

CS738: Advanced Compiler Optimizations

Welcome & Introduction

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About the Course

- ▶ **Program Analysis**
- ▶ Analysis of a Program, by a Program, for a Program¹
 - ▶ Of a Program – User Program
 - ▶ By a Program – Analyzer (Compiler, Runtime)
 - ▶ For a Program – Optimizer, Verifier
- ▶ Transforming user program based on the results of the analysis

¹“Democracy is the government of the people, by the people, for the people” - Abraham Lincoln

Expectations from You

- ▶ Basic Compiler Knowledge
- ▶ Write Code
- ▶ Willingness to understand and modify large code bases
- ▶ Read and present state-of-the-art research papers

Your Expectations

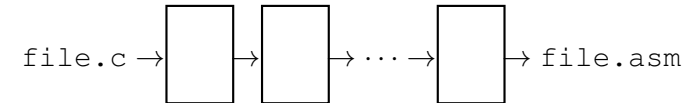
?

Quick Quizzes (QQs)

- ▶ There will be small quizzes (10-15 min duration) during the class.
- ▶ These can be announced or un-announced (surprise quizzes).
- ▶ Always bring a pen and some loose papers to the class

QQ #1 (Ungraded)

- ▶ What are the various phases of a typical compiler? (5 minutes)



Assignments

- ▶ Short assignments to apply the lecture material.
- ▶ Assignments will have some written and some programming tasks.
- ▶ 4–5 Assignments for the semester

Using Program Analysis

- ▶ Compiler Code Optimizations
- ▶ Why are optimizations important?
- ▶ Why not write optimized code to begin with?
- ▶ Where do optimizations fit in the compiler flow?

Code Optimization

- ▶ Machine Independent
 - ▶ Remove redundancy introduced by the Programmer
 - ▶ Remove redundancy not required by later phases of compiler
 - ▶ Take advantage of algebraic properties of operators
- ▶ Machine dependent
 - ▶ Take advantage of the properties of target machine
- ▶ Optimization must preserve the semantics of the original program!

