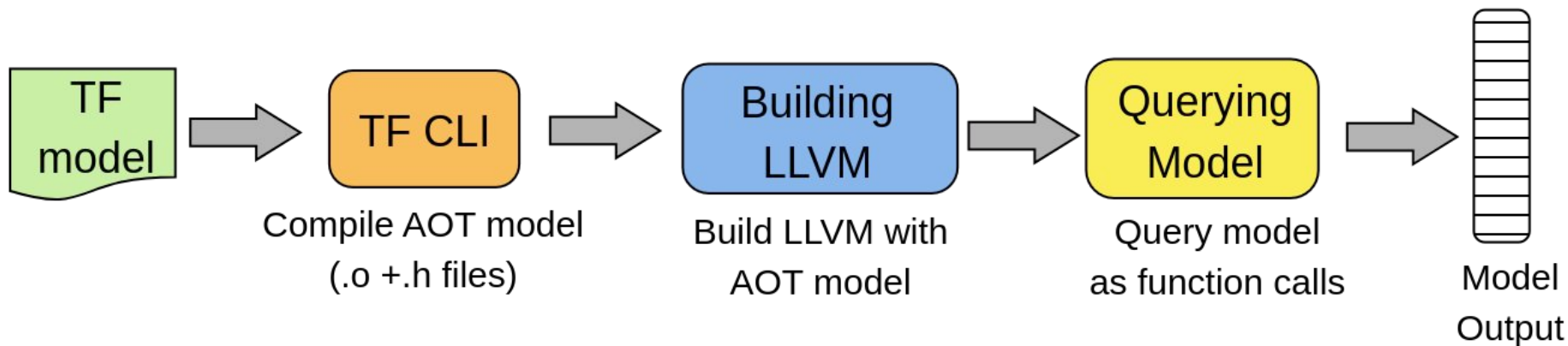
Inter-process Model Runners: Pipes



Pipe Model Runner - Internals

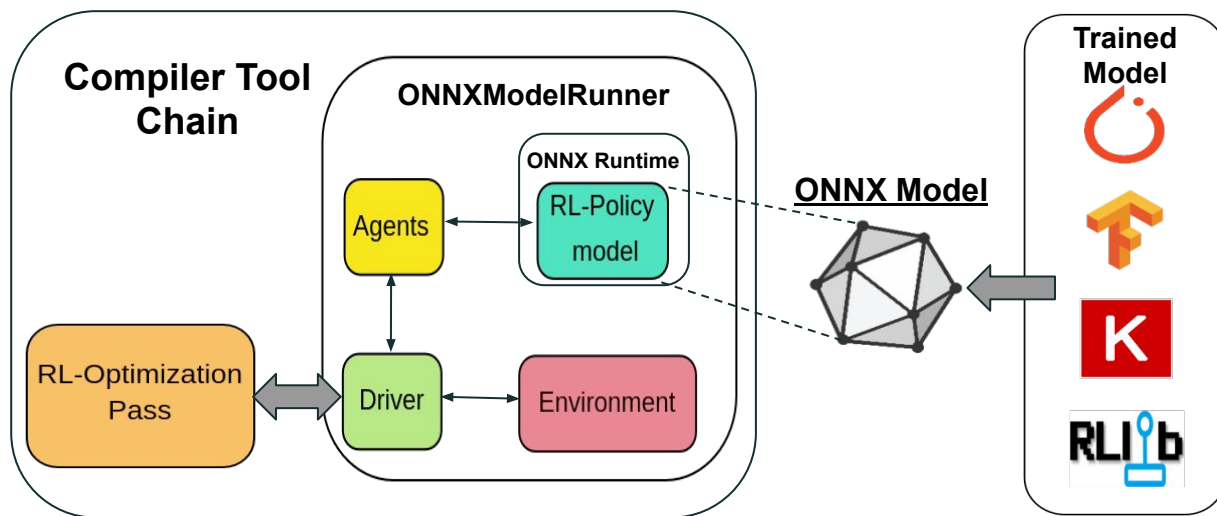


In-process Model Runners: TensorFlow AOT

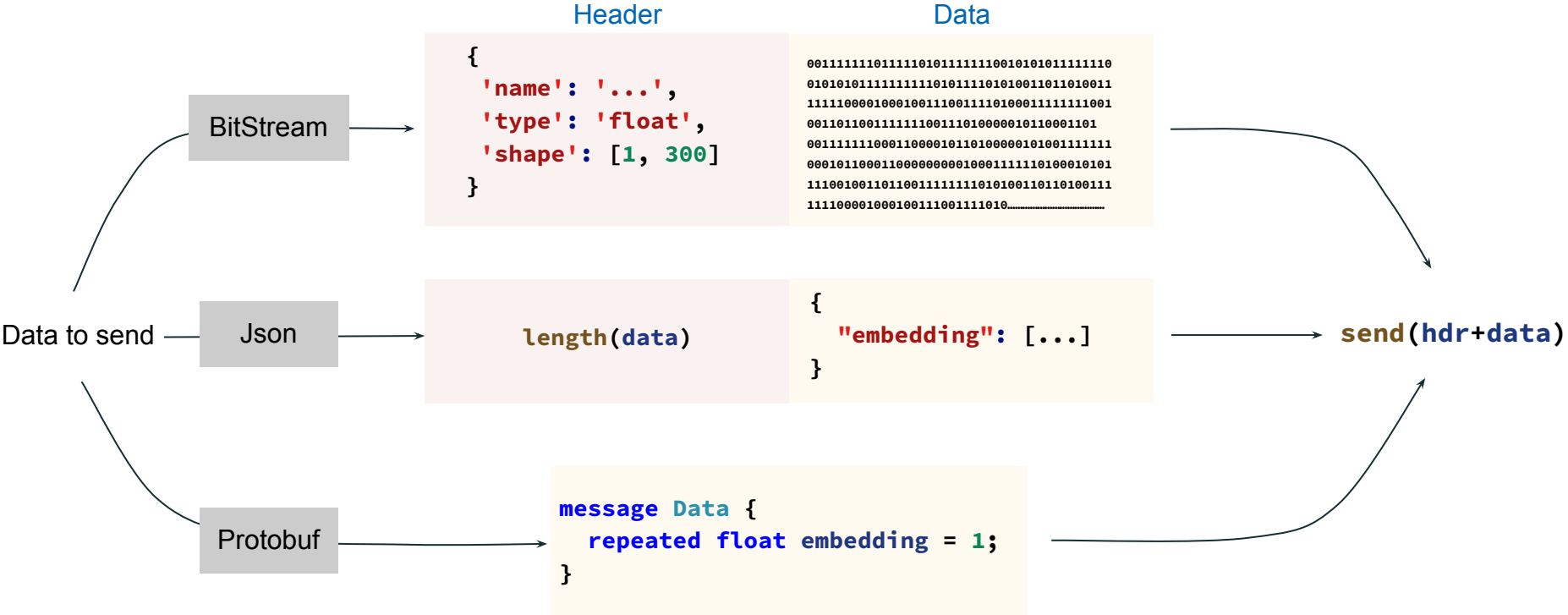


In-process Model Runners: ONNX

ONNX - Framework neutral, interoperable infrastructure for trained model integration



SerDes: Serialization-Deserialization Module



Comparison of Different Model Runners

	gRPC	Pipes	ONNX	TF-AOT
Multithreaded Compilation	✗	✗	✓	✓
Distributed Training	✓	✗	—	—
Single process (Model is part of the compiler)	✗	✗	✓	✓
Auto-serialization	✓	✓	—	—
Communication Robustness	✗	✗	✓	✓
ML Framework Independent	✓	✓	✓	✗

Using ML-Compiler-Bridge (C++)

```
#include "MLCompilerBridge/MLModelRunner.h"
#include "MLCompilerBridge/yourMLModelRunner.h"

// Instantiate the required model runner with SerDes type
MLModelRunner *MLRunner = std::make_unique<yourModelRunner>(Arg,
    SerDes::Kind::yourSerDesType);
// Process Input Features
std::pair<std::string, InType> p = ... // Input
MLRunner->populateFeatures(p);
// Get ML Advice/Output
OutType advice = MLRunner->evaluate<OutType>();
// Use the obtained advice
...
```

