

# APL Optimization Techniques For Commercial Applications

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# Topics

1. Table Look Up
2. Arithmetic Optimization
3. Scalar Extension

# Assumptions

- Dyalog APL Version 13.2.17248.0 64 bit Classic
- Using defaults that come with V13.2
- Running on IBM power7 processor (3.1Ghz)
- In AIX 6.1

Topic #1  
Table Look Up

# Vector Membership Function

Subject Argument  $s$       Principal Argument  $P$

18   65   87   ...

€

20   37   65   81   98   ...

0   1   0   ...

# Tables in Commercial Data Processing are not always numeric

Ticker Symbols  
Customer Names  
User IDs  
Machine Names  
Model IDs  
Product Codes  
...

# Commercial Applications

Your Customers

Exxon Mobil  
Chrysler Group  
Apple  
RadioShack

Subject Argument

Matrix  
€

Fortune 500 List

Wal-Mart Stores  
Exxon Mobil  
Chevron  
Phillips 66  
Berkshire Hathaway  
Apple  
...

Principal Argument

Answer is 1 0 1 0

# Matrix Membership Function

Inner Product

$v / \text{subject} \wedge . = \emptyset \text{PRINCIPAL}$

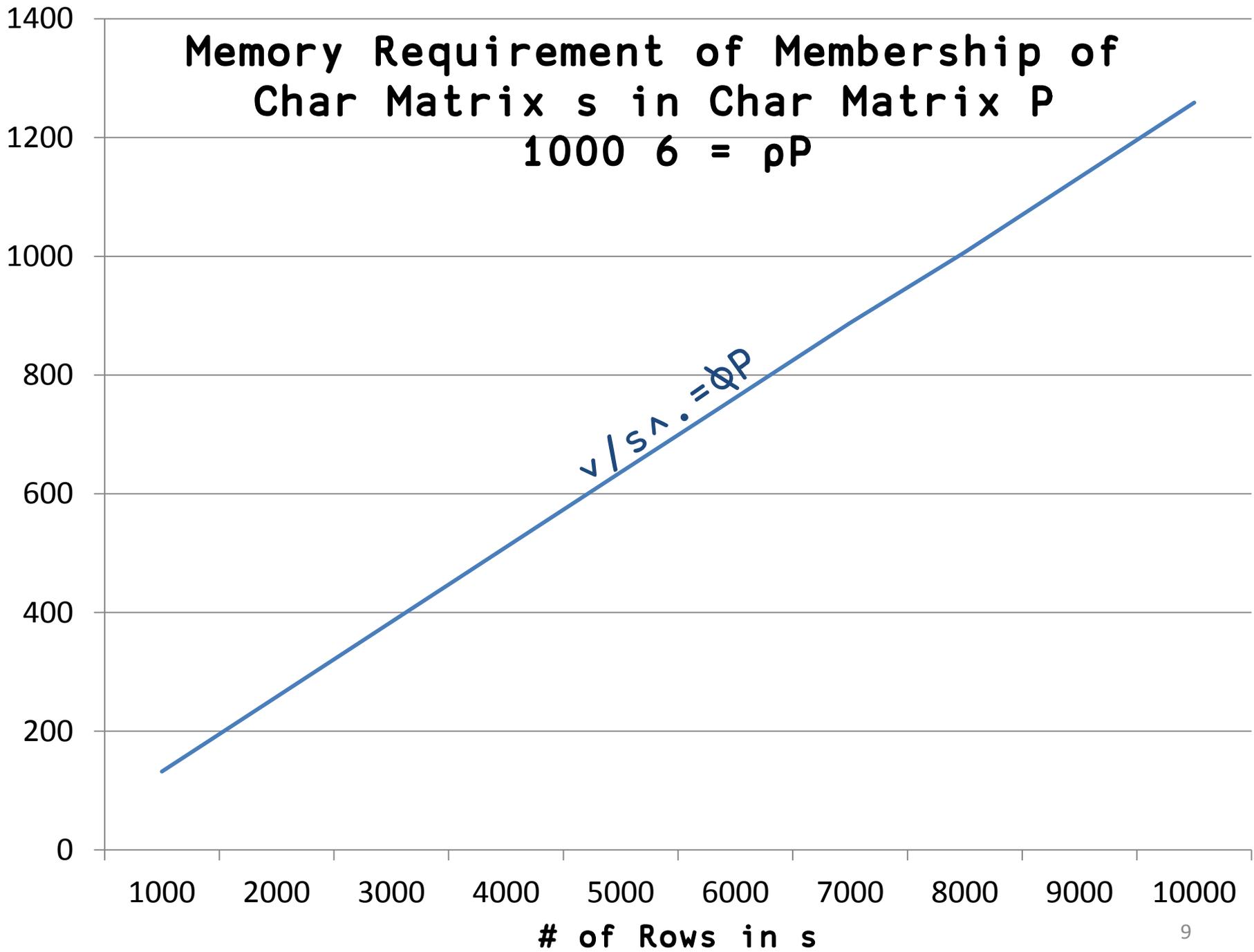
