

# Dialects as a Dialect

Bringing native C++ registration to IRDL



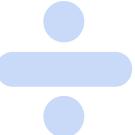
UNIVERSITY OF  
CAMBRIDGE

Ivan Ho

PhD Student

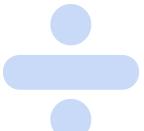
Supervised by Tobias Grosser



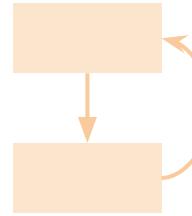
  

**arith**

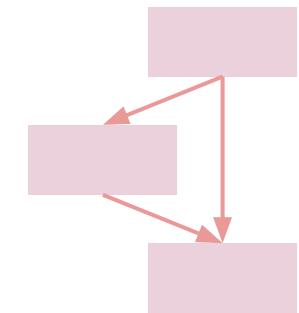




# arith

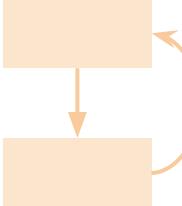
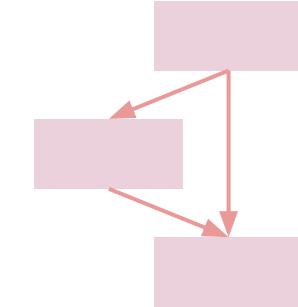


# scf



    
**arith**

   
**func**

  
  
**scf**

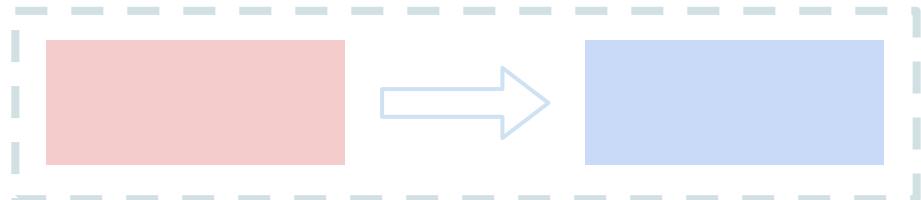
**arith**



**func**



**transform**



# **What if we had dialects as a dialect?**



**What if we had  
dialects as a dialect?**



**IRDL**

\\\\\\|⁹(◎`^'◎)⁹//||//

# Why a Dialect for Dialects?

```
irdl.dialect cmath {  
  
    irdl.type complex {  
        %0 = irdl.is f32  
        %1 = irdl.is f64  
        %2 = irdl.any_of(%0, %1)  
  
        irdl.parameters (elem: %2)  
    }  
  
    irdl.operation norm {  
        %0 = irdl.any  
        %1 = irdl.parametric @cmath:::@complex(%0)  
  
        irdl.operands (in: %1)  
        irdl.results (res: %0)  
    }  
}
```

# Why a Dialect for Dialects?

```
irdl.dialect cmath {
```

A *Dialect* definition is a single operation.

```
}
```

# Why a Dialect for Dialects?

```
irdl.dialect cmath {  
    irdl.type complex {  
        %0 = irdl.is f32  
        %1 = irdl.is f64  
        %2 = irdl.any_of(%0, %1)  
  
        irdl.parameters (elem: %2)  
    }  
  
}
```

A *Dialect* definition is a single operation.

*Types* may have constraints.

# Why a Dialect for Dialects?

```
irdl.dialect cmath {
```

A *Dialect* definition is a single operation.

```
    irdl.type complex {
        %0 = irdl.is f32
        %1 = irdl.is f64
        %2 = irdl.any_of(%0, %1)
```

```
    irdl.parameters (elem: %2)
}
```

```
    irdl.operation norm {
        %0 = irdl.any
        %1 = irdl.parametric @cmath:::@complex(%0)
```

```
    irdl.operands (in: %1)
    irdl.results (res: %0)
}
```

*Types* may have constraints.

