

XMT Toolchain Manual for
XMTC Language, XMTC Compiler,
XMT Simulator and Paraleap XMT FPGA Computer

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Contents

I	Introduction	4
1	The Purpose of this Manual	5
II	XMTC language	7
2	New Statements of XMTC	8
2.1	spawn	8
2.1.1	Usage	8
2.1.2	Requirements and Restrictions	8
2.1.3	Register spills in XMTC Spawn Blocks	9
2.1.4	Examples	11
2.2	Single Spawn (<code>sspawn</code>)	13
2.2.1	Usage	13
2.2.2	Requirements and Restrictions	13
2.2.3	Warnings	13
2.2.4	Examples	14
2.3	Prefix Sum (<code>ps</code>), and Prefix Sum to Memory (<code>psm</code>)	16
2.3.1	Usage	16
2.3.2	Requirements and Restrictions	16
2.3.3	Warnings	16
3	Variables	17
3.1	Local and Global Variables of XMTC	17
3.1.1	Requirements and Restrictions	18
3.2	New types of variables	18
3.2.1	Requirements and Restrictions	18
4	Functions and System Calls	20
4.1	User Defined Functions	20
4.2	System Calls	20
4.3	Available Input/Output Methods	20
4.3.1	Data Input	20
4.3.2	Data Output	20
5	Limitation Summary	22

III	Simulation & Execution	23
6	External Datasets and Memory Allocation	24
6.1	Overview	24
6.2	Identifying Data Structures	25
6.2.1	External Data	25
6.2.2	Static Memory Allocation	25
6.3	Using the Memory Tool <code>memMapCreate</code>	25
6.3.1	Introduction	25
6.3.2	Main Menu	26
6.3.3	Set File Names Menu	26
6.3.4	Read / Write Files Menu	28
6.3.5	Using Input Files	31
6.3.6	Known Bugs	32
6.4	Using the Generated Header File	32
7	Testing the XMTC Program Before Parallel Execution: Using the XMT Serializer	34
7.1	XMTC Serializer	34
7.1.1	Introduction	34
7.1.2	Motivation	34
7.1.3	Assumptions and Restrictions	34
7.1.4	XMTC Serializer	35
7.1.5	Walkthrough	35
7.1.6	Options	35
7.1.7	Contact for Support in XMTC Serializer	36
8	Translating XMTC to OpenMP for Execution on Multi-core Platforms	37
8.1	XMTC-To-OpenMP Translation Tool	37
8.1.1	Introduction	37
8.1.2	Motivation	37
8.1.3	Assumptions and Restrictions	37
8.1.4	XMTC-To-OpenMP Translation Tool	38
8.1.5	Walkthrough	38
8.1.6	Options	39
8.1.7	Contact for Support in XMTC Serializer	39
9	Compiling and Simulating an XMTC Program	40
9.1	Overview	40
9.2	Inclusion of <code>data.h</code>	41
9.3	Compilation of the XMTC Code	41
9.4	Simulation of XMT Assembly Code	43
9.5	Loading Data into XMT Simulator	44
10	Compiling and Executing an XMTC program	45
10.1	Inclusion of Memory Map	45
10.2	Compilation of the XMTC Code	45
10.3	Execution on the FPGA: <code>xmtfpga</code>	45
10.3.1	<code>xmtfpga</code>	46
10.3.2	<code>xmtfpgadb</code>	47

10.4 Loading Data into the FPGA	48
10.5 Getting back the results from the FPGA	48
10.5.1 Retrieving older results from the database	48
10.6 Examining Memory Contents	49
10.7 Example: A usual work cycle	50
IV Warning and Error Messages	51
11 Error Messages	52
11.1 Simulator Error Messages	52
11.1.1 General Errors	52
11.1.2 File Input/Output Errors	52
11.1.3 Errors Related to Use of Arguments	53
11.1.4 Runtime Errors	57
11.1.5 Errors Related to Assembly File Parsing	57
11.1.6 Errors Related to Assembly File Simulation	58
V Glossary	59
12 Legend and Index	60
12.1 Legend	60
12.2 Index	60

Part I

Introduction

Chapter 1

The Purpose of this Manual

Explicit Multi-Threading (XMT) is a computing framework developed at the University of Maryland as part of a PRAM-on-chip vision (<http://www.umiacs.umd.edu/~vishkin/XMT>). Much in the same way that performance programming of standard computers relies on C language, XMT performance programming is done using an extension of C called XMTC.

The above mentioned web site provides a list of publications for readers interested in XMT Project. Two of these papers summarizes earlier research results and the first generation of the XMTC programming paradigm:

- U. Vishkin, S. Dascal, E. Berkovich and J. Nuzman. Explicit Multi-Threading (XMT) Bridging Models for Instruction Parallelism (Extended Summary and Working Document). Current version of UMIACS TR-98-05. First version: January 1998. (47 pages)
- D. Naishlos, J. Nuzman, C-W. Tseng, and U. Vishkin. Towards a First Vertical Prototyping of an Extremely Fine-Grained Parallel Programming Approach. TOCS 36, 5 pages 521-552, Springer-Verlag, 2003. (26 pages)

This manual presents the second generation of XMTC programming paradigm. It is intended to be used by an application programmer, who is new to XMTC. In this Manual we define and describe key concepts, list the limitations and restrictions, and give examples. The other related document, the tutorial, demonstrates the basic programming concepts of XMTC language with examples and exercises.

Currently, there is an FPGA prototype of XMT and a cycle accurate simulator on which the programs can execute. This manual also explains how to use XMTC, given the current limitations of the compiler and simulator. In addition to the compiler and the simulator, our tool chain also includes a memory map creator to use with external data sets and a serializer for debugging.

Organization We divided this document into 5 parts. The following is a brief overview of the manual.

Part I Introduction

Chapter 1 presents the purpose of this manual.

Part II XMTC Language

Chapter 2 introduces new XMTC statements and explains their usage.

Chapter 3 describes new XMTC variable types.

Chapter 4 provides important information about function calls and available I/O methods.

Part III Simulation

Chapter 6 explains how to use the **memory map creator** for external datasets and memory allocation.

Chapter 7 explains how to use the **serializer** to test the program before running it with the simulator.

Chapter 9 explains how to use the **compiler** and **simulator** to compile and simulate the XMTC code.

Part IV Error and Warning Messages: This part lists and explains the warning and error messages that the compiler and the simulator may produce.

Part V Glossary

Chapter 12 shows the legend, and explains the XMTC related terms that we used in this manual.

Compatibility This document lists the features of XMT Tool Chain Version 0.82.1 as of March 18th, 2014. While later versions are expected to be backwards compatible, there might be small changes. For up-to-date information on such changes, please consult the *XMTC web page*.

Related Documents The XMTC Tutorial focuses on programming examples using XMTC language. The most up-to-date version of these documents can be accessed at <http://www.umiacs.umd.edu/users/vishkin/XMT> web site.

History The initial version of this document is completed on February 2005. Based on the improvements in the XMT Toolchain, some sections have been revised on May 2005, February 2006, January 2007 and March 2008.

Acknowledgments We would like to thank the current members of XMT Research Team for the contributions to the content of this manual, and their valuable comments.

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XMTC Web Page <http://www.umiacs.umd.edu/~vishkin/XMT/>

Part II

XMTC language

Chapter 2

New Statements of XMTC

The XMTC language is a superset of the C programming language. Ideally, a serial program written in pure C would compile and run through the tool chain without any problems. This however is not the case due to limitations of the tools explained in this document. This chapter summarizes the new statements of XMTC language that allow parallel programming in a PRAM-like style.

2.1 spawn

2.1.1 Usage

```
spawn(start_thread, end_thread)
{
    // Spawn Block : insert parallel thread code here
}
```

This statement spawns $end_thread - start_thread + 1$ virtual threads, which concurrently and independently execute the code block following the instruction. The threads assume the ID numbers within the inclusive interval $[start_thread; end_thread]$. In the *Spawn Block* the *Thread ID* can be accessed using the symbol $\$$. If $start_thread$ is larger than end_thread the *Spawn Block* will not be executed.

The XMT processor is said to be in *Parallel Mode* during the execution of the *Spawn Block*.

2.1.2 Requirements and Restrictions

1. **Parameters:** Both of the parameters `start_thread` and `end_thread` must be integer expressions.
2. **Variable Declaration:** New variables that are used within the *spawn block* can be declared at the top of the *spawn block*. Such variables will be private to each *Virtual Thread*, i.e. their values may vary from one *Virtual Thread* to another *Virtual Thread*.
3. **Thread IDs:** The first spawned thread will assume the value of `start_thread` as the *thread ID*, the last thread will assume the value of `end_thread` as thread ID (start and end IDs are inclusive).

4. **Function Calls:** Function calls (both system and user functions) are not allowed from within the *Spawn Block*¹. Currently the compiler will not produce an error or a warning if a function is called in a spawn block but the program will hang or crash during execution.
5. **Access to Variables:** All variables declared within the spawn block are fully accessible, i.e. they can be read or modified freely. Variables declared with type `psBaseReg` can not be accessed within a spawn block directly. They must be read or modified through a `ps` statement. Variables declared in the enclosing scope of the spawn statement are visible in the spawn block (i.e. parallel code). While reading them can be done without worries, writing to such a variable must be done with caution to avoid concurrent writes (see next item) since it is shared by all parallel threads.
6. **Concurrent Writes:** Concurrent writes can occur when more than one thread write to a memory location (e.g. a shared variable declared in the enclosing scope) within a *Spawn Block*, and are not checked by the compiler. Such situations may result in incorrect execution. The user must be aware of possible concurrent write situations and avoid them (Example 2).
7. **Pointers:** Pointer arithmetic within the *Spawn Block* has not been tested and is discouraged. This is not checked by the compiler. The above restriction does not apply to regular array accesses (i.e., expressions of the form `A[x]`, where `A` is an array and `x` is an expression evaluating to an integer, are perfectly acceptable).
8. **Nesting:** If nested spawns are encountered, the inner ones are silently serialized by the compiler (i.e. transformed into for loops)². In order to spawn more threads from within the *Spawn Block* (during parallel mode), use the `spawn` statement.
9. **Number of Instructions:** If the number of (assembly) instructions within the *Spawn Block* exceeds **1000**, the compiler will issue a warning and continue compilation. Assuming that everything else is correct, your program will compile and simulate regardless of instruction count. However, your results may not be correct. If you see such a warning your parallel code (*Spawn Block*) needs to be split into two or more consecutive spawn statements.
10. **Amount of local Storage Available to parallel threads:** Currently there is a limitation to the amount of local storage that parallel threads may use. Local storage consists of variables (scalars or arrays) that are declared in the *Spawn Block*. Read the following section on register spills for more information.

