

# AI编译器-后端优化

# 循环优化



# ZOMI

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# Talk Overview

## I. AI 编译器后端优化

- 后端优化概念
- 算子计算与调度
- 算子调度优化
- Auto-Tuning
- Polyhedral

# 算子调度优化方法

- 循环展开 ( Loop Unrolling )
- 循环分块 ( loop tiling )
- 循环重排 ( loop Reorder )
- 循环融合 ( loop Fusion )
- 循环拆分 ( loop Split )
- 向量化 ( Vector )
- 张量化 ( Tensor )
- 访存延迟 ( Latency Hiding )
- 存储分配 ( Memory Allocation )

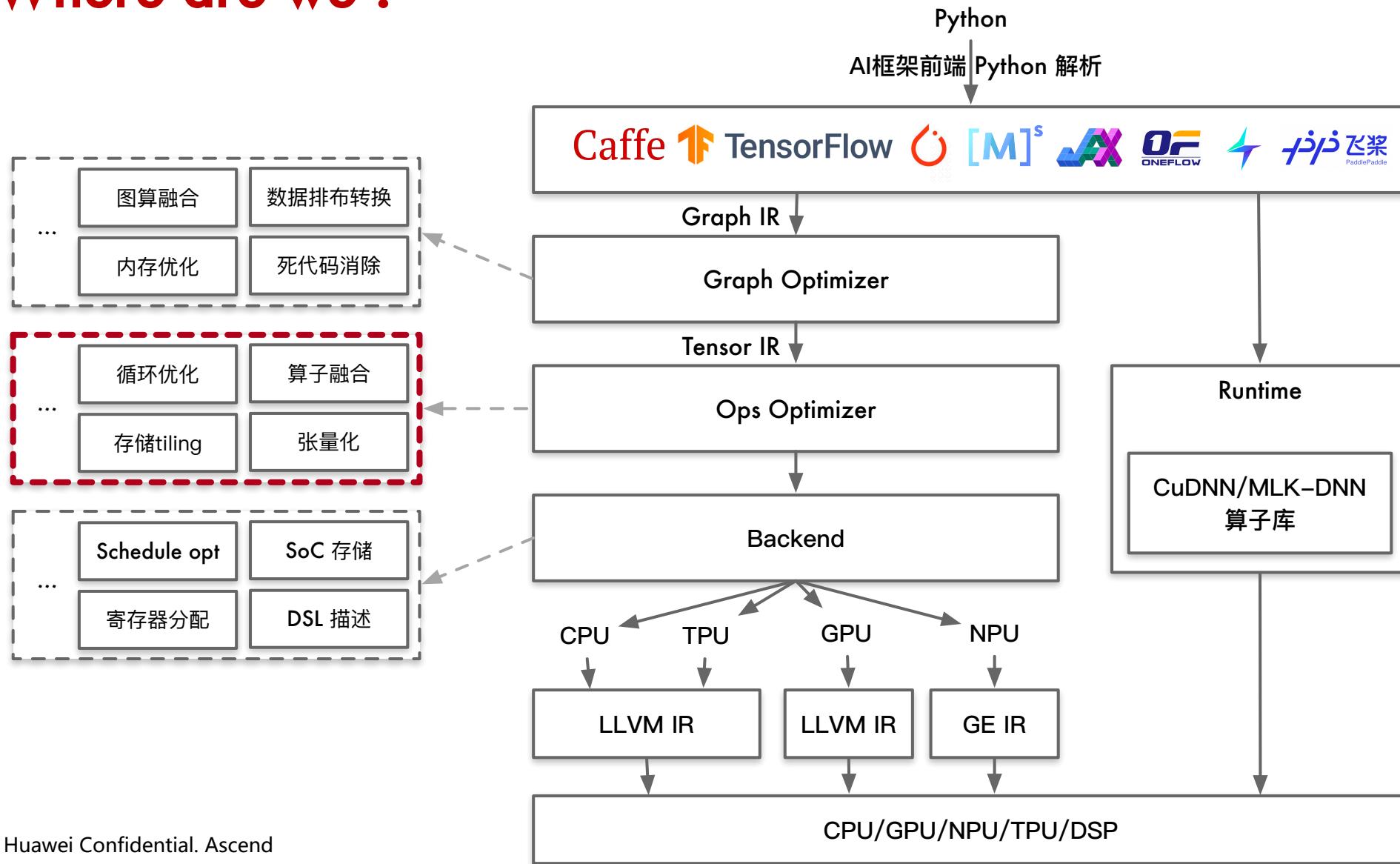


循环优化 ( Loop Optimization )

指令优化 ( Instructions Optimization )

存储优化 ( Memory Optimization )

# Where are we ?



# 循环优化

# Loop Optimization

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# 循环展开 Loop Unrolling

- 对循环进行展开，以便每次迭代多次使用加载的值，使得一个时钟周期的流水线上尽可能满负荷计算。在流水线中，会因为指令顺序安排不合理而导致NPU等待空转，影响流水线效率。循环展开为编译器进行指令调度带来了更大的空间。

