CMPT 379
Compilers

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Code Optimization

- There is no fully optimizing compiler *O*
- Let's assume *O* exists: it takes a program P and produces output **Opt**(P) which is the *smallest* possible
- Imagine a program Q that produces no output and never terminates, then **Opt**(Q) could be:
  `L1: goto L1`
- Then to check if a program P never terminates on some inputs, check if **Opt**(P(i)) is equal to **Opt**(Q)
- Full Employment Theorem for Compiler Writers, see Rice(1953)

Optimizations

- Non-Optimizations
- Correctness of optimizations
  - Optimizations must not change the meaning of the program
- Types of optimizations
  - Local optimizations
  - Global dataflow analysis for optimization
  - Static Single Assignment (SSA) Form
- Amdahl's Law

Non-Optimizations

```
enum { GOOD, BAD };
extern int test_condition();

void check() {
 int rc;

 rc = test_condition();
 if (rc != GOOD) {
  exit(rc);
 }
}
```

```
enum { GOOD, BAD };
extern int test_condition();

void check() {
 int rc;

 if ((rc = test_condition())) {
  exit(rc);
 }
}
```

Which version of check runs faster?

Types of Optimizations

- High-level optimizations
  - function inlining
- Machine-dependent optimizations
  - e.g., peephole optimizations, instruction scheduling
- Local optimizations or Transformations
  - within basic block
- Global optimizations or Data flow Analysis
  - across basic blocks
  - within one procedure (*intraprocedural*)
  - whole program (*interprocedural*)
  - pointers (*alias analysis*)

Maintaining Correctness

- What does this program output?

3

Not:

$ decafcc byzero.decaf

Floating exception

```
void main() {
  int x;
  if (false) {
    x = 3/(3-3);
  } else {
    x = 3;
  }
  callout("print_int", x);
}
```


Peephole Optimization

- Redundant instruction elimination
  - If two instructions perform that same function ***and*** are in the same basic block, remove one
  - Redundant loads and stores

    li $t0, 3

    li $t0, 4
  - Remove unreachable code

    li $t0, 3

    goto L2

    ... (all of this code until next label can be removed)

Peephole Optimization

- Flow control optimization

  goto L1

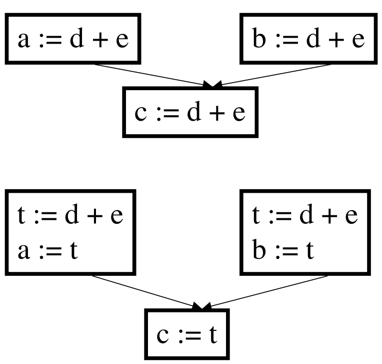
  L1: goto L2
- Algebraic simplification
- Reduction in strength
  - Use faster instructions whenever possible
- Use of Machine Idioms
- Filling delay slots

Constant folding & propagation

- Constant folding
  - compute expressions with known values at compile time
- Constant propagation
  - if constant assigned to variable, replace uses of variable with constant unless variable is reassigned

Constant folding & propagation

- Copy Propagation



Transformations

- Structure preserving transformations
- Common subexpression elimination

a := b + c

b := a - d

c := b + c

d := a - d (⇒ b)

Transformations

- Dead-code elimination (combines copy propogation with removal of unreachable code)

if (debug) { f(); } /* debug := false (as a constant) */

if (false) { f(); } /* constant folding */

using deadcode elimination, code for f() is removed

x := t3		x := t3
t4 := x	becomes	t4 := t3

Transformations

- Renaming temporary variables
  t1 := b+c can be changed to t2 := b+c
  replace all instances of t1 with t2
- Interchange of statements

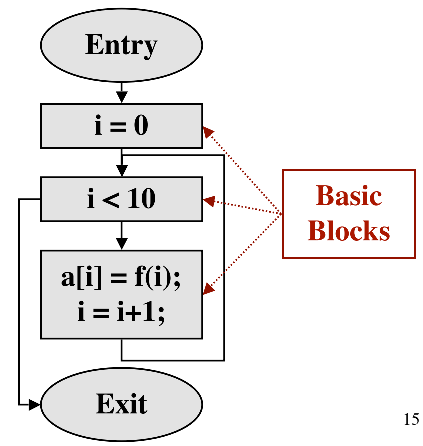
t1 := b+c		t2 := x+y
t2 := x+y	can be converted to	t1 := b+c

