

The death of optimizing compilers

Daniel J. Bernstein

University of Illinois at Chicago &

Technische Universiteit Eindhoven

Programmers waste enormous amounts of time thinking about, or worrying about, the speed of noncritical parts of their programs, and these attempts at efficiency actually have a strong negative impact when debugging and maintenance are considered. We should forget about small efficiencies, say about 97% of the time; premature optimization is the root of all evil.

(Donald E. Knuth,
“Structured programming
with go to statements”, 1974)

th of optimizing compilers

. Bernstein

ty of Illinois at Chicago &

he Universiteit Eindhoven

Programmers waste enormous amounts of time thinking about, or worrying about, the speed of noncritical parts of their programs, and these attempts at efficiency actually have a strong negative impact when debugging and maintenance are considered. We should forget about small efficiencies, say about 97% of the time; premature optimization is the root of all evil.

(Donald E. Knuth,

“Structured programming

with go to statements”, 1974)

The ove

Once up

CPUs w

Software

Software

hand-tur

mizing compilers

n

is at Chicago &

siteit Eindhoven

Programmers waste enormous amounts of time thinking about, or worrying about, the speed of noncritical parts of their programs, and these attempts at efficiency actually have a strong negative impact when debugging and maintenance are considered. We should forget about small efficiencies, say about 97% of the time; premature optimization is the root of all evil.

(Donald E. Knuth,
“Structured programming
with go to statements”, 1974)

The oversimplified

Once upon a time

CPUs were painful

Software speed ma

Software was caref

hand-tuned in ma

mpilers

ago &
hoven

Programmers waste enormous amounts of time thinking about, or worrying about, the speed of noncritical parts of their programs, and these attempts at efficiency actually have a strong negative impact when debugging and maintenance are considered. We should forget about small efficiencies, say about 97% of the time; premature optimization is the root of all evil.

(Donald E. Knuth,
“Structured programming
with go to statements”, 1974)

The oversimplified story

Once upon a time:
CPUs were painfully slow.
Software speed mattered.
Software was carefully
hand-tuned in machine language.

Programmers waste enormous amounts of time thinking about, or worrying about, the speed of noncritical parts of their programs, and these attempts at efficiency actually have a strong negative impact when debugging and maintenance are considered. We should forget about small efficiencies, say about 97% of the time; premature optimization is the root of all evil.

(Donald E. Knuth, “Structured programming with go to statements”, 1974)

The oversimplified story

Once upon a time:

CPUs were painfully slow.

Software speed mattered.

Software was carefully hand-tuned in machine language.

Programmers waste enormous amounts of time thinking about, or worrying about, the speed of noncritical parts of their programs, and these attempts at efficiency actually have a strong negative impact when debugging and maintenance are considered. We should forget about small efficiencies, say about 97% of the time; premature optimization is the root of all evil.

(Donald E. Knuth, "Structured programming with go to statements", 1974)

The oversimplified story

Once upon a time:

CPUs were painfully slow.

Software speed mattered.

Software was carefully hand-tuned in machine language.

Today:

CPUs are so fast that software speed is irrelevant.

"Unoptimized" is fast enough.

Programmers have stopped thinking about performance.

Compilers will do the same: easier to write, test, verify.

*Programmers waste enormous
amounts of time thinking about,
and worrying about, the speed
of noncritical parts of their
programs, and these attempts at
optimization actually have a strong
negative impact when debugging
and maintenance are considered.
Do not forget about small
details, say about 97% of
the time; premature optimization
is the root of all evil.*

E. Knuth,
"Structured programming
with go to statements", 1974)

The oversimplified story

Once upon a time:
CPUs were painfully slow.
Software speed mattered.
Software was carefully
hand-tuned in machine language.

Today:
CPUs are so fast that
software speed is irrelevant.
"Unoptimized" is fast enough.
Programmers have stopped
thinking about performance.
Compilers will do the same:
easier to write, test, verify.

The actual story

Wait! It's not that simple.
Software speed still matters.
Users are impatient
for their programs to run.

*te enormous
hinking about,
the speed
s of their
se attempts at
have a strong
hen debugging
are considered.
about small
out 97% of
re optimization
vil.
,
ramming
ents", 1974)*

The oversimplified story

Once upon a time:
CPUs were painfully slow.
Software speed mattered.
Software was carefully
hand-tuned in machine language.

Today:
CPUs are so fast that
software speed is irrelevant.
“Unoptimized” is fast enough.
Programmers have stopped
thinking about performance.
Compilers will do the same:
easier to write, test, verify.

The actual story

Wait! It's not that
Software speed sti
Users are often wa
for their computer

The oversimplified story

Once upon a time:

CPUs were painfully slow.

Software speed mattered.

Software was carefully
hand-tuned in machine language.

Today:

CPUs are so fast that
software speed is irrelevant.

“Unoptimized” is fast enough.

Programmers have stopped
thinking about performance.

Compilers will do the same:
easier to write, test, verify.

The actual story

Wait! It's not that simple.

Software speed still matters.

Users are often waiting
for their computers.

The oversimplified story

Once upon a time:

CPUs were painfully slow.

Software speed mattered.

Software was carefully
hand-tuned in machine language.

Today:

CPUs are so fast that
software speed is irrelevant.

“Unoptimized” is fast enough.

Programmers have stopped
thinking about performance.

Compilers will do the same:
easier to write, test, verify.

The actual story

Wait! It's not that simple.

Software speed still matters.

Users are often waiting
for their computers.

The oversimplified story

Once upon a time:

CPUs were painfully slow.

Software speed mattered.

Software was carefully
hand-tuned in machine language.

Today:

CPUs are so fast that
software speed is irrelevant.

“Unoptimized” is fast enough.

Programmers have stopped
thinking about performance.

Compilers will do the same:
easier to write, test, verify.

The actual story

Wait! It's not that simple.

Software speed still matters.

Users are often waiting
for their computers.

To avoid unacceptably slow
computations, users are often
limiting what they compute.

The oversimplified story

Once upon a time:

CPUs were painfully slow.

Software speed mattered.

Software was carefully
hand-tuned in machine language.

Today:

CPUs are so fast that
software speed is irrelevant.

“Unoptimized” is fast enough.

Programmers have stopped
thinking about performance.

Compilers will do the same:
easier to write, test, verify.

The actual story

Wait! It's not that simple.

Software speed still matters.

Users are often waiting
for their computers.

To avoid unacceptably slow
computations, users are often
limiting what they compute.

Example: In your favorite
sword-fighting video game,
are light reflections affected
realistically by sword vibration?

Simplified story

on a time:

were painfully slow.

Speed mattered.

Code was carefully

written in machine language.

Computers were so fast that

code execution speed is irrelevant.

“Optimized” is fast enough.

Programmers have stopped

worrying about performance.

Programmers will do the same:

write, test, verify.

The actual story

Wait! It's not that simple.

Software speed still matters.

Users are often waiting

for their computers.

To avoid unacceptably slow

computations, users are often

limiting what they compute.

Example: In your favorite

sword-fighting video game,

are light reflections affected

realistically by sword vibration?



story

:
lly slow.
attered.
fully
chine language.

hat
rrelevant.
fast enough.
e stopped
rformance.
the same:
st, verify.

The actual story

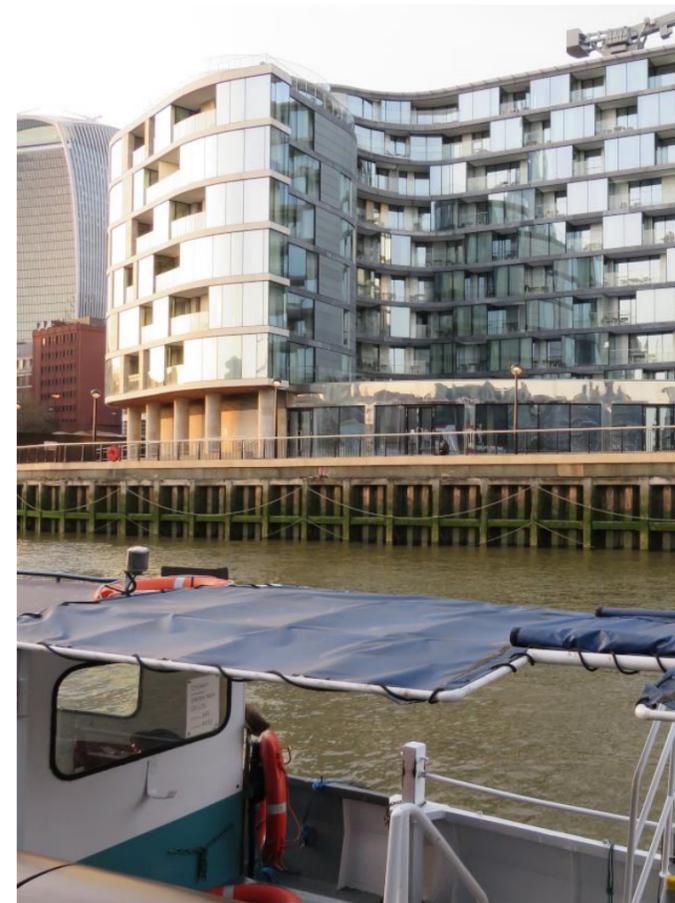
Wait! It's not that simple.

Software speed still matters.

Users are often waiting
for their computers.

To avoid unacceptably slow
computations, users are often
limiting what they compute.

Example: In your favorite
sword-fighting video game,
are light reflections affected
realistically by sword vibration?



The actual story

Wait! It's not that simple.

Software speed still matters.

Users are often waiting
for their computers.

To avoid unacceptably slow
computations, users are often
limiting what they compute.

Example: In your favorite
sword-fighting video game,
are light reflections affected
realistically by sword vibration?



The actual story

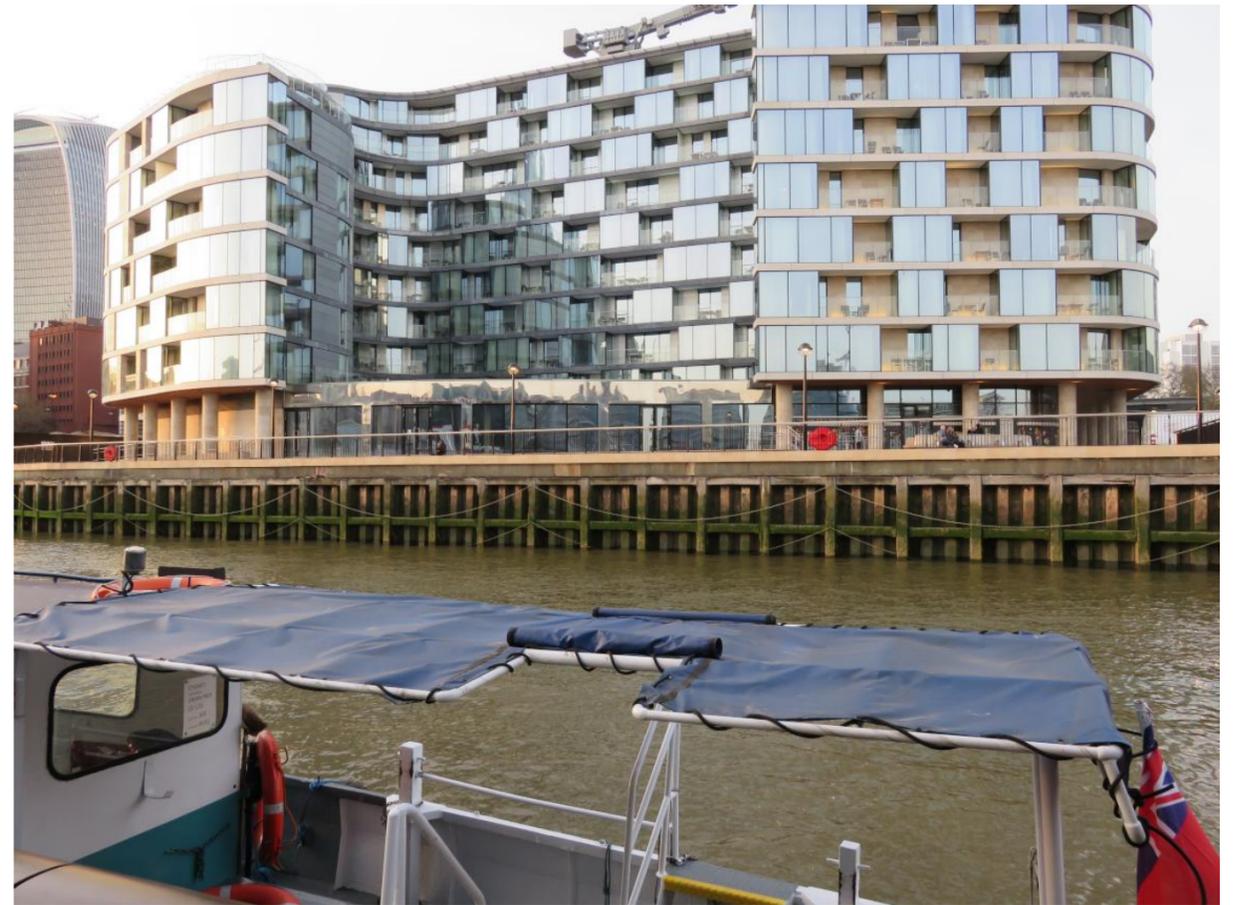
Wait! It's not that simple.

Software speed still matters.

Users are often waiting
for their computers.

To avoid unacceptably slow
computations, users are often
limiting what they compute.

Example: In your favorite
sword-fighting video game,
are light reflections affected
realistically by sword vibration?



The actual story

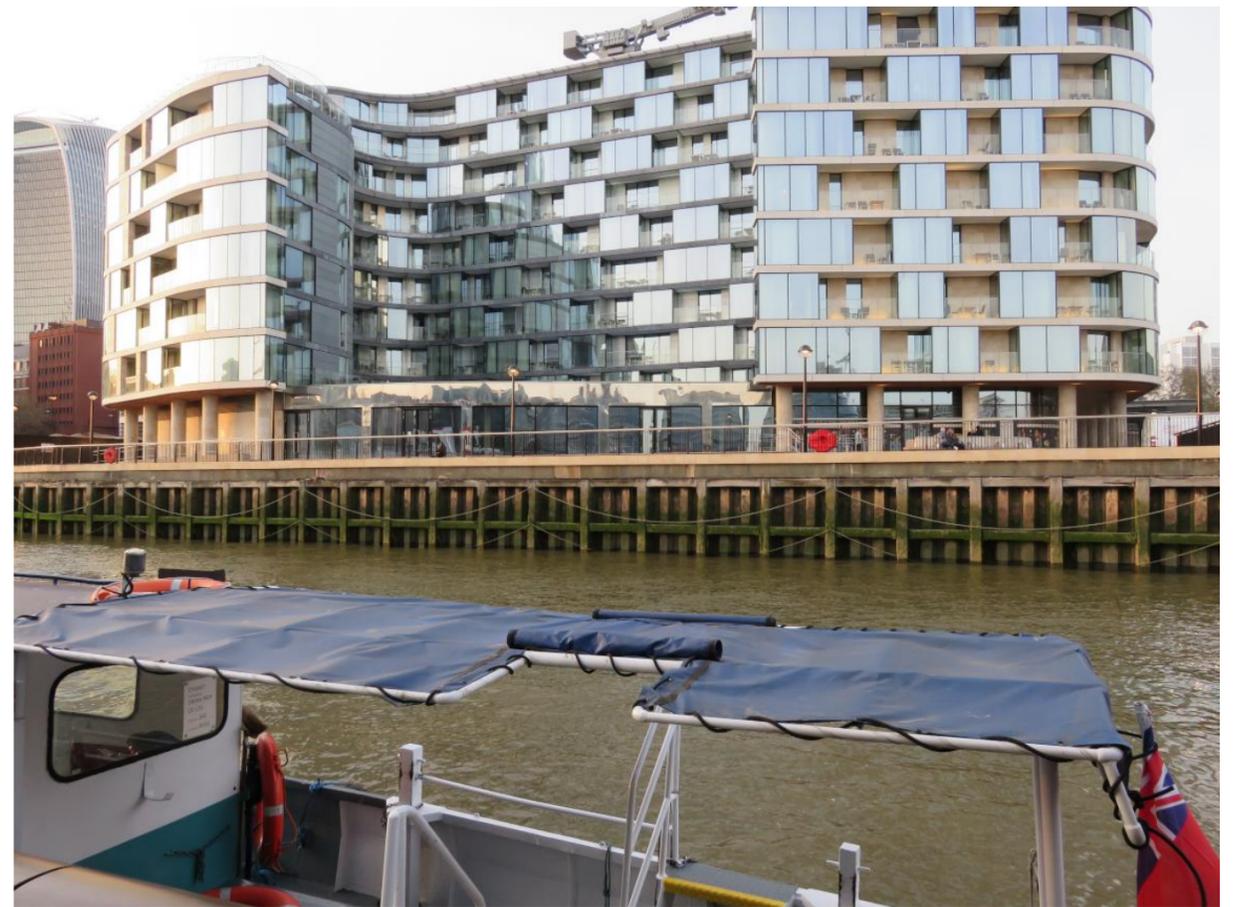
Wait! It's not that simple.

Software speed still matters.

Users are often waiting for their computers.

To avoid unacceptably slow computations, users are often limiting what they compute.

Example: In your favorite sword-fighting video game, are light reflections affected realistically by sword vibration?



ual story

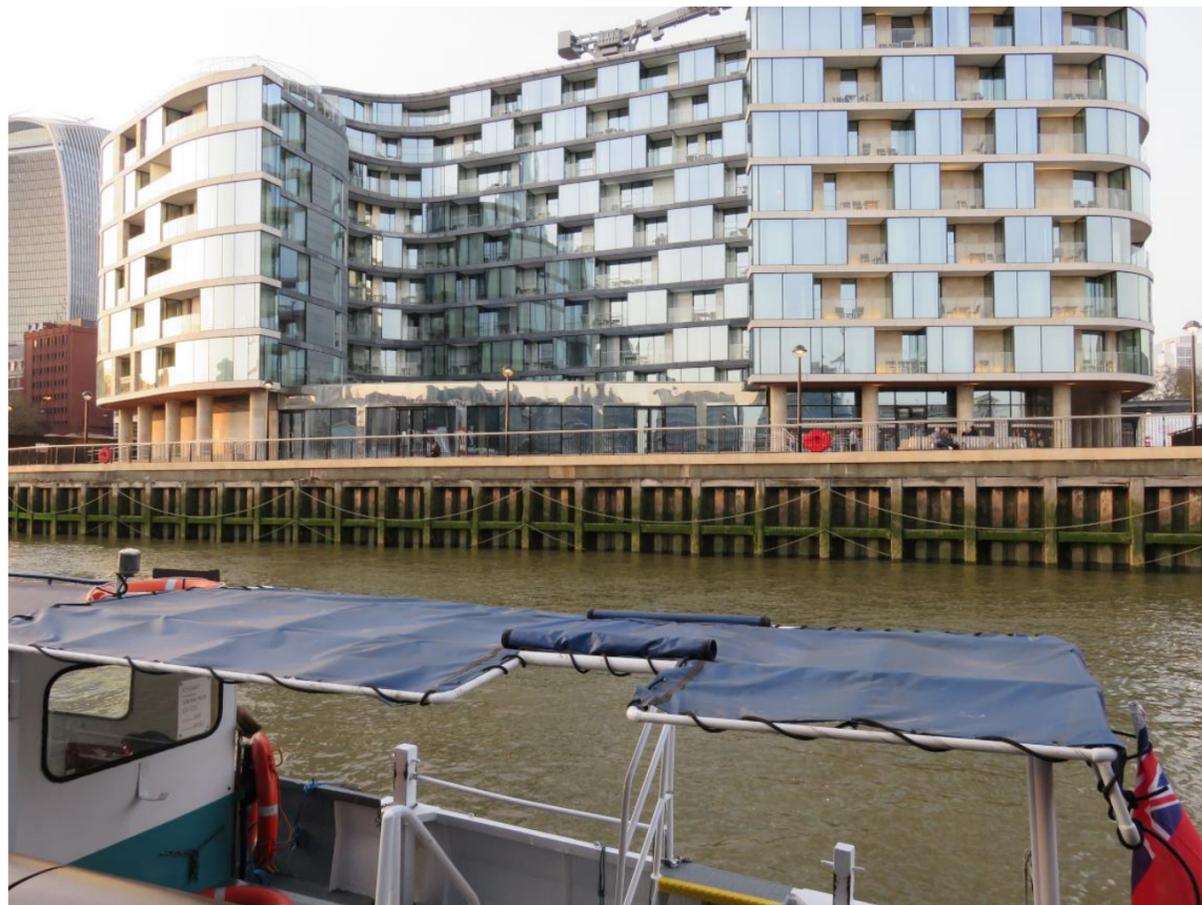
's not that simple.

e speed still matters.

e often waiting
computers.

d unacceptably slow
ations, users are often
what they compute.

e: In your favorite
ighting video game,
reflections affected
ally by sword vibration?



t simple.

ll matters.

aiting

s.

cably slow

rs are often

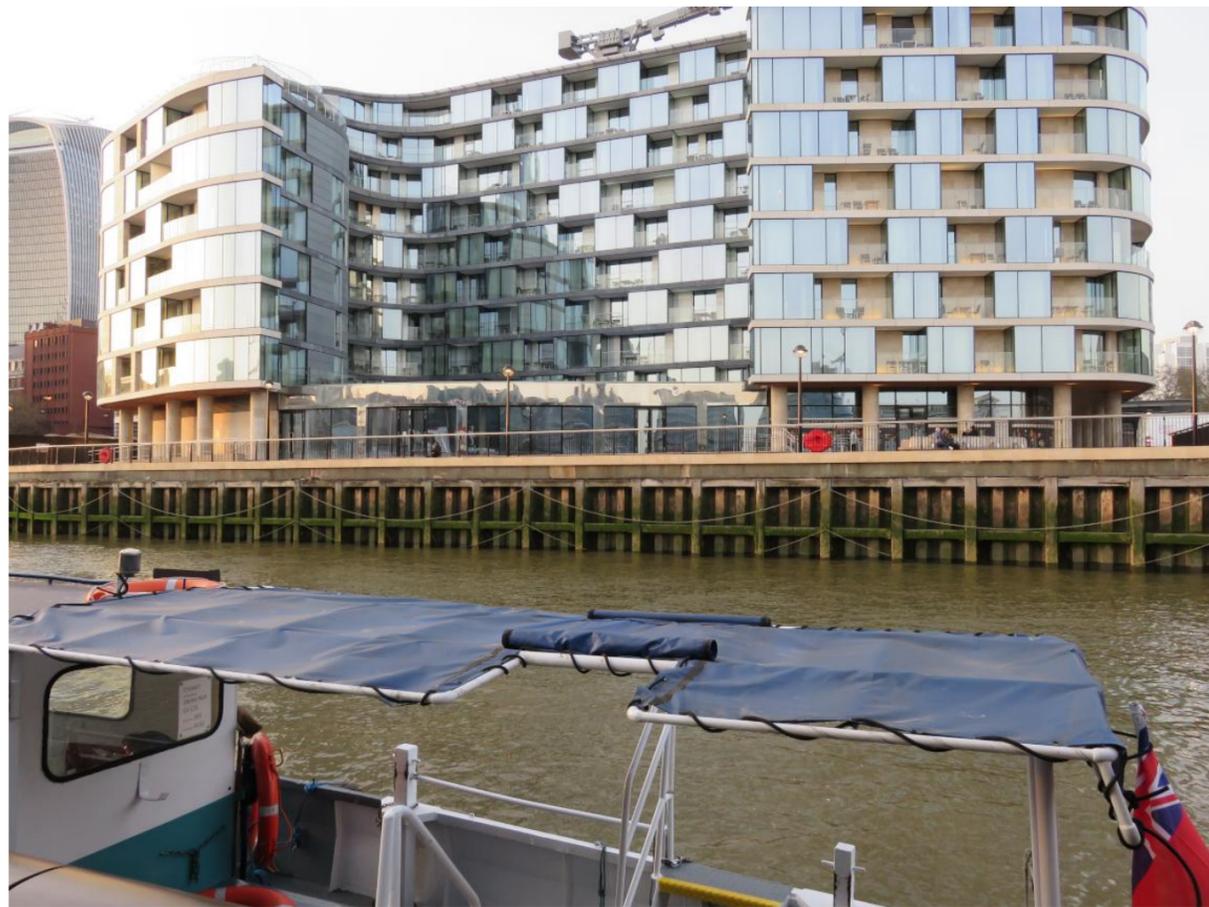
compute.

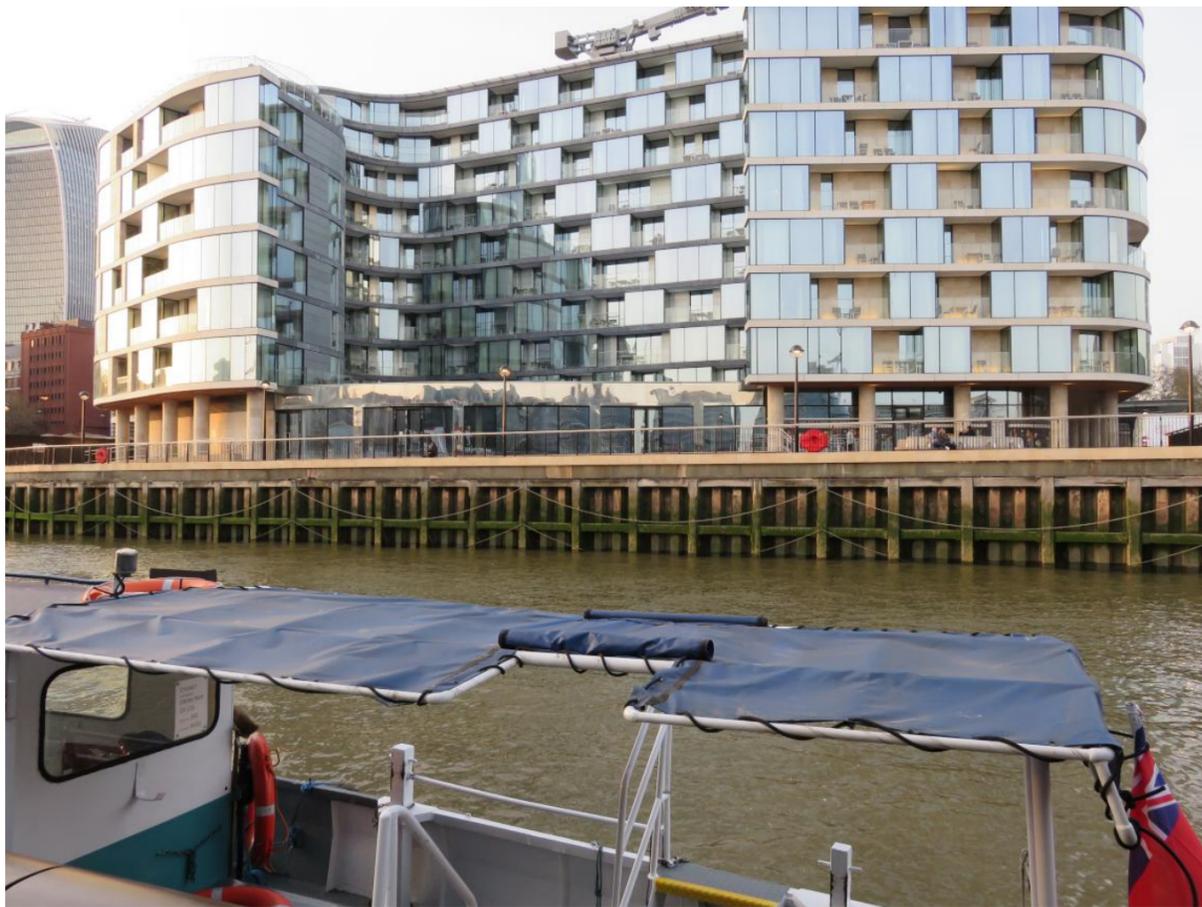
favorite

eo game,

s affected

ord vibration?

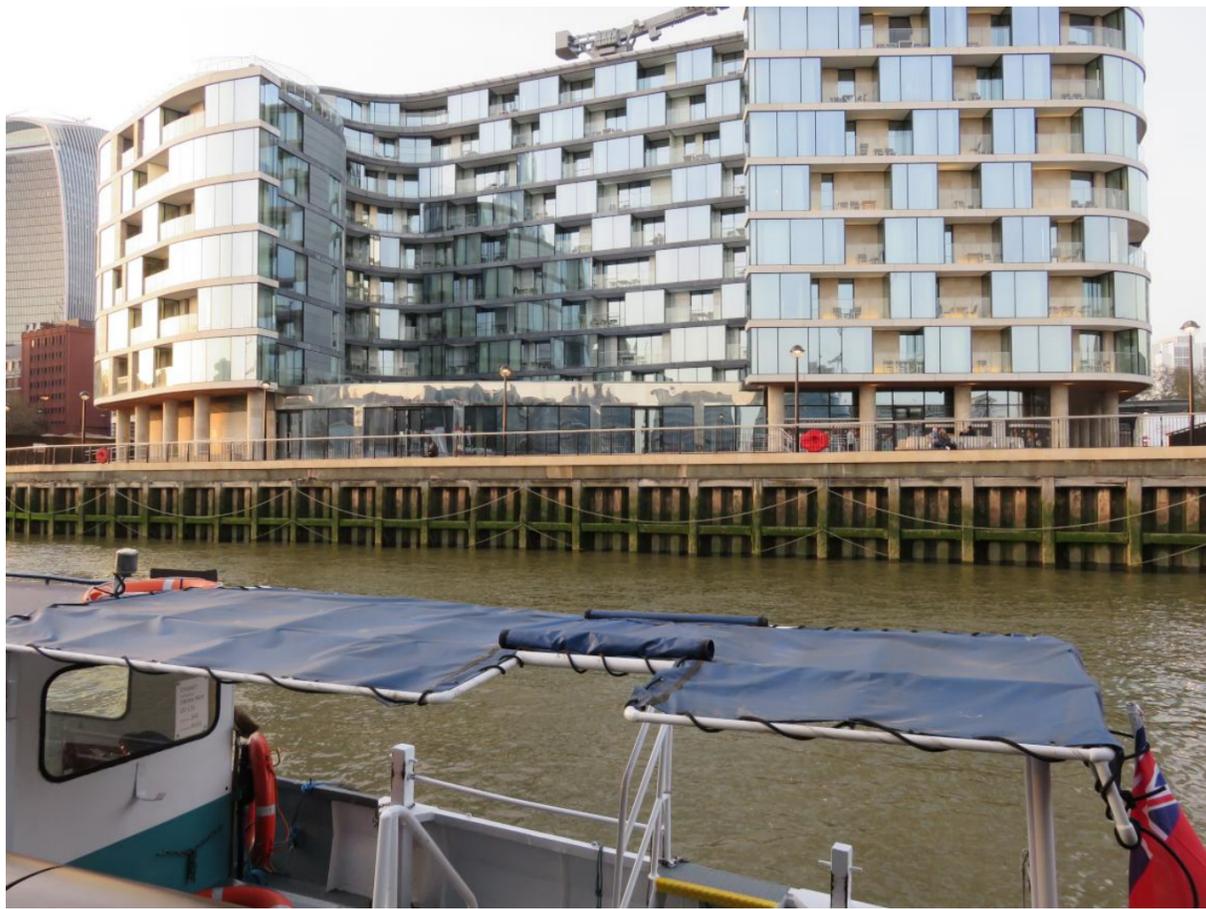


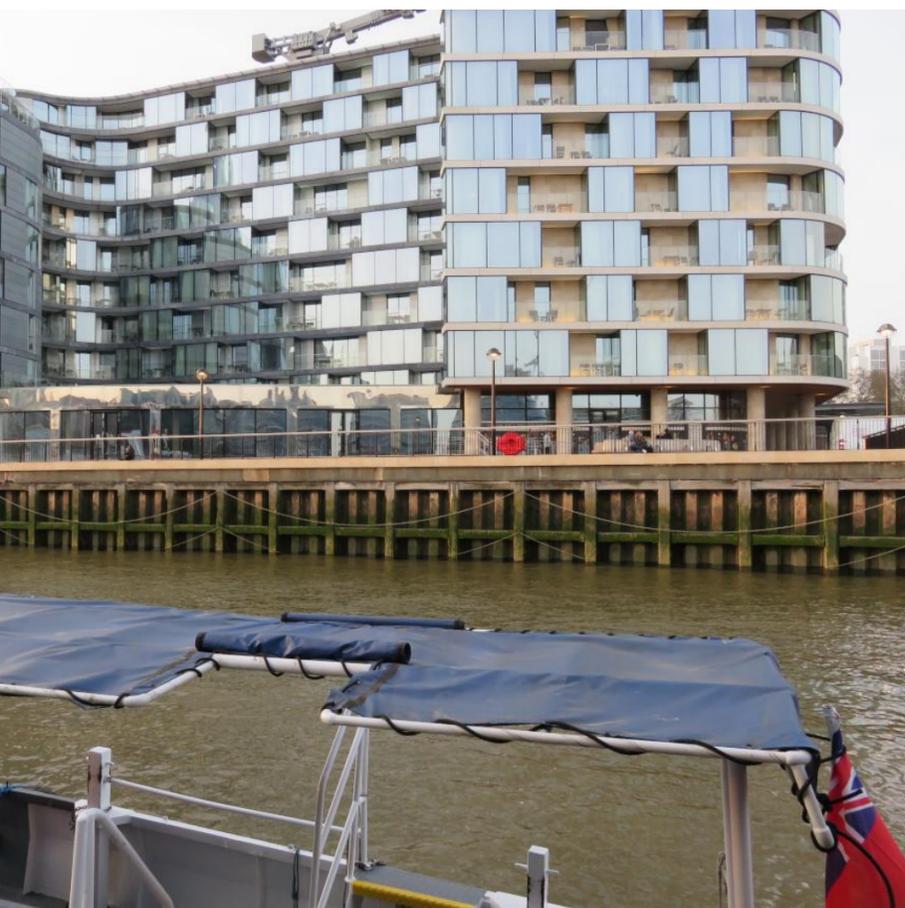


en

on?







Old CPU

0ms: St

400ms:

1200ms:

1600ms:



Old CPU displaying

0ms: Start opening

400ms: Start disp

1200ms: Start clea

1600ms: Finish.



Old CPU displaying a file:

0ms: Start opening file.

400ms: Start displaying con

1200ms: Start cleaning up.

1600ms: Finish.



Old CPU displaying a file:

0ms: Start opening file.

400ms: Start displaying contents.

1200ms: Start cleaning up.

1600ms: Finish.





CPUs become faster:

0ms: Start opening file.

350ms: Start displaying contents.



1050ms: Start cleaning up.

1400ms: Finish.



CPUs become faster:

0ms: Start opening file.

300ms: Start displaying contents.

900ms: Start cleaning up.

1200ms: Finish.





CPUs become faster:

0ms: Start opening file.

250ms: Start displaying contents.

800ms: Start cleaning up.

1000ms: Finish.



CPUs become faster:

0ms: Start opening file.

200ms: Start displaying contents.

600ms: Start cleaning up.

800ms: Finish.





User displays bigger file:

0ms: Start opening file.

200ms: Start displaying contents.



1000ms: Start cleaning up.

1200ms: Finish.



CPU's become faster:

0ms: Start opening file.

175ms: Start displaying contents.



875ms: Start cleaning up.

1050ms: Finish.



CPU's become faster:

0ms: Start opening file.

150ms: Start displaying contents.

750ms: Start cleaning up.

900ms: Finish.



CPU's become faster:

0ms: Start opening file.

125ms: Start displaying contents.

625ms: Start cleaning up.

750ms: Finish.



CPU's become faster:

0ms: Start opening file.

100ms: Start displaying contents.

500ms: Start cleaning up.

600ms: Finish.





User displays bigger file:

0ms: Start opening file.

100ms: Start displaying contents.



900ms: Start cleaning up.

1000ms: Finish.



User displays bigger file:

100ms: Start displaying contents.



1000ms: Finish.



CPU's become faster:

87.5ms: Start displaying contents.



875ms: Finish.



CPU's become faster:

75.0ms: Start displaying contents.

750ms: Finish.



CPU's become faster:

62.5ms: Start displaying contents.

625ms: Finish.



CPU's become faster:

50ms: Start displaying contents.

500ms: Finish.





User displays bigger file:

50ms: Start displaying contents.



900ms: Finish.



User displays bigger file:

50ms: Start displaying contents.

900ms: Finish.

Cheaper
users pro



User displays bigger file:

50ms: Start displaying contents.

900ms: Finish.



Cheaper computat
users process more

User displays bigger file:

50ms: Start displaying contents.

900ms: Finish.

Cheaper computation \Rightarrow
users process more data.

User displays bigger file:

50ms: Start displaying contents.

900ms: Finish.

Cheaper computation \Rightarrow
users process more data.

User displays bigger file:

50ms: Start displaying contents.

900ms: Finish.

Cheaper computation \Rightarrow
users process more data.

Performance issues disappear
for most operations.

e.g. open file, clean up.

User displays bigger file:

50ms: Start displaying contents.

900ms: Finish.

Cheaper computation \Rightarrow
users process more data.

Performance issues disappear
for most operations.

e.g. open file, clean up.

Inside the top operations:

Performance issues disappear
for most subroutines.

User displays bigger file:

50ms: Start displaying contents.

900ms: Finish.

Cheaper computation \Rightarrow
users process more data.

Performance issues disappear
for most operations.

e.g. open file, clean up.

Inside the top operations:

Performance issues disappear
for most subroutines.

Performance remains important
for occasional **hot spots**:

small segments of code
applied to tons of data.

displays bigger file:

start displaying contents.

Finish.

Cheaper computation \Rightarrow
users process more data.

Performance issues disappear
for most operations.

e.g. open file, clean up.

Inside the top operations:

Performance issues disappear
for most subroutines.

Performance remains important
for occasional **hot spots**:
small segments of code
applied to tons of data.

“Except
applicati
mostly f
a lot of

ger file:

ying contents.

Cheaper computation \Rightarrow
users process more data.

Performance issues disappear
for most operations.

e.g. open file, clean up.

Inside the top operations:

Performance issues disappear
for most subroutines.

Performance remains important
for occasional **hot spots**:
small segments of code
applied to tons of data.

“Except, uh, a lot
applications whose
mostly flat, because
a lot of time optim

ents.

Cheaper computation \Rightarrow
users process more data.

Performance issues disappear
for most operations.

e.g. open file, clean up.

Inside the top operations:

Performance issues disappear
for most subroutines.

Performance remains important
for occasional **hot spots**:

small segments of code
applied to tons of data.

“Except, uh, a lot of people
applications whose profiles are
mostly flat, because they’ve
a lot of time optimizing them

Cheaper computation \Rightarrow
users process more data.

Performance issues disappear
for most operations.

e.g. open file, clean up.

Inside the top operations:

Performance issues disappear
for most subroutines.

Performance remains important
for occasional **hot spots**:

small segments of code
applied to tons of data.

“Except, uh, a lot of people have
applications whose profiles are
mostly flat, because they’ve spent
a lot of time optimizing them.”

Cheaper computation \Rightarrow
users process more data.

Performance issues disappear
for most operations.

e.g. open file, clean up.

Inside the top operations:

Performance issues disappear
for most subroutines.

Performance remains important
for occasional **hot spots**:

small segments of code
applied to tons of data.

“Except, uh, a lot of people have
applications whose profiles are
mostly flat, because they’ve spent
a lot of time optimizing them.”

— This view is obsolete.

Flat profiles are dying.

Already dead for most programs.

Larger and larger fraction
of code runs freezingly cold,
while hot spots run hotter.

Underlying phenomena:

Optimization tends to converge.

Data volume tends to diverge.

computation \Rightarrow
process more data.
performance issues disappear
operations.
in file, clean up.
the top operations:
performance issues disappear
subroutines.
performance remains important
sional **hot spots**:
gments of code
to tons of data.

“Except, uh, a lot of people have
applications whose profiles are
mostly flat, because they’ve spent
a lot of time optimizing them.”

— This view is obsolete.

Flat profiles are dying.

Already dead for most programs.

Larger and larger fraction
of code runs freezingly cold,
while hot spots run hotter.

Underlying phenomena:

Optimization tends to converge.

Data volume tends to diverge.

Speed m

2015.02.

“Do the

performa

(boldfac

Google s

major sit

supported

Now all

support

Poly1305

than AE

devices.

decryptio

rendering,

tion ⇒
e data.
s disappear
s.
n up.
rations:
s disappear
es.
ins important
spots:
code
data.

“Except, uh, a lot of people have applications whose profiles are mostly flat, because they’ve spent a lot of time optimizing them.”

— This view is obsolete.

Flat profiles are dying.

Already dead for most programs.

Larger and larger fraction of code runs freezingly cold, while hot spots run hotter.

Underlying phenomena:

Optimization tends to converge.

Data volume tends to diverge.

Speed matters: an

2015.02.23 CloudF

“Do the ChaCha: performance with (boldface added):

Google services we major sites on the supported this new Now all sites on C support it, too. . .

Poly1305 is **three** than AES-128-GC devices. Spending decryption means rendering and bett

“Except, uh, a lot of people have applications whose profiles are mostly flat, because they’ve spent a lot of time optimizing them.”

— This view is obsolete.

Flat profiles are dying.

Already dead for most programs.

Larger and larger fraction of code runs freezingly cold, while hot spots run hotter.

Underlying phenomena:

Optimization tends to converge.

Data volume tends to diverge.

Speed matters: an example

2015.02.23 CloudFlare blog

“Do the ChaCha: better mobile performance with cryptography

(boldface added): “Until today

Google services were the only

major sites on the Internet that

supported this new algorithm.

Now all sites on CloudFlare

support it, too. . . . ChaCha20

Poly1305 is **three times faster**

than AES-128-GCM on mobile

devices. Spending less time

decryption means faster page

rendering and better battery

“Except, uh, a lot of people have applications whose profiles are mostly flat, because they’ve spent a lot of time optimizing them.”

— This view is obsolete.

Flat profiles are dying.

Already dead for most programs.

Larger and larger fraction of code runs freezingly cold, while hot spots run hotter.

Underlying phenomena:

Optimization tends to converge.

Data volume tends to diverge.

Speed matters: an example

2015.02.23 CloudFlare blog post “Do the ChaCha: better mobile performance with cryptography” (boldface added): “Until today, Google services were the only major sites on the Internet that supported this new algorithm. Now all sites on CloudFlare support it, too. . . . ChaCha20-Poly1305 is **three times faster** than AES-128-GCM on mobile devices. Spending less time on decryption means faster page rendering and better battery life.”

, uh, a lot of people have
ons whose profiles are
lat, because they've spent
time optimizing them."

view is obsolete.

files are dying.

dead for most programs.

nd larger fraction

runs freezingly cold,

t spots run hotter.

ng phenomena:

ation tends to converge.

lume tends to diverge.

Speed matters: an example

2015.02.23 CloudFlare blog post

"Do the ChaCha: better mobile
performance with cryptography"

(boldface added): "Until today,

Google services were the only

major sites on the Internet that

supported this new algorithm.

Now all sites on CloudFlare

support it, too. . . . ChaCha20-

Poly1305 is **three times faster**

than AES-128-GCM on mobile

devices. Spending less time on

decryption means faster page

rendering and better battery life."

What ab

CloudFla

"In orde

HTTPS

we have

usage is

performa

source a

of ChaC

engineer

that has

servers'

the cost

this new

of people have
e profiles are
se they've spent
nizing them."

solete.

ying.

most programs.

fraction

ingly cold,

n hotter.

mena:

s to converge.

s to diverge.

Speed matters: an example

2015.02.23 CloudFlare blog post

"Do the ChaCha: better mobile performance with cryptography"

(boldface added): "Until today,

Google services were the only

major sites on the Internet that

supported this new algorithm.

Now all sites on CloudFlare

support it, too. . . . ChaCha20-

Poly1305 is **three times faster**

than AES-128-GCM on mobile

devices. Spending less time on

decryption means faster page

rendering and better battery life."

What about the se

CloudFlare blog po

"In order to suppo

HTTPS sites on o

we have to make s

usage is low. To h

performance we ar

source **assembly** o

of ChaCha/Poly b

engineer Vlad Kra

that has been **opt**

servers' Intel CP

the cost of encryp

this new cipher to

have

ire

spent

m.”

ams.

erge.

ge.

Speed matters: an example

2015.02.23 CloudFlare blog post

“Do the ChaCha: better mobile performance with cryptography”

(boldface added): “Until today,

Google services were the only

major sites on the Internet that

supported this new algorithm.

Now all sites on CloudFlare

support it, too. . . . ChaCha20-

Poly1305 is **three times faster**

than AES-128-GCM on mobile

devices. Spending less time on

decryption means faster page

rendering and better battery life.”

What about the servers?

CloudFlare blog post, continuing

“In order to support over a billion

HTTPS sites on our servers,

we have to make sure CPU

usage is low. To help improve

performance we are using an

source **assembly code version**

of ChaCha/Poly by CloudFlare

engineer Vlad Krasnov and others

that has been **optimized for**

servers’ Intel CPUs. This

reduces the cost of encrypting data

by using this new cipher to a minimum

Speed matters: an example

2015.02.23 CloudFlare blog post
“Do the ChaCha: better mobile performance with cryptography” (boldface added): “Until today, Google services were the only major sites on the Internet that supported this new algorithm. Now all sites on CloudFlare support it, too. . . . ChaCha20-Poly1305 is **three times faster** than AES-128-GCM on mobile devices. Spending less time on decryption means faster page rendering and better battery life.”

What about the servers?

CloudFlare blog post, continued:
“In order to support over a million HTTPS sites on our servers, we have to make sure CPU usage is low. To help improve performance we are using an open source **assembly code version** of ChaCha/Poly by CloudFlare engineer Vlad Krasnov and others that has been **optimized for our servers’ Intel CPUs**. This keeps the cost of encrypting data with this new cipher to a minimum.”

matters: an example

23 CloudFlare blog post

ChaCha: better mobile
performance with cryptography”

(we added): “Until today,

services were the only

sites on the Internet that

used this new algorithm.

sites on CloudFlare

it, too. . . . ChaCha20-

5 is **three times faster**

S-128-GCM on mobile

Spending less time on

on means faster page

g and better battery life.”

What about the servers?

CloudFlare blog post, continued:

“In order to support over a million
HTTPS sites on our servers,

we have to make sure CPU

usage is low. To help improve

performance we are using an open

source **assembly code version**

of ChaCha/Poly by CloudFlare

engineer Vlad Krasnov and others

that has been **optimized for our**

servers’ Intel CPUs. This keeps

the cost of encrypting data with

this new cipher to a minimum.”

Typical c

inner loc

vpaddd \$

vpxor \$a

vpshufb

vpaddd \$

vpxor \$c

vpslld

vpsrld

vpxor \$-

Mobile c

heavy ve

an example

Flare blog post

better mobile
cryptography”

“Until today,
we were the only

Internet that
used this algorithm.

CloudFlare

. ChaCha20-

times faster

M on mobile

less time on

faster page

er battery life.”

What about the servers?

CloudFlare blog post, continued:

“In order to support over a million
HTTPS sites on our servers,

we have to make sure CPU

usage is low. To help improve

performance we are using an open

source **assembly code version**

of ChaCha/Poly by CloudFlare

engineer Vlad Krasnov and others

that has been **optimized for our**

servers’ Intel CPUs. This keeps

the cost of encrypting data with

this new cipher to a minimum.”

Typical excerpt from

inner loop of server

```
vpadd $b, $a, $
```

```
vpxor $a, $d, $d
```

```
vpshufb .ro116(
```

```
vpadd $d, $c, $
```

```
vpxor $c, $b, $b
```

```
vpslld \ $12, $b,
```

```
vpsrld \ $20, $b,
```

```
vpxor $tmp, $b,
```

Mobile code similar

heavy vectorization

What about the servers?

CloudFlare blog post, continued:
“In order to support over a million HTTPS sites on our servers, we have to make sure CPU usage is low. To help improve performance we are using an open source **assembly code version** of ChaCha/Poly by CloudFlare engineer Vlad Krasnov and others that has been **optimized for our servers’ Intel CPUs**. This keeps the cost of encrypting data with this new cipher to a minimum.”

Typical excerpt from inner loop of server code:

```
vpadd $b, $a, $a
vpxor $a, $d, $d
vpshufb .rol16(%rip), $d,
vpadd $d, $c, $c
vpxor $c, $b, $b
vpslld \($12, $b, $tmp
vpsrld \($20, $b, $b
vpxor $tmp, $b, $b
```

Mobile code similarly has heavy vectorization + asm.

What about the servers?

CloudFlare blog post, continued:

“In order to support over a million HTTPS sites on our servers, we have to make sure CPU usage is low. To help improve performance we are using an open source **assembly code version** of ChaCha/Poly by CloudFlare engineer Vlad Krasnov and others that has been **optimized for our servers’ Intel CPUs**. This keeps the cost of encrypting data with this new cipher to a minimum.”

