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Bee+Cl@k: An Implementation of Lattice-Based Array Contraction in the Source-to-Source Translator ROSE

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Abstract
We build on prior work on intra-array memory reuse, for which a general theoretical framework was proposed based on lattice theory. Intra-array memory reuse is a way of reducing the size of a temporary array by folding, thanks to affine mappings and modulo operations, reusing memory locations when they contain a value not used later. We describe the algorithms needed to implement such a strategy. Our implementation has two parts. The first part, Bee, uses the source-to-source transformer ROSE to extract from the program all necessary information on the lifetime of array elements and to generate the code after memory reduction. The second part, Cl@k, is a stand-alone mathematical tool dedicated to optimizations on polyhedra, in particular the computation of successive minima and the computation of good admissible lattices, which are the basis for lattice-based memory reuse. Both tools are developed in C++ and use linear programming and polyhedra manipulations. They can be used either for embedded program optimizations, e.g., to limit memory expansion introduced for parallelization, or in high-level synthesis, e.g., to design memories between communicating hardware accelerators.

Categories and Subject Descriptors D.3.4 [Programming Languages]: Processors—Compilers, Optimization

General Terms Algorithms, Experimentation, Theory

Keywords Memory reduction, source-to-source transformations, program analysis, lattices

1. Introduction
The optimization of memory in multimedia applications for embedded systems has received a lot of attention in the past years, for reducing both memory transfers and memory storage, which have a strong impact on power consumption, performance, and chip area. In this paper, we focus on memory storage reduction, which is important from both an architectural and an application point of view.

On the architecture side, an important characteristic of embedded systems is that the hardware, in particular memories, can be customized. When designing and optimizing a programmable embedded system, the designer wants to select the adequate parameters for cache and scratch-pad memories to achieve the smallest cost for the right performance for a given application or set of applications. In high-level synthesis, when designing non-programmable hardware accelerators, the designer or synthesizer can even fully design the memories (size, topology, connections between processing elements) and customize them for a given application.

Embedded systems are thus good targets for memory optimizations. High-level synthesis projects such as [13, 27] need to rely on powerful compile-time program and memory analysis to be able to automatically or semi-automatically generate a fully-customized circuit from a high-level C-like description. For programmable embedded systems, run-time memory reduction techniques are also possible (see for example [28]), but it is not the topic of this paper.

On the application side, multi-media applications often make intensive use of multi-dimensional arrays, in sequences of loops, or even sequences of nested loops, which make them a good target for static program analysis. Before the final implementations, the applications need to be rewritten several times, either by the compiler or the developer, to go from a high-level algorithmic description down to an optimized and customized version. For memory optimizations, the high-level description is where the largest gain can be obtained because global program analysis and global code transformations can be done. For this, it is therefore important to analyze multi-media applications at the source level.

We present an implementation of intra-array memory reuse based on lattice theory in the source-to-source transformer ROSE [20], developed at the Lawrence Livermore National Labs. Intra-array memory reuse was first proposed at Leuven/IMEC [1, 8], as a mean to reduce the size of temporary arrays. Basically, their technique was to linearize a temporary array in some canonical way and to fold it with a modulo operation, thus reducing its size, so that a memory cell can be reused when it contains a dead value, i.e., a value no longer used. This problem was then considered by several authors, with different viewpoints and techniques [14, 19, 24, 25], including some more work at Leuven/IMEC [26], until a more general framework was proposed in [6, 7] that tries to integrate all approaches into a unique setting. We build on this theoretical work and we bridge the gap between its formal description and the algorithmic needs, both for program analysis and memory reduction, to really use such a framework in a compiler.

Related work Memory reduction has given rise to a large amount of work recently. In addition to intra-array mem-
2. Background Notations and Definitions

We use the classical notations used for describing, analyzing, and transforming codes with nested loops and multi-dimensional arrays, as introduced in [10] as static control programs. Each particular execution of a statement $S$ – an operation – is represented by $(S, \vec{i})$ where $\vec{i}$, the iteration vector, represents the loop indices of the surrounding loops. We make the standard assumption that loops are affine, i.e., a loop index takes all possible integer values from the loop lower bound to the loop upper bound and these bounds are max (resp. min) of affine expressions of surrounding indices. In other words, for each statement $S$, the iteration vector $\vec{i}$ spans, in lexicographic order, all integer points of an iteration domain $\mathcal{Z}_S$, which is a polyhedron. This affine framework also accepts if-statements as long as conditions can be analyzed as affine inequalities on loop indices. Similarly, we assume that arrays are accessed with affine functions of loop indices, otherwise some conservative approximations need to be done, when analyzing the program, as done in [18, 4].

For memory reduction, we focus on temporary arrays, i.e., those used for intermediate computations in a procedure and that are neither live-in, nor live-out. Only intra-procedural information is needed to optimize them. We want to derive a storage-saving mapping $\sigma(\vec{i})$ from the index space of a given array $A$ to a set of storage locations indexed by addresses, with $\sigma(\vec{i}) = M\vec{i} \mod b$, where $M$ is a matrix, $b$ is a vector, and the modulo operation is applied component-wise. Such a mapping $\sigma$ is called a modular mapping and denoted by $(M, b)$. The smallest the product of the components of $b$, the smallest the required memory. To get an adequate matrix $M$ and an adequate vector $b$, our goal is to make practical the formalism and techniques proposed by Darie, Schreiber, and Villard in [6, 7]. This formalism generalizes the principles of the previously-proposed techniques, in particular, by De Grief et al. [8], Lefebvre and Feautrier [14], Quillere and Rajopadhye [19], Strout et al. [24], Thies et al. [25].

