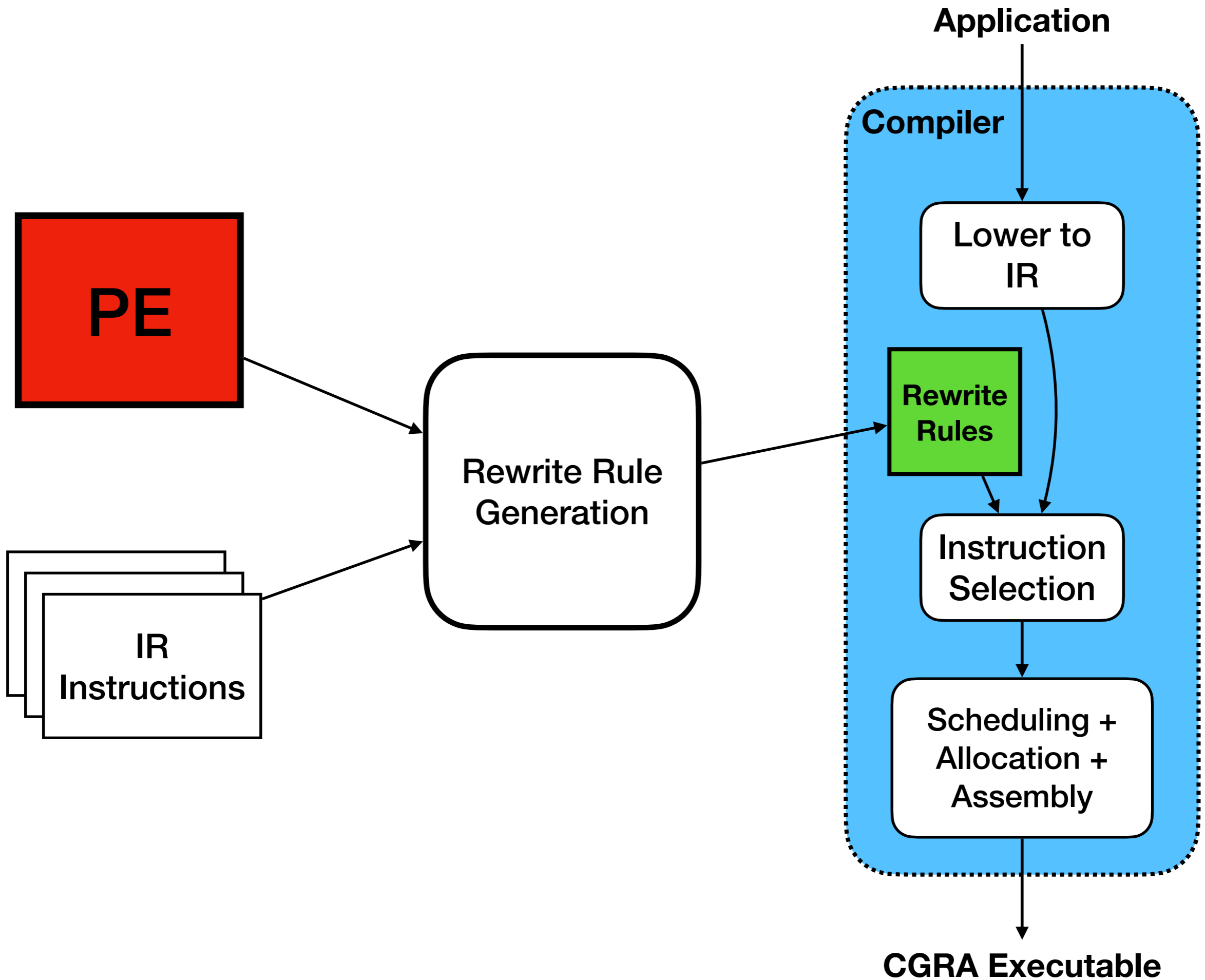


# Generalizing Rewrite Rule Synthesis

Ross Daly



# Large Diversity in Possible PEs

- ISA for the PE can be CISC-like compared to the IR
  - PE specialization using Jack's Design Space Exploration
  - Requires “Many to 1” rewrite rules
    - Each IR pattern has multiple instructions

# Large Diversity in Possible PEs

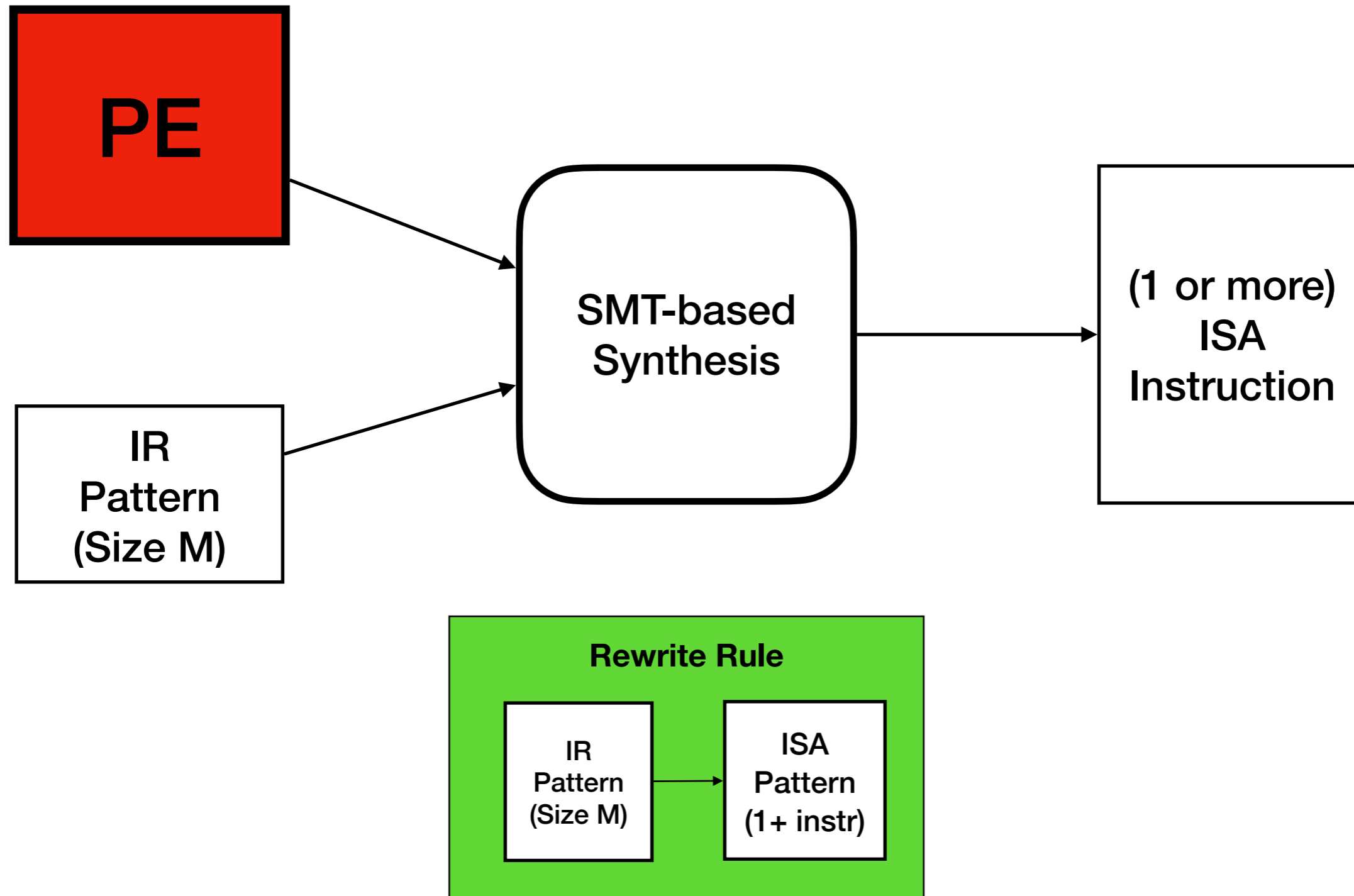
- ISAs for PEs can be RISC-like compared to the IR
  - Lassen when using 32-bit IR ops
  - Requires “1 to many” rewrite rules
    - Each ISA pattern can has multiple instructions

**A rewrite rule generation tool  
*must* be capable of generating  
(N->M) rewrite rules**

# Previous Synthesis Work

# Daly et al.

## FMCAD 22



# Limitations

- The set of IR patterns is a given to the tool.
  - Each IR pattern was handcrafted
- Performance of synthesizing multiple ISA instructions was bad.



# Generalized Rewrite Rule Synthesis

# IR + ISA used in rest of talk

IR Instructions	ISA Instructions
<b>IR.Const(C)</b>	<b>ISA.Neg(X)</b>
<b>IR.Add(X, Y)</b>	<b>ISA.Add(X, Y)</b>
<b>IR.Sub(X, Y)</b>	<b>ISA.MulC(X, C)</b>
<b>IR.Mul(X, Y)</b>	<b>ISA.Add3(X, Y, Z)</b>

