

Nearby-operand Continuous Approximation (NO~~X~~CAP 🧢 bruh.)

Group 10

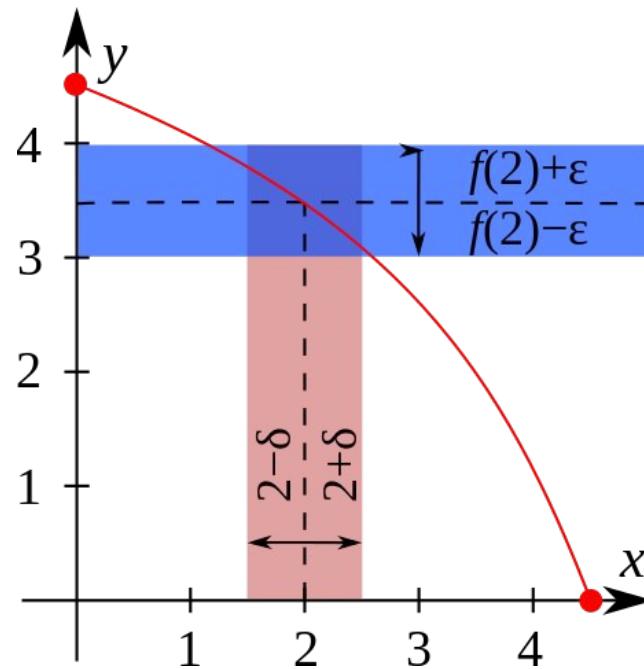
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<https://github.com/neel-one/nocap>



Application+Motivation

Video game graphics: trig functions

Neural networks: sigmoid function



“[Logarithms,] by
shortening the labors,
doubled the life of an
astronomer”

– Laplace (maybe)

Gr.	Logarithm	Difference	Logarithm	Sines
0	1.000000000	0.000000000	0.000000000	0.000000000
1	2.090369304	0.000000000	1.000000000	0.999999999
2	3.179208138	0.000000000	2.000000000	0.999999998
3	4.268047164	0.000000000	3.000000000	0.999999997
4	5.356885590	0.000000000	4.000000000	0.999999996
5	6.445723916	0.000000000	5.000000000	0.999999995
6	7.534562242	0.000000000	6.000000000	0.999999994
7	8.623400568	0.000000000	7.000000000	0.999999993
8	9.712238894	0.000000000	8.000000000	0.999999992
9	10.801077220	0.000000000	9.000000000	0.999999991
10	11.889915546	0.000000000	10.000000000	0.999999990
11	13.028759759	0.000000000	11.000000000	0.999999989
12	14.167603182	0.000000000	12.000000000	0.999999988
13	15.306446605	0.000000000	13.000000000	0.999999987
14	16.445289928	0.000000000	14.000000000	0.999999986
15	17.584133251	0.000000000	15.000000000	0.999999985
16	18.722975574	0.000000000	16.000000000	0.999999984
17	19.861817897	0.000000000	17.000000000	0.999999983
18	21.000660220	0.000000000	18.000000000	0.999999982
19	22.139502543	0.000000000	19.000000000	0.999999981
20	23.278343866	0.000000000	20.000000000	0.999999980
21	24.417185189	0.000000000	21.000000000	0.999999979
22	25.555926512	0.000000000	22.000000000	0.999999978
23	26.694767835	0.000000000	23.000000000	0.999999977
24	27.833609158	0.000000000	24.000000000	0.999999976
25	28.972450481	0.000000000	25.000000000	0.999999975
26	30.111291804	0.000000000	26.000000000	0.999999974
27	31.250133127	0.000000000	27.000000000	0.999999973
28	32.388974650	0.000000000	28.000000000	0.999999972
29	33.527816073	0.000000000	29.000000000	0.999999971
30	34.666657496	0.000000000	30.000000000	0.999999970