Typical excerpt from inner loop of server code:

```
vpadd $b, $a, $a
vpxor $a, $d, $d
vpshufb .rol16(%rip), $d, $d
vpadd $d, $c, $c
vpxor $c, $b, $b
vpslld \($12, $b, $tmp
vpsrld \($20, $b, $b
vpxor $tmp, $b, $b
```

Mobile code similarly has heavy vectorization + asm.

about the servers?

are blog post, continued:

r to support over a million

sites on our servers,

to make sure CPU

low. To help improve

ance we are using an open

assembly code version

ha/Poly by CloudFlare

Vlad Krasnov and others

been **optimized for our**

Intel CPUs. This keeps

of encrypting data with

cipher to a minimum.”

Typical excerpt from

inner loop of server code:

```
vpadd $b, $a, $a
```

```
vpxor $a, $d, $d
```

```
vpshufb .rol16(%rip), $d, $d
```

```
vpadd $d, $c, $c
```

```
vpxor $c, $b, $b
```

```
vpslld $12, $b, $tmp
```

```
vpsrld $20, $b, $b
```

```
vpxor $tmp, $b, $b
```

Mobile code similarly has

heavy vectorization + asm.

Hand-tu

Wikiped

even per

optimizi

performa

ervers?

ost, continued:

ort over a million

ur servers,

sure CPU

help improve

re using an open

code version

y CloudFlare

snov and others

imized for our

Us. This keeps

ting data with

a minimum.”

Typical excerpt from

inner loop of server code:

```
vpadd $b, $a, $a
vpxor $a, $d, $d
vpshufb .rol16(%rip), $d, $d
vpadd $d, $c, $c
vpxor $c, $b, $b
vpslld \($12, $b, $tmp
vpsrld \($20, $b, $b
vpxor $tmp, $b, $b
```

Mobile code similarly has
heavy vectorization + asm.

Hand-tuned? In 2

Wikipedia: “By th

even performance

optimizing compile

performance of hu

Typical excerpt from
inner loop of server code:

```
vpadd $b, $a, $a
vpxor $a, $d, $d
vpshufb .rol16(%rip), $d, $d
vpadd $d, $c, $c
vpxor $c, $b, $b
vpslld $12, $b, $tmp
vpsrld $20, $b, $b
vpxor $tmp, $b, $b
```

Mobile code similarly has
heavy vectorization + asm.

Hand-tuned? In 2015? Serious?

Wikipedia: “By the late 1990s, even performance sensitive code optimizing compilers exceeded performance of human experts.”

Typical excerpt from
inner loop of server code:

```
vpadd $b, $a, $a
vpxor $a, $d, $d
vpshufb .ro116(%rip), $d, $d
vpadd $d, $c, $c
vpxor $c, $b, $b
vpslld $12, $b, $tmp
vpsrld $20, $b, $b
vpxor $tmp, $b, $b
```

Mobile code similarly has
heavy vectorization + asm.

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for
even performance sensitive code,
optimizing compilers exceeded the
performance of human experts.”

Typical excerpt from
inner loop of server code:

```
vpadd $b, $a, $a
vpxor $a, $d, $d
vshufb .ro116(%rip), $d, $d
vpadd $d, $c, $c
vpxor $c, $b, $b
vpslld $12, $b, $tmp
vpsrld $20, $b, $b
vpxor $tmp, $b, $b
```

Mobile code similarly has
heavy vectorization + asm.

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for
even performance sensitive code,
optimizing compilers exceeded the
performance of human experts.”

— [citation needed]

Typical excerpt from
inner loop of server code:

```
vpadd $b, $a, $a
vpxor $a, $d, $d
vpshufb .ro116(%rip), $d, $d
vpadd $d, $c, $c
vpxor $c, $b, $b
vpslld $12, $b, $tmp
vpsrld $20, $b, $b
vpxor $tmp, $b, $b
```

Mobile code similarly has
heavy vectorization + asm.

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for
even performance sensitive code,
optimizing compilers exceeded the
performance of human experts.”

— The experts disagree,
and hold the speed records.

Typical excerpt from
inner loop of server code:

```
vpadd $b, $a, $a
vpxor $a, $d, $d
vpshufb .rol16(%rip), $d, $d
vpadd $d, $c, $c
vpxor $c, $b, $b
vpslld $12, $b, $tmp
vpsrld $20, $b, $b
vpxor $tmp, $b, $b
```

Mobile code similarly has
heavy vectorization + asm.

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for even performance sensitive code, optimizing compilers exceeded the performance of human experts.”

— The experts disagree, and hold the speed records.

Mike Pall, LuaJIT author, 2011: “If you write an interpreter loop in assembler, you can do much better . . . There’s just no way you can reasonably expect even the most advanced C compilers to do this on your behalf.”

excerpt from
top of server code:

```
$b, $a, $a  
a, $d, $d  
.roll16(%rip), $d, $d  
$d, $c, $c  
c, $b, $b  
\$12, $b, $tmp  
\$20, $b, $b  
tmp, $b, $b
```

code similarly has
vectorization + asm.

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for even performance sensitive code, optimizing compilers exceeded the performance of human experts.”

— The experts disagree,
and hold the speed records.

Mike Pall, LuaJIT author, 2011:
“If you write an interpreter loop
in assembler, you can do much
better ... There’s just no way
you can reasonably expect even
the most advanced C compilers to
do this on your behalf.”

— “We
on most
can’t do
NP com
of heuris
get little
where th
wrong a

om
er code:
a
rip), \$d, \$d
c
\$tmp
\$b
\$b
arly has
n + asm.

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for even performance sensitive code, optimizing compilers exceeded the performance of human experts.”

— The experts disagree, and hold the speed records.

Mike Pall, LuaJIT author, 2011: “If you write an interpreter loop in assembler, you can do much better . . . There’s just no way you can reasonably expect even the most advanced C compilers to do this on your behalf.”

— “We come so close to optimal on most architectures we can’t do much more than NP complete algorithms of heuristics. We can get little niggles here and there where the heuristics give wrong answers.”

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for even performance sensitive code, optimizing compilers exceeded the performance of human experts.”

— The experts disagree, and hold the speed records.

Mike Pall, LuaJIT author, 2011: “If you write an interpreter loop in assembler, you can do much better . . . There’s just no way you can reasonably expect even the most advanced C compilers to do this on your behalf.”

— “We come so close to optimal on most architectures that we can’t do much more without NP complete algorithms instead of heuristics. We can only tolerate get little niggles here and there where the heuristics get slightly wrong answers.”

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for even performance sensitive code, optimizing compilers exceeded the performance of human experts.”

— The experts disagree, and hold the speed records.

Mike Pall, LuaJIT author, 2011: “If you write an interpreter loop in assembler, you can do much better . . . There’s just no way you can reasonably expect even the most advanced C compilers to do this on your behalf.”

— “We come so close to optimal on most architectures that we can’t do much more without using NP complete algorithms instead of heuristics. We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

Hand-tuned? In 2015? Seriously?

Wikipedia: “By the late 1990s for even performance sensitive code, optimizing compilers exceeded the performance of human experts.”

— The experts disagree, and hold the speed records.

Mike Pall, LuaJIT author, 2011: “If you write an interpreter loop in assembler, you can do much better . . . There’s just no way you can reasonably expect even the most advanced C compilers to do this on your behalf.”

— “We come so close to optimal on most architectures that we can’t do much more without using NP complete algorithms instead of heuristics. We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

— “Which compiler is this which can, for instance, take Netlib LAPACK and run serial Linpack as fast as OpenBLAS on recent x86-64? (Other common hotspots are available.) Enquiring HPC minds want to know.”

ned? In 2015? Seriously?

ia: “By the late 1990s for performance sensitive code, good compilers exceeded the performance of human experts.”

experts disagree, and the speed records.

ll, LuaJIT author, 2011: write an interpreter loop bler, you can do much . There’s just no way reasonably expect even t advanced C compilers to on your behalf.”

— “We come so close to optimal on most architectures that we can’t do much more without using NP complete algorithms instead of heuristics. We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

— “Which compiler is this which can, for instance, take Netlib LAPACK and run serial Linpack as fast as OpenBLAS on recent x86-64? (Other common hotspots are available.) Enquiring HPC minds want to know.”

The algo

Context: that we’

CS 101 v

2015? Seriously?

in the late 1990s for
sensitive code,
runners exceeded the
human experts.”

disagree,
and records.

author, 2011:
interpreter loop
can do much
just no way
you expect even
and C compilers to
half.”

— “We come so close to optimal
on most architectures that we
can't do much more without using
NP complete algorithms instead
of heuristics. We can only try to
get little niggles here and there
where the heuristics get slightly
wrong answers.”

— “Which compiler is this which
can, for instance, take Netlib
LAPACK and run serial Linpack
as fast as OpenBLAS on recent
x86-64? (Other common hotspots
are available.) Enquiring HPC
minds want to know.”

The algorithm des

Context: What's t
that we're trying t

CS 101 view: “Tim

ously?

00s for
code,
ed the
rts.”

011:

loop

uch

ay

ven

lers to

— “We come so close to optimal on most architectures that we can’t do much more without using NP complete algorithms instead of heuristics. We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

— “Which compiler is this which can, for instance, take Netlib LAPACK and run serial Linpack as fast as OpenBLAS on recent x86-64? (Other common hotspots are available.) Enquiring HPC minds want to know.”

The algorithm designer’s job

Context: What’s the metric that we’re trying to optimize

CS 101 view: “Time”.

— “We come so close to optimal on most architectures that we can’t do much more without using NP complete algorithms instead of heuristics. We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

— “Which compiler is this which can, for instance, take Netlib LAPACK and run serial Linpack as fast as OpenBLAS on recent x86-64? (Other common hotspots are available.) Enquiring HPC minds want to know.”

The algorithm designer’s job

Context: What’s the metric that we’re trying to optimize?

CS 101 view: “Time”.

— “We come so close to optimal on most architectures that we can’t do much more without using NP complete algorithms instead of heuristics. We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

— “Which compiler is this which can, for instance, take Netlib LAPACK and run serial Linpack as fast as OpenBLAS on recent x86-64? (Other common hotspots are available.) Enquiring HPC minds want to know.”

The algorithm designer’s job

Context: What’s the metric that we’re trying to optimize?

CS 101 view: “Time”.

What exactly does this mean?

Need to specify machine model in enough detail to analyze.

— “We come so close to optimal on most architectures that we can’t do much more without using NP complete algorithms instead of heuristics. We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

— “Which compiler is this which can, for instance, take Netlib LAPACK and run serial Linpack as fast as OpenBLAS on recent x86-64? (Other common hotspots are available.) Enquiring HPC minds want to know.”

The algorithm designer’s job

Context: What’s the metric that we’re trying to optimize?

CS 101 view: “Time”.

What exactly does this mean?
Need to specify machine model in enough detail to analyze.

Simple defn of “RAM” model has pathologies: e.g., can factor integers in poly “time”.

— “We come so close to optimal on most architectures that we can’t do much more without using NP complete algorithms instead of heuristics. We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

— “Which compiler is this which can, for instance, take Netlib LAPACK and run serial Linpack as fast as OpenBLAS on recent x86-64? (Other common hotspots are available.) Enquiring HPC minds want to know.”

The algorithm designer’s job

Context: What’s the metric that we’re trying to optimize?

CS 101 view: “Time”.

What exactly does this mean?
Need to specify machine model in enough detail to analyze.

Simple defn of “RAM” model has pathologies: e.g., can factor integers in poly “time”.

With more work can build more reasonable “RAM” model.

come so close to optimal architectures that we can do much more without using complete algorithms instead of heuristics. We can only try to fix the niggles here and there as the heuristics get slightly better answers.”

Which compiler is this which in this instance, take Netlib BLAS and run serial Linpack with OpenBLAS on recent hardware. (Other common hotspots are available.) Enquiring HPC people want to know.”

The algorithm designer's job

Context: What's the metric that we're trying to optimize?

CS 101 view: “Time”.

What exactly does this mean? Need to specify machine model in enough detail to analyze.

Simple defn of “RAM” model has pathologies: e.g., can't factor integers in poly “time”.

With more work can build a more reasonable “RAM” model.

Many other models of computation space, complexity, etc.

close to optimal
ures that we
ore without using
rithms instead
can only try to
ere and there
cs get slightly

er is this which
take Netlib
serial Linpack
AS on recent
ommon hotspots
quiring HPC
ow.”

The algorithm designer's job

Context: What's the metric
that we're trying to optimize?

CS 101 view: “Time”.

What exactly does this mean?

Need to specify machine model
in enough detail to analyze.

Simple defn of “RAM” model
has pathologies: e.g., can
factor integers in poly “time”.

With more work can build
more reasonable “RAM” model.

Many other choices
space, cache utiliz

Optimal
ve
t using
ead
ry to
ere
htly

which
o
ack
cent
tspots
C

The algorithm designer's job

Context: What's the metric that we're trying to optimize?

CS 101 view: "Time".

What exactly does this mean?

Need to specify machine model in enough detail to analyze.

Simple defn of "RAM" model has pathologies: e.g., can factor integers in poly "time".

With more work can build more reasonable "RAM" model.

Many other choices of metrics: space, cache utilization, etc.

The algorithm designer's job

Context: What's the metric that we're trying to optimize?

CS 101 view: "Time".

What exactly does this mean?

Need to specify machine model in enough detail to analyze.

Simple defn of "RAM" model has pathologies: e.g., can factor integers in poly "time".

With more work can build more reasonable "RAM" model.

Many other choices of metrics: space, cache utilization, etc.

The algorithm designer's job

Context: What's the metric that we're trying to optimize?

CS 101 view: "Time".

What exactly does this mean?

Need to specify machine model in enough detail to analyze.

Simple defn of "RAM" model has pathologies: e.g., can factor integers in poly "time".

With more work can build more reasonable "RAM" model.

Many other choices of metrics: space, cache utilization, etc.

Many physical metrics such as real time and energy defined by physical machines:

e.g., my smartphone;

my laptop;

a cluster;

a data center;

the entire Internet.

The algorithm designer's job

Context: What's the metric that we're trying to optimize?

CS 101 view: "Time".

What exactly does this mean?

Need to specify machine model in enough detail to analyze.

Simple defn of "RAM" model has pathologies: e.g., can factor integers in poly "time".

With more work can build more reasonable "RAM" model.

Many other choices of metrics: space, cache utilization, etc.

Many physical metrics such as real time and energy defined by physical machines: e.g., my smartphone; my laptop; a cluster; a data center; the entire Internet.

Many other abstract models. e.g. Simplify: Turing machine. e.g. Allow parallelism: PRAM.

Algorithm designer's job

What's the metric
we're trying to optimize?

view: "Time".

Exactly does this mean?

specify machine model
with enough detail to analyze.

defn of "RAM" model

technologies: e.g., can

store integers in poly "time".

more work can build

reasonable "RAM" model.

Many other choices of metrics:
space, cache utilization, etc.

Many physical metrics
such as real time and energy
defined by physical machines:
e.g., my smartphone;
my laptop;
a cluster;
a data center;
the entire Internet.

Many other abstract models.
e.g. Simplify: Turing machine.
e.g. Allow parallelism: PRAM.

Output of
an algorithm
is a sequence
of instructions.

Try to minimize
cost of time
in the space
(or complexity).

designer's job

the metric
to optimize?

me".

is this mean?

machine model
to analyze.

AM" model

.g., can

poly "time".

an build

RAM" model.

Many other choices of metrics:
space, cache utilization, etc.

Many physical metrics
such as real time and energy
defined by physical machines:
e.g., my smartphone;
my laptop;
a cluster;
a data center;
the entire Internet.

Many other abstract models.
e.g. Simplify: Turing machine.
e.g. Allow parallelism: PRAM.

Output of algorithm
an algorithm—spe
of instructions for
Try to minimize
cost of the algorithm
in the specified me
(or combinations of

Many other choices of metrics:
space, cache utilization, etc.

Many physical metrics
such as real time and energy
defined by physical machines:
e.g., my smartphone;
my laptop;
a cluster;
a data center;
the entire Internet.

Many other abstract models.
e.g. Simplify: Turing machine.
e.g. Allow parallelism: PRAM.

Output of algorithm design:
an algorithm—specification
of instructions for machine.

Try to minimize
cost of the algorithm
in the specified metric
(or combinations of metrics)

Many other choices of metrics:
space, cache utilization, etc.

Many physical metrics
such as real time and energy
defined by physical machines:
e.g., my smartphone;
my laptop;
a cluster;
a data center;
the entire Internet.

Many other abstract models.
e.g. Simplify: Turing machine.
e.g. Allow parallelism: PRAM.

Output of algorithm design:
an algorithm—specification
of instructions for machine.

Try to minimize
cost of the algorithm
in the specified metric
(or combinations of metrics).

Many other choices of metrics:
space, cache utilization, etc.

Many physical metrics
such as real time and energy
defined by physical machines:
e.g., my smartphone;
my laptop;
a cluster;
a data center;
the entire Internet.

Many other abstract models.
e.g. Simplify: Turing machine.
e.g. Allow parallelism: PRAM.

Output of algorithm design:
an algorithm—specification
of instructions for machine.

Try to minimize
cost of the algorithm
in the specified metric
(or combinations of metrics).

Input to algorithm design:
specification of function
that we want to compute.

Typically a simpler algorithm
in a higher-level language:
e.g., a mathematical formula.

Other choices of metrics:
cache utilization, etc.

Physical metrics

real time and energy

by physical machines:

smartphone;

laptop;

server;

data center;

wide area network (WAN) or Internet.

Other abstract models.

Simplify: Turing machine.

Low parallelism: PRAM.

Output of algorithm design:
an algorithm—specification
of instructions for machine.

Try to minimize
cost of the algorithm
in the specified metric
(or combinations of metrics).

Input to algorithm design:
specification of function
that we want to compute.

Typically a simpler algorithm
in a higher-level language:
e.g., a mathematical formula.

Algorithm

Massive

State of

extremely

Some ge

with bro

(e.g., dy

but mos

heavily c

Karatsub

Strassen

the Boye

the Ford

Shor's a

es of metrics:
ation, etc.

etrics

and energy

l machines:

ne;

.

act models.

ing machine.

ism: PRAM.

Output of algorithm design:
an algorithm—specification
of instructions for machine.

Try to minimize
cost of the algorithm
in the specified metric
(or combinations of metrics).

Input to algorithm design:
specification of function
that we want to compute.

Typically a simpler algorithm
in a higher-level language:
e.g., a mathematical formula.

Algorithm design i

Massive research t

State of the art is

extremely complic

Some general tech

with broad applica

(e.g., dynamic pro

but most progress

heavily **domain-sp**

Karatsuba's algori

Strassen's algorith

the Boyer–Moore

the Ford–Fulkerson

Shor's algorithm, .

cs:

Output of algorithm design:
an algorithm—specification
of instructions for machine.

/

s:

Try to minimize
cost of the algorithm
in the specified metric
(or combinations of metrics).

.

ne.

M.

Input to algorithm design:
specification of function
that we want to compute.
Typically a simpler algorithm
in a higher-level language:
e.g., a mathematical formula.

Algorithm design is hard.

Massive research topic.

State of the art is

extremely complicated.

Some general techniques

with broad applicability

(e.g., dynamic programming

but most progress is

heavily **domain-specific**:

Karatsuba's algorithm,

Strassen's algorithm,

the Boyer–Moore algorithm,

the Ford–Fulkerson algorithm

Shor's algorithm, ...

Output of algorithm design:
an algorithm—specification
of instructions for machine.

Try to minimize
cost of the algorithm
in the specified metric
(or combinations of metrics).

Input to algorithm design:
specification of function
that we want to compute.

Typically a simpler algorithm
in a higher-level language:
e.g., a mathematical formula.

Algorithm design is hard.

Massive research topic.

State of the art is
extremely complicated.

Some general techniques
with broad applicability
(e.g., dynamic programming)

but most progress is
heavily **domain-specific**:

Karatsuba's algorithm,

Strassen's algorithm,

the Boyer–Moore algorithm,

the Ford–Fulkerson algorithm,

Shor's algorithm, . . .

of algorithm design:
algorithm—specification
instructions for machine.
minimize
the algorithm
specified metric
(combinations of metrics).
algorithm design:
definition of function
want to compute.
by a simpler algorithm
higher-level language:
mathematical formula.

Algorithm design is hard.
Massive research topic.
State of the art is
extremely complicated.
Some general techniques
with broad applicability
(e.g., dynamic programming)
but most progress is
heavily **domain-specific**:
Karatsuba's algorithm,
Strassen's algorithm,
the Boyer–Moore algorithm,
the Ford–Fulkerson algorithm,
Shor's algorithm, ...

Algorithm
Wikiped
compiler
tries to
some att
compute
— So th
(viewed
is an opt

m design:
cification
machine.

hm
etric
(of metrics).

design:
nction
ompute.
r algorithm
anguage:
cal formula.

Algorithm design is hard.

Massive research topic.

State of the art is
extremely complicated.

Some general techniques
with broad applicability
(e.g., dynamic programming)

but most progress is
heavily **domain-specific**:

Karatsuba's algorithm,
Strassen's algorithm,
the Boyer–Moore algorithm,
the Ford–Fulkerson algorithm,
Shor's algorithm, . . .

Algorithm design

Wikipedia: “An **opti-
mizing compiler** is a compiler
that tries to minimize one or
more **some attributes of**
computer programs.”

— So the algorithm
(viewed as a machine)
is an optimizing compiler.

Algorithm design is hard.

Massive research topic.

State of the art is
extremely complicated.

Some general techniques
with broad applicability
(e.g., dynamic programming)

but most progress is
heavily **domain-specific**:

Karatsuba's algorithm,
Strassen's algorithm,
the Boyer–Moore algorithm,
the Ford–Fulkerson algorithm,
Shor's algorithm, ...

Algorithm designer vs. compiler

Wikipedia: “An optimizing
compiler is a compiler that
tries to minimize or maximize
some attributes of an executed
computer program.”

— So the algorithm designer
(viewed as a machine)
is an optimizing compiler?

Algorithm design is hard.

Massive research topic.

State of the art is
extremely complicated.

Some general techniques
with broad applicability
(e.g., dynamic programming)

but most progress is
heavily **domain-specific**:

Karatsuba's algorithm,

Strassen's algorithm,

the Boyer–Moore algorithm,

the Ford–Fulkerson algorithm,

Shor's algorithm, . . .

Algorithm designer vs. compiler

Wikipedia: “**An optimizing compiler is a compiler that tries to minimize or maximize some attributes of an executable computer program.**”

— So the algorithm designer
(viewed as a machine)
is an optimizing compiler?

Algorithm design is hard.

Massive research topic.

State of the art is
extremely complicated.

Some general techniques
with broad applicability
(e.g., dynamic programming)

but most progress is
heavily **domain-specific**:

Karatsuba's algorithm,
Strassen's algorithm,
the Boyer–Moore algorithm,
the Ford–Fulkerson algorithm,
Shor's algorithm, . . .

Algorithm designer vs. compiler

Wikipedia: “**An optimizing compiler is a compiler that tries to minimize or maximize some attributes of an executable computer program.**”

— So the algorithm designer
(viewed as a machine)
is an optimizing compiler?

Nonsense. Compiler designers
have narrower focus. Example:
“A compiler will not change an
implementation of bubble sort to
use mergesort.” — Why not?

m design is hard.

research topic.

the art is

y complicated.

eneral techniques

ad applicability

ynamic programming)

t progress is

domain-specific:

pa's algorithm,

's algorithm,

er–Moore algorithm,

l–Fulkerson algorithm,

gorithm, ...

Algorithm designer vs. compiler

Wikipedia: “An optimizing compiler is a compiler that tries to minimize or maximize some attributes of an executable computer program.”

— So the algorithm designer (viewed as a machine) is an optimizing compiler?

Nonsense. Compiler designers have narrower focus. Example: “A compiler will not change an implementation of bubble sort to use mergesort.” — Why not?

In fact, c

take resp

“machin

Outside

freely bla

Function

Source

machin

opt

Objec

mach

opt

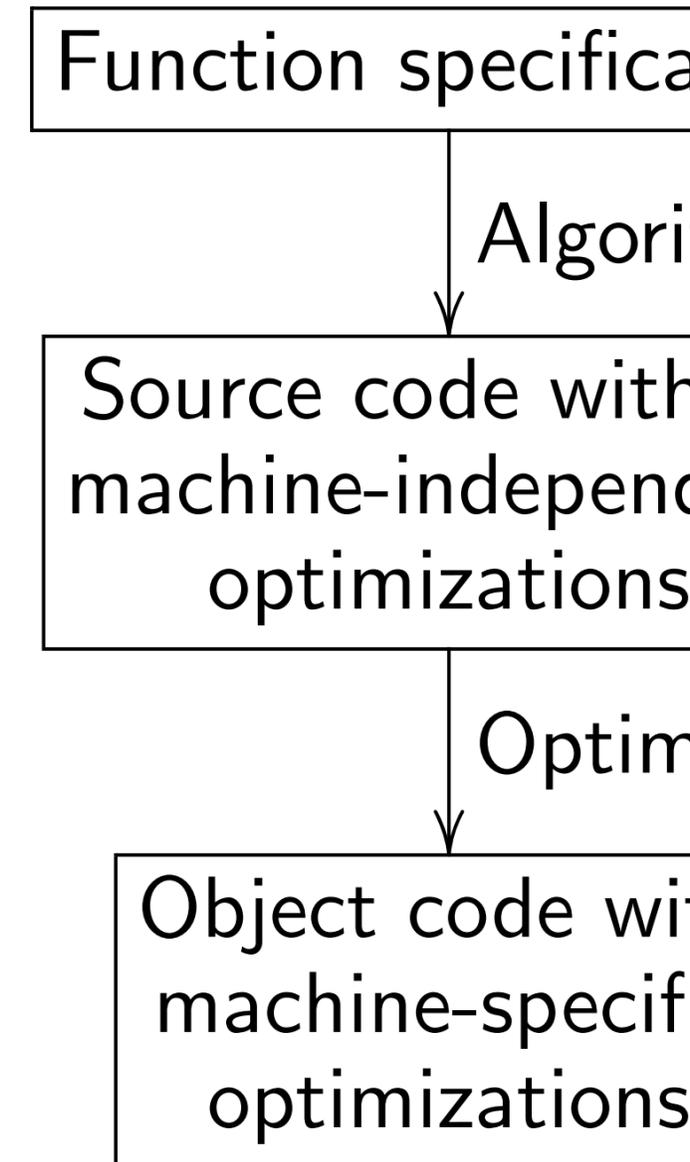
Algorithm designer vs. compiler

Wikipedia: “An optimizing compiler is a compiler that tries to minimize or maximize some attributes of an executable computer program.”

— So the algorithm designer (viewed as a machine) is an optimizing compiler?

Nonsense. Compiler designers have narrower focus. Example: “A compiler will not change an implementation of bubble sort to use mergesort.” — Why not?

In fact, compiler designers take responsibility for “machine-specific” optimizations. Outside this bailiwick, they can freely blame algorithm designers.



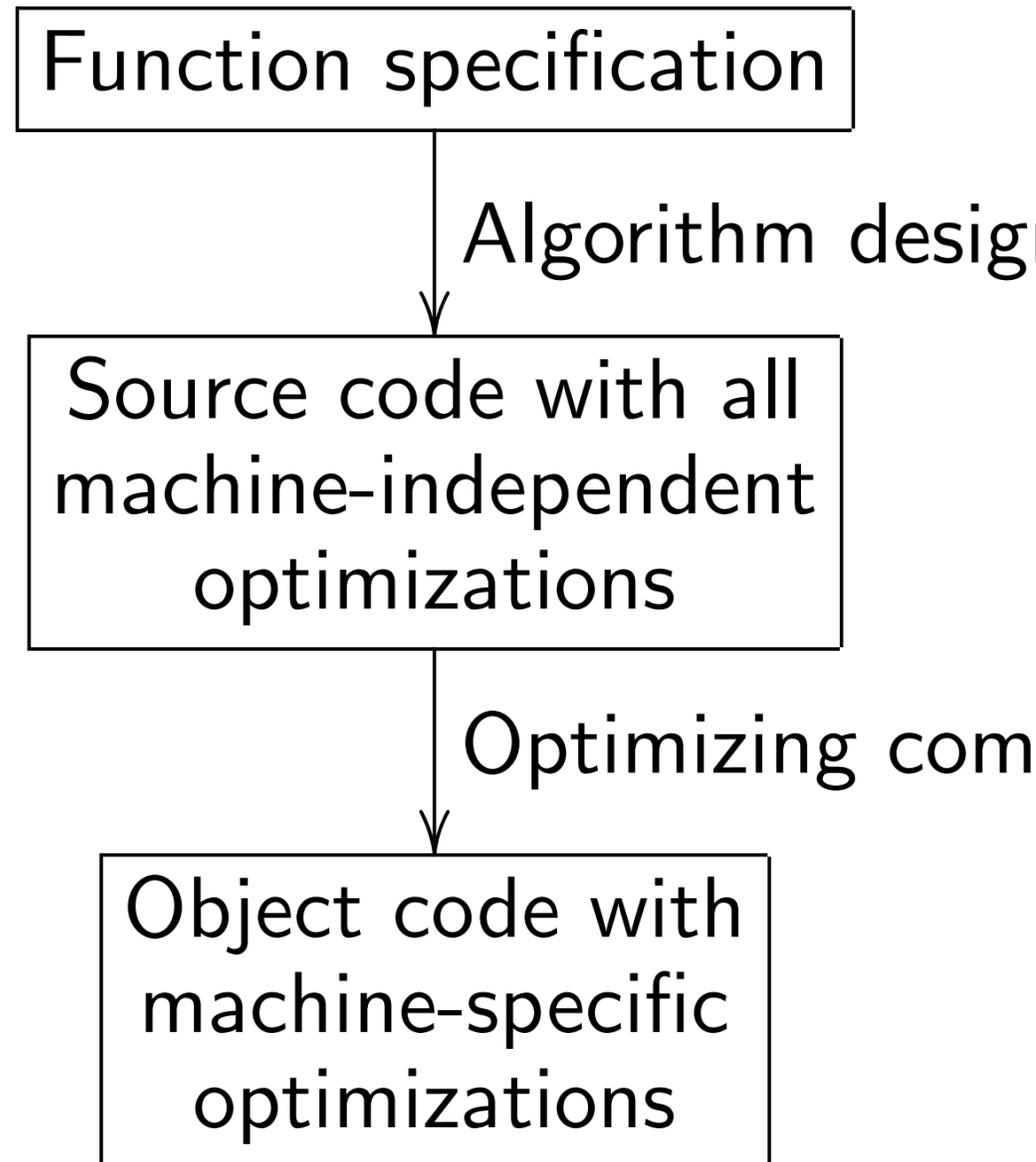
Algorithm designer vs. compiler

Wikipedia: “An optimizing compiler is a compiler that tries to minimize or maximize some attributes of an executable computer program.”

— So the algorithm designer (viewed as a machine) is an optimizing compiler?

Nonsense. Compiler designers have narrower focus. Example: “A compiler will not change an implementation of bubble sort to use mergesort.” — Why not?

In fact, compiler designers take responsibility only for “machine-specific optimizations.” Outside this bailiwick they freely blame algorithm designers.



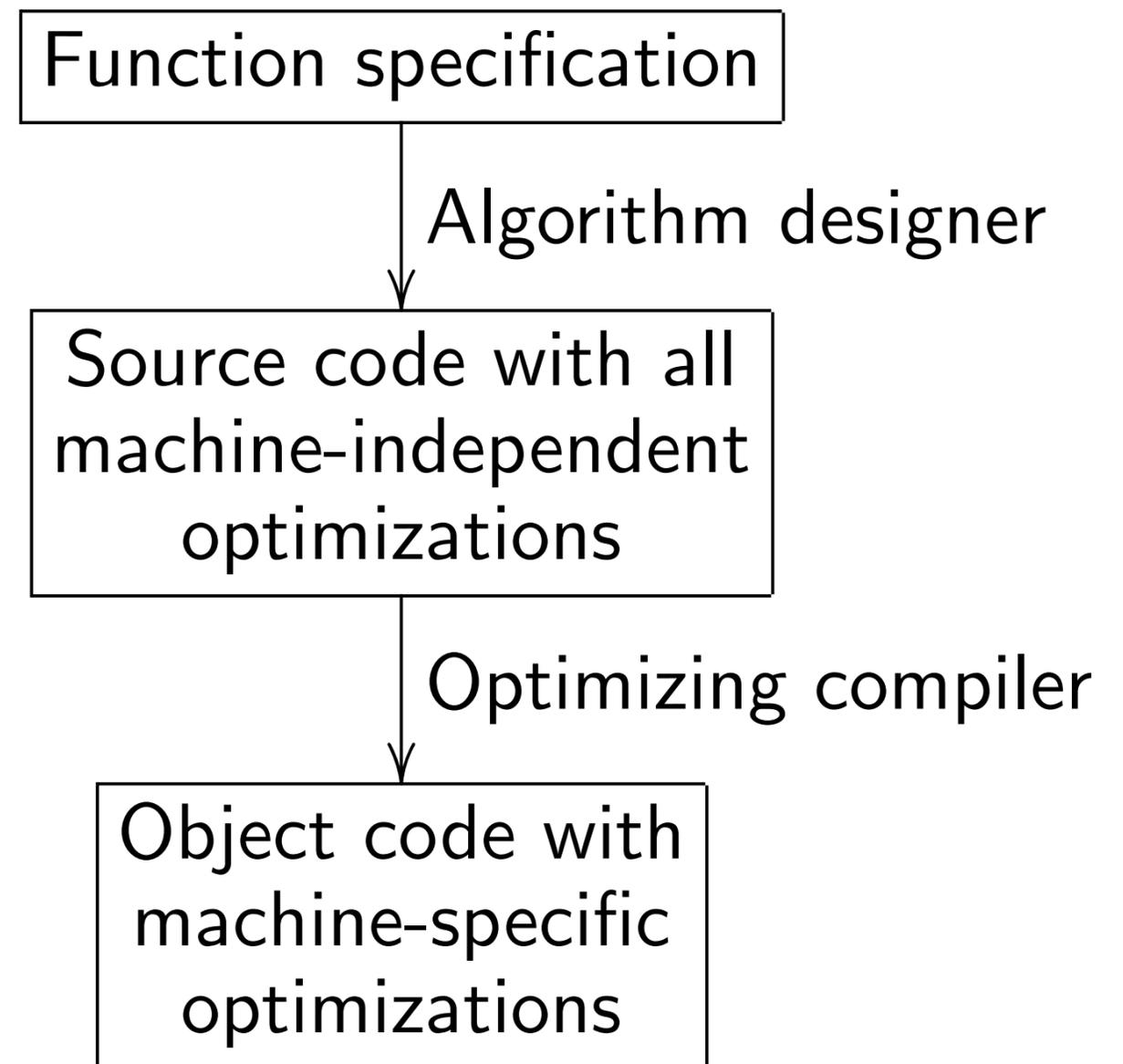
Algorithm designer vs. compiler

Wikipedia: “An optimizing compiler is a compiler that tries to minimize or maximize some attributes of an executable computer program.”

— So the algorithm designer (viewed as a machine) is an optimizing compiler?

Nonsense. Compiler designers have narrower focus. Example: “A compiler will not change an implementation of bubble sort to use mergesort.” — Why not?

In fact, compiler designers take responsibility only for “machine-specific optimization”. Outside this bailiwick they freely blame algorithm designers:



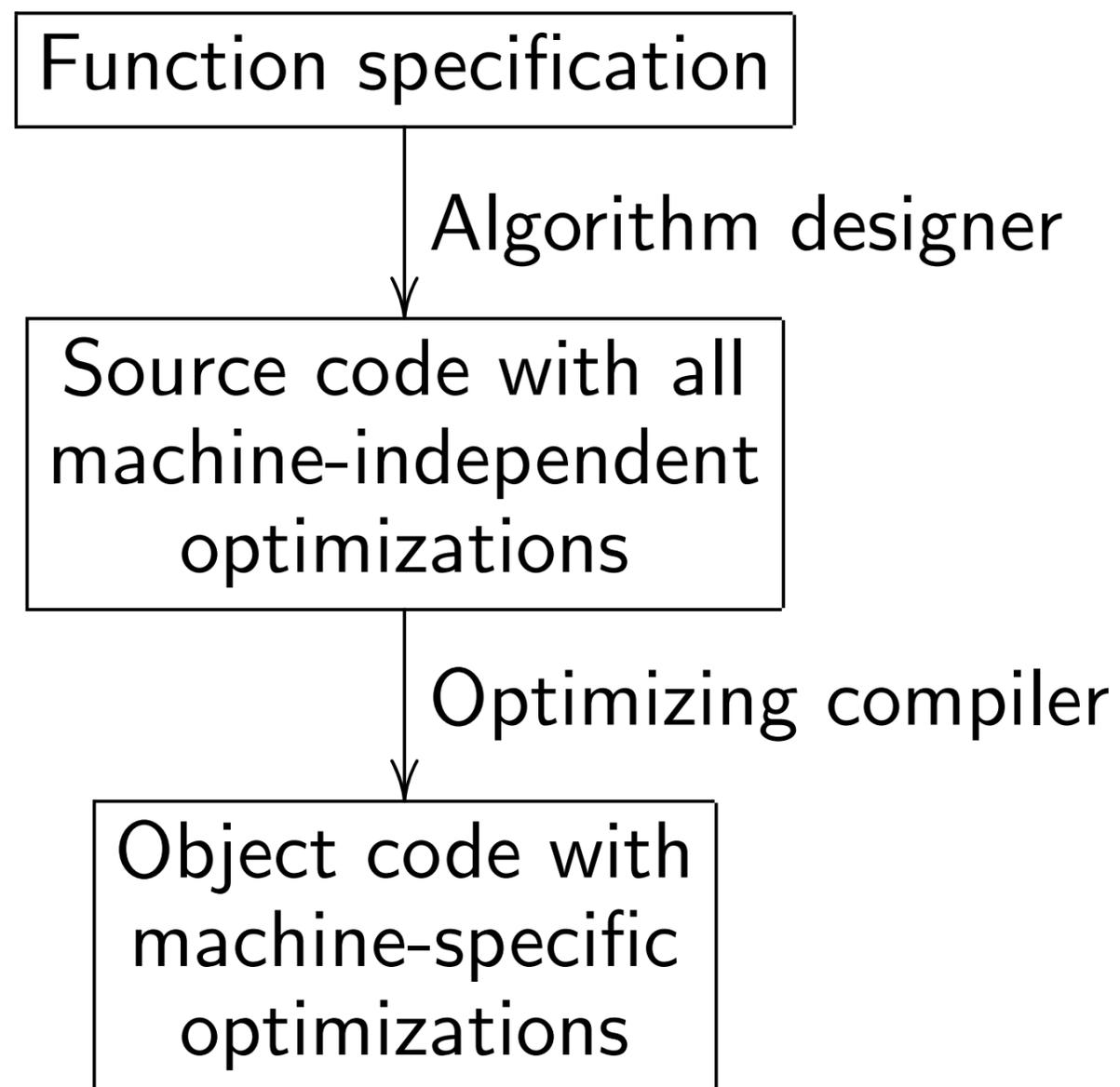
Algorithm designer vs. compiler

via: “An optimizing compiler is a compiler that minimizes or maximizes some attributes of an executable program.”

the algorithm designer (as a machine) optimizing compiler?

e. Compiler designers narrower focus. Example: “A compiler will not change an implementation of bubble sort to qsort.” — Why not?

In fact, compiler designers take responsibility only for “machine-specific optimization”. Outside this bailiwick they freely blame algorithm designers:



Output of compiler is algorithm. Algorithm designer targeted. Why build compiler?

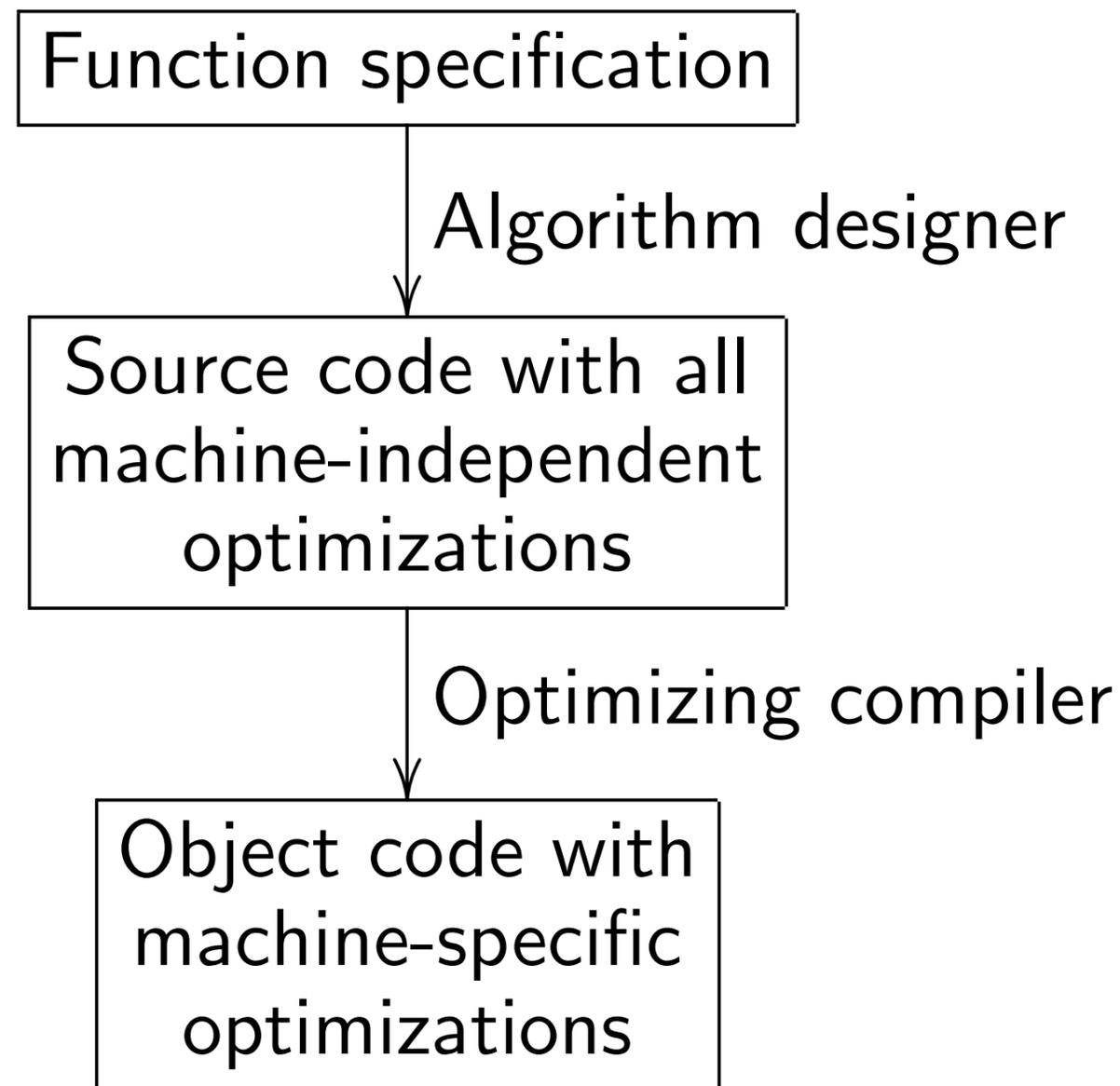
vs. compiler

optimizing
compiler that
or maximize
an executable
.”

m designer
(ine)
ompiler?

er designers
us. Example:
ot change an
bubble sort to
– Why not?

In fact, compiler designers take responsibility only for “machine-specific optimization”. Outside this bailiwick they freely blame algorithm designers:



Output of optimiz
is algorithm for ta
Algorithm designe
targeted this mach
Why build a new c
compiler o old des

piler

ze

table

r

rs

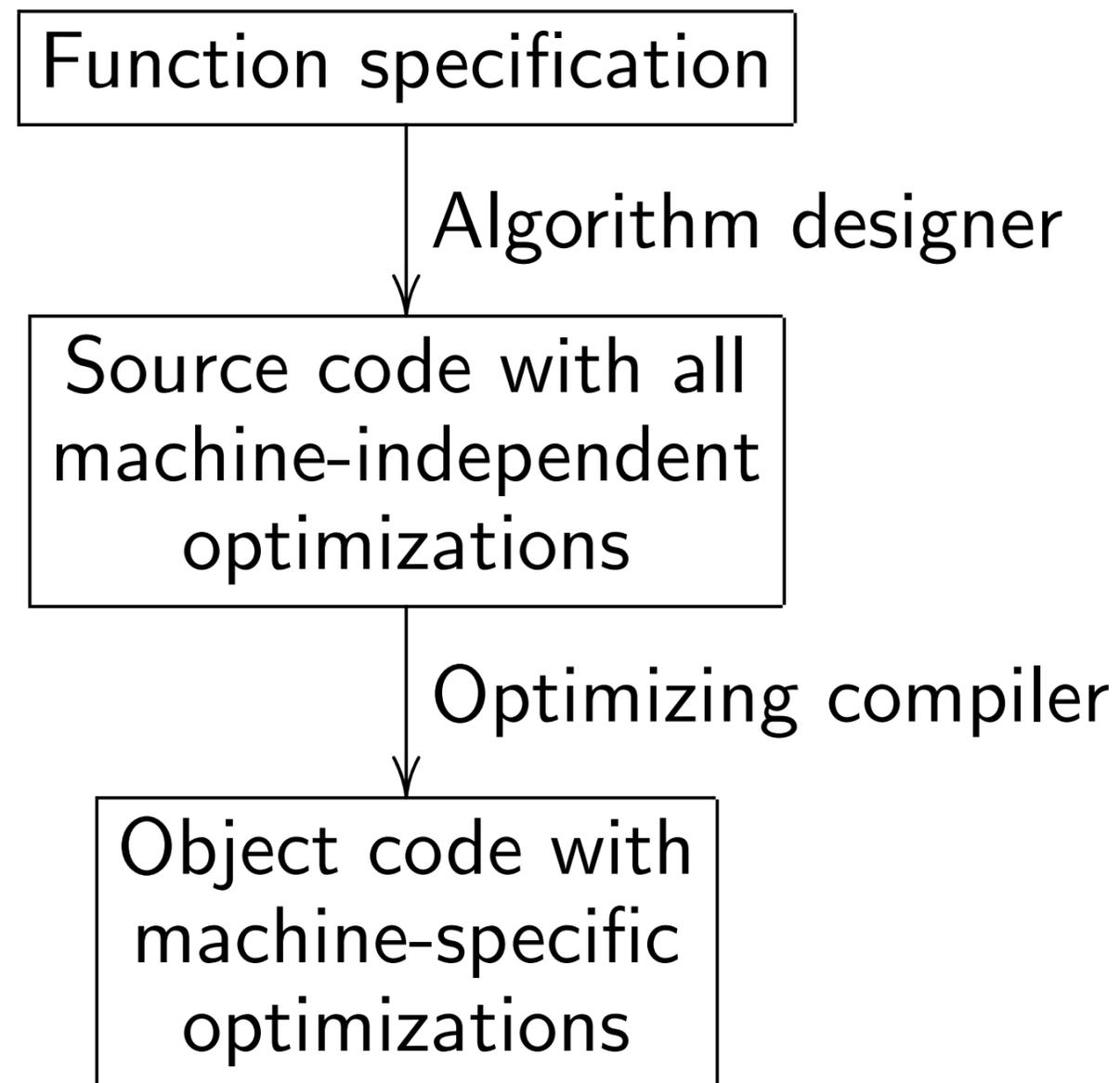
ole:

an

ort to

?