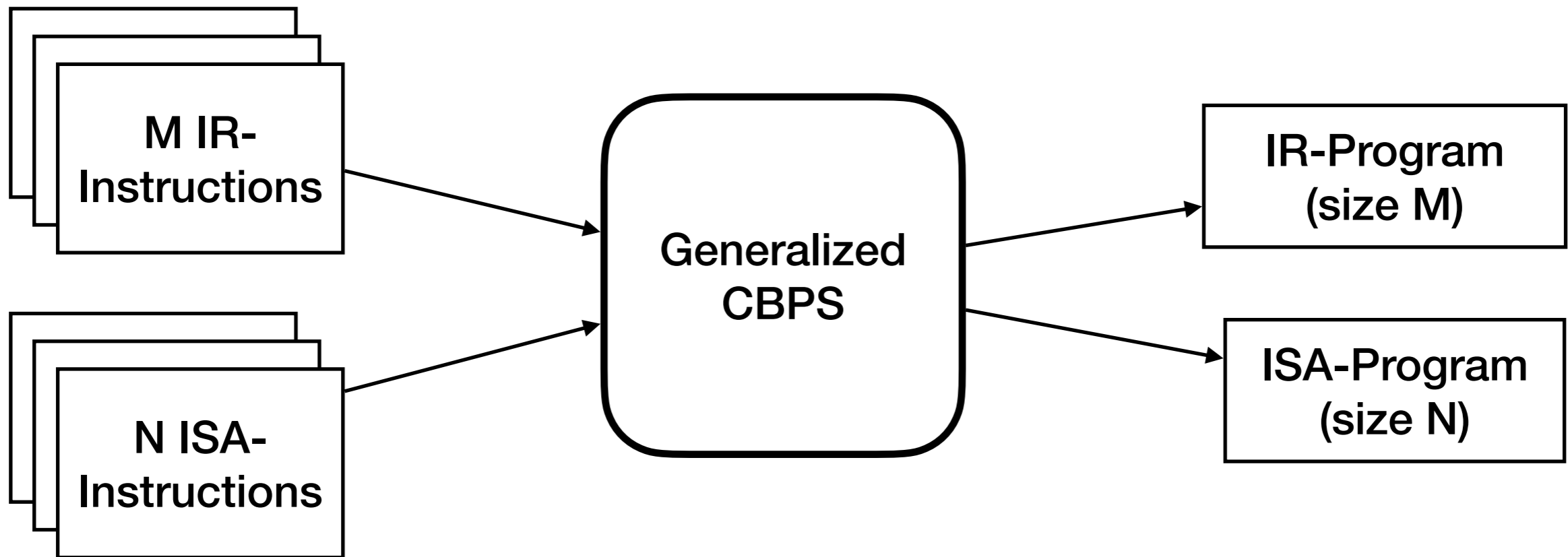
# Problem Statement

Given: Set of IR instructions and  
Set of ISA instructions

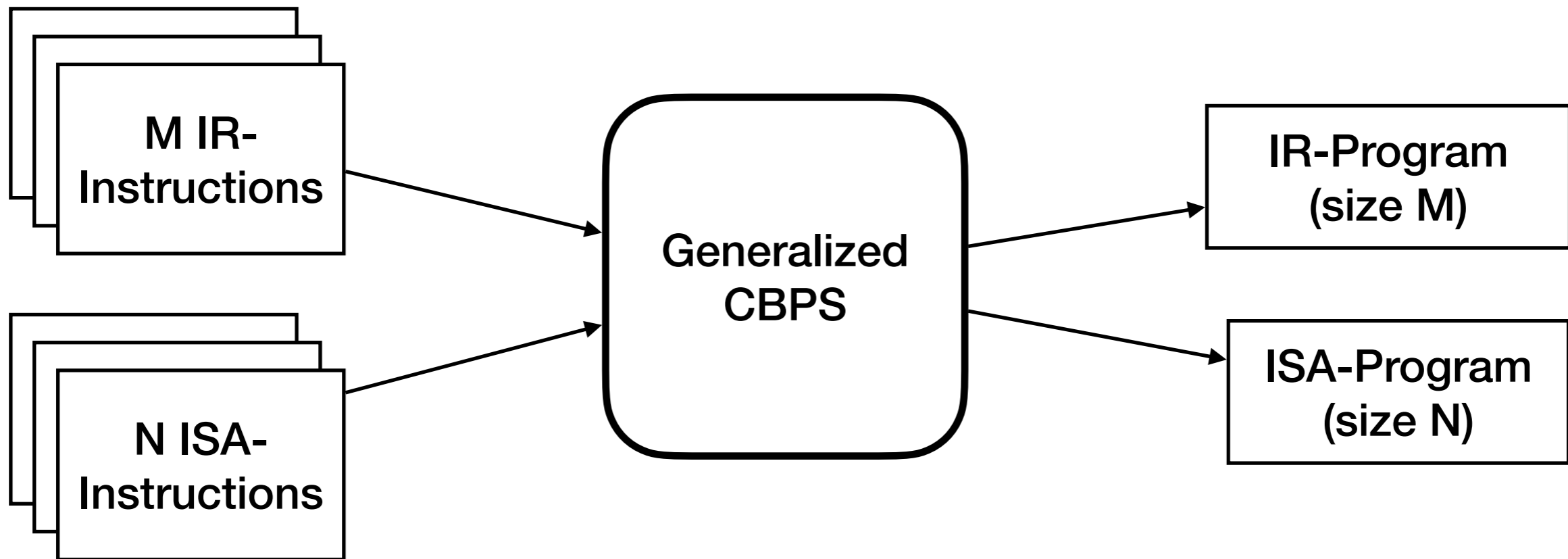
Goal: Automatically generate all\*  
possible (M  $\rightarrow$  N) rewrite rules  
efficiently

\*Up to a given size

# Generalized Component-Based Program Synthesis (CBPS)



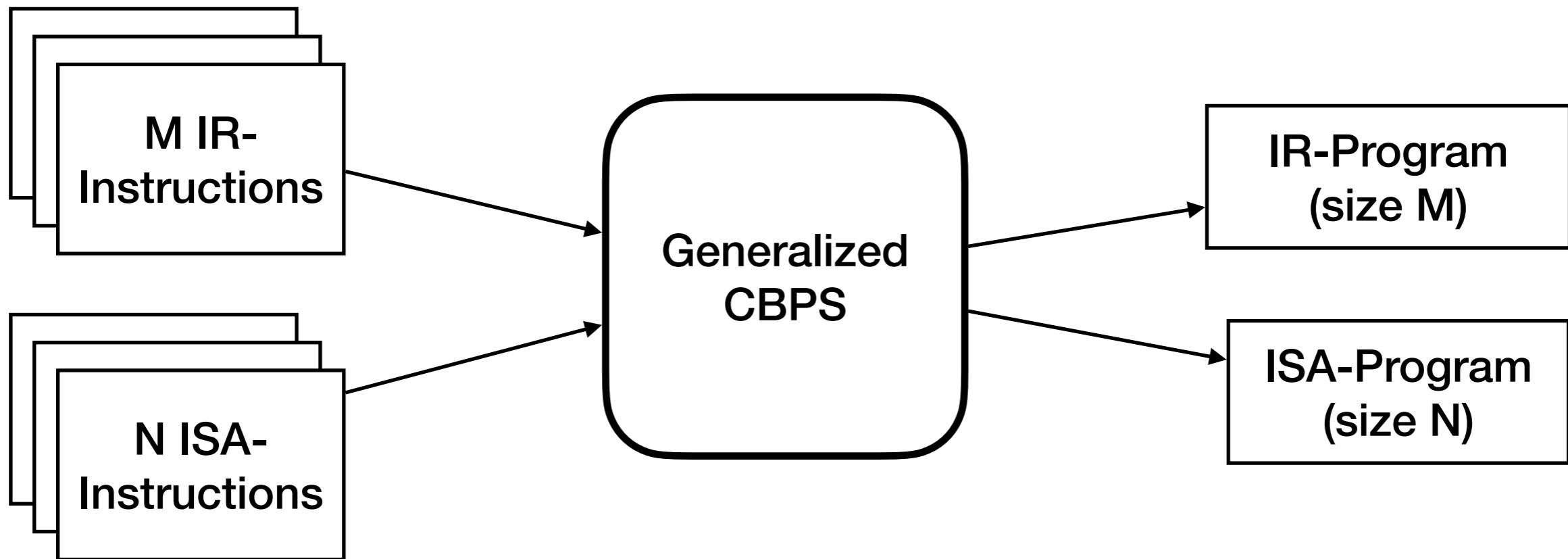
# Generalized Component-Based Program Synthesis (CBPS)



$\exists \text{IRProgram}_m, \text{ISAProgram}_n \forall X.$

$\text{IRProgram}_m(X) = \text{ISAProgram}_n(X)$

# Solved using Counter Example Guided Induction Synthesis (CEGIS)



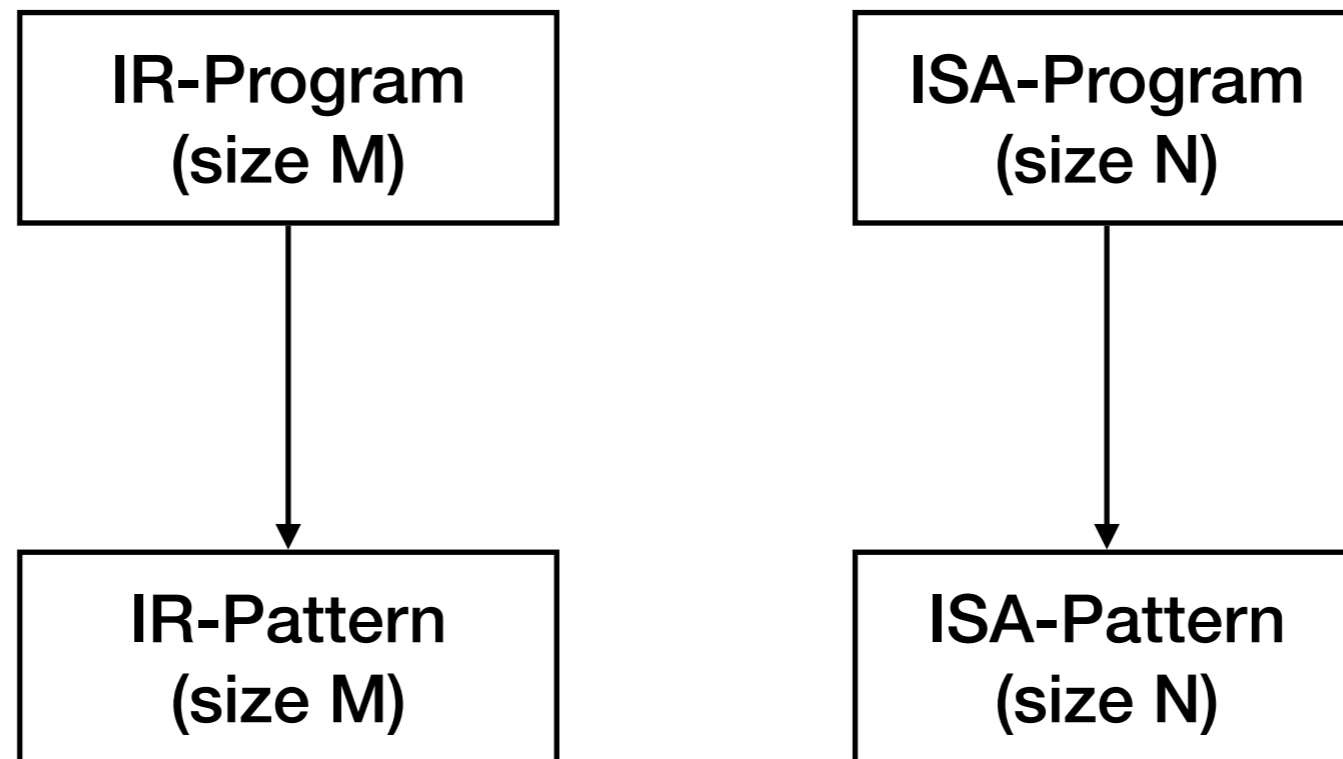
$\exists \text{IRProgram}_m, \text{ISAProgram}_n \forall X.$   
 $\text{IRProgram}_m(X) = \text{ISAProgram}_n(X)$

