Intermediate Code. Local Optimizations

Lecture 18

Lecture Outline

- Intermediate code
- Local optimizations
- Next time: *global* optimizations

Code Generation Summary

- We have discussed
  - Runtime organization
  - Simple stack machine code generation
  - Improvements to stack machine code generation
- Our compiler goes directly from AST to assembly language
  - And does not perform optimizations
- Most real compilers use intermediate languages

Why Intermediate Languages ?

- When to perform optimizations
  - On AST
    - Pro: Machine independent
    - Cons: Too high level
  - On assembly language
    - Pro: Exposes optimization opportunities
    - Cons: Machine dependent
    - Cons: Must reimplement optimizations when retargetting
  - On an intermediate language
    - Pro: Machine independent
    - Pro: Exposes optimization opportunities
    - Cons: One more language to worry about

Intermediate Languages

- Each compiler uses its own intermediate language
  - IL design is still an active area of research
- Intermediate language = high-level assembly language
  - Uses register names, but has an unlimited number
  - Uses control structures like assembly language
  - Uses opcodes but some are higher level
    - E.g., push translates to several assembly instructions
    - Most opcodes correspond directly to assembly opcodes

Three-Address Intermediate Code

- Each instruction is of the form

$$x := y \text{ op } z$$

  - y and z can be only registers or constants
  - Just like assembly
- Common form of intermediate code
- The AST expression $x + y * z$ is translated as

$$t_1 := y * z$$
$$t_2 := x + t_1$$

  - Each subexpression has a "home" in a temporary

Generating Intermediate Code

- Similar to assembly code generation
- Major difference
  - Use any number of IL registers to hold intermediate results

Generating Intermediate Code (Cont.)

- $Igen(e, t)$ function generates code to compute the value of e in register t
- Example:

  $igen(e_1 + e_2, t) =$

  $igen(e_1, t_1)$ (t_1 is a fresh register)

  $igen(e_2, t_2)$ (t_2 is a fresh register)

  $t := t_1 + t_2$

- Unlimited number of registers

  $\Rightarrow$ simple code generation

Intermediate Code. Notes

- Intermediate code is discussed in Ch. 8
  - Required reading

- You should be able to manipulate intermediate code

An Intermediate Language

$P \rightarrow S\ P \mid \varepsilon$

$S \rightarrow$ id := id op id
| id := op id
| id := id
| push id
| id := pop
| if id relop id goto L
| L:
| jump L

- id's are register names
- Constants can replace id's
- Typical operators: +, -, *

Definition. Basic Blocks

- A basic block is a maximal sequence of instructions with:
  - no labels (except at the first instruction), and
  - no jumps (except in the last instruction)
- Idea:
  - Cannot jump in a basic block (except at beginning)
  - Cannot jump out of a basic block (except at end)
  - Each instruction in a basic block is executed after all the preceding instructions have been executed

Basic Block Example

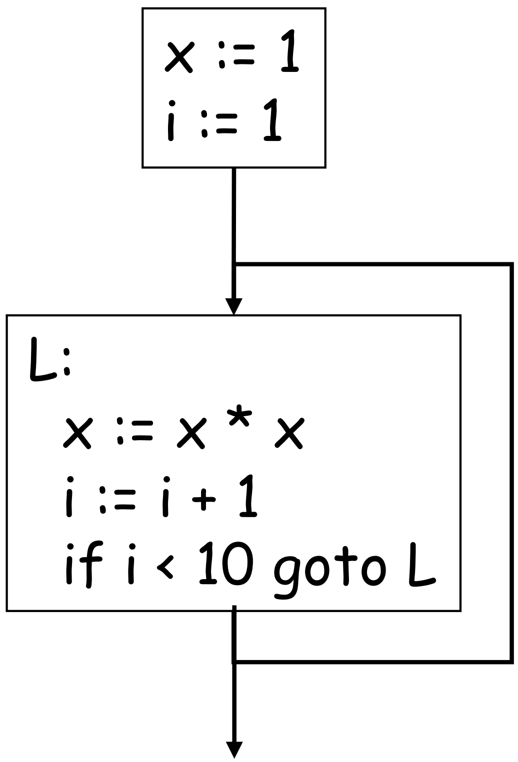
- Consider the basic block
  1. L:
  2. t := 2 * x
  3. w := t + x
  4. if w > 0 goto L'
- No way for (3) to be executed without (2) having been executed right before
  - We can change (3) to w := 3 * x
  - Can we eliminate (2) as well?