# 循环展开 Loop Unrolling

```
1
2   for j = 1,2 * n
3     for i = 1,m
4       A(j) = A(j) + B(i)
5     endfor
6   endfor
7
8 # After Unrolling
9
10  for j = 1,2 * n by 2
11    for i = 1,m
12      A(j) = A(j) + B(i)
13      A(j+1) = A(j+1) + B(i)
14    endfor
15  endfor
16
```

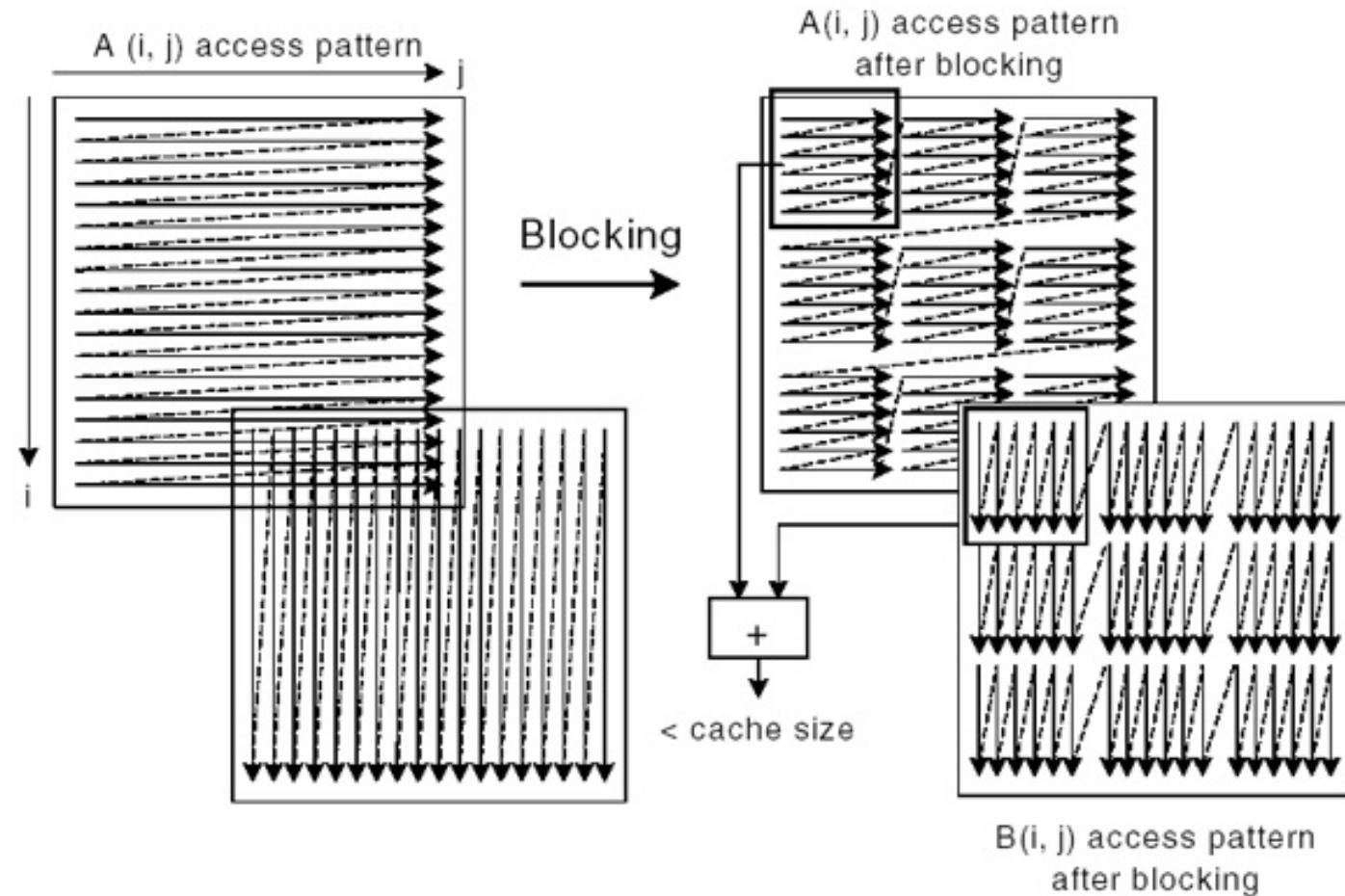
# 循环分块 Loop tiling

- 由于内存空间有限，代码访问的数据量过大时，无法一次性将所需要的数据加载到设备内存，循环分块能有效提高NPU cache 上的访存效率，改善数据局部性。
- 如果分块应用于外部循环，会增加计算的空间和时间局部性；分块应与缓存块一起作用，可以提高流水线的效率。