2.1.3 Register spills in XMTC Spawn Blocks

The following restriction applies when programming in XMTC at this time.

Currently the only local storage available to threads is in the TCU registers. Therefore, when programming in XMTC, special care has to be taken not to overflow the capacity of this storage. Registers are used to store local variables and temporary values. The compiler does a series of optimizations to fit everything into registers, but in some cases when a parallel section is long and complex, it fails to do so and additional storage is required.

At the present time, if the compiler detects such a situation, compilation will fail with the error message: **Register spill detected in spawn block. Aborting compilation.**"

¹This restriction will be lifted in the next version of the compiler.

²This restriction will be lifted in the next version of the compiler.

The solution is to split the spawn block into shorter, simpler parallel sections for which the registers provide enough storage. At the present time, if you get an error message from the compiler regarding register spills, you will have to change the code by splitting the spawn sections yourself. There is no general recipe for this, you will have to use your knowledge of the application to chose how to change the code.

Here is a simple example. In the code in the left column below, the value `x` is used at the beginning and the end of the tread, but not in the middle. However, this usually requires a register to be allocated to `x` and reserved throughout the whole parallel section. This increases the *register pressure* and might lead to a register spill, if the `code1` and `code2` sections are complex and require using local registers as well.

An **immediate possible solution** is presented in the righthand column below: the parallel section is split into two, and `x` is re-assigned closer to the end, thus reducing the register pressure and possibly avoiding a register spill.

```
Initial code
High register pressure

spawn(low, high) {
    int i, x = A[$];
    for (i=0; i<5; i++) {
        B[$+i] = x;
        // .. code 1 .. //
    }
    for (i=0;i<5;i++) {
        // .. code 2 .. //
    }
    C[$] = x;
}
```

```
Transformed code
Register pressure is lower

spawn(low, high) {
    int i, x = A[$];
    for (i=0; i<5; i++) {
        B[$+i] = x;
        // .. code 1 .. //
    }
} // join

spawn(low,high) {
    int i, x;
    for (i=0;i<5;i++) {
        // .. code 2 .. //
    }
    x = A[$];
    C[$] = x;
} // join
```

A **medium-term solution**, which is currently under development, is to use a parallel stack, stored in shared memory. However, there is a performance issue with this solution: storing and retrieving values from shared memory is much slower than the registers, and can significantly affect running time of the parallel section (for example if the memory access occurs in a loop).

The **long term ideal solution** will include the following ingredients:

- increasing the number of registers available
- adding some type of local memory to the TCUs (e.g. cluster buffers or scratch-pads) and retargetting register spills to them (instead of shared memory)
- have the compiler perform spawn block splitting (as showed above) to minimize using the stack and generate the optimal code without the programmer's assistance
- use data prefetching mechanisms to reduce the penalty of a register spill to memory.

2.1.4 Examples

Example-1 An example of legal `spawn` usage

In the following code we spawn *virtual threads* with *thread IDs* ranging from 0 to $N - 1$. Then we create an integer variable `temp`. Each *virtual thread* has its own copy of this variable. We read the array `C` using an expression containing the `$` character. Based on this value, we copy an element from `B` array to `A` array either as it is, or the negative of it.

```
int main()
{
    ...
    int N;
    ...
    spawn(0, N-1);
    {
        int temp;
        temp = C[$*2];
        if(temp > 0) {
            A[$]=B[$];
        } else {
            A[$]=-B[$];
        }
    }
    ...
}
```

Example-2 Writing some value to a variable by multiple virtual threads

According to Arbitrary-CRCW PRAM model, if multiple threads attempt to write to a memory location, an arbitrary one of them will succeed. This arbitration needs to be handled by the programmer. Otherwise the outcome of the program may be undetermined.

For consistency, prefix-sum statements (`ps` or `psm`) must be used to execute concurrent writes. These statements act as gatekeepers that allow only one of the writers to go through. See Section 2.3 for more details on these statements.

In the code on the left, `j = temp` assignment is a concurrent-write operation. In this case, different threads may write different values to `j` in some arbitrary order. The order of writing may depend on both hardware and software components and it is not predictable. The final value of `j` and the identity of the modifying thread can not be determined after the `spawn` block.

In the code on the right, the `j = temp` assignment is encapsulated by a gatekeeper operation. The atomic `ps` operation ensures that only one thread gets permission to modify `j`. In this case both the value and the identity of the modifying thread can be determined after the `spawn` block.

Incorrect handling of variable j:

```
int j; // j is a global variable

int main()
{
    // Beginning of a serial block

    // Some Serial Code

    spawn(low, high)
    {
        int temp;

        ...

        temp = ...

        ...

        j = temp;

        ...
    }

    // Rest of the Program
}
```

Correct handling of variable j:

```
psBaseReg gateKeeper;

int j;

int main()
{
    //Beginning of a serial block

    // Some Serial Code

    gateKeeper = 0;

    spawn(low, high)
    {
        int i;
        int temp;
        ...
        i=1;
        ps(i,gateKeeper);

        // Only one thread will get
        // 0 from ps instruction
        if(i == 0) {
            j = temp;
        }

        ...
    }

    // Rest of the Program
}
```

2.2 Single Spawn (spawn)

2.2.1 Usage

```
spawn(low, high)
{
    int child_ID;

    // Some parallel code here

    sspawn(child_ID)
    {
        // Initialization Block:
        // Code for initializing the child thread
    }
    // Some other parallel code here
}
```

With this statement, the current thread (*parent thread*) spawns a **single virtual thread** (*child thread*). The parent thread executes the code in the *initialization block* that follows the statement, and the *child thread* starts from the first line of parent's *spawn block*. This causes a race condition since the child thread might start executing before the parent has finished initializing its children and proper synchronization must be provided by the programmer (see requirement 4). The *thread ID* of the newly spawned thread is copied to the parameter of the `sspawn` (`child_ID`). This value can be read from within the *initialization block*. The value of the `child_ID` is the next available thread ID. This means that if you spawn 10 threads with thread IDs ranging from 0 to 9 and spawn one additional thread using `sspawn` its thread ID will be 10.

2.2.2 Requirements and Restrictions

1. **Parameter:** The parameter must be an integer declared within the parent's *spawn block*. Constant numbers and mathematical operators cannot be used as a part of the parameter.
2. **Thread ID:** Within the *initialization block* the character `$` still refers to the *thread ID* of the *parent thread*.
3. **New Variables:** In an *initialization block* new variables may not be declared.
4. **Synchronization:** In order to prevent premature starting of child threads, a synchronization mechanism must be used (Example 4).

2.2.3 Warnings

1. Every time the `sspawn` statement is encountered, one more thread will be spawned. Since this new thread executes the same *spawn block*, it may encounter the `sspawn` statement at some point during the execution. This feature allows recently spawned threads to spawn more threads, as opposed to limiting the spawning ability to the original set of threads. On the other hand, if `sspawn` is not used correctly, an infinite number of threads might be spawned. Therefore, this statement should be used with caution, and preferably enclosed within a control structure such as `if` or `while` (or others) (Example 3).

2. The value in `child_ID` prior to the execution of this statement will be overwritten.

2.2.4 Examples

Example-3 Avoiding infinite spawns

The following example shows a method of avoiding infinite spawns. Please note that the method shown in this example may not be the most efficient one in terms of program performance. In order to reduce complexity, the synchronization statements are not shown in the below program

```
Uncontrolled sspawn leads to infinitely
many threads (and eventually, crashing)

int N; // Total amount of work
int M; // Initial thread count
        // N >> M

int main()
{
    // Beginning of a serial block
    // Some Serial Code
    spawn(0, M-1)
    {
        int childID;

        sspawn(childID)
        {
            // Initialize child here
        }

        if( $ < N )
        {
            // do some work
        }
    }
    // Rest of the Program
}
```

```
Controlled sspawn statement spawns as
many threads as needed

int N; // Total amount of work
int M; // Initial thread count
        // N >> M

int main()
{
    // Beginning of a serial block
    // Some Serial Code
    spawn(0, M-1) {
        int child_ID;
        int my_workload;
        if($<M) {
            my_workload=N/M;
        } else {
            my_ workload=1;
        }

        while(my_workload>1) {
            sspawn(child_ID) {
                // Initialize child here
            }
            my_workload--;
        }
        // do some work
    }
    // Rest of the Program
}
```

Example-4 Synchronization for `sspawn` statement

The following example uses integer variables as locks (or semaphores) to prevent the child thread from starting before its initialization is completed.

```

int locks[100];
...
int main()
{
    ...
    spawn(low,high)
    {
        int child_ID;
        int lock;
        if (thread is a single-spawned thread) {
            lock=0;
            while (lock==0) {    // spin-wait
                psm(lock,locks[$]); // read the lock
            }
        }
        ...
        sspawn(child_ID)
        {
            ... Initialization Block: Code for newly spawned thread
            lock=1;
            psm(lock,locks[child_ID]); // give signal to child
        }
        ... Some other parallel code here ...
    }
    ... Some other serial code here ...
}

```


2.3 Prefix Sum (ps), and Prefix Sum to Memory (psm)

2.3.1 Usage

```
ps(int local_integer, psBaseReg ps_base);  
psm(int local_integer, int variable);
```

Both statements execute the following operations **atomically**:

- Add the value of the `local_integer` to the second parameter (`ps_base` for `ps`, memory location for `psm`).
- Copy the old value of the second parameter to the `local_integer`

2.3.2 Requirements and Restrictions

1. **Parameters:** `local_integer` must be declared as `int` **within the current *Spawn Block***. Parameter `ps_base` must be declared as `psBaseReg` **at global scope**. Parameter `variable` must be an integer variable (it can be an element of an array of integers). See Chapter 3 for details. Also note that, constant numbers and mathematical operators cannot be used as a part of these parameters.
2. **Value Restriction for `ps`:** For the `ps` statement the value of `local_integer` must be equal to 0 or 1 prior to the execution. This restriction comes from the implementation of the XMT architecture. There is no such restriction for the `psm` statement.
3. **Number of prefix-sum base registers:** Due to architectural constraints, the user can only declare 6 variables of type `psBaseReg` for use with the `ps` statement. In future versions, this restriction may be relaxed.