$v / s \wedge . = \emptyset P$

# Memory Requirement of Membership of Char Matrix s in Char Matrix P

$$1000 \ 6 = \rho P$$

WS Size in KB

$$v / s^{\wedge} . = \phi P$$

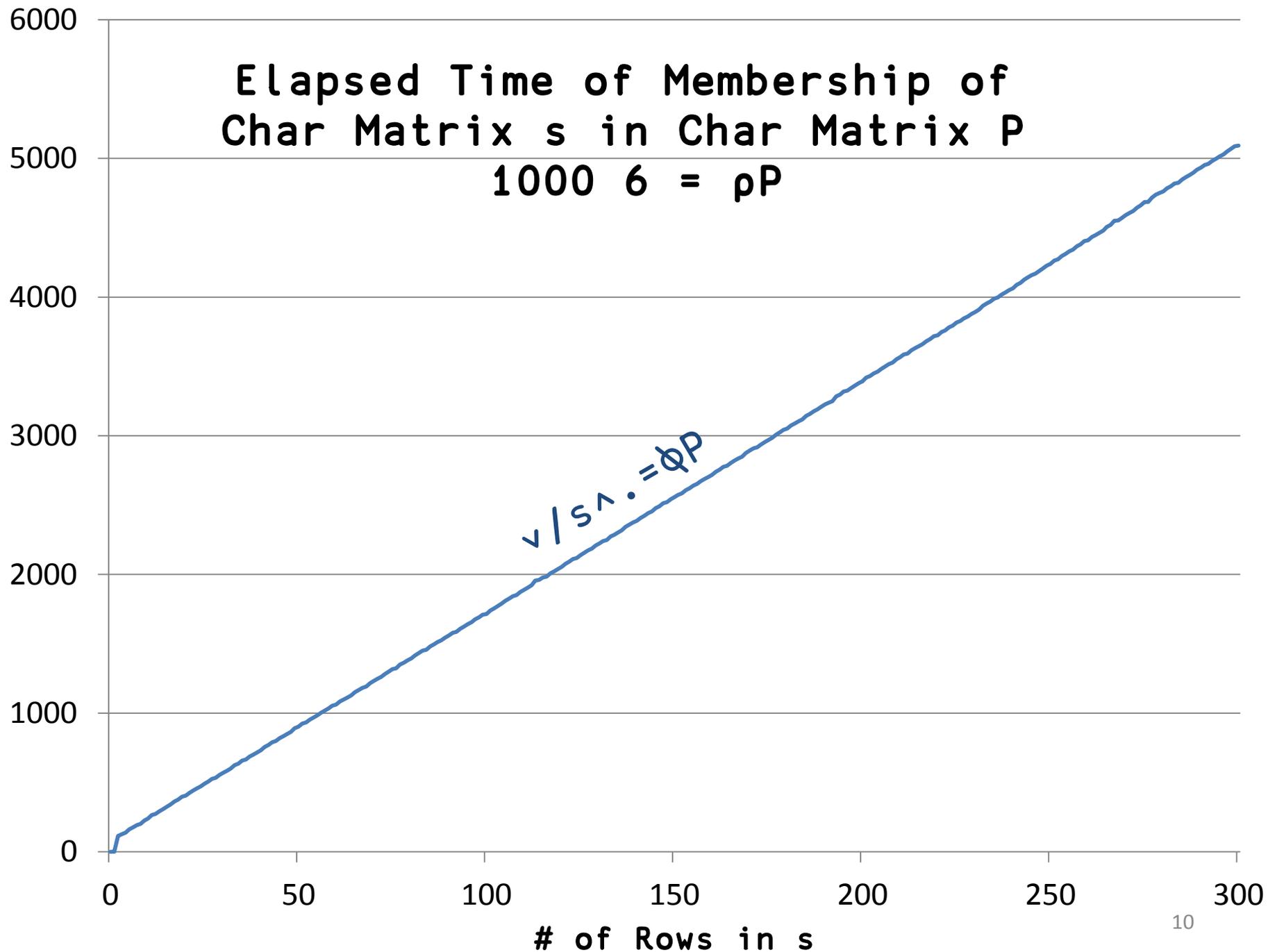


# Elapsed Time of Membership of Char Matrix s in Char Matrix P

1000 6 = ρP

Elapsed Time in Milliseconds

$\sqrt{s} \cdot \rho P$



# Temporary Memory Requirement

$v/s^{\wedge} = \Phi P$  requires a matrix transpose that takes up temporary WS and processing time, followed by an inner product that creates a sparse matrix that takes up more temporary WS.

# Matrix Membership Function

using inner product  
 $v/\text{subject} \wedge . = \emptyset \text{PRINCIPAL}$

using nested vector  
 $(\downarrow \text{subject}) \in \downarrow \text{PRINCIPAL}$

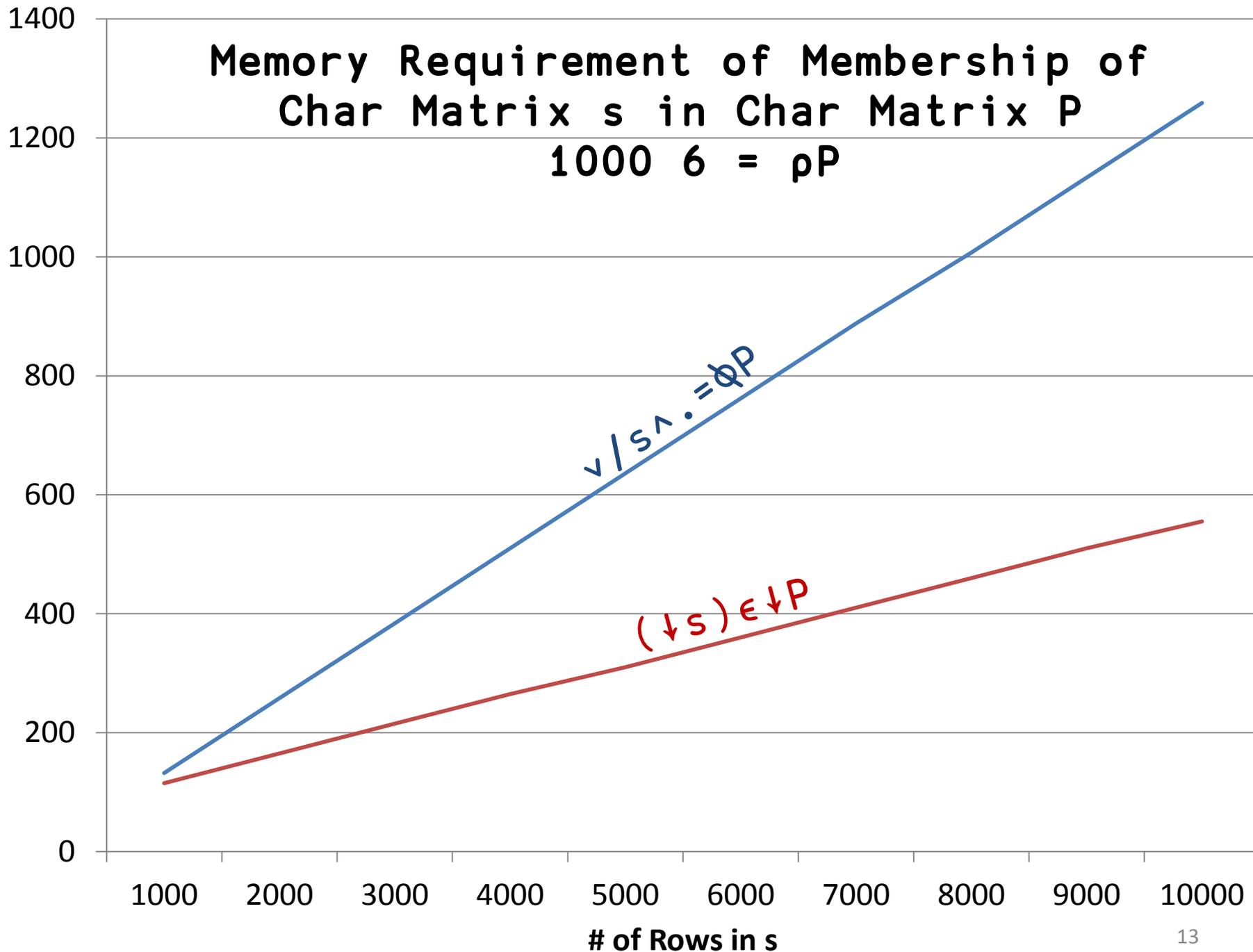
# Memory Requirement of Membership of Char Matrix s in Char Matrix P

$$1000 \times 6 = \rho P$$

WS Size in KB

$$\sqrt{s} \cdot \rho P$$

$$(\downarrow s) \in \downarrow P$$



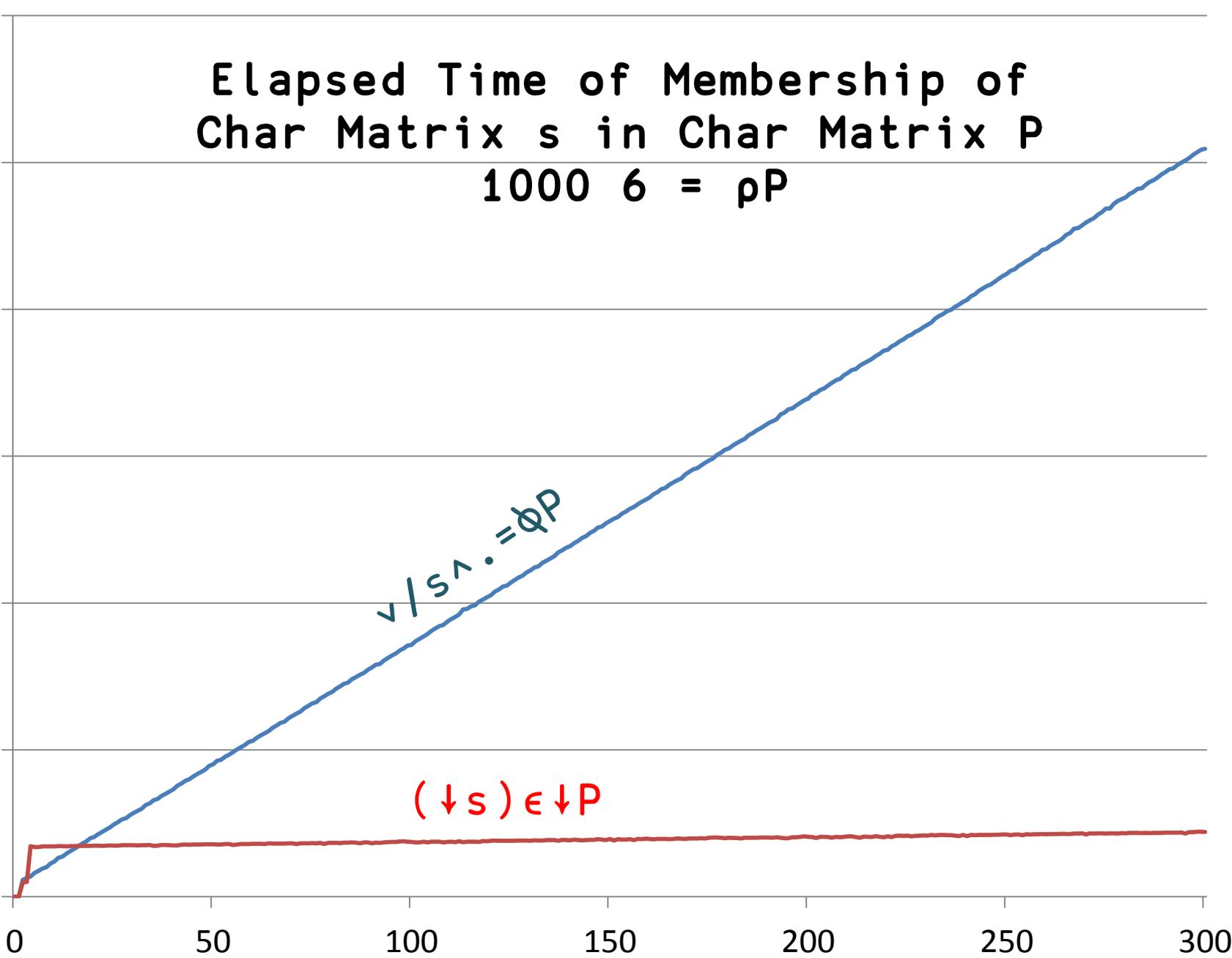
# Elapsed Time of Membership of Char Matrix s in Char Matrix P