# 循环分块 Loop tiling

- Loop Tiling 的目的是确保一个 Cache 在被用过以后，后面再用的时候其仍然在 cache 中。
- 实现思路：当一个数组总的数据量无法放在 cache 时，把总数据分成一个个 tile 去访问，令每个 tile 都可以满足 Cache
- 具体做法：把一层内层循环分成 outer loop \* inner loop。然后把 outer loop 移到更外层去，从而确保 inner loop 一定能满足 Cache

# 循环分块 Loop tiling



# 循环分块 Loop tiling

```
1
2  ∵ for j = 0, n
3  |   ∵ for i = 1, m
4  |   |   A(i) += B(j)
5  |   ∵ endfor
6  ∵ endfor
7
8  # After Tiling
9
10 ∵ for j_o = 0, m, T:
11 |   ∵ for i = 0, n:
12 |   |   ∵ for j_i = j_o, j_o + T:
13 |   |   |   A[i] += B[j_i]
14 |   |   ∵ endfor
15 |   ∵ endfor
16 ∵ endfor
17
```

## Question ?

- 一般处理 CPU/GPU/NPU 都有多级缓存，Tiling如何对应到多级缓存？
- AI编译器主要是处理张量，张量的数据排布本来就复杂，人工优化到多级缓存难度高不高？



# 循环重排 Loop Reorder

- 内外层循环重排，改善空间局部性，并最大限度地利用引入缓存的数据。对循环进行重新排序，以最大程度地减少跨步并将访问模式与内存中的数据存储模式对齐。

# 循环重排 Loop Reorder

```
1
2  for i = 1, n
3      for j = 1, m
4          | A(i,j) = B(i, j) * C(i, j)
5      endfor
6  endfor
7
8 # After Reorder
9
10 for j= 1, m
11     for i = 1, n
12         | A(i, j) = B(i, j) * C(i, j)
13     endfor
14 endfor
15
```

# 循环融合 Loop Fusion

- 循环融合将相邻或紧密间隔的循环融合在一起，减少的循环开销和增加的计算密度可改善软件流水线，数据结构的缓存局部性增加。

# 循环融合 Loop Fusion

```
2   for i = 0, n
3     A(i) = a(i) + b(i);
4     c(i) = 2 * a(i);
5   endfor
6   for i = 1, n - 1
7     D(i) = c(i) + a(i);
8   endfor
9
10 # After fusion
11
12 A(0) = a(0) + b(0);
13 c(0) = 2 * a(0);
14 A(n - 1) = a(n - 1) + b(n - 1);
15 c(n - 1) = 2 * a(n - 1);
16 for i = 1, n - 1
17   A(i) = a(i) + b(i)
18   c(i) = 2 * a(i)
19   D(i) = c(i) + a(i)
20 endfor
```

# 循环拆分 Loop Split

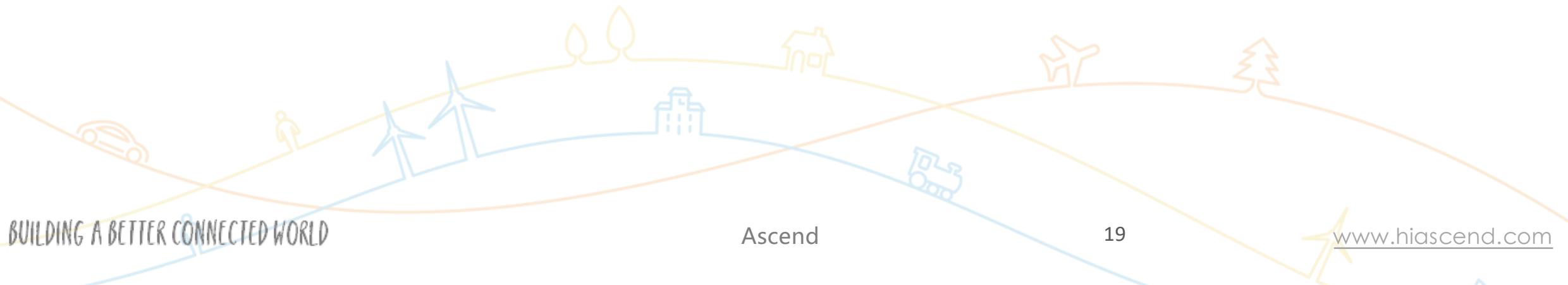
- 拆分主要是将循环分成多个循环，可以在有条件的循环中使用，分为无条件循环和含条件循环。

# 循环拆分 Loop Split

```
2  for i = 0, n
3      A(i) = a(i) + b(i)
4      c(i) = 2 * a(i)
5      if(temp[i] > data)
6          d(i) = a(i)
7  endfor
8
9 # After Split
10
11 for i = 0, n
12     A(i) = a(i) + b(i)
13     c(i) = 2 * a(i)
14 endfor
15 for i = 0, n
16     if(temp[i] > data)
17         d(i) = a(i)
18 endfor
```

# Inference

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- Loop optimization [https://en.wikipedia.org/wiki/Loop\\_optimization](https://en.wikipedia.org/wiki/Loop_optimization)





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