![Figure 1. Overview of the method](image)

Figure 1. Overview of the method

Grief et al. [8], Lefebvre and Feautrier [14], Quillere and Rajopadhye [19], Strout et al. [24], Thies et al. [25]. Figure 1 depicts the main steps of our array contraction method. These steps are described below.

**Step 1** For deriving memory allocations with intra-array reuse, a possibility is to first compute, in an abstract way, for each array index, the first time it is written (first write) and the last time it is read (last read). We will make sure that, between the first write and the last read, the memory location is not overwritten when using the modular mapping $\sigma$: we call this “interval” the lifetime of the array index. As pointed out in [7], when a given array location is written several times, we could be more accurate, distinguish the different defined values, and work with a union of “intervals” (between each write and its last corresponding read), instead of a single one. But this would make everything more complicated. Also, a pre-transformation of the code, renaming arrays, is possible if needed to get the same effect. We do not address this extension in our current implementation.

**Step 2** Once the lifetime of array indices is analyzed, we can define conflicting indices: two array indices $\vec{i}$ and $\vec{j}$ conflict (denoted by $\vec{i} \prec \vec{j}$) if their lifetimes intersect. We will make sure that such indices are not mapped to the same location through $\sigma$, i.e., $\vec{i} \prec \vec{j}, \vec{i} \not\sim \vec{j} \Rightarrow \sigma(\vec{i}) \not\sim \sigma(\vec{j})$. If $DS$ denotes the set of all $\vec{d}$ such that $\vec{d} = \vec{i} \sim \vec{j}$, with $\vec{i} \prec \vec{j}$, the previous condition is equivalent to $\vec{d} \in DS, \sigma(\vec{d}) = 0 \Rightarrow \vec{d} = 0$, i.e., $\ker(\sigma) \cap DS = \{0\}$ where $\ker(\sigma)$ is the set of all $\vec{i}$ such that $\sigma(\vec{i}) = 0$ (the kernel of $\sigma$). Step 2 consists in building this set $DS$ of conflicting index differences or an over-approximation. Steps 1 and 2 are detailed in Section 3.

**Step 3** The kernel of a modular mapping $\sigma = (M, b)$ from $\mathbb{Z}^n$ to $\mathbb{Z}^p$ is a sublattice of $\mathbb{Z}^n$. A lattice $\Lambda$ with $\Lambda \cap DS = \{0\}$ is a strictly admissible lattice for $DS$. Given such an integer lattice, it is easy to build a mapping $(M, b)$ whose kernel is $\Lambda$ and such that the product of the components of $b$ (the memory size) is equal to the determinant of $\Lambda$ (Step 4).

In other words, the search for a good modular mapping is reduced to the problem of determining a strictly admissible
integer lattice for DS with small determinant. Algorithms and heuristics to find such a lattice are detailed in Section 4.

Steps 4 and 5 are straightforward and will not be detailed. Step 4 consists in building, from a lattice $\Lambda$, a matrix $M$ and a vector $b$ so that the kernel of $(M,b)$ is $\Lambda$. This may need some standard matrix computations (Hermite or Smith normal forms). Heuristics developed in Step 3 can also give directly the modular mapping. See [7] for more details, we just use what is explained there. Finally, Step 5 consists in replacing each access $A(f(i))$ to an optimized array $A$ by the reference $A(r(f(i)))$. This, again, is done thanks to the source-to-source transformer ROSE [20]. Some refinements on $\sigma$ can be done, which are mentioned in Sections 3 and 4.

**Main example** We will use, as running example, the classical Durbin’s kernel, which solves a Toeplitz system with $N$ unknowns. See its code in Figure 2.(a). The array $x$ is an input array, the array $y$ is an output array, the arrays $\alpha$, $\beta$, $\sum$, and $y$ are temporary arrays, thus subject to memory reduction. For each assign-}

3. Lifetime Analysis of Array Elements

This section describes the algorithms, used in our tool Bee to compute the set DS of conflicting index differences, needed to compute modular allocations. This amounts to compute the conflict relation $\prec$, which is done thanks to an accurate lifetime analysis on array elements. We illustrate this analysis with the array $y$ of our main example.

3.1 Exact Lifetime Analysis

The lifetime of an array cell $c$ is the “time interval” between its initialization and its last read. Classical methods handle arrays as scalar variables and make a too rough approximation of control flow to be used here. This section explains how to compute the first operation writing $c$ (its initialization) and the last operation reading $c$, for static control programs. Our method is similar on many aspects to exact instance-wise dataflow analysis and revisit some ideas of [10].

