

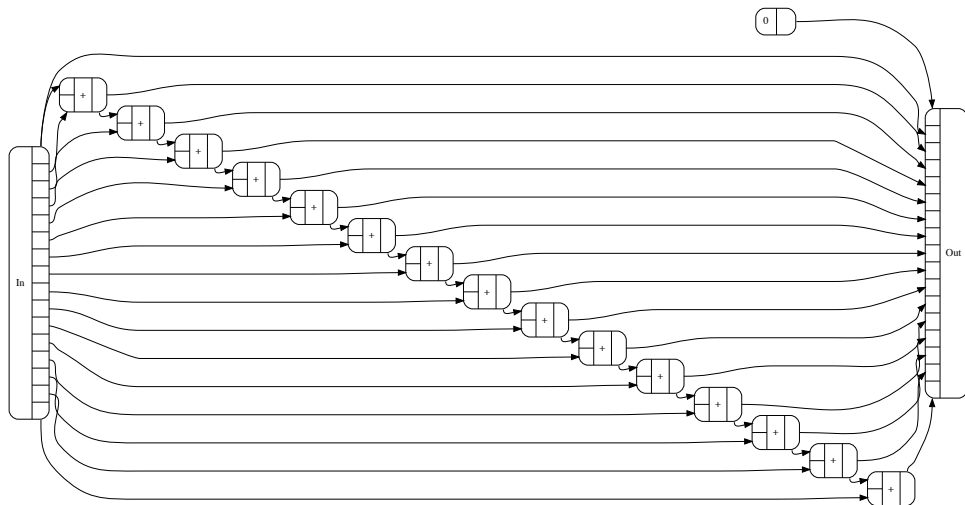
Can Tensor Programming Be Liberated from the Fortran Data Paradigm?

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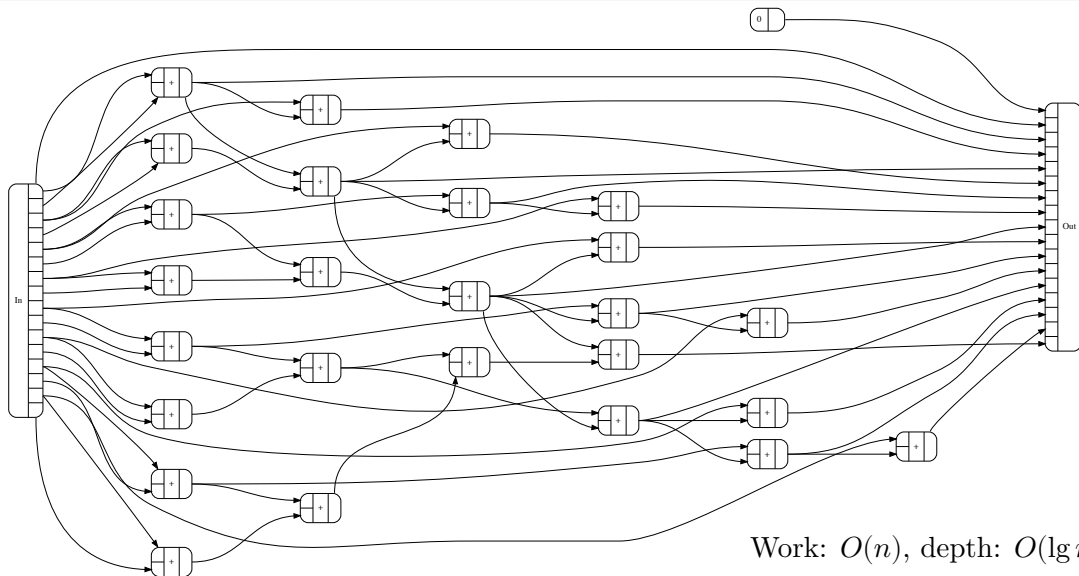
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$$b_k = \sum_{i < k} a_i$$

Efficient *sequential* scan



Efficient *parallel* scan



Work: $O(n)$, depth: $O(\lg n)$.

An efficient array program (CUDA C)

```
__global__ void prescan(float *g_odata, float *g_idata, int n) {
    extern __shared__ float temp[]; // allocated on invocation
    int thid = threadIdx.x;
    int offset = 1;
    // load input into shared memory
    temp[2*thid] = g_idata[2*thid];
    temp[2*thid+1] = g_idata[2*thid+1];
    // build sum in place up the tree
    for (int d = n>>1; d > 0; d >>= 1) {
        __syncthreads();
        if (thid < d) {
            int ai = offset*(2*thid+1)-1;
            int bi = offset*(2*thid+2)-1;
            temp[bi] += temp[ai]; }
        offset *= 2; }
    // clear the last element
    if (thid == 0) { temp[n - 1] = 0; }
    // traverse down tree & build scan
    for (int d = 1; d < n; d *= 2) {
        offset >>= 1;
        __syncthreads();
        if (thid < d) {
            int ai = offset*(2*thid+1)-1;
            int bi = offset*(2*thid+2)-1;
            float t = temp[ai];
            temp[ai] = temp[bi];
            temp[bi] += t; } }
        __syncthreads();
    // write results to device memory
    g_odata[2*thid] = temp[2*thid];
    g_odata[2*thid+1] = temp[2*thid+1]; }
```

Source: Harris, Sengupta, and Owens in *GPU Gems 3*, Chapter 39



WAT

```
function scan(a) =  
  if #a == 1 then [0]  
  else  
    let es = even_elts(a);  
        os = odd_elts(a);  
        ss = scan({e+o: e in es; o in os})  
    in interleave(ss,{s+e: s in ss; e in es})
```

Source: Guy Blelloch in *Programming parallel algorithms*, 1990

Still, why does it work, and how does it (correctly) generalize?

It's not naturally an array algorithm.

What is it?

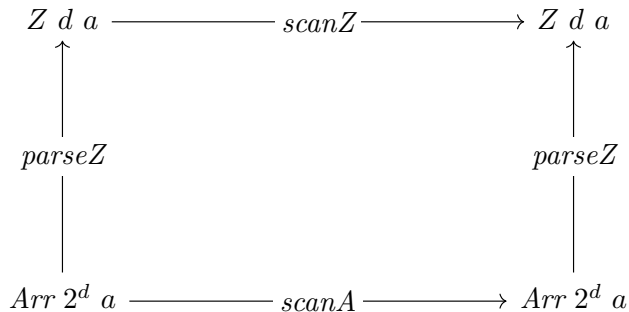
$$Arr\ 2^d\ a \longrightarrow scanA \longrightarrow Arr\ 2^d\ a$$

Clarifying the question

$$Z \text{ d } a \longrightarrow \text{scan}Z \longrightarrow Z \text{ d } a$$

$$\text{Arr } 2^d a \longrightarrow \text{scan}A \longrightarrow \text{Arr } 2^d a$$

Clarifying the question



Where $\text{scan}Z$ is simple to state, prove, and generalize; and $\text{parse}Z$ is formulaic in Z .

