

Lecture 1 - Introduction

Stanford CS343D (Fall 2020)
Fred Kjolstad and Pat Hanrahan

Course staff



Fred Kjolstad

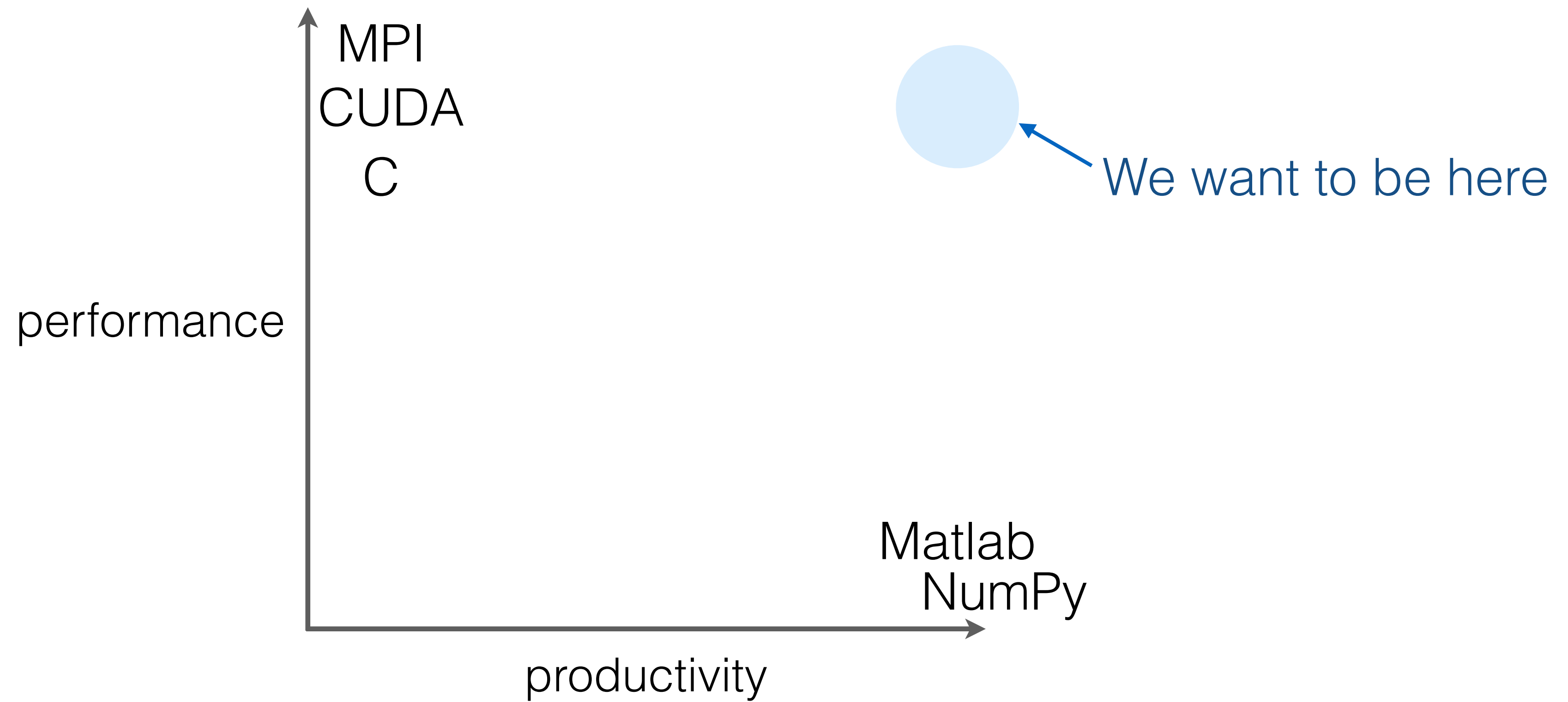


Pat Hanrahan



Dillon Huff

It is all about performance and productivity



Performance translates to less time and less energy



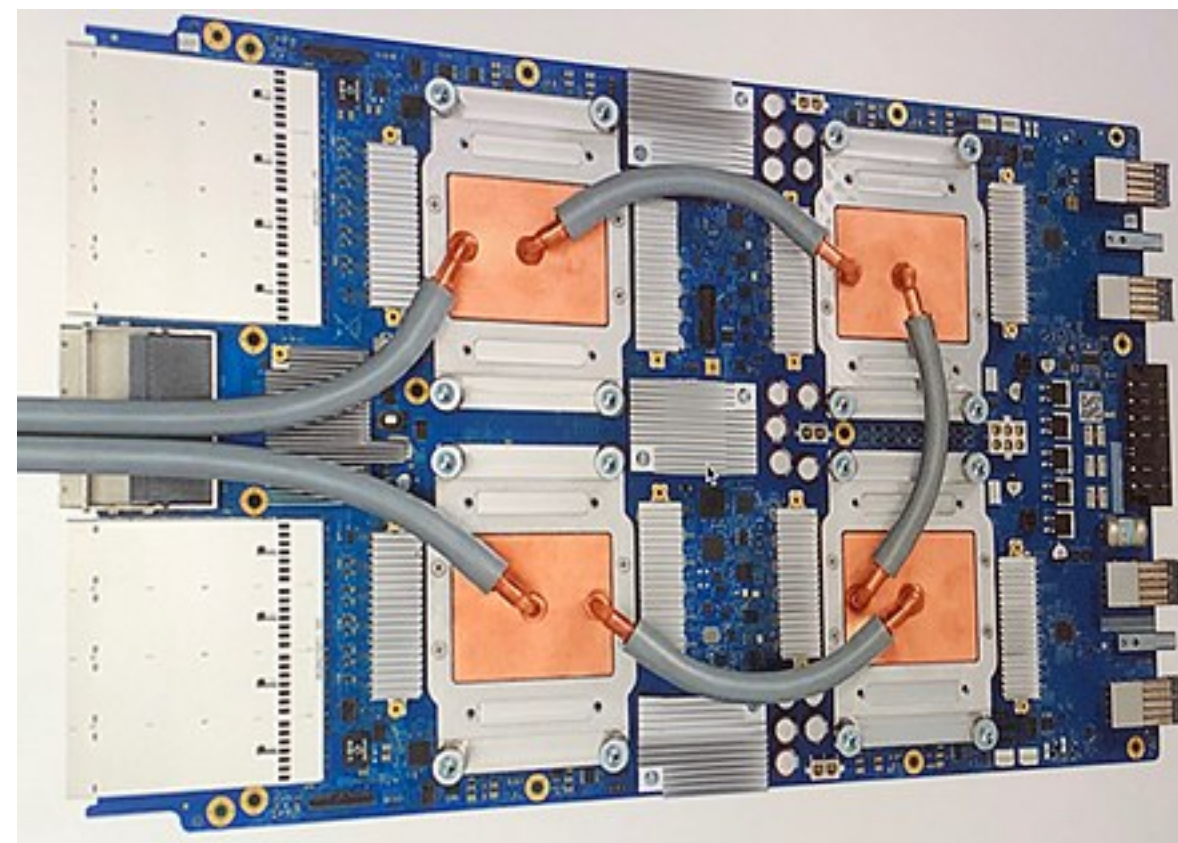
Data centers



Supercomputers



Self-driving cars



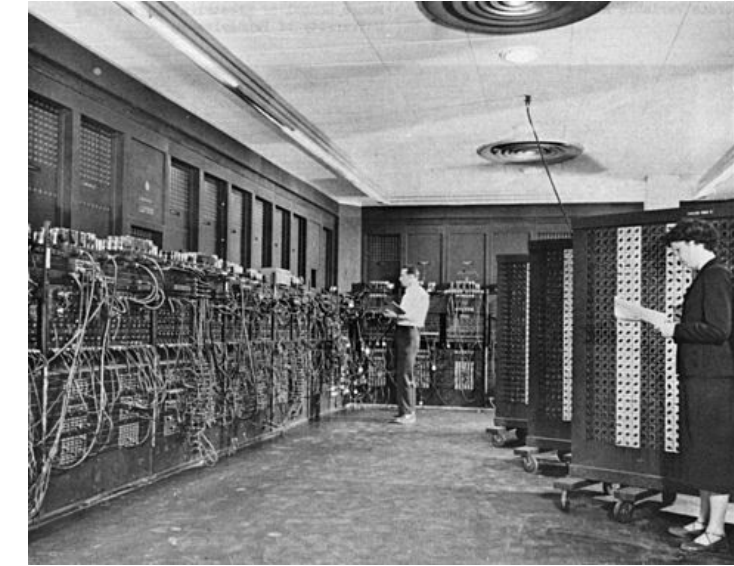
Tensor Processing Unit



Cell-phone batteries

Eras of Computing

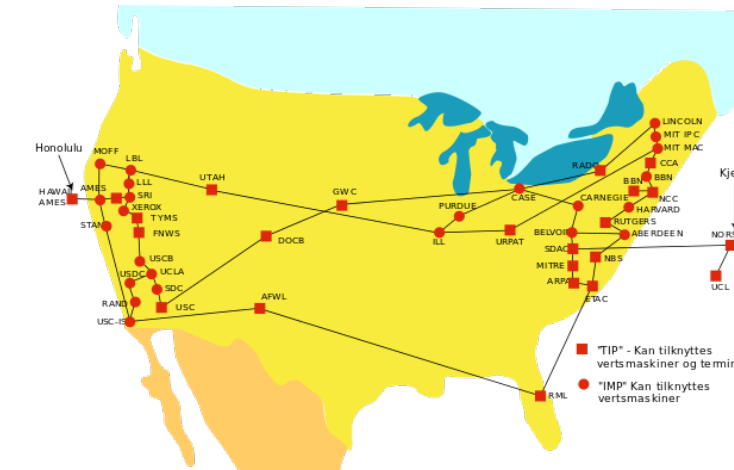
Era of simulation (1945–1970)



