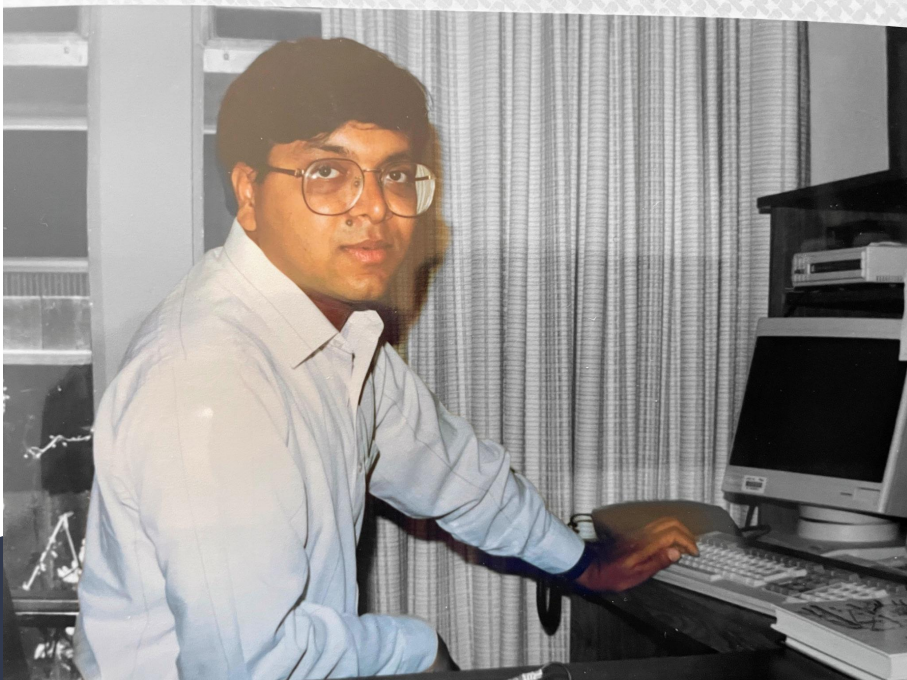


Trials and Tribulations of A “High-Level” Kind

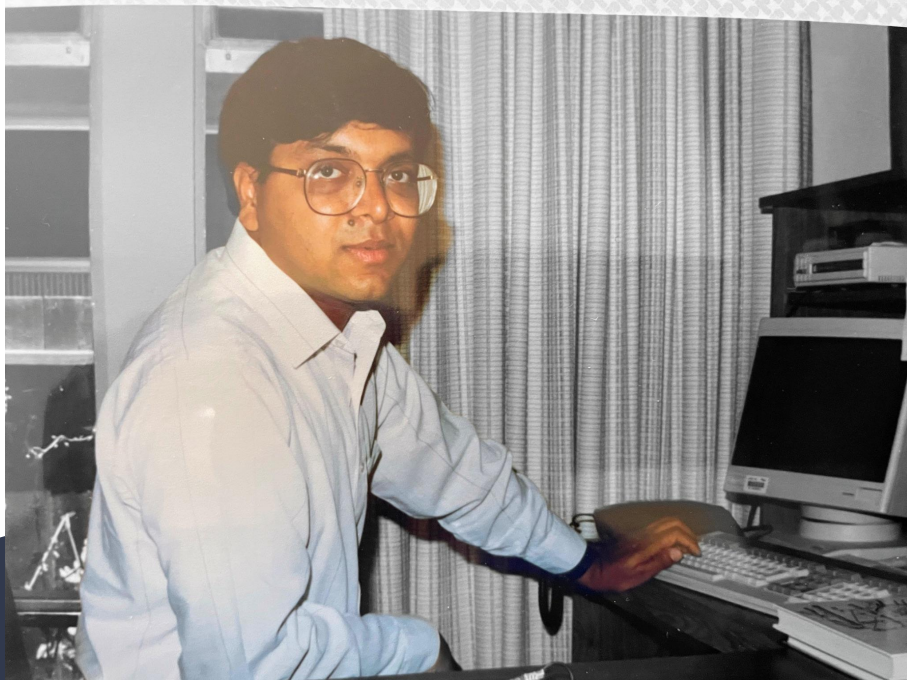


Rajesh K Gupta
UC San Diego.

<https://hdsi.me/MESLone>

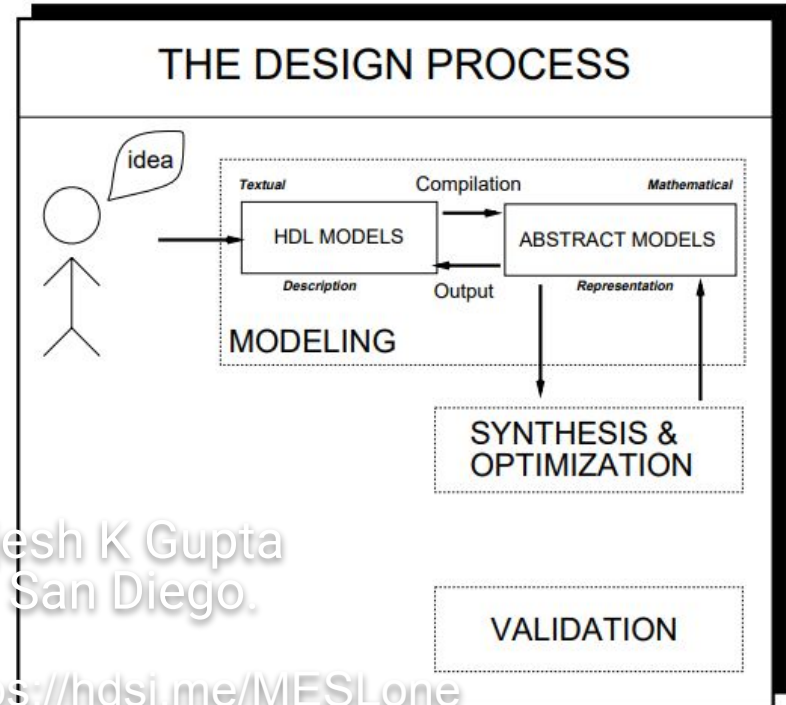
<https://bit.ly/GuptaNanni2024>

Trials and Tribulations of A “High-Level” Kind



Rajesh K Gupta
UC San Diego.

