

The Polyhedral Model (Dependences and Transformations)

Announcements

- HW3 is due Wednesday February 15th, tomorrow
- Project proposal is due NEXT Friday, extension so that example with tool is possible

Today

- CUDA programming, key concepts for HW3
- Automatic parallelization
- Transformation models/frameworks
- Polyhedral model
 - Iteration space representation
 - Data dependence problem and representation
 - Transformation representation and legality check

CUDA programming

Some key concepts

- Kernel call parameters, slide 37 in http://www.nvidia.com/content/cudazone/download/Getting_Started_w_CUDA_Training_NVISION08.pdf
- The kernel call is asynchronous
 - Have to call `cudaThreadSynchronize()` before calling `cutStopTimer()` or `gettimeofday()`

Automatic Parallelization

Input program has a set of operations E with a strict order

Find a partial order on E that is deterministic and results in the same output as the original strict total order.

Overall process

- Translate the code to a model
- Select a transformation/schedule
 - Determination of partial order on E, data dependence analysis
 - Ensure that the loop transformation/schedule is legal
- Transform the model and generate the transformed code

What should the model be?

Bernstein conditions

- Let u and v be operations, $M(u)/M(v)$ be the set memory locations written by u/v , $R(u)/R(v)$ be the set of memory locations read by u/v .
- If u precedes v and the intersection of $M(u)$ and $R(v)$ is non-empty, then there is a **flow** dependence.
- If u precedes v and the intersection of $R(u)$ and $M(v)$ is non-empty, then there is an **anti** dependence.
- If u precedes v and the intersection of $M(u)$ and $M(v)$ is non-empty, then there is an **output** dependence.

Problematic Example

$$M(u) = \{a^n + b^n \mid n > 2 \wedge a, b, n \in \mathbb{Z}\}$$

$$R(v) = \{c^n \mid n > 2 \wedge c, n \in \mathbb{Z}\}$$

Dependence Testing in General

General code

```
do i1 = l1, h1
...
do in = ln, hn
... A(f(i1, ..., in))
... A(g(i1, ..., in))
enddo
...
enddo
```

There exists a dependence between iterations $I=(i_1, \dots, i_n)$ and $J=(j_1, \dots, j_n)$ when at least one of the accesses is a write and

- $f(I) = g(J)$
- $(l_1, \dots, l_n) < I, J < (h_1, \dots, h_n)$
- $I \ll J$ or $J \ll I$, where \ll is lexicographically less

Polyhedron

(source: <http://www.cse.ohio-state.edu/~pouchet/lectures/888.11.lect1.html>)

Affine functions

- A function $f : \mathbb{K}^m \rightarrow \mathbb{K}^n$ is affine if there exists a vector $\vec{b} \in \mathbb{K}^n$ and a matrix $A \in \mathbb{K}^{n \times m}$ such that $\forall \vec{x} \in \mathbb{K}^m, f(\vec{x}) = A\vec{x} + \vec{b}$

Affine half spaces

- An affine half-space of \mathbb{K}^m (affine constraint) is defined as a set of points $\{\vec{x} \in \mathbb{K}^m \mid \vec{a} \cdot \vec{x} \leq \vec{b}\}$

Polyhedron

- A set $S \in \mathbb{K}^m$ is a polyhedron if there exists a system of finite inequalities $A\vec{x} \leq \vec{b}$ such that $P = \{\vec{x} \in \mathbb{K}^m \mid A\vec{x} \leq \vec{b}\}$
- Equivalently it is the intersection of finitely many half-spaces.

Intersection between polyhedral sets

- When you intersect two polyhedral sets the results is a polyhedral set.
- Many questions we need to automate check whether a polyhedral set or sets are empty or not.
 - Is there a dependence at a certain loop level?
 - Is a transformation legal?

Dependence Testing in General

General code

```
do i1 = l1, h1
...
do in = ln, hn
... A(f(i1, ..., in))
... A(g(i1, ..., in))
enddo
...
enddo
```

There exists a dependence between iterations $I=(i_1, \dots, i_n)$ and $J=(j_1, \dots, j_n)$ when at least one of the accesses is a write and

- $f(I) = g(J)$
- $(l_1, \dots, l_n) < I, J < (h_1, \dots, h_n)$
- $I \ll J$ or $J \ll I$, where \ll is lexicographically less

Algorithms for Solving the Dependence Problem

Heuristics can say NO or MAYBE

- GCD test (Banerjee76, Towle76): determines whether integer solution is possible, no bounds checking
- Banerjee test (Banerjee 79): checks real bounds
- I-Test (Kong et al. 90): integer solution in real bounds
- Lambda test (Li et al. 90): all dimensions simultaneously
- Delta test (Goff et al. 91): pattern matches for efficiency
- Power test (Wolfe et al. 92): extended GCD and Fourier Motzkin combination

Exact solutions, exponential worst-case since integer linear programming is NP-complete

- Parametric Integer Programming (Feautrier91), based on the Simplex algorithm
- Omega test (Pugh92), based on the Fourier-Motzkin elimination algorithm

Dependence Testing

Consider the following code...

```
do i = 1,5
  A(3*i+2) = A(2*i+1)+1
enddo
```

Question

- How do we determine whether one array reference depends on another across iterations of an iteration space?

Dependence Testing: Simple Case

Sample code

```
do i = 1,h
  A(a*i+c1) = ... A(a*i+c2)
enddo
```

Dependence?

- $a*i_1+c_1 = a*i_2+c_2$, OR
- $a*i_1 - a*i_2 = c_2-c_1$
- Solution may exist if a divides c_2-c_1

GCD Test

Idea

- Generalize test to linear functions of iterators/induction variables

Code

```
do i = li, hi
  do j = lj, hj
    A(a1*i + a2*j + a0) = ... A(b1*i + b2*j + b0) ...
  enddo
enddo
```

Again

- $a_1*i_1 - b_1*i_2 + a_2*j_1 - b_2*j_2 = b_0 - a_0$
- Solution exists if $\text{gcd}(a_1, a_2, b_1, b_2)$ divides $b_0 - a_0$

Example

Code

```
do i = li, hi
  do j = lj, hj
    A(4*i + 2*j + 1) = ... A(6*i + 2*j + 4) ...
  enddo
enddo
```

$\text{gcd}(4, -6, 2, -2) = 2$

Does 2 divide 4-1?

Banerjee Test

```
for (i=L; i<=U; i++) {  
    x[a0 + a1*i] = ...  
    ... = x[b0 + b1*i]  
}
```

Does $a_0 + a_1*i = b_0 + b_1*i'$ for some real i and i' ?

If so then $(a_1*i - b_1*i') = (b_0 - a_0)$

Determine upper and lower bounds on $(a_1*i - b_1*i')$

```
for (i=1; i<=5; i++) {  
    x[i+5] = x[i];  
}
```

upper bound = $a_1*\max(i) - b_1*\min(i') = 4$

lower bound = $a_1*\min(i) - b_1*\max(i') = -4$

$b_0 - a_0 =$

Next Time

Reading

- No reading assignment this week, should be reading about CUDA

Homework

- HW3 is due Wednesday 2/15/12, tomorrow
- Project proposal pushed to next Friday, 2/24/12

Lecture

- Basics of code generation