INTRODUCTION TO VECTORIZATION
USING THE
IBM 3090 VF AND VS FORTRAN RELEASE 2*

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Introduction to Vectorization

The IBM 3090-600 Processor Unit Design

[Diagram showing the processor unit design, including Central Processor, System Control Element, Central Storage, Expanded Storage, Channel Subsystem, and Vector Facility.]
Introduction to Vectorization

The IBM 3090 Central Processor

High Speed Buffer/Buffer Control Element (64K)

Scalar Execution Element

Instruction Element

Vector Execution Element

Vector Registers

Vector Facility

Scalar Registers
What is Vector Processing

"Vector processing is a complication to computing, invented to make number crunchers go faster."

Most of the elementary vector operations consist of a series of independent calculations for all elements of the operand vectors, and so may be performed in parallel. Vector processing may thus be seen as one particular form of parallel computing.
The IBM 3090-600E Vector Facility

- fast scalar performance for compute intensive applications
- six processors, each with a vector facility and 64 KB cache memory
- 256 megabytes of memory
- 1 gigabyte of expanded storage
- 115 gigabytes of disk storage
- each application may use up to 999 megabytes of virtual memory
The IBM 3090-600E Vector Facility

- the dynamic range is $10^{75}$ to $10^{-78}$

- provides a decimal precision from 6 to 7 (short) digits to 13 to 14 (long) decimal digits

- cycle time of 17.2 nanoseconds

- theoretical peak performance of 116 megaflops

- likely ESSL peak performance of 75 megaflops

- realistic vector program performance goal of 40 to 50 megaflops
The IBM 3090 Vector Facility

- 16 32-bit data vector registers or 8 64-bit registers (for single or double precision data)

- these 16 vector registers operate on up to 128 data elements (the section size) of 4 bytes each

- three other vector registers:
  - vector mask register
  - vector activity count
  - vector status register

- 171 vector assembler instructions

- FORTRAN code using REAL*8 data has access to three compound vector instructions, which execute two FLOPs per cycle (after pipeline startup):
  - multiply and add
  - multiply and subtract
  - multiply and accumulate

- most other vector instructions execute one FLOP per cycle (after pipeline startup)
**Vector Facility Registers**

- The vector mask register is 1 bit wide.
- The vector registers are 32 bits wide and may be paired for a width of 64 bits.
- The section size $Z$ is 128 elements.
What is a Vector?

- a VECTOR is a group of elements in an array
- a vector is partitioned into a SECTION in order to execute on the vector hardware. The section size on the IBM 3090E is 128 elements.
- the spacing between successive elements in a vector is called STRIDE. For example, the vector A(1), A(2), A(3)... has stride 1.

The array A(100,200) is laid out in storage as:

A(1,1) A(2,1) A(3,1) ... A(100,1) A(2,1) A(2,2) ...

A(1,1) A(2,1) <=> STRIDE 1
A(1,1) A(1,2) <=> STRIDE 100

- an INDUCTION VARIABLE is any INTEGER*4 variable that is incremented or decremented by a fixed amount each time through a loop, such as with the index of a DO loop. This is also referred to as an INDUCTIVE SUBSCRIPT.
The subscript expression $I$ is an induction variable here:

```
DO 10 I = 1,N
  10 A(I) = SCAL
```

The subscript expression $I^2$ is a non-induction subscript here:

```
DO 10 I = 1,N
  10 A(I*I) = SCAL
```
What Does Vectorizable Mean?

- only DO loops can be vectorized
- the basic unit of vectorization is the statement — there is no partial vectorization within a FORTRAN statement
- in a DO loop, the calculations in one iteration of the loop must not depend on a previous iteration.

For example, this loop vectorizes

```
DO 10 I = 1,90
   C(I) = A(I) + C(I) * 3
10 CONTINUE
```

while this one does not

```
DO 20 I = 1,90
   C(I+1) = A(I) + C(I) * 3
20 CONTINUE
```
Scalar Computation For a DO Loop

- registers for scalar arithmetic hold only one element at a time

- to add two vectors A and B, each element in vector B has to be added individually to the appropriate element in the vector A, and then assigned to the appropriate element in vector C.

For example,

\[
\text{DO 10 I = 1,N}\\
\quad C(I) = A(I) + B(I)\\
\text{10 CONTINUE}
\]

the sequence of instructions for this DO loop, executed in scalar mode would be:

1. LOAD ELEMENT COUNT(N)
2. LOAD a(i) INTO scalar register
3. ADD b(i) INTO scalar register
4. STORE c(i) FROM scalar register
5. DECREMENT COUNT BY 1
Vector Computation for a DO Loop

- vector registers can hold up to 128 elements
- vectorizing a DO loop produces instructions that operate on groups of data elements.

The sequence of instructions in vector mode is:

1. LOAD ELEMENT COUNT (N)
2. LOAD a(1) – a(128) INTO vector register
3. ADD b(1) – b(128) TO VECTOR register
4. STORE c(1) – c(128) FROM vector register
5. DECREMENT COUNT by 128
Vector Registers

Provide a FAST storage location for operands, available to the pipeline on a one cycle per operand set basis.
**Vector Sectioning — the Basic Action of Vectorization**

```plaintext
DO 10 J = 1,N
10  A(J) = B(J)
```

becomes sectioned as:

```plaintext
DO 10 J = 1,N,Z
DO xx Jv = J,J+MIN(N-J,Z-1),1
xx      A(Jv) = B(Jv)
10 CONTINUE
```

- the innermost (DO xx) loop is executed in the vector registers in groups of Z (128) elements at a time
- the outer loop increment is Z instead of 1 so that the vector instructions in the loop are executed approximately N/Z times rather than the N times required by the equivalent scalar loop.
- the remaining iterations (i.e., when N is not an integer multiple of Z) are also processed in the vector registers
- the MIN is the "sectioning overhead."
**Introduction to Vectorization**

**Tools for Vectorization**

- VS FORTRAN Version 2 Release 3 Compiler
- Interactive Debugger (IAD)
- Engineering and Scientific Subroutine Library (ESSL)
- Assembler Listing
Introduction to Vectorization

Vectorization Strategy

- time your program to find where it spends most of its time (the *hot spots*)

- compile your program with VS FORTRAN Version 2, using the vector option on all or just key routines and then run it.

- look at the vector report to see which loops were vectorized

  1. were key loops vectorized?

  2. what prevented vectorization?

- compare vector to scalar execution times

- assess performance expectations

- if necessary and potentially fruitful, modify your program to increase vectorization
Vector Content

the Vector Content of a program is that percentage of the scalar code that vectorizes.

- assume, for example, that 60% of your scalar code vectorizes

- assume further that this 60% has a vector to scalar speedup of 4

\[
\begin{array}{|c|c|c|}
\hline
\text{scalar code} & \text{vectorizable code} & \text{opt(3)} \\
\hline
40 \text{ minutes} & 60 \text{ minutes} & \text{scalar} \\
\hline
 & 4x & \\
\hline
40 \text{ minutes} & 15 \text{ min} & \\
\hline
\end{array}
\]

program speedup = \(\frac{\text{scalar time}}{\text{vector time}}\) = \(\frac{100}{55}\) = 1.82
**Vector Performance Formulas**

\[
Y = \text{vtime(scal)} - X
\]
\[
= \text{vtime(scal)} - (\text{vtime(vect)} - \text{vvectime})
\]
\[
= \text{vtime(scal)} - \text{vtime(vect)} + \text{vvectime}
\]

\[
\% \text{ vectorizable} = \frac{Y}{\text{vtime(scal)}} \times 100
\]
good vector content = 75% +

vector speedup = \frac{Y}{\text{vvectime}}
good vector/scalar speedup = 3 to 5

program speedup = \frac{\text{vtime(scal)}}{\text{vtime(vect)}}
good program speedup = 1.5 to 3.0
Amdahl's Law

\[ Y = \frac{1}{1 - V + \frac{V}{a}} \]

- \( Y \) = Program Speedup
- \( V \) = \( \% \) Vectorizable
- \( a \) = Speedup vector/Scalar

For \( a \to \infty \), \( Y = \frac{1}{1 - V} \)

\[
\begin{align*}
V = \frac{1}{4} & \quad Y = \frac{4}{3} \\
V = \frac{1}{2} & \quad Y = 2 \\
V = \frac{3}{4} & \quad Y = 4 \\
\end{align*}
\]

- Unrealistic

For \( a \to 5 \)

\[
\begin{align*}
V = \frac{1}{4} & \quad Y = \frac{5}{4} \\
V = \frac{1}{2} & \quad Y = \frac{7}{3} \\
V = \frac{3}{4} & \quad Y = \frac{9}{2} \\
\end{align*}
\]

- Realistic

For \( V \to 1 \), \( Y = a \)

- Heavenly
Vector Performance Considerations — Amdahl’s Law

![Graph showing Program Speedup and Vector/Scalar Speedup with varying % Vectorized points.](image-url)
Introduction to Vectorization

Level Of Effort

- AUTO VECTORIZE
- PRECONDITION AND HAND VECTORIZE
- RESTRUCTURE

Performance Gain vs. Time
Quick Timing

- READY MESSAGE

when no errors occur, the CMS ready message is of the form:

\[ R; T=\text{m.mm} / \text{n.nn HH:mm:ss} \]

where m.mm is elapsed CPU in seconds and n.nn is elapsed CPU plus overhead in seconds (since the last CMS ready message).