<https://hdsi.me/MESI/one>



<https://bit.ly/GuptaNanni2024>

Ku and Frey's Kingdom of Olympus, SIF and SLIF

```

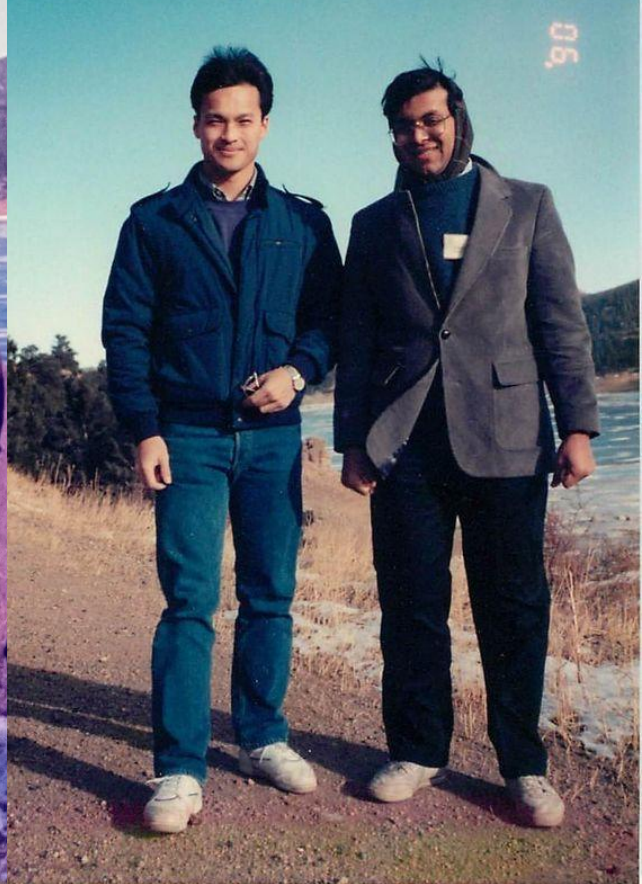
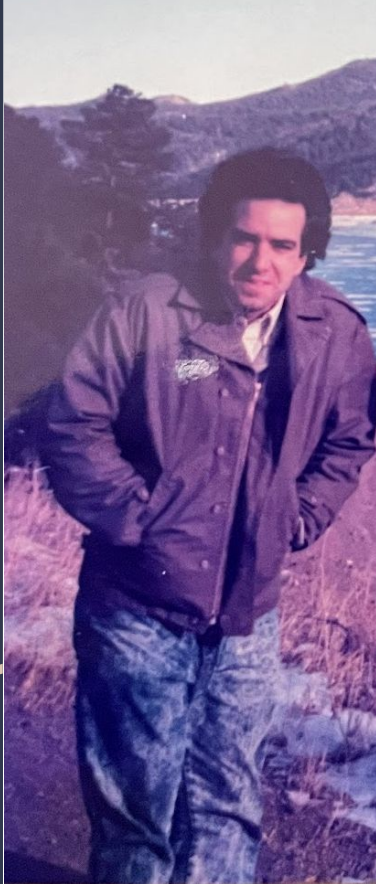
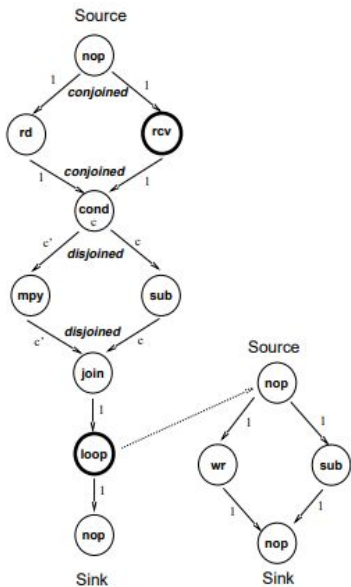
process counter(a,b,c)
  in port a[8];
  in channel b[8];
  out port c[8];
{
  boolean x[8], y[8], z[8];

  x = read(a);
  y = receive(b);

  if (x > y)
    z = x - y;
  else
    z = x * y;

  while (z >= 0) {
    write c = y;
    z = z - 1;
  }
}

```



Ku and Frey's Kingdom of Olympus, SIF and SLIF



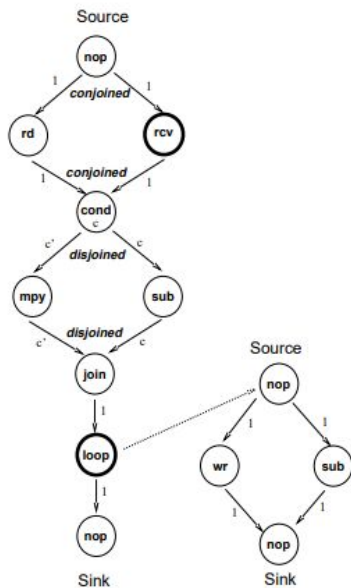
```

process counter(a,b,c)
  in port a[8];
  in channel b[8];
  out port c[8];
{
  boolean x[8], y[8], z[8];

  x = read(a);
  y = receive(b);

  if (x > y)
    z = x - y;
  else
    z = x * y;

  while (z >= 0) {
    write c = y;
    z = z - 1;
  }
}
    
```



From HLL to HDL: Semantic Needs

MID
1980.s

Concurrency

- model hardware parallelism, multiple clocks



EARLY
1990.s

Timing Determinism

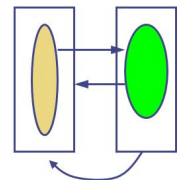
- provide a “predictable” simulation behavior



EARLY
2000.s

Reactive programming

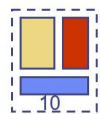
- provide mechanism to model non-terminating interaction with other components, watching, waiting, exceptions



