

# VECTORIZING LOOPS WITH VPLAN - CURRENT STATE AND NEXT STEPS

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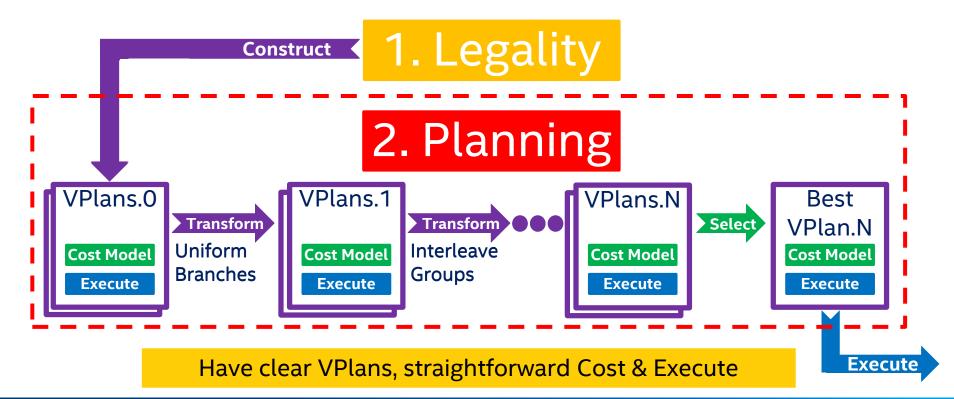
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## Key Takeaways

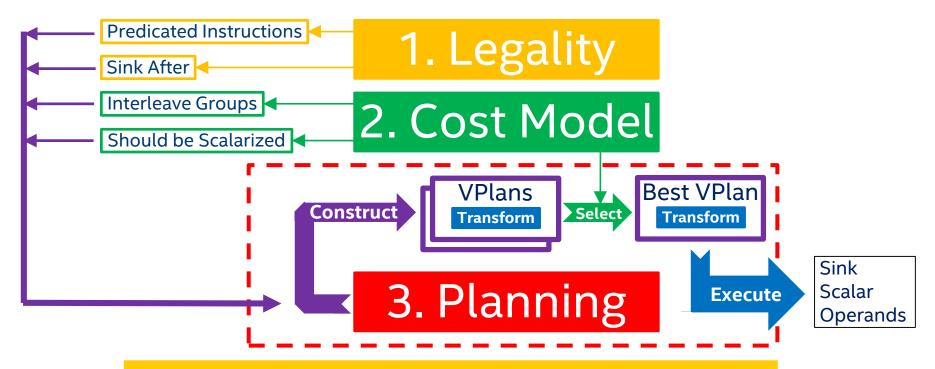
- A. Current State: 1st step introducing VPlan to Loop Vectorizer committed
  - 1. Records vectorization decisions in VPlan
  - 2. Drives vector code generation by executing a VPlan
- B. Going Forward: shift vectorization process to be VPlan-based
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### Recap: Loop Vectorization Plan



## A. CURRENT STATE OF VPLAN

## 1st Step Committed: VPlan Refactors Transform



Decisions taken up-front, during execute, or as post-pass



#### VPlan Model: Current State

```
void foo(int *a, int b, int *c) {
  for (int i = 0; i < 10000; ++i)
    if (a[i] > 777)
      a[i] = b - (c[100*i] * 7 + a[i]) / b;
}
```



#### LLVM-IR Before Vectorizer



#### for.body:

```
%indvars.iv = phi i64 [ 0, %entry ], [ %indvars.iv.next, %for.i
%arrayidx = getelementptr inbounds i32, i32* %a, i64 %indvars.i
%0 = load i32, i32* %arrayidx, align 4
%cmp1 = icmp sgt i32 %0, 777
br i1 %cmp1, label %if.then, label %for.inc
if.then:
%1 = mul nuw nsw i64 %indvars.iv, 100
%arrayidx3 = getelementptr inbounds i32, i32* %c, i64 %1
%2 = load i32, i32* %arrayidx3, align 4
%mul4 = mul nsw i32 %2, 7
%add = add nsw i32 %mul4, %0
%div = sdiv i32 %add, %b
%sub = sub nsw i32 %b, %div
store i32 %sub, i32* %arrayidx, align 4
br label %for.inc
```

```
for.body:
WIDEN-INDUCTION %indvars.iv = phi 0, %indvars.iv.next
CLONE %arravidx = getelementptr %a, %indvars.iv
WIDEN
 %0 = load %arrayidx
  %cmp1 = icmp %0, 777
                      if.then:
     REPLICATE %1 = mul %indvars.iv, 100
     REPLICATE %arrayidx3 = getelementptr %c, %1
     REPLICATE %2 = load %arrayidx3
     REPLICATE %mul4 = mul %2, 7
     REPLICATE %add = add %mul4, %0
              <xVFxUF> pred.sdiv
                  pred.sdiv.entry:
              BRANCH-ON-MASK-OF if.then
              pred.sdiv.if:
  REPLICATE %div = sdiv %add, %b (S->V)
              pred.sdiv.continue:
PHI-PREDICATED-INSTRUCTION %div = sdiv %add, %b
                  if.then.0:
                                      VPlan for
            WIDEN
              %sub = sub %b, %div
                                      VF = \{2,4,8\}
              store %sub, %arrayidx
```