- INDICATE USER

issue the command INDICATE USER before and after running a program to determine approximate overall time and vector time.

\[ \text{VTIME} \quad \text{elapsed CPU since LOGON in mmm:ss} \]
\[ \text{VVECTIME} \quad \text{elapsed vector CPU since LOGON in mmm:ss} \] (a subset of VTIME)
The FORTRAN Version 2 Compiler

- can automatically vectorize eligible statements in DO loops
- only statements in DO loops can be vectorized
- will select the single DO loop in a nest of loops whose vectorization will lead to the fastest execution
- will use vector versions of most intrinsic math functions
- can use optimization level 2 or 3 with vectorization; default is OPT(3)
- generates a vector report which shows the vectorization decisions made by the compiler
Compiling with the Vector Options

NOVECTOR is the FORTVS2 default. The VECTOR option and suboptions must be specified.

Syntax:

```
FORTVS2 PROGNAME (OPT(213))
   VECTOR (vector suboptions)
   OTHER COMPILER OPTIONS...
```

Example:

```
FORTVS2 MULT (OPT(3) VECTOR (REPORT (XLIST)))
```
Introduction to Vectorization

Vector Suboptions

- **REPort (TERM LIST XLlST SLlST STAT)**

  **TERM** Flags vectorized loops and shows how those loops were restructured. Display is at the terminal.

  **LIST** Same as TERM, but information is placed in the LISTING file.

  **XLlST** Produces detailed information about why loops were not vectorized, put in the LISTING file.

  **SLlST** Shows vectorized loops and statements in the format of the entire source program; placed in the LISTING file.

  **STAT** A vector statistics table is placed in the LISTING file.

- **IVA**

  Produces a Program Information File, which is required by IAD to use Interactive Vectorization Aid.
Introduction to Vectorization

functions.

- SIZE (ANY|LOCAL|n)

Specifies the section size to be used.

ANY uses the section size of the machine on which the routine is running.

LOCAL uses the section size of the machine that compiled the program

n used to specify an explicit section size. Must be the same as the machine’s actual section size.
Vector Suboptions Example

FORTVS2 TEST (OPT(3) VECTOR(REPORT(TERM)))

WOULD DISPLAY AT THE TERMINAL:

SCAL ----- DO 10 I = 1,N
  A(I+500) = A(I) + 1.0

FORTVS2 TEST (OPT(3) VEC(SIZE(LOCAL)REP(XLIST)))

WOULD PLACE IN THE LISTING FILE:

VECT ----- DO 10 I = 1,N
  A(I+500) = A(I) + 1.0
Sample Timing Analysis

PROGRAM FTVECT
PARAMETER (N=20000, M1=1200, M2=175, M3=425)
REAL*4 D(N), E(N), DOTPR, SUM
REAL*4 A(M1,M2), B(M2,M3), C(M1,M3)

DO 10 I=1,M1
    DO 10 J=1,M2
        A(I,J) = NINT(FLOAT(I-J))
    10 CONTINUE

DO 15 I=1,M2
    DO 15 J=1,M3
        B(I,J) = 1.0/SQRT(FLOAT(I)/FLOAT(J))
    15 CONTINUE

DO 20 I=1,N
    D(I) = SIN(FLOAT(I) / 2.0)
    E(I) = COS(FLOAT(I) * 2.0)
20 CONTINUE

DOTPR = 0.0
SUM = 0.0

DO 30 I=1,5
SUM = SUM + D(I) / E(I)

30 CONTINUE

DO 35 I=1,M1
   DO 35 J=1,M3
      DO 35 K=1,M2
         C(I,J) = C(I,J) + A(I,K) * B(K,J)
      35 CONTINUE

DO 40 I=1,N
   DOTPR = DOTPR + (D(I) * E(I))
40 CONTINUE

DO 50 I=1,1200
   DO 50 J=1,200
      WRITE (10,51) C(I,J)
   50 CONTINUE

51 FORMAT (F15,5)

DO 55 I=5000, N, 5000
   WRITE (6,56) I, D(I), E(I)
55 CONTINUE

56 FORMAT( 'I = ',I5,' D(I) = ',F8.2,' E(I) = ',F8.2)
WRITE (6,*) 'DOT PRODUCT: ', DOTPR
WRITE (6,*) 'MATRIX MULTIPLY: ', C(M1,M3)

STOP
END

FORTVS2 FTVECT (OPT(3))
VS FORTRAN VERSION 2 ENTERED, 09:48:11

**FTVECT** END OF COMPILATION 1 ******

VS FORTRAN VERSION 2 EXITED, 09:48:11

READY; T=0.12/0.15 09:48:11
LOAD FTVECT (CLEAR
READY; T=0.08/0.11 09:48:23
IND USER
USERID=BEBO   MACH=370 STOR=0006M VIRT=V XSTORE=NONE
IPLSYS=CMSR5C   DEVENUM=0015
PAGES: RES=000914 WS=000590 LOCK=000000 RESVD=000000
NPREF=000035 PREF=000000 READS=000040 WRITES=000047
XSTORE=000048 READS=000436 WRITES=000630 MIGRATES=000047
CPU 00; CTIME=00:47 VTIME=00:42 TTIME=00:44 IO=001721
RDR=000000 PRT=000053 PCH=000000
VVECTIMF=000:07 TVFC.TIMF=000:07
Introduction to Vectorization

READY; T=0.01/0.01 09:48:28
START
DMSLI07401 Execution begins...
I = 5000  D(I) = -0.65  E(I) = -0.95
I = 10000 D(I) = -0.99  E(I) = 0.81
I = 15000 D(I) = -0.85  E(I) = -0.60
I = 20000 D(I) = -0.31  E(I) = 0.32
SUM: -8.36326027
DOT PRODUCT: -0.393103242
MATRIX MULTIPLY: 587375.500
READY; T=26.01/26.16 09:49:15
IND USER
USERID=BEBO  MACH=370  STOR=0006M  VIRT=V  XSTORE=NONE
IPLSYS=CMSR5C  DEVNUM=0015
PAGES: RES=000899  WS=000864  LOCK=000000  RESVD=000000
NPREF=000034  PREF=000000  READS=000040  WRITES=000047
XSTORE=000048  READS=000436  WRITES=000630  MIGRATES=000047
CPU 00:  CTIME=00:48  VTIME=001:08  TTIME=001:10  IO=001743
       RDR=000000  PRT=000073  PCH=000000
       VVECTIME=000:07  TVECTIME=000:07
READY; T=0.01/0.01 09:49:25

FORTVS2 FTVECT (VECTOR (LEVEL(2) REPORT(TERM)))
VS FORTRAN VERSION 2 ENTERED.  09:50:18
(1) USE OF VECTOR REQUIRES OPT(2) OR OPT(3). OPTIMIZATION LEVEL HAS BEEN SET TO 3.

SCAL +------- DO 10 I=1,M1
SCAL 1+------- DO 10 J=1,M2
1  A(I,J) = NINT(FLOAT(I-J))
1  

VECT +------- DO 15 I=1,M2
SCAL 1+------- DO 15 J=1,M3
1  B(I,J) = 1.0/SQRT(FLOAT(I)/FLOAT(J))
1  

VECT +------- DO 20 I=1,N
1  D(I) = SIN(FLOAT(I) / 2.0)
1  E(I) = COS(FLOAT(I) * 2.0)

SCAL +------- DO 30 I=1,5
1  SUM = SUM + D(I) / E(I)

VECT +------- DO 35 I=1,M1
SCAL 1+------- DO 35 J=1,M3
SCAL 1+------- DO 35 K=1,M2
1  C(I,J) = C(I,J) + A(I,K) * B(K,J)
1  

3
Introduction to Vectorization

VECT +------- DO 40 I=1,N
1_______ DOTPR = DOTPR + (D(I) * E(I))

UNAN DO 55 I=5000, N, 5000

THE DO-LOOPS HAVE BEEN PROCESSED AS INDICATED.

**FTVECT** END OF COMPILATION 1 *****

VS FORTRAN VERSION 2 EXITED, 09:50:34

READY; T=0.18/0.23 09:50:34
LOAD FTVECT (CLEAR
READY; T-0.10/0.13 09:50:56

IND USER
USERID=BEOO MACH=370 STOR=0006M VIRT=V XSTORE=NONE
IPLSYS=CMSR5C DEVNUM=0015
PAGES: RES=000916 WS=000695 LOCK=000000 RESVD=000000
NPREF=000034 PREF=000000 READS=000040 WRITES=000047
XSTORE=000047 READS=000489 WRITES=000712 MIGRATES=000047
CPU 00: CTIME=00:49 VTIME=001:09 TTIME=001:11 IO=001858
RDR=000000 PRT=000130 PCH=000000
VVECTIME=000:07 TVECTIME=000:07
READY; T=0.01/0.01 09:51:02
START

DMSL107401 Execution begins...