Populating
feature to be
sent to Model

Creating the
Model Runner
Instance

Querying Model
for Advice

Multi-Language Support: Python

```
import CompilerInterface as CI

# Instantiate the required CompilerInterface with serdes type
interface = CI.YourCompilerInterface(Arg, yourSerdesType)
while True:
    ...
    # Populates buffer with advice
    interface.populate_buffer(advice)
    # Send buffer data to compiler and wait for next request
    response = interface.evaluate()
    ...
    # Break on condition
```

Populating
buffer with
advice data

Creating
CompilerInterface
Instance

Responding to
compiler with
advice

Multi-Language Support: C

```
#include "MLModelRunner/C/ONNXModelRunner.h"
#include "MLModelRunner/C/PipeModelRunner.h"

// Instantiate the required model runner with SerDes type
PipeModelRunnerWrapper *pmr = createPipeModelRunner
    ("plutopipe.out", "plutopipe.in", config);

// Process Input Features
float *features = ... // Input
populateFloatFeatures(pmr, "tensor", features, n);

// Get ML Advice/Output
int advice = evaluateIntFeatures(pmr);

// Use the obtained advice
...
```

Populating
feature to be
sent to Model

Creating Pipe
Model Runner
Instance

Querying Model
for Advice

Adding New Model Runners + SerDes

```
#include "MLModelRunner/MLModelRunner.h"
```

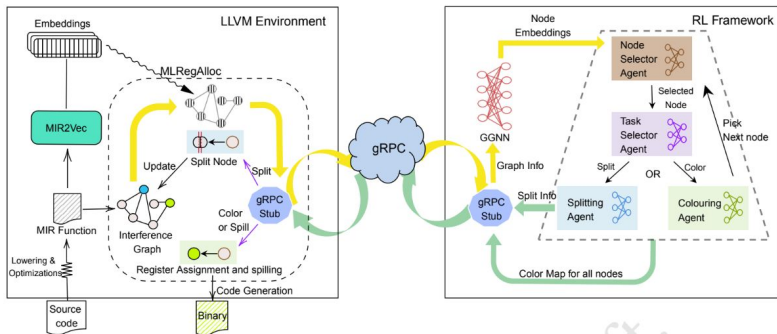
```
class NewModelRunner : public  
MLModelRunner {  
public:  
    // Custom ModelRunner Constructor  
    NewModelRunner();  
    virtual ~NewModelRunner();  
private:  
    // Function to establish communication  
    void *evaluateUntyped() override;  
    // Functions to send and receive data  
    void send(void *data);  
    void *receive();  
};
```

```
#include "SerDes/baseSerDes.h"
```

```
class NewSerDes : public BaseSerDes {  
public:  
    NewSerDes() :BaseSerDes(BaseSerDes::Kind::NewSD){};  
    void setFeature(const std::string name, const int value)  
override;  
    void setFeature(const std::string name, const float value)  
override;  
  
    ...  
    void *getSerializedData() override;  
    void cleanDataStructures() override;  
private:  
    void *deserializeUntyped(void *data) override;  
};
```

Supports Wider Use-Cases...

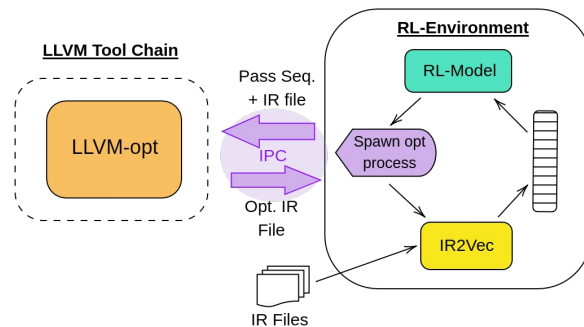
RL4ReAI - Register Allocation



- Communication: gRPC based multiple times
- Agents: Multiple hierarchical agents
- Model Type: PyTorch (GNN + FCNN)
- Model Input: Interference graph + node embedding
- Model Output: Colour map

VenkataKeerthy, et al., RL4ReAI: Reinforcement Learning for Register Allocation. CC 2023.

