

# CSC D70: Compiler Optimization Parallelization

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*The content of this lecture is adapted from the lectures of  
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# Data Dependence

$$\begin{array}{ll} S_1 : & A = 1.0 \\ S_2 : & B = A + 2.0 \\ S_3 : & A = C - D \\ & \vdots \\ S_4 : & A = B/C \end{array}$$

We define four types of data dependence.

- **Flow (true) dependence:** a statement  $S_i$  precedes a statement  $S_j$  in execution and  $S_i$  computes a data value that  $S_j$  uses.
- Implies that  $S_i$  must execute before  $S_j$ .

$$S_i \delta^+ S_j \quad (S_1 \delta^+ S_2 \quad \text{and} \quad S_2 \delta^+ S_4)$$

# Data Dependence

$$\begin{array}{ll} S_1 : & A = 1.0 \\ S_2 : & B = A + 2.0 \\ S_3 : & A = C - D \\ & \vdots \\ S_4 : & A = B/C \end{array}$$

We define four types of data dependence.

- **Anti dependence**: a statement  $S_i$  precedes a statement  $S_j$  in execution and  $S_i$  uses a data value that  $S_j$  computes.
- It implies that  $S_i$  must be executed before  $S_j$ .

$$S_i \delta^a S_j \quad (S_2 \delta^a S_3)$$

# Data Dependence

$$\begin{array}{ll} S_1 : & A = 1.0 \\ S_2 : & B = A + 2.0 \\ S_3 : & A = C - D \\ & \vdots \\ S_4 : & A = B/C \end{array}$$

We define four types of data dependence.

- **Output dependence**: a statement  $S_i$  precedes a statement  $S_j$  in execution and  $S_i$  computes a data value that  $S_j$  also computes.
- It implies that  $S_i$  must be executed before  $S_j$ .

$$S_i \delta^o S_j \quad (S_1 \delta^o S_3 \quad \text{and} \quad S_3 \delta^o S_4)$$

# Data Dependence

$$\begin{array}{ll} S_1 : & A = 1.0 \\ S_2 : & B = A + 2.0 \\ S_3 : & A = C - D \\ & \vdots \\ S_4 : & A = B/C \end{array}$$

We define four types of data dependence.

- **Input dependence**: a statement  $S_i$  precedes a statement  $S_j$  in execution and  $S_i$  uses a data value that  $S_j$  also uses.
- Does this imply that  $S_i$  must execute before  $S_j$ ?

$$S_i \delta^I S_j \qquad (S_3 \delta^I S_4)$$

# Data Dependence (continued)

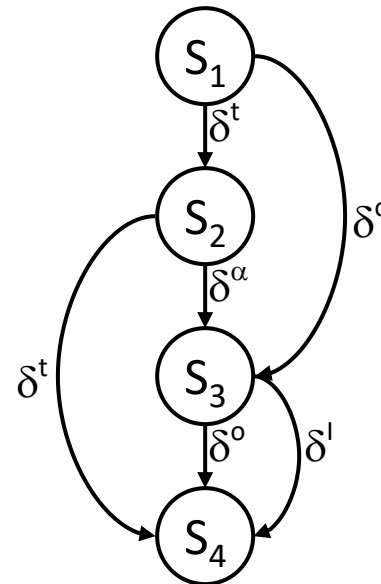
- The dependence is said to **flow** from  $S_i$  to  $S_j$  because  $S_i$  precedes  $S_j$  in execution.
- $S_i$  is said to be the **source** of the dependence.  $S_j$  is said to be the **sink** of the dependence.
- The only “true” dependence is flow dependence; it represents the flow of data in the program.
- The other types of dependence are caused by programming style; they may be eliminated by re-naming.

$S_1 :$	$A = 1.0$
$S_2 :$	$B = A + 2.0$
$S_3 :$	$A1 = C - D$
	$\vdots$
$S_4 :$	$A2 = B/C$

# Data Dependence (continued)

- Data dependence in a program may be represented using a **dependence graph**  $G=(V,E)$ , where the nodes  $V$  represent statements in the program and the directed edges  $E$  represent dependence relations.

$S_1 :$       $A = 1.0$   
 $S_2 :$       $B = A + 2.0$   
 $S_3 :$       $A = C - D$   
            $\vdots$   
 $S_4 :$       $A = B/C$



# Value or Location?

- There are two ways a dependence is defined:  
**value-oriented** or **location-oriented**.

$S_1 :$       $A = 1.0$

$S_2 :$       $B = A + 2.0$

$S_3 :$       $A = C - D$

$\vdots$

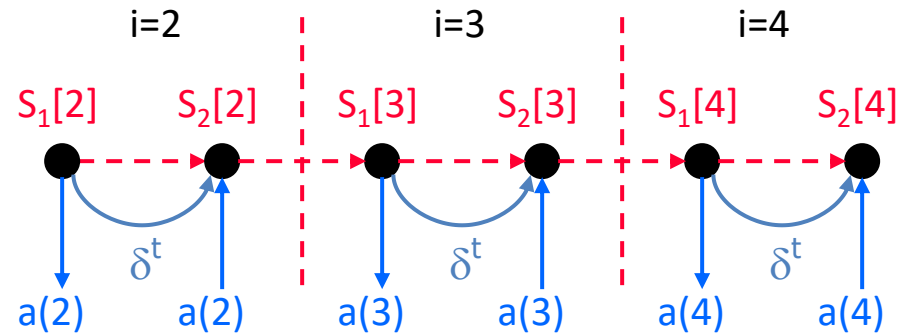
$S_4 :$       $A = B/C$



# Example 1

```

do i = 2, 4
S1:  a(i) = b(i) + c(i)
S2:  d(i) = a(i)
end do
    
```



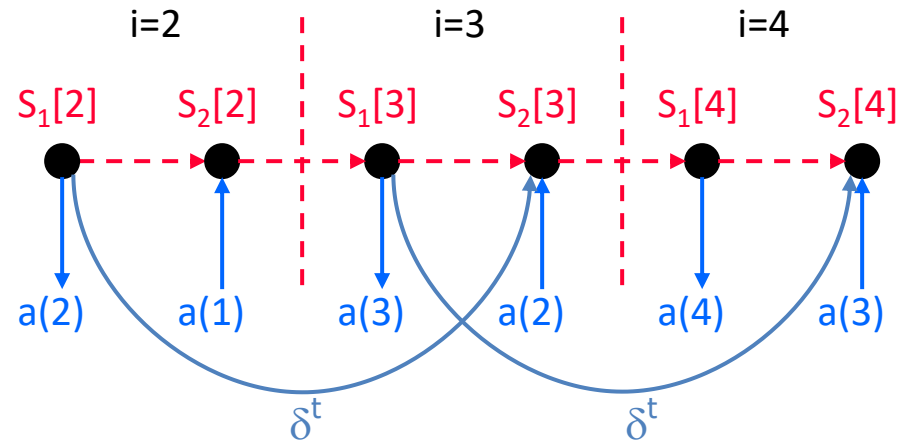
- There is an instance of  $S_1$  that precedes an instance of  $S_2$  in execution and  $S_1$  produces data that  $S_2$  consumes.
- $S_1$  is the **source** of the dependence;  $S_2$  is the **sink** of the dependence.
- The dependence flows between instances of statements in the same iteration (**loop-independent** dependence).
- The number of iterations between source and sink (**dependence distance**) is 0. The **dependence direction** is **=**.