1000 6 = ρP

Elapsed Time in Milliseconds

$\sqrt{s} \cdot \rho P$

$(\downarrow s) \in \downarrow P$



# Relationship Between Membership $\epsilon$ and Index Of $\iota$

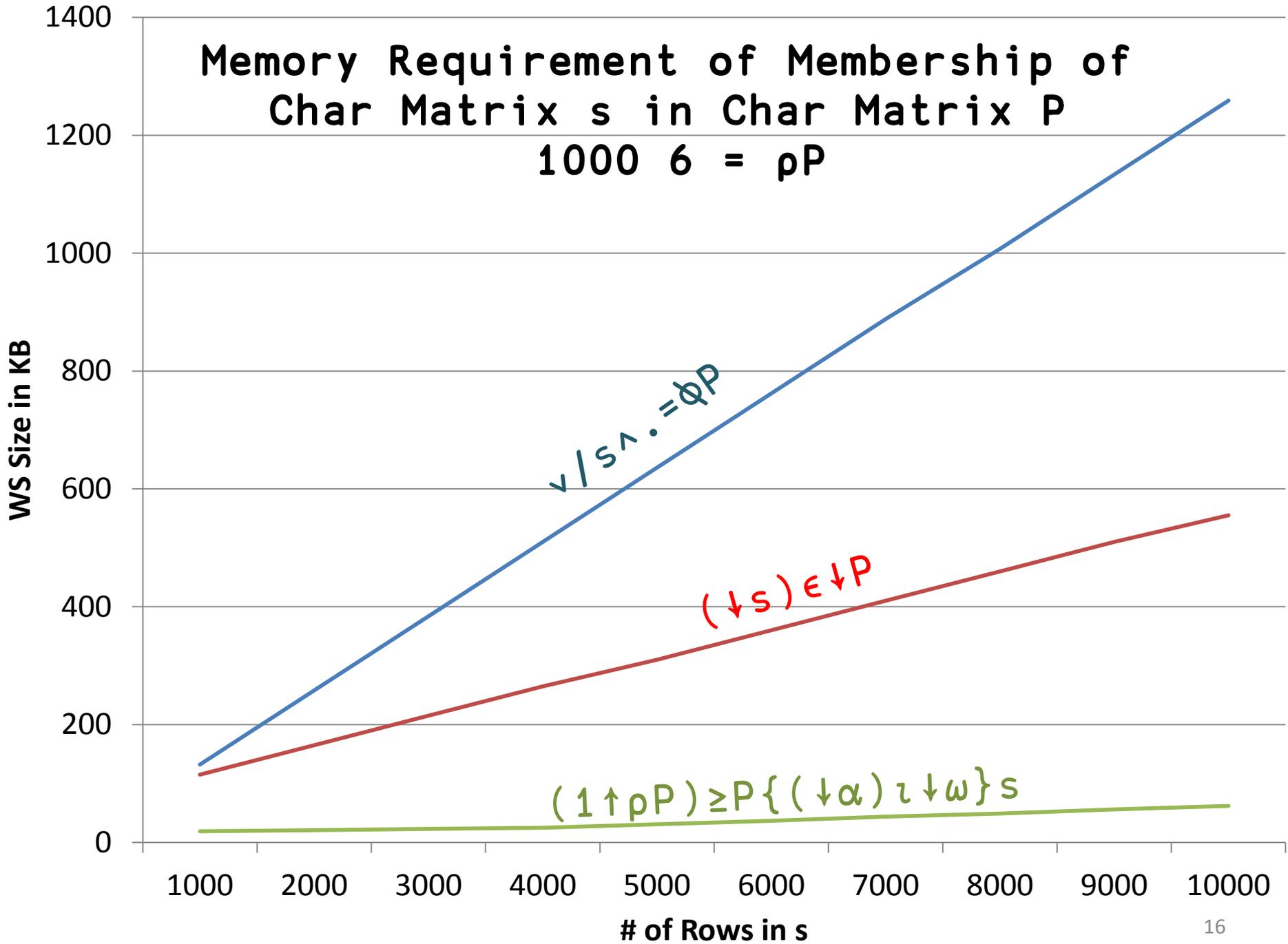
$s \in P$   
can be emulated by  
 $(\rho P) \geq P \iota s$

Similarly  
 $(\downarrow s) \in \downarrow P$   
can be emulated by  
 $(1 \uparrow \rho P) \geq (\downarrow P) \iota \downarrow s$

or  
 $(1 \uparrow \rho P) \geq P \{ (\downarrow \alpha) \iota \downarrow \omega \} s$