I = 5000 D(I) = -0.65 E(I) = -0.95
I = 10000 D(I) = -0.99 E(I) = 0.81
I = 15000 D(I) = -0.85 E(I) = -0.60
I = 20000 D(I) = -0.31 E(I) = 0.32

SUM: -8.36326027

DOT PRODUCT: -0.393156052

MATRIX MULTIPLY: 587375.500

READY; T=7.87/7.94 09:51:18

IND USER

USERID=BEBO MACH=370 STOR=0006M VIRT=V XSTORE=NONE

IPLSYS=CMSR5C DEVNUM=0015

PAGES: RES=000904 WS=000856 LOCK=000000 RESVD=000000

NPREF=000034 PREF=000000 READS=000040 WRITES=000047

XSTORE=000044 READS=000492 WRITES=000712 MIGRATES=000047

CPU 00: CTIME=00:50 VTIME=00:17 TTIME=00:19 IO=001888

RDR=000000 PRT=000150 PCH=000000

VVECTIME=000:14 TVECTIME=000:14

READY; T=0.01/0.01 09:51:24
Sample Timing Analysis (cont.)

\[ \text{vtime (scalar)} = 26.01 \]
\[ \text{vtime (vector)} = 7.87 \]
\[ \text{vvectime} = 7.0 \]

\[ \text{program speedup} = \frac{\text{vtime (scalar)}}{\text{vtime (vector)}} = \frac{26.01}{7.87} = 3.3 \]

\[ Y = \text{vtime(scalar)} - (\text{vtime(vector)} - \text{vvectime}) \]
\[ = 26.01 - 7.87 + 7.0 \]
\[ = 25.14 \]

\[ \% \text{ vectorizable} = \frac{Y}{\text{vtime(scalar)}} \times 100 \]
\[ = \frac{25.14}{26.01} \times 100 \]
\[ = 96.6\% \]

\[ \text{vector speedup} = \frac{Y}{\text{vvectime}} \]
\[ = \frac{25.14}{7.0} \]
\[ = 3.59 \]
Sample Hot Spot Analysis

FORTVS2 FTVECT
VS FORTRAN VERSION 2 ENTERED, 17:12:25

**FTVECT** END OF COMPILATION 1 ****

VS FORTRAN VERSION 2 EXITED, 17:12:25

READY;
Q TXTLIB
TXTLIB = NPACKLIB VSF2FORT CMSLIB TSOLIB
READY;
LOAD FTVECT
READY;
START (DEBUG
DMSLIO740I Execution begins...
AFFOlO1I VS FORTRAN VERSION 2 RELEASE 3 INTERACTIVE DEBUG
AFFO111 5668-806 (C) COPYRIGHT IBM CORP. 1985, 1988
AFFO131 LICENSED MATERIALS-PROPERTY OF IBM
AFF296E THE AFFON FILE CANNOT BE READ; FILE IGNORED.
AFF995I WHERE: FTVECT,5
AFF001A FORTIAD
ENDDEBUG SAMPLE(4)
I = 5000  D(I) = -0.65  E(I) = -0.95
I = 10000  D(I) = -0.99  E(I) = 0.81
I = 15000 \quad D(I) = -0.85 \quad E(I) = -0.60 \\
I = 20000 \quad D(I) = -0.31 \quad E(I) = 0.32 \\
SUM: \quad -8.36326027 \\
DOT PRODUCT: \quad -0.393103242 \\
MATRIX MULTIPLY: \quad 587375.500 \\
AFF3061 PROGRAM HAS TERMINATED; RC (0) \\
AFF001A FORTIAD \\
LISTSAMP **

AFF5501 PROGRAM SAMPLING INTERVAL WAS 4 MS; TOTAL NUMBER 
OF SAMPLES WAS 42627. 

AFF5511 DIRECT SAMPLES:

<table>
<thead>
<tr>
<th>AFF555I STATEMENT</th>
<th>SAMPLES</th>
<th>%UNIT</th>
<th>%TOTAL</th>
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</thead>
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</tr>
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<td>0.19</td>
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<td>0.01</td>
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<tr>
<td>AFF557I FTVECT.17</td>
<td>0</td>
<td>0.00</td>
<td>0.00</td>
</tr>
</tbody>
</table>
### Introduction to Vectorization

| AFF557I FTVECT.18 | 0 0.00 0.00 |
| AFF557I FTVECT.19 | 0 0.00 0.00 |
| AFF557I FTVECT.20 | 0 0.00 0.00 |
| AFF557I FTVECT.21/30 | 0 0.00 0.00 |
| AFF557I FTVECT.22 | 0 0.00 0.00 |
| AFF557I FTVECT.23 | 4 0.01 0.01 |
| AFF557I FTVECT.24 | 1268 2.98 2.97 * |
| AFF557I FTVECT.25 | 37729 88.60 88.51 |
| AFF557I FTVECT.26/35 | 3421 8.03 8.03 |
| AFF557I FTVECT.27 | 0 0.00 0.00 |
| AFF557I FTVECT.28 | 4 0.01 0.01 |
| AFF557I FTVECT.29/40 | 0 0.00 0.00 |
| AFF557I FTVECT.30 | 0 0.00 0.00 |
| AFF557I FTVECT.31 | 5 0.01 0.01 |
| AFF557I FTVECT.32/50 | 7 0.02 0.02 |
| AFF557I FTVECT.34 | 0 0.00 0.00 |
| AFF557I FTVECT.35 | 0 0.00 0.00 |
| AFF557I FTVECT.36/55 | 0 0.00 0.00 |
| AFF557I FTVECT.38 | 0 0.00 0.00 |
| AFF557I FTVECT.39 | 0 0.00 0.00 |
| AFF557I FTVECT.40 | 0 0.00 0.00 |
| AFF557I FTVECT.41 | 0 0.00 0.00 |
| AFF557I FTVECT.42 | 0 0.00 0.00 |

AFF001A FORTIAD
Introduction to Vectorization

QUIT

READY;
FTVECT LISTING

1LEVEL 2.3.0 (MAR 1988) VS FORTRAN JUN
12, 1989 17:12:25
PAGE: 1
0OPTIONS IN EFFECT: NOLIST NOMAP NOXREF NOGOSTMT NODECK
SOURCE TERM OBJECT FIXED TRMFLG SRCFLG NOSYM NORENT
SDUMP(ISN) NOSXM NOVECTOR IL(DIM)
NOTEST NODC NOICA NODIRECTIVE NODBCS NOSAA
OPT(O) LANGLVL(77) NOFIPS
FLAG(I) AUTODBL(NONE) NAME(MAIN) LINECOUNT(56)
CHARLEN(500)
0 IF DO ISN
* * 1 2 3 4 5 6 ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., ..., 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10 DO 15 J=1,M3
   11 B(I,J) = 1.0/SQRT(FLOAT(I)/FLOAT(J))
   15 CONTINUE

14 DO 20 I=1,N
   13 D(I) = SIN(FLOAT(I) / 2.0)
   15 E(I) = COS(FLOAT(I) * 2.0)
   20 CONTINUE

18 SUM = 0.0

19 DO 30 I=1,5
   18 SUM = SUM + D(I) / E(I)
   30 CONTINUE

21 CONTINUE

22 DO 35 I=1,M1
   23 DO 35 J=1,M3
      24 DO 35 K=1,M2
         25 C(I,J) = C(I,J) + A(I,K) * B(K,J)
      35 CONTINUE
   35 CONTINUE

28 DO 40 I=1,N
   27 DOTPR = DOTPR + (D(I) * E(I))
   40 CONTINUE
1 29 40 CONTINUE

30 DO 50 I=1,1200
1 31 DO 50 J=1,200
   WRITE (10,51) C(I,J)
2 32 50 CONTINUE
33 51 FORMAT (F15,5>)

34 DO 55 I=5000, N, 5000
1 35 WRITE (6,56) I, D(I), E(I)
1 36 55 CONTINUE
37 56 FORMAT(' I = ',I5,' D(I) = ',F8,2,' E(I) = ',F8,2)

41 STOP
42    END
0*STATISTICS* SOURCE STATEMENTS = 42, PROGRAM SIZE =
3340064 BYTES, PROGRAM NAME = FTVECT  PAGE: 1.
0*STATISTICS* NO DIAGNOSTICS GENERATED.
0**FTVECT** END OF COMPILATION 1 *****
TIME STAMP: 89.16317,12.25
The Stages of Vector Compilation

A DO loop must pass four stages of qualification before it can be compiled into vector instructions:

1. **ANALYSIS ELIGIBILITY STAGE 'UNAN'**

   the compiler determines whether or not the DO loop can be analyzed

2. **RECURRENCE DETECTION STAGE 'RECR'**

   loops are analyzed for data dependences that inhibit vectorization

3. **OPERATIONS SUPPORT STAGE 'UNSP'**

   loops are checked for hardware and compiler support of all operations

4. **ECONOMIC ANALYSIS STAGE 'ELIG'**

   the compiler makes decisions about which loops to vectorize based upon whether scalar mode or vector mode is faster
The Stages of Vector Compilation (Graphically)
Terminology

Dependence
A dependence exists when the order in which statements are executed is important to the results of the program. Data dependencies are caused by multiple references to the same location in storage.

Indirect Addressing
The situation when the subscript of an array is itself an array element.

Induction Variable
any integer variable that is incremented or decremented by a fixed amount, such as the index of a DO loop. Induction variables other than the DO loop variables are called auxiliary induction variables.

Loop Distribution
the process of rewriting a DO loop into two or more smaller DO loops.
Recurrence
A data dependence that inhibits vectorization.

Scalar Expansion
a scalar variable that is replaced with a temporary vector.