POSET-RL - Phase Ordering

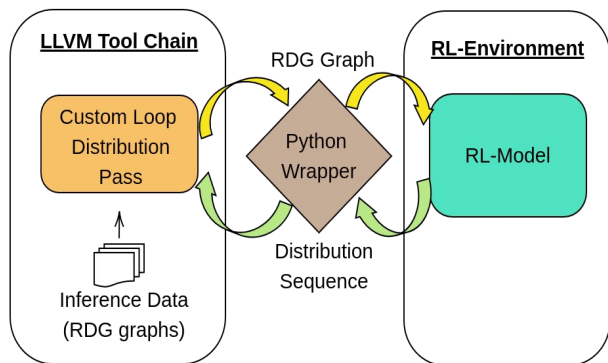


- Communication: Opt flag based multiple times
- Agent: Single agent
- Model Type: PyTorch (FCNN)
- Model Input: IR2Vec vectors
- Model Output: Pass sequence

Jain, et al., POSET-RL: Phase ordering for Optimizing Size and Execution Time using Reinforcement Learning. ISPASS 2022

Supports Wider Use-Cases...

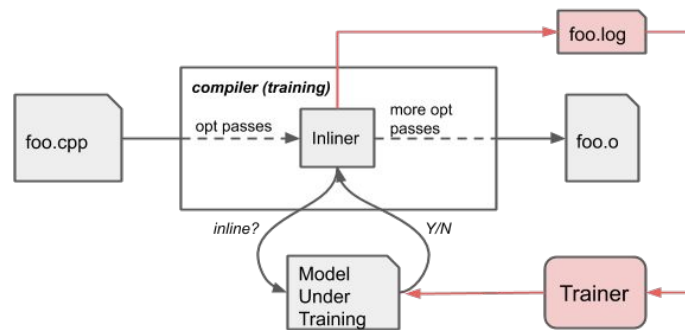
Loop Distribution



- Communication: Python Wrapper based once at end
- Agents: Multiple agents
- Mode Type: PyTorch (GNN + FCNN)
- Model Input: IR2Vec vectors
- Model Output: Distribution sequence

Jain, et al., "Reinforcement Learning assisted Loop Distribution for Locality and Vectorization", LLVM-HPC 2022.

