

Automated High-Level Loop Fusion for FLAME Algorithms

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Loop fusion

```
while (...) {  
    A  
}  
while (...) {  
    B  
}
```

→

```
while (...) {  
    A;  
    B  
}
```

- ▶ Helpful for performance
- ▶ Often not possible

FLAME-like loops

partition $A \rightarrow \left(\begin{array}{c|c} A_{TL} & A_{TR} \\ \hline A_{BL} & A_{BR} \end{array} \right)$

where $\dim(A_{TL}) = 0 \times 0$

do until $\dim(A_{TL}) = n \times n$

repartition $\left(\begin{array}{c|c} A_{TL} & A_{TR} \\ \hline A_{BL} & A_{BR} \end{array} \right) \rightarrow \left(\begin{array}{c|c|c} A_{00} & a_{01} & A_{02} \\ \hline a_{10}^T & \alpha_{11} & a_{12}^T \\ \hline A_{02} & a_{21} & A_{22} \end{array} \right)$

\vdots] loop body

continue with $\left(\begin{array}{c|c} A_{TL} & A_{TR} \\ \hline A_{BL} & A_{BR} \end{array} \right) \leftarrow \left(\begin{array}{c|c|c} A_{00} & a_{01} & A_{02} \\ \hline a_{10}^T & \alpha_{11} & a_{12}^T \\ \hline A_{20} & a_{21} & A_{22} \end{array} \right)$

enddo

Why high-level loop fusion?

Can we fuse this Cholesky algorithm

$$\lambda_{11} := \sqrt{\lambda_{11}}$$

$$l_{21} := l_{21}/\lambda_{11}$$

$$L_{22} := l_{21}l_{21}^T$$

with this lower-triangular solve algorithm

$$b_{10} := (l_{10}^T B_{00})/\lambda_{11}$$

$$\beta_{11} := \beta_{11}/\lambda_{11}?$$

- ▶ Hard to tell
- ▶ Compiler won't do it
- ▶ Need to look at higher level — loop invariants

Loop invariants

- ▶ Invariant says what the regions contain before & after each iteration
- ▶ In terms of \hat{A}_R (initial value) & \tilde{A}_R (final value)
- ▶ For example:

$$\left(\frac{L_{TL} = CHOL(\hat{L}_{TL})}{L_{BL} = \hat{L}_{BL} \tilde{L}_{TL}^{-T}} \parallel \frac{*}{L_{BR} = \hat{L}_{BR} - \tilde{L}_{BL} \tilde{L}_{BL}^T} \right)$$

and

$$\left(\frac{B_T = L_{TL} \setminus \hat{B}_T}{B_B = \hat{B}_B} \right)$$

- ▶ Fusion analysis much easier here
- ▶ Algorithm \leftrightarrow loop invariant

What we add

- ▶ Known: how to find all possible loop invariants/algorithms for a problem
- ▶ Our work: finding all collections of *fusable* invariants

Section 2

Theory

Partitioned Matrix Expressions

- Show all computations needed in a region
- Take operation, split matrix into regions, solve for function
- Cross out parts to get loop invariants

$$\left(\frac{\tilde{A}_{TL} = CHOL(\hat{A}_{TL})}{\tilde{A}_{BL} = \hat{A}_{BL} \tilde{A}_{TL}^{-T}} \parallel \frac{\quad \quad \quad *}{\tilde{A}_{BR} = CHOL(\hat{A}_{BR} - \tilde{A}_{BL} \tilde{A}_{BL}^T)} \right)$$

$$\left(\frac{\tilde{B}_T = L_{TL} \setminus \hat{B}_T}{\tilde{B}_B = L_{BR} \setminus (\hat{B}_B - L_{BL} \tilde{B}_T)} \right)$$

Forming loop invariants

- ▶ Cross out parts to get loop invariants
- ▶ Crossed-out parts go to *remainder*

$$\left(\frac{A_{TL} = CHOL(\hat{A}_{TL})}{A_{BL} = \hat{A}_{BL} \tilde{A}_{TL}^{-T}} \parallel \frac{*}{A_{BR} = \cancel{CHOL}(\hat{A}_{BR} - \tilde{A}_{BL} \tilde{A}_{BL}^T)} \right)$$

$$\left(\frac{\tilde{B}_T = L_{TL} \setminus \hat{B}_T}{\tilde{B}_B = L_{BR} \setminus (\hat{B}_B - L_{BL} \tilde{B}_T)} \right)$$