3.1.1 First Write of an Array Element

Consider a statement $S$ in a static control program writing $A[u[i]]$ where $i$ is the iteration vector of $S$ and $u$ an affine function. Consider a cell $c$ of $A$ and $W_S(c)$ the set of operations $(S,i)$ writing $A[c]$. Each operation must be valid and write $A[c]$, i.e., $W_S(c) = \{(S,i) \mid i \in I_S, u(i) = c\}$. Writing $S_1, \ldots, S_n$ the statements assigning $A$ and denoting by $\preceq$ the execution order between operations, the first operation writing $A[c]$ is $\text{FW}(c) = \min_{i \in I_S} \bigcup \{W_{S_i}(c)\}$, rewritten as:

$$\text{FW}(c) = \min \{\min W_{S_1}(c), \ldots, \min W_{S_n}(c)\} \quad (1)$$

Following [10], the sequencing predicate between two operations $(S,i)$ and $(T,j)$ can be defined thanks to the strict lexicographic order $<_i$ between iteration vectors: $(S,i) < (T,j)$ iff $a) \; i[1..M] < b[1..M]$ or $b) \; j[1..M] = j[1..M]$. Writing $W_S(c)$ boils down to compute the lexicographic minimum of the polyhedron $\{i \mid i \in I_S, u(i) = c\}$. When the polyhedron depends on parameters (as $c$ here), classical algorithms of integer linear programming cannot be applied and we need to use parametric integer programming techniques [9]. The tool PIP [17] implements such techniques and outputs a set of clauses, where each clause is a pair (polyhedral domain, affine solution) that defines the lexicographic minimum for a subset of the parameter space.

**Main example (cont’d)** By definition, the set $W_{S_3}(c)$ of instances of $S_3$ writing $y[c_1][c_2]$, with $c = (c_1, c_2)$, is:

$$\{(S_3, k, i) \mid 1 \leq k \leq N - 1, 0 \leq i < k - 1, i = c_1, k = c_2\}$$

which is a valid point of the iteration domain of $S_3$. In general, we use PIP to find the lexicographic minimum. Here, since the access function $u$ is one-to-one, we can just use the iteration domain inequalities and get the solution:

$$\min_{\subset} W_{S_3}(c_1, c_2) = \begin{cases} N \geq 2 \\ 1 \leq c_2 \leq N - 1 \quad (S_3, c_2, c_1) \\ 0 \leq c_1 \leq c_2 - 1 \end{cases}$$

To make it simpler, here and in the rest of the paper, we only give the clauses providing a solution.

Once the different $\min_{\subset} W_{S_1}(c)$ are computed, it remains to combine them in order to find the global first $\text{FW}(c)$ as precisied in Equation 1. This is achieved thanks to the combination rules given in [10].

**Main example (cont’d)** Applying our analysis on the array $y$, we get the following clauses:

$$\text{FW}(c_1, c_2) = \begin{cases} c_1 = 0, c_2 = 0 \quad (S_1, c_1) \\ 0 \leq c_2 \leq N - 1 \quad (S_1, c_2, c_1) \\ 0 \leq c_1 \leq N - 2 \quad (S_1, c_2, c_1) \\ c_1 < c_2 \end{cases}$$

Here, the computation of the local first writes $\min_{\subset} W_{S_1}(c)$ is easy as $y$ is in single assignment. In general, the main difficulty is the combination of clauses to get the global first write. This is also where the complexity of the analysis comes from. One can also try to remove redundant constraints.

3.1.2 Last Read of an Array Element

Similarly to the first write, the last operation reading an array cell is derived from local reading sets. For each assign-
Decomposing the predicate \( \prec \) into affine inequalities, we can write \( C_{t,l,m,n} \) itself as a union of sets, and more precisely of polytopes. One can show that \( p \) and \( q \) are always finite non-parametric values, of the same order than the number \( P \) of statements of the program. This consequently provides an \( O(P) \) algorithm to compute the conflict relation. Despite its apparent complexity, this method is fast enough in practice since it just performs constraint concatenations.

Once the set \( \{ (i, j) \mid i \prec j \} \) is obtained as a union of polytopes \( = \cup Q_{k} \), it remains to compute the set \( DS = \{ d \mid d = i - j \land i \prec j \} \). Adding the constraint \( d = i - j \) to \( Q_{k} \), we obtain an integral polyhedron \( P_{k} \) in a vector space of dimension \( d + \dim j + \dim d = 3 \dim i \). It remains to project each \( P_{k} \) on \( d \) to obtain \( DS, DS = \cup_{i=1}^{N} Pr(P_{k}, d) \). In general, \( DS \) is not a polytope as required by the heuristics described in Section 4. We thus compute its convex hull, which is an over-approximation, thanks to Polylib [17].

Main example (cont’d) We automatically get the set \( DS \) of conflicting differences \( d = (d_{1}, d_{2}) \) for array \( y \) depicted in Figure 2.(b). It is defined by the following constraints:

\[
\begin{align*}
-(N-1) & \leq d_{1} + 2d_{2} \leq N-1 \\
-(N-1) & \leq d_{1} - d_{2} \leq N-1 \\
-1 & \leq d_{2} \leq 1 \\
-(N-1) & \leq 2d_{2} \leq N-1
\end{align*}
\]

It is possible to find this set by analyzing the program by hand. However, even for such a simple example, the computation of \( DS \) can be very tricky. Thus, even in the case where the designer wants to choose the modular mapping him/herself, instead of relying on heuristics, it is very useful to be able to use an automated analysis to compute this fundamental (for lattice-based memory allocation) object \( DS \). This is what the first part of our tool provides.