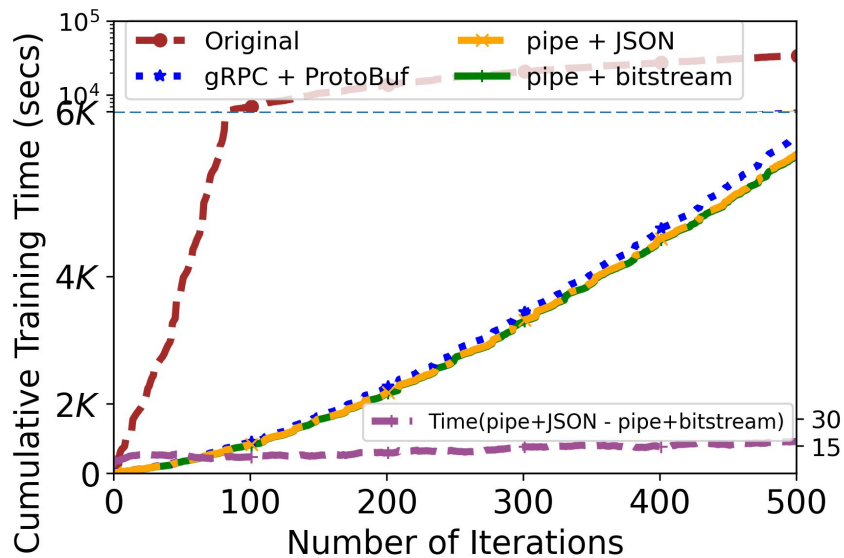
LLVM ML-Inliner



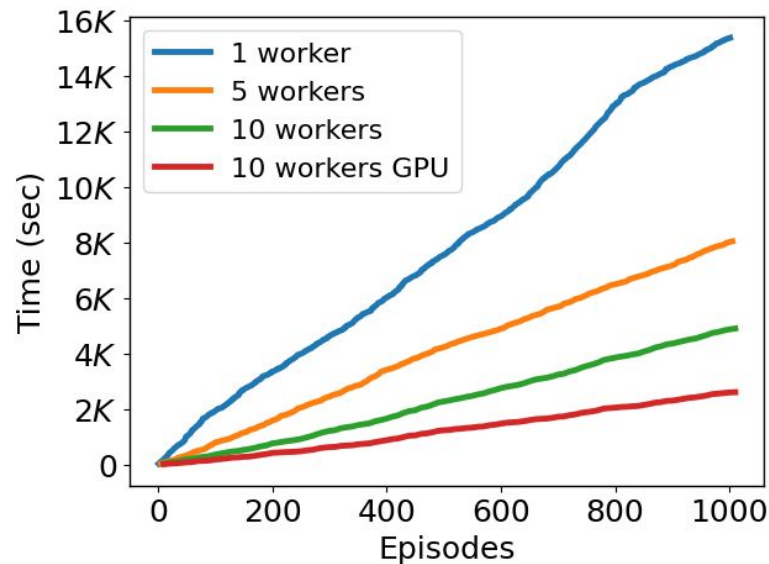
- Communication: Precompiled TF model
- Agents: Single agent
- Mode Type: TensorFlow (FCNN)
- Model Input: Feature vector
- Model Output: Binary (yes/no)

Trofin, et al. "MLGO: a machine learning guided compiler optimizations framework." arXiv 2021.

Training Time Improvements

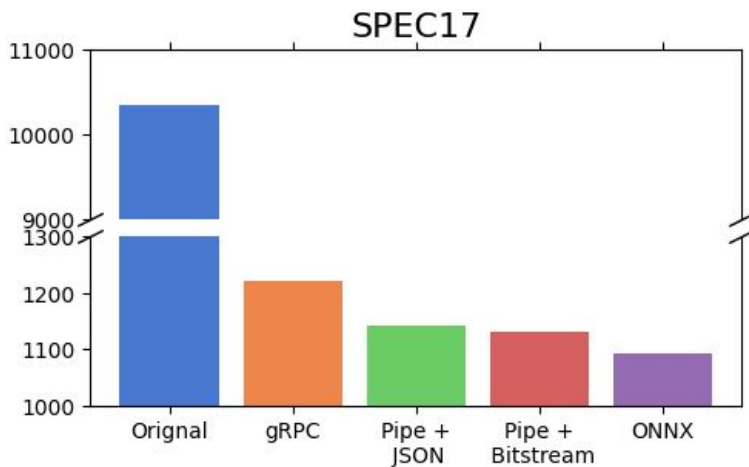
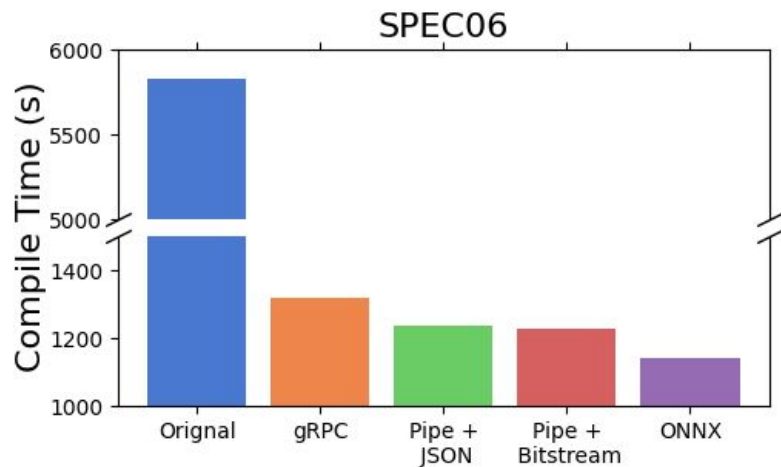