Forming loop invariants

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$$\left(\frac{A_{TL} = CHOL(\hat{A}_{TL})}{A_{BL} = \hat{A}_{BL} \tilde{A}_{TL}^{-T}} \parallel \frac{\quad}{A_{BR} = \cancel{CHOL(\hat{A}_{BR} - \tilde{A}_{BL} \tilde{A}_{BL}^T)} = \hat{A}_{BR}} \right)^*$$

$$\left(\frac{\tilde{B}_T = L_{TL} \setminus \hat{B}_T}{\tilde{B}_B = L_{BR} \setminus (\hat{B}_B - L_{BL} \tilde{B}_T)} \right)$$

Forming loop invariants

- Cross out parts to get loop invariants
- Crossed-out parts go to *remainder*

$$\left(\frac{A_{TL} = CHOL(\hat{A}_{TL})}{A_{BL} = \hat{A}_{BL} \tilde{A}_{TL}^T = \hat{A}_{BL}} \parallel \frac{}{A_{BR} = CHOL(\hat{A}_{BR} - \tilde{A}_{BL} \tilde{A}_{BL}^T) = \hat{A}_{BR}} \right) *$$

$$\left(\frac{\tilde{B}_T = L_{TL} \setminus \hat{B}_T}{\tilde{B}_B = L_{BR} \setminus (\hat{B}_B - L_{BL} \tilde{B}_T)} \right)$$

Forming loop invariants

- ▶ Cross out parts to get loop invariants
- ▶ Crossed-out parts go to *remainder*

$$\left(\frac{\tilde{A}_{TL} = CHOL(\hat{A}_{TL})}{\tilde{A}_{BL} = \hat{A}_{BL} \tilde{A}_{TL}^{-T}} \parallel \frac{\quad}{\tilde{A}_{BR} = CHOL(\hat{A}_{BR} - \tilde{A}_{BL} \tilde{A}_{BL}^T)} \right) *$$

$$\left(\frac{\tilde{B}_T = L_{TL} \setminus \hat{B}_T}{\tilde{B}_B = \cancel{L_{BR}} \setminus (\hat{B}_B - L_{BL} \tilde{B}_T)} \right)$$

Forming loop invariants

- Cross out parts to get loop invariants
- Crossed-out parts go to *remainder*

$$\left(\frac{\tilde{A}_{TL} = CHOL(\hat{A}_{TL})}{\tilde{A}_{BL} = \hat{A}_{BL} \tilde{A}_{TL}^{-T}} \parallel \frac{\quad}{\tilde{A}_{BR} = CHOL(\hat{A}_{BR} - \tilde{A}_{BL} \tilde{A}_{BL}^T)} \right) *$$

$$\left(\frac{\tilde{B}_T = L_{TL} \setminus \hat{B}_T}{\tilde{B}_B = L_{BR} \setminus (\hat{B}_B - L_{BL} \tilde{B}_T) = \hat{B}_B} \right)$$

States of regions

Fully computed Nothing crossed off/remainder is identity



Uncomputed Everything crossed off/invariant is identity



Partially computed Neither of the above



Not all splits work

- ▶ Can't remove everything/nothing
 - ▶ Can't remove every/no instance of underlying operation
- ▶ If you cross off \hat{A}_R , can't write to it
- ▶ If you don't cross off \tilde{A}_R , must fully compute it

$$\left(\begin{array}{c|c} \square & \square \\ \hline \square & \square \end{array} \right) \quad \left(\begin{array}{c|c} \blacksquare & \blacksquare \\ \hline \blacksquare & \blacksquare \end{array} \right)$$

$$\left(\begin{array}{c|c} A_{TL} = \cancel{CHOL(\hat{A}_{TL})} & * \\ \hline A_{BL} = \hat{A}_{BL} \tilde{A}_{TL}^{-T} & A_{BR} = \cancel{CHOL(\hat{A}_{BR} - \tilde{A}_{BL} \tilde{A}_{BL}^T)} \end{array} \right) \quad \left(\begin{array}{c|c} \square & * \\ \hline \blacksquare & \square \end{array} \right)$$