$$S_1 \delta^+ S_2 \quad \text{or} \quad S_1 \delta_0^+ S_2$$

# Example 2

```

do i = 2, 4
  S1: a(i) = b(i) + c(i)
  S2: d(i) = a(i-1)
end do
  
```



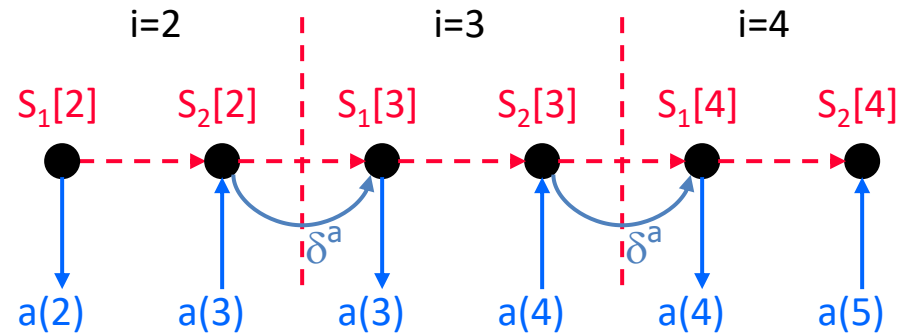
- There is an instance of S<sub>1</sub> that precedes an instance of S<sub>2</sub> in execution and S<sub>1</sub> produces data that S<sub>2</sub> consumes.
- S<sub>1</sub> is the source of the dependence; S<sub>2</sub> is the sink of the dependence.
- The dependence flows between instances of statements in different iterations (**loop-carried** dependence).
- The dependence distance is 1. The direction is positive (<).

$$S_1 \delta_{<}^+ S_2 \quad \text{or} \quad S_1 \delta_1^+ S_2$$

# Example 3

```

do i = 2, 4
  S1: a(i) = b(i) + c(i)
  S2: d(i) = a(i+1)
end do
  
```



- There is an instance of  $S_2$  that precedes an instance of  $S_1$  in execution and  $S_2$  consumes data that  $S_1$  produces.
- $S_2$  is the source of the dependence;  $S_1$  is the sink of the dependence.
- The dependence is loop-carried.
- The dependence distance is 1.

$$S_2 \delta_{<}^a S_1 \quad \text{or} \quad S_2 \delta_1^a S_1$$

- Are you sure you know why it is  $S_2 \delta_{<}^a S_1$  even though  $S_1$  appears before  $S_2$  in the code?

# Example 4

do i = 2, 4  
do j = 2, 4

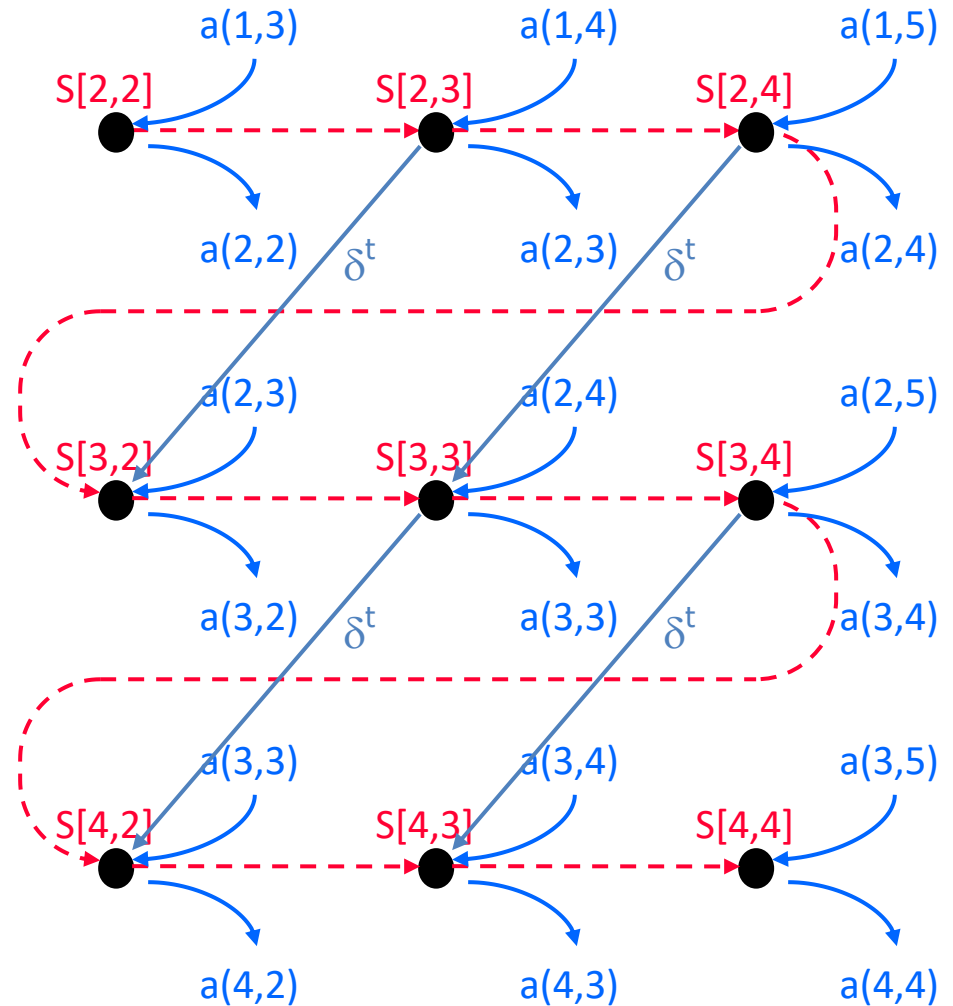
S:  $a(i,j) = a(i-1,j+1)$

end do

end do

- An instance of S precedes another instance of S and S produces data that S consumes.
- S is both source and sink.
- The dependence is loop-carried.
- The dependence distance is (1,-1).

$S\delta_{(<,>)}^+ S$  or  $S\delta_{(1,-1)}^+ S$



# Problem Formulation

- Consider the following **perfect** nest of depth  $d$ :

```

do  $I_1 = L_1, U_1$ 
  do  $I_2 = L_2, U_2$ 
    ...
    do  $I_d = L_d, U_d$ 
       $a(f_1(\vec{I}), f_2(\vec{I}), \dots, f_m(\vec{I})) = \dots$ 
       $\dots = a(g_1(\vec{I}), g_2(\vec{I}), \dots, g_m(\vec{I}))$ 
    enddo
  enddo
enddo

