

Few hints for the post exascale architectures



Marc Duranton and Denis Dutoit

Commissariat à l'énergie atomique et aux énergies alternatives

May 23th, 2019

Aristote seminar: "En route vers l'exascale!"

This presentation is based on the work done in ETP4HPC and in HiPEAC



https://www.etp4hpc.eu/pujades/files/Blueprint%20document_20190429.pdf

Common document
between
ETP4HPC,
BDVA &
HiPEAC



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This presentation is based on the work done in ETP4HPC and in HiPEAC



https://www.etp4hpc.eu/pujades/files/Blueprint%20document_20190429.pdf



<https://www.hipeac.net/roadmap>

Outline

- 1) Evolution of application scope: the continuum
- 2) Hardware heterogeneity and orchestration
- 3) Software?

Outline

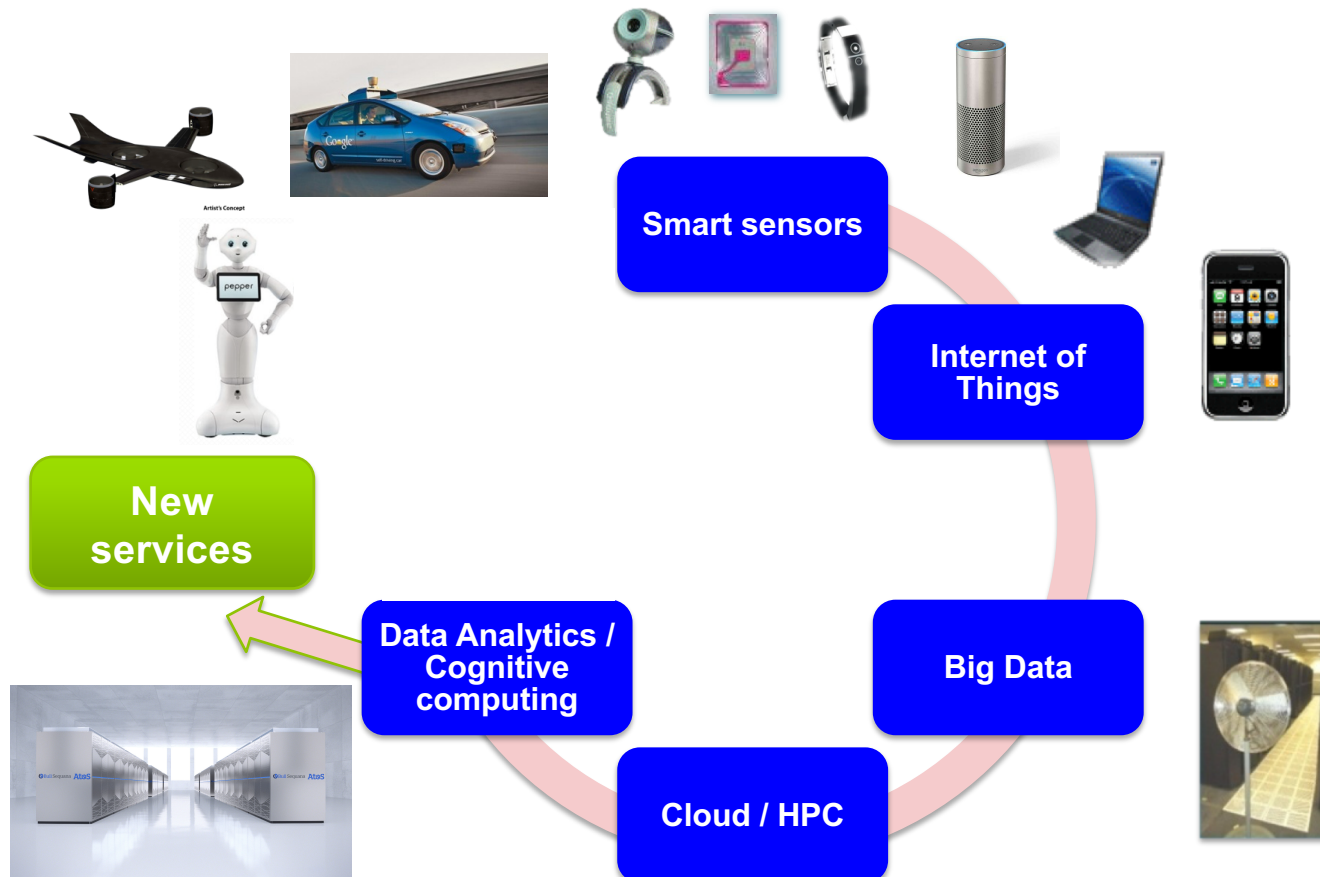
- 1) Evolution of application scope: the continuum
- 2) Hardware heterogeneity and orchestration
- 3) Software?

Outline

- 1) Evolution of application scope: the continuum
 - 1) From smart sensors to HPC
 - 2) Artificial Intelligence (Deep Learning) loads
 - 3) Implications for the architecture
- 2) Hardware heterogeneity and orchestration
- 3) Software?

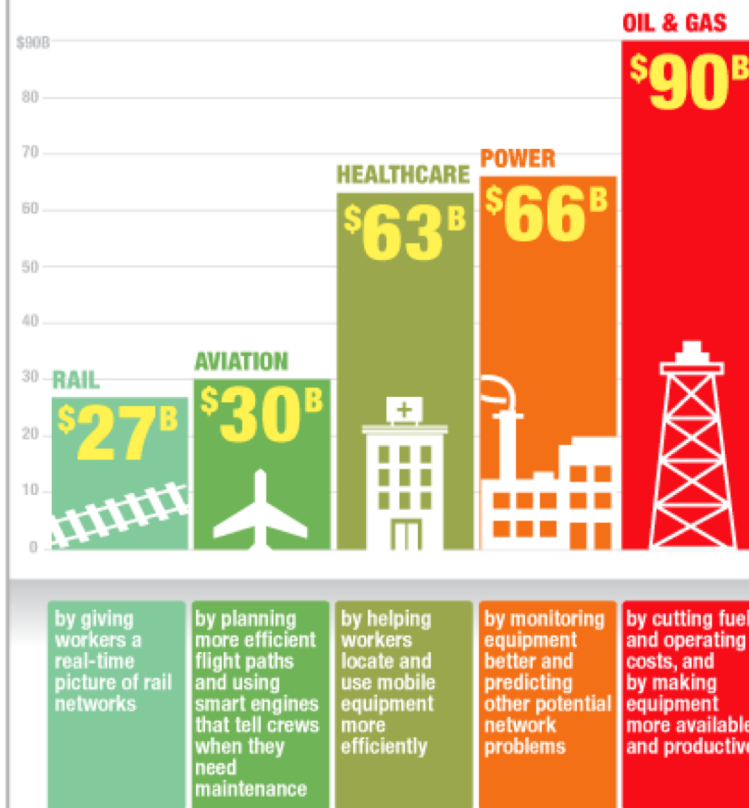
FROM SMART SENSORS TO HPC

Mainstream “business” model



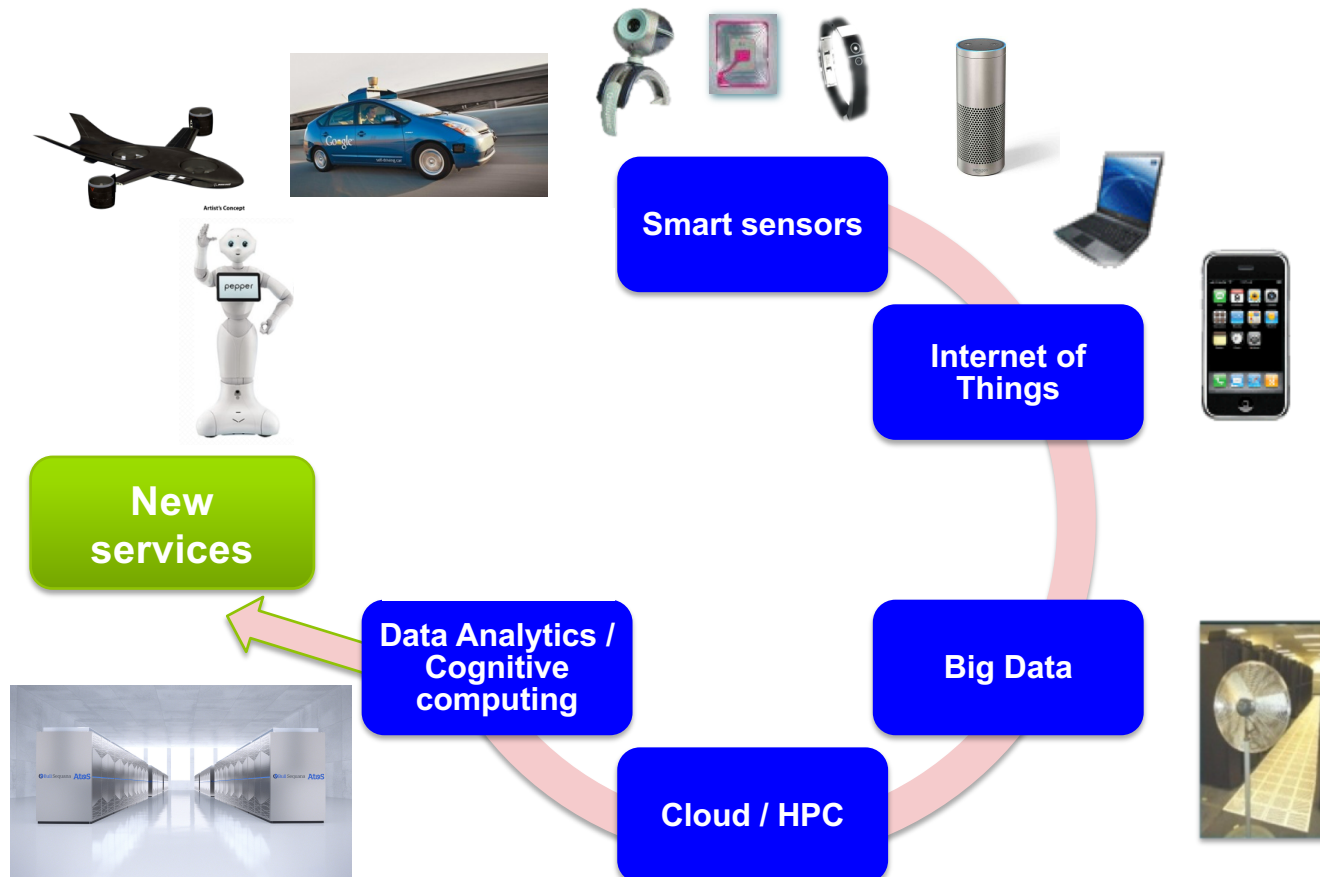
HOW MUCH COULD WE SAVE WITH CONNECTED MACHINES?

A **1%** improvement in efficiency in these five industries could add up to **\$276 Billion** over 15 years



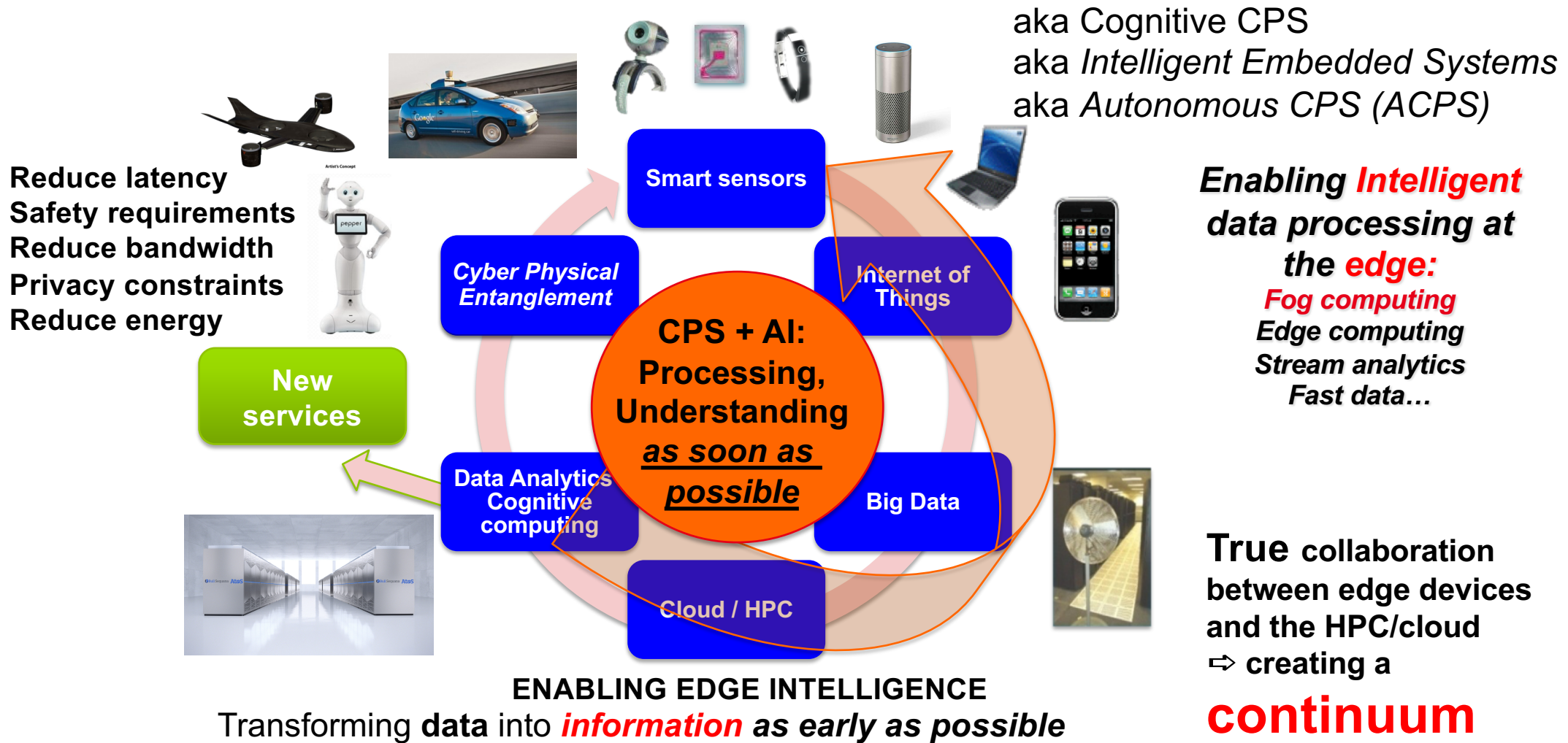
**ECONOMICAL DRIVE OF
CONNECTED THINGS:
BETTER EFFICIENCY IN
RESOURCES AND ENERGY**

Mainstream “business” model

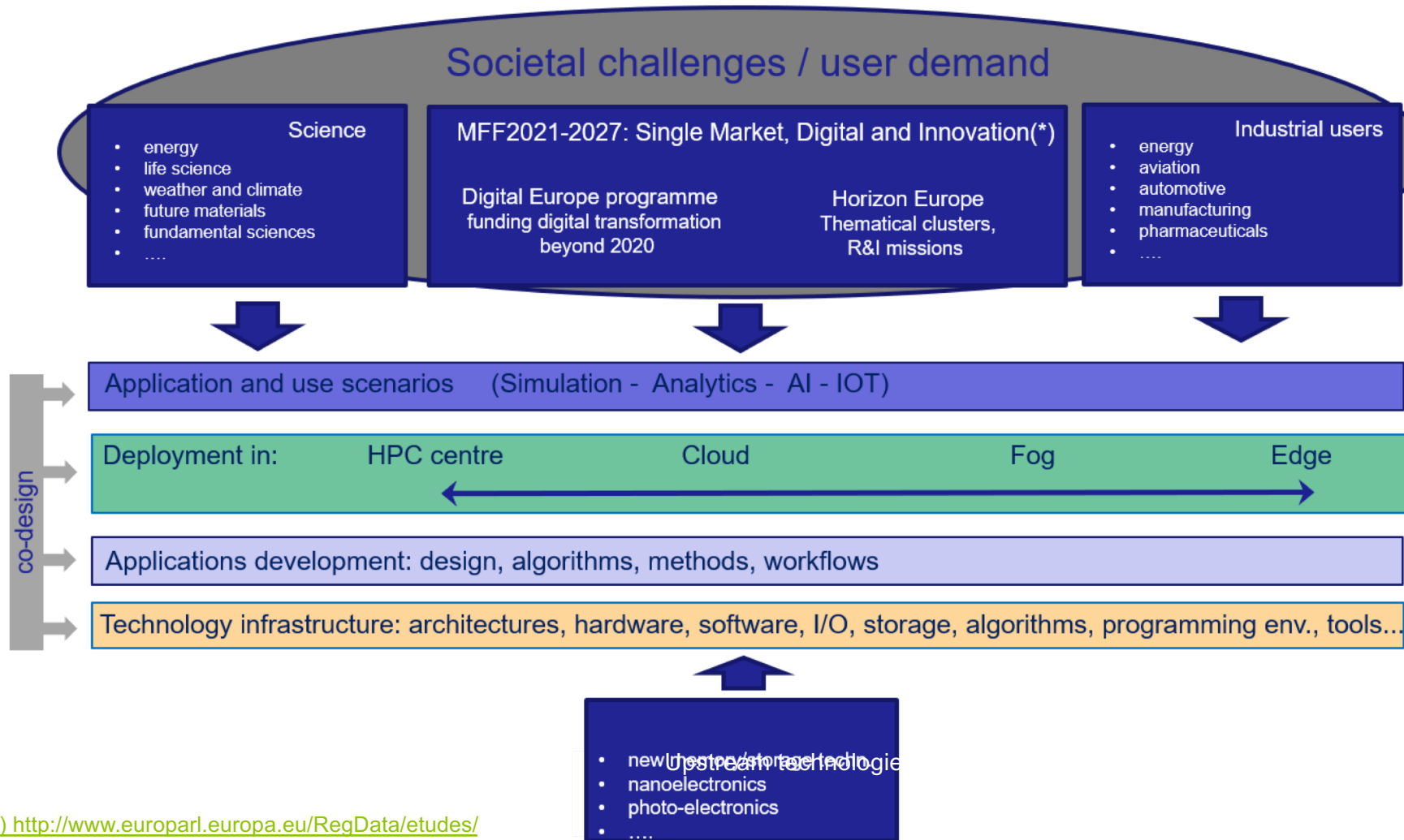


The diagram illustrates the convergence of various technologies into a central cycle of five interconnected components: Smart sensors, Internet of Things, Big Data, Cloud / HPC, and Data Analytics / Cognitive computing. These components are arranged in a circle, connected by a thick pink arrow. A green box labeled 'New services' is positioned to the left of the cycle, with a green arrow pointing from the 'Data Analytics / Cognitive computing' component towards it. Surrounding the diagram are several images representing these technologies: a small black aircraft, a blue Google car, a small robot head, a smartwatch, a smart speaker, a laptop, a smartphone, a server rack, and a humanoid robot named Pepper.

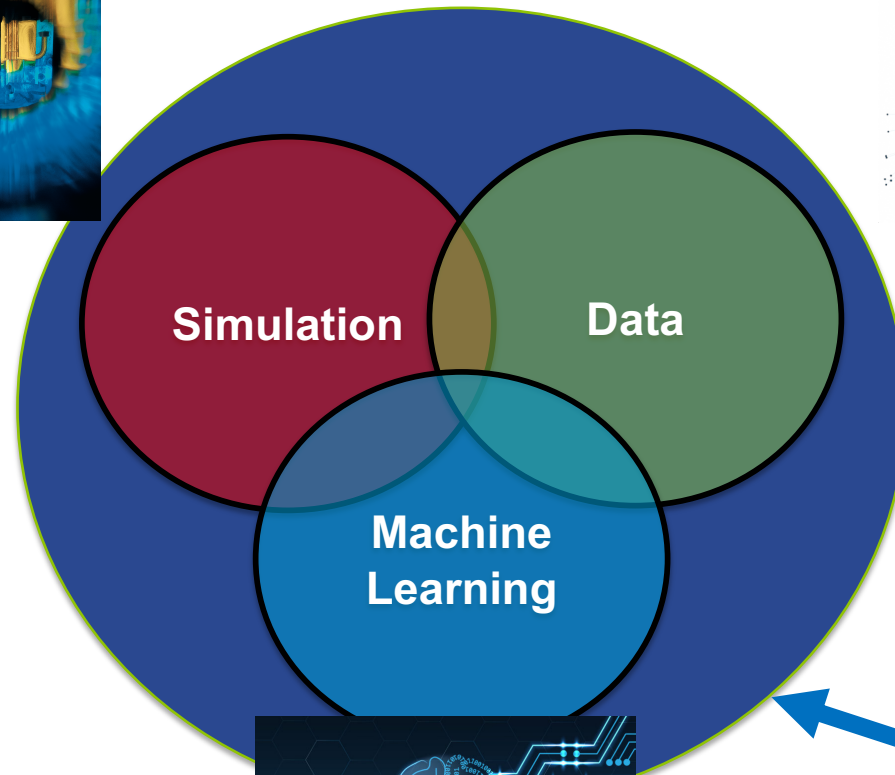
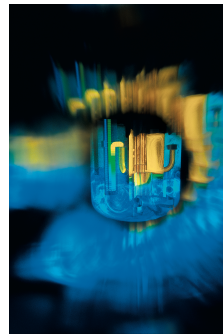
HIGH PERFORMANCE SYSTEMS IN THE LOOP