# Given a Satisfying Solution

IR-Program  
(size M)

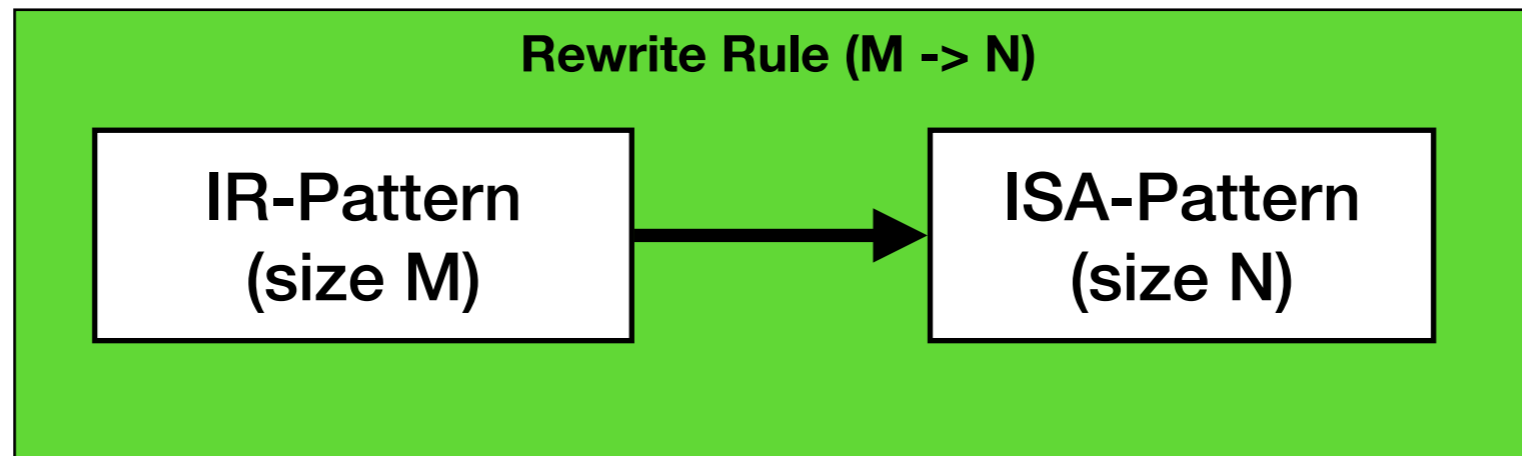
ISA-Program  
(size N)

# Programs are Translated to Patterns





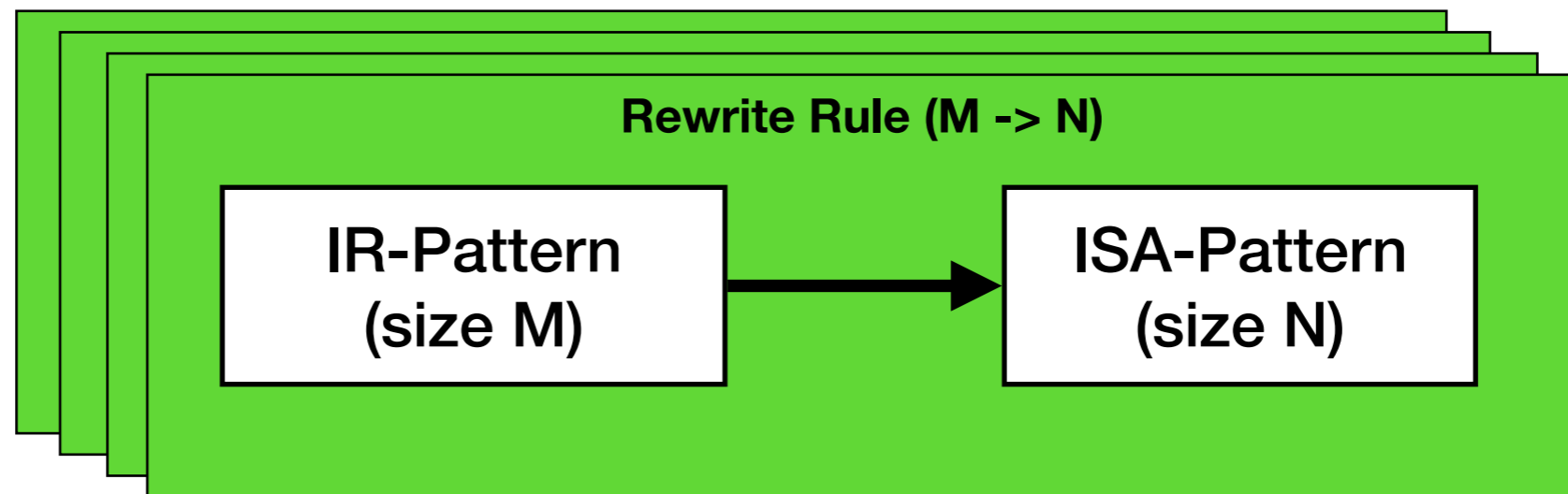
# Pair of Patterns Interpreted as Rewrite Rule



# Same query can produce many rewrite rules.

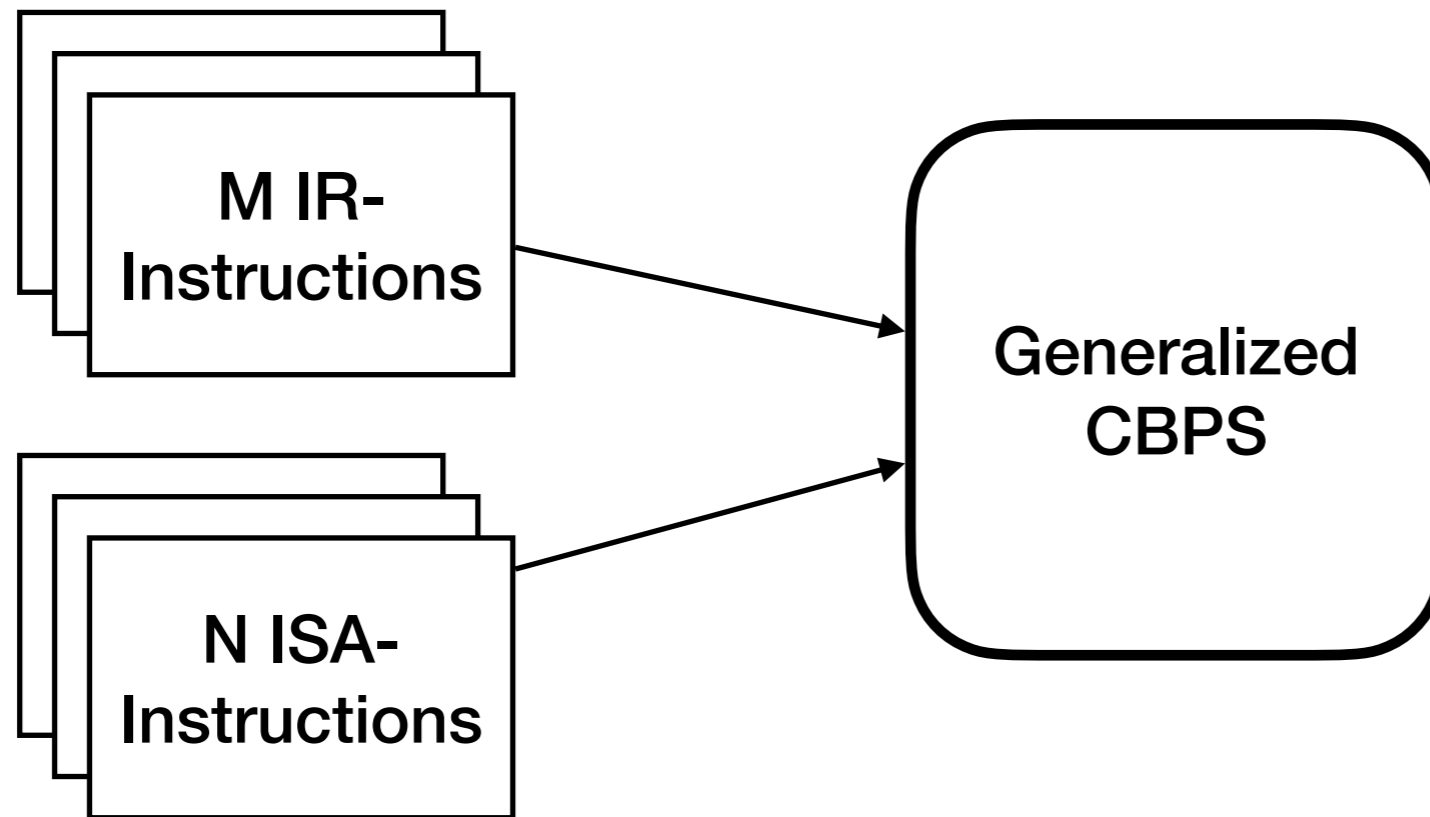
$\exists \text{IRProgram}_m, \text{ISAProgram}_n \forall X.$