```

$$\vec{I} = (I_1, I_2, \dots, I_d)$$

$$\vec{L} = (L_1, L_2, \dots, L_d)$$

$$\vec{U} = (U_1, U_2, \dots, U_d)$$

$$\vec{L} \leq \vec{U}$$

linear functions

$$b_0 + b_1 I_1 + b_2 I_2 + \dots + b_d I_d$$

array reference

$$a( \quad , f_k(\vec{I}), \dots , \quad )$$

subscript position

subscript function or subscript expression

# Problem Formulation

- Dependence will exist if there exists two iteration vectors  $\vec{k}$  and  $\vec{j}$  such that  $\vec{L} \leq \vec{k} \leq \vec{j} \leq \vec{U}$  and:

$$\begin{array}{l} f_1(\vec{k}) = g_1(\vec{j}) \\ \text{and} \\ f_2(\vec{k}) = g_2(\vec{j}) \\ \text{and} \\ \vdots \\ \text{and} \\ f_m(\vec{k}) = g_m(\vec{j}) \end{array}$$

- That is:

$$\begin{array}{l} f_1(\vec{k}) - g_1(\vec{j}) = 0 \\ \text{and} \\ f_2(\vec{k}) - g_2(\vec{j}) = 0 \\ \text{and} \\ \vdots \\ \text{and} \\ f_m(\vec{k}) - g_m(\vec{j}) = 0 \end{array}$$

# Problem Formulation - Example

```
do i = 2, 4  
  S1: a(i) = b(i) + c(i)  
  S2: d(i) = a(i-1)  
end do
```

- Does there exist two iteration vectors  $i_1$  and  $i_2$ , such that  $2 \leq i_1 \leq i_2 \leq 4$  and such that:

$$i_1 = i_2 - 1?$$

- Answer: yes;  $i_1=2$  &  $i_2=3$  and  $i_1=3$  &  $i_2=4$ .
- Hence, there is dependence!
- The dependence distance vector is  $i_2 - i_1 = 1$ .
- The dependence direction vector is  $\text{sign}(1) = <$ .

# Problem Formulation - Example

```
do i = 2, 4
  S1: a(i) = b(i) + c(i)
  S2: d(i) = a(i+1)
end do
```

- Does there exist two iteration vectors  $i_1$  and  $i_2$ , such that  
 $2 \leq i_1 \leq i_2 \leq 4$  and such that:

$$i_1 = i_2 + 1?$$

- Answer: yes;  $i_1=3$  &  $i_2=2$  and  $i_1=4$  &  $i_2=3$ . (But, but!).
- Hence, there is dependence!
- The dependence distance vector is  $i_2 - i_1 = -1$ .
- The dependence direction vector is  $\text{sign}(-1) = >$ .
- Is this possible?



# Problem Formulation - Example

```
do i = 1, 10  
  S1: a(2*i) = b(i) + c(i)  
  S2: d(i) = a(2*i+1)  
end do
```

- Does there exist two iteration vectors  $i_1$  and  $i_2$ , such that  $1 \leq i_1 \leq i_2 \leq 10$  and such that:

$$2*i_1 = 2*i_2 + 1?$$

- Answer: no;  $2*i_1$  is even &  $2*i_2+1$  is odd.
- Hence, there is no dependence!

# Problem Formulation

- Dependence testing is equivalent to an **integer linear programming** (ILP) problem of  $2d$  variables &  $m+d$  constraint!
- An algorithm that determines if there exists two iteration vectors  $\vec{k}$  and  $\vec{j}$  that satisfies these constraints is called a **dependence tester**.
- The dependence distance vector is given by  $\vec{j} - \vec{k}$
- The dependence direction vector is given by  $\text{sign}(\vec{j} - \vec{k})$ .
- Dependence testing is NP-complete!
- A dependence test that reports dependence only when there is dependence is said to be **exact**. Otherwise it is **in-exact**.
- A dependence test must be **conservative**; if the existence of dependence cannot be ascertained, dependence must be assumed.

# Dependence Testers

- Lamport's Test.
- GCD Test.
- Banerjee's Inequalities.
- Generalized GCD Test.
- Power Test.
- I-Test.
- Omega Test.
- Delta Test.
- Stanford Test.
- etc...

# Lamport's Test

- Lamport's Test is used when there is a single index variable in the subscript expressions, and when the coefficients of the index variable in both expressions are the same.

$$A(\dots, b * i + c_1, \dots) = \dots$$

$$\dots = A(\dots, b * i + c_2, \dots)$$

- The dependence problem: does there exist  $i_1$  and  $i_2$ , such that  $L_i \leq i_1 \leq i_2 \leq U_i$  and such that

$$b * i_1 + c_1 = b * i_2 + c_2? \quad \text{or} \quad i_2 - i_1 = \frac{c_1 - c_2}{b}?$$

- There is integer solution if and only if  $\frac{c_1 - c_2}{b}$  is integer.
- The dependence distance is  $d = \frac{c_1 - c_2}{b}$  if  $L_i \leq |d| \leq U_i$ .
- $d > 0 \Rightarrow$  true dependence.
- $d = 0 \Rightarrow$  loop independent dependence.
- $d < 0 \Rightarrow$  anti dependence.

# Lamport's Test - Example

do i = 1, n  
do j = 1, n

S:  $a(i,j) = a(i-1,j+1)$

end do  
end do

$$i_1 = i_2 - 1?$$

$$j_1 = j_2 + 1?$$

$$b = 1; c_1 = 0; c_2 = -1$$

$$\frac{c_1 - c_2}{b} = 1$$

There is dependence.  
Distance (i) is 1.

$$b = 1; c_1 = 0; c_2 = 1$$

$$\frac{c_1 - c_2}{b} = -1$$

There is dependence.  
Distance (j) is -1.

$S \delta_{(1,-1)}^+ S$  or  $S \delta_{(<,>)}^+ S$

# Lamport's Test - Example

do i = 1, n  
do j = 1, n

S:  $a(i, 2*j) = a(i-1, 2*j+1)$

end do  
end do

$$i_1 = i_2 - 1?$$

$$2*j_1 = 2*j_2 + 1?$$

$$b = 1; c_1 = 0; c_2 = -1$$

$$\frac{c_1 - c_2}{b} = 1$$

There is dependence.  
Distance (i) is 1.

$$b = 2; c_1 = 0; c_2 = 1$$

$$\frac{c_1 - c_2}{b} = -\frac{1}{2}$$

There is no dependence.

?

There is no dependence!

# GCD Test

- Given the following equation:

$$\sum_{i=1}^n a_i x_i = c \quad a_i \text{'s and } c \text{ are integers}$$

an integer solution exists if and only if:

$$\gcd(a_1, a_2, \dots, a_n) \text{ divides } c$$

- Problems:
  - ignores loop bounds.
  - gives no information on distance or direction of dependence.
  - often  $\gcd(\dots)$  is 1 which always divides  $c$ , resulting in false dependences.

# GCD Test - Example

```
do i = 1, 10
  S1: a(2*i) = b(i) + c(i)
  S2: d(i) = a(2*i-1)
end do
```

- Does there exist two iteration vectors  $i_1$  and  $i_2$ , such that  $1 \leq i_1 \leq i_2 \leq 10$  and such that:

$$2*i_1 = 2*i_2 - 1?$$

or

$$2*i_2 - 2*i_1 = 1?$$

- There will be an integer solution if and only if  $\text{gcd}(2, -2)$  divides 1.
- This is not the case, and hence, there is no dependence!



