

A Language for the Compact Representation of Multiple Program Versions

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Motivation

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 - Which
 - Where
 - Order
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 - Representation of Program Versions
 - Natural and Compact

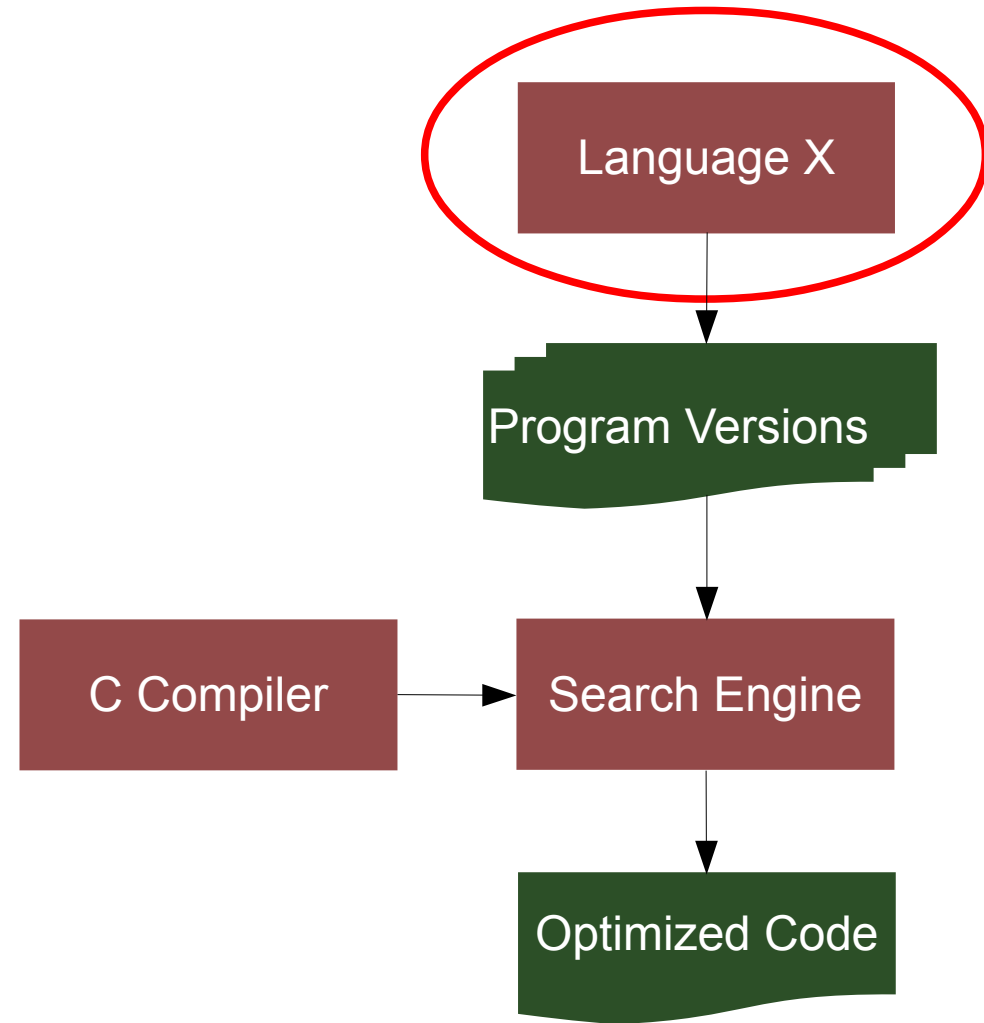
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 - Defining of new Transformations