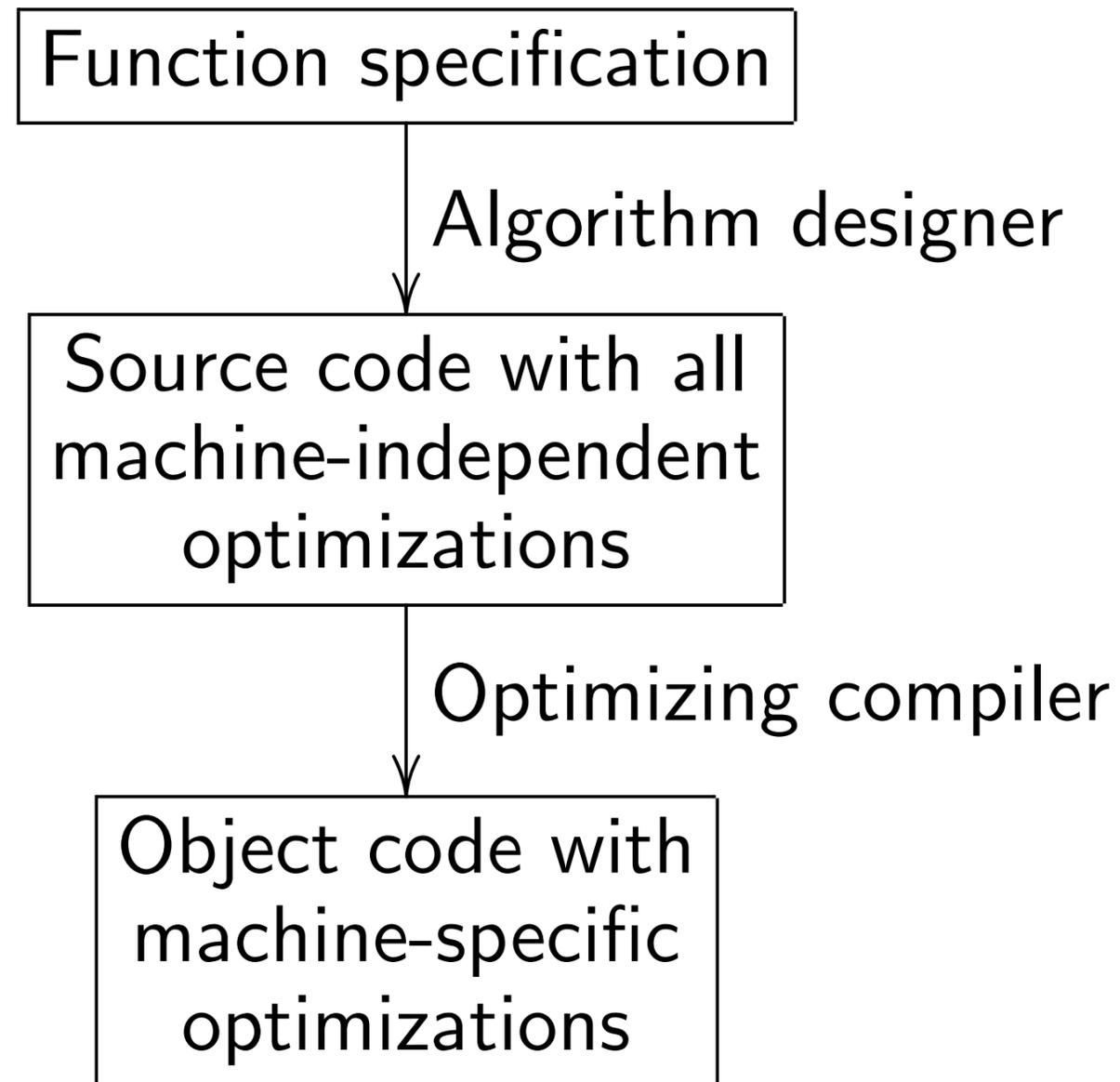
In fact, compiler designers take responsibility only for “machine-specific optimization”. Outside this bailiwick they freely blame algorithm designers:



Output of optimizing compiler is algorithm for target machine

Algorithm designer could have targeted this machine directly. Why build a new designer as compiler ◦ old designer?

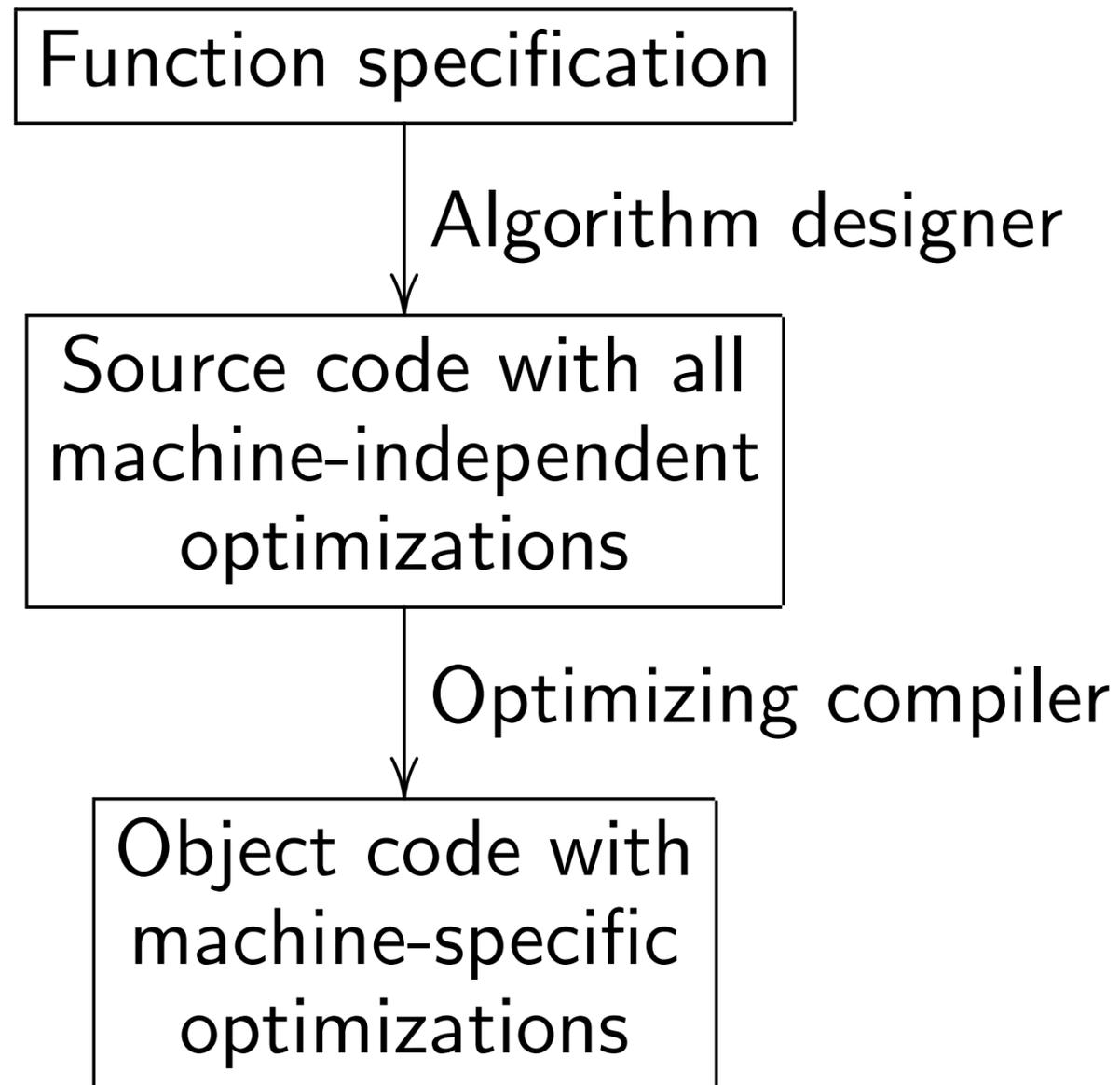
In fact, compiler designers take responsibility only for “machine-specific optimization”. Outside this bailiwick they freely blame algorithm designers:



Output of optimizing compiler is algorithm for target machine.

Algorithm designer could have targeted this machine directly. Why build a new designer as compiler ◦ old designer?

In fact, compiler designers take responsibility only for “machine-specific optimization”. Outside this bailiwick they freely blame algorithm designers:



Output of optimizing compiler is algorithm for target machine.

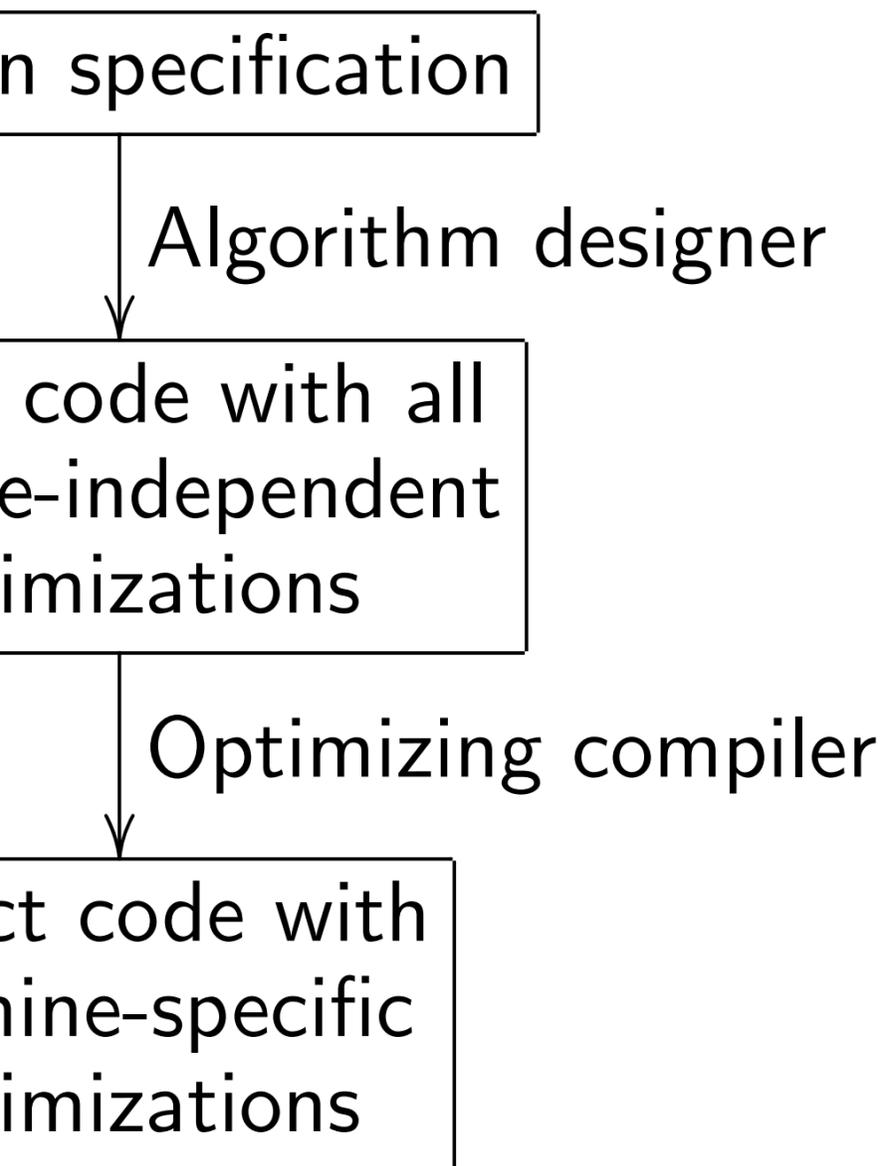
Algorithm designer could have targeted this machine directly. Why build a new designer as compiler ◦ old designer?

Advantages of this composition:

- (1) save designer's time in handling complex machines;
- (2) save designer's time in handling many machines.

Optimizing compiler is general-purpose, used by many designers.

compiler designers
possibility only for
"machine-specific optimization".
In this bailiwick they
are the same algorithm designers:



Output of optimizing compiler is algorithm for target machine.

Algorithm designer could have targeted this machine directly. Why build a new designer as compiler ◦ old designer?

Advantages of this composition:

- (1) save designer's time in handling complex machines;
- (2) save designer's time in handling many machines.

Optimizing compiler is general-purpose, used by many designers.

And the
say the
Remember
"We can
on most
only try
and then
get slight

designers
only for
optimization".
quick they
algorithm designers:

ation

algorithm designer

n all
dent

optimizing compiler

th
ic

Output of optimizing compiler
is algorithm for target machine.

Algorithm designer could have
targeted this machine directly.
Why build a new designer as
compiler ◦ old designer?

Advantages of this composition:

- (1) save designer's time
in handling complex machines;
- (2) save designer's time
in handling many machines.

Optimizing compiler is general-
purpose, used by many designers.

And the compiler
say the results are
Remember the type
"We come so close
on most architectures
only try to get little
and there where they
get slightly wrong

Output of optimizing compiler
is algorithm for target machine.

Algorithm designer could have
targeted this machine directly.

Why build a new designer as
compiler ◦ old designer?

Advantages of this composition:

(1) save designer's time
in handling complex machines;

(2) save designer's time
in handling many machines.

Optimizing compiler is general-
purpose, used by many designers.

And the compiler designers
say the results are great!

Remember the typical quote

“We come so close to optim
on most architectures We
only try to get little niggles
and there where the heuristi
get slightly wrong answers.”

Output of optimizing compiler is algorithm for target machine.

Algorithm designer could have targeted this machine directly.

Why build a new designer as compiler ◦ old designer?

Advantages of this composition:

- (1) save designer's time in handling complex machines;
- (2) save designer's time in handling many machines.

Optimizing compiler is general-purpose, used by many designers.

And the compiler designers say the results are great!

Remember the typical quote:

“We come so close to optimal on most architectures ... We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

Output of optimizing compiler is algorithm for target machine.

Algorithm designer could have targeted this machine directly.

Why build a new designer as compiler ◦ old designer?

Advantages of this composition:

(1) save designer's time in handling complex machines;

(2) save designer's time in handling many machines.

Optimizing compiler is general-purpose, used by many designers.

And the compiler designers say the results are great!

Remember the typical quote:

“We come so close to optimal on most architectures . . . We can only try to get little niggles here and there where the heuristics get slightly wrong answers.”

— But they're wrong.

Their results are becoming **less and less satisfactory**, despite clever compiler research; more CPU time for compilation; extermination of many targets.

of optimizing compiler
chm for target machine.
m designer could have
this machine directly.
ld a new designer as
o old designer?
ges of this composition:
designer's time
ing complex machines;
designer's time
ing many machines.
ing compiler is general-
used by many designers.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures . . . We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”
— But they're wrong.
Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the

Fastest c
hot spot
by algori
using do

Mediocr
output c
hot spot
algorithm

ing compiler
rget machine.
r could have
ine directly.
designer as
igner?
s composition:
s time
ex machines;
s time
machines.
er is general-
many designers.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures . . . We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”
— But they’re wrong.
Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base

Fastest code:
hot spots targeted
by algorithm design
using domain-spec

Mediocre code:
output of optimizi
hot spots not yet
algorithm designer

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures . . . We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.
Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compiler
hot spots not yet reached by
algorithm designers.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they’re wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn’t worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they’re wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn’t worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Mediocre code:

output of optimizing compilers;
hot spots not yet reached by
algorithm designers.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they're wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code:

hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Slowest code:

code with optimization turned off;
so cold that optimization
isn't worth the costs.

And the compiler designers
say the results are great!
Remember the typical quote:
“We come so close to optimal
on most architectures ... We can
only try to get little niggles here
and there where the heuristics
get slightly wrong answers.”

— But they’re wrong.

Their results are becoming
less and less satisfactory,
despite clever compiler research;
more CPU time for compilation;
extermination of many targets.

How the code base is evolving:

Fastest code (most CPU time):
hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Slowest code (almost all code):
code with optimization turned off;
so cold that optimization
isn’t worth the costs.

compiler designers
results are great!
per the typical quote:
**... so close to optimal
architectures ... We can
to get little niggles here
re where the heuristics
tly wrong answers."**

they're wrong.

results are becoming
... less satisfactory,
clever compiler research;
CPU time for compilation;
ation of many targets.

How the code base is evolving:

Fastest code (most CPU time):
hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Slowest code (almost all code):
code with optimization turned off;
so cold that optimization
isn't worth the costs.

2013 Wa
"AUGEM
high per
algebra l
"Many D
are man
assembly
Our tem
[allows]
optimiza
applicati
allows th
how bes
kernels t
integrate

designers

great!

typical quote:

... to optimal

... We can

... niggles here

... heuristics

... answers.”

ong.

becoming

factory,

compiler research;

or compilation;

many targets.

How the code base is evolving:

Fastest code (most CPU time):

hot spots targeted directly

by algorithm designers,

using domain-specific tools.

Slowest code (almost all code):

code with optimization turned off;

so cold that optimization

isn't worth the costs.

2013 Wang–Zhang

“AUGEM: automa

high performance

algebra kernels on

“Many DLA kerne

are manually imple

assembly by doma

Our template-base

[allows] multiple m

optimizations in a

application specific

allows the expert k

how best to optim

kernels to be seam

integrated in the p

How the code base is evolving:

Fastest code (most CPU time):

hot spots targeted directly

by algorithm designers,

using domain-specific tools.

Slowest code (almost all code):

code with optimization turned off;

so cold that optimization

isn't worth the costs.

2013 Wang–Zhang–Zhang–Y

“AUGEM: automatically gen

high performance dense linea

algebra kernels on x86 CPUs

“Many DLA kernels in ATLA

are manually implemented in

assembly by domain experts

Our template-based approach

[allows] multiple machine-level

optimizations in a domain/

application specific setting a

allows the expert knowledge

how best to optimize varying

kernels to be seamlessly

integrated in the process.”

How the code base is evolving:

Fastest code (most CPU time):
hot spots targeted directly
by algorithm designers,
using domain-specific tools.

Slowest code (almost all code):
code with optimization turned off;
so cold that optimization
isn't worth the costs.

2013 Wang–Zhang–Zhang–Yi
“AUGEM: automatically generate
high performance dense linear
algebra kernels on x86 CPUs”:

“Many DLA kernels in ATLAS
are manually implemented in
assembly by domain experts . . .

Our template-based approach
[allows] multiple machine-level
optimizations in a domain/
application specific setting and
allows the expert knowledge of
how best to optimize varying
kernels to be seamlessly
integrated in the process.”

code base is evolving:

code (most CPU time):

is targeted directly

by algorithm designers,

using domain-specific tools.

code (almost all code):

with optimization turned off;

so that optimization

is worth the costs.

2013 Wang–Zhang–Zhang–Yi

“AUGEM: automatically generate high performance dense linear algebra kernels on x86 CPUs”:

“Many DLA kernels in ATLAS are manually implemented in assembly by domain experts . . .

Our template-based approach [allows] multiple machine-level optimizations in a domain/application specific setting and allows the expert knowledge of how best to optimize varying kernels to be seamlessly integrated in the process.”

Why this

The actu

farther a

from the

is evolving:

(at CPU time):

directly

gners,

specific tools.

(most all code):

ation turned off;

nization

sts.

2013 Wang–Zhang–Zhang–Yi

“AUGEM: automatically generate high performance dense linear algebra kernels on x86 CPUs”:

“Many DLA kernels in ATLAS are manually implemented in assembly by domain experts . . .

Our template-based approach [allows] multiple machine-level optimizations in a domain/application specific setting and allows the expert knowledge of how best to optimize varying kernels to be seamlessly integrated in the process.”

Why this is happening

The actual machine is moving farther and farther from the source machine.

ng:

ne):

de):

ed off;

2013 Wang–Zhang–Zhang–Yi

“AUGEM: automatically generate high performance dense linear algebra kernels on x86 CPUs”:

“Many DLA kernels in ATLAS are manually implemented in assembly by domain experts . . .

Our template-based approach [allows] multiple machine-level optimizations in a domain/application specific setting and allows the expert knowledge of how best to optimize varying kernels to be seamlessly integrated in the process.”

Why this is happening

The actual machine is evolving farther and farther away from the source machine.

2013 Wang–Zhang–Zhang–Yi

“AUGEM: automatically generate high performance dense linear algebra kernels on x86 CPUs”:

“Many DLA kernels in ATLAS are manually implemented in assembly by domain experts . . .

Our template-based approach [allows] multiple machine-level optimizations in a domain/application specific setting and allows the expert knowledge of how best to optimize varying kernels to be seamlessly integrated in the process.”

Why this is happening

The actual machine is evolving farther and farther away from the source machine.

2013 Wang–Zhang–Zhang–Yi

“AUGEM: automatically generate high performance dense linear algebra kernels on x86 CPUs”:

“Many DLA kernels in ATLAS are manually implemented in assembly by domain experts Our template-based approach [allows] multiple machine-level optimizations in a domain/application specific setting and allows the expert knowledge of how best to optimize varying kernels to be seamlessly integrated in the process.”

Why this is happening

The actual machine is evolving farther and farther away from the source machine.

Minor optimization challenges:

- Pipelining.
- Superscalar processing.

Major optimization challenges:

- Vectorization.
- Many threads; many cores.
- The memory hierarchy; the ring; the mesh.
- Larger-scale parallelism.
- Larger-scale networking.

ang–Zhang–Zhang–Yi

M: automatically generate
performance dense linear
kernels on x86 CPUs”:

DLA kernels in ATLAS

ually implemented in
y by domain experts ...

plate-based approach

multiple machine-level

tions in a domain/

on specific setting and

ne expert knowledge of

t to optimize varying

to be seamlessly

ed in the process.”

Why this is happening

The actual machine is evolving
farther and farther away
from the source machine.

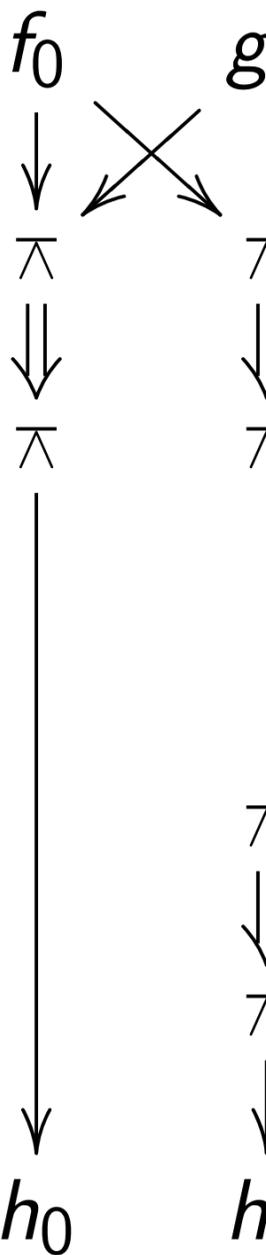
Minor optimization challenges:

- Pipelining.
- Superscalar processing.

Major optimization challenges:

- Vectorization.
- Many threads; many cores.
- The memory hierarchy;
the ring; the mesh.
- Larger-scale parallelism.
- Larger-scale networking.

CPU des



Gates π
product
of integers

g–Zhang–Yi
 tically generate
 dense linear
 x86 CPUs”:
 ls in ATLAS
 emented in
 in experts ...
 ed approach
 machine-level
 domain/
 c setting and
 knowledge of
 ize varying
 nlessly
 process.”

Why this is happening

The actual machine is evolving farther and farther away from the source machine.

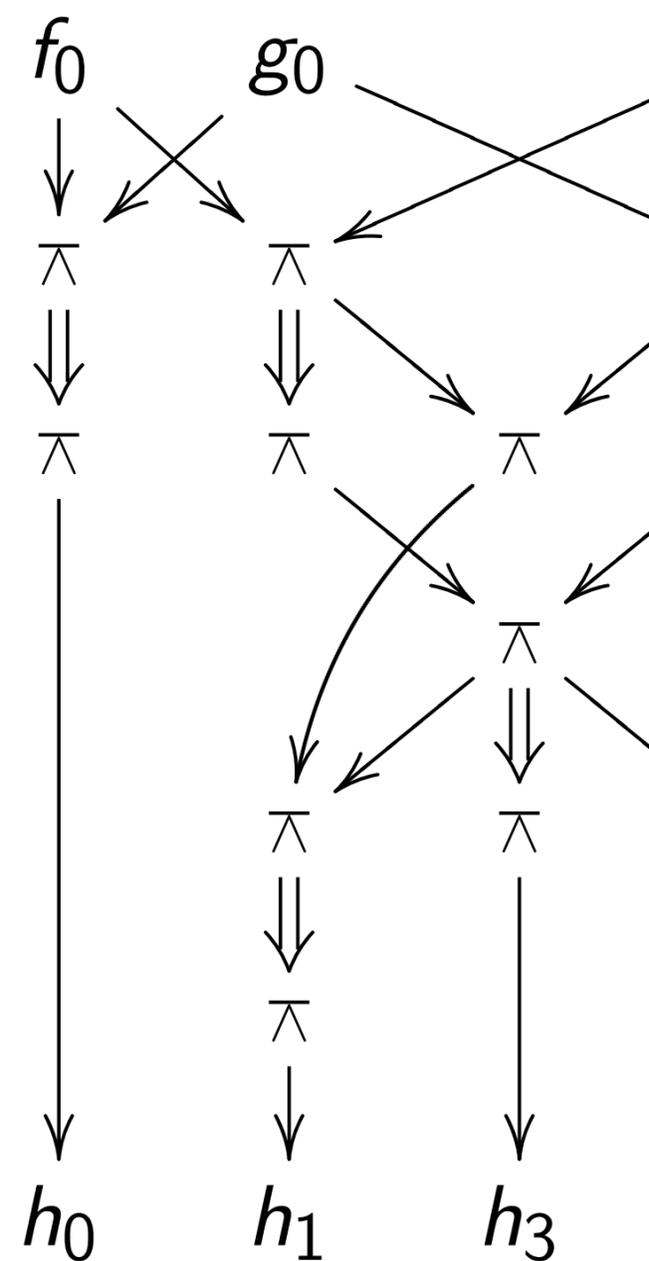
Minor optimization challenges:

- Pipelining.
- Superscalar processing.

Major optimization challenges:

- Vectorization.
- Many threads; many cores.
- The memory hierarchy; the ring; the mesh.
- Larger-scale parallelism.
- Larger-scale networking.

CPU design in a n



Gates $\wedge: a, b \mapsto 1$
 product $h_0 + 2h_1$
 of integers $f_0 + 2f_1$

Why this is happening

The actual machine is evolving farther and farther away from the source machine.

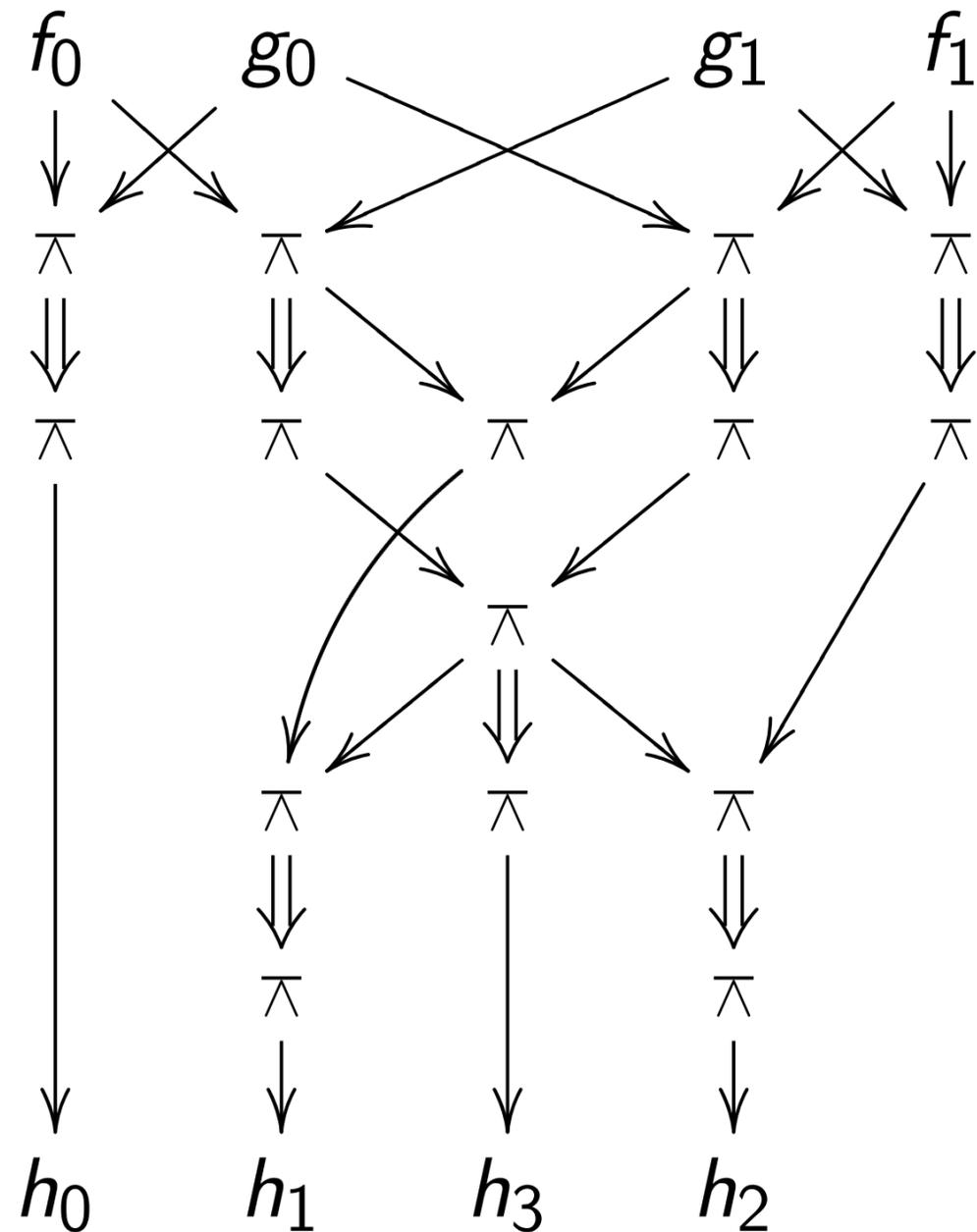
Minor optimization challenges:

- Pipelining.
- Superscalar processing.

Major optimization challenges:

- Vectorization.
- Many threads; many cores.
- The memory hierarchy; the ring; the mesh.
- Larger-scale parallelism.
- Larger-scale networking.

CPU design in a nutshell



Gates $\pi : a, b \mapsto 1 - ab$ compute the dot product $h_0 + 2h_1 + 4h_2 + 8h_3$ of integers $f_0 + 2f_1, g_0 + 2g_1$.

Why this is happening

The actual machine is evolving farther and farther away from the source machine.

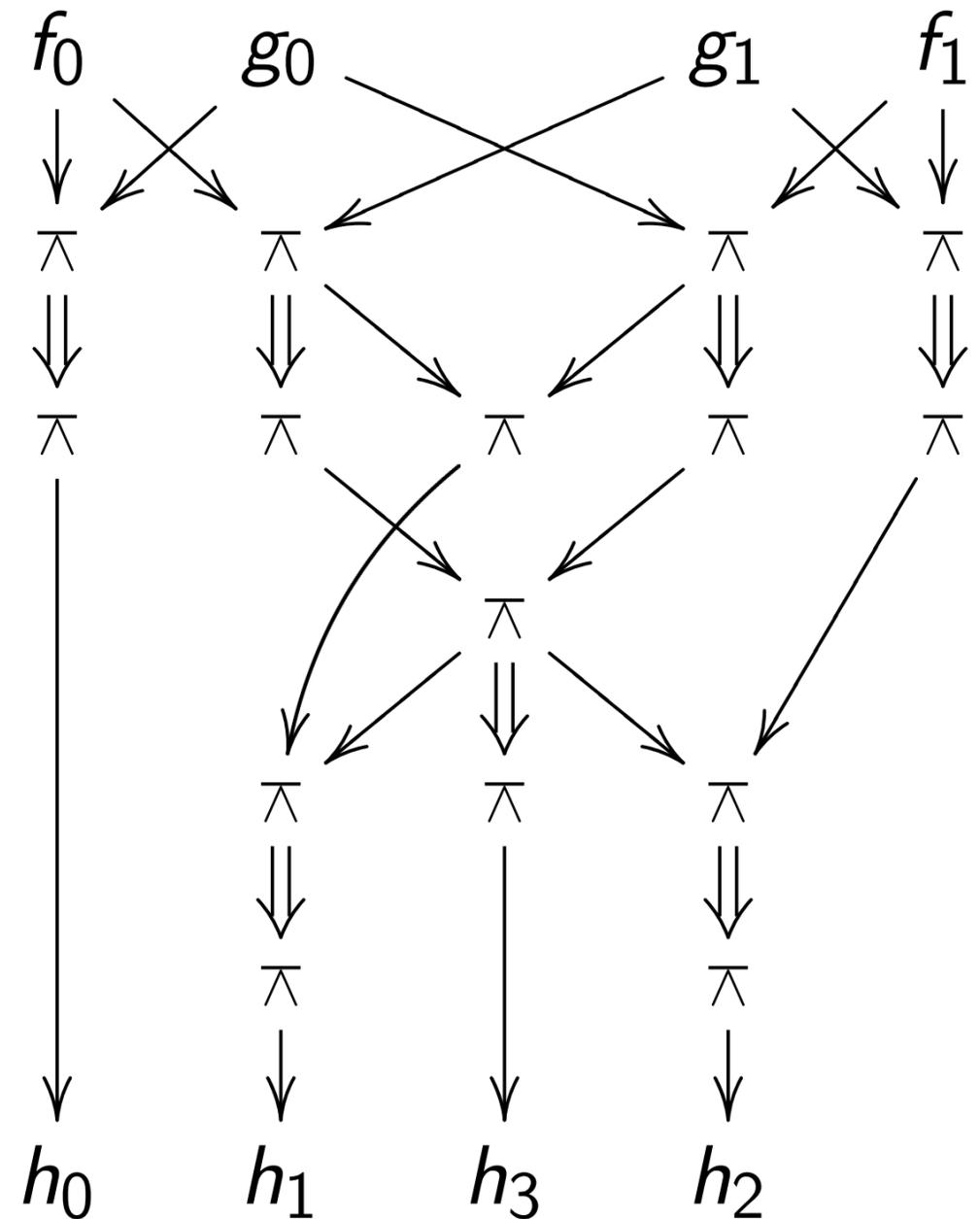
Minor optimization challenges:

- Pipelining.
- Superscalar processing.

Major optimization challenges:

- Vectorization.
- Many threads; many cores.
- The memory hierarchy; the ring; the mesh.
- Larger-scale parallelism.
- Larger-scale networking.

CPU design in a nutshell



Gates $\wedge : a, b \mapsto 1 - ab$ computing product $h_0 + 2h_1 + 4h_2 + 8h_3$ of integers $f_0 + 2f_1, g_0 + 2g_1$.

is happening

ual machine is evolving
and farther away
e source machine.

optimization challenges:
ning.

scalar processing.

optimization challenges:
rization.

threads; many cores.

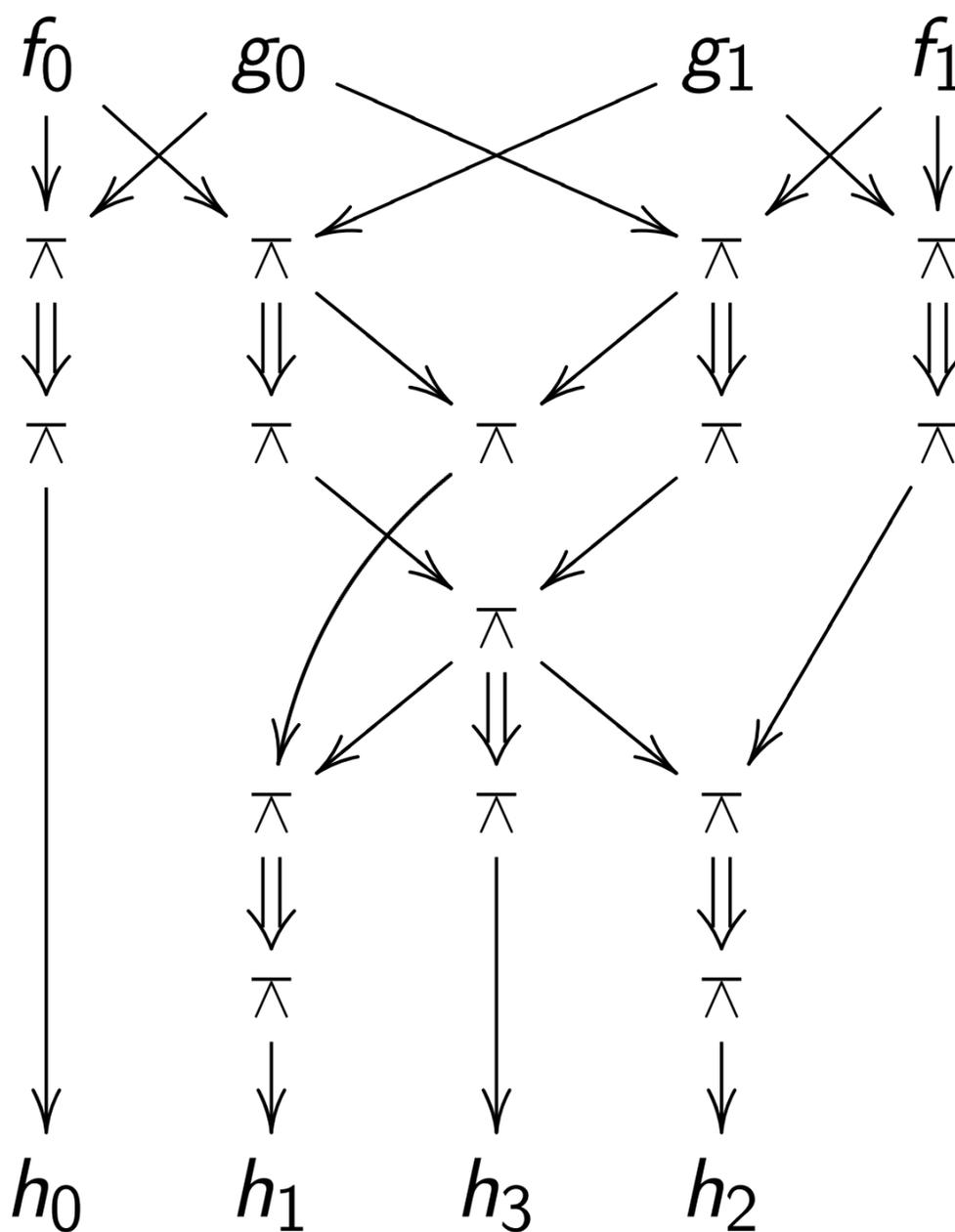
memory hierarchy;

g; the mesh.

-scale parallelism.

-scale networking.

CPU design in a nutshell



Gates $\wedge : a, b \mapsto 1 - ab$ computing
product $h_0 + 2h_1 + 4h_2 + 8h_3$
of integers $f_0 + 2f_1, g_0 + 2g_1$.

Electricity

percolates

If f_0, f_1, g_0, g_1

then h_0, h_1, h_2, h_3

a few more

ning

ne is evolving
r away
achine.

n challenges:

essing.

n challenges:

many cores.

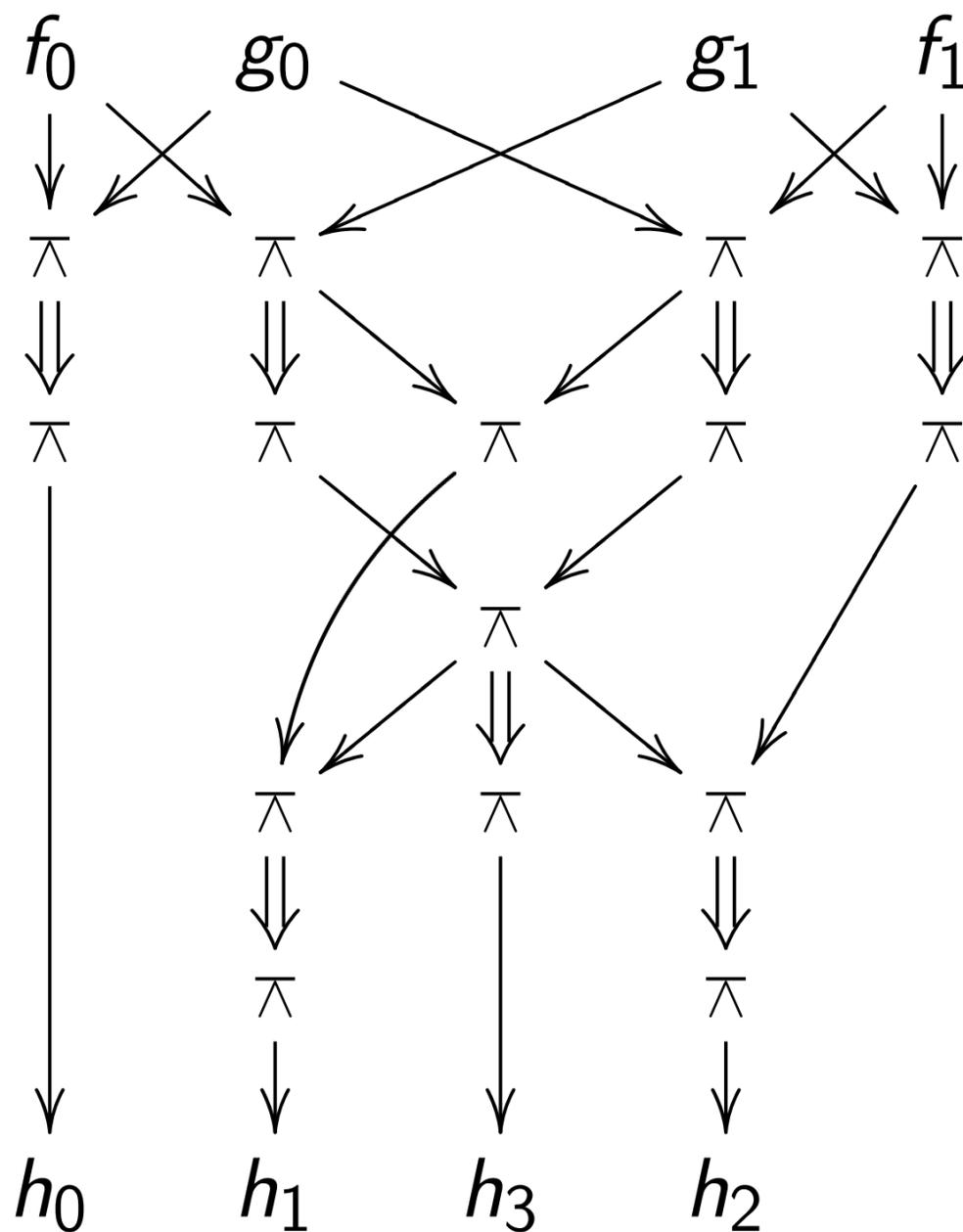
erarchy;

sh.

allelism.

working.

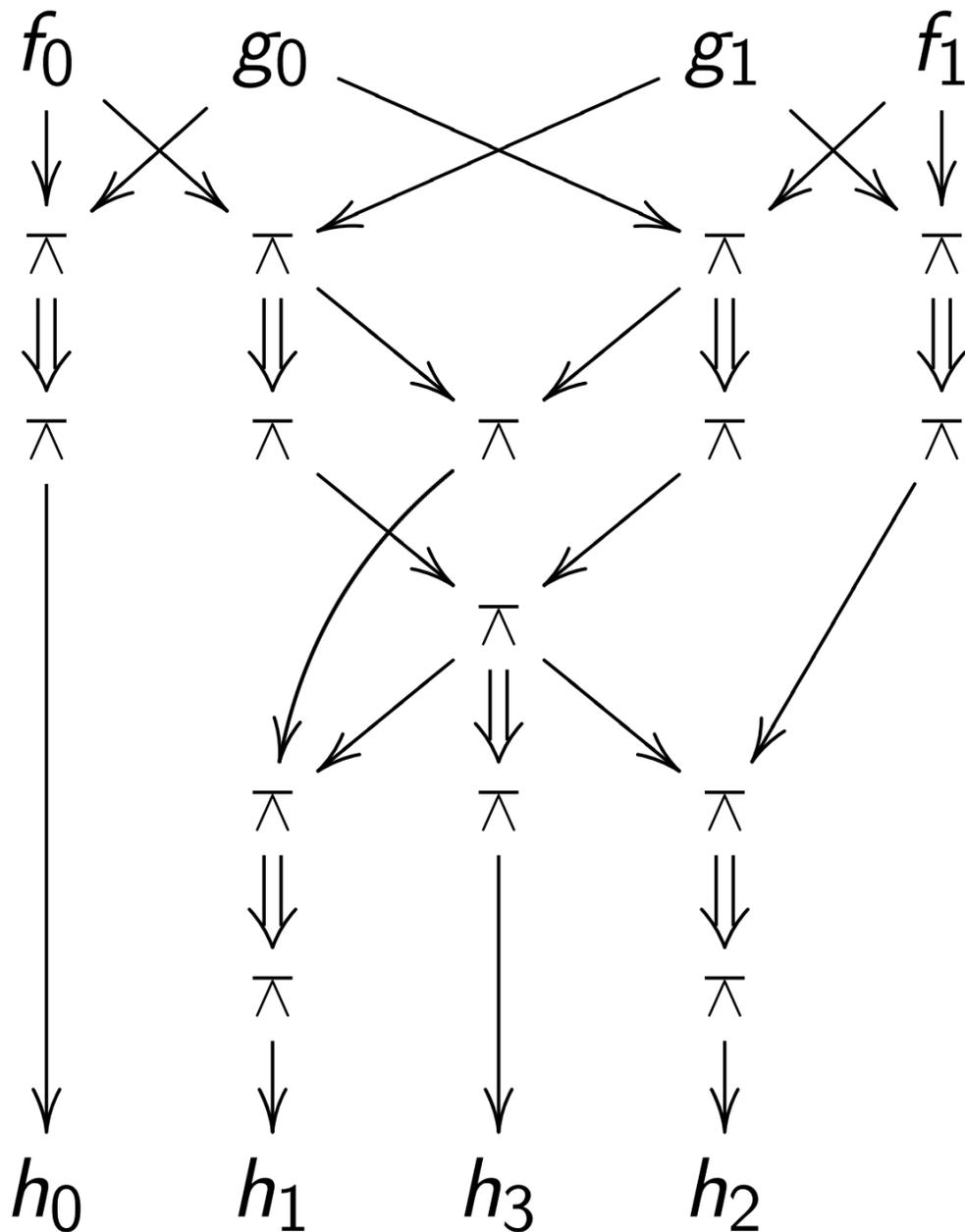
CPU design in a nutshell



Gates $\wedge : a, b \mapsto 1 - ab$ computing
 product $h_0 + 2h_1 + 4h_2 + 8h_3$
 of integers $f_0 + 2f_1, g_0 + 2g_1$.

Electricity takes time
 to percolate through
 the chip.
 If f_0, f_1, g_0, g_1 are
 1, then h_0, h_1, h_2, h_3
 are 1 a few moments later.

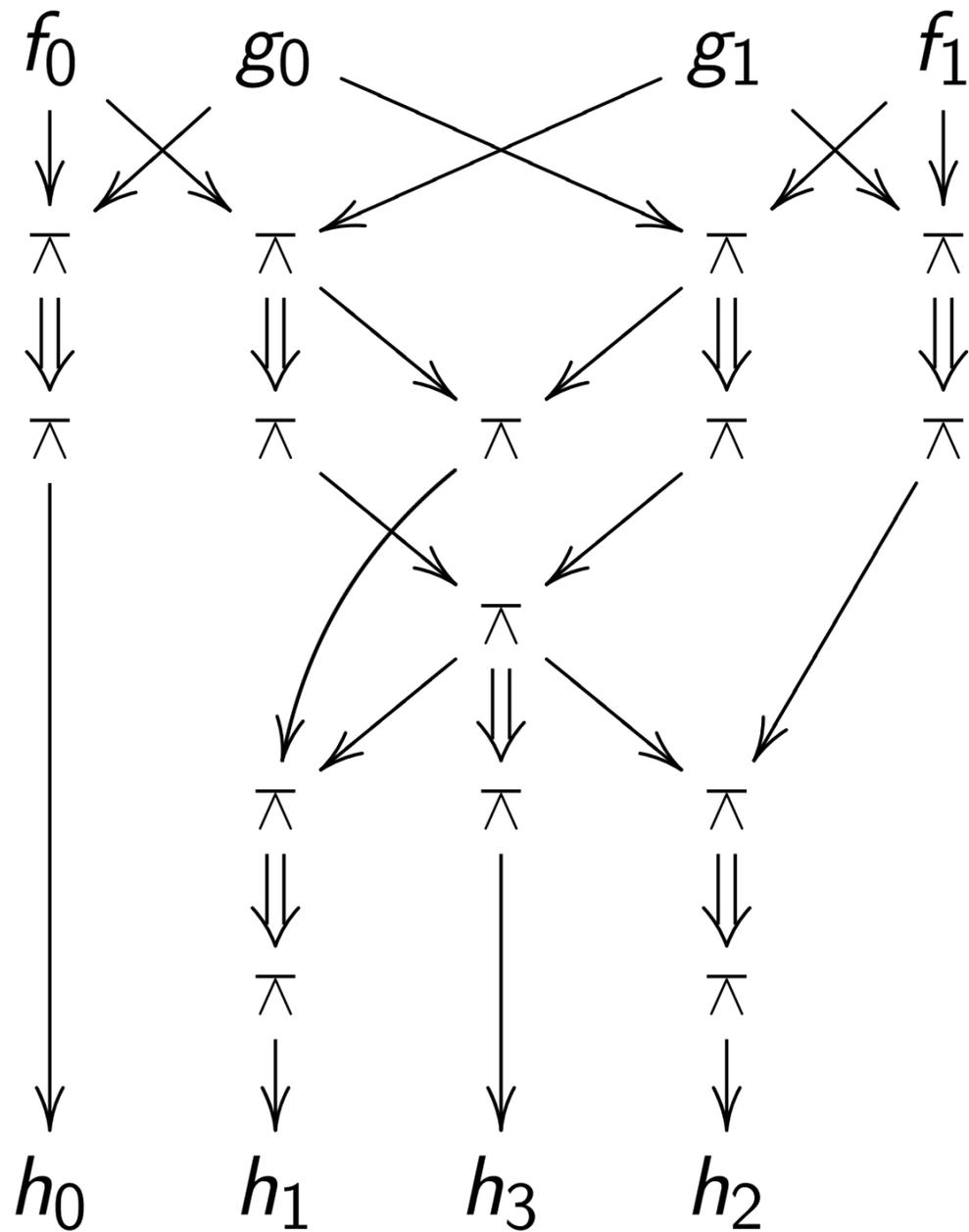
CPU design in a nutshell



Gates $\bar{\wedge} : a, b \mapsto 1 - ab$ computing
 product $h_0 + 2h_1 + 4h_2 + 8h_3$
 of integers $f_0 + 2f_1, g_0 + 2g_1$.