# Memory Requirement of Membership of Char Matrix s in Char Matrix P

$$1000 \times 6 = \rho P$$



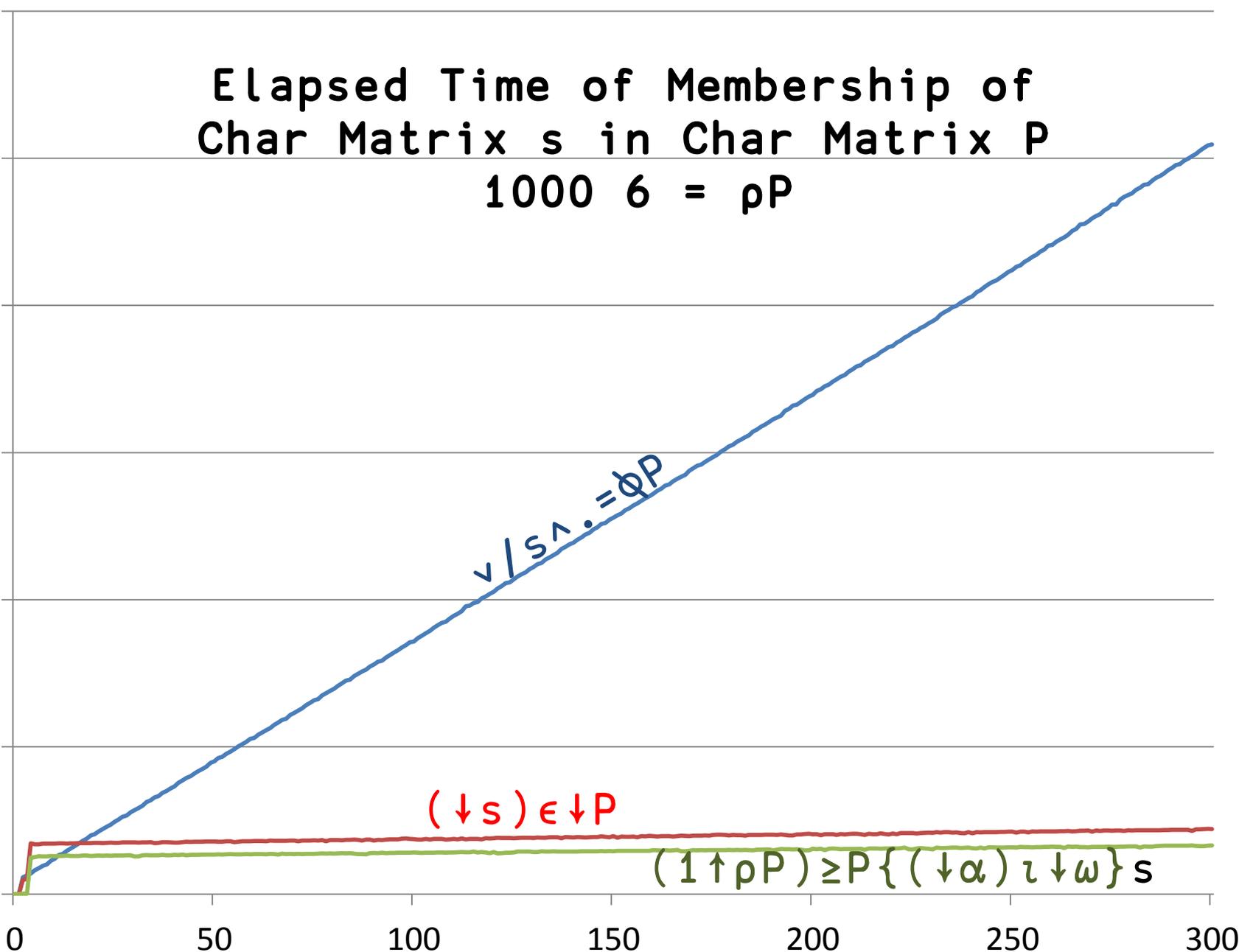
Elapsed Time of Membership of  
Char Matrix s in Char Matrix P  
1000 6 = ρP

Elapsed Time in Milliseconds

$\sqrt{s} \cdot \rho P$

$(\downarrow s) \in \downarrow P$

$(1 \uparrow \rho P) \geq P \{ (\downarrow \alpha) \tau \downarrow \omega \} s$



# of Rows in s

If PRINCIPAL argument  $P$  is inside a loop and remains constant,

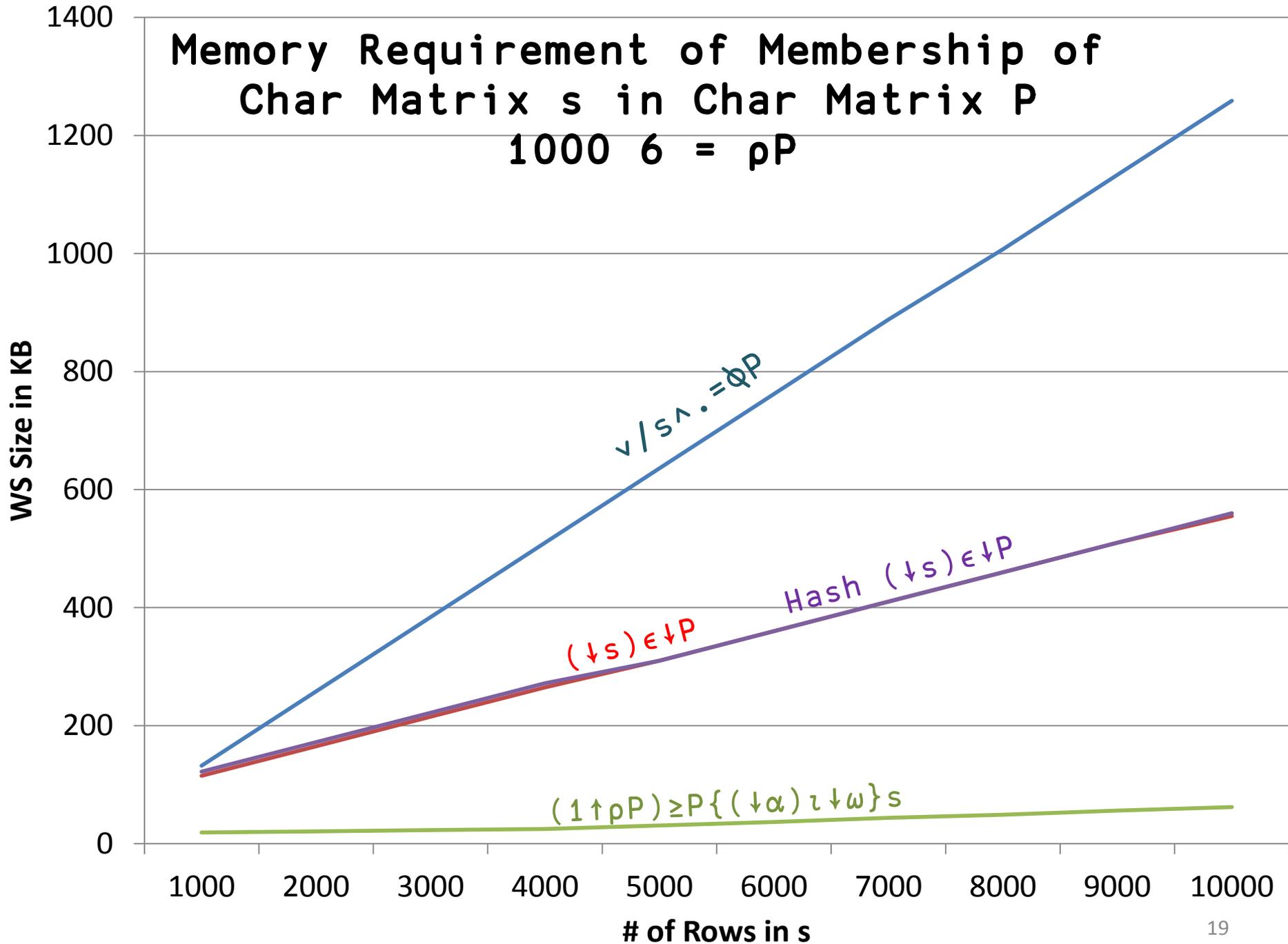
```
:For I :in ιLOOP  
    B←(↓s)ε↓P  
:Endfor
```

then  $P$  can be taken outside the loop for hash table.

```
Z←↓P  
HASH←ε◦Z  
:For I :in ιLOOP  
    B←HASH ↓s  
:Endfor
```