Era of data processing (1960–1990)



Era of communication (1990–2015)

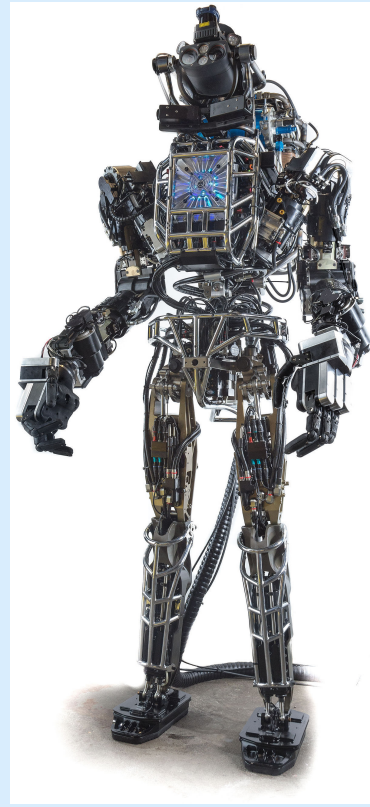


Era of interaction (2015–????)



Modern applications are performance hungry

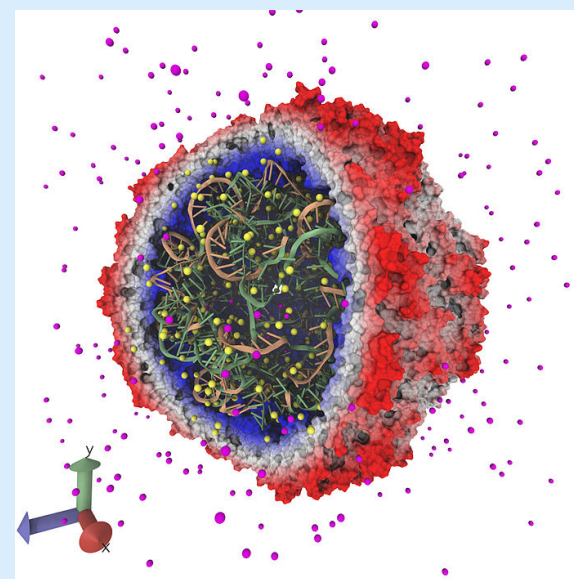
Simulation and Optimization



Robotics



Graphics Simulations

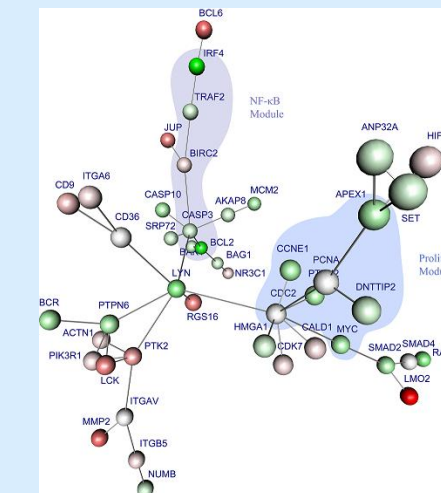


Virus Modelling

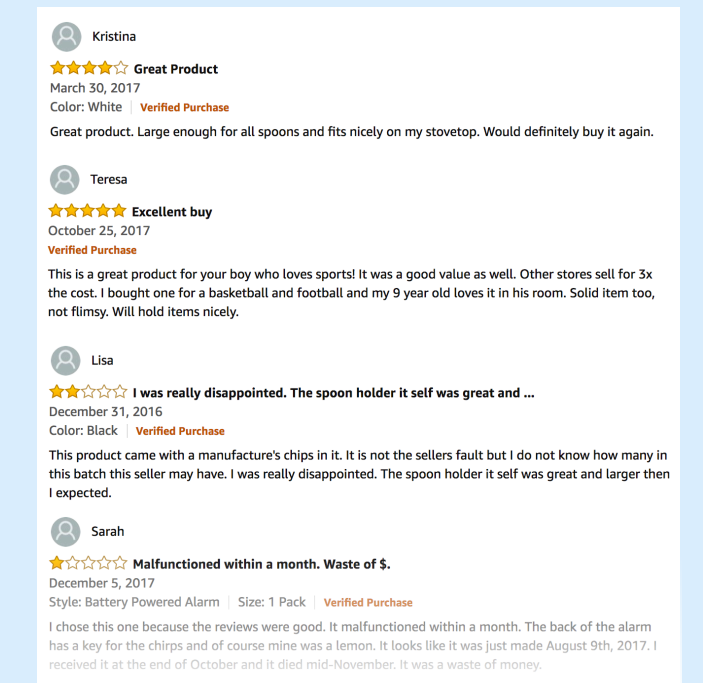
Data Analytics



Social Networks

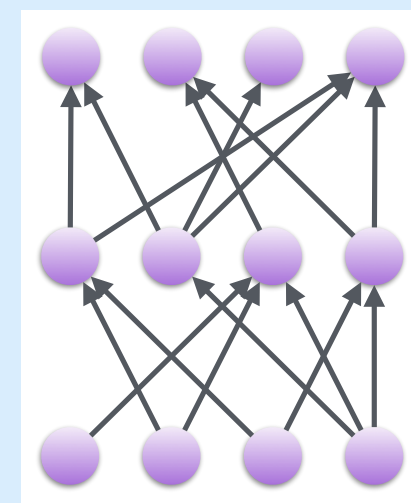


Computational Biology

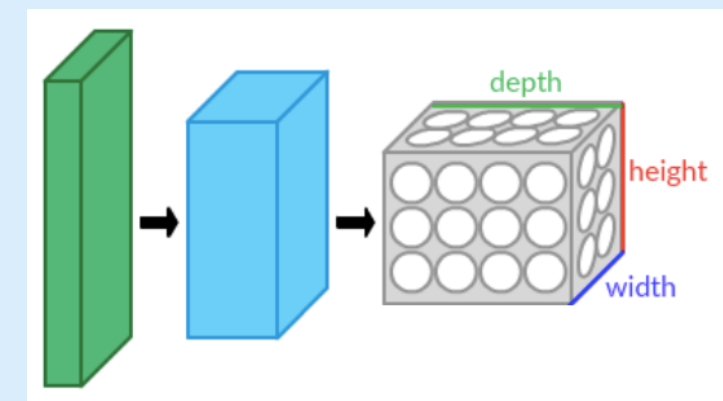


Recommender Systems

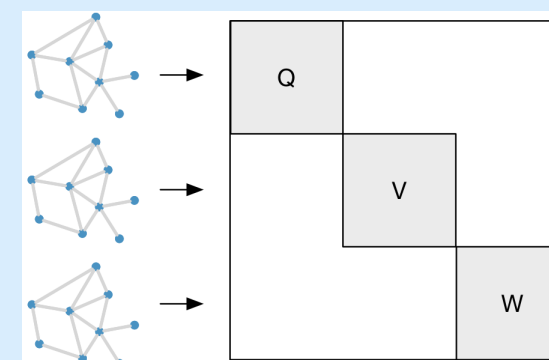
Machine Learning



Sparse Networks

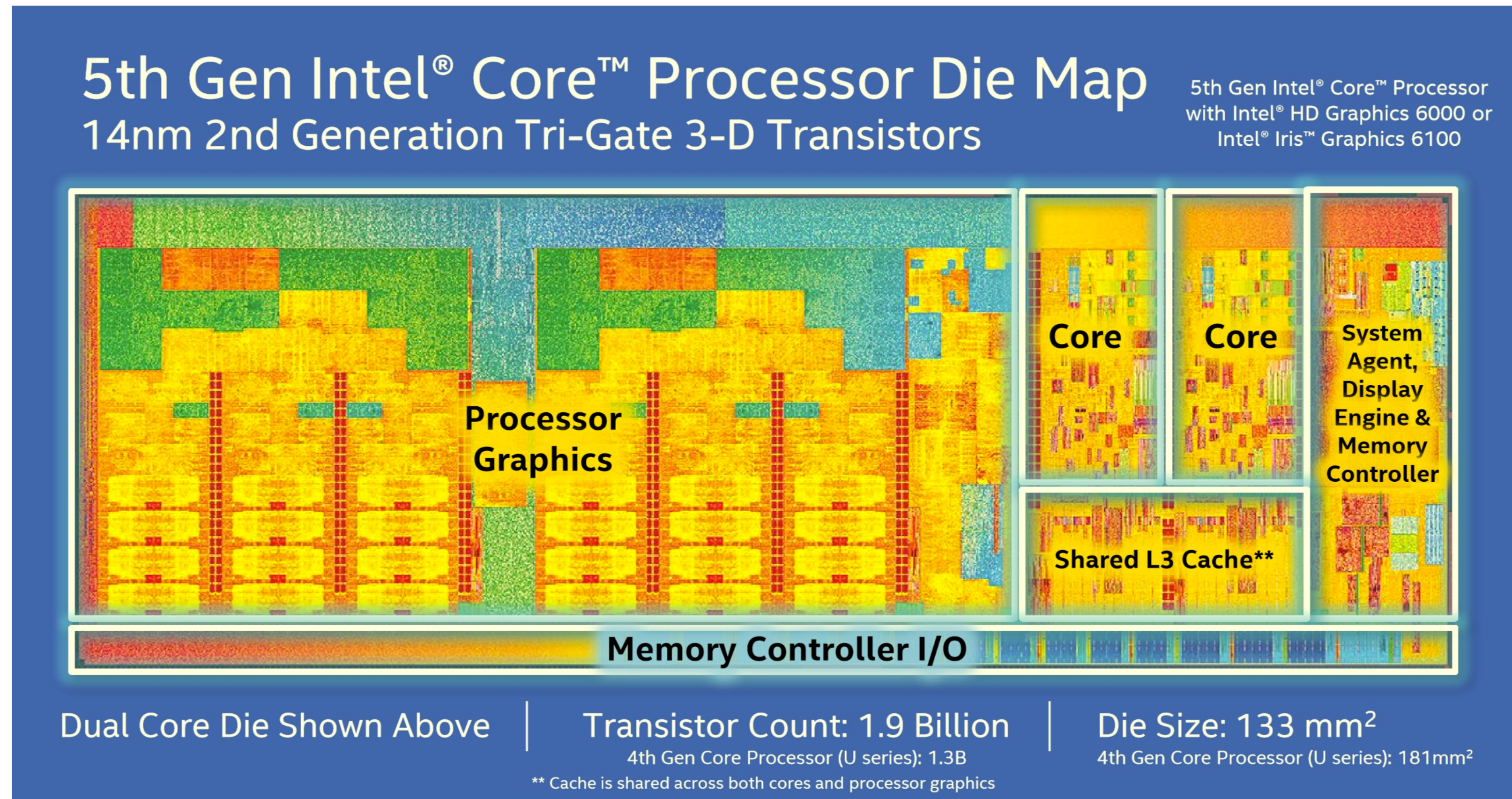


Sparse Convolutional Networks



Graph Convolutional Network

Modern hardware is heterogeneous and programming it is hard



A lot of industry activity

AI Chip Landscape