### 4. Deriving Strictly Admissible Lattices

This section describes the algorithms we use in our tool Cl@k (Critical Lattice Allocation Kernel), a stand-alone program devoted to the search for good admissible lattices for a 0-symmetric polytope. We bridge the gap between the abstract description of the heuristics given in [6, 7] and an actual implementation. Currently, we use our program not only to find good mappings automatically and evaluate previously-proposed heuristics, but also to invent new heuristics and help us finding optimal mappings in a semi-automatic way. For example, we mentioned that the optimal modular mapping for the array \( y \) in Section 2 has memory...
size $2N - 3$. Even if heuristics are good enough here (with memory size $2N$), finding the optimal in a parametric way is harder: we used our tool to find the optimal for a few values of $N$, then proved by hand that $2N - 3$ is optimal. The same is true for triangular domains, see the example hereafter.

In other words, this tool should be viewed as a platform for the development, understanding, and exploration of mappings.

As explained in Section 2, finding a valid modular mapping $(\tilde{M}, \tilde{b})$, for a set of conflicting indices $DS \subseteq \mathbb{Z}^n$, amounts to find a strictly admissible integer lattice $\Lambda$ for $DS$, i.e., a sublattice of $\mathbb{Z}^n$ whose intersection with $DS$ is reduced to $\{0\}$. By construction, $DS$ is 0-symmetric and is described or over-approximated as the integer points within a polyhedron $K$. This polyhedron $K$ is described either by its vertices or by a polyhedral representation $\{\tilde{x} | A\tilde{x} \leq \tilde{c}\}$. Currently, our tool has the following functionalities:

- Computation of optimal strictly admissible integer lattice by exhaustive search with the approach suggested in [7].
- Computation of the successive minima and of a set of corresponding minimal vectors.
- Computation of the gauge functions $F_i$ and $F_i^*$;
- Implementation of the generalized basis reduction [15];
- Implementation of the different heuristics of [6].

We now explain the key algorithmic points underlying these developments, focusing only on the non-obvious ones.

4.1 Rogers’ Heuristic

The first heuristic proposed in [6, 7] to get a strictly admissible integer lattice is an adaptation of a mechanism due to Rogers [12], for a 0-symmetric polytope $K$ in dimension $n$.

**Heuristic 1.**

- Choose $n$ positive integers $\rho_i$, s.t. $\rho_i$ is a multiple of $\rho_{i+1}$, and $\dim(L_i) \leq i - 1$, where $L_i = \text{Vect}(K/\rho_i \cap \mathbb{Z}^n)$.

- Choose a basis $(\tilde{a}_i)_{1 \leq i \leq n}$ of $\mathbb{Z}^n$ s.t. $L_i \subseteq \text{Vect}(\tilde{a}_1, \ldots, \tilde{a}_{i-1})$.

- Define $\Lambda$ the lattice generated by the vectors $(\rho_i \tilde{a}_i)_{1 \leq i \leq n}$.

The correctness and worst-case quality of such a strategy are analyzed in [6, 7]. It gives a correct mapping when $\rho_i \lambda_i(K) > 1$ with $\lambda_i(K)$ the i-th successive minimum of $K$:

$$\lambda_i(K) = \min \{\lambda > 0 \mid \dim(\text{Vect}(\Lambda \cap \mathbb{Z}^n)) \geq i\}$$

We now explain how we compute the scaling factors $\rho_i$ and the basis $(\tilde{a}_i)_{1 \leq i \leq n}$. The first difficulty is to compute the successive minima. These minima are also useful to get the “dimension of the problem”, i.e., the dimension $p \leq n$ of the vector space generated by the integer points in $K$. Indeed, a complete memory folding can be done for the $n - p$ other dimensions (i.e., each modulus is 1), while the $p$ “full” dimensions may need a folding with modulus greater than 1.

This mechanism generalizes the projections used in [19].

4.1.1 Computing the Successive Minima

The first successive minimum $\lambda_1(K)$ is the smallest rational number $\lambda$ such that the polyhedron $K/\lambda$ contains an integer point $\tilde{x} \neq 0$, i.e., it is defined by:

$$\lambda_1(K) = \min \{\lambda \in \mathbb{Q} \mid \exists \tilde{x} \in \mathbb{Z}^n, \tilde{x} \neq 0, A\tilde{x} \leq \lambda \tilde{c}\}$$

The constraint $\tilde{x} \neq 0$ makes this system not linear. But, if there exists such an $\tilde{x}$, then $x_i \geq 1$ or $x_i \leq -1$ for some $i$. Moreover, as $K$ is 0-symmetric, if $\tilde{x} \in K$, then $-\tilde{x} \in K$, so we can look only for $\tilde{x}$ such that $x_i \geq 1$ for some $i$. In other words, we can compute $\lambda_1(K)$ as the minimum over $n$ values, each computed by mixed integer linear programming:

$$\lambda_1(K) = \min_{1 \leq i \leq n} \min \{\lambda \in \mathbb{Q} \mid \exists \tilde{x} \in \mathbb{Z}^n, x_i \geq 1, A\tilde{x} \leq \lambda \tilde{c}\}$$

This gives $\lambda_1(K)$ as well as a corresponding solution $\tilde{x}_1$.