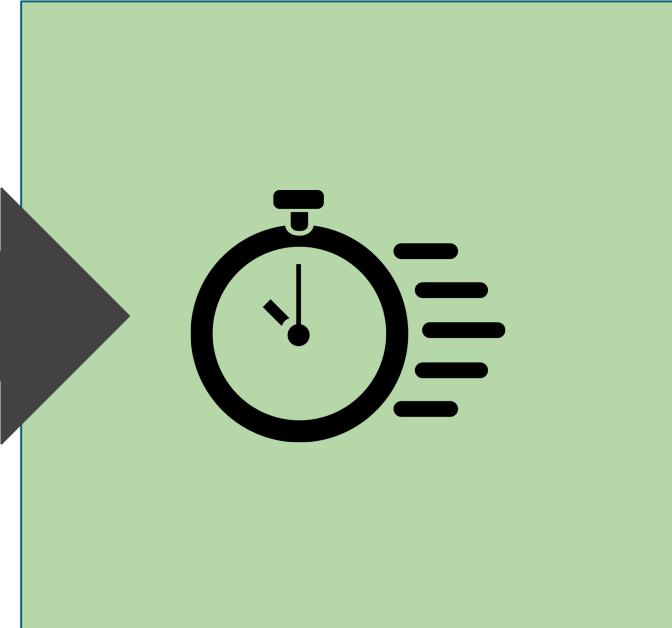
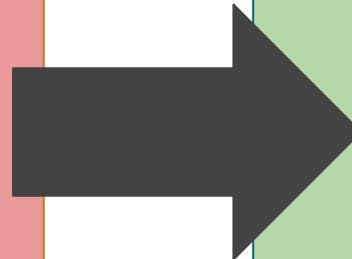
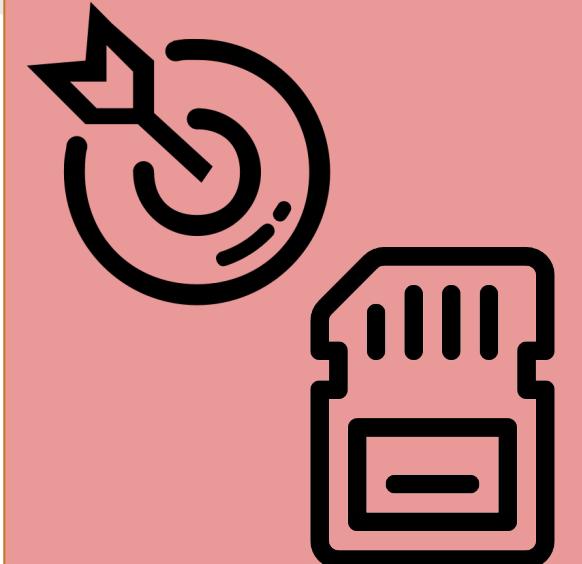
z	0.00	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09
-0.4	0.6531	0.6530	0.6529	0.6528	0.6527	0.6526	0.6525	0.6524	0.6523	0.6522
-0.3	0.6988	0.6988	0.6988	0.6987	0.6987	0.6986	0.6986	0.6985	0.6985	0.6984
-0.2	0.7357	0.7357	0.7357	0.7356	0.7356	0.7355	0.7355	0.7354	0.7354	0.7353
-0.1	0.7679	0.7679	0.7679	0.7678	0.7678	0.7677	0.7677	0.7676	0.7676	0.7675
0.0	0.7987	0.7987	0.7987	0.7986	0.7986	0.7985	0.7985	0.7984	0.7984	0.7983
0.1	0.8268	0.8268	0.8268	0.8267	0.8267	0.8266	0.8266	0.8265	0.8265	0.8264
0.2	0.8530	0.8530	0.8530	0.8529	0.8529	0.8528	0.8528	0.8527	0.8527	0.8526
0.3	0.8775	0.8775	0.8775	0.8774	0.8774	0.8773	0.8773	0.8772	0.8772	0.8771
0.4	0.9005	0.9005	0.9005	0.8994	0.8994	0.8983	0.8983	0.8972	0.8972	0.8961
0.5	0.9193	0.9193	0.9193	0.9185	0.9185	0.9174	0.9174	0.9163	0.9163	0.9152
0.6	0.9343	0.9343	0.9343	0.9329	0.9329	0.9318	0.9318	0.9307	0.9307	0.9296
0.7	0.9462	0.9462	0.9462	0.9441	0.9441	0.9420	0.9420	0.9409	0.9409	0.9398
0.8	0.9557	0.9557	0.9557	0.9535	0.9535	0.9514	0.9514	0.9493	0.9493	0.9472
0.9	0.9631	0.9631	0.9631	0.9600	0.9600	0.9579	0.9579	0.9558	0.9558	0.9537
1.0	0.9683	0.9683	0.9683	0.9644	0.9644	0.9613	0.9613	0.9582	0.9582	0.9551
1.1	0.9720	0.9720	0.9720	0.9678	0.9678	0.9647	0.9647	0.9616	0.9616	0.9585