V0.7 Dec., 2019

S.T.

MLPerf results available AI-Benchmark results available



All information contained within this infographic is gathered from the internet and periodically updated, no guarantee is given that the information provided is correct, complete, and up-to-date.

**The Road to Point Reyes
Lucasfilm 1984**

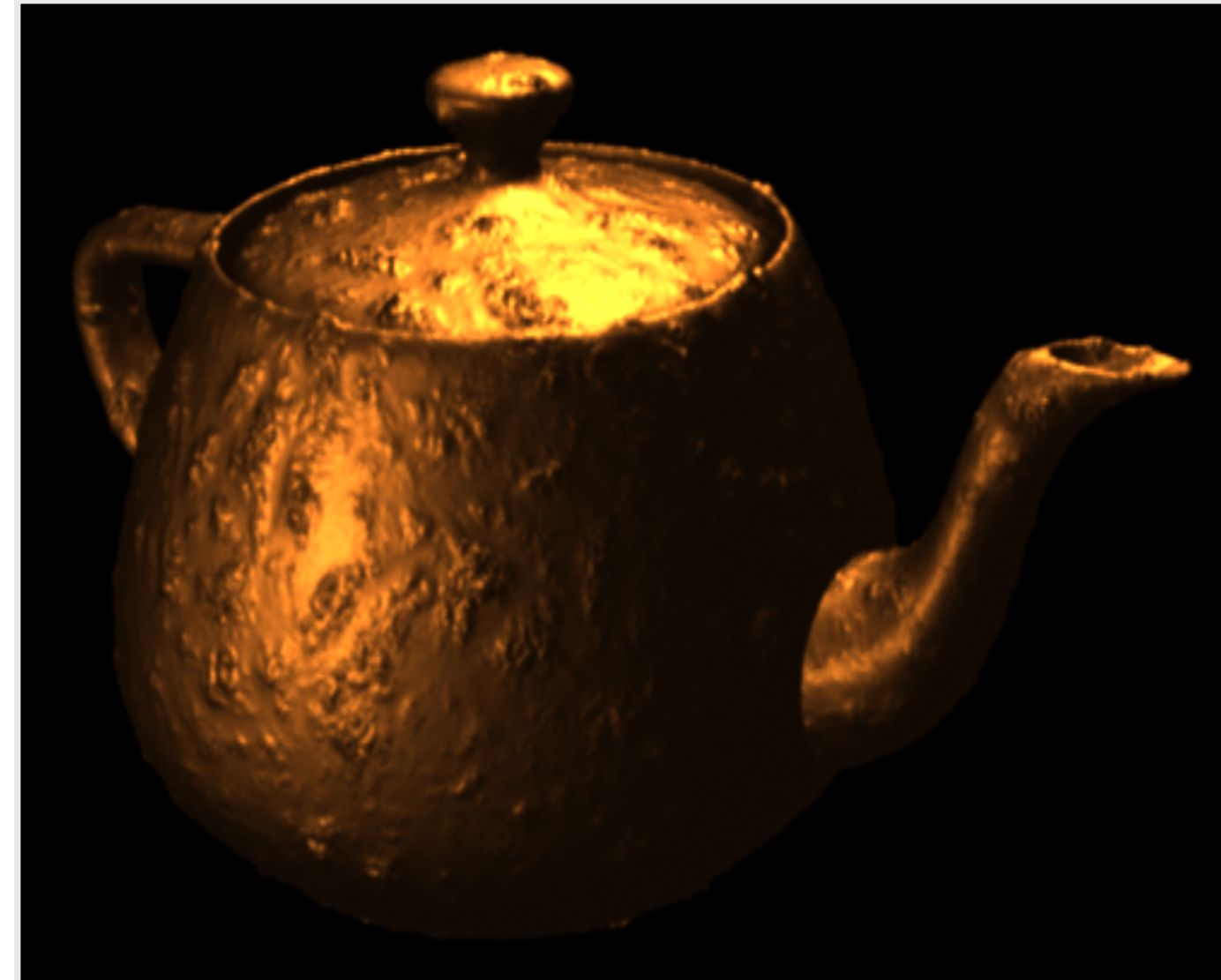
R.E.Y.E.S = Renders Everything You Ever Saw



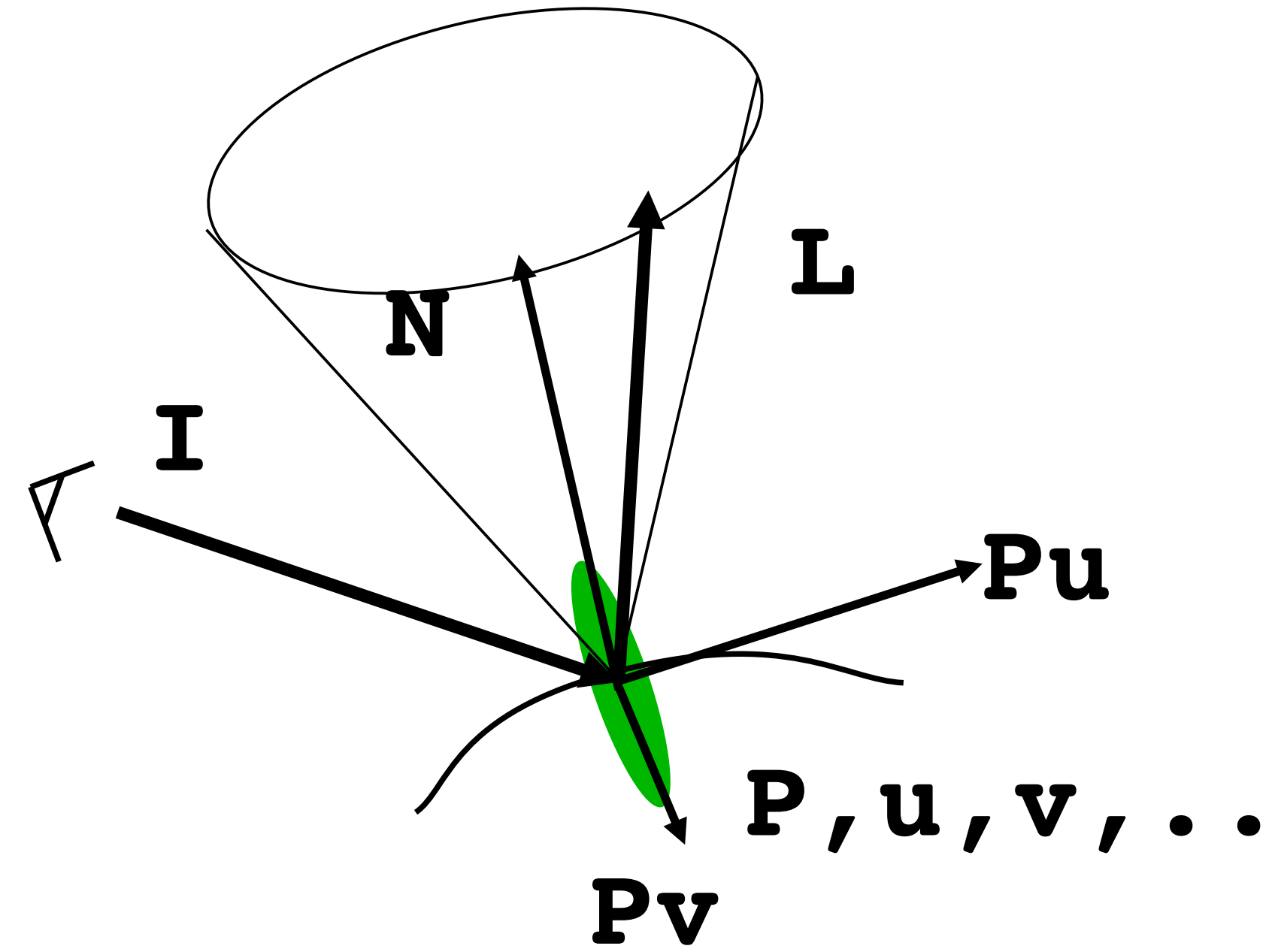
```

surface corrode(float Ks=0.4, Ka=0.1, rough=0.25) {
    float i, freq=1, turb=0;
    // compute fractal texture
    for( i=0; i<6; i++ ) {
        turb+=1/freq*noise(freq*P);
        freq*=2;
    }
    // perturb surface
    P -= turb * normalize(N);
    N = faceforward(normalize(calculatenormal(P)));
    // compute reflection and final color
    Ci = Cs*(Ka*ambient()+Ks*specular(N,I,rough));
}