**Main example (cont’d)** We explained how $DS$ can be computed in an exact way, even when $N$ is a parameter, as the integer points within the polytope $K$ (when $N \geq 3$):

$$K = \{(i_1, i_2) \mid -(N-1) \leq i_1 + 2i_2 \leq (N-1), -N-1 \leq i_1 - i_2 \leq (N-1), -1 \leq i_2 \leq 1\}$$

see Figure 2.(b). The first minimum of $K$ is $1/(N-1)$, obtained when looking for a point $\tilde{x}$ such that $x_1 \geq 1$. Notice that, here, we give the solution in a parametric way but, as we will explain, our current implementation for the computation of successive minima assumes $N$ is fixed.

Now, suppose $\lambda_1(K), \ldots, \lambda_{N-1}(K)$ have been computed, with their corresponding $\tilde{x}_1, \ldots, \tilde{x}_{N-1}$. The $i$-th minimum is the smallest $\lambda$ such that $K/\lambda$ contains an integer point $\tilde{x}$, linearly independent with $\tilde{x}_1, \ldots, \tilde{x}_{i-1}$. To express this condition, we first compute a basis of $\mathbb{Z}^n$ whose first $(i-1)$ vectors span the same space as $\tilde{x}_1, \ldots, \tilde{x}_{i-1}$. For that, we define the $n \times (i-1)$ matrix $X$ with columns $\tilde{x}_1, \ldots, \tilde{x}_{i-1}$, and we compute the Hermite form [16] of $X$: $X = QS$ where $Q$ is a $n \times n$ unimodular matrix and $S$ is a $n \times (i-1)$ matrix whose top $(i-1) \times (i-1)$ submatrix is nonnegative, upper triangular, and the rest of $S$ is zero. We then make the change of basis $\tilde{x} = QS\tilde{y}$. In this representation, $\tilde{x}$ is linearly independent with $\tilde{x}_1, \ldots, \tilde{x}_{i-1}$ if and only if $y_i \geq 1$ or $y_j \leq -1$ for some $j \geq i$. Again because $K$ is 0-symmetric, we have:

$$\lambda_i(K) = \min_{1 \leq j \leq n} \min \{\lambda \in \mathbb{Q} \mid \exists \tilde{y} \in \mathbb{Z}^n, y_i \geq 1, AQS\tilde{y} \leq \lambda \tilde{c}\}$$

Solving this system, we get $\lambda_i(K)$, a corresponding solution $\tilde{y}_i$, and, finally, $\tilde{x}_i = Q^{-1}\tilde{y}_i$. Continuing this way, we obtain all successive minima $\lambda_i(K)$, one after the other, by solving $n(n+1)/2$ mixed integer linear programs.

4.1.2 Mixed Integer Linear Programming

For computing the successive minima with mixed integer linear programming, we tried two implementations that work for a non-parameterized 0-symmetric polytope $K$. Both compute of course the same successive minima $\lambda_i(K)$ but possibly with different $\tilde{x}_i$‘s as these are not uniquely defined.

Our first implementation uses the public-domain tool GLPK [11] and is easy to interface. The only problem is that the rational numbers $\lambda_i(K)$ are returned as float numbers, and not as the quotient of two integers. However, as each $\tilde{x}_i$ is an integer vector, we use a post-processing step to compute $\lambda_i(K)$ as a fraction: it is the smallest rational number such that $A\tilde{x}_i \leq \lambda\tilde{c}$. We thus consider each equation of this system to build $\lambda_i(K)$ as the quotient of two integers.

Our second implementation uses PIP [9, 17], a parametric linear programming solver, which gives the lexicographic minimum in a parameterized polyhedron $\{A\tilde{x} \leq B\tilde{x} + \tilde{c}\}$ where $\tilde{x}$ represents nonnegative unknowns and $\tilde{c}$ nonnegative integer parameters. Using PIP is a bit tricky as some pre-processing must be done to cope with the fact that unknowns are nonnegative, but this is just a technical problem. More important is that, here, we use PIP for mixed integer linear programming. For that, as explained in [9], the first step is to consider that integer unknowns ($\tilde{x}$ in our system) are parameters and find, with parametric (rational) linear programming, the minimum of $\lambda$ as a function of $\tilde{x}$. The
solution is a set of clauses, where each clause \( u \) defines a solution \( \lambda(u) \) as an affine expression \( f(u)(\vec{x}) \) of \( \vec{x} \), valid when \( \vec{x} \) belongs to some polyhedron \( P(u) \). The second step finds, for each clause \( u \), thanks to integer linear programming, the minimum of \( f(u)(\vec{x}) \) over all integer elements \( \vec{x} \) of \( P(u) \). The minimum of these minima gives the desired minimum \( \lambda \).

