# **PolyTOPS: Configurable and Flexible Polyhedral Scheduler**

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#### Introduction

**Polyhedral Optimization** is used to apply loop transformations automatically, **minimizing the execution time** of the input program. It has become increasingly important in **AI applications** to automatically generate more efficient applications, and is widely used across various domains.

## Polyhedral Optimization

Polyhedral Optimization is a compiler technique used for automatic **loop transformation**, taking care of **semantic preservation**, optimizing **cache locality** and extracting **parallelism** to reach better performances. Here we can see an example of a polyhedral optimization process.







### State-of-the-Art

**State-of-the-art polyhedral schedulers** are **designed** with a specific strategy, **for specific scenarios and architectures**. They are seen as **black-box** schedulers because the optimization criteria entirely rely on an **internal heuristic** that cannot be changed.

## PolyTOPS

**PolyTOPS** is a polyhedral scheduler configurable according to a simple design (around 20 lines of JSON code). Through it, PolyTOPS can **achieve the same results** as previous **state-of-the-art schedulers**, adding the ability to **design new strategies**.



#### Speedup Comparison



Our experiments focus on the **Polybench** benchmark. The results show the speedup of PolyTOPS loop transformation compared to the Pluto ones. In PolyTOPS we designed a **kernel-specific configuration for each case**, while Pluto uses a generic strategy.





PolyTOPS obtained a geomean speedup of 1.49 for the Polybench cases over Pluto. The tests have been run on an Intel machine (Intel Xeon E5-2683, 2 sockets, 16 cores each, 2 threads per core) using gcc-10.5 as compiler.

PolyTOPS configurability can be used to easily design new generic strategies (targeting new architectures) or to apply kernel-specific optimizations.

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