# Memory Requirement of Membership of Char Matrix s in Char Matrix P

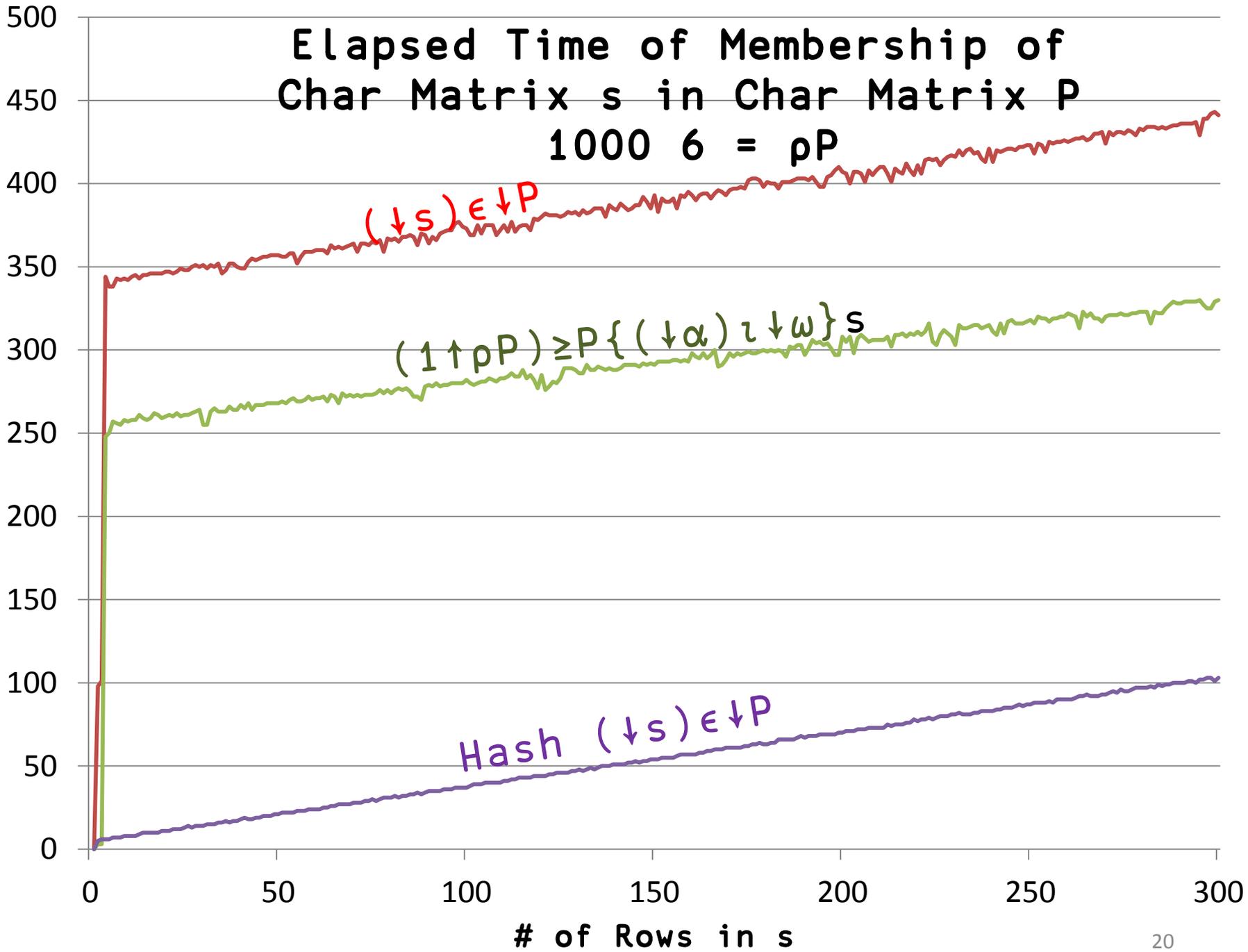
$$1000 \cdot 6 = \rho P$$



# Elapsed Time of Membership of Char Matrix s in Char Matrix P

$1000 \times 6 = \rho P$

Elapsed Time in Milliseconds



If PRINCIPAL argument  $P$  is inside a loop and remains constant,

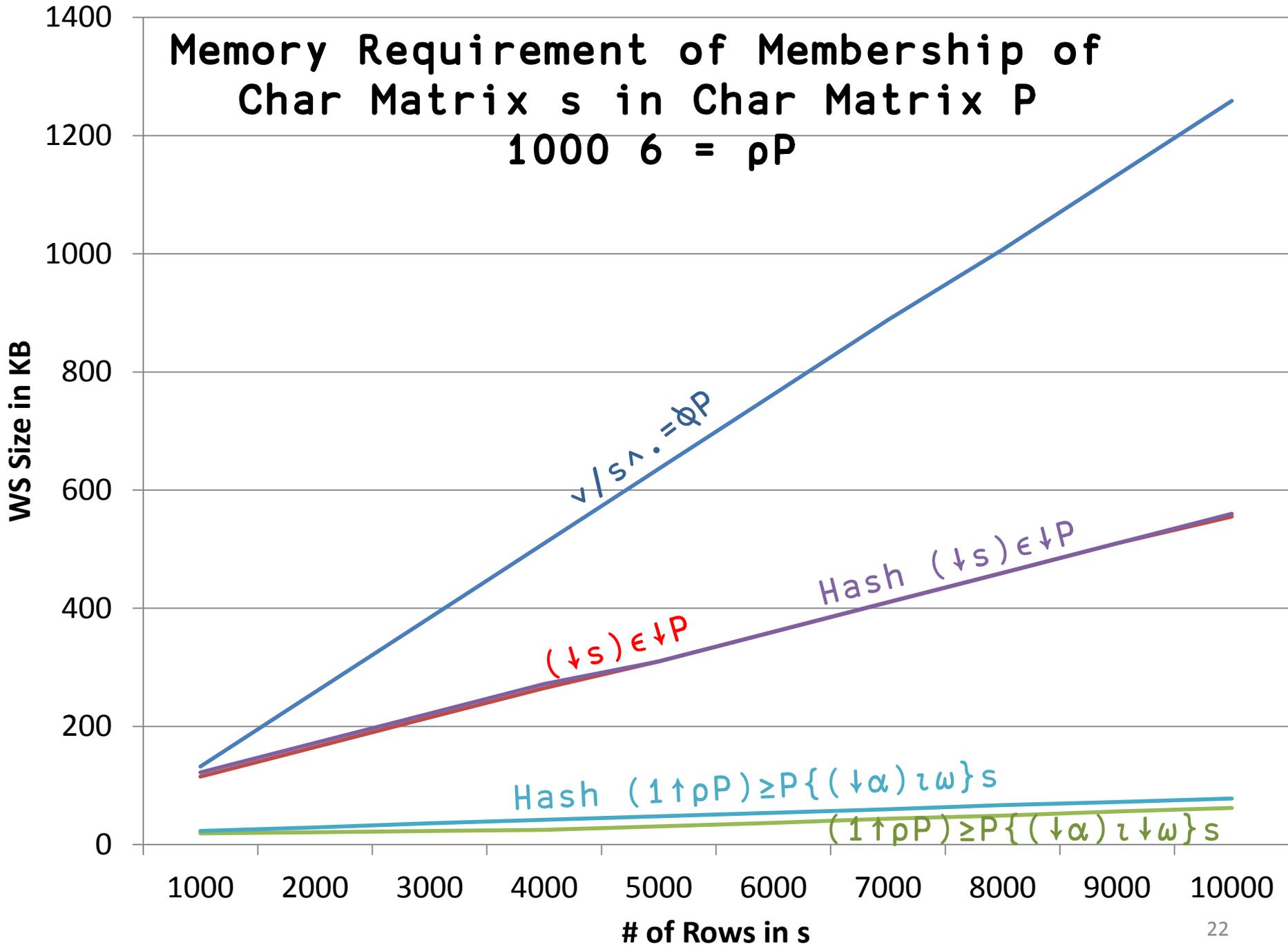
```
:For I :in ιLOOP
    B ← (1 ↑ ρP) ≥ P { (↓α) ι ↓ ω } s
:Endfor
```

then  $P$  can be taken outside the loop for a hash table.

```
HASH ← P ◦ { (↓α) ι ↓ ω }
:For I :in ιLOOP
    B ← (1 ↑ ρP) ≥ HASH s
:Endfor
```

