# **Exam Assignments 7**

# **Three Vectorization Clauses**

## 1. aligned

```
Usage: aligned(list[: alignment])
```

This clause can be used to allow optimizations when using aligned arrays. Using this clause when the given arrays are not aligned can cause unexpected behaviour.

**list** is a comma-separated list of variable names that point to arrays, and **alignment** specifies the number of bytes that the arrays are aligned to.

### 2. safelen

```
Usage: safelen(len)
```

This clause sets a maximum vector length to use. It is for example neccessary to use when there are data dependencies between loop iterations.

len is the maximum vector length in bytes.

### 3. reduction

```
Usage: reduction(reduction-identifier:list)
```

This clause can be used to perform a vectorized reduction in the following for loop.

reduction-identifier specifies the binary operation to use when reducing values. (Allowed operators are +, -, \*, &, |,  $^{\circ}$ , &&, and ||) list is a comma-separated list of variable names, each of which will get reduced.

# Intrinsics vs. Guided Vectorization

# **Intrinsics**

#### **Pros**

• Performace portable (performance should be similar for all compilers)

Full control for the programmer

#### Cons

- Not code portable (intrinsics differ between architectures)
- Messy code
- Harder to use

### **Guided Vectorization**

#### **Pros**

- Code portable
- Easy to use

#### Cons

- Not performance portable (different compilers will optimize differently)
- Dependent on the compiler to notice opportunities for optimization

# **Vector Intrinsics Advantages over Assembly**

- Programmer doesn't have to worry about registers explicitly
- Intrinsic functions are more portable between compilers and different OSs
- When used correctly, the same performance is achieved, since intrinsics have direct counterparts in assembly
- Easier to learn and use
- Leads to more readable code

# **AVX2 Vectors**

- <u>\_\_m256</u> is a vector of 8 32-bit floats.
- <u>m256d</u> is a vector of 4 64-bit doubles.
- \_\_m256i is a vector of unsigned or signed integers (The concrete data type is specified by the intrinsic functions that are used on the vector.)