

(a)

```

1  forall i in s..e by n {
2      //affine array expressions
3      A1[a1*i+b1] = A2[a2*i+b2] + 3;
4  }

```

(d)

s = starting loop bound
 e = ending loop bound
 n = loop stride
 B = block size
 N = number of locales
 \$ = current locale identifier

(b)

```

1  for k in 0..((lcm(B,n)/n)-1) {
2      forall i in (s+k*n)..e by lcm(B,n) {
3          //affine array expressions
4          A1[a1*i+b1] = A2[a2*i+b2] + 3;
5      }
6  }

```

(c)

```

1  for k in 0..((lcm(B,n)/n)-1) {
2      for j in 0..N-1 {
3          if((s+k*n+lcm(B,n)*j)/B mod N == $) {
4              //fetch elements from affine array expressions
5              //that are not owning expressions of the loop
6              var buf1 = GET(A2[(s+k*n+lcm(B,n)*j)+b2..e+b2 by N*lcm(B,n)*a2]);
7              var h = 0;
8              forall i in (s+k*n+lcm(B,n)*j)..e by lcm(B,n)*N {
9                  //affine array expressions
10                 A1[a1*i+b1] = buf1[h] + 3;
11                 h++;
12             }
13             //write buffer elements back if written to during loop
14             if(buf1_is_modified)
15                 SET(A2[(s+k*n+lcm(B,n)*j)+b2..e+b2 by N*lcm(B,n)*a2]) = buf1;
16         }
17     }
18 }

```