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โดย จิรวัดน์ พรหมพร

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Journal of the ACM (JACM)

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Volume 66, Issue 1 • December 2018 • Current Issue

Association for Computing Machinery  
ISSN: 0004-5411  
EISSN: 1557-735X

Sections

Volume 66, Issue 1  
Dec 2018

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SECTION: Computer-aided Verification

SECTION: Concurrent Programming

SECTION: Complexity theory

SECTION: Graph Algorithms

SECTION: Randomized Algorithms and Probabilistic Analysis

RESEARCH-ARTICLE **Engineering with Logic: Rigorous Test-Oracle Specification and Validation for TCP/IP and the Sockets API**

Steve Bishop, Matthew Fairbairn, Hannes Mehnert, Michael Norrish, Tom Ridge, Peter Sewell, + 2

December 2018, pp 1–77 • <https://doi.org/10.1145/3243650>

Conventional computer engineering relies on test-and-debug development processes, with the behavior of common interfaces described (at best) with prose specification documents. But prose specifications cannot be used in test-and-debug development in any ...

SECTION: Concurrent Programming

RESEARCH-ARTICLE **The PCL Theorem: Transactions cannot be Parallel, Consistent, and Live**

Victor Bushkov, Dmytro Dziuma, Panagiotas Fatourou, Rachid Guerraoui

December 2018, pp 1–66 • <https://doi.org/10.1145/3266141>

We establish a theorem called the PCL theorem, which states that it is impossible to design a transactional memory algorithm that ensures (1) parallelism, i.e., transactions do not need to synchronize unless they access the same application objects, (2) ...

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Verification

SECTION: Concurrent Programming

SECTION: Complexity theory

SECTION: Graph Algorithms

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and Probabilistic Analysis

## หน้าสารบัญวารสาร (Table of Content)

## SECTION: Computer-aided Verification



RESEARCH-ARTICLE

**Engineering with Logic: Rigorous Test-Oracle Specification and Validation for TCP/IP and the Sockets API**[Steve Bishop](#), [Matthew Fairbairn](#), [Hannes Mehnert](#), [Michael Norrish](#), [Tom Ridge](#), [Peter Sewell](#), [+ 2](#)December 2018, pp 1–77 • <https://doi.org/10.1145/3243650>

Conventional computer engineering relies on test-and-debug development processes, with the behavior of common interfaces described (at best) with prose specification documents. But prose specifications cannot be used in test-and-debug development in any ...

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## SECTION: Concurrent Programming



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**The PCL Theorem: Transactions cannot be Parallel, Consistent, and Live**[Victor Bushkov](#), [Dmytro Dziuina](#), [Panagiota Fatourou](#), [Rachid Guerraoui](#)December 2018, pp 1–66 • <https://doi.org/10.1145/3266141>

1. คลิกที่เลือกเนื้อหาจาก Section ที่ได้จัดแบ่งเนื้อหาไว้ตามหัวเรื่อง ในแต่ละ Section
2. คลิกที่ชื่อเรื่องเพื่อเข้าถึงบทความที่ต้องการจากหน้าสารบัญ

The screenshot shows the ACM Digital Library website. At the top, the navigation bar includes 'Journals', 'Magazines', 'Proceedings', 'Books', 'SIGs' (highlighted with a red box and a red circle with the number 1), and 'Conferences'. To the right of the navigation bar is a search bar labeled 'Search ACM Digital Library' and a 'Beta Guest' link. Below the navigation bar, the main heading is 'Special Interest Groups (SIGs)'. Under this heading, there is a sub-section 'Special Interest Groups (SIGs)' with a brief description. Below this, there are two tabs: 'Grid View' and 'List View' (highlighted with a red box and a red circle with the number 2). To the right of the tabs, there is a list of SIGs. The first SIG listed is 'SIGACCESS Special Interest Group on Accessibility and Computing' (highlighted with a red box and a red circle with the number 3). The second SIG listed is 'SIGACT Special Interest Group on Algorithms & Computation Theory'. The third SIG listed is 'SIGADA Special Interest Group on Ada Programming Language'. Each SIG entry includes a brief description and links to 'Visit SIG's Website' and 'View More'.

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## Special Interest Groups (SIGs)

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The ACM Special Interest Group on Accessible Computing promotes the professional interests of computing personnel with disabilities and the application of computing and information technology in solving relevant disability problems. The SIG also strives to educate the public to support careers for people with disabilities.

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The ACM Special Interest Group on Ada Programming Language provides a forum on all aspects of the Ada language and technologies, including usage, education, standardization, design methods, and compiler implementation. SIGAda's annual conference addresses Ada's role in building industrial-strength applications that support mission-critical, safety-critical, real-time, distributed, high-assurance, and high-integrity requirements. Supporting technologies that SIGAda focuses on include software engineering, software development processes, object technology, computer science education, tools, Common Object Request Broker Architecture (CORBA), and Java.