Definition. Control-Flow Graphs

- A control-flow graph is a directed graph with
  - Basic blocks as nodes
  - An edge from block A to block B if the execution can flow from the last instruction in A to the first instruction in B
  - E.g., the last instruction in A is jump L_B
  - E.g., the execution can fall-through from block A to block B

- Frequently abbreviated as CFG

Control-Flow Graphs. Example.



- The body of a method (or procedure) can be represented as a control-flow graph
- There is one initial node
- All "return" nodes are terminal

Optimization Overview

- Optimization seeks to improve a program's utilization of some resource
  - Execution time (most often)
  - Code size
  - Network messages sent
  - Battery power used, etc.
- Optimization should not alter what the program computes
  - The answer must still be the same

A Classification of Optimizations

- For languages like C and ChocoPy there are three granularities of optimizations
  1. Local optimizations
     - Apply to a basic block in isolation
  2. Global optimizations
     - Apply to a control-flow graph (method body) in isolation
  3. Inter-procedural optimizations
     - Apply across method boundaries
- Most compilers do (1), many do (2) and very few do (3)

Cost of Optimizations

- In practice, a conscious decision is made <u>not</u> to implement the fanciest optimization known
- Why?
  - Some optimizations are hard to implement
  - Some optimizations are costly in terms of compilation time
  - The fancy optimizations are both hard and costly
- The goal: maximum improvement with minimum of cost

Local Optimizations

- The simplest form of optimizations
- No need to analyze the whole procedure body
  - Just the basic block in question

- Example: algebraic simplification

Algebraic Simplification

- Some statements can be deleted

  x := x + 0

  x := x * 1

- Some statements can be simplified

x := x * 0	$\Rightarrow$	x := 0
y := y ** 2	$\Rightarrow$	y := y * y
x := x * 8	$\Rightarrow$	x := x << 3
x := x * 15	$\Rightarrow$	t := x << 4; x := t - x

(on some machines << is faster than *; but not on all!)

Constant Folding

- Operations on constants can be computed at compile time
- In general, if there is a statement

  x := y op z

  - And y and z are constants
  - Then y op z can be computed at compile time
- Example: x := 2 + 2 $\Rightarrow$ x := 4
- Example: if 2 < 0 jump L can be deleted

Flow of Control Optimizations

- Eliminating unreachable code:
  - Code that is unreachable in the control-flow graph
  - Basic blocks that are not the target of any jump or "fall through" from a conditional
  - Such basic blocks can be eliminated
- Why would such basic blocks occur?
- Removing unreachable code makes the program smaller
  - And sometimes also faster
    - Due to memory cache effects (increased spatial locality)

Single Assignment Form

- Some optimizations are simplified if each assignment is to a temporary that has not appeared already in the basic block
- Intermediate code can be rewritten to be in single assignment form

$x := a + y$		$x := a + y$
$a := x$	$\Rightarrow$	$a_1 := x$
$x := a * x$		$x_1 := a_1 * x$
$b := x + a$		$b := x_1 + a_1$

(x_1 and a_1 are fresh temporaries)

Common Subexpression Elimination

- Assume
  - Basic block is in single assignment form
- All assignments with same rhs compute the same value
- Example:

x := y + z		x := y + z
…	⇒	…
w := y + z		w := x

- Why is single assignment important here?

Copy Propagation

- If $w := x$ appears in a block, all subsequent uses of w can be replaced with uses of x
- Example:

b := z + y		b := z + y
a := b	⇒	a := b
x := 2 * a		x := 2 * b

- This does not make the program smaller or faster but might enable other optimizations
  - Constant folding
  - Dead code elimination
- Again, single assignment is important here.