**Main example (cont’d)** Suppose \( N = 100 \) for example. Our GLPK implementation first finds \( \lambda_1(K) = 0.010101 \ldots \) with \( x_1 = (1,0) \), and \( \lambda_1(K) \) is recomputed as 1/99. Then, it finds \( \lambda_2(K) = 1 \) with \( x_2 = (0,1) \). Our PIP implementation finds \( \lambda_1(K) \) directly as the fraction 1/99 for \( x_1 = (1,0) \). Then, as PIP looks for the lexicographic minimum, it finds \( x_2 = (-98,1) \), \( \lambda_2(K) = 1 \). Thus, the \( x \) may not be the same with GLPK or PIP, while the \( \lambda_1 \) are uniquely defined.

When none of the mixed integer linear programs solved to get \( \lambda_1(K) \) has a solution, \( K \) is not full-dimensional and we directly get, with no additional effort, the minimal vector space that contains all integer points of \( K \). As previously mentioned, this is important to find a good lattice/mapping tor space that contains all integer points of \( \vec{x} \) with \( \lambda(\vec{x}) \) and not fall into traps due to skewed and "flat polytopes" with GLPK or PIP, while the \( \lambda_1 \) are the same. However, if not, our current implementation increments the \( \lambda_1 \) one at a time, in a round-robin fashion, and checks if this gives a solution. We call this heuristic Heuristic 1.a. At each step (in general one or two), we need to check whether the selected lattice \( (\rho_1,\vec{a}_1) \) is strictly admissible for \( K = \{ A \vec{x} \le \vec{c} \} \). This amounts to check that there is no \( \vec{x} \) such that \( \vec{x} = \sum_{i=1}^{n} \lambda_i \vec{a}_i \) and \( A\vec{x} \le \vec{c}, \vec{x} \neq 0 \), where each \( x_i \) is an integer. This can be done by solving \( n \) linear programs, using the same technique we used to compute \( \lambda_1 \).

Finally, it remains to compute a mapping whose kernel is the selected lattice. If \( Q \) is the matrix whose columns are \( (\vec{a}_i)_{1 \le i \le n} \) and \( b \) the vector whose components are \( (\rho_1)_{1 \le i \le n} \), a suitable mapping is \( g(\vec{t}) = M\vec{t} \mod b \) where \( M = Q^{-1} \).

**Main example (cont’d)** Here, a good mapping is particularly simple to find by hand because the progress of uses along the array \( y \) follows the canonical dimensions of the array. Let us see what our implementation finds. Assume that \( N = 100 \). With GLPK, we get \( \lambda_1(K) = 1/99 \) and \( \lambda_2(K) = 1 \) for \( x_1 = (1,0) \) and \( x_2 = (0,1) \). With Heuristic 1, we get \( \rho_1 = 128 \) and \( \rho_2 = 2 \) with the mapping \( \sigma(i_1,i_2) = (i_1 \mod 128, i_2 \mod 2) \), which can be simplified into \( \sigma(i_1,i_2) = (i_1,i_2 \mod 2) \) as \( 0 \le i_1 < N \le 128 \). With Heuristic 1.a, we will select directly \( \rho_1 = 99 + 1 = N \), even if the initial array size in the first dimension is larger. In practice, Heuristic 1.a is more efficient. Going to the next power of 2 as in Heuristic 1 can lead to a loss in memory.

We point out that, in practice, one should pay attention to the “complexity” of the derived lattice and of the resulting mapping. So far, the only optimizing criterion was the size of the memory, i.e., all mappings leading to the same memory size are considered equally good. But some can lead to simpler access functions (without even mentioning cache access). A possibility to get simple lattices is to minimize, when looking for each \( x_i \), its components in absolute value. One can also use, after all \( x_i \) are computed, a form of basis reduction to get a simpler basis. One example is the generalized basis reduction of Lovász and Scarf [15] that we implemented. On random polytopes, we saw some improvements but this was not convincing on polytopes arising from simple programs. For Heuristic 1.a, to preserve the successive vector spaces \( L_i \), one can limit the modifications to “upper triangular” changes, i.e., simplifying \( X_i \) with linear combinations of the previous \( x_i \); \( j < i \). But how to derive the “simplest” mapping for a given lattice is still an issue.

**Main example (cont’d)** To illustrate these possible complications, consider the basis found by our implementation with PIP: \( (1,0) \) and \( (-98,1) \). This basis leads to the “dirty” mapping \( \sigma(i_1,i_2) = (i_1 + 98i_2 \mod 100, i_2 \mod 2) \) with Heuristic 1.a. It can be simplified into \( \sigma(i_1,i_2) = (i_1 - 2i_2 \mod 100, i_2 \mod 2) \) but, still, this is more complicated than the mapping found with GLPK. To get \( x_2 = (0,1) \) as for GLPK instead of \( x_2 = (-98,1) \), we need to compute our implementation so that it simplifies the basis. Looking for \( x_2 \) with minimal components in absolute value would lead to \( x_2 = (0,1) \). One can also simplify \( x_2 \) with \( x_2 \); \( L_2 \) is preserved and this also leads to \( (0,1) = (-98,1) + 98(1,0) \).