MID
2000.s

Structural Abstraction

- provide a mechanism for building larger systems by composing smaller ones



Ku and Frey's Kingdom of Olympus, SIF and SLIF

```

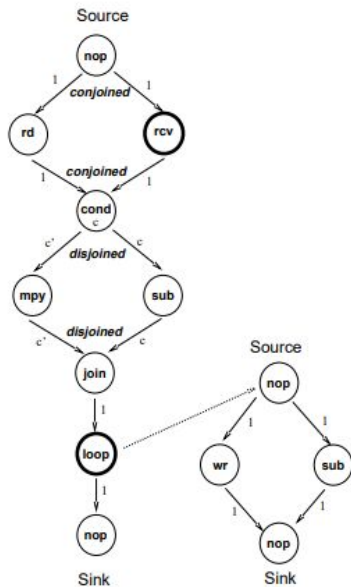
process counter(a,b,c)
in port a[8];
in channel b[8];
out port c[8];
{
  boolean x[8], y[8], z[8];

  x = read(a);
  y = receive(b);

  if (x > y)
    z = x - y;
  else
    z = x * y;

  while (z >= 0) {
    write c = y;
    z = z - 1;
  }
}

```



sif.a - SIF parser and manipulation routines

Parser:

```

sif_model * SIF_READ(filename)
SIF_WRITE(fp, sif_model)
SIF_FREE( & sif_model )

```

Utility:

```

SIF_NUMBER(sif_model)
int SIF_FLATTEN(sif_model, isprint)
    SIF_FLATTEN_body(body)
int SIF_REDUCE(sif, isprint)
SIF_PURGE(sif_model)
SIF_DELAY(sif_model, cycletime, isprint)
    int SIF_DELAY(body, cycletime, isprint)
SIF_NODELINK(sif_model)
SIF_SUMMARY(fp, sif_model)
SIF_LOGIC_ESTIMATE(sif)
LOGIC_ESTIMATE(delay, area, eqs, outlist)
SIF_FLATNAME(sif)

char * DELAY_UNIT(unit)
char * AREA_UNIT(unit)

```

Timing constraints:

```

tim_model * TIM_EXTRACT(sif_model, instName)
TIM_APPLY(sif_model, tim_model)
TIM_PURGE(sif_model)
TIM_RESOLVE_TAG(sif_model)

```

Dependency constraints:

```

dpd_model * DPD_EXTRACT(sif_model, instName)
DPD_APPLY(sif_model, dpd_model)
DPD_PURGE(sif_model)
DPD_REDUCE(sif_model)
DPD_REDUCE_body(sif_body)

```

Resource constraints:

```

res_model * RES_EXTRACT(sif_model, instName)
RES_APPLY(sif_model, res_model)
RES_PURGE(sif_model)

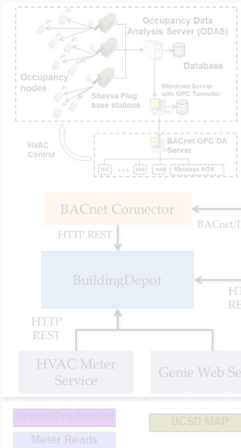
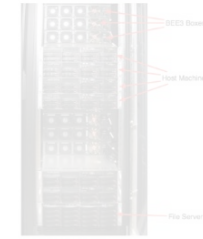
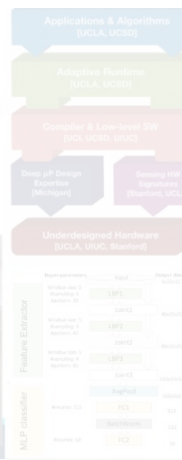
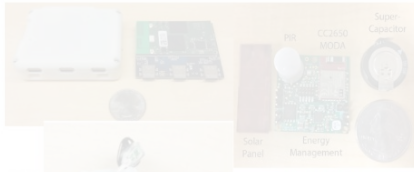
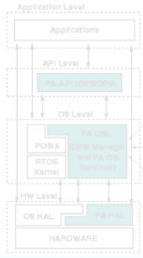
```

Scheduling constraints:

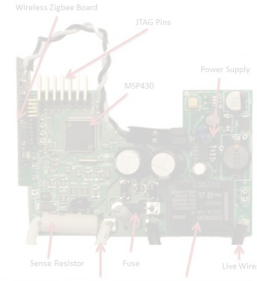
```

sch_model * SCH_EXTRACT(sif_model, instName)
SCH_APPLY(sif_model, sch_model)
SCH_PURGE(sif_model)

```

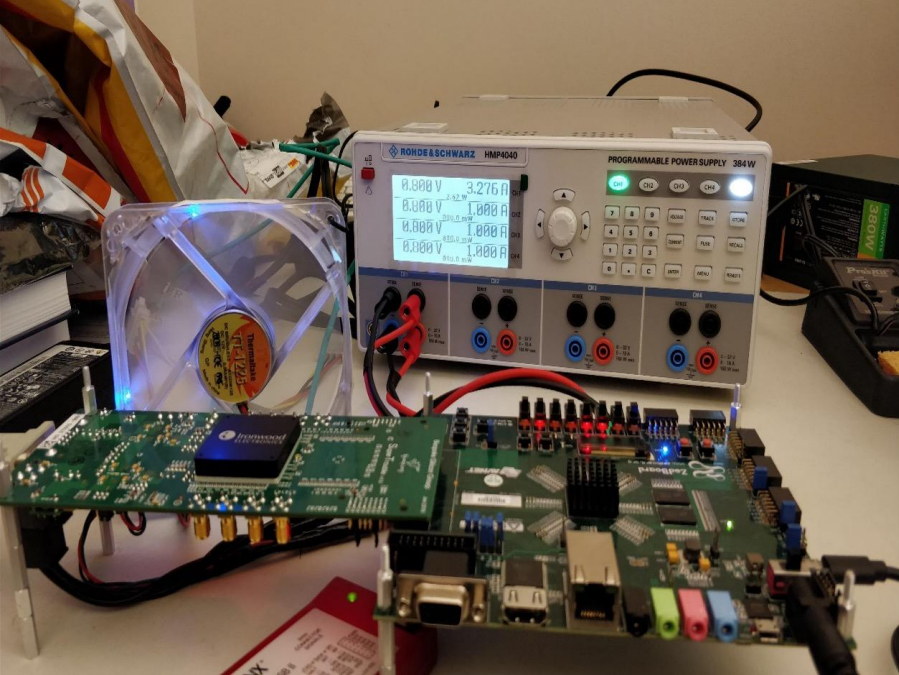


BuildSys 2018



Build and Deploy: Chips, Systems and Systems of Systems.

