

EuroLLVM 2014 — Edinburgh

3-bit Waymarking

(a.k.a. Son of `use`-Diet)

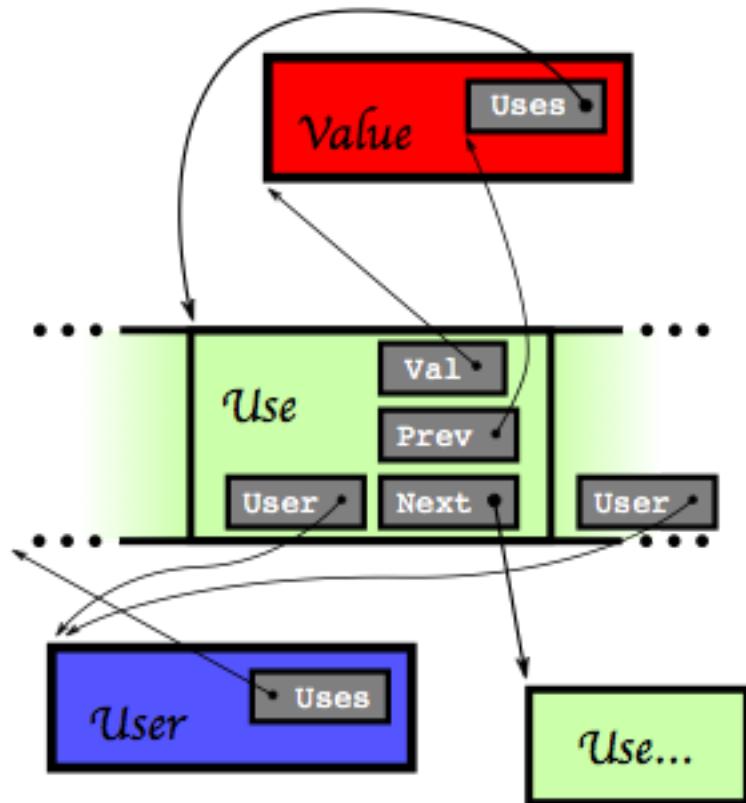
Gabor Greif

Weekend LLVM-hobbyist



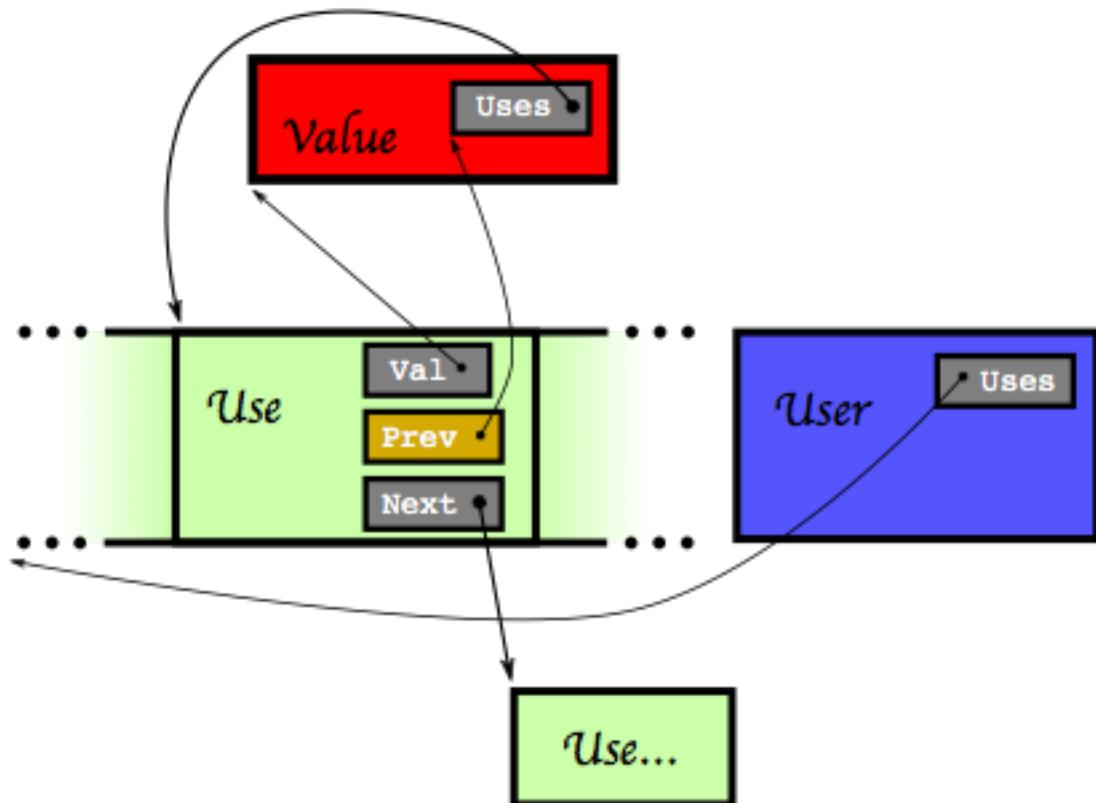
The Situation Before 2008

Use has 4 pointers



Use -Diet

- drop pointer to `User`
- allocate `Use`s before `User` in memory
- make `Prev` pointer tagged (2-bits, since always 4-byte aligned)
- seen 12% space savings on big C++ programs
- landed in the LLVM codebase: May 2008



How it Works

Employ a *framed serial code* in consecutive Use s

- → full stop
- → stop
- , → binary digits

Read off binary digits to obtain distance to User

Interlude

:)