Transformations

- Algebraic transformations
  d := a + 0 (⇒ a)
  d := d * 1 (⇒ *eliminate*)
- Reduction of strength
  d := a ** 2 (⇒ a * a)

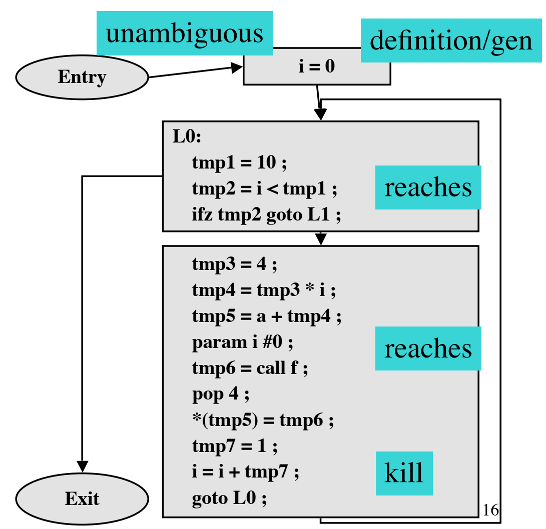
Control Flow Graph (CFG)

```
int main() {
 extern int f(int);
 int i;
 int *a;
 for (i = 0;
        i < 10;
            i = i + 1)
     { a[i] = f(i); }
}
```



Control Flow Graph in TAC

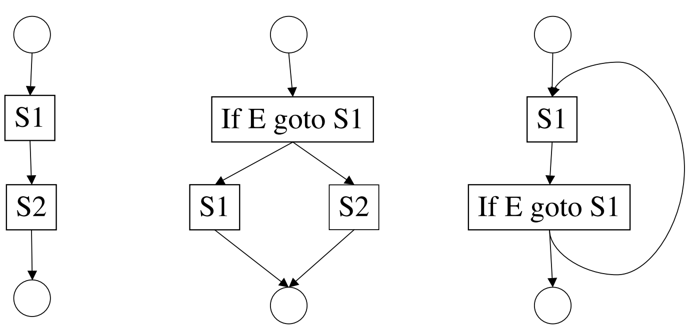
```
main:
   BeginFunc 72 ;
   i = 0 ;
L0:
   tmp1 = 10 ;
   tmp2 = i < tmp1 ;
   IfZ tmp2 Goto L1 ;
   tmp3 = 4 ;
   tmp4 = tmp3 * i ;
   tmp5 = a + tmp4 ;
   param i #0 ;
   tmp6 = call f ;
   pop 4 ;
   *(tmp5) = tmp6 ;
   tmp7 = 1 ;
   i = i + tmp7 ;
   goto L0 ;
L1:
   EndFunc ;
```



Dataflow Analysis

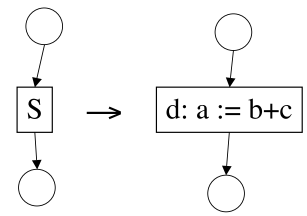
- S → id := E
- S → S ; S
- S → if E then S else S
- S → do S while E
- E → id + id
- E → id

Dataflow Analysis



S ; S   if E then S else S   do S while E

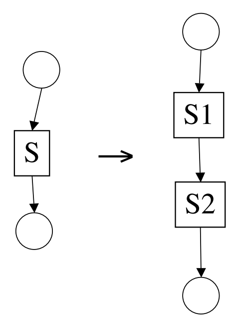
Reaching definitions



gen[S] = { d }
kill[S] = def(a) - { d }

out[S] = gen[S] ∪ (in[S] - kill[S])