$\text{IRProgram}_m(X) = \text{ISAProgram}_n(X)$



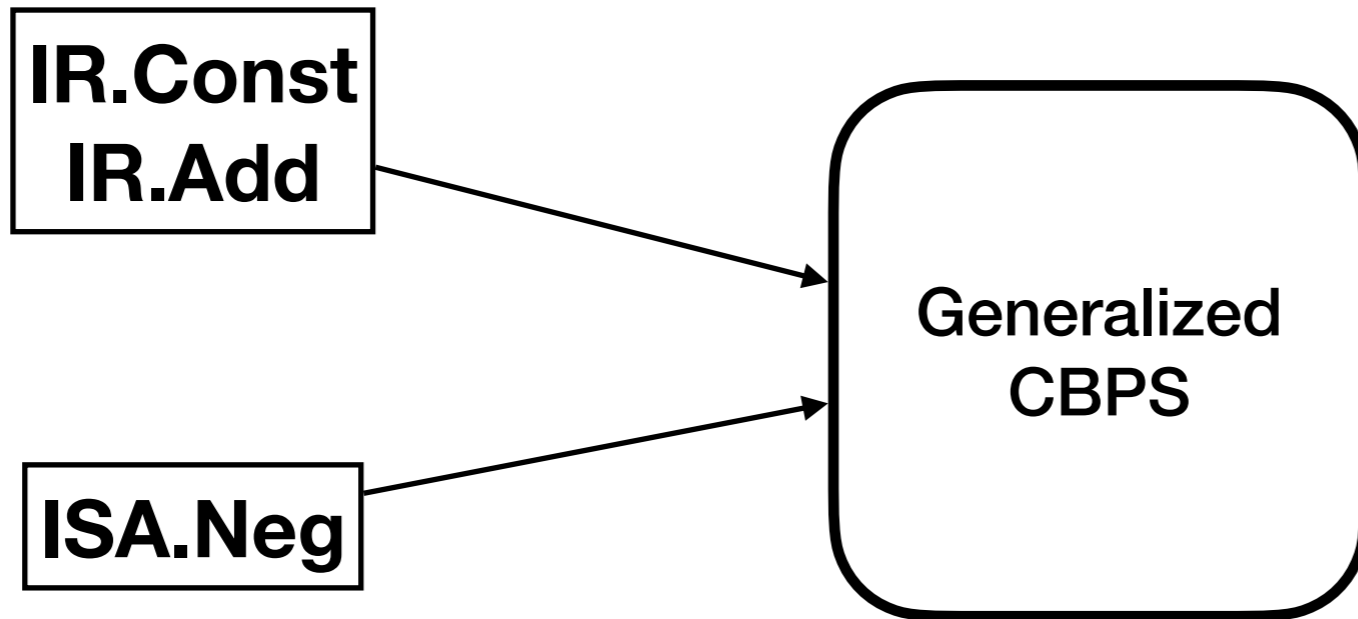
# How to Generate All Rules?

## Try all Combinations



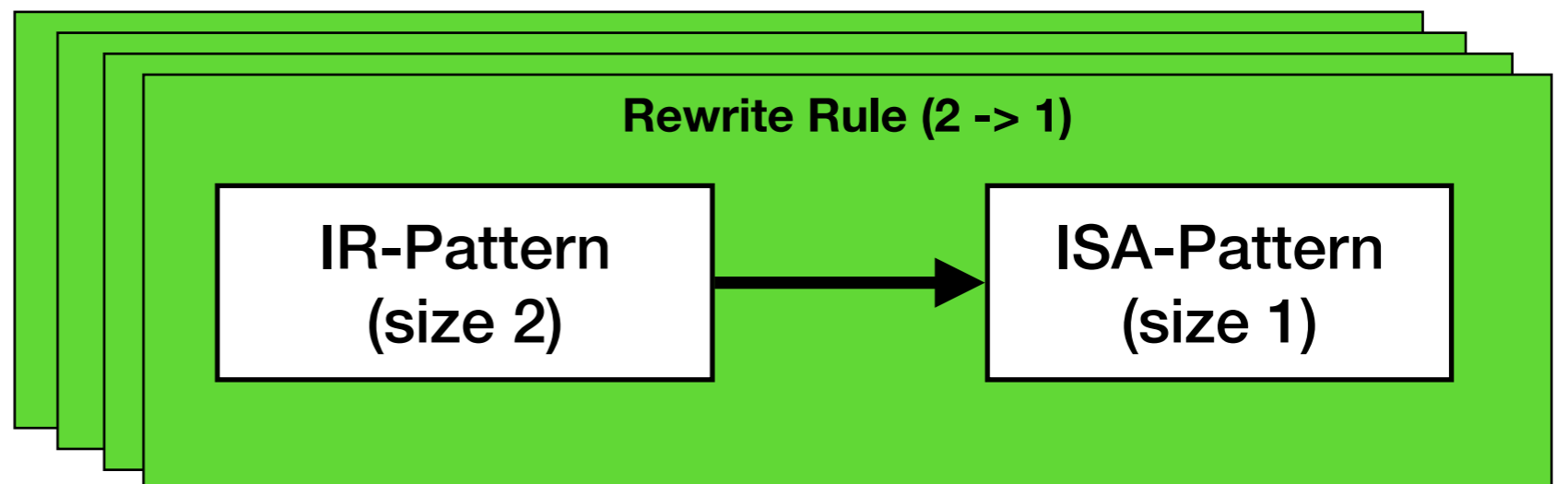
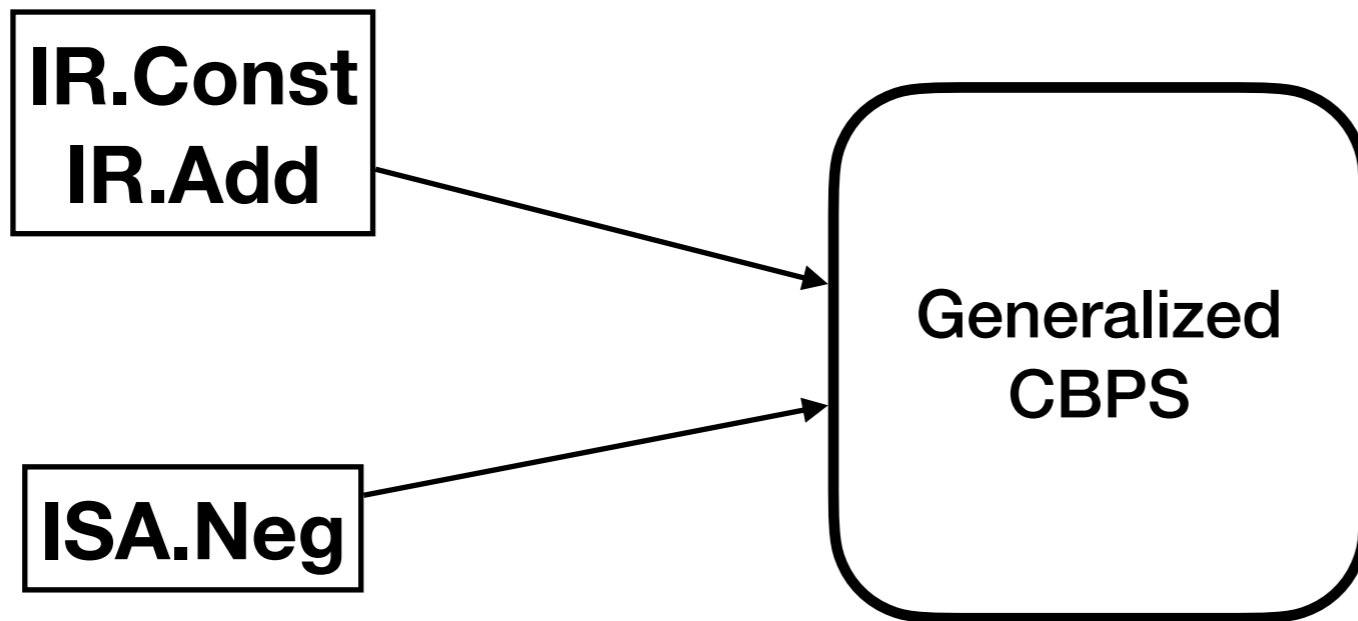
# How to Generate All Rules?