2.3.3 Warnings

1. **Performance:** The performance minded programmer should prefer the `ps` statement over the `psm` statement, whenever possible. The XMT architecture provides a more performance-efficient execution for the `ps` statement. `ps` statements from different threads on the same `psBaseReg` variable are executed concurrently, while `psm` statements from different threads on the same memory location will be serialized (which could cause queueing). In terms of performance, this feature is analogous to working on a variable in architectural registers as opposed to working on the same variable in main memory without loading it into registers.

Chapter 3

Variables

3.1 Local and Global Variables of XMTC

XMTC adheres to the *global variable* definition of the C language: A *global variable* can be accessed from every point in the code. In other words, global variables are shared among parallel threads.

We will examine *local variables* in two groups:

1. C-like local variables: Variables in this group are treated the same as in C language. A *local variable* can only be accessed from within the scope that it is declared (e.g. a function block). This includes parallel threads created in the scope of the local variable.
2. *Thread-local* variables declared within a *spawn block*: Such variables are private to each *virtual thread*. In other words, each *virtual thread* has its own copy of that variable. The first parameters of `ps` and `psm` statements as well as the parameter of `sspawn` statement must be integers of this type. They must be declared at the beginning of the *Spawn Block*.

ATTENTION: *Thread-local* variables are often a source of confusion for beginner programmers in XMTC. If you are computing some expression in a parallel thread and you want to store an intermediate result in a temporary variable, storing it in a shared variable may cause its value to be overwritten by another thread (as is done below on the left). A better approach is to declare the temporary variable in the spawn block we are working and use that one (as is done below on the right).

```
int main(void) {
    int temp;
    int A[10]; // initialized
    int B[10]; // initialized
    int C[10];
    spawn(0,9) {
        temp = A[$];
        C[$] = B[temp];
    }
    ...
    return 0;
}
```

```
int main(void) {
    int A[10]; // initialized
    int B[10]; // initialized
    int C[10];
    spawn(0,9) {
        int temp;
        temp = A[$];
        C[$] = B[temp];
    }
    ...
    return 0;
}
```

Currently, XMTC allows the use of following types of variables:

- integer (`int` and `long`) both of 32 bit size¹
- above types with `const` and `static` modifiers. Note that `volatile` is not supported and is not currently checked by the compiler (so if you use it you will get no warning).
- arrays of above types.
- `structs`, and arrays of `structs` containing above types
- pointers to the above types.

`union`, and `enum` keywords are also allowed in variable declarations. Their usage is the same as in C language.

3.1.1 Requirements and Restrictions

1. global variables cannot be initialized upon declaration. They must be initialized inside a function body (such as `main()` for example).
2. Variable names must not contain the character `$`.
3. `unsigned` is not supported.

Local Variables within Spawn Block

1. The local variables that are declared within the *spawn block* are stored in the architectural registers of the *TCU*. Since there are a limited number of hardware resources to be used as for this purpose, the programmer should be conservative in declaring such variables. If the compiler needs more registers than are available in parallel mode, it will warn the user to be more conservative with declaring thread local variables.
2. New variables may not be declared within the *Initialization Block* after `spawn` instruction.

3.2 New types of variables

psBaseReg Variables of this type are base variables for the prefix-sum statement. A `ps` statement must use a variable of this type as the second parameter.

3.2.1 Requirements and Restrictions

psBaseReg

1. **Declaration:** These variable must be declared at global scope, before any functions are declared or defined (including `main()`).
2. **Initialization:** Variables of type `psBaseReg` cannot be initialized upon declaration. It is recommended you initialize them in the code of some function (such as `main()` for example).

¹ Single/double precision floating point (`float` and `double`) are also allowed but have not been tested extensively. The simulator permits both `float` and `double`. The Paraleap FPGA does not support floating point, but a newer prototype does (`float` only).

3. **Variable Access:** Variables of type `psBaseReg` are accessible (can be read/written) normally from the *serial section*. From the *parallel sections* they can be accessed **only** by `ps` statements.
4. **Number of `psBaseReg` variables:** Due to architectural limitations, at most 6 variables of this type can be declared in a program. In the future versions this limitation may be relaxed.

Chapter 4

Functions and System Calls

Function calls of any kind are not allowed in the *Spawn Block*. If function calls are used the compiler will not produce any warning or error, but the execution will fail. This limitation is the first for removal on our roadmap.

4.1 User Defined Functions

XMTC supports user defined functions. Programmers can write functions following the rules and constraints of the C language.

4.2 System Calls

Currently, the XMTC architecture does not have support for calls to the operating system. In the future, XMTC will support frequently used libraries, such as I/O operations and math library. Currently, programmer must refrain from using system calls and libraries.

4.3 Available Input/Output Methods

4.3.1 Data Input

The programmers can use the Memory Tool (see Chapter 6) in order to prepare their external data to use with the simulator or the XMT FPGA computer.

4.3.2 Data Output

printf Statement

This functionality is available both on the java simulator and the FPGA. The programmers must include the `xmtio.h` library headers and can use the `printf` function in order to print program results to the terminal window (standard output or `stdout`). The usage of the `printf` statement is similar, yet not identical, to the `printf` function of the `stdio` system library.

Requirements and Restrictions

1. Do not use `#include <stdio.h>` in your programs. The I/O library is automatically linked by the compiler.
2. Since the only valid data type is `int`, only the `%d` format specifier can be used (`%s`, `%f`, etc. are not supported).¹
3. The format string supports only basic format characters. Width modifying strings such as `“%02d”` are not supported.
4. Even though `char` and `char*` types are not supported, printing of constant strings is supported. Examples: `printf(‘hello world’);`, `printf(‘hello world %d’, x);`
5. On the Paraleap XMT FPGA computer, there is a limit on the number of characters that are printed. Currently, the program standard output (produced using `printf` statements) is truncated after the first 114,687 characters. See section 10.6 for a method of testing programs that exceed this limit.

¹The XMT Cycle-Accurate simulator has support for printing double variables using the `%f` format specifier.

Chapter 5

Limitation Summary

XMTC extends ANSI C (also known as C89) and therefore the extensions found in C99 are not supported, or at least not fully supported yet. Here is the full list of limitations:

- Variable length arrays are not supported.¹
- Function pointers are not fully supported (use at your own risk).
- Pointer arithmetic within `spawn` statements is discouraged.
- The number of assembly instructions resulting from the compilation of a spawn block cannot exceed 1000. If that happens the compiler will issue a warning and continue when compiling for the simulator, or produce an error and abort when compiling for the FPGA.
- If `spawn` statements are nested the current compiler will replace inner `spawn` statements by (sequential) `for`-loops.²
- Function calls are not allowed within spawn statements (yet).³
- `psBaseReg` variables cannot be used in parallel mode, except through the `ps` statement.
- The number of local variables declared in `spawn` statements must be small enough to fit in the registers of the parallel Thread Control Unit (TCU). If the compiler cannot register allocate all local variables it will abort with a “register spill” error.
- The `ps` statement can *only* be used in parallel mode. Its first argument must have a value of either 1 or 0, and its second argument must be a variable declared as `psBaseReg`.
- `psBaseReg` variables must be declared at global scope but cannot be initialized at global scope, only within a function.
- You can declare at most 6 variables of type `psBaseReg`.
- When using the Paraleap XMT FPGA computer to execute XMTC programs, the standard output is truncated after printing 114,687 characters. See section 10.6 for a method of testing programs that exceed this limitation.

¹The next version of the compiler will support stack-allocated arrays of variable length.

²This restriction will be lifted in the next version of the compiler.

³This restriction will be lifted in the next version of the compiler.

Part III

Simulation & Execution

Chapter 6

External Datasets and Memory Allocation

6.1 Overview

Currently, XMT FPGA and simulator are not able to handle calls to the operating system. Two types of frequently used system calls are file operations such as reading the input data from a file, and dynamic memory allocation. A temporary method has been developed for the users to work with external data, and allow them to allocate memory statically:

1. The user identifies the data structures present in an XMTC program, and prepares *content files* in appropriate format.
2. Using `memMapCreate` tool (*Memory Tool*) with these *content files* the user prepares
 - (a) A header file (`.h`) to be used with the program code (*Memory Map - header file*)
 - (b) A binary file (`.xbo`) to be used as an input to the compiler (*Memory Map - binary file*)
 - (c) As a byproduct, the tool also generates a text (`.txt`) file showing the contents of the binary file (*Memory Map - text file*). This file is not being used by the C code nor the Simulator or FPGA. It may be used for testing or debugging purposes.
3. The header file has to be included (either using `#include` directive or `-include` compiler option) in the program code. (see Section 9.2)
4. The binary file (`.xbo`) has to be fed to the compiler on the command-line (see Section 9.3)
5. If the simulator is used the binary file produced by the compiler (*a.b*) has to be loaded using the `-binload` option (see Section 9.5). If the FPGA is used, the binary file produced by the compiler *a.b* contains both the code and the data, and no additional flags are necessary (see Section 10.4).

6.2 Identifying Data Structures

6.2.1 External Data

The first task of preparing the external input set is identifying the data structures to be used in the program.

- The user has to initialize the *scalar variables*, and *array variables* in the memory. ¹ Moreover 1 or 2 dimensional arrays of these types can be created as well.
- For each variable, the user is required to
 1. Declare its name
 2. Declare its (dimensions and) size
 3. Choose the content of each variable among
 - (a) 0 (for scalar variables)
 - (b) A fixed value (for scalar variables)
 - (c) All elements 0 (for arrays)
 - (d) All elements uniformly random between 0 and 1 for floating point arrays, and between 0 and a user defined upper limit for integer arrays
 - (e) A text file (*content file*) containing the value of each element (for arrays)

6.2.2 Static Memory Allocation

The user can use the above method for allocating portions of the memory to be used in the program. The size of these portions needs to be known a priori. Allocation can be made using arrays. For example, 1024 words of memory for integer values can be allocated by creating the array `int temp1024[1024]`; using the above method. Later they can be accessed similar to regular arrays.

