

Arrays and Strings

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Array References

Storage schemes

Row-major order

(most languages)

Lay out as a sequence of consecutive rows

Rightmost subscript varies fastest

$A[1,1], A[1,2], A[1,3], A[2,1], A[2,2], A[2,3]$

Column-major order

(Fortran)

Lay out as a sequence of columns

Leftmost subscript varies fastest

$A[1,1], A[2,1], A[1,2], A[2,2], A[1,3], A[2,3]$

Indirection vectors

(Java)

Vector of pointers to pointers to ... to values

Takes much more space, trades indirection for arithmetic

Laying Out Arrays

The Concept

A	1,1	1,2	1,3	1,4
	2,1	2,2	2,3	2,4

These can have distinct & different cache behavior

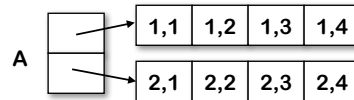
Row-major order

A	1,1	1,2	1,3	1,4	2,1	2,2	2,3	2,4
---	-----	-----	-----	-----	-----	-----	-----	-----

Column-major order

A	1,1	2,1	1,2	2,2	1,3	2,3	1,4	2,4
---	-----	-----	-----	-----	-----	-----	-----	-----

Indirection vectors



Computing an Array Address

$A[i]$

In general: $\text{base}(A) + (i - \text{low}) \times \text{sizeof}(A[1])$

Depending on how A is declared, $\text{base}(A)$ may be:

- an offset from the ARP,
- an offset from some global label, or
- an arbitrary address.

The first two are compile time constants.

Computing an Array Address

$A[i]$

$@A + (i - \text{low}) \times \text{sizeof}(A[1])$

In general: $\text{base}(A) + (i - \text{low}) \times \text{sizeof}(A[1])$

Color Code:
Invariant

$\text{int } A[1:10] \Rightarrow \text{low is } 1$
Make low 0 for faster
access (saves a -)

Almost always a power of
2, known at compile-time
 \Rightarrow use a shift for speed

Computing an Array Address

$A[i_1, i_2]$

Color Code:
Invariant

Row-major order:

$@A + ((i_1 - \text{low}_1) \times (\text{high}_2 - \text{low}_2 + 1) + i_2 - \text{low}_2) \times \text{sizeof}(A[1,1])$

$A[1,1], A[1,2], A[1,3], A[2,1], A[2,2], A[2,3]$

Column-major order:

$@A + ((i_2 - \text{low}_2) \times (\text{high}_1 - \text{low}_1 + 1) + i_1 - \text{low}_1) \times \text{sizeof}(A[1,1])$

Indirection vectors:

$*(A[i_1])[i_2]$ — where $A[i_1]$ is, itself, a 1-d array reference

e.g., $@A + (i_1 - \text{low}) \times \text{sizeof}(A[1])$

Example

Calculate address $A[3,5]$ in:

	1	2	3	4	5	6
1						
2						
3						
4						
5						

Using: $@A + ((i_1 - low_1) \times (high_2 - low_2 + 1) + i_2 - low_2) \times \text{sizeof}(A[1,1])$

And using: $@A + ((i_2 - low_2) \times (high_1 - low_1 + 1) + i_1 - low_1) \times \text{sizeof}(A[1,1])$

Optimizing Address Calculation

In row-major order.

where $w = \text{sizeof}(A[1,1])$

Start with:

$$@A + ((i - low_1) * (high_2 - low_2 + 1) + j - low_2) * w$$

Distribute to:

$$@A + (i - low_1) * (high_2 - low_2 + 1) * w + (j - low_2) * w$$

Factor into:

$$@A + i * (high_2 - low_2 + 1) * w + j * w - low_1 * (high_2 - low_2 + 1) * w - low_2 * w$$

If low_1 , $high_1$, and w are known, the last two terms are a constant

Define $@A_0$ as: $@A - low_1 * (high_2 - low_2 + 1) * w - low_2 * w$

and len_2 as $(high_2 - low_2 + 1)$

Then, the address expression becomes: $@A_0 + (i * len_2 + j) * w$

Array Address Calculations

Array address calculations are a major source of overhead

- Scientific applications make extensive use of arrays and array-like structures
 - Computational linear algebra, both dense and sparse matrices
- Non-scientific applications use arrays, too
 - Representations of other data structures
 - *Hash tables, adjacency matrices, tables, structures, ...*

Array calculations tend iterate over arrays

- Loops execute more often than code outside loops
- Array address calculations inside loops make a huge difference in efficiency of many compiled applications

Array Address Calculations in a Loop

Naïve: Perform the address calculation twice:

```
DO j = 1, N
```

```
  R1 = @A0 + (j * len1 + i) * sizeof(A[1,1])
```

```
  R2 = @B0 + (j * len1 + i) * sizeof(A[1,1])
```

```
  MEM(R1) = MEM(R1) + MEM(R2)
```

```
END DO
```

```
DO j = 1, N
```

```
  A[i, j] = A[i, j] + B[i, j]
```

```
END DO
```

Array Address Calculations in a Loop

More sophisticated: Move common calculations out of loop

```

DO j = 1, N
  R1 = @A0 + (j * len1 + i) * sizeof(A[1,1])
  R2 = @B0 + (j * len1 + i) * sizeof(A[1,1])
  MEM(R1) = MEM(R1) + MEM(R2)
END DO

R1 = i * sizeof(A[1,1])
c = len1 * sizeof(A[1,1])
R2 = @A0 + R1
R3 = @B0 + R1
DO j = 1, N
  a = j * c
  R4 = R2 + a
  R5 = R3 + a
  MEM(R4) = MEM(R4) + MEM(R5)
END DO

```

Array Address Calculations in a Loop

Even more sophisticated: Use addition rather than multiplication

```

R1 = i * sizeof(A[1,1])
c = len1 * sizeof(A[1,1])
R2 = @A0 + R1
R3 = @B0 + R1
DO j = 1, N
  a = j * c
  R4 = R2 + a
  R5 = R3 + a
  MEM(R4) = MEM(R4) + MEM(R5)
END DO

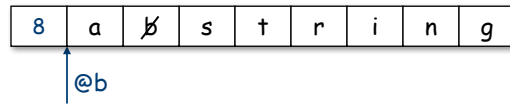
R1 = i * sizeof(A[1,1])
c = len1 * sizeof(A[1,1])
R2 = @A0 + R1
R3 = @B0 + R1
DO J = 1, N
  R2 = R2 + c
  R3 = R3 + c
  MEM(R2) = MEM(R2) + MEM(R3)
END DO

```

Representing Strings

Two common representations

Explicit length field



Length field may
take more space
than terminator

Null termination

