

Dyalog North America – 29-30 September 2025

# What can Vectorised Trees Do for You?

Asher Harvey-Smith

Freshly graduated 🥕

(Computer Science MEng, University of Warwick)





Freshly graduated 🥕

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Intern





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**Intern** 

Senior Intern





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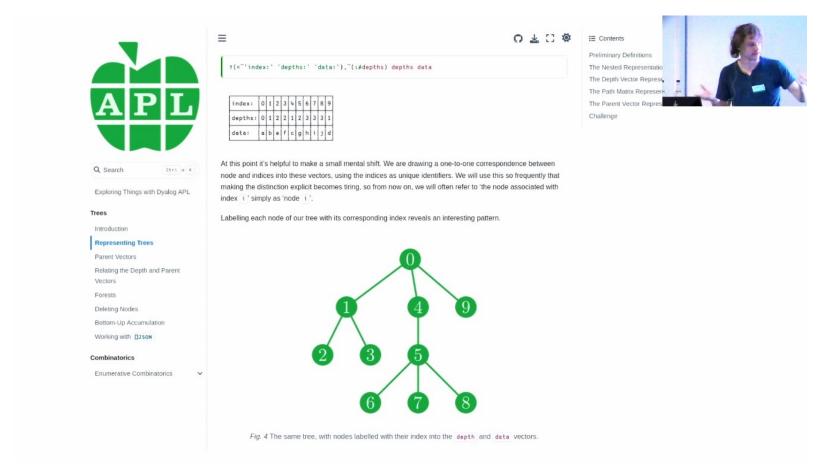
**Intern** 