A compositional refinement

$$\begin{array}{ccc} Z\ d\ a & \xrightarrow{\quad scanZ \quad} & Z\ d\ a \times a \\ \uparrow parseZ & & \uparrow parseZ \otimes id \\ Arr\ 2^d\ a & \xrightarrow{\quad scanA \quad} & Arr\ 2^d\ a \times a \end{array}$$

Where $scanZ$ is simple to state, prove, and generalize; and $parseZ$ is formulaic in Z .

Wrong guess: top-down, binary trees

data $T_{\downarrow} :: * \rightarrow *$ **where**

$L :: a \rightarrow T_{\downarrow} a$

$B :: T_{\downarrow} a \rightarrow T_{\downarrow} a \rightarrow T_{\downarrow} a$

deriving instance *Functor*

$scanT_{\downarrow} :: Monoid\ a \Rightarrow T_{\downarrow} a \rightarrow T_{\downarrow} a \times a$

$scanT_{\downarrow} (L\ x) = (L\ \varepsilon, x)$

$scanT_{\downarrow} (B\ u\ v) = (B\ u'\ (fmap\ (u_{tot} \oplus)\ v'), u_{tot} \oplus v_{tot})$

where

$(u', u_{tot}) = scanT_{\downarrow} u$

$(v', v_{tot}) = scanT_{\downarrow} v$

Work: $O(n \lg n)$, depth: $O(\lg n)$.

Refined wrong guess: top-down, binary, *perfect* trees

data $T_{\downarrow} :: Nat \rightarrow * \rightarrow *$ **where**

$L :: a \rightarrow T_{\downarrow} 0 a$

$B :: T_{\downarrow} d a \rightarrow T_{\downarrow} d a \rightarrow T_{\downarrow} (d + 1) a$

deriving instance *Functor* $(T_{\downarrow} d)$

$scanT_{\downarrow} :: Monoid a \Rightarrow T_{\downarrow} d a \rightarrow T_{\downarrow} d a \times a$

$scanT_{\downarrow} (L x) = (L \varepsilon, x)$

$scanT_{\downarrow} (B u v) = (B u' (fmap (u_{tot} \oplus) v'), u_{tot} \oplus v_{tot})$

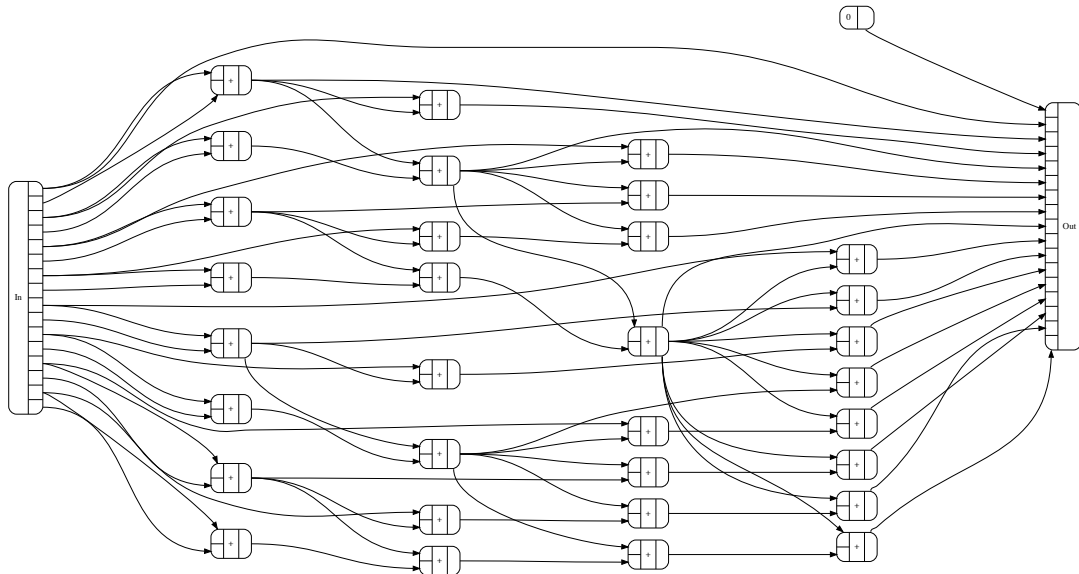
where

$(u', u_{tot}) = scanT_{\downarrow} u$

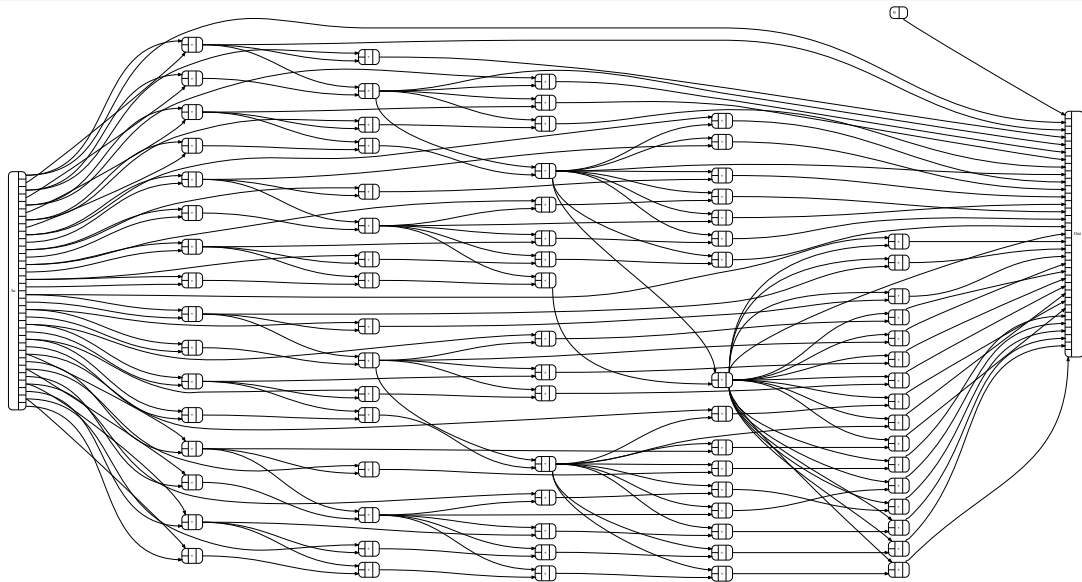
$(v', v_{tot}) = scanT_{\downarrow} v$

Work: $O(n \lg n)$, depth: $O(\lg n)$.