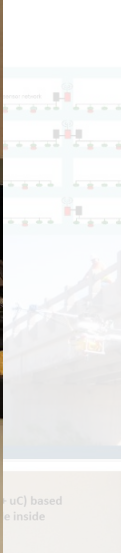
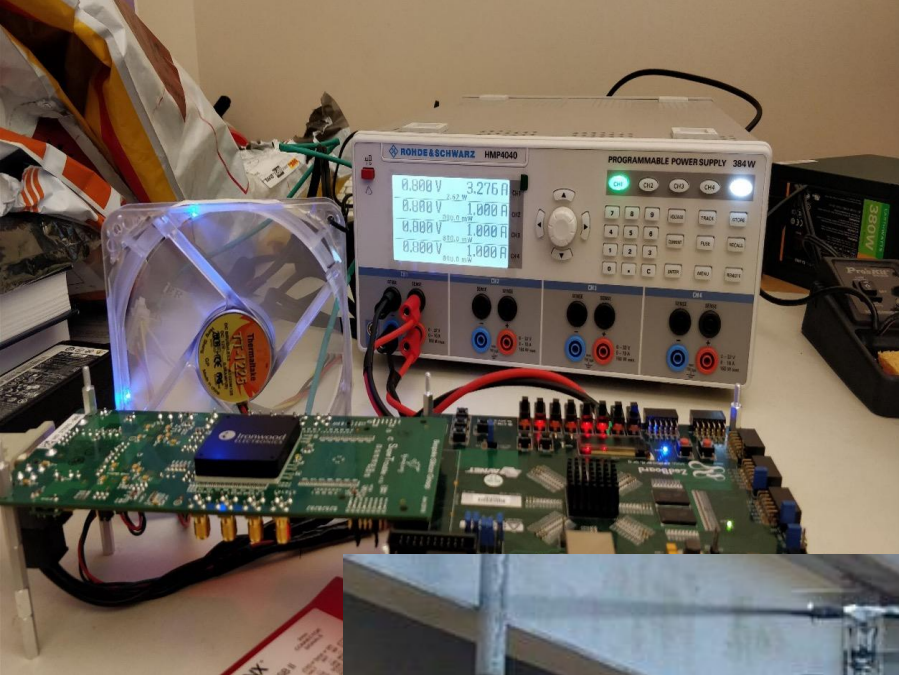




Build and Deploy: Chips, Systems and Systems of Systems.



Real Time Cost Per Hour \$ 2,570
 Real Time kW Usage 30,238 kW



Build and Deploy: Chips, Systems and Systems of Systems.



Life Lesson: Context & Subtext Matter

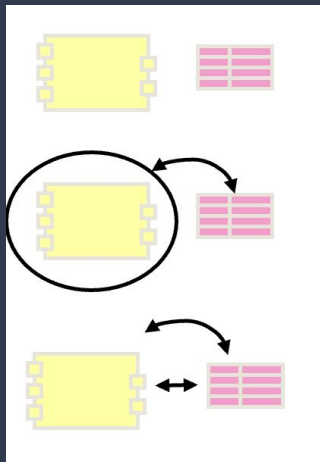
Those who understood the
context...

and the subtext of life
around us...did well.

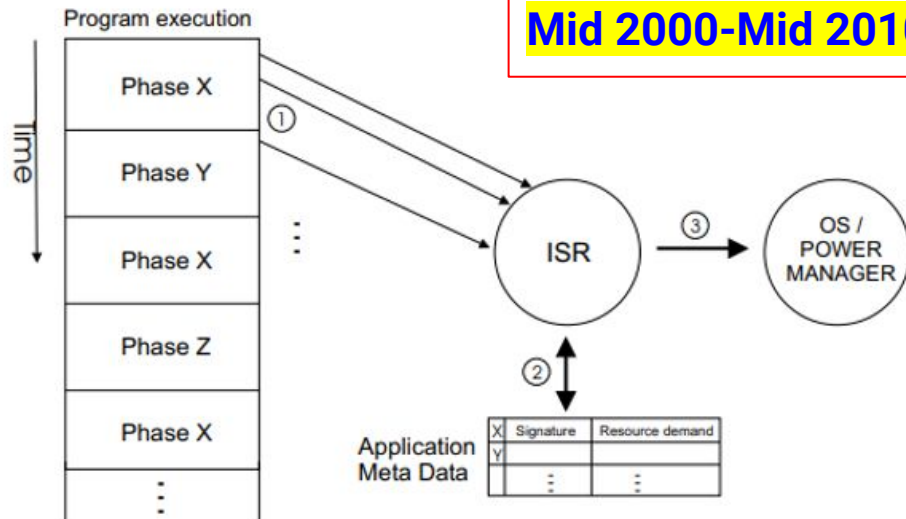
Very well.



