

Code Optimization

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) = Solves the Halting Problem
- 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

Types of Optimizations

- 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

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

**branch delay
slot (cf. load
delay slot)**

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) ⁸

Peephole Optimization

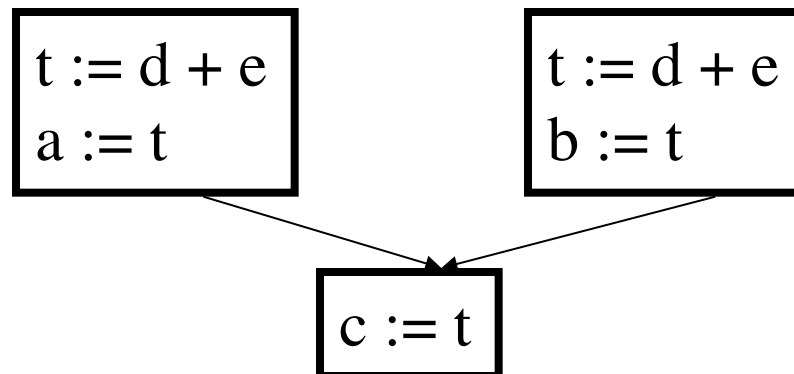
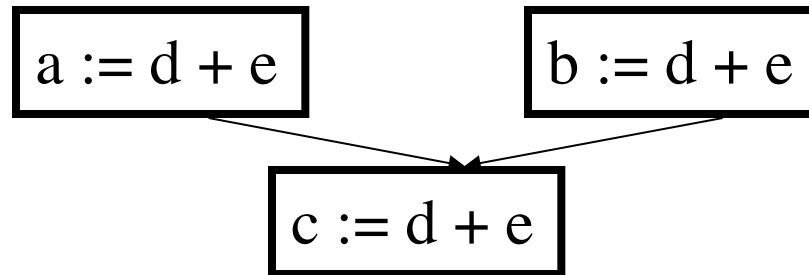
- Flow control optimization
 - goto L1
 - L1: goto L2
- Algebraic simplification
- Reduction in strength
 - Use faster instructions whenever possible
- Use of Machine Idioms
- Filling delay slots

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

$a := b + c$

$b := a - d$

$c := b + c$

$d := a - d \ (\Rightarrow b)$

Transformations

- Dead-code elimination (combines copy propagation 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
 $t_1 := b+c$ can be changed to $t_2 := b+c$
 replace all instances of t_1 with t_2
- Interchange of statements
 $t_1 := b+c$ $t_2 := x+y$
 $t_2 := x+y$ can be converted to $t_1 := b+c$