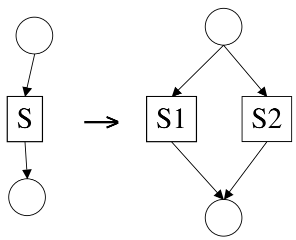
Reaching definitions



gen[S] = gen[S2] ∪ (gen[S1] - kill[S2])
kill[S] = kill[S2] ∪ (kill[S1] - gen[S2])

in[S1] = in[S]
in[S2] = out[S1]
out[S] = out[S2]

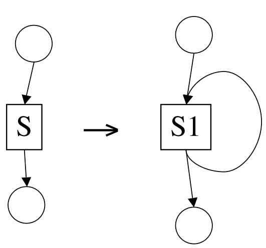
Reaching definitions



gen[S] = gen[S1] ∪ gen[S2]
kill[S] = kill[S1] ∩ (kill[S1] - gen[S2])

in[S1] = in[S]
in[S2] = in[S]
out[S] = out[S1] ∪ out[S2]

Reaching definitions



gen[S] = gen[S1]
kill[S] = kill[S1]

in[S1] = in[S] ∪ gen[S1]
out[S] = out[S1]

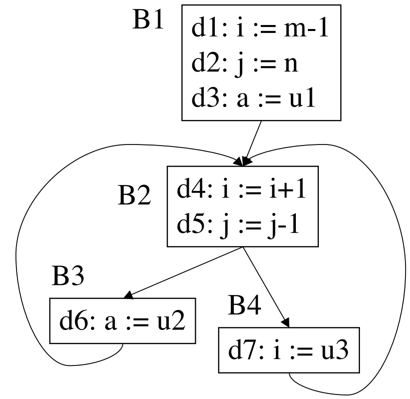
Iteratively find out[S] (fixed point)

out = synthesized attribute

in = inherited attribute

out[S1] = gen[S1] ∪ (in[S1] - kill[S1])

Reaching definitions



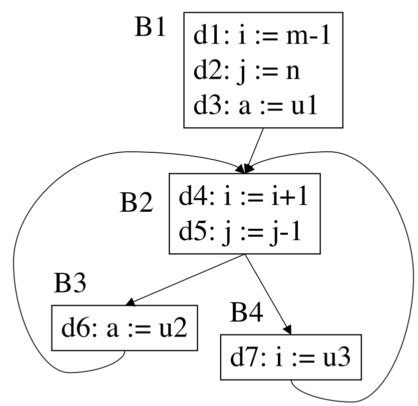
gen[B1] = { d1, d2, d3 }
kill[B1] = { d4, d5, d6, d7 }

gen[B2] = { d4, d5 }
kill[B2] = { d1, d2, d7 }

gen[B3] = { d6 }
kill[B3] = { d3 }

gen[B4] = { d7 }
kill[B4] = { d1, d4 }

Reaching definitions



gen[B1] = { d1, d2, d3 }
kill[B1] = { d4, d5, d6, d7 }

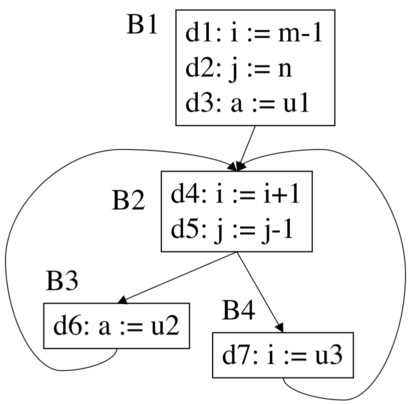
gen[B2] = { d4, d5 }
kill[B2] = { d1, d2, d7 }

gen[B3] = { d6 }
kill[B3] = { d3 }

gen[B4] = { d7 }
kill[B4] = { d1, d4 }

in[B2] = out[B1] ∪ out[B3] ∪ out[B4]