# Memory Requirement of Membership of Char Matrix $s$ in Char Matrix $P$

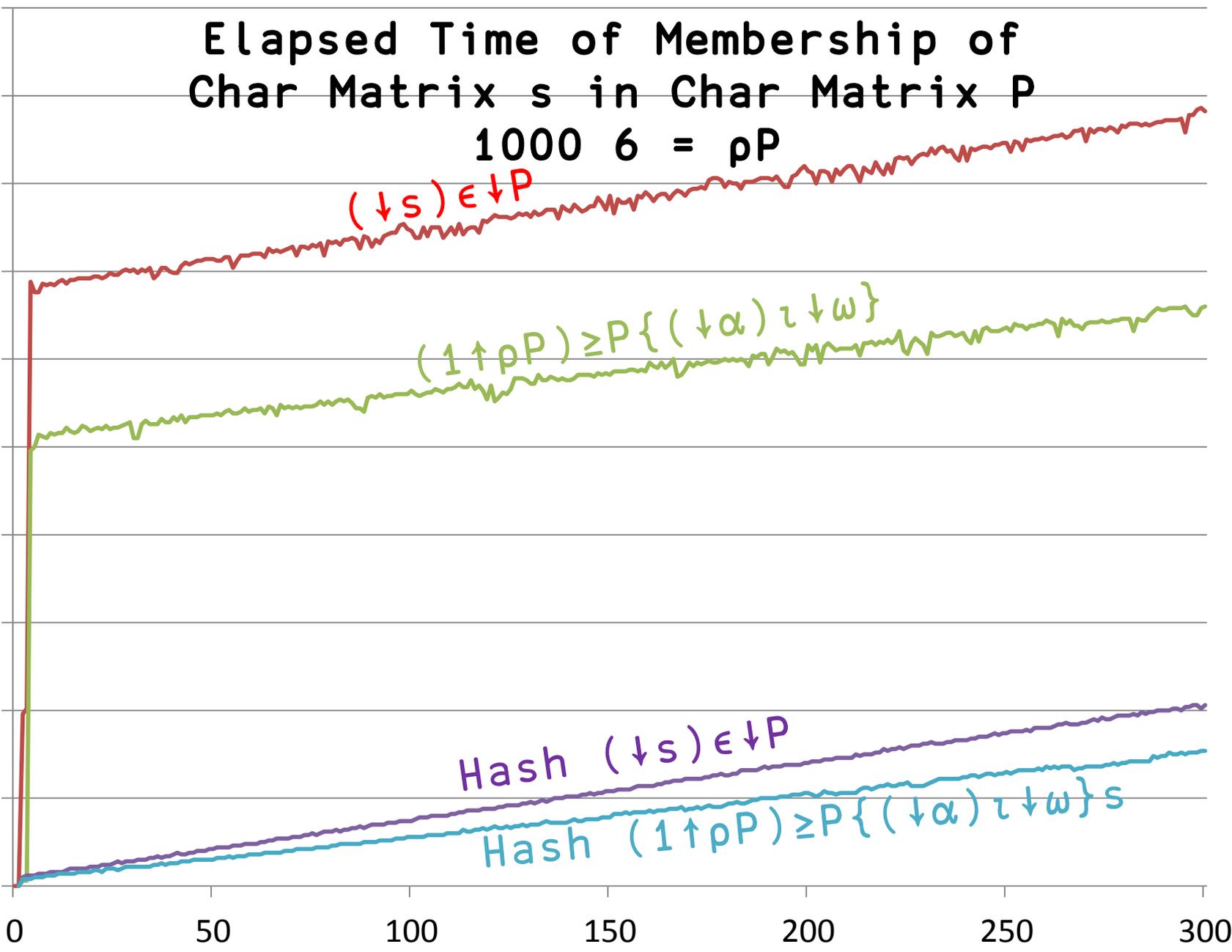
$$1000 \times 6 = \rho P$$



# Elapsed Time of Membership of Char Matrix s in Char Matrix P

1000 6 = ρP

Elapsed Time in Milliseconds



$(\downarrow s) \in \downarrow P$

$(1 \uparrow \rho P) \geq P \{ (\downarrow \alpha) \tau \downarrow \omega \}$

Hash  $(\downarrow s) \in \downarrow P$

Hash  $(1 \uparrow \rho P) \geq P \{ (\downarrow \alpha) \tau \downarrow \omega \} s$

# of Rows in s

## Precaution

The  $P\{(\downarrow\alpha)\downarrow\omega\}$ s Idiom  
is optimized for character matrix and  
integer matrix arguments.

This idiom is many times less efficient if  
your matrix arguments have floating point  
numbers.

In such cases you may wish to explore  
algorithms more efficient than this Idiom  
to substitute for the expression  $v/s^{\wedge}.\equiv\Phi P$

## Recommendation

In your APL function libraries, whenever you see

$$v/s^{\wedge}.=Q P$$

or

$$(\downarrow s) \in \downarrow P$$

if the character matrices are large, replace them by

$$(1 \uparrow \rho P) \geq P \{ (\downarrow \alpha) \tau \downarrow \omega \} s$$

and you will see much faster execution speed with less workspace requirement.

## Recommendation

Furthermore, if the Matrix Epsilon is inside a loop, and if the PRINCIPAL character matrix  $P$  is constant, then replace

```
:For I :In ιLOOP
    B←(1↑ρP)≥P{(↓α)ι↓ω}s
:Endfor
```

by

```
HASH←P◦{(↓α)ι↓ω}
:For I :In ιLOOP
    B←(1↑ρP)≥HASH s
:Endfor
```

## Another Situation

Up to now, we are concerned with  $v/s \wedge . = \emptyset P$   
but if you see the expression  $v \neq A \wedge . = \emptyset B$   
you can do this optimization:

$$v \neq A \wedge . = \emptyset B$$

↓

$$v / B \wedge . = \emptyset A$$

↓

$$(\downarrow B) \in \downarrow A$$

↓

$$(1 \uparrow \rho A) \geq (\downarrow A) \tau \downarrow B$$

↓

$$(1 \uparrow \rho A) \geq A \{ (\downarrow \alpha) \tau \downarrow \omega \} B$$

And see the previous page in case the hash table approach is applicable.

# Topic # 2

## Arithmetic Optimization

# Divide vs Multiply

```
M ← 5000 10ρ0.1 + ι50000
```

```
:For I :In ι10000  
  {}M ÷ 100  
:EndFor
```

⌘ 24492 ms

```
:For I :In ι10000  
  {}M × 0.01  
:EndFor
```

⌘ 901 ms

# Readability of Constants

```
:For I :In 10000  
  {}M÷7  
:EndFor
```

```
:For I :In 10000  
  {}M×0.1428571429  
:EndFor
```

```
R7←÷7  
:For I :In 10000  
  {}M×R7  
:EndFor
```

# Divide vs Reciprocal

In APL, the Reciprocal function is usually faster than the Divide function

```
:For I :In 1000000  
  {}1÷7  
  {}÷7  
:EndFor
```

A 1234 ms

A 1051 ms

Since `1÷Array` is slower than `÷Array`  
should we change `0-Array` to `-Array`?

```
M←10000 10p0.1+ι100000  
:For I :In ι1000000  
  {}0-M  
  {}-M  
:EndFor
```

```
A      8546 ms  
A 110814 ms
```

An APL interpreter can sometimes make use of extra help from an APL programmer to make division and subtraction execute faster.