1.2	0.9744	0.9744	0.9744	0.9699	0.9699	0.9668	0.9668	0.9637	0.9637	0.9606
1.3	0.9760	0.9760	0.9760	0.9717	0.9717	0.9686	0.9686	0.9655	0.9655	0.9624
1.4	0.9767	0.9767	0.9767	0.9724	0.9724	0.9693	0.9693	0.9662	0.9662	0.9631
1.5	0.9768	0.9768	0.9768	0.9725	0.9725	0.9694	0.9694	0.9663	0.9663	0.9632
1.6	0.9763	0.9763	0.9763	0.9722	0.9722	0.9691	0.9691	0.9660	0.9660	0.9629
1.7	0.9754	0.9754	0.9754	0.9719	0.9719	0.9688	0.9688	0.9657	0.9657	0.9626
1.8	0.9742	0.9742	0.9742	0.9716	0.9716	0.9685	0.9685	0.9654	0.9654	0.9623
1.9	0.9728	0.9728	0.9728	0.9704	0.9704	0.9673	0.9673	0.9642	0.9642	0.9611
2.0	0.9712	0.9712	0.9712	0.9691	0.9691	0.9660	0.9660	0.9629	0.9629	0.9598
2.1	0.9694	0.9694	0.9694	0.9670	0.9670	0.9639	0.9639	0.9608	0.9608	0.9577
2.2	0.9674	0.9674	0.9674	0.9649	0.9649	0.9618	0.9618	0.9587	0.9587	0.9556
2.3	0.9653	0.9653	0.9653	0.9630	0.9630	0.9599	0.9599	0.9568	0.9568	0.9537
2.4	0.9630	0.9630	0.9630	0.9609	0.9609	0.9578	0.9578	0.9547	0.9547	0.9516
2.5	0.9606	0.9606	0.9606	0.9585	0.9585	0.9554	0.9554	0.9523	0.9523	0.9492
2.6	0.9581	0.9581	0.9581	0.9560	0.9560	0.9529	0.9529	0.9498	0.9498	0.9467
2.7	0.9555	0.9555	0.9555	0.9534	0.9534	0.9503	0.9503	0.9472	0.9472	0.9441
2.8	0.9527	0.9527	0.9527	0.9506	0.9506	0.9475	0.9475	0.9444	0.9444	0.9413
2.9	0.9497	0.9497	0.9497	0.9476	0.9476	0.9445	0.9445	0.9414	0.9414	0.9383
3.0	0.9467	0.9467	0.9467	0.9446	0.9446	0.9415	0.9415	0.9384	0.9384	0.9353

