Optimization of Arbitrary Loop Nests

```
CodeReg scop {
 perfect = BuiltIn.IsPerfectLoopNest();
 depth = BuiltIn.LoopNestDepth();
 if (RoseLocus.IsDepAvailable()) {
   if (perfect && depth > 1) {
     permorder = permutation(seq(0,depth));
     RoseLocus.Interchange(order=permorder);
     if (perfect) {
       indexT1 = integer(1..depth);
       T1fac = poweroftwo(2...32);
       RoseLocus.Tiling(loop=indexT1, factor=T1fac);
   } OR {
     if (depth > 1) {
       indexUAJ = integer(1..depth-1);
       UAJfac = poweroftwo(2..4);
       RoseLocus.UnrollAndJam(loop=indexUAJ,
                              factor=UAJfac);
   } OR {
     None; # No tiling, interchange, or unroll and jam.
   innerloops = BuiltIn.ListInnerLoops();
   *RoseLocus.Distribute(loop=innerloops);
 innerloops = BuiltIn.ListInnerLoops();
RoseLocus.Unroll(loop=innerloops,
                  factor=poweroftwo(2..8));
```



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perfect = BuiltIn.IsPerfectLoopNest();
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if (RoseLocus.IsDepAvailable()) {
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    permorder = permutation(seq(0,depth));
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  37 lines of code
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  } OR {
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  *RoseLocus.Distribute(loop=innerloops);
innerloops = BuiltIn.listInnerLoops();
RoseLocus.Unroll(loop=innerloops,
                 factor=poweroftwo(2..8));
```