Section Size
the number of elements used by the vector registers (128 on the 3090)

Statement Inhibitors
constructs for which no vector instructions exist or for which the compiler does not have the ability to generate the required instruction sequence.

Stride
the interval between the data elements as they are fetched or stored by a program.

Vector
a group of elements obtained by subscripting through an array.
Vector Inhibitors
constructs that restrict vectorization analysis either for entire loops or for individual statements.

Vector Length
the number of elements of an array that are referenced by a vector instruction. It may also be thought of as the number of iterations of a loop that is being vectorized.
Vector Report

- UNAN — rejected for vectorization analysis
- UNSP — unsupported for vectorization by the compiler or hardware
- RECR — ineligible for vectorization because of recurrence
- ELIG — eligible, but not chosen for vectorization
- VECT — vectorized
The Analysis Eligibility Stage

- DO loops are checked for operations which inhibit further analysis of the loop. Up to eight innermost levels of a nest of loops are analyzed.

- A loop will be flagged 'UNAN' if it contains any of the loop inhibitors:
  - loops other than DO loops
  - branches out of a loop, around an inner loop, or backwards within a loop
  - I/O statements
  - subroutine calls
  - external, non-intrinsic function references
  - ASSIGN, ENTRY, RETURN, PAUSE or STOP statements
  - computed or assigned GOTO statements
- DO loop parameters which are not INTEGER*4
- DO loop parameters which are in EQUIVALENCE statements
- character data
- comparisons of COMPLEX data
- loops with more than 8 nested levels
Loops Other Than DO Loops

- loops other than DO loops are not vectorized.
- recognize constructs which can be stated as DO loops and re-write them for vectorization.

- re-write this:

```
I = 1
25 IF(I,GT,N) GOTO 26
B(I) = X(I) ** A(I) * C
I = I + 1
GOTO 25
26 CONTINUE
```

as a DO loop:

```
DO 25 I = 1,N
B(I) = X(I) ** A(I) * C
25 CONTINUE
```
Branch Out of Loop (Pre-mature Exit)

- try distributing/re-structuring the loop. Re-write this:

```fortran
UNAN+------- DO 40 J = 1,N
  X(J) = Y(J) - Z(J)
  IF (X(J).LT.0.) GOTO 50
  ROOT(J) = SQRT(X(J))
  +-----40 CONTINUE
50 JLAST = J - 1
```

as this (if it executes faster):

```fortran
VECT+------- DO 41 J = 1,N
  TEMPX(J) = Y(J) - Z(J)
+----- 41
UNAN+------- DO 42 J = 1,N
  IF ( TEMPX(J).LT.0.) GOTO 51
+----- 42 IF ( JLAST.EQ.0.) GOTO 52
51 JLAST = J - 1
```
DO 43 J = 1, JLAST
  X(J) = TEMPX(J)
  ROOT(J) = SQRT(X(J))

IF ( JLAST.EQ.N ) GOTO 53

52  X(JLAST + 1) = TEMPX(JLAST + 1)

53  CONTINUE
**I/O Statements**

- I/O statements are not analyzed by the compiler for vectorization
- move the I/O statement out of the loop
- Re-write this:

```
UNAN+--------  DO 30 I = 1,N
  A(I) = C(I) ** 2
  B(I) = C(I) ** 0.5
  WRITE (6,*) A(I), B(I)
+------30    CONTINUE
```

as this:

```
VECT+--------  DO 30 I = 1,N
  A(I) = C(I) ** 2
  B(I) = C(I) ** 0.5
+------ 30    CONTINUE

UNAN+--------  DO 31 I = 1,N
  WRITE (6,*) A(I), B(I)
+------ 31    CONTINUE
```
Subroutine Calls

- the compiler can't analyze a loop with a subroutine call, because vector inhibitors could be present in the subroutine. If a DO loop containing a subroutine call is a hotspot, try bringing the subroutine in line.

- Re-write this:

```plaintext
COMMON Y

UNAN+-------

DO 40 J = 1,N

   X(J) = Y(J) - Z(J)
   CALL SUB(J, X(J), Z(J))

+-------40 CONTINUE

SUBROUTINE SUB(IND, A, B)

COMMON Y

Y(IND) = A + B
```

as this:
COMMON Y

\begin{verbatim}
VECT+-------- DO 40 J = 1,N
1 X(J) = Y(J) - Z(J)
1 Y(J) = X(J) + Z(J)
1 \ldots \ldots
+----- 40 CONTINUE
\end{verbatim}
Recurrence Detection Stage

- a **data dependence** occurs when two statements (or iterations of the same statement) refer to the same data location

- some data dependences inhibit vectorization; they are called **recurrences**.

- a recurrence is flagged as `RECR` on the XLIST-ing.

- by changing your code, it may be possible to eliminate a recurrence and vectorize the changed code.
Forms of Recurrence

- a reference in one iteration of a DO loop to an array element whose value was changed in an earlier iteration. For example,

```
DO 100 I = 1,1000
  C(I+1) = C(I) * 3
  100 CONTINUE
```

- an induction variable that modifies inner DO loop parameters. For example,

```
DO 500 J = 1,1000
  DO 400 K = 1,J
    . . . .
```

- any dependences that prevent interchanging the order of nested DO loops.
Operations Support Stage

Loops are checked for hardware and compiler support of all operations.

These operations PREVENT vectorization (loop inhibitors) and the loops containing them will be flagged as 'UNSP':

- data types

  REAL*16
  COMPLEX*32 (EXCEPT COMPARES)
  LOGICAL*1

- any intrinsic functions with REAL*16 or COMPLEX*32 arguments

- INTEGER*2 governed by an IF statement

- relational expressions that need to be stored. For example,

  \( L = A \geq B \)
• intrinsic functions from the families: DIM, MOD, SIGN, NINT, ANINT, MAX, MIN

• non-inductive subscripts governed by an IF statement

• non-inductive subscripts to an INTEGER*2 array

• misaligned data

• IF statements with redundant parentheses

• any intrinsic function when the NONINTRINSIC option is specified
These Use the Vector Hardware

- data types

  REAL*4  REAL*8
  COMPLEX*8  COMPLEX*16
  SOME INTEGER*2
  INTEGER*4  LOGICAL*4

- mathematical operations

  REAL**REAL  DOUBLE**DOUBLE

- intrinsic functions

  SQRT  DCOTAN  ABS  NOT  DPROD  DSQRT  ATAN
  DABS  AIMAG  REAL  EXP  DATAN  IAND  DIMAG
  DREAL  DEXP  CABS  IBCLR  AINT  SNGL  ALOG
  CDABS  IBSET  DINT  DBLE  DLOG  ALOG10  IDINT
  COMPLX  AMAX1  SIN  DLOG10  IEOR  DCOMPLX  DMAX1
  DSIN  ATAN2  IFIX  CONJG  MAX1  DATAN2  COS
  INT  DCONJG  AMIN1  DCOS  HFIX  IOR  FLOAT
 DMIN1  DTAN  IABS  ISHFT  DFLOAT  MIN1
These Do Not Use the Vector Hardware

- these operations and functions are evaluated using scalar routines. Their use in vector mode could slow down your program.
- mathematical operations

```
INT ** INT
INT / INT
REAL ** INT
DOUBLE ** INT
COMPLEX ** INT
(DOUBLE COMPLEX) ** INT
COMPLEX ** COMPLEX
(DOUBLE COMPLEX) ** (DOUBLE COMPLEX)
COMPLEX DIVIDE
DOUBLE COMPLEX DIVIDE
```

- intrinsic functions

```
ACOS SINV DGAMMA CDCOS CSQRT DACOS DSINV
ALGAMMA CSIN CDSQRT ASIN ERF DLGAMA CDSIN
IBCLR DASIN DERF TANH CEXP IBSET COTAN
ERFC DTANH CDEXP ISHFT COSH DERFC TAN
CLOG DCOSH GAMMA CCSN CDLOG
```
Some Examples — Taking Advantage of the Vector Hardware

- indirect addressing to handle non-constant stride or randomly ordered elements. This is sometimes called scatter/gather.

```
VECT+-------  DO 10 J = 1,N
    I     B(J) = A(J) + P * C(J**2)
    +----- 10 CONTINUE

VECT+-------  DO 15 J = 1,N
    I     Y(J) = Z( IND(J))
    +----- 15 CONTINUE
```

- operations under mask.

```
VECT+-------  DO 20 J = 1,N
    I     IF( B(J),GT,XOLD ) THEN
    I     B(J) = A(J) + P * C(J)
    I     ENDIF
    +----- 20 CONTINUE
```
Non-Inductive Subscripts Governed by IF

- non-inductive subscripts governed by an IF prevent vectorization

```
DO 20 J = 1,N
   IF( B(J).GT.XOLD ) THEN
      B(J) = A(J) + P + C(J**2)
   ENDIF
  CONTINUE
```

**UNSP** THE ARRAY(S) "C" ARE USED IN CONDITIONALLY EXECUTED CODE AND HAVE NON-INDUCTIVE SUBSCRIPT EXPRESSIONS

- recode with instructions which are supportable for vectorization:

```
DO 20 J = 1,N
   CT = C(J**2)
   IF( B(J).GT.XOLD ) THEN
      B(J) = A(J) + P * CT
   ENDIF
  CONTINUE
```

**VECT**
The Economic Analysis Stage

- the Economic Analyzer is the name given to the code in the VS FORTRAN Version 2 compiler that estimates the number of cycles (cost) that will be expended to execute given sections of code.