POSET-RL Training
Time Comparison

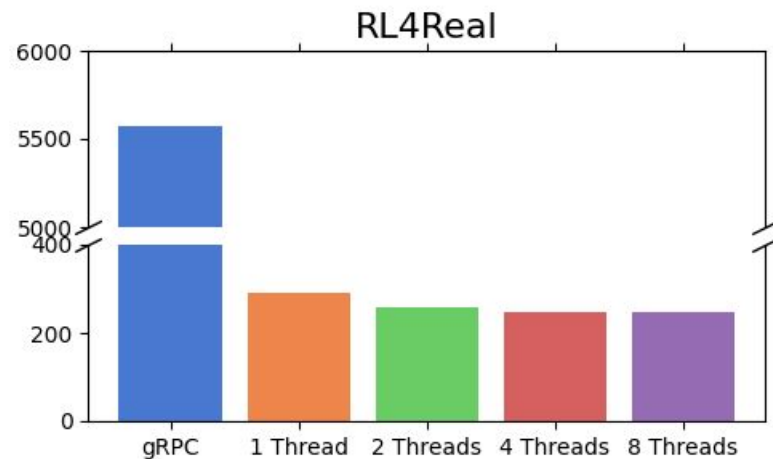
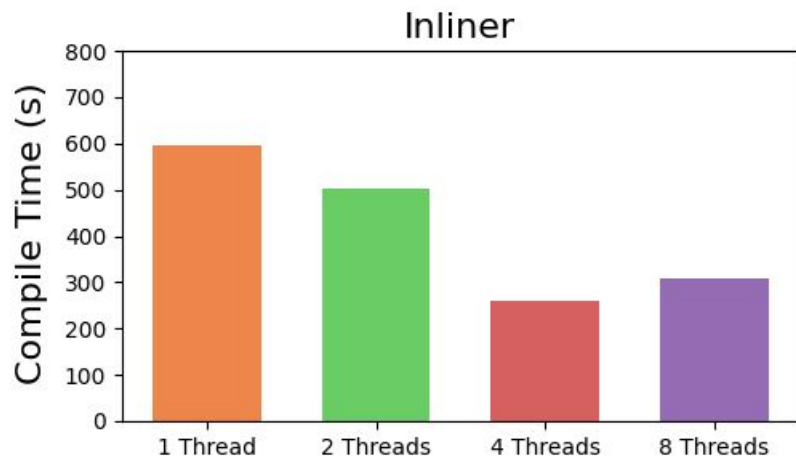