**Senior Intern** 

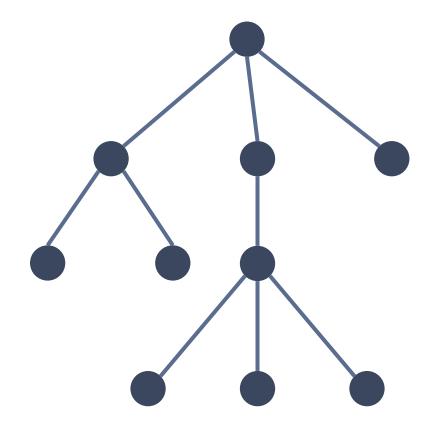
Proper employee 🥕



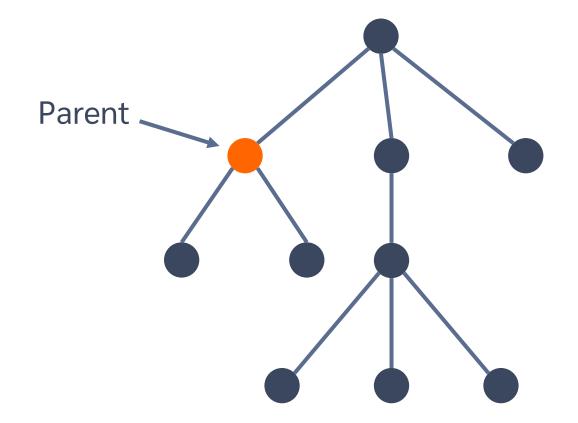




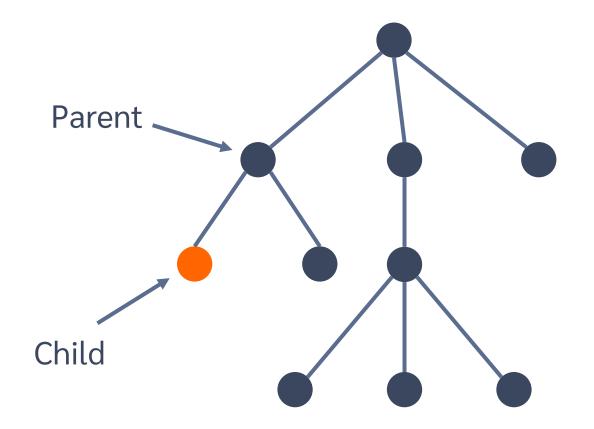




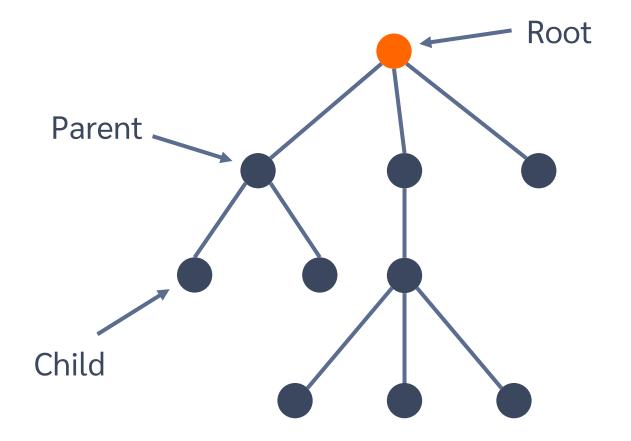




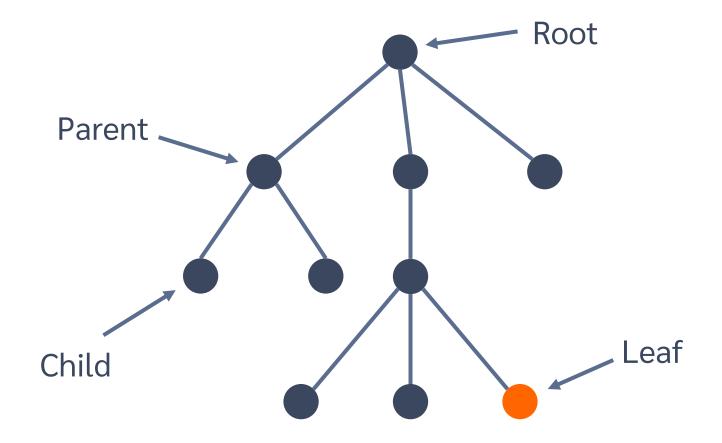




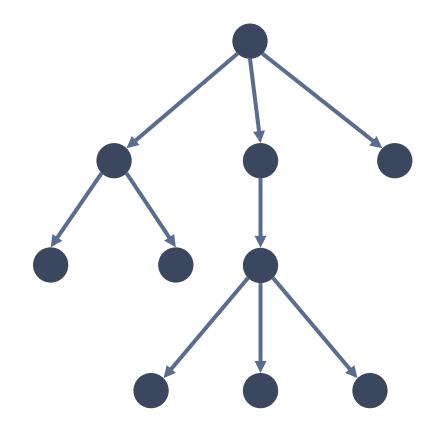




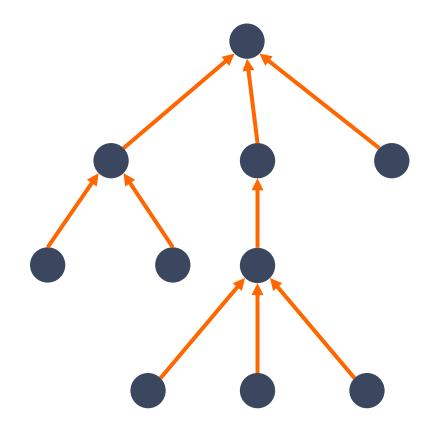




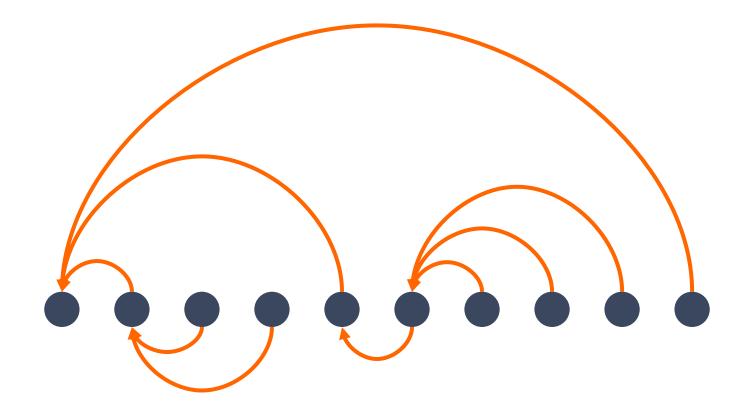




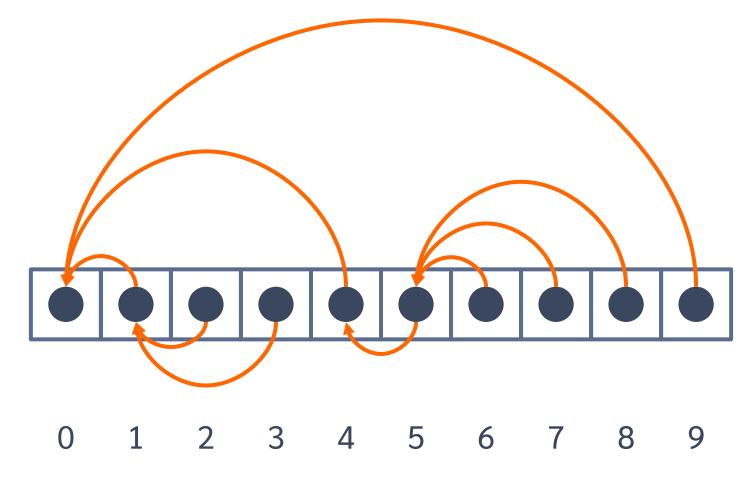




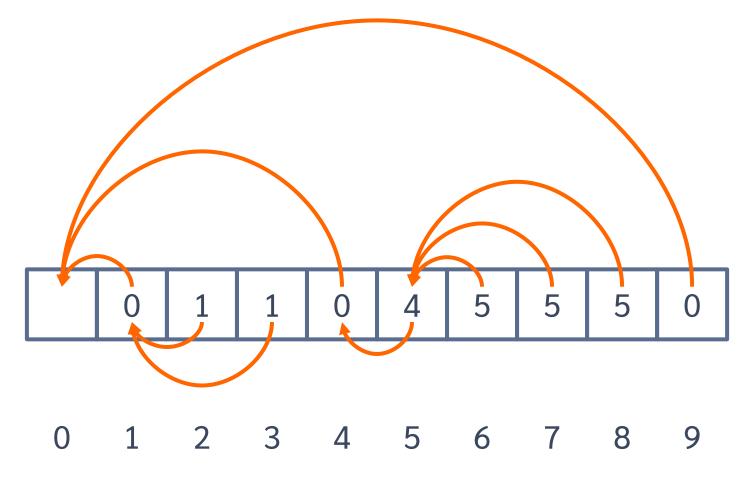




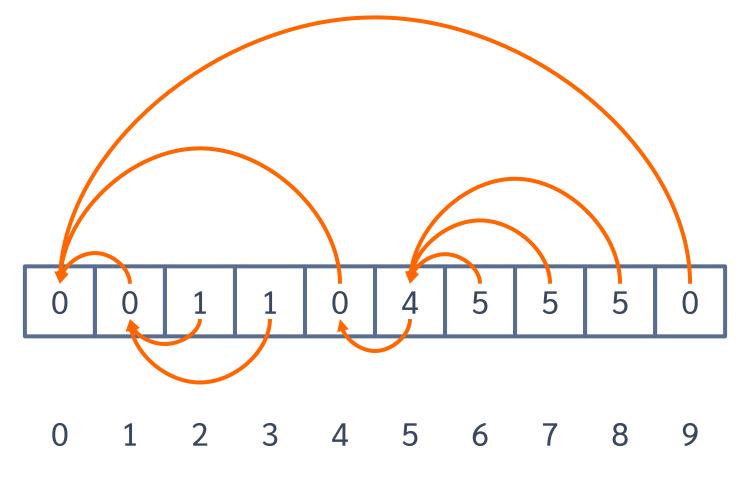






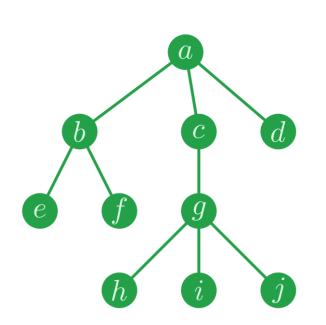


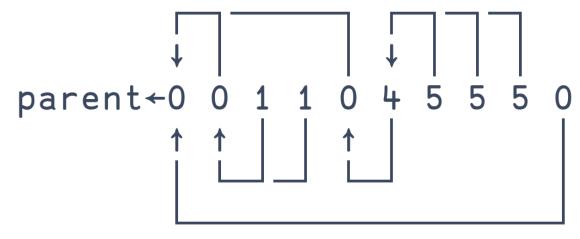






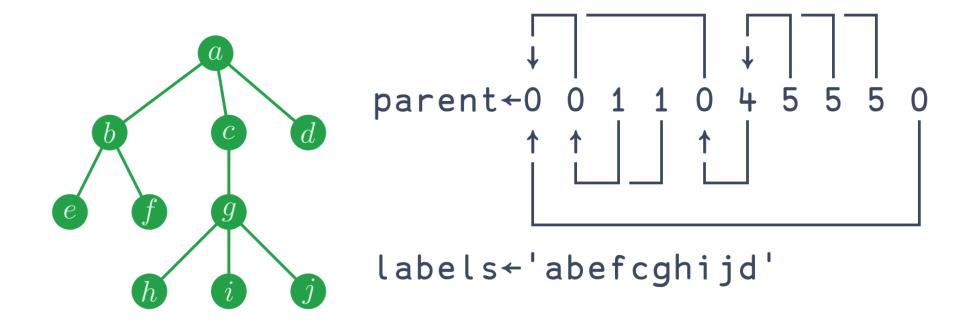
#### Parent Vectors







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Let's see some code



#### When Are Parent Vectors Useful?

- Large √
  - Larger trees have more performance gains from vectorisation.