SRA-4: THE INCREASING INTERPLAY OF SIMULATION, AI, IOT AND ANALYTICS

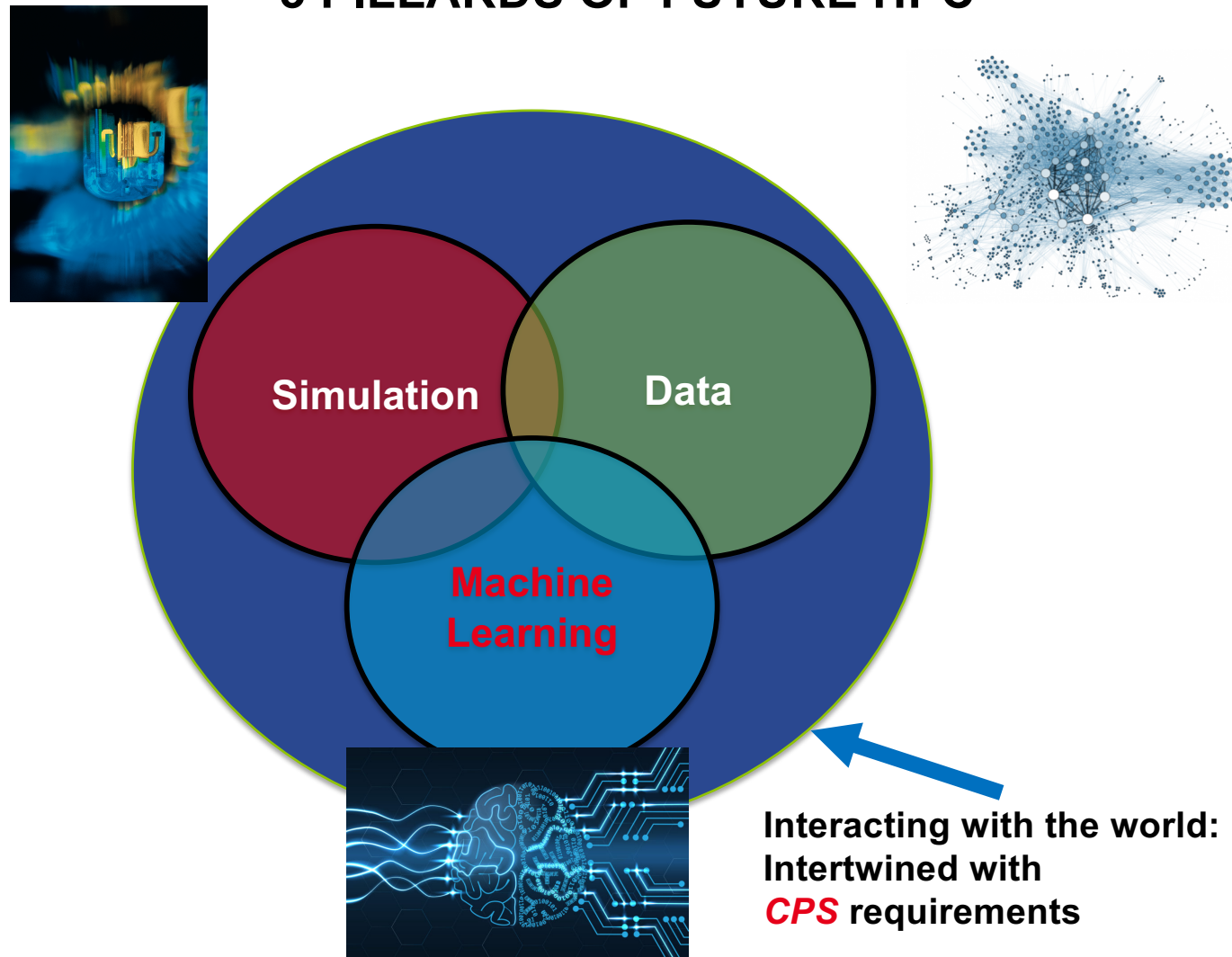


(*) [http://www.europarl.europa.eu/RegData/etudes/BRIE/2018/628231/EPRS_BRI\(2018\)628231_EN.pdf](http://www.europarl.europa.eu/RegData/etudes/BRIE/2018/628231/EPRS_BRI(2018)628231_EN.pdf)



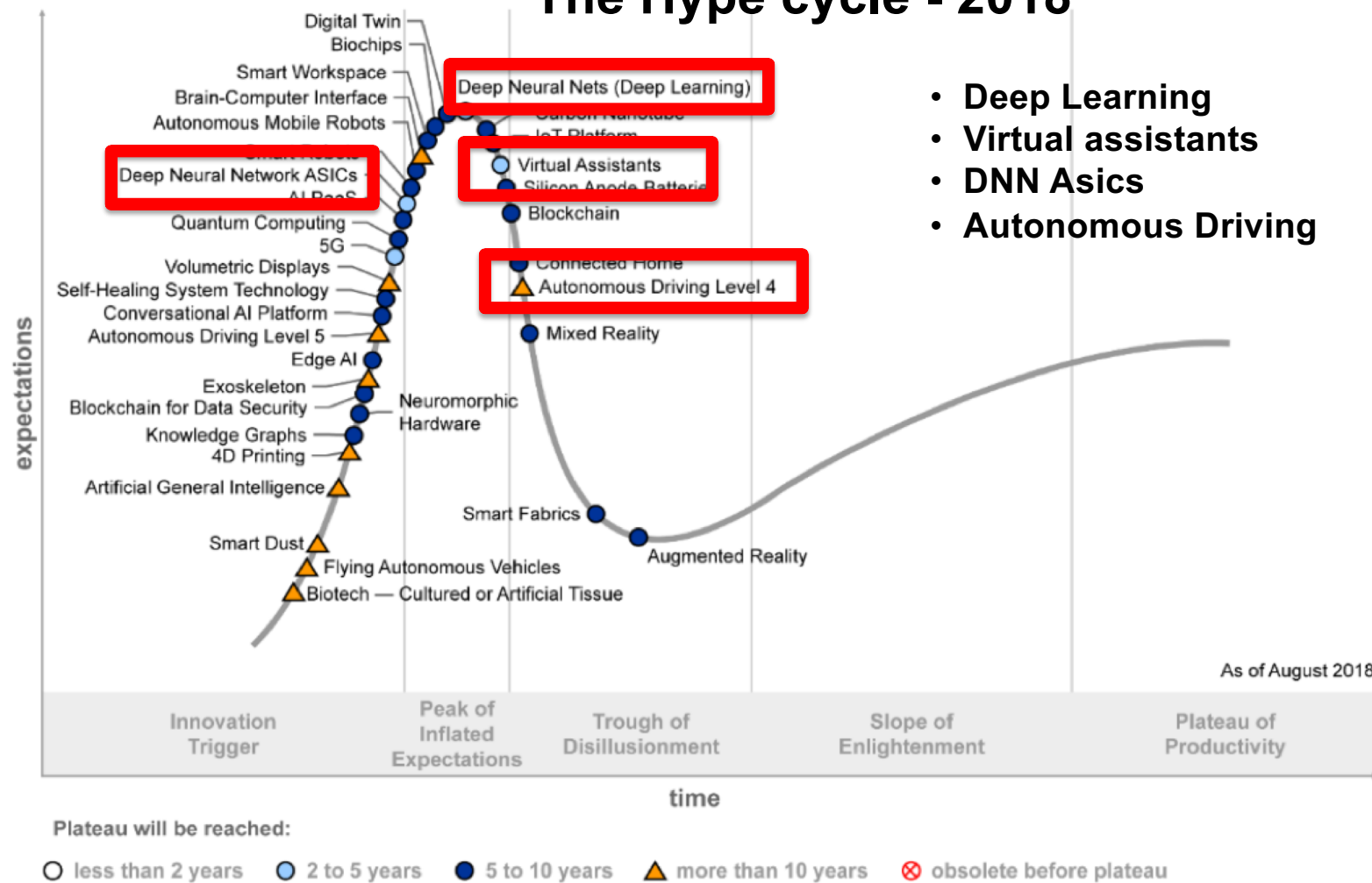
Interacting with the world:
Intertwined with
CPS requirements

3 PILLARDS OF FUTURE HPC



ARTIFICIAL INTELLIGENCE (DEEP LEARNING) LOADS

The Hype cycle - 2018



As of August 2018

© 2018 Gartner, Inc.

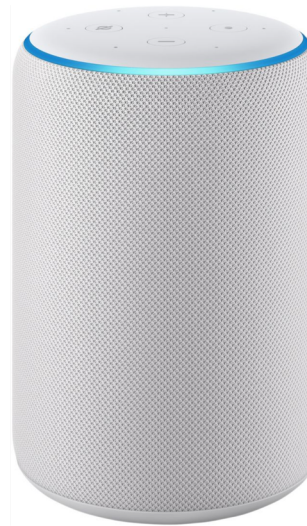
ONE ASPECT OF AI: PERSONAL ASSISTANTS....



Google Assistant
(1 billion devices)



Apple Siri
(+500 millions devices)

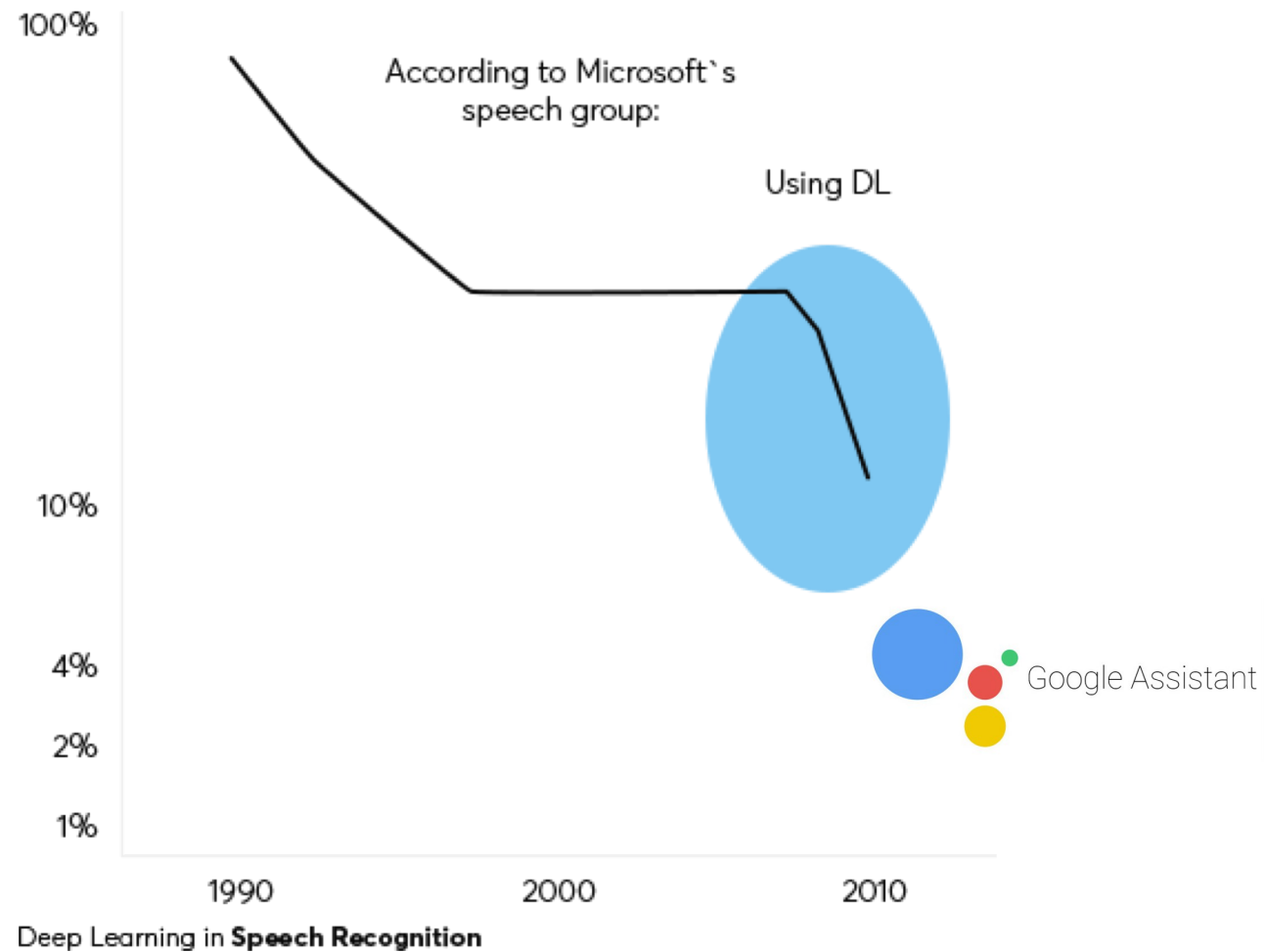


Amazon Alexa
(+100 millions devices)



Baidu's DuerOS
(+100 millions devices)

DEEP LEARNING AND VOICE RECOGNITION



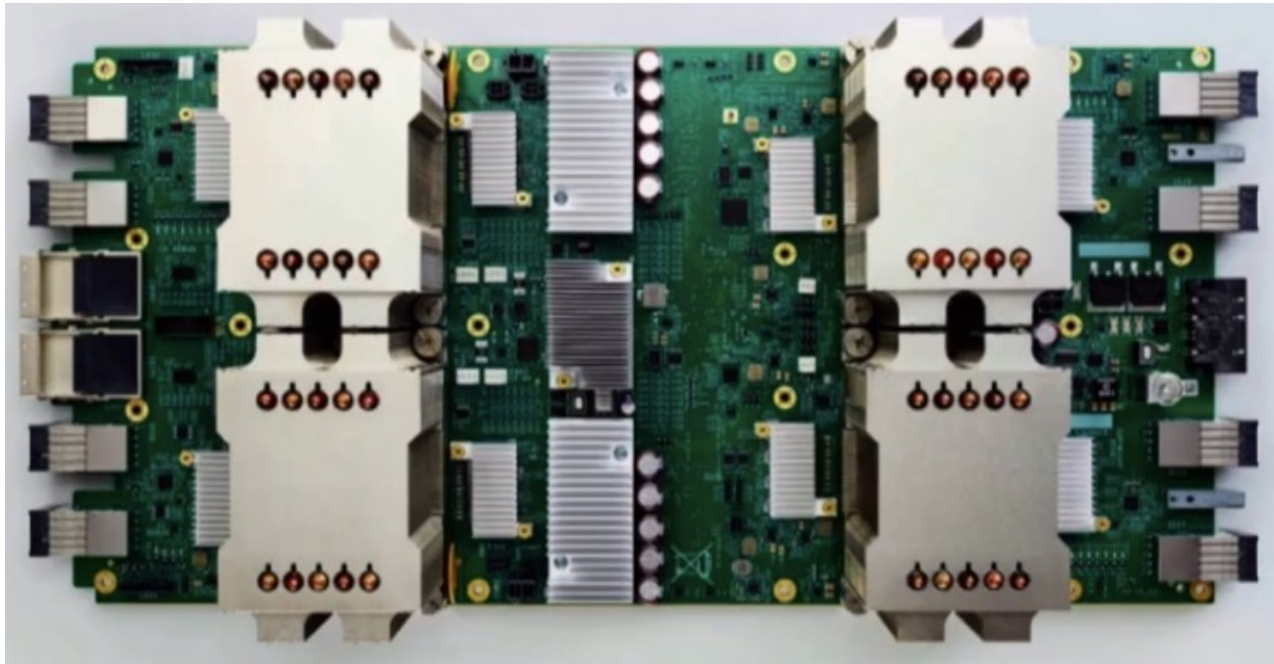
DEEP LEARNING AND VOICE RECOGNITION

" The need for TPUs really emerged about six years ago, when we started using computationally expensive deep learning models in more and more places throughout our products. The computational expense of using these models had us worried. If we considered a scenario where **people use Google voice search for just three minutes a day** and we ran deep neural nets for our speech recognition system on the processing units we were using, we would have had to ***double the number of Google data centers!***"

[<https://cloudplatform.googleblog.com/2017/04/quantifying-the-performance-of-the-TPU-our-first-machine-learning-chip.html>]

GOOGLE'S CUSTOMIZED HARDWARE...

... required to increase energy efficiency
with **accuracy adapted to the use (e.g. float 16)**



Google's TPU2 : training and inference in a **180 teraflops₁₆** (180×10^{12} **Flops₁₆**) board
(over 200W per TPU2 chip according to the size of the heat sink)

GOOGLE'S CUSTOMIZED TPU (V2) HARDWARE...

... required to increase energy efficiency
with accuracy adapted to the use (e.g. float 16)

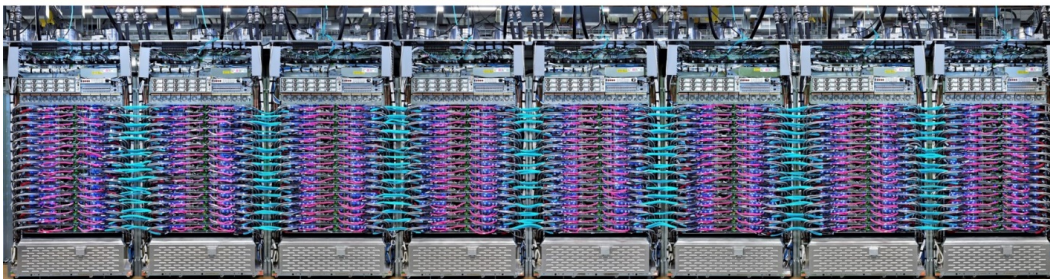
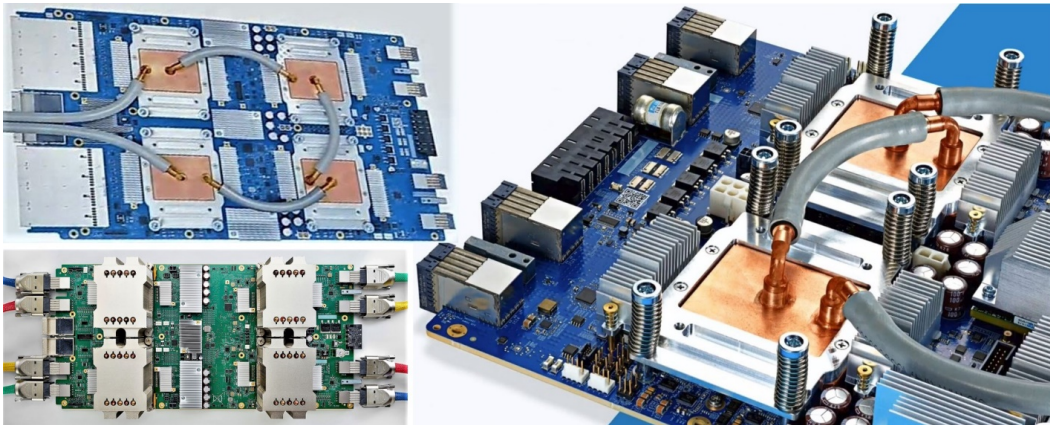


Google's TPU2 : **11.5 petaflops₁₆** of machine learning number crunching
(and guessing about **400+ KW...**, 100+ GFlops₁₆/W)

From Google

Peta = 10^{15} = million of milliard

GOOGLE'S CUSTOMIZED TPU (V3) HARDWARE...



Chip	TPUv1	TPUv2	TPUv3
Announced	2016	May-17	May-18
Access	Internal-Only	Service Beta	Undisclosed
Introduction	2015	Feb 2018	Undisclosed
Process	28nm	20nm est.	16/12nm est.
Die Size	~300mm ²	Undisclosed	Undisclosed
TOPS	92 / 23	45	90
Matrix Input	INT8 / INT16	bfloat16	bfloat16
Memory	8GB DDR3	16GB HBM	32GB HBM
CPU Interface	PCIe 3.0 x16	PCIe 3.0 x8	PCIe 3.0 x8 est.
Power Consumption	40W	200-250W est.	200W est.

A Brief Guide to Floating Point Formats

fp32: Single-precision IEEE Floating Point Format

Range: $\sim 1e^{-38}$ to $\sim 3e^{38}$



fp16: Half-precision IEEE Floating Point Format

Range: $\sim 5.96e^{-8}$ to 65504



bfloat16: Brain Floating Point Format

Range: $\sim 1e^{-38}$ to $\sim 3e^{38}$



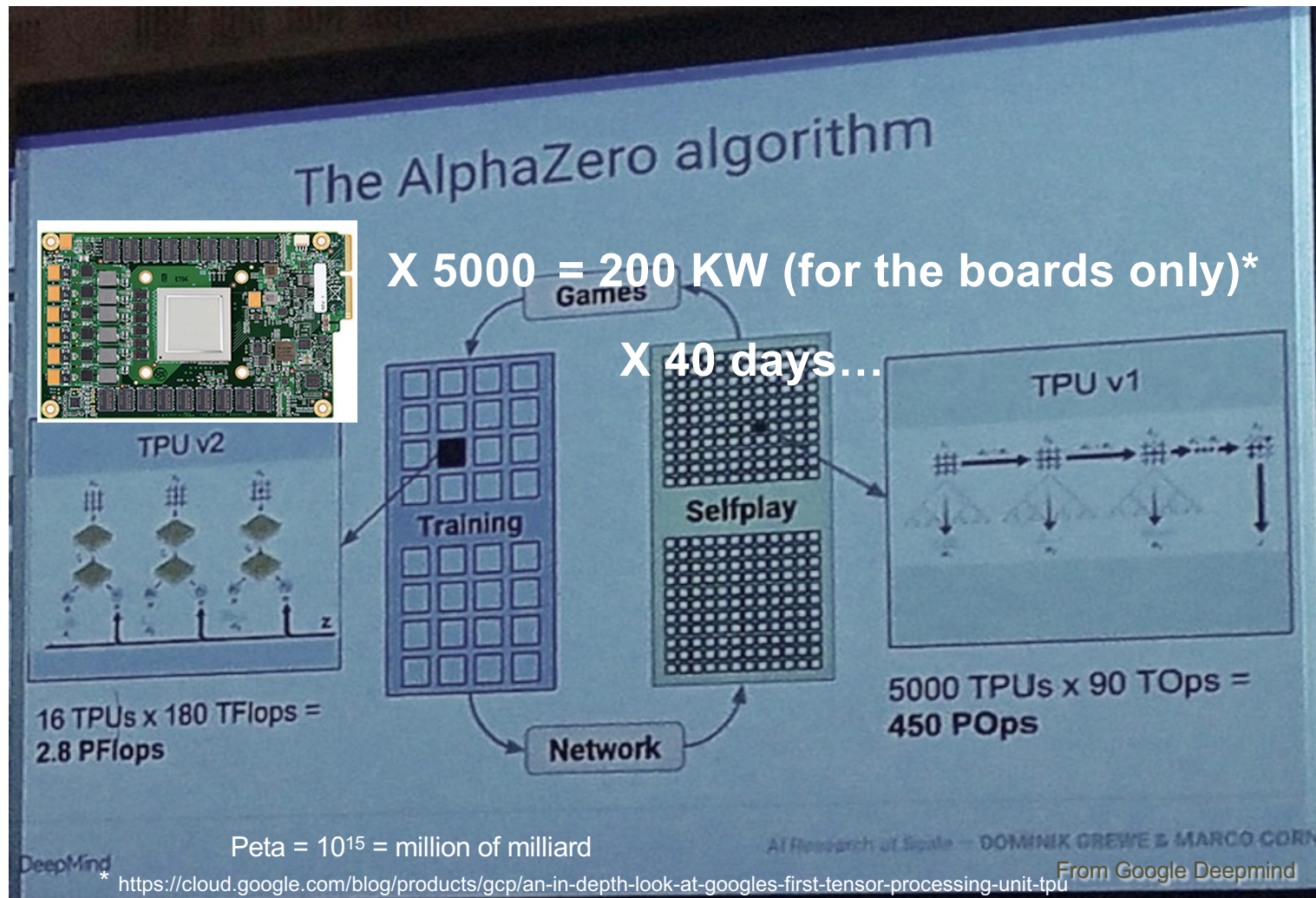
From <https://www.nextplatform.com/2018/05/10/tearing-apart-googles-tpu-3-0-ai-coprocessor/>