# GCD Test Example

```
do i = 1, 10
  S1: a(i) = b(i) + c(i)
  S2: d(i) = a(i-100)
end do
```

- Does there exist two iteration vectors  $i_1$  and  $i_2$ , such that  $1 \leq i_1 \leq i_2 \leq 10$  and such that:

$$i_1 = i_2 - 100?$$

or

$$i_2 - i_1 = 100?$$

- There will be an integer solution if and only if  $\text{gcd}(1, -1)$  divides 100.
- This is the case, and hence, there is dependence! Or is there?

# Dependence Testing Complications

- Unknown loop bounds.

```
do i = 1, N  
  S1: a(i) = a(i+10)  
end do
```

What is the relationship between N and 10?

- Triangular loops.

```
do i = 1, N  
  do j = 1, i-1  
    S: a(i,j) = a(j,i)  
  end do  
end do
```

Must impose  $j < i$  as an additional constraint.

# More Complications

- User variables

```
do i = 1, 10  
S1: a(i) = a(i+k)  
end do
```

```
do i = L, H  
S1: a(i) = a(i-1)  
end do
```

Same problem as unknown loop bounds, but occur due to some loop transformations (e.g., normalization).



```
do i = 1, H-L  
S1: a(i+L) = a(i+L-1)  
end do
```

# More Complications: Scalars

```
do i = 1, N  
S1: x = a(i)  
S2: b(i) = x  
end do
```



```
do i = 1, N  
S1: x(i) = a(i)  
S2: b(i) = x(i)  
end do
```

```
j = N-1  
do i = 1, N  
S1: a(i) = a(j)  
S2: j = j - 1  
end do
```



```
do i = 1, N  
S1: a(i) = a(N-i)  
  
end do
```

```
sum = 0  
do i = 1, N  
S1: sum = sum + a(i)  
end do
```



```
do i = 1, N  
S1: sum(i) = a(i)  
end do  
sum += sum(i) i = 1, N
```

# Serious Complications

- Aliases.

- Equivalence Statements in Fortran:

```
real a(10,10), b(10)
```

makes b the same as the first column of a.

- Common blocks: Fortran's way of having shared/global variables.

```
common /shared/a,b,c
```

```
⋮  
⋮
```

```
subroutine foo (...)  
common /shared/a,b,c
```

```
common /shared/x,y,z
```

# Loop Parallelization

- A dependence is said to be **carried** by a loop if the loop is the outmost loop whose removal eliminates the dependence. If a dependence is not carried by the loop, it is **loop-independent**.

```
do i = 2, n-1
  do j = 2, m-1
    a(i, j) = ...
    ... = a(i, j)

    b(i, j) = ...
    ... = b(i, j-1)

    c(i, j) = ...
    ... = c(i-1, j)
  end do
end do
```

# Loop Parallelization

A dependence is said to be **carried** by a loop if the loop is the outmost loop whose removal eliminates the dependence. If a dependence is not carried by the loop, it is **loop-independent**.

```
do i = 2, n-1
  do j = 2, m-1
     $\delta_{=,=}^+$     a(i, j)    = ...
               ...      = a(i, j)

               b(i, j)    = ...
               ...      = b(i, j-1)

               c(i, j)    = ...
               ...      = c(i-1, j)
  end do
end do
```

# Loop Parallelization

A dependence is said to be **carried** by a loop if the loop is the outmost loop whose removal eliminates the dependence. If a dependence is not carried by the loop, it is **loop-independent**.

```
do i = 2, n-1
  do j = 2, m-1
    a(i, j) = ...
    ... = a(i, j)

     $\delta_{=, <}^+$     b(i, j) = ...
               ... = b(i, j-1)

    c(i, j) = ...
    ... = c(i-1, j)
  end do
end do
```



# Loop Parallelization

A dependence is said to be **carried** by a loop if the loop is the outmost loop whose removal eliminates the dependence. If a dependence is not carried by the loop, it is **loop-independent**.

```
do i = 2, n-1
  do j = 2, m-1
    a(i, j) = ...
    ... = a(i, j)

    b(i, j) = ...
    ... = b(i, j-1)

     $\delta_{<,=}^+$  c(i, j) = ...
    ... = c(i-1, j)
  end do
end do
```

# Loop Parallelization

A dependence is said to be **carried** by a loop if the loop is the outmost loop whose removal eliminates the dependence. If a dependence is not carried by the loop, it is **loop-independent**.

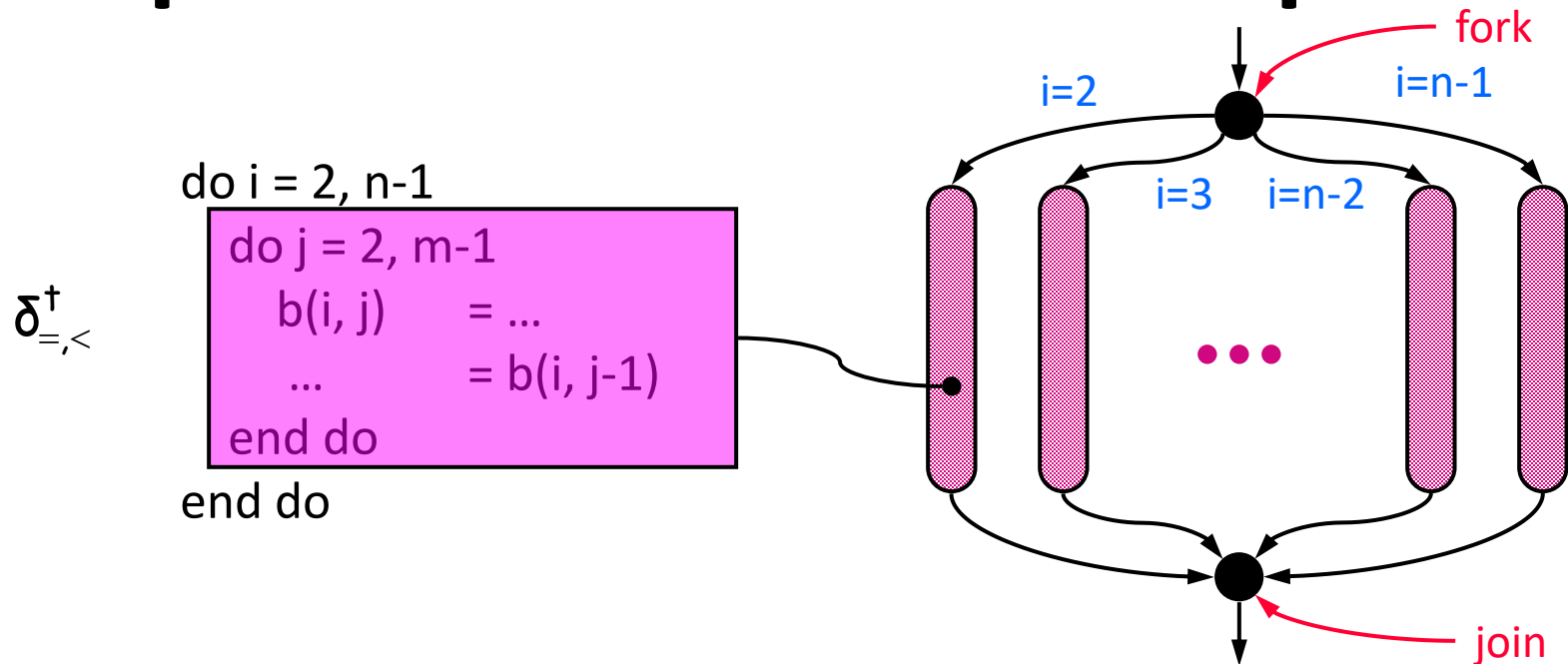
	do i = 2, n-1	
	do j = 2, m-1	
$\delta_{=,=}^+$	a(i, j)	= ...
	...	= a(i, j)
$\delta_{=,<}^+$	b(i, j)	= ...
	...	= b(i, j-1)
$\delta_{<,<}^+$	c(i, j)	= ...
	...	= c(i-1, j)
	end do	
	end do	

- Outermost loop with a non “=” direction carries dependence!