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- Large √
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  - For trees with a predictable shape, you can get away with ad-hoc approaches.
- Traversing bottom-up
  - Parent pointers take us up the tree.
  - You can go bottom-up more often than you think!



# Case Study: Co-dfns & Static Analysis

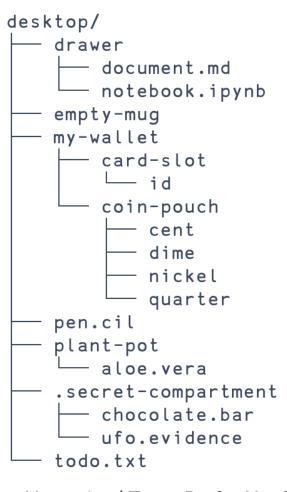
- Syntax tree is represented by a parent vector
  - Large √
  - Irregular ✓
  - Bottom-up traversals √
- Largest serious projects using the technique (that I know of)



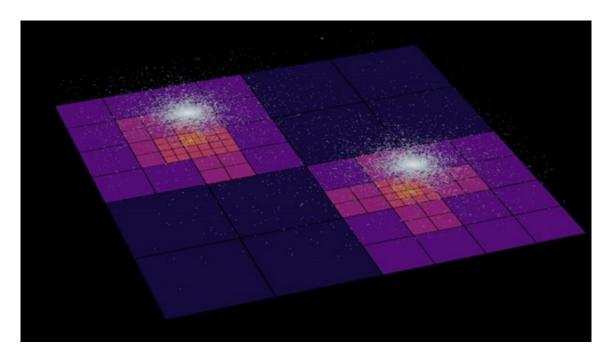
## Case Study: File System Queries

- File systems are\* trees
  - \*pedants will bring up file system links, we will ignore the pedants
- They can be large ✓ and irregular ✓
- You can do all sorts of queries very easily on a parent vector
  - Using bottom-up traversals