6.3 Using the Memory Tool memMapCreate

6.3.1 Introduction

This tool is designed to help with creating header and binary files to be used with the XMT toolchain. In order to navigate within the program enter the number or letter or symbol for the desired action and hit *Enter*. Here we are describing **Revision 0.8.1** of this tool for XMT (`memMapCreate`). The revision number is displayed above the main menu as the program is started.

¹Currently, the XMT FPGA computer does not have support for floating point operations. A newer FPGA prototype has support for single-precision floating point operations only. We plan to add support for double-precision in the near future.

6.3.2 Main Menu

```
*****
*****
*
*           XMTc Header File Creator           *
*           Revision 0.8.1                     *
*
*
*           M A I N   M E N U                   *
*
*  1. Set File Names                           *
*  2. Read/Write Header and Memory Map         *
*  3. Set Random Number Seed                   *
*  q. Quit                                     *
*
*****
*** > _
```

- 1 **Set File Names** Takes you to the *Set File Names* Menu (Section 6.3.3)
 - 2 **Read/Write Header and Memory Map** Takes you to the *Read/Write Files* Menu (Section 6.3.4)
 - 3 **Set Random Number Seed** Displays you the default random number seed, and asks you if you want to change it. If you answer with **y** the program asks you for a new seed.
- q **Quit** Quits the program

6.3.3 Set File Names Menu

```
*****
*****
*
*           S E T   F I L E   N A M E S       *
*
*  1. Set Header Name                           *
*  2. Set Memory Map Name                       *
*  3. Set Text file Name                       *
*  4. Set common name for all three files instead*
*  < Back to previous Menu                     *
*
*****
*** > _
```

- 1 **Set Header Name**
 - Displays the current name for the header file, and asks you for a new one.
 - You must type one character at least, before hitting *Enter*.

- The program does not add the file extension `.h` by itself, you need to type it explicitly.
- You must enter a valid name here before executing **R** or **H** commands in the *Read/Write Files* Menu (Section 6.3.4)

2 Set Memory Map Name

- Displays the current name for the **binary Memory Map** file, and asks you for a new one.
- You must type one character at least, before hitting *Enter*.
- The program does not add the file extension `.xbo` by itself, you need to type it explicitly.
- You must enter a valid name here before executing **B** command in the *Read/Write Files* Menu (Section 6.3.4)

3 Set Text File Name

- Displays the current name for the **ASCII Memory Map** file, and asks you for a new one.
- You must type one character at least, before hitting *Enter*.
- The program does not add the file extension `.txt` by itself, you need to type it explicitly.
- You must enter a valid name here before executing **B** command in the *Read/Write Files* Menu (Section 6.3.4)

4 Set common name for all three files instead

- Asks you for a common name for all three files
- You must type one character at least, before hitting *Enter*.
- The `.h`, `.xbo`, and `.txt` extensions are added automatically. You only need to type in the common base name for all three files.

< **Back to previous Menu** Goes Back to the *Main Menu* (Section 6.3.2)

6.3.4 Read / Write Files Menu

```
*****
*****
*
*      R E A D / W R I T E   F I L E S      *
*
*  1. Add Integer Scalar Variable          *
*  2. Add Integer Array Variable          *
*  3. Add Double Scalar Variable          *
*  4. Add Double Array Variable          *
*  R. Read Variables from Header File     *
*  L. List Current Variables              *
*  D. Delete Last Variable                *
*  H Create Header File                   *
*  B Create Text and Binary Files from sources *
*  < Back to previous Menu               *
*
*****
*** > _
```

1 Add Integer Scalar Variable

- Asks the name of the scalar variable.
- Confirms the name.
- Asks for the Value. You must enter one digit at least. During creation of the text/binary file, if the entry is text (not a number), it will be converted to 0. If the entry is a floating point number, it will be rounded down. (uses `atol()` function of C).
- **Warning:** The program does not check for identical variable names. The programmer is responsible to track the names of the variables.

2 Add Integer Array Variable

- Asks the name of the array variable.
- Asks the dimension of the array variable. Currently you can only create 1 or 2 dimensional arrays.
- Asks the sizes of each dimension. The size of each dimension will be added as a scalar variable. For example, for the array called `myArray[1024]` there will be a scalar integer variable `myArray_dim0_size`, which has the value 1024. If the array would be two dimensional, such as `array2D[10][20]`, there will be two scalar integer variables: `array2D_dim0_size` with the value 10, and `array2D_dim1_size` with the value 20.
- Asks for the source. You have 3 options:
 - (a) `<file>` : Reads one integer from the *content file* `<file>` per element. If the variable is two-dimensional, the second dimension is read first, i.e. the elements `array[0][0]` to `array[0][array_dim1_size - 1]` are read first. The program reads only as many elements as the array contains (for example, 15 elements for `array[3][5]`). If the *content file* has more elements, they will not be read.

- (b) 0 : Sets all elements to 0
- (c) R : This is for filling the array with random elements. The program asks for the upper bound. The lower bound is always 0. If the upper bound is entered as 0, the default value of 10^6 replaces 0.
- **Warning:** The program does not check for identical variable names. The programmer is responsible to track the names of the variables.

3 Add Double Scalar Variable ²

- Asks the name of the scalar variable.
- Confirms the name.
- Asks for the Value. You must enter one digit at least. During creation of the text/binary file, if the entry is text (not a number), it will be converted to 0. The `atof()` function of C standard library is used for conversion.
- **Warning:** The program does not check for identical variable names. The programmer is responsible to track the names of the variables.

4 Add Double Array Variable ³

- Asks the name of the array variable.
- Asks the dimension of the array variable. Currently you can only create 1 or 2 dimensional arrays.
- Asks the sizes of each dimension. The size of each dimension will be added as a scalar integer variable. For example, for the array called `myArray[1024]` there will be a scalar integer variable `myArray_dim0_size`, which has the value 1024. If the array would be two dimensional, such as `array2D[10][20]`, there will be two scalar integer variables: `array2D_dim0_size` with the value 10, and `array2D_dim1_size` with the value 20.
- Asks for the source. You have 3 options:
 - (a) `<file>` : Reads one double precision floating point number from the *content file* `<file>` per element. If the variable is two-dimensional, the second dimension is read first, i.e. the elements `array[0][0]` to `array[0][array_dim1_size - 1]` are read first. The program reads only as many elements as the array contains (for example, 15 elements for `array[3][5]`). If the *content file* has more elements, they will not be read.
 - (b) 0 : Sets all elements to 0
 - (c) R : This is for filling the array with random double precision floating point numbers between 0 and 1.
- **Warning:** The program does not check for identical variable names. The programmer is responsible to track the names of the variables.

R Read Variables from Header File

²Currently, the XMT FPGA computer does not have support for floating point operations. A newer FPGA prototype has support for single-precision floating point operations only. We plan to add support for double-precision in the near future.

³Currently, the XMT FPGA computer does not have support for floating point operations. A newer FPGA prototype has support for single-precision floating point operations only. We plan to add support for double-precision in the near future.

- Reads the header file with the name declared in *Set File Names* Menu (Section 6.3.3).
- The header file must be created previously by this program using **H** command of this menu. Otherwise the program may not recognize the variables. (Manually modifying the header file is possible, yet strongly discouraged)
- The read variables are **added** to current list. If you read the same header file twice, all variables will appear twice, which may cause the compiler to throw errors because of duplicate definition.

L List Current Variables

- Lists current variables in the memory that are either read from the header file using **R** command, or created using **1**, **2**, **3** or **4** commands. An example screenshot is below:

```

*** > L
Name      : gen_array
Dimension : 1
Size [0]  : 1024
Source    : R 10000

Name      : gen_aux_array
Dimension : 1
Size [0]  : 1024
Source    : 0

Name      : gen_temp_array
Dimension : 1
Size [0]  : 1024
Source    : 0

Name      : gen_pointer
Dimension : 1
Size [0]  : 1
Source    : 0

Name      : gen_randomNumbers
Dimension : 1
Size [0]  : 500
Source    : R 65536

```

D Delete Last Variable

- Deletes the last variable at the end of the list shown by **L** command.
- This action is not undoable.

H Create Header File

- Creates the header file with the name defined by **1** command in *Set File Names* Menu. (Section 6.3.3)
- If there is already a file by that name, it will be overwritten without a notice.

- Returns to the Main Menu (Section 6.3.2).

B Create Text and Binary Files from sources

- Creates text and binary files with the names defined by **2** and **3** commands in *Set File Names* Menu. (Section 6.3.3)
- If there are already files by these names, they will be overwritten without a notice.
- The files defined as sources of array variables (see **2** command of this menu) must exist.

< **Back to previous Menu** Goes Back to the *Main Menu* (Section 6.3.2)

6.3.5 Using Input Files

The keystrokes for generating a particular set of memory files (header and binary files) using the `memMapCreate` program can be externally stored in a text file. Such a text file can be fed into the `memMapCreate` program using basic redirection operators.

Example-5 Using an input file with the `memMapCreate` program

The following input file does the followings:

- Set the header file name to `myHeader.h`
- Set the binary data file name to `myData.xbo`
- Set the text data file name to `myData.txt`
- Create an integer scalar variable with name `a` and value 50
- Create an integer scalar variable with name `b` and value 100
- Create an integer one-dimensional array with name `arr1` and size 500. The contents of the array will be read from the text file `array1.txt`.
- Create an integer one-dimensional array with name `temp1k1` and size 1024. All elements of this array will be equal to 0.
- Create header and data files
- Quit `memMapCreate`

Suppose that this input file is saved with the name `inputFile.txt`. To use this file with `memMapCreate` program, type:

```
memMapCreate < inputFile.txt
```


Contents of the input file `inputFile.txt`

```
1
1
myHeader.h
2
myData.xbo
3
myData.txt
<
2
1
a
y
50
1
b
y
100
2
arr1
1
500
array1.txt
y
2
temp1k1
1
1024
0
y
h
2
b
<
q
```

6.3.6 Known Bugs

We would appreciate, if you inform us in case you encounter the following bug or new bugs.

