The Alchemist by Mattheus von Helmont

COMP201

Computer Systems & Programming

Lecture #32 – Code Optimization

KOÇ UNIVERSITY

Aykut Erdem // Koç University // Fall 2020

Image: Professor Farnsworth (Futurama)

Good news, everyone!

- The unofficial end-term course feedback form is available.

Recap

- Debugging
  - Defects and Failures
  - Scientific Debugging
  - Tools
- Design
  - Managing complexity
  - Communication
  - Naming
  - Comments

Learning Goals

- Understand how we can optimize our code to improve efficiency and speed
- Learn about the optimizations GCC can perform

Plan for Today

- What is optimization?
- GCC Optimization
- Limitations of GCC Optimization
- Caching revisited

Disclaimer: Slides for this lecture were borrowed from

—Nick Troccoli's Stanford CS107 class

Lecture Plan

- What is optimization?
- GCC Optimization
- Limitations of GCC Optimization
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Optimization

- Optimization is the task of making your program faster or more efficient with space or time. Later you will learn about explorations of efficiency with Big-O notation!
- *Targeted, intentional* optimizations to alleviate bottlenecks can result in big gains. But it's important to only work to optimize where necessary.

Optimization

Most of what <u>you</u> need to do with optimization can be summarized by:

1) If doing something seldom and only on small inputs, do whatever is simplest to code, understand, and debug
2) If doing things thing a lot, or on big inputs, make the primary algorithm's Big-O cost reasonable
3) **Let `gcc` do its magic from there**
4) Optimize explicitly as a last resort

Lecture Plan

- What is optimization?
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GCC Optimization

- Today, we'll be comparing two levels of optimization in the gcc compiler:
  - `gcc -O0  // mostly just literal translation of C`
  - `gcc -O2  // enable nearly all reasonable optimizations`
  - (we use `-Og`, like `-O0` but with less needless use of the stack)

- There are other custom and more aggressive levels of optimization, e.g.:
  - `-O3     //more aggressive than O2, trade size for speed`
  - `-Os     //optimize for size`
  - `-Ofast  //disregard standards compliance (!!)`

- Exhaustive list of gcc optimization-related flags:
  - https://gcc.gnu.org/onlinedocs/gcc/Optimize-Options.html

Example: Matrix Multiplication

Here's a standard matrix multiply, a triply-nested for loop:

```
void mmm(double a[][DIM], double b[][DIM], double c[][DIM], int n) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            for (int k = 0; k < n; k++) {
                c[i][j] += a[i][k] * b[k][j];
            }
        }
    }
}
```

```
./mult           // -O0 (no optimization)
matrix multiply  25^2: cycles    0.43M
matrix multiply  50^2: cycles    3.02M
matrix multiply 100^2: cycles   24.82M
```

```
./mult_opt      // -O2 (with optimization)
matrix multiply  25^2: cycles   0.13M (opt)
matrix multiply  50^2: cycles   0.66M (opt)
matrix multiply 100^2: cycles   5.55M (opt)
```

GCC Optimizations

- Constant Folding
- Common Sub-expression Elimination
- Dead Code
- Strength Reduction
- Code Motion
- Tail Recursion
- Loop Unrolling
- The Force

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(may be not 🤓)

GCC Optimizations

Optimizations may target one or more of:

- Static instruction count
- Dynamic instruction count
- Cycle count / execution time

GCC Optimizations

- **Constant Folding**
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Constant Folding

Constant Folding pre-calculates constants at compile-time where possible.

```
int seconds = 60 * 60 * 24 * n_days;
```

What is the consequence of this for you as a programmer? What should you do differently or the same knowing that compilers can do this for you?