## Try all Combinations



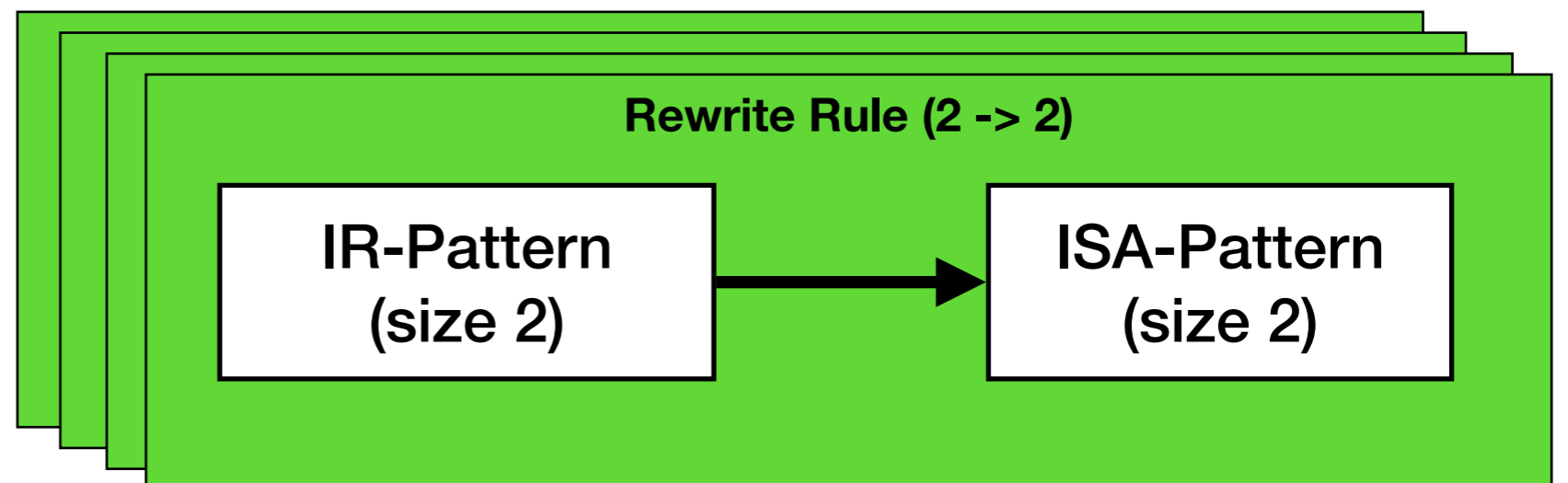
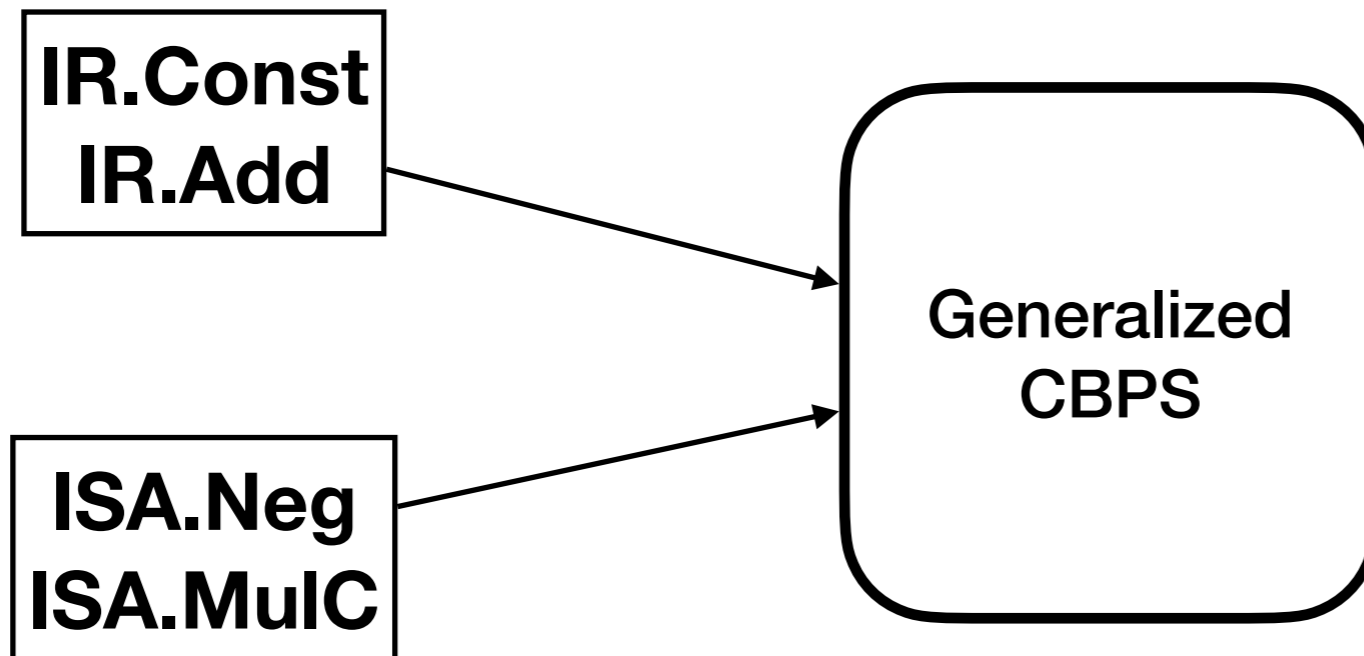
# How to Generate All Rules?

## Try all Combinations



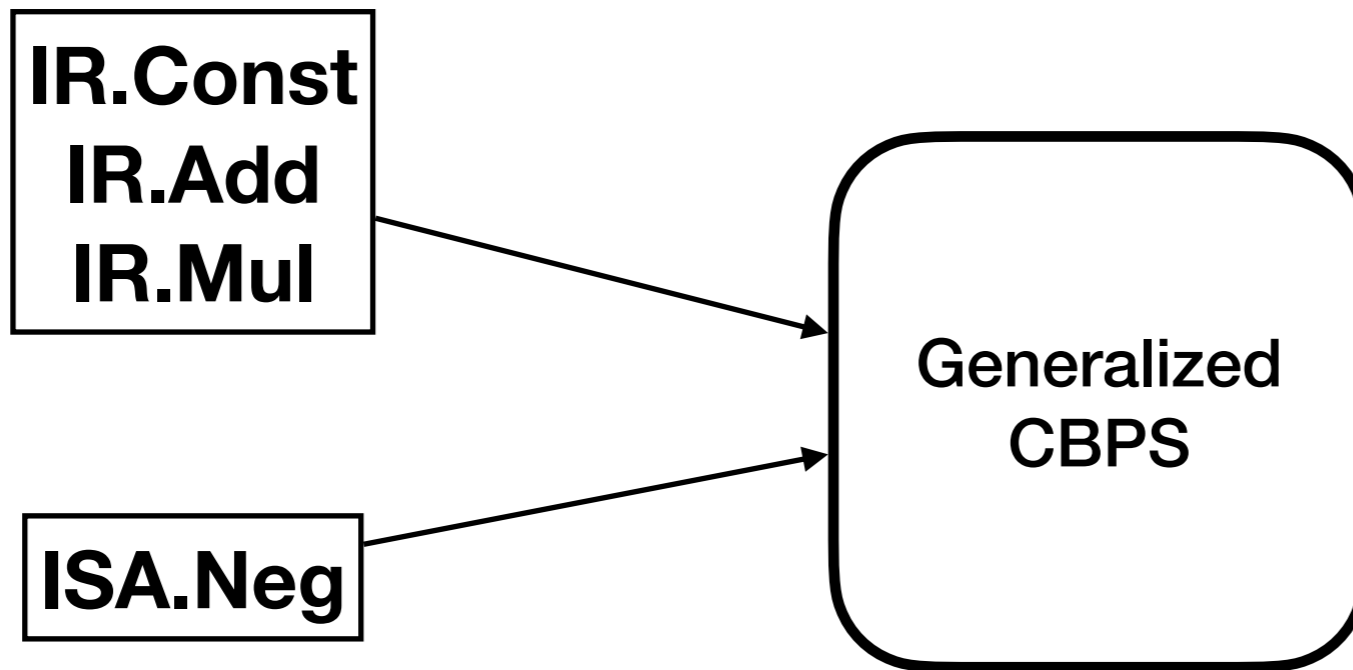
# How to Generate All Rules?

## Try all Combinations



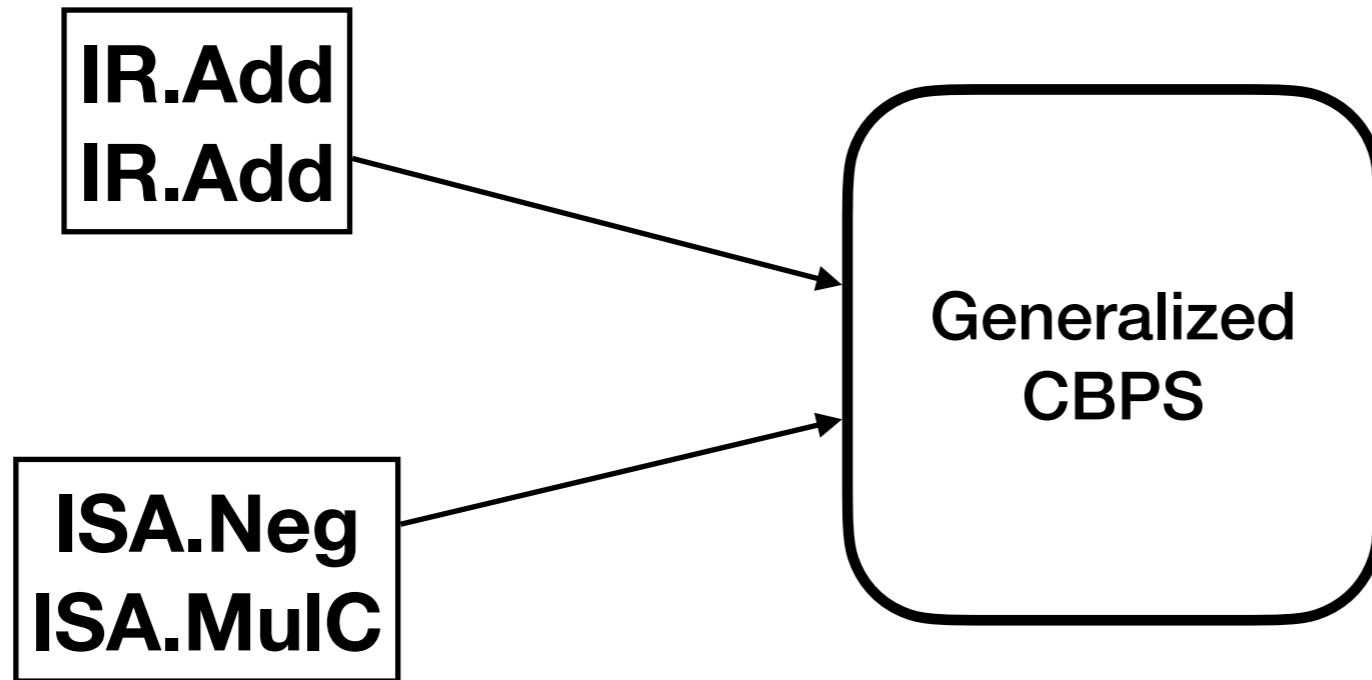
# How to Generate All Rules?