```



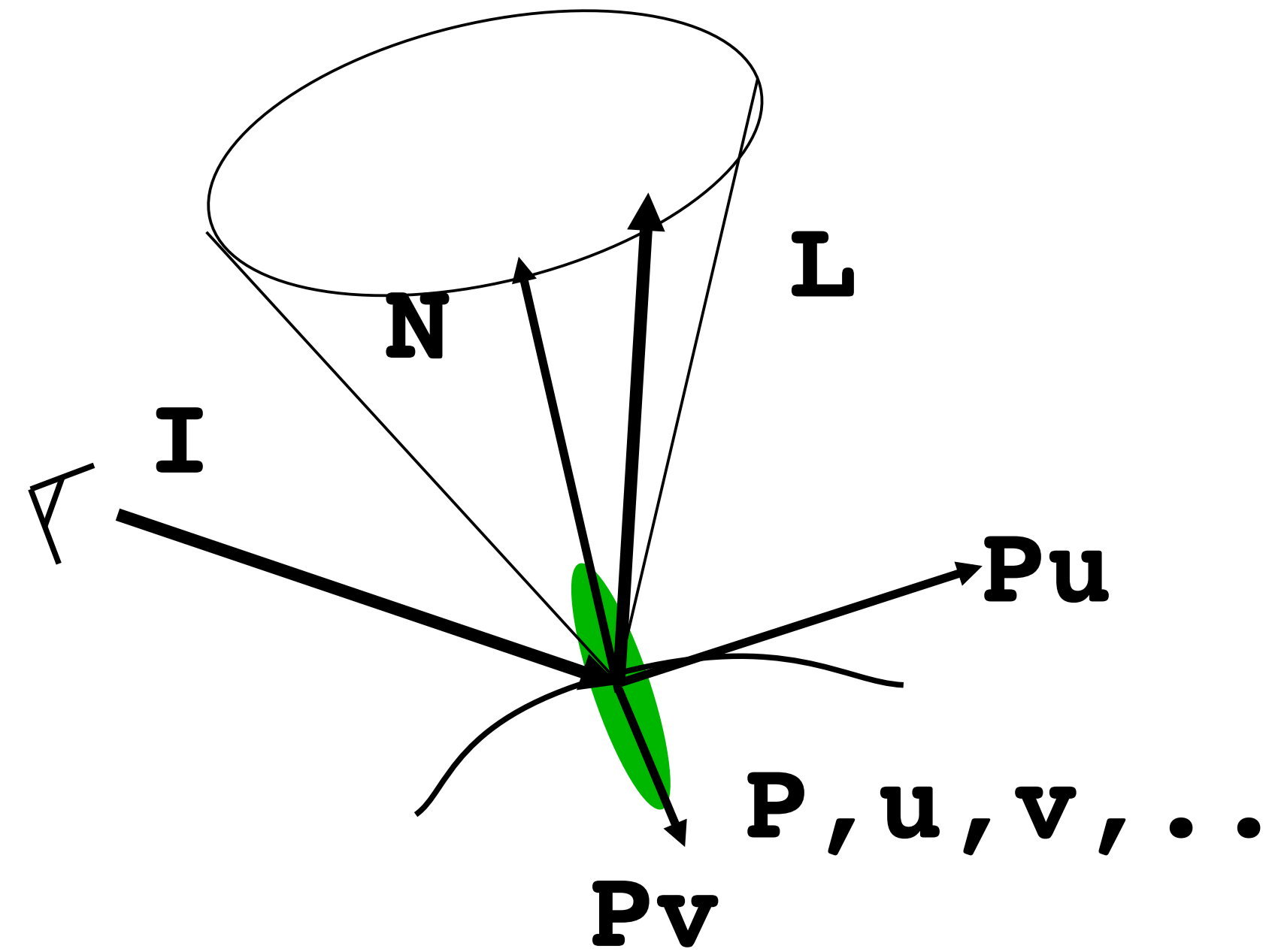
Surface Geometry



Material

```
Nn = normalize(N);  
illuminance( P, Nn, PI/2 ) {  
    Ln = normalize(L);  
    Ci += Cs * Cl * Ln.Nn;  
}
```

Surface Geometry



Light

`illuminate(P, N, beamangle)`

`Cl = (intensity*lightcolor) / (L.L)`

`solar(D, θ)`

`Cl = intensity*lightcolor;`

Little Languages

Jon Bentley, CACM 29(8), 1986

Defining “little” is harder; it might imply that the first-time user can use this system in an hour or master the language in a day, or perhaps the first implementation took just a few days. In any case, a little language is specialized to a particular problem domain and does not include many features found in conventional languages.

UNIX "DSLs"

bash, csh - shell programming

awk - processing tables

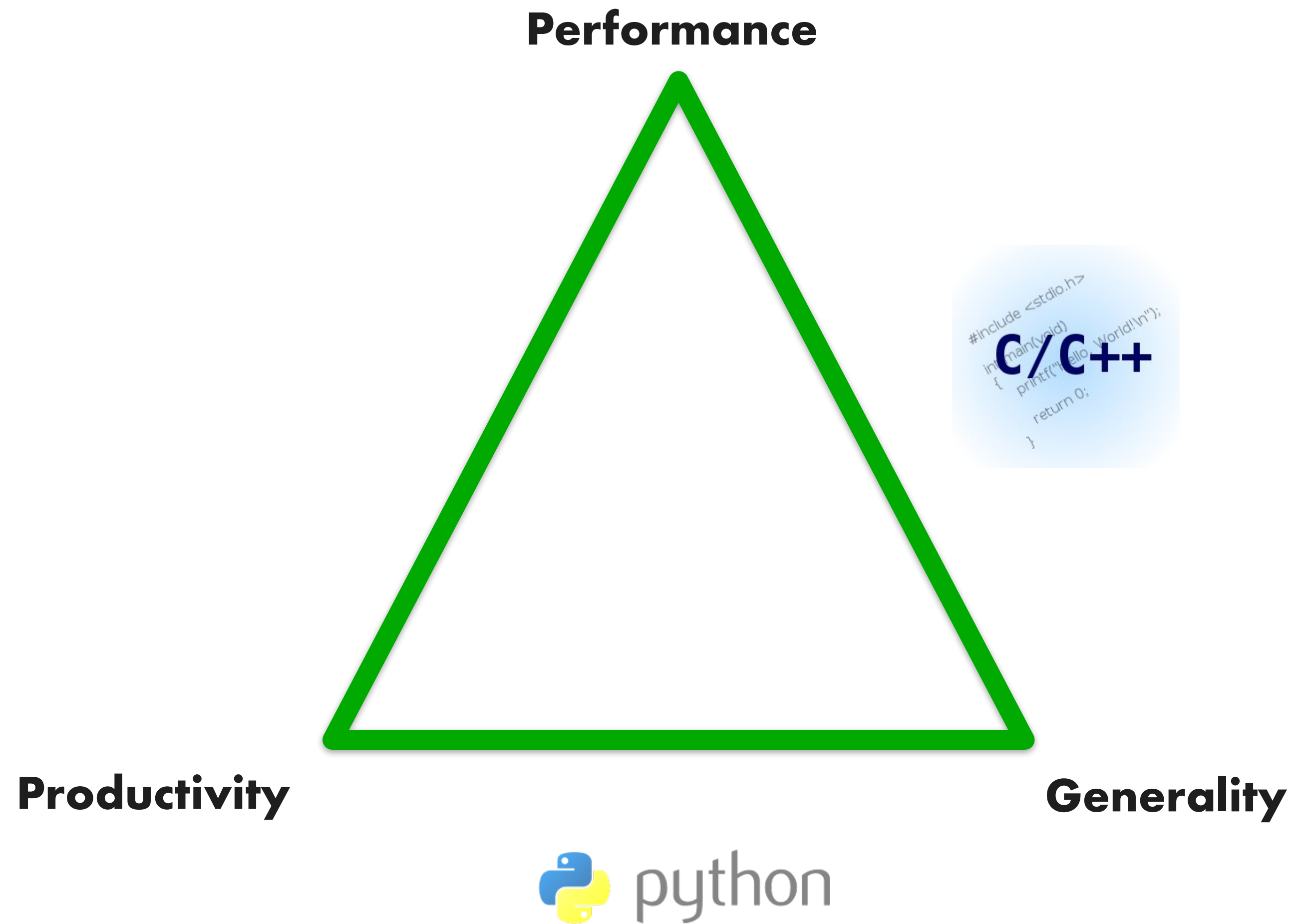
sed - regular expressions

troff, pic, tbl, eqn, ...