Electricity takes time to
 percolate through wires and
 If f_0, f_1, g_0, g_1 are stable
 then h_0, h_1, h_2, h_3 are stable
 a few moments later.

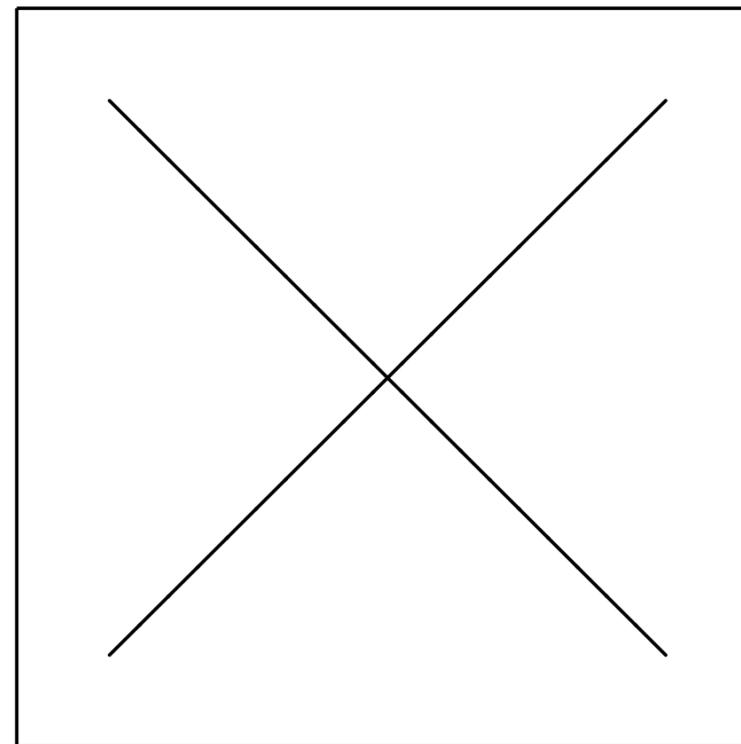
CPU design in a nutshell



Gates $\boxtimes : a, b \mapsto 1 - ab$ computing product $h_0 + 2h_1 + 4h_2 + 8h_3$ of integers $f_0 + 2f_1, g_0 + 2g_1$.

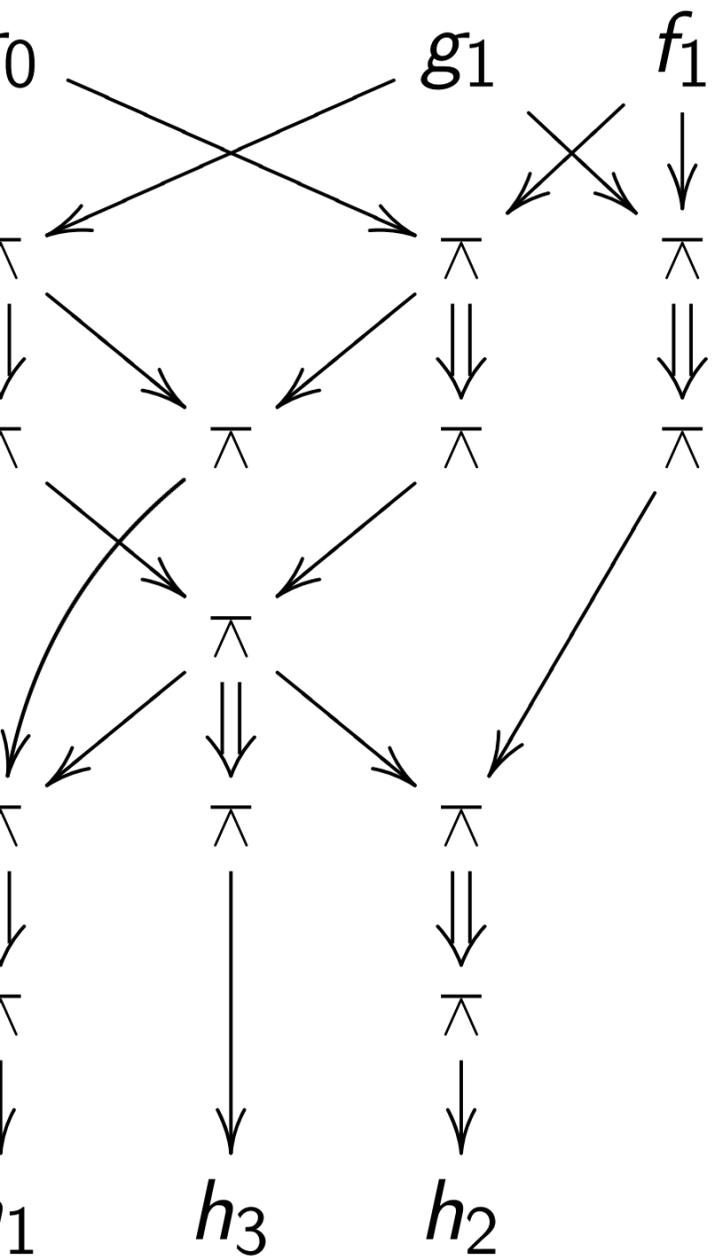
Electricity takes time to percolate through wires and gates. If f_0, f_1, g_0, g_1 are stable then h_0, h_1, h_2, h_3 are stable a few moments later.

Build circuit with more gates to multiply (e.g.) 32-bit integers:



(Details omitted.)

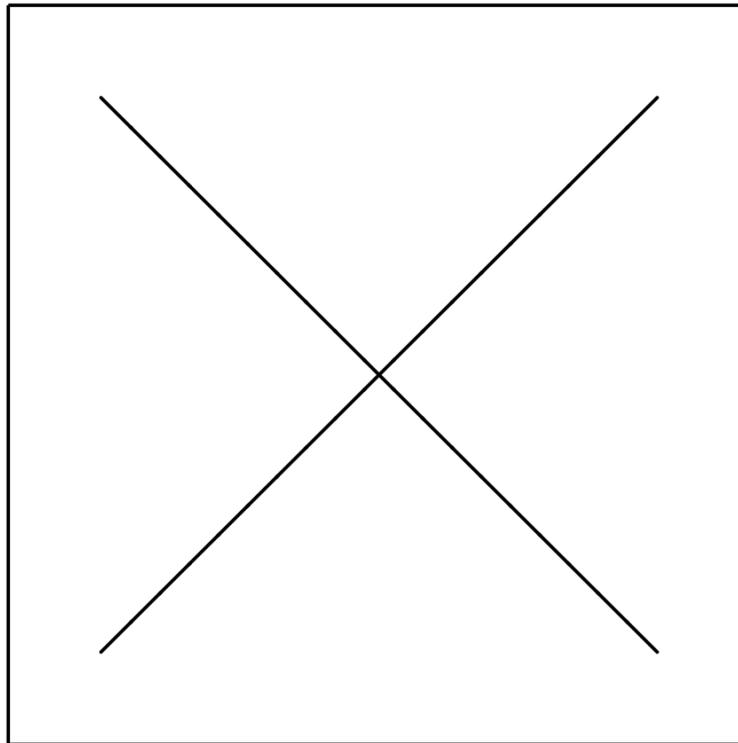
Design in a nutshell



$: a, b \mapsto 1 - ab$ computing
 $h_0 + 2h_1 + 4h_2 + 8h_3$
 using $f_0 + 2f_1, g_0 + 2g_1$.

Electricity takes time to percolate through wires and gates. If f_0, f_1, g_0, g_1 are stable then h_0, h_1, h_2, h_3 are stable a few moments later.

Build circuit with more gates to multiply (e.g.) 32-bit integers:

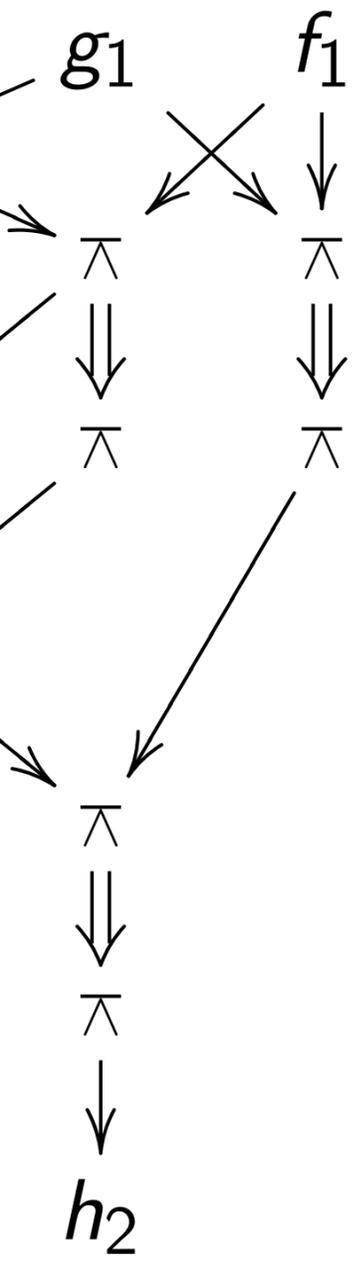


(Details omitted.)

Build circuit for
 32-bit integers
 given 4-bit
 and 32-bit



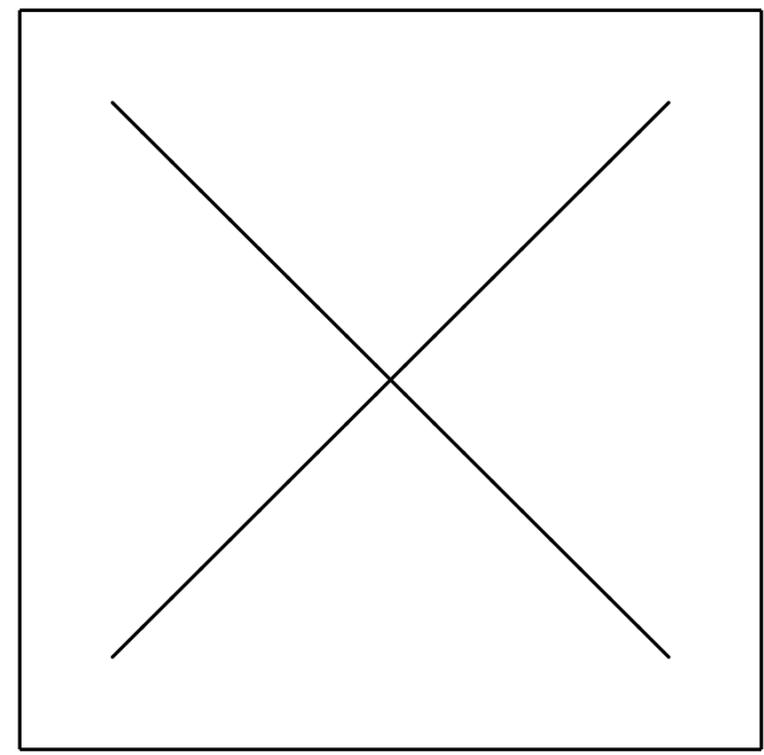
utshell



– ab computing
 $+ 4h_2 + 8h_3$
 $f_1, g_0 + 2g_1.$

Electricity takes time to percolate through wires and gates. If f_0, f_1, g_0, g_1 are stable then h_0, h_1, h_2, h_3 are stable a few moments later.

Build circuit with more gates to multiply (e.g.) 32-bit integers:



(Details omitted.)

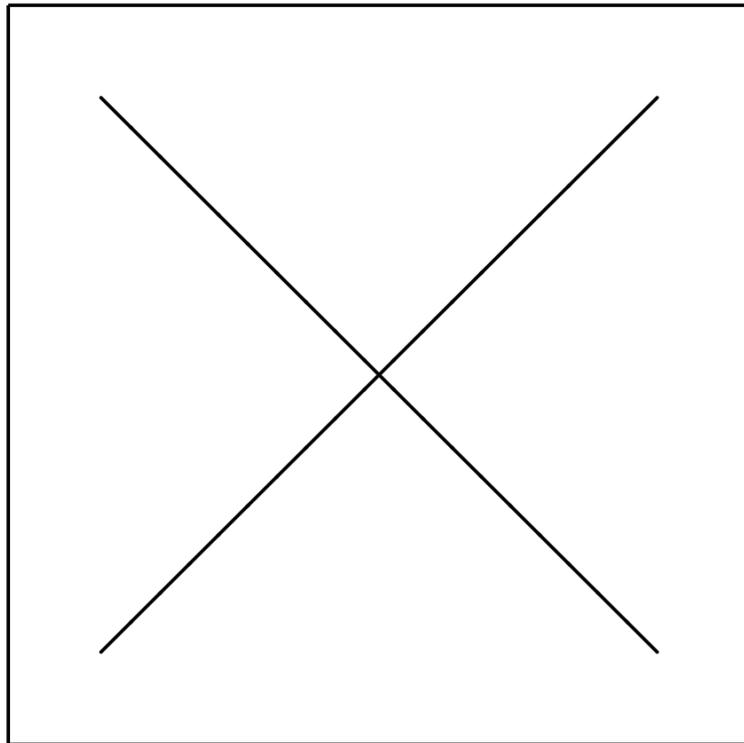
Build circuit to compute 32-bit integer r_i given 4-bit integers and 32-bit integers

register read

Electricity takes time to percolate through wires and gates.

If f_0, f_1, g_0, g_1 are stable then h_0, h_1, h_2, h_3 are stable a few moments later.

Build circuit with more gates to multiply (e.g.) 32-bit integers:



(Details omitted.)

Build circuit to compute 32-bit integer r_i

given 4-bit integer i

and 32-bit integers r_0, r_1, \dots

register
read

puting

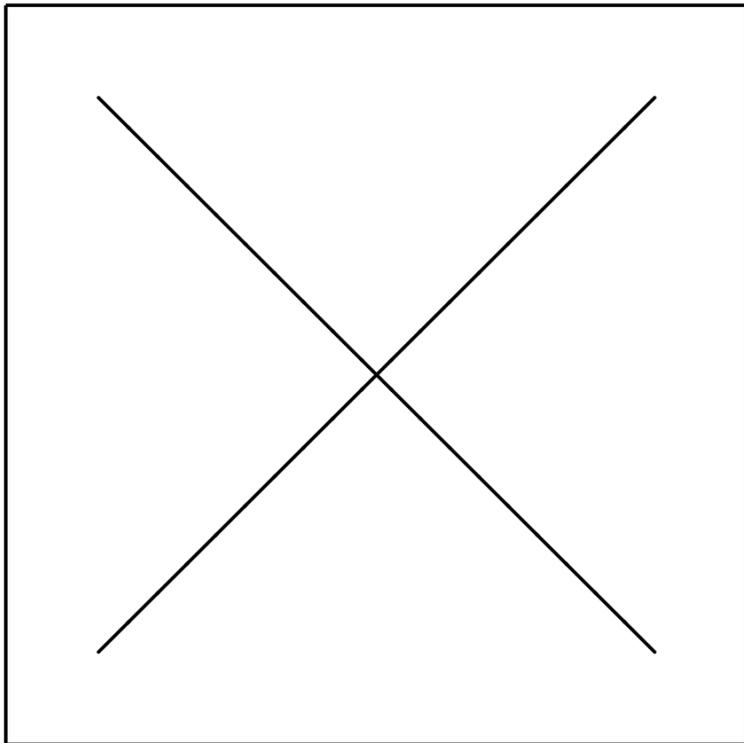
h_3

1.

Electricity takes time to percolate through wires and gates.

If f_0, f_1, g_0, g_1 are stable then h_0, h_1, h_2, h_3 are stable a few moments later.

Build circuit with more gates to multiply (e.g.) 32-bit integers:



(Details omitted.)

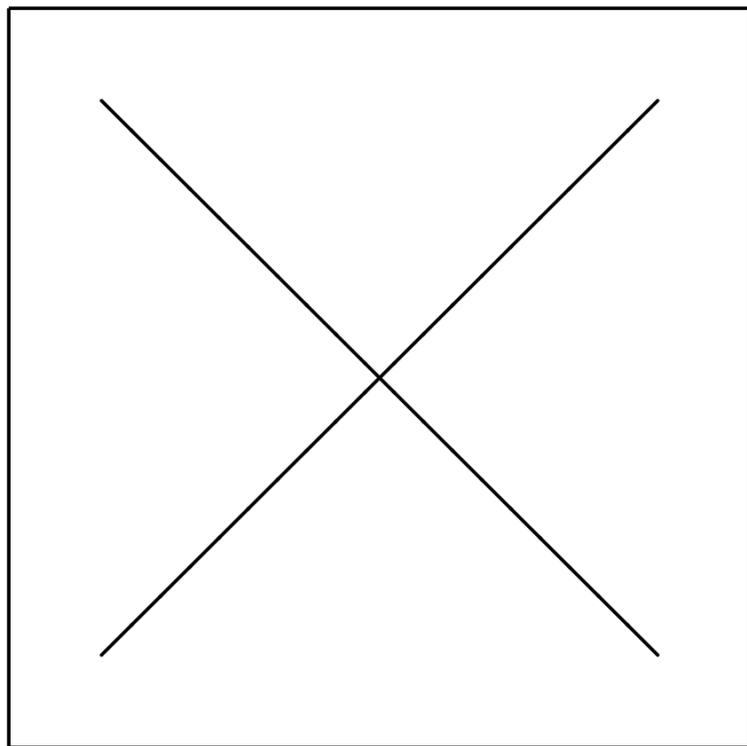
Build circuit to compute 32-bit integer r_i given 4-bit integer i and 32-bit integers r_0, r_1, \dots, r_{15} :

register
read

Electricity takes time to percolate through wires and gates.

If f_0, f_1, g_0, g_1 are stable then h_0, h_1, h_2, h_3 are stable a few moments later.

Build circuit with more gates to multiply (e.g.) 32-bit integers:



(Details omitted.)

Build circuit to compute 32-bit integer r_i given 4-bit integer i and 32-bit integers r_0, r_1, \dots, r_{15} :

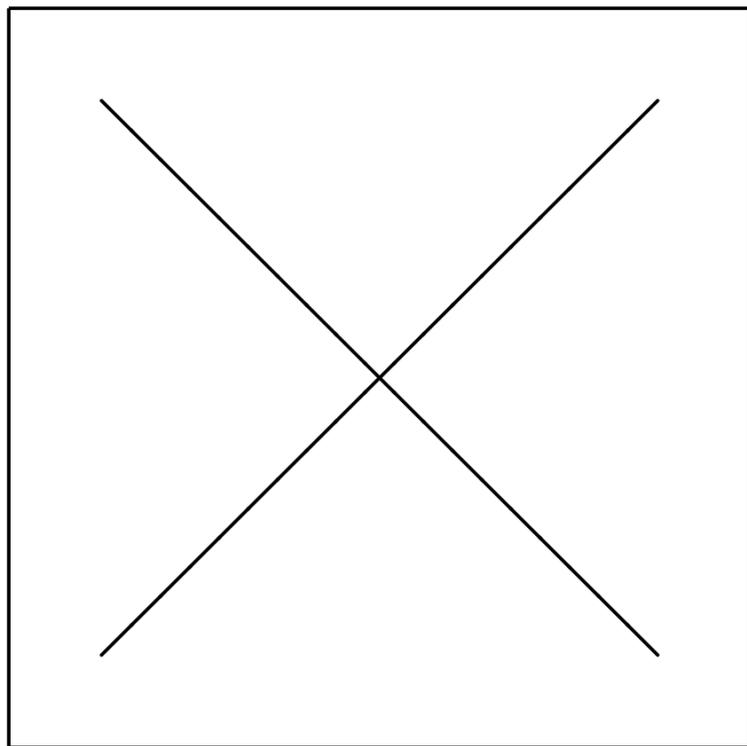
register
read

Build circuit for “register write”:
 $r_0, \dots, r_{15}, s, i \mapsto r'_0, \dots, r'_{15}$
where $r'_j = r_j$ except $r'_i = s$.

Electricity takes time to percolate through wires and gates.

If f_0, f_1, g_0, g_1 are stable then h_0, h_1, h_2, h_3 are stable a few moments later.

Build circuit with more gates to multiply (e.g.) 32-bit integers:



(Details omitted.)

Build circuit to compute 32-bit integer r_i given 4-bit integer i and 32-bit integers r_0, r_1, \dots, r_{15} :

register
read

Build circuit for “register write”:

$r_0, \dots, r_{15}, s, i \mapsto r'_0, \dots, r'_{15}$

where $r'_j = r_j$ except $r'_i = s$.

Build circuit for addition. Etc.

ity takes time to
e through wires and gates.

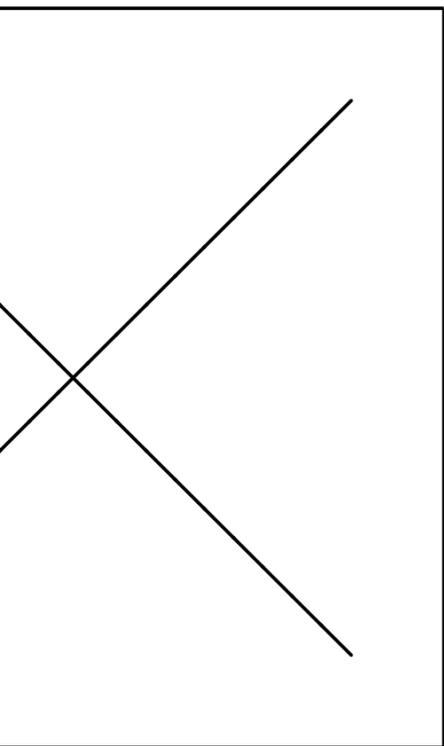
g_0, g_1 are stable

h_1, h_2, h_3 are stable

oments later.

circuit with more gates

ply (e.g.) 32-bit integers:



omitted.)

Build circuit to compute

32-bit integer r_i

given 4-bit integer i

and 32-bit integers r_0, r_1, \dots, r_{15} :



Build circuit for “register write”:

$r_0, \dots, r_{15}, s, i \mapsto r'_0, \dots, r'_{15}$

where $r'_j = r_j$ except $r'_i = s$.

Build circuit for addition. Etc.

r_0, \dots, r_{15}

where r'_ℓ



r

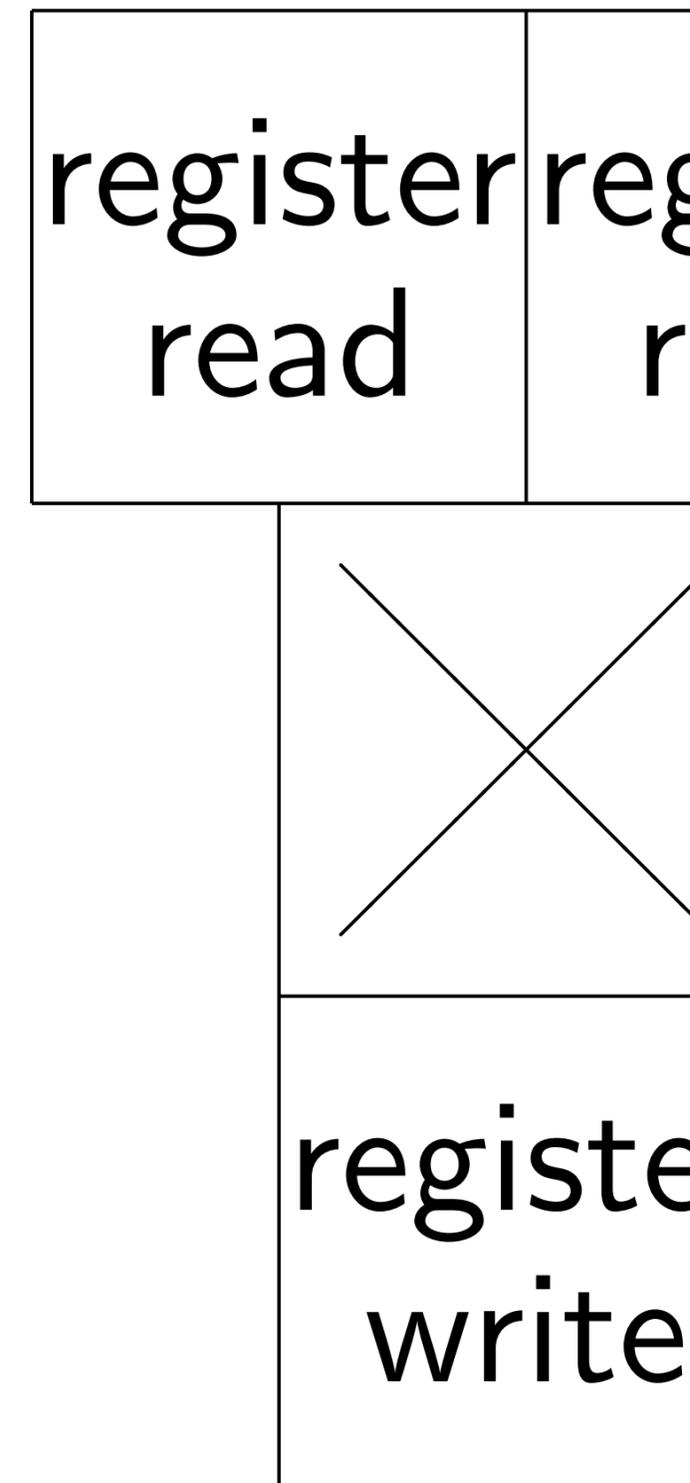
me to
wires and gates.
stable
are stable
ter.
more gates
32-bit integers:

Build circuit to compute
32-bit integer r_i
given 4-bit integer i
and 32-bit integers r_0, r_1, \dots, r_{15} :



Build circuit for “register write”:
 $r_0, \dots, r_{15}, s, i \mapsto r'_0, \dots, r'_{15}$
where $r'_j = r_j$ except $r'_i = s$.
Build circuit for addition. Etc.

$r_0, \dots, r_{15}, i, j, k \mapsto$
where $r'_\ell = r_\ell$ except



gates.

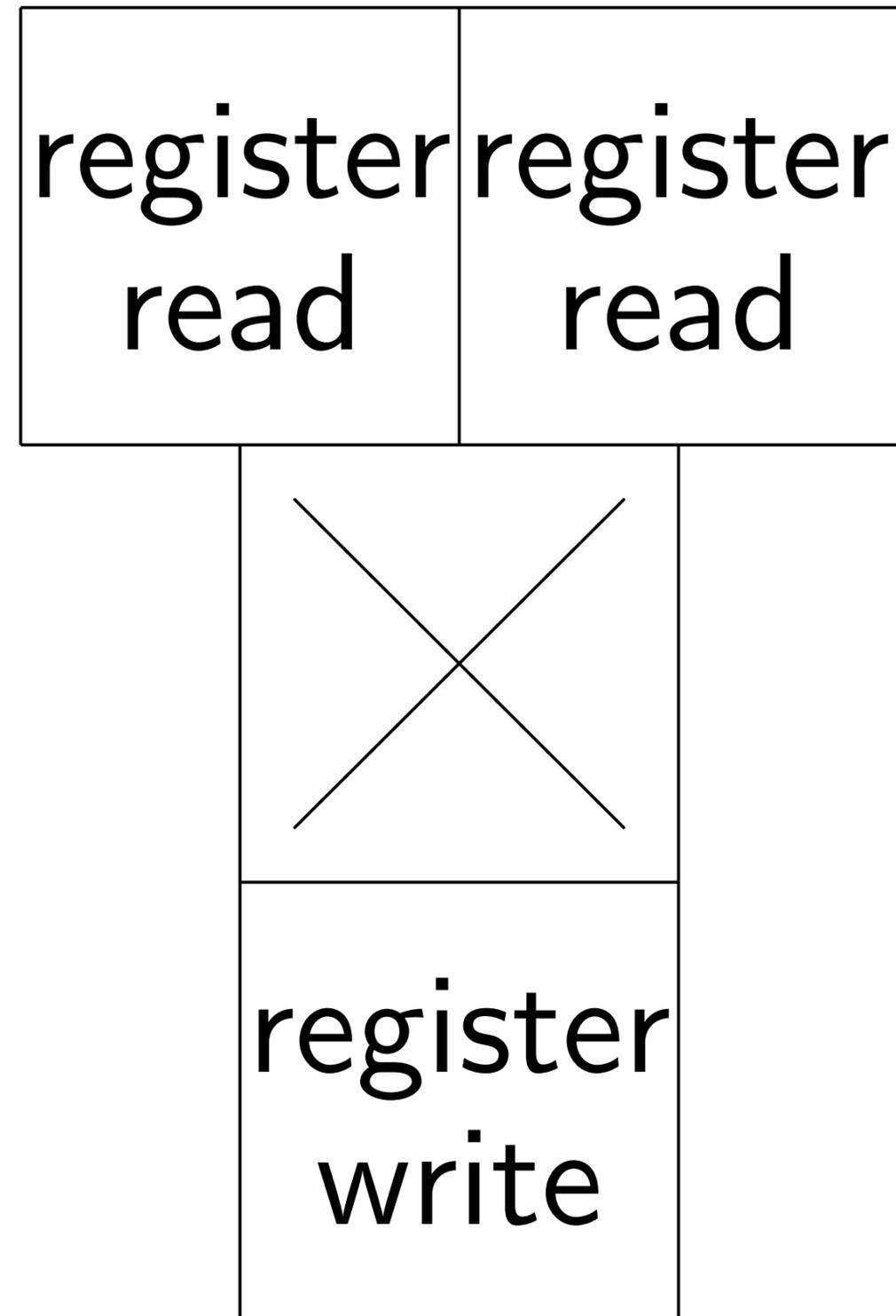
Build circuit to compute
 32-bit integer r_i
 given 4-bit integer i
 and 32-bit integers r_0, r_1, \dots, r_{15} :



s
egers:

Build circuit for “register write”:
 $r_0, \dots, r_{15}, s, i \mapsto r'_0, \dots, r'_{15}$
 where $r'_j = r_j$ except $r'_i = s$.
 Build circuit for addition. Etc.

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
 where $r'_\ell = r_\ell$ except $r'_i = r_j$

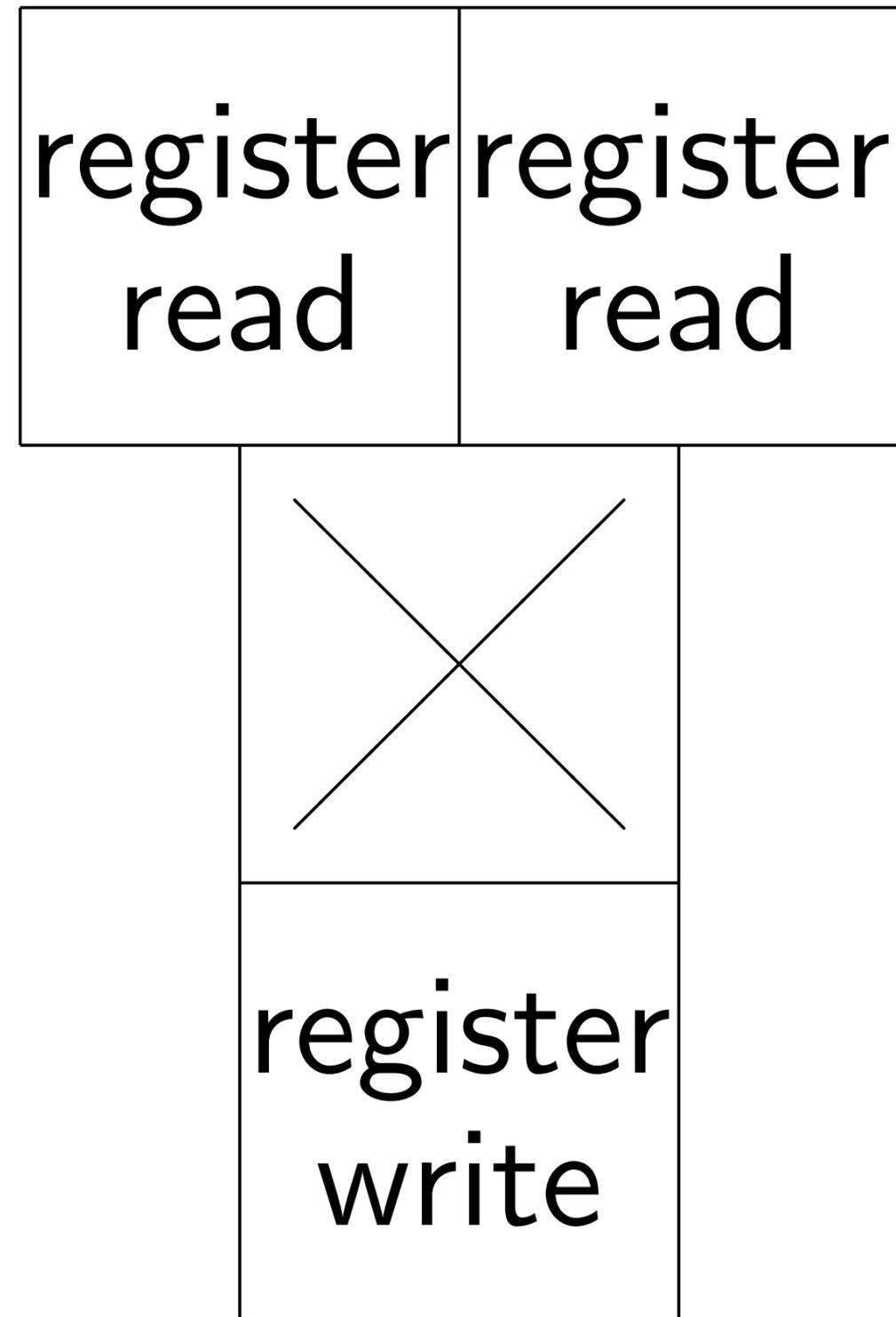


Build circuit to compute
32-bit integer r_i
given 4-bit integer i
and 32-bit integers r_0, r_1, \dots, r_{15} :

register
read

Build circuit for “register write”:
 $r_0, \dots, r_{15}, s, i \mapsto r'_0, \dots, r'_{15}$
where $r'_j = r_j$ except $r'_i = s$.
Build circuit for addition. Etc.

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
where $r'_\ell = r_\ell$ except $r'_i = r_j r_k$:



circuit to compute

integer r_i

bit integer i

bit integers r_0, r_1, \dots, r_{15} :

register
read

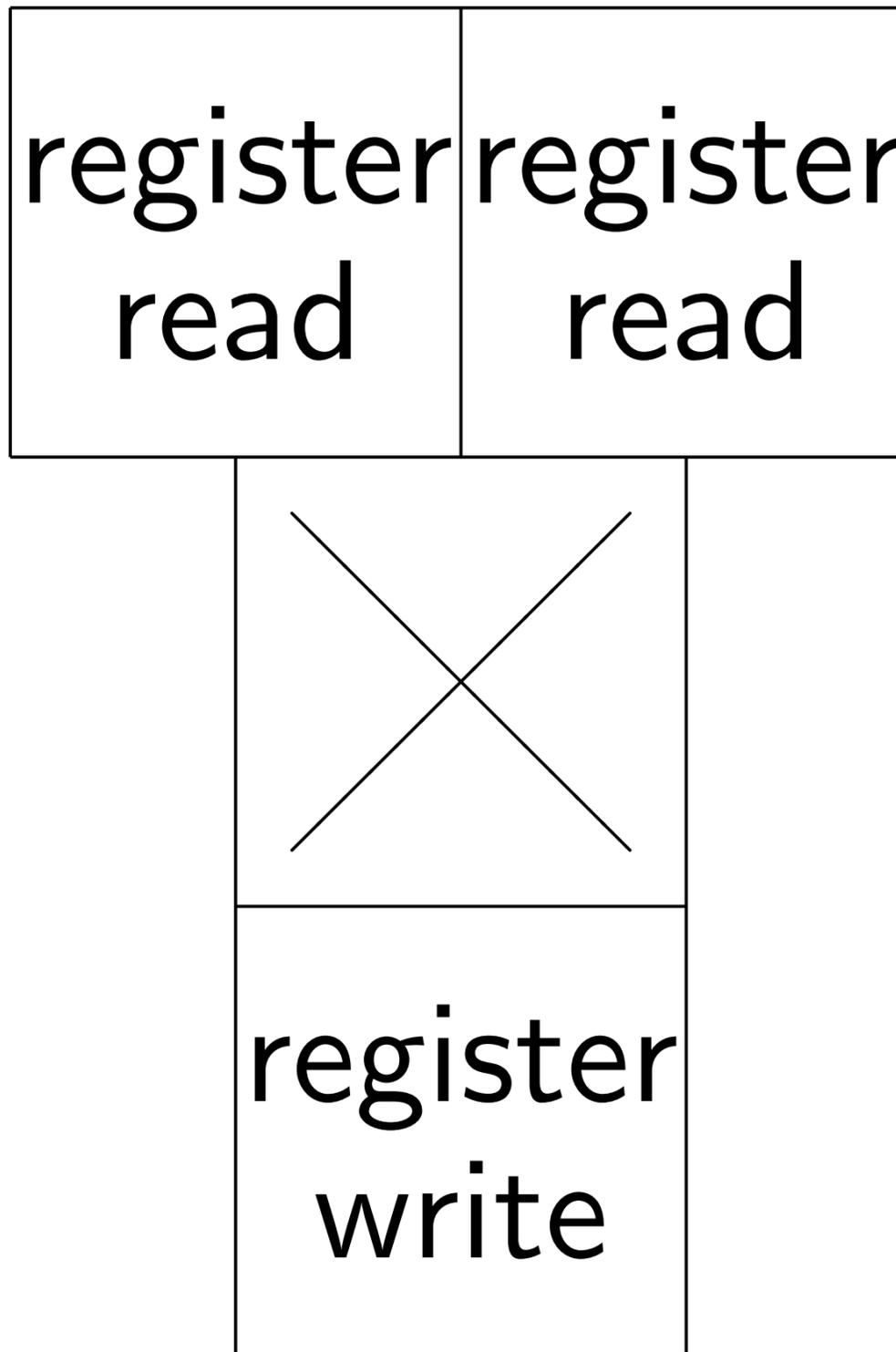
circuit for "register write":

$r_0, \dots, r_{15}, s, i \mapsto r'_0, \dots, r'_{15}$

$r'_\ell = r_\ell$ except $r'_i = s$.

circuit for addition. Etc.

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
where $r'_\ell = r_\ell$ except $r'_i = r_j r_k$:



Add more

More arith

replace (

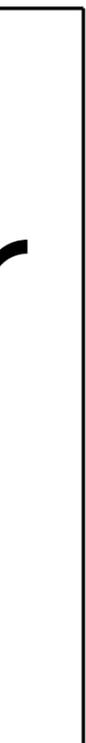
("×", i, j)

("+", i, j)

compute

i

r_0, r_1, \dots, r_{15} :



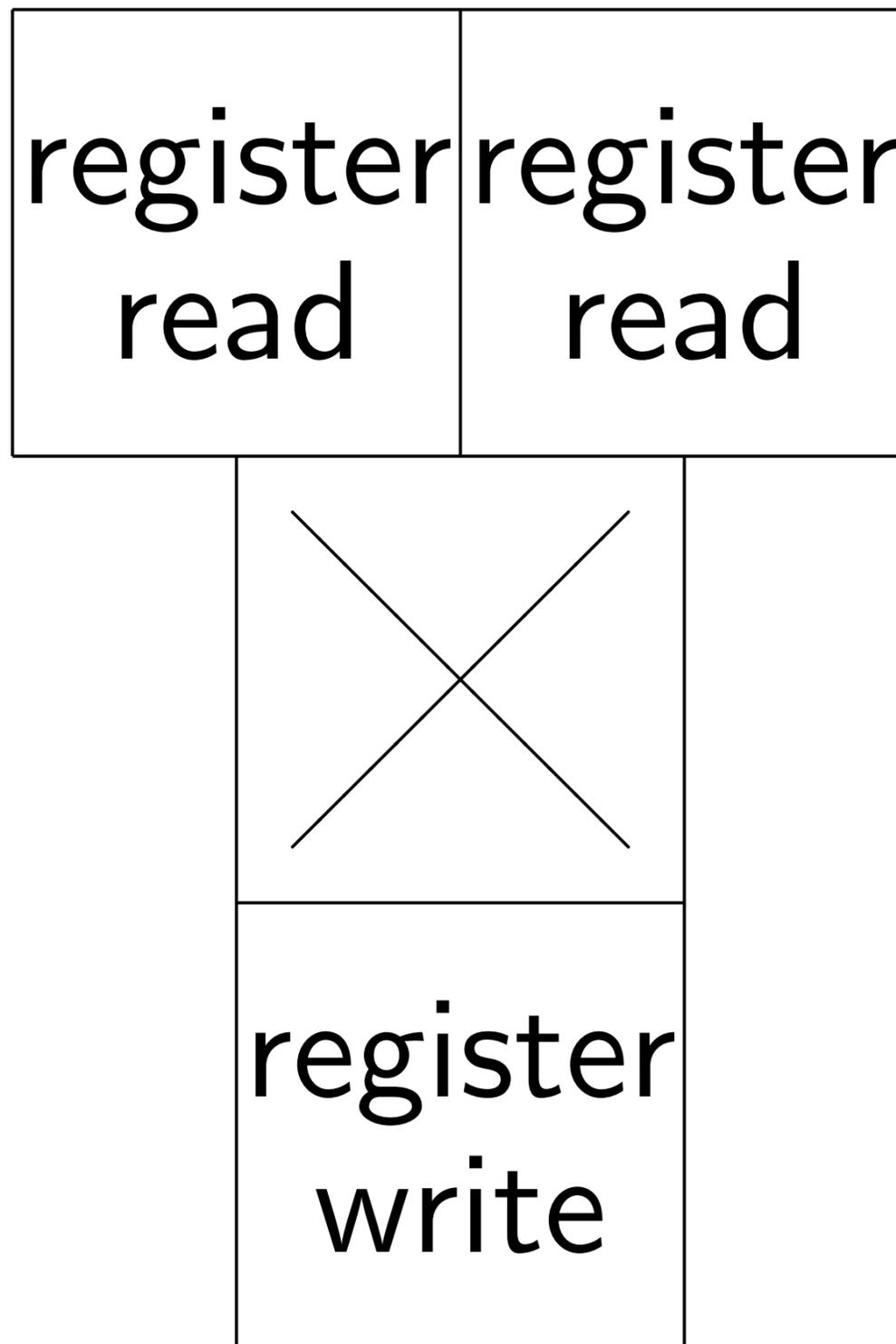
register write”:

r'_0, \dots, r'_{15}

pt $r'_i = s$.

addition. Etc.

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
 where $r'_\ell = r_\ell$ except $r'_i = r_j r_k$:



Add more flexibility

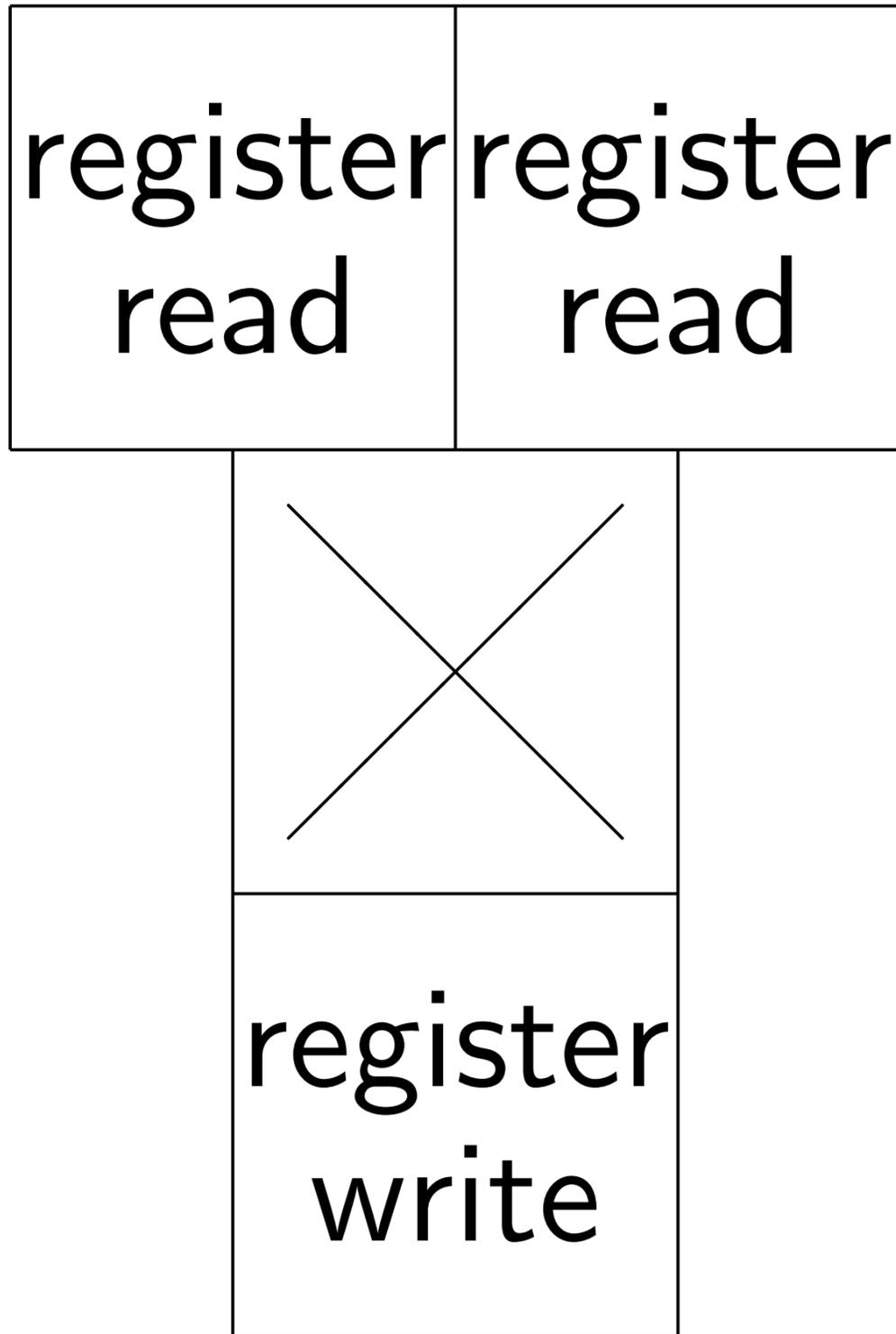
More arithmetic:

replace (i, j, k) with

$(“\times”, i, j, k)$ and

$(“+”, i, j, k)$ and r

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
where $r'_\ell = r_\ell$ except $r'_i = r_j r_k$:



Add more flexibility.