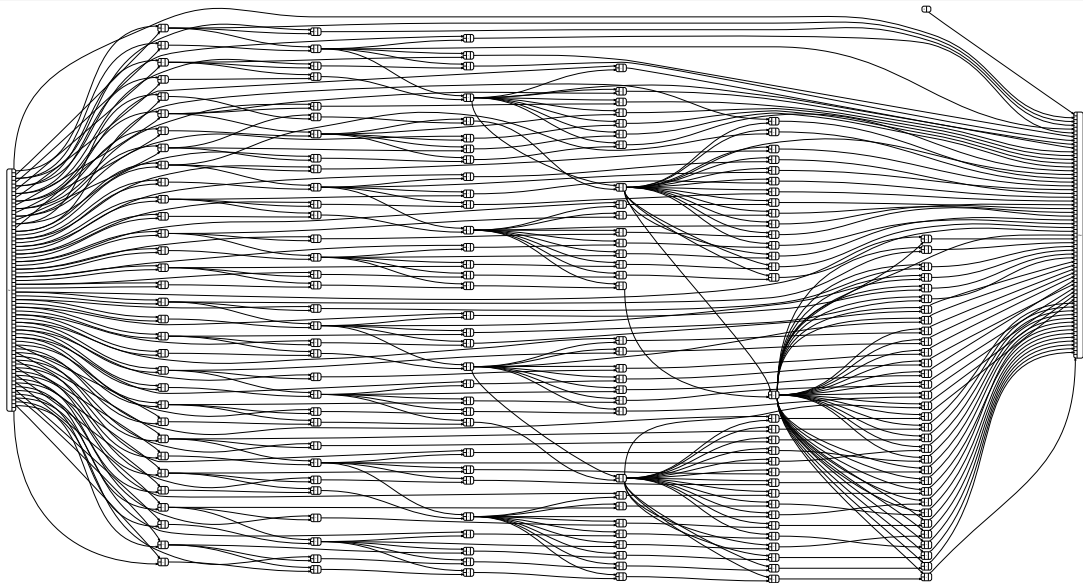
Top-down tree scan



Top-down tree scan



Top-down tree scan



But right answer

$$\begin{array}{ccc} T_{\downarrow} d\ a & \xrightarrow{\quad scan T_{\downarrow} \quad} & T_{\downarrow} d\ a \times a \\ \uparrow parse T_{\downarrow} & & \uparrow parse T_{\downarrow} \otimes id \\ Arr\ 2^d\ a & \xrightarrow{\quad scan A \quad} & Arr\ 2^d\ a \times a \end{array}$$

Refined wrong guess: top-down, binary, *perfect* trees

```
data  $T_{\downarrow} :: Nat \rightarrow * \rightarrow *$  where  
   $L :: a \rightarrow T_{\downarrow} 0 a$   
   $B :: T_{\downarrow} d a \rightarrow T_{\downarrow} d a \rightarrow T_{\downarrow} (d + 1) a$   
deriving instance Functor ( $T_{\downarrow} d$ )
```

```
 $scanT_{\downarrow} :: Monoid a \Rightarrow T_{\downarrow} d a \rightarrow T_{\downarrow} d a \times a$   
 $scanT_{\downarrow} (L x) = (L \varepsilon, x)$   
 $scanT_{\downarrow} (B u v) = (B u' (fmap (u_{tot} \oplus) v'), u_{tot} \oplus v_{tot})$   
where  
   $(u', u_{tot}) = scanT_{\downarrow} u$   
   $(v', v_{tot}) = scanT_{\downarrow} v$ 
```

Wrong guess refactored

```
data  $P\ a = a : \# a$  deriving Functor
```

```
data  $T_{\downarrow} :: Nat \rightarrow * \rightarrow *$  where
```

```
   $L :: a \rightarrow T_{\downarrow}\ 0\ a$ 
```

```
   $B :: P\ (T_{\downarrow}\ d\ a) \rightarrow T_{\downarrow}\ (d + 1)\ a$ 
```

```
deriving instance Functor  $(T_{\downarrow}\ d)$ 
```

```
 $scanT_{\downarrow} :: Monoid\ a \Rightarrow T_{\downarrow}\ d\ a \rightarrow T_{\downarrow}\ d\ a \times a$ 
```

```
 $scanT_{\downarrow}\ (L\ x) = (L\ \varepsilon, x)$ 
```

```
 $scanT_{\downarrow}\ (B\ (u : \# v)) = (B\ (u' : \# fmap\ (u_{tot} \oplus)\ v'), u_{tot} \oplus v_{tot})$ 
```

```
where
```

```
   $(u', u_{tot}) = scanT_{\downarrow}\ u$ 
```

```
   $(v', v_{tot}) = scanT_{\downarrow}\ v$ 
```

Wrong guess: top-down, binary, perfect trees

data $P\ a = a : \# a$ **deriving** *Functor*

data $T_{\downarrow} :: Nat \rightarrow * \rightarrow *$ **where**

$L :: a \rightarrow T_{\downarrow}\ 0\ a$

$B :: P\ (T_{\downarrow}\ d\ a) \rightarrow T_{\downarrow}\ (d + 1)\ a$

deriving instance *Functor* $(T_{\downarrow}\ d)$

$scanP :: Monoid\ a \Rightarrow P\ a \rightarrow P\ a \times a$

$scanP\ (x : \# y) = (\varepsilon : \# x, x \oplus y)$

$scanT_{\downarrow} :: Monoid\ a \Rightarrow T_{\downarrow}\ d\ a \rightarrow T_{\downarrow}\ d\ a \times a$

$scanT_{\downarrow}\ (L\ x) = (L\ \varepsilon, x)$

$scanT_{\downarrow}\ (B\ ts) = (B\ (zipWithP\ tweak\ tots'\ ts'), tot)$

where

$(ts', tots) = unzipP\ (fmap\ scanT_{\downarrow}\ ts)$

$(tots', tot) = scanP\ tots$

$tweak\ x = fmap\ (x \oplus)$

Work: $O(n \lg n)$, depth: $O(\lg n)$.