# Loop Parallelization

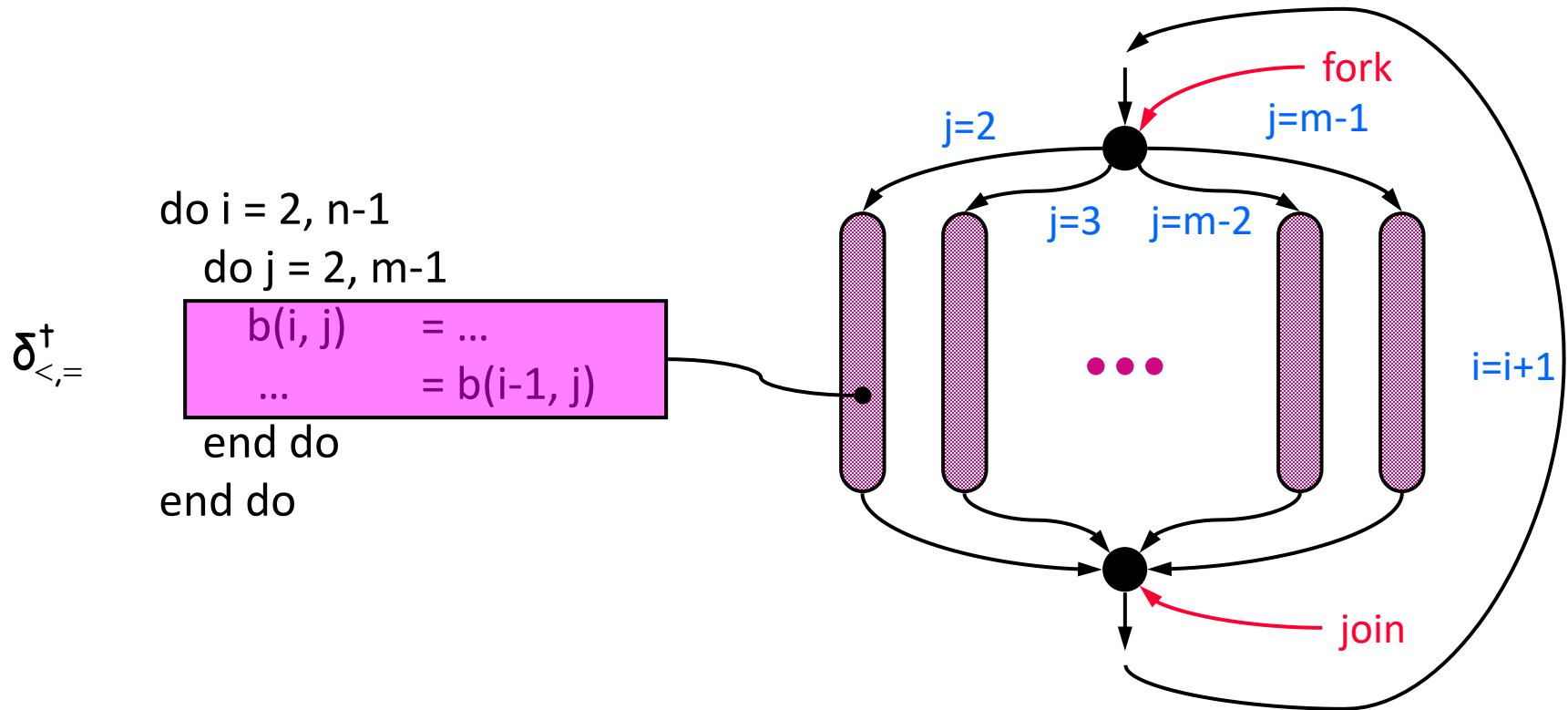
The iterations of a loop may be executed in parallel with one another if and only if no dependences are carried by the loop!

# Loop Parallelization - Example



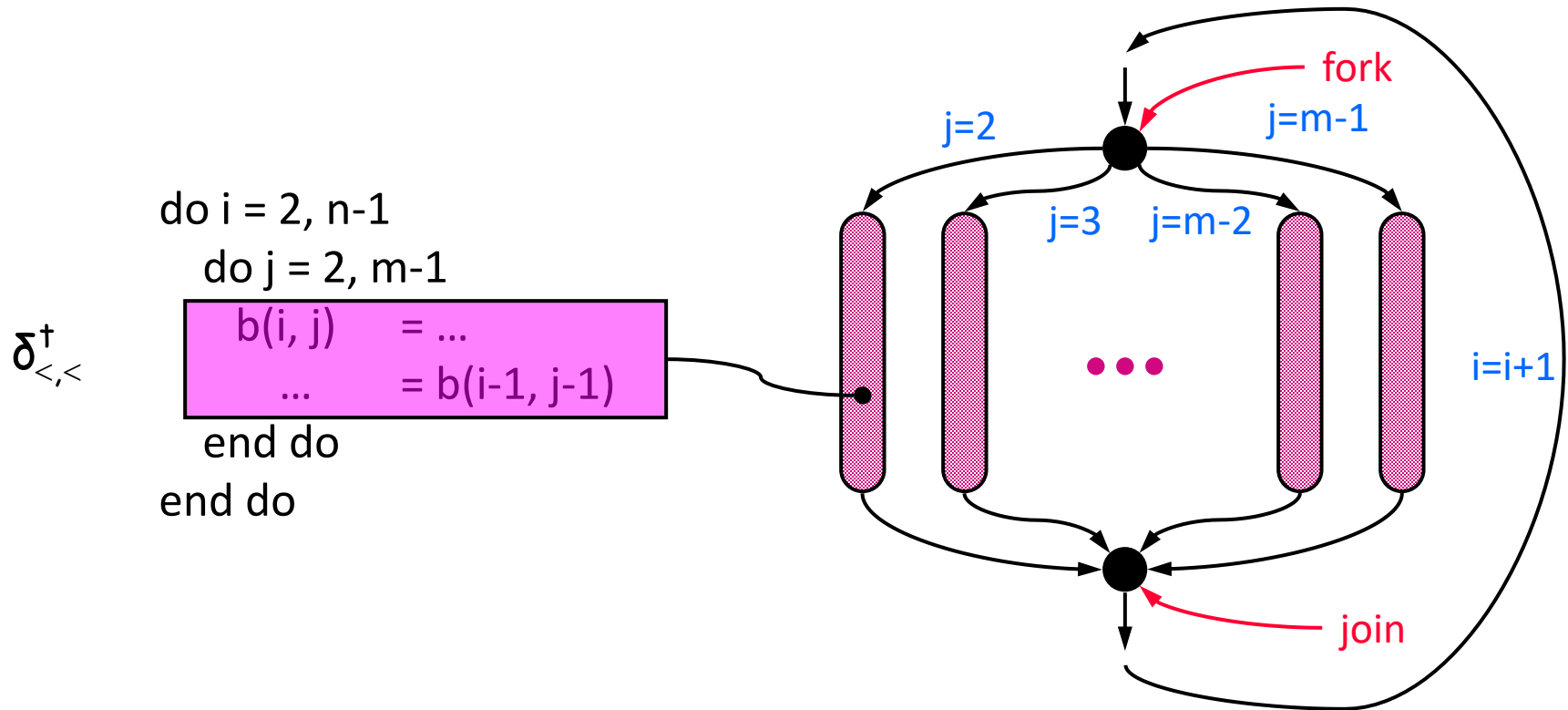
- Iterations of loop  $j$  must be executed sequentially, but the iterations of loop  $i$  may be executed in parallel.
- Outer loop parallelism.