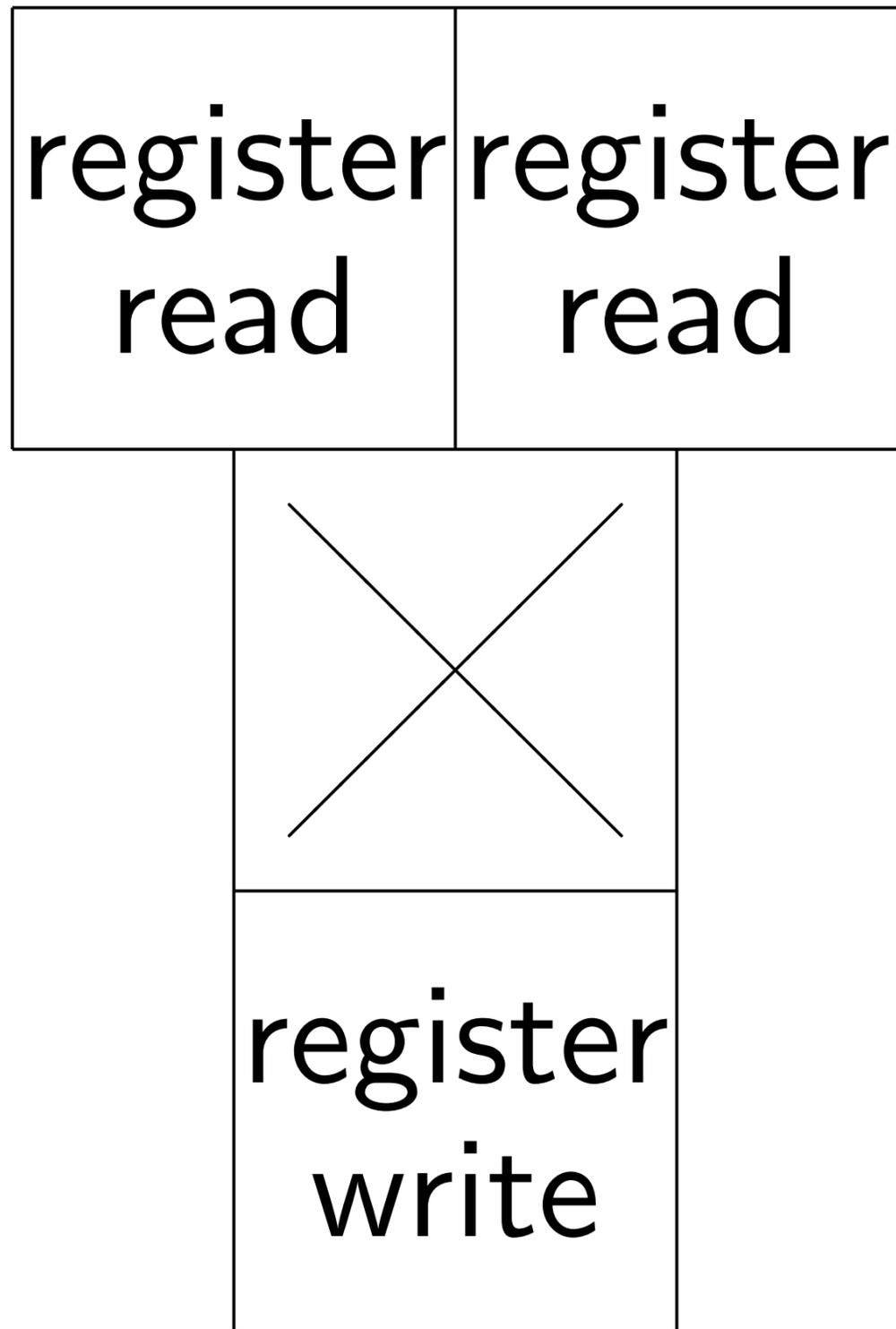
More arithmetic:

replace (i, j, k) with

$(\text{"\times"}, i, j, k)$ and

$(\text{"+"}, i, j, k)$ and more options

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
where $r'_\ell = r_\ell$ except $r'_i = r_j r_k$:



Add more flexibility.

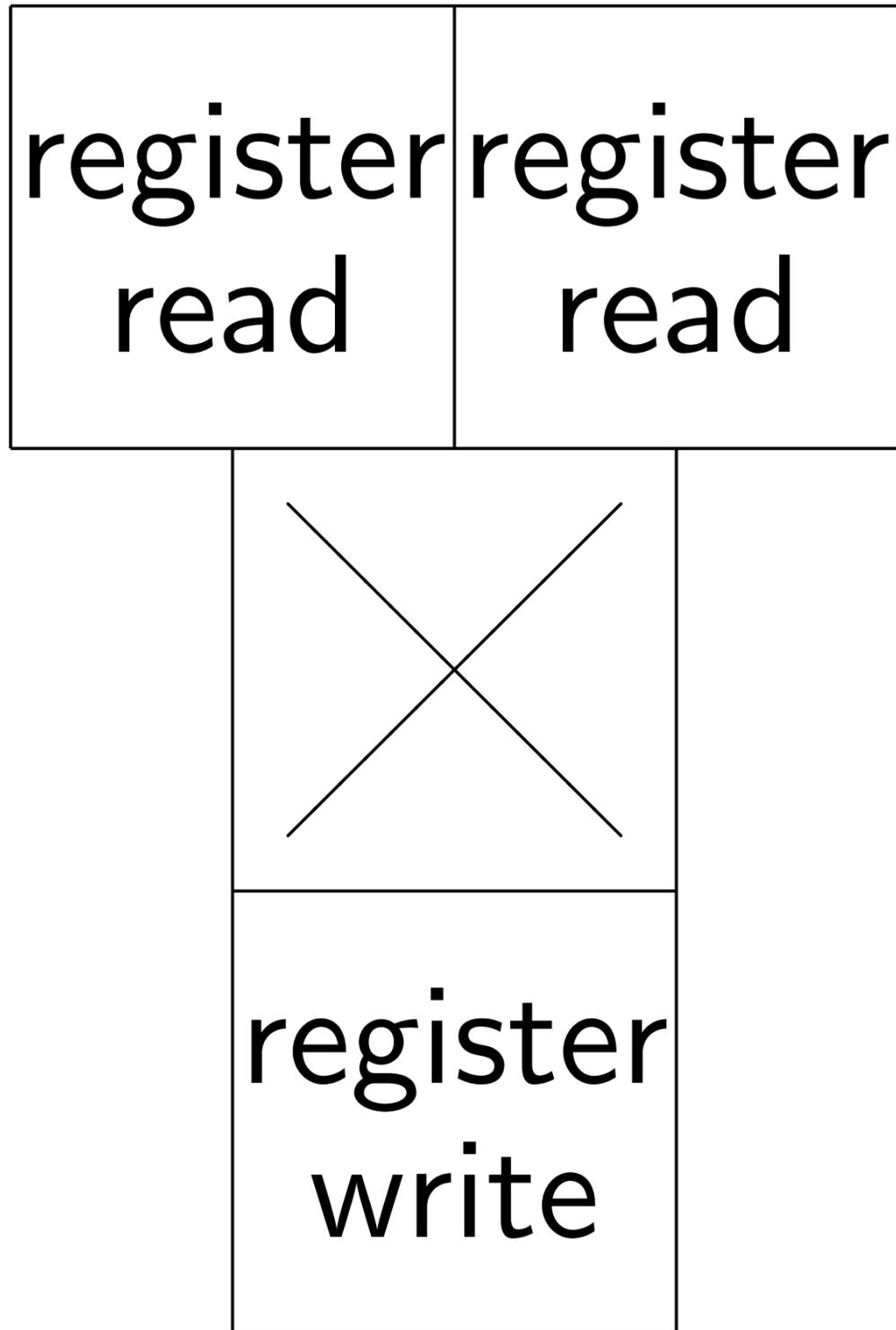
More arithmetic:

replace (i, j, k) with

$(\text{"\times"}, i, j, k)$ and

$(\text{"+"}, i, j, k)$ and more options.

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
where $r'_\ell = r_\ell$ except $r'_i = r_j r_k$:



Add more flexibility.

More arithmetic:

replace (i, j, k) with

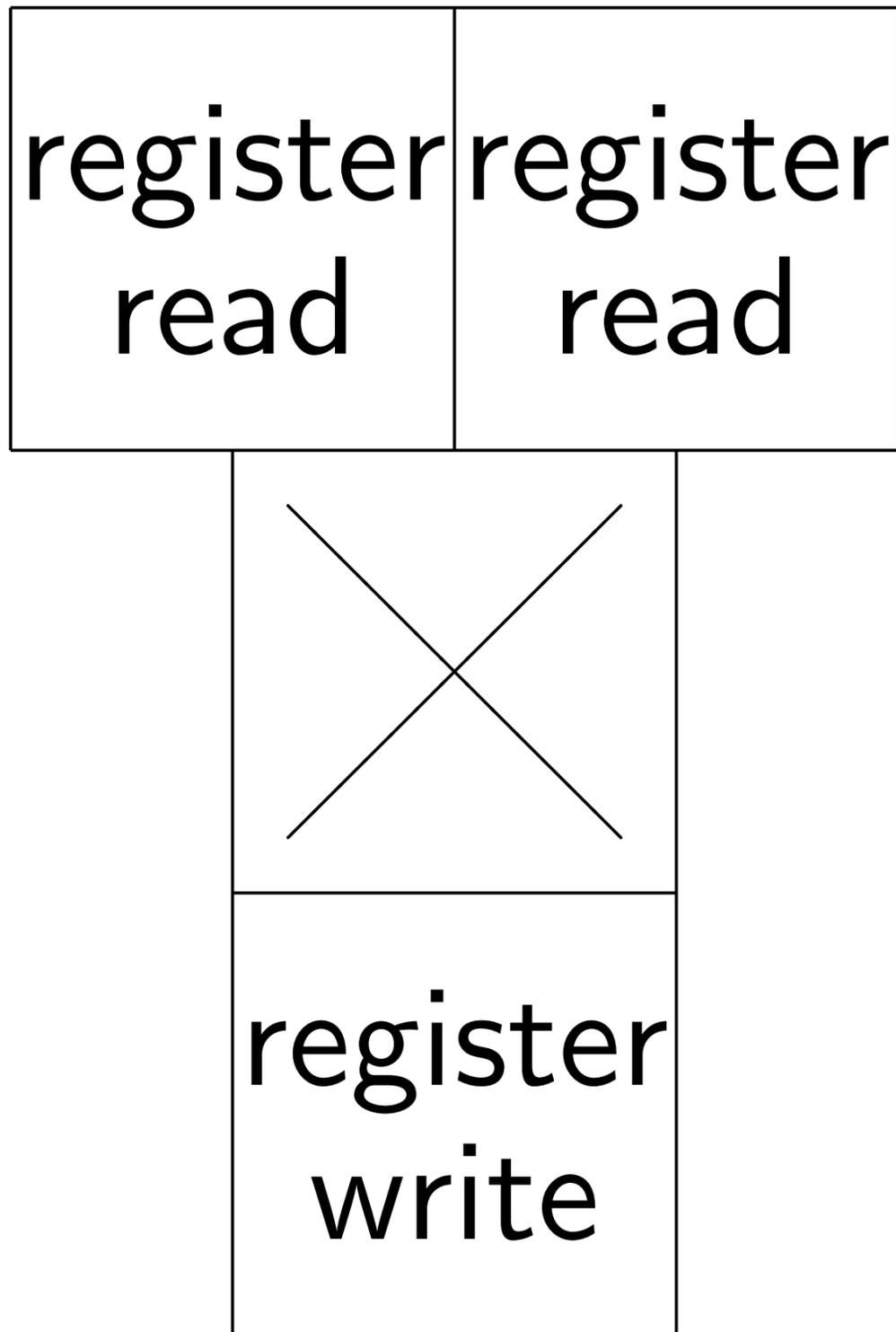
$(“\times”, i, j, k)$ and

$(“+”, i, j, k)$ and more options.

“Instruction fetch”:

$p \mapsto o_p, i_p, j_p, k_p, p'$.

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
where $r'_\ell = r_\ell$ except $r'_i = r_j r_k$:



Add more flexibility.

More arithmetic:

replace (i, j, k) with

$(“\times”, i, j, k)$ and

$(“+”, i, j, k)$ and more options.

“Instruction fetch”:

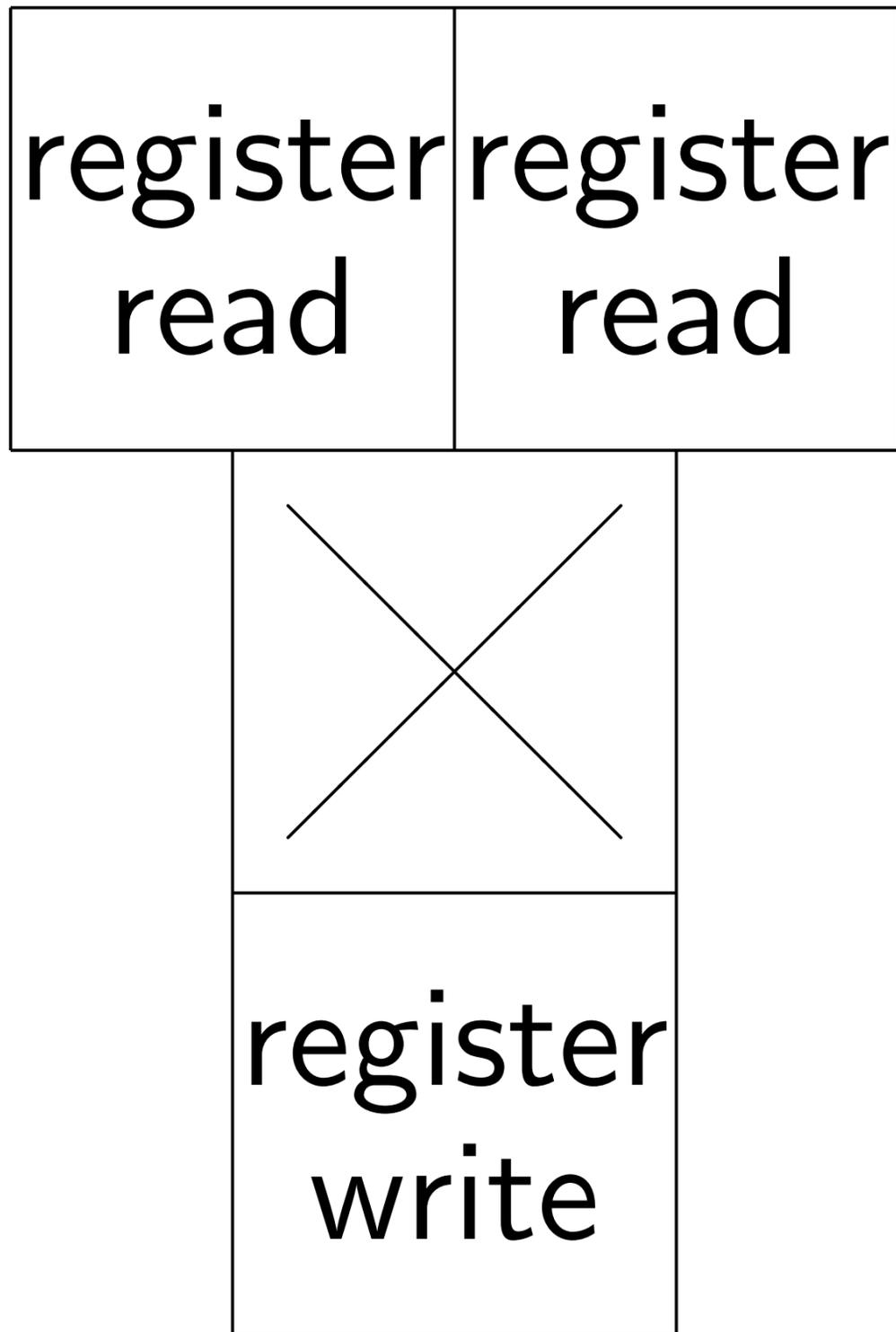
$p \mapsto o_p, i_p, j_p, k_p, p'$.

“Instruction decode”:

decompression of compressed

format for o_p, i_p, j_p, k_p, p' .

$r_0, \dots, r_{15}, i, j, k \mapsto r'_0, \dots, r'_{15}$
where $r'_\ell = r_\ell$ except $r'_i = r_j r_k$:



Add more flexibility.

More arithmetic:

replace (i, j, k) with

$(“\times”, i, j, k)$ and

$(“+”, i, j, k)$ and more options.

“Instruction fetch”:

$p \mapsto o_p, i_p, j_p, k_p, p'$.

“Instruction decode”:

decompression of compressed

format for o_p, i_p, j_p, k_p, p' .

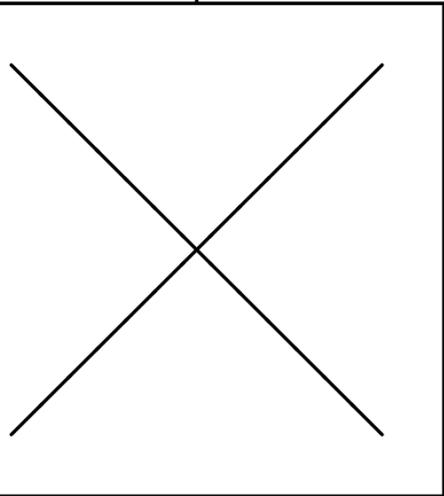
More (but slower) storage:

“load” from and “store” to

larger “RAM” arrays.

$15, i, j, k \mapsto r'_0, \dots, r'_{15}$
 $= r_\ell$ except $r'_i = r_j r_k$:

register read	register read
------------------	------------------



register write

Add more flexibility.

More arithmetic:

replace (i, j, k) with

$(“\times”, i, j, k)$ and

$(“+”, i, j, k)$ and more options.

“Instruction fetch”:

$p \mapsto o_p, i_p, j_p, k_p, p'$.

“Instruction decode”:

decompression of compressed

format for o_p, i_p, j_p, k_p, p' .

More (but slower) storage:

“load” from and “store” to

larger “RAM” arrays.

Build “fl

storing (

Hook (p

flip-flops

Hook ou

into the

At each

flip-flops

with the

Clock ne

for elect

all the w

from flip

$\rightarrow r'_0, \dots, r'_{15}$
except $r'_i = r_j r_k$:

register
head

er

Add more flexibility.

More arithmetic:

replace (i, j, k) with

$(\text{"\times"}, i, j, k)$ and

$(\text{"+"}, i, j, k)$ and more options.

"Instruction fetch":

$p \mapsto o_p, i_p, j_p, k_p, p'$.

"Instruction decode":

decompression of compressed
format for o_p, i_p, j_p, k_p, p' .

More (but slower) storage:

"load" from and "store" to
larger "RAM" arrays.

Build "flip-flops"
storing $(p, r_0, \dots,$

Hook (p, r_0, \dots, r_{15})
flip-flops into circuit.

Hook outputs $(p',$
into the same flip-

At each "clock tick"
flip-flops are overwrit-
ten with the outputs.

Clock needs to be
for electricity to pass
all the way through
from flip-flops to flip-

r_{15}'

r_k :

Add more flexibility.

More arithmetic:

replace (i, j, k) with

$(“\times”, i, j, k)$ and

$(“+”, i, j, k)$ and more options.

“Instruction fetch”:

$p \mapsto o_p, i_p, j_p, k_p, p'$.

“Instruction decode”:

decompression of compressed

format for o_p, i_p, j_p, k_p, p' .

More (but slower) storage:

“load” from and “store” to

larger “RAM” arrays.

Build “flip-flops”

storing (p, r_0, \dots, r_{15}) .

Hook (p, r_0, \dots, r_{15})

flip-flops into circuit inputs.

Hook outputs $(p', r'_0, \dots, r'_{15})$

into the same flip-flops.

At each “clock tick”,

flip-flops are overwritten

with the outputs.

Clock needs to be slow enough

for electricity to percolate

all the way through the circuit

from flip-flops to flip-flops.

Add more flexibility.

More arithmetic:

replace (i, j, k) with

$(“\times”, i, j, k)$ and

$(“+”, i, j, k)$ and more options.

“Instruction fetch”:

$p \mapsto o_p, i_p, j_p, k_p, p'$.

“Instruction decode”:

decompression of compressed

format for o_p, i_p, j_p, k_p, p' .

More (but slower) storage:

“load” from and “store” to

larger “RAM” arrays.

Build “flip-flops”

storing (p, r_0, \dots, r_{15}) .

Hook (p, r_0, \dots, r_{15})

flip-flops into circuit inputs.

Hook outputs $(p', r'_0, \dots, r'_{15})$

into the same flip-flops.

At each “clock tick”,

flip-flops are overwritten

with the outputs.

Clock needs to be slow enough

for electricity to percolate

all the way through the circuit,

from flip-flops to flip-flops.

re flexibility.

ithmetic:

(i, j, k) with

(j, k) and

(j, k) and more options.

tion fetch”:

i_p, j_p, k_p, p' .

tion decode”:

ression of compressed

or o_p, i_p, j_p, k_p, p' .

ut slower) storage:

rom and “store” to

RAM” arrays.

Build “flip-flops”

storing (p, r_0, \dots, r_{15}) .

Hook (p, r_0, \dots, r_{15})

flip-flops into circuit inputs.

Hook outputs $(p', r'_0, \dots, r'_{15})$

into the same flip-flops.

At each “clock tick”,

flip-flops are overwritten

with the outputs.

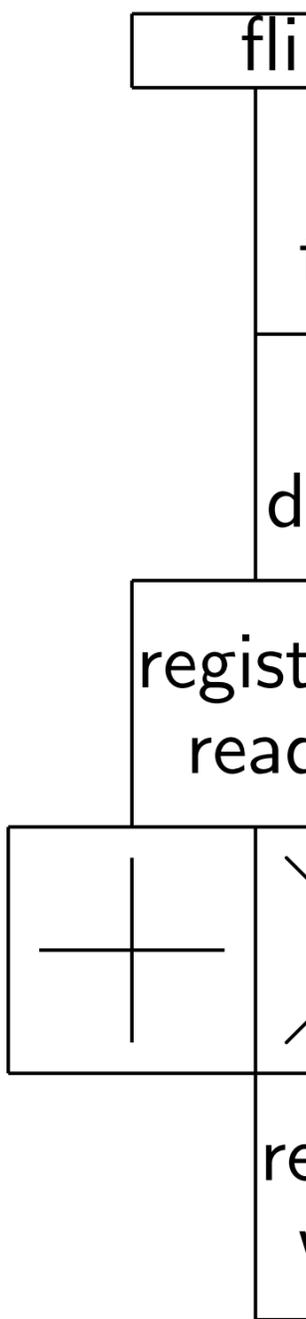
Clock needs to be slow enough

for electricity to percolate

all the way through the circuit,

from flip-flops to flip-flops.

Now hav



Further

but orth

ty.

ch

more options.

' :

p' .

le" :

compressed

p, k_p, p' .

storage:

'store" to

ays.

Build "flip-flops"

storing (p, r_0, \dots, r_{15}) .

Hook (p, r_0, \dots, r_{15})

flip-flops into circuit inputs.

Hook outputs $(p', r'_0, \dots, r'_{15})$

into the same flip-flops.

At each "clock tick",

flip-flops are overwritten

with the outputs.

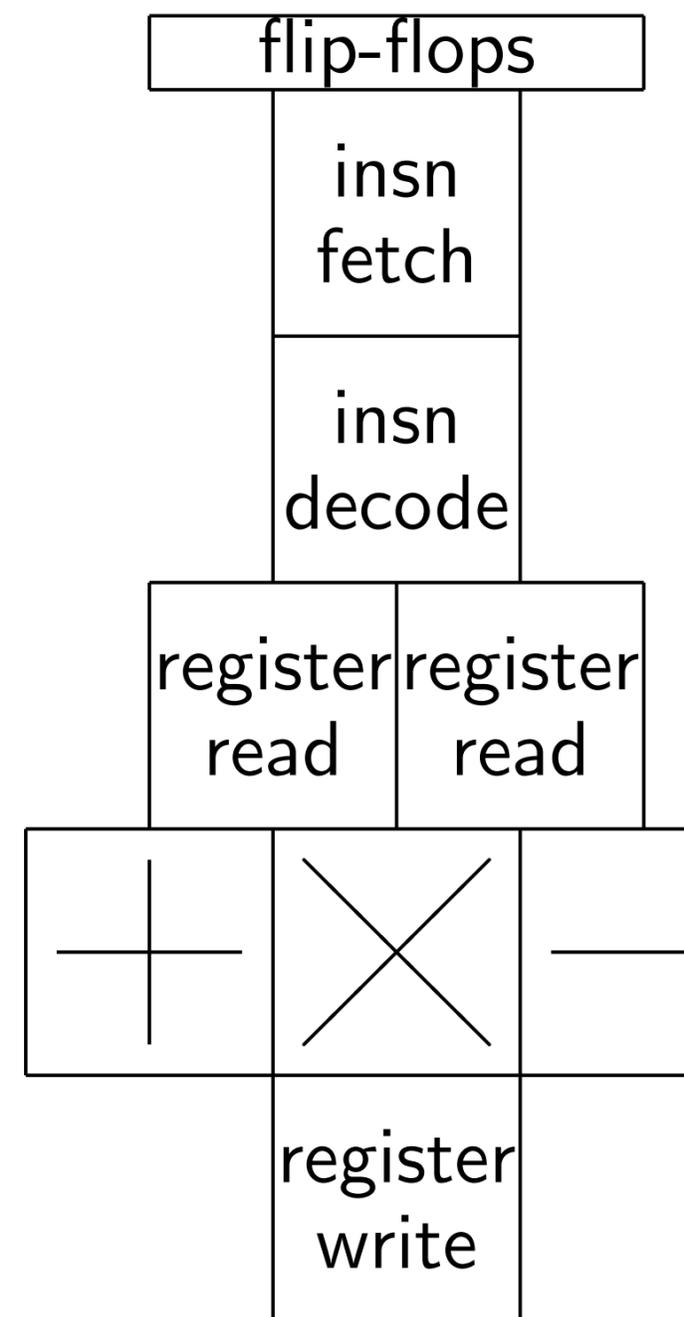
Clock needs to be slow enough

for electricity to percolate

all the way through the circuit,

from flip-flops to flip-flops.

Now have semi-fl



Further flexibility i

but orthogonal to

Build “flip-flops”
storing (p, r_0, \dots, r_{15}) .

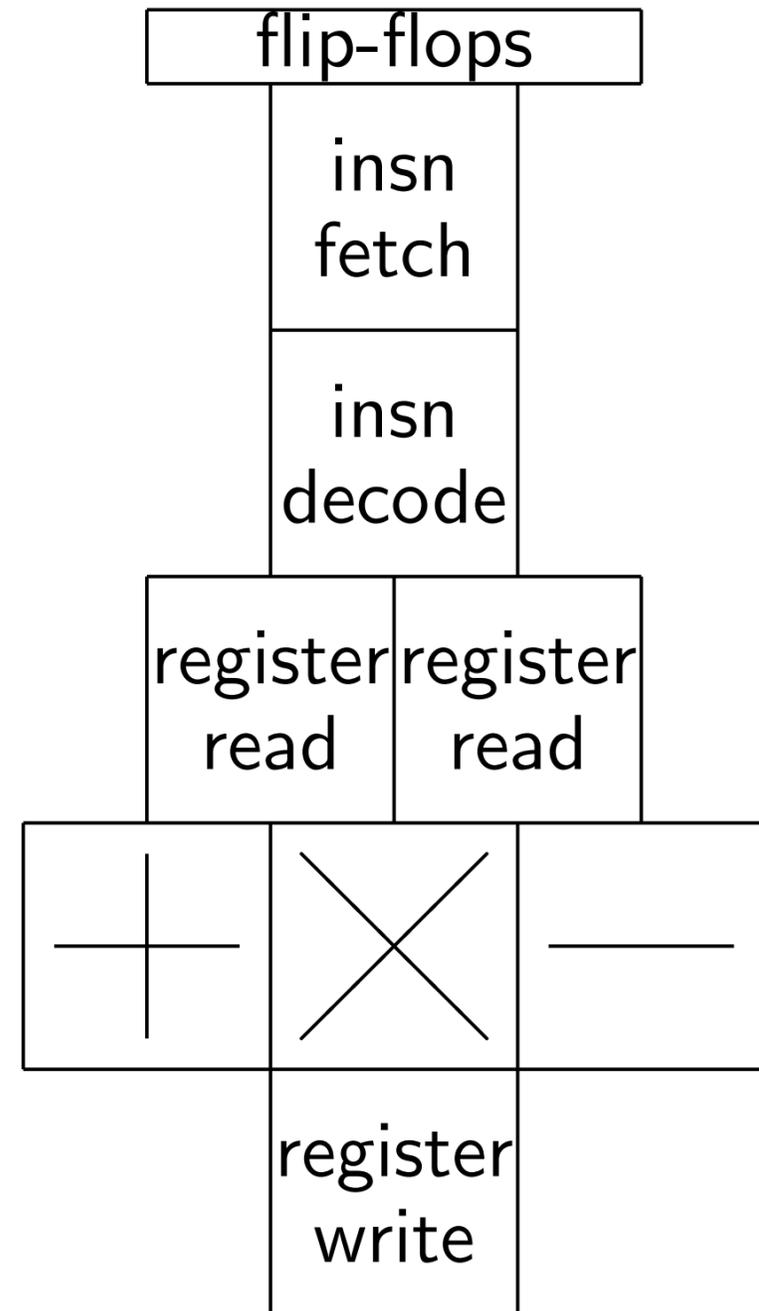
Hook (p, r_0, \dots, r_{15})
flip-flops into circuit inputs.

Hook outputs $(p', r'_0, \dots, r'_{15})$
into the same flip-flops.

At each “clock tick”,
flip-flops are overwritten
with the outputs.

Clock needs to be slow enough
for electricity to percolate
all the way through the circuit,
from flip-flops to flip-flops.

Now have semi-flexible CPU



Further flexibility is useful
but orthogonal to this talk.

Build “flip-flops”

storing (p, r_0, \dots, r_{15}) .

Hook (p, r_0, \dots, r_{15})

flip-flops into circuit inputs.

Hook outputs $(p', r'_0, \dots, r'_{15})$

into the same flip-flops.

At each “clock tick”,

flip-flops are overwritten

with the outputs.

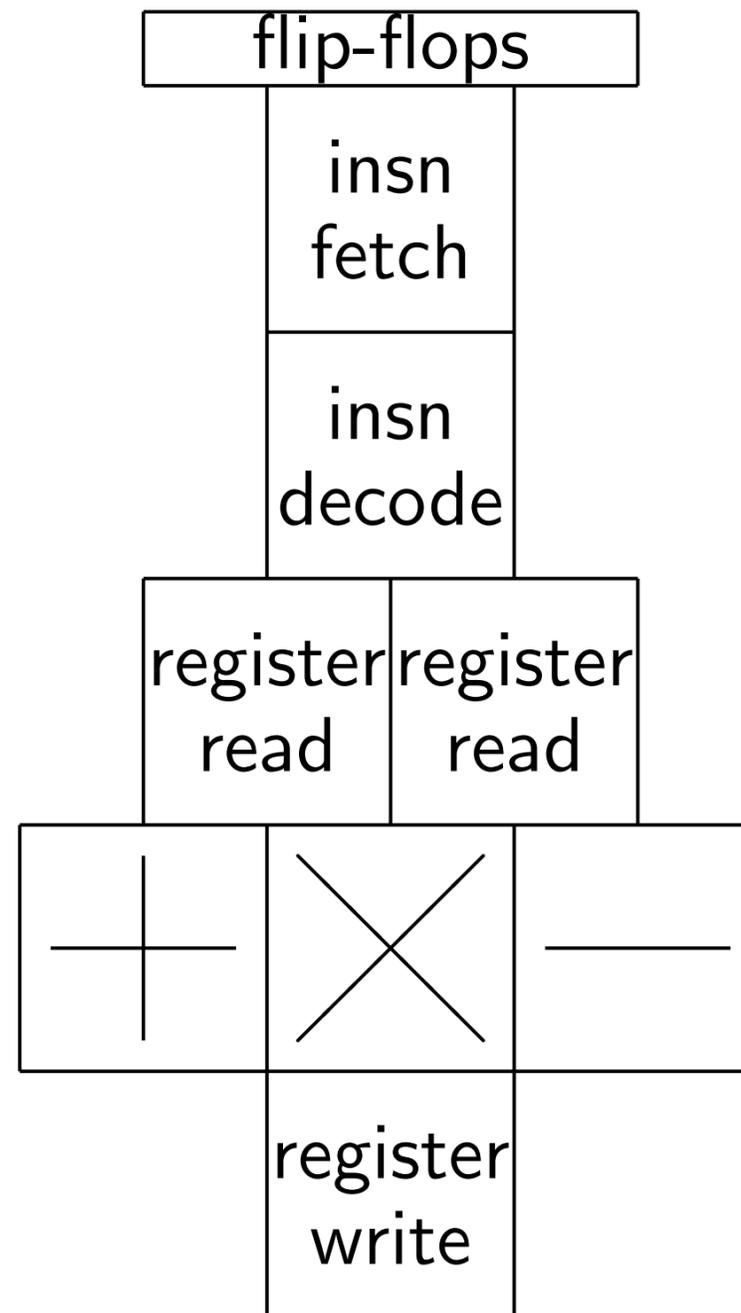
Clock needs to be slow enough

for electricity to percolate

all the way through the circuit,

from flip-flops to flip-flops.

Now have semi-flexible CPU:



Further flexibility is useful
but orthogonal to this talk.

flip-flops”

(p, r_0, \dots, r_{15}) .

(p, r_0, \dots, r_{15})

into circuit inputs.

outputs $(p', r'_0, \dots, r'_{15})$

same flip-flops.

“clock tick”,

are overwritten

outputs.

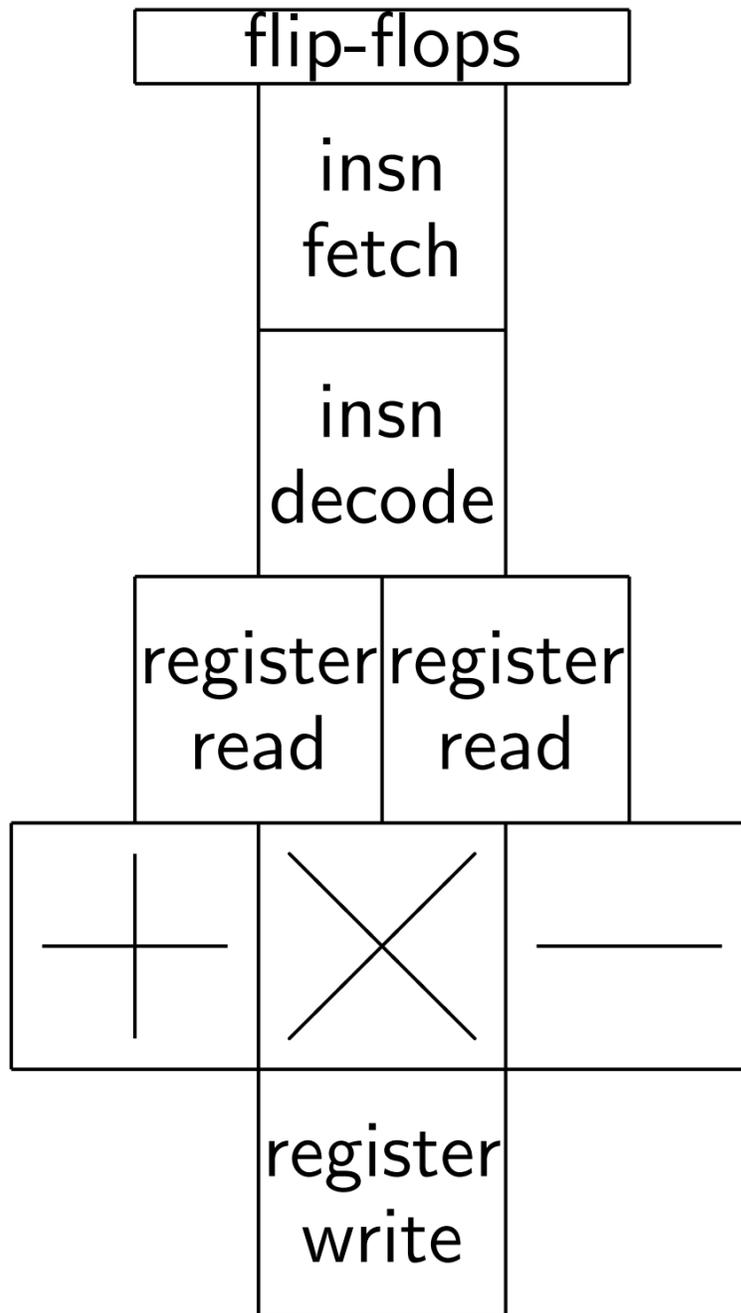
needs to be slow enough

ricity to percolate

way through the circuit,

o-flops to flip-flops.

Now have semi-flexible CPU:



Further flexibility is useful but orthogonal to this talk.

“Pipelined”

flip-flops

flip-flops

decoder

flip-flops

register read

flip-flops

register read

flip-flops

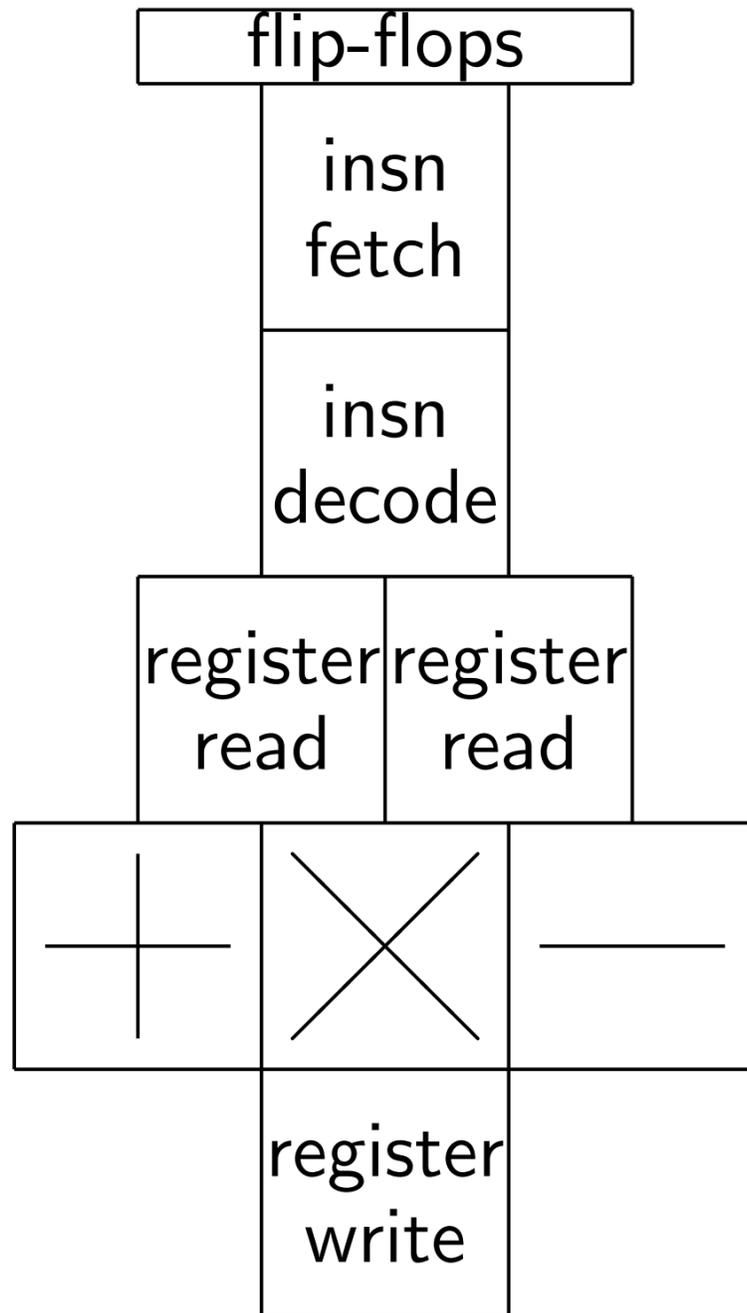
register read

flip-flops

register read

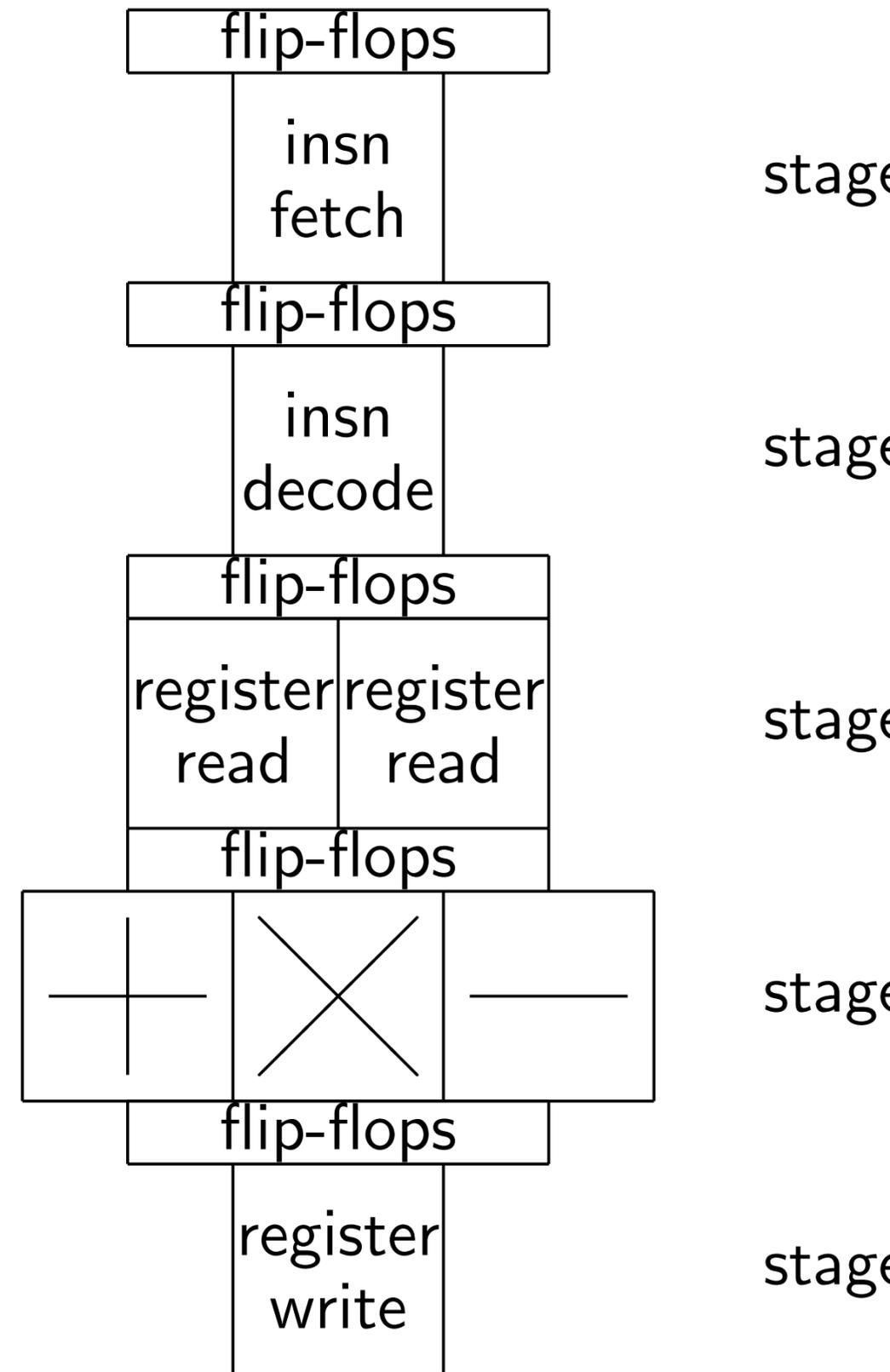
flip-flops

Now have semi-flexible CPU:

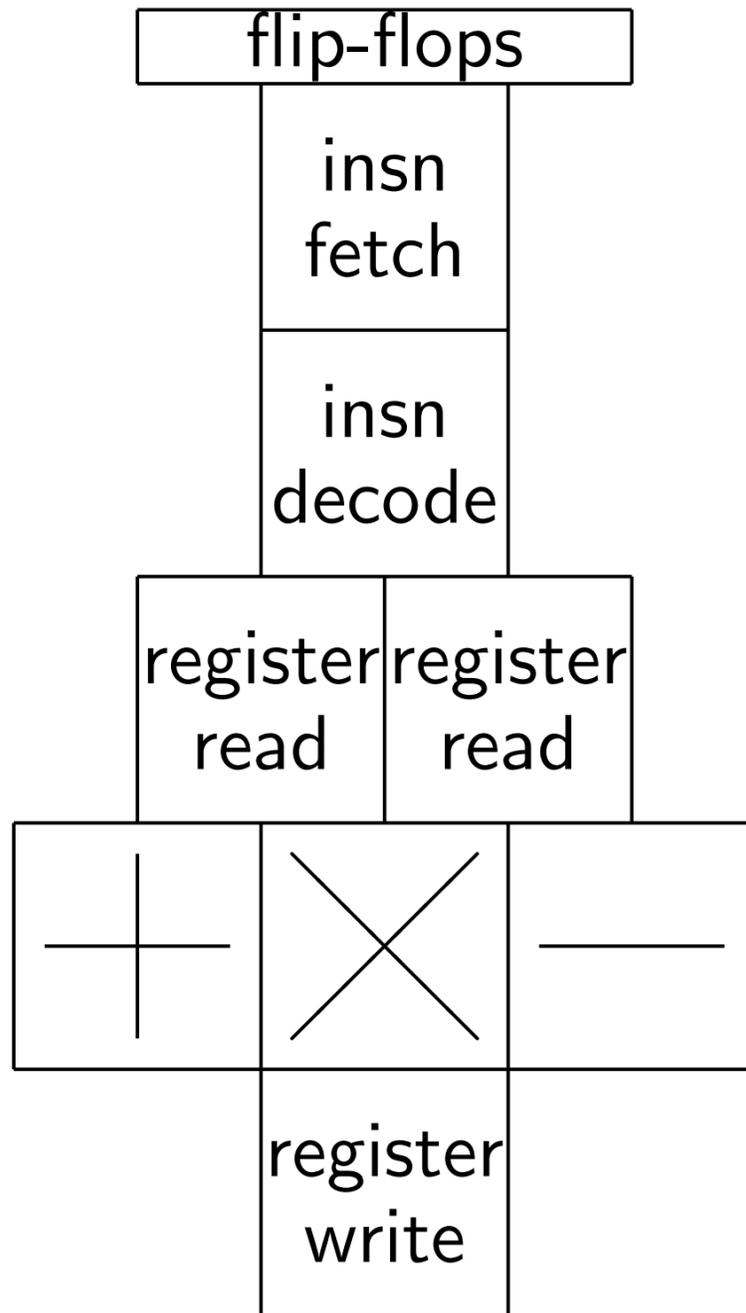


Further flexibility is useful but orthogonal to this talk.

“Pipelining” allows faster clock

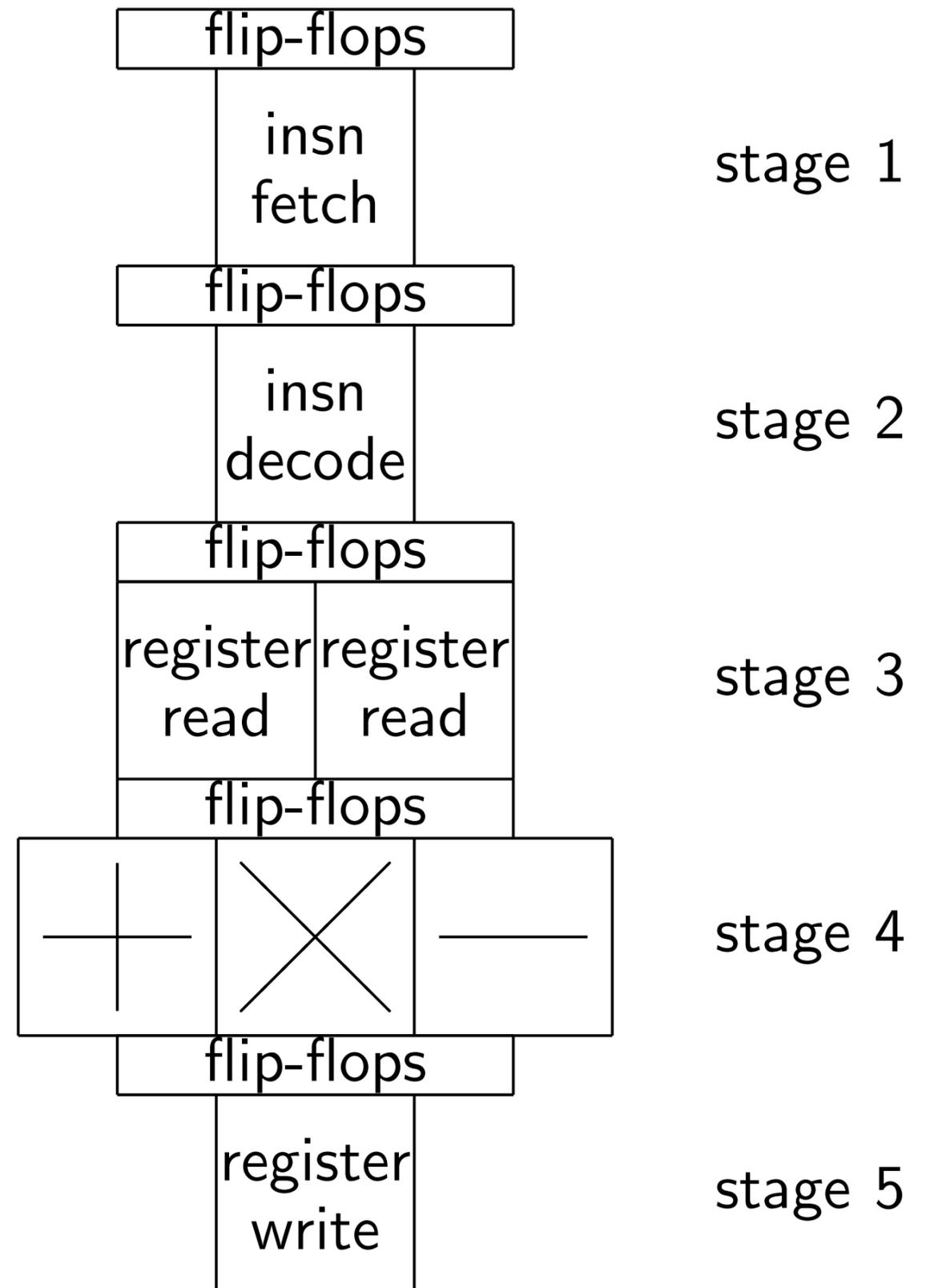


Now have semi-flexible CPU:

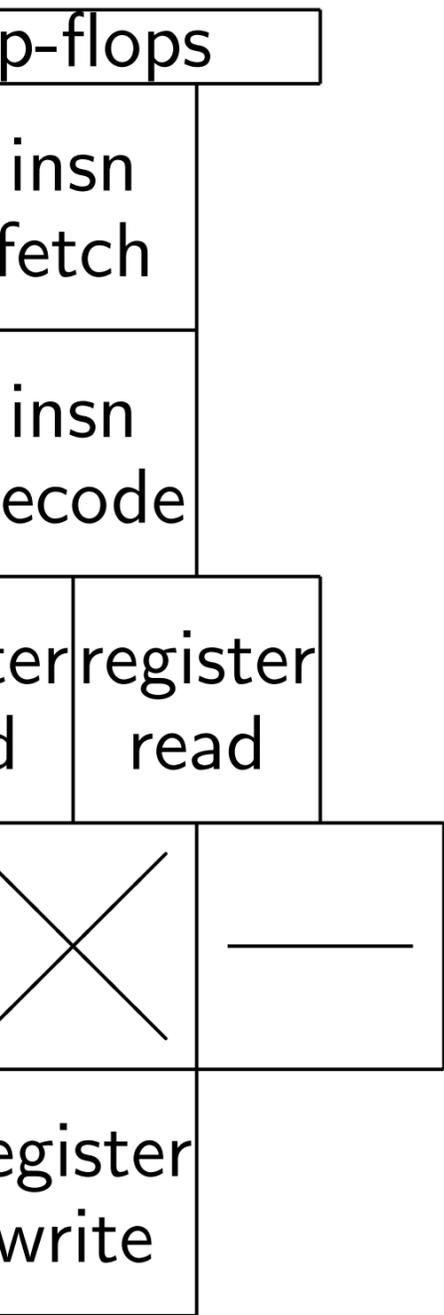


Further flexibility is useful but orthogonal to this talk.