1. If the backspace key is used under certain conditions the program will encounter a segmentation-fault when writing out the files.

6.4 Using the Generated Header File

The generated header file includes the declaration for all the global variables that must be initiated in the shared memory before the execution is started, as well as *size* variables for the array variables.

Additionally, the header file may also contain the declaration for the temporary arrays. An example is below:

```
extern int degrees[1000];
extern int degrees_dim0_size;

extern int edges[10000][2];
extern int edges_dim0_size;
extern int edges_dim1_size;
```

Here, the user requested the 1-D array `int degrees[1000]` and the 2-D array `int edges[10000][2]` by using the `memMapCreate` program described in Section 6.3. The additional scalar variable `int degrees_dim0_size` has the value 1000, and the variables `int edges_dim0_size` and `int edges_dim1_size` have the values 10000 and 2 respectively.

The header file must be included during the compilation of the XMTC file either by using the `#include` directive similar to including regular C header files, or the `-include` option of the compiler. For more details please see Section 9.2.

The `extern` keyword instructs the compiler not to allocate space for these variables since they are initialized in the binary `.xbo` file.

Chapter 7

Testing the XMTC Program Before Parallel Execution: Using the XMT Serializer

7.1 XMTC Serializer

7.1.1 Introduction

In this section, the terms 'user' and 'programmer' refer to the reader. 'XMTC Serializer' and 'Serializer' are used interchangeably, and refer to the program that is meant for the user.

7.1.2 Motivation

The XMT toolchain consists of multiple tools that are NOT bug-free. The state of the compiler, simulator and FPGA make it difficult to test code, since the programmer has no way of knowing whether they made a mistake or whether the error is caused by the compiler/simulator/FPGA. That said, the stability of those components is reasonably stable now to allow programmers to directly try running their code using the compiler and simulator or FPGA, and if the code is not running to fall back to the techniques presented in this section.

Solution Serialize the the user's XMTC program so that it can be compiled using a stable, serial compiler (such as gcc).

7.1.3 Assumptions and Restrictions

The following is a (potentially incomplete) list of known restrictions:

1. If you are using xmt libraries such as xmtio.h, you must provide a counterpart for the serial code or provide the library code to gcc. In the future this will be provided automatically by the serializer.

7.1.4 XMTC Serializer

The Serializer generates a copy of your code that can be compiled with traditional compilers. GCC was tested during development.

The Serializer consists of two executables: `xmtcser` and `memReader`. The latter is not directly called by the user however it has to be in a directory that is on the system path.

7.1.5 Walkthrough

1. Assume there exists a program 'mycode.c'.

To Serialize 'mycode.c' for gcc the user executes

```
xmtcser mycode.c
```

2. In addition to 'mycode.c', assume 'mydata.xbo' and 'mydata.h' files were generated by the memory map tool and 'mydata.h' is included in 'mycode.c'.

To Serialize 'mycode.c' with memory map for gcc the user executes

```
xmtcser mycode.c -memload mydata.h mydata.xbo
```

3.
 - The Serializer will generate an output file called `mycode.serialized.c`. If the `memload` option was used as above, the file `xmt2OpenMP_serialized_mydata.h` will be generated as well.

- If the `-memload` option was used, the Serializer will insert the following line at the top of 'mycode.serialized.c':

```
#include "xmt2OpenMP_serialized_mydata.h"
```

- The Serializer will insert the initial values for all the global variables defined in the serial version of the memory header file.

4. At this point the user may compile the generated files using a C compiler. For example, using GNU GCC:

```
gcc mycode.serialized.c -o mycode
```

Include directives in the source C file are automatically converted to the new header filenames therefore user does not need to make manual changes.

Should any errors occur during compilation, the user should examine the generated files for obvious errors. For assistance, contact the author of XMTC Serializer (See the Contacts section).

5. Execute the resulting sequential program just as you would run any executable on your platform:

```
./mycode
```

7.1.6 Options

Running `xmtcser -h` will print the following help:

```
Usage: xmtcser [OPTIONS] <filename>
```

```

OPTIONS:
-h, -help          Print usage help
-v, -version       Print the version information
-o, -output        Output file. Default is <filename>.omp.c
-memload <file.h> <file.xbo>  Pre-load data from the file.h and file.xbo
files,
                                generated using the XMT tools
-include <filename>  Add <filename> to the list of included files
-D                  Add a preprocessor #define
-quiet:           Be quiet!
-dirty            Do not delete intermediary files after end of compilation

```

This section discusses the options in more detail.

1. `-memload <file.h> <file.xbo>` If the memload option is used the memory map will be read from files file.h and file.xbo These files should be created using the memory map tool and should not be edited manually. `xmt2OpenMP_serialized_mydata.h` file will be created as the output.

2. `-h`

When the '-h' option is used, the Serializer prints the help screen and exits without processing any files.

7.1.7 Contact for Support in XMTC Serializer

Please contact XMT Research Team.

Chapter 8

Translating XMTC to OpenMP for Execution on Multi-core Platforms

8.1 XMTC-To-OpenMP Translation Tool

8.1.1 Introduction

In this section, the terms 'user' and 'programmer' refer to the reader. 'XMTC-To-OpenMP Translation Tool' and 'XMTC2OpenMP' are used interchangeably, and refer to the program that is meant for the user.

8.1.2 Motivation

The XMT toolchain includes a vertical development solution, comprising algorithmic model, programming language, optimizing compiler, system tools and libraries and hardware platform.

However, to allow for an easy transition and facilitate adoption, we provide an alternative environment of execution for software written using the XMTC programming language: converting XMTC programs to OpenMP code. OpenMP¹ is a widely adopted programming standard designed for shared-memory architectures. A variety of OpenMP compilers exist for various architectures and operating systems.

By allowing programmers to convert code from XMTC to OpenMP, we can ensure that they can re-use their code if targetting different platforms. At the same time, programmers can take advantage of the existing parallel architectures, compilers and development environments (such as GNU GCC with OpenMP support and multi-core architectures) even when using the XMTC programming language.

Note that the XMT Algorithmic and Programming Model, the XMTC language and compiler and the XMT architecture have been designed as a unit, and therefore best performance is achieved only when using them in conjunction. A significant penalty loss might occur by conversion to OpenMP code and execution on different platforms.

8.1.3 Assumptions and Restrictions

The following is a (potentially incomplete) list of known restrictions:

¹<http://openmp.org>

1. **Single-spawn constructs `spawn()` are not supported.** There is no direct mapping of the single-spawn semantics onto OpenMP, and therefore programs containing single-spawn statements cannot be converted. In the future, we will support nested spawn constructs, which will eliminate the need for single-spawns in XMTC code. Note that the XMTC Serializer supports single-spawns, and can therefore be used for debugging and running any XMTC program as sequential code.
2. If you are using xmt libraries such as `xmtio.h`, you must provide a counterpart for the serial code or provide the library code to `gcc`. In the future this will be provided automatically by the serializer.

8.1.4 XMTC-To-OpenMP Translation Tool

The XMTC2OpenMP tool generates a C program which contains OpenMP directives. This program can be compiled with any compiler that supports the OpenMP API. We have tested the tool using GNU GCC 4.1.

The XMTC2OpenMP consists of two executables: `xmtc2omp` and `memReader`. The latter is not directly called by the user however it has to be in a directory that is on the system path.

8.1.5 Walkthrough

1. Assume there exists a program ‘`mycode.c`’.
To translate ‘`mycode.c`’ to C + OpenMP code, the user executes
`xmtc2omp mycode.c`
2. Alternatively, assume that in addition to ‘`mycode.c`’, ‘`mydata.xbo`’ and ‘`mydata.h`’ files were generated by the memory map tool and ‘`mydata.h`’ is included in ‘`mycode.c`’.
To translate ‘`mycode.c`’ to C + OpenMP code with data initialized using the memory map the user executes
`xmtc2omp mycode.c -memload mydata.h mydata.xbo`
3.
 - The XMTC2OpenMP tool will generate an output file called `mycode.omp.c`. If the `-memload` option was used as above, the file `xmt2OpenMP_serialized_mydata.h` will be generated as well.
 - If the `-memload` option was used, the XMTC2OpenMP tool will insert the following line at the top of ‘`mycode.omp.c`’:
`#include "xmt2OpenMP_serialized_mydata.h"`
 - The XMTC2OpenMP tool will insert the initial values for all the global variables defined in the serial version of the memory header file.
4. At this point the user may compile the generated files using an OpenMP-compliant C compiler. For example, using GNU GCC 4.x (and above):
`gcc -fopenmp -I omp.h mycode.omp.c -o mycode`
Include directives in the source C file are automatically converted to the new header filenames therefore user does not need to make manual changes.
Should any errors occur during compilation, the user should examine the generated files for obvious errors. For assistance, contact the authors of XMTC2OpenMP tool (See the Contacts section).

5. Execute the resulting parallel program just as you would run any executable on your platform:

```
./mycode
```

If multiple cores are present on the target platform, the program will execute using all the available cores.

8.1.6 Options

Running `xmtc2omp -h` will print the following help:

```
Usage: xmtc2omp [OPTIONS] <filename>
```

```
OPTIONS:
-h, -help           Print usage help
-v, -version        Print the version information
-o, -output         Output file. Default is <filename>.omp.c
-memload <file.h> <file.xbo> Pre-load data from the file.h and file.xbo
files,
                    generated using the XMT tools
-include <filename> Add <filename> to the list of included files
-D                 Add a preprocessor #define
-quiet:           Be quiet!
-dirty            Do not delete intermediary files after end of compilation
```

This section discusses the options in more detail.

1. `-memload <file.h> <file.xbo>` If the `memload` option is used the memory map will be read from files `file.h` and `file.xbo`. These files should be created using the memory map tool and should not be edited manually. `xmt20openMP_serialized_mydata.h` file will be created as the output.
2. `-h`
When the `'-h'` option is used, the Serializer prints the help screen and exits without processing any files.

8.1.7 Contact for Support in XMTC Serializer

Please contact XMT Research Team.