But should the APL programmer make the function arguments conformable to further help the APL interpreter?

e.g. Should  $M \times 0.01$   
be changed to  $M \times (\rho M) \rho 0.01$

```
M ← 5000 10ρ0.1 + ι50000
```

```
:For I :In ι10000  
  {}M ÷ 100  
:EndFor
```

⌘ 24570 ms

```
:For I :In ι10000  
  {}M × 0.01  
:EndFor
```

⌘ 653 ms

```
:For I :In ι10000  
  {}M × (ρM) ρ0.01  
:EndFor
```

⌘ 1545 ms

# Topic #3. Scalar Extension

```
M←5000 10ρ0.1+ι50000  A Matrix M  
S←30                A Scalar S
```

```
:For I :In ι10000  
      {}S×M×0.01      A 1566 ms  
:EndFor
```

```
:For I :In ι10000  
      {}M×S×0.01      A 773 ms  
:EndFor
```

# Order of Execution for Scalars

`Scalar1×Array×Scalar2`

can be optimized as

`Array×Scalar1×Scalar2`

so that two scalar extensions  
are reduced to only one scalar  
extension.

```
Matrix ∈ Scalar  
Matrix = Scalar
```

Should we use '∈' ?  
Or should we use '=' ?

```
M←5000 10ρ0.1+ι50000
```

```
:For I :In ι10000  
  {}M∈1000.1      A 10207 ms  
  {}M=1000.1     A  4385 ms  
:EndFor
```

Because of scalar extension,  
M=1000.1 is faster than M∈1000.1

# Encoding & Decoding Characters

In a `IO=1` environment

```
26_1^-1+_A_ 'DYALOG'
```

```
46619358
```

The `^-1+` is performed 6 times because of scalar extension.

```
_A[1+(6_26)_46619358]
```

```
DYALOG
```

The `1+` is performed 6 times because of scalar extension.

# Avoid Scalar Extension

```
{IO←0 ⋄ 26⊥Aτω}'DYALOG'  
46619358
```

Now there is no need for  
scalar extension of  $\tau$

```
{IO←0 ⋄ A[(6ρ26)τω]}46619358  
DYALOG
```

Now there is no need for  
scalar extension of  $\rho$

# Advantage of Localizing System Variable in D-fn

SYNTAX ERROR

{ $\square$ IO $\leftarrow$ 0  $\diamond$  26 $\perp$  $\square$ A $\tau$  $\omega$ }=

^

$\square$ IO

1

When an error occurs,  
thanks to D-fn,  
 $\square$ IO bounces back to 1

## Recommendation

Scalar extension has been implemented very efficiently in APL. Whenever there is a chance, let APL do the scalar extension for you. Do not reshape the scalar to help the APL interpreter.

If an expression has a combination of scalars and arrays, let APL work with scalars first, then do scalar extension later.

# Scalar Array

When you enclose a numeric array to make it a scalar, this scalar array can take advantage of scalar extension to retrieve items from a nested array efficiently.

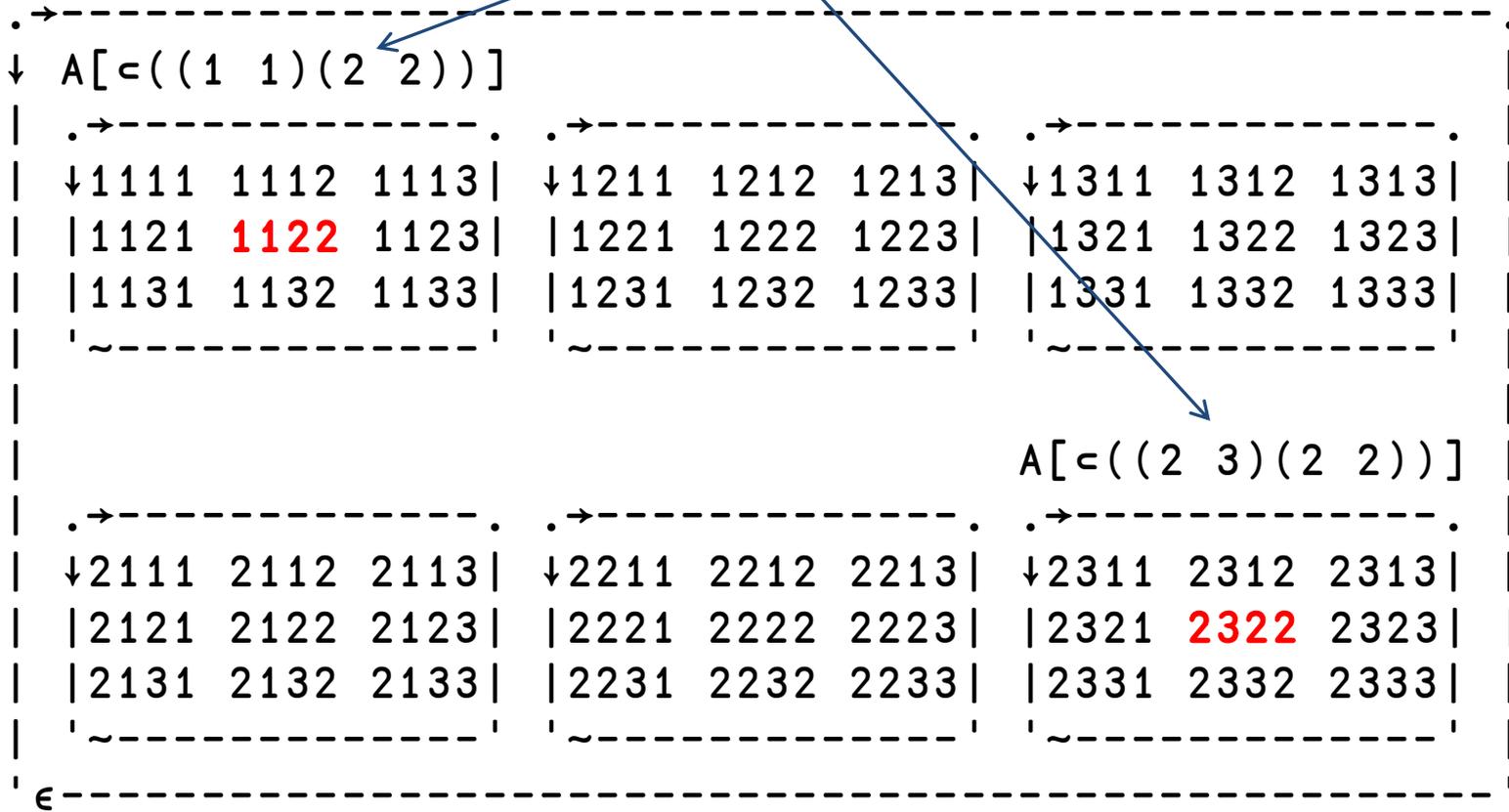
This is best illustrated by examples.