#### VPlan Model: Current State

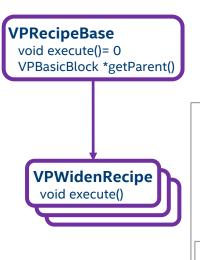
for.body:
WIDEN-INDUCTION
CLONE
WIDEN

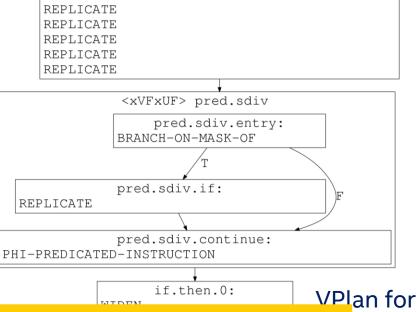
if.then:

Recipe: models a sequence of instructions to appear in the vectorized code.

May refer to Ingredients.

Ingredient: element of the original scalar loop, such as an existing instruction.





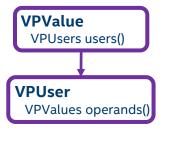
Control-Flow Decisions Explicit, Data-Flow Decisions Implicit

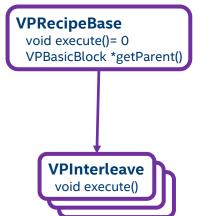
<del>-</del>{2,4,8}

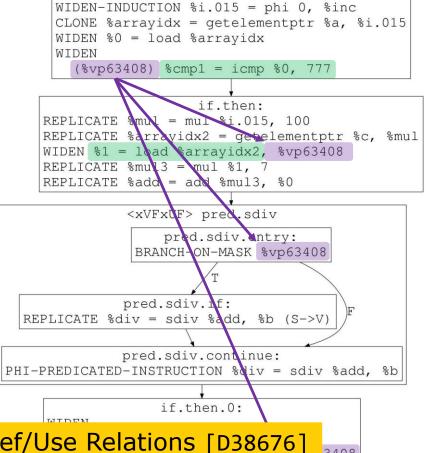
## **B.1. MODEL MASKING AND INSTRUCTIONS**

### VPlan Model: Next Step

```
void foo(int *a, int b, int *c) {
  for (int i = 0; i < 10000; ++i)
    if (a[i] > 777)
       a[i] = b - (c[100*i] * 7 + a[i]) / b;
}
```







for.body:

Model Masking in VPlan using Def/Use Relations [D38676] 3408

### VPlan Model: Next Step (cont'd)

#### VPlan for VF={2,4,8,16}

```
for.body:
void foo(int* a, int b, int* c) {
 for (int i = 0; i < 10000; ++i)
                                                 WIDEN-INDUCTION %i.017 = phi 0, %inc
   if (a[i] > 777) {
                                                 CLONE %arrayidx = getelementptr %a, %i.017
    c[i] = b;
                                                 WIDEN %0 = load %arrayidx
     if (a[i] > 888)
                                                 WIDEN
      a[i] = b;
                                                   (\$vp27696) \$cmp1 = icmp \$0, 777
                                                                      if then:
   VPValue
                         VPRecipeBase
                                                CLONE %arrayidx? = getelementptr %c, %i.017
    VPUsers users()
                          void execute()= 0
                                                WIDEN store %b, %arrayidx2, %vp27696
                          VPBasicBlock *getParent()
                                                WIDEN %1 = load %arrayidx
  VPUser
                                                WIDEN
   VPValues operands()
                                                   (\$vp30784) \$cmp4 = icmp \$1, 888
                                                                     ir.then5:
                            VPInterleave
           VPInstruction
                                                    EMIT %vp58664 = and %vp30784 %vp27696
            void execute()
                             void execute()
                                                    WIDEN store %b, %arrayidx, %vp58664
            uint getOpcode()
```

