

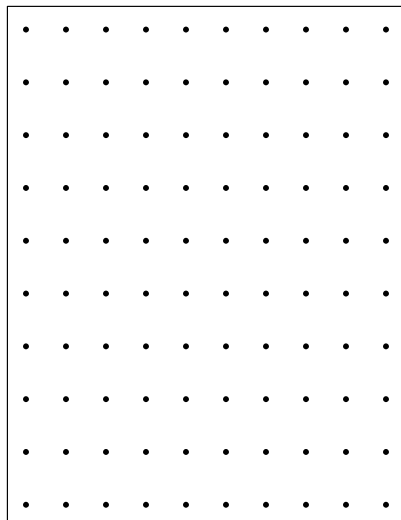
A General Approach for Tight Timing Predictions of Non-Rectangular Loops

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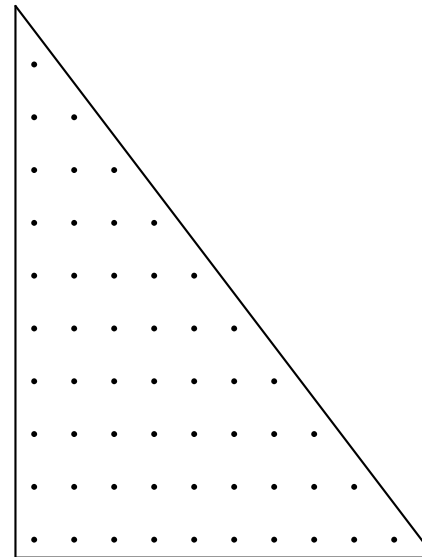
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Rectangular versus Non-Rectangular Loop Nests

```
for (i = 0; i < 10; i++)  
  for (j = 0; j < 10; j++)
```



```
for (i = 0; i < 10; i++)  
  for (j = 0; j < i; j++)
```



Goals

- Automatically calculate an accurate number of iterations for non-rectangular loop nests.
- Use a general approach that is not limited to nesting depth or dependences between index variables among loops in the nest.
- Integrate with an existing timing analyzer to obtain tight WCET and BCET of every loop.

Formulating the Number of Iterations as a Summation

- For a simple loop,

for (i = a; i <= b; i++) ...

we define the number of iterations as follows:

$$I = \sum_{i=a}^b 1 = \begin{cases} b - a + 1 & \text{if } a \leq b \\ 0 & \text{otherwise} \end{cases}$$

- Constraint on bounds is necessary due to zero-trip loops.

A Partially Zero-Trip Loop

```
for (i=1; i<8; i++)  
    for (j=i; j<3; j++)
```

$$I = \sum_{i=1}^7 \begin{cases} 3 - i & \text{if } i \leq 2 \\ 0 & \text{otherwise} \end{cases}$$

- This summation equals 3, but a naive calculation would result in -7 .

Dealing with Nonunit Strides

`for (i = a; i <= b; i += s)...`

- Summations involving nonunit strides are converted to uniform summations according to:

$$I = \sum_{i=a}^{b,s} e = \sum_{i=0}^{\lfloor (b-a)/s \rfloor} e [i \leftarrow si + a]$$

- All free occurrences of i are replaced by $si + a$.
- The resulting summation contains floor expressions, which can be rewritten as modulo operations.

Detecting the Absence of a Partially Zero Trip Loop

```
for (i = 0; i < 10; i++)  
    for (j = i; j < 11; j++)  
        for (k = i-3; k < j+8; k++)
```

we expand the initial value and limit:

$$i - 3 = [0 - 3..9 - 3] = [-3..6]$$

$$j + 8 = [i + 8..10 + 8] = [8..18]$$

- The ranges do not overlap, so the loop nest is not partially zero trip.

Conclusion

- Developed a general approach to count loop iterations as a nested summation.
- Timing analyzer formulates summation expression, evaluates the sum, and computes average number of iterations to compute tight WCET/BCET.
- Currently working on arbitrary nonunit strides within a loop nest.
- On-line demo available:
`http://www.cs.fsu.edu/~engelen/iternum.cgi`