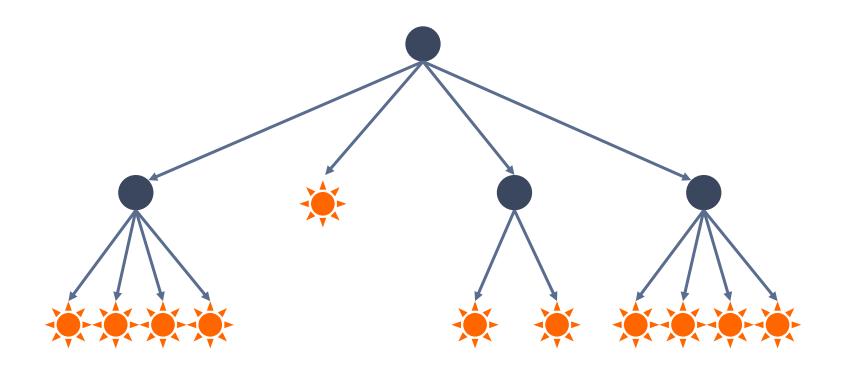




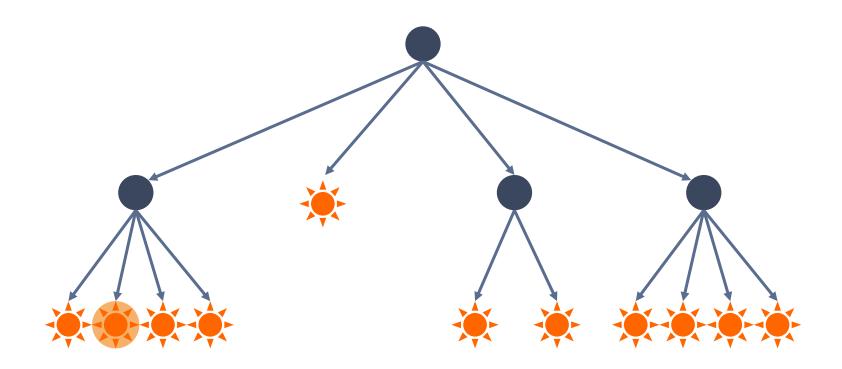


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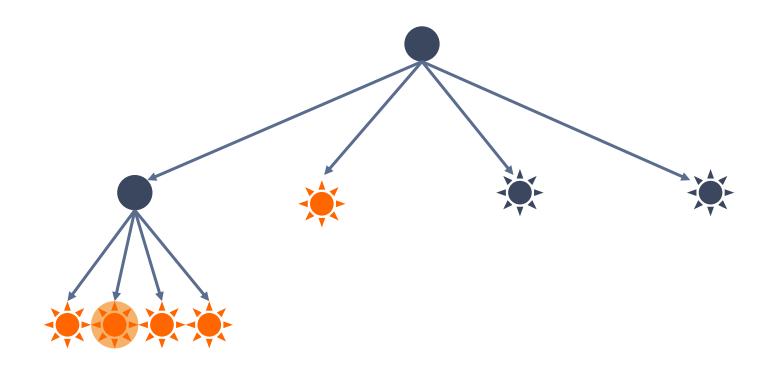




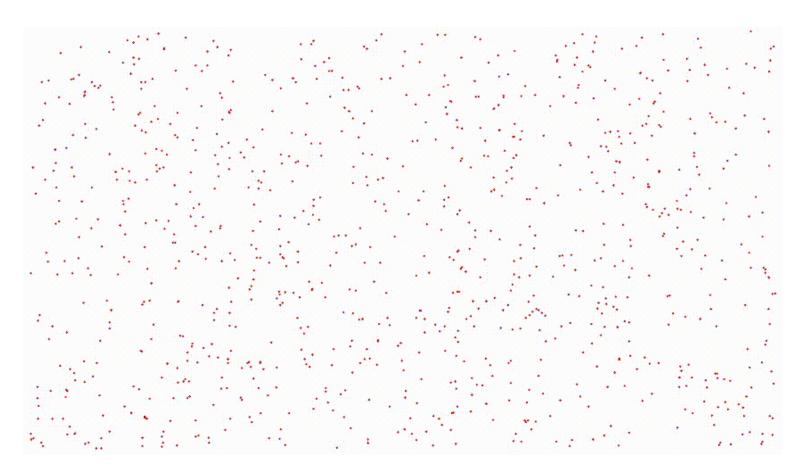




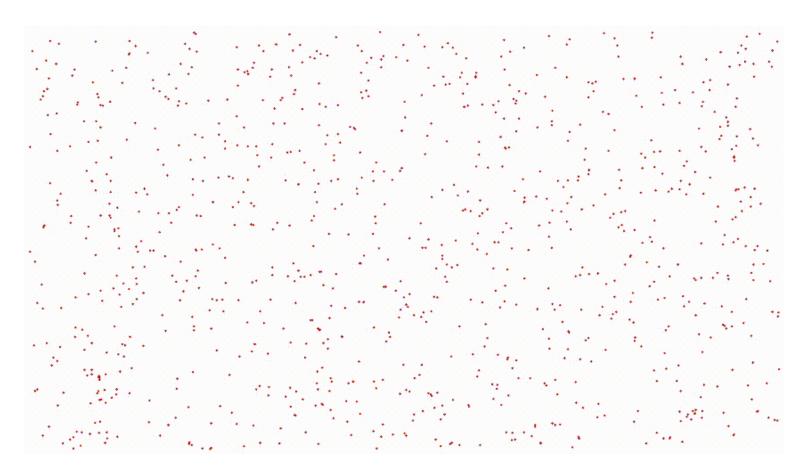














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- Possibility 2: Interpreter overhead is overwhelming the speedup
  - Top down traversal for each particle, without any sharing

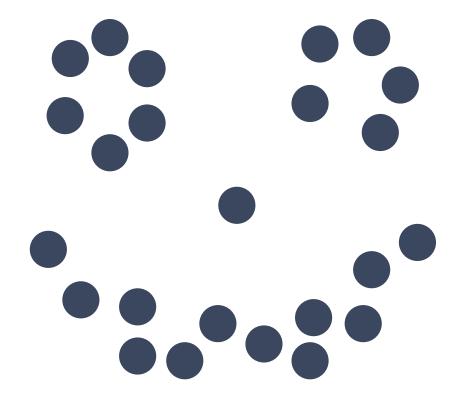


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  - My laptop is not strong enough to try

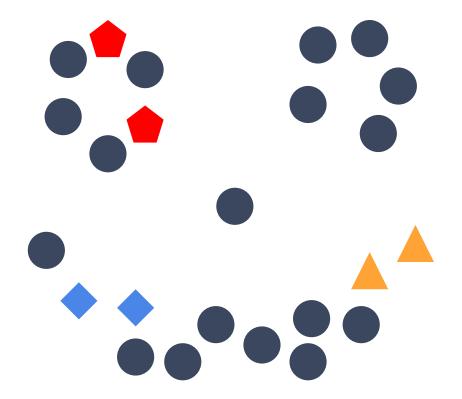


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- The point: parent vectors don't help us with top-down traversal!