An *Operation* is defined similarly.

```
irdl.dialect cmath {  
  
    irdl.type complex {  
        // ...  
    }  
  
    irdl.operation norm {  
        %0 = irdl.any  
        %1 = irdl.parametric @cmath::@complex(%0)  
  
        irdl.operands (in: %1)  
        irdl.results (res: %0)  
    }  
}
```

```
$ mlir-opt --irdl-file=cmath.irdl.mlir example.cmath.mlir
```

```
irdl.dialect cmath {  
  
    irdl.type complex {  
        // ...  
    }  
  
    irdl.operation norm {  
        %0 = irdl.any  
        %1 = irdl.parametric @cmath::@complex(%0)  
  
        irdl.operands (in: %1)  
        irdl.results (res: %0)  
    }  
}
```

IRDL dialects are loaded **dynamically**

```
$ mlir-opt --irdl-file=cmath.irdl.mlir example.cmath.mlir
```

```
irdl.dialect cmath {  
  
    irdl.type complex {  
        // ...  
    }  
  
    irdl.operation norm {  
        %0 = irdl.any  
        %1 = irdl.parametric @cmath::@complex(%0)  
  
        irdl.operands (in: %1)  
        irdl.results (res: %0)  
    }  
}
```

```
$ mlir-opt --irfile=cmath.irdl.mlir example.cmath.mlir
```

```
irdl.dialect cmath {  
  
    irdl.type complex {  
        // ...  
    }  
  
    irdl.operation norm {  
        %0 = irdl.any  
        %1 = irdl.parametric @cmath::@complex(%0)  
  
        irdl.operands (in: %1)  
        irdl.results (res: %0)  
    }  
}
```

```
%0 = "cmath.norm" (%arg0)  
      : (!cmath.complex<f32>) -> f32
```

```
$ mlir-opt --irfile=cmath.irdl.mlir example.cmath.mlir
```

```
irdl.dialect cmath {  
  
    irdl.type complex {  
        // ...  
    }  
  
    irdl.operation norm {  
        %0 = irdl.any  
        %1 = irdl.parametric @cmath::@complex(%0)  
  
        irdl.operands (in: %1)  
        irdl.results (res: %0)  
    }  
}
```

```
%0 = "cmath.norm" (%arg0)  
: (!cmath.complex<f32>) -> f32
```

```
%0 = "cmath.norm" (%arg0)  
: (!cmath.complex<f32>) -> f64
```

✗ unsatisfied constraint

# IRDL: IR Definition Language



Concise



Introspectable



Dynamic



Generatable

And it *just* works...

# IRDL: IR Definition Language



Concise



Introspectable



Dynamic



Generatable

And it *just works... kind of*

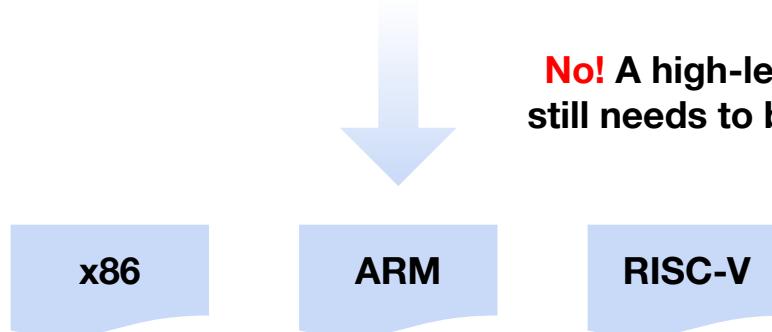
# Is parsing this program enough?

```
%0 = "cmath.norm" (%arg0) : (!cmath.complex<f32>) -> f32
```