f(x)

Input: **code**, **sample inputs**, and a C **function $f: \text{double} \rightarrow \text{double}$**

```
nocap -bucketsFill -numBuckets 1000
    -testName blackscholes
    -func log
    -args "1 test/blackscholes/in_10M.txt /dev/null"
build
```

Output: code with calls to f replaced with **lookup table** queries for f based on the inputs

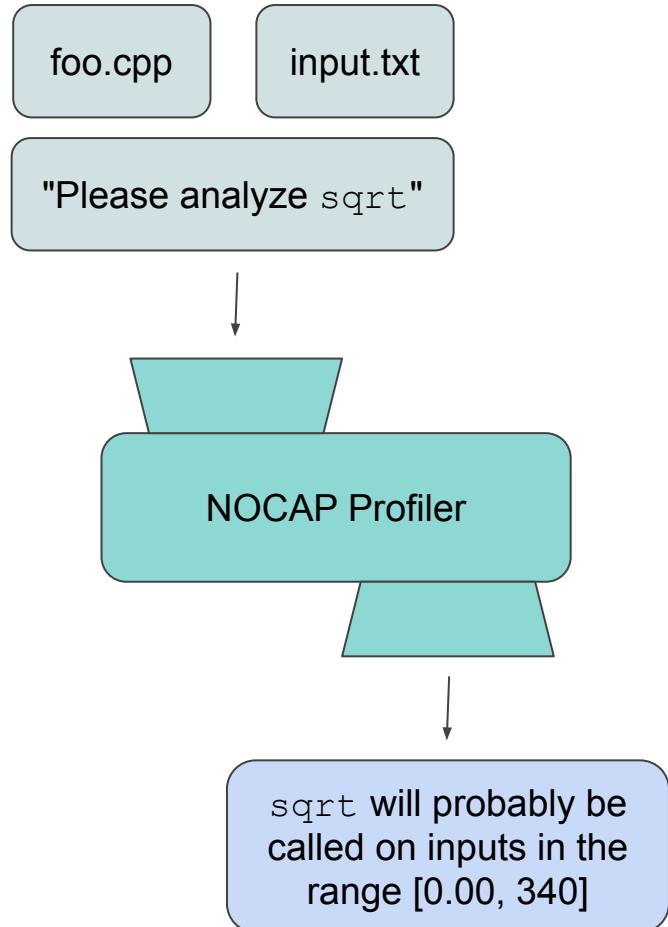


Description of the Process



Profiling Functions

1. Programmer inputs **target function(s)** and **provides inputs** to profile the functions on
2. NOCAP uses an LLVM pass to profile the functions and **estimate the distribution of operands**

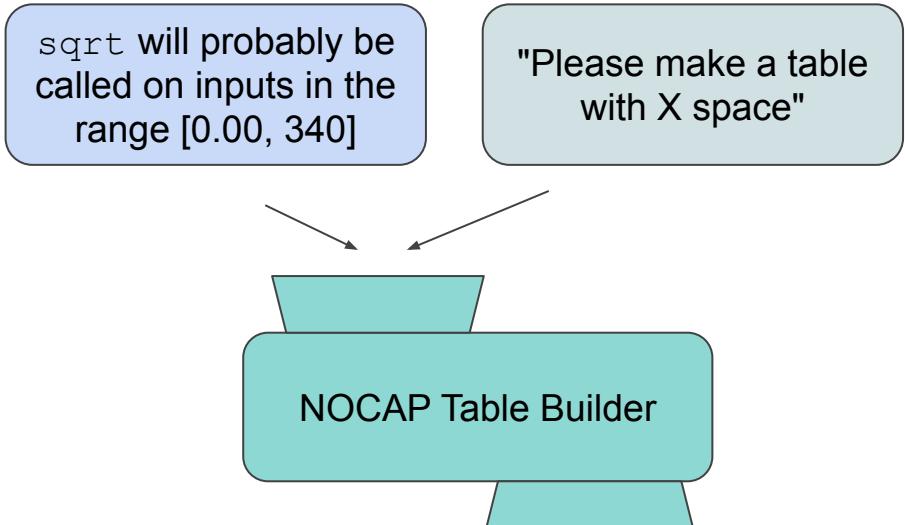




Building Tables

3. NOCAP estimates good intervals to include in the table based on the distribution of inputs

4. NOCAP builds a table of function values for the good intervals



Interval	[0,0.5]	[0.5,1.0]	...	[339.5, 340]
Value	$\text{sqrt}(0.25)$	$\text{sqrt}(0.75)$...	$\text{sqrt}(339.75)$



Using Tables

5. NOCAP modifies the source to include the table of function values
6. NOCAP modifies functions to perform table lookups if the input value is within the table and resolve normally otherwise

```
// nocap_sqrt.c
double nocap_sqrt_table[] = { ... };

double nocap_sqrt(double x) {
    if (x in table range) {
        table_index = ...
        return nocap_sqrt_table[table_index];
    }
    return sqrt(x);
}

// target_program.c
#define sqrt(x) nocap_sqrt(x)
```

Demo

Benchmarks & Statistics

60%

Average speed up on a toy example

```
#include <math.h>
#include <stdio.h>

int main() {
    for (int j = 0; j < 1e7; j++) {
        for (int i = 0; i <= 20; i++) {
            double x = i;
            double y = exp(-x);
        }
    }
    return 0;
}
```



