

RISE in MLIR

A Functional Pattern-based Dialect

Machine Learning Systems are Stuck in a Rut!

(two original TensorFlow authors agree) [HotOS2019]

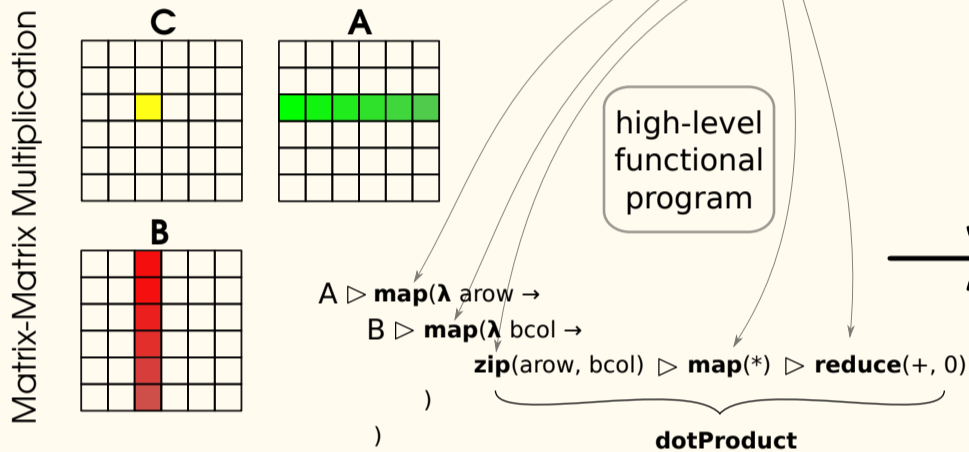
Problems:

- Inflexibility of ML framework APIs halts innovation
- Lack of extensibility of ML systems due to highly optimized opaque operators
- Prototyping new ideas often requires new operators in the IR

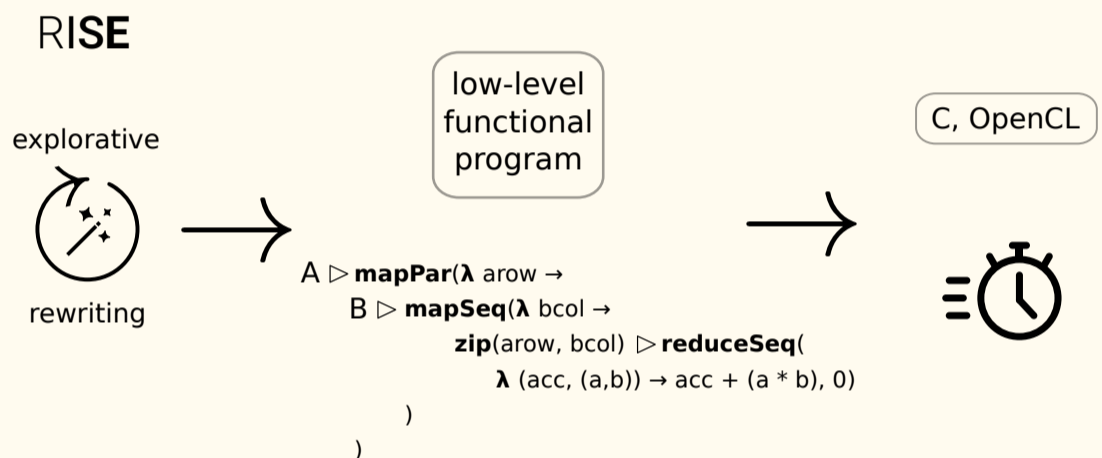


A Modular Pattern-based Approach

- Expressing Computations in Terms of Patterns as Basic Building Blocks:



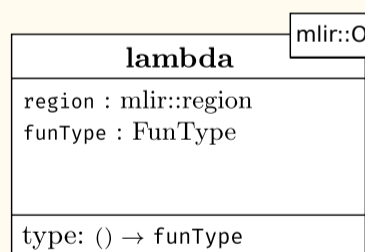
- High performance on heterogenous hardware by using the RISE rewriting system:



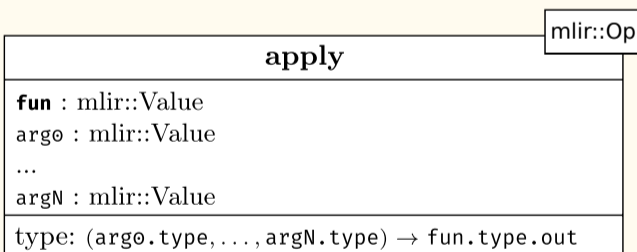
RISE as MLIR Dialect

Functional Lambda Calculus:

Function abstraction:



Function application:



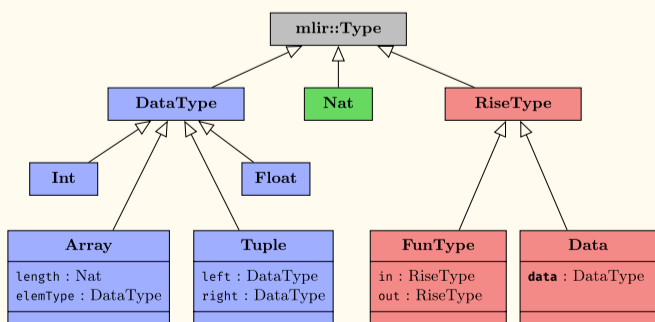
Identity example (y > λ x → x):

```

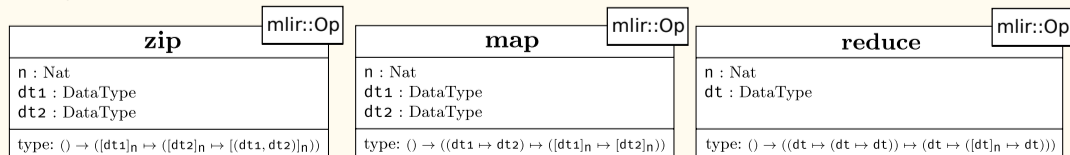
1 %id = rise.lambda (%x) : !rise.fun<data<int> -> data<int>> {
2   rise.return %x : !rise.data<int>
3 }
4 %res = rise.apply %id %y

```

Types:



High-Level Patterns:



Matrix-Matrix Multiplication in MLIR RISE:

```

1 func @mm(%A: !rise.data<array<4, array<4, int>>>,
2         %B: !rise.data<array<4, array<4, int>>>) ->
3         (!rise.data<array<4, array<4, int>>>) {
4     %f1 = rise.lambda (%arow) :
5         !rise.fun<data<array<4, int>> -> data<array<4, int>>> {
6         %f2 = rise.lambda (%bcol) :
7             !rise.fun<data<array<4, int>> -> data<array<4, int>>> {
8             %zip = rise.zip #rise.nat<4> #rise.int #rise.int
9             %zipped = rise.apply %zip, %arow, %bcol
10            %f = rise.lambda (%t) : !rise.fun<data<tuple<int, int>> -> data<int>>> {
11                %fst = rise.fst #rise.int #rise.int
12                %snd = rise.snd #rise.int #rise.int
13                %t1 = rise.apply %fst, %t
14                %t2 = rise.apply %snd, %t
15                %mul = rise.mult #rise.int
16                %res = rise.apply %mul, %t1, %t2
17                rise.return %res
18            }
19            %map = rise.map #rise.nat<4> #rise.tuple<int, int> #rise.int
20            %mapped = rise.apply %map, %f, %zipped
21            %add = rise.add #rise.int
22            %init = rise.literal #rise.lit<int<0>>
23            %reduce = rise.reduce #rise.nat<4> #rise.int #rise.int
24            %res = rise.apply %reduce, %add, %init, %mapped
25            rise.return %res
26        }
27    }
28    %map = rise.map #rise.nat<4> #rise.array<4, int> #rise.array<4, int>
29    %res = rise.apply %map, %f1, %B
30    rise.return
31    4, array<4, int>>>
32 }
33
34 %map = rise.map #rise.nat<4> #rise.array<4, !rise.int> #rise.array<4, !rise.int>
35 %res = rise.apply %map, %f1, %A
36 return %res
37
38

```