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## SIGAI [Special Interest Group on Artificial Intelligence](#)

The scope of SIGAI, ACM's Special Interest Group on Artificial Intelligence, consists of the study of intelligence and its realization in computer systems. SIGAI's mission is to promote and support AI-related conferences. Members receive reduced registration rates to all affiliated conferences. Members also receive proceedings from the major SIGAI-sponsored conferences. SIGAI publishes a quarterly newsletter, [AI Matters](#), with ideas and announcements of interest to the AI community.

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Auto-vectorization for image processing DSLs

[Oliver Reiche](#), [Christof Kobylko](#), [Frank Hannig](#), [Jürgen Teich](#)

Proceedings of the 18th ACM SIGPLAN/SIGBED Conference on Languages, Compilers, and Tools for Embedded Systems • June 2017, pp 21–30 • <https://doi.org/10.1145/3078633.3081039>

The parallelization of programs and distributing their workloads to multiple threads can be a challenging

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**Authors:** [Ravi Teja Mullapudi](#), [Andrew Adams](#), [Dillon Sharlet](#), [Jonathan Ragan-Kelley](#), [Kayvon Fatahalian](#)  
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**Publication:** ACM Transactions on Graphics (TOG) • July 2016 • <https://doi.org/10.1145/2897824.2925952>

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Abstract

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## Abstract

The Halide image processing language has proven to be an effective system for authoring high-performance image processing code. Halide programmers need only provide a high-level strategy for mapping an image processing pipeline to a parallel machine (a *schedule*), and the Halide compiler carries out the mechanical task of generating platform-specific code that implements the schedule. Unfortunately, designing high-performance schedules for complex image processing pipelines requires substantial knowledge of modern hardware architecture and code-optimization techniques. In this paper we provide an algorithm for automatically generating high-performance schedules for Halide programs. Our solution extends the function bounds analysis already present in the Halide compiler to automatically perform locality and parallelism-enhancing global program transformations typical of those employed by expert Halide developers. The algorithm does not require costly (and often impractical) auto-tuning, and, in seconds, generates schedules for a broad set of image processing benchmarks that are performance-competitive with, and often better than, schedules manually authored by expert Halide developers on server and mobile CPUs, as well as GPUs.

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Authors: [Ravi Teja Mullapudi](#) [Carnegie Mellon University](#)  
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


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## Automatically Scheduling Halide Image Processing Pipelines

Ravi Teja Mullapudi\*

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### Abstract

The Halide image processing language has proven to be an effective system for authoring high-performance image processing code. Halide programmers need only provide a high-level strategy for mapping an image processing pipeline to a parallel machine (a *schedule*), and the Halide compiler carries out the mechanical task of generating platform-specific code that implements the schedule. Unfortunately, designing high-performance schedules for complex image processing pipelines requires substantial knowledge of modern hardware architecture and code-optimization techniques. In this paper we provide an algorithm for automatically generating high-performance schedules for Halide programs. Our solution extends the function bounds analysis already present in the Halide compiler to automatically perform locality and parallelism-enhancing global program transformations typical of those employed by expert Halide developers. The algorithm does not require costly (and often impractical) auto-tuning, and, in seconds, generates schedules for a broad set of image processing benchmarks that are performance-competitive with, and often better than, schedules manually authored by expert Halide developers on server and mobile CPUs, as well as GPUs.

**Keywords:** image processing, optimizing compilers, Halide

**Concepts:** •Computing methodologies → Graphics systems and interfaces;

algorithm's execution on a machine (called a *schedule*). The Halide compiler then handles the tedious, mechanical task of generating platform-specific code that implements the schedule (e.g., spawning threads, managing buffers, generating SIMD instructions).

Although Halide provides high-level abstractions for expressing schedules, *designing* schedules that perform well on modern hardware is hard; it requires expertise in modern optimization techniques and hardware architectures. For example, around 70 software engineers at Google currently write image processing algorithms in Halide, but they rely on a much smaller cadre of Halide scheduling experts to produce the most efficient implementations. Further, production image processing pipelines are long and complex, and are difficult to schedule even for the best Halide programmers. Arriving at a good schedule remains a laborious, iterative process of schedule tweaking and performance measurement. Also, in large production pipelines, software engineering considerations (e.g., modularity, code reuse) may preclude experts from having the global program knowledge needed to create optimal schedules.

In this paper we address this problem by providing an algorithm for automatically generating high-performance schedules for Halide programs. Our approach is to leverage the function bounds analysis already present in the Halide compiler to automatically perform locality enhancing global program transformations similar to those employed by expert Halide developers. The algorithm does not require costly (and often impractical) auto-tuning, and, in seconds,

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