- the choice of which regions to vectorize, if any, is based upon the calculations of the cycles for all possible combinations of nested loops (to a level of 8).

- 'ELIG' indicates that the loop was found eligible for vectorization, but has been chosen to run in scalar mode.
Example of Economic Analysis

Consider the following program involving integer divisions:

```plaintext
INTEGER*4 K(100), J(100)
REAL*4 X(100), Z(100)

DO 30 I = 1,100
  J(I) = J(I)/K(I)
  Z(I) = K(I)/X(I)
30 CONTINUE

STOP
END
```

the Economic Analyzer determines the following,

```plaintext
INTEGER*4 K(100), J(100)
REAL*4 X(100), Z(100)

ELIG+------- DO 30 I = 1,100 SCALAR FASTER
+-------- J(I) = J(I)/K(I) THAN VECTOR
```
VECT:-------

DO 30 I = 1,100

Z(I) = K(I)/X(I)

STOP

FND

ILX0148K 0004 ELIG

CODE THAT WAS ELIGIBLE TO EXECUTE
IN VECTOR MODE

WAS DETERMINED TO EXECUTE MORE EFFICIENTLY IN SCALAR.
Good Vector Programming Practices

- time your program so you know where to spend your efforts.

- check that your data and intrinsic functions can use the vector hardware.

- use ESSL whenever possible.

- try to eliminate vector inhibitors.
**Succeeding in the Recurrence Detection Stage**

- during the Recurrence Detection Stage the compiler REJECTS any DO loop for vectorization and flags it as 'RECR' if it contains:
  - an induction variable that modifies inner DO loop parameters
  - any dependencies that prevent loop interchange.
  - unbreakable recurrences
- the first two points have to do with the way outer loop vectorization is executed. No matter which loop is chosen as the vector loop, vectorization actually occurs at the innermost loop level, in sections of 128 (or fewer) data elements.
An Induction Variable that Modifies an Inner Loop Parameter

If an induction variable in an outer loop modifies an inner DO loop parameter, that outer loop cannot be moved to the innermost loop level. Therefore, vectorization cannot occur on that outer loop.

Consider, for example,

```
RECR +------- DO 10 J = 1,100
VECT |------- DO 10 K = 1,J
      C(J,K) = A(J,K) * B(J,K)
      +-------10 CONTINUE
```
Loop Interchange — Preventing Dependencies

If program results would change by moving an outer loop to the innermost level, vectorization is prohibited on the outer loop. This is called a loop interchange preventing dependence.

Consider the following two pieces of code, which differ only in their DO loop order:

```
DO 15 I = 1,N
   DO 15 J = 1,M
   15 A(I-1,J+1) = A(I,J)
```

```
DO 15 J = 1,M
   DO 15 I = 1,N
   15 A(I-1,J+1) = A(I,J)
```

Their execution in scalar mode would be as follows:

```
A(0,2) = A(1,1)   A(0,2) = A(1,1)
A(0,3) = A(1,2)   A(1,2) = A(2,1)
A(1,2) = A(2,1)   A(0,3) = A(1,2)
A(1,3) = A(2,2)   A(1,3) = A(2,2)
```

Data element A(0,3) contains different values, depending upon the order of the DO loops. The outer DO loop cannot be moved to the innermost level, and therefore it cannot be vectorized.
What Exactly is a Recurrence?

- for example:

\[
\begin{align*}
\text{DO 99 } & J = 1, 100 \\
A(J + 1) & = A(J) + B(J) \\
\text{99 CONTINUE}
\end{align*}
\]

- results:

<table>
<thead>
<tr>
<th>Scalar Execution</th>
<th>Vector Execution</th>
</tr>
</thead>
<tbody>
<tr>
<td>fetch A(1)</td>
<td>fetch A(1)</td>
</tr>
<tr>
<td>compute A(1) + B(1)</td>
<td>compute A(1) + B(1)</td>
</tr>
<tr>
<td>store A(2)</td>
<td>etc.</td>
</tr>
<tr>
<td>fetch A(2)</td>
<td>etc.</td>
</tr>
<tr>
<td>compute A(2) + B(2)</td>
<td>compute A(2) + B(2)</td>
</tr>
<tr>
<td>store A(3)</td>
<td>etc.</td>
</tr>
<tr>
<td>etc.</td>
<td>etc.</td>
</tr>
</tbody>
</table>

- note that in scalar execution, A(2) is stored before it is fetched.
- in vector execution, A(2) would be fetched before it is stored. The wrong value of A(2) would be used for the computation!

- vectorization is prohibited due to the recurrence on A.

- a recurrence is a data dependence which prevents vectorization.
Data Dependencies

- a **DEPENDENCE** exists when the order in which statements are executed may change the results of the program.

- data dependences are caused by multiple references to the same location in storage.

- a dependence occurs by:
  - the execution of successive statements or

  - the successive execution of a single statement during different iterations of a DO loop.
Data Dependences

- data dependences are caused by multiple references to the same location in storage.

- this is a time-shot of one storage location:

```
-----|---------|---------|---------|---------|---------|---------|
       |         |         |         |         |         |         |
       |         |         |         |         |         |         |
FETCH1 STORE1 STORE2 FETCH2 FETCH3 TIME
```

- the recurrence analysis stage examines storage reference patterns. The order in which stores and fetches are done in scalar mode has to be maintained in vector mode.

<table>
<thead>
<tr>
<th>Store Followed by Fetch:</th>
<th>True Dependence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fetch Followed by Store:</td>
<td>Anti-Dependence</td>
</tr>
<tr>
<td>Store Followed by Store:</td>
<td>Output Dependence</td>
</tr>
<tr>
<td>Fetch Followed by Fetch:</td>
<td>Input Dependence</td>
</tr>
</tbody>
</table>

True Dependences

- A true data dependence is a store to a memory location followed by a fetch from that location. Statement T depends upon statement S if S defines a value and T references it:

\[
\begin{align*}
S &: x = \\
T &: = x
\end{align*}
\]

- S must execute before T', because S defines a value used by T. The execution of T depends on the execution of S being completed.

- A single statement true dependence is of the form:

\[
A(J+1) = \ldots A(J) \ldots
\]

- A single statement true dependence is a recurrence. It prevents vectorization.
Anti-Dependencies

- an anti-dependence is a fetch from a memory location followed by a store to that location. Statement T depends upon statement S if S references a value and T defines it:

\[
S: \quad = X \\
T: \quad X = \]

- S must execute before T because S must reference X before T redefines it.

- a single statement anti-dependence is of the form:

\[
A(J-1) = \ldots, A(J), \ldots
\]
Anti-Dependencies (cont.)

- for example,

\[
\text{VECT+} \quad \text{DO 30 J = 1,N} \\
I \quad A(J-1) = A(J) + B(J) \\
+---30 \text{ CONTINUE}
\]

- the order of fetches and stores is preserved in vector execution. A single statement anti-dependence WILL vectorize.
**Single Statement Dependencies**

A **true dependence** is a store to a memory location followed by a fetch.

A single statement true dependence is of the form:

```
* RECR+--------  DO 10 J = 1,N
   I  A(J+1) = , , A(J), ,
+--------10  CONTINUE
```

A single statement true dependence WILL NOT vectorize.
an anti-dependence is a fetch from a memory location followed by a store.

a single statement anti-dependence is of the form:

\[
\text{VECT+-------} \quad \text{DO 10 J = 1,N}
\]
\[
1 \quad A(J-1) = \ldots, A(J), \ldots
\]
\[
+-------10 \quad \text{CONTINUE}
\]

a single statement anti-dependence WILL vectorize.
Multiple Statement Dependences

- a dependence can occur by the execution of successive statements.

- the compiler will consider all valid statement re-orderings within a loop when it does the recurrence analysis.

- the compiler examines the order of fetches and stores in a DO loop to determine whether it can safely vectorize the loop.
Multiple Statement Dependences (cont.)

EXAMPLE 1: an anti-dependence on A

```
VECT*--------  DO 30 J = 1,N
  A(J) = B(J) + C(J)
  E(J) = A(J+1)
+--------30  CONTINUE
```

- the compiler will reorder the two statements and thereby preserve the order of fetches and stores on A! The loop WILL vectorize.