## Try all Combinations



# How to Generate All Rules?

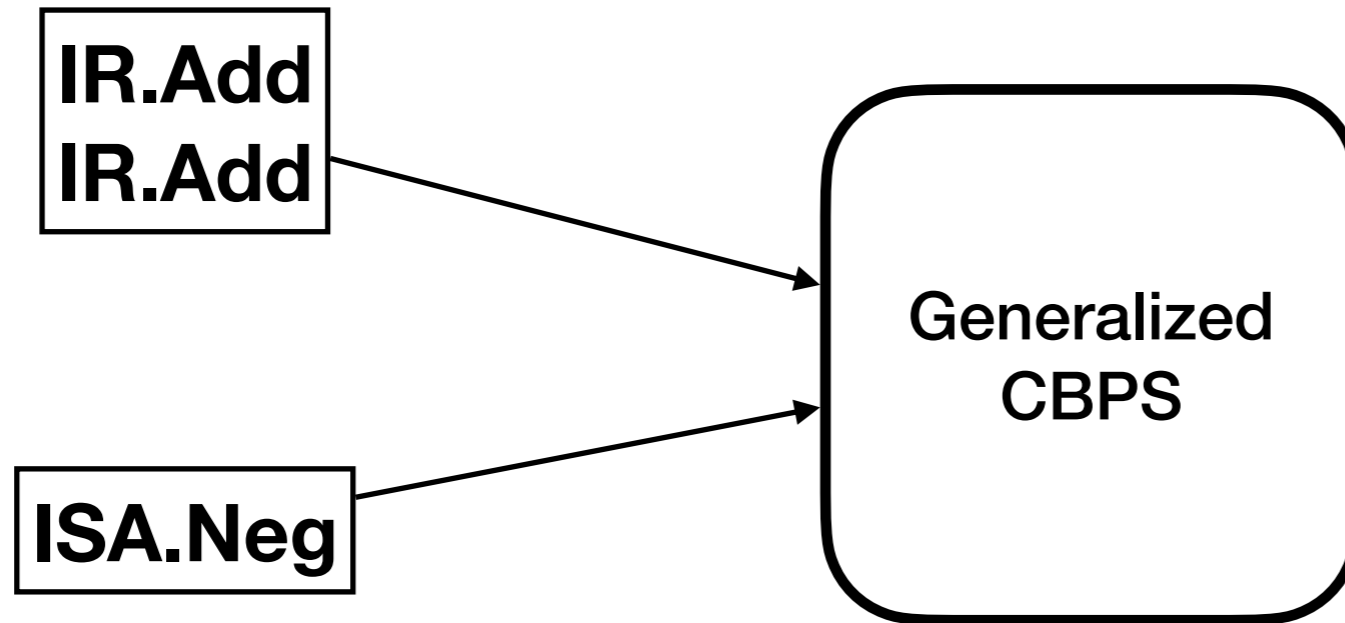
## Try all Combinations





# How to Generate All Rules?

## Try all Combinations



...

# Used GCBPS to generate all rewrite rules

<b>IR Instructions</b>	<b>ISA Instructions</b>
<b>IR.Const(C)</b>	<b>ISA.Neg(X)</b>
<b>IR.Add(X, Y)</b>	<b>ISA.Add(X, Y)</b>
<b>IR.Sub(X, Y)</b>	<b>ISA.MulC(X, C)</b>
<b>IR.Mul(X, Y)</b>	<b>ISA.Add3(X, Y, Z)</b>

# Number of Synthesized Rewrite Rules (Total: 1190)

#IR \ #ISA	1	2
1	5	6
2	223	284
3	155	517

# 1 IR -> 2 ISA

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.sub(x,y)
3 | return t0
```

=>

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.neg(y)
3 | t1 = isa.add(x,t0)
4 | return t1
```

# 2 IR -> 1 ISA

```
0 | input x : BV[16]
1 | input C : CBV[16]
2 | t0 = ir.const(C)
3 | t1 = ir.mul(x, t0)
4 | return t0
```

=>

```
0 | input x : BV[16]
1 | input C : CBV[16]
2 | t0 = isa.mulC(x, C)
3 | return t0
```

# 3 IR $\rightarrow$ 2 ISA

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | input C : CBV[16]
3 | t0 = ir.const(C)
4 | t1 = ir.mul(x, t0)
5 | t2 = ir.add(y, t1)
6 | return t2
```

$\Rightarrow$

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | input C : CBV[16]
3 | t0 = isa.mulC(x, C)
4 | t1 = isa.add(t0, y)
5 | return t1
```

**Problem: Seems to be too  
many rules...**

# Problem: Seems to be too many rules...

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.sub(x,y)
3 | return t0
```

=>

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.neg(y)
3 | t1 = isa.add(x,t0)
4 | return t1
```

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.sub(y,x)
3 | return t0
```

=>

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.neg(x)
3 | t1 = isa.add(y,t0)
4 | return t1
```



# X and Y are swapped

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.sub(x, y)
3 | return t0
```

=>

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.neg(y)
3 | t1 = isa.add(x, t0)
4 | return t1
```

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.sub(y, x)
3 | return t0
```

=>

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.neg(x)
3 | t1 = isa.add(y, t0)
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```

# X and Y are swapped

```
0 | input x : BV[16]
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```
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2 | t0 = isa.neg(y)
3 | t1 = isa.add(x, t0)
4 | return t1
```

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.sub(y, x)
3 | return t0
```

=>

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.neg(x)
3 | t1 = isa.add(y, t0)
4 | return t1
```

**Issue: All input permutations should be considered the same rule.**

# Another one

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.add(x,y)
3 | return t0
```

$\Rightarrow$

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.add(x,y)
3 | return t1
```

---

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.add(x,y)
3 | return t0
```

$\Rightarrow$

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.add(y,x)
3 | return t0
```

# isa.add is Commutative

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.add(x,y)
3 | return t0
```

$\Rightarrow$

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.add(x,y)
3 | return t1
```

---

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.add(x,y)
3 | return t0
```

$\Rightarrow$

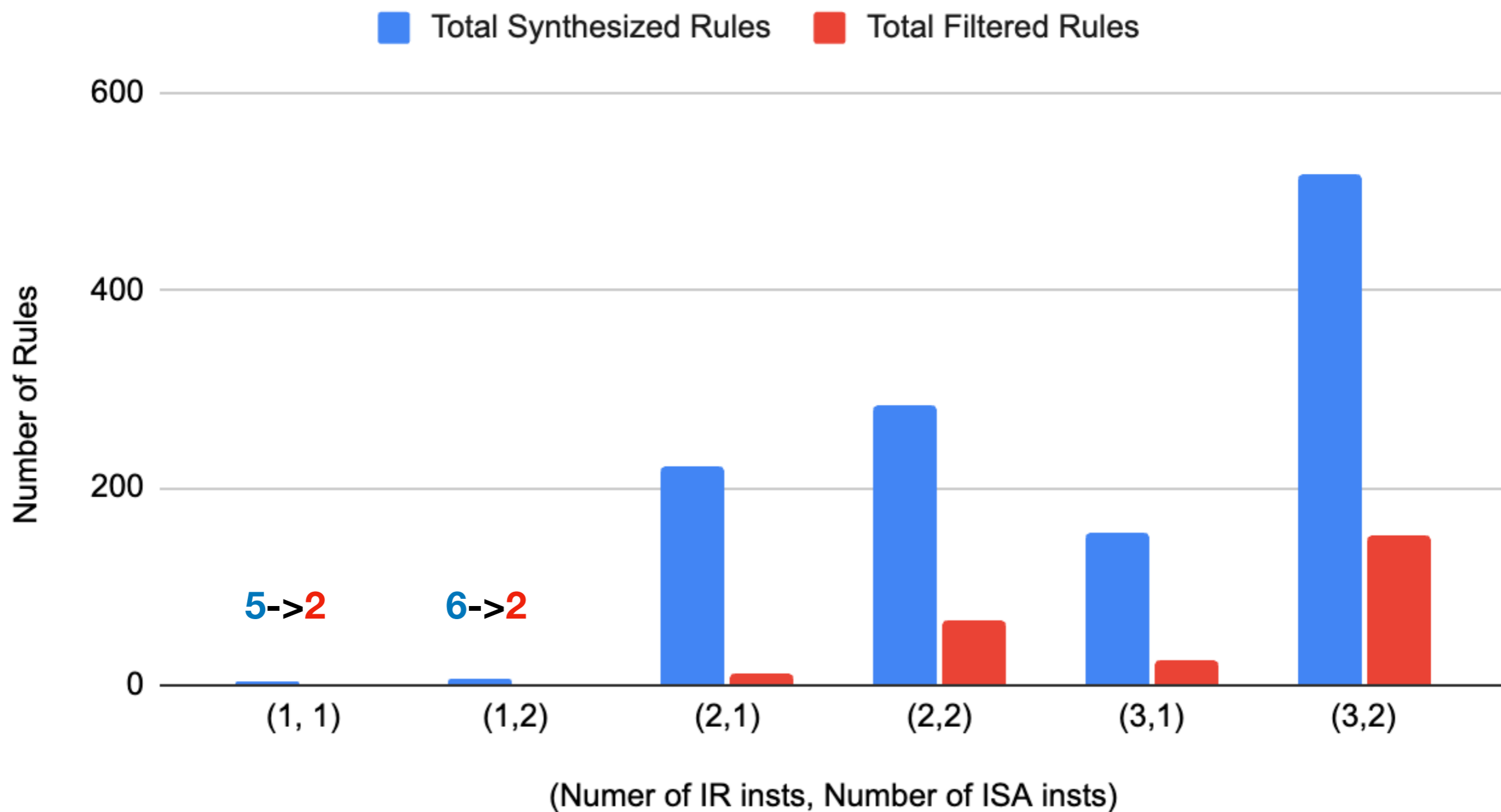
```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.add(y,x)
3 | return t0
```

**Issue: All argument orderings of all commutative instructions should be considered the same rule.**

# Post-Synthesis Filtering

- After synthesizing all rules, filter out all rules that are the same as another rule.
- Solution for related Rewrite Rule  
Synthesis work

# Comparison of Synthesized Rules to Filtered rules





# Post-Synthesis Filtering

- Major Performance implication!
  - Each call to CEGIS is expensive
  - Number of calls to CEGIS =

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  - Each call to CEGIS is expensive
  - Number of calls to CEGIS =
    - **Number of synthesized rules (SAT)+ number CBPS queries (UNSAT)**

# Post-Synthesis Filtering

- Major Performance implication!
  - Each call to CEGIS is expensive
  - Number of calls to CEGIS =
    - **Number of synthesized rules (SAT)**+ number CBPS queries (UNSAT)
  - Better idea: Only synthesize unique rules