“Pipelining” allows faster clock:

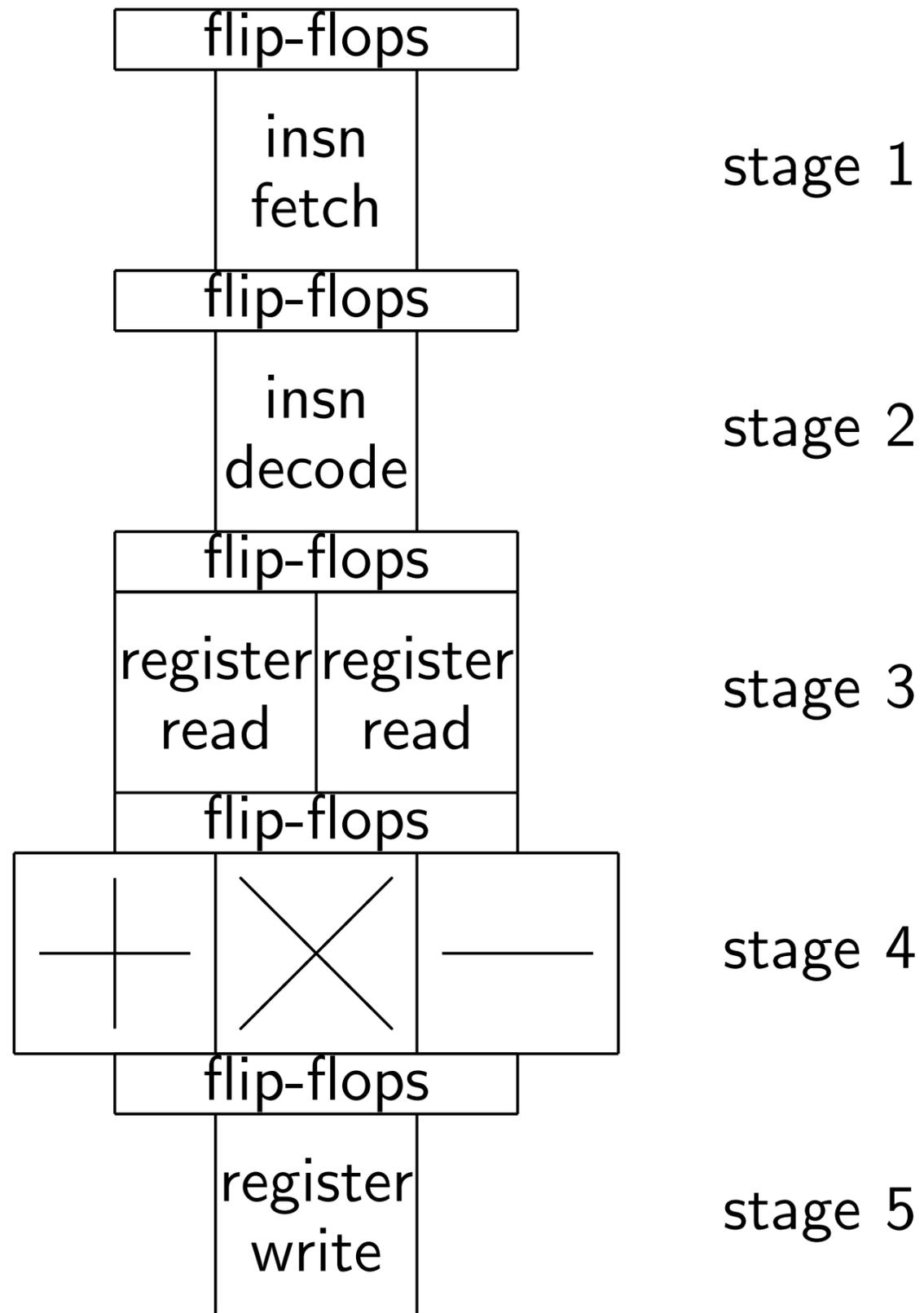


ve semi-flexible CPU:



flexibility is useful
ogonal to this talk.

“Pipelining” allows faster clock:



Goal: St
one tick

Instructi
reads ne
feeds p'

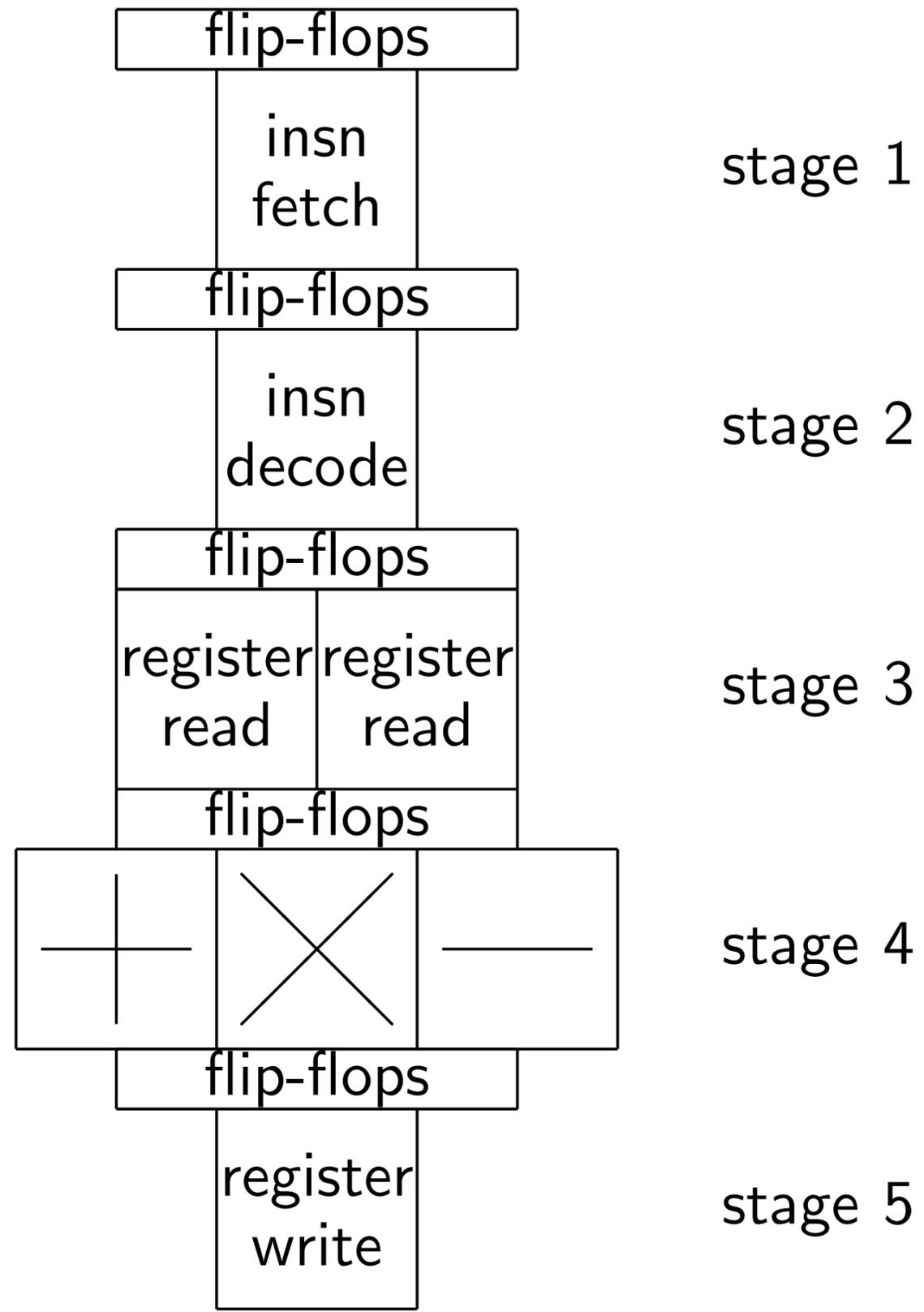
After ne
instructi
uncompr
while ins

Some ex

Also ext
preserve
e.g., stal

flexible CPU:

“Pipelining” allows faster clock:

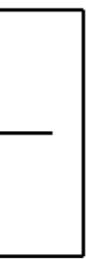


Goal: Stage n handles one tick after stage

Instruction fetch reads next instruction feeds p' back, sends

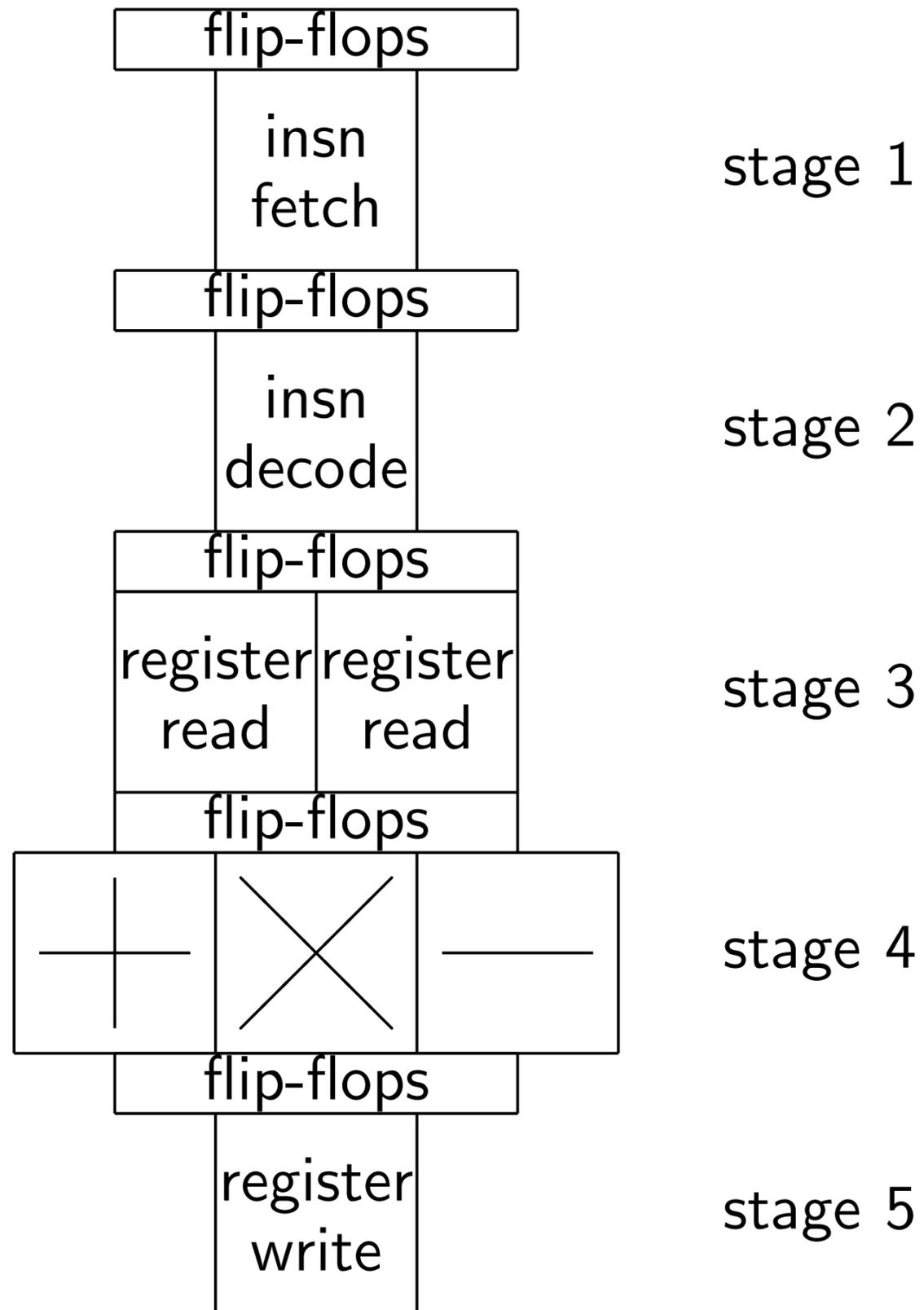
After next clock tick instruction decode uncompresses this while instruction fetch reads another instruction

Some extra flip-flops Also extra area to preserve instructions e.g., stall on read-



is useful this talk.

“Pipelining” allows faster clock:



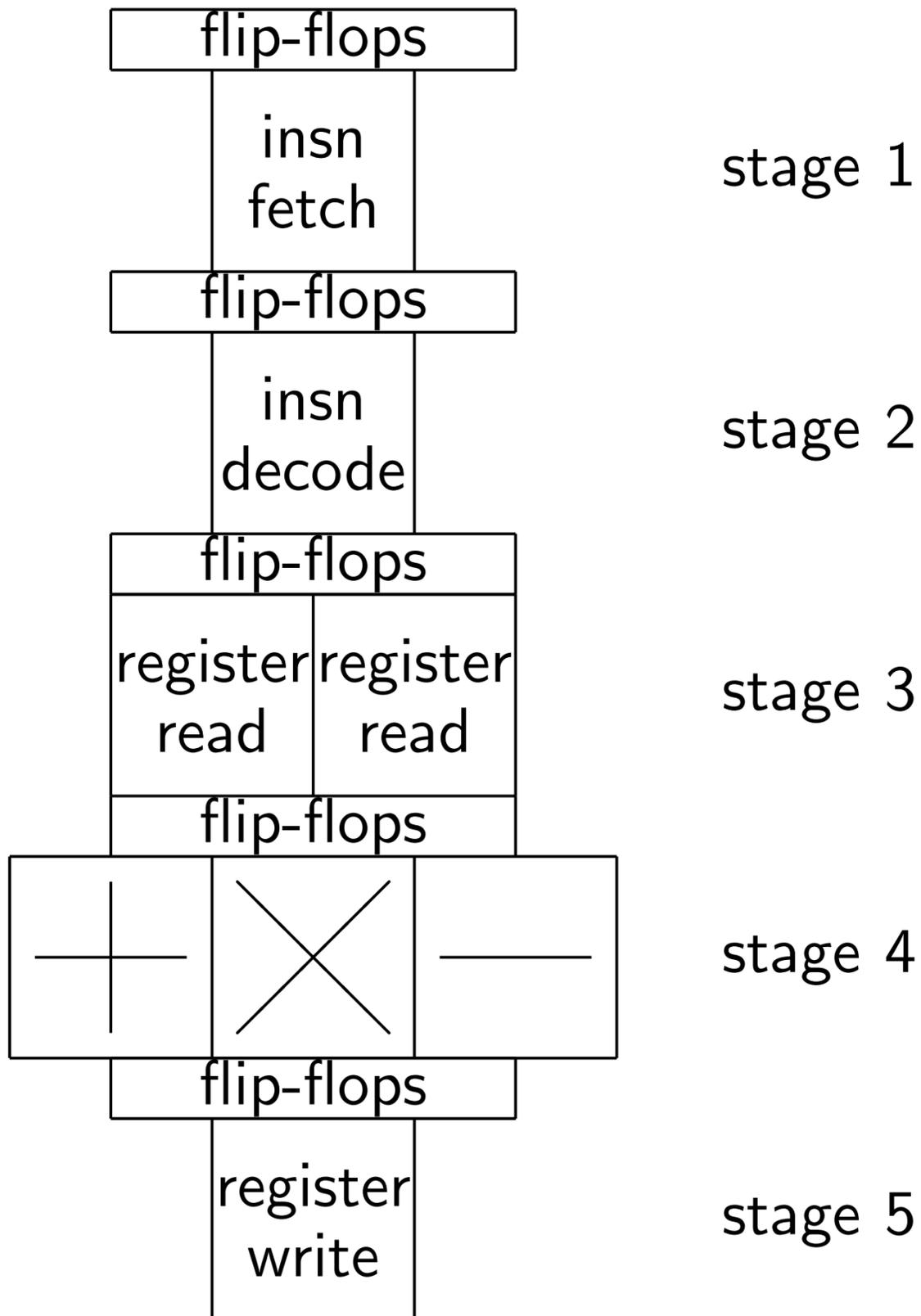
Goal: Stage n handles instruction one tick after stage $n - 1$.

Instruction fetch reads next instruction, feeds p' back, sends instruction

After next clock tick, instruction decode uncompresses this instruction while instruction fetch reads another instruction.

Some extra flip-flop area. Also extra area to preserve instruction semantics e.g., stall on read-after-write

“Pipelining” allows faster clock:



Goal: Stage n handles instruction one tick after stage $n - 1$.

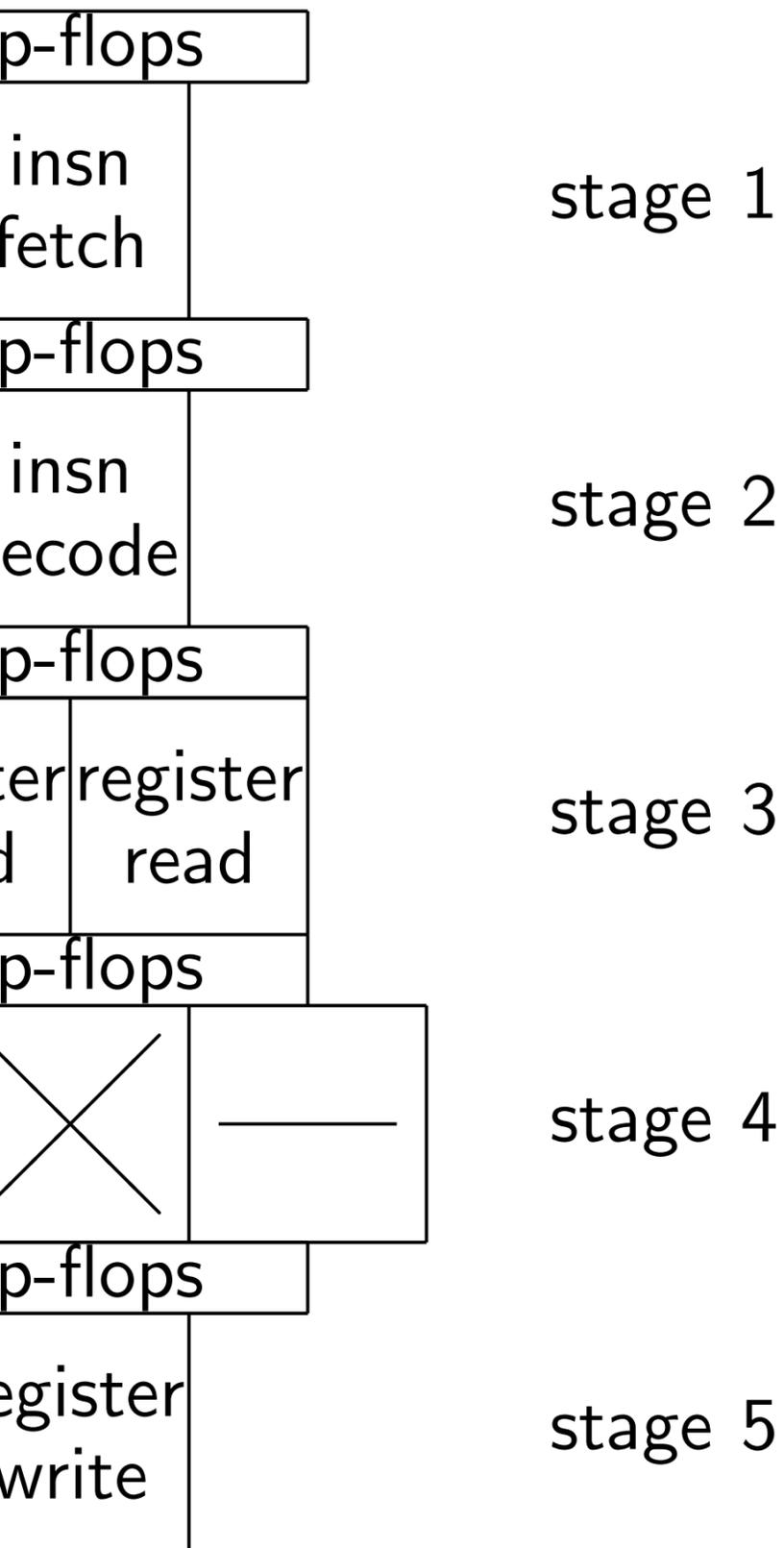
Instruction fetch reads next instruction, feeds p' back, sends instruction.

After next clock tick, instruction decode uncompresses this instruction, while instruction fetch reads another instruction.

Some extra flip-flop area.

Also extra area to preserve instruction semantics: e.g., stall on read-after-write.

ing” allows faster clock:



Goal: Stage n handles instruction one tick after stage $n - 1$.

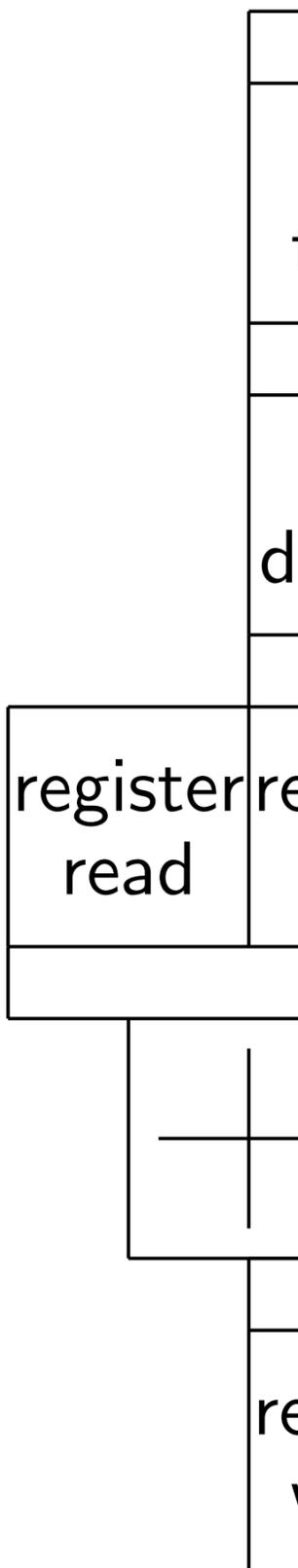
Instruction fetch reads next instruction, feeds p' back, sends instruction.

After next clock tick, instruction decode uncompresses this instruction, while instruction fetch reads another instruction.

Some extra flip-flop area.

Also extra area to preserve instruction semantics: e.g., stall on read-after-write.

“Supersc



s faster clock:

stage 1

Goal: Stage n handles instruction one tick after stage $n - 1$.

stage 2

Instruction fetch
reads next instruction,
feeds p' back, sends instruction.

stage 3

After next clock tick,
instruction decode
uncompresses this instruction,
while instruction fetch
reads another instruction.

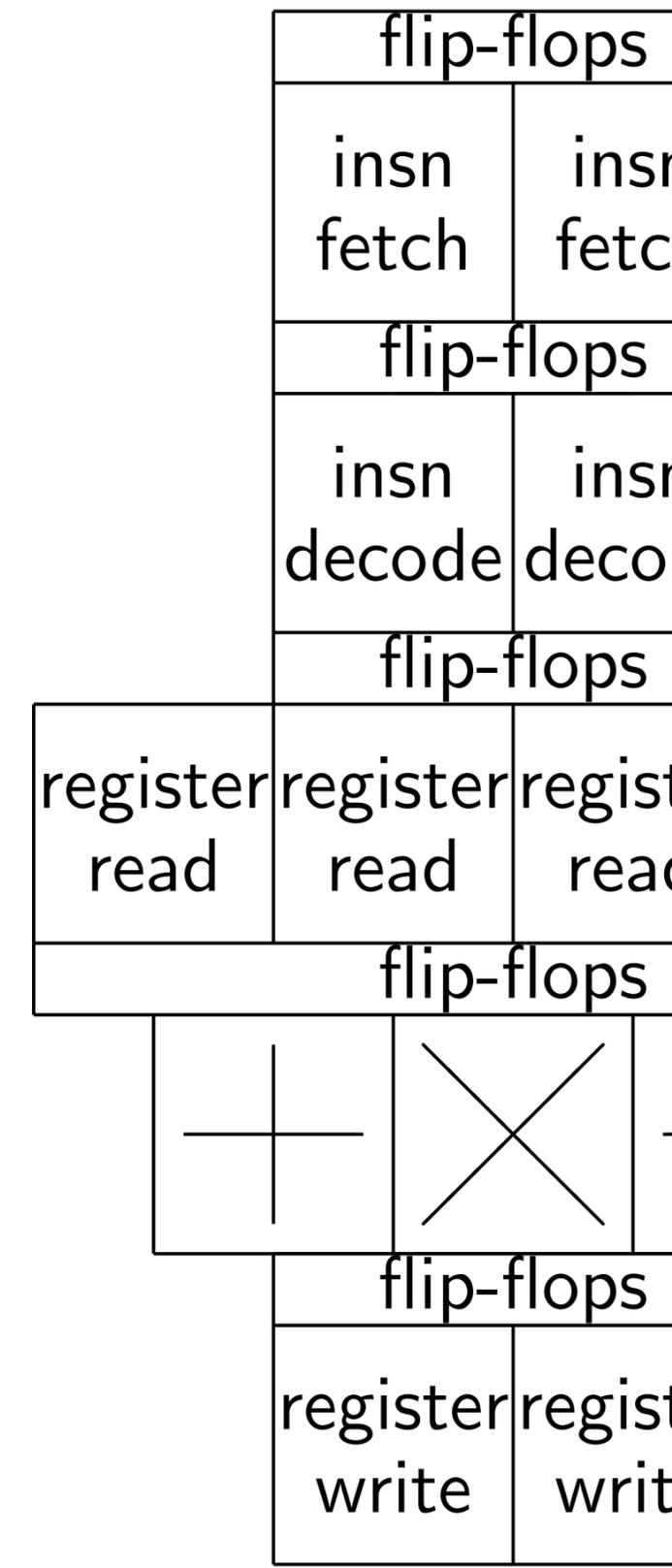
stage 4

Some extra flip-flop area.

stage 5

Also extra area to
preserve instruction semantics:
e.g., stall on read-after-write.

“Superscalar” proc



clock:

Goal: Stage n handles instruction one tick after stage $n - 1$.

e 1

Instruction fetch
reads next instruction,
feeds p' back, sends instruction.

e 2

After next clock tick,
instruction decode
uncompresses this instruction,
while instruction fetch
reads another instruction.

e 3

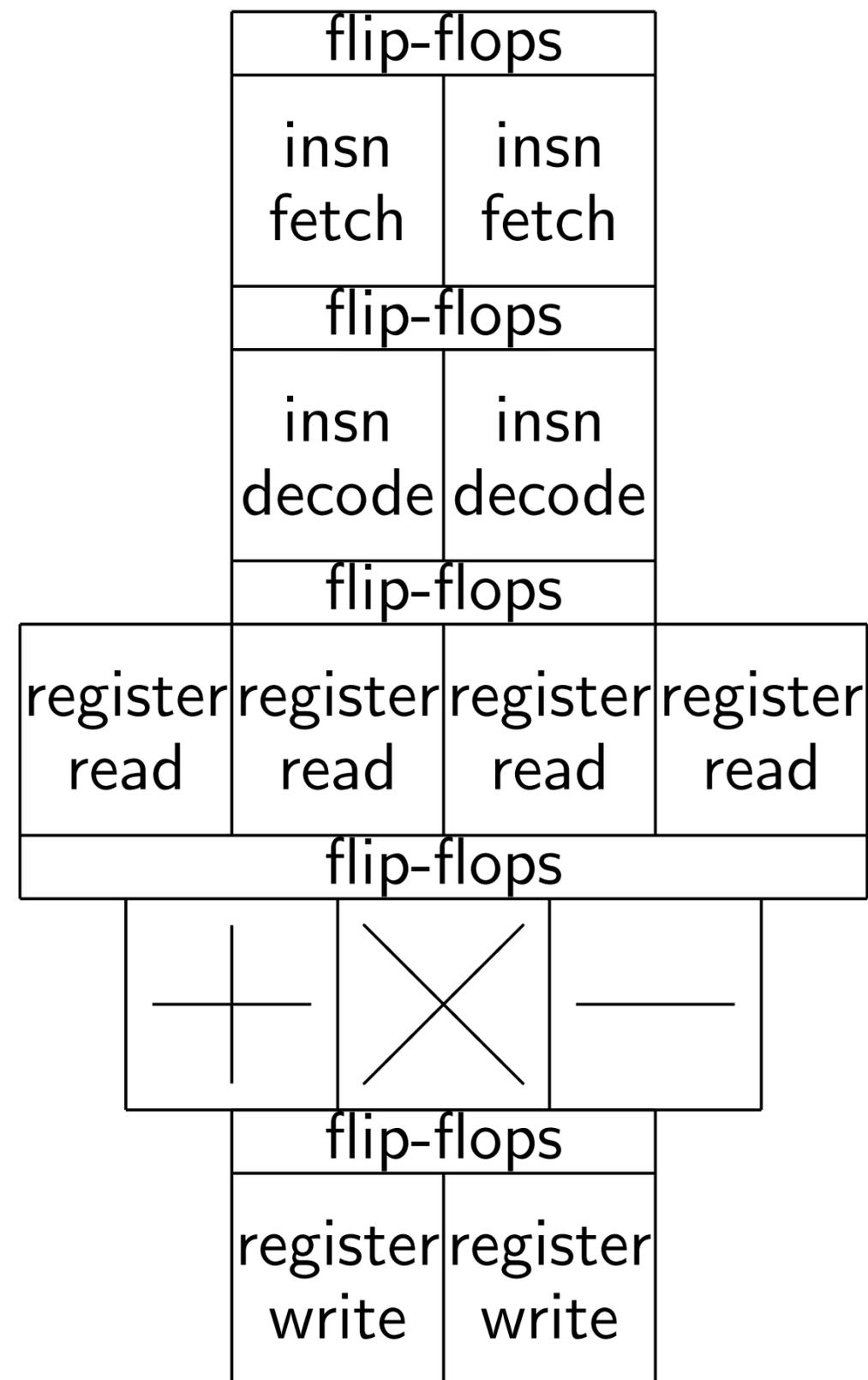
Some extra flip-flop area.

e 4

Also extra area to
preserve instruction semantics:
e.g., stall on read-after-write.

e 5

“Superscalar” processing:



Goal: Stage n handles instruction one tick after stage $n - 1$.

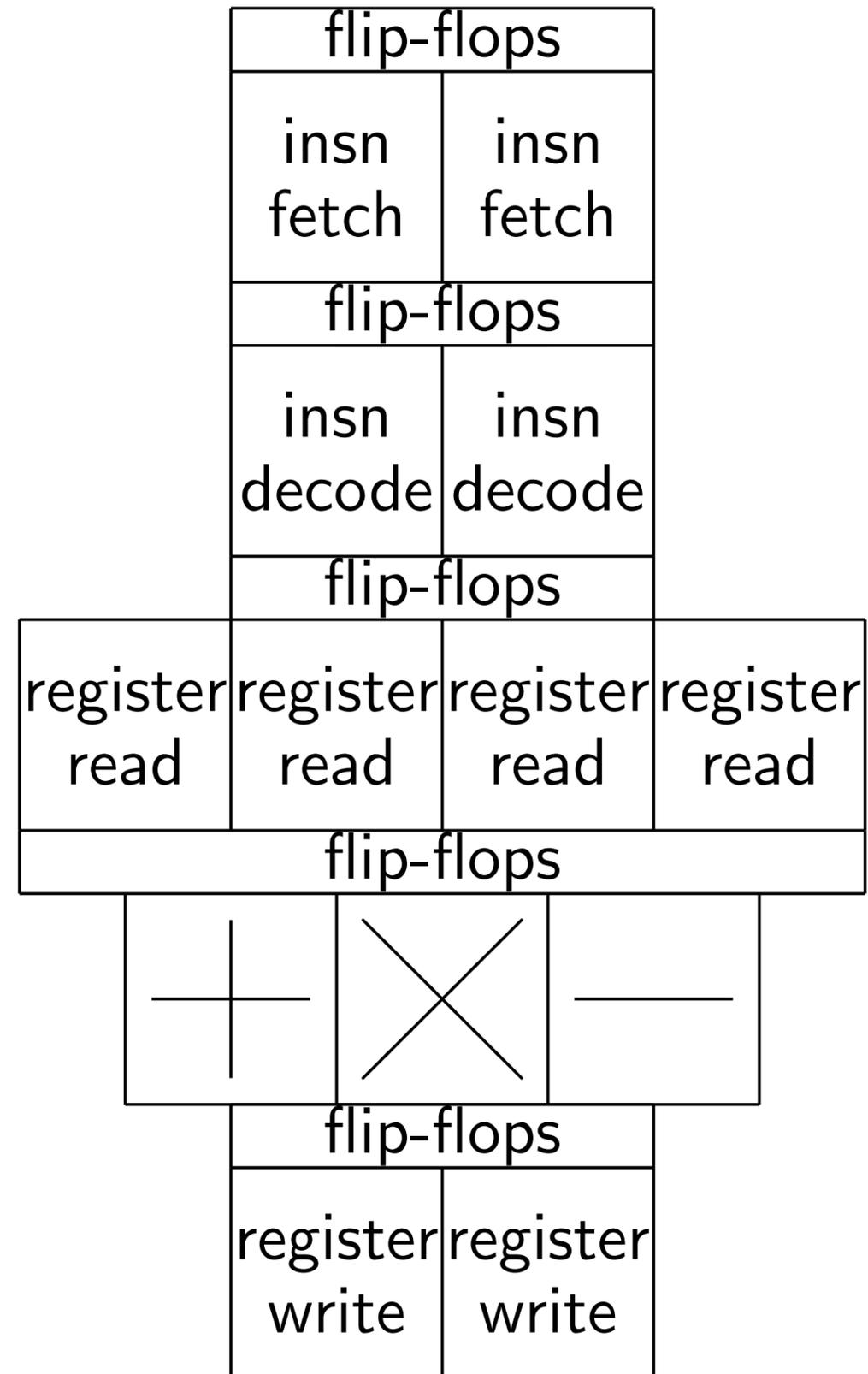
Instruction fetch reads next instruction, feeds p' back, sends instruction.

After next clock tick, instruction decode uncompresses this instruction, while instruction fetch reads another instruction.

Some extra flip-flop area.

Also extra area to preserve instruction semantics: e.g., stall on read-after-write.

“Superscalar” processing:



stage n handles instruction
after stage $n - 1$.

on fetch

xt instruction,

back, sends instruction.

xt clock tick,

on decode

resses this instruction,

struction fetch

other instruction.

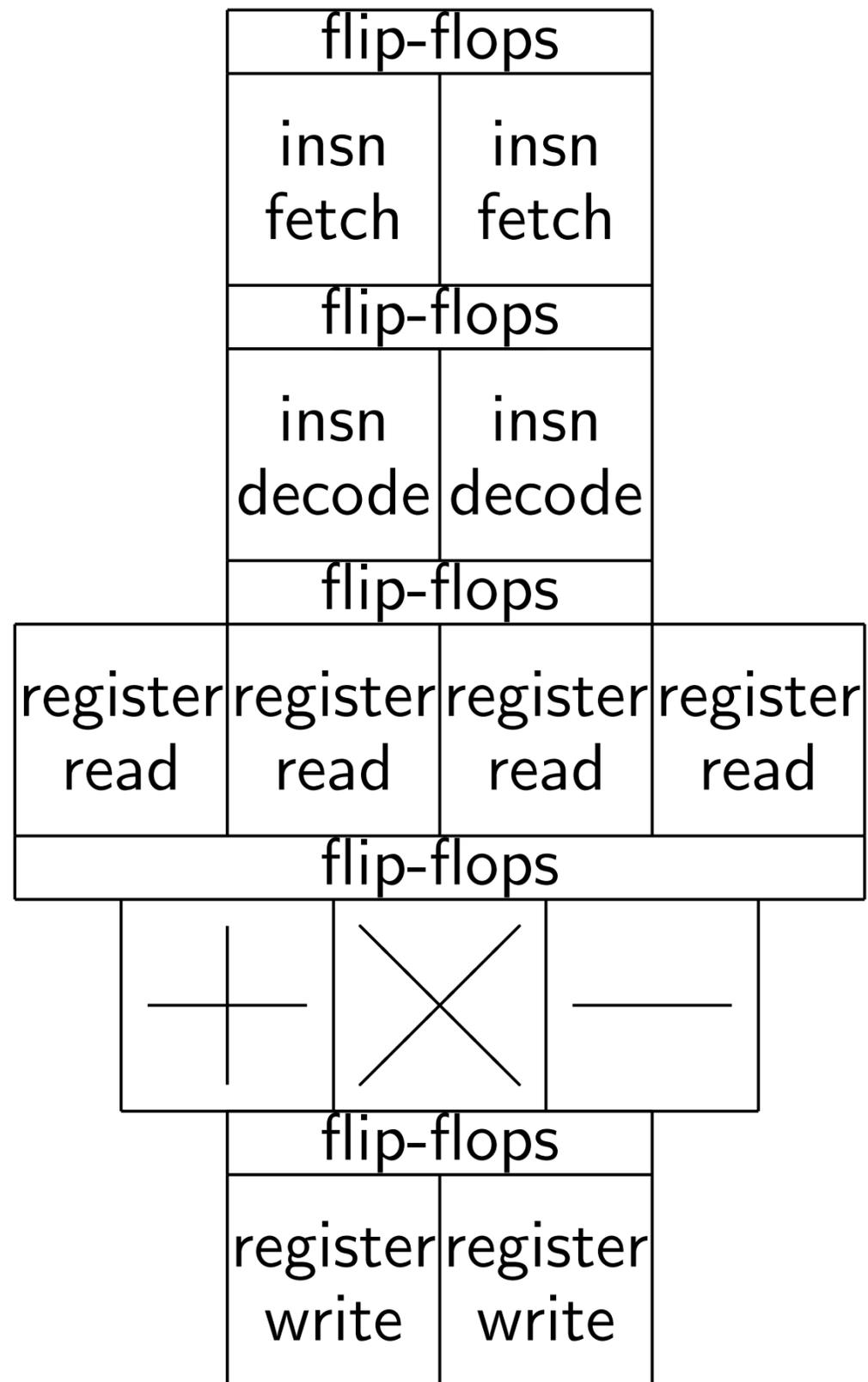
extra flip-flop area.

ra area to

instruction semantics:

ll on read-after-write.

“Superscalar” processing:



“Vector”

Expand

into n -ve

ARM “M

Intel “AV

Intel “AV

GPUs ha

handles instruction
stage $n - 1$.

tion,
ds instruction.

ck,

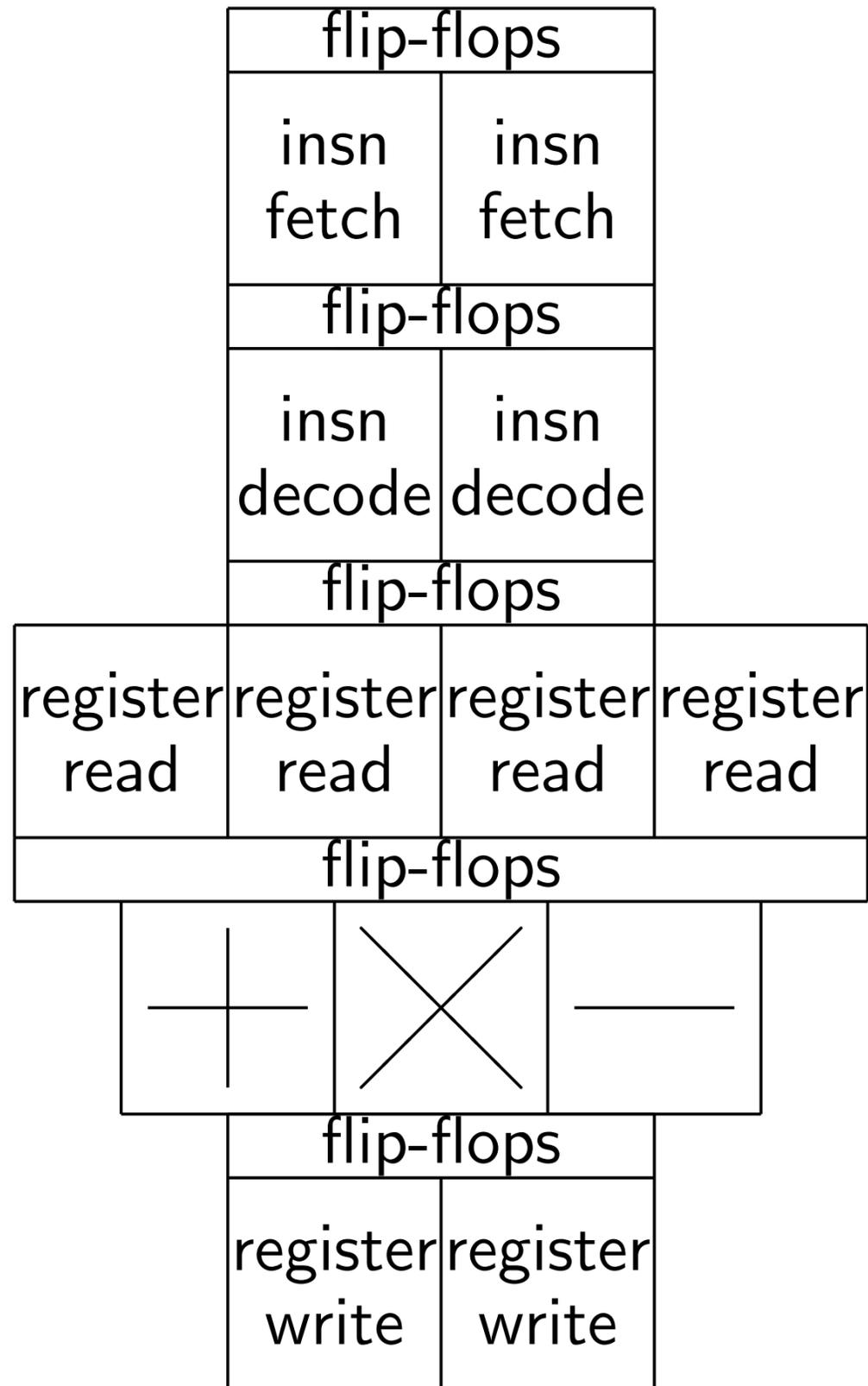
instruction,
etch

unction.

op area.

n semantics:
after-write.

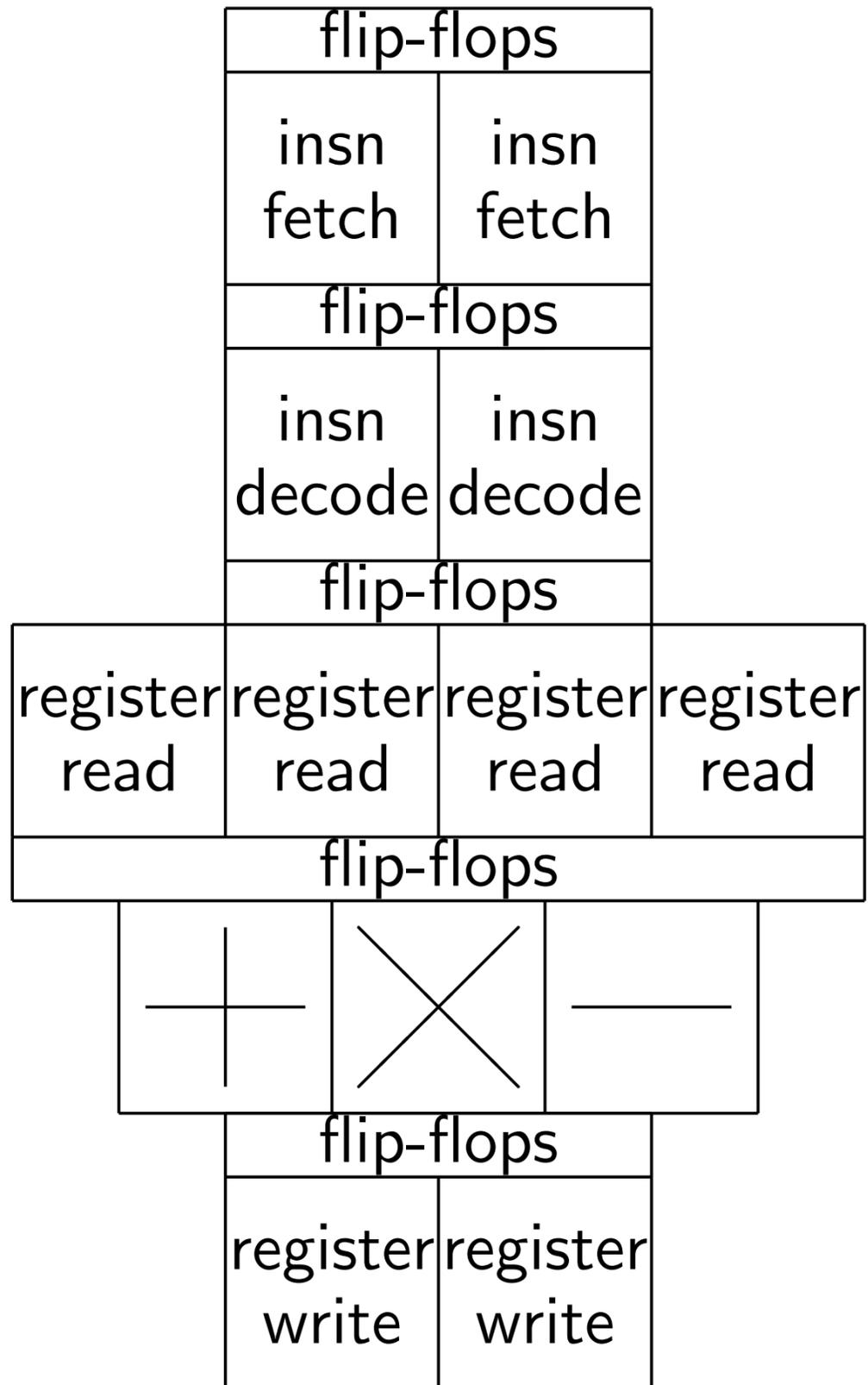
“Superscalar” processing:



“Vector” processing

Expand each 32-bit
into n -vector of 32
ARM “NEON” has
Intel “AVX2” has
Intel “AVX-512” h
GPUs have larger

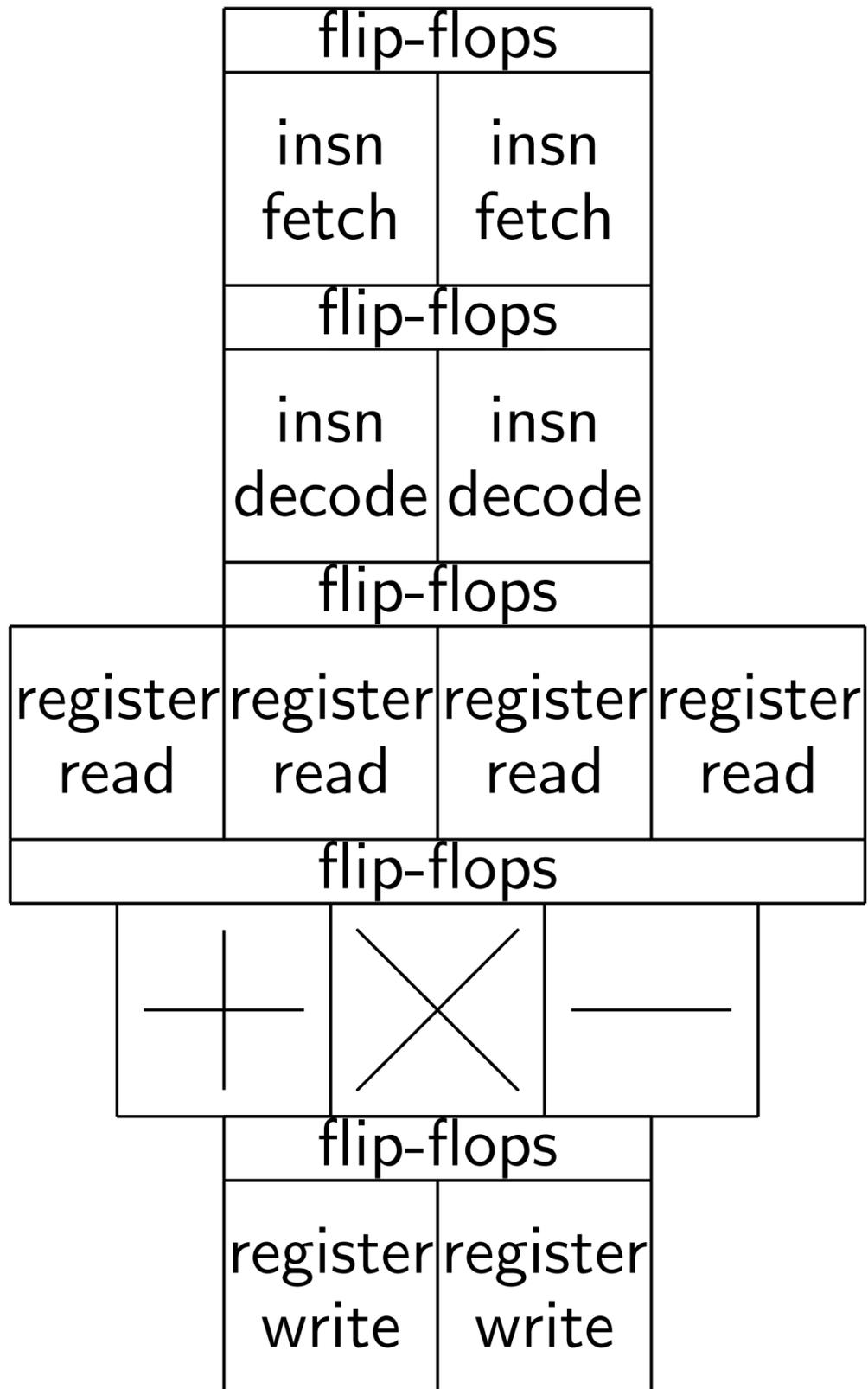
“Superscalar” processing:



“Vector” processing:

Expand each 32-bit integer into n -vector of 32-bit integers
ARM “NEON” has $n = 4$;
Intel “AVX2” has $n = 8$;
Intel “AVX-512” has $n = 16$
GPUs have larger n .