EXAMPLE 2: a true dependence on A and an anti-dependence on B

```
VECT*--------  DO 30 J = 1,N
  A(J+1) = B(J) + C(J)
  B(J) = A(J)
+-------- 30  CONTINUE
```

- the compiler determines that the order of fetches and stores is preserved with vector execution and WILL vectorize the loop.
Multiple Statement Dependencies: Two Anti-Dependencies

- example:

```
RECR+-------
DO 30 J = 1, N
  A(J) = B(J) + C(J)
  B(J) = A(J+1)
+-------30 CONTINUE
```

- scalar execution:

```
A(1) = B(1) + C(1)         FETCH B(1) AND STORE A(1)
B(1) = A(2)                FETCH A(2) AND STORE B(1)
A(2) = B(2) + C(2)         FETCH B(2) AND STORE A(2)
B(2) = A(3)                FETCH A(3) AND STORE B(2)
ETC,
```

- vector execution (1st attempt):

```
A(1) = B(1) + C(1)         FETCH B(1) AND STORE A(1)
A(2) = B(2) + C(2)         FETCH B(2) AND STORE A(2)
ETC,
B(1) = A(2)                FETCH A(2) AND STORE B(1)
B(2) = A(3)                FETCH A(3) AND STORE B(2)
ETC,
```
the order of fetches and stores on A has changed!!

vector execution (2nd attempt — re-ordered DO loop):

\[
\begin{align*}
B(1) &= A(2) &\text{FETCH } A(2) \text{ AND STORE } B(1) \\
B(2) &= A(3) &\text{FETCH } A(3) \text{ AND STORE } B(2) \\
\text{ETC,} & \\
A(1) &= B(1) + C(1) &\text{FETCH } B(1) \text{ AND STORE } A(1) \\
A(2) &= B(2) + C(2) &\text{FETCH } B(2) \text{ AND STORE } A(2) \\
\text{ETC,}
\end{align*}
\]

the order of fetches and stores on B has changed!

a forward and a backward anti-dependence form a cycle of dependences. This is a recurrence that prevents vectorization.

however, a scalar temporary may be used to "break" this type of recurrence. This technique is known as node splitting.
Scalar Expansion

Scalar Expansion is the replacement of a scalar variable $T$ by a vector temporary whose elements are all equal to the original scalar.

Some Rules:
- the scalar variable must be local to the loop in which it is used.
- it cannot use values defined before the loop. The first reference to $T$ must be a store (i.e., $T = \ldots$).
- it cannot be used after the loop. The first reference to $T$ after the loop, if any, must also be a store.
- it cannot be in COMMON or EQUIVALENCED.

The Model:

```fortran
DO 30 J = 1, N
   \ldots
   T = \ldots
   \ldots
   \ldots = T
   \ldots
30    CONTINUE
```
Node Splitting

- scalar temporaries can be used to break recurrences. This technique is known as node splitting.

- the compiler expands the scalar temporaries into vector temporaries.

Re-write this:

\[
\begin{align*}
\text{RECR+-- } & \text{ DO 30 } J = 1, N \\
1 & \text{ A(J) = B(J) + C(J)} \\
1 & \text{ B(J) = A(J+1)} \\
+30 & \text{ CONTINUE}
\end{align*}
\]

As this:

\[
\begin{align*}
\text{VECT+-- } & \text{ DO 30 } J = 1, N \\
1 & \text{ T = B(J) + C(J)} \\
1 & \text{ B(J) = A(J+1)} \\
1 & \text{ A(J) = T} \\
+30 & \text{ CONTINUE}
\end{align*}
\]

- scalar execution:

\[
\begin{align*}
A(1) &= B(1) + C(1) & \text{fetch B(1) and store A(1)} \\
B(1) &= A(2) & \text{fetch A(2) and store B(1)} \\
A(2) &= B(2) + C(2) & \text{fetch B(2) and store A(2)} \\
B(2) &= A(3) & \text{fetch A(3) and store B(2)} \\
\text{etc.}
\end{align*}
\]
Node Splitting (cont.)

- vector execution with node splitting:

\[
\begin{align*}
T(1) &= B(1) + C(1) & \text{fetch } B(1) \\
T(2) &= B(2) + C(2) & \text{fetch } B(2) \\
\text{etc.} & \\
B(1) &= A(2) & \text{fetch } A(2) \text{ and store } B(1) \\
B(2) &= A(3) & \text{fetch } A(3) \text{ and store } B(2) \\
\text{etc.} & \\
A(1) &= T(1) & \text{store } A(1) \\
A(2) &= T(2) & \text{store } A(2)
\end{align*}
\]

- the order of fetches and stores has been preserved.
Partial Sums

- the accumulation on SUM is called a reduction operation.

- SUM carries a recurrence: a single statement true dependence.

- there is a hardware solution called partial sums which works around this inherent recurrence.

- integer partial sums are not vectorized because they are faster in scalar. To allow the rest of a loop to vectorize, change to REAL*8.

- the order in which data elements are added using partial sums is not the same as scalar addition. Since floating point addition is not commutative, results are
slightly different in vector and scalar modes. To prevent vectorization, use the compiler option NOREDUCTION.
The Use of Scalar Temporaries

- accumulators should be scalar temporaries rather than array references since temporaries don't have to be stored.

- Re-write this:

```
VECT+---------- DO 15 I = 1,LEN
     DO 15 J = 1,LEN
     C(I,J) = 0.0
     DO 15 K = 1,LEN
     C(I,J) = C(I,J) + A(I,K) * B(K,J)
+------15 CONTINUE
```

as this:

```
VECT+---------- DO 15 I = 1,LEN
     DO 15 J = 1,LEN
     TEMP = 0.0
     DO 17 K = 1,LEN
     TEMP = TEMP + A(I,K) * B(K,J)
     17 CONTINUE
     C(I,J) = TEMP
```
Introduction to Vectorization

+-----15 CONTINUE

- or use this ESSL subroutine:

CALL DGEMUL(A,LEN,'N',B,LEN,'N',C,LEN,LEN,LEN,LEN)
Summary on Recurrence

- Accurate recurrence detection requires that the compiler know as much as possible about the nature of subscript calculations for the array variables used within a loop. This requires information about:
  
  - the dimensionality of arrays
  
  - the parameters of the DO loops
  
  - expressions used to calculate the subscripts of each array reference

If information about these factors is not available to the compiler, the optimum degree of vectorization may not be achieved.

- the compiler determines when it is safe to interchange loops, when it is safe to distribute a loop into multiple loops and when it is safe to reorder statements within a loop.

- if an outer loop cannot safely be moved to the innermost loop level, vectorization cannot occur on the outer loop.
Introduction to Vectorization

- a single statement true dependence of the type

\[ A(J+1) = \ldots A(J) \ldots \]

is a recurrence that prevents vectorization.

- a single statement anti-dependence of the type

\[ A(J-1) = \ldots A(J) \ldots \]

vectorizes.

- if the compiler flags a loop with multiple statements as a recurrence, you can try introducing temporaries to break that recurrence.

- the compiler often cannot analyze complicated array subscripts, EQUIVALENCEd arrays, or arrays using indirect addressing. In such instances, the compiler may flag a loop as a recurrence, even though no recurrence occurs. You can override these "fake" recurrences with compiler directives, so long as you are sure that no recurrences actually occur.
Vectors Compiler Directives

- compiler directives are used to override decisions made by the compiler and to give additional information to the compiler.

- there are three compiler directives:

  - ASSUME COUNT (n) : specifies a value that the compiler can use as an estimate for the iteration count of a loop

  - PREFER

  - VECTOR – specifies that a particular loop in a nest will be the best choice for a vector loop (if eligible)

  - SCALAR – specifies that a particular loop should not be chosen for vector execution

- IGNORE

  - RECRDEPS – specifies that potential recurrences can be ignored in determining
eligibility for vectorization

- EQUDEPS — specifies that the compiler should assume that variables used in EQUIVALENCE statements do not give rise to recurrences

- ON and OFF keywords may be used with ASSUME COUNT and PREFER. Otherwise, a directive applies only to the DO loop immediately following it.
How To Use Vector Directives

- a directive is used with a so-called trigger-string, which is a character string defined by the user. Its purpose is to allow the compiler to distinguish a comment from a directive.

- the syntax of a vector compiler directive is:

```
Ctrigger-string keyword additional-information
```

C indicates a comment line and is immediately followed by the trigger-string. The keywords are ASSUME COUNT, PREFER and IGNORE.

- a directive is activated by the @PROCESS DIRECTIVE statement. The @PROCESS statement is placed before the first statement of EACH program unit (main program or subprogram) that uses a directive. The @ must be in column one.
- a directive can be treated as a comment by omitting the `@PROCESS DIRECTIVE` statement or by specifying `@PROCESS NODIRECTIVE`.

- each type of directive pertains to just one stage:

<table>
<thead>
<tr>
<th>Directive</th>
<th>Stage</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASSUME COUNT</td>
<td>Economic Analysis</td>
</tr>
<tr>
<td>PREFER</td>
<td>Economic Analysis</td>
</tr>
<tr>
<td>IGNORE</td>
<td>Recurrence Detection</td>
</tr>
</tbody>
</table>
Directives: Where Added Information is Useful

use ASSUME COUNT for:
• unknown trip count:

\[
\text{DO 20 J = M,N,L} \quad \text{--- HOW MANY ITERATIONS?}
\]

use PREFER for:
• overriding the compiler’s economic decision: by timing your code, you might determine that the compiler made the wrong decision.

\[
\text{COMPLEX C,D} \quad \text{--- COMPLEX DIVISION}
\]
\[
\text{DO 20 K = 1,N} \quad \text{IS SLOW IN VECTOR MODE}
\]
\[
D(K) = C(K) / D(K)
\]

use IGNORE RECRDEPS for:
• unknown loop index upper bound: recurrence conditions may depend on its value.

\[
\text{DO 10 J = 1,N} \quad \text{--- WHAT IS THE SIZE OF N?}
\]
\[
A(J+50) = A(J) * B(J) \quad \text{--- RECURRENCE IF N > 50}
\]

• unknown DO increment: recurrences may depend on the direction of the increment.
Introduction to Vectorization

DO 10 J = M,N,L
A(J-1) = A(J) + B(J)

<--- WHAT IS THE SIGN OF L?
<--- RECURRENCE IF L IS NEGATIVE
Directives: Where Added Information is Useful

- unknown auxiliary induction variable: recurrences may depend on its value.

```
DO 10 J = 1,N
A(J) = A(K) * B(J)  <--- recurrence if K < J
K = K + M  <--- what are K and M?
```

- unknown subscript offset: recurrences may depend on the value of the offset.

```
DO 10 J = 1,N
A(J+M) = A(J)  <--- recurrence if 0 < M < N
```

- when arrays are EQUIVALENCEd: the compiler always assumes dependence among equivalenced arrays.

```
EQUIVALENCE (A(50), B(1))
DO 10 J = 1,N  <--- no recurrence, but the
A(J) = B(J)  COMPIlER THINKS THERE is!
```

- unknown indirect addressing subscripts:

DO 10 J = 1,N
A(J) = A(K(J)) + B(J)    --- IS THERE A RECURRENCE?
A(K(J)) = A(K(J)) + B(J)    --- ARE THE A'S
INDEPENDENT?
Using Directives: Rules of Thumb

- use them for hotspots. Don't clutter your program where they are not needed.