# Loop Parallelization - Example



- Iterations of loop i must be executed sequentially, but the iterations of loop j may be executed in parallel.
- Inner loop parallelism.

# Loop Parallelization - Example



- Iterations of loop  $i$  must be executed sequentially, but the iterations of loop  $j$  may be executed in parallel.

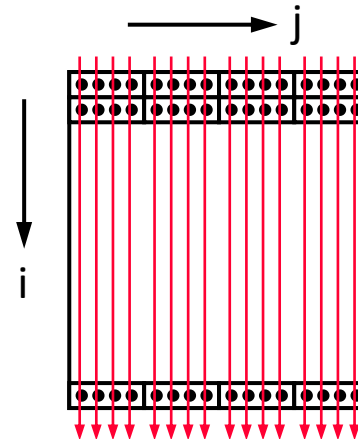
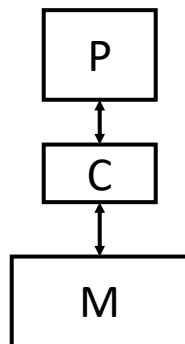
Why?

- Inner loop parallelism.

# Loop Interchange

**Loop interchange** changes the order of the loops to improve the spatial locality of a program.

```
do j = 1, n
  do i = 1, n
    ... a(i,j) ...
  end do
end do
```

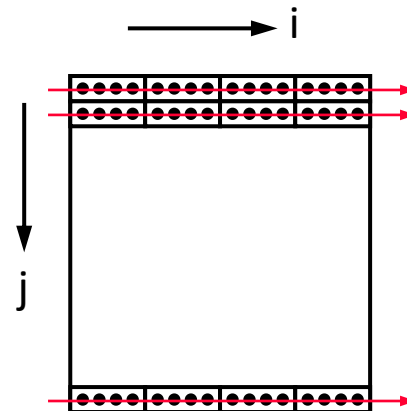
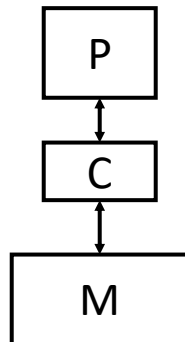


# Loop Interchange

**Loop interchange** changes the order of the loops to improve the spatial locality of a program.

```
do j = 1, n
  do i = 1, n
    ... a(i,j) ...
  end do
end do
```

```
do i = 1, n
  do j = 1, n
    ... a(i,j) ...
  end do
end do
```





# Loop Interchange

- Loop interchange can improve the granularity of parallelism!

```
do i = 1, n
  do j = 1, n
    a(i,j) = b(i,j)
    c(i,j) = a(i-1,j)
  end do
end do
```

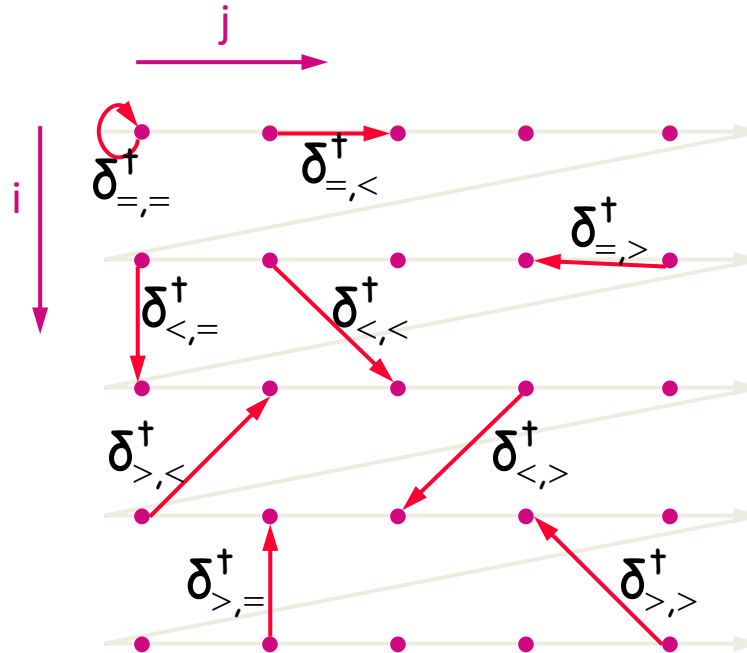
$$\delta_{<=}^+$$

```
do j = 1, n
  do i = 1, n
    a(i,j) = b(i,j)
    c(i,j) = a(i-1,j)
  end do
end do
```

$$\delta_{=,<}^+$$

# Loop Interchange

```
do i = 1,n
  do j = 1,n
    ... a(i,j) ...
  end do
end do
```

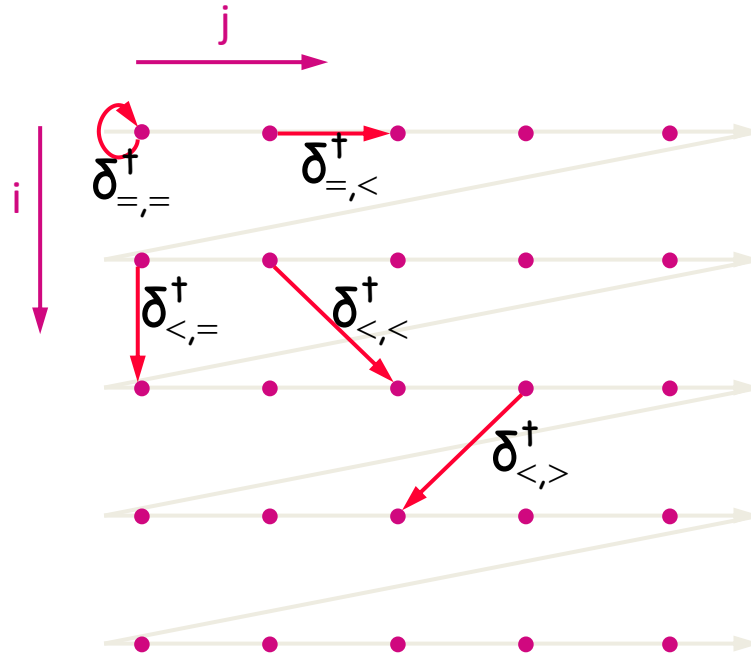


```
do j = 1,n
  do i = 1,n
    ... a(i,j) ...
  end do
end do
```

- When is loop interchange legal?