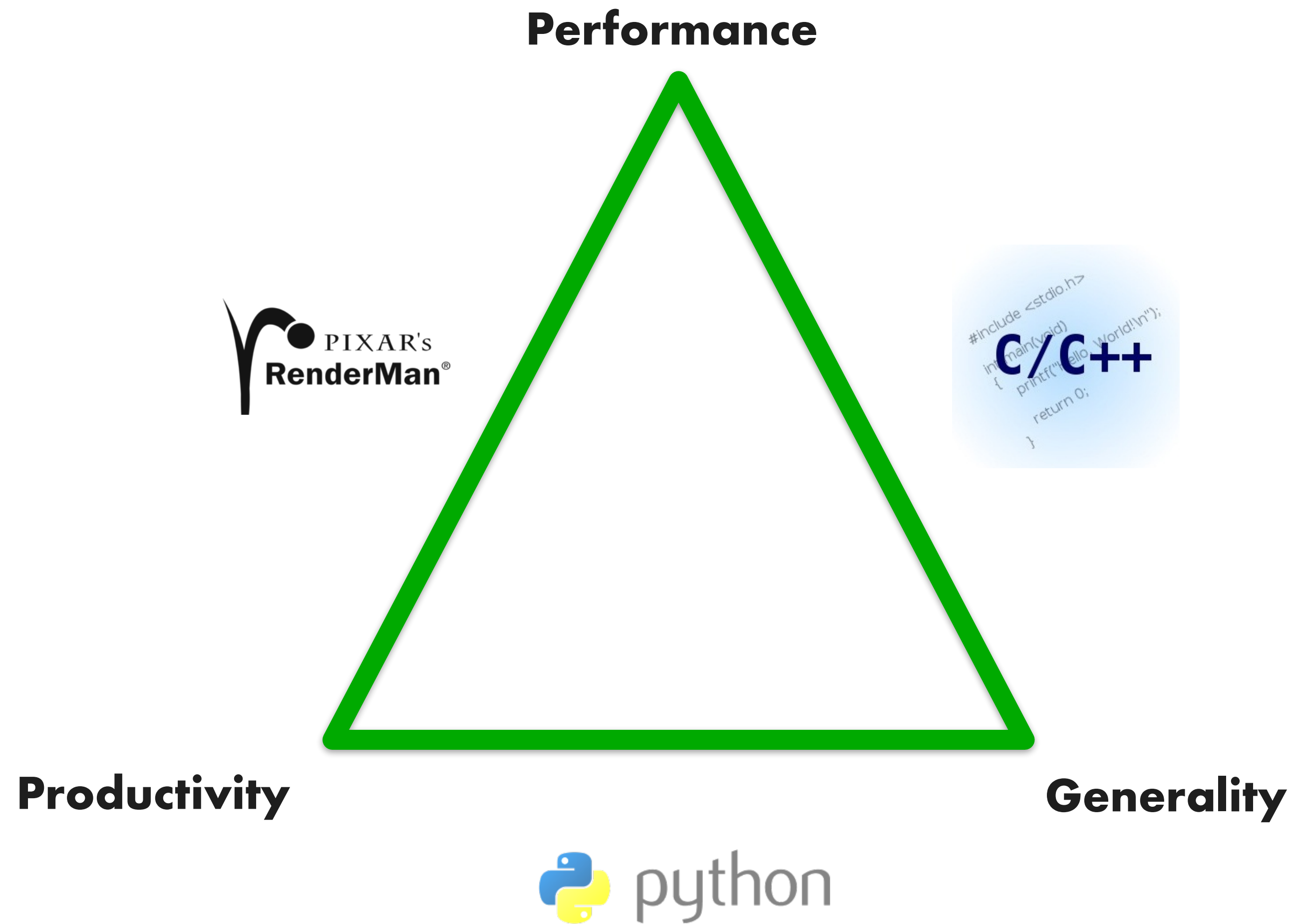
printf formatting

...

Programming Languages



Domain-Specific Languages



Graphics Libraries

```
glPerspective(45.0);  
for( ... ) {  
    glTranslate(1.0, 2.0, 3.0);  
    glBegin(GL_TRIANGLES);  
        glVertex(...);  
        glVertex(...);  
        ...  
    glEnd();  
}  
glSwapBuffers();
```

OpenGL “Grammar”

**<Scene> = <BeginFrame> <Camera> <World>
<EndFrame>**

<Camera> = glMatrixMode(GL_PROJECTION)

<View>

<View> = glPerspective | glOrtho

<World> = <Objects>*

<Object> = <Transforms>* <Geometry>

<Transforms> = glTranslatef | glRotatef | ...

<Geometry> = glBegin <Vertices> glEnd

<Vertices> = [glColor] [glNormal] glVertex

Advantages

Productivity

- **Graphics library is easy to use**

Portability

- **Runs on wide range of GPUs**

Advantages

Productivity

Portability

Performance

- **Vertices/Fragments are independent**
- **Rasterization can be done in hardware**
- **Efficient framebuffer scatter-ops**
- **Textures are read-only; texture filtering hw**
- **Specialized scheduler for pipeline**
- **...**