Chapter 9

Compiling and Simulating an XMTC Program

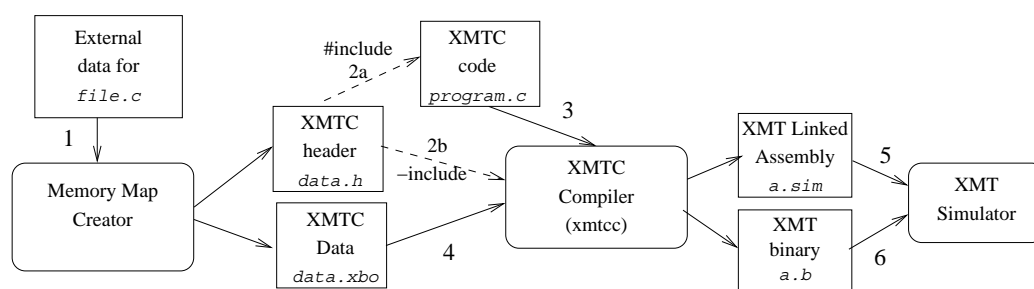


Figure 9.1: XMT Toolchain Overview: **1**. Preparing the external data set for simulation, **2a**. Inclusion of the header file by `#include` directive, **2b**. Inclusion of the header file by `-include` compiler option, **3**. Compilation of the XMTC code (`xmtcc` command) **4**. The `data.xbo` data file is fed to the compiler **5**. Simulation of the XMT Assembly code (`xmtsim` command) **6**. Loading the XMT Data to the simulator by `-binload` option

9.1 Overview

The overview of the XMT toolchain and the flowchart for compiling and simulating a program with external data is shown in Figure 9.1. The preparation of the external data set for simulation (marked **1** in Figure 9.1) is covered in Chapter 6. This section explains the parts from **2a** to **6** shown in Figure 9.1.

Commands for the Compiler and Simulator The main command for invoking the compiler is `xmtcc`, and the main command for invoking the simulator is `xmtsim`. This chapter will explain the usage of these tools with various options.

Warning: Simulation Modes The current XMT simulator has two simulation modes:

- **Assembly Simulation** This mode simulates all threads sequentially starting with the thread with smallest ID. This mode is faster. However, it represents a particular ordering of threads, and if the code is not written carefully, the output may not match the output of a real execution, where thread instructions are interleaved and executed concurrently. This simulation mode doesn't produce any cycle counts, therefore can only be used for debugging purposes.
- **Cycle-accurate Simulation** This mode simulates all threads concurrently by interleaving the execution of instructions. This is the closest mode of simulation to a real XMT processor. Due to the more complicated simulation process, the simulation time is significantly longer.

The simulator runs in *assembly simulation* mode by default. For the *cycle-accurate simulation* mode, the user needs to use the `-cycle` option. The simulator options are explained in detail in Section 9.4.

9.2 Inclusion of *data.h*

The generation of *data.h* is explained in Section 6.

The *data.h* file contains the names and types of the C variables that are contained in the *data.xbo* file. To correctly compile and link a program with external data, `xmtcc` needs the declarations in the *data.h* header file. There are two methods providing this information to `xmtcc`, which are shown as **2a** and **2b** in Figure 9.1:

2a. Include the file in the XMTC code using the `#include` directive.

2b. Include the file by command line option `-include` during compilation

Both methods are identical in terms of outcome. The options ensure compatibility with the actual gcc compiler, which provides the same options to the user for inclusion of header files.

Suppose that, as in Figure 9.1, the XMTC code file is called `program.c`, and the header file is called `data.h`. To include this header file using the first method (**2a**), the following line has to be added to the top of `program.c`:

```
#include "data.h"
```

To include this header file using the second method (**2b**), the following command can be used at the system prompt:

```
xmtcc program.c -include data.h
```

9.3 Compilation of the XMTC Code

The compilation of the XMTC code is marked with **3** and **4** in Figure 9.1. This section describes the common command line options for the XMTC Compiler (`xmtcc`). To see the full list of options, use the `xmtcc -h` command.

```
Usage : xmtcc [OPTIONS] <filename>
        xmtcc -h
        xmtcc -version
```

Options:

```
-h, -help, -info
```

Display usage help
-version
Display version information

Common Options:

-q, -quiet
Be quiet! Output detailed compilation info to <filename>.log, instead of the terminal. <filename> is determined by the -o flag and is 'a' by default.

-o <filename>
saves output files as <filename>.sim and <filename>.b (default:a.sim a.b)

-dirty
Do not delete intermediate files after the end of compilation

-include <filename>
Add <filename> to the list of included files

-D name
Predefine 'name' as a macro, with definition 1.
This is equivalent to #define name 1

-D name=definition
Predefine 'name' as a macro with provided definition.
This is equivalent to #define name definition

Target Options:

-sim
Produce output for the simulator. Conflicts with the -verilog and -fpga flags. If both used -sim wins. -sim is the default target and the flag can be omitted unless the xmtcc compiler was installed with some other target set as default.

-fpga
Produce output compatible for the XMT FPGA board

-verilog
Produce output compatible for the Verilog simulator

Optimization Options:

-O1, -O2
Set the Optimization level. -O1 has some optimizations and is the most stable. -O2 has a lot more and is quite stable, but occasionally doesn't work. -O0 and -O3 are quite unstable and their use is strongly discouraged.

Advanced Options:

-dry-run
List the commands to be executed for each stage of the compilation. This is useful when the compiler crashed, you fix something by hand and want to invoke the rest of the compilation manually on the command line

-dm, -dump-map

Dumps a file called 'GlobalMap.txt' which maps Global Variables to absolute addresses.

The inputs to the compiler are the XMTC file with the extension `.c`, and the XMT binary object (`.xbo`) file with the initialized data. The outputs of the compiler are files `a.sim` and `a.b`. The name of those files can be changed using the `-o` compiler flag. `a.sim` is a linked text assembly file and `a.b` contains initialized data. Both files will be used as input to the simulator.

The command line that calls the compiler on `program.c`, includes the header file and the binary file is:

```
xmtcc -include data.h data.xbo program.c
```

9.4 Simulation of XMT Assembly Code

The simulation of the XMTC assembly code is marked with **5** and **6** in Figure 9.1. This section describes the common command line options for the XMT Assembly Simulator (`xmtsim`). The developer options are not described in detail in this version of this document. We will include them in the future, as their usage becomes sufficiently mature. To see the full list of options, use the `xmtsim -h` command or use the `xmtsim -info` command in order to see the detailed explanation of options. We describe only the most commonly used options here.

Usage:

```
xmtsim  [-binload|-textload <file>]
         [-bindump|-textdump <file>]
         [-dumprange <startAddr> <endAddr>]
         [-out <file>]
         [-cycle|-count]
         [-trace]
         <file.sim>

xmtsim  -check

xmtsim  -h|-help

xmtsim  -version
```

`-bindump <file>` This option dumps some part of the XMT memory in binary format to `file` after the simulation is finished. The portion that is dumped is the same portion that is loaded to the simulator through `-binload` or `-textload` options.

`-binload <file>` This option is used to load external data into the simulator. It will be explained in detail in Section 9.5.

`-check` This option runs a short self-test routine.

`-count` This option reports the number of executed instructions. In addition to the total instruction count, the numbers of specific instruction groups are also reported. This option can be used in combination with or without the `-cycle` option.

- `-cycle` This option reports the number of XMT clock cycles that are executed during the simulation.
- `-h` or `-help` Displays the on-line help message
- `-out <file>` During simulation two types of messages will be displayed on the screen: The messages from the XMTC code, which are generated by the `printf` statements (see Section 4.3.2), and the informative messages from the simulator including warnings and errors. If this option is used, all of these messages will be written in `file` instead of being displayed on the screen.
- `-textdump <file>` This option dumps some part of the XMT memory in text format to `file` after the simulation is finished. The portion that is dumped is the same portion that is loaded to the simulator through `-binload` or `-textload` options. The format of the generated file is the same as the *Memory Map-Text File* that is generated by the *Memory Tool* as described in Section 6.3.
- `-dumprange <startAddr> <endAddr>` Defines the start and end addresses of the memory section that will be dumped via `-textdump` or `-bindump` options. If this option is not used, the portion that is dumped is the same portion that is loaded to the simulator through `-binload` or `-textload` options.
- `-textload <file>` This option is used to load external data into the simulator. It will be explained in detail in Section 9.5.
- `-trace` If this option is used the simulator displays the dynamic instruction trace while the simulation is running. After each assembly instruction is executed the contents of the relevant registers is displayed as well. Additional trace formats are supported as described in the on-line simulator help message.
- `-version` Displays the version numbers for each component of the XMT Assembly Simulator tool.

9.5 Loading Data into XMT Simulator

Loading binary data into the XMT simulator is marked as **6** in Figure 9.1. Suppose that the binary file that you want to load into simulator is called *a.b*, and the XMT assembly file is called *a.sim*, as shown in Figure 9.1. Then, the command to simulate the assembly file using that binary file is:

```
xmtsim -binload a.b a.sim
```

The binary file *a.b* contains the initialized data that was in the *.xbo* file provided to the compiler, but at their correct addresses so that the assembly code in *a.sim* can access the initialized data. The `-binload` simulator option loads the binary contents of *a.b* in the simulator's memory starting from address 0.

Chapter 10

Compiling and Executing an XMTC program

This chapter focuses on compiling and executing XMTC programs on the XMT FPGA hardware prototype. The overview of the XMT toolchain is almost identical to the one in Figure 9.1. The only difference is that the XMT simulator is replaced by the XMT FPGA and that its input is the binary file `myProgram.b` which is produced by the compiler.

Commands for the Compiler and Simulator The main command for invoking the 32 bit compiler is `xmtcc`, and the main command for scheduling tasks for execution on the FPGA is `xmtfpga`. The standard output of the program is printed on the screen after the job is executed on the FPGA, and also stored in an internal database. The main command for retrieving the results of an execution from the database is `xmtfpgadb`. This chapter will explain the usage of these tools with various options.

10.1 Inclusion of Memory Map

Refer to Section 9.2.

10.2 Compilation of the XMTC Code

Refer to Section 9.3. Notice however that in Section 9.3 the `-fpga` compiler option is used to produce a binary compatible with the FPGA. On the server that hosts the FPGA the compiler is installed with this flag enabled by default (you can still use it, but it's not necessary). If you need to compile a program for the simulator (which has fewer restrictions than the FPGA) you will have to use the `-sim` flag but the resulting binary file will not be executable by the FPGA.