ALPHAGO ZERO: SELF-PLAYING TO



From doi:10.1038/nature24270 (Received 07 April 2017)

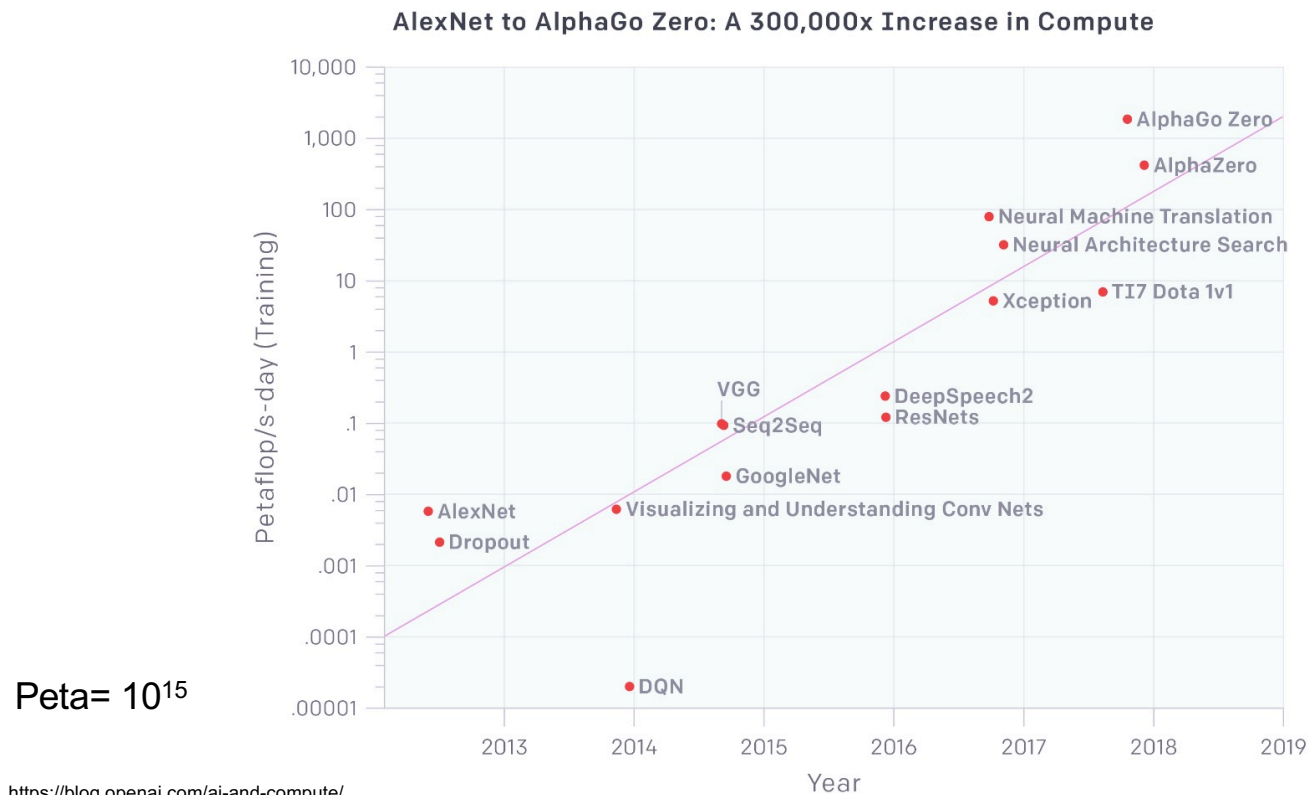
ALPHAZERO FROM DEEP MIND : COMPUTING RESOURCES



EXPONENTIAL INCREASE OF COMPUTING POWER FOR AI TRAINING

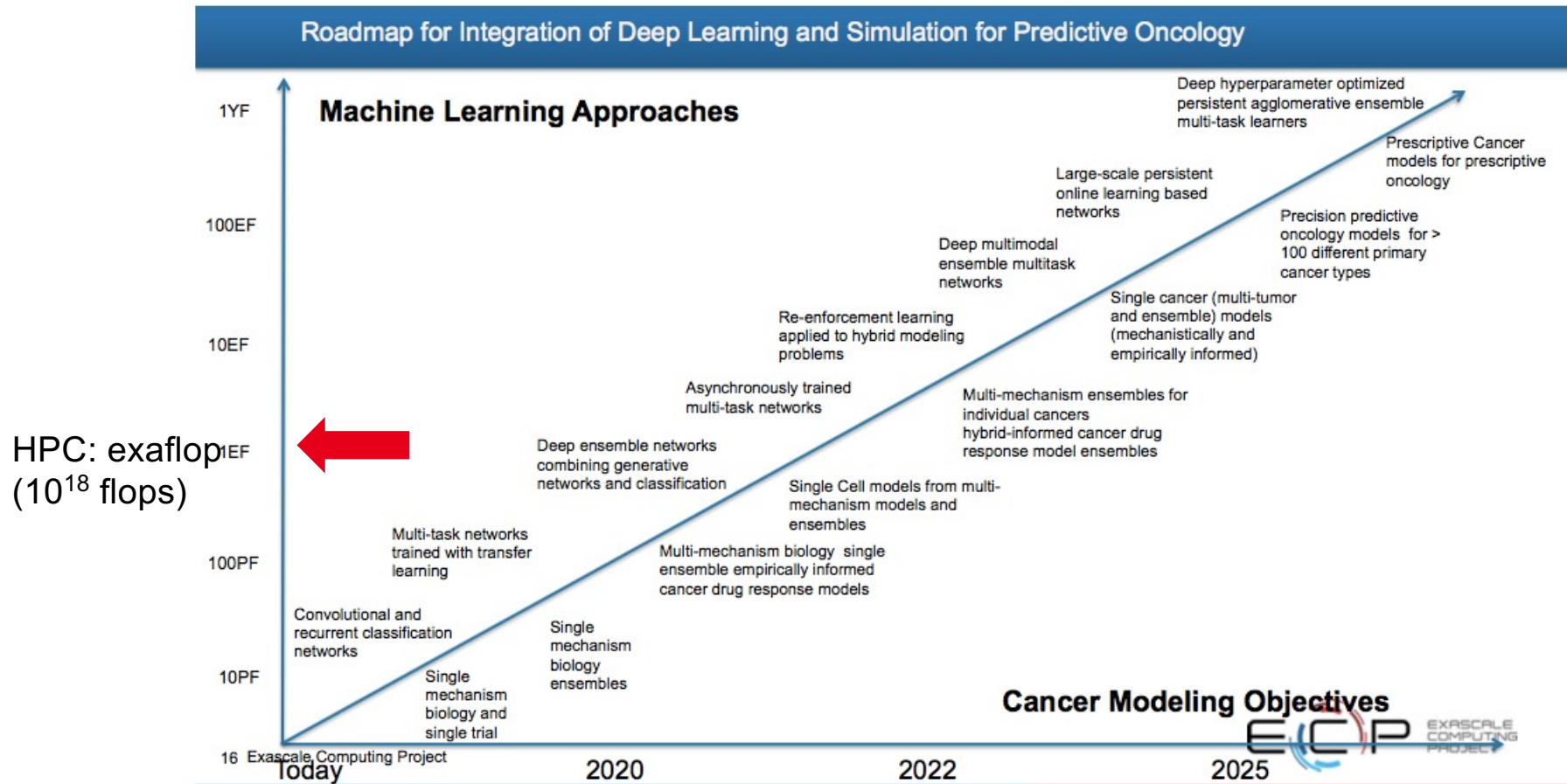
“Since 2012, the amount of compute used in the largest AI training runs has been increasing exponentially with a 3.5 month-doubling time...

*(by comparison, Moore’s Law had an 18-month doubling period)***

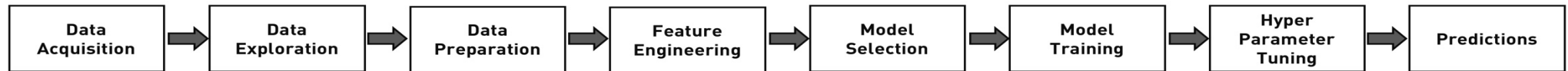


* <https://blog.openai.com/ai-and-compute/>

ALWAYS MORE COMPUTING RESOURCES



From Paul Messina, Argonne National Laboratory



Traditional Machine Learning Workflow



AutoML Workflow

From Forbes

Auto-ML uses optimization approaches to select a “good” set of parameters “*automagically*”

- It is generally very computing expansive (configuration space search)
- Use clever algorithms to avoid exploring all the configuration space

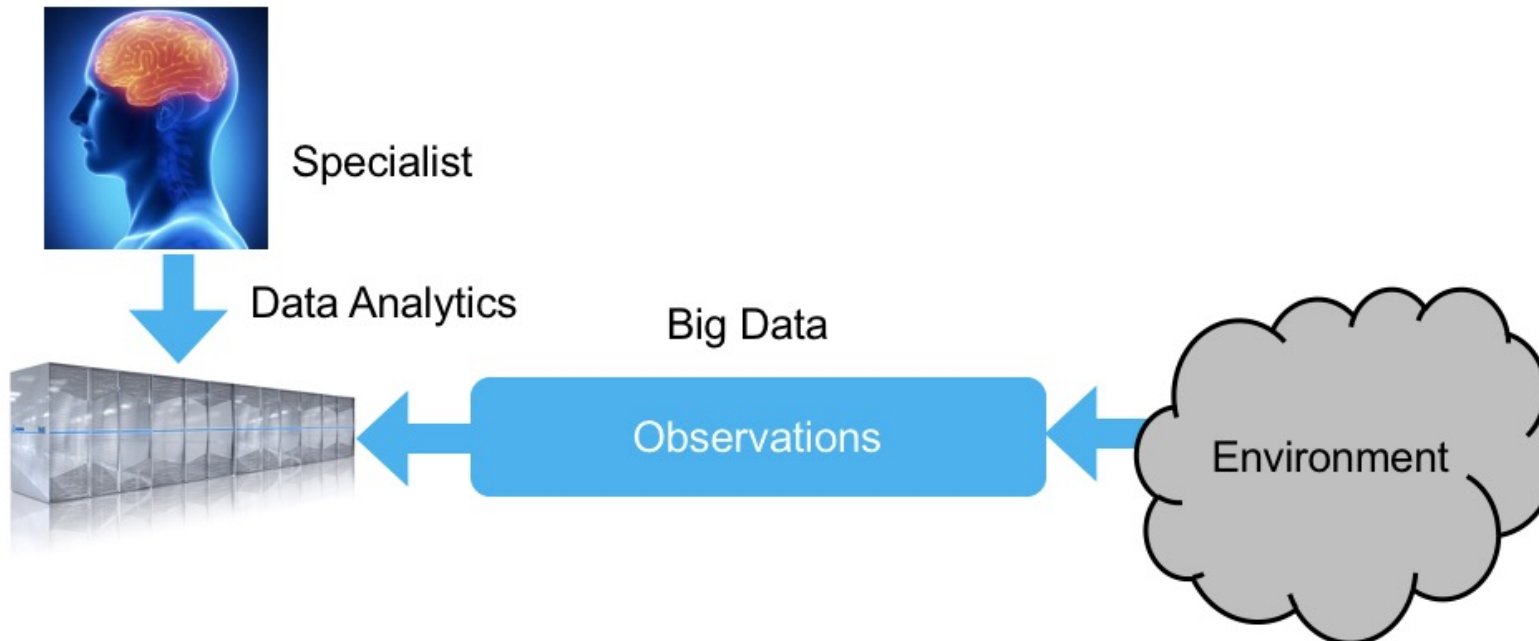
More details for example in <http://automl.org>

CHARACTERIZATION OF DEEP LEARNING LOADS

MACHINE LEARNING (DEEP LEARNING) LEARNING PHASE

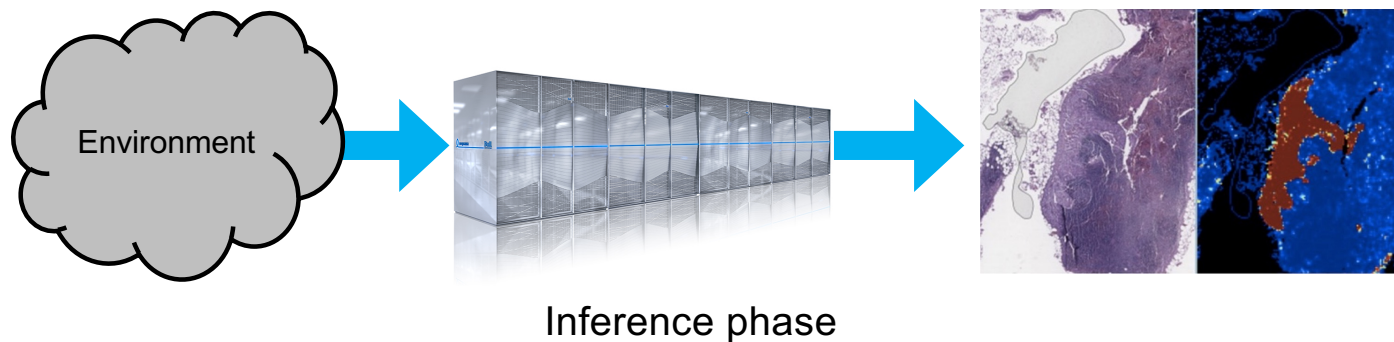


- Human defines the learning data set, not the algorithm
- Large set of input data for learning phase
- Low precision floating point
- Large number of operations
- (Stochastic) gradient descent



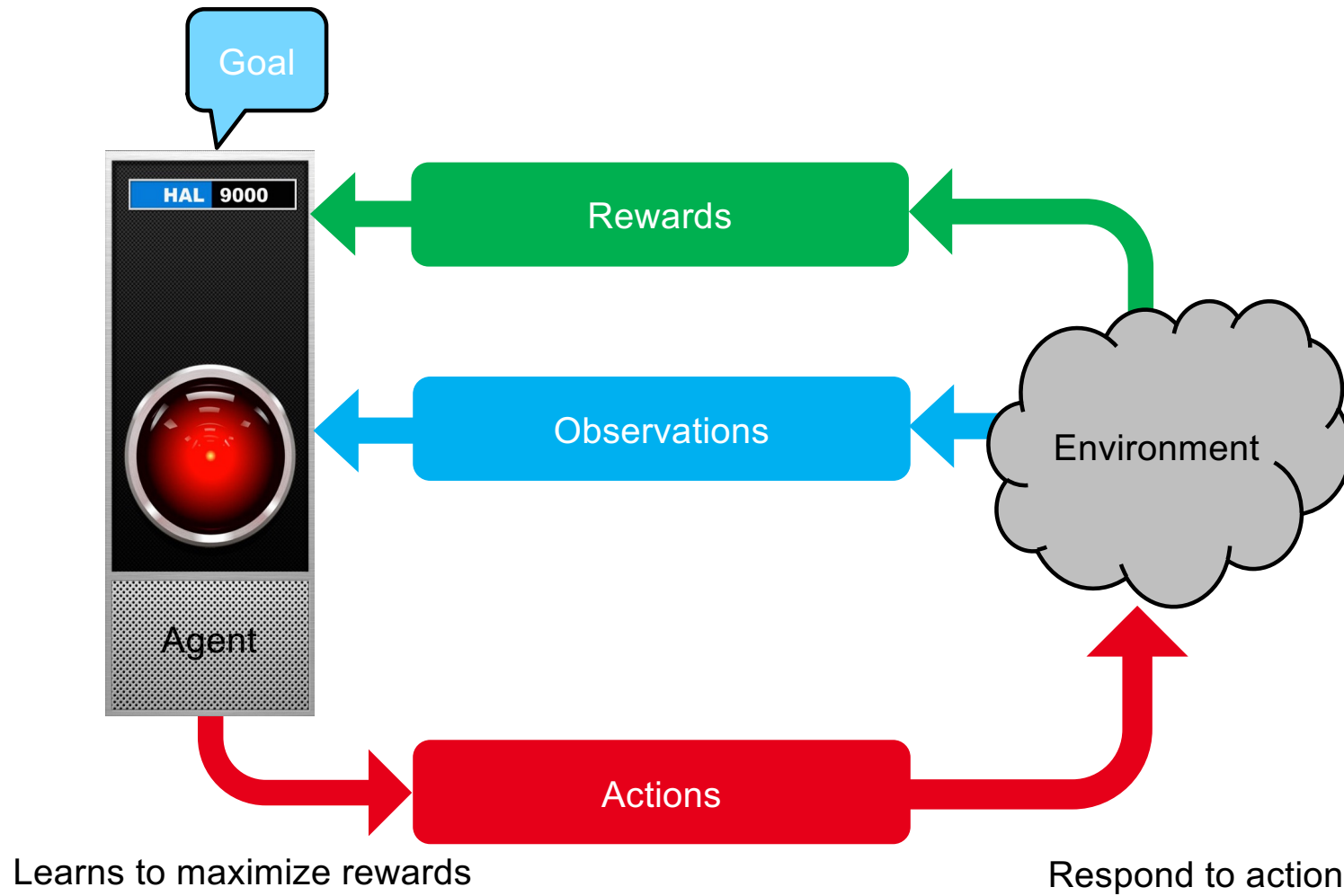
MACHINE LEARNING (DEEP LEARNING) INFERENCE PHASE

- Low precision arithmetic
- Medium to low number of operations
- Co-location computing and storage (“*computing in memory*”)
- Should satisfy the application non-functional requirements

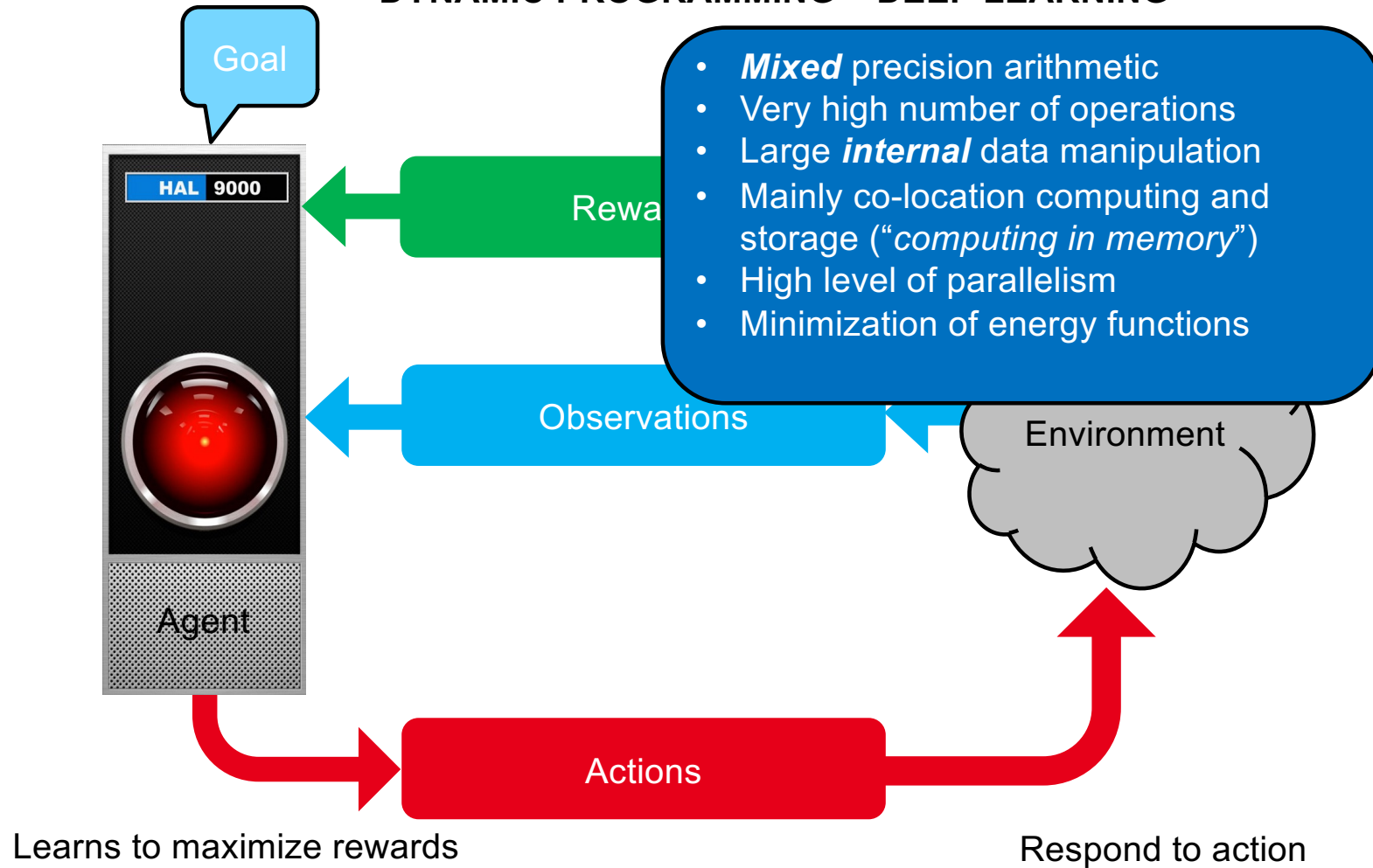


**But for large number of inferences (users)
-> more cloud like structure, high throughput**

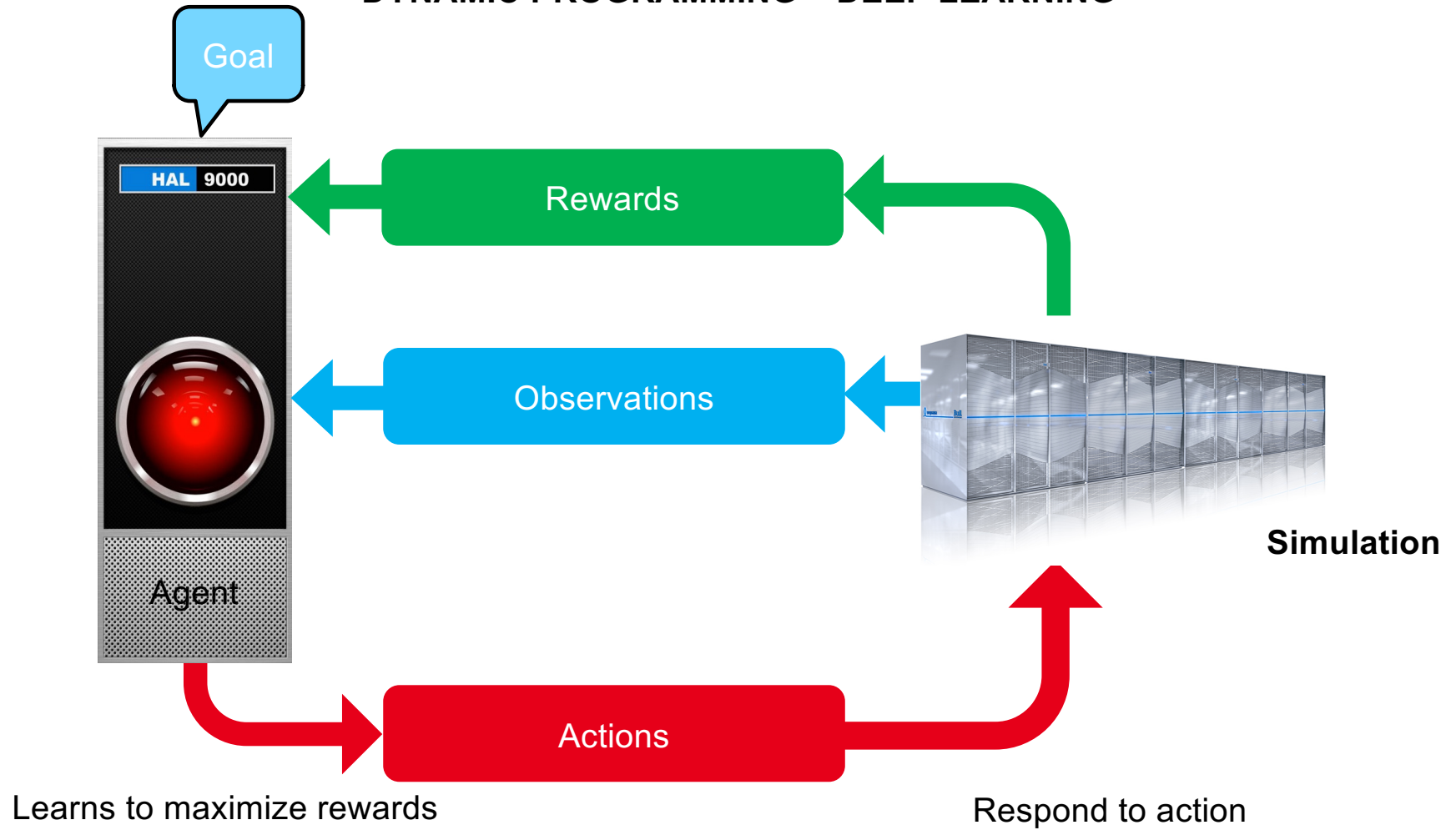
REINFORCEMENT LEARNING: DYNAMIC PROGRAMMING + DEEP LEARNING



