

# GeMS:

# A Generator for Modulo Scheduling Problems

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built GeMS



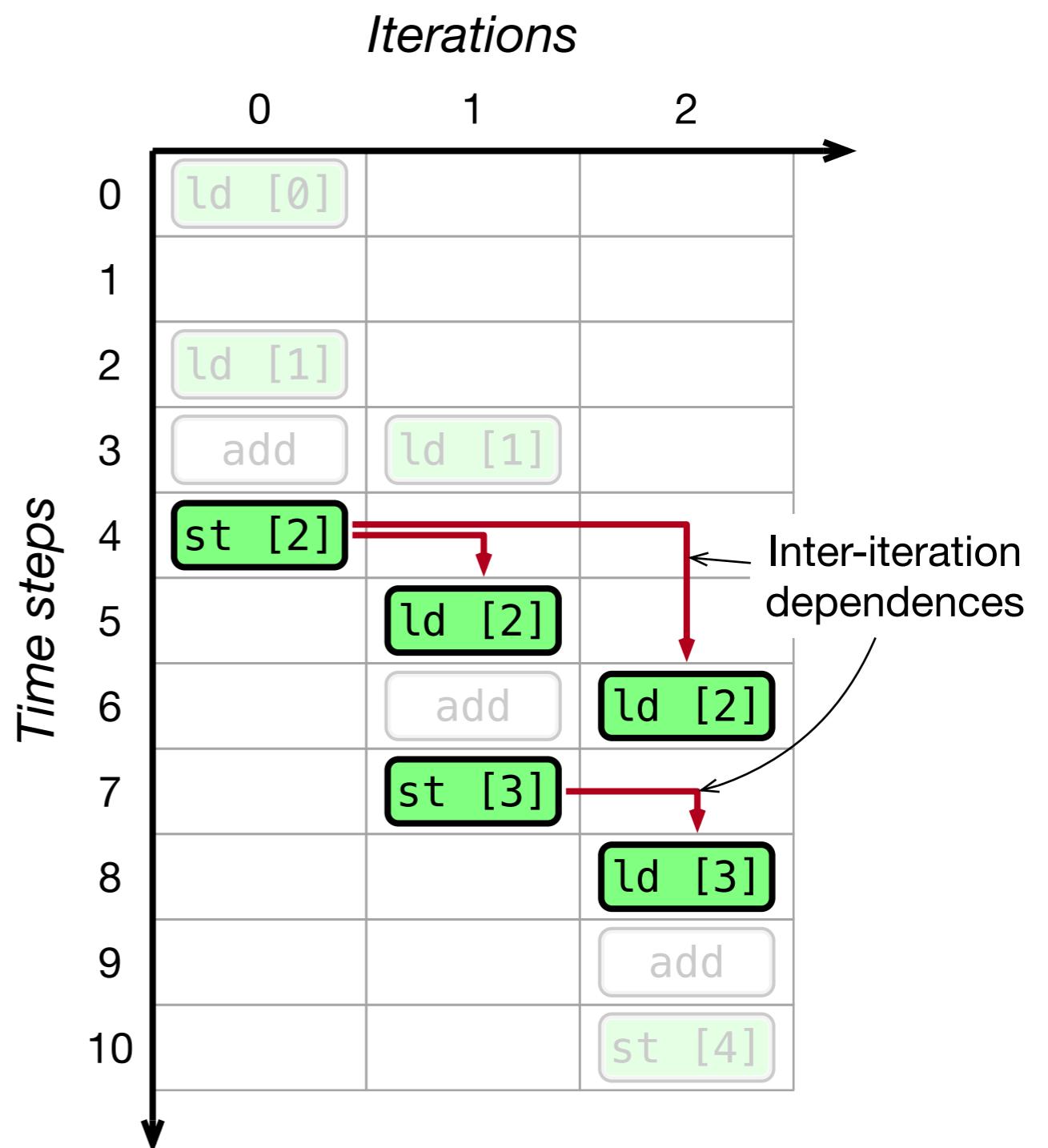
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# Modulo Scheduling

- **Loop/software pipelining**  
= increase throughput by overlapping iterations
- **Modulo schedulers** compute
  - initiation interval (II)
  - start times (= „schedule“)
- Subject to
  - inter-iteration dependences
  - resource constraints



# Why Generate Problems?

- Finding an optimal II and schedule is NP-hard,  

- only a few problem instances are slow/intractable  

- what's a „hard“ instance for a particular scheduler?
- **GeMS**-generated instances „fill the gaps“
  - small/large, sparse/dense, ...
- Long-term: build an **oracle**