Transformations

- Algebraic transformations

$d := a + 0 \ (\Rightarrow a)$

$d := d * 1 \ (\Rightarrow \textit{eliminate})$

- Reduction of strength

$d := a ** 2 \ (\Rightarrow a * a)$

Optimizations using SSA

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

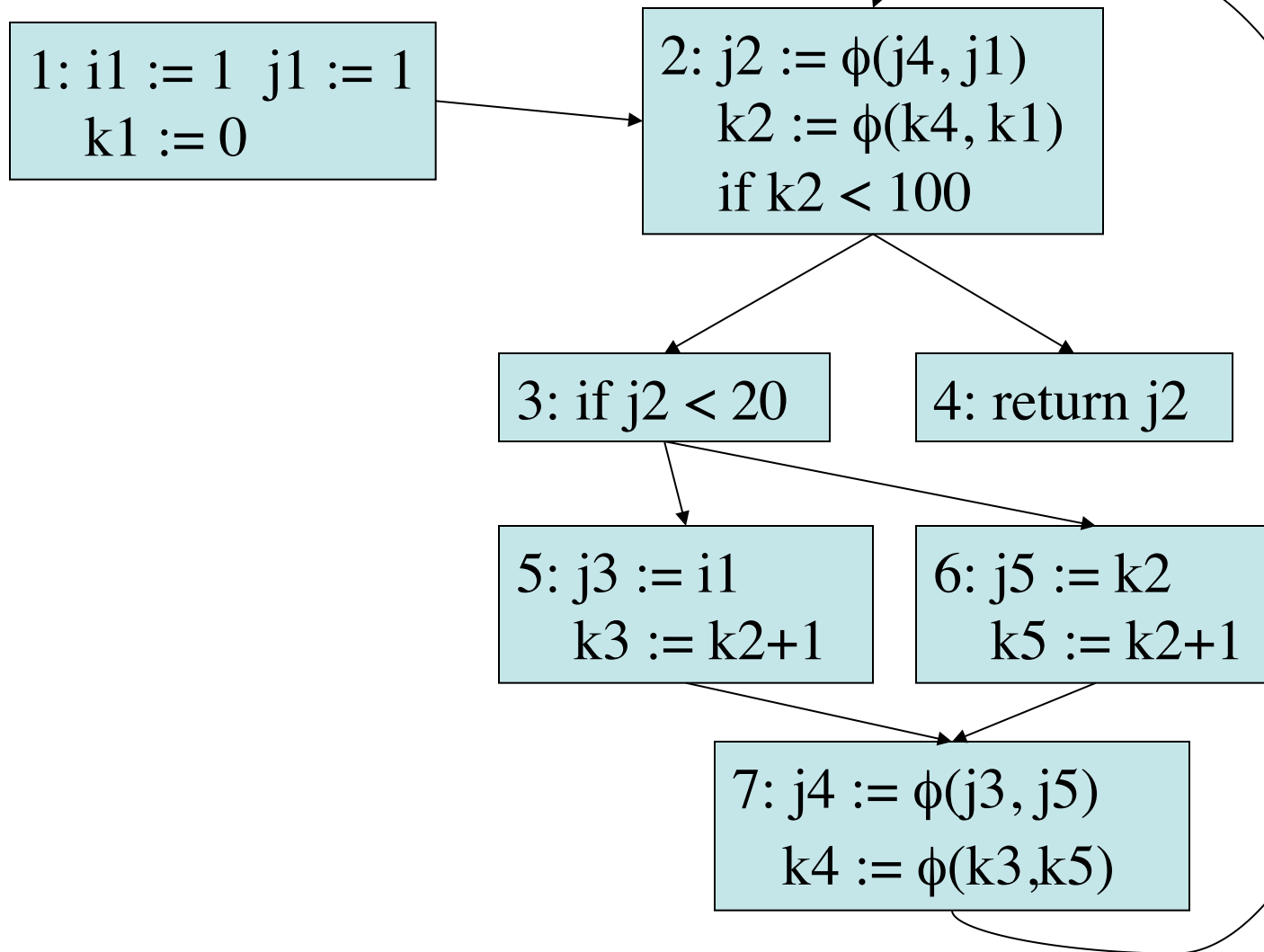
Optimizations using SSA

- Constant Propagation
 - if $v := c$ for some constant c then replace v with c for all uses of v
 - $v := \phi(c_1, c_2, \dots, c_n)$ where all c_i are equal to c can be replaced by $v := c$