Reaching definitions



gen[B1] = { d1, d2, d3 }
kill[B1] = { d4, d5, d6, d7 }

gen[B2] = { d4, d5 }
kill[B2] = { d1, d2, d7 }

gen[B3] = { d6 }
kill[B3] = { d3 }

gen[B4] = { d7 }
kill[B4] = { d1, d4 }

√ out[B2] = gen[B2] ∪ (in[B3] - kill[B2])
out[B2] = gen[B2] ∪ (in[B4] - kill[B2])

Dataflow Analysis

- Compute Dataflow Equations over Control Flow Graph
  - Reaching Definitions (Forward)
    out[BB] := gen[BB] ∪ (in[BB] – kill[BB])
    in[BB] := ∪ out[s] : forall s ∈ pred[BB]
  - Liveness Analysis (Backward)
    in[BB] := use[BB] ∪ (out[BB] – def[BB])
    out[BB] := ∪ in[s] : forall s ∈ succ[BB]
- Computation by fixed-point analysis

SSA Form

- *def-use* chains keep track of where variables were defined and where they were used
- Consider the case where each variable has only one definition in the intermediate representation
- One static definition, accessed many times
- Static Single Assignment Form (SSA)

SSA Form

- SSA is useful because
  - Dataflow analysis and optimization is simpler when each variable has only one definition
  - If a variable has N uses and M definitions (which use N+M instructions) it takes N*M to represent def-use chains
  - Complexity is the same for SSA but in practice it is usually linear in number of definitions
  - SSA simplifies the register interference graph

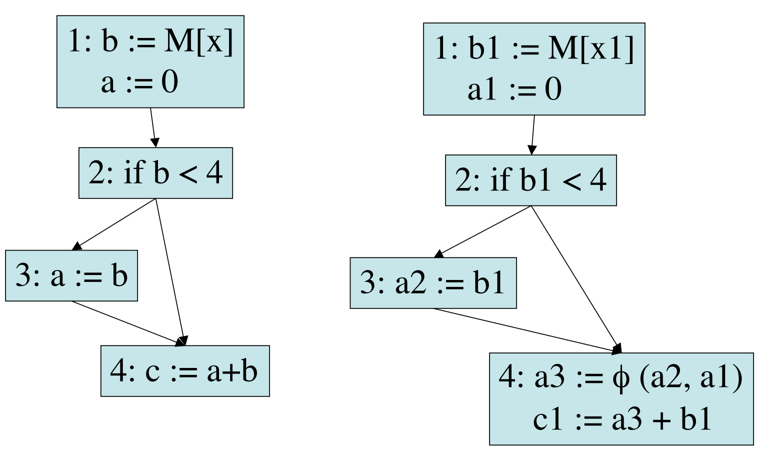
SSA Form

- Original Program
- SSA Form

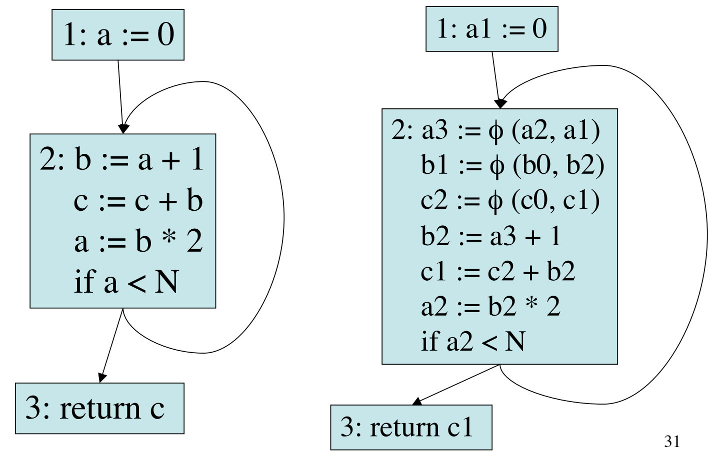
Original Program	SSA Form
a := x + y	a1 := x + y
b := a - 1	b1 := a1 - 1
a := y + b	a2 := y + b1
b := x * 4	b2 := x * 4
a := a + b	a3 := a2 + b2

what about conditional branches?