Fusion

$$\left. \begin{array}{rcl} \tilde{A}^0 & = & \mathcal{F}^0(\hat{A}^0) \\ \tilde{A}^1 & = & \mathcal{F}^1(\hat{A}^1) \\ & \vdots & \\ \tilde{A}^{n-1} & = & \mathcal{F}^{n-1}(\hat{A}^{n-1}) \end{array} \right\} \tilde{A}^{n-1} = \mathcal{F}(\hat{A}^0)$$

where $\hat{A}^{i+1} = \tilde{A}^i$

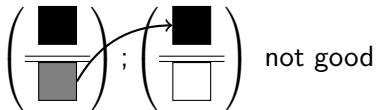
Conditions for fusion

- ▶ Invariant reads $A_R^i \Rightarrow A_R^{i-1}$ fully computed
- ▶ Remainder reads $A_R^i \Rightarrow$ all later A_R^j uncomputed

Corollary:



but not



Cholesky + lower-triangular solve

Cholesky invariants.

$$\left(\begin{array}{c|c} L_{TL} = CHOL(\hat{L}_{TL}) & * \\ \hline L_{BL} = \hat{L}_{BL} & L_{BR} = \hat{L}_{BR} \end{array} \right)$$

$$\left(\begin{array}{c|c} L_{TL} = CHOL(\hat{L}_{TL}) & * \\ \hline L_{BL} = \hat{L}_{BL} \tilde{L}_{TL}^{-T} & L_{BR} = \hat{L}_{BR} \end{array} \right)$$

$$\left(\begin{array}{c|c} L_{TL} = CHOL(\hat{L}_{TL}) & * \\ \hline L_{BL} = \hat{L}_{BL} \tilde{L}_{TL}^{-T} & L_{BR} = \hat{L}_{BR} - \tilde{L}_{BL} \tilde{L}_{BL}^T \end{array} \right)$$

Six cases to check (3×2).

Lower triangular solve algorithms

$$\left(\begin{array}{c} B_T = L_{TL} \setminus \hat{B}_T \\ \hline B_B = \hat{B}_B \end{array} \right)$$

$$\left(\begin{array}{c} B_T = L_{TL} \setminus \hat{B}_T \\ \hline B_B = \hat{B}_B - L_{BL} \tilde{B}_T \end{array} \right)$$

Cholesky + solve: easy cases

TODO, should these be invariants or state pictures or both?

Cholesky invariants.

Lower triangular solve algorithms

$$\left(\frac{L_{TL} = CHOL(\hat{L}_{TL}) \parallel *}{L_{BL} = \hat{L}_{BL} \tilde{L}_{TL}^{-T} \parallel L_{BR} = \hat{L}_{BR}} \right)$$

$$\left(\frac{B_T = L_{TL} \setminus \hat{B}_T}{B_B = \hat{B}_B} \right)$$

or

$$\left(\frac{L_{TL} = CHOL(\hat{L}_{TL}) \parallel *}{L_{BL} = \hat{L}_{BL} \tilde{L}_{TL}^{-T} \parallel L_{BR} = \hat{L}_{BR} - \tilde{L}_{BL} \tilde{L}_{BL}^T} \right)$$

and

$$\left(\frac{B_T = L_{TL} \setminus \hat{B}_T}{B_B = \hat{B}_B - L_{BL} \tilde{B}_T} \right)$$

- ▶ Greediest algorithm needs L_{TL} and L_{BL}
- ▶ Both these Cholesky algorithms fully compute them

Cholesky + solve, remaining cases

Cholesky invariants.

$$\left(\begin{array}{c|c} L_{TL} = CHOL(\hat{L}_{TL}) & * \\ \hline L_{BL} = \hat{L}_{BL} & L_{BR} = \hat{L}_{BR} \end{array} \right)$$

Lower triangular solve algorithms

$$\left(\begin{array}{c} B_T = L_{TL} \setminus \hat{B}_T \\ \hline B_B = \hat{B}_B \end{array} \right)$$

and

$$\left(\begin{array}{c} B_T = L_{TL} \setminus \hat{B}_T \\ \hline B_B = \hat{B}_B - L_{BL} \tilde{B}_T \end{array} \right)$$

- ▶ Can't fuse with second solve algorithm (L_{BL} unavailable)
- ▶ So, five fusable algorithms