RL4ReAI Multi-worker
Training Time Comparison

Compile (Inference) Time Improvements: POSET-RL

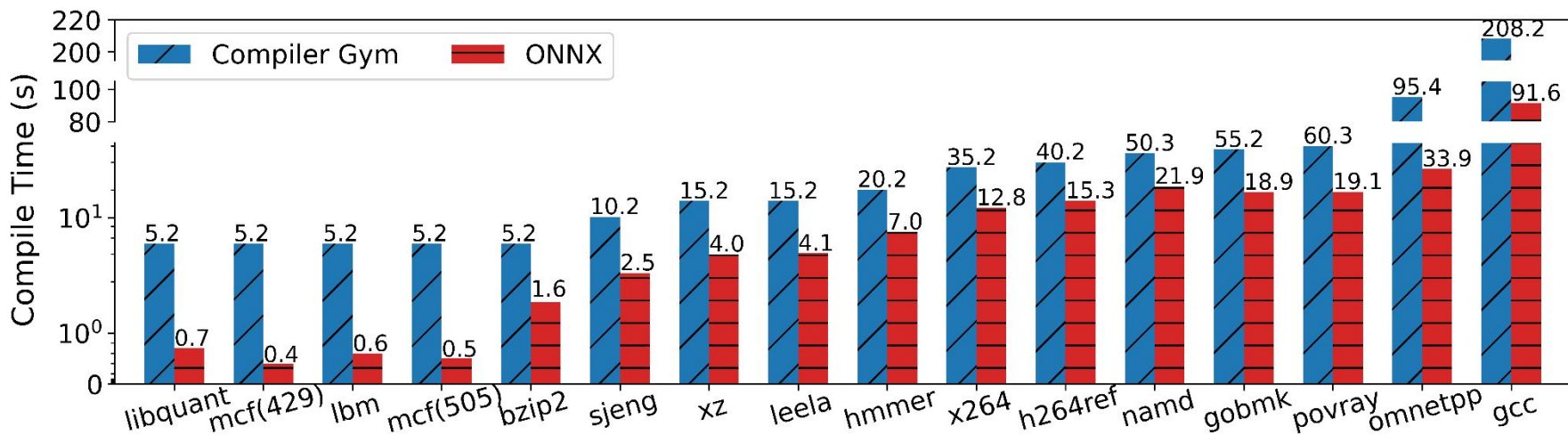


Support for Multi-threaded Compilation

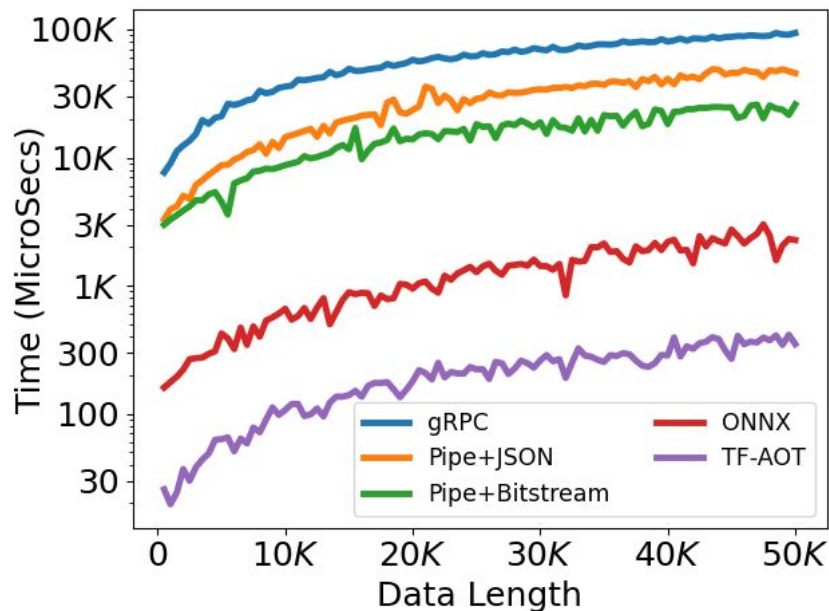


ML-Compiler-Bridge with CompilerGym

- Inference time comparison with CompilerGym's phase ordering model
- Model exported as ONNX model and queried using ONNXModelRunner