Machine Independent Optimizations

Motivational Example

```
void quicksort(int m, int n)
/* recursively sort a[m] through a[n] */
{
    int i, j;
    int v, x;
    if (n <= m) return;
    i = m-1; j = n; v = a[n];
    while (1) {
        do i = i+1; while (a[i] < v);
        do j = j-1; while (a[j] > v);
        if (i > j) break;
        x = a[i]; a[i] = a[j]; a[j] = x;
    }
    x = a[i]; a[i] = a[n]; a[n] = x;
    quicksort(m, j); quicksort(i+1, n);
}
```

```
(1) i = m-1
(2) j = n
(3) t1 = 4*n
(4) v = a[t1]
(5) i = i+1
(6) t2 = 4*i
(7) t3 = a[t2]
(8) if t3 < v goto (5)
(9) j = j-1
(10) t4 = 4*j
(11) t5 = a[t4]
(12) if t5 > v goto (9)
(13) if i >= j goto (23)
(14) t6 = 4*i
(15) x = a[t6]
(16) t7 = 4*i
(17) t8 = 4*j
(18) t9 = a[t8]
(19) a[t7] = t9
(20) t10 = 4*j
(21) a[t10] = x
(22) goto (5)
(23) t11 = 4*i
(24) x = a[t11]
(25) t12 = 4*i
(26) t13 = 4*n
(27) t14 = a[t13]
(28) a[t12] = t14
(29) t15 = 4*n
(30) a[t15] = x
```

```

( 1) i = m-1
( 2) j = n
( 3) t1 = 4*n
( 4) v = a[t1]
( 5) i = i+1
( 6) t2 = 4*i
( 7) t3 = a[t2]
( 8) if t3 < v goto (5)
( 9) j = j-1
(10) t4 = 4*j
(11) t5 = a[t4]
(12) if t5 > v goto (9)
(13) if i >= j goto (23)

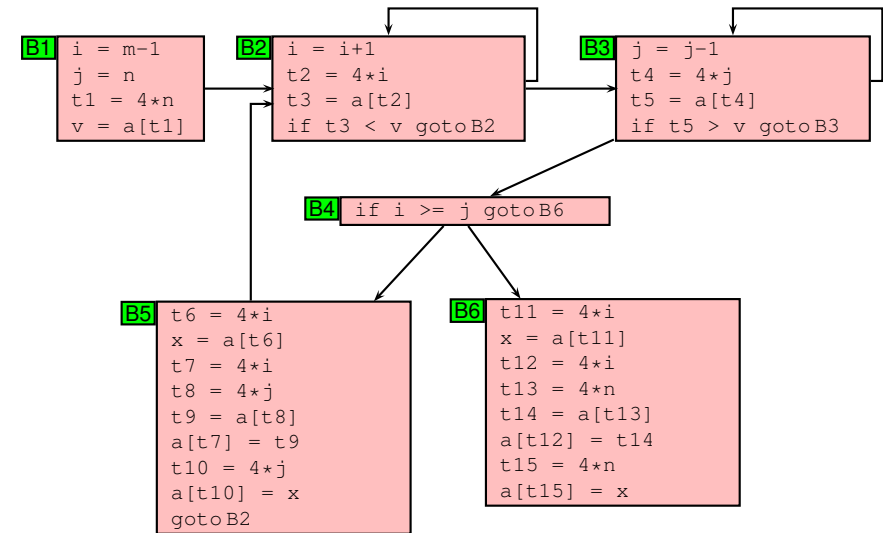
```

```

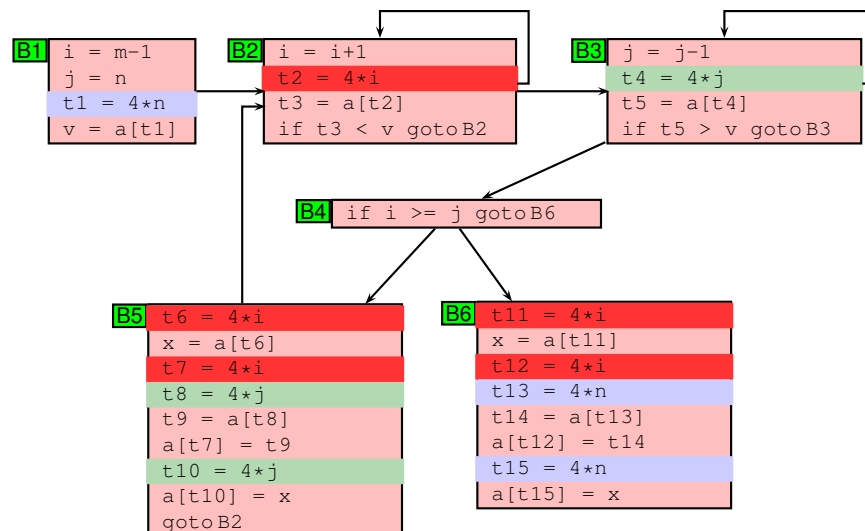
(14) t6 = 4*i
(15) x = a[t6]
(16) t7 = 4*i
(17) t8 = 4*j
(18) t9 = a[t8]
(19) a[t7] = t9
(20) t10 = 4*j
(21) a[t10] = x
(22) goto (5)
(23) t11 = 4*i
(24) x = a[t11]
(25) t12 = 4*i
(26) t13 = 4*n
(27) t14 = a[t13]
(28) a[t12] = t14
(29) t15 = 4*n
(30) a[t15] = x