# Is parsing this program enough?

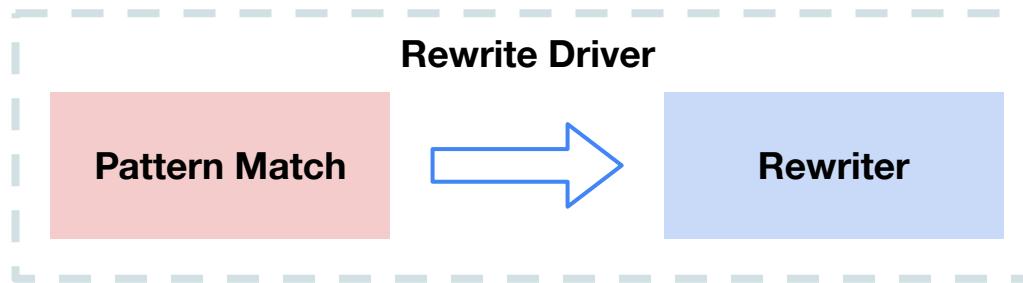
```
%0 = "cmath.norm" (%arg0) : (!cmath.complex<f32>) -> f32
```

**No!** A high-level dialect  
still needs to be lowered!



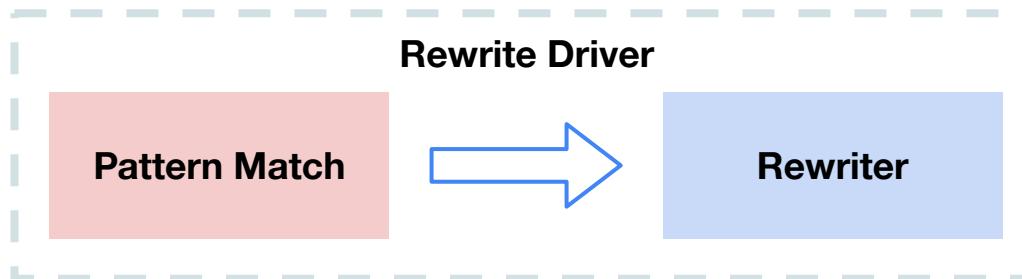
# How to Rewrite IR in MLIR

(the abridged version)



# How to Rewrite IR in MLIR

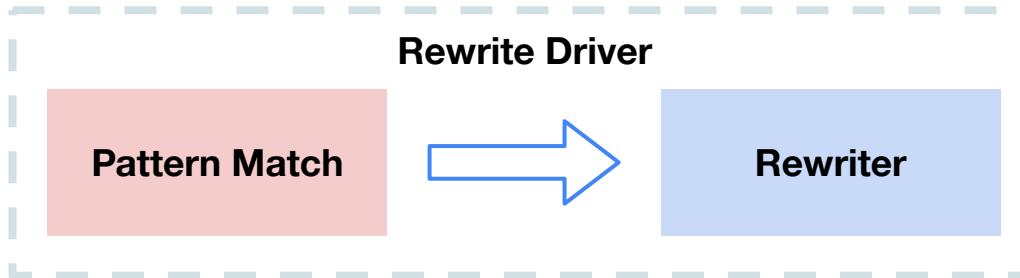
(the abridged version)



```
void matchAndRewrite(arith::AddFOp op, OpAdaptor op,
                     ConversionPatternRewriter& rewriter)
{
    // ...
    rewriter.create<arith::MulFOp>(loc, ...)
    rewriter.replaceWithNewOp<arith::MulFOp>(loc, op, ...)
}
```

# How to Rewrite IR in MLIR

(the abridged version)



```
void matchAndRewrite(arith::AddFOp op, OpAdaptor op,
                     ConversionPatternRewriter& rewriter)
{
    // ...
    rewriter.create<arith::MulFOp>(loc, ...)
    rewriter.replaceWithNewOp<arith::MulFOp>(loc, op, ...)
}
```

MLIR infrastructure  
uses **static C++ types!**

```
mlir-opt --irdl-file=cmath.irdl.mlir example.cmath.mlir
```

IRDL dialects are loaded **dynamically**

MLIR infrastructure  
uses **static C++ types!**

```
mlir-opt --irdl-file=cmath.irdl.mlir example.cmath.mlir
```