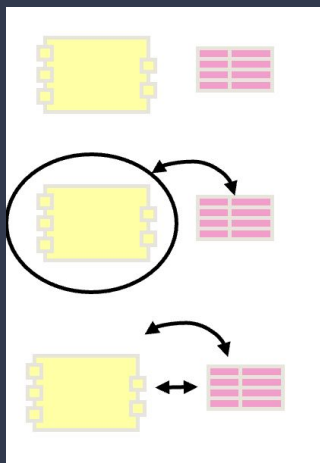
Reflection and Introspection



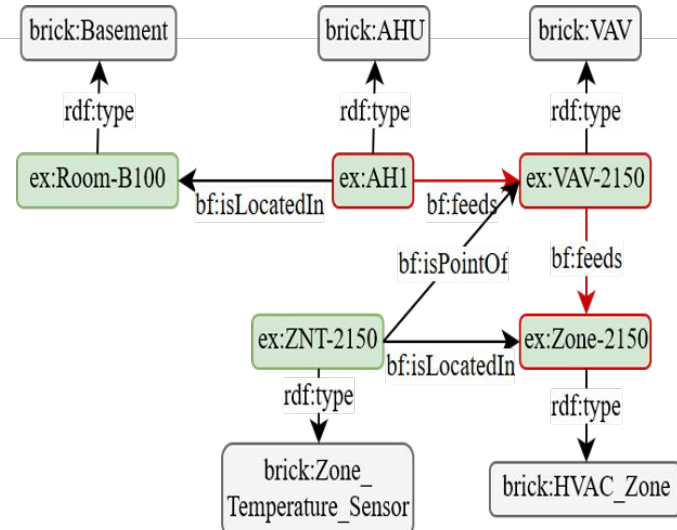
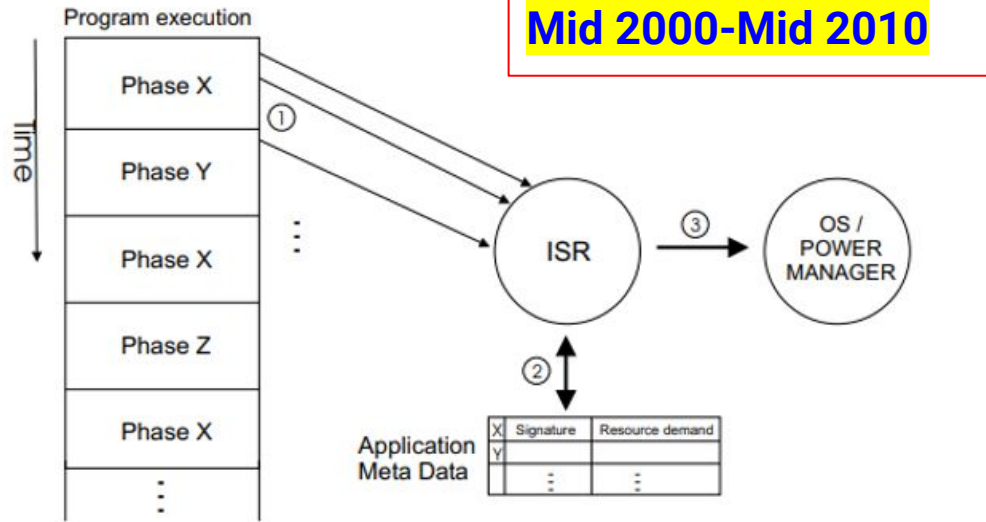
Mid 2000-Mid 2010



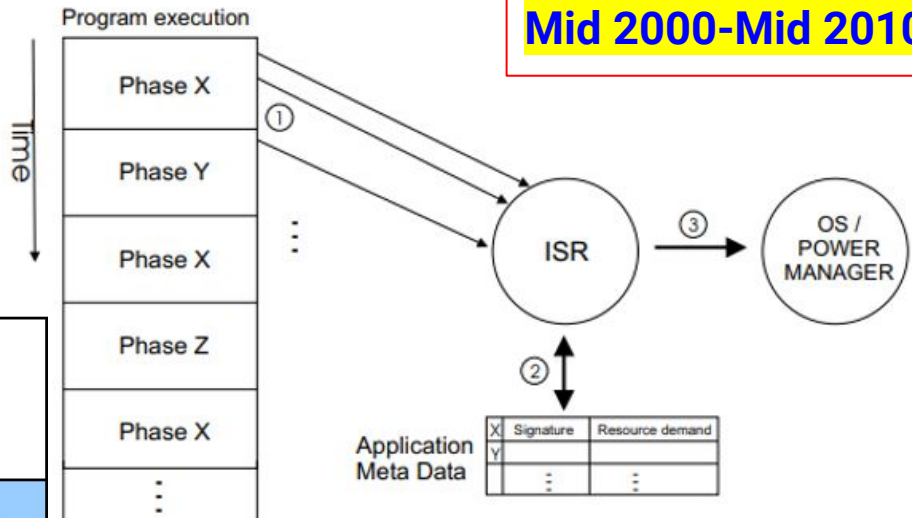
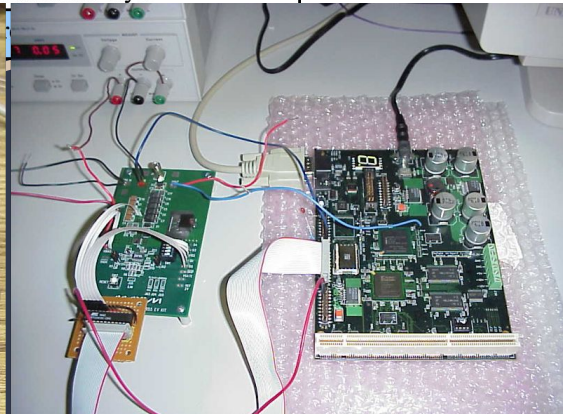
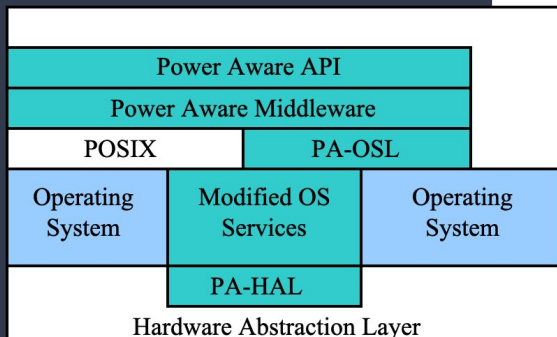
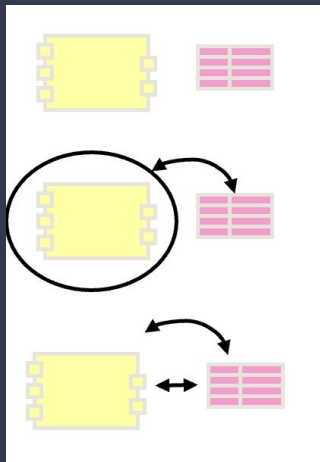
Reflection and Introspection