```

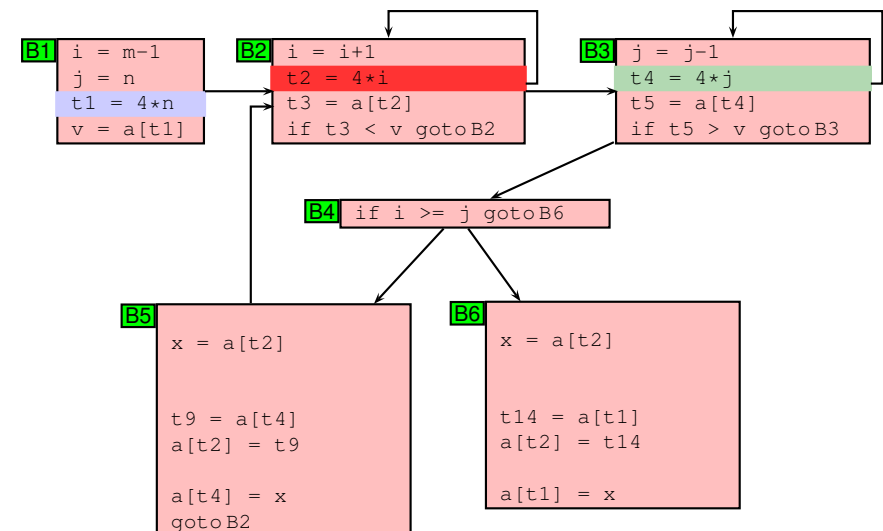
Common Subexpresion Elimination



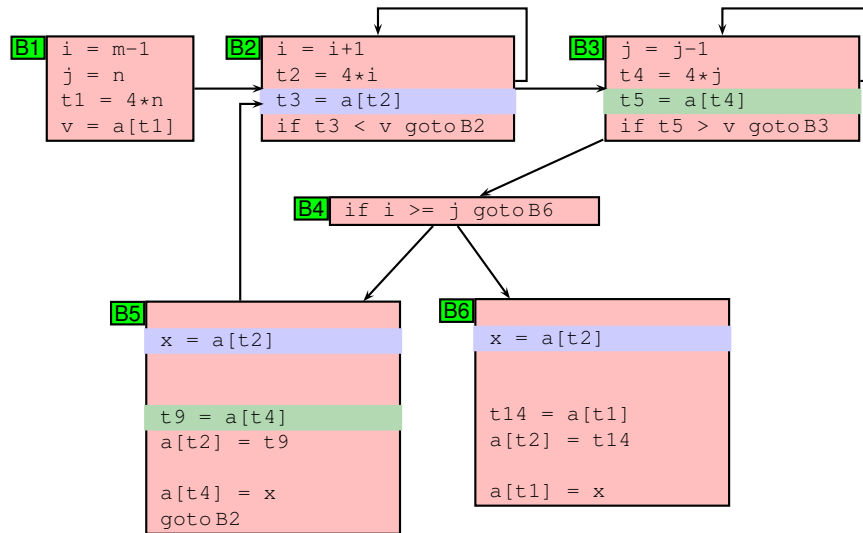
Common Subexpresion Elimination



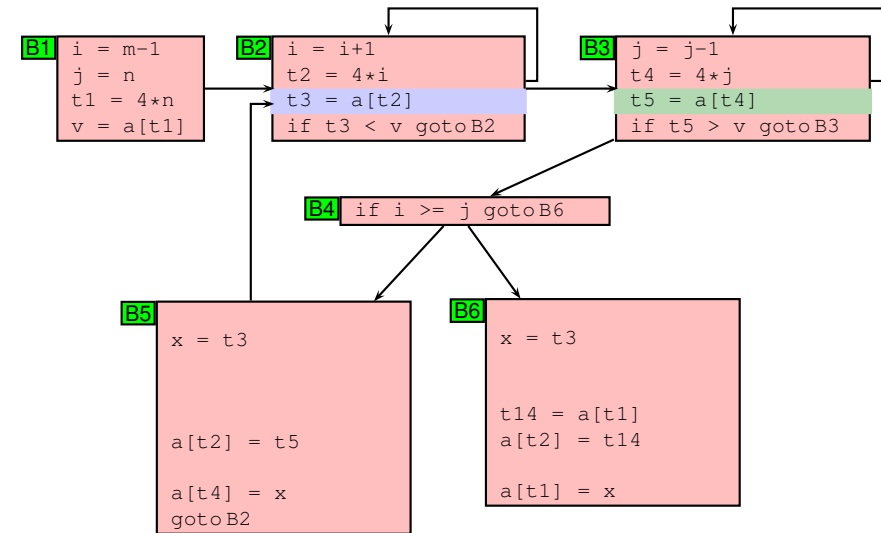
Common Subexpresion Elimination