**4.2 Heuristics based on gauge functions**

We tried different heuristics on thousands of 0-symmetric polytopes that we randomly generated. Heuristic 1.a, the
variant of Heuristic 1 explained in the previous section, is, on average (but not always), the one that leads to the smallest lattices. However, as explained in the previous section, it requires the computation of the successive minima — with mixed integer linear programming — and the computation of adequate scaling factors — with integer linear programming — if we choose \( \rho_i \) in a more accurate way than just the smallest acceptable power of 2. Although these computations may appear very expensive, for the practical cases arising from programs, this can be done very quickly so using Heuristic 1.a is possible in practice. However, as mentioned, we do not know how to use this heuristic for parameterized polytopes and this may be a problem for practical memory reuse when optimizing programs. This is less true for high-level synthesis where the parameters are in general known at compile-time although using parametric techniques as late as possible in the transformation process would be a plus.

Unlike Heuristics 1 and 1.a, the two heuristics that we describe in this section can be easily parameterized. These are the heuristics proposed in [6, 7] as generalizations of the heuristic of Lefebvre and Feautrier [14]. They lead to memory allocations of the form \( (\text{a}_i, \ldots, \text{a}_{i-1}) \). The only algorithmic need is to compute \( F(\text{a}) \) and \( F^*(\text{a}) \) as follows:

\[
F(\text{a}) = \min \{ F(y) \mid \text{y} \in (\text{a}_i, \ldots, \text{a}_{i-1}) \}
\]

\[
F^*(\text{a}) = \min \{ F(y) \mid \text{y} \in (\text{a}_i, \ldots, \text{a}_{i-1}) \}
\]

In the case of parameterized polytopes \( K \), this may be a problem for practical memory allocations of the form \( (\text{a}_i, \ldots, \text{a}_{i-1}) \). The only algorithmic need is to compute \( F(\text{a}) \) and \( F^*(\text{a}) \) as follows:

\[
F(\text{a}) = \min \{ F(y) \mid \text{y} \in (\text{a}_i, \ldots, \text{a}_{i-1}) \}
\]

\[
F^*(\text{a}) = \min \{ F(y) \mid \text{y} \in (\text{a}_i, \ldots, \text{a}_{i-1}) \}
\]

This time, it is easy to see that, with no additional transformation, \( F^*(\text{a}) \) can be computed with parametric (rational) linear programming if \( K \) is linearly parameterized. In other words, as the function \( F_1 \) and \( F_2 \) are the inverse of each other (see [6] for more details), we can implement Heuristics 2 and 3 if either \( K \) or \( K^* \) is linearly parameterized, for a non-parameterized basis. We implemented both heuristics (which give, by nature, the same results for dual basis \( (\text{a}_i)_{i \leq n} \) and \( (\text{a}_j)_{j \leq n} \), when vectors are picked in the opposite order), trying different basis as input: identity, identity up to a permutation of rows or columns (this can be viewed as a generalization of the technique of [8]), basis given by the successive minima, basis given by generalized basis reduction, etc. All these techniques are fast enough to allow such attempts. We then pick the best solution.

5. Experiments

Our stand-alone mathematical tool CI@k (Section 4) provides the heuristics of [6, 7] (and some other) while our program analyzer tool Bee (Section 3) makes the link with programs, i.e., computes the lifetime analysis of array elements required by the heuristics and generates the final C program with the allocations. Several libraries are involved, including ROSE [20], Polylib and PIP [17]. ROSE is a compiler framework providing simple mechanisms to read and write a program abstract syntax tree. It uses the SAGE intermediate representation and exploits ideas of the Nestor library [22]. We use ROSE to extract iteration domains \( I_X \) and array index functions from static control programs written in C. Both AST traversals (top-down and bottom-up) and rewrite facilities are consequently used in our tool. The
<table>
<thead>
<tr>
<th>Kernel</th>
<th>Array</th>
<th>Storage mapping found</th>
<th>Method</th>
<th>Runtime [s]</th>
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<td></td>
<td>Mapping</td>
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<tr>
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Figure 3. Experimental results for the kernels given in Figure 4. The time spent in the lifetime analysis (DS) and in the optimal method (OPT) are given for a Pentium III CPU 800Mhz with 256 MB RAM.

polychedral operations (union, intersection, projection, and convex hull) required by the different steps of our method are computed thanks to the polychedral library Polylib [17].

Finally, the lexicographic minima/maxima of integral polytopes are derived thanks to the PIP library [9, 17].

We applied our tools to contract temporary arrays of several image processing kernels [32] 1. We chose these kernels as they are used in all related papers and because they are short enough to be given here (see Figure 4). Figure 3 gives the results of our experiments. The benchmarks gather (1) an image processing filter used in image processing, (2) a real-time regularity detection used in robot vision, (3) a toy example similar to dynamic programming, (4) a 2D Gaussian blur filter used in image processing, (5) a motion detection algorithm used in the transmission of real time videos on data networks. The “Array” column gives the temporary arrays to contract. The “Mapping” column shows the final allocation of temporary arrays to statements. The mapping is derived by a lifetime analysis that is not analysis itself, they all use a lifetime analysis that is not cheaper than the computation of DS.