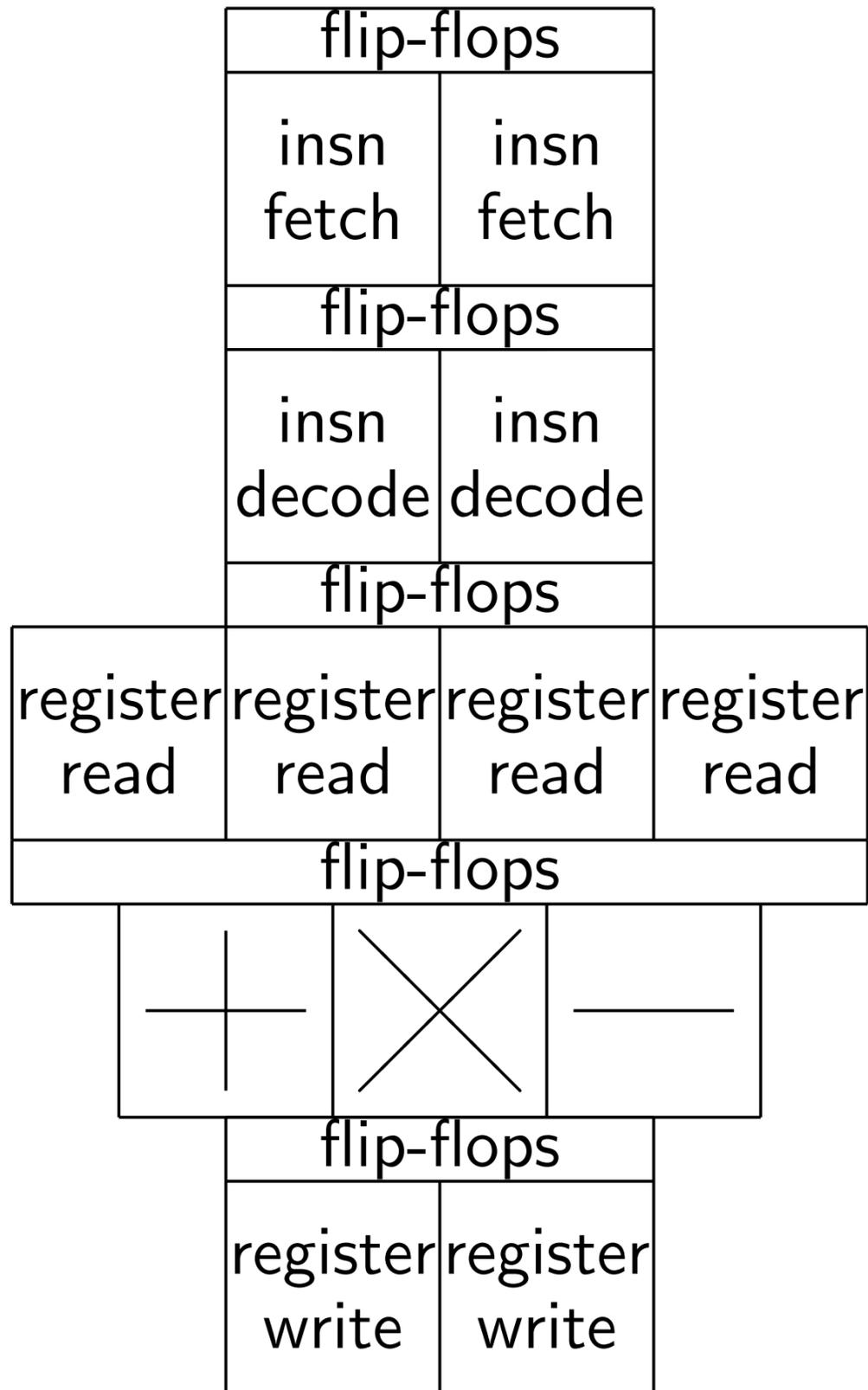
“Superscalar” processing:



“Vector” processing:

Expand each 32-bit integer into n -vector of 32-bit integers.
ARM “NEON” has $n = 4$;
Intel “AVX2” has $n = 8$;
Intel “AVX-512” has $n = 16$;
GPUs have larger n .

“Superscalar” processing:



“Vector” processing:

Expand each 32-bit integer into n -vector of 32-bit integers.

ARM “NEON” has $n = 4$;

Intel “AVX2” has $n = 8$;

Intel “AVX-512” has $n = 16$;

GPUs have larger n .

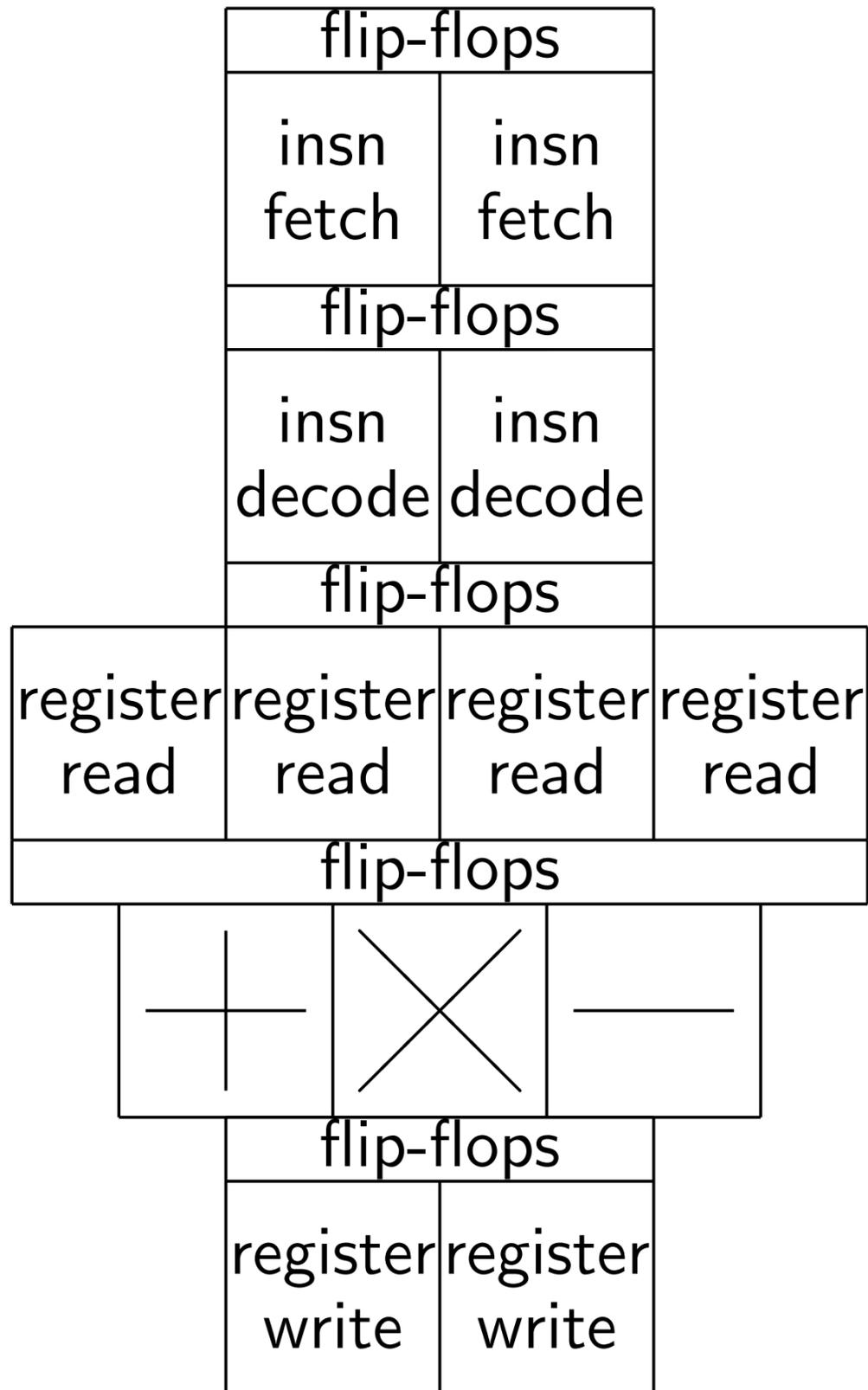
$n \times$ speedup if

$n \times$ arithmetic circuits,

$n \times$ read/write circuits.

Benefit: Amortizes insn circuits.

“Superscalar” processing:



“Vector” processing:

Expand each 32-bit integer into n -vector of 32-bit integers.
ARM “NEON” has $n = 4$;
Intel “AVX2” has $n = 8$;
Intel “AVX-512” has $n = 16$;
GPUs have larger n .

$n \times$ speedup if

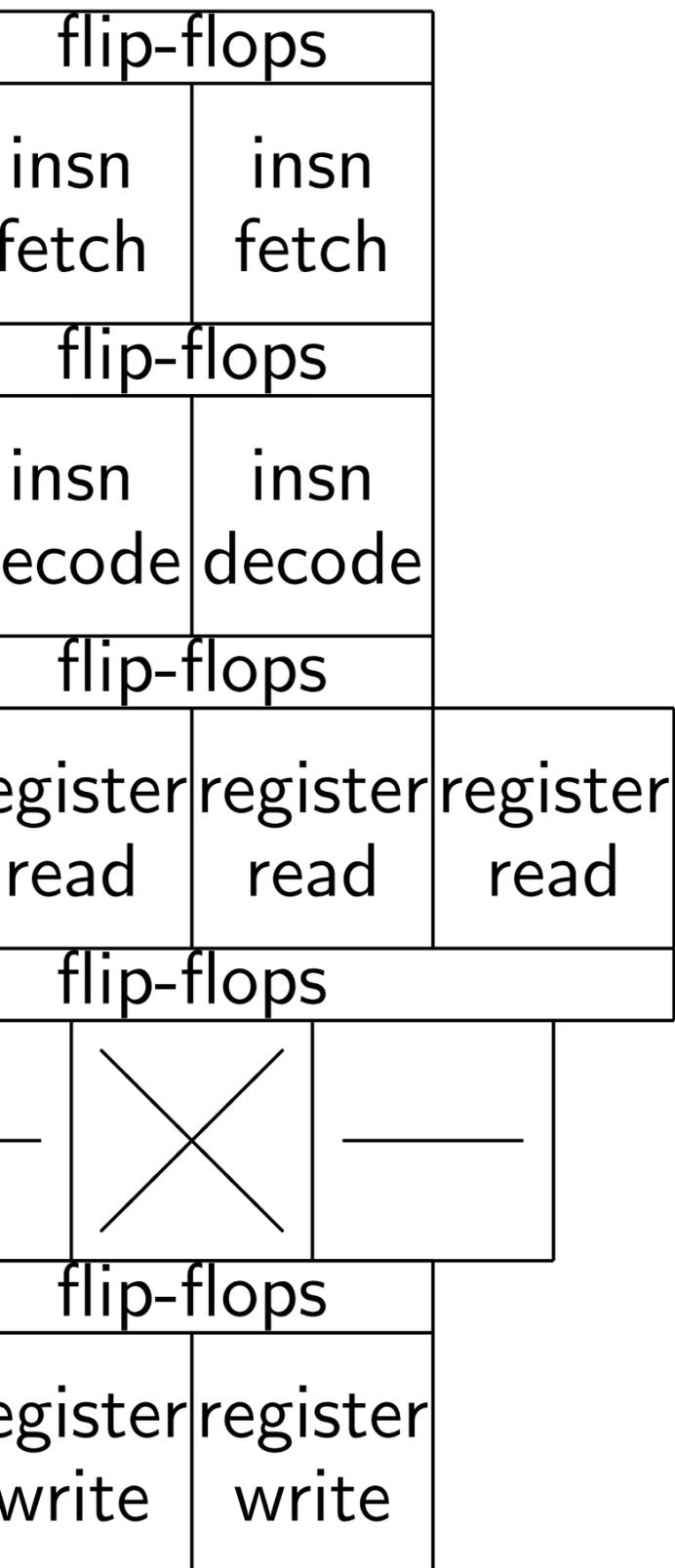
$n \times$ arithmetic circuits,

$n \times$ read/write circuits.

Benefit: Amortizes insn circuits.

Huge effect on higher-level algorithms and data structures.

“Scalar” processing:



“Vector” processing:

Expand each 32-bit integer into n -vector of 32-bit integers.

ARM “NEON” has $n = 4$;

Intel “AVX2” has $n = 8$;

Intel “AVX-512” has $n = 16$;

GPUs have larger n .

$n \times$ speedup if

$n \times$ arithmetic circuits,

$n \times$ read/write circuits.

Benefit: Amortizes insn circuits.

Huge effect on higher-level algorithms and data structures.

Network

How exp

Input: a

Each nu

represen

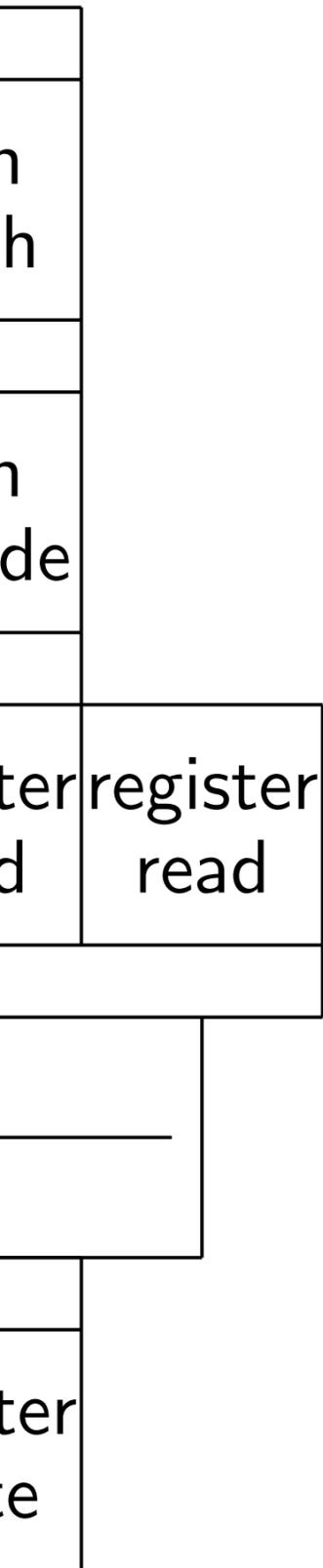
Output:

in increa

represen

same mu

processing:



“Vector” processing:

Expand each 32-bit integer into n -vector of 32-bit integers.

ARM “NEON” has $n = 4$;

Intel “AVX2” has $n = 8$;

Intel “AVX-512” has $n = 16$;

GPUs have larger n .

$n \times$ speedup if

$n \times$ arithmetic circuits,

$n \times$ read/write circuits.

Benefit: Amortizes insn circuits.

Huge effect on higher-level algorithms and data structures.

Network on chip:

How expensive is s

Input: array of n r

Each number in $\{$
represented in bina

Output: array of m

in increasing order

represented in bina

same multiset as i

“Vector” processing:

Expand each 32-bit integer
into n -vector of 32-bit integers.

ARM “NEON” has $n = 4$;

Intel “AVX2” has $n = 8$;

Intel “AVX-512” has $n = 16$;

GPUs have larger n .

$n \times$ speedup if

$n \times$ arithmetic circuits,

$n \times$ read/write circuits.

Benefit: Amortizes insn circuits.

Huge effect on higher-level
algorithms and data structures.

Network on chip: the mesh

How expensive is sorting?

Input: array of n numbers.

Each number in $\{1, 2, \dots, n\}$
represented in binary.

Output: array of n numbers
in increasing order,
represented in binary;
same multiset as input.

“Vector” processing:

Expand each 32-bit integer into n -vector of 32-bit integers.

ARM “NEON” has $n = 4$;

Intel “AVX2” has $n = 8$;

Intel “AVX-512” has $n = 16$;

GPUs have larger n .

$n \times$ speedup if

$n \times$ arithmetic circuits,

$n \times$ read/write circuits.

Benefit: Amortizes insn circuits.

Huge effect on higher-level algorithms and data structures.

Network on chip: the mesh

How expensive is sorting?

Input: array of n numbers.

Each number in $\{1, 2, \dots, n^2\}$, represented in binary.

Output: array of n numbers, in increasing order, represented in binary; same multiset as input.

“Vector” processing:

Expand each 32-bit integer into n -vector of 32-bit integers.

ARM “NEON” has $n = 4$;

Intel “AVX2” has $n = 8$;

Intel “AVX-512” has $n = 16$;

GPUs have larger n .

$n\times$ speedup if

$n\times$ arithmetic circuits,

$n\times$ read/write circuits.

Benefit: Amortizes insn circuits.

Huge effect on higher-level algorithms and data structures.

Network on chip: the mesh

How expensive is sorting?

Input: array of n numbers.

Each number in $\{1, 2, \dots, n^2\}$, represented in binary.

Output: array of n numbers, in increasing order, represented in binary; same multiset as input.

Metric: seconds used by circuit of area $n^{1+o(1)}$.

For simplicity assume $n = 4^k$.

' processing:

each 32-bit integer
ector of 32-bit integers.

NEON" has $n = 4$;

VX2" has $n = 8$;

VX-512" has $n = 16$;

ave larger n .

dup if

metic circuits,

/write circuits.

Amortizes insn circuits.

fect on higher-level

ms and data structures.

Network on chip: the mesh

How expensive is sorting?

Input: array of n numbers.

Each number in $\{1, 2, \dots, n^2\}$,
represented in binary.

Output: array of n numbers,
in increasing order,
represented in binary;
same multiset as input.

Metric: seconds used by
circuit of area $n^{1+o(1)}$.

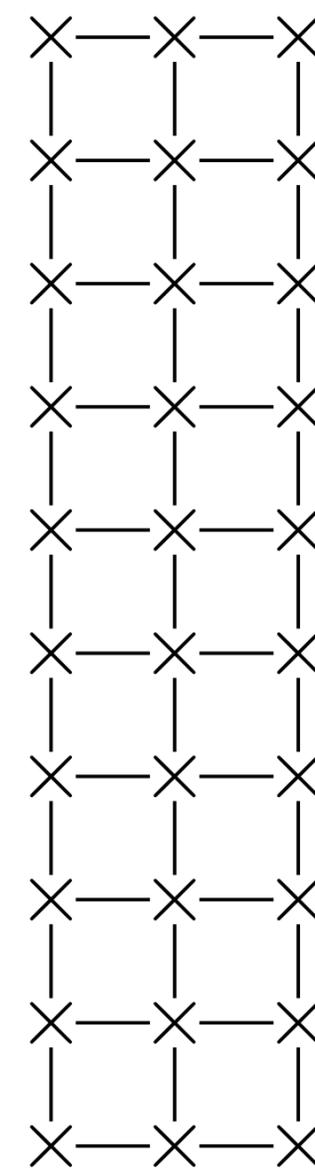
For simplicity assume $n = 4^k$.

Spread a

square m

each of

with nea



ng:

it integer

2-bit integers.

s $n = 4$;

$n = 8$;

as $n = 16$;

n .

uits,

uits.

s insn circuits.

gher-level

ta structures.

Network on chip: the mesh

How expensive is sorting?

Input: array of n numbers.

Each number in $\{1, 2, \dots, n^2\}$,
represented in binary.

Output: array of n numbers,
in increasing order,
represented in binary;
same multiset as input.

Metric: seconds used by
circuit of area $n^{1+o(1)}$.

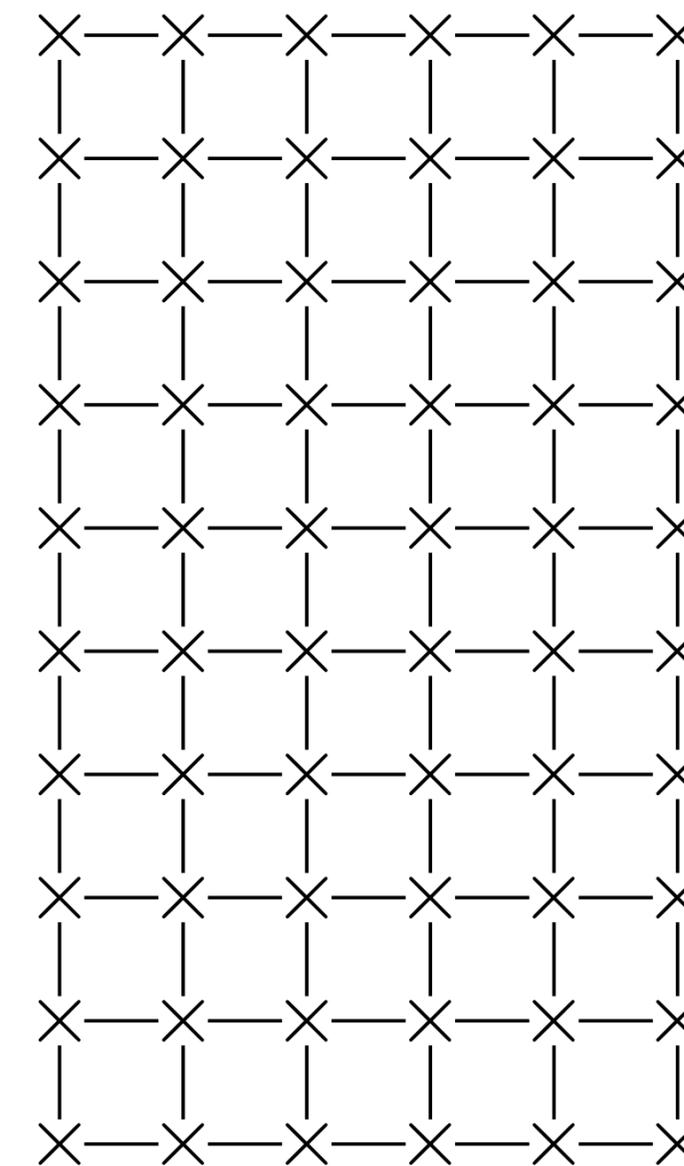
For simplicity assume $n = 4^k$.

Spread array across

square mesh of n s

each of area $n^{o(1)}$

with near-neighbor



Network on chip: the mesh

How expensive is sorting?

Input: array of n numbers.

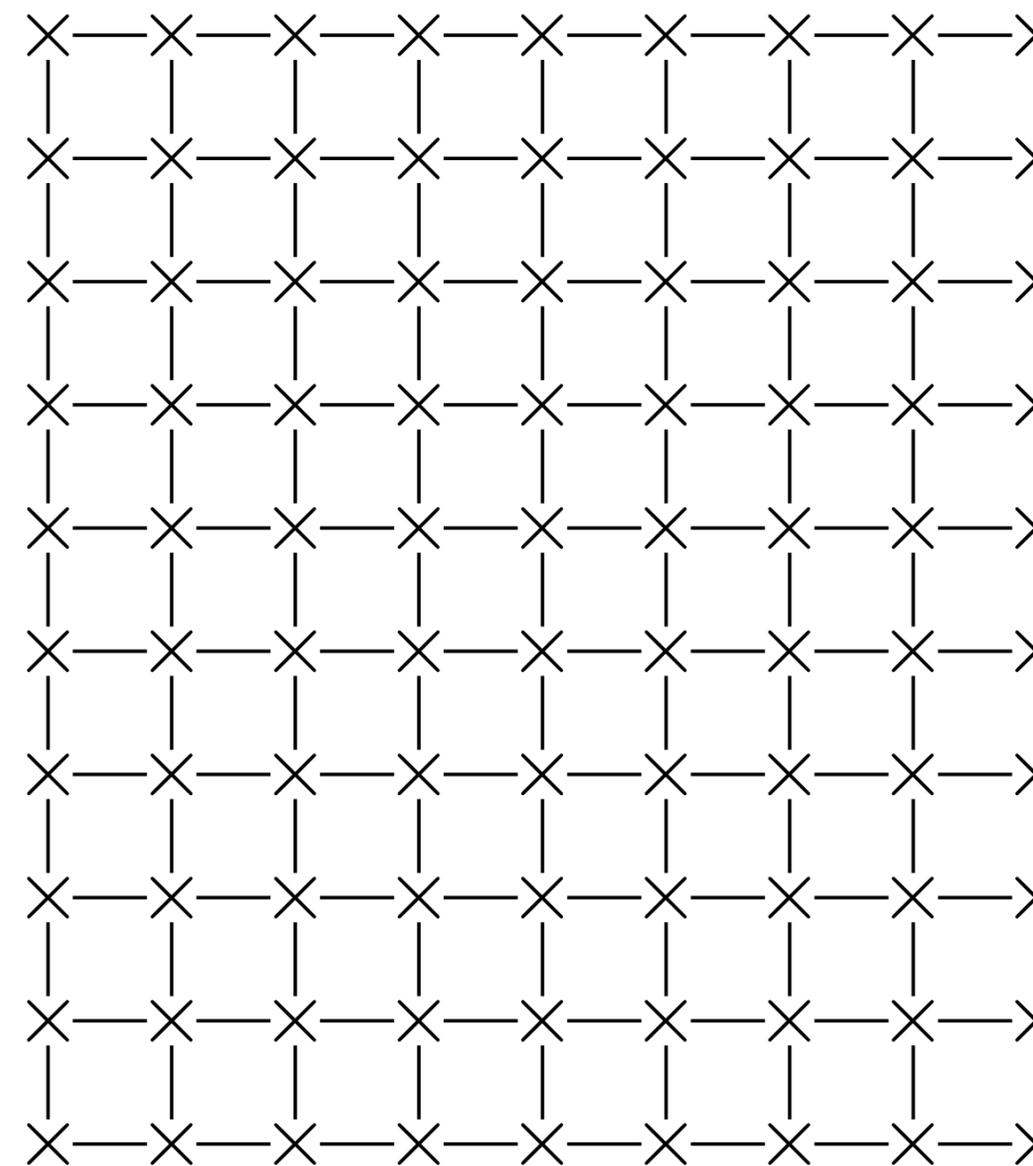
Each number in $\{1, 2, \dots, n^2\}$,
represented in binary.

Output: array of n numbers,
in increasing order,
represented in binary;
same multiset as input.

Metric: seconds used by
circuit of area $n^{1+o(1)}$.

For simplicity assume $n = 4^k$.

Spread array across
square mesh of n small cells
each of area $n^{o(1)}$,
with near-neighbor wiring:



Network on chip: the mesh

How expensive is sorting?

Input: array of n numbers.

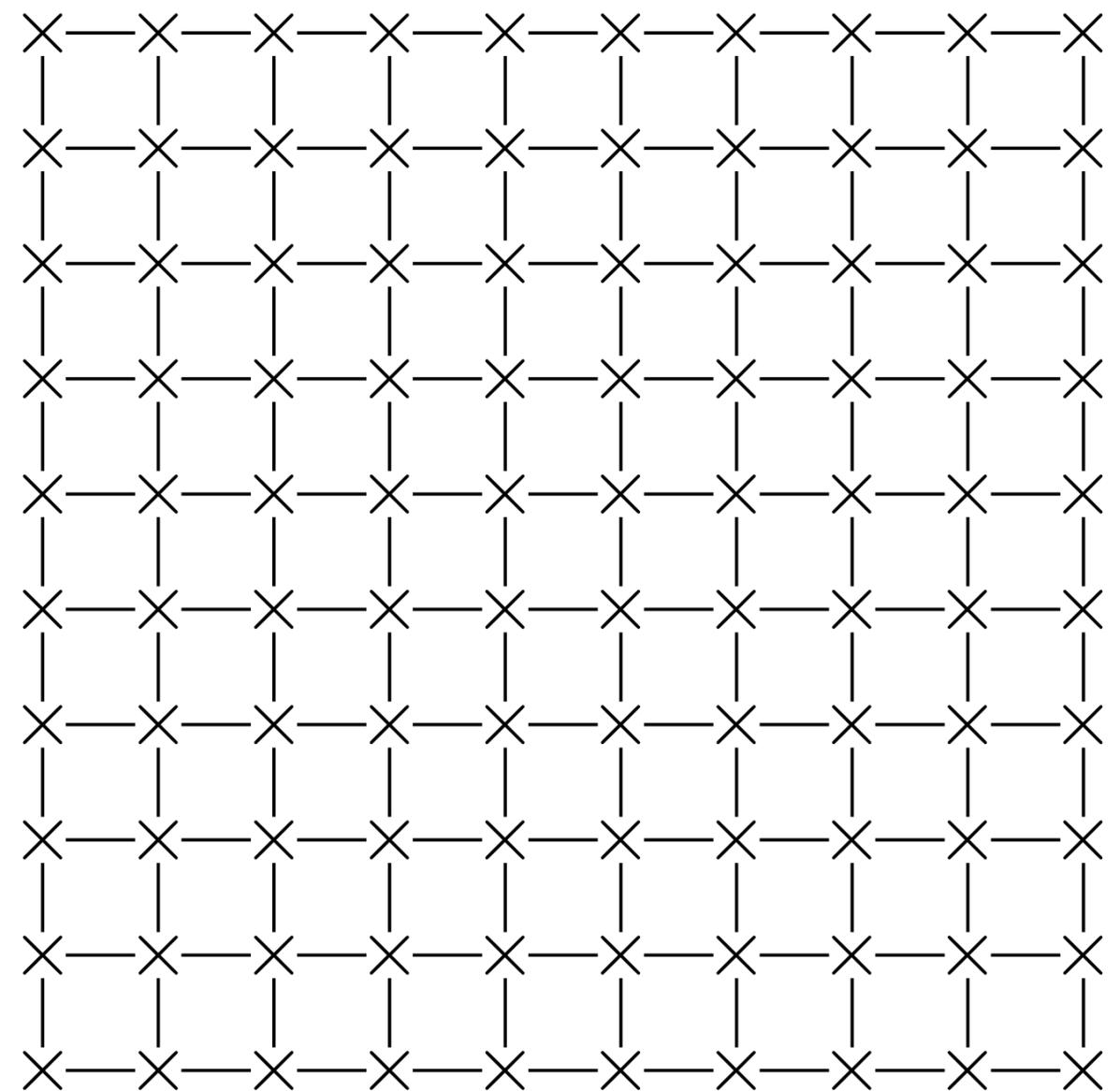
Each number in $\{1, 2, \dots, n^2\}$,
represented in binary.

Output: array of n numbers,
in increasing order,
represented in binary;
same multiset as input.

Metric: seconds used by
circuit of area $n^{1+o(1)}$.

For simplicity assume $n = 4^k$.

Spread array across
square mesh of n small cells,
each of area $n^{o(1)}$,
with near-neighbor wiring:



on chip: the mesh

comprehensive is sorting?

array of n numbers.

number in $\{1, 2, \dots, n^2\}$,

sorted in binary.

array of n numbers,

in increasing order,

sorted in binary;

multiset as input.

seconds used by

of area $n^{1+o(1)}$.

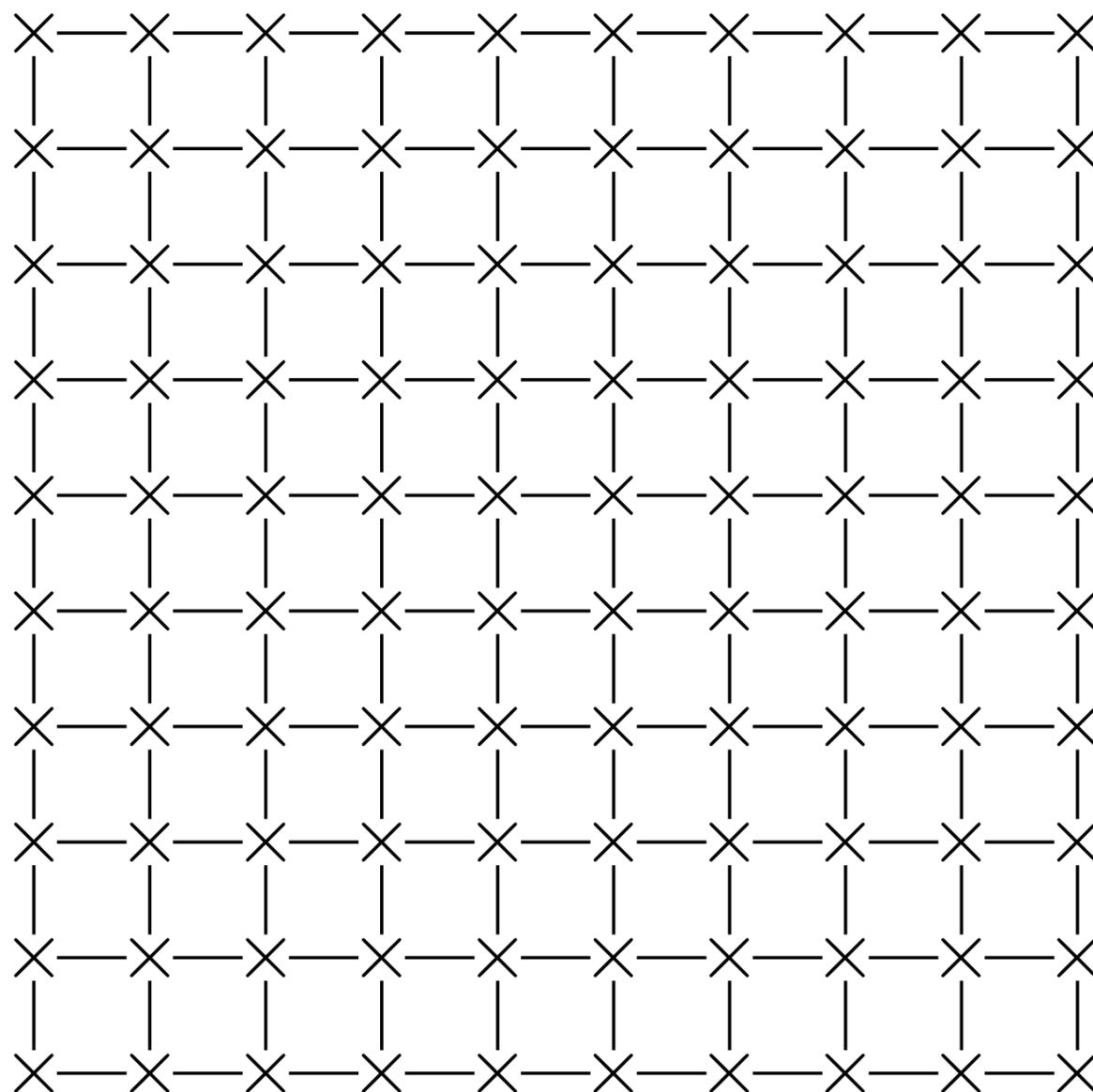
for simplicity assume $n = 4^k$.

Spread array across

square mesh of n small cells,

each of area $n^{o(1)}$,

with near-neighbor wiring:



Sort rows

in $n^{0.5+o(1)}$

• Sort each

3 1 4

1 3 1 4

• Sort a

1 3 1 4

1 1 3 4

• Repeat

until

all

elements

are

sorted

and

done

the mesh

sorting?

numbers.

$\{1, 2, \dots, n^2\}$,

ary.

n numbers,

,

ary;

input.

sed by

$o(1)$.

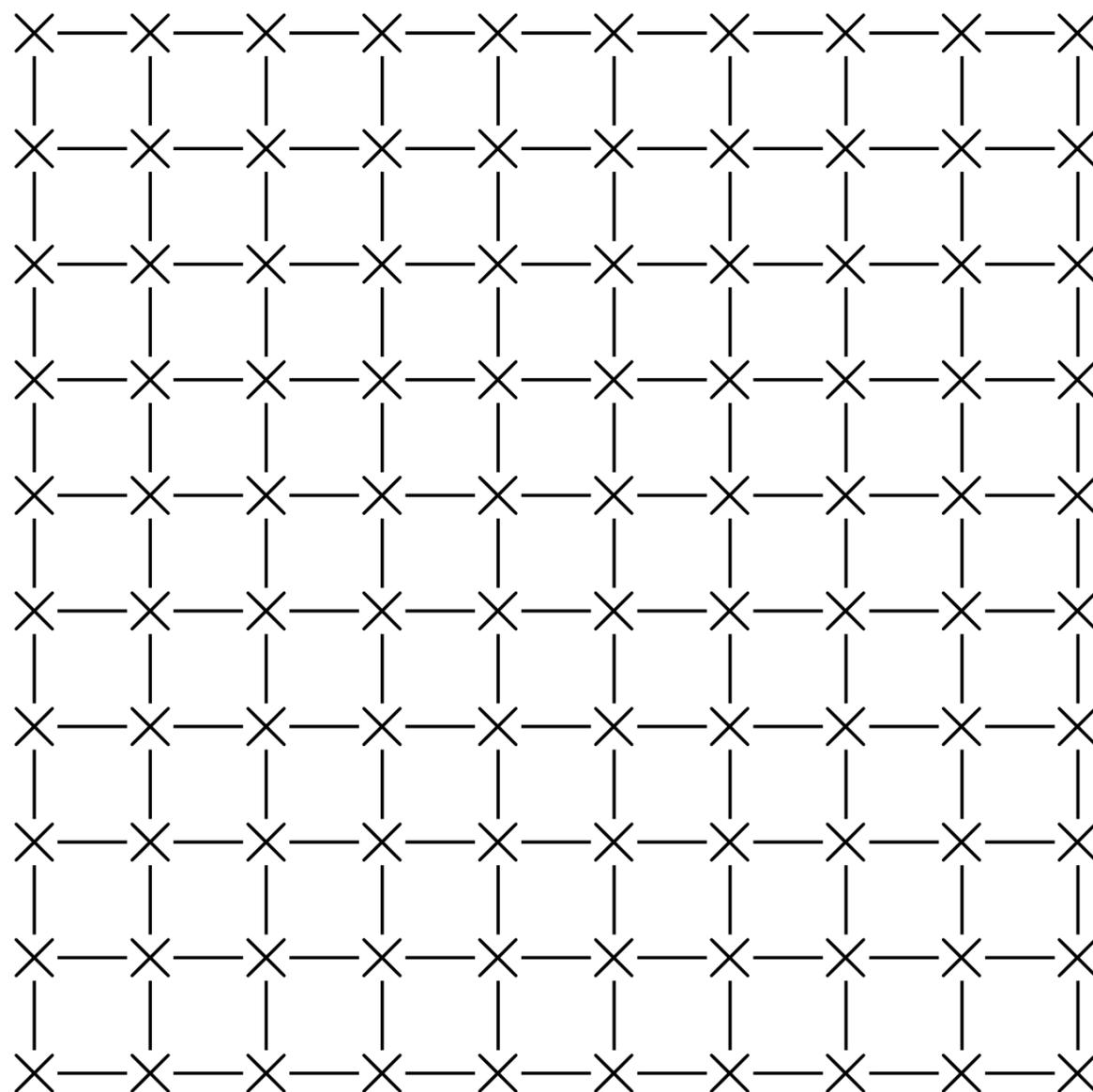
me $n = 4^k$.

Spread array across

square mesh of n small cells,

each of area $n^{o(1)}$,

with near-neighbor wiring:



Sort row of $n^{0.5}$ cells

in $n^{0.5+o(1)}$ seconds

- Sort each pair in

3 1 4 1 5 9 2 6

1 3 1 4 5 9 2 6

- Sort alternate pairs

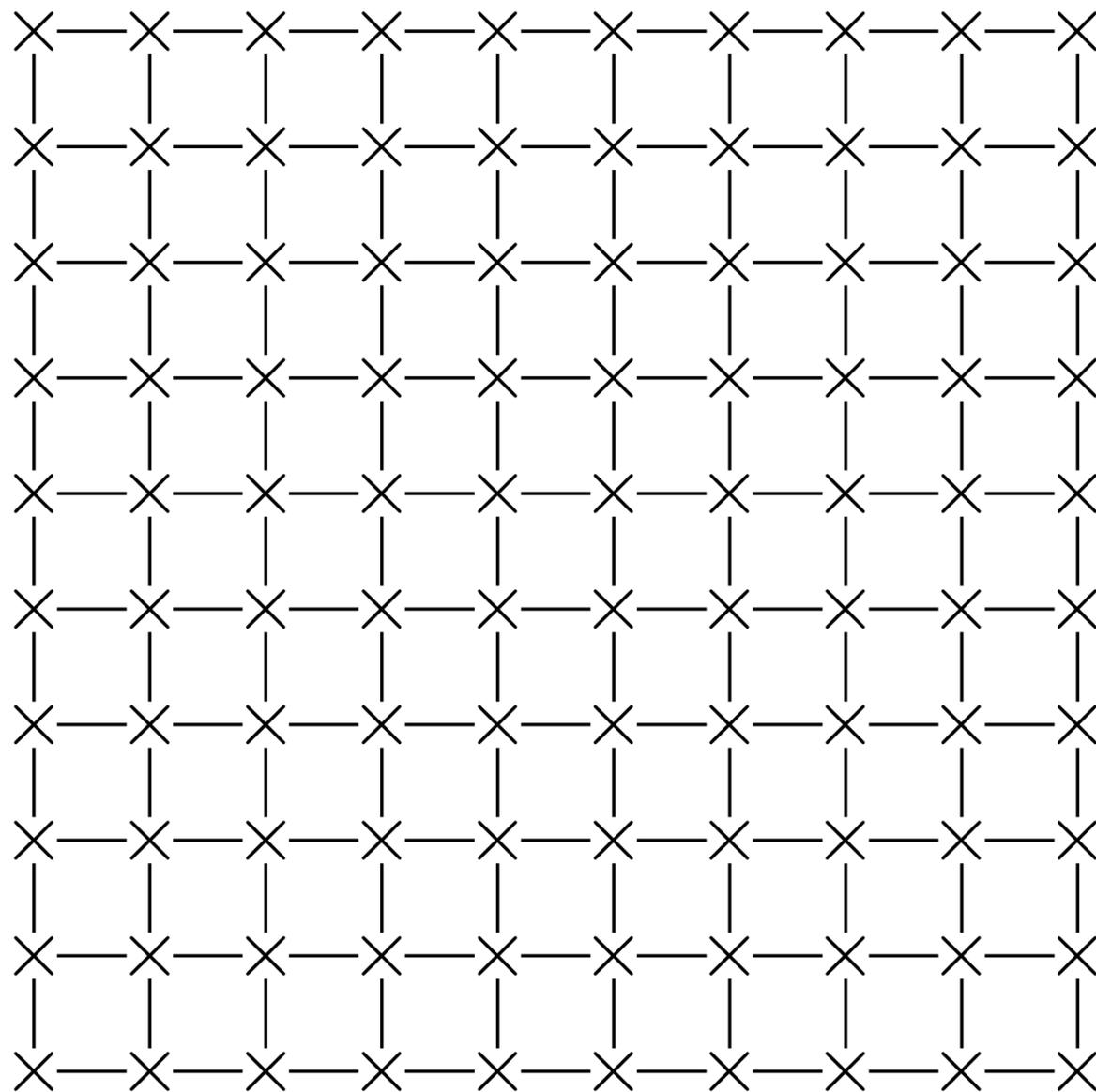
1 3 1 4 5 9 2 6

1 1 3 4 5 2 9 6

- Repeat until number of

equals row length

Spread array across
square mesh of n small cells,
each of area $n^{o(1)}$,
with near-neighbor wiring:



Sort row of $n^{0.5}$ cells
in $n^{0.5+o(1)}$ seconds:

- Sort each pair in parallel.

3 1 4 1 5 9 2 6 \mapsto

1 3 1 4 5 9 2 6

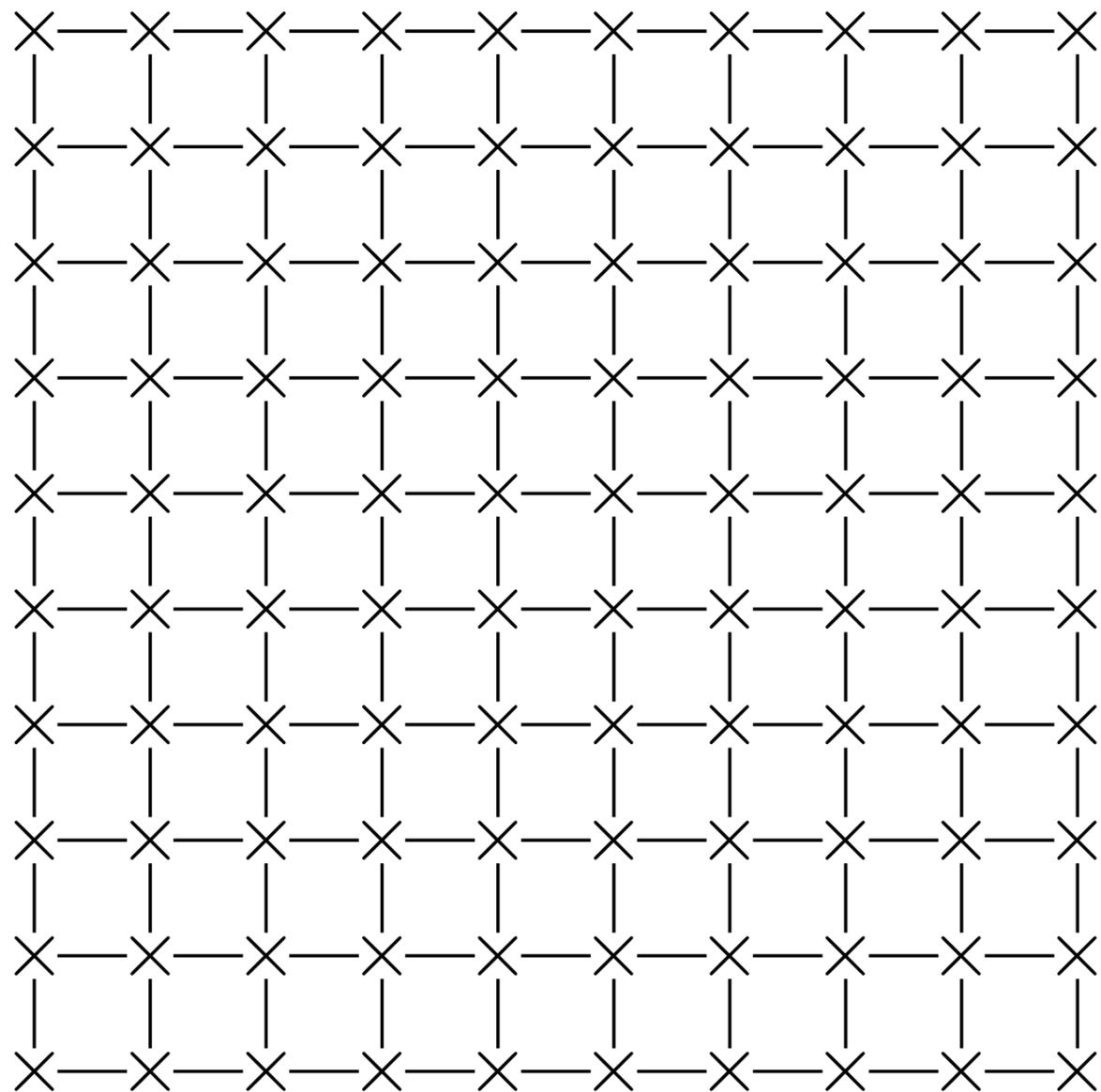
- Sort alternate pairs in parallel.