Right guess: *bottom-up*, perfect, binary trees

data $P\ a = a : \# a$ **deriving** *Functor*

data $T_{\uparrow} :: Nat \rightarrow * \rightarrow *$ **where**

$L :: a \rightarrow T_{\uparrow}\ 0\ a$

$B :: T_{\uparrow}\ d\ (P\ a) \rightarrow T_{\uparrow}\ (d + 1)\ a$

deriving instance *Functor* $(T_{\uparrow}\ d)$

$scanP :: Monoid\ a \Rightarrow P\ a \rightarrow P\ a \times a$

$scanP\ (x : \# y) = (\varepsilon : \# x, x \oplus y)$

$scanT_{\uparrow} :: Monoid\ a \Rightarrow T_{\uparrow}\ d\ a \rightarrow T_{\uparrow}\ d\ a \times a$

$scanT_{\uparrow}\ (L\ x) = (L\ \varepsilon, x)$

$scanT_{\uparrow}\ (B\ ps) = (B\ (zipWith\ T_{\uparrow}\ tweak\ tots'\ ps'), tot)$

where

$(ps', tots) = unzip\ T_{\uparrow}\ (fmap\ scanP\ ps)$

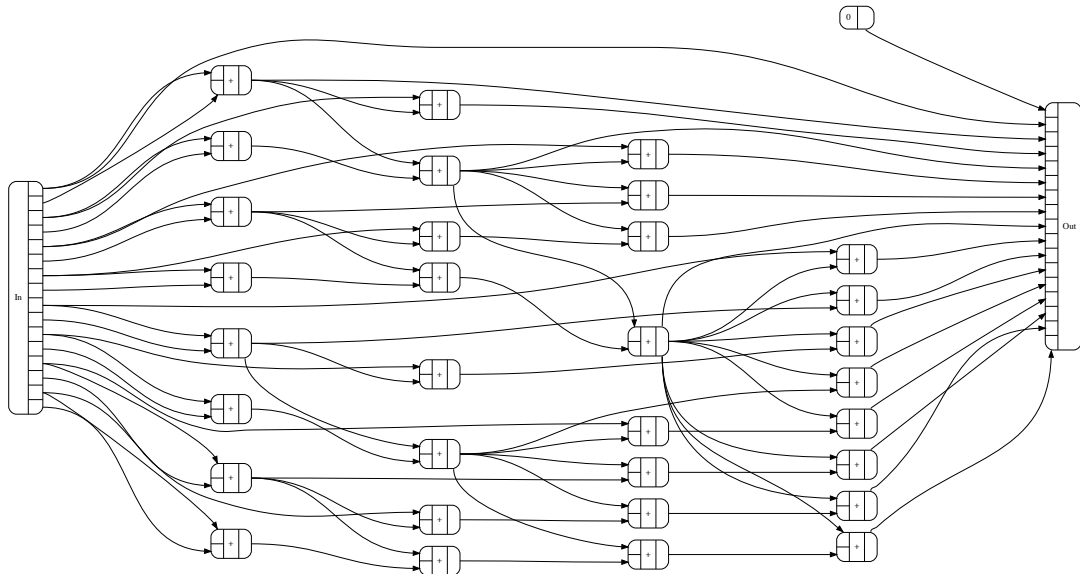
$(tots', tot) = scanT_{\uparrow}\ tots$

$tweak\ x = fmap\ (x \oplus)$

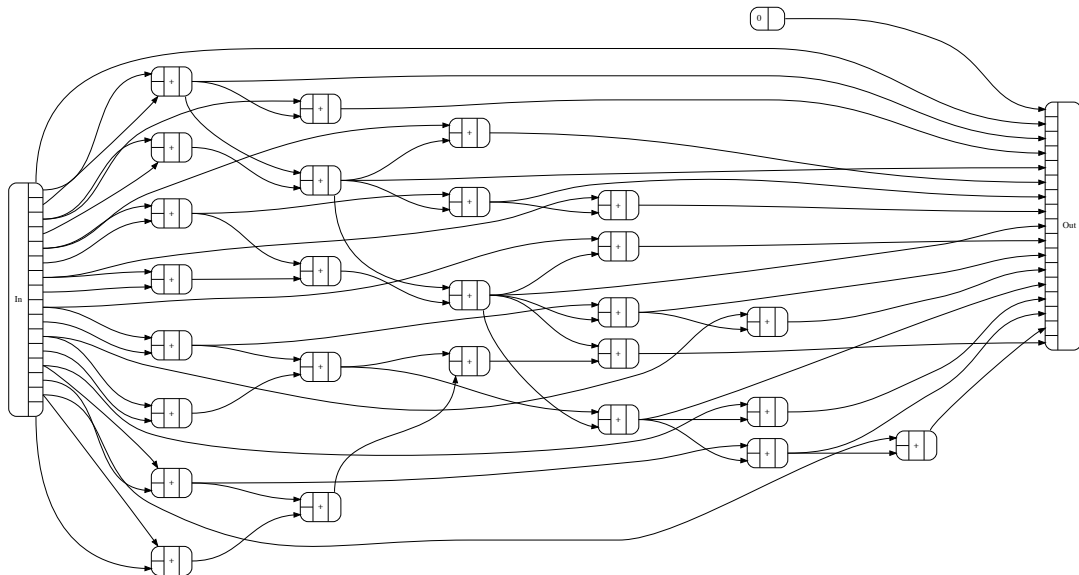
Work: $O(n)$, depth: $O(\lg n)$.

$$\begin{array}{ccc} T_{\uparrow} d a & \xrightarrow{\quad scan T_{\uparrow} \quad} & T_{\uparrow} d a \times a \\ \uparrow & & \uparrow \\ parse T_{\uparrow} & & parse T_{\uparrow} \otimes id \\ \downarrow & & \downarrow \\ Arr 2^d a & \xrightarrow{\quad scan A \quad} & Arr 2^d a \times a \end{array}$$