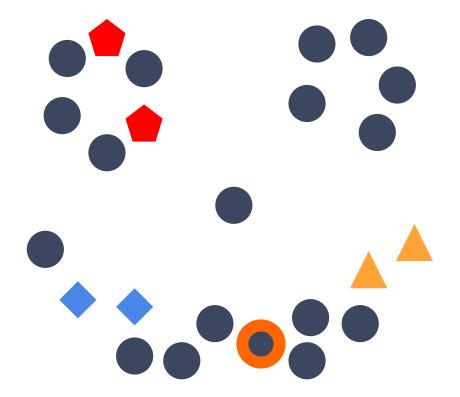




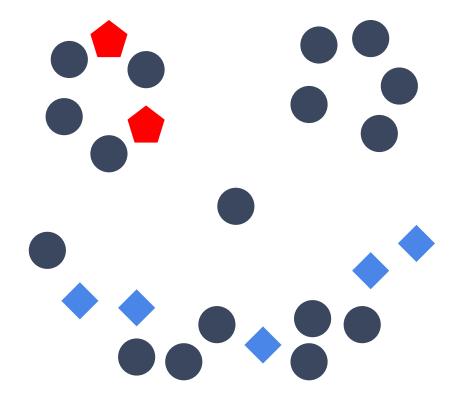




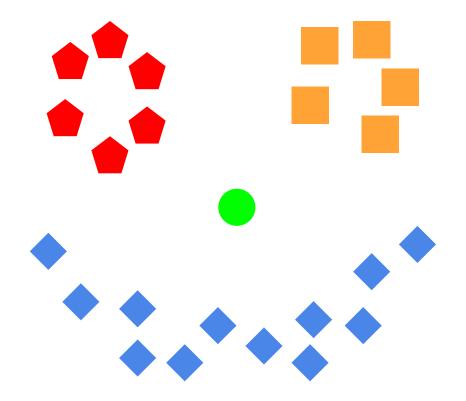




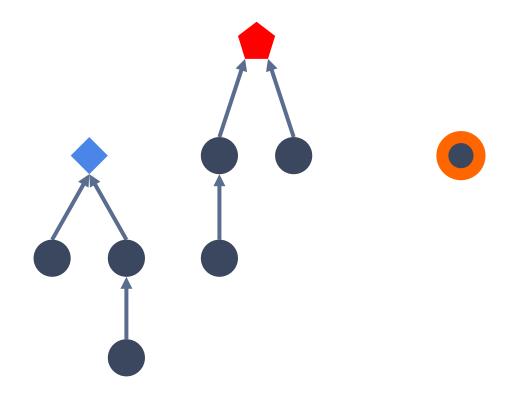




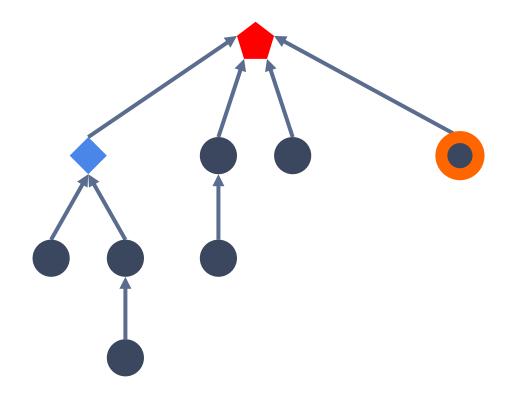




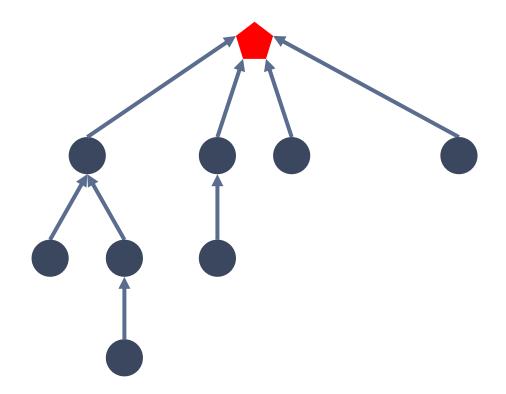














- Finding contiguous regions of an image
  - I used it for this
- Finding connected components
- Finding minimum spanning trees
- Solving symbolic expressions by unification
- Probably more!



#### The Root of It

- Data
  - Syntax trees ✓
  - File systems √
  - ...
- Algorithms
  - Barnes-Hut simulation X
  - Disjoint sets ✓
  - •



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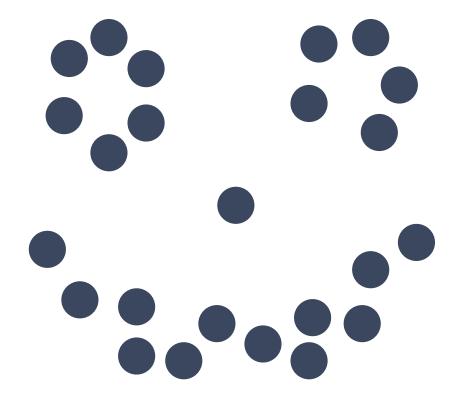
- You can do trees the APL way!
- Consider using parent vectors if you have trees which
  - Are large
  - Are irregular
  - Are often traversed bottom-up
- You could\* speed up your program and/or make it easier to understand
  - \*your mileage may vary, always profile



