Code Optimization

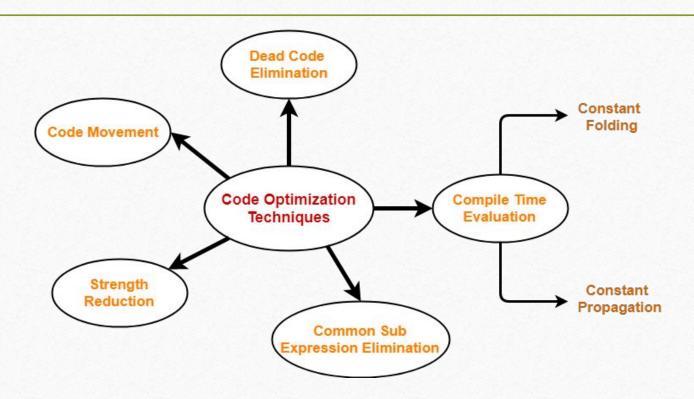
Code Optimization

- Eliminating the unwanted code lines
- Rearranging the statements of the code

Advantages

- Optimized code has faster execution speed.
- Optimized code utilizes the memory efficiently.
- Optimized code gives better performance.

Techniques



Compile Time Evaluation

1. Constant Folding

- As the name suggests, it involves folding the constants.
- The expressions that contain the operands having constant values at compile time are evaluated.
- Those expressions are then replaced with their respective results

Compile Time Evaluation (Cont.)

Constant Folding example:

Circumference of Circle = (22/7) x Diameter

- Here,
- This technique evaluates the expression 22/7 at compile time.
- The expression then is replaced with its result 3.14
- This saves the time at run time

Compile Time Evaluation (Cont.)

2. Constant Propagation

- If some variable has been assigned some constant value, then it replaces that variable with its constant value in the further program during compilation.
- The condition is that the value of variable must not get alter in between.

Compile Time Evaluation (Cont.)

Constant Propagation Example

pi = 3.14

radius = 10

Area of circle = pi x radius x radius

- •This technique substitutes the value of variables 'pi' and 'radius' at compile time.
- •It then evaluates the expression $3.14 \times 10 \times 10$.
- •The expression is then replaced with its result 314.
- •This saves the time at run time.

Common Sub-Expression Elimination

The expression that has been already computed before and appears again in the code for computation is called as Common Sub-Expression.

Common Sub-Expression Elimination (Cont.)

- As the name suggests, it involves eliminating the common sub expressions.
- The redundant expressions are eliminated to avoid their re-computation.
- The already computed result is used in the further program when required.

Common Sub-Expression Elimination (Cont.)

Example

Before Optimization	After Optimization
$S1 = 4 \times i$	$S1 = 4 \times i$
S2 = a[S1]	S2 = a[S1]
$S3 = 4 \times j$	$S3 = 4 \times j$
$S4 = 4 \times i$	S4 = S1
S5 = n	S5 = n
S6 = b[S4] + S5	S6 = b[S4] + S5

Common Sub-Expression Elimination (Cont.)

• Remember, if some expression is used more than once, you can save that expression in a temporary variable and then use it.

Before Optimization	After Optimization
A = B + C + D	X=B+C
E=F+G	A = X + D
H=B+C+I	E=F+G
	H = X + I

Code Movement

- As the name suggests, it involves movement of the code.
- The code present inside the loop is moved out if it does not matter whether it is present inside or outside.
- Such a code unnecessarily gets execute again and again with each iteration of the loop.
- This leads to the wastage of time at run time.

Code Movement (Cont.)

• Example

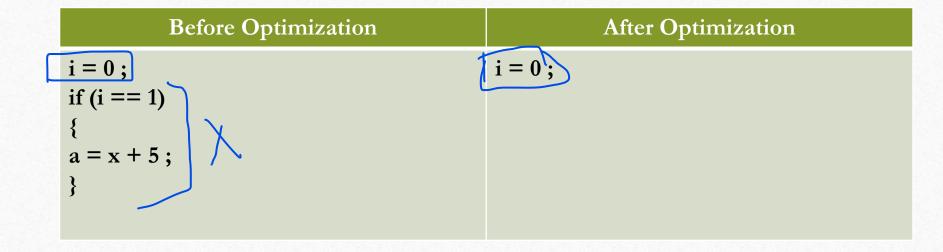
Before Optimization	After Optimization
for (int $j = 0$; $j < n$; $j ++$)	x = y + z;
{	for (int $j = 0$; $j < n$; $j ++$)
x = y + z; $a[j] = 6 \times j;$	{
$a[j] = 6 \times j;$	$a[j] = 6 \times j;$
}	}

Dead Code Elimination

- As the name suggests, it involves eliminating the dead code.
- The statements of the code which either never executes or are unreachable or their output is never used are eliminated.

Dead Code Elimination (Cont.)

Example



Strength Reduction

- As the name suggests, it involves reducing the strength of expressions.
- This technique replaces the expensive and costly operators with the simple and cheaper ones.

Strength Reduction (Cont.)

Example

Before Optimization	After Optimization
$\mathbf{B} = \mathbf{A} \times 2$	B=A+A

Here,

- The expression "A x 2" is replaced with the expression "A + A".
- This is because the cost of multiplication operator is higher than that of addition operator.



Problem 1

Before Optimization	After Optimization
i = 1; y = x + 5; if (i == 0) { a = x + 5; }	 i = 1; y = x + 5; Explanation: Because the integer "I" will never be 0, so that loop will never be executed. This is an example of dead code elimination

Problem 2

Before Optimization	After Optimization
i = 1; y = x + 5; if (i == 1) { a = x + 5; }	<pre>i = 1; y = x + 5; if (i == 1) { a = y; } Explanation: since the subexpression x+5 is used more than once, we replaced x+5 with y in</pre>
	the code.