A 2 by 3 Nested Matrix Where Each Item Is  
A 3 by 3 Numeric Matrix

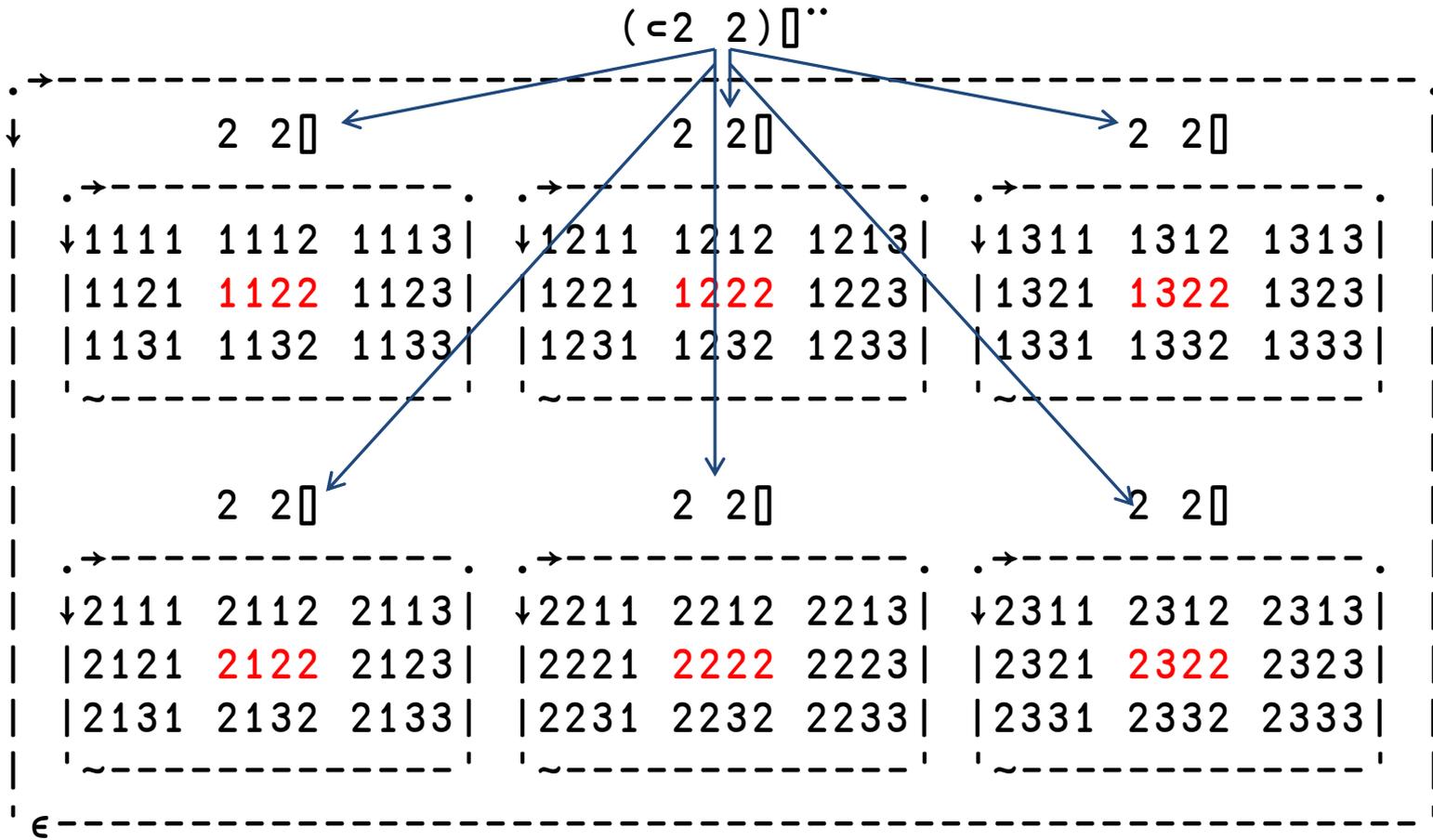
DISPLAY A

```
.→----- .→----- .→----- .
↓ .→----- .→----- .→----- |
| ↓1111 1112 1113| ↓1211 1212 1213| ↓1311 1312 1313| | | | |
| |1121 1122 1123| |1221 1222 1223| |1321 1322 1323| |
| |1131 1132 1133| |1231 1232 1233| |1331 1332 1333| |
| ' ~----- ' ' ~----- ' ' ~----- ' |
| .→----- .→----- .→----- |
| ↓2111 2112 2113| ↓2211 2212 2213| ↓2311 2312 2313| | | | |
| |2121 2122 2123| |2221 2222 2223| |2321 2322 2323| |
| |2131 2132 2133| |2231 2232 2233| |2331 2332 2333| |
| ' ~----- ' ' ~----- ' ' ~----- ' |
'ε-----
```

A[((1 1)(2 2)) ((2 3)(2 2))]



To select the red items, you can use  
A[((1 1)(2 2)) ((2 3)(2 2))]

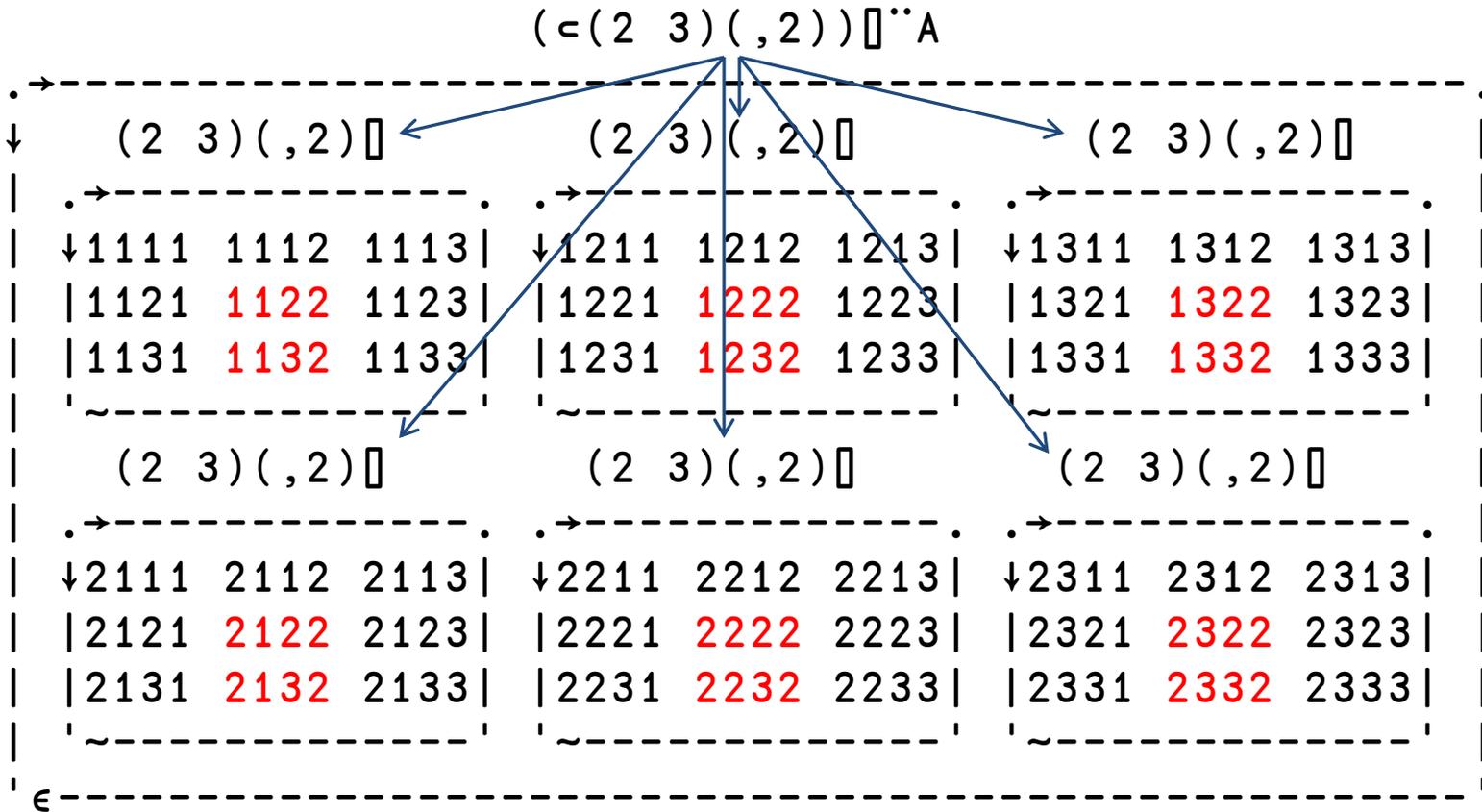


To select the red items, you can use

A[2 3p((1 1)(2 2)) ((1 2)(2 2)) ((1 3)(2 2)) ((2 1)(2 2))  
 ((2 2)(2 2)) ((2 3)(2 2))]    8.1 sec 1,000,000 loops

or (<2 2) []''A    Squad Indexing 6.7 sec 1,000,000 loops





To select the red items, you can use

`^-1↑[2]**(ε^-2 2)↑**A`      A 10 sec (looping 1,000 times)

or

`(ε(2 3)(,2))[]**A`      A 7 sec (looping 1,000 times)



## Recommendation

When you need to uniformly index a matrix consisting of nested vectors as items, squad indexing with the left argument enclosed as a scalar can be a good alternative.

The scalar extension could simplify the expression and speed up the execution time.

# APL Optimization Techniques For Commercial Applications

## Questions?

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