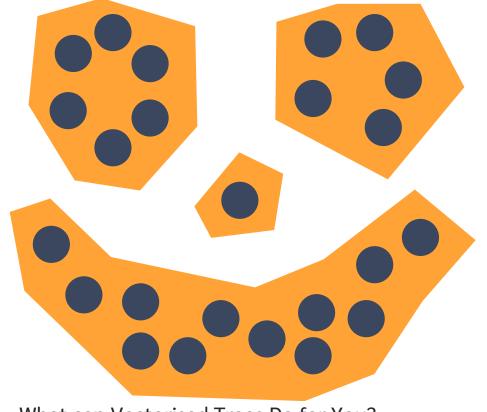
# Read My Tutorial!

asherbhs.github.io/apl-site/trees/intro.html

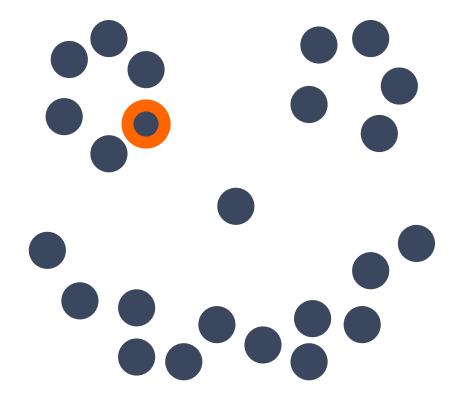




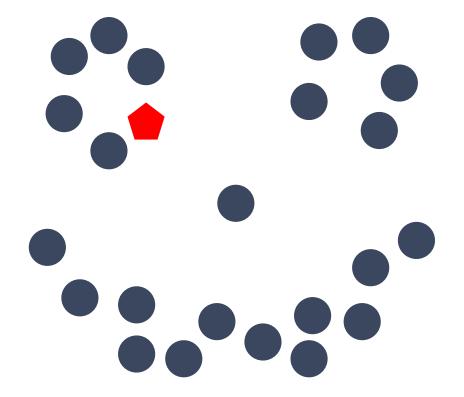




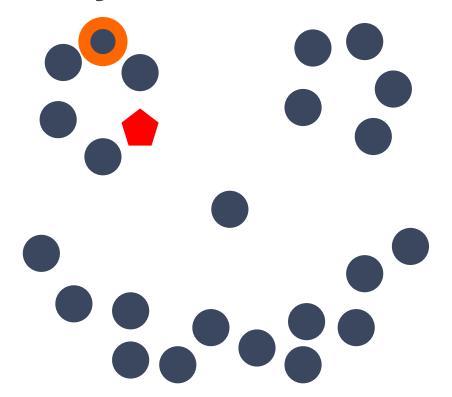




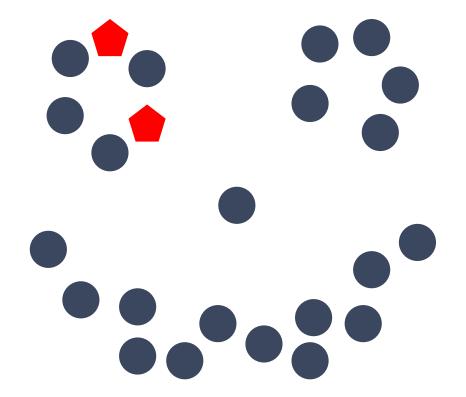




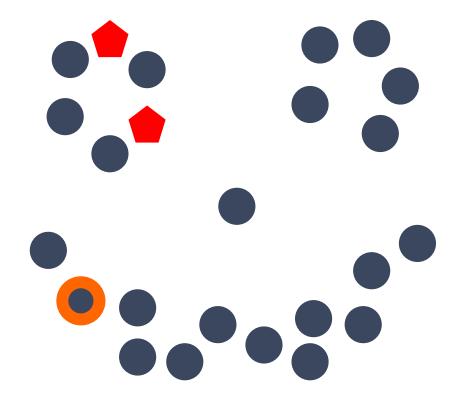




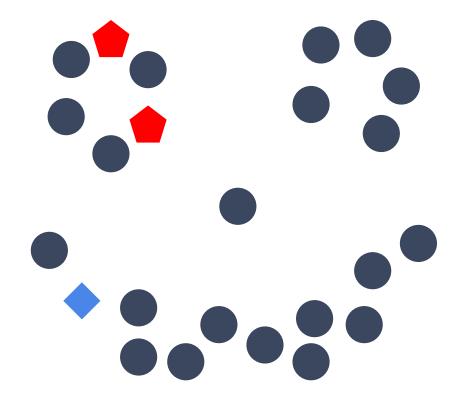




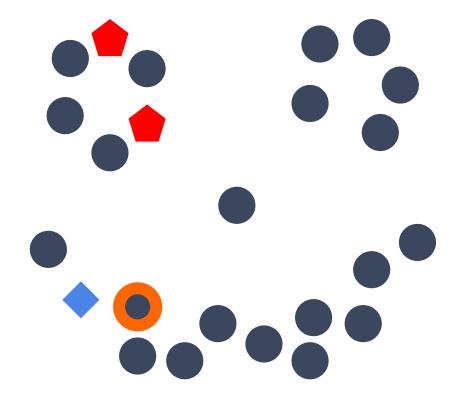




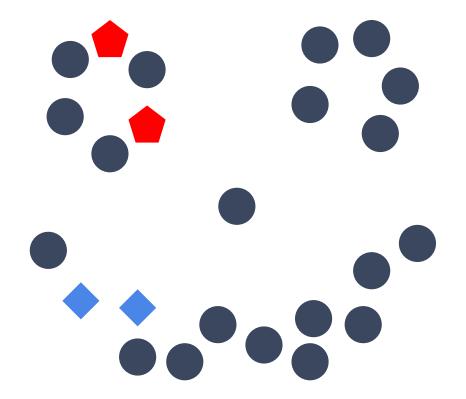