Language X - Workflow

■ Language Usages

- Write Programs in X directly
- Intermediate Representation



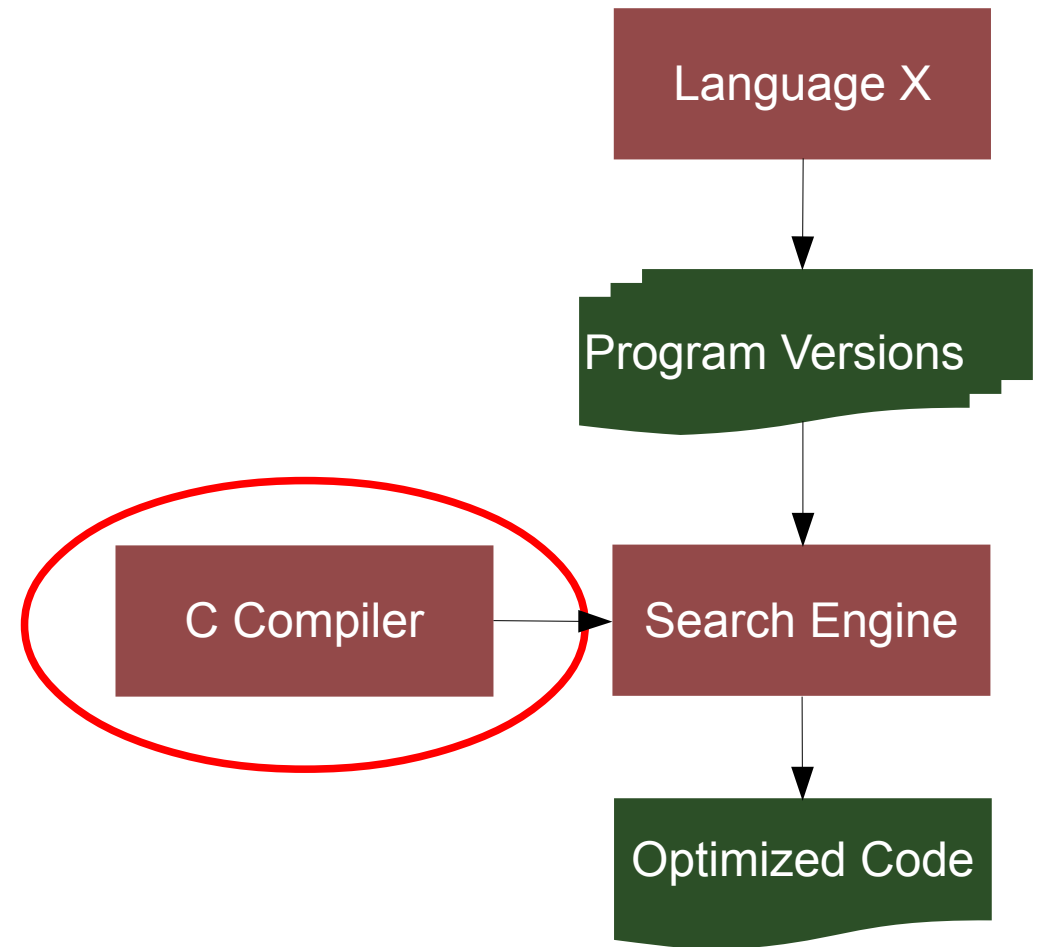
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■ Native C Compilers