Common Subexpression Elimination

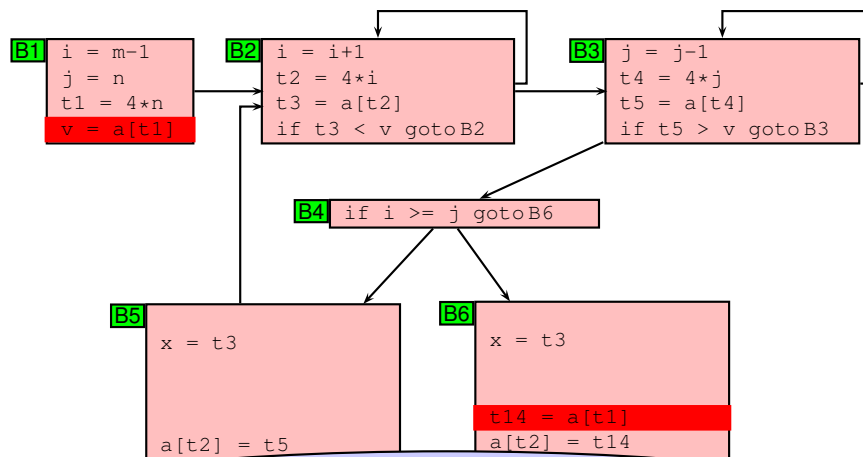


Common Subexpression Elimination



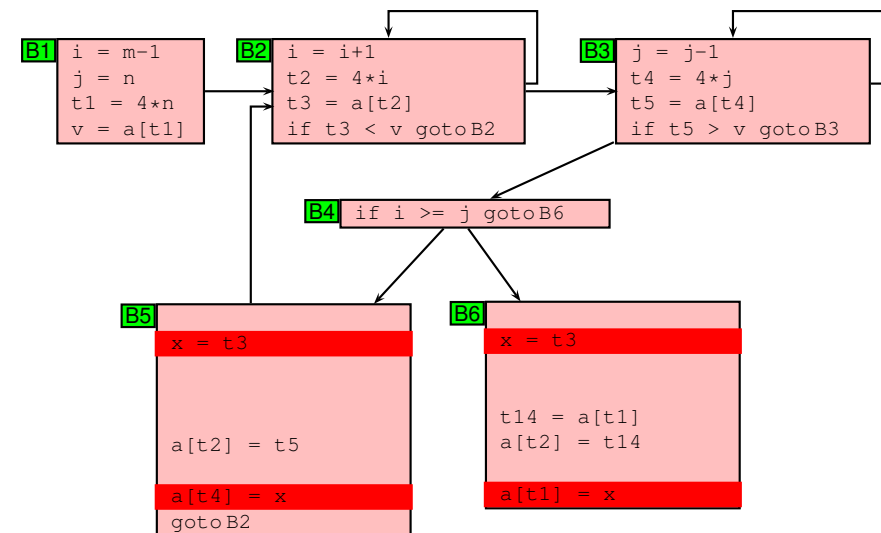
Common Subexpression Elimination

Did we miss one expression?