Allows for super-optimized implementations

Advantages

Productivity

Portability

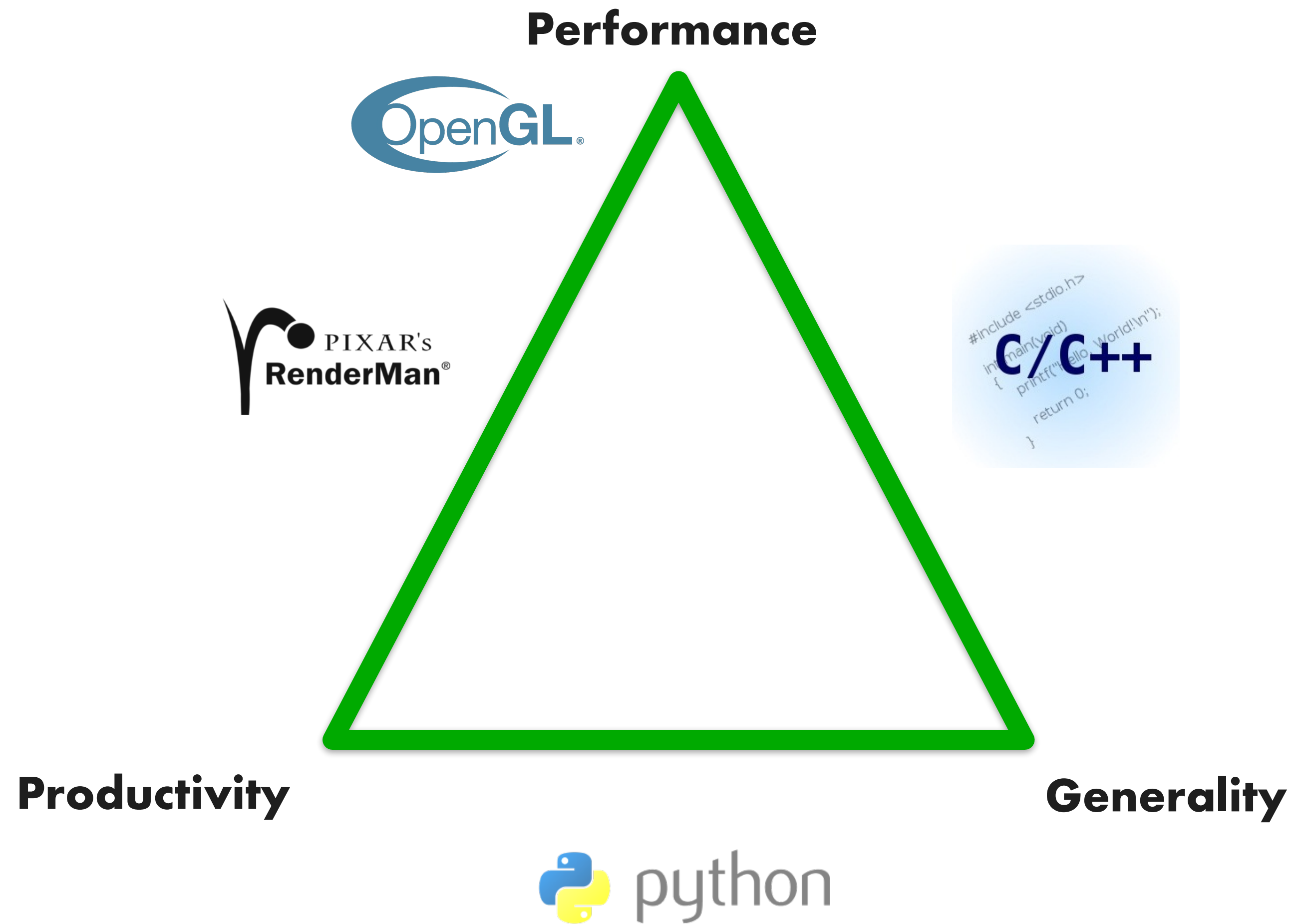
Performance

Encourage innovation

Allows vendors to radically optimize hardware architecture to achieve efficiency

Allows vendors to introduce new low-level programming models and abstractions

Domain-Specific Languages



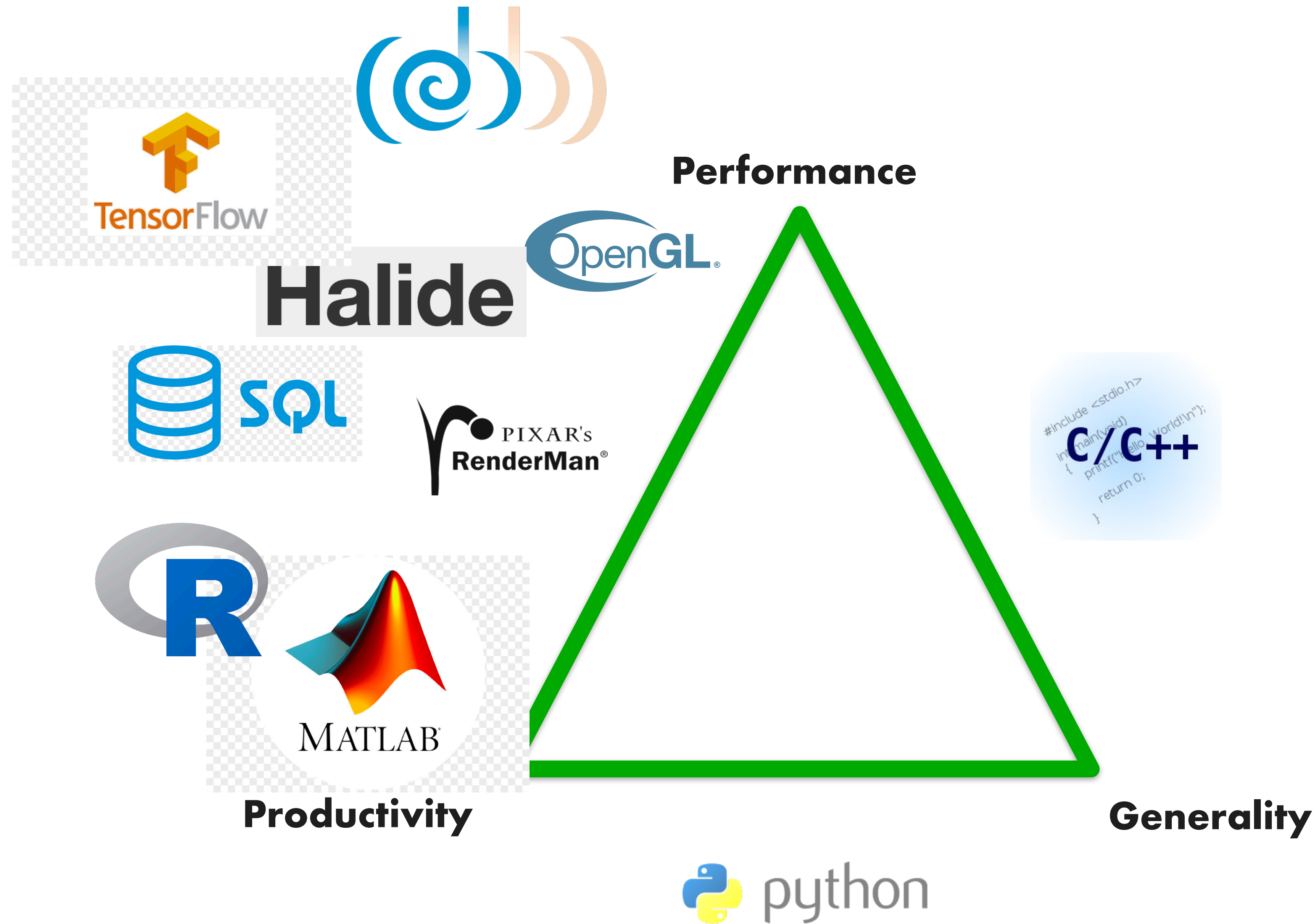
Definition: Domain-Specific

Definition: A language or library that exploits domain knowledge for productivity and performance

Widely used in many application areas

- **matlab / R**
- **SQL / map-reduce / Microsoft's LINQ**
- **TensorFlow, pytorch**

Domain-Specific Languages



Why DSLs Work

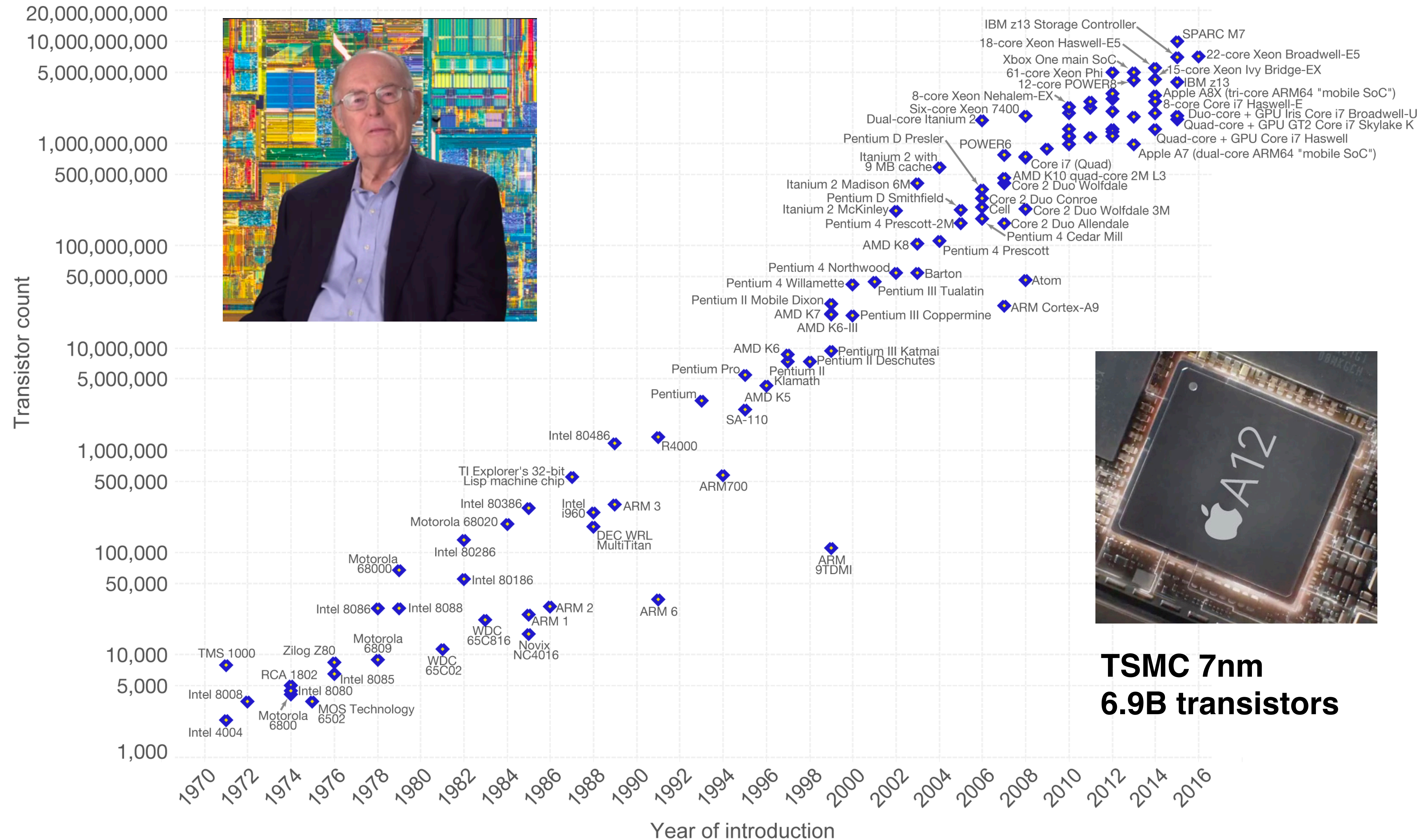
Advantages

- Add the semantics of the domain
 - High-level program transformations
- Restrict programming language
 - Less-general computations
 - Guarantee static analysis
- Known parallelization strategies
 - Someone has shown how to robustly do it

=> Tractable

Moore's Law – The number of transistors on integrated circuit chips (1971-2016)

Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important as other aspects of technological progress – such as processing speed or the price of electronic products – are strongly linked to Moore's law.



Data source: Wikipedia (https://en.wikipedia.org/wiki/Transistor_count)
 The data visualization is available at [OurWorldinData.org](https://www.ourworldindata.org). There you find more visualizations and research on this topic.

