

VLoop in VeGen

1 Loop Related Files

There are three groups of files that are directly related to loops in VeGen: Vloop, LoopUnrolling, and UnrollFactor. Each group has a header file and a cpp file.

2 VLoop

2.1 Members

VLoop is built upon the original LLVM loop and contains a pointer to the original loop. It has references to two control conditions: one decides whether to execute the loop, and the other is the back edge condition, which is essentially the loop condition in C but contains a chain of conditions from the function entry.

VLoop also contains a reference to the VectorPackContext. We can see a design pattern here: an object often has references to its context and to other supportive data structures that belong to the context. Here, the context includes the GlobalDependenceAnalysis and the VLoopInfo (which is a friend class of VLoop). VLoop has bit vectors to store the instructions that depend on the loop and the instructions that are contained in the loop, as well as a reference to the subloops.

Some condition-related things are here. They are maps from phi nodes to mu nodes, from phi nodes to one-hot phis, and from phi nodes to lists of control conditions (Gated phis). An instruction has a guard value, which is the value that instructions outside of this loop should use. Also, there are conditions for each instruction.

2.2 Methods

2.2.1 haveIdenticalTripCounts

First, try to use the LLVM ScalarEvolution class to obtain the back edge taken count of loop 1 and loop 2. If both are computable and equal, the loop trip counts are identical.

If not, check the exit block of the two loops. Only in this case do we need to consider further: both have an exit block, and the terminators of the exit blocks are identical.

Rely on the ScalarEvolution framework to recognize the loop counter, which is an affine expression of the trip. If the affine expression is equivalent, then the two loops have identical trip counts.

2.2.2 isSafeToFuse

To fuse, the loops should be control equivalent, in same loop level, independent (having no common instructions)

2.2.3 isSafeToCoIterate

2.2.4

3 LoopUnrolling

4 UnrollFactor