- use ASSUME COUNT rather than PREFER where appropriate.

- double check to insure that IGNORE is used safely.
Summary: When to Use Directives

- the ASSUME COUNT and PREFER directives will not affect program results. Use them for:
  - unknown trip counts
  - vector loop selection
  - when the compiler makes the wrong economic decision

- make sure that you ARE outsmarting the compiler before you use PREFER.

- program results could change if you use IGNORE incorrectly. It can be used for:
  - unknown loop index upper bound
  - unknown DO increment
  - unknown DO auxiliary induction variable increment
  - unknown subscript offset
  - unknown equivalence-induced dependencies
  - unknown indirect-addressing dependencies
Poor Vector Performance

If vectorization gives poor performance gains, consider the following:

1. the storage reference pattern is poor (stride considerations)
2. the vector lengths are too short
3. there are too many IF statements
4. too many loop structures are inappropriate for vectorization
5. inefficient handling of sparse arrays
Stride Considerations

Stride is a very important consideration for vector performance since arrays with small strides can be moved from virtual storage to vector registers and back much more efficiently than arrays with large strides.

The stride can be positive, negative or zero. For positive and negative strides, it is possible to specify vector elements beyond the range of an array thereby leading to unpredictable results and/or program errors.

Methods:

- data re-structuring – re-organize arrays to optimize stride
- data re-structuring using temporaries
Data Re-Structuring to Minimize Stride

since FORTRAN multi-dimensional arrays are stored in column-major form, the first subscript of an element always varies most rapidly and the last subscript always varies the least rapidly.
	herefore, one way of minimizing stride is to insure that the dimension of an array that is the desired target for vectorization is the left-most dimension.

Given:

```
PROGRAM STRIDE
REAL*4 A(5,10,1000), B(5,10,1000)
. . . .
DO 10 K = 1,1000
DO 10 J = 1,10
DO 10 I = 1,5
       A(I,J,K) = A(I,J,K) + B(I,J,K)
10 CONTINUE
```

re-write as:

```
PROGRAM STRIDE
REAL*4 A(1000,10,5), B(1000,10,5)
```
DO 10 K = 1,1000
DO 10 J = 1,10
DO 10 I = 1,5
   A(K,J,I) = A(K,J,I) + B(K,J,I)
10 CONTINUE
Vector Length Considerations

vectorization of a loop with a large vector length has a much greater payoff than vectorization of a short loop.

for very short loops, vectorization may result in poorer performance than scalar

Methods:

• use the ASSUME COUNT directive

• use dual path code

• create longer vectors through EQUIVALENCE, copying into temporary vectors, etc.

• eliminate loop unrolling
Dual Path Directives

if the loop count varies from small to large, depending upon your initial data, you could code a dual path to select scalar or vectorized loops.

for example:

```plaintext
@PROCESS DIRECTIVE ('*VDIR')
.
.
.
IF (N,LT,20) GOTO 30

C*VDIR  ASSUME COUNT (100)

   DO 10 K = 1,N
       COMPUTATIONS
   10 CONTINUE
   GOTO 40

C*VDIR  ASSUME COUNT (5)
30   DO 11 K = 1,N
       COMPUTATIONS
   11 CONTINUE
   40 CONTINUE
```
Using Equivalence to Combine Multiple Dimensions

re-write this:

```
DIMENSION A(10,8,9), B(10,8,9)
  DO 99 I = 1,10
  DO 99 J = 1,8
    DO 99 K = 1,9
```

as this:

```
DIMENSION A(10,8,9), B(10,8,9)
DIMENSION AA(80,9), BB(80,9)
EQUIVALENCE (A(1,1,1), AA(1,1))
EQUIVALENCE (B(1,1,1), BB(1,1))
  DO 99 IJ = 1,80
  DO 99 K = 1,9
  99 AA(IJ,K) = AA(IJ,K) + BB(IJ,K)
```
**IF Statement Considerations**

- a vectorized IF uses the vector mask register.

- all computations, for every iteration of the loop, are performed for every IF, THEN and ELSE clause.

- at the end of the loop, only the results corresponding to the correct IF conditions are stored, using the vector mask register.

- vectorized IFs perform well when there is no ELSE clause and the IF condition is usually true.

- because all computations are performed, a vectorized IF may result in divide-by-zero interrupts or subscripts out of range.
**Methods for Dealing with IFs**

- try eliminating the need for IFs.
- try moving IFs outside the vector loop.
- try using separate loops for each IF condition
- try creating temporary vectors containing values which satisfy the IF conditions. Do computations on the temporary vectors, then copy the results back to the original vectors.
- you might have to use the PREFER SCALAR directive if you determine that a loop containing IF statements is faster in scalar mode.
Eliminating IFs

This example shows how one might eliminate an IF whose purpose is to test for some boundary condition.

re-write this:

\[
\text{DO } 10 \text{ K } = 1,N \\
\quad \ldots \ldots \\
\text{DO } 20 \text{ J } = 1,M \\
\quad \ldots \ldots \\
\text{IF } ((\text{J,EQ,1}), \text{OR},((\text{J,EQ,M})) \text{ THEN} \\
\quad X(\text{J,K}) = 0, \\
\text{ELSE} \\
\quad X(\text{J,K}) = A(\text{J,K}) \ast B(\text{J,K}) \\
\text{ENDIF} \\
\quad \ldots \ldots \\
20 \text{ CONTINUE} \\
\quad \ldots \ldots \\
10 \text{ CONTINUE} \\
\]

as this:

\[
\text{DO } 10 \text{ K } = 1,N \\
\quad \ldots \ldots \\
\]

\[
\]
\[
\begin{align*}
X(1,K) &= 0, \\
\text{DO 20 } J &= 2, \text{M-1} \\
\quad X(J,K) &= A(J,K) \times B(J,K) \\
\quad 20 & \text{ CONTINUE} \\
X(M,K) &= 0, \\
\quad 10 & \text{ CONTINUE}
\end{align*}
\]
Separate Loops for IFs

Generating an identity matrix can be handled like this:

re-write this:

\[
\begin{align*}
&\text{DO 10 } I = 1, N \\
&\text{DO 10 } J = 1, N \\
&\text{IF } (I, \text{EQ}, J) \text{ THEN} \\
&\quad X(I, J) = 1, \\
&\text{ELSE} \\
&\quad X(I, J) = 0, \\
&\text{ENDIF} \\
&\text{10 CONTINUE}
\end{align*}
\]

as this:

\[
\begin{align*}
&\text{DO 10 } I = 1, N \\
&\text{DO 10 } J = 1, N \\
&\quad X(I, J) = 0, \\
&\text{10 CONTINUE} \\
&\text{DO 20 } I = 1, N \\
&\quad X(I, I) = 1, \\
&\text{20 CONTINUE}
\end{align*}
\]
Inner vs. Outer Loop Considerations

- vectorizing a loop means that sectioning occurs on (according to) that loop's index.

- conceptually, this may be viewed as creating another loop at the innermost level.

- for example, this DO loop:

```fortran
REAL*8 A(1000,100)

VECTOR
DO 15 I = 1,1000
  DO 15 J = 1,100
    A(I,J) = A(I,J) + 1
  15 CONTINUE
```

is treated by the compiler as:

```fortran
DO 15 I = 1,1000,128
  DO 15 I = 1,100
    A(I:128,J) = A(I:128,J) + 1
  15 CONTINUE
```
Inner vs. Outer Loop Considerations (cont.)

- the left-most array dimensions should have the largest values.

- with two-dimensional arrays, make the outer loop correspond to the left-most array subscript.

- for example, re-write this:

```plaintext
REAL*8 A(1000,100), B(1000,100)
REAL*8 X(100)
DO 10 J = 1,100
  VECT+----s--s- DO 10 I = 1,1000
    I A(I,J) = X(I) + B(I,J)
  +--------10 CONTINUE
```

as this:

```plaintext
VECT+------- DO 10 I = 1,1000
  DO 10 J = 1,100
    A(I,J) = X(I) + B(I,J)
  +-------10 CONTINUE
```
• there is an advantage to OUTER loop vectorization if it reduces the number of times the vector X has to be loaded thereby optimizing vector register usage.

• the compiler will ordinarily vectorize on the left-most dimension.
Sparse Array Considerations

Programs that deal with sparsely stored data can sometimes show a performance degradation when vectorized depending upon the methods used to manipulate the data.