10.3 Execution on the FPGA: `xmtfpga`

To execute a binary XMTC file on the FPGA, the `xmtfpga` program is used.

This program submits a job to the task queue of the FPGA. The FPGA does not support executing multiple programs concurrently, since it does not have an operating system. `xmtfpga` acts as the driver to the FPGA that schedules tasks.

Note that the task queue on the FPGA might be very long. The wait for a job to be executed also includes waiting for *all* the tasks in the queue at the time of submission. To prevent the case where a task gets in an infinite loop and the task queue is never consumed, there is a time limit by which a program has to terminate. If it has not terminated, the execution is aborted and the program is shown as timed-out.

By default, the `xmtfpga` program adds a job to the FPGA queue, then waits until it is executed and displays the standard output of the program along with the number of clock cycles needed for the execution. The standard output along with any memory region dumps are also left in the current directory.

The results of all submissions to the FPGA are also stored in an internal database for later reference. The `xmtfpgadb` utility can be used to examine the contents of this database and retrieve any results that have been stored there.

This section describes the common command line options for the `xmtfpga` and `xmtfpgadb` utilities.

10.3.1 xmtfpga

This section describes the common command line options for `xmtfpga`. To see the full list of options, use the `xmtfpga --help` command.

Usage: `xmtfpga` [options] <xmt-program>

Options:

<code>-h [--help]</code>	: display this message
<code>-V [--version]</code>	: display version information
<code>-d [--data-file] <file></code>	: specify data file
<code>-a [--address] <address></code>	: specify memory dump start address
<code>-l [--length] <bytes></code>	: specify memory dump length in bytes
<code>-p [--project] <name></code>	: specify project name
<code>-b [--background]</code>	: run submission in background

Note: Arguments to long options can be specified with either '`--option arg`' or '`--option=arg`' format.

Examples:

```
xmtfpga --project=proj01 project01.b
xmtfpga --address 8192 --length 2048 myprogram.b
xmtfpga -p myproject -a 8192 -l 2048 myprogram.b
```

`xmtfpga` will submit an XMT program to the XMT FPGA server. The server will run the program on the XMT FPGA and display the standard output on the screen. The results are also stored in the XMT FPGA Database and can be retrieved at any time using the `xmtfpgadb` tool. Type '`xmtfpgadb --help`' for more information.

At a minimum, you must have an XMT program, compiled and assembled in binary format, to submit a program to the XMT FPGA server. If your program operates on data stored in an external binary data file, you must submit this file using the `--data-file` option.

If you would like to examine the contents of the XMT FPGA memory at the end of your program run, you can specify a starting address with `--address` and a length in bytes with `--length`. The memory contents of the specified range and any standard output prints made by your program can be retrieved using `xmtfpgadb`.

Finally you may specify a project name for your program using the `--project` option. This is a string of your choosing that can be used to organize your program submissions. Programs submitted with the same project name will be organized together by `xmtfpgadb`. Programs submitted without a project name will be given a project name of `'none'`.

10.3.2 xmtfpgadb

This section describes the common command line options for `xmtfpgadb`. To see the full list of options, use the `xmtfpga --help` command.

`xmtfpgadb` - query and retrieve results from the XMT FPGA Database.

usage: `xmtfpgadb` [options] [submission...]

Options:

<code>-h</code> [<code>--help</code>]	: display this message
<code>-V</code> [<code>--version</code>]	: display version information
<code>-l</code> [<code>--look</code>]	: view submission information
<code>-g</code> [<code>--get</code>] <number>	: retrieve submission by number
<code>-i</code> [<code>--id</code>] <ID>	: retrieve submission by ID
<code>-p</code> [<code>--project</code>] <name>	: specify project name

Note: Arguments to long options can be specified with either `'--option arg'` or `'--option=arg'` format.

`Xmtfpgadb` is the interface to the XMT FPGA Database. This is the place where the results of XMT programs submitted to be run on the XMT FPGA are stored. `Xmtfpgadb` is used to query the database and retrieve program results.

To query the XMT FPGA Database use the `--look` option. Used alone, this option will display a table listing information on all of your submissions. To narrow the list down, you can specify a project name with `--project`. This will display all submissions with the given project name.

To retrieve results from the XMT FPGA Database use the `--get` option. The files will be saved in the current directory. You have to specify specific submissions to be retrieved by passing the submission number as an argument to `xmtfpgadb`. For example, `'xmtfpgadb --get 4'` will retrieve output and memory files for submission 4.

Examples:

```
xmtfpgadb --look
xmtfpgadb --look --project proj01
xmtfpgadb --id e550b4357f00a8c48843998c49
xmtfpgadb --get 16 -p myproject
```

10.4 Loading Data into the FPGA

For the FPGA the binary data present in `.xbo` files used during compilation will be included in the `a.b` file, which also contains the assembled (binary) code. Therefore no additional flag is required to load the data, and the command looks like this:

```
xmtfpga a.b
```

10.5 Getting back the results from the FPGA

By default, after a task has been scheduled using the `xmtfpga` program, it waits until the program is executed on the FPGA and displays the standard output from the program on the screen. A message indicating the number of cycles of the execution is also displayed on the screen. If the contents of some memory region were requested, a message indicating the file name of the memory dump is also displayed.

10.5.1 Retrieving older results from the database

At a later time, the result database can be queried to get results from an older submission. Assume that you have submitted a task with project-name `myProject` to the FPGA using the following command, and that there were no prior submissions with that project-name:

```
xmtfpga -p myProject a.b
```

Then to query the result database you would type:

```
xmtfpgadb -p myProject -l
```

If the task has not completed yet the response will be:

```
You have no submissions in the result database for project: myProject
```

If the task has completed the response will look like this:

Submission	Submit Time	Status	Cycle Count	Project
0	05/08/07 16:37:04	success	10969	myProject

If the task timed-out the response will look like this:

Submission	Submit Time	Status	Cycle Count	Project
0	05/08/07 16:37:04	timeout	none	myProject

Finally, if there were previously other submissions under the same project name you might get an output like this:

Submission	Submit Time	Status	Cycle Count	Project
0	05/08/07 16:37:04	success	10969	myProject
1	05/08/07 16:39:03	timeout	none	myProject
2	05/08/07 16:45:14	success	10933	myProject

Once your task has been executed successfully by the FPGA you will want to retrieve the resulting output (produced by `printf` for example). Assuming you had three submissions and you wanted the last one, as per the example above, you would type:

```
xmtfpgadb -g 2 -p myProject
```

10.6 Examining Memory Contents

Sometimes the output of `printf` might not be enough and you will want to examine the memory contents after the execution. The area that you wish to examine is specified through the command line options of the "xmtfpga" program (see example below). To determine the memory area of interest, when compiling the program using the XMTC compiler, add the `-dm` or `-dump-map` command line argument. This will cause the compiler to output a file called `GlobalMap.txt` which lists the address and length of all the global variables and arrays in your program.

Suppose for example you want to examine the contents of the global array `result[100]` after the execution. You compile adding the `-dm` and look at the `GlobalMap.txt` for the line that containing the `result` variable. That might look like this:

```
8192 400 result
```

The first number is the base address of the variable (array) `result` and the second number is its size in bytes. Since `result` has 100 integer elements and each integer is 32-bit long, or 4-bytes long, the size is 400. Now that you have these two numbers you schedule a task in the following manner:

```
xmtfpga -p myProject -a 8192 -l 400 a.b
```

Now when you request the results of this execution, you will get two files, one for the output of `printf` and one for the memory dump that you requested. The format of the memory dump file is one 32 bit word on each line, in hexadecimal format. The first line of this file lists the start address and length of the area dumped.

10.7 Example: A usual work cycle

Suppose your XMTC code is in a file `program.c` and you want to use an external dataset stored in the header file `data.h` and the binary file `data.xbo`.

Compile your program using the command:

```
xmtcc program.c -include data.h data.xbo
```

Submit your program to the XMT FPGA. Suppose you are also interested in examining the contents of the memory starting at address 8192 and of length 400 bytes:

```
xmtfpga -a 8192 -l 400 a.b
```

Suppose your program contained two integer variables `x=40` and `y=60` and the only `printf` statement was:

```
printf("x+y=%d\n",x+y);
```

The output of the `xmtfpga` command will be:

```
Submitting job to XMT FPGA board...success!  
Waiting for job to execute.....done!  
x+y=100  
Execution time: 226753 cycles. Standard output: output-2007513.txt.  
Memory dump: memory-2007513.txt.
```

Part IV

Warning and Error Messages

Chapter 11

Error Messages

11.1 Simulator Error Messages

This chapter lists the error and warning messages that a user can receive from the XMT Simulator. The messages are divided in context-based sections, and unless mentioned otherwise, they are ordered alphabetically in each section. Some messages that are relevant in multiple context are duplicated for easier access. The messages are listed as the message text first and some description following that. Detailed description is omitted in some messages that are self-explanatory (such as *Option should be first argument*).

11.1.1 General Errors

Please contact the author of this software with your source code and this error message:

Class: *name* Class version: *version*
supplementary info

Please send the error text (including the class name, version and supplementary information), all related files (such as code and data files) and the output of the `xmtsim -version` command to the appropriate contact person.

11.1.2 File Input/Output Errors

Cannot create memory dump file.

Configuration file could not be read: *error*

This message is displayed when there is an error in a cycle accurate configuration file (could not be read, name of a field is wrong, value is wrong, etc...). Check the file location, read permissions and the values in the file.

Diagnosis file not found.

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/diagnosisX.s` (X is the diagnosis code 0, 1 or 2) is readable. If the error persists contact the XMT Team

Diagnosis file could not be read.

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/diagnosisX.s` (X is the diagnosis code 0, 1 or 2) is readable. If the error persists contact the XMT Team

Input file could not be read: *filename*

The mentioned file is not readable. Check the file names and permissions

Help file not found.

This exception might occur as a result of `-h` or `-help` option if for some reason the help text could not be read.

Help file could not be read.

This exception might occur as a result of `-h` or `-help` option if for some reason the help text could not be read.

Output file could not be written: *filename*

The mentioned file is not writable. Check the file names and permissions

Self test file not found.