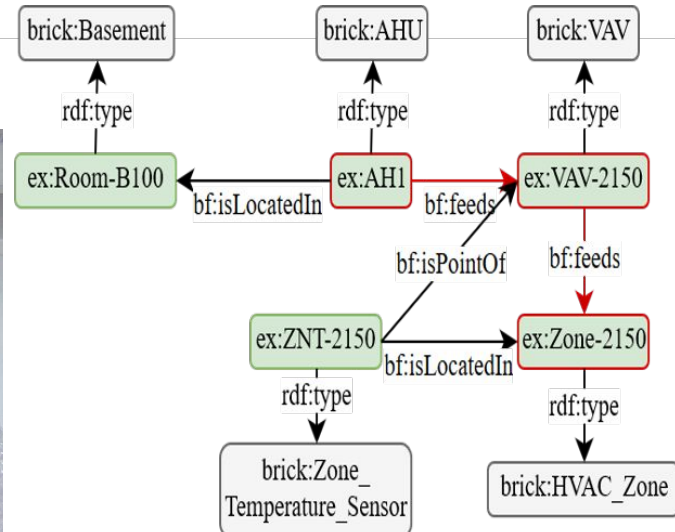
Mid 2000-Mid 2010

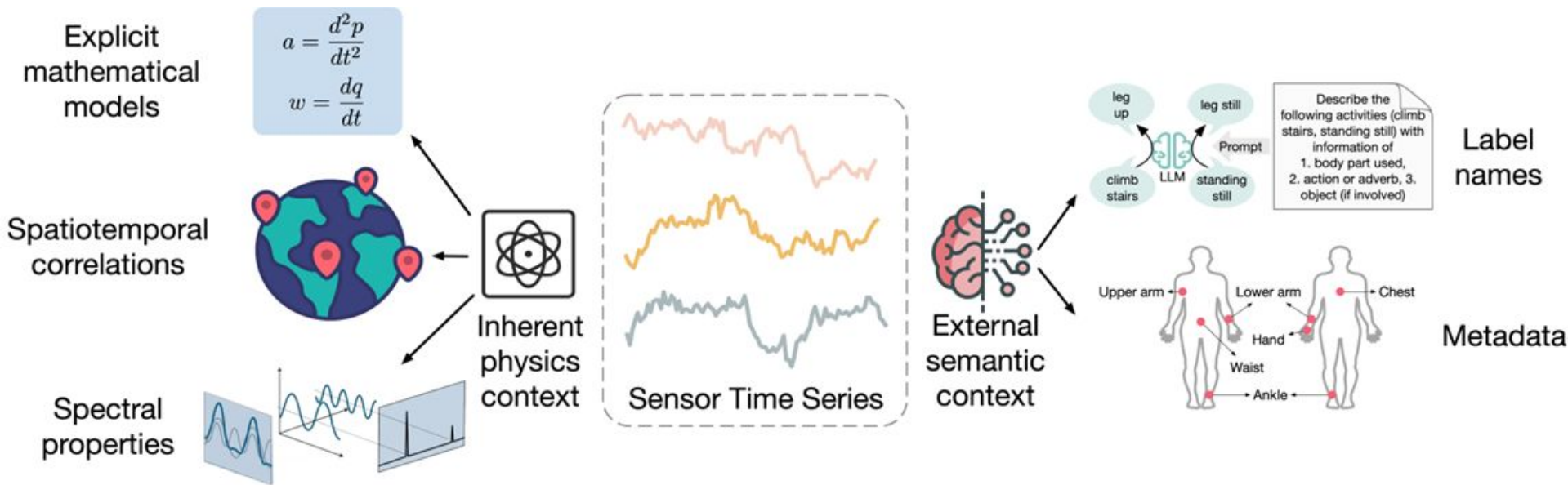


Reflection and Introspection



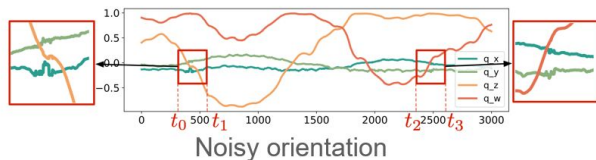
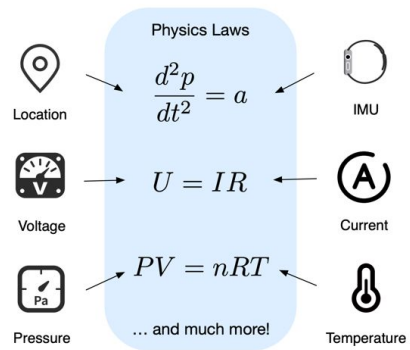
Mid 2000-Mid 2010



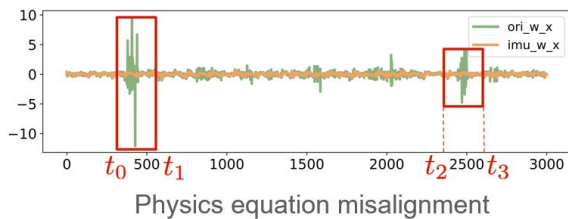


Understand and Use Context in Sensing: Physics, Sociological

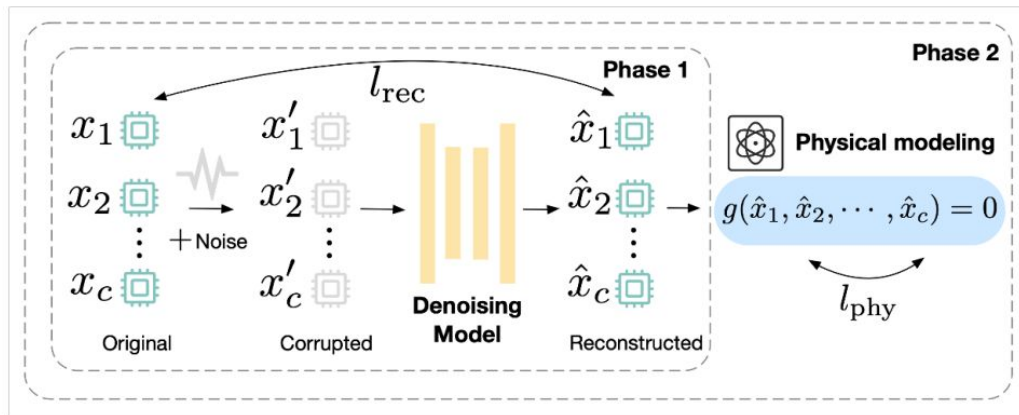
Using Known Physics to Improve Quality (de-noise)



Angular velocity can be inferred from orientation data or directly measured by a gyroscope.