Copy Propagation and Constant Folding

- Example:

a := 5		a := 5
x := 2 * a	⇒	x := 10
y := x + 6		y := 16
t := x * y		t := x << 4

Dead Code Elimination

If

w := rhs appears in a basic block

w does not appear anywhere else in the program

Then

the statement w := rhs is dead and can be eliminated

- Dead = does not contribute to the program's result

Example: (a is not used anywhere else)

x := z + y		b := z + y		b := z + y
a := x	$\Rightarrow$	a := b	$\Rightarrow$	x := 2 * b
x := 2 * a		x := 2 * b		

Applying Local Optimizations

- Each local optimization does very little by itself
- Typically optimizations interact
  - Performing one optimizations enables other opt.
- Typical optimizing compilers repeatedly perform optimizations until no improvement is possible
  - The optimizer can also be stopped at any time to limit the compilation time

An Example

- Initial code:

```
a := x ** 2
b := 3
c := x
d := c * c
e := b * 2
f := a + d
g := e * f
```

An Example

- Algebraic optimization:

```
a := x ** 2
b := 3
c := x
d := c * c
e := b * 2
f := a + d
g := e * f
```

An Example

- Algebraic optimization:

```
a := x * x
b := 3
c := x
d := c * c
e := b + b
f := a + d
g := e * f
```

An Example

- Copy propagation:

```
a := x * x
b := 3
c := x
d := c * c
e := b + b
f := a + d
g := e * f
```

An Example

- Copy propagation:

```
a := x * x
b := 3
c := x
d := x * x
e := 3 + 3
f := a + d
g := e * f
```

An Example

- Constant folding:

```
a := x * x
b := 3
c := x
d := x * x
e := 3 + 3
f := a + d
g := e * f
```

An Example

- Constant folding:

```
a := x * x
b := 3
c := x
d := x * x
e := 6
f := a + d
g := e * f
```

An Example

- Common subexpression elimination:

```
a := x * x
b := 3
c := x
d := x * x
e := 6
f := a + d
g := e * f
```

An Example

- Common subexpression elimination:

```
a := x * x
b := 3
c := x
d := a
e := 6
f := a + d
g := e * f
```

An Example

- Copy propagation:

```
a := x * x
b := 3
c := x
d := a
e := 6
f := a + d
g := e * f
```

An Example

- Copy propagation:

```
a := x * x
b := 3
c := x
d := a
e := 6
f := a + a
g := 6 * f
```

An Example

- Dead code elimination:

```
a := x * x
b := 3
c := x
d := a
e := 6
f := a + a
g := 6 * f
```

An Example

- Dead code elimination:

```
a := x * x



f := a + a
g := 6 * f
```

- This is the final form

Peephole Optimizations on Assembly Code

- The optimizations presented before work on intermediate code
  - They are target independent
  - But they can be applied on assembly language also
- <u>Peephole optimization</u> is an effective technique for improving assembly code
  - The “peephole” is a short sequence of (usually contiguous) instructions
  - The optimizer replaces the sequence with another equivalent (but faster) one

Peephole Optimizations (Cont.)

- Write peephole optimizations as replacement rules

$$i_1, \ldots, i_n \rightarrow j_1, \ldots, j_m$$

where the rhs is the improved version of the lhs

- Example:

mv a, b; mv b, a $\rightarrow$ mv a, b

  - Works if mv b, a is not the target of a jump

- Another example

addi a, a, i; addi a, a, j $\rightarrow$ addi a, a, i+j

Peephole Optimizations (Cont.)

- Many (but not all) of the basic block optimizations can be cast as peephole optimizations
  - Example: addi a, b, 0 → mv a, b
  - Example: mv a, a →
  - These two together eliminate addi a, a, 0
- Just like for local optimizations, peephole optimizations need to be applied repeatedly to get maximum effect

Local Optimizations. Notes.

- Intermediate code is helpful for many optimizations
- Many simple optimizations can still be applied on assembly language
- "Program optimization" is grossly misnamed
  - Code produced by "optimizers" is not optimal in any reasonable sense
  - "Program improvement" is a more appropriate term