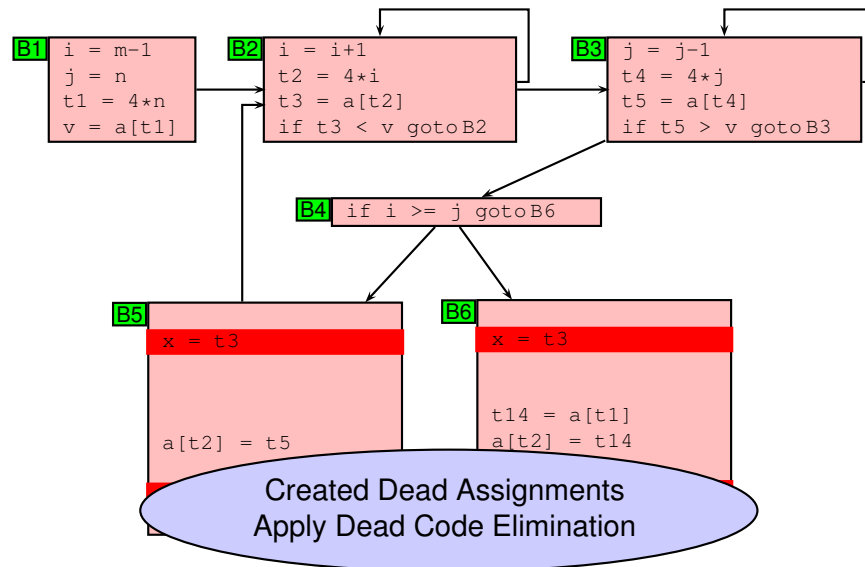


Elimination not safe as a[] is modified on path
B1→B2→B3→B4→B5→B2→B3→B4→B6

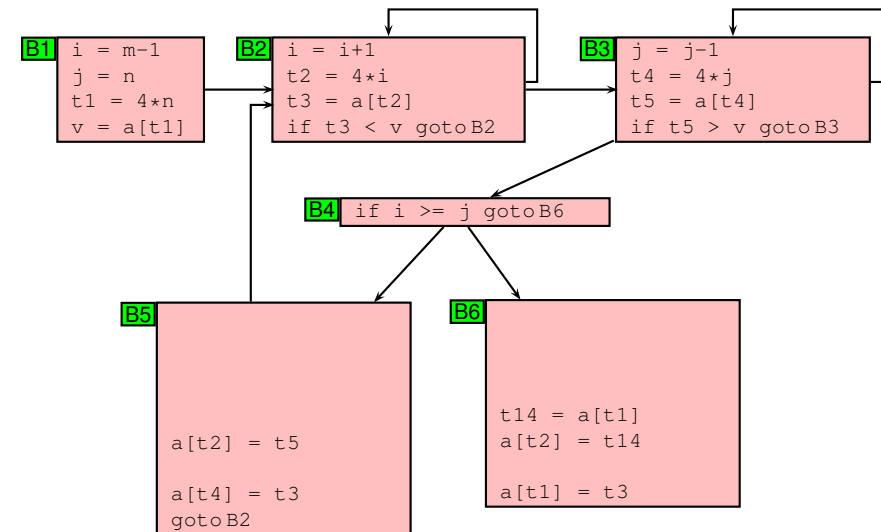
Copy Propagation



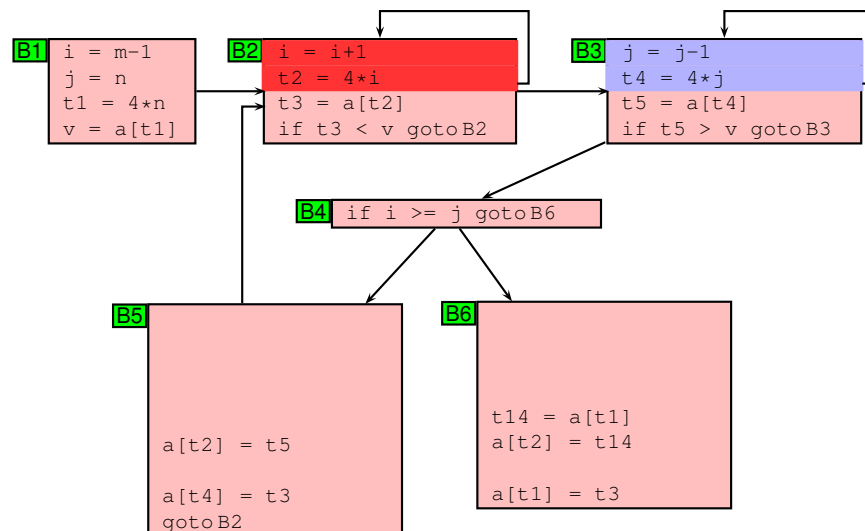
