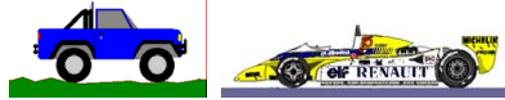


Mapping Software Architectures to Efficient Implementations via Partial Evaluation

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Adaptability vs. Speed



Contributions

- Identification of inefficiencies in software architectures
- Proposition of a systematic optimization technique
- Validation through case studies

Example: Math Library Inner Product

```
typedef struct vec_s {
    int dim;
    double[] ve;
} VEC;

norm = v_get(3);
light = v_get(3);
...
n_dot_l = _in_prod(norm, light, 0);
```

Safe & Generic Interface

```
double _in_prod(VEC *a, VEC *b, int i0)
{
    if( a == (VEC *)NULL || b == (VEC *)NULL )
        error(E_NULL, "_in_prod");

    limit = min(a->dim, b->dim);
    if( i0 > limit )
        error(E_BOUNDS, "_in_prod");

    return __ip__( &a->ve[i0], &b->ve[i0], limit-i0 );
}
```

Unsafe & Fast (?) Sub-layer

```
double __ip__(double *dp1, double *dp2, int len)
{
    double sum = 0.0;
    for ( i = 0; i < len; i++ )
        sum += dp1[i] * dp2[i];
    return sum;
}
```

Adaptability vs. Speed

```
n_dot_l = _in_prod(norm, light, 0);
```

} Slow
Safe
Adaptable

```
n_dot_l = norm->ve[0] * light->ve[0] +  
norm->ve[1] * light->ve[1] +  
norm->ve[2] * light->ve[2];
```

} Fast
Unsafe
Fixed

Why does flexibility introduce overheads ?

Flexibility is not only present in design but also in the implementation.

Alternatives

- ❑ Manual rewriting
 - ❑ Code generators & Scalable libraries
 - ❑ Automatic program specialization
- Partial Evaluation

Information Propagation (1)

```
/* LEGEND: KNOWN PARTIALLY KNOWN UNKNOWN */  
  
typedef struct vec_s {  
    int    dim;  
    double[] ve;  
} VEC;  
  
norm = v_get(3);  
light = v_get(3);  
...  
n_dot_l = _in_prod(norm, light, 0);
```

Information Propagation (2)

```
/* LEGEND: KNOWN PARTIALLY KNOWN UNKNOWN */  
  
double _in_prod(VEC *a, VEC *b, int i0)  
{  
    if( a == (VEC *)NULL || b == (VEC *)NULL )  
        error(E_NULL, "_in_prod");  
    limit = min(a->dim, b->dim);  
    if( i0 > limit )  
        error(E_BOUNDS, "_in_prod");  
    return __ip__( &a->ve[i0], &b->ve[i0], limit-i0 );  
}
```

Information Propagation (3)

```
/* LEGEND: KNOWN PARTIALLY KNOWN UNKNOWN */  
  
double __ip__(double *dp1, double *dp2, int len)  
{  
    double sum = 0.0;  
    for ( i = 0; i < len; i++ )  
        sum += dp1[i] * dp2[i];  
    return sum;  
}
```

Adaptability and Speed

```
n_dot_l = _in_prod(norm, light, 0);
```

} Slow
Safe
Adaptable

↓ PE

```
n_dot_l = norm->ve[0] * light->ve[0] +  
norm->ve[1] * light->ve[1] +  
norm->ve[2] * light->ve[2];
```

} Fast
Unsafe
Fixed

↓

Fast & Safe & Adaptable

Case Studies

Application of Tempo, a partial evaluator for C

- Selective broadcast (implicit invocation)
- Pattern matching [Field]
- Software layers [Sun RPC]
- Interpreter [Toolbus, DSL]
- Generic library [Meschach]

Invocation

Explicit

Implicit

Explicit

↓ PE

Procedure call
Method invocation
Message broadcast
Parameterized service

Layer Traversal

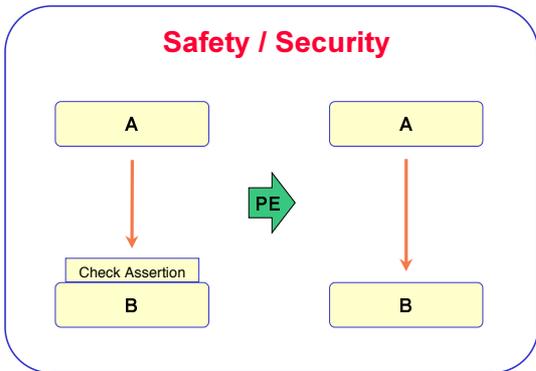
↓ PE

Control Encoded in Data: Genericity & Parameterization

↓ PE

Control Encoded in Data: Interpretation

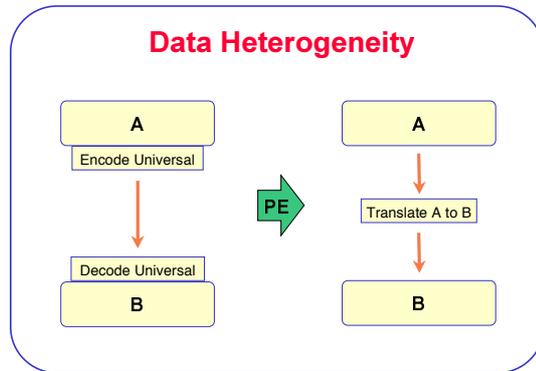
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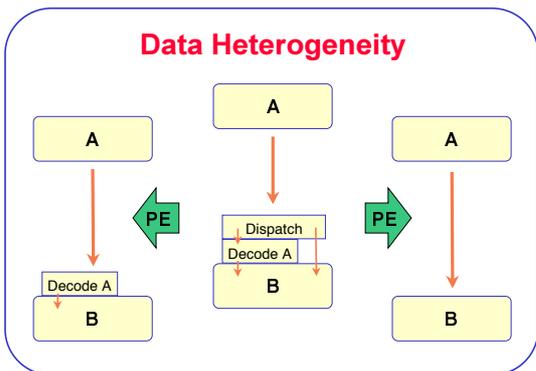
page 20



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page 21



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page 22

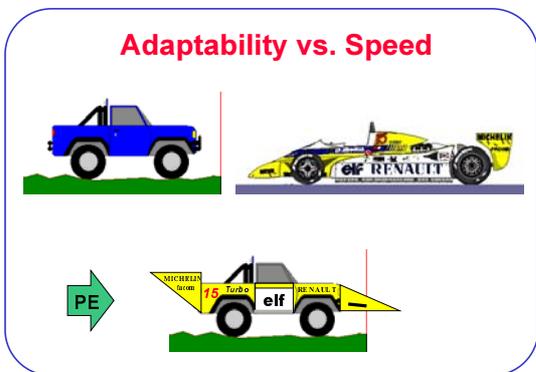
Sources of Inefficiency in Software Architectures

- ❑ Control integration: *invoke what?*
 - Find invoked component(s)
 - Layer traversal
 - Control encoded in data
- ❑ Data integration: *use raw data?*
 - Safety / Security
 - Heterogeneity

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page 23



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page 24

Future Work

- ❑ More case studies (design patterns)
- ❑ Macro benchmarks
- ❑ Deforestation / Copy elimination
- ❑ More applications to Domain Specific Languages

COMPOSE Home Page:
<http://www.irisa.fr/compose>

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page 25