SSA Form



SSA Form



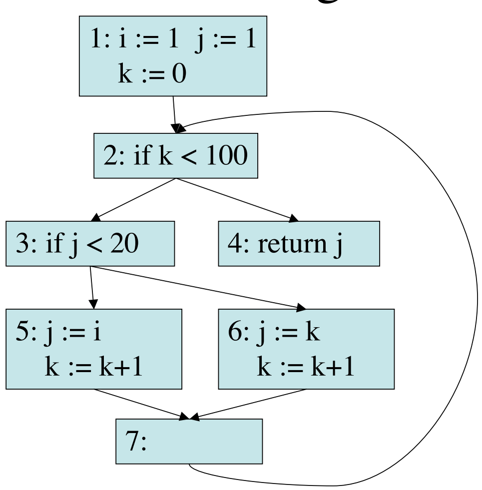
Optimizations using SSA

- SSA form contains *statements*, *basic blocks* and *variables*
- Dead-code elimination
  – if there is a variable *v* with no *use*s and *def* of *v* has no side-effects, delete statement defining *v*
  – if $z := \phi(x, y)$ then eliminate this stmt if no *def*s for *x,y*

Optimizations using SSA

- Constant Propagation
  - if *v* := *c* for some constant *c* then replace *v* with *c* for all uses of *v*
  - *v* := ϕ (*c1, c2, ..., cn*) where all c_i are equal to *c* can be replaced by *v* := *c*

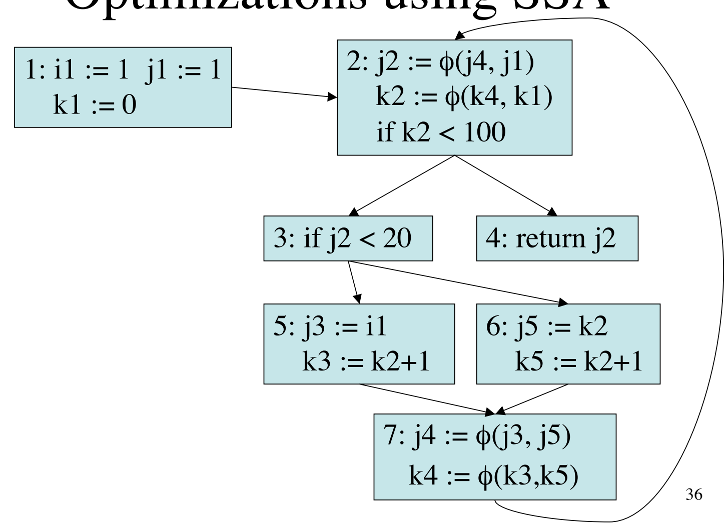
Optimizations using SSA



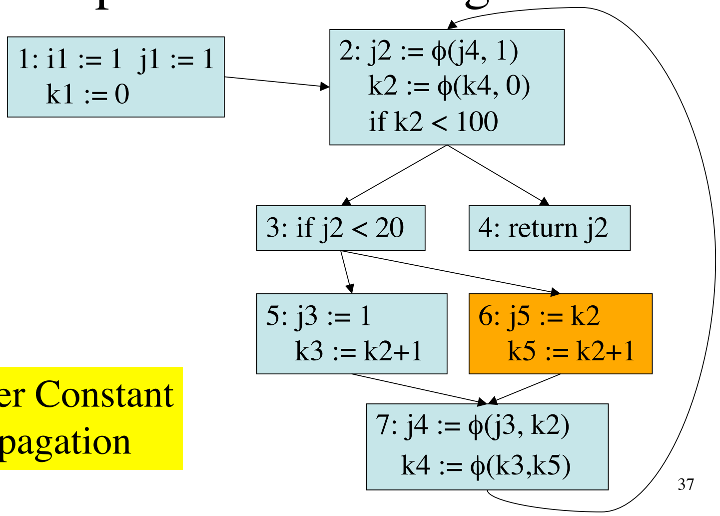
Optimizations using SSA

- Conditional Constant Propagation
  - In previous flow graph, is j always equal to 1?
  - If j = 1 always, then block 6 will never execute and so j := i and j := 1 always
  - If j > 20 then block 6 will execute, and j := k will be executed so that eventually j > 20
  - Which will happen? Using SSA we can find the answer.