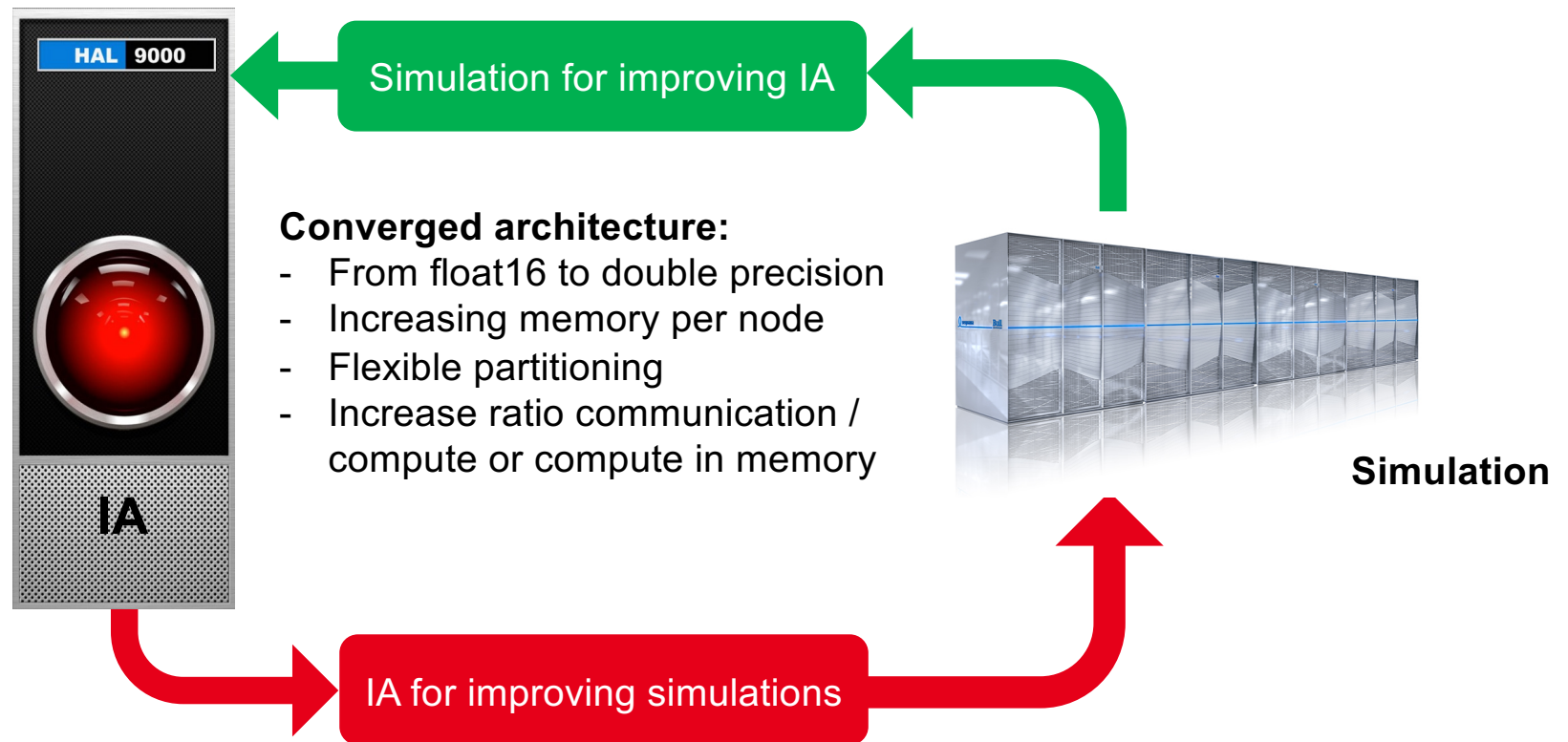
REINFORCEMENT LEARNING: DYNAMIC PROGRAMMING + DEEP LEARNING



REINFORCEMENT LEARNING: DYNAMIC PROGRAMMING + DEEP LEARNING



COMPLEMENTARITY OF SIMULATION AND IA TECHNIQUES



Outline

- 1) Evolution of application scope: the continuum
- 2) Hardware heterogeneity and orchestration**
- 3) Software?

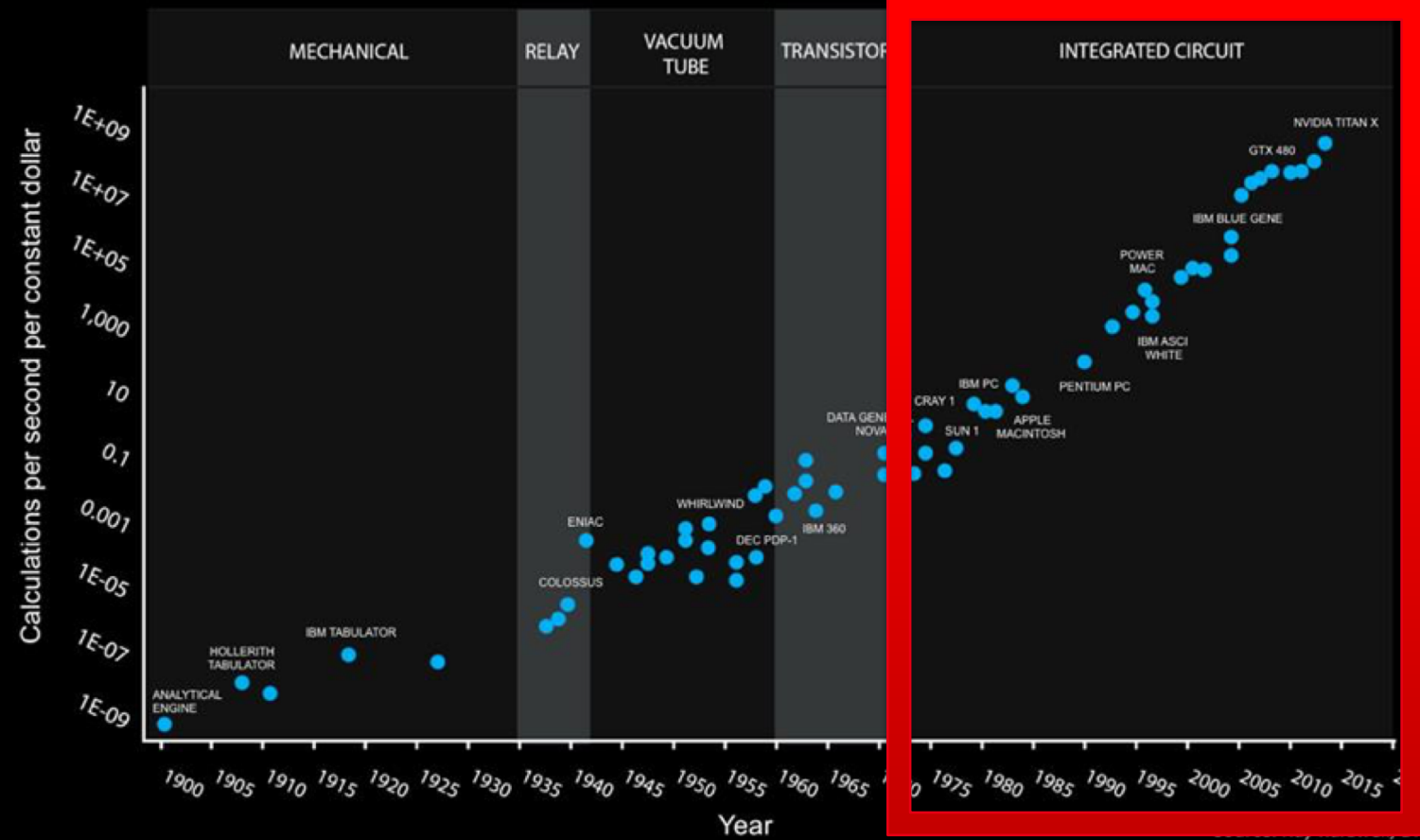
Outline

- 1) Evolution of application scope: the continuum
- 2) Hardware heterogeneity and orchestration
 - 1) End of Dennard's scaling
 - 2) Heterogeneous accelerators
 - 3) Heterogeneous integration
- 3) Software?

END OF DENNARD'S SCALING

WHAT WILL BE THE NEXT TECHNOLOGY?

120 Years of Moore's Law



And after CMOS?

Exponential increase of performances in 33 years



Production car of 1985
Lamborghini Countach 5000QV
Max speed 300 Km/h



X 100 000 000
in 33 years



Star Trek Enterprise
Year: about 2290
27 times the speed of light?

THE END OF ~~MOORE'S LAW~~ DENNARD SCALING

Parameter (scale factor = a)	Classic Scaling
Dimensions	$1/a$
Voltage	$1/a$
Current	$1/a$
Capacitance	$1/a$
Power/Circuit	$1/a^2$
Power Density	↑
Delay/Circuit	$1/a$

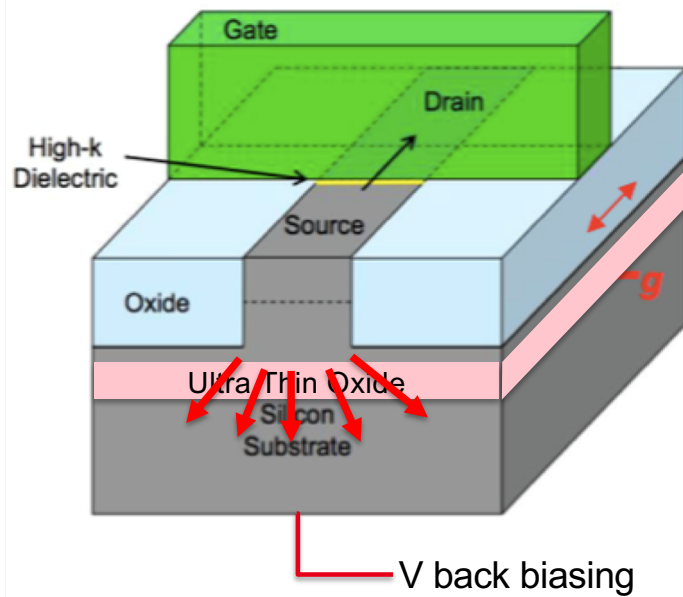
Everything was
easy:

- Wait for the next technology node
- Increase frequency
- Decrease Vdd
⇒ Similar increase of sequential performance
⇒ No need to recompile (except if architectural improvements)

Source: Krisztián Flautner “From niche to mainstream: can critical systems make the transition?”

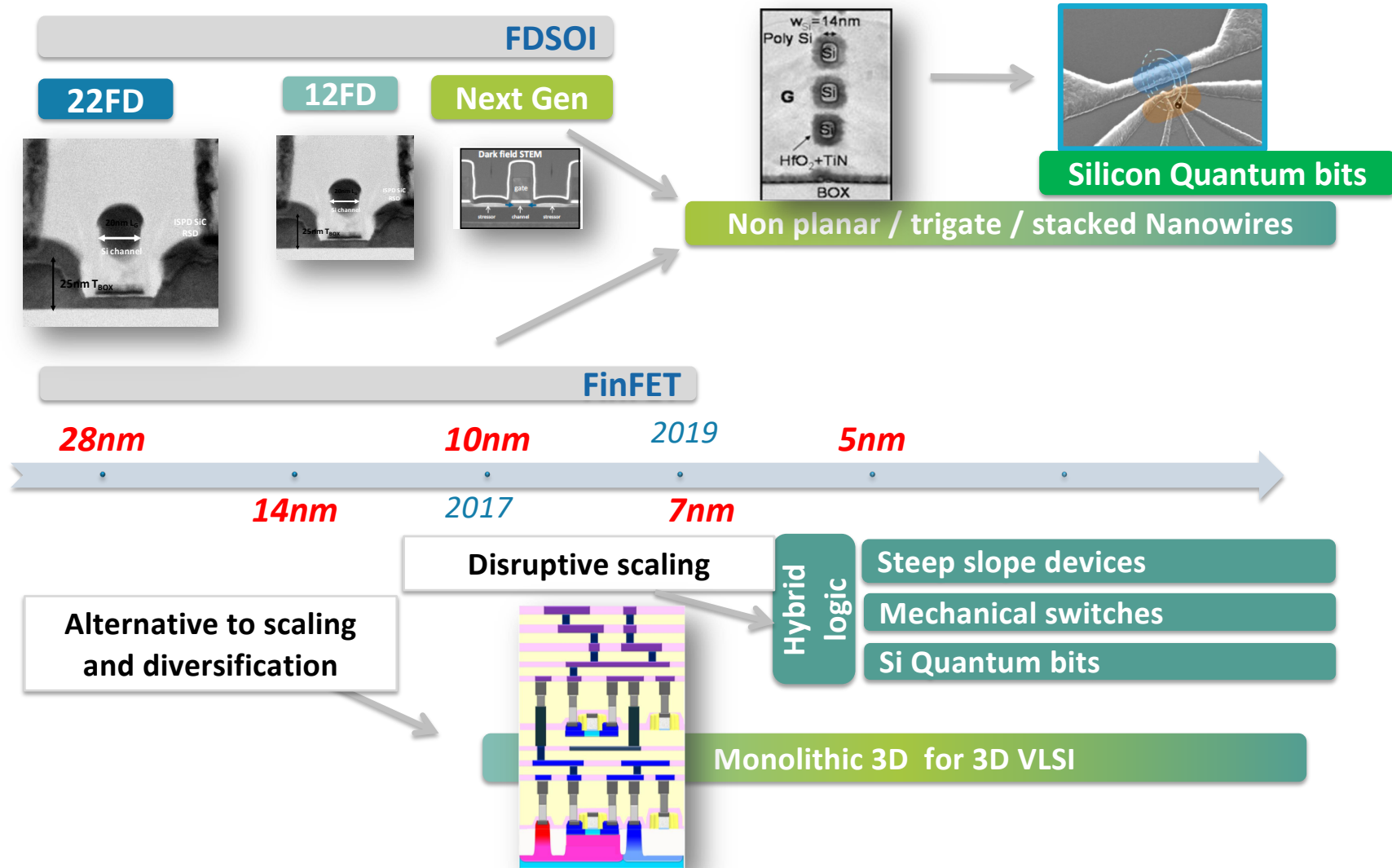
Technology evolution

Transistor 2D



Fully Depleted Silicon
on Insulator (FDSOI)
Transistor

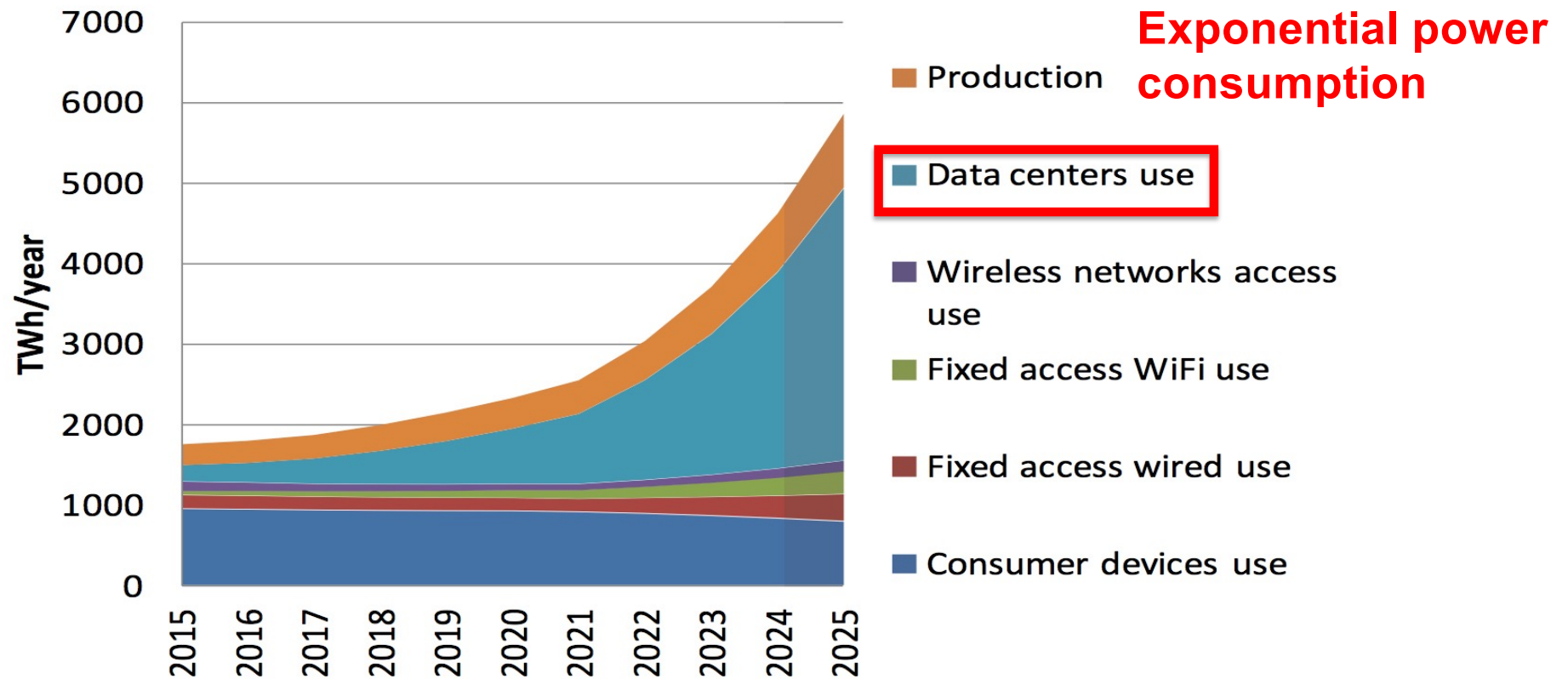
Technology evolution



HETEROGENEOUS ACCELERATORS

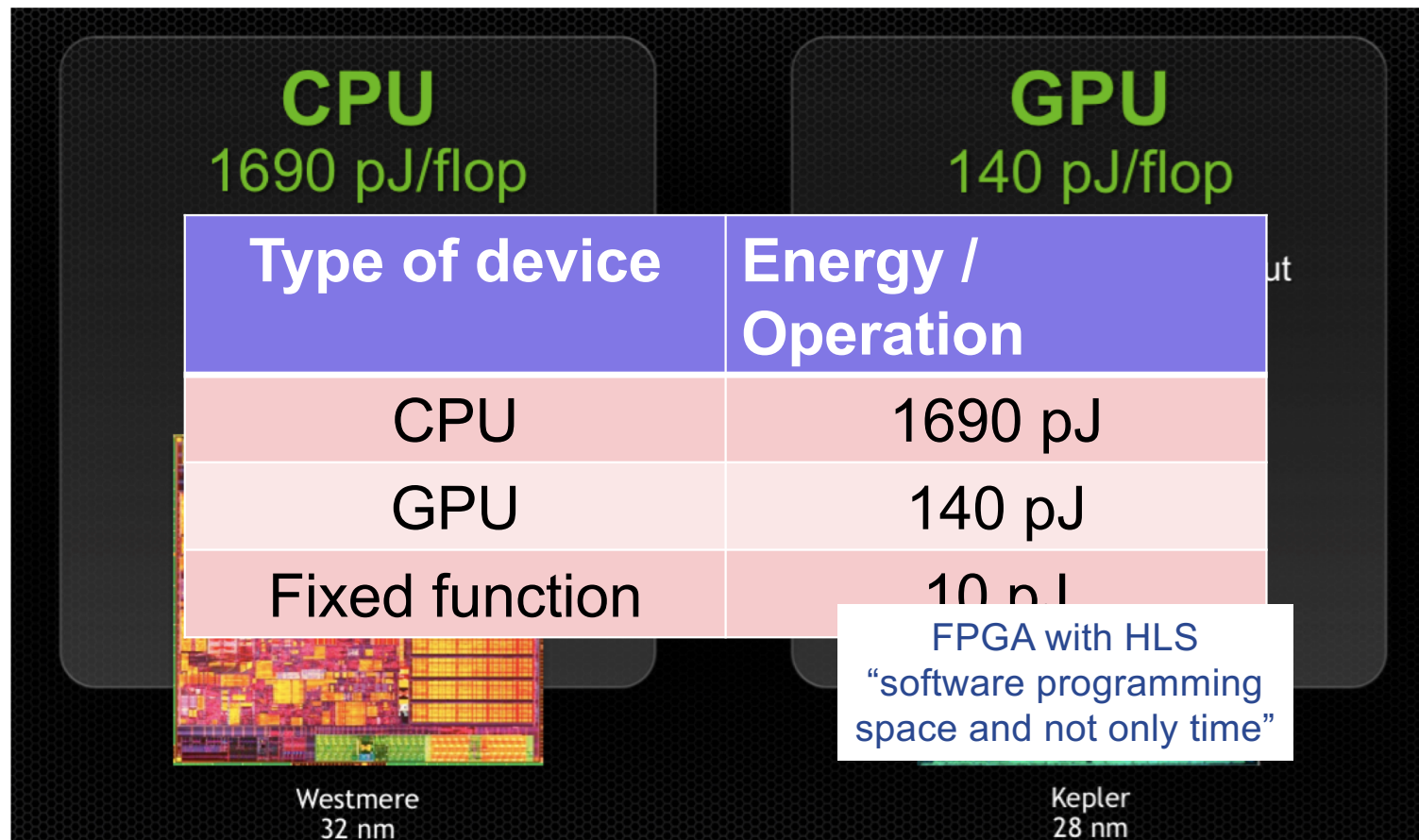
The problem:

Expected case scenario



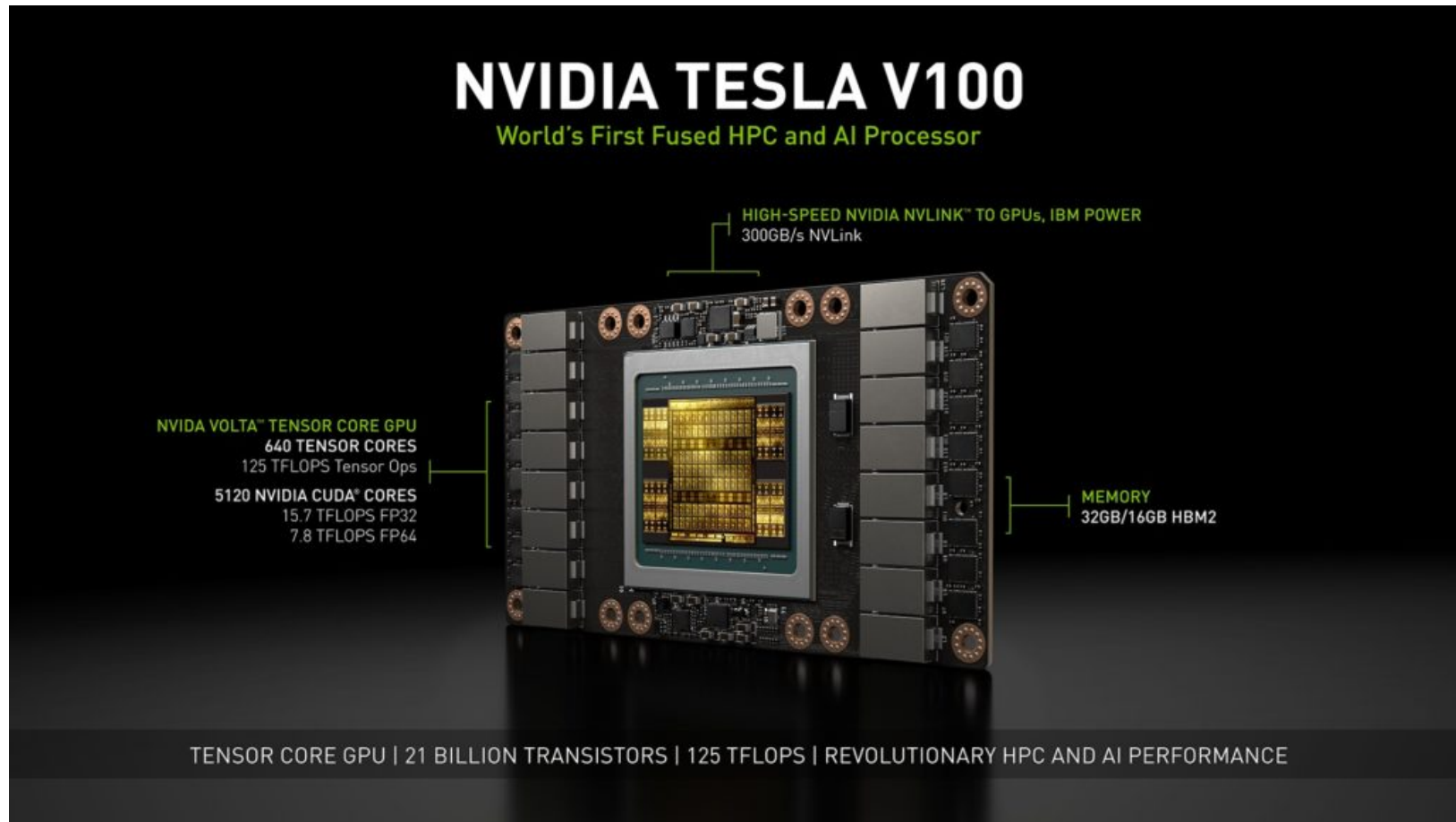
From "Total Consumer Power Consumption Forecast", Anders S.G. Andrae, October 2017

SPECIALIZATION LEADS TO MORE EFFICIENCY



Source from Bill Dally (nVidia) « Challenges for Future Computing Systems »
HiPEAC conference 2015

TODAY'S HPC **ARE HETEREGENEOUS**

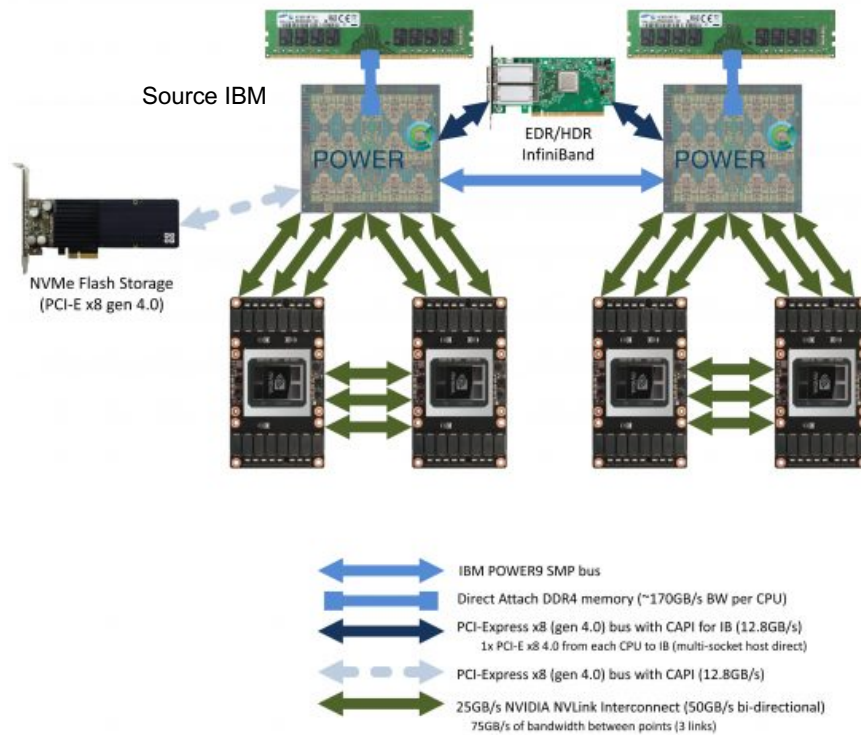


- 3.3 peak exaops for emerging AI workloads
- 4,608 compute nodes, each containing two 22-core IBM Power9 processors and **six Nvidia Tesla V100 GPUs**
- Interconnected with dual-rail Mellanox EDR 100Gb/s InfiniBand.

TOP500 #1 & #2: NVIDIA TESLA V100 GPU + IBM POWER9 CPU

Server Block Diagram

Power Systems AC922 with NVIDIA Tesla V100 with Enhanced NVLink GPUs



NVIDIA TESLA V100 SPECIFICATIONS

Tesla V100 for NVLink

PERFORMANCE
with NVIDIA GPU Boost™

DOUBLE-PRECISION

7.8 teraFLOPS

SINGLE-PRECISION

15.7 teraFLOPS

DEEP LEARNING

125 teraFLOPS

INTERCONNECT BANDWIDTH
Bi-Directional

NVLINK
300 GB/s

MEMORY
CoWoS Stacked HBM2

CAPACITY
32/16 GB HBM2

BANDWIDTH
900 GB/s

Source NVIDIA



- Compute performance from GPU

➔ Heterogeneous integration driven by compute energy efficiency

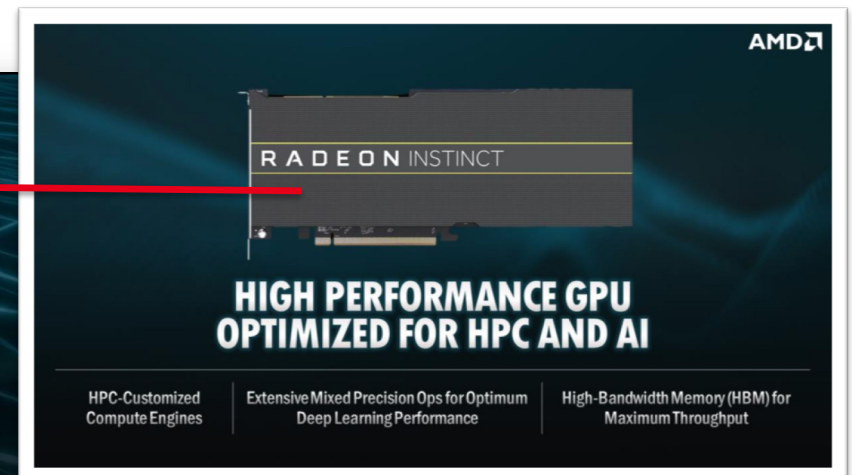
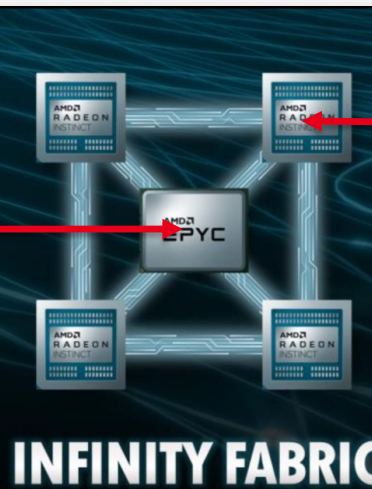
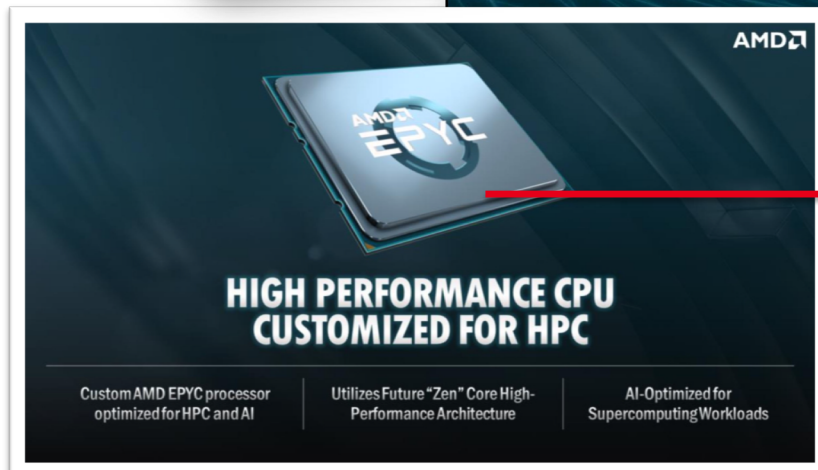
From Denis Dutoit

AMD'S EPYC AND RADEON TO POWER EXASCALE SUPERCOMPUTER May, 2019

<https://www.amd.com/es/products/frontier>



- Performance target: 1.5 exaflops; 40 MW; 37 GFLOPS/W
- Compute node: x1 CPU + x4 GPU + coherent fabric



High-Bandwidth, Low-Latency Connection
Between
CPU and GPU

Custom Coherent Fabric

Connects 4:1
GPU to CPU Per Node

➔ Heterogeneous integration requires high-bandwidth, low-latency connection

From Denis Dutoit

52ND EDITION OF THE TOP500 LIST (NOVEMBER 11TH, 2018)



**Heterogeneous
integration ?**

Yes

Yes

No

Yes

Yes

Rank	Site	System	Rmax (TFlop/s)	Rpeak (TFlop/s)
1	DOE/SC/Oak Ridge National Laboratory United States	Summit - IBM Power System AC922, IBM POWER9 22C 3.07GHz, NVIDIA Volta GV100, Dual-rail Mellanox EDR Infiniband IBM	143,500.0	200,794.9
2	DOE/NNSA/LLNL United States	Sierra - IBM Power System S922LC, IBM POWER9 22C 3.1GHz, NVIDIA Volta GV100, Dual-rail Mellanox EDR Infiniband IBM / NVIDIA / Mellanox	94,640.0	125,712.0
3	National Supercomputing Center in Wuxi China	Sunway TaihuLight - Sunway MPP, Sunway SW26010 260C 1.45GHz, Sunway NRCP	93,014.6	125,435.9
4	National Super Computer Center in Guangzhou China	Tianhe-2A - TH-IVB-FEP Cluster, Intel Xeon E5-2692v2 12C 2.2GHz, TH Express-2, Matrix-2000 NUDT	61,444.5	100,678.7
5	Swiss National Supercomputing Centre (CSCS) Switzerland	Piz Daint - Cray XC50, Xeon E5-2690v3 12C 2.6GHz, Aries interconnect , NVIDIA Tesla P100 Cray Inc.	21,230.0	27,154.3

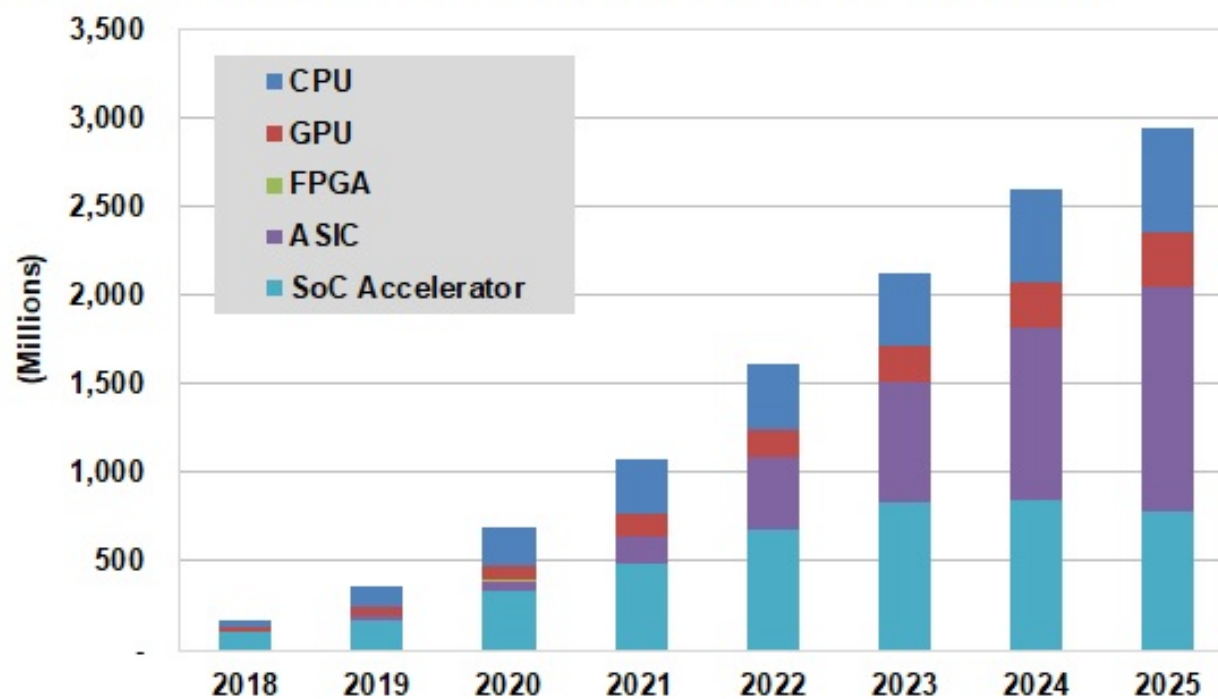
Deep Learning Chipset Shipments to Increase to 2.9 Billion Units Annually by 2025,

According to Tractica

GPUs and CPUs Currently Lead in Market Share, but ASICs will Capture the Lead by 2022, with Expanded Opportunities for SoC Accelerators and FPGAs

May 06, 2019 07:20 AM Eastern Daylight Time

Deep Learning Chipset Unit Shipments by Type, World Markets: 2018-2025



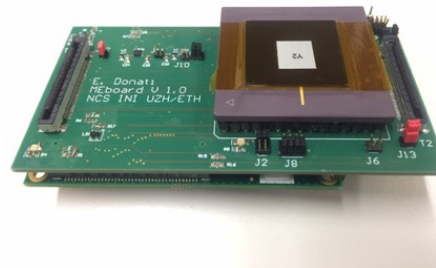
Source: Tractica

GOING NEURO-INSPIRED: “SPIKING” NEURAL NETWORKS

Using another way of coding information...not using bits



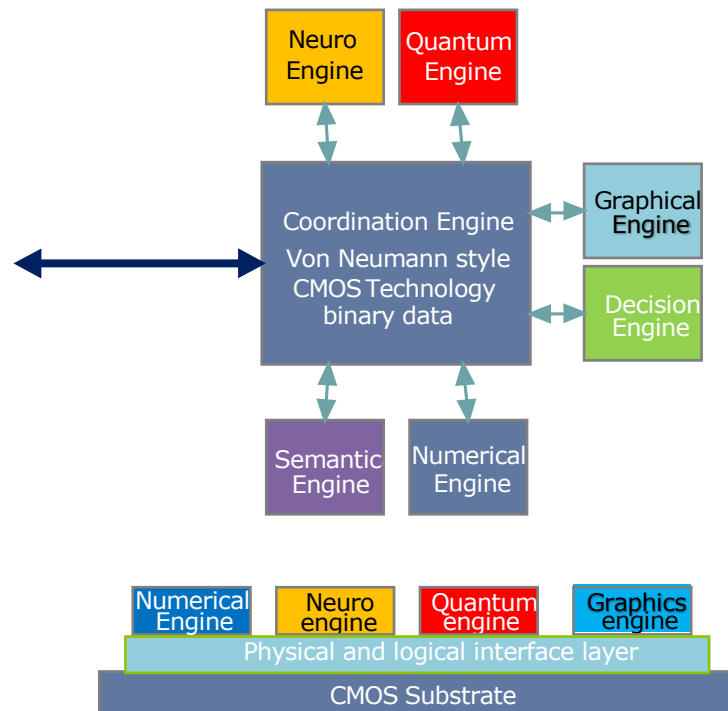
	IBM TrueNorth	Intel Loihi	DynapSEL
Technology	28nm CMOS	14 nm CMOS	28 nm FDSOI
Supply Voltage	0.7-1.05 V	0.5-1.25 V	0.73-1 V
Design Type	Digital	Digital	Mixed-signal
Neurons per core	256	Max 1k	256
Core Area	0.094 mm ²	0.4 mm ²	0.36 mm ²
Computation	Time multiplexing	Time multiplexing	Parallel processing
Fan In/Out	256/256	16/4k	2k/8k
On-line Learning	No	Programmable	STDP
Synaptic Operation / Second / Watt	46 GSOPS/W		300 GSOPS/W
Energy per synaptic operation	26 pJ	23.6 pJ	<2 pJ



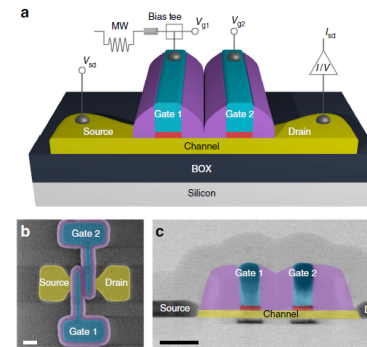
FUSING PARADIGMS AT HARDWARE LEVEL

At the hardware level, the good old Von Neumann/ CMOS partnership can act as a computing substrate, or **orchestrator** of various accelerators/technologies

- Acting as coordination / communication node
- Allowing Hardware / Software integration



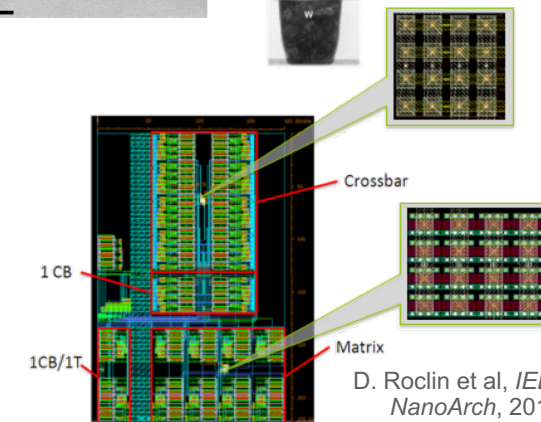
Slide from Christian Gamrat



Qubits on Silicon

Maurand et al,
Nature Com.,
Jul. 2016.

