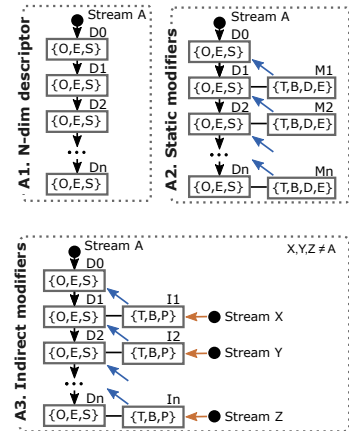
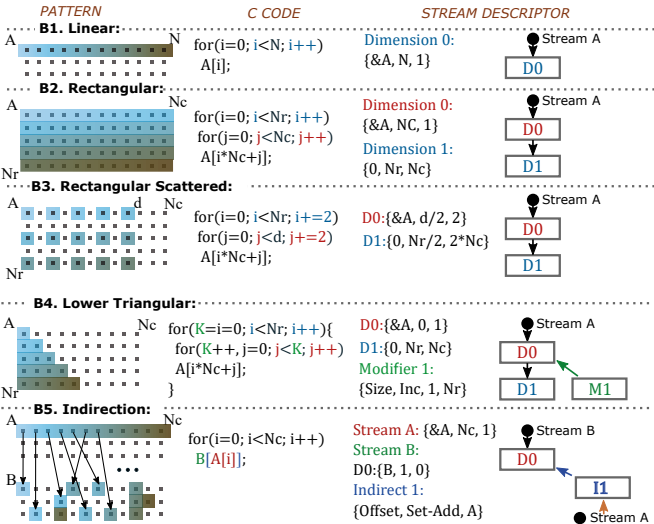


## A. MODELING MEMORY ACCESS PATTERNS WITH HIERARCHICAL DESCRIPTORS



## B. EXAMPLE MEMORY ACCESS PATTERNS



**Legend**

**Descriptor:**  $\{ \text{Offset, Size, Stride} \} \leftrightarrow \{ O, E, S \}$

**Static Modifier:**  $\{ \text{Target, Behavior, Displacement, Size} \} \leftrightarrow \{ T, B, D, E \}$

**Indirect Modifier:**  $\{ \text{Target, Behavior, Stream Pointer} \} \leftrightarrow \{ T, B, P \}$