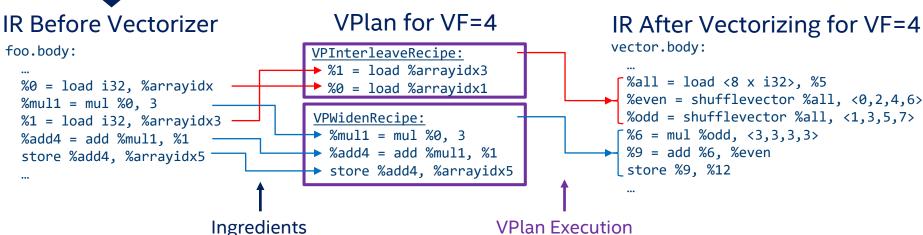
VPInstruction: Instruction-level Modeling in VPlan [D38676]

## B.2. FROM RECORDING DECISIONS TO CARRYING THEM OUT

## Taking Decision (1/4): Interleave Groups

```
void foo(int *a, int n, int *c) {
  for (int i = 0; i < n; ++i)
    a[i] = 3*c[2*i+1] + c[2*i];
}</pre>
```





Effectively hoists load %1 to join load %0



## Taking Decision (2/4): Unravel 1st Order Recurrence

```
void sink after(short *a, int *b, int n) {
  for (int i = 0; i < n; ++i)
   b[i] = (a[i] * a[i+1]);
```

#### IR Before Vectorizer $\blacksquare$



#### foo.body:

```
%iv = phi i64 [ 0, %entry ], [ %iv.next, %for.body ]
%0 = phi i16 [ %.pre, %entry ], [ %1, %for.body ]
%conv = sext i16 %0 to i32 -
%iv.next = add nuw nsw i64 %iv. 1
%arrayidx2 = getelementptr i16, i16* %a, i64 %iv.next-
%1 = load i16, i16* %arrayidx2 -
%conv3 = sext i16 %1 to i32 —
%mul = mul nsw i32 %conv3, %conv -
%arrayidx5 = getelementptr i32, i32* %b, i64 %iv
store i32 %mul, i32* %arrayidx5
%exitcond = icmp eq i64 %indvars.iv.next, %n
br i1 %exitcond, label %for.end, label %for.body
```

#### IR After Vectorizer

```
vector.body
   %iv = phi i64 [ 0, %vec.ph ], [ %iv.next, %vec.body ]
   %recur = phi <4 x i16> [ %recur.init, %vec.ph ],
                             [ %wide.load, %vec.body ]
 → %3 = getelementptr inbounds i16, i16* %a, i64 %2
 → %wide.load = load <4 x i16>, <4 x i16>* %5, align 2
   %6 = shufflevector <4 x i16> %recur,
                        <4 x i16> %wide.load,
                        \langle 4 \times i32 \rangle \langle 3, 4, 5, 6 \rangle
\rightarrow %7 = sext <4 x i16> %6 to <4 x i32>
 → %8 = sext <4 x i16> %wide.load to <4 x i32>
 → %9 = mul nsw <4 x i32> %8, %7
```

Phase-ordering: first sink cast after load, then hoist interleave load [PR34743]

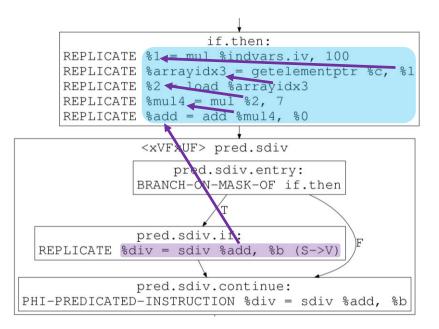
## Taking Decision (3/4): Predication

- Must convert divergent branches using masking
- Much more challenging for outer-loop vectorization
  - Earlier today: VPlan + RV: A Proposal by Simon Moll and Sebastian Hack
  - Last year's Extending LoopVectorizer: by Hideki Saito:

```
// vectorize here
for (i = ilb; i < iub; ++i) {
    ...
    for (j = jlb(i); j < jub(i); ++j) {
        while (cond(i, j)) { ... }
        if ( ) break;
    }
}</pre>
```

Take Predication Decisions by Transforming One VPlan to Another

## Taking Decision (4/4): SinkScalarOperands



Requires Fine-grain Modeling of Def/Use at instruction-level



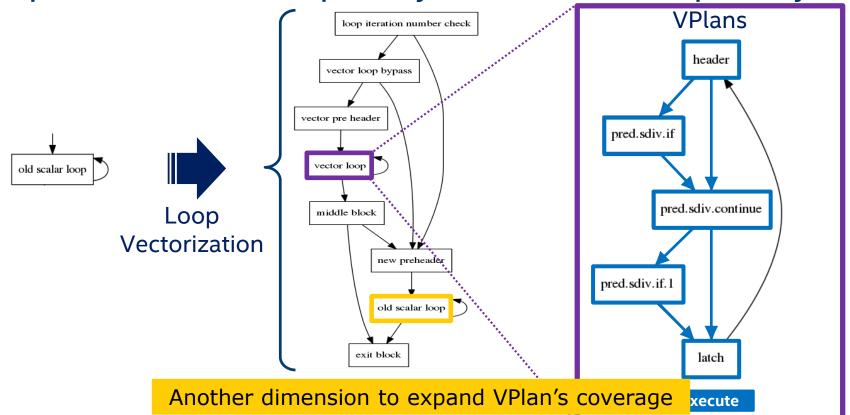
# B.3. FROM CARRYING OUT DECISIONS TO MAKING THEM