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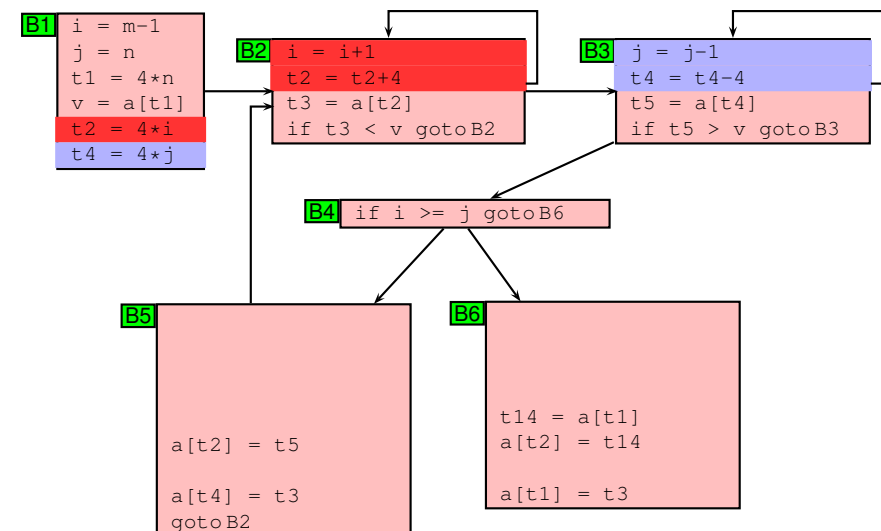
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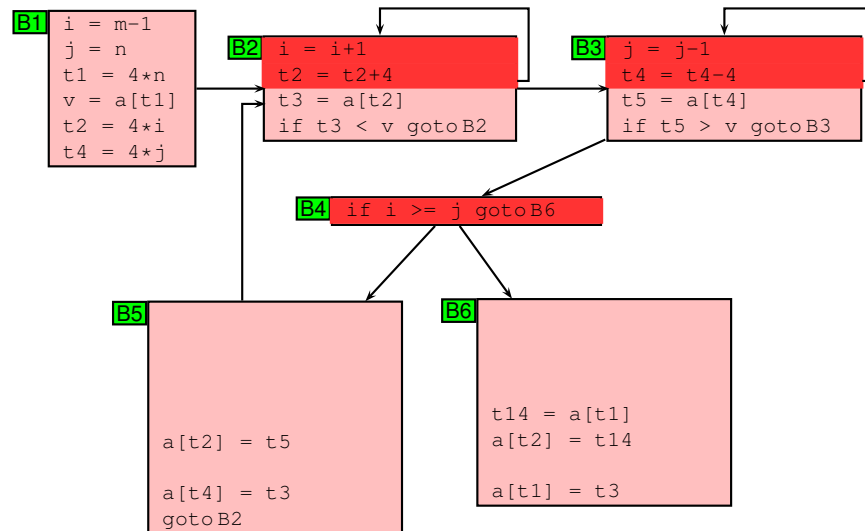
Strength Reduction