IRDL dialects are loaded **dynamically**

**IRDL doesn't work with the  
existing MLIR C++ infrastructure**

MLIR infrastructure  
uses **static C++ types!**

```
mlir-opt --irdl-file=cmath.irdl.mlir example.cmath.mlir
```

IRDL dialects are loaded **dynamically**

IRDL  work with the  
existing MLIR C++ infrastructure

MLIR infrastructure  
uses **static C++ types!**

```
$ mlir-irdl-to-cpp example.irdl.mlir
```



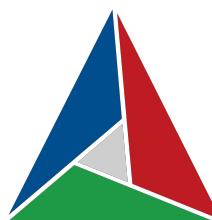
```
void matchAndRewrite(cmath::NormOp op, OpAdaptor op,
                     ConversionPatternRewriter& rewriter)
{
    // ...
    rewriter.create<cmath::RealOp>(loc, ...)
    rewriter.replaceWithNewOp<cmath::ImagOp>(loc, op, ...)
}
```



```
add_irdl_to_cpp_target(TestIRDLToCppGen test_irdl_to_cpp.irdl.mlir)
```

```
// CHECK: func.func @test() {
// CHECK: %[[v0:[^ ]*]] = "test_irdl_to_cpp.bar"() : () -> i32
// CHECK: %[[v1:[^ ]*]] = "test_irdl_to_cpp.bar"() : () -> i32
// CHECK: %[[v2:[^ ]*]] = "test_irdl_to_cpp.hash"(%[[v0]], %[[v0]]) : (i32, i32) -> i32
// CHECK: return
// CHECK: }
func.func @test() {
    %0 = "test_irdl_to_cpp.bar"() : () -> i32
    %1 = "test_irdl_to_cpp.beef"(%0, %0) : (i32, i32) -> i32
    return
}
```

[test\\_conversion.testd.mlir](#)



## [MLIR][IRDL] Added IRDL to C++ Translation #133982

Merged?

[! Open](#) hhkit wants to merge 90 commits into [llvm:main](#) from [opencompl:hhkit/irdl-to-cpp](#) [Diff](#)

Conversation 31 · Commits 90 · Checks 7 · Files changed 39



hhkit commented last week · edited

Member

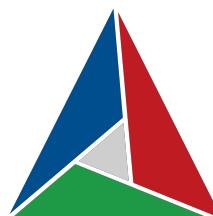
...

This PR introduces a new tool, mlir-irdl-to-cpp, that converts IRDL to C++ definitions.

The C++ definitions allow use of the IRDL-defined dialect in MLIR C++ infrastructure, enabling the use of conversion patterns with IRDL dialects for example. This PR also adds CMake utilities to easily integrate the IRDL dialects into MLIR projects.

Note that most IRDL features are not supported. In general, we are only able to define simple types and operations.

- The only type constraint supported is `irdl.any`.
- Variadic operands and results are not supported.
- Verifiers for the IRDL constraints are not generated.
- Attributes are not supported.



# IRDL: IR Definition Language



Concise



Introspectable

```
irdl.dialect cmath {  
  
    irdl.type complex {  
        %0 = irdl.is f32,      %1 = irdl.is f64  
        %2 = irdl.any_of(%0, %1)  
  
        irdl.parameters (elem: %2)  
    }  
  
    irdl.operation norm {  
        %0 = irdl.any  
        %1 = irdl.parametric @cmath::@complex(%0)  
  
        irdl.operands (in: %1)  
        irdl.results (res: %0)  
    }  
}
```



Dynamic



Generatable

# IRDL Devs



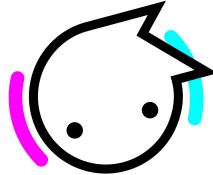
**Mathieu Fehr**

email: mathieufehr@gmail.com  
github: math-fehr



**Théo Degioanni**

github: Moxinilian  
discord: moxinilian



**Ivan Ho**

email: ivan@hhkit.dev  
github: hhkit

## Resources



<https://godbolt.org/z/Ya54Whvd8>