A New Golden Age for Computer Architecture: Domain-Specific Hardware/Software Co-Design



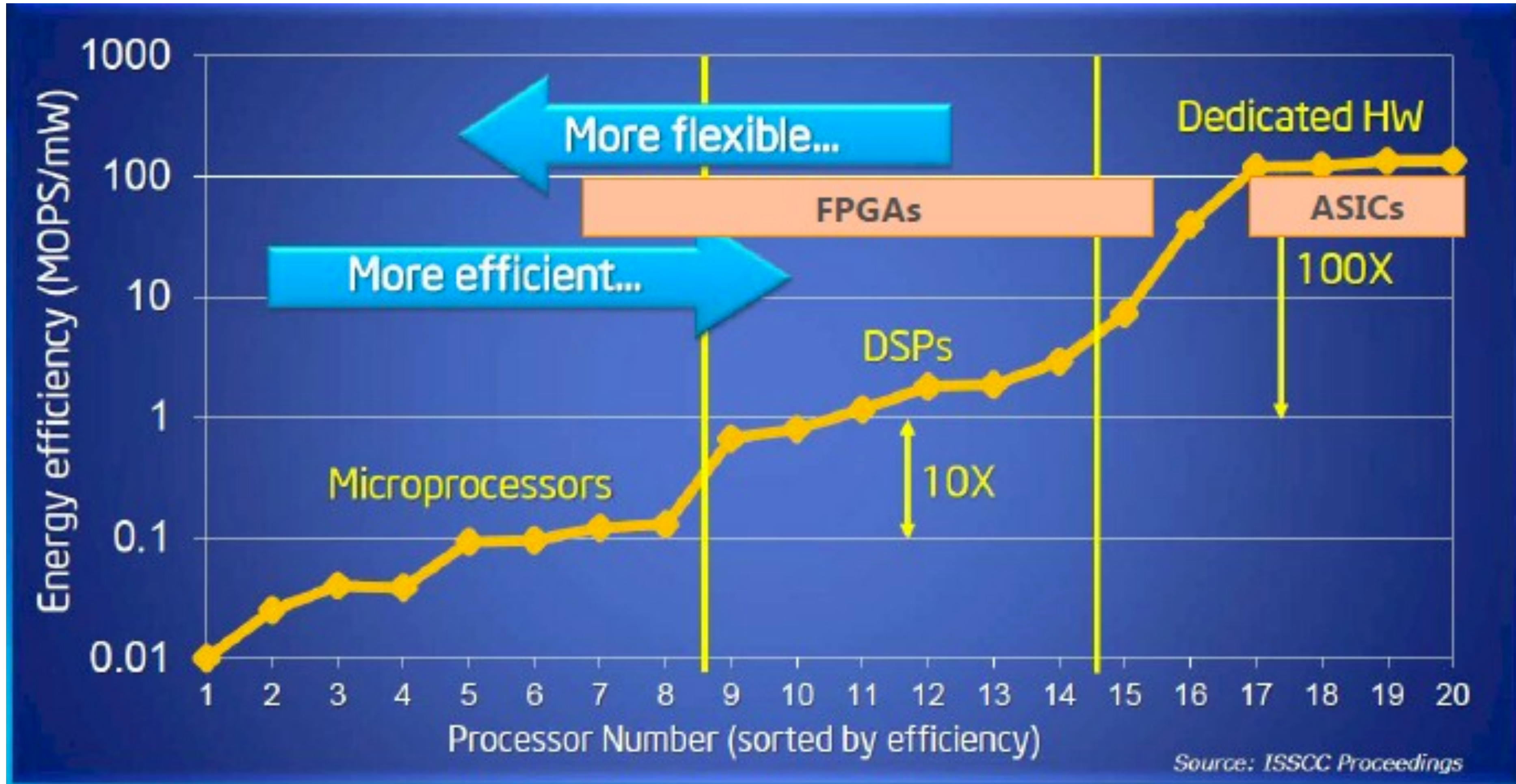
John Hennessy



David Patterson

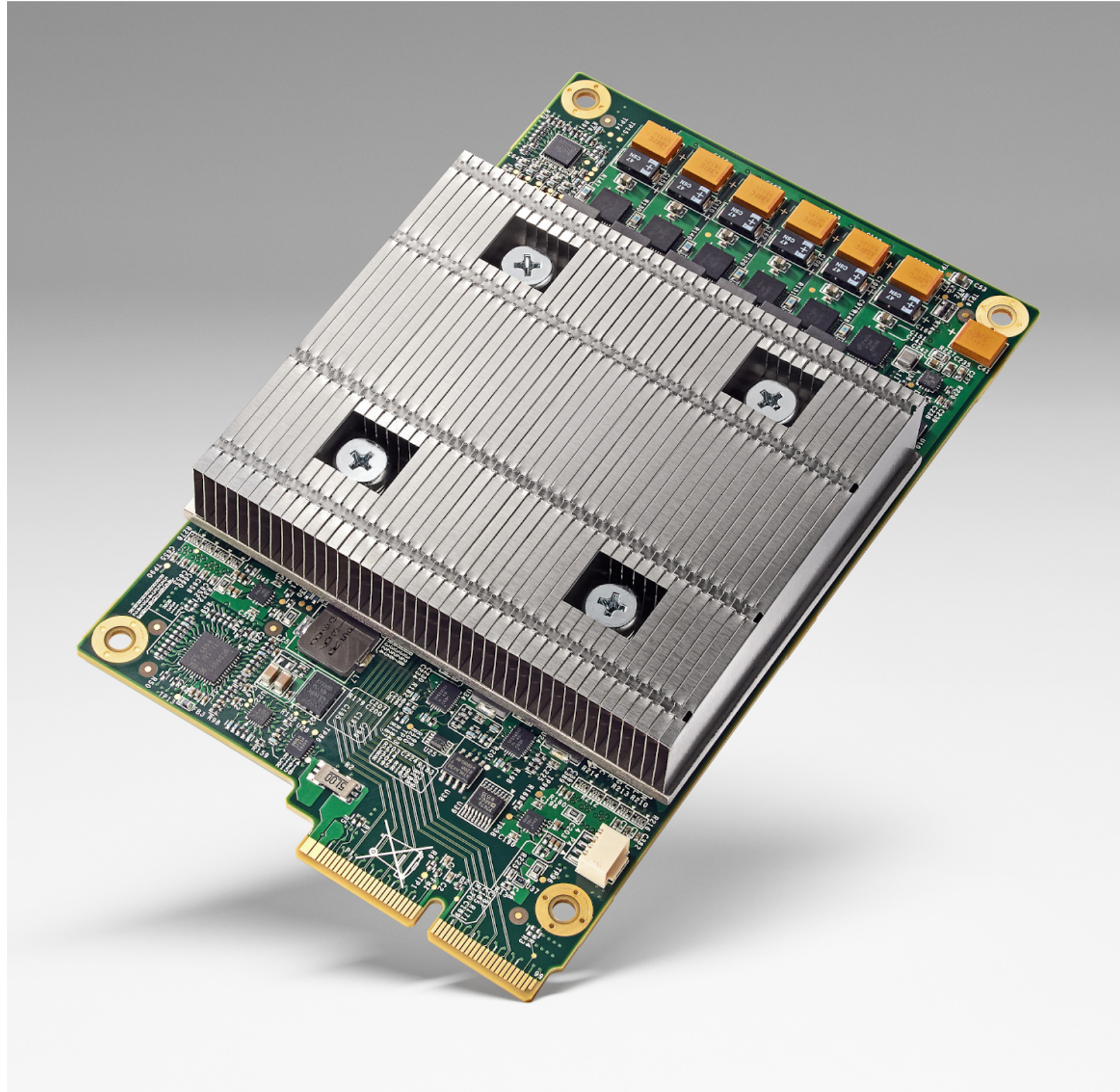
2017 Turing Award

Large efficiency gains with domain-specific architectures

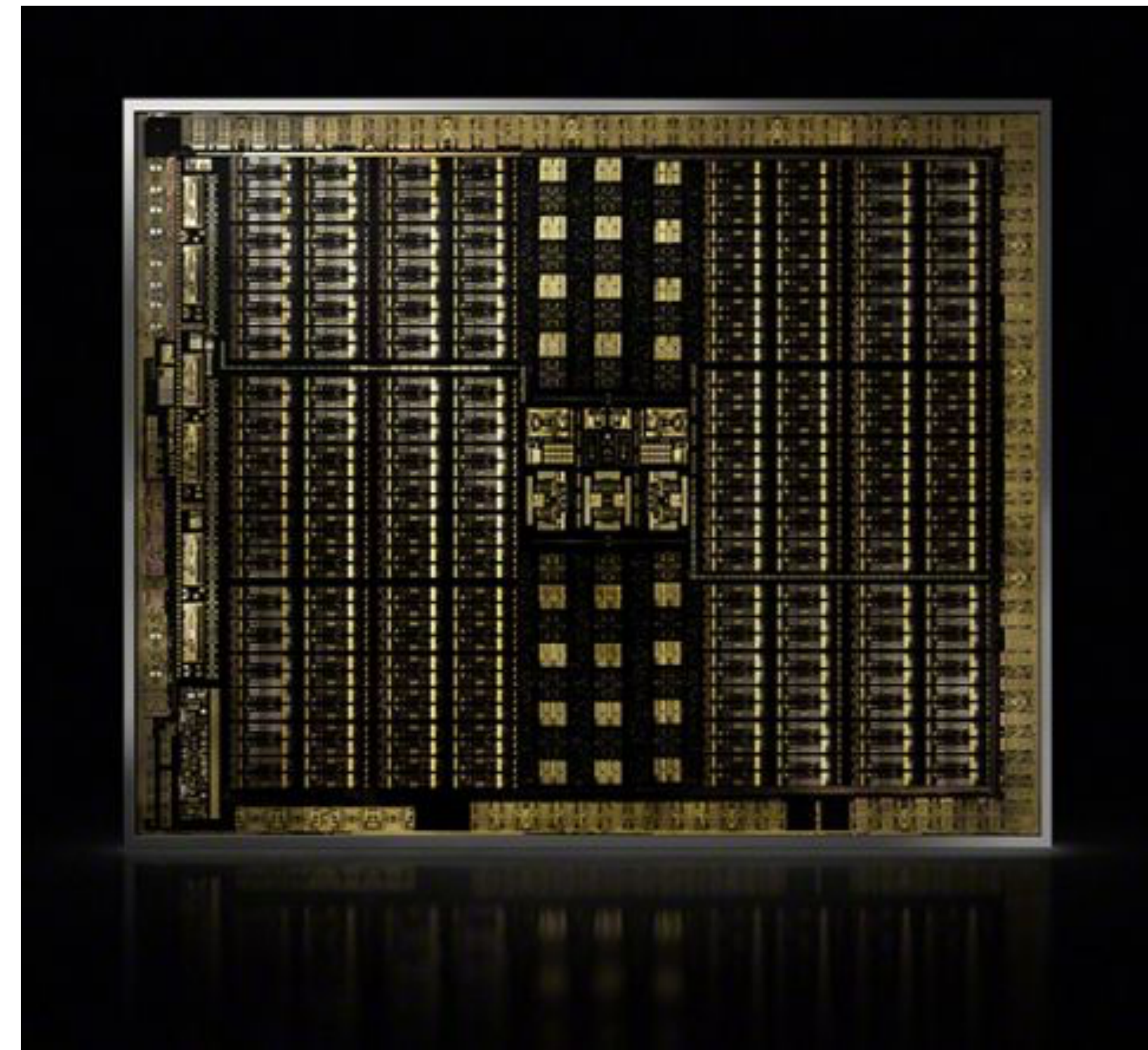


Source: Bob Broderson, Berkeley Wireless group

Domain-Specific Architectures



**Google
Tensor Processing Unit**



**NVIDIA
Turing Architecture**

New Golden Age of Architectures

Domain-Specific Architectures

Hardware DSLs

Arithmetic (Mantle)

Signal and image processing, neural nets (Halide)

Data processing

Processors (Peak)

Memory (Lake)

Interconnects (Canal)

System-on-Chip

Parts and boards

Collection-Oriented Languages

Lists

Lisp M58



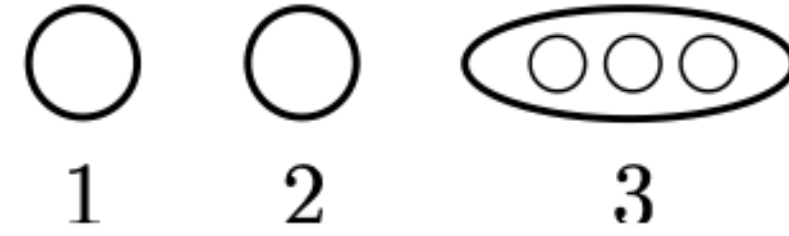
Sets

SETL S70



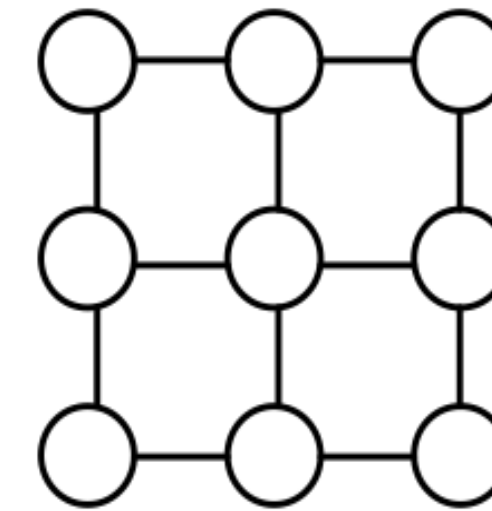
Nested Sequences

NESL B94



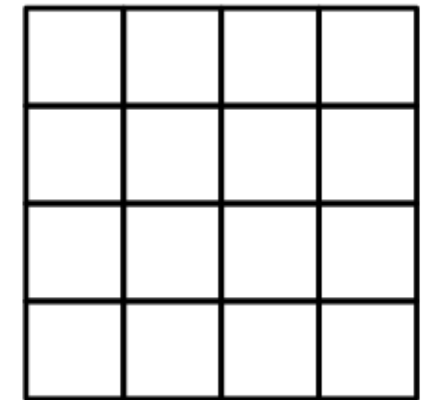
Grids

Sejits S09, Halide



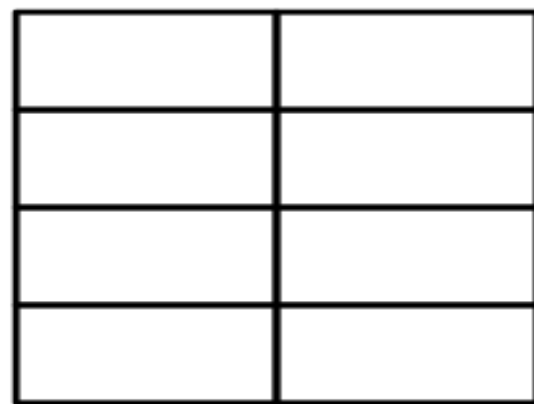
Arrays

APL I62



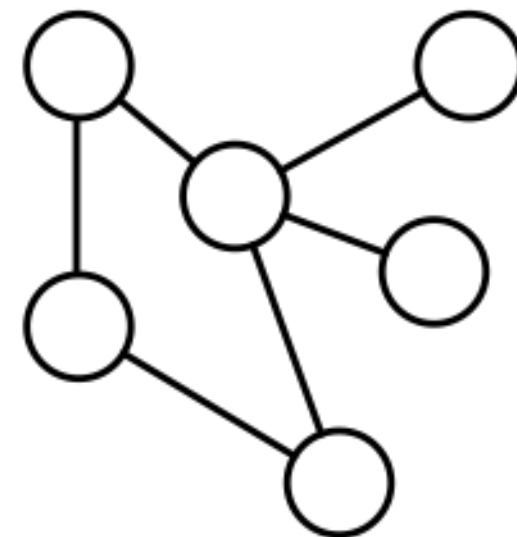
Relations

Relational Algebra C70,



Graphs

GraphLab L10