- Low-Level Optimizations
- May undo Transformations in X



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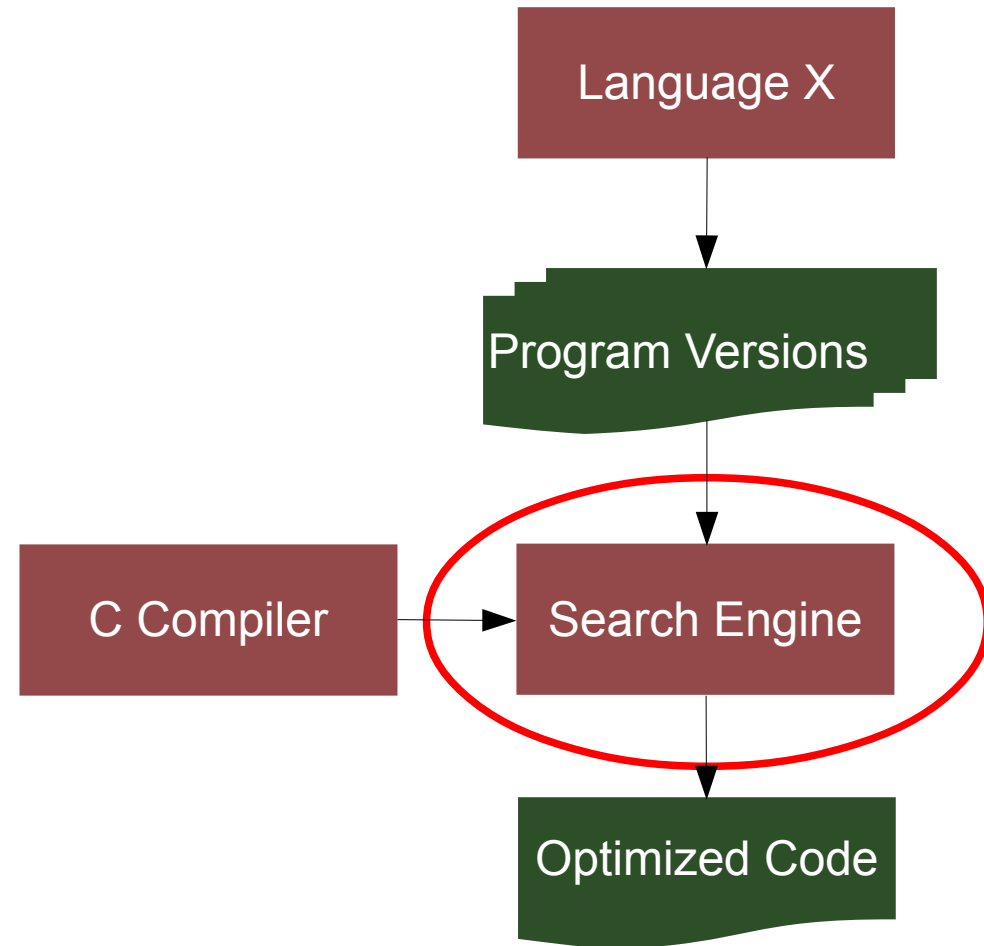
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■ Native C Compilers

- Low-Level Optimizations
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■ Search Engine

- Exhaustive Search
- Parameter Values



Transformations – Important Features

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- Loops

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- **Procedural Abstraction**
- **Mechanism to define new Transformations**

Macros as Language Representation

- **Simple Example**

```
sum = 0;
for (i=0;i<256;i++) {
    s = s + a[i];
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- X Representation

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sum = 0;
for (i=0;i<256;i+=%d) {
    %for (k=0; k<=(%d-1); k++)
        s = s + a[i+%k];
}
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- Which stands for

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sum = 0;
for (i=0;i<256;i+=%d) {
    s = s + a[i];
    s = s + a[i+1];
    ...
    s = s + a[i+(%d-1)];
}
```

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    s = s + a[i];
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}
```

Seems complicated?

Macros again: Tiled MMM-Loop

```
for (i=0;i<N;i++) {
  for (j=0;j<M;j++) {
    for (k=0;k<K;k++) {
      c[i][j] += a[i][k] * b[k][j];
    }
  }
}
```

```
for (i=0;i<(N/%tile)*%tile;i+=%tile) {
  for (j=0;j<(M/%tile)*%tile;j+=%tile) {
    for (k=0;k<(K/%tile)*%tile;k+=%tile) {
      for (ii=i;ii<i+%tile;ii++) {
        for (jj=j;jj<j+%tile;jj++) {
          for (kk=k;kk<k+%tile;kk++) {
            c[ii][jj] += a[ii][kk] * b[kk][jj];
          }
        }
      }
    }
    %if ((K/%tile)*%tile)!=K) {
      for (k=(K/%tile)*%tile;k<K;k++) {
        for (ii=i;ii<i+%tile;ii++) {
          for (jj=j;jj<j+%tile;jj++) {
            for (kk=k;kk<k+%tile;kk++) {
              c[ii][jj] += a[ii][kk] * b[kk][jj];
            }
          }
        }
      }
    }
  }
}
....
```

Better Representation: Pragmas

■ Begin/End