# Loop Interchange

```
do i = 1,n
  do j = 1,n
    ... a(i,j) ...
  end do
end do
```

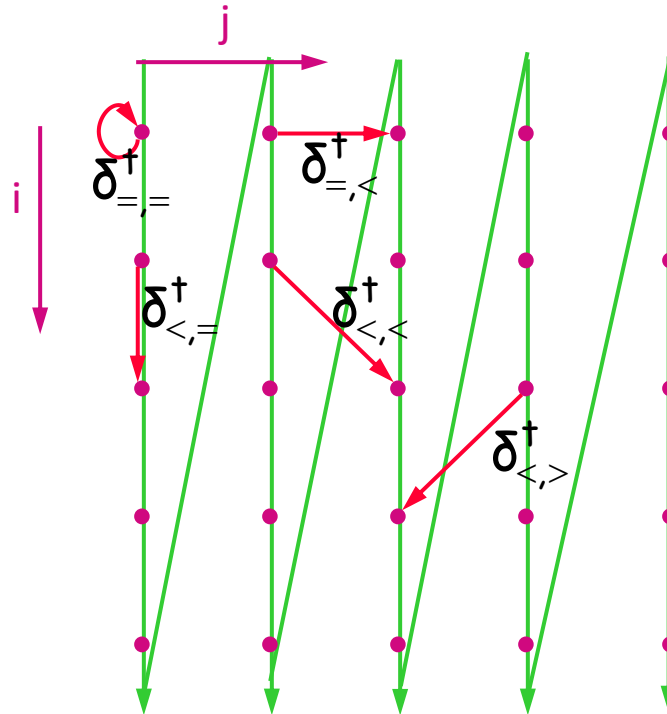


```
do j = 1,n
  do i = 1,n
    ... a(i,j) ...
  end do
end do
```

- When is loop interchange legal?

# Loop Interchange

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do i = 1,n
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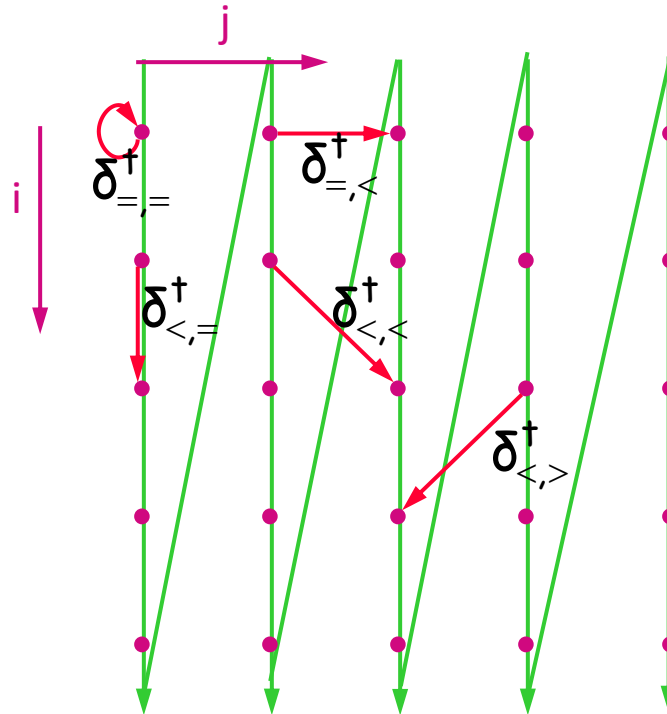


```
do j = 1,n
  do i = 1,n
    ... a(i,j) ...
  end do
end do
```

- When is loop interchange legal?

# Loop Interchange

```
do i = 1,n
  do j = 1,n
    ... a(i,j) ...
  end do
end do
```



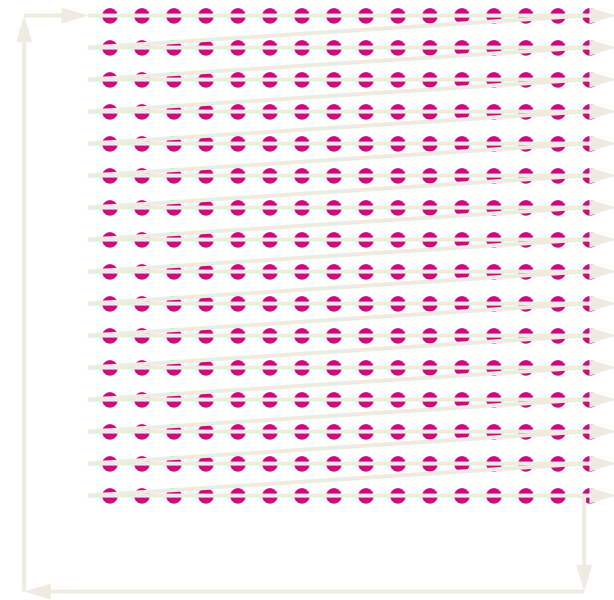
```
do j = 1,n
  do i = 1,n
    ... a(i,j) ...
  end do
end do
```

- When is loop interchange legal? **when the “interchanged” dependencies remain lexicographically positive!**

# Loop Blocking (Loop Tiling)

Exploits temporal locality in a loop nest.

```
do t = 1,T
  do i = 1,n
    do j = 1,n
      ... a(i,j) ...
    end do
  end do
end do
```



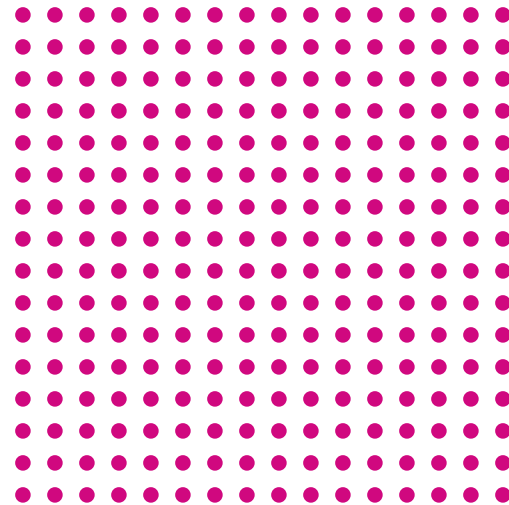
# Loop Blocking (Loop Tiling)

Exploits temporal locality in a loop nest.

```
do ic = 1, n, B  
  do jc = 1, n, B  
    do t = 1, T  
      do i = 1, B  
        do j = 1, B  
          ... a(ic+i-1, jc+j-1) ...  
        end do  
      end do  
    end do  
  end do  
end do
```

control loops

B: Block size



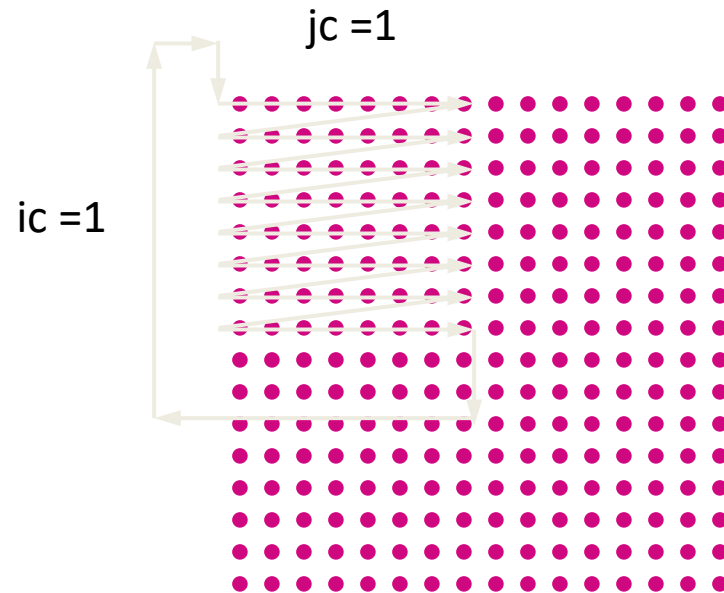
# Loop Blocking (Loop Tiling)

Exploits temporal locality in a loop nest.