#### Use VPlan to also Make Vectorization Decisions

- Instead of first making the decisions, and then using VPlan to carry them out
- Run cost-based analyses on VPlan
  - Based on cost estimates computed by VPlan
  - Based on VPInstruction model
- Apply desired decisions by transforming VPlan, potentially versioning it
  - Based on "what-if" versioning support



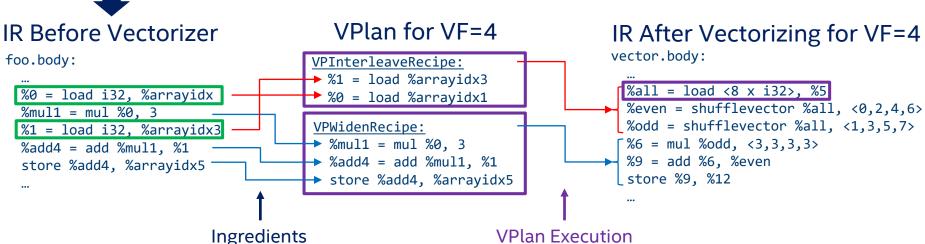
### Expand VPlan's Scope Beyond Vector Loop Body



## Taking Decision (1/4): Interleave Groups – revisit

```
void foo(int *a, int n, int *c) {
  for (int i = 0; i < n; ++i)
    a[i] = 3*c[2*i+1] + c[2*i];
}</pre>
```

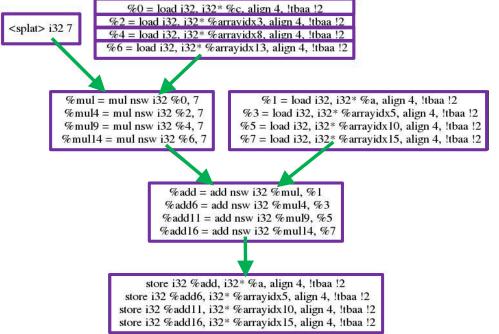




Combining two load %0, %1 into one load %all - looks familiar?

#### A Model for Vectorized Instructions?

```
void foo(int * restrict a, int b, int *c) {
    a[0] = c[0] * 7 + a[0];
    a[1] = c[2] * 7 + a[1];
    a[2] = c[1] * 7 + a[2];
    a[3] = c[3] * 7 + a[3];
}
```



#### A Model for Vectorized Instructions?

```
*Shuffle jumbled load [D31610] <c[0],c[1],c[2],c[3]> → <0,2,1,3>
```

```
void foo(int * restrict a, int b, int *c) {
  a[0] = c[0] * 7 + a[0];
  a[1] = c[2] * 7 + a[1];
  a[2] = c[1] * 7 + a[2];
  a[3] = c[3] * 7 + a[3];
```

```
%0 = load i32, i32* %c, align 4, !tbaa !2
%4 = load i32, i32* %arrayidx8, align 4, !tbaa !2
%2 = load i32, i32* %arrayidx3, align 4, !tbaa !2
%6 = load i32, i32* %arrayidx13, align 4, !tbaa !2
%mul = mul nsw i32 %0, 7
%mul4 = mul nsw i32 %2, 7
%mul9 = mul nsw i32 %4, 7
%mul9 = mul nsw i32 %4, 7
%mul14 = mul nsw i32 %6, 7
%mul14 = mul nsw i32 %6, 7
%rarayidx10, align 4, !tbaa !2
%5 = load i32, i32* %arrayidx10, align 4, !tbaa !2
%7 = load i32, i32* %arrayidx10, align 4, !tbaa !2
%7 = load i32, i32* %arrayidx15, align 4, !tbaa !2
```

```
%add = add nsw i32 %mul, %1
%add6 = add nsw i32 %mul4, %3
%add11 = add nsw i32 %mul9, %5
%add16 = add nsw i32 %mul14, %7
```

store i32 %add, i32\* %a, align 4, !tbaa !2 store i32 %add6, i32\* %arrayidx5, align 4, !tbaa !2 store i32 %add11, i32\* %arrayidx10, align 4, !tbaa !2 store i32 %add16, i32\* %arrayidx15, align 4, !tbaa !2

SLP: Spill Cost = 0.

Def/Use Model for New & Ingredient-based Instructions & Dependences

## **Key Takeaways**

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