Constant Folding

```
int fold(int param) {
    char arr[5];
    int a = 0x107;
    int b = a * sizeof(arr);
    int c = sqrt(2.0);
    return a * param + (a + 0x15 / c + strlen("Hello") * b - 0x37) / 4;
}
```

Constant Folding: Before (-O0)

```
0000000000400626 <fold>:
  400626:       55                      push   %rbp
  400627:       53                      push   %rbx
  400628:       48 83 ec 08             sub    $0x8,%rsp
  40062c:       89 fd                   mov    %edi,%ebp
  40062e:       f2 0f 10 05 da 00 00    movsd  0xda(%rip),%xmm0
  400635:       00
  400636:       e8 d5 fe ff ff          callq  400510 <sqrt@plt>
  40063b:       f2 0f 2c c8             cvttsd2si %xmm0,%ecx
  40063f:       69 ed 07 01 00 00       imul   $0x107,%ebp,%ebp
  400645:       b8 15 00 00 00          mov    $0x15,%eax
  40064a:       99                      cltd
  40064b:       f7 f9                   idiv   %ecx
  40064d:       8d 98 07 01 00 00       lea    0x107(%rax),%ebx
  400653:       bf 04 07 40 00          mov    $0x400704,%edi
  400658:       e8 93 fe ff ff          callq  4004f0 <strlen@plt>
  40065d:       48 69 c0 23 05 00 00    imul   $0x523,%rax,%rax
  400664:       48 63 db                movslq %ebx,%rbx
  400667:       48 8d 44 18 c9          lea    -0x37(%rax,%rbx,1),%rax
  40066c:       48 c1 e8 02             shr    $0x2,%rax
  400670:       01 e8                   add    %ebp,%eax
  400672:       48 83 c4 08             add    $0x8,%rsp
  400676:       5b                      pop    %rbx
  400677:       5d                      pop    %rbp
  400678:       c3                      retq
```

Constant Folding: After (-O2)

```
0000000000004004f0 <fold>:
  4004f0:        69 c7 07 01 00 00        imul   $0x107,%edi,%eax
  4004f6:        05 a5 06 00 00           add    $0x6a5,%eax
  4004fb:        c3                       retq
  4004fc:        0f 1f 40 00              nopl   0x0(%rax)
```

GCC Optimizations

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Common Sub-Expression Elimination

Common Sub-Expression Elimination prevents the recalculation of the same thing many times by doing it once and saving the result.

```
int a = (param2 + 0x107);
int b = param1 * (param2 + 0x107) + a;
return a * (param2 + 0x107) + b * (param2 + 0x107);
```

Common Sub-Expression Elimination

Common Sub-Expression Elimination prevents the recalculation of the same thing many times by doing it once and saving the result.

This optimization is done even at -O0!

```
int a = (param2 + 0x107);
int b = param1 * (param2 + 0x107) + a;
return a * (param2 + 0x107) + b * (param2 + 0x107);
```

```
00000000004004f0 <subexp>:
  4004f0:  81 c6 07 01 00 00      add    $0x107,%esi
  4004f6:  0f af fe               imul   %esi,%edi
  4004f9:  8d 04 77               lea    (%rdi,%rsi,2),%eax
  4004fc:  0f af c6               imul   %esi,%eax
  4004ff:  c3                     retq
```

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Dead Code

Dead code elimination removes code that doesn't serve a purpose:

```
if (param1 < param2 && param1 > param2) {
    printf("This test can never be true!\n");
}

// Empty for loop
for (int i = 0; i < 1000; i++);

// If/else that does the same operation in both cases
if (param1 == param2) {
    param1++;
} else {
    param1++;
}

// If/else that more trickily does the same operation in both cases
if (param1 == 0) {
    return 0;
} else {
    return param1;
}
```

Dead Code: Before (-O0)

```
0000000000004004d6 <dead_code>:
  4004d6:     b8 00 00 00 00              mov    $0x0,%eax
  4004db:     eb 03                       jmp    4004e0 <dead_code+0xa>
  4004dd:     83 c0 01                    add    $0x1,%eax
  4004e0:     3d e7 03 00 00              cmp    $0x3e7,%eax
  4004e5:     7e f6                       jle    4004dd <dead_code+0x7>
  4004e7:     39 f7                       cmp    %esi,%edi
  4004e9:     75 05                       jne    4004f0 <dead_code+0x1a>
  4004eb:     8d 47 01                    lea    0x1(%rdi),%eax
  4004ee:     eb 03                       jmp    4004f3 <dead_code+0x1d>
  4004f0:     8d 47 01                    lea    0x1(%rdi),%eax
  4004f3:     f3 c3                       repz retq
```