# Canonicalization Constraints

- I created two additional constraints
  - Canonicalize to one possible input permutation
  - Canonicalize to one possible argument ordering for each commutative instruction
- Constraints are added to the synthesis query

# Only one solution possible with additional constraint

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.add(x,y)
3 | return t0
```

=>

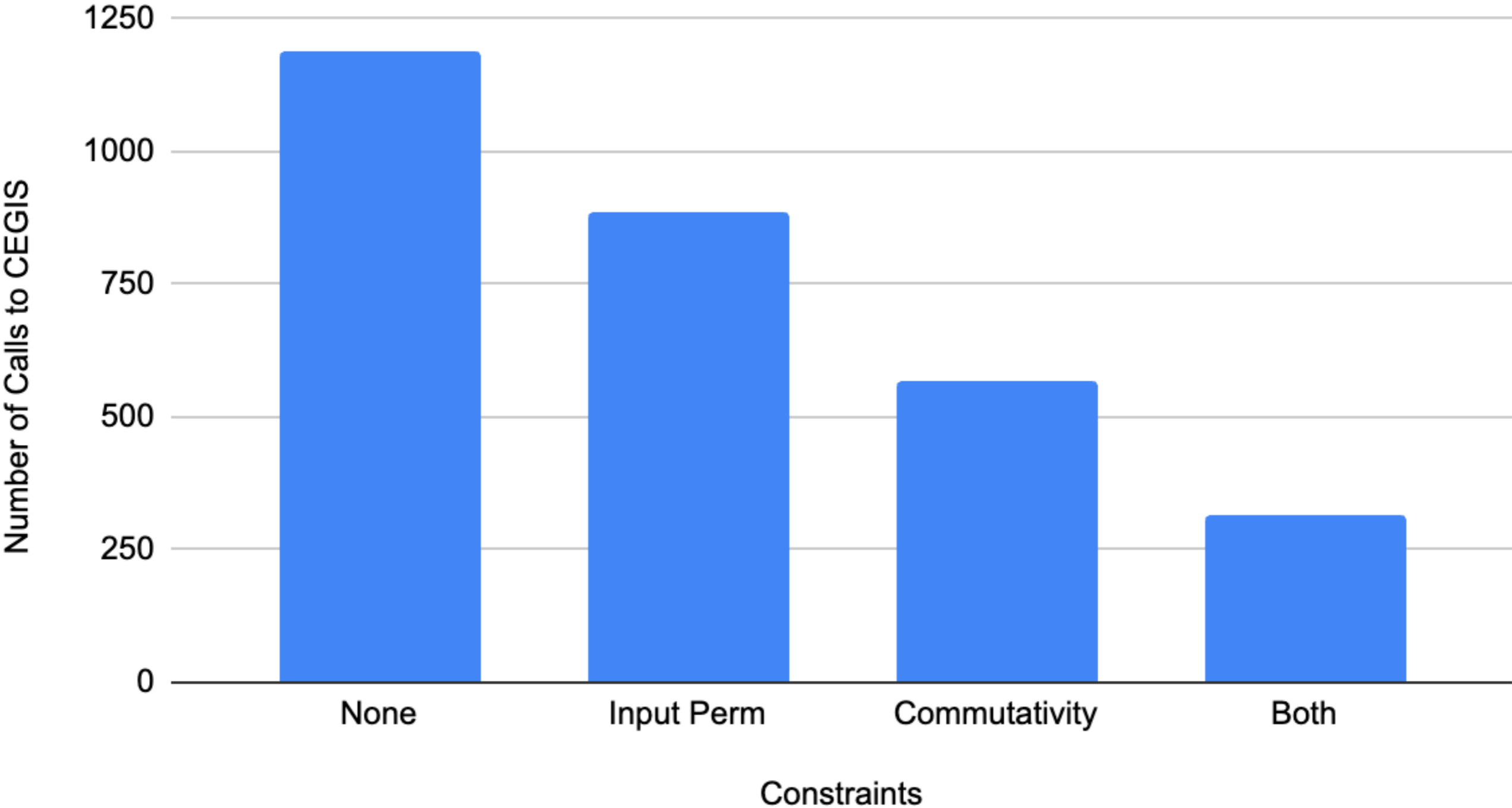
```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.add(x,y)
3 | return t1
```

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = ir.add(y,y)
3 | return t0
```

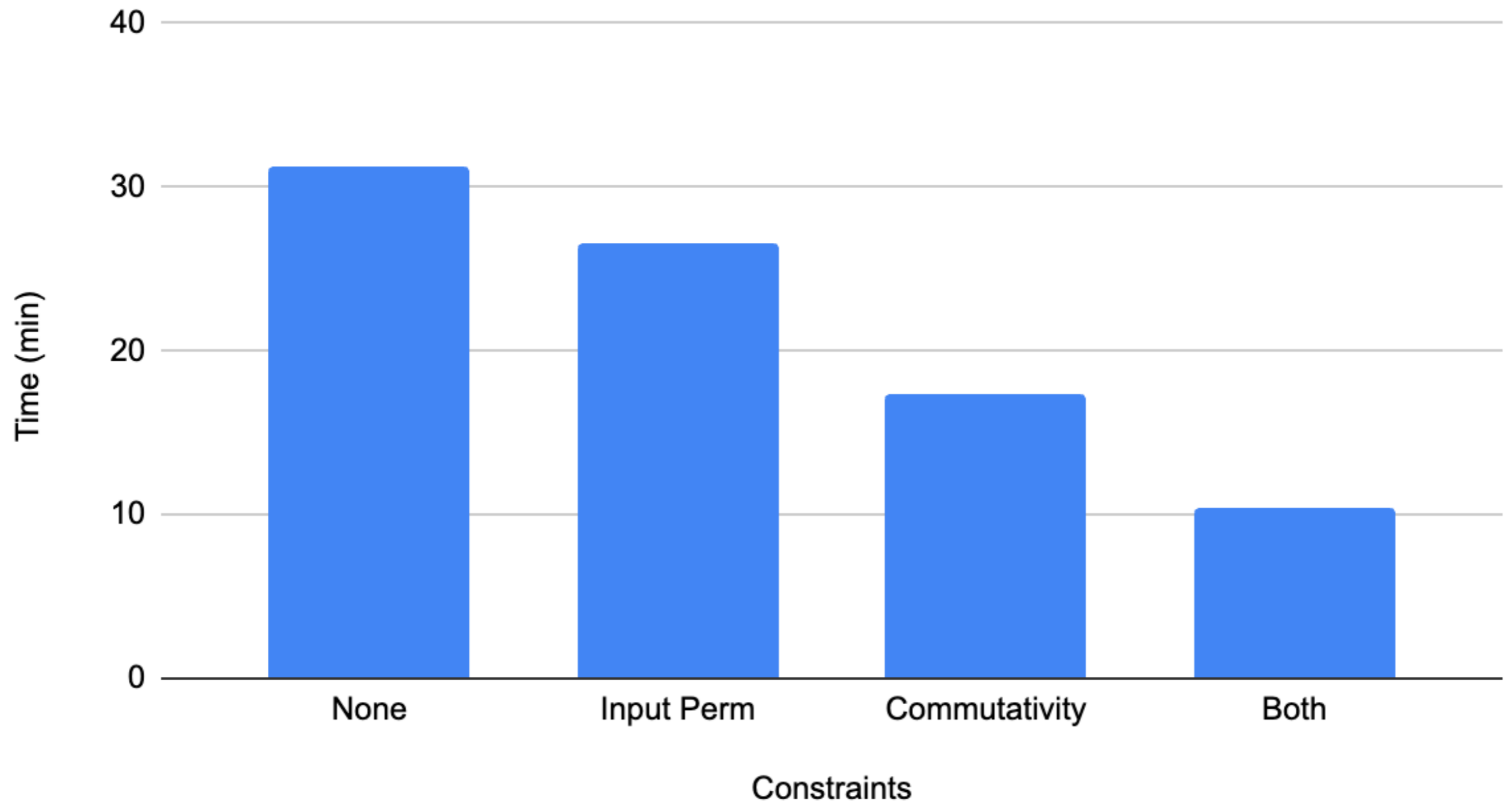
=>

```
0 | input x : BV[16]
1 | input y : BV[16]
2 | t0 = isa.add(y,x)
3 | return t0
```