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do ic = 1, n, B  
  do jc = 1, n, B  
    do t = 1, T  
      do i = 1, B  
        do j = 1, B  
          ... a(ic+i-1, jc+j-1) ...  
        end do  
      end do  
    end do  
  end do  
end do
```

control loops

B: Block size





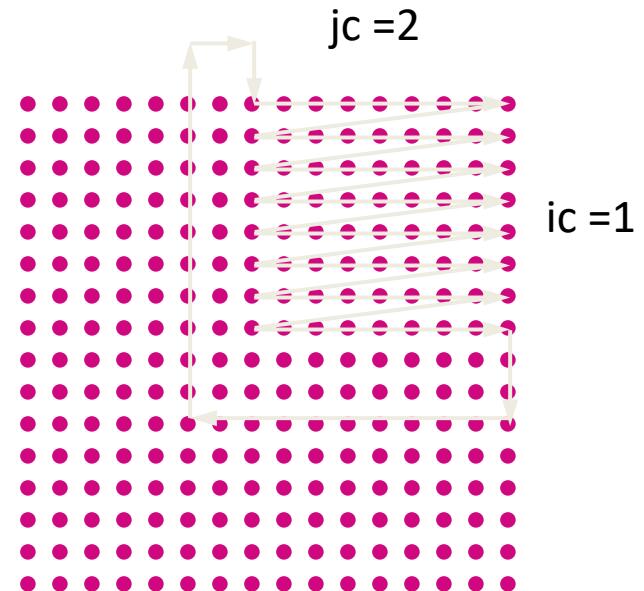
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Exploits temporal locality in a loop nest.

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      do i = 1, B  
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          ... a(ic+i-1, jc+j-1) ...  
        end do  
      end do  
    end do  
  end do  
end do
```

control loops

B: Block size



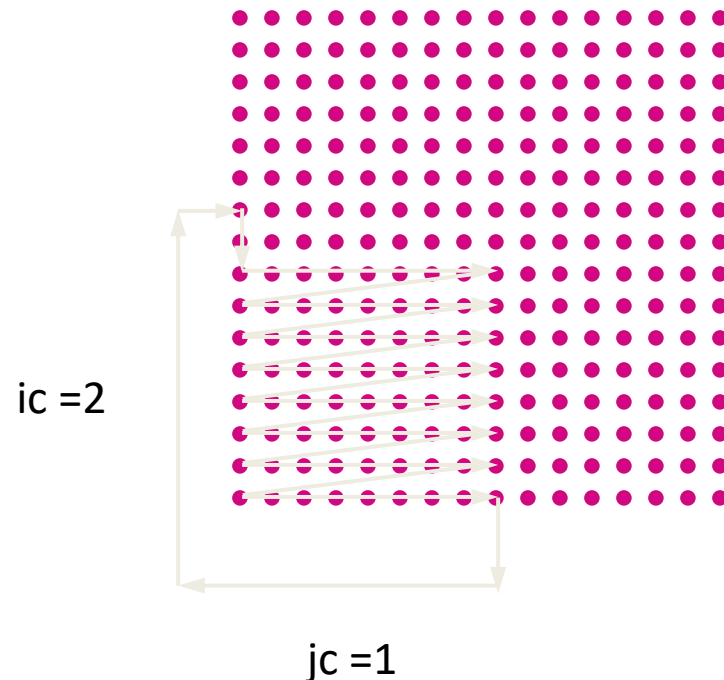
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      do i = 1, B  
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        end do  
      end do  
    end do  
  end do  
end do
```

control loops

B: Block size



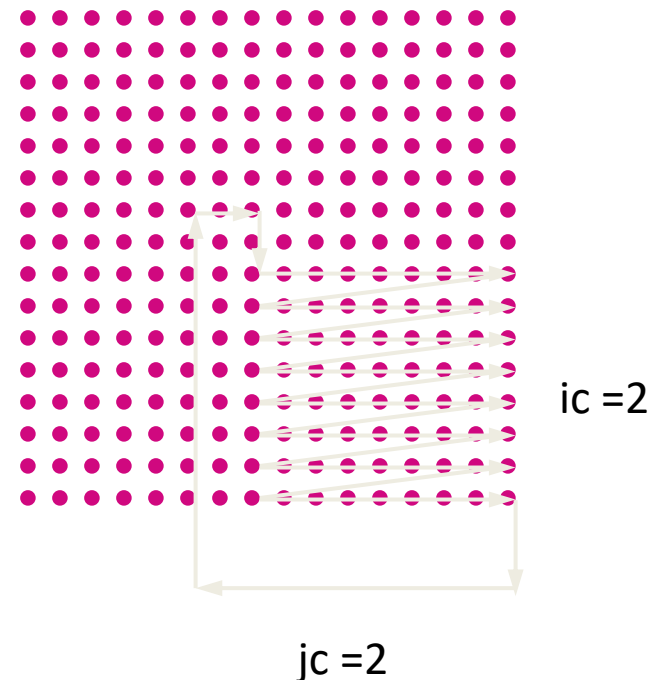
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Exploits temporal locality in a loop nest.

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do ic = 1, n, B  
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    do t = 1, T  
      do i = 1, B  
        do j = 1, B  
          ... a(ic+i-1, jc+j-1) ...  
        end do  
      end do  
    end do  
  end do  
end do
```

control loops

B: Block size



# Loop Blocking (Tiling)

```
do t = 1,T
  do i = 1,n
    do j = 1,n
      ... a(i,j) ...
    end do
  end do
end do
```

```
do t = 1,T
  do ic = 1, n, B
    do i = 1,B
      do jc = 1, n, B
        do j = 1,B
          ... a(ic+i-1,jc+j-1) ...
        end do
      end do
    end do
  end do
end do
```

```
do ic = 1, n, B
  do jc = 1, n, B
    do t = 1,T
      do i = 1,B
        do j = 1,B
          ... a(ic+i-1,jc+j-1) ...
        end do
      end do
    end do
  end do
end do
```

- When is loop blocking legal?

# CSC D70: Compiler Optimization Parallelization

Prof. Gennady Pekhimenko

University of Toronto

Winter 2021

*The content of this lecture is adapted from the lectures of  
Todd Mowry and Tarek Abdelrahman*