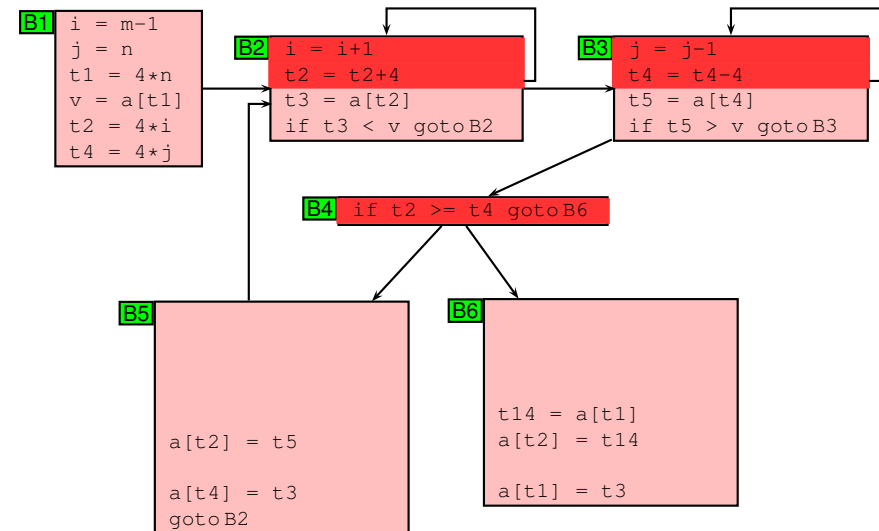
Strength Reduction



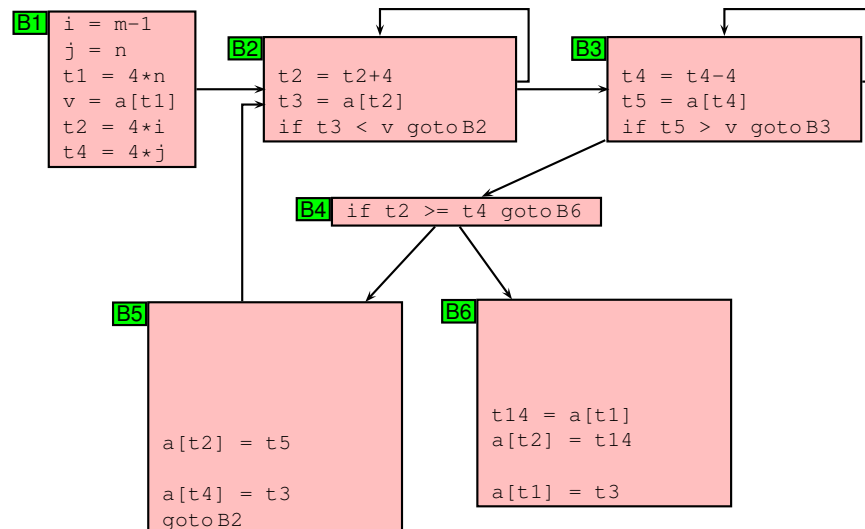
Induction Variable Elimination



Induction Variable Elimination



Dead Code Elimination (Again!)



Benefits

B#	# Stmts before Opts	# Stmts after Opts
B1	4	6
B2	4	3
B3	4	3
B4	1	1
B5	9	3
B6	8	3

Assumptions:

- ▶ Unit cost for each stmt
- ▶ Outer loop: 10 iterations
- ▶ Inner loops: 100 iterations each

Cost of Execution:

Original Program:

$$1*4 + 100*4 + 100*4 + 10*1 + 10*9 + 1*8 = 912$$

Optimized Program:

$$1*6 + 100*3 + 100*3 + 10*1 + 10*3 + 1*3 = 649$$

Machine Dependent Optimizations

Peephole Optimizations

- ▶ Target code often contains redundant instructions and suboptimal constructs
- ▶ Examine a short sequence of target instruction (peephole) and replace by a shorter or faster sequence
- ▶ Peephole is a small moving window on the target systems

Peephole Optimizations: Examples

- ▶ Redundant loads and stores
- ▶ Consider the code sequence

```
move R0, a
move a, R0
```
- ▶ Is instruction 2 redundant? Can we always remove it?
 - ▶ YES, if it does not have label

Peephole Optimizations: Unreachable code

- ▶ Consider the following code

```
int debug = 0;
if (debug) {
    print debugging info
}
```
- ▶ This may be translated as

```
int debug = 0;
if (debug == 1) goto L1
goto L2
L1: print debugging info
L2:
```


Peephole Optimizations: Unreachable code

► Eliminate Jumps

```
int debug = 0;  
if (debug != 1) goto L2  
print debugging info  
L2:
```

► Constant propagation

```
int debug = 0;  
if (0 != 1) goto L2  
print debugging info  
L2:
```

Peephole Optimizations: Unreachable code

► Constant folding and simplification: Since `if` condition is always true, the code becomes:

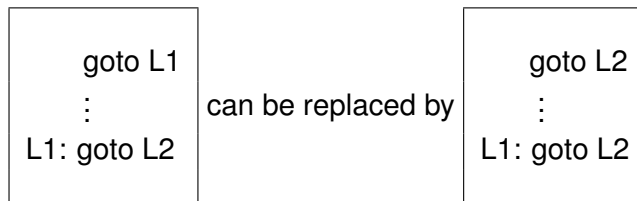
```
goto L2  
print debugging info  
L2:
```

► The print statement is now unreachable. Therefore, the code becomes

```
L2:
```

Peephole Optimizations: Jump Optimizations

► Replace jump-over-jumps



Peephole Optimizations: Simplify Algebraic Expressions

► Remove

```
x = x + 0;  
⋮  
x = x * 1;
```

Peephole Optimizations: Strength Reduction

- ▶ Replace X^2 by $X * X$
- ▶ Replace multiplication by left shift
- ▶ Replace division by right shift

Peephole Optimizations: Use of Faster Instructions

- ▶ Replace
Add #1, R
by
Inc R

Course Logistics

Evaluation

- ▶ Assignments
- ▶ Course project
- ▶ Mid semester exam
- ▶ End semester exam
- ▶ Quizzes/Class participation
- ▶ Refer to course webpage for details.