NVM Synapses
on Silicon

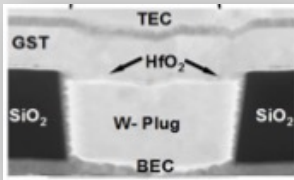


D. Roclin et al, *IEEE NanoArch*, 2014.

NON VOLATILE MEMORIES

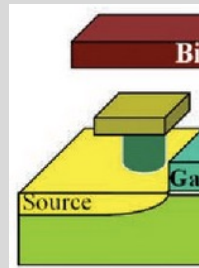
PCM

GST
GeTe
GST + HfO₂



*Thermal
effect*

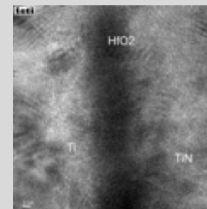
MR



- Can change the structure of memory hierarchy?
- + 64/128 addressing scheme
- ⇒ Do we still need files?
- ⇒ Direct access of objects

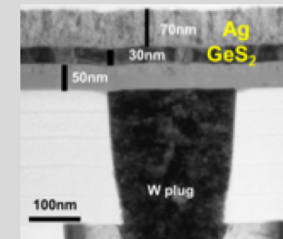
OxRAM

TiN/HfO₂/Ti/TiN



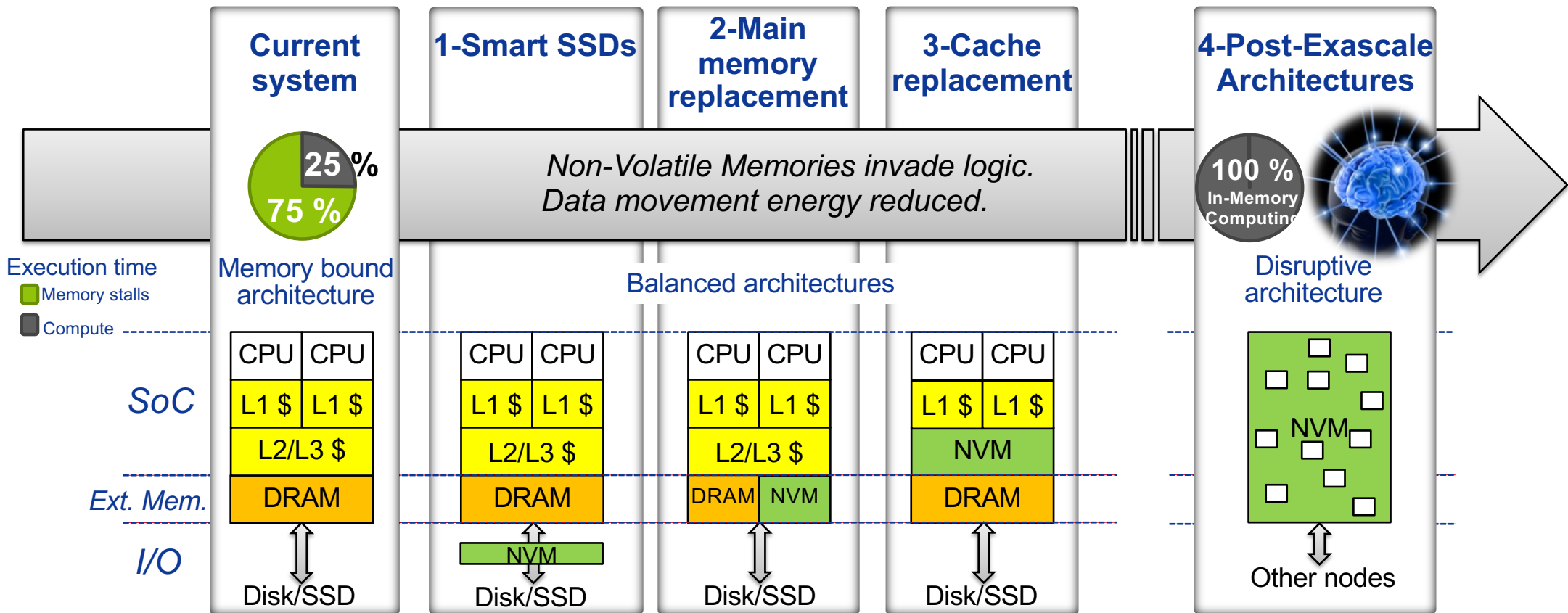
Electronic effect oxygen vacancies

Ag / GeS₂



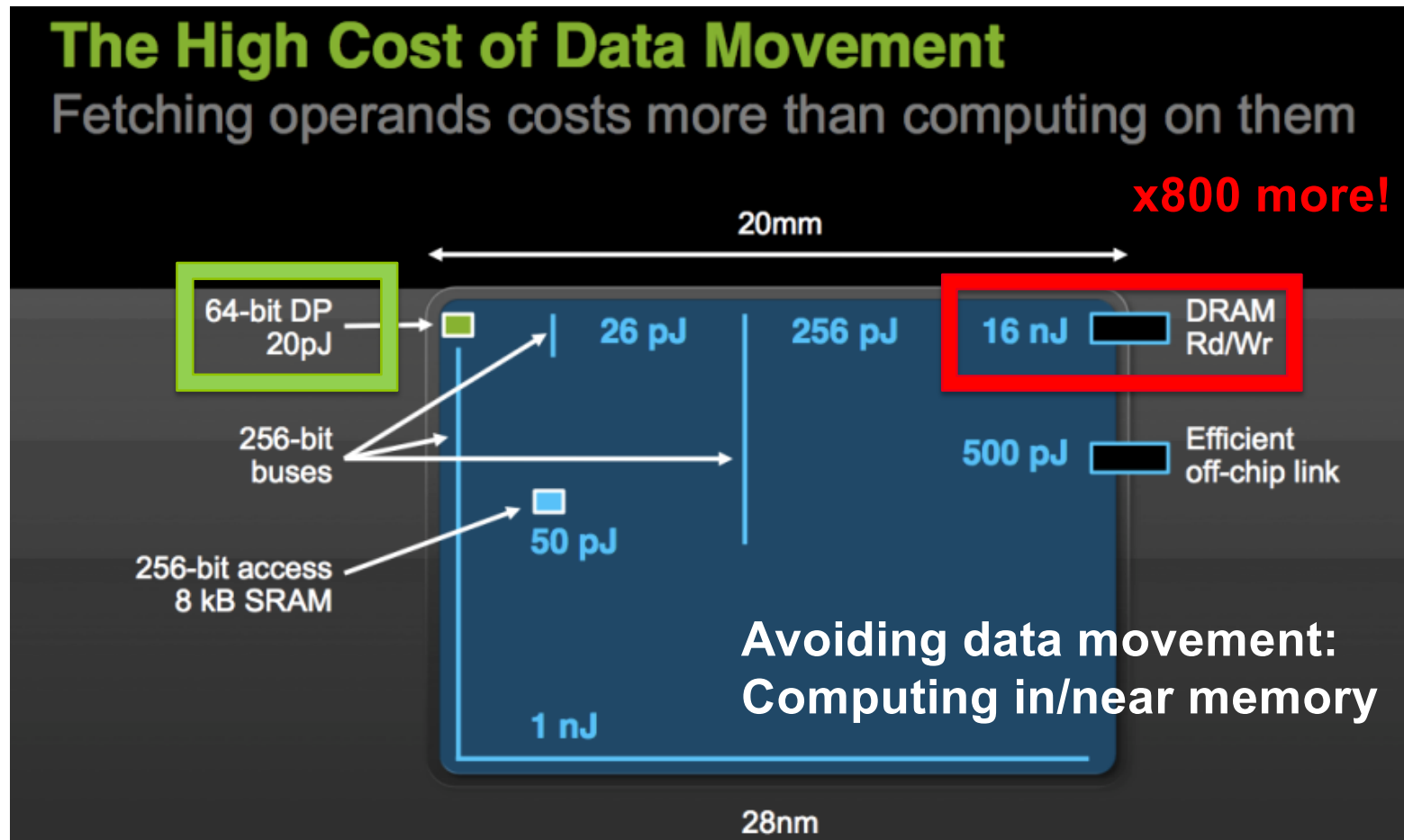
*Electrochemical
effect*

NEW ARCHITECTURE PARADIGMS WITH NVM



From Denis Dutoit

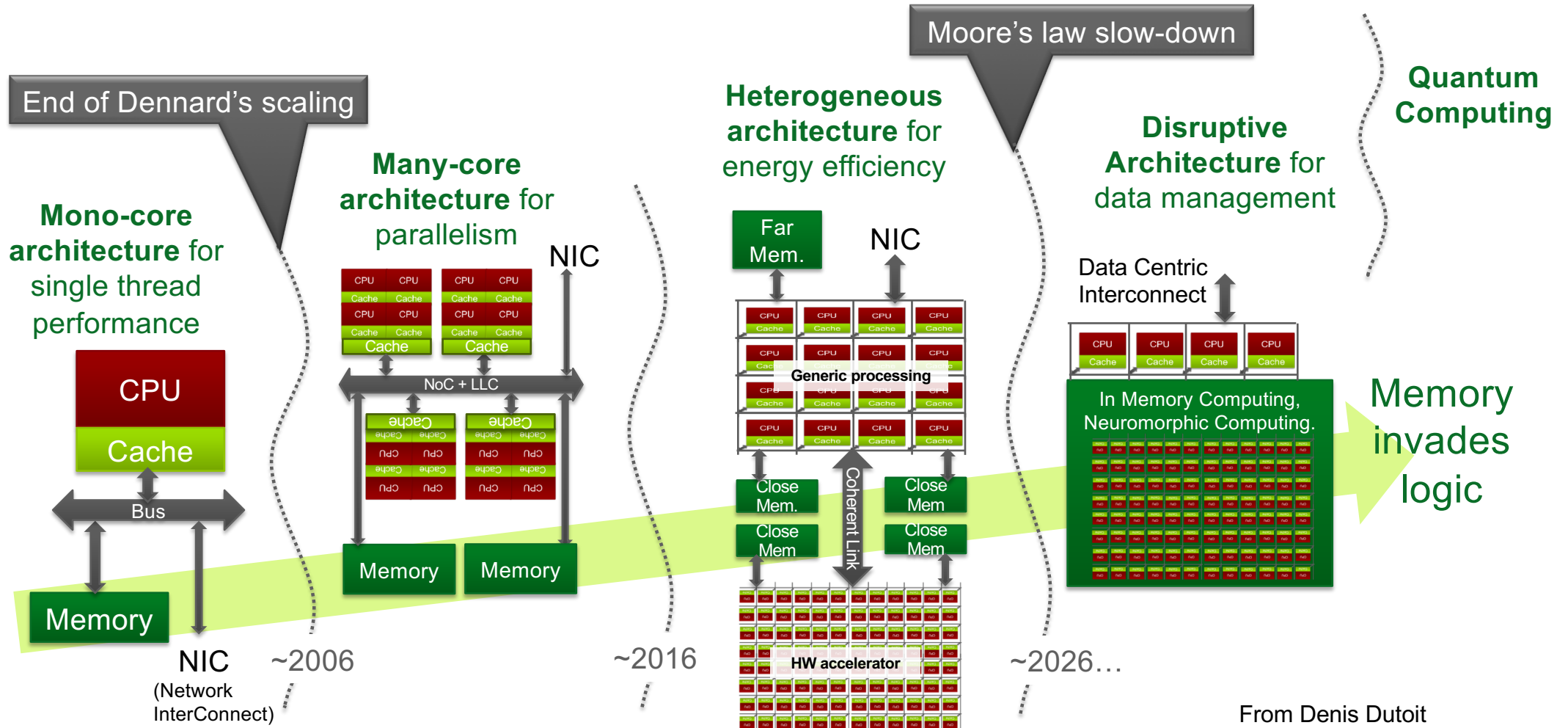
SOLVING THE ENERGY CHALLENGE: COST OF MOVING DATA



Source: Bill Dally, « To ExaScale and Beyond »

www.nvidia.com/content/PDF/sc_2010/theater/Dally_SC10.pdf

PROCESSOR ARCHITECTURE EVOLUTION



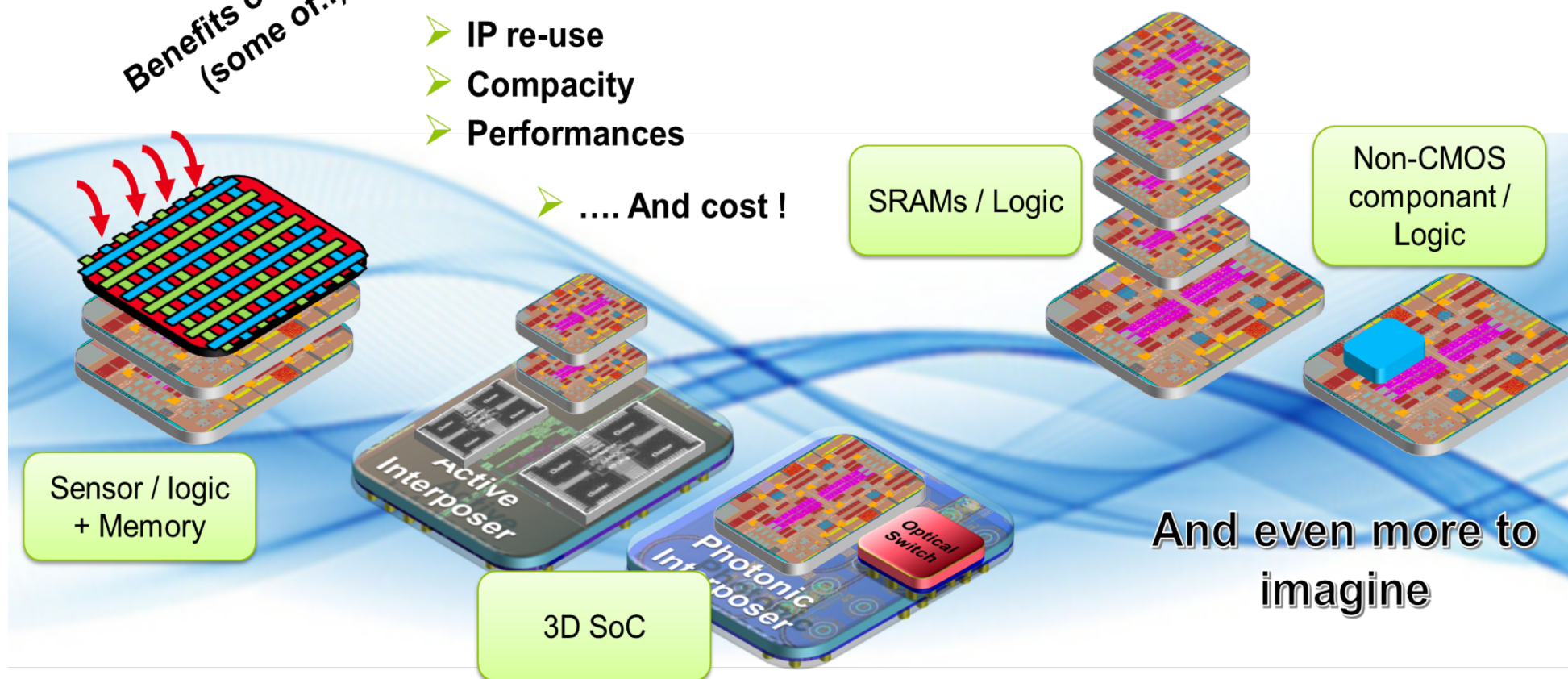
HETEROGENEOUS INTEGRATION

2.5 stacking with chiplets and interposers for heterogeneous integration

Benefits of 3DVLSI
(some of..)

- Scalability
- Dedicated die function
- IP re-use
- Compacity
- Performances

➤ And cost !

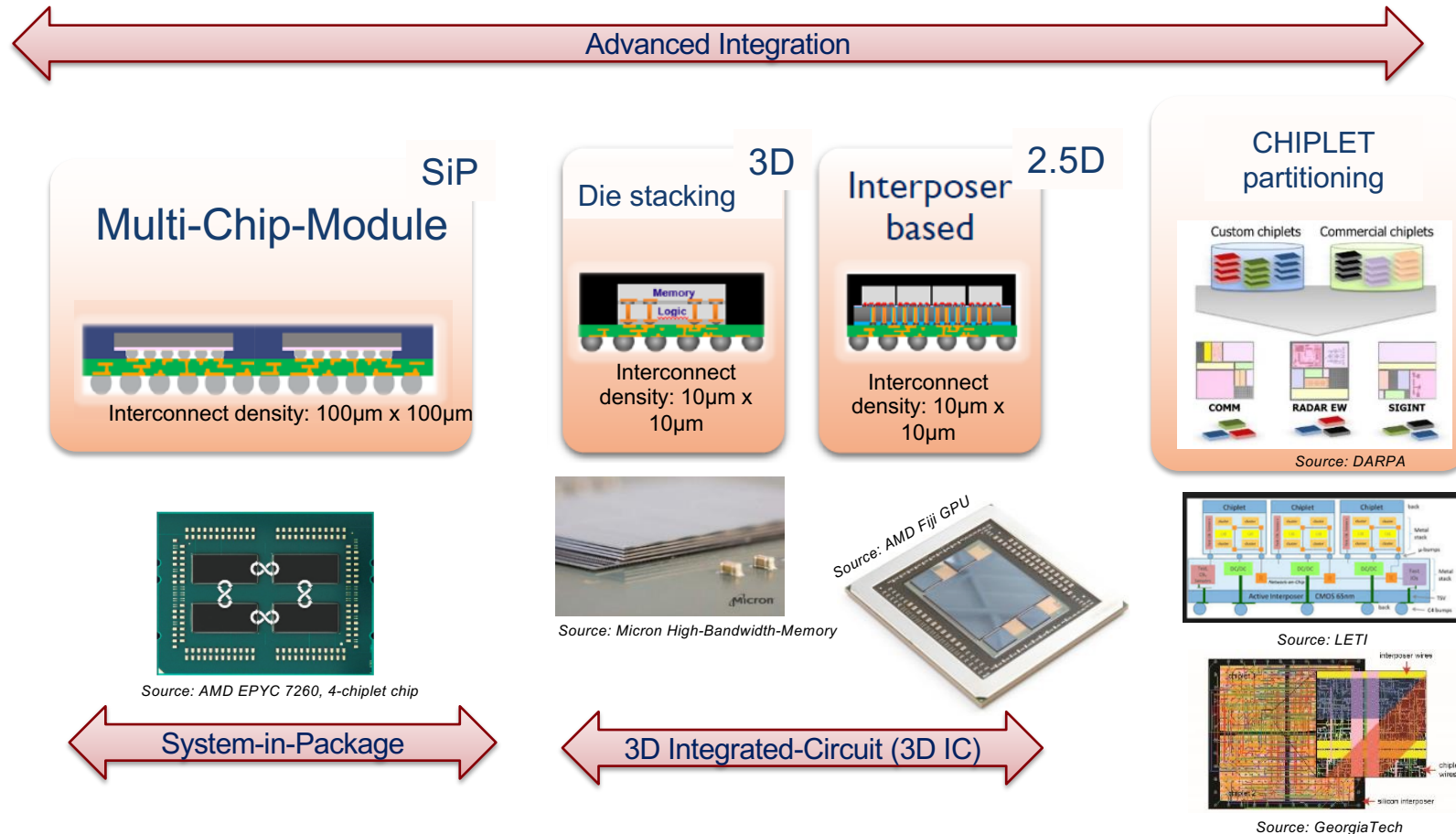


And even more to
imagine

The future of 3D VLSI @ Leti

FROM ADVANCED PACKAGING TECHNOLOGIES

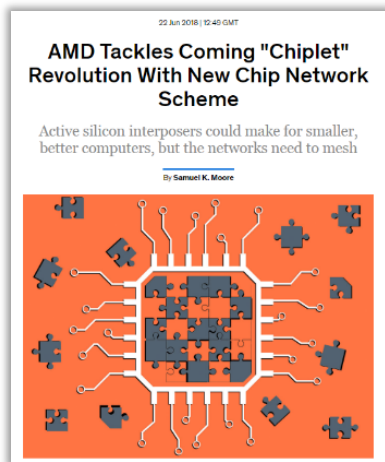
... TO CHIPLETS



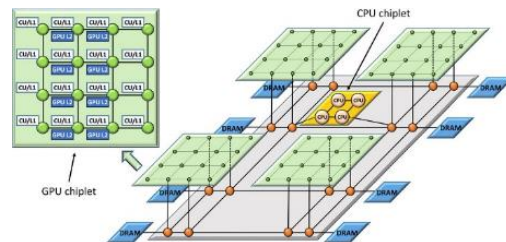
From Denis Dutoit

SOME RECENT ANNOUNCEMENTS ... ON CHIPLETS & ACTIVE INTERPOSERS

From AMD



<https://spectrum.ieee.org/tech-talk/semiconductors/design/amd-tackles-coming-chiplet-revolution-with-new-chip-network-scheme>



[J. Yin et al., "Modular Routing Design for Chiplet-based Systems", ISCA'2018]

... and INTEL

Intel unveils a groundbreaking way to make 3D chips

"Foveros" will let Intel stack logic chips on top of each other.