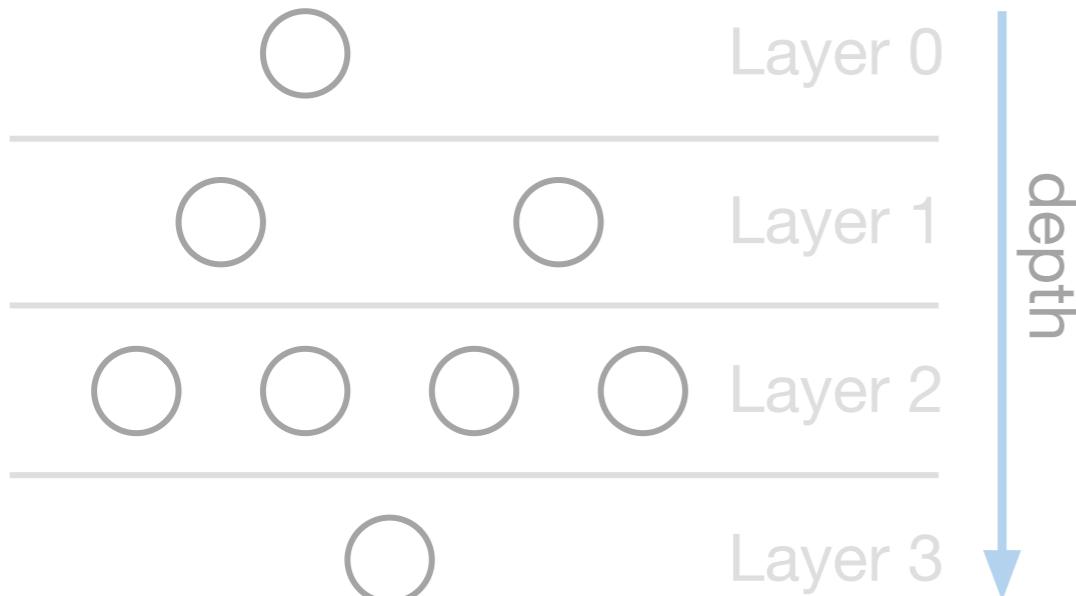
[CASES'16]

[FPL'18]

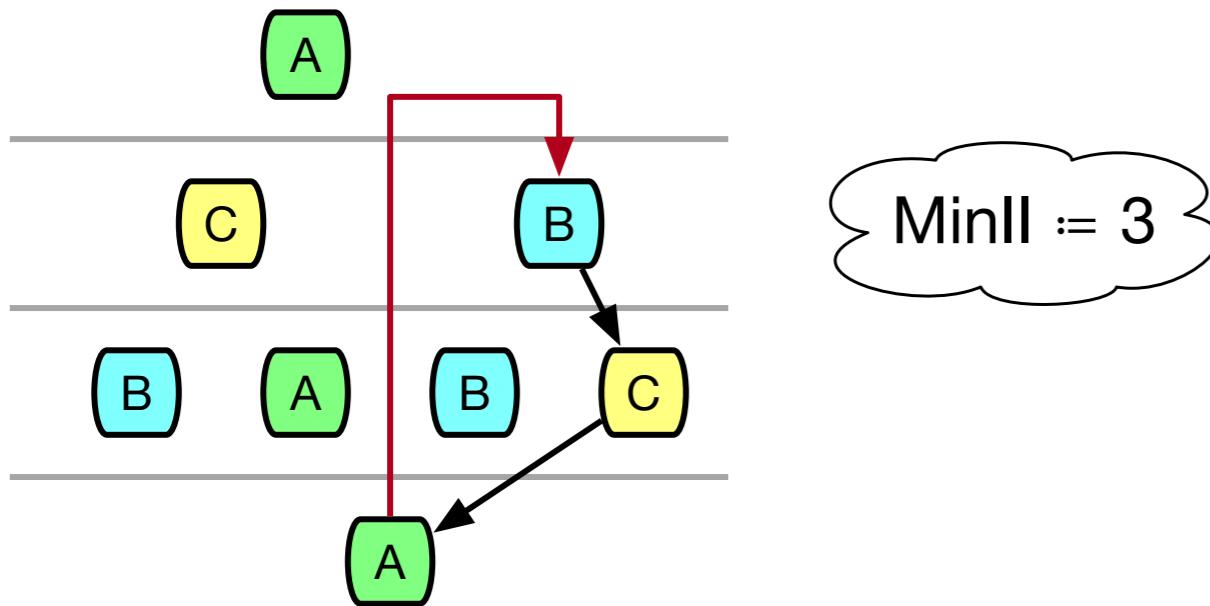
Oppermann et al.: ILP-based Modulo Scheduling for High-level Synthesis

Oppermann et al.: Dependence Graph Preprocessing for Faster Exact Modulo Scheduling in HLS

# Generation Approach



1) Generate layer structure



3) Establish user-specified MinII (optional)

- **MinII** = lower bound for the optimal II
  - schedulers typically try several **candidate IIs**