# Number of Calls to CEGIS with Constraints Enabled

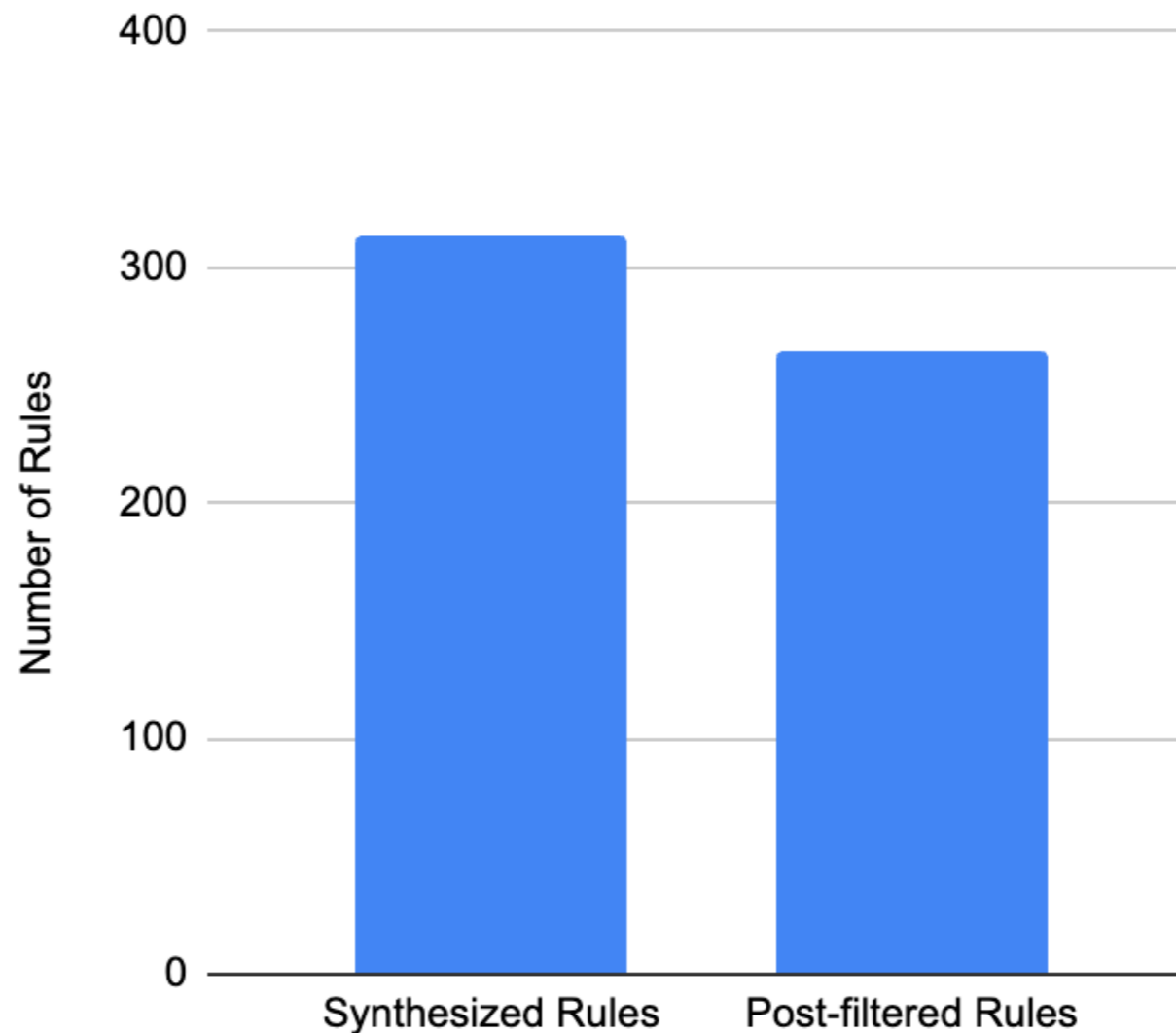


# Total Synthesis Time with Constraints Enabled



# Still Missing some Rule Equivalences

Number of Rules with Both Constraints





```
0 | input x,y,z,w
1 | t0 = ir.add(x,y)
2 | t1 = ir.add(z,w)
3 | t2 = ir.add(t0,t1)
4 | return t2
```

$\Rightarrow$

```
0 | input x,y,z,w
1 | t0 = isa.add(x,y)
2 | t1 = isa.add3(t0,z,w)
3 | return t1
```

.....

```
0 | input x,y,z,w
1 | t0 = ir.add(z,w)
2 | t1 = ir.add(x,y)
3 | t2 = ir.add(t0,t1)
4 | return t2
```

$\Rightarrow$

```
0 | input x,y,z,w
1 | t0 = isa.add(x,y)
2 | t1 = isa.add3(t0,z,w)
3 | return t1
```

# Different program orders

```
0 | input x,y,z,w  
1 | t0 = ir.add(x,y)  
2 | t1 = ir.add(z,w)  
3 | t2 = ir.add(t0,t1)  
4 | return t2
```

$\Rightarrow$

```
0 | input x,y,z,w  
1 | t0 = isa.add(x,y)  
2 | t1 = isa.add3(t0,z,w)  
3 | return t1
```

.....

```
0 | input x,y,z,w  
1 | t0 = ir.add(z,w)  
2 | t1 = ir.add(x,y)  
3 | t2 = ir.add(t0,t1)  
4 | return t2
```

$\Rightarrow$

```
0 | input x,y,z,w  
1 | t0 = isa.add(x,y)  
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# Different program orders

```
0 | input x,y,z,w  
1 | t0 = ir.add(x,y)  
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```

$\Rightarrow$

```
0 | input x,y,z,w  
1 | t0 = isa.add(x,y)  
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3 | return t1
```

---

```
0 | input x,y,z,w  
1 | t0 = ir.add(z,w)  
2 | t1 = ir.add(x,y)  
3 | t2 = ir.add(t0,t1)  
4 | return t2
```

$\Rightarrow$

```
0 | input x,y,z,w  
1 | t0 = isa.add(x,y)  
2 | t1 = isa.add3(t0,z,w)  
3 | return t1
```

# Other Equivalencies

- Equivalencies with no canonicalization constraint:
  - Program Orderings
  - Commutative Programs

# Incremental Generative Filtering

- Tactic: Incremental Generative Filtering
  - After synthesizing one rule, programmatically enumerate all satisfying solutions equivalent to rule and exclude
  - Programmatic enumeration faster than calling CEGIS. (Results in progress...)

**But wait there's  
more...**

```
0| input x
1| t0 = ir.add(x,x)
2| return t0
```

$\Rightarrow$

```
0| input x
1| t0 = isa.add(x,x)
2| return t0
```

.....

```
0| input x
1| input y
2| t0 = ir.add(x,y)
3| return t0
```

$\Rightarrow$

```
0| input x
1| input y
2| t0 = isa.add(x,y)
3| return t0
```

# Specialized Rewrite Rules

```
0 | input x  
1 | t0 = ir.add(x, x)  
2 | return t0
```

$\Rightarrow$

```
0 | input x  
1 | t0 = isa.add(x, x)  
2 | return t0
```

---

```
0 | input x  
1 | input y  
2 | t0 = ir.add(x, y)  
3 | return t0
```

$\Rightarrow$

```
0 | input x  
1 | input y  
2 | t0 = isa.add(x, y)  
3 | return t0
```



# Specialized Rules are Redundant

```
0 | input x  
1 | t0 = ir.add(x, x)  
2 | return t0
```

⇒

```
0 | input x  
1 | t0 = isa.add(x, x)  
2 | return t0
```

```
0 | input x  
1 | input y  
2 | t0 = ir.add(x, y)  
3 | return t0
```

⇒

```
0 | input x  
1 | input y  
2 | t0 = isa.add(x, y)  
3 | return t0
```

```
0 | input x, y
1 | t0 = ir.add(x, y)
2 | return t0
```

$\Rightarrow$

```
0 | input x, y
1 | t0 = isa.add(x, y)
2 | return t0
```

```
0 | input x, y, z
1 | t0 = ir.add(x, y)
2 | t1 = ir.add(t0, z)
3 | return t1
```

$\Rightarrow$

```
0 | input x, y, z
2 | t0 = isa.add3(x, y, z)
3 | return t0
```

```
0 | input x, y, z, w
1 | t0 = ir.add(x, y)
2 | t1 = ir.add(z, w)
3 | t2 = ir.add(t0, t1)
4 | return t2
```

$\Rightarrow$

```
0 | input x, y, z, w
1 | t0 = isa.add(x, y)
2 | t1 = isa.add3(t0, z, w)
3 | return t1
```

# Composite Rewrite Rules

```
0 | input x, y
1 | t0 = ir.add(x, y)
2 | return t0
```

$\Rightarrow$

```
0 | input x, y
1 | t0 = isa.add(x, y)
2 | return t0
```

```
0 | input x, y, z
1 | t0 = ir.add(x, y)
2 | t1 = ir.add(t0, z)
3 | return t1
```

$\Rightarrow$

```
0 | input x, y, z
2 | t0 = isa.add3(x, y, z)
3 | return t0
```

```
0 | input x, y, z, w
1 | t0 = ir.add(x, y)
2 | t1 = ir.add(z, w)
3 | t2 = ir.add(t0, t1)
4 | return t2
```

$\Rightarrow$

```
0 | input x, y, z, w
1 | t0 = isa.add(x, y)
2 | t1 = isa.add3(t0, z, w)
3 | return t1
```

# Composite Rewrite Rules

```
0 | input x, y
1 | t0 = ir.add(x, y)
2 | return t0
```

$\Rightarrow$

```
0 | input x, y
1 | t0 = isa.add(x, y)
2 | return t0
```

```
0 | input x, y, z
1 | t0 = ir.add(x, y)
2 | t1 = ir.add(t0, z)
3 | return t1
```

$\Rightarrow$

```
0 | input x, y, z
2 | t0 = isa.add3(x, y, z)
3 | return t0
```

```
0 | input x, y, z, w
1 | t0 = ir.add(x, y)
2 | t1 = ir.add(z, w)
3 | t2 = ir.add(t0, t1)
4 | return t2
```

$\Rightarrow$

```
0 | input x, y, z, w
1 | t0 = isa.add(x, y)
2 | t1 = isa.add3(t0, z, w)
3 | return t1
```

# Composite Rules are Redundant

```
0 | input x, y
1 | t0 = ir.add(x, y)
2 | return t0
```

=>

```
0 | input x, y
1 | t0 = isa.add(x, y)
2 | return t0
```

```
0 | input x, y, z
1 | t0 = ir.add(x, y)
2 | t1 = ir.add(t0, z)
3 | return t1
```

=>

```
0 | input x, y, z
2 | t0 = isa.add3(x, y, z)
3 | return t0
```

```
0 | input x, y, z, w
1 | t0 = ir.add(x, y)
2 | t1 = ir.add(z, w)
3 | t2 = ir.add(t0, t1)
4 | return t2
```

=>

```
0 | input x, y, z, w
1 | t0 = isa.add(x, y)
2 | t1 = isa.add3(t0, z, w)
3 | return t1
```

# Redundant Rewrite Rules

- Redundancies caused by:
  - Specialized Rules
  - Composite Rules
  - Rules guaranteed to have a higher cost.

# Preemptive Generative Filtering

- Tactic: Preemptive Generative Filtering
  - Before calling CEGIS, using existing rules, programmatically enumerate and exclude all redundant ones.
  - Programatic enumeration is faster than calling CEGIS. (Results in progress...)

# High Level View

- Goal: Generate all  $N \rightarrow M$  rewrite rules
- Uses generalized Component-based Program Synthesis.
- Works, but is inefficient!
  - Improve performance by removing equivalencies and redundancies.
    - Equivalent rules filtered using canonicalization constraints and “Incremental Generative Filtering”
    - Redundant rules filtered using “Preemptive Generative Filtering”
- All calls to CEGIS will only synthesize a new unique rule.



**Questions?**