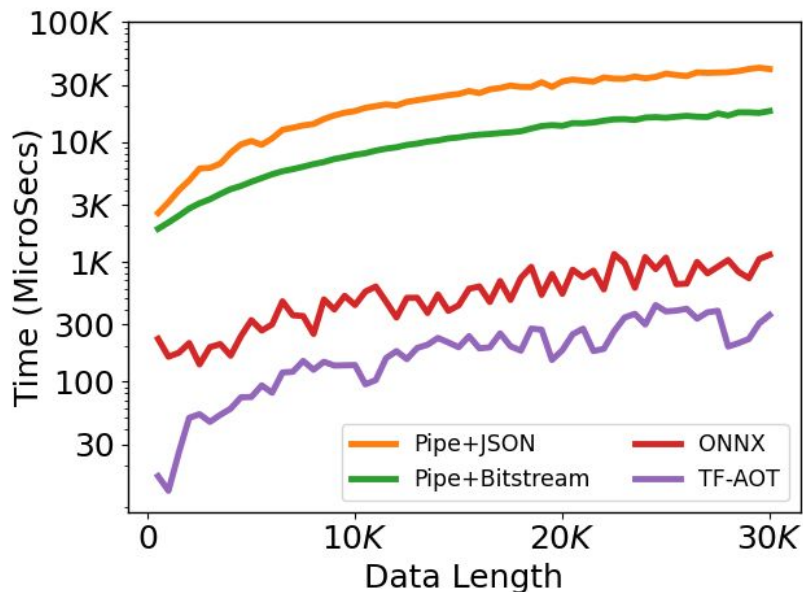


Performance of Individual Model Runners

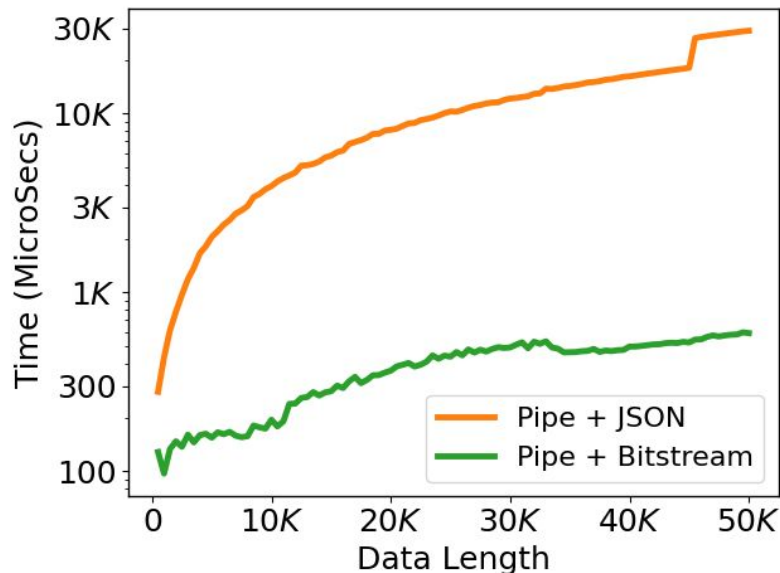


Round Trip-Times (RTT) for querying model with data of different lengths

Support for MLIR & Pluto



MLIR



Pluto

RTT for querying model with data of different lengths

Summary - ML-Compiler-Bridge

- Scalable, Lightweight suite of model runners and serializers
 - Supports Multiple Languages
 - Compiler and ML-Framework Independent
 - Supports deeper and high-level interfacing with compilers
- Plug-and-Play approach for ML based Compiler Optimizations
- Easier transition from research to deployment
- We plan to upstream relevant portions to LLVM in addition to what is available

Thank You!

S. VenkataKeerthy | Siddharth Jain

<https://svkeerthy.github.io> | <https://sid18996.github.io>

Interested? Please get in touch with us

Visit our **Poster @ C4ML (1800 hrs, Reception Area)**

Code



<https://compilers.cse.iith.ac.in/research/mlcompilerbridge>

The Next 700 ML-Enabled Compiler Optimizations

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Pranav Sai Gorantla IIT Hyderabad, India	Rajiv Shailesh Chitale IIT Hyderabad, India	Eugene Brevdo Google DeepMind, USA
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Abstract
There is a growing interest in enhancing compiler optimizations with ML models, yet interactions between compilers and ML frameworks remain challenging. Some optimizations require tightly coupled models and compiler internals, raising issues with modularity, performance and framework independence. Practical deployment and transparency for the end-user are also important concerns. Compiler BRIDGE to enable ML model development and integration with traditional compilers. We evaluate it on both training and inference, over multiple compilers.

ML and Reinforcement Learning (RL) approaches have been proposed to improve optimizations like vectorization [21, 36], loop distribution [25, 43], function inlining [27, 47], basic block reordering [17, 26, 46, 50], prediction of phase selection [23, 24], among others [2, 53]. More specifically, Compiler BRIDGE [29] has support for RL-based optimization in version 11 and ML-based evaluation in version 14 [46]. The growing trend and need for such optimizations that are compiler-agnostic is discussed in our seminal paper [28] on this topic. Compiler optimization is a challenging task. Its design, it involves special requirements like engineering, packaging.

Looking for Extensions and Contributions