```
#pragma xlang begin  
.  
.  
.  
#pragma xlang end
```

■ Naming

- {} for set of statements

```
#pragma xlang name <id> {...}
```

■ Transformation

- Basic Syntax

```
#pragma xlang transform keyword <list-input-par> <list-output-par>
```

Implemented Elementary Transformations

- **Full Unrolling**
- **Partial Unrolling**
- **Strip Mining**
- **Interchange**
- **Loop Fission**
- **Loop Fusion**
- **Scalar Promote**
- **Lifting**
- **Software Pipelining**

Example 1: Loop Unroll

- **Once again the simple Loop**

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sum = 0;
for (i=0;i<256;i++) {
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- X Representation

```
sum=0;
#pragma xlang name l1
for (i=0;i<256;i++) {
    s = s + a[i];
}
#pragma xlang transform unroll l1 4
```

Example 1: Loop Unroll

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sum = 0;
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for (i=0;i<256;i++) {
    s = s + a[i];
}
#pragma xlang transform unroll l1 4
```

- Resulting Code

```
sum=0;
#pragma xlang name l1
for (i=0;i<256;i+=4) {
    s = s + a[i];
    s = s + a[i+1];
    s = s + a[i+2];
    s = s + a[i+3];
}
```


Example 2: Pipelining

- **The MMM-Loop again**

```
for (i=0;i<N;i++) {  
    for (j=0;j<M;j++) {  
        for (k=0;k<K;k++) {  
            c[i][j] += a[i][k] * b[k][j];  
        }  
    }  
}
```

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    }  
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```
for (i=0;i<N;i++){  
    for (j=0;j<M;j++) {  
        for (k=0;k<K;k++) {  
            #pragma xlang name statement st1  
            c[i][j] += a[i][k] * b[k][j];  
        }  
    }  
}  
#pragma xlang transform split st1 st2 temp
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for (i=0;i<N;i++) {  
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        }  
    }  
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- Resulting Code

```
double temp[0..K];  
for (i=0;i<N;i++){  
    for (j=0;j<M;j++) {  
        for (k=0;k<K;k++) {  
            #pragma xlang name statement st1  
            temp[k] = a[i][k] * b[k][j];  
            #pragma xlang name statement st2  
            c[i][j] = c[i][j] + temp[k];  
        }  
    }  
}
```

- X Representation

Defining of new Transformations

- **Pattern Rewriting**
 - 1. Pattern: Matching
 - 2. Pattern: Rewriting
- **Macro Code directly**

Experimental Results

- **Matrix-Matrix Multiplication (DGEMM)**
- **Mimic ATLAS**
- **Focus on Blocking for L2 and L3 cache**
- **Compiler Intel C compiler (icc) 8.1**
 - Pipelining
 - Block Scheduling