Devindra Hardawar, @devindra
12.12.18 in GadGetry

39
Comments

870
Shares



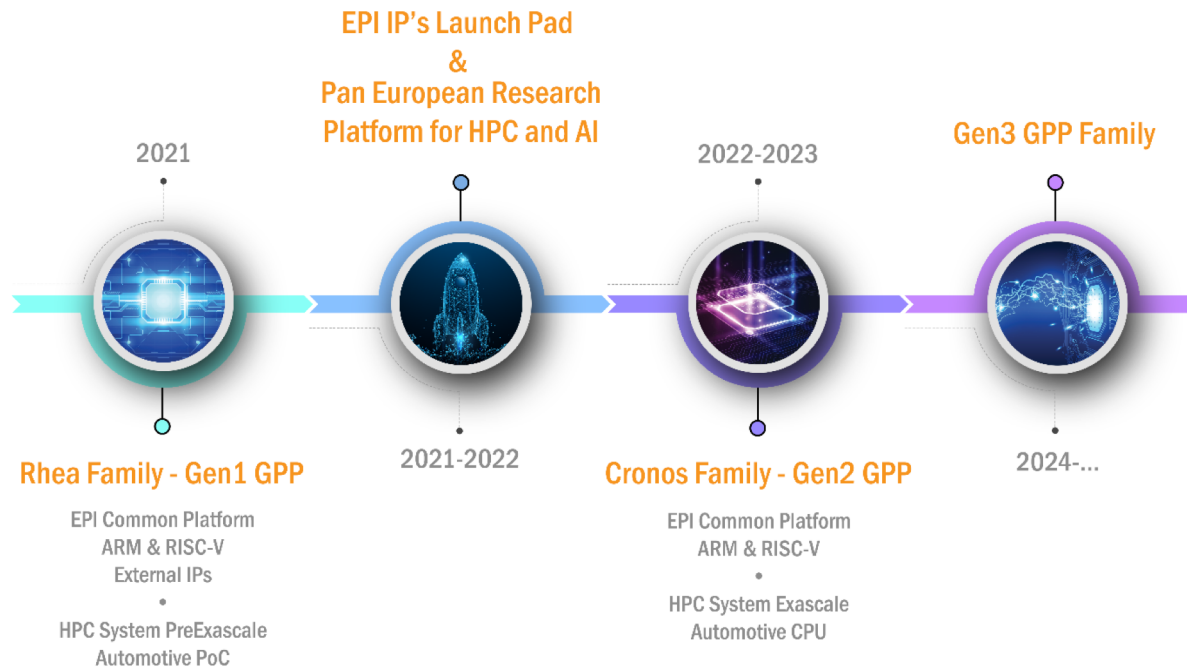
As it's getting more difficult to cram transistors next to each other in chips, and we near the end of Moore's Law, the only choice is to go vertical. Literally. That's the essence of 3D chip design, and it's the crux of a major



<https://www.engadget.com/2018/12/12/intel-foveros-3d-chip/?ypt=yahoo&guccounter=2>

From Denis Dutoit

EUROPEAN PROCESSOR INITIATIVE



PROJECT PILLARS

- Common platform and global architecture stream
- HPC general purpose processor stream
- Accelerator stream
- Automotive platform stream

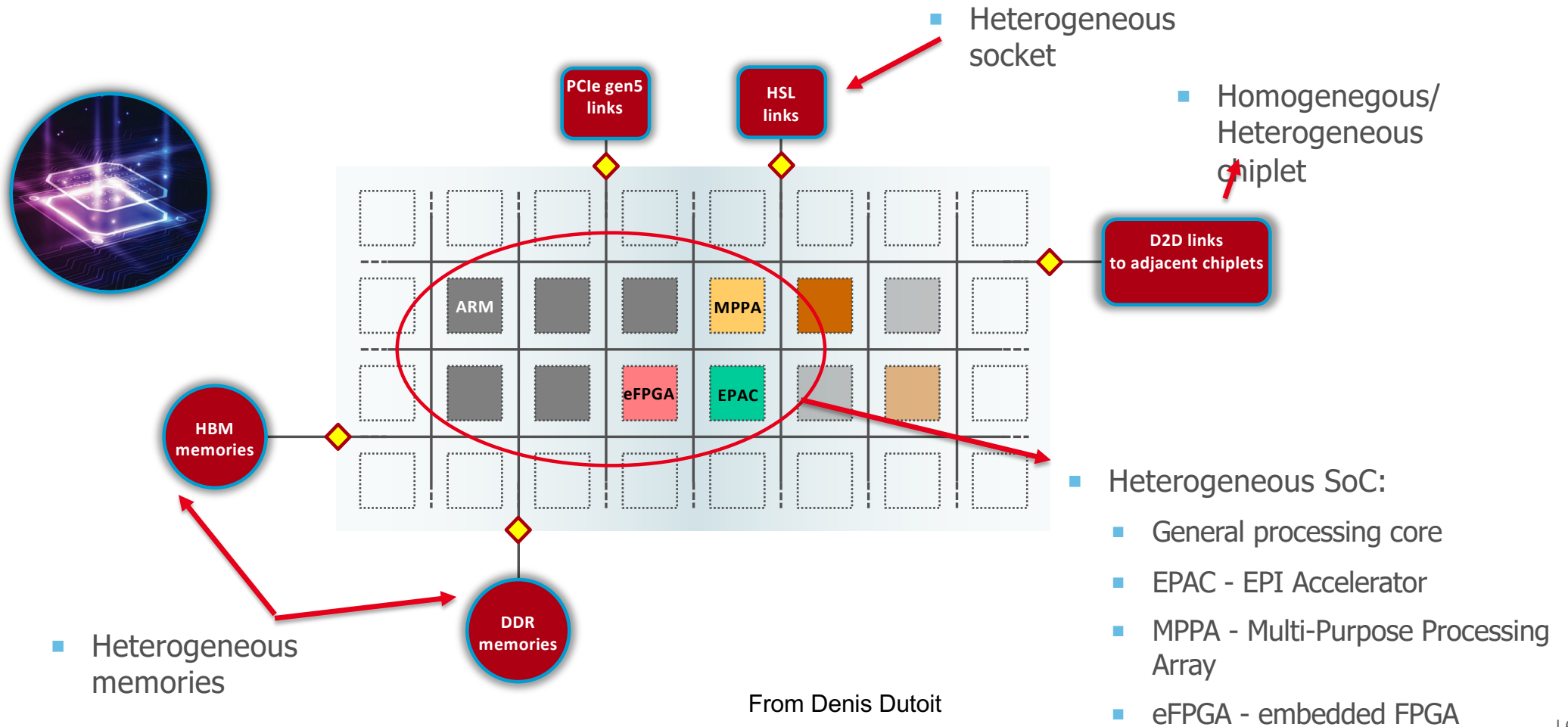
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www.european-processor-initiative.eu



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 826647

COMMON PLATFORM FOR MULTI-LEVEL HETEROGENEOUS INTEGRATION



ELECTRONS VERSUS PHOTONS

Electrons: Easy to create and interface

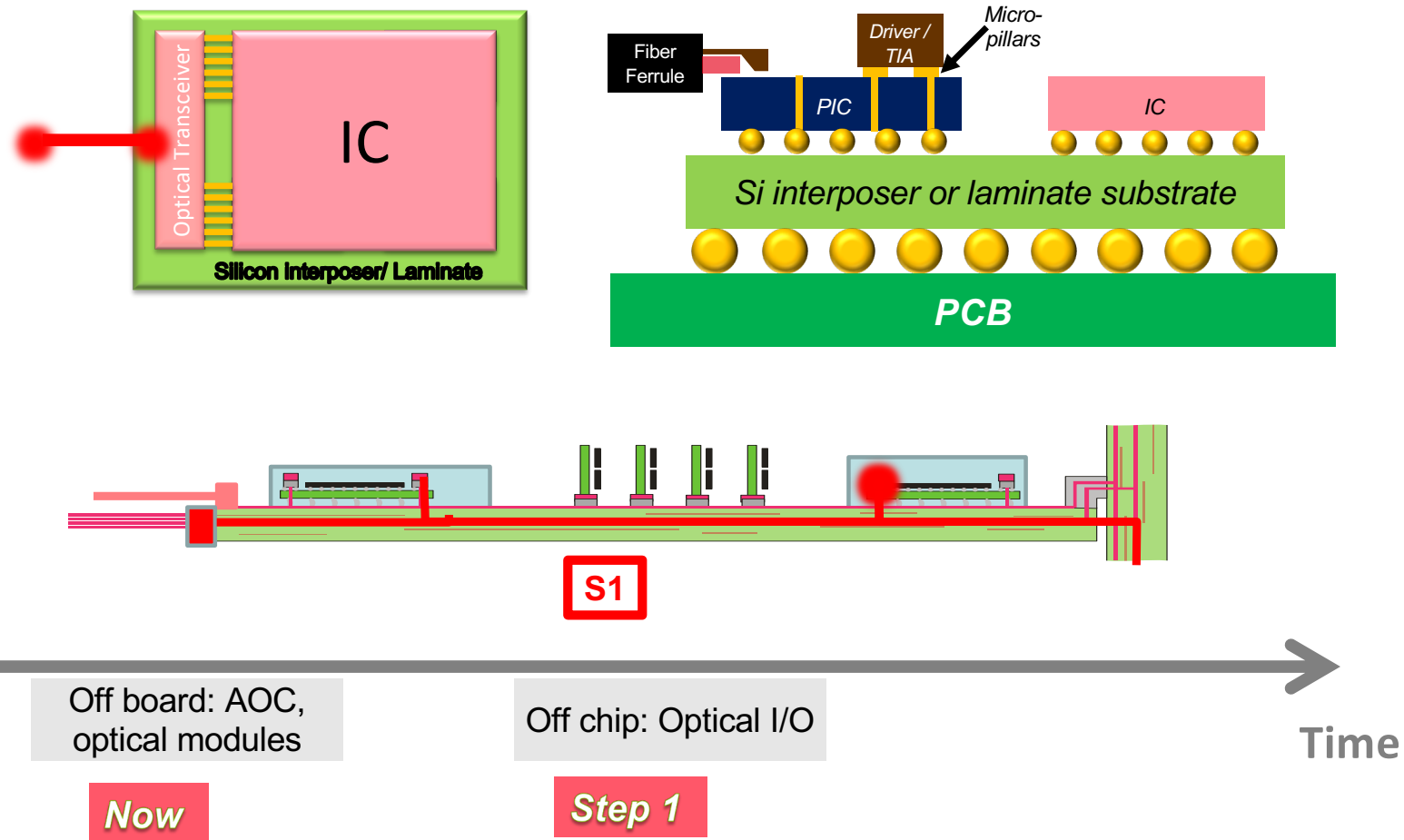
Attenuation with the distance (Ohm's law)

Photons: Energy demanding for creation and interfacing

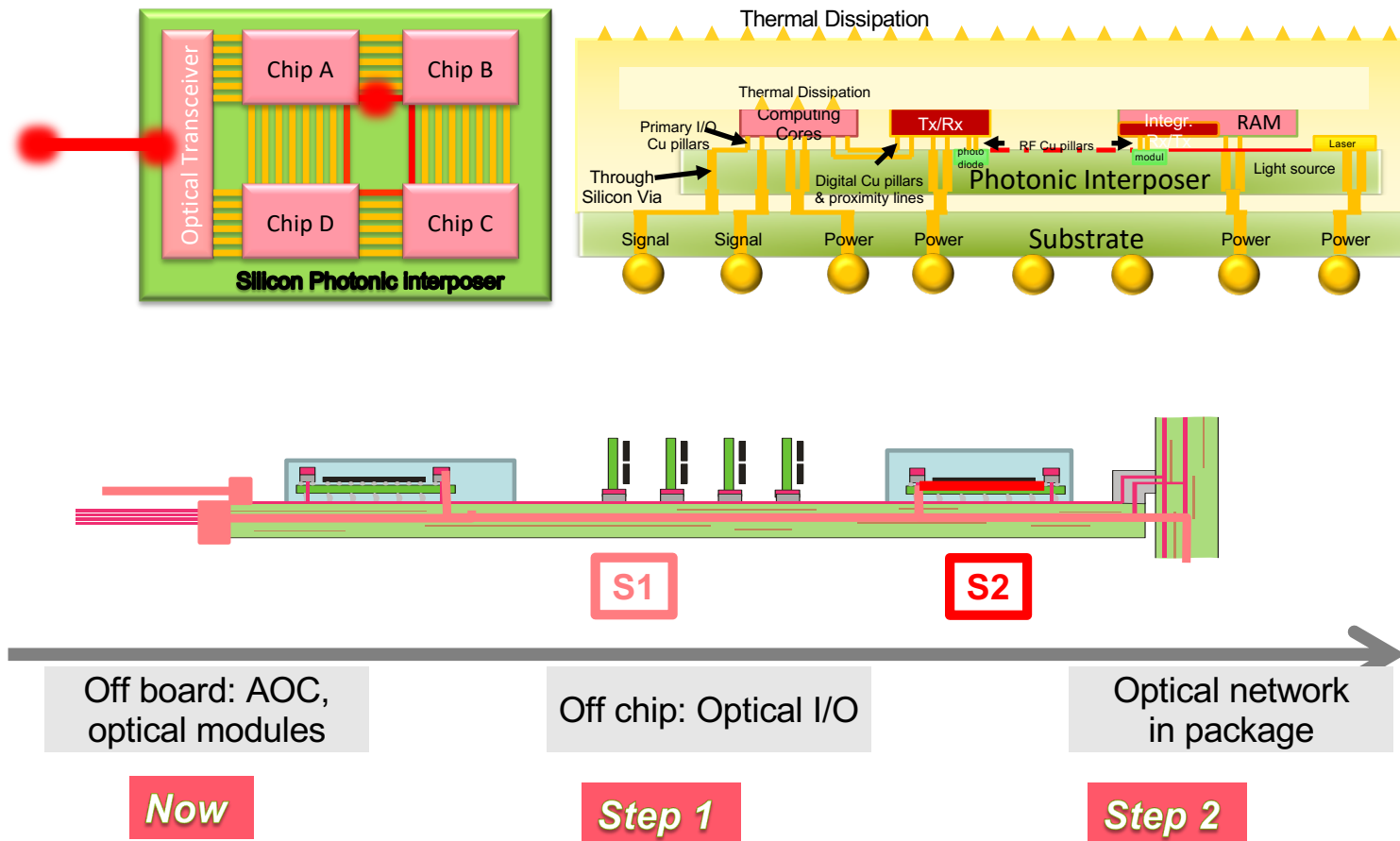
Low attenuation with the distance

OFF-CHIP PHOTONICS

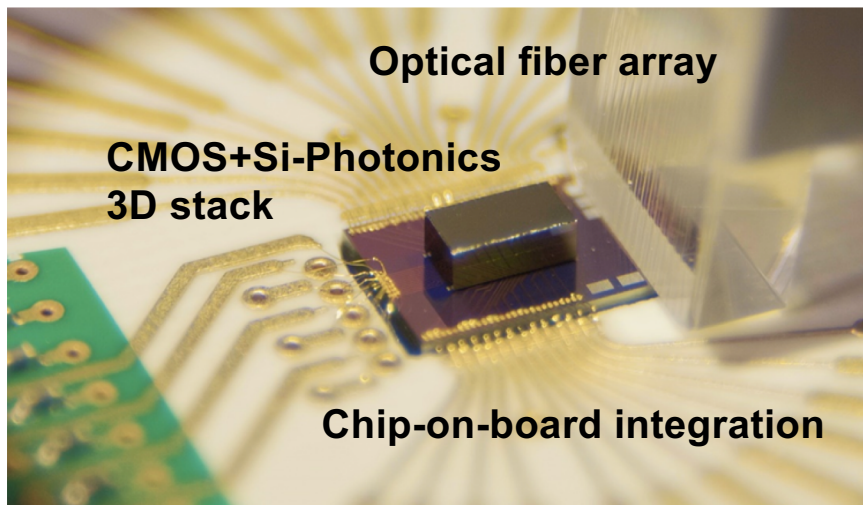
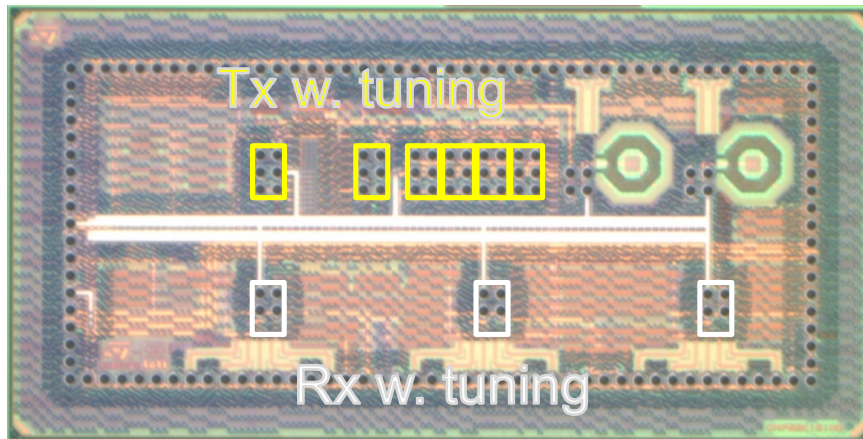
Photonics: cost in sending information, nearly *nothing in transmission*



IN-PACKAGE PHOTONICS

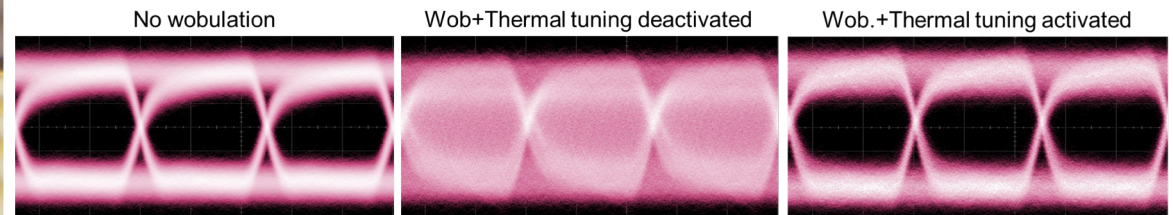


DEMONSTRATION OF A THERMALLY TUNED WDM ELECTRO-OPTICAL LINK



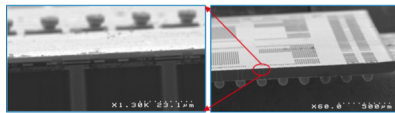
- **1Tbps/mm²** bandwidth density
- Tight technology integration of E/O ring modulators within a 3D stack
- Integrated thermal tuning robust to compute fabric heating

[LETI: Y. Thonnart, ISSCC2018]

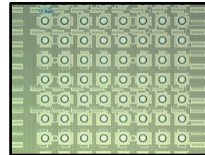


LETI'S SI-PHOTONICS ROADMAP FOR POST-EXASCALE COMPUTING

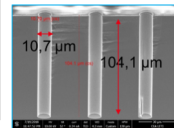
Packaging



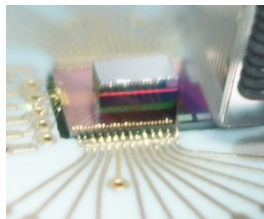
TSV for CMOS



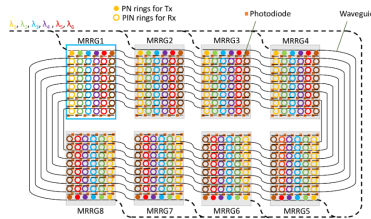
TSV for Si-Pho



Architecture

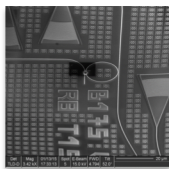


WDM link



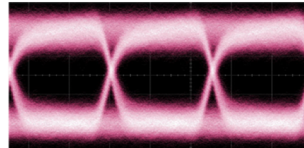
ONoC

Si-Photonics

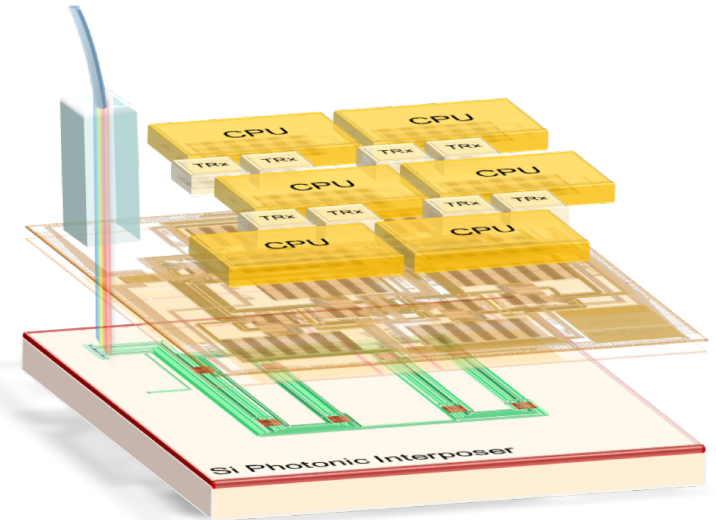


E/O Micro rings

Wob.+Thermal tuning activated



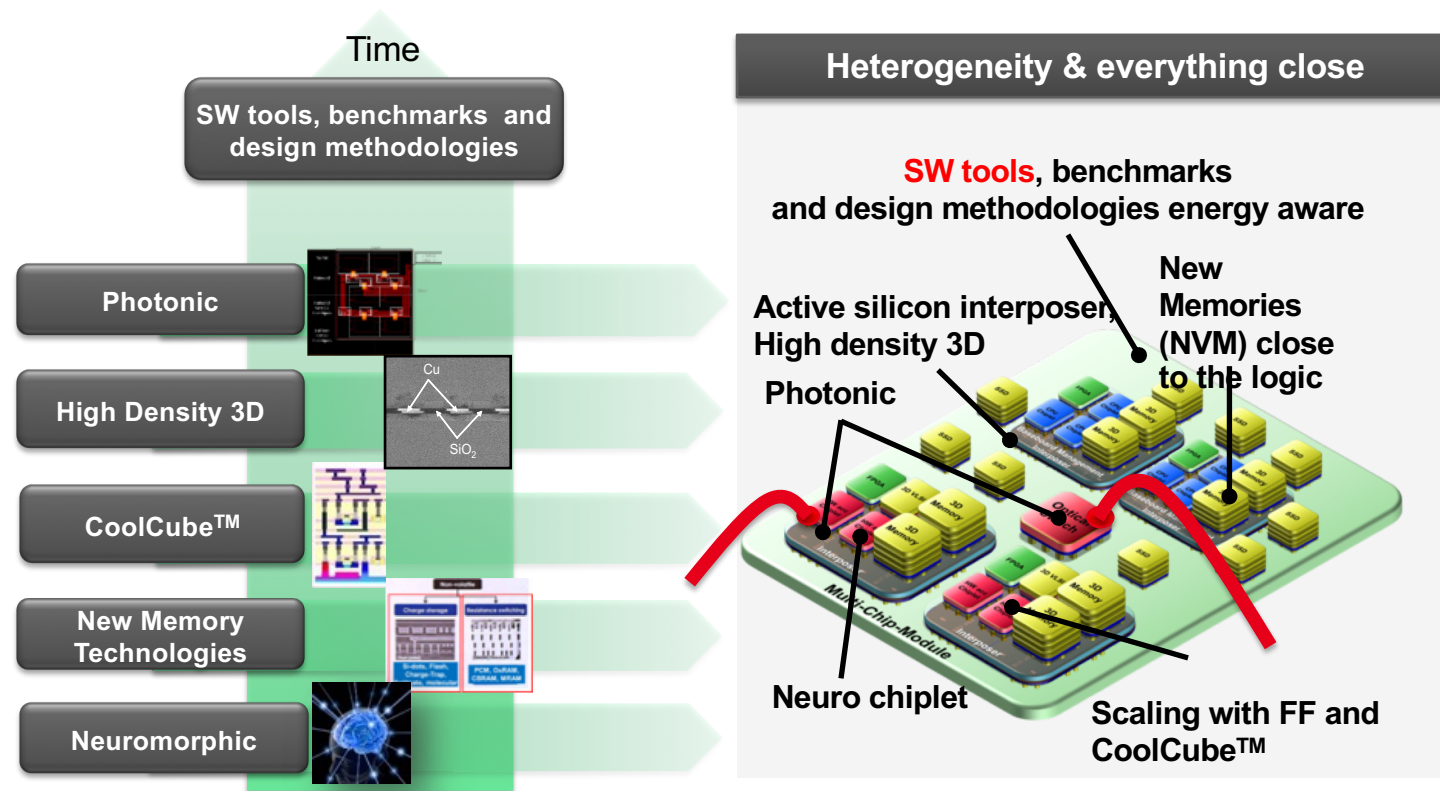
Thermal tuning



- Target demonstrator → 2021
- 96-core cache-coherent processor
- Generic E/O chiplets
- 8-node optical NoC
 - 576 Gbit/s aggregated bandwidth
 - 384 microring resonators
 - ~10 ns electro-optical latency