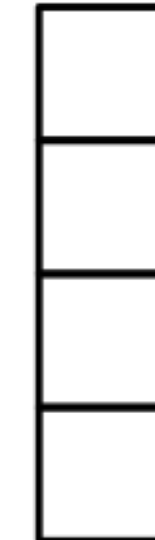
Meshes

Liszt D11



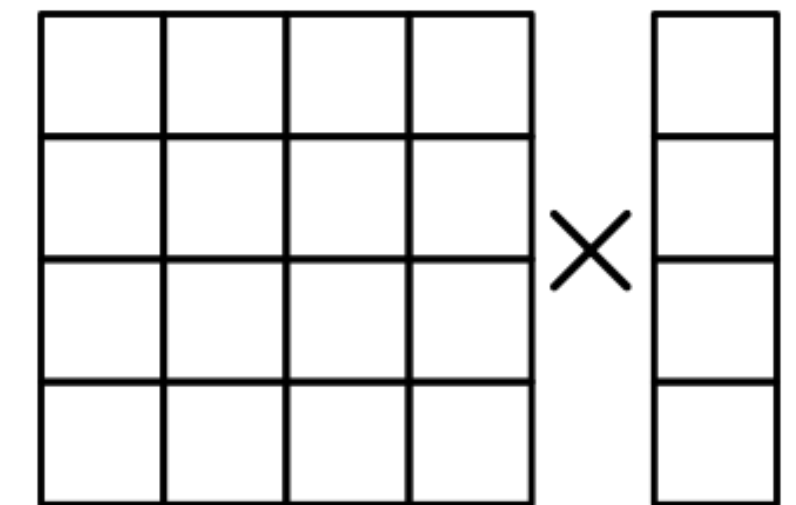
Vectors

Vector Model B90



Matrices and Tensors

Matlab M79, taco K17



A collection-oriented programming model provides collective operations on some collection/abstract data structure

Goals of the Course

- Introduce you to domain-specific and collection-oriented programming languages from the past
- Introduce you to compiler techniques to get good performance for dense and sparse applications
- Get you thinking about abstractions and semantics
- Abstraction, abstraction, abstraction

Expectations

- Read papers and engage in class (20%)
 - Tuesdays and Thursdays 10:30 – 11:50
 - ~2 readings per class
 - Class is for you, so feel free to raise questions, make comments, and start discussion at any time
- Two assignments (20%)
 - MiniAPL
 - Relational query implementation
- Essay (20%)
- Project (40%)

Online Quarter

- We realize this quarter will be more difficult than usual
- We will be flexible
- We are available:
 - Office Hours
 - Scheduled meetings
- We value your feedback
 - Tell us how we're doing
 - We will send out a query half-way through