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Algorithm 1 Algorithm to determine optimal parallelization strategy for an operator DAG
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1: procedure FINDOPTSTRATEGY(G = (V, E), nprocs)
         Input(s): G = (V, E): Operator DAG.
                        (\forall v \in V)[v.dim]: Dimension of the iteration domain of the operation of v.
                        nprocs: Number of processors.
         Output(s): S: Optimal parallelization starategy for G
 3:
         for all v \in V do
 4:
              v.neighbors \leftarrow \{u \mid (u,v) \in E \lor (v,u) \in E\}
 5:
 6:
              v.unprocessed\_neighbors \leftarrow v.neighbors
 7:
              v.processed \leftarrow \bot
              v.configs \leftarrow \{(c_1, c_2, \dots, c_{v.dim}) \mid (\forall i \in [1, v.dim]) | [c_i \in \mathbb{Z}^+] \land \prod_{i=1}^{v.dim} c_i \leq nprocs \}
 8:
 9:
         \triangleright Populate v.tbl with all possible combinations of neighboring configurations. Each entry in v.tbl is
10:
    a sub-strategy for the nodes \{v\} \cup v.neighbors
         for all v \in V do
11:
              v.tbl \leftarrow \prod_{u \in \{v\} \cup v.neighbors} \{(u, cfg) \mid cfg \in u.configs\}
12:
         end for
13:
14:
         U \leftarrow V
                                                                                                        ▷ Set of unprocessed vertices
         while U \neq \emptyset do
15:
              \triangleright Choose a vertex with least no. of unprocessed neighbors from U
16:
17:
              v_{min} \leftarrow \arg\min_{v \in U} |v.unprocessed\_neighbors|
18:
              \triangleright Partition v_{min}.tbl such that in each set of the partition, all the common node configurations are
    the same. Refer Alg. 2 for the function IsCompatible
              \mathcal{P} \leftarrow \{S_1, S_2, \dots \mid \cup_{S_i} = v_{min}.tbl \land i \neq j \implies S_i \cap S_j = \emptyset \land \}
19:
                                       ISCOMPATIBLE(v_{min}, S_i, S_i) = \top) \land
                                       i \neq j \implies \text{IsCompatible}(v_{min}, S_i, S_j) = \bot \}
              \triangleright Iterate over each set S \in \mathcal{P} and update v_{min}.tbl so that it only contains the sub-strategy in S
20:
     that has the least cost.
              v_{min}.tbl \leftarrow \emptyset
21:
              for all S \in \mathcal{P} do
22:
                  best \leftarrow \arg\min_{s \in S} \text{Cost}(G, s)
23:
24:
                   v_{min}.tbl \leftarrow v_{min}.tbl \cup \{best\}
              end for
25:
26:
              \triangleright Restrict the tables of the neighbors based on the best sub-strategies found for v_{min} in Line 23
              for all v \in v_{min}.neighbors do
27:
                  v.unprocessed\_neighbors \leftarrow v.unprocessed\_neighbors \setminus \{v_{min}\}
28:
29:
                  n\_common = |(v_{min}.neighbors \cap v.neighbors) \cup \{v_{min}, v\}|
                  v.tbl \leftarrow \{entry_1 \in v.tbl \mid (\exists entry_2 \in v_{min}.tbl) | [entry_1 \cap entry_2] = n\_common] \}
30:
              end for
31:
32:
              v_{min}.processed \leftarrow \top
              U \leftarrow U \setminus \{v_{min}\}
33:
         end while
34:
         \triangleright Collect all valid strategies for G from v.tbl, and pick the one that minimizes the cost.
35:
         S' \leftarrow \text{ValidStrategies}(G)
                                                                                                                            ▶ Refer Alg. 3
36:
         S \leftarrow \operatorname{arg\,min}_{S \in \mathcal{S}'} \operatorname{Cost}(G, S)
37:
         return \mathcal{S}
39: end procedure
```

**Algorithm 2** Returns ⊤ if the two sets of sub-strategies of a vertex have same configurations for the neighboring vertices.

```
1: procedure IsCompatible (v, S_1, S_2)
         for all s_1 \in S_1 do
             for all s_2 \in S_2 do
3:
                 N_1 \leftarrow \{(n,c) \in S_1 \mid n \neq v\}
 4:
                 N_2 \leftarrow \{(n,c) \in S_2 \mid n \neq v\}
5:
                 if N_1 \neq N_2 then
6:
                     \mathbf{return} \perp
 7:
                 end if
 8:
             end for
9:
10:
         end for
11:
        return \top
12: end procedure
```

## Algorithm 3 Returns a set of valid strategies

```
1: procedure ValidStrategies(G = (V, E))
 2:
          \mathcal{S} \leftarrow \emptyset
          for all v \in V do
 3:
               if S = \emptyset then
 4:
                    \mathcal{S} \leftarrow v.tbl
 5:
 6:
                    Continue
               end if
               \mathcal{S}' \leftarrow \emptyset
 8:
               for all S \in \mathcal{S} do
9:
                    for all T \in v.tbl do
10:
                         if IsCompatible(S, T) = \top then
11:
12:
                               S' \leftarrow S \cup T
                               \mathcal{S}' \leftarrow \mathcal{S}' \cup \{S'\}
13:
                          end if
14:
                    end for
15:
               end for
16:
               \mathcal{S} \leftarrow \mathcal{S}'
17:
          end for
18:
          return \mathcal{S}
19:
20: end procedure
```