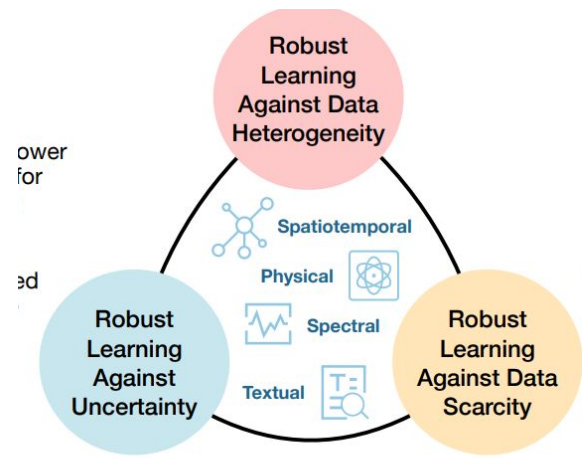


Physics-Informed Machine Learning for Real-Life Sensing Systems, **SenSys'23**

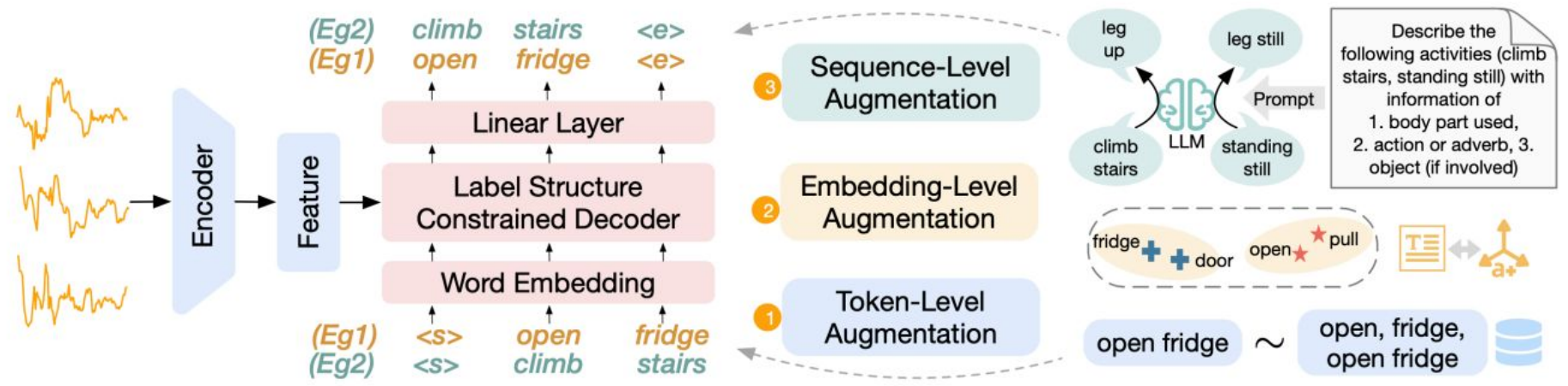


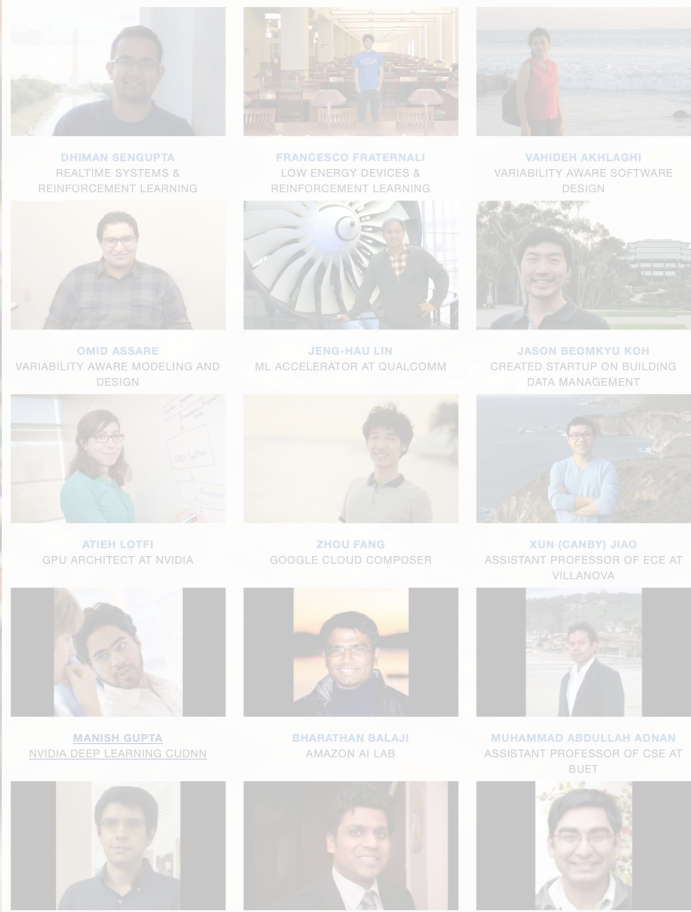
Sensor Talk

Late 2010s-now



Context-Aware Learning for Robust Sensing System





DHIMAN SENGUPTA
REALTIME SYSTEMS &
REINFORCEMENT LEARNING

FRANCESCO FRATERNALI
LOW ENERGY DEVICES &
REINFORCEMENT LEARNING

YAHIDEH AKHLAGHI
VARIABILITY AWARE SOFTWARE
DESIGN



OMID ASSARE
VARIABILITY AWARE MODELING AND
DESIGN



JENG-HAU LIN
ML ACCELERATOR AT QUALCOMM



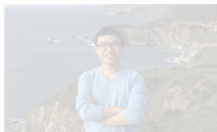
JASON BEOMKYU KOH
CREATED STARTUP ON BUILDING
DATA MANAGEMENT



ATIEH LOTFI
GPU ARCHITECT AT NVIDIA



ZHOU FANG
GOOGLE CLOUD COMPOSER



XUN (CANBY) JIAO
ASSISTANT PROFESSOR OF ECE AT
VILLANOVA



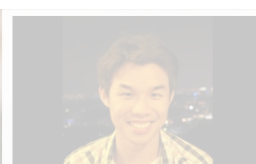
MANISH GUPTA
NVIDIA DEEP LEARNING CUDNN



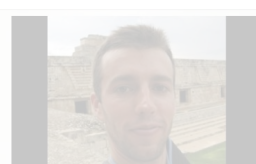
BHARATHAN BALAJI
AMAZON AI LAB



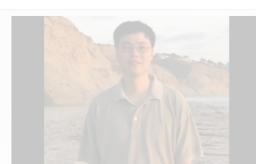
MUHAMMAD ABDULLAH ADNAN
ASSISTANT PROFESSOR OF CSE AT
BUET



