



PDLL

Frontend Pattern Language



River Riddle



Background: PDL, Pattern Descriptor Language

This presentation assumes some background on PDL:

- 2021-04-15: Pattern Descriptor Language ; [slides](#) - [recording](#)
- 2019-12-19: Interpreted Pattern Match Execution ; [slides](#) - [recording](#)

Introduction

What is PDLL?

- Frontend DSL for writing MLIR pattern rewrites

What is PDLL?

- Frontend DSL for writing MLIR pattern rewrites
 - Codegens to PDL patterns (i.e. no C++ patterns, but allows C++/native code injection)
 - PDLL patterns can be compiled at runtime

What is PDLL?

- Frontend DSL for writing MLIR pattern rewrites
 - Codegens to PDL patterns (i.e. no C++ patterns, but allows C++/native code injection)
 - PDLL patterns can be compiled at runtime
- Designed as a high-level representation of MLIR and PatternRewriter constructs
 - Support for all MLIR constructs; Optional, Variadic, Region, Successor, etc.

What is PDLL?

- Frontend DSL for writing MLIR pattern rewrites
 - Codegens to PDL patterns (i.e. no C++ patterns, but allows C++/native code injection)
 - PDLL patterns can be compiled at runtime
- Designed as a high-level representation of MLIR and PatternRewriter constructs
 - Support for all MLIR constructs; Optional, Variadic, Region, Successor, etc.
- Built with modern language tooling in mind
 - Code completion, go-to-definition, formatting, etc.

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use
- What about Tablegen-DRR?

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use
- What about Tablegen-DRR?
 - Tablegen is not an ideal host language for MLIR constructs
 - Problems have arose with multi-result operations, replacing multi operations, constraint application, ...

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use
- What about Tablegen-DRR?
 - Tablegen is not an ideal host language for MLIR constructs
 - Problems have arose with multi-result operations, replacing multi operations, constraint application, ...

```
// Suppose we have a three result operation, defined as seen below.
def ThreeResultOp : Op<"three_result_op"> {
  let arguments = (ins ...);

  let results = (outs
    AnyTensor:$output1,
    AnyTensor:$output2,
    AnyTensor:$output3
  );
}

// To bind the results of `ThreeResultOp` in a TDRR pattern, we bind all results
// to a single name and use a special naming convention: `__N`, where `N` is the
// N-th result.
def : Pattern<(ThreeResultOp:$results ...),
  [ (... $results_0), ..., (... $results_2), ... ];
```

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use
- What about Tablegen-DRR?
 - Tablegen is not an ideal host language for MLIR constructs
 - Problems have arose with multi-result operations, replacing multi operations, constraint application, ...

```
// Suppose we have a three result operation, defined as seen below.
def ThreeResultOp : Op<"three_result_op"> {
  let arguments = (ins ...);

  let results = (outs
    AnyTensor:$output1,
    AnyTensor:$output2,
    AnyTensor:$output3
  );
}

Pattern {
  // In PDLL, we can directly reference the results of an operation variable.
  let threeResultOp = op<my_dialect.three_result_op>;
  let userOp = op<my_dialect.user_op>(threeResultOp.output1, threeResultOp.output3);
}

// To bind the results of `ThreeResultOp` in a TDRR pattern, we bind all results
// to a single name and use a special naming convention: `__N`, where `N` is the
// N-th result.
def : Pattern<(ThreeResultOp:$results ...),
  [ (... $results_0), ..., (... $results_2), ... ];
```

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use
- What about Tablegen-DRR?
 - Tablegen is not an ideal host language for MLIR constructs
 - Problems have arose with multi-result operations, replacing multi operations, constraint application, ...

```
// Suppose we have a three result operation, defined as seen below.
```

```
def ThreeResultOp : Op<"three_result_op"> {
  let arguments = (ins ...);

  let results = (outs
    AnyTensor:$output1,
    AnyTensor:$output2,
    AnyTensor:$output3
  );
}
```

```
// To bind the results of `ThreeResultOp` in a TDI
// to a single name and use a special naming conv.
// N-th result.
```

```
def : Pattern<(ThreeResultOp:$results ...),
  [ (... $results_0), ..., (... $results_2), ... ]>;
```

```
Pattern {
```

```
// In PDLL, we can directly reference the results of an operation variable.
```

```
let threeResultOp = op<my_dialect.three_result_op>;
```

```
let userOp = op<my_dialect.user_op>([threeResultOp.out, threeResultOp.output3]);
```

```
0: Value
```

```
tensor of any type values
```

```
::mlir::TensorType
```

```
×
output1 (field #0)
output2 (field #1)
output3 (field #2)
```

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use
- What about Tablegen-DRR?
 - Tablegen is not an ideal host language for MLIR constructs
 - Problems have arose with multi-result operations, replacing multi operations, constraint application, ...
- Why not X language?
 - Yes and No

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use
- What about Tablegen-DRR?
 - Tablegen is not an ideal host language for MLIR constructs
 - Problems have arose with multi-result operations, replacing multi operations, constraint application, ...
- Why not X language?
 - No
 - Extra dependencies, environment, performance, tooling, subset of language to support, etc. considerations

Why PDLL?

- Provide a declarative rewrite infrastructure that is easy and pleasant to use
- What about Tablegen-DRR?
 - Tablegen is not an ideal host language for MLIR constructs
 - Problems have arose with multi-result operations, replacing multi operations, constraint application, ...
- Why not X language?
 - No
 - Extra dependencies, environment, performance, tooling, subset of language to support, etc. considerations
 - Yes
 - PDL (the underlying infra) was designed with multiple frontends in mind
 - Different users have different constraints

Language Demo

Status

Roadmap

- Current Status
 - Everything in the demo
 - Focusing on useful initial feature set (e.g. what is needed to delete TDRR)

Roadmap

- Current Status
 - Everything in the demo
 - Focusing on useful initial feature set (e.g. what is needed to delete TDRR)
- Next steps
 - Support Blocks and Regions, DialectConversion type conversions, etc.
 - Performance improvements and optimizations for PDL

Roadmap

- Current Status
 - Everything in the demo
 - Focusing on useful initial feature set (e.g. what is needed to delete TDRR)
- Next steps
 - Support Blocks and Regions, DialectConversion type conversions, etc.
 - Performance improvements and optimizations for PDL
 - Formalize RFC and develop upstream

Thanks

Proprietary + Confidential