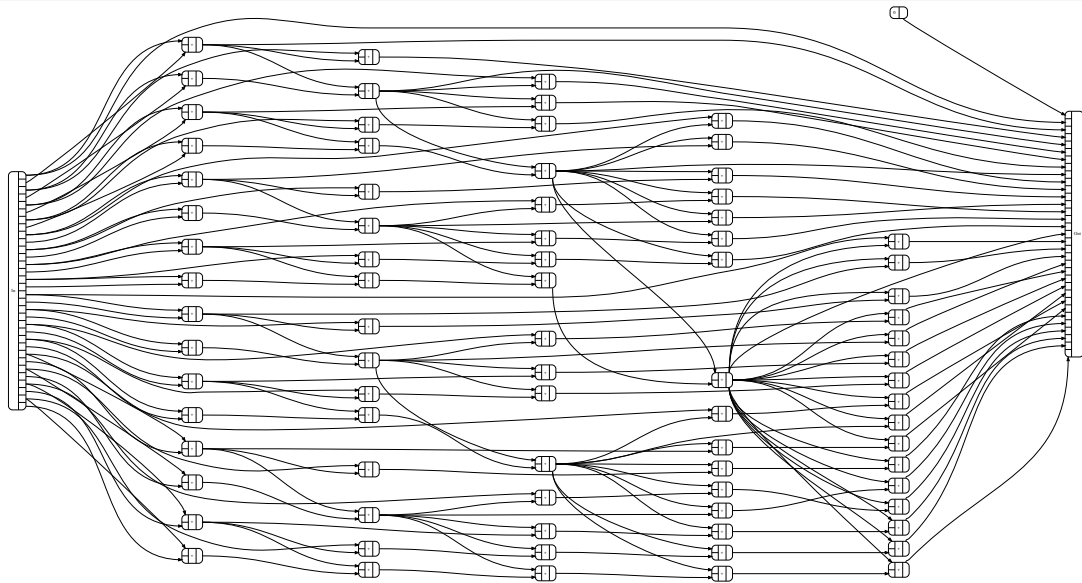
Top-down tree scan



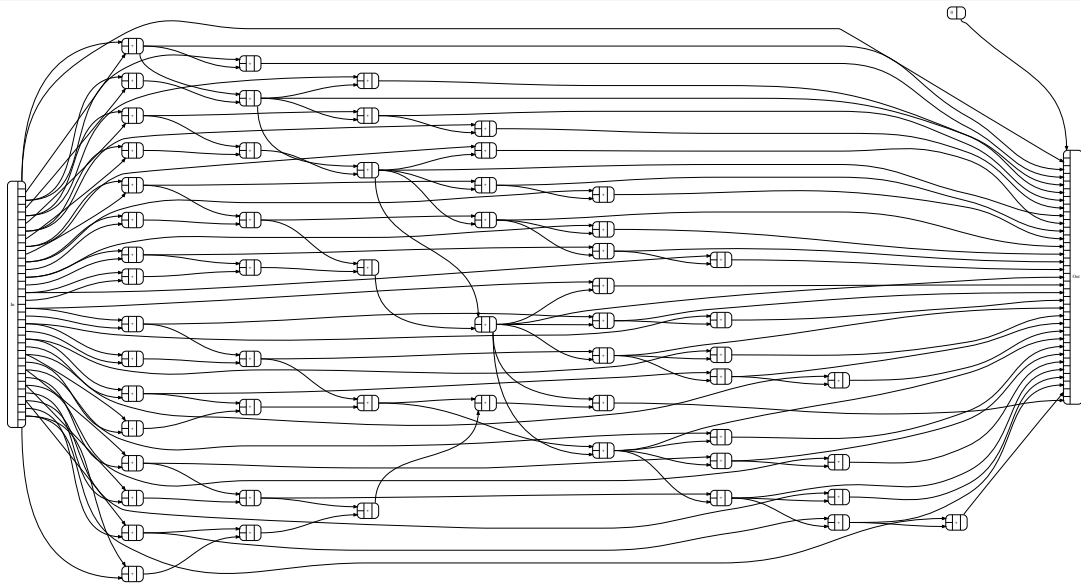
Bottom-up tree scan



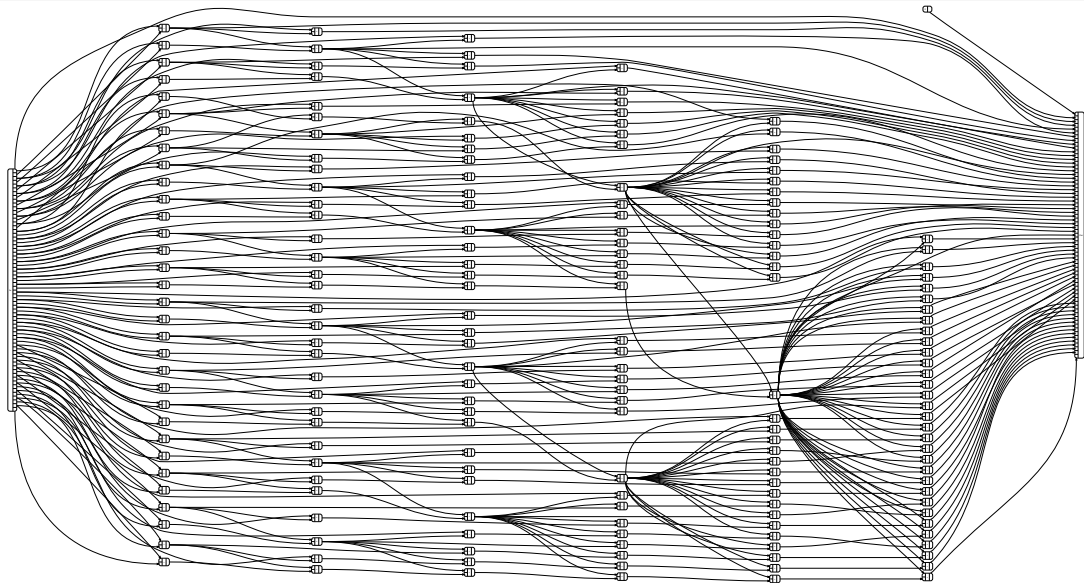
Top-down tree scan



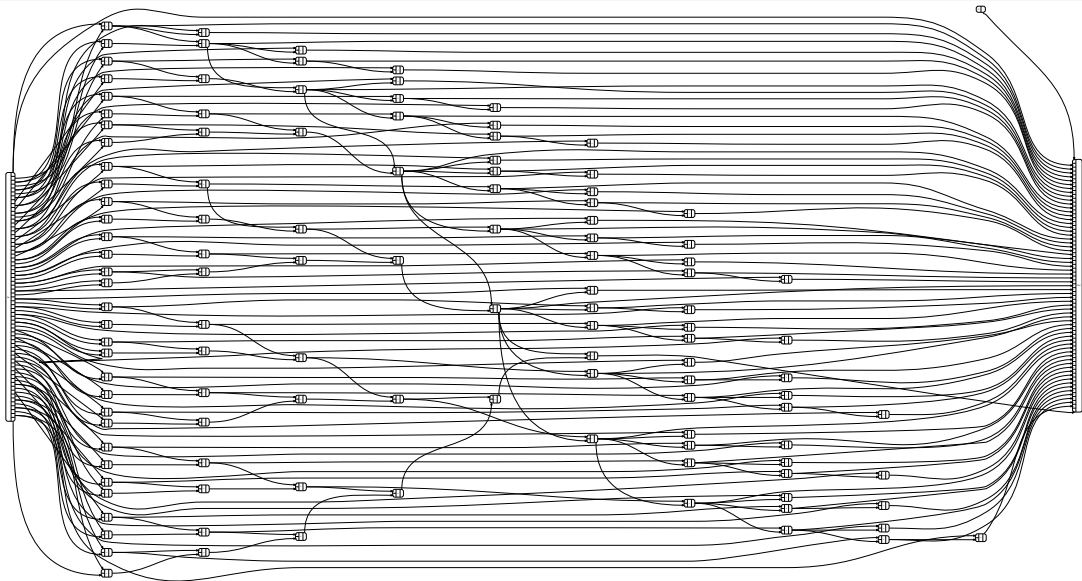
Bottom-up tree scan