KAISEN LIN
SOFTWARE CONSULTANT



JOEL COBURN
SOFTWARE ENGINEER AT GOOGLE



ZHONG-YI JIN
SOFTWARE ENGINEER AT JOHNSON
CONTROL



RYO SUGIHARA
RESEARCH SCIENTIST AT LYFT



SUDIPTA KUNDU
SENIOR R&D ENGINEER AT
SYNOPSIS



RAVINDRA JEJURIKAR
LEAD SECURITY ENGINEER AT
VERIMATRIX



SUMIT GUPTA
LEADS THE AI, ML AND HPC
PRODUCTS AT IBM



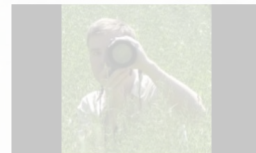
ALI DASDAN
SENIOR VP OF ENGINEERING AT TURN



JIAN (RAYMOND) LI
BUILDING SOFTWARE THAT POWERS
NETWORKING DEVICES

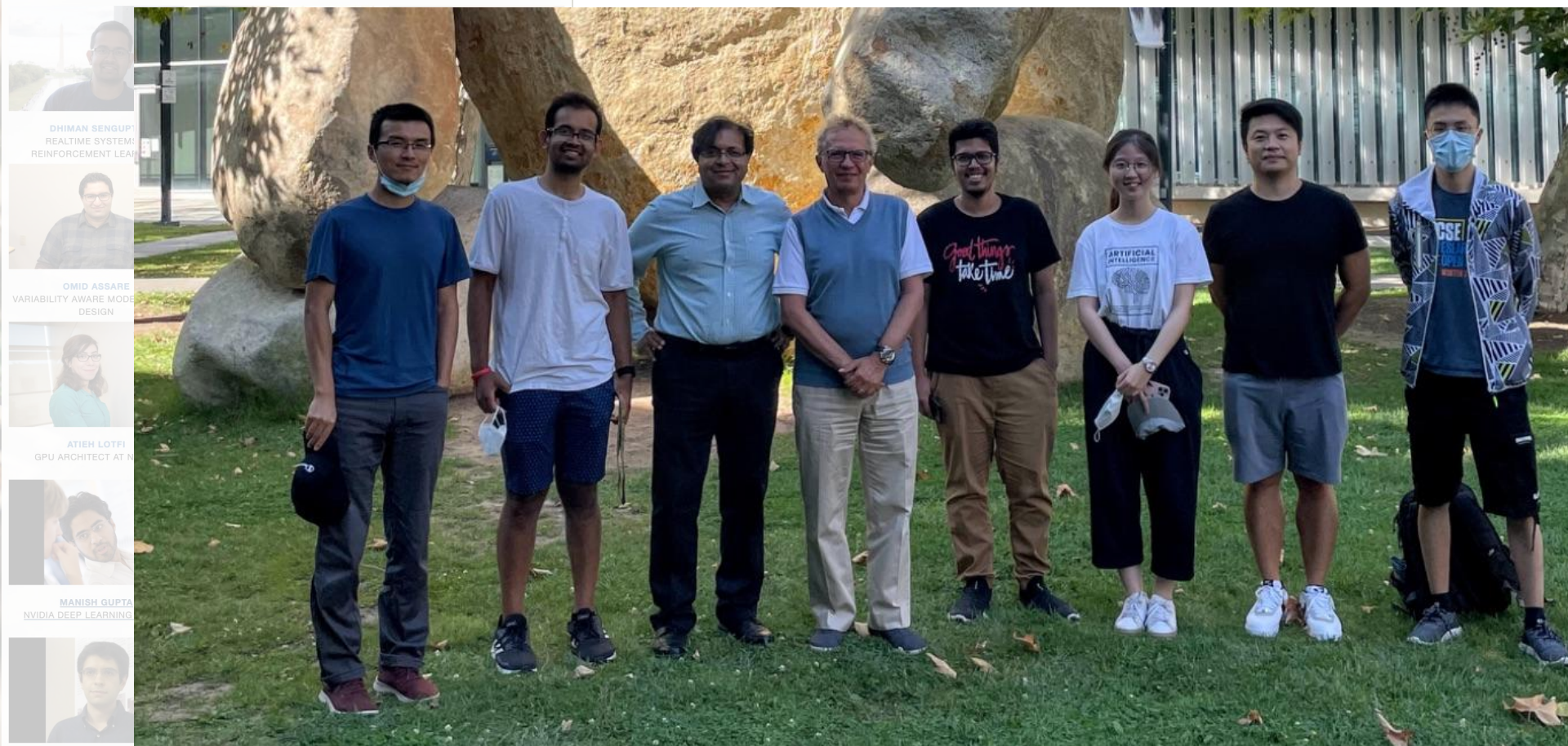


DINESH RAMANATHAN
PRESIDENT AND CEO OF NEXGEN



NICK SAVOJU
MEMBER OF CONSULTING STAFF AT
MENTOR GRAPHICS

Thank you, Nanni! For life lessons, and the gift of a friendship!



DHIMAN SENGUPTA
REALTIME SYSTEM
REINFORCEMENT LEARN



OMID ASSARE
VARIABILITY AWARE MOD
DESIGN



ATIEH LOTFI
GPU ARCHITECT AT N



MANISH GUPTA
NVIDIA DEEP LEARNING



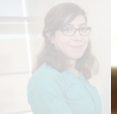
Thank you, Nanni! For life lessons, and the gift of a friendship!



DHIMAN SENG
REALTIME SYST
REINFORCEMENT L



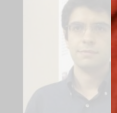
OMID ASSA
VARIABILITY AWARE M
DESIGN



ATIEH LOT
GPU ARCHITECT A



MANISH GU
NVIDIA DEEP LEARN



Th