Cholesky + lower solve + upper solve

- ▶ Can't add $L^T \setminus B$
- ▶ We'd need L_{BR}^T , which is never fully computed
- ▶ Would also need to write on B_B
- ▶ Doesn't work even with temporary variables

$$\left(\begin{array}{c|c} \blacksquare & \\ \hline \blacksquare & \text{\tiny *} \\ \hline \end{array} \right); \left(\begin{array}{c} \blacksquare \\ \hline \text{\tiny *} \end{array} \right); \left(\begin{array}{c} \square \\ \hline \blacksquare \end{array} \right)$$

Section 3

Implementation

Tasks

- Need to show software where partial computations can happen
- Pull suboperations that overwrite region into own names
- $:=_O$ is operation we want to do

$$\left(\frac{\tilde{A}_{TL} :=_O CHOL(\hat{A}_{TL})}{\tilde{A}_{BL} := \hat{A}_{BL} \tilde{A}_{TL}^{-T}} \parallel \frac{*}{A_{BR,0} := \hat{A}_{BR} - \tilde{A}_{BL} \tilde{A}_{BL}^T; \tilde{A}_{BR} :=_O CHOL(A_{BR,0})} \right)$$

$$\left(\frac{\tilde{B}_T :=_O L_{TL} \setminus \hat{B}_T}{B_{B,0} := \hat{B}_B - L_{BL} \tilde{B}_T; \tilde{B}_B :=_O L_{BR} \setminus B_{B,0}} \right)$$

Working in either order

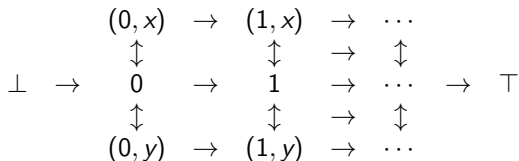
- ▶ $\tilde{A} = \hat{A} - B - C$ can be:
 - ▶ $A_0 := \hat{A} - B; \tilde{A} := A_0 - C$ or
 - ▶ $A_0 := \hat{A} - C; \tilde{A} := A_0 - B$
- ▶ Having all four creates duplication - complicates analysis
- ▶ Add new temporary type, $A_{R,(n,x)}$
- ▶ Now we can write

$$\{A_{(0,a)} := (\hat{A} \vee A_{(0,b)}) - B;$$

$$A_{(0,b)} := (\hat{A} \vee A_{(0,a)}) - C\}$$

Dependencies, v2

- ▶ Name \hat{A}_R as $\hat{A}_{R,\perp}$ and \tilde{A} as $A_{R,\top}$
- ▶ $A_{R,\sigma}$ is before (can compute) $A_{R',\sigma'}$ if:
 - ▶ $R \neq R'$ (different regions) or
 - ▶ σ can reach σ' on

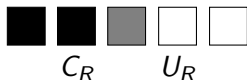


- ▶ If anything from an or is before, all of it is

Finding all loop invariants

- ▶ For each invariant/remainder split:
 - ▶ Ensure operation task ($:=_O$) in invariant and remainder
 - ▶ All inputs to invariant tasks must be before all remainder task outputs (no using data you don't have)
 - ▶ All invariant task outputs must be before all remainder task inputs (no overwriting data you'll need)

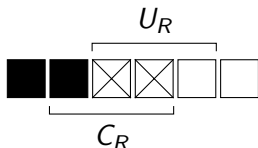
Fusion works differently



- ▶ While searching, add constraints to C_R s and U_R s
- ▶ A_R read in invariant $i \Rightarrow C_R \geq i - 1$
- ▶ A_R read in remainder $i \Rightarrow U_R \leq i + 1$
- ▶ Translates conditions from earlier
- ▶ If constraints fail, unwind search

Multiple matrices

- ▶ Need to add empty regions so all strips are same length
- ▶ Slight change to constraint system



Comes from task

- ▶ For things like $LU = A$, tasks write multiple regions
- ▶ To prevent duplicates, use $U_R \leftarrow L_R$ (comes from)
- ▶ If L_R computed, U_R is computed, otherwise not

Section 4

Demo

Another important example

- ▶ Graph problem $C = (AM + (AM)^T) - MM$, where A and M are symmetric
- ▶ $C := (AM + (AM)^T); C := C - MM$ has 56 fused algorithms
- ▶ However, $A := (AM + (AM)^T); A := A - MM$ has no algorithms

Demo time

TODO do an experiment?

Conclusions

- ▶ We can automatically find fusable loop invariants
- ▶ This is often helpful
- ▶ This analysis needs to be at this level

Acknowledgments

- ▶ Tze Meng for doing all the theory

Future work

- ▶ Probably not — maybe codegen