

SCoP Detection: A Fast Algorithm for Industrial Compilers

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What is a SCoP?

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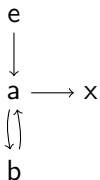
What is a SCoP?

- ▶ SCoPs = Static Control Parts
- ▶ ACLs = Affine Control Loops
- ▶ PWACs = Parts With Affine Control, rhymes with quacks :-)

regions of code that can be represented in the Polyhedral Model

Step 1: accept natural loops

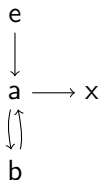
Natural loop



maybe SCoP

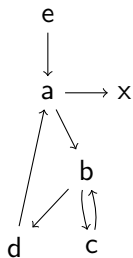
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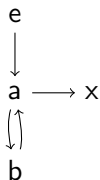
Nested loops



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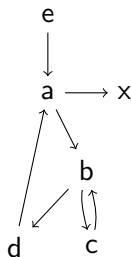
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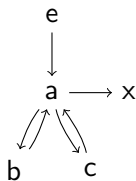
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Nested loops



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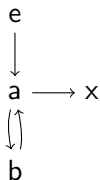
Irreducible



not a SCoP:
ambiguous
iteration order

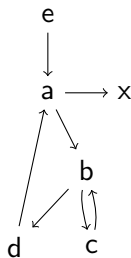
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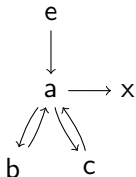
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Nested loops



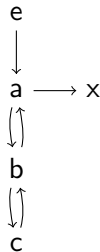
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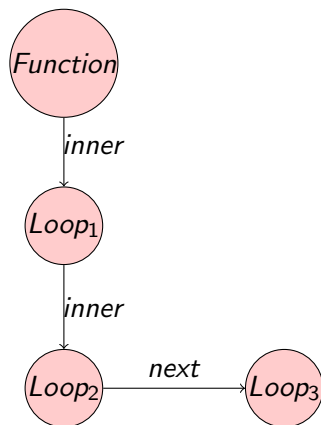
not a SCoP:
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Natural Loop Tree

```
int foo(int N)
{
    int i, j, k;
    for(i=0; i<N; ++i){//Loop1
        stmt1;
        for (j=0; j<N; ++j)//Loop2
            stmt2;
        for (k=0; k<N; ++k)//Loop3
            stmt3;
    }
}
```

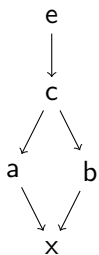
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Step 2: accept structured control flow

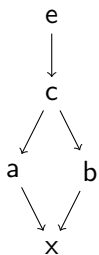
simple condition



maybe SCoP

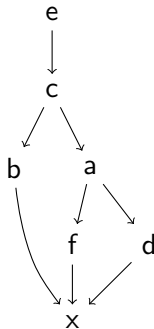
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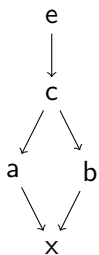
nested conditions



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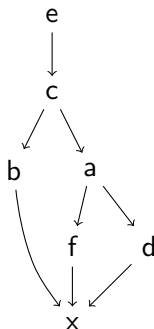
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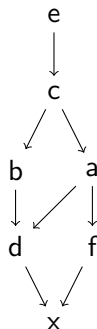
maybe SCoP

nested conditions



maybe SCoP

unstructured



not a SCoP: control
dependencies are hard

Step 3: check for side-effects

- ▶ function calls
- ▶ inline assembly
- ▶ volatile operations

Step 4: affine scalar evolutions

Linear

```
i0 = phi_l1(0, i1)
// i0={0,+,1}_l1
i1 = i0 + 1
// i1={1,+,1}_l1
```

maybe SCoP

Step 4: affine scalar evolutions

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```

maybe SCoP

Non-linear

```
j2 = phi_l1(3, j3)
j3 = j2 + i1
// j2={3,+,{1,+,1}_l1}_l1
```

not a SCoP: polynomial of degree 2

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Non-linear

```
k4 = phi_l2(4, k5)
k5 = k4 * 2
// k4={4,*,2}_l2
```

not a SCoP: exponential

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analyzed expressions

- ▶ branch conditions
- ▶ memory accesses

Step 5: delinearize memory access functions

Linear access functions

$A[100*i + 400*j]$

$B[i][j]$

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Non-linear access functions

$C[i*i]$

$D[4*N*M*i + 4*M*j + 4*k]$

$E[4*i*N + 4*j]$

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delinearization

- ▶ recognize array multi-dimensions
- ▶ compute linear access functions

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Non-linear access functions

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E[4*i*N + 4*j]
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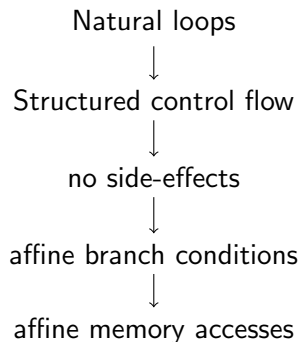
not a SCoP

delinearized access functions

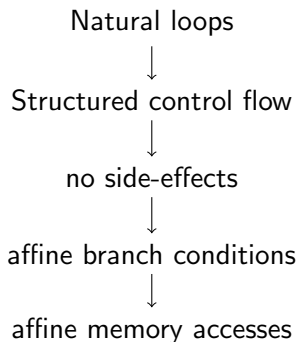
```
int D[][N][M];  
D[i][j][k]  
  
int E[][N];  
E[i][j]
```

maybe SCoP

Overall picture: SCoP detection



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Required analyses:

- ▶ natural loops tree
- ▶ (post-)dominators tree
- ▶ alias analysis
- ▶ scalar evolution analysis