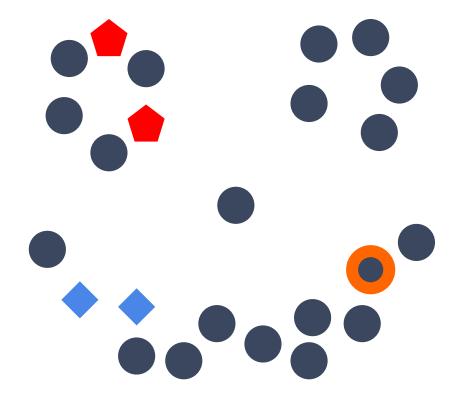




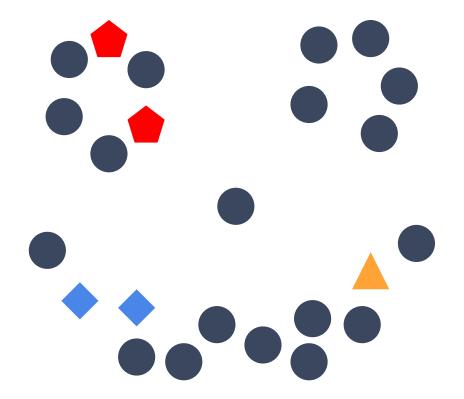




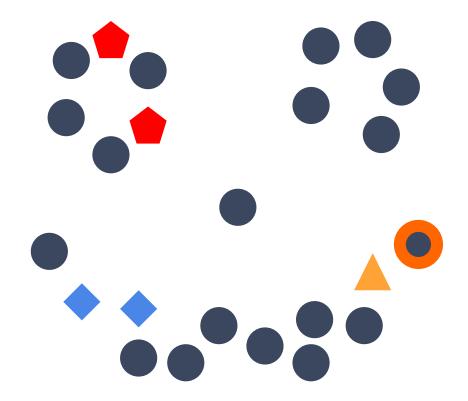




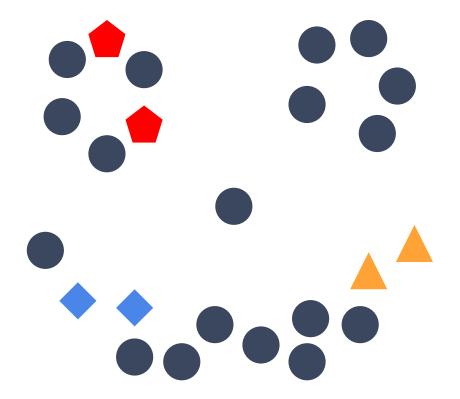




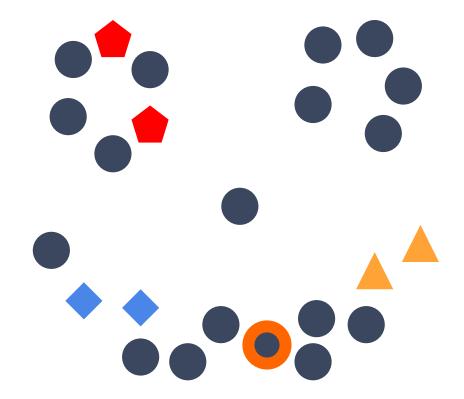




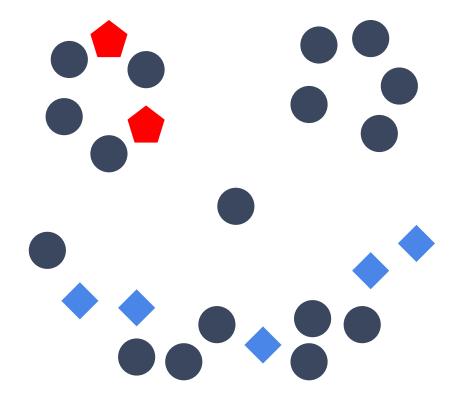




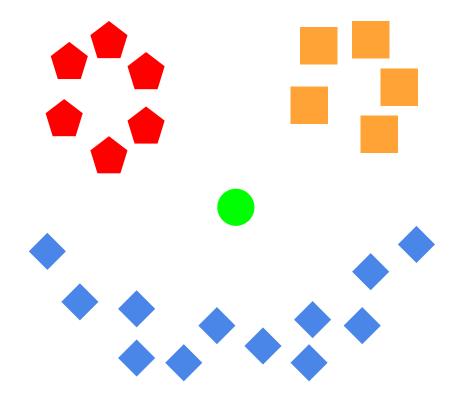
























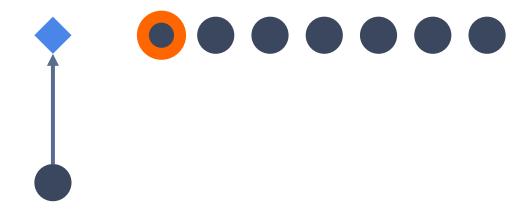




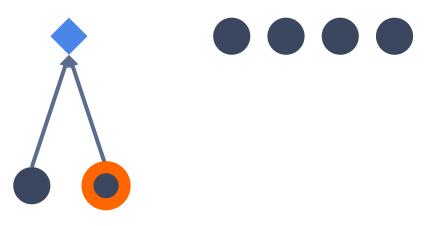




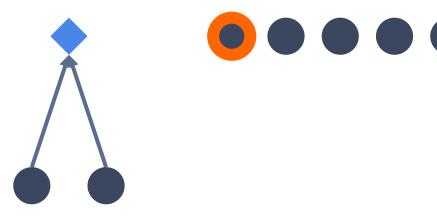




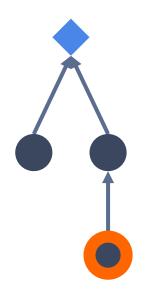