Methods:

- indirect addressing
- compress and expand
- inhibit vectorization
Indirect Addressing

Given:

```fortran
SUBROUTINE SPARSE(MASK,A,B,C)
LOGICAL*4 MASK(1000)
REAL*4 A(1000), B(1000), C(1000)

DO 10 I = 1,1000
  IF (MASK(I)) THEN
    A(I) = B(I) + C(I)
  ENDIF
10 CONTINUE
```

Re-write as:

```fortran
SUBROUTINE SPARSE(MASK,A,B,C)
LOGICAL*4 MASK(1000)
REAL*4 A(1000), B(1000), C(1000)
INTEGER*4 TCOUNT, INDX(1000)

TCOUNT = 0
DO 9 I = 1,1000
  IF (MASK(I)) THEN
    TCOUNT = TCOUNT + 1
    INDX(TCOUNT) = 1
  ENDIF
9 CONTINUE
```
ENDIF

9 CONTINUE

DO 10 I = 1, TCOUNT

   A(INDX(I)) = B(INDX(I)) + C(INDX(I))

10 CONTINUE
**Interactive Vectorization Analysis (IVA)**

Vector tuning can be assisted by gathering vector length and stride information at run time using IAD.

Before IAD can gather vector tuning information, you must create a Program Information File (PIF) by using the IVA suboption.

```
FORTVS2 FILENAME (OPT(3) VECTOR(IVA))
```

To collect and view the vector length and stride information, use the following IAD commands:

**VECSTAT**
activates recording of vector length and stride for all loops (VECSTAT *.* ON)

**LISTVEC**
displays average length and stride for vectors (actual vs. compiler estimates). (LISTVEC *.* )
Summary: Your Vector Migration Effort

- time your program

- local program modifications
  - ESSL calls
  - workarounds for vector inhibitors
  - reorder DO loops
  - use temporaries
  - vector directives

- global program restructuring
  - re-think program organization
  - re-think data organization
  - algorithmic changes
Set Expectations

- keep efforts focused on good payback potential: work with hotspots

- be realistic: remember that good vector program speed-ups are 1.5-3.

- analyze program performance:
  - program speed-up
  - percent vectorized
  - vector speed-up

- know when to quit!!
Test Case 1: Avoid Variable Offsets in Arrays

Given:

```fortran
SUBROUTINE TEST(A,N,IBASE1,IBASE2)
REAL*4 A(1000)
INTEGER*4 N,IBASE1,IBASE2
...
DO 10 J = 1,N
   A(I) = A(I+IBASE1) * A(I+IBASE2)
10 CONTINUE
```

Re-write:

```fortran
SUBROUTINE TEST(A0,A1,A2,N,ISIZE0,ISIZE1,ISIZE2)
REAL*4 A0(ISIZE0), A1(ISIZE1), A2(ISIZE2)
INTEGER*4 N,ISIZE0,ISIZE1,ISIZE2
...
DO 10 J = 1,N
   A0(I) = A1(I) * A2(I)
10 CONTINUE
```
Test Case 2: Avoid Indirect Addressing

Given:

\[
\text{DO 10 I = 1,N} \\
\text{10 A(INDX(I)) = A(INDX(I)) + \ldots}
\]

Re-write:

\[
\text{DO 9 I = 1,N} \\
\text{9 TEMPA(I) = A(INDX(I))}
\]

\[
\text{DO 10 I = 1,N} \\
\text{10 TEMPA(I) = TEMPA(I) + \ldots}
\]

\[
\text{DO 11 I = 1,N} \\
\text{11 A(INDX(I)) = TEMPA(I)}
\]
Test Case 3: Using Variable Increments

Given:

\[ IVAR = 1 \]
\[ DO \ 10 \ I = 1,N \]
\[ A(IVAR) = A(IVAR) \ldots \]
\[ IVAR = IVAR + ISTEP \]
\[ 10 \ CONTINUE \]

Re-write:

\[ @PROCESS\ DIRECTIVE('DIR') \]
\[ \ldots \ldots \]
\[ IVAR = 1 \]
\[ *DIR \ \text{IGNORE RECRDEPS}(A) \]
\[ DO \ 10 \ I = 1,N \]
\[ A(IVAR) = A(IVAR) \ldots \]
\[ IVAR = IVAR + ISTEP \]
\[ 10 \ CONTINUE \]
Test Case 4: Using Adjustably Dimensioned Arrays

Given:

```fortran
SUBROUTINE TEST(A,N,M)
REAL*4 A(N,M)
DO 10 J = 1,M
DO 10 I = 1,N
    A(I,J) = A(I,J) + 1
10 CONTINUE
```

Re-write:

```fortran
@PROCESS DIRECTIVE('DIR')
SUBROUTINE TEST(A,N,M)
REAL*4 A(N,M)
*DIR IGNORE RECRDEPS(A)
DO 10 J = 1,M
DO 10 I = 1,N
    A(I,J) = A(I,J) + 1
10 CONTINUE
```
Test Case 5: Array EQUIVALENCE

Given:

```fortran
SUBROUTINE TEST
REAL*4 A(100), B(1000)
EQUIVALENCE (A(1), B(101))
...
DO 10 I = 1,100
   A(I) = B(I) * 10.0
10 CONTINUE
```

Re-write as:

```fortran
SUBROUTINE TEST
REAL*4 A(100), B(1000)
EQUIVALENCE (A(1), B(101))
...
DO 10 I = 1,100
   B(I+100) = B(I) * 10.0
10 CONTINUE
```

or:

```fortran
@PROCESS DIRECTIVE('DIR')
SUBROUTINE TEST
```
REAL*4 A(100), B(1000)
EQUIVALENCE (A(1), B(101))

*DIR IGNORE RECRDEPS
DO 10 I = 1, 100
   A(I) = B(I) * 10.0
10 CONTINUE
Test Case 6: Scalar EQUIVALENCE

Given:

```fortran
SUBROUTINE TEST
REAL*4 A(100), B(100)
INTEGER*4 PARAM, P1, P2, ...
COMMON /PCOM/ PARAM(10)
EQUIVALENCE (PARAM(1), P1), (PARAM(2), P2), ...
DO 10 I = 1, M
   A(P1) = A(P1) + B(I)
10 CONTINUE
```

Re-write:

```fortran
SUBROUTINE TEST
REAL*4 A(100), B(100)
INTEGER*4 PARAM, P1, P2, ...
COMMON /PCOM/ PARAM(10)
P1 = PARAM(1)
P2 = PARAM(2)
DO 10 I = 1, M
   A(I+P1) = A(I+P1) + B(I)
10 CONTINUE
```
\begin{verbatim}

PARAM(1) = P1
PARAM(2) = P2

\end{verbatim}
Test Case 7: Restrict Optimization to Improve Partial Vectorization

Given:

```fortran
SUBROUTINE TEST(A,B,X,Y)
REAL*4 A(100),B(0:100),X(100),Y(100)
...
DO 10 I = 1,100
   A(I) = A(I) + X(I) * Y(I)
   B(I) = B(I-1) + X(I) * Y(I)
10 CONTINUE
```

Re-write:

```fortran
SUBROUTINE TEST(A,B,X,Y)
REAL*4 A(100),B(0:100),X(100),Y(100)
...
DO 10 I = 1,100
   1 A(I) = A(I) + X(I) * Y(I)
   2 B(I) = B(I-1) + X(I) * Y(I)
10 CONTINUE
```
Test Case 8: Scalar Expansion for Partially Vectorizable Loops

Given:

SUBROUTINE TEST(A,B,X,Y)
REAL*4 A(100),B(0:100),X(100),Y(100)
  DO 10 I = 1,100
    T = X(I) * Y(I)
    A(I) = A(I) + T
    B(I) = B(I-1) + T
  10 CONTINUE

Re-write:

SUBROUTINE TEST(A,B,X,Y)
REAL*4 A(100),B(0:100),X(100),Y(100)
REAL*4 TT(100)
  DO 10 I = 1,100
    TT(I) = X(I) * Y(I)
    A(I) = A(I) + TT(I)
    B(I) = B(I-1) + TT(I)
  10 CONTINUE
  T = TT(M)
Test Case 9: Scalar Expansion for Non-Local Scalars

Given:

```fortran
SUBROUTINE TEST(A,B)
REAL*4 A(100), B(101)
  
  T = B(1)
DO 10 I = 1,100
  A(I) = T
  T = B(I+1)
10 CONTINUE
```

Re-write:

```fortran
SUBROUTINE TEST(A,B)
REAL*4 A(100), B(101)
REAL*4 TT(0:100)

  TT(0) = B(1)
DO 10 I = 1,100
  A(I) = TT(I-1)
  TT(I) = B(I+1)
10 CONTINUE
```
References

- VS FORTRAN Version 2 Programming Guide (SC26-4222)
- VS FORTRAN Version 2 Language and Library Reference (SC26-4221)
- Engineering and Scientific Subroutine Library Guide and Reference (SC26-0184)
- Designing and Writing FORTRAN Programs for Vector and Parallel Processing (SC23-0337)
- Vectorization and Vector Migration Techniques (SR20-4966)
Recommended Additional Reading


5. Ellersick, R., *Tuning Vector Programs with VS FORTRAN*, SEAS AM 88, September 1988


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