Optimizations using SSA

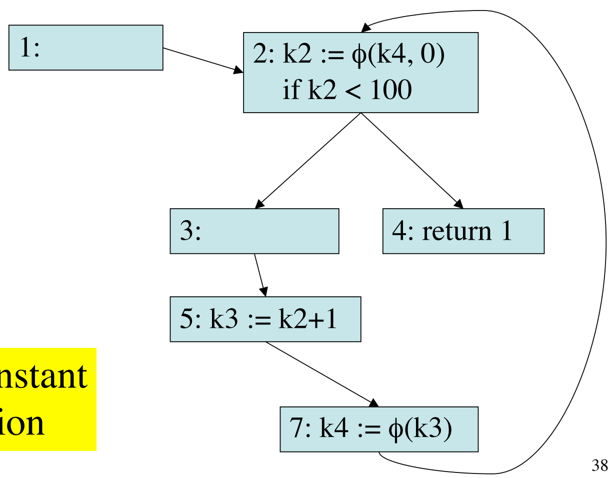


Optimizations using SSA



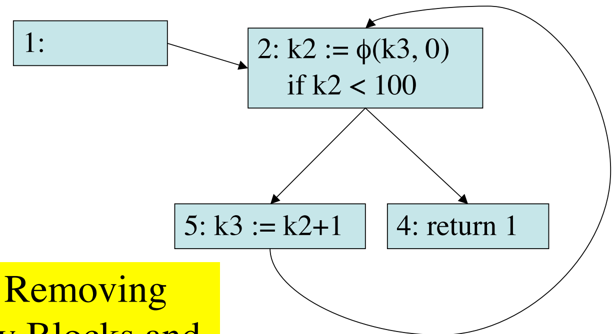
After Constant Propagation

Optimizations using SSA



After Constant Propagation

Optimizations using SSA



After Removing Empty Blocks and 1-arg ϕ functions

Optimizations using SSA

- Arrays, Pointers and Memory
  - For more complex programs, we need *dependencies*: how does statement B depend on statement A?
  - **Read after write**: A defines variable *v*, then B uses *v*
  - **Write after write**: A defines *v*, then B defines *v*
  - **Write after read**: A uses *v*, then B defines *v*
  - **Control**: A controls whether B executes

Optimizations using SSA

- Memory dependence
  M[i] := 4
  x := M[j]
  M[k] := j
- We cannot tell if *i, j, k* are all the same value which makes any optimization difficult
- Similar problems with Control dependence
- SSA does not offer an easy solution to these problems

SSA Form

- Conversion from a Control Flow Graph (created from TAC) into SSA Form is not trivial
- Two famous algorithms:
  - Lengauer-Tarjan algorithm (see the Tiger book by Andrew W. Appel for more details)
  - Harel algorithm

More on Optimization

- *Advanced Compiler Design and Implementation* by Steven S. Muchnick

- Control Flow Analysis
- Data Flow Analysis
- Dependence Analysis
- Alias Analysis
- Early Optimizations
- Redundancy Elimination
- Loop Optimizations
- Procedure Optimizations
- Code Scheduling (pipelining)
- Low-level Optimizations
- Interprocedural Analysis
- Memory Hierarchy

Amdahl's Law

- $\text{Speedup}_{\text{total}} = ((1 - \text{Time}_{\text{Fractionoptimized}}) + \text{Time}_{\text{Fractionoptimized}}/\text{Speedup}_{\text{optimized}})\text{-}1$
- Optimize the common case, 90/10 rule
- Requires quantitative approach
  - Profiling + Benchmarking
- Problem: Compiler writer doesn't know the application beforehand

Summary

- Optimizations can improve speed, while maintaining correctness
- Various early optimization steps
- Global optimizations = dataflow analysis
- Reachability and Liveness analysis provides dataflow analysis
- Static Single-Assignment Form (SSA)