Verification of Data Layout Transformations

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Motivating example - initial code

```c
typedef struct {
  // Position
  float x, y, z;
  // Other fields
  float vx, vy, vz, c, m, v;
} particle;

particle data[NUM_PARTICLES];

for (int i = 0; i < NUM_PARTICLES; i++) {
  // Some calculation
}
```

Motivating example - splitting

Suppose that the calculation uses mainly the position.

```
typedef struct {
  float vx, vy, vz, c, m, v;
} cold_fields;

typedef struct {
  float x, y, z;
  cold_fields *other;
} particle;

particle data[NUM_PARTICLES];
```

Motivating example - peeling

Further suppose that the intial ‘particle’ record is not used as part of a dynamic data structure.

```
typedef struct {
  float vx, vy, vz, c, m, v;
} cold_fields;

typedef struct {
  float x, y, z;
} hot_fields;

cold_fields other_data[NUM_PARTICLES];
hot_fields pos_data[NUM_PARTICLES];
```

Motivating example - AoS to SoA

Now, say that we want to take advantage of vector instructions.

```
typedef struct {
  float x[NUM_PARTICLES];
  float y[NUM_PARTICLES];
  float z[NUM_PARTICLES];
} hot_fields;

hot_fields pos_data;
```

Motivating example - AoS to AoSoA

But without reducing too much the locality between accesses to fields of the original struct.

```
typedef struct {
  float x[N];
  float y[N];
  float z[N];
} hot_fields;

hot_fields pos_data[NUM_PARTICLES / N];
```

Motivating example - summary

In short, the transformations we have seen are:

- Splitting.
- Peeling.
- AoS to SoA.
- AoS to AoSoA.

Note that after all these changes, where we wrote:

```
data[i].x
```

Now we have to write:

```
pos_data[i / N].x[i % N]
```

Project goals

- Formalize a subset of C that captures the essential for these transformations.
- Find the basic transformations that combined give rise to the ones we are interested in.
- Define them and prove their correctness.

Language overview - values and terms

```
Inductive val : Type :=
  (* High-level *)
  | val_error : val
  | val_unit : val
  | val_uninitialized : val
  | val_bool : bool → val
  | val_int : int → val
  | val_double : int → val
  | val_abstract_ptr : loc → accesses → val
  | val_array : typ → list val → val
  | val_struct : typ → map field val → val
  (* Low-level *)
  | val_concrete_ptr : loc → offset → val
  | val_words : list word → val.

Inductive trm : Type :=
  | trm_var : var → trm
  | trm_val : val → trm
  | trm_if : trm → trm → trm → trm
  | trm_let : bind → trm → trm → trm
  | trm_app : prim → list trm → trm
  | trm_while : trm → trm → trm
  | trm_for : var → val → val → trm → trm.
```

Language overview - primitive operations

```
Inductive prim : Type :=
  (* High-level *)
  | prim_binop : binop → prim
  | prim_get : typ → prim
  | prim_set : typ → prim
  | prim_new : typ → prim
  | prim_new_array : typ → prim
  | prim_struct_access : typ → field → prim
  | prim_array_access : typ → prim
  | prim_struct_get : typ → field → prim
  | prim_array_get : typ → prim
  (* Low-level *)
  | prim_ll_get : typ → prim
  | prim_ll_set : typ → prim
  | prim_ll_new : typ → prim
  | prim_ll_access : typ → prim.
```

Examples of the semantics of our language compared to C:

```
get p   : *p                    array_access p i  : p + i
set p v : *p = v                struct_access p f : &(p->f)
new T   : malloc(sizeof(T))     struct_get s f    : s.f
```

Language overview - typing

Maybe a couple or three slides for this.

Give overview of typing.

Use this theorem to explain the different parts of semantics and typing.

```
Theorem type_soundess : ∀C LLC F m t v T G S m',
  red C LLC S m t m' v →
  typing C LLC F G t T →
  state_typing C LLC F m →
  stack_typing C LLC F G S →
  ∃F', extends F F'
    ∧ typing_val C LLC F' v T
    ∧ state_typing C LLC F' m'.
```

Some language properties.

Transformations - grouping

group

Transformations - tiling

tiling

Transformations - adding indirection

adding indirection

Transformations - AoS to SoA

AoS to SoA

Transformations - summary

Peeling = Splitting = AoS to SoA = AoS to SoA =

Transformations - proof

statement and proof

Project extent

what has been done and what hasn't quite and statistics

Future work

for instance functions etc, combining them. Code realisations...

Conclusion

conclusion