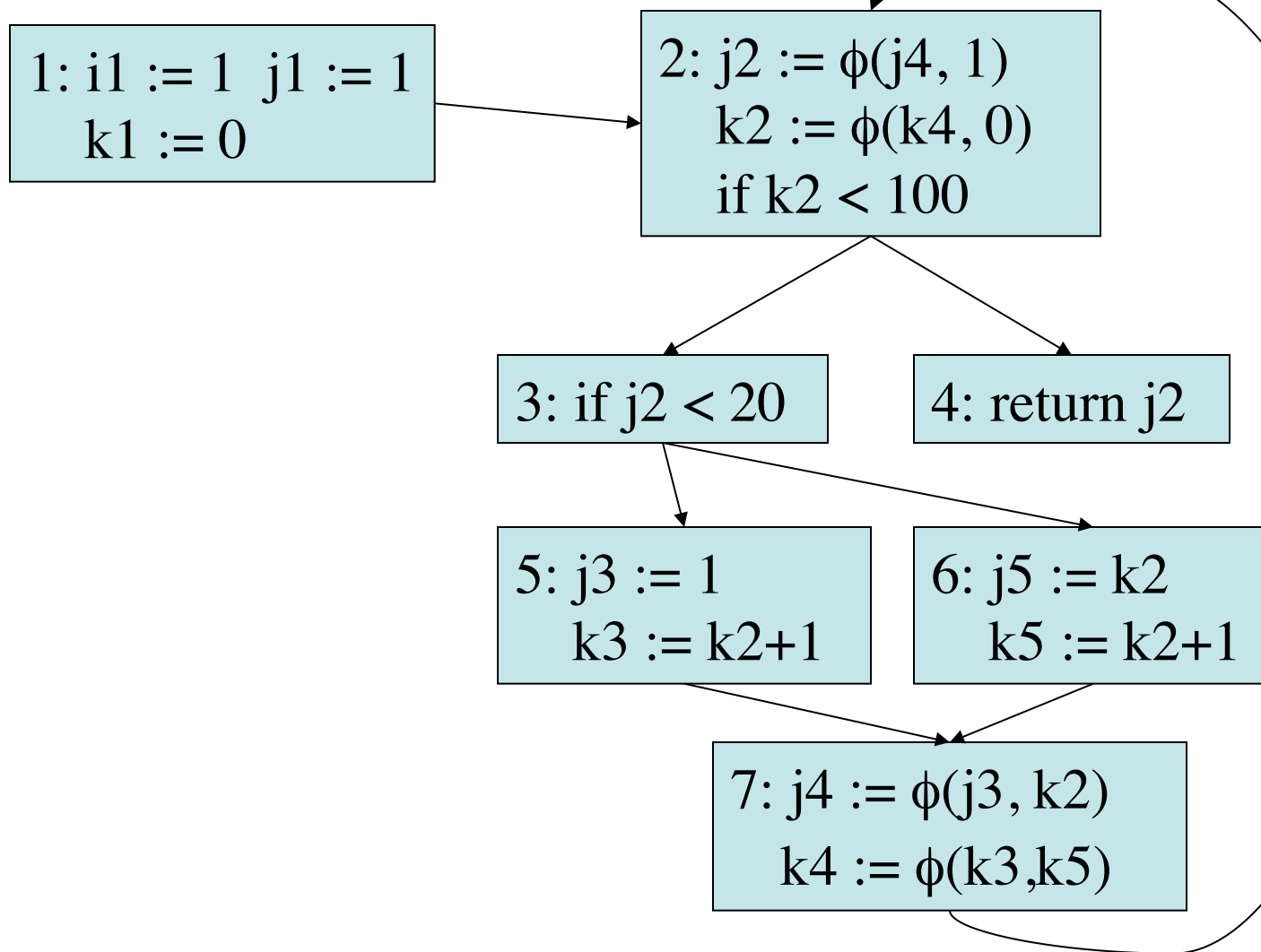
Optimizations using SSA

- 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.