Dead Code: After (-O2)

```
0000000004004f0 <dead_code>:
  4004f0: 8d 47 01              lea    0x1(%rdi),%eax
  4004f3: c3                    retq
  4004f4: 66 2e 0f 1f 84 00 00  nopw   %cs:0x0(%rax,%rax,1)
  4004fb: 00 00 00
  4004fe: 66 90                 xchg   %ax,%ax
```

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Strength Reduction

Strength reduction changes divide to multiply, multiply to add/shift, and mod to AND to avoid using instructions that cost many cycles (multiply and divide).

```
int a = param2 * 32;
int b = a * 7;
int c = b / 3;
int d = param2 % 2;

for (int i = 0; i <= param2; i++) {
    c += param1[i] + 0x107 * i;
}
return c + d;
```

Strength Reduction: After (-O3)

```
unsigned udiv19(unsigned arg) {
return arg / 19;
}
```

```
udiv19(unsigned int):
    mov   eax, edi
    mov   edx, 2938661835
    imul  rax, rdx
    shr   rax, 32
    sub   edi, eax
    shr   edi
    add   eax, edi
    shr   eax, 4
    ret
```

https://godbolt.org/z/Wq8ra3

What really happens here?

$$a \cdot \frac{1}{19} \approx \frac{a \cdot \frac{2938661835}{2^{32}} + \frac{a - a \cdot \frac{2938661835}{2^{32}}}{2^{1}}}{2^{4}}$$

$$a \cdot \frac{1}{19} \approx \left(a \cdot 2938661835 \cdot 2^{-32} + \left(a - a \cdot 2938661835 \cdot 2^{-32}\right) \cdot 2^{-1}\right) \cdot 2^{-4}$$

$$a \cdot \frac{1}{19} \approx a \cdot \frac{7233629131}{137438953472}$$

GCC Optimizations

- Constant Folding
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Code Motion

Code motion moves code outside of a loop if possible.

```
for (int i = 0; i < n; i++) {
  sum += arr[i] + foo * (bar + 3);
}
```

Common subexpression elimination deals with expressions that appear multiple times in the code. Here, the expression appears once, but is calculated each loop iteration.

GCC Optimizations

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- Loop Unrolling

Tail Recursion

Tail recursion is an example of where GCC can identify recursive patterns that can be more efficiently implemented iteratively.

```
long factorial(int n) {
  if (n <= 1) {
      return 1;
  }
  else return n * factorial(n - 1);
}
```

GCC Optimizations

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- **Loop Unrolling**

Loop Unrolling

Loop Unrolling: Do **n** loop iterations' worth of work per actual loop iteration, so we save ourselves from doing the loop overhead (test and jump) every time, and instead incur overhead only every n-th time.

```
for (int i = 0; i <= n - 4; i += 4) {
      sum += arr[i];
      sum += arr[i + 1];
      sum += arr[i + 2];
      sum += arr[i + 3];
} // after the loop handle any leftovers
```

Lecture Plan

- What is optimization?
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Limitations of GCC Optimization

GCC can't optimize everything! You ultimately may know more than GCC does.

```
int char_sum(char *s) {
    int sum = 0;
    for (size_t i = 0; i < strlen(s); i++) {
        sum += s[i];
    }
    return sum;
}
```

What is the bottleneck? **`strlen` called for every character**
What can GCC do? **code motion – pull `strlen` out of loop**

Limitations of GCC Optimization

GCC can't optimize everything! You ultimately may know more than GCC does.

```
void lower1(char *s) {
    for (size_t i = 0; i < strlen(s); i++) {
        if (s[i] >= 'A' && s[i] <= 'Z') {
            s[i] -= ('A' - 'a');
        }
    }
}
```

What is the bottleneck?