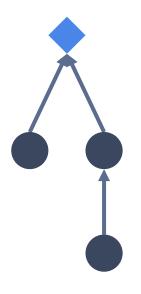






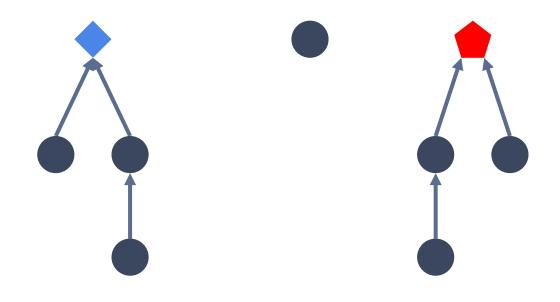




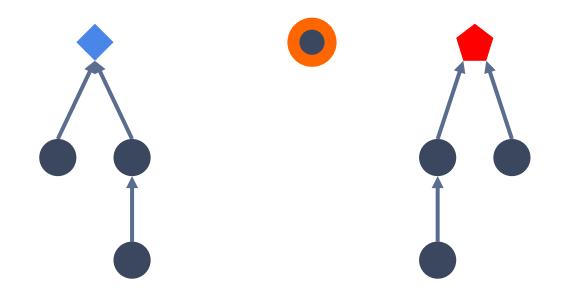




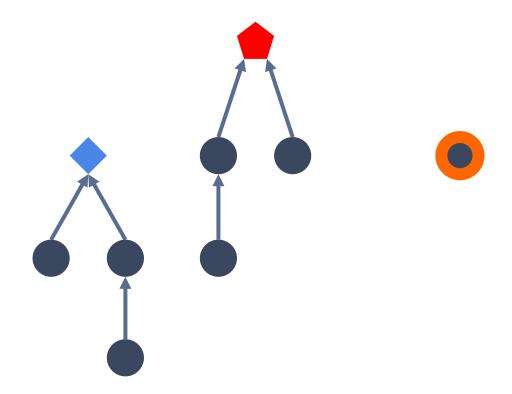




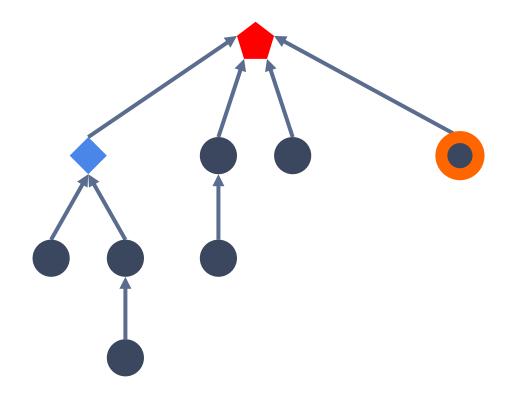




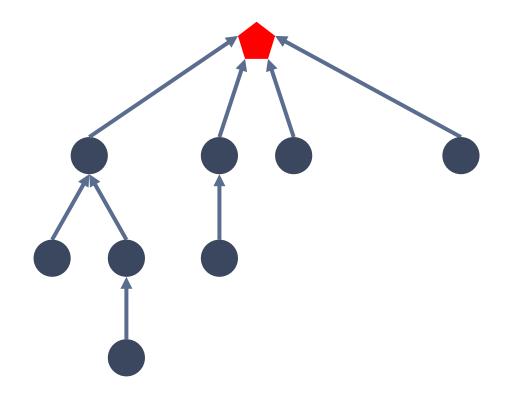




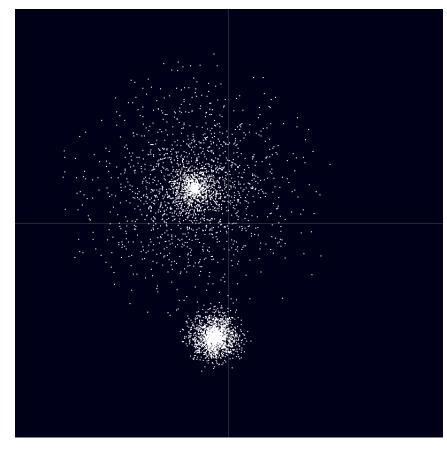






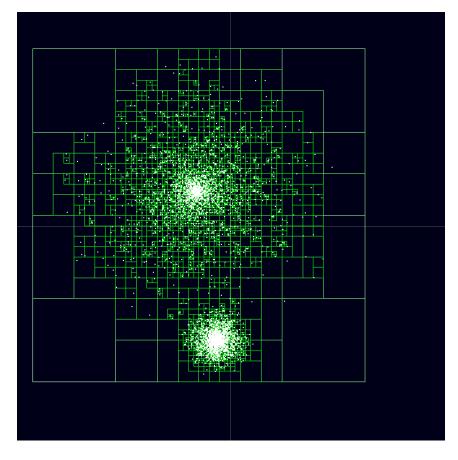




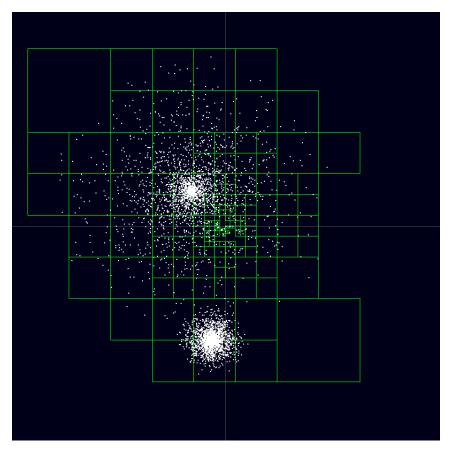


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