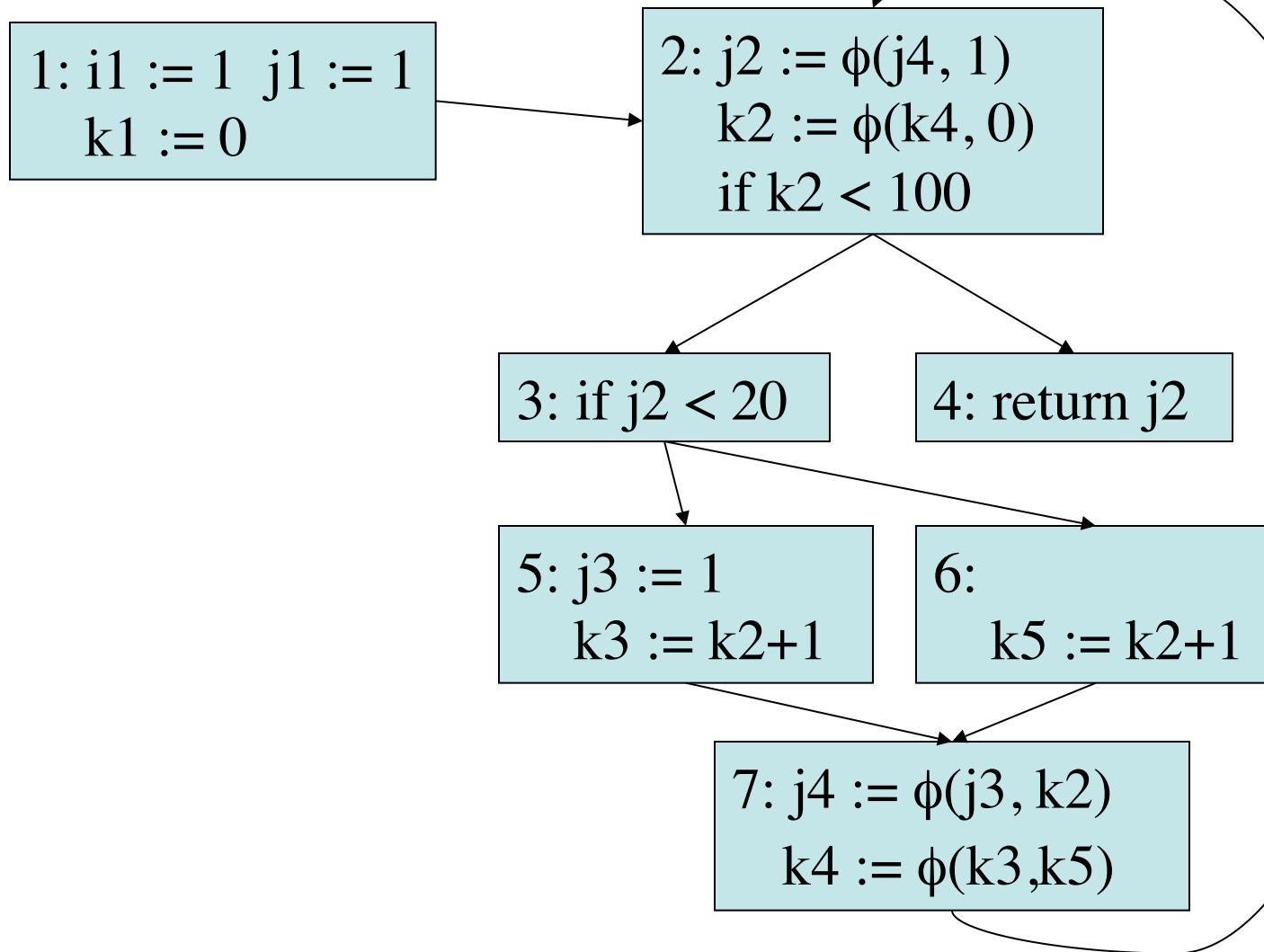
Optimizations using SSA



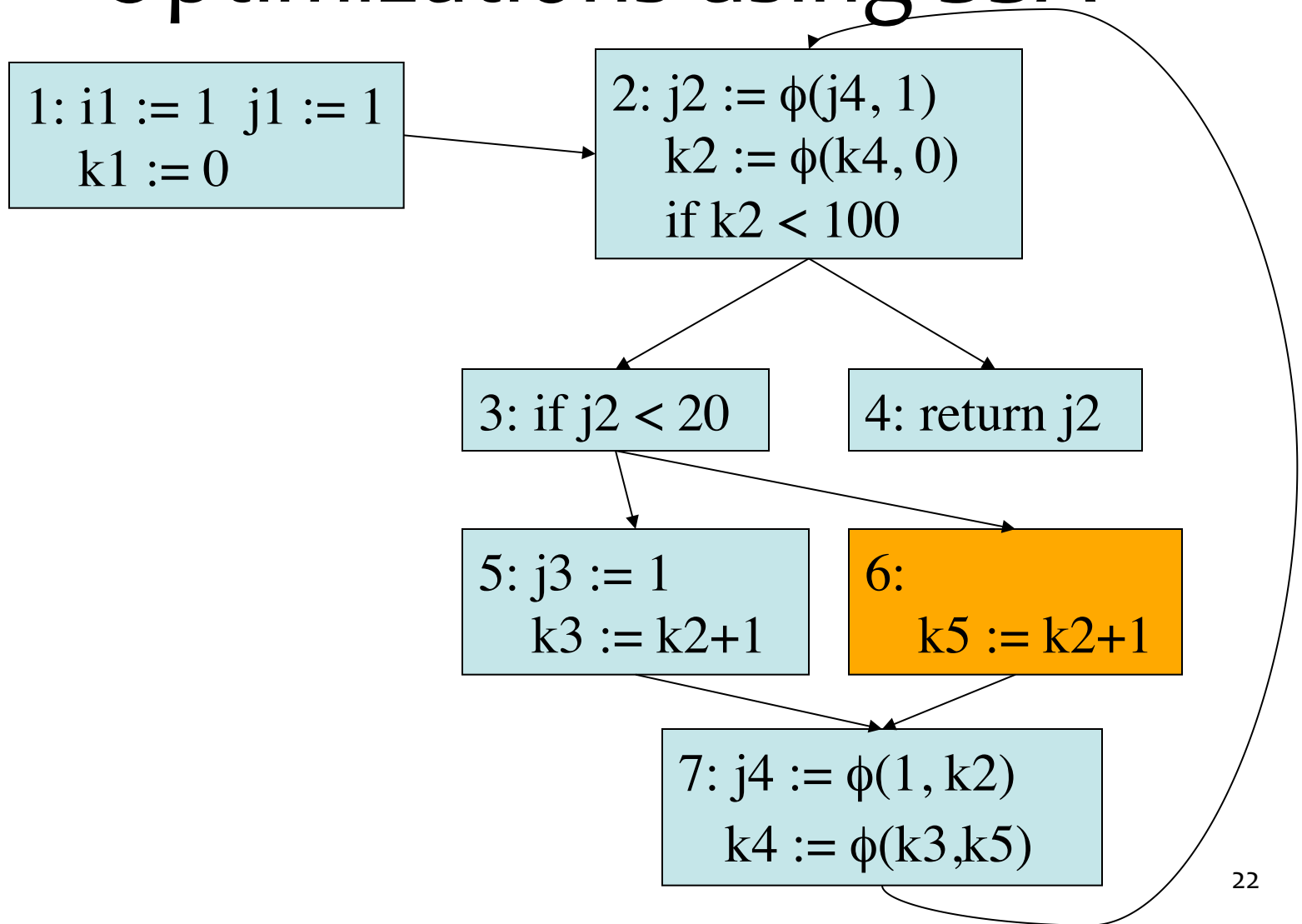
Optimizations using SSA



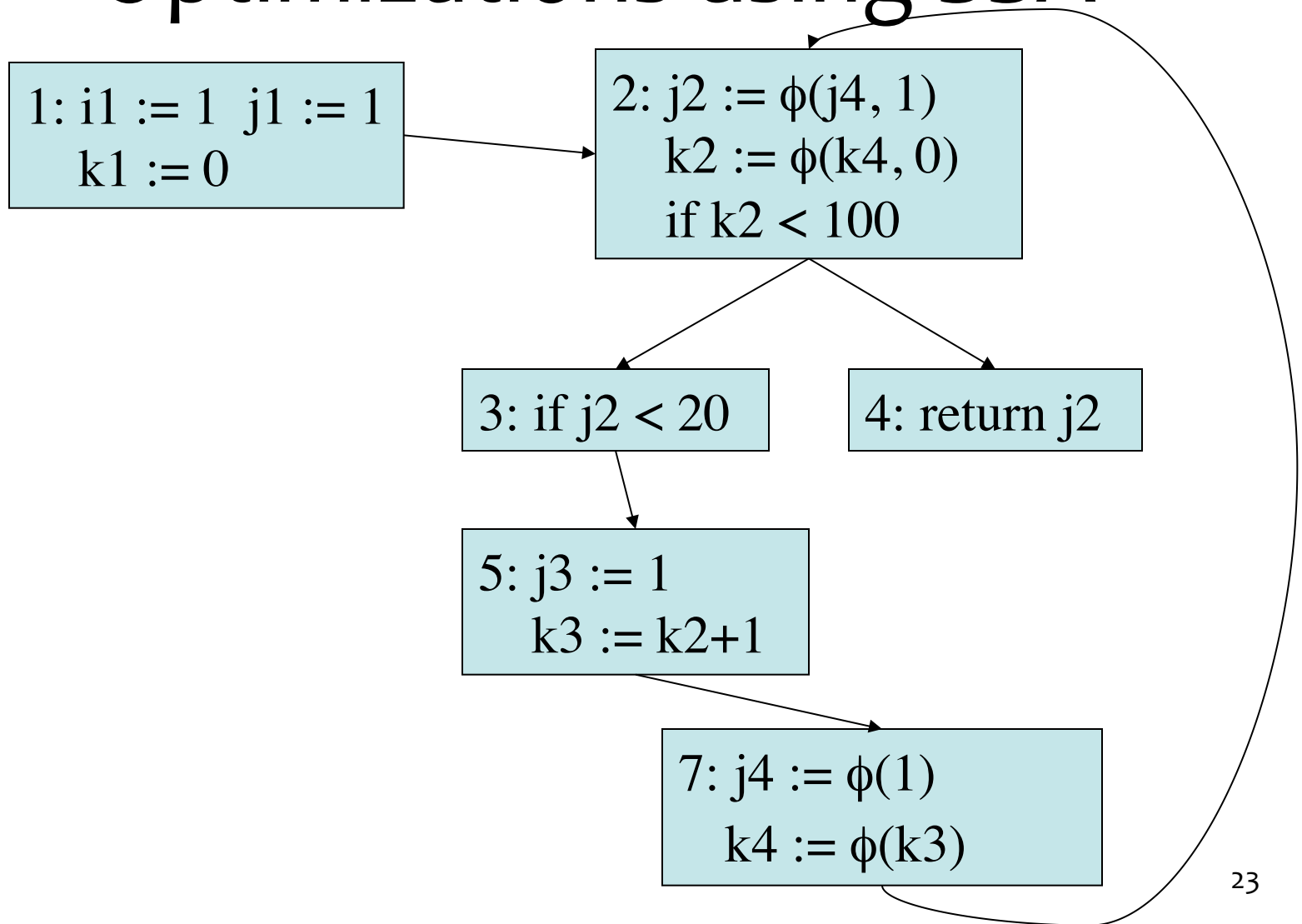