Top-down tree scan



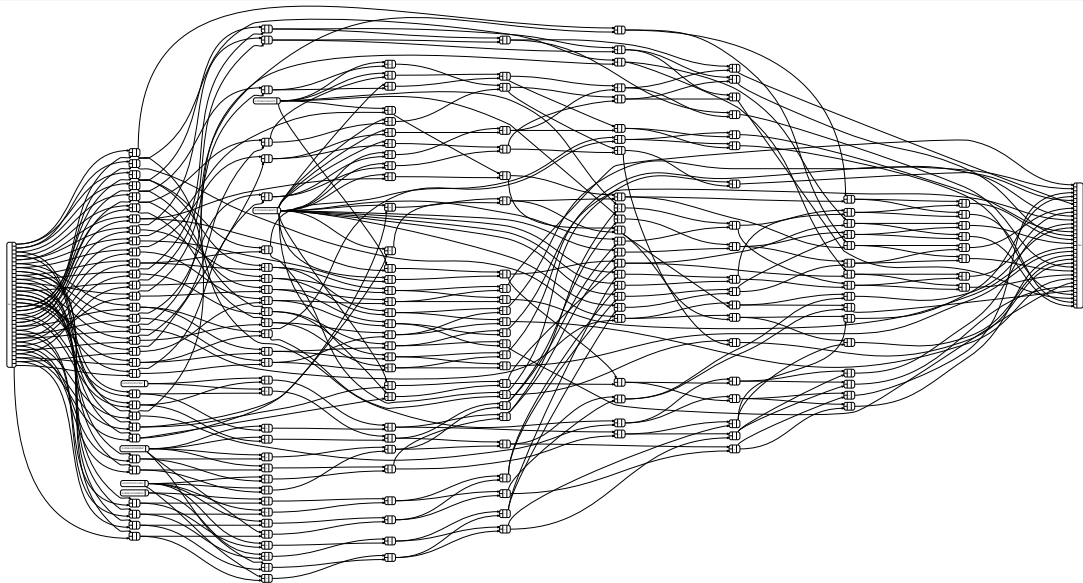
Bottom-up tree scan



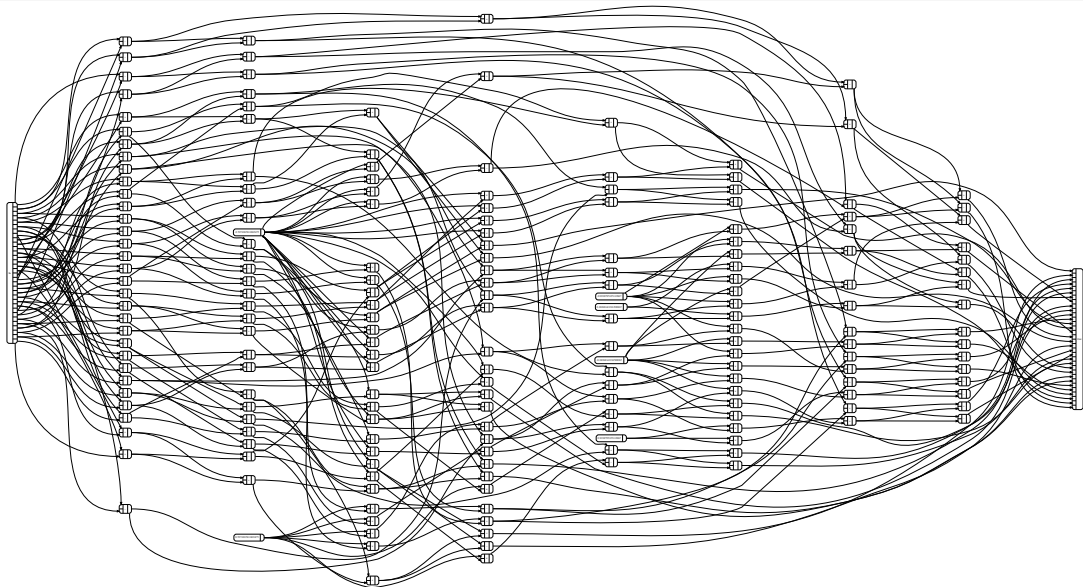
FFT decomposes similarly, yielding classic DIT & DIF algorithms.

See *Generic functional parallel algorithms: Scan and FFT* (ICFP 2017).