In terms of contraction, it appears that most temporary arrays can be contracted, leading to a very good compression ratio. Our study also confirms that, for some practical cases, the various heuristics give a similar (if not the same) result and that one can even restrict to a simple basis such as the identity matrix (or a permutation of it). This is because the loop indices (the “schedule”) are often aligned with the array indices. We also point out that the principles used in Heuristics 2 and 3 are combinations of the principles of the heuristics of [14] (to get the moduli) and of [19] (to get the right projection when DS is not full-dimensional) and that, in general, results can thus be similar.

But there is a fundamental difference: we can apply the heuristics based on DS even if the initial program is not in single-assignment form and even if there are more than one statement writing a given array. For example, in [19], there must be, by principle, a one-to-one correspondence between arrays and statements. Indeed, the mapping is derived by a matrix relation between the unique schedule and the unique access function corresponding to an array. If the array is written by several statements, even if each array element is written once, the mapping cannot be more efficient. The reader check that, for the codes given in the Figure 4, many arrays have been scalarized. The only case we miss is for the kernel (5). This is due to the fact that DS is over-approximated due to integer divisions in the derived clauses, which prevents us to see that DS is indeed equal to 0.

Many thanks to Florin Balasa who gave us these code examples.
know how to handle such cases correctly though it is not available yet in our current implementation.

Finally, the results in Figure 3 indicate that, although the heuristics are quite good in order of magnitude, there is still some space for improvement compared to the optimal, especially when DS has a strange shape. We have already mentioned the case of the array y in our running example, but the difference between N, the size found by the heuristics, and the optimal size 2N – 3 is not worth the price of the complicated access function. However, consider the kernel (2) and the different triangular-shaped arrays mean, sum, and diff. Although these arrays could be removed if some loop fusion was done, let us focus here on reducing their size without changing the program schedule.

Consider the 2D array mean for example. Its size is \( N^2 \) but only \( N(N+1)/2 \sim N^2/2 \) elements are live. They all conflict since they are all written before any is read. This defines the set \( DS = \{(i, j) \mid |i| < N, |j| < N, |i-j| < N \} \). Surprisingly, none of the heuristics proposed here and in previous papers is able to find any reduction. But some reduction is possible with a modular mapping, leading to a memory size, not of order \( N^2/2 \), but of order \( 3N^2/4 \). An optimal mapping is \( (i, j) \mapsto (i+j) \mod (3m, j \mod m) \) if \( N = 2m \) and \( (i, j) \mapsto (i-(3m+2j)) \mod (3m^2+3m+1) \) if \( N = 2m+1 \). How can we find such a mapping? First, we can use our exhaustive search to find optimal mappings for small values of \( N \). If some pattern appears, we can try to generalize the mappings, then prove their optimality. This how we proceeded here, thus in a semi-automatic process.

We can go further and use the same principle to automatically derive good parametric mappings. Indeed, pick a small value of \( N \), for example 1. Find an optimal strictly admissible lattice for \( DS = \{A \leq \mathbf{b}\} \). For the array mean, we get the lattice \( \Lambda \) generated by \( (3,0) \) and \( (1,-1) \), with determinant 3. Multiplying by \( \lambda \), we get that \( \lambda A \) is strictly admissible for \( \{A \leq \lambda \mathbf{b}\} \). For the array mean and \( \lambda = N-1 \), we get a memory size \( 3N(N-1)/2 \), which is not what we want. But we can be more subtle: if \( \Lambda \) is strictly admissible for \( \{A \leq \mathbf{b}\} \), it is weakly admissible (i.e., boundary intersection is acceptable) for \( \{A \leq \mathbf{b}+\mathbf{1}\} \), which is here \( \{A \leq 2\mathbf{b}\} \). Multiplying by \( m \), we get that \( mA \) is weakly admissible for \( \{A \leq 2m\mathbf{b}\} \) and thus strictly admissible for \( \{A \leq m\mathbf{b}\} \). We retrieve the optimal mapping for \( N = 2m \) with size \( 3m^2 \). The same mapping is valid for \( N = 2m-1 \) with size \( \sim 3N^2/4 \), though not optimal. In future work, we plan to use such a generalization principle to derive good parametric mappings.

6. Conclusion

We have presented a complete and effective compile-time analysis to contract arrays. An element-wise lifetime analysis for arrays has been proposed that computes the first (resp. last) statement instance writing (resp. reading) a generic array cell. We have shown how this algorithm can be used to build the set of conflicting array cells required by the contraction methods described in [7], for which we proposed a complete and efficient implementation. Experimental results on a few kernels are provided and show important compression ratios, confirming the efficiency of the method. The whole analysis takes a few seconds for each benchmark on a Pentium III CPU 800MHz, with 256MB RAM, and most of the execution time is spent in lifetime analysis. We point out that computing last reads is more expensive that computing first writes, as there are more reads than writes in general. Some work needs to be done to accelerate this process.

Our method is however restricted to programs with affine array index functions and loops. In future work, we plan to address more general programs by providing a conservative lifetime analysis (containing the real lifetime). Our lifetime analysis is already able to provide lifetimes depending on a parameter (typically, \( N \) in the running example). Unfortunately, part of our current implementation is not yet able to handle them. We also propose to address this point in a future work. Finally, as mappings obtained from different methods of [7] can impact on spatial data locality, it would be good to have a method to select the best one.

References

Figure 4. Source code of kernels.