From Denis Dutoit

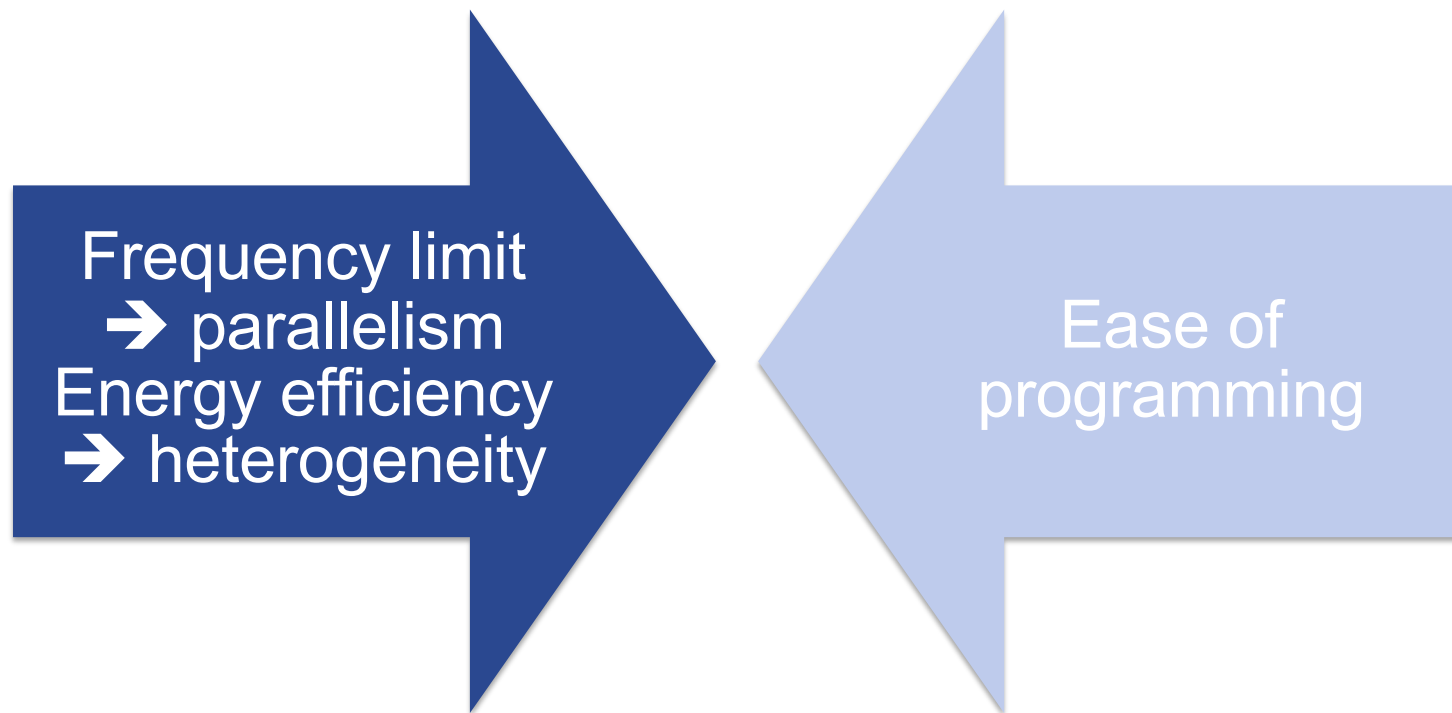
POTENTIAL SOLUTION FOR POST EXASCALE BOARD



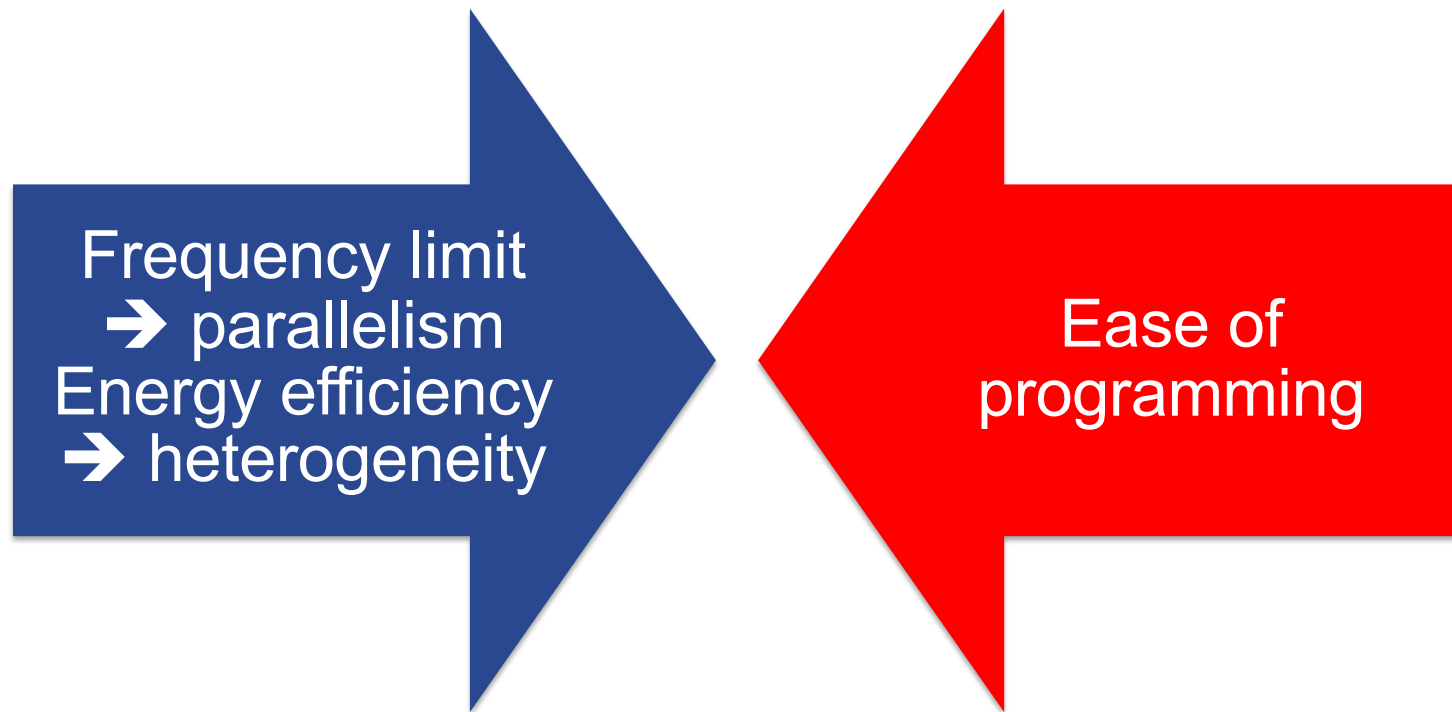
Outline

- 1) Evolution of application scope: the continuum
- 2) Hardware heterogeneity and orchestration
- 3) **Software?**

PARALLELISM AND SPECIALIZATION ARE NOT FOR FREE...



PARALLELISM AND SPECIALIZATION ARE NOT FOR FREE...

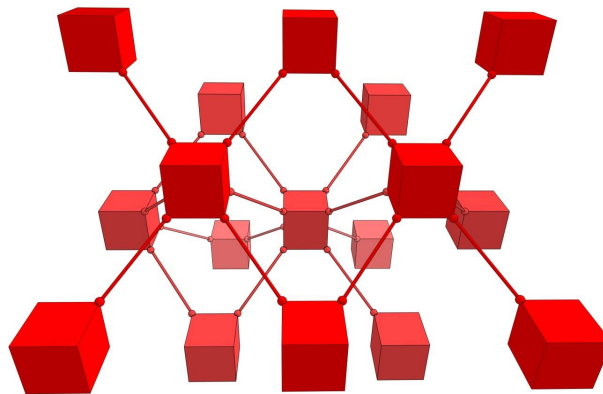


MANAGING COMPLEXITY....

“Nontrivial software written with threads, semaphore, and mutexes is incomprehensible by humans”

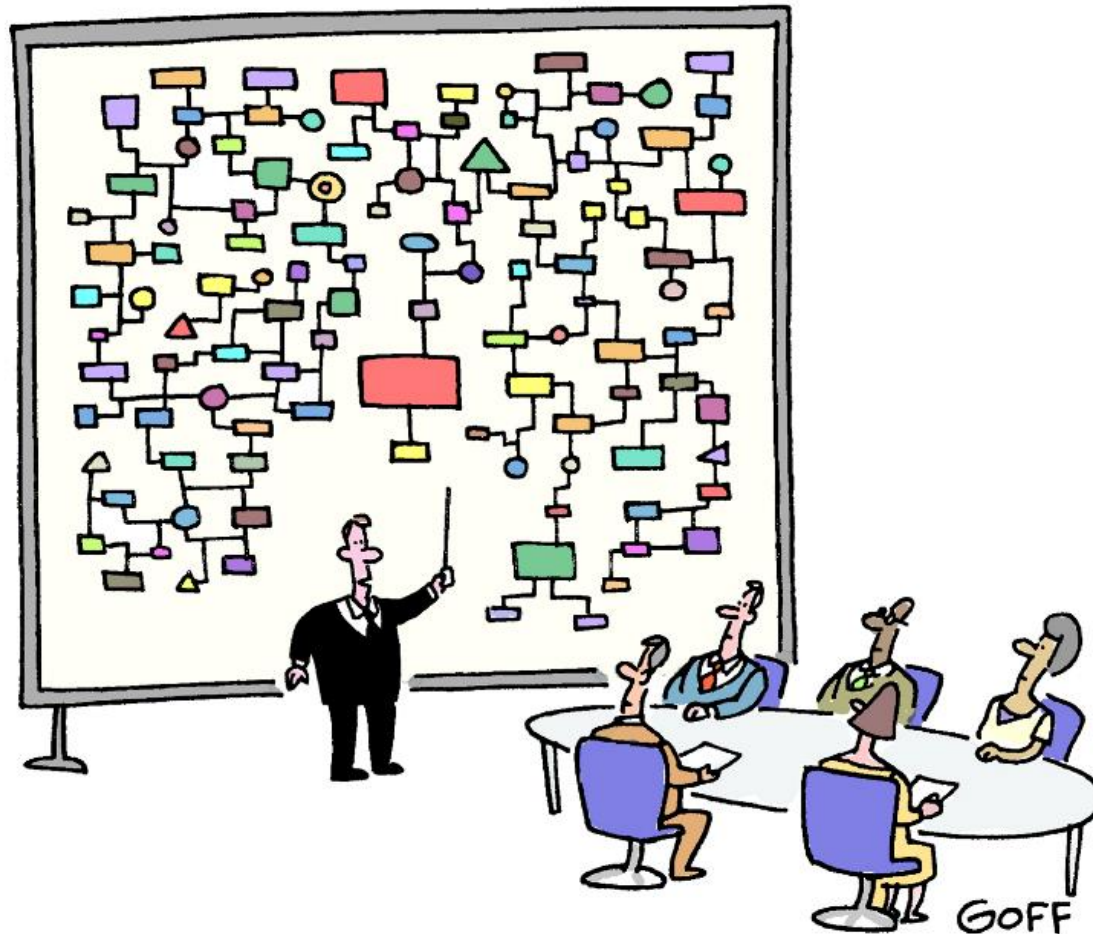
Edward A. Lee

**The future of embedded software
ARTEMIS 2006**



Parallelism, multi-cores, heterogeneity,
distributed computing, seems to be too
complex for humans ?

MANAGING COMPLEXITY



Cognitive solutions for complex computing systems:

- Using **AI and optimization techniques for computing systems**
 - Creating new hardware
 - Generating code
 - Optimizing systems
- Similar to ***Generative design*** for mechanical engineering

"And that's why we need a computer."

USING AI FOR MAKING COMPUTING SYSTEMS: “GENERATIVE DESIGN” APPROACH

The user *only states desired goals and constraints*

-> The *complexity wall* might *prevent explaining* the solution



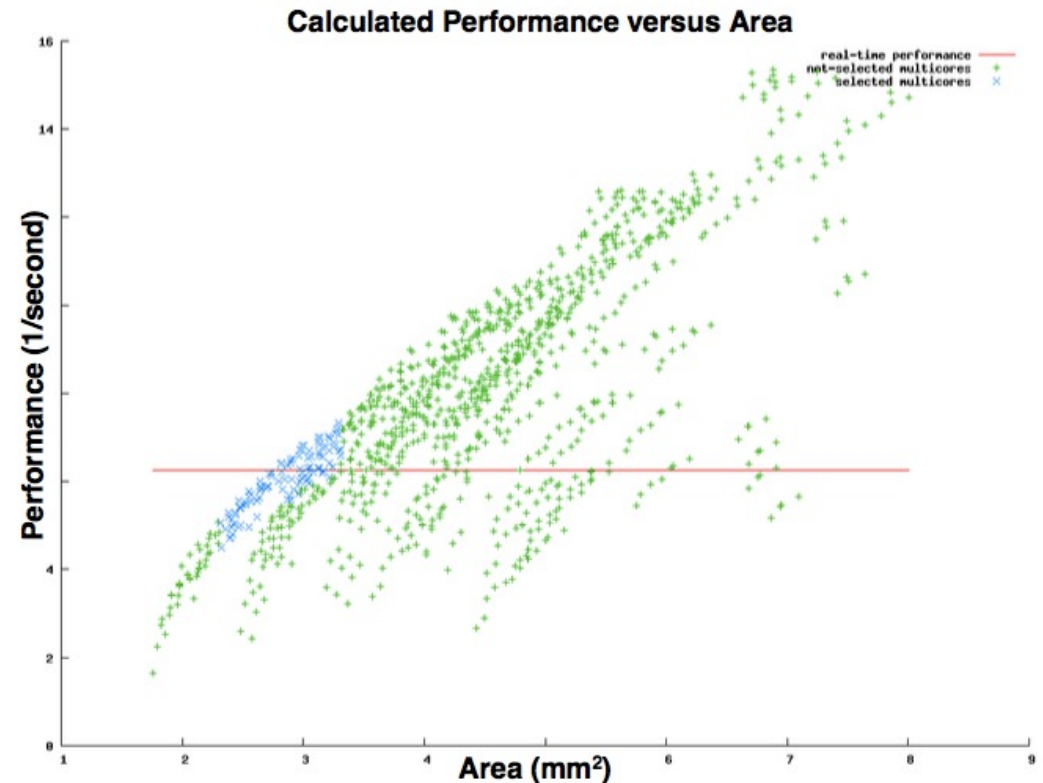
Motorcycle swingarm: the piece that hinges the rear wheel to the bike's frame



EXAMPLE: DESIGN SPACE EXPLORATION FOR DESIGN MULTI-CORE PROCESSORS¹ (2010)

- Ne-XVP project – Follow-up of the TriMedia VLIW (<https://en.wikipedia.org/wiki/Ne-XVP>)
- 1,105,747,200 heterogeneous multicores in the design space
- 2 millions years to evaluate all design points
- “AI inspired” techniques allowed to reduce the induction time to only few days

=> x16 performance increase



¹ M. Duranton et al., “Rapid Technology-Aware Design Space Exploration for Embedded Heterogeneous Multiprocessors” in Processor and System-on-Chip Simulation, Ed. R. Leupers, 2010

THIS IS ALSO VALID FOR SOFTWARE: AUTOML AND OTHER PROGRAM GENERATORS

contributed articles

Avoid premature commitment, seek design alternatives, and automatically generate performance-optimized software.

BY HOLGER H. HOOS

Programming by Optimization

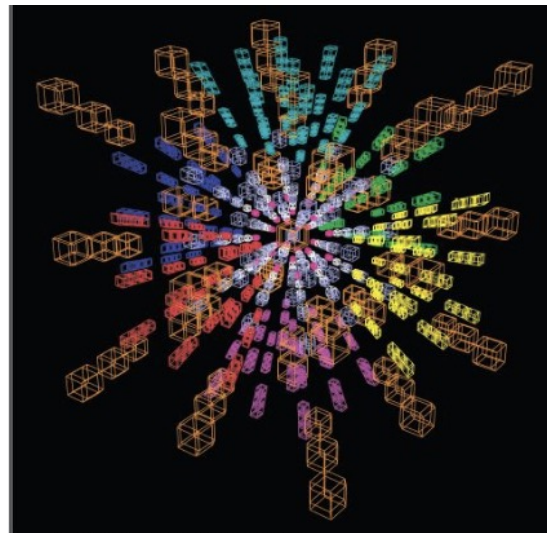
WHEN CREATING SOFTWARE, developers usually explore different ways of achieving certain tasks. These alternatives are often eliminated or abandoned early in the process, based on the idea that the flexibility they afford would be difficult or impossible to exploit later. This article challenges this view, advocating an approach that encourages developers to not only avoid premature commitment to certain design choices but to actively develop promising alternatives for parts of the design. In this approach, dubbed Programming by Optimization, or PbO, developers specify a potentially large design space of programs that accomplish a given task, from which versions of the program optimized for various use contexts are generated automatically, including parallel versions derived from the same sequential sources. We outline a simple, generic programming language extension that supports the specification of such design spaces and discuss ways specific programs

that perform well in a given use context can be obtained from these specifications through relatively simple source-code transformations and powerful design optimization methods. Using PbO, human experts can focus on the creative task of devising possible mechanisms for solving given problems or subproblems, while the tedious task of determining what works best in a given use context is performed automatically, substituting human labor by computation. The potential of PbO is evident from recent empirical results (see the table here). In the first two use cases—mixed integer programming and planning—existing software requiring many design choices in the form of parameters was automatically optimized for speed. This resulted in, for example, up to 52-fold speedups for the widely used commercial IBM BLOQ CPLEX Optimizer software for solving mixed integer programming problems.⁸ In the third use case—verification problems encoded into propositional satisfiability—the proactive development of alternatives for important components of the program were an important part of the design process, enabling even greater performance gains.

Performance Matters
Computer programs and the algo-

Key insights

- Premature commitment to design choices during software development often leads to loss of performance and limited flexibility.
- PbO aims to avoid premature design choices and actively develop design alternatives, leading to large and rich design spaces of programs that can be specified through simple generic constraints of solving programming languages.
- An automated optimization and learning techniques make it possible to explore and find the most efficient alternative over the large spaces of programs arising in PbO-based software development, outperforming traditional sequential and parallel algorithms.



HyperCube10, a fully functional three-dimensional analogue of Rubik's Cubes.

rithms on which they are based frequently involve different ways of getting something done. Sometimes, certain choices are clearly preferable, but it is often unclear a priori which of several design decisions will ultimately give the best results. Such design choices can, and, routinely, do, occur at many levels, from high-level architectural aspects of a software system to low-level implementation details. They are often made based on consid-

erations of maintainability, extensibility, and performance of the system or program under development. This article focuses on this latter aspect of a system's performance, considering only sets of semantically equivalent design choices and situations in which the performance of a program depends on the decisions made for such part of the program for which one or more candidate designs are available, even though these choices do not

Microsoft's AI is learning to write code by itself, not steal it

Written by [Dave Gershgorin](#)

What if instead of searching through menus within programs like Microsoft Excel, our computers could understand the problem we're trying to solve and write the software to solve it? It's a hyper-futuristic idea, but one that has recently seen progress from Microsoft Research and the University of Cambridge.

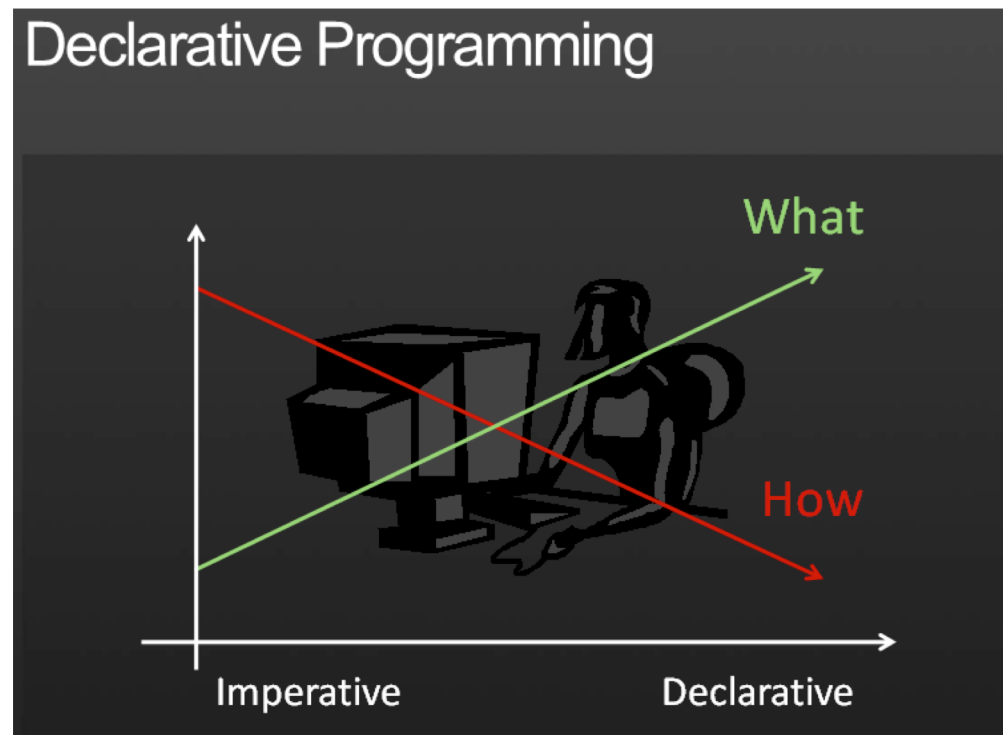
In a [November 2016 paper \(pdf\)](#), which gained notoriety after being accepted into one of the year's largest [artificial intelligence conferences](#), Microsoft and Cambridge built an algorithm capable of writing code that would solve simple math problems. The algorithm, named DeepCoder, would be able to augment its own ability by also looking at potential combinations of code for how a problem could be solved. (It's a bit complicated; we'll break it down later.) However, this doesn't mean it steals code, or copy and pastes it from existing software, or searches the internet for solutions, as [some reports have claimed](#).

Communications of the ACM, 55(2), pp. 70–80, February 2012
www.prog-by-opt.net

PROGRAMMING 2.0: LET THE COMPUTER DO THE JOB

Describing *what* the program should accomplish, rather than describing *how* to accomplish it

- For example, describe the *concurrency* of an application, not how to parallelize the code for it.
- (Good) compilers know better about architecture than humans, they are better at optimizing code...



CONCLUSION

CONCLUSION: WE LIVE AN EXCITING TIME!

“The best way to predict the future is to invent it.”

Alan Kay







Thank you for your attention

Special thank you to Denis Dutoit, Christian Gamrat,
Carlo Reita for their slides I borrowed.

Commissariat à l'énergie atomique et aux énergies alternatives

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