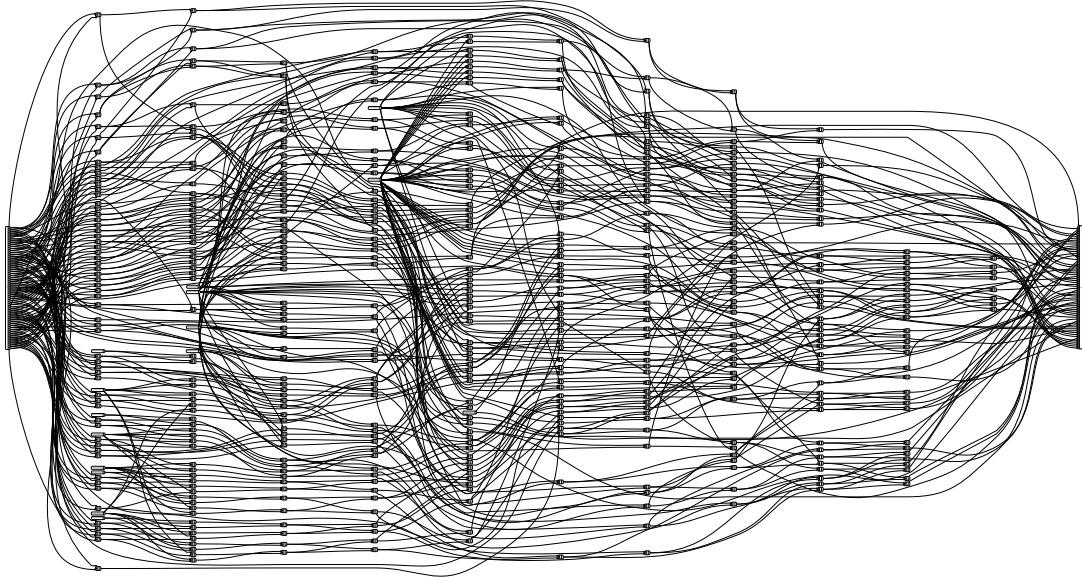
Top-down tree FFT (DIT)



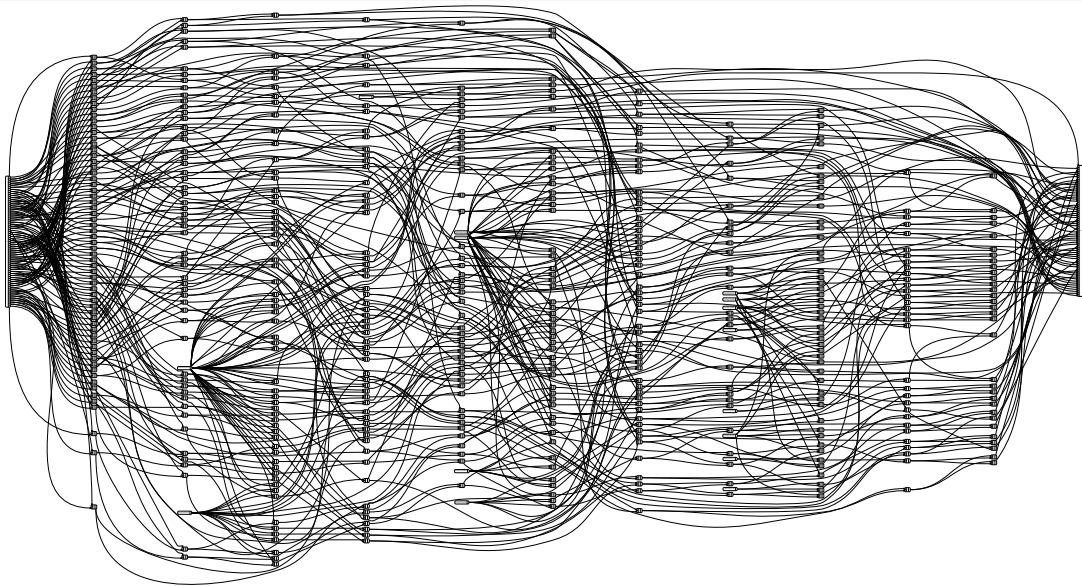
Bottom-up tree FFT (DIF)



Top-down tree FFT (DIT)



Bottom-up tree FFT (DIF)



Re-express parallel algorithm via singletons, products, and *compositions*.

Recomposing yields infinite family of *correct* parallel algorithms on tries.

All such tries are isomorphic to arrays (“parsing/unparsing”).

Arrays are numeric exponentials

$$a^0 = 1$$

$$a^1 = a$$

$$a^{m+n} = a^m \times a^n$$

$$a^{m \times n} = (a^m)^n$$

Tries are general exponentials

$$\mathbf{data} \ U \quad a = U \quad Arr \ 0 \quad \cong U$$

$$\mathbf{data} \ I \quad a = I \ a \quad Arr \ 1 \quad \cong I$$

$$\mathbf{data} \ (f \times g) \ a = X \ (f \ a) \ (g \ a) \quad Arr \ (m + n) \cong Arr \ m \times Arr \ n$$

$$\mathbf{data} \ (g \circ f) \ a = O \ (g \ (f \ a)) \quad Arr \ (m \times n) \cong Arr \ n \circ Arr \ m$$

Tries are general exponentials

data U $a = U$ $\tilde{0} \quad :: \text{Arr } 0 \cong U$

data I $a = I a$ $\tilde{1} \quad :: \text{Arr } 1 \cong I$

data $(f \times g)$ $a = X (f a) (g a)$ $(\tilde{+}) \quad :: \text{Arr } m \cong f \rightarrow \text{Arr } n \cong g \rightarrow \text{Arr } (m + n) \cong f \times g$

data $(g \circ f)$ $a = O (g (f a))$ $(\tilde{*}) \quad :: \text{Arr } m \cong f \rightarrow \text{Arr } n \cong g \rightarrow \text{Arr } (m * n) \cong g \circ f$

-- “Parse/unparse”

data $(\cong) \quad :: (* \rightarrow *) \rightarrow (* \rightarrow *) \rightarrow *$ **where**

$Iso \quad :: (\forall a. f a \rightarrow g a) \rightarrow (\forall a. g a \rightarrow f a) \rightarrow f \cong g$

