Global Value Numbering in Factor

A Thesis

Presented to the

Faculty of

California State Polytechnic University, Pomona

In Partial Fulfillment

Of the Requirements for the Degree

Master of Science

In

Computer Science

By

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2011

Signature Page

Thesis: Global Value Numbering in Factor

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Date Submitted: Summer 2011

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Acknowledgments

To Lindsay—he is my rock

Abstract

Compilers translate code in one programming language into semantically equivalent code in another language—canonically from a high-level language to low-level machine primitives. Generally, the further removed a language's abstractions get from those of a computer, the harder it gets to compile code into an efficient representation. What isn't redundant in the source language may map to repetitive target instructions that waste time recomputing results. To combat this, compilers try to optimize away redundancies by looking for values that are provably equivalent when the program is run.

This thesis explores the theory and implementation of a particularly aggressive analysis called global value numbering in a particularly high-level language called Factor. Factor is a stack-based, dynamically-typed, object-oriented language born in late 2003. A baby among languages (now at version 0.94), its compiler craves all the optimizations it can get. By altering the existing local value numbering pass, redundancies can be identified and eliminated across entire programs, rather than isolated regions of code. This induces speedups as high as 45% across the majority of benchmarks. The results from these comparatively simple changes hold much promise for future improvements in making Factor programs more efficient.

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1 Introduction

Compilers translate programs written in a source language (e.g., Java) into semantically equivalent programs in some target language (e.g., assembly code). They let us make our source language arbitrarily abstract so we can write programs in ways that humans understand while letting the computer execute programs in ways that machines understand. In a perfect world, such translation would be straightforward. Reality, however, is unforgiving. Straightforward compilation results in clunky target code that performs a lot of redundant computations. To produce efficient code, we must rely on less-than-straightforward methods. Typical compilers go through a stage of *optimization*, whereby a number of semantics-preserving transformations are applied to an *intermediate representation* of the source code. These then (hopefully) produce a more efficient version of said representation. Optimizers tend to work in *phases*, applying specific transformations during any given phase.

Global value numbering (GVN) is such a phase performed by many highly-optimizing compilers. Its roots run deep through both the theoretical and the practical. Using the results of this analysis, the compiler can identify expressions in the source code that produce the same value—not just by lexical comparison (i.e., comparing variable names), but by proving equivalences between what's actually computed at runtime. These expressions can then be simplified by further algorithms for redundancy elimination. This is the very essence of most compiler optimizations: avoid redundant computation, giving us code that runs as quickly as possible while still following what the programmer originally wrote.

High-level, dynamic languages tend to suffer from efficiency issues. They're often interpreted rather than compiled, and perform no heavy optimization of the source code. However, the Factor language (`http://factorcode.org`) fills an intriguing design niche, as it's very high-level yet still fully compiled. It's still young, though, so its compiler craves all the improvements it can get. In particular, while the current Factor version (as of this writing, 0.94) has a *local* value numbering analysis, it is inferior to GVN in several significant ways.

In this thesis, we explore the implementation and use of GVN in improving the strength

of optimizations in Factor. Because Factor is a young and relatively unknown language, Chapter 2 provides a short tutorial, laying a foundation for understanding the changes. **??** describes the overall architecture of the Factor compiler, highlighting where the exact contributions of this thesis fit in. Finally, **??** goes into detail about the existing and new value numbering passes, closing with a look at the results achieved and directions for future work.

In the unlikely event that you want to cite this thesis, you may use the following BibTeX entry:

```
@mastersthesis{vondrak:11,
  author = {Alex Vondrak},
  title  = {Global Value Numbering in Factor},
  school = {California Polytechnic State University, Pomona},
  month  = sep,
  year   = {2011},
}
```

2 Language Primer

Factor is a rather young language created by Slava Pestov in September 2003 [*Factor* 2010]. Its first incarnation was an embedded scripting language for a game that targeted the Java Virtual Machine (JVM). As such, its feature set was minimal. Factor has since evolved into a general-purpose programming language, gaining new features and redesigning old ones as necessary for larger programs. Today's implementation sports an extensive standard library and has moved away from the JVM in favor of native code generation. In this chapter, we cover the basic syntax and semantics of Factor for those unfamiliar with the language. This should be just enough to understand the later material in this thesis. More thorough documentation can be found via Factor's website, `http://factorcode.org`.

References

Factor. 2010. From Factor's documentation wiki. URL: `http://concatenative.org/wiki/view/Factor` (visited on August 15, 2011).