Optimizations using SSA



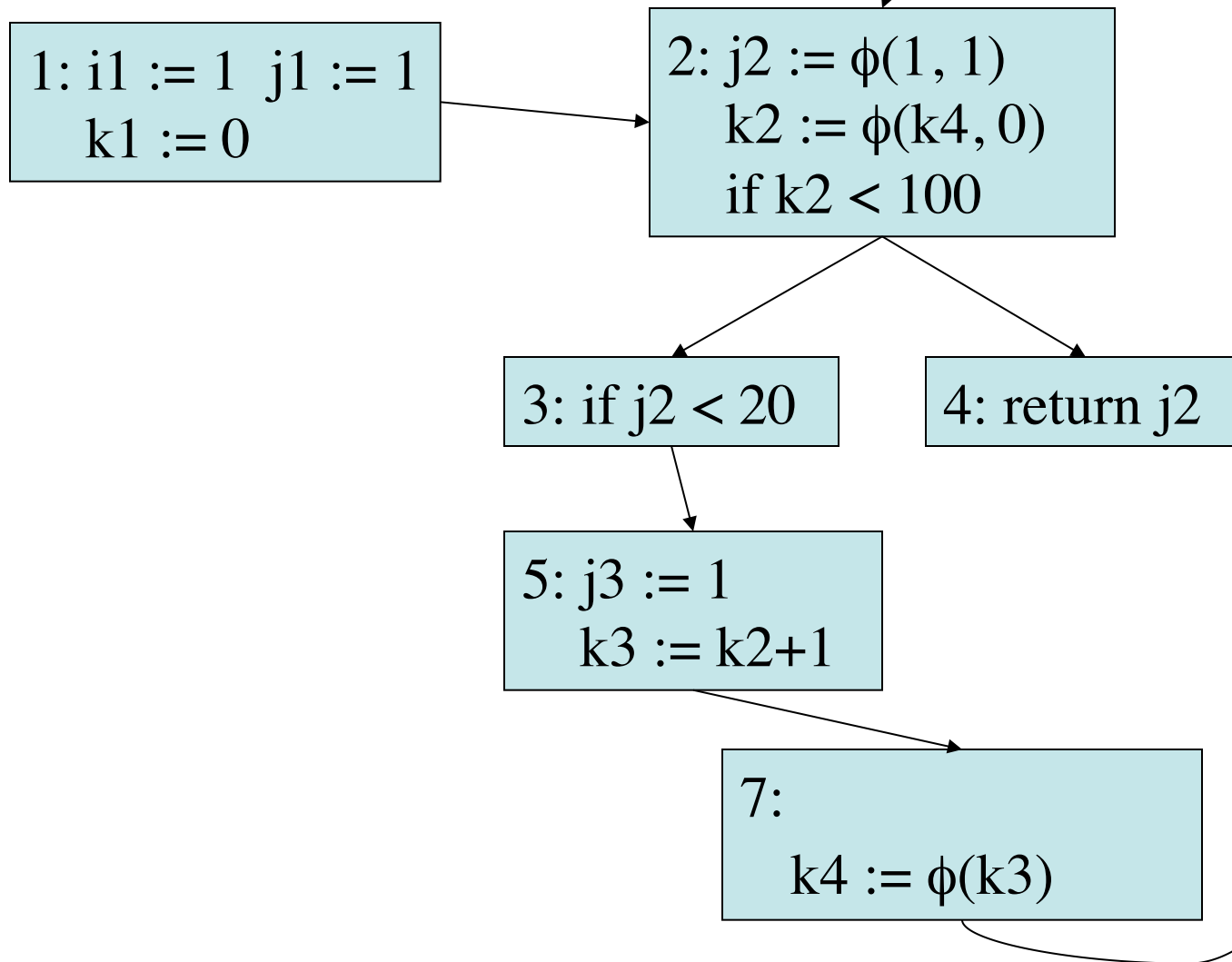
Optimizations using SSA



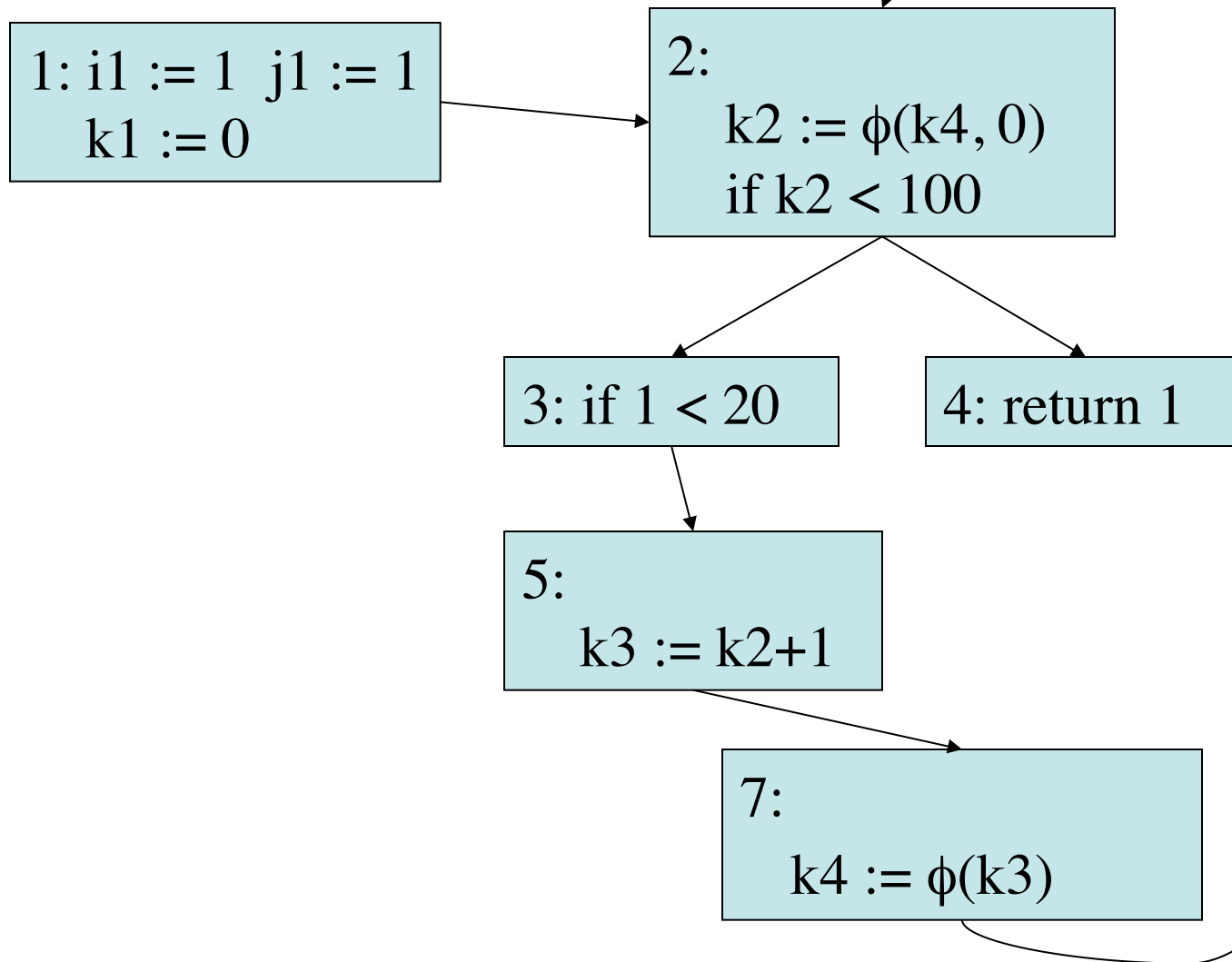
Optimizations using SSA



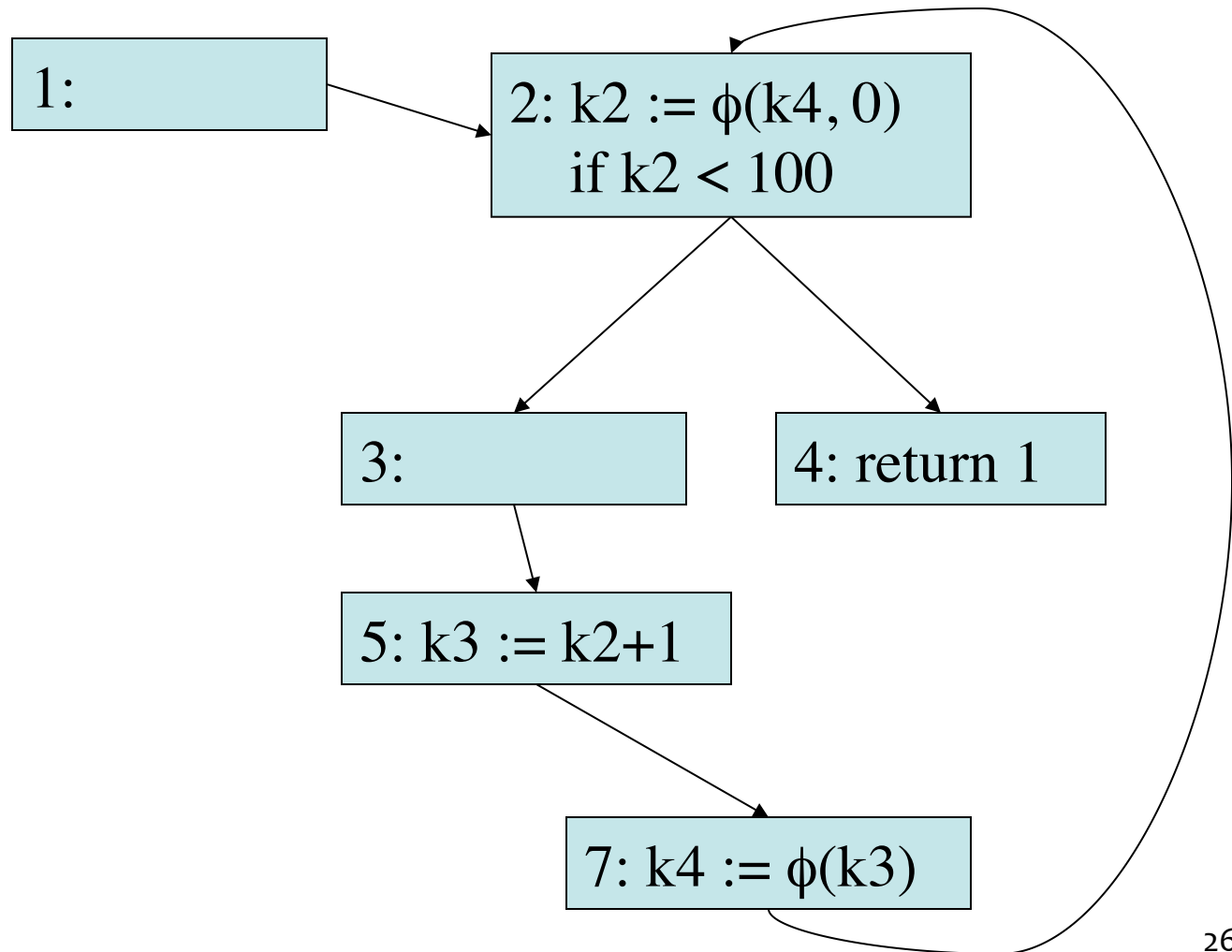