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/xmtAssemblyTest.txt` is readable. If the error persists contact the XMT Team

Self test file could not be read.

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/xmtAssemblyTest.txt` is readable. If the error persists contact the XMT Team

11.1.3 Errors Related to Use of Arguments

Following error messages are for incorrect use of arguments. Most of the messages are self-explanatory. For correct usage, type: `xmtsim -h` or `xmtsim -help`. The messages in this section are listed in alphabetical order based on the relevant simulator option.

Option not known: *string*

This message is displayed when there is an unknown command line parameter starting with a “-” character.

Wrong number of arguments.

This message is displayed when there is an unknown command line parameter that is not starting with a “-” character.

bindump

Cannot create memory dump file.

Option requires argument: `-bindump <filename>`

Wrong use of option: `-bindump`

This message is displayed when there already is another `-textdump/-bindump` option.

binload

Option requires argument: `-binload <filename>`

Wrong use of option: `-binload`

This message is displayed when there already is another `-textload/-binload` option.

check

Self test failed: `<error message>`

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/xmtAssemblyTest.txt` is readable. If the error persists contact the XMT Team

Self test file could not be read.

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/xmtAssemblyTest.txt` is readable. If the error persists contact the XMT Team

Self test file not found.

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/xmtAssemblyTest.txt` is readable. If the error persists contact the XMT Team

checkmemreads

Cannot use `-warnmemreads` and `-checkmemreads` together.

conf

Configuration file could not be read: *error*

This message is displayed when there is an error in a cycle accurate configuration file (could not be read, name of a field is wrong, value is wrong, etc...). Check the file location, read permissions and the values in the file.

Option can only be used in cycle accurate mode: `-conf`

Option requires argument: `-conf <name>`

conftemplate

Default template file could not be created: *error*

Option should be the first argument: `-conftemplate`

Option takes a single argument: `-conftemplate <name>`

detailedverbose

Option can only be used in cycle accurate mode: `-detailedverbose`

diagnose

Diagnosis code not found: *number*

This message is displayed when the number passed to diagnose option is not 0, 1 or 2.

Diagnosis failed: `<error message>`

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/diagnosisX.s` (X is the diagnosis code 0, 1 or 2) is readable. If the error persists contact the XMT Team

Diagnosis file could not be read.

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/diagnosisX.s` (X is the diagnosis code 0, 1 or 2) is readable. If the error persists contact the XMT Team

Diagnosis file not found.

This message is displayed due to a faulty installation or an internal error. Verify that the file `xmtsim/test/diagnosisX.s` (X is the diagnosis code 0, 1 or 2) is readable. If the error persists contact the XMT Team

Option should be the first argument: `-diagnose`

Option takes a single or no argument: `-diagnose <?number>`

Option takes only integers as argument: `-diagnose <?number>`

dumprange

Arguments should be integers: `-dumprange <startAddr> <endAddr>`

Option requires argument: `-dumprange <startAddr> <endAddr>`

interrupt

Option can only be used in cycle accurate mode: `-interrupt`

Option requires argument: `-interrupt <number>`

Option takes only numbers as argument: `-interrupt <number>`

out

Option requires argument: `-out <filename>`

Output file could not be created: *filename*

This message is displayed when the out file could not be created.

printf

Option requires argument: `-printf <filename>`

Output file could not be created: *filename*

This message is displayed when the printf file could not be created.

textdump

Cannot create memory dump file.

Option requires argument: `-textdump <filename>`

Wrong use of option: `-textdump`

This message is displayed when there already is another `-textdump/-bindump` option.

textload

Option requires argument: `-textload <filename>`

Wrong use of option: `-textload`

This message is displayed when there already is another `-textload/-binload` option.

timer

Option can only be used in cycle accurate mode: `-timer`

Option takes only integers as argument: `-timer <?number>`

verbose

Option can only be used in cycle accurate mode: `-verbose`

warnmemreads

Cannot use `-warnmemreads` and `-checkmemreads` together.

11.1.4 Runtime Errors

Local register value cannot be *value* for *ps (register)*.

This happens if a the local register in the prefix sum has a value greater than 1.

Trying to read uninitialized memory location: *address*

This message is displayed if `-checkmemreads` or `-warnmemreads` option is used. Depending on which option is used it will be an error (`checkmemreads`) or warning (`warnmemreads`).

It indicates that a memory location is accessed unexpectedly, and it is the equivalent of (actually more powerful than) segmentation fault.

11.1.5 Errors Related to Assembly File Parsing

These messages are not likely to occur if you compile your program from XMTC source, and do not modify the resulting assembly file manually. Some of the messages also report the location of the error by line and column number. In general, these errors are caused by some portion of the code that cannot be parsed correctly.

Cannot use pseudo-instructions in simulator: *instruction*

data file name contains a non-integer value: *value*

Well this is one parse error that compiler has nothing to do with.

expecting ...

Parsing error from underlying compiler. Please contact XMT Team

Label *string* could not be found.

This happens if the target of a jump instruction with label could not be found. Might happen if a function is declared but not defined.

(Un)signed value *number* cannot be expressed with *number* bits.

This happens if an immediate value is outside the bit bounds of a fields.

11.1.6 Errors Related to Assembly File Simulation

These messages are not likely to occur if you compile your program from XMTC source, and do not modify the resulting assembly file manually. Unlike the previous section, these messages are in general caused by logical errors in programming (such as division by 0), or use of some syntactically correct instruction within an inappropriate context (such as a spawn instruction in a spawn block).

Cannot use 0 register as destination. This is a read-only register.

Divide by 0.

Thrown by div and divu.

JOIN instruction is not allowed in Master TCU.

Master TCU cannot have broadcast instruction.

Overflow in addition of *reg* and *reg*.

Thrown by add, addi, sub and subi.

Reached end of file without a HALT instruction.

register name is not a register of *tcu name*.

This will happen if a TCU tries to access a global register by means other than ps (or a register number is greater than the register file size).

Shift amount is out of bounds: *value*

Happens with shift type instructions where shift value is stored in a register.

SPAWN instruction is not allowed in TCUs.

Trying to execute ascii directive: *text*

If the assembly file reaches an ascii (printf) directive on the execution path.

Trying to print a non-ascii block: *text*

If the target of a prn or a prnl instruction is not an ascii directive (text), this exception will be thrown.

Part V
Glossary

Chapter 12

Legend and Index

12.1 Legend

In this manual, we used:

- *italic characters* for XMTC-related terms (e.g. *Master TCU*, *Parallel Section*).
- **fixed-width characters** for XMTC code, reserved names, file names and shell commands (e.g. `#include`, `spawn`, `xmtsim -binload a.b a.sim`).

12.2 Index

This section defines, describes and provides pointers to some key terms mentioned in this manual.

Content File is a text file prepared by the programmer. It contains the initial values of an array of integer or double FP numbers. As the array variable is created using the *Memory Tool*, this file can be used to initialize the values within the array. Section [6.3.4](#).

Initialization Block is enclosed within curly braces(`{...}`) after every `spawn` statement. This block is executed before the newly spawned *virtual thread* starts its execution. Section [2.2](#)

Master TCU is responsible of executing all of the *Serial Section* within the XMTC code. *Master TCU* is inactive during parallel execution. The XMT architecture envisions a contemporary superscalar processor with MIPS ISA for the *Master TCU*.

Memory Map - binary file is a file containing a part of the memory that is fed into the simulator. This file is used for providing external input to an XMTC program.

Memory Map - header file is the file to be included (using `#include`) in the XMTC source code. This allows proper compilation and execution with external inputs and memory allocation.

Memory Map - text file has the identical contents as the *Memory Map - binary file* but in text format. It can be used for the programmer's reference and debugging purposes. This file is also required by the serializer.

Parallel Mode is the execution mode of the computer, where the *TCUs* execute multiple *virtual threads* at once.

Parallel Section is a part of the code that is assigned to *virtual threads*, and executed by *TCUs* in parallel. Also, see *spawn* and *Spawn block*.

ps Special XMTC Statement. Computes **prefix sum** using a *psBaseReg* type variable as a base. Section 2.3.

psBaseReg is a type identifier for variables that are stored in a small set of architectural registers. These variables can be accessed (read or written) regularly by the *Master TCU* within the *Serial Section*. Within the *Parallel Section* they can only be accessed using **ps** statement. These variables are declared **globally** as **psBaseReg**.

psm Special XMTC Statement. Computes **prefix sum to memory** using any regular integer variable as a base. Section 2.3

Serial Mode is the execution mode of the computer, where the *Master TCU* executes one of the *Serial Sections* in the code.

Serial Section is a part of the code that is executed serially by the *Master TCU*

Serialization is the act of converting the XMTC program into a regular C program, by executing all *Virtual Threads* in the interval $[begin, end]$ sequentially. Currently this is the only method for ensuring functional correctness of an XMTC program.

spawn Special XMTC Statement. It defines a part of the code (*Spawn Block*) that is executed by several (all) available *TCUs* in parallel. The execution is in SPMD (Single Program Multiple Data) principle. Section 2.1.

Spawn Block is the part of the code that is executed in SPMD fashion. It is enclosed within curly braces ($\{\dots\}$) after the **spawn** statement. This block defines the functionality of a *Virtual Thread*. Section 2.1.

sspawn Special XMTC Statement. It stands for “single spawn”. This statement can be used to spawn more *Virtual Threads* (one at a time) from within the *Spawn Block*. **sspawn** is followed by an *Initialization Block* that is executed by the current thread. The newly spawned *virtual thread* executes the same *Spawn Block* in which the **sspawn** resides. Section 2.2.

Thread Control Units (TCUs) are the processing units that execute the statements of the *Virtual Threads* within the *Spawn Block*.

Thread ID is the means for distinguishing *Virtual Threads* from each other. Every *Virtual Thread* has a unique *Thread ID*. This number can be accessed using **\$** character within a *Spawn Block*. The *Thread IDs* are assigned sequentially, starting with the value of the first parameter of the **spawn** statement Section 2.1.

Virtual Thread is a basic work unit in XMTC. There is no limit on the number of *Virtual Threads*. During parallel execution, each available *TCU* executes a virtual thread. The code to be executed as *Virtual Threads* is defined in *Spawn Block*.