Benchmarks

$$C = N(d_1)S_t - N(d_2)Ke^{-rt}$$

$$\text{where } d_1 = \frac{\ln \frac{S_t}{K} + (r + \frac{\sigma^2}{2})t}{\sigma\sqrt{t}}$$

$$\text{and } d_2 = d_1 - \sigma\sqrt{t}$$

C = call option price

N = CDF of the normal distribution

S_t = spot price of an asset

K = strike price

r = risk-free interest rate

t = time to maturity

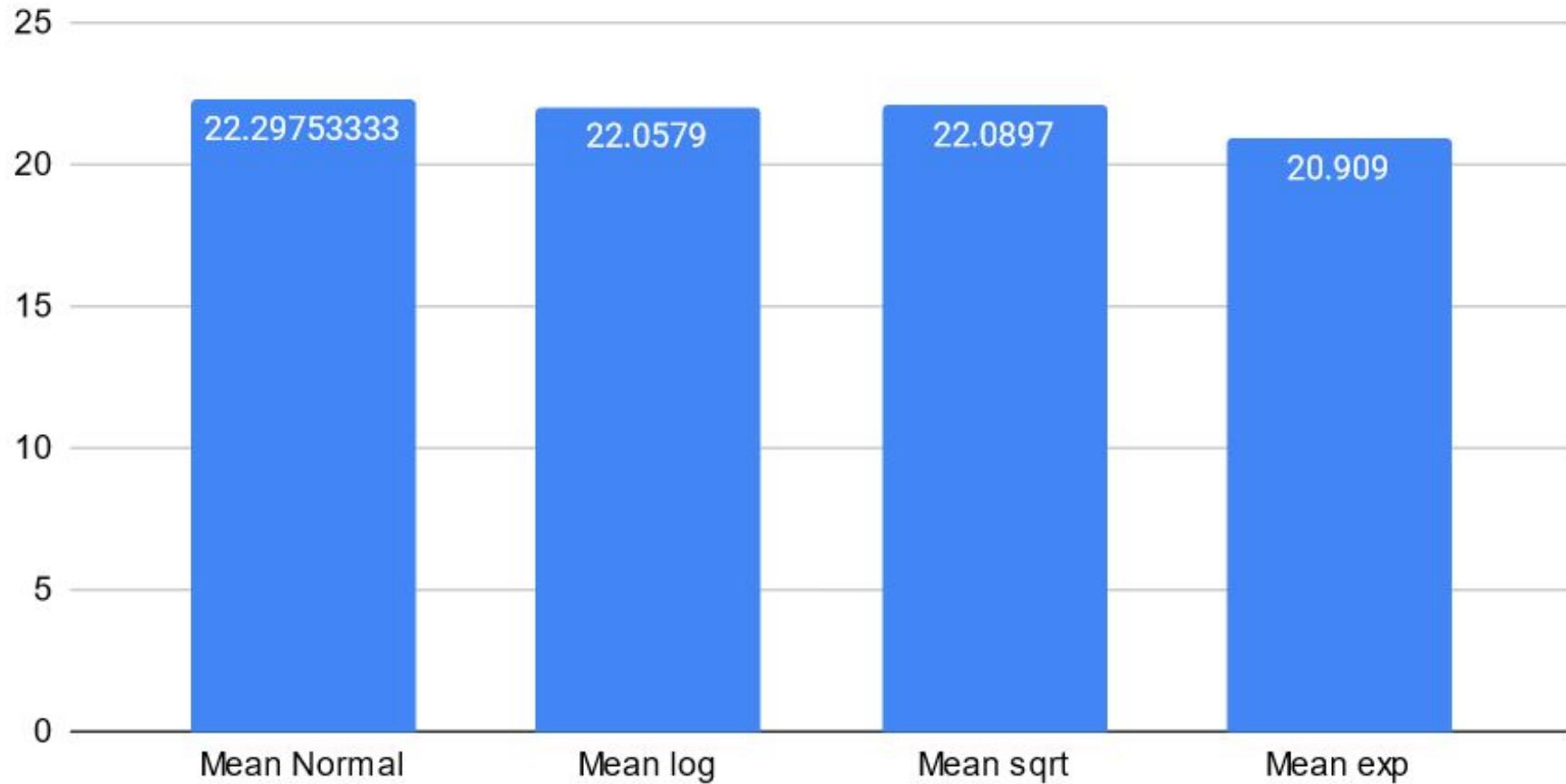
σ = volatility of the asset