`strlen` called for every character

What can GCC do?

nothing! `s` is changing, so GCC doesn't know if length is constant across iterations. But <u>we</u> know its length doesn't change.

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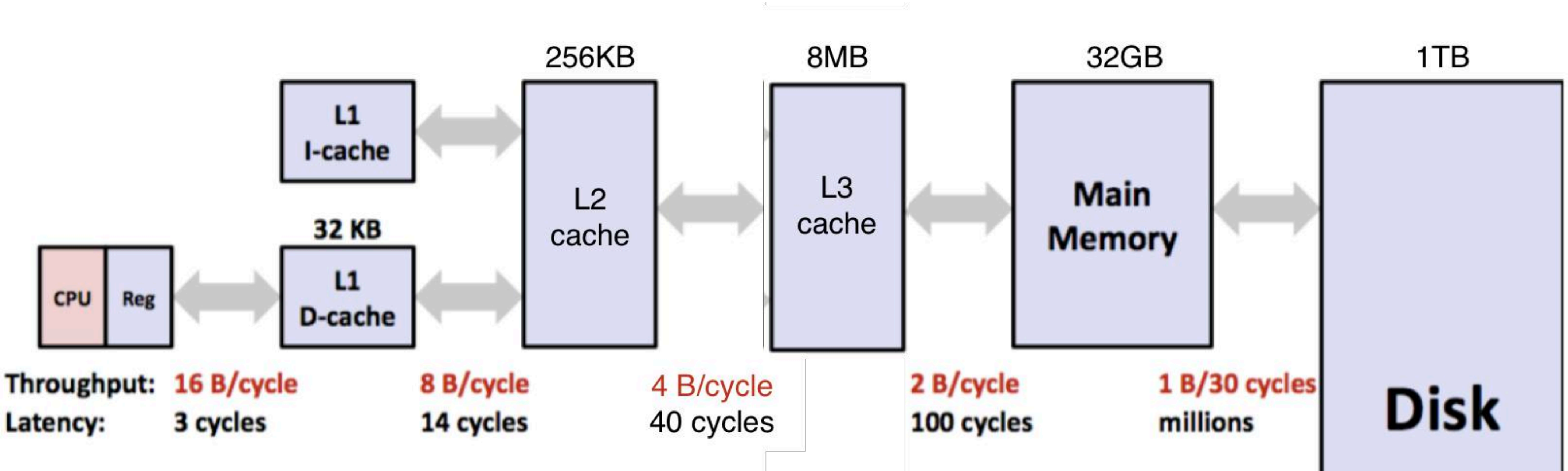
Caching

- Processor speed is not the only bottleneck in program performance – memory access is perhaps even more of a bottleneck!
- Memory exists in levels and goes from *really fast* (registers) to *really slow* (disk).
- As data is more frequently used, it ends up in faster and faster memory.



Caching

All caching depends on locality.

Temporal locality

- Repeat access to the same data tends to be co-located in TIME
- Intuitively: things I have used recently, I am likely to use again soon

Spatial locality

- Related data tends to be co-located in SPACE
- Intuitively: data that is near a used item is more likely to also be accessed

Optimizing Your Code

- Explore various optimizations you can make to your code to reduce instruction count and runtime.
  - More efficient Big-O for your algorithms
  - Explore other ways to reduce instruction count
    - Look for hotspots using callgrind
    - Optimize using –O2
    - And more…

Compiler Optimizations

Why not always just compile with –O2?

- Difficult to debug optimized executables – only optimize when complete
- Optimizations may not *always* improve your program. The compiler does its best, but may not work, or slow things down, etc. Experiment to see what works best!

Why should we bother saving repeated calculations in variables if the compiler has common subexpression elimination?

- The compiler may not always be able to optimize every instance. Plus, it can help reduce redundancy!

Recap

- What is optimization?
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Next time: Linking