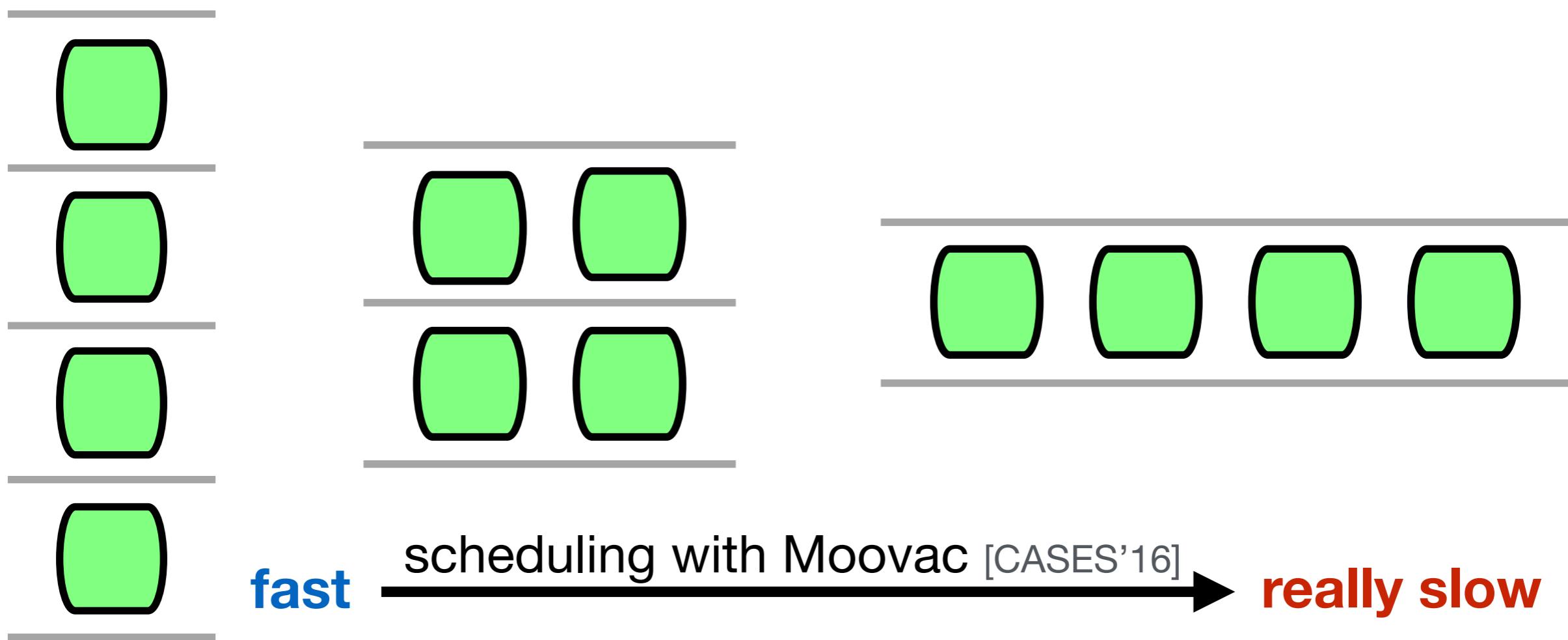
- GeMS picks operations to form a special cycle if needed
  - can be **feasible** or **infeasible** at that II

# Case Study

[CASES'16]

Oppermann et al.: ILP-based Modulo Scheduling for High-level Synthesis

- 48 operations compete for resource type with 2 units
- Using layer structures with **increasing parallelism** among the operations



# Code Example

- GeMS is a **toolkit** written in Java → no CLI
  - source available under Apache License

```
Resource resA = new Resource("A", 2, 2);
Resource resB = new Resource("B", 1, 4);
Resource resC = new Resource("C", 0);

GraphGenerator gen = new GraphGenerator(
    new FixedShapeLayerCreator(/* nodes in layer */ 1, 2, 4, 1),
    new DistributionNodeCreator(new ProbabilityDistribution<>(resA, resB, resC)),
    new EdgeCreator(
        /* edge delay */ new ConstantValueComputer(0),
        /* backedge delay */ new ConstantValueComputer(0),
        /* backedge distance */ new ConstantValueComputer(1)),
        /* forward edges */ new ProbabilityEdgeIncluder(0.0075),
        /* backedges */ new ProbabilityEdgeIncluder(0.0030)
    );
GraphFileUtils.graphToHatScheTFiles(gen.createGraph(/* seed */ 42), "graph");
```

- Export generated graphs directly to **HatScheT** scheduler library
  - great for scheduler research!



# Thanks, see you at the poster!

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## Get GeMS



Try **HatScheT**,  
a toolkit for schedulers



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