Black-Scholes is a financial model to estimate options pricing

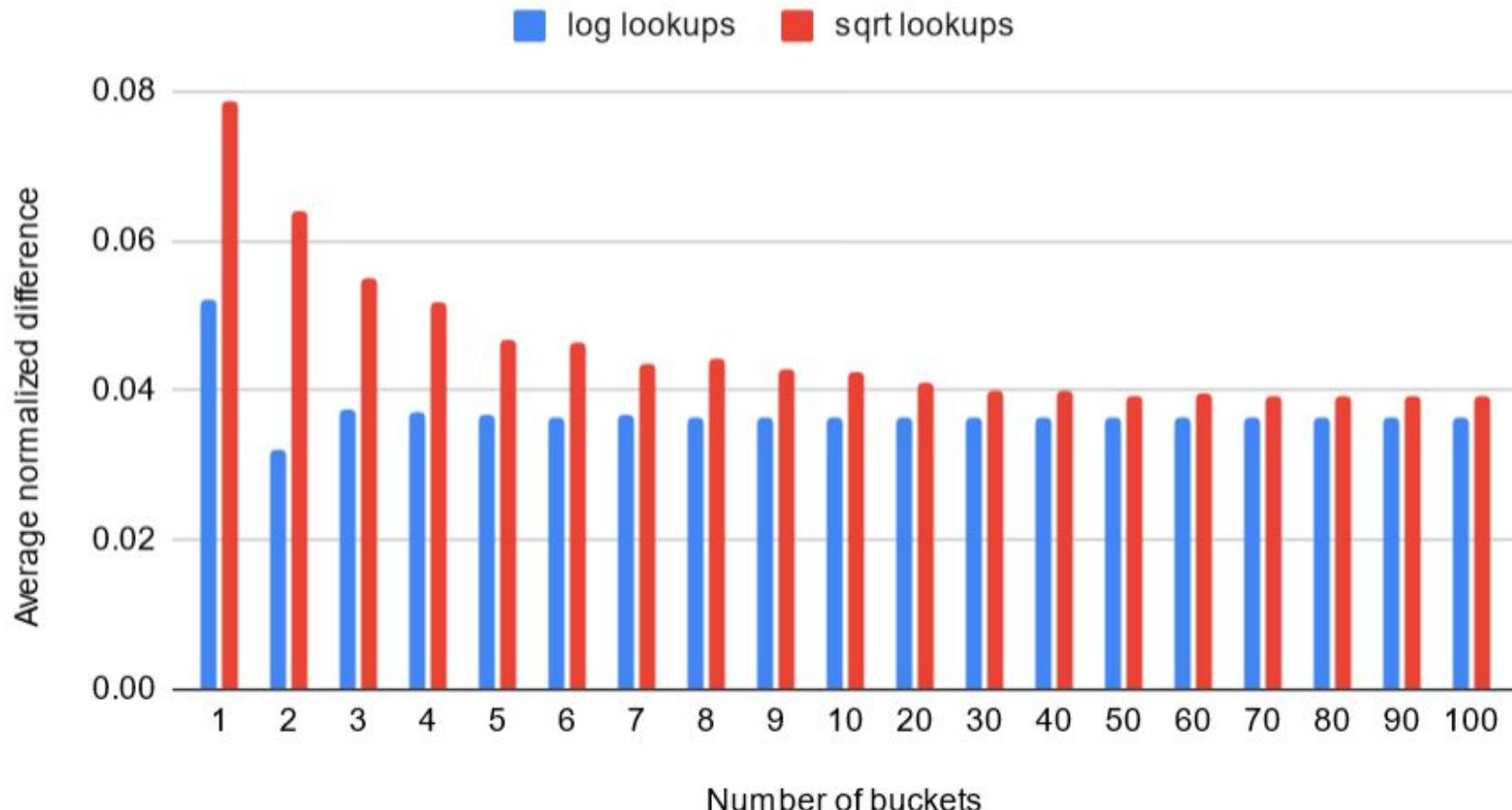
- uses `<math.h>` functions
`exp()`, `log()`, `sqrt()`
- also used as a benchmark by ACCEPT framework¹

¹<https://github.com/uwsampa/accept-apps>

Mean runtime for each program version



Average normalized difference vs. Number of buckets



.5-60% tunable

speedup

memory

Dominated by
profiling

compilation time

0.036

avg normalized error

Q&A