1 3 1 4 5 9 2 6 \mapsto

1 1 3 4 5 2 9 6

- Repeat until number of steps
equals row length.

Spread array across
square mesh of n small cells,
each of area $n^{o(1)}$,
with near-neighbor wiring:



Sort row of $n^{0.5}$ cells
in $n^{0.5+o(1)}$ seconds:

- Sort each pair in parallel.

3 1 4 1 5 9 2 6 \mapsto

1 3 1 4 5 9 2 6

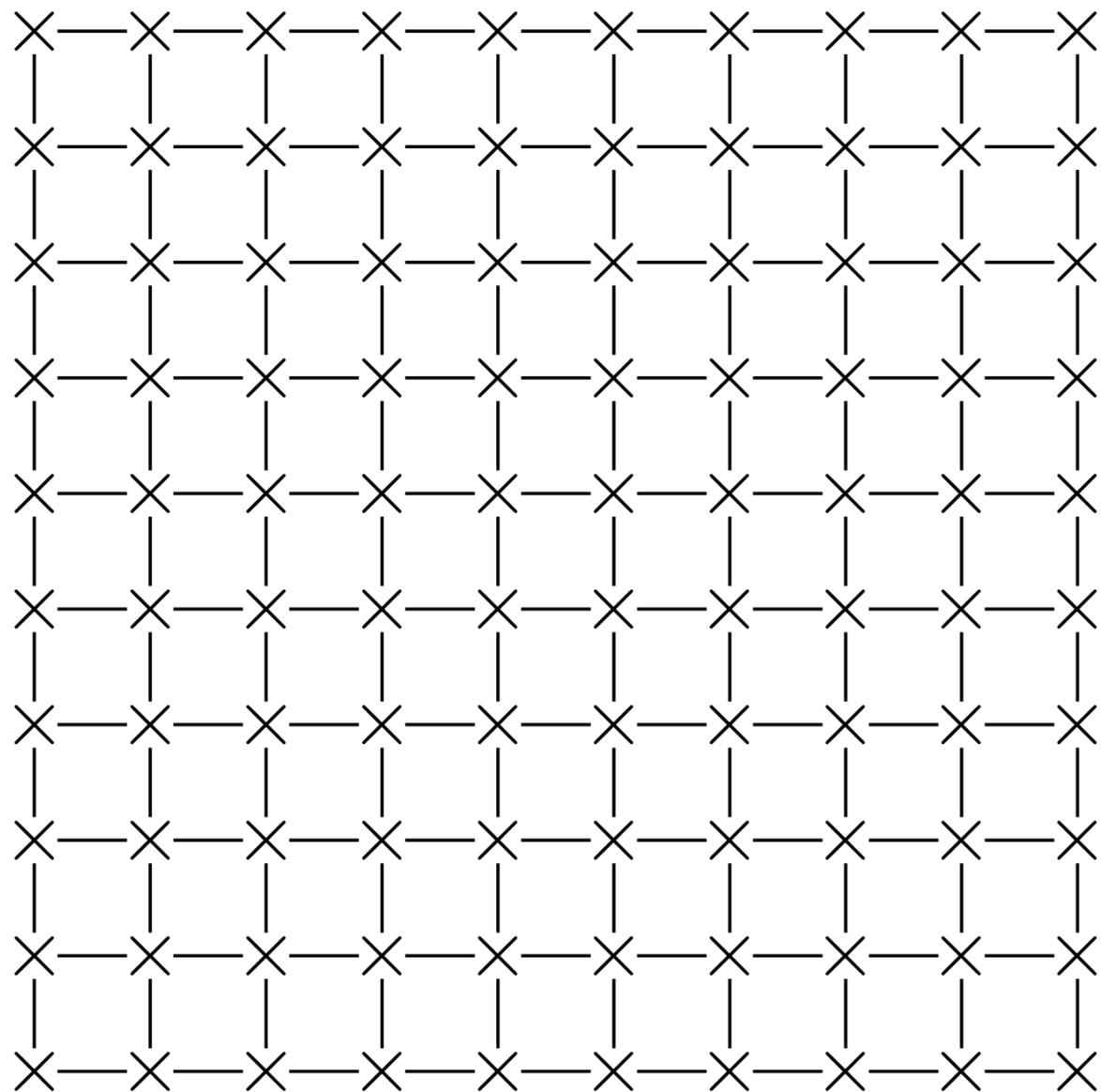
- Sort alternate pairs in parallel.

1 3 1 4 5 9 2 6 \mapsto

1 1 3 4 5 2 9 6

- Repeat until number of steps equals row length.

Spread array across
square mesh of n small cells,
each of area $n^{o(1)}$,
with near-neighbor wiring:



Sort row of $n^{0.5}$ cells
in $n^{0.5+o(1)}$ seconds:

- Sort each pair in parallel.

3 1 4 1 5 9 2 6 \mapsto

1 3 1 4 5 9 2 6

- Sort alternate pairs in parallel.

1 3 1 4 5 9 2 6 \mapsto

1 1 3 4 5 2 9 6

- Repeat until number of steps equals row length.

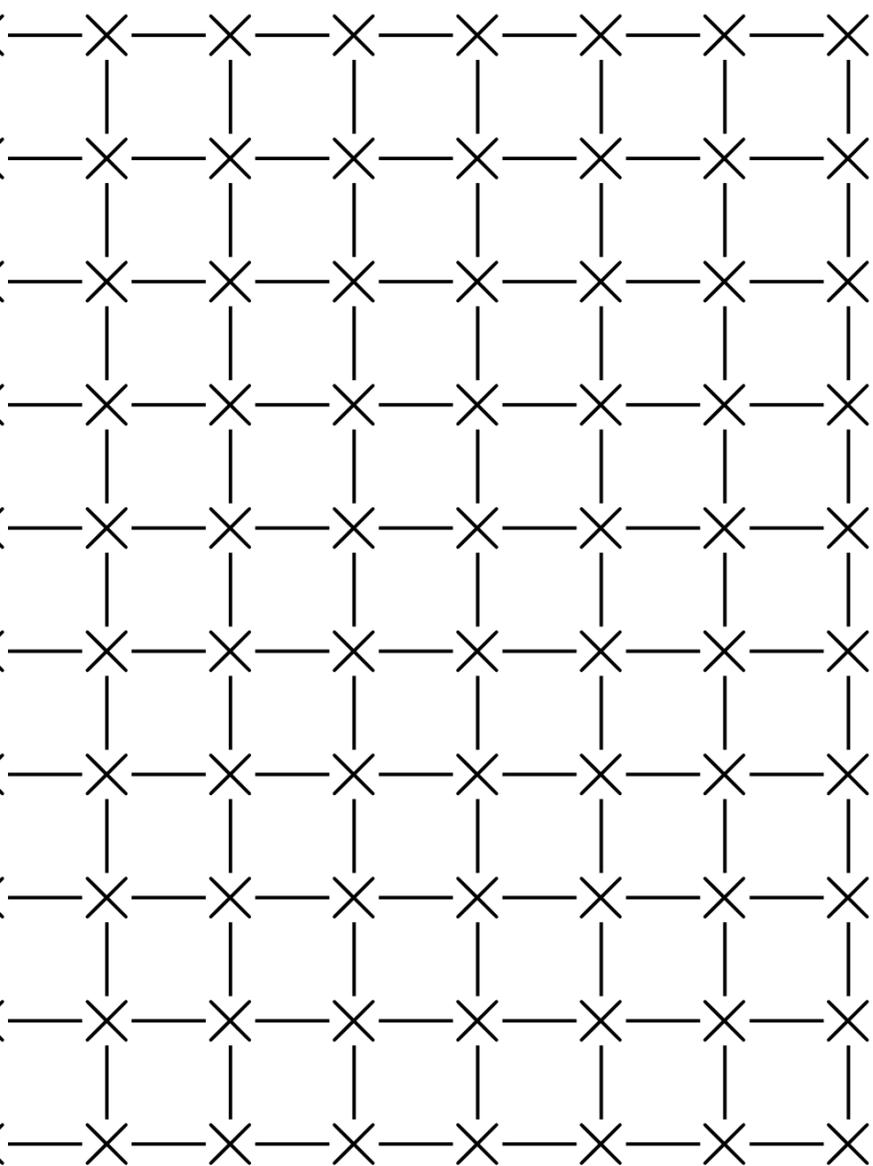
Sort *each* row, in parallel,
in a *total* of $n^{0.5+o(1)}$ seconds.

array across

mesh of n small cells,

area $n^{o(1)}$,

near-neighbor wiring:



Sort row of $n^{0.5}$ cells
in $n^{0.5+o(1)}$ seconds:

- Sort each pair in parallel.

3 1 4 1 5 9 2 6 \mapsto

1 3 1 4 5 9 2 6

- Sort alternate pairs in parallel.

1 3 1 4 5 9 2 6 \mapsto

1 1 3 4 5 2 9 6

- Repeat until number of steps equals row length.

Sort *each* row, in parallel,
in a *total* of $n^{0.5+o(1)}$ seconds.

Sort all
in $n^{0.5+o(1)}$

- Recurs

in para

- Sort e

- Sort e

- Sort e

- Sort e

With pro

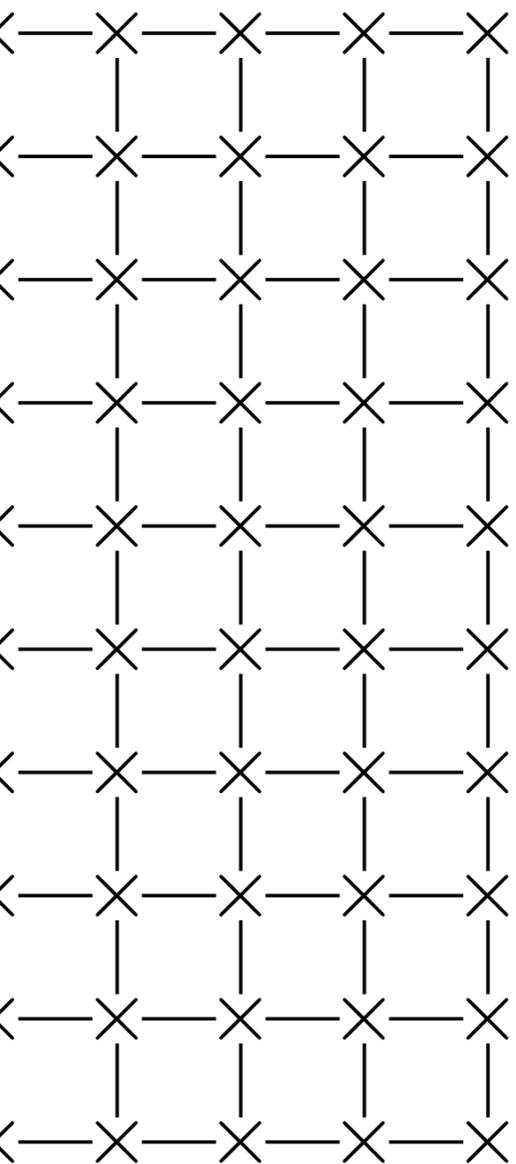
left-to-ri

for each

that this

ss
small cells,

wiring:



Sort row of $n^{0.5}$ cells
in $n^{0.5+o(1)}$ seconds:

- Sort each pair in parallel.

3 1 4 1 5 9 2 6 \mapsto

1 3 1 4 5 9 2 6

- Sort alternate pairs in parallel.

1 3 1 4 5 9 2 6 \mapsto

1 1 3 4 5 2 9 6

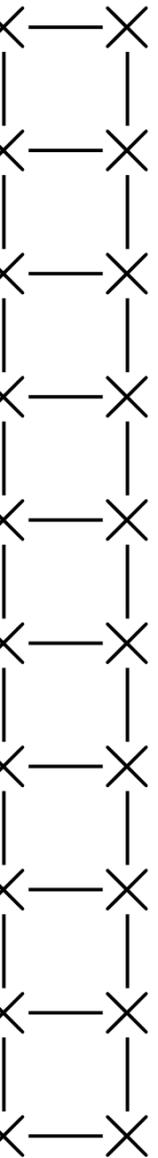
- Repeat until number of steps equals row length.

Sort *each* row, in parallel,
in a *total* of $n^{0.5+o(1)}$ seconds.

Sort all n cells
in $n^{0.5+o(1)}$ seconds

- Recursively sort $n^{0.5}$ cells in parallel, if $n > n^{0.5}$
- Sort each column in parallel
- Sort each row in parallel
- Sort each column in parallel
- Sort each row in parallel

With proper choice of n ,
left-to-right/right-to-left
for each row, can be done
that this sorts whole array



Sort row of $n^{0.5}$ cells
in $n^{0.5+o(1)}$ seconds:

- Sort each pair in parallel.

3 1 4 1 5 9 2 6 \mapsto

1 3 1 4 5 9 2 6

- Sort alternate pairs in parallel.

1 3 1 4 5 9 2 6 \mapsto

1 1 3 4 5 2 9 6

- Repeat until number of steps equals row length.

Sort *each* row, in parallel,
in a *total* of $n^{0.5+o(1)}$ seconds.

Sort all n cells
in $n^{0.5+o(1)}$ seconds:

- Recursively sort quadrants in parallel, if $n > 1$.
- Sort each column in parallel.
- Sort each row in parallel.
- Sort each column in parallel.
- Sort each row in parallel.

With proper choice of left-to-right/right-to-left for each row, can prove that this sorts whole array.

Sort row of $n^{0.5}$ cells
in $n^{0.5+o(1)}$ seconds:

- Sort each pair in parallel.

3 1 4 1 5 9 2 6 \mapsto

1 3 1 4 5 9 2 6

- Sort alternate pairs in parallel.

1 3 1 4 5 9 2 6 \mapsto

1 1 3 4 5 2 9 6

- Repeat until number of steps equals row length.

Sort *each* row, in parallel,
in a *total* of $n^{0.5+o(1)}$ seconds.

Sort all n cells
in $n^{0.5+o(1)}$ seconds:

- Recursively sort quadrants in parallel, if $n > 1$.
- Sort each column in parallel.
- Sort each row in parallel.
- Sort each column in parallel.
- Sort each row in parallel.

With proper choice of left-to-right/right-to-left for each row, can prove that this sorts whole array.

of $n^{0.5}$ cells
in $\Theta(n^{0.5})$ seconds:

Sort each pair in parallel.

1 5 9 2 6 \mapsto

4 5 9 2 6

Sort alternate pairs in parallel.

4 5 9 2 6 \mapsto

4 5 2 9 6

Continue until number of steps
is proportional to row length.

Sort each row, in parallel,

in total of $n^{0.5+o(1)}$ seconds.

Sort all n cells

in $n^{0.5+o(1)}$ seconds:

- Recursively sort quadrants in parallel, if $n > 1$.
- Sort each column in parallel.
- Sort each row in parallel.
- Sort each column in parallel.
- Sort each row in parallel.

With proper choice of left-to-right/right-to-left for each row, can prove that this sorts whole array.

For example, this 8×3

3	1	4
5	3	5
2	3	8
3	3	8
0	2	8
1	6	9
5	1	0
7	4	9

ells

ds:

n parallel.

→

airs in parallel.

→

umber of steps

h.

parallel,

$o(1)$ seconds.

Sort all n cells

in $n^{0.5+o(1)}$ seconds:

- Recursively sort quadrants in parallel, if $n > 1$.
- Sort each column in parallel.
- Sort each row in parallel.
- Sort each column in parallel.
- Sort each row in parallel.

With proper choice of left-to-right/right-to-left for each row, can prove that this sorts whole array.

For example, assume

this 8×8 array is

3	1	4	1	5	9		
5	3	5	8	9	7		
2	3	8	4	6	2		
3	3	8	3	2	7		
0	2	8	8	4	1		
1	6	9	3	9	9		
5	1	0	5	8	2		
7	4	9	4	4	5		

Sort all n cells
in $n^{0.5+o(1)}$ seconds:

- Recursively sort quadrants in parallel, if $n > 1$.
- Sort each column in parallel.
- Sort each row in parallel.
- Sort each column in parallel.
- Sort each row in parallel.

With proper choice of left-to-right/right-to-left for each row, can prove that this sorts whole array.

For example, assume that this 8×8 array is in cells:

3	1	4	1	5	9	2	6
5	3	5	8	9	7	9	3
2	3	8	4	6	2	6	4
3	3	8	3	2	7	9	5
0	2	8	8	4	1	9	7
1	6	9	3	9	9	3	7
5	1	0	5	8	2	0	9
7	4	9	4	4	5	9	2

Sort all n cells
in $n^{0.5+o(1)}$ seconds:

- Recursively sort quadrants in parallel, if $n > 1$.
- Sort each column in parallel.
- Sort each row in parallel.
- Sort each column in parallel.
- Sort each row in parallel.

With proper choice of left-to-right/right-to-left for each row, can prove that this sorts whole array.

For example, assume that this 8×8 array is in cells:

3	1	4	1	5	9	2	6
5	3	5	8	9	7	9	3
2	3	8	4	6	2	6	4
3	3	8	3	2	7	9	5
0	2	8	8	4	1	9	7
1	6	9	3	9	9	3	7
5	1	0	5	8	2	0	9
7	4	9	4	4	5	9	2

n cells
 $p(1)$ seconds:

recursively sort quadrants
in parallel, if $n > 1$.
each column in parallel.
each row in parallel.
each column in parallel.
each row in parallel.
proper choice of
left/right-to-left
row, can prove
it sorts whole array.

For example, assume that
this 8×8 array is in cells:

3	1	4	1	5	9	2	6
5	3	5	8	9	7	9	3
2	3	8	4	6	2	6	4
3	3	8	3	2	7	9	5
0	2	8	8	4	1	9	7
1	6	9	3	9	9	3	7
5	1	0	5	8	2	0	9
7	4	9	4	4	5	9	2

Recursively
top \rightarrow , left

1	1	2
3	3	3
3	4	4
5	8	8
1	1	0
4	4	3
7	6	5
9	9	8

ds:

quadrants

> 1.

n in parallel.

n parallel.

n in parallel.

n parallel.

e of

to-left

prove

ble array.

For example, assume that
this 8×8 array is in cells:

3	1	4	1	5	9	2	6
5	3	5	8	9	7	9	3
2	3	8	4	6	2	6	4
3	3	8	3	2	7	9	5
0	2	8	8	4	1	9	7
1	6	9	3	9	9	3	7
5	1	0	5	8	2	0	9
7	4	9	4	4	5	9	2

Recursively sort qu
top \rightarrow , bottom \leftarrow

1	1	2	3	2	2
3	3	3	3	4	5
3	4	4	5	6	6
5	8	8	8	9	9
1	1	0	0	2	2
4	4	3	2	5	4
7	6	5	5	9	8
9	9	8	8	9	9

For example, assume that
this 8×8 array is in cells:

3	1	4	1	5	9	2	6
5	3	5	8	9	7	9	3
2	3	8	4	6	2	6	4
3	3	8	3	2	7	9	5
0	2	8	8	4	1	9	7
1	6	9	3	9	9	3	7
5	1	0	5	8	2	0	9
7	4	9	4	4	5	9	2

Recursively sort quadrants,
top \rightarrow , bottom \leftarrow :

1	1	2	3	2	2	2	3
3	3	3	3	4	5	5	6
3	4	4	5	6	6	7	7
5	8	8	8	9	9	9	9
1	1	0	0	2	2	1	0
4	4	3	2	5	4	4	3
7	6	5	5	9	8	7	7
9	9	8	8	9	9	9	9

For example, assume that this 8×8 array is in cells:

3	1	4	1	5	9	2	6
5	3	5	8	9	7	9	3
2	3	8	4	6	2	6	4
3	3	8	3	2	7	9	5
0	2	8	8	4	1	9	7
1	6	9	3	9	9	3	7
5	1	0	5	8	2	0	9
7	4	9	4	4	5	9	2

Recursively sort quadrants, top \rightarrow , bottom \leftarrow :

1	1	2	3	2	2	2	3
3	3	3	3	4	5	5	6
3	4	4	5	6	6	7	7
5	8	8	8	9	9	9	9
1	1	0	0	2	2	1	0
4	4	3	2	5	4	4	3
7	6	5	5	9	8	7	7
9	9	8	8	9	9	9	9

Example, assume that
8 array is in cells:

1	5	9	2	6
8	9	7	9	3
4	6	2	6	4
3	2	7	9	5
8	4	1	9	7
3	9	9	3	7
5	8	2	0	9
4	4	5	9	2

Recursively sort quadrants,
top \rightarrow , bottom \leftarrow :

1	1	2	3	2	2	2	3
3	3	3	3	4	5	5	6
3	4	4	5	6	6	7	7
5	8	8	8	9	9	9	9
1	1	0	0	2	2	1	0
4	4	3	2	5	4	4	3
7	6	5	5	9	8	7	7
9	9	8	8	9	9	9	9

Sort each
in parallel

1	1	0
1	1	2
3	3	3
3	4	3
4	4	4
5	6	5
7	8	8
9	9	8

me that
in cells:

2	6
9	3
6	4
9	5
9	7
3	7
0	9
9	2

Recursively sort quadrants,
top \rightarrow , bottom \leftarrow :

1	1	2	3	2	2	2	3
3	3	3	3	4	5	5	6
3	4	4	5	6	6	7	7
5	8	8	8	9	9	9	9
1	1	0	0	2	2	1	0
4	4	3	2	5	4	4	3
7	6	5	5	9	8	7	7
9	9	8	8	9	9	9	9

Sort each column
in parallel:

1	1	0	0	2	2
1	1	2	2	2	2
3	3	3	3	4	4
3	4	3	3	5	5
4	4	4	5	6	6
5	6	5	5	9	8
7	8	8	8	9	9
9	9	8	8	9	9

Recursively sort quadrants,
top \rightarrow , bottom \leftarrow :

1	1	2	3	2	2	2	3
3	3	3	3	4	5	5	6
3	4	4	5	6	6	7	7
5	8	8	8	9	9	9	9
1	1	0	0	2	2	1	0
4	4	3	2	5	4	4	3
7	6	5	5	9	8	7	7
9	9	8	8	9	9	9	9

Sort each column
in parallel:

1	1	0	0	2	2	1	0
1	1	2	2	2	2	2	3
3	3	3	3	4	4	4	3
3	4	3	3	5	5	5	6
4	4	4	5	6	6	7	7
5	6	5	5	9	8	7	7
7	8	8	8	9	9	9	9
9	9	8	8	9	9	9	9

Recursively sort quadrants,
top \rightarrow , bottom \leftarrow :

1	1	2	3	2	2	2	3
3	3	3	3	4	5	5	6
3	4	4	5	6	6	7	7
5	8	8	8	9	9	9	9
1	1	0	0	2	2	1	0
4	4	3	2	5	4	4	3
7	6	5	5	9	8	7	7
9	9	8	8	9	9	9	9

Sort each column
in parallel:

1	1	0	0	2	2	1	0
1	1	2	2	2	2	2	3
3	3	3	3	4	4	4	3
3	4	3	3	5	5	5	6
4	4	4	5	6	6	7	7
5	6	5	5	9	8	7	7
7	8	8	8	9	9	9	9
9	9	8	8	9	9	9	9

ely sort quadrants,
bottom ←:

2	3	2	2	2	3
3	3	4	5	5	6
4	5	6	6	7	7
8	8	9	9	9	9
0	0	2	2	1	0
3	2	5	4	4	3
5	5	9	8	7	7
3	8	9	9	9	9

Sort each column
in parallel:

1	1	0	0	2	2	1	0
1	1	2	2	2	2	2	3
3	3	3	3	4	4	4	3
3	4	3	3	5	5	5	6
4	4	4	5	6	6	7	7
5	6	5	5	9	8	7	7
7	8	8	8	9	9	9	9
9	9	8	8	9	9	9	9

Sort each
alternate

0	0	0
3	2	2
3	3	3
6	5	5
4	4	4
9	8	7
7	8	8
9	9	9

quadrants,
:

2	3
5	6
7	7
9	9
1	0
4	3
7	7
9	9

Sort each column
in parallel:

1	1	0	0	2	2	1	0
1	1	2	2	2	2	2	3
3	3	3	3	4	4	4	3
3	4	3	3	5	5	5	6
4	4	4	5	6	6	7	7
5	6	5	5	9	8	7	7
7	8	8	8	9	9	9	9
9	9	8	8	9	9	9	9

Sort each row in parallel
alternately \leftarrow , \rightarrow :

0	0	0	1	1	1
3	2	2	2	2	2
3	3	3	3	3	4
6	5	5	5	4	3
4	4	4	5	6	6
9	8	7	7	6	5
7	8	8	8	9	9
9	9	9	9	9	9

Sort each column
in parallel:

1	1	0	0	2	2	1	0
1	1	2	2	2	2	2	3
3	3	3	3	4	4	4	3
3	4	3	3	5	5	5	6
4	4	4	5	6	6	7	7
5	6	5	5	9	8	7	7
7	8	8	8	9	9	9	9
9	9	8	8	9	9	9	9

Sort each row in parallel,
alternately \leftarrow , \rightarrow :

0	0	0	1	1	1	2	2
3	2	2	2	2	2	1	1
3	3	3	3	3	4	4	4
6	5	5	5	4	3	3	3
4	4	4	5	6	6	7	7
9	8	7	7	6	5	5	5
7	8	8	8	9	9	9	9
9	9	9	9	9	9	8	8

Sort each column
in parallel:

1	1	0	0	2	2	1	0
1	1	2	2	2	2	2	3
3	3	3	3	4	4	4	3
3	4	3	3	5	5	5	6
4	4	4	5	6	6	7	7
5	6	5	5	9	8	7	7
7	8	8	8	9	9	9	9
9	9	8	8	9	9	9	9

Sort each row in parallel,
alternately \leftarrow , \rightarrow :

0	0	0	1	1	1	2	2
3	2	2	2	2	2	1	1
3	3	3	3	3	4	4	4
6	5	5	5	4	3	3	3
4	4	4	5	6	6	7	7
9	8	7	7	6	5	5	5
7	8	8	8	9	9	9	9
9	9	9	9	9	9	8	8

h column
el:

0	0	2	2	1	0
2	2	2	2	2	3
3	3	4	4	4	3
3	3	5	5	5	6
4	5	6	6	7	7
5	5	9	8	7	7
3	8	9	9	9	9
3	8	9	9	9	9

Sort each row in parallel,
alternately \leftarrow , \rightarrow :

0	0	0	1	1	1	2	2
3	2	2	2	2	2	1	1
3	3	3	3	3	4	4	4
6	5	5	5	4	3	3	3
4	4	4	5	6	6	7	7
9	8	7	7	6	5	5	5
7	8	8	8	9	9	9	9
9	9	9	9	9	9	8	8

Sort each
in parallel

0	0	0
3	2	2
3	3	3
4	4	4
6	5	5
7	8	7
9	8	8
9	9	9

1	0
2	3
4	3
5	6
7	7
7	7
9	9
9	9

Sort each row in parallel,
alternately \leftarrow , \rightarrow :

0	0	0	1	1	1	2	2
3	2	2	2	2	2	1	1
3	3	3	3	3	4	4	4
6	5	5	5	4	3	3	3
4	4	4	5	6	6	7	7
9	8	7	7	6	5	5	5
7	8	8	8	9	9	9	9
9	9	9	9	9	9	8	8

Sort each column
in parallel:

0	0	0	1	1	1
3	2	2	2	2	2
3	3	3	3	3	3
4	4	4	5	4	4
6	5	5	5	6	5
7	8	7	7	6	6
9	8	8	8	9	9
9	9	9	9	9	9

Sort each row in parallel,
alternately \leftarrow , \rightarrow :

0	0	0	1	1	1	2	2
3	2	2	2	2	2	1	1
3	3	3	3	3	4	4	4
6	5	5	5	4	3	3	3
4	4	4	5	6	6	7	7
9	8	7	7	6	5	5	5
7	8	8	8	9	9	9	9
9	9	9	9	9	9	8	8

Sort each column
in parallel:

0	0	0	1	1	1	1	1
3	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	5	4	4	4	4
6	5	5	5	6	5	5	5
7	8	7	7	6	6	7	7
9	8	8	8	9	9	8	8
9	9	9	9	9	9	9	9

Sort each row in parallel,
alternately \leftarrow , \rightarrow :

0	0	0	1	1	1	2	2
3	2	2	2	2	2	1	1
3	3	3	3	3	4	4	4
6	5	5	5	4	3	3	3
4	4	4	5	6	6	7	7
9	8	7	7	6	5	5	5
7	8	8	8	9	9	9	9
9	9	9	9	9	9	8	8

Sort each column
in parallel:

0	0	0	1	1	1	1	1
3	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	5	4	4	4	4
6	5	5	5	6	5	5	5
7	8	7	7	6	6	7	7
9	8	8	8	9	9	8	8
9	9	9	9	9	9	9	9

Sort each row in parallel,
using bubble sort. Sort
elements \leftarrow , \rightarrow :

0	1	1	1	2	2
2	2	2	2	1	1
3	3	3	4	4	4
5	5	4	3	3	3
4	5	6	6	7	7
7	7	6	5	5	5
8	8	9	9	9	9
9	9	9	9	8	8

Sort each column
in parallel:

0	0	0	1	1	1	1	1
3	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	5	4	4	4	4
6	5	5	5	6	5	5	5
7	8	7	7	6	6	7	7
9	8	8	8	9	9	8	8
9	9	9	9	9	9	9	9

Sort each row
using bubble sort. Sort
elements \leftarrow or \rightarrow :

0	0	0
2	2	2
3	3	3
4	4	4
5	5	5
6	6	7
8	8	8
9	9	9

parallel,

2	2
1	1
4	4
3	3
7	7
5	5
9	9
8	8

Sort each column
in parallel:

0	0	0	1	1	1	1	1
3	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	5	4	4	4	4
6	5	5	5	6	5	5	5
7	8	7	7	6	6	7	7
9	8	8	8	9	9	8	8
9	9	9	9	9	9	9	9

Sort each row in p

← or → as desired

0	0	0	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	7	7	7	7
8	8	8	8	8	9
9	9	9	9	9	9

Sort each column
in parallel:

0	0	0	1	1	1	1	1
3	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	5	4	4	4	4
6	5	5	5	6	5	5	5
7	8	7	7	6	6	7	7
9	8	8	8	9	9	8	8
9	9	9	9	9	9	9	9

Sort each row in parallel,
← or → as desired:

0	0	0	1	1	1	1	1
2	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	5
5	5	5	5	5	5	6	6
6	6	7	7	7	7	7	8
8	8	8	8	8	9	9	9
9	9	9	9	9	9	9	9

Sort each column
in parallel:

0	0	0	1	1	1	1	1
3	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	5	4	4	4	4
6	5	5	5	6	5	5	5
7	8	7	7	6	6	7	7
9	8	8	8	9	9	8	8
9	9	9	9	9	9	9	9

Sort each row in parallel,
← or → as desired:

0	0	0	1	1	1	1	1
2	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	5
5	5	5	5	5	5	6	6
6	6	7	7	7	7	7	8
8	8	8	8	8	9	9	9
9	9	9	9	9	9	9	9

h column
el:

0	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	5	4	4	4	4
5	5	6	5	5	5
7	7	6	6	7	7
8	8	9	9	8	8
9	9	9	9	9	9

Sort each row in parallel,
← or → as desired:

0	0	0	1	1	1	1	1
2	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	5
5	5	5	5	5	5	6	6
6	6	7	7	7	7	7	8
8	8	8	8	8	9	9	9
9	9	9	9	9	9	9	9

Chips ar
towards
parallelis
GPUs: p
Old Xeo
New Xeo

1	1
2	2
3	3
4	4
5	5
7	7
8	8
9	9

Sort each row in parallel,
 \leftarrow or \rightarrow as desired:

0	0	0	1	1	1	1	1
2	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	5
5	5	5	5	5	5	6	6
6	6	7	7	7	7	7	8
8	8	8	8	8	9	9	9
9	9	9	9	9	9	9	9

Chips are in fact e
towards having thi
parallelism and co
GPUs: parallel +
Old Xeon Phi: pa
New Xeon Phi: pa

Sort each row in parallel,
← or → as desired:

0	0	0	1	1	1	1	1
2	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	5
5	5	5	5	5	5	6	6
6	6	7	7	7	7	7	8
8	8	8	8	8	9	9	9
9	9	9	9	9	9	9	9

Chips are in fact evolving
towards having this much
parallelism and communication

GPUs: parallel + global RA

Old Xeon Phi: parallel + ring

New Xeon Phi: parallel + m

Sort each row in parallel,
← or → as desired:

0	0	0	1	1	1	1	1
2	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	5
5	5	5	5	5	5	6	6
6	6	7	7	7	7	7	8
8	8	8	8	8	9	9	9
9	9	9	9	9	9	9	9

Chips are in fact evolving
towards having this much
parallelism and communication.

GPUs: parallel + global RAM.

Old Xeon Phi: parallel + ring.

New Xeon Phi: parallel + mesh.

Sort each row in parallel,
← or → as desired:

0	0	0	1	1	1	1	1
2	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	5
5	5	5	5	5	5	6	6
6	6	7	7	7	7	7	8
8	8	8	8	8	9	9	9
9	9	9	9	9	9	9	9

Chips are in fact evolving
towards having this much
parallelism and communication.

GPUs: parallel + global RAM.

Old Xeon Phi: parallel + ring.

New Xeon Phi: parallel + mesh.

Algorithm designers

don't even get the right exponent
without taking this into account.

Sort each row in parallel,
← or → as desired:

0	0	0	1	1	1	1	1
2	2	2	2	2	2	2	3
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	5
5	5	5	5	5	5	6	6
6	6	7	7	7	7	7	8
8	8	8	8	8	9	9	9
9	9	9	9	9	9	9	9

Chips are in fact evolving
towards having this much
parallelism and communication.

GPUs: parallel + global RAM.

Old Xeon Phi: parallel + ring.

New Xeon Phi: parallel + mesh.

Algorithm designers
don't even get the right exponent
without taking this into account.

Shock waves into high levels of
domain-specific algorithm design:
e.g., for "NFS" factorization,
replace "sieving" with "ECM".

h row in parallel,
as desired:

0	1	1	1	1	1
2	2	2	2	2	3
3	3	3	3	3	3
4	4	4	4	4	5
5	5	5	5	6	6
7	7	7	7	7	8
8	8	8	9	9	9
9	9	9	9	9	9

Chips are in fact evolving
towards having this much
parallelism and communication.

GPUs: parallel + global RAM.

Old Xeon Phi: parallel + ring.

New Xeon Phi: parallel + mesh.

Algorithm designers

don't even get the right exponent
without taking this into account.

Shock waves into high levels of
domain-specific algorithm design:
e.g., for "NFS" factorization,
replace "sieving" with "ECM".

The future

At this p

say, "Bu

P, and a

will proo

"No, the

would ha

(much n

we have

be unrel

alternati

class of

far bette

parallel,
d:

1	1
2	3
3	3
4	5
6	6
7	8
9	9
9	9

Chips are in fact evolving towards having this much parallelism and communication.

GPUs: parallel + global RAM.

Old Xeon Phi: parallel + ring.

New Xeon Phi: parallel + mesh.

Algorithm designers don't even get the right exponent without taking this into account.

Shock waves into high levels of domain-specific algorithm design: e.g., for "NFS" factorization, replace "sieving" with "ECM".

The future of com

At this point many say, "But he should say, "P, and an optimization will produce Q." "No, the optimization would have to be (much more so than we have now) that be unreliable." I have alternative to proper class of software far better. . . .

Chips are in fact evolving towards having this much parallelism and communication.

GPUs: parallel + global RAM.

Old Xeon Phi: parallel + ring.

New Xeon Phi: parallel + mesh.

Algorithm designers don't even get the right exponent without taking this into account.

Shock waves into high levels of domain-specific algorithm design: e.g., for "NFS" factorization, replace "sieving" with "ECM".

The future of compilers

At this point many readers will say, "But he should only write P , and an optimizing compiler will produce Q ." To this I say, "No, the optimizing compiler would have to be so complicated (much more so than anything we have now) that it will inevitably be unreliable." I have another alternative to propose, a new class of software which will be far better. . . .

Chips are in fact evolving towards having this much parallelism and communication.

GPUs: parallel + global RAM.

Old Xeon Phi: parallel + ring.

New Xeon Phi: parallel + mesh.

Algorithm designers

don't even get the right exponent without taking this into account.

Shock waves into high levels of domain-specific algorithm design: e.g., for “NFS” factorization, replace “sieving” with “ECM”.

The future of compilers

At this point many readers will say, “But he should only write P , and an optimizing compiler will produce Q .” To this I say, “No, the optimizing compiler would have to be so complicated (much more so than anything we have now) that it will in fact be unreliable.” I have another alternative to propose, a new class of software which will be far better. . . .

e in fact evolving
having this much
ism and communication.
parallel + global RAM.
n Phi: parallel + ring.
on Phi: parallel + mesh.
m designers
en get the right exponent
taking this into account.
aves into high levels of
specific algorithm design:
“NFS” factorization,
“sieving” with “ECM”.

The future of compilers

At this point many readers will say, “But he should only write P , and an optimizing compiler will produce Q .” To this I say, “No, the optimizing compiler would have to be so complicated (much more so than anything we have now) that it will in fact be unreliable.” I have another alternative to propose, a new class of software which will be far better. . . .

*For 15 y
trying to
compilers
quality o
of the M
are cons
than any
compilin
to produ
various t
coder lik
them int
automat
ago, sev
at a typ*

evolving
is much
communication.
global RAM.
parallel + ring.
parallel + mesh.
rs
the right exponent
s into account.
high levels of
algorithm design:
factorization,
with "ECM".

The future of compilers

At this point many readers will say, "But he should only write P , and an optimizing compiler will produce Q ." To this I say, "No, the optimizing compiler would have to be so complicated (much more so than anything we have now) that it will in fact be unreliable." I have another alternative to propose, a new class of software which will be far better. . . .

For 15 years or so trying to think of a compiler that really produces quality code. For the Mix program are considerably more than any of today's compiling schemes to produce. I've tried various techniques as a coder like myself used them into some systematic automatic system. ago, several students at a typical sample

The future of compilers

At this point many readers will say, "But he should only write P , and an optimizing compiler will produce Q ." To this I say, "No, the optimizing compiler would have to be so complicated (much more so than anything we have now) that it will in fact be unreliable." I have another alternative to propose, a new class of software which will be far better. . . .

For 15 years or so I have been trying to think of how to write a compiler that really produces quality code. For example, many of the Mix programs in my book are considerably more efficient than any of today's most visible compiling schemes would be able to produce. I've tried to study various techniques that a hand-coder like myself uses, and to put them into some systematic and automatic system. A few years ago, several students and I looked at a typical sample of FORT

The future of compilers

At this point many readers will say, "But he should only write P, and an optimizing compiler will produce Q." To this I say, "No, the optimizing compiler would have to be so complicated (much more so than anything we have now) that it will in fact be unreliable." I have another alternative to propose, a new class of software which will be far better. . . .

For 15 years or so I have been trying to think of how to write a compiler that really produces top quality code. For example, most of the Mix programs in my books are considerably more efficient than any of today's most visionary compiling schemes would be able to produce. I've tried to study the various techniques that a hand-coder like myself uses, and to fit them into some systematic and automatic system. A few years ago, several students and I looked at a typical sample of FORTRAN

ure of compilers

point many readers will
t he should only write
n optimizing compiler
duce Q.” To this I say,
e optimizing compiler
ave to be so complicated
more so than anything
(now) that it will in fact
iable.” I have another
ive to propose, a new
software which will be
er.

For 15 years or so I have been trying to think of how to write a compiler that really produces top quality code. For example, most of the Mix programs in my books are considerably more efficient than any of today's most visionary compiling schemes would be able to produce. I've tried to study the various techniques that a hand-coder like myself uses, and to fit them into some systematic and automatic system. A few years ago, several students and I looked at a typical sample of FORTRAN

*program
hard to
could pr
compet
optimize
found ou
up again
compiler
with the
know pr
whether
etc. And
good lar
such a d*

compilers

any readers will
could only write
ing compiler
To this I say,
ng compiler
so complicated
an anything
t it will in fact
have another
pose, a new
which will be

For 15 years or so I have been trying to think of how to write a compiler that really produces top quality code. For example, most of the Mix programs in my books are considerably more efficient than any of today's most visionary compiling schemes would be able to produce. I've tried to study the various techniques that a hand-coder like myself uses, and to fit them into some systematic and automatic system. A few years ago, several students and I looked at a typical sample of FORTRAN

programs [51], and hard to see how a could produce code compete with our optimized object p found ourselves al up against the sam compiler needs to with the program know properties o whether certain ca etc. And we could good language in such a dialog.

For 15 years or so I have been trying to think of how to write a compiler that really produces top quality code. For example, most of the Mix programs in my books are considerably more efficient than any of today's most visionary compiling schemes would be able to produce. I've tried to study the various techniques that a hand-coder like myself uses, and to fit them into some systematic and automatic system. A few years ago, several students and I looked at a typical sample of FORTRAN

programs [51], and we all tried hard to see how a machine could produce code that would compete with our best hand-optimized object programs. We found ourselves always running up against the same problem: a compiler needs to be in a dialog with the programmer; it needs to know properties of the data, whether certain cases can arise, etc. And we couldn't think of a good language in which to have such a dialog.

For 15 years or so I have been trying to think of how to write a compiler that really produces top quality code. For example, most of the Mix programs in my books are considerably more efficient than any of today's most visionary compiling schemes would be able to produce. I've tried to study the various techniques that a hand-coder like myself uses, and to fit them into some systematic and automatic system. A few years ago, several students and I looked at a typical sample of FORTRAN

programs [51], and we all tried hard to see how a machine could produce code that would compete with our best hand-optimized object programs. We found ourselves always running up against the same problem: the compiler needs to be in a dialog with the programmer; it needs to know properties of the data, and whether certain cases can arise, etc. And we couldn't think of a good language in which to have such a dialog.

years or so I have been
to think of how to write a
r that really produces top
code. For example, most
Mix programs in my books
siderably more efficient
y of today's most visionary
g schemes would be able
ce. I've tried to study the
techniques that a hand-
ke myself uses, and to fit
to some systematic and
tic system. A few years
eral students and I looked
ical sample of FORTRAN

programs [51], and we all tried
hard to see how a machine
could produce code that would
compete with our best hand-
optimized object programs. We
found ourselves always running
up against the same problem: the
compiler needs to be in a dialog
with the programmer; it needs to
know properties of the data, and
whether certain cases can arise,
etc. And we couldn't think of a
good language in which to have
such a dialog.

For some
me) had
optimiza
always r
the-scen
in the m
the prog
to know
lifted fro
ran acro
[42] tha
should b
optimizi
its optin
language

*I have been
how to write a
ly produces top
example, most
ms in my books
more efficient
's most visionary
s would be able
ried to study the
s that a hand-
uses, and to fit
systematic and
A few years
nts and I looked
e of FORTRAN*

*programs [51], and we all tried
hard to see how a machine
could produce code that would
compete with our best hand-
optimized object programs. We
found ourselves always running
up against the same problem: the
compiler needs to be in a dialog
with the programmer; it needs to
know properties of the data, and
whether certain cases can arise,
etc. And we couldn't think of a
good language in which to have
such a dialog.*

*For some reason w
me) had a mental
optimization, nam
always regarded it
the-scenes activity
in the machine lan
the programmer is
to know. This ve
lifted from my eye
ran across a reman
[42] that, ideally, a
should be designed
optimizing compile
its optimizations in
language. Of cour*

programs [51], and we all tried hard to see how a machine could produce code that would compete with our best hand-optimized object programs. We found ourselves always running up against the same problem: the compiler needs to be in a dialog with the programmer; it needs to know properties of the data, and whether certain cases can arise, etc. And we couldn't think of a good language in which to have such a dialog.

For some reason we all (especially me) had a mental block about optimization, namely that we always regarded it as a behind-the-scenes activity, to be done in the machine language, where the programmer isn't supposed to know. This veil was first lifted from my eyes . . . when I ran across a remark by Hoare [42] that, ideally, a language should be designed so that an optimizing compiler can describe its optimizations in the source language. Of course! . . .

programs [51], and we all tried hard to see how a machine could produce code that would compete with our best hand-optimized object programs. We found ourselves always running up against the same problem: the compiler needs to be in a dialog with the programmer; it needs to know properties of the data, and whether certain cases can arise, etc. And we couldn't think of a good language in which to have such a dialog.

For some reason we all (especially me) had a mental block about optimization, namely that we always regarded it as a behind-the-scenes activity, to be done in the machine language, which the programmer isn't supposed to know. This veil was first lifted from my eyes . . . when I ran across a remark by Hoare [42] that, ideally, a language should be designed so that an optimizing compiler can describe its optimizations in the source language. Of course! . . .

s [51], and we all tried to see how a machine could produce code that would be as good as we could produce with our best hand-crafted object programs. We found ourselves always running into the same problem: the machine needs to be in a dialog with the programmer; it needs to know the properties of the data, and in certain cases can arise, and we couldn't think of a language in which to have that dialog.

For some reason we all (especially me) had a mental block about optimization, namely that we always regarded it as a behind-the-scenes activity, to be done in the machine language, which the programmer isn't supposed to know. This veil was first lifted from my eyes . . . when I ran across a remark by Hoare [42] that, ideally, a language should be designed so that an optimizing compiler can describe its optimizations in the source language. Of course! . . .

The time for programming systems using such a language was his beautiful possibility then he transformed it into an efficient. much more than a one. . . . certainly exciting becomes

d we all tried
machine
le that would
best hand-
programs. We
ways running
me problem: the
be in a dialog
mer; it needs to
f the data, and
ases can arise,
dn't think of a
which to have

For some reason we all (especially me) had a mental block about optimization, namely that we always regarded it as a behind-the-scenes activity, to be done in the machine language, which the programmer isn't supposed to know. This veil was first lifted from my eyes . . . when I ran across a remark by Hoare [42] that, ideally, a language should be designed so that an optimizing compiler can describe its optimizations in the source language. Of course! . . .

The time is clearly for program-manip systems . . . The pr using such a syste his beautifully-stru possibly inefficient then he will intera transformations th efficient. Such a s much more power than a completely one. . . . As I say, certainly isn't my exciting I hope tha becomes aware of

For some reason we all (especially me) had a mental block about optimization, namely that we always regarded it as a behind-the-scenes activity, to be done in the machine language, which the programmer isn't supposed to know. This veil was first lifted from my eyes . . . when I ran across a remark by Hoare [42] that, ideally, a language should be designed so that an optimizing compiler can describe its optimizations in the source language. Of course! . . .

The time is clearly ripe for program-manipulation systems . . . The programmer using such a system will write his beautifully-structured, but possibly inefficient, program; then he will interactively specify transformations that make it efficient. Such a system will be much more powerful and reliable than a completely automatic one. . . . As I say, this idea certainly isn't my own; it is exciting I hope that everyone becomes aware of its possibilities.

For some reason we all (especially me) had a mental block about optimization, namely that we always regarded it as a behind-the-scenes activity, to be done in the machine language, which the programmer isn't supposed to know. This veil was first lifted from my eyes . . . when I ran across a remark by Hoare [42] that, ideally, a language should be designed so that an optimizing compiler can describe its optimizations in the source language. Of course! . . .

The time is clearly ripe for program-manipulation systems . . . The programmer using such a system will write his beautifully-structured, but possibly inefficient, program P ; then he will interactively specify transformations that make it efficient. Such a system will be much more powerful and reliable than a completely automatic one. . . . As I say, this idea certainly isn't my own; it is so exciting I hope that everyone soon becomes aware of its possibilities.