Optimizations using SSA



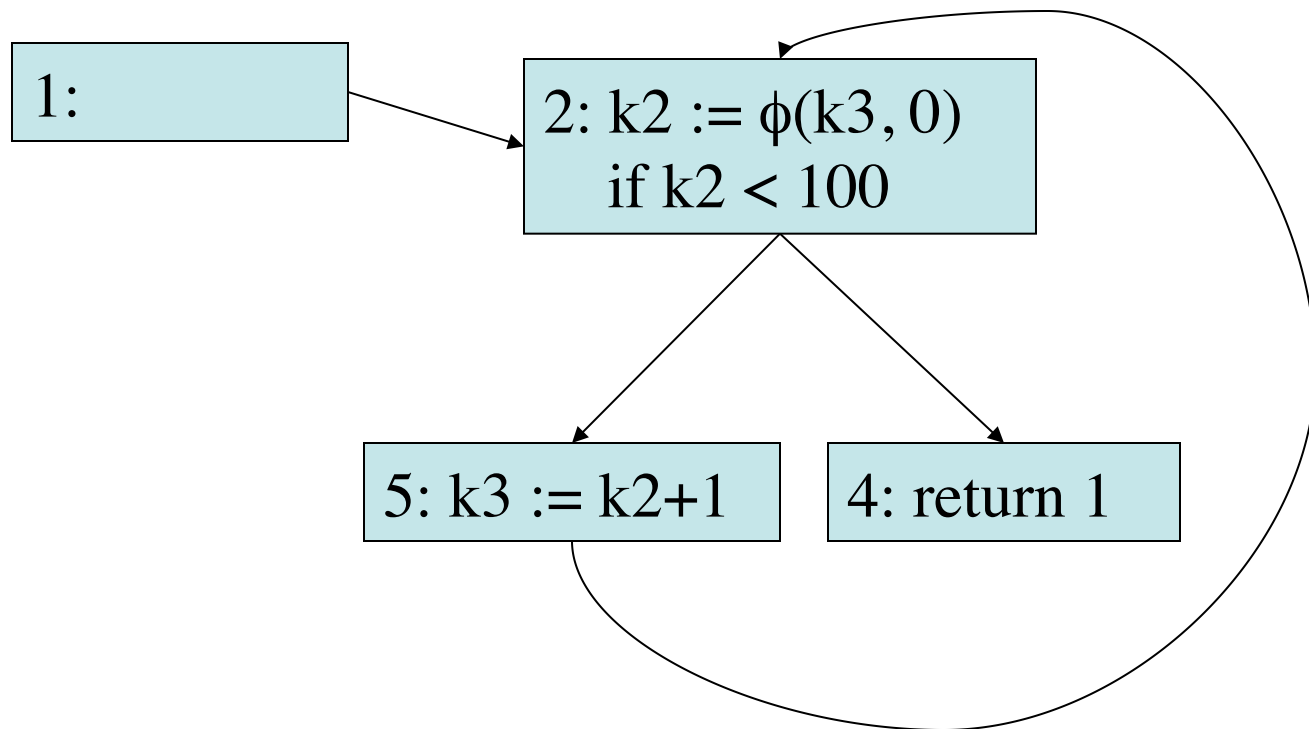
Optimizations using SSA



Optimizations using SSA



Optimizations using SSA



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

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

- $\text{Speedup}_{\text{total}} = \frac{((1 - \text{Time}_{\text{Fractionoptimized}}) + \text{Time}_{\text{Fractionoptimized}} / \text{Speedup}_{\text{optimized}})^{-1}}$
- 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
- Static Single-Assignment Form (SSA)
- Optimization using SSA Form