-- Plus isomorphism proof

$$\bar{n} = \overbrace{I \times \cdots \times I}^{n \text{ times}}$$

Right-associated (“cons”):

type family $\vec{d}$ **where**

$$\vec{0} = U$$

$$\overrightarrow{d+1} = I \times \vec{d}$$

Left-associated (“snoc”):

type family $\overleftarrow{d}$ **where**

$$\overleftarrow{Z} = U$$

$$\overleftarrow{d+1} = \overleftarrow{d} \times I$$

$$h^d = \overbrace{h \circ \dots \circ h}^{d \text{ times}}$$

Right-associated (“top-down”):

type family $h^{\downarrow d}$ **where**

$$h^{\downarrow 0} = I$$

$$h^{\downarrow d+1} = h \circ h^{\downarrow d}$$

Left-associated (“bottom-up”):

type family $h^{\uparrow d}$ **where**

$$h^{\uparrow 0} = I$$

$$h^{\uparrow d+1} = h^{\uparrow d} \circ h$$

type family 2^{2^d} where

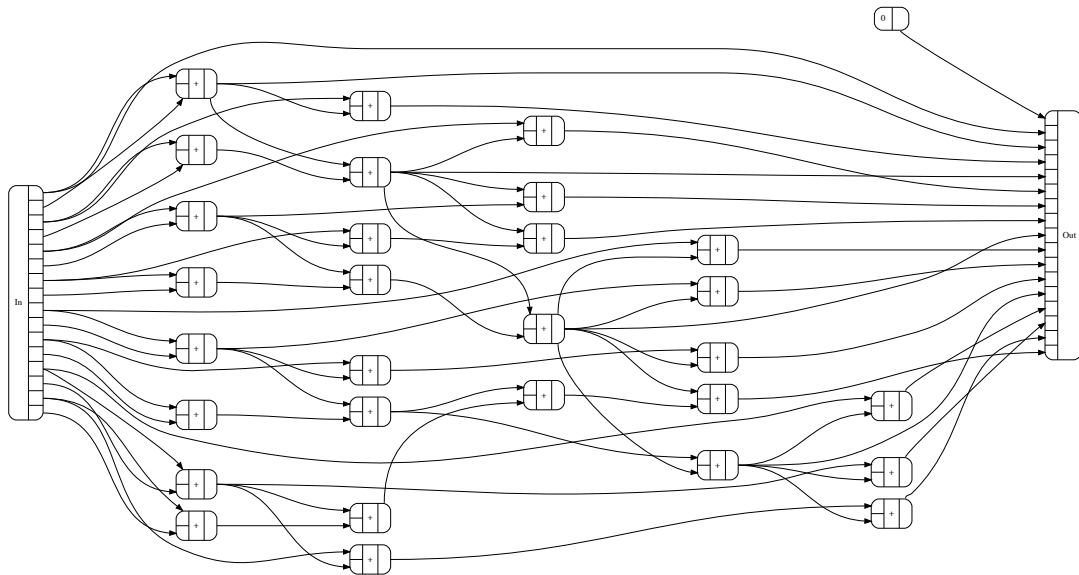
$$2^{2^0} = 2$$

$$2^{2^{d+1}} = 2^{2^d} \circ 2^{2^d}$$

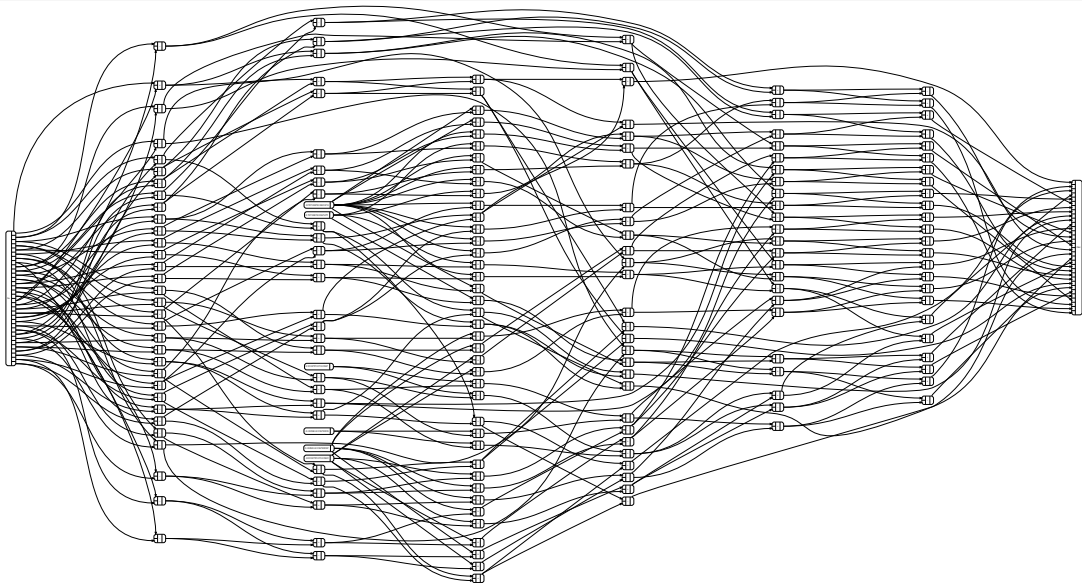
Notes:

- Variation of *Bush* type in *Nested Datatypes* by Bird & Meertens.
- Size 2^{2^n} , i.e., 2, 4, 16, 256, 65536,
- Composition-balanced counterpart to $2^{\uparrow 2^d}$ and $2^{\downarrow 2^d}$.
- Easily generalizes beyond pairing and squaring.

Bush scan



Bush FFT



Scan comparison

Size 16:

Type	work	depth
$2^{\downarrow 4}$	32	4
$2^{\uparrow 4}$	26	6
2^{2^2}	29	5

Size 256:

Type	work	depth
$2^{\downarrow 8}$	1024	8
$2^{\uparrow 8}$	502	14
2^{2^3}	718	10

Size 16:

Type	+	$\times$	—	work	depth
$2^{\downarrow 4}$	74	40	74	188	8
$2^{\uparrow 4}$	74	40	74	188	8
2^{2^2}	72	32	72	176	6

Size 256:

Type	+	$\times$	—	work	depth
$2^{\downarrow 8}$	2690	2582	2690	7692	20
$2^{\uparrow 8}$	2690	2582	2690	7692	20
2^{2^3}	2528	1922	2528	6978	14

“But computer memory is arrays!”

- Systematically convert natural algorithms to accommodate.
- It's really $2^{\uparrow d}$ or $2^{\downarrow d}$.

- Alternative to array programming:
 - Reveals algorithm essence, connections, and generalizations.
 - Free of index computations (safe and uncluttered).
 - Translates to array program safely and systematically.
- Four well-known parallel algorithms: $h^{\downarrow d}$, $h^{\uparrow d}$.
- Two new and possibly useful algorithms: 2^{2^d} .
- Other examples: arithmetic, linear algebra, polynomials, bitonic sort.
- *Optimization matters but harms clarity and composability, so do it late.*