Loop interchange	Interchange outer and inner loops
Privatization	Give each process a copy of a variable
Scalar expansion	Replace a scalar by an array
Loop distribution	Split one loop into two separate ones
Loop fusion	Combine two loops into one
Unroll and jam	Combine interchange, strip mining, unrolling
Loop unrolling	Replicate loop body and do fewer iterations
Strip mining	Divide iterations of one loop into two nested loops
Loop blocking (tiling)	Divide iteration space into rectangular blocks
Loop skewing	Alter loop bounds to expose wavefront parallelism

Figure 12.5 Program transformations used by parallelizing compilers.