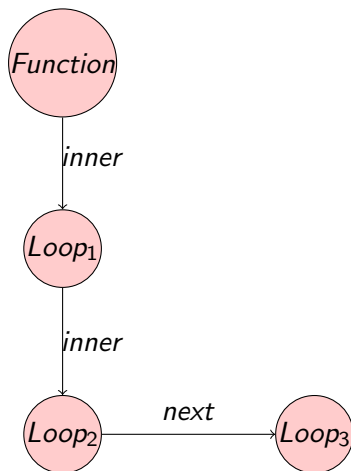
Detecting SCoPs by induction on Natural Loops Tree

- ▶ Start with a loop in the natural loops tree rather than the root of the CFG

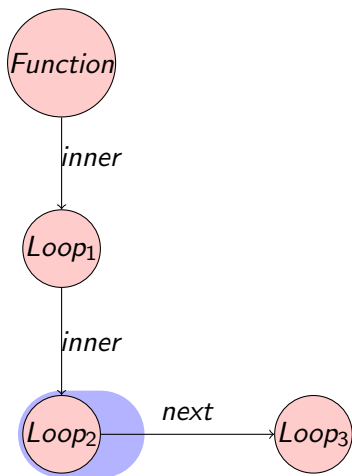
Detecting SCoPs by induction on Natural Loops Tree

- ▶ Start with a loop in the natural loops tree rather than the root of the CFG
- ▶ Focus on structure of natural loops before the validity of each statement

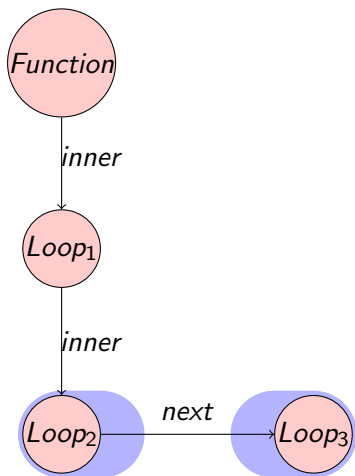
Example: Induction on Natural Loops Tree



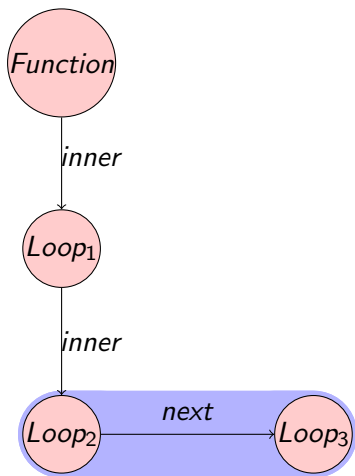
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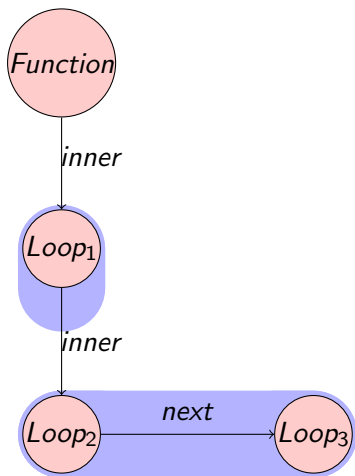
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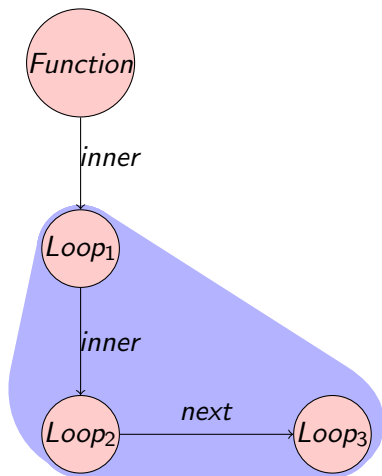
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- ▶ Previous graphite SCoP detection based on CFG and DOM (misses the structure of loops)

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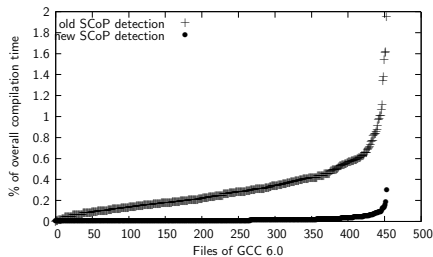
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- ▶ Previous graphite SCoP detection based on CFG and DOM (misses the structure of loops)
- ▶ Polly's SCoP detection based on structure of SESE regions (full function body analysis even without interesting loops)
- ▶ Pet, Rose, other source-to-source compilers: SCoP detection based on the AST of a specific programming language

Experimental Results

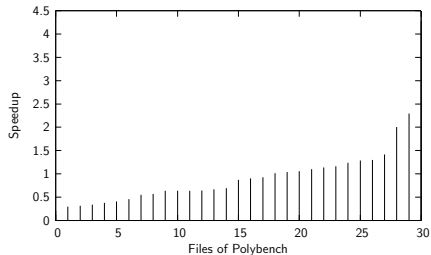
Compilation time overhead

| Benchmark | Old % | New % |
|------------|-------|-------|
| Polybench | 1.4 | 1.9 |
| Tramp3d-v4 | 7.0 | 0.3 |
| GCC 6.0 | 0.24 | 0.01 |



SCoP Metrics on Polybench

| SCoP Metric | Old | New | Polly |
|-------------|------|------|-------|
| Loops/SCoP | 2.59 | 6.09 | 5.17 |



Conclusion and Future work

Conclusion

- ▶ New faster algorithm for SCoP detection
- ▶ Enable polyhedral optimization in industrial compilers

Future Work

- ▶ SCoP detection to drive polyhedral optimization
- ▶ Use profile data to guide and select polyhedral transforms