Experimental Results – X Code

```
#pragma xlang name iloop
for (i=0;i<NB;i++)
  #pragma xlang name jloop
  for (j=0;j<NB;j++)
    #pragma xlang name kloop
    for (k=0;k<NB;k++) {
      c[i][j]=c[i][j]+a[i][k]*b[k][j];
    }
#pragma xlang transform stripmine iloop NU NUloop
#pragma xlang transform stripmine jloop MU MUloop
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#pragma xlang transform fullunroll NUloop
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#pragma xlang transform scalarize_in b in kloop
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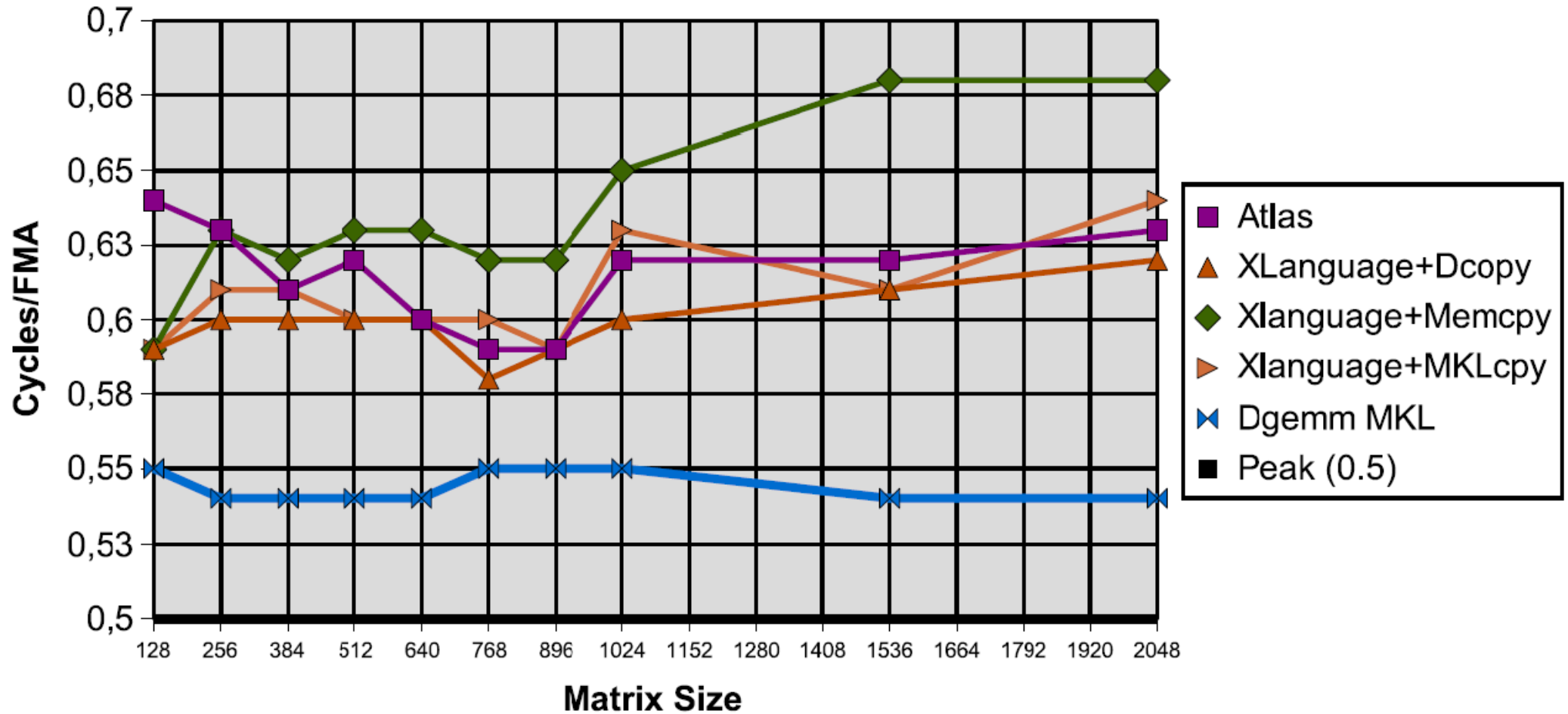
Tiling iloop and
jloop

Full Unroll the new
tiles

Control the Loads
and Stores

Experimental Results(ctd)

2x Intel Itanium 2(Madison) 1.3Ghz, 256KB L2 and 1.5MB L3



Conclusion

■ Pro

- Easy to Generate Multiple Program Versions
- No Knowledge of Compiler Internals necessary
- Precise Specification of Transformations
- Defining of new Transformations
- Macros and Pragmas

■ Contra

- No Dependence Analysis
- No Type Safety
- Clear Focus on Loops
- Programmer has to do the Job
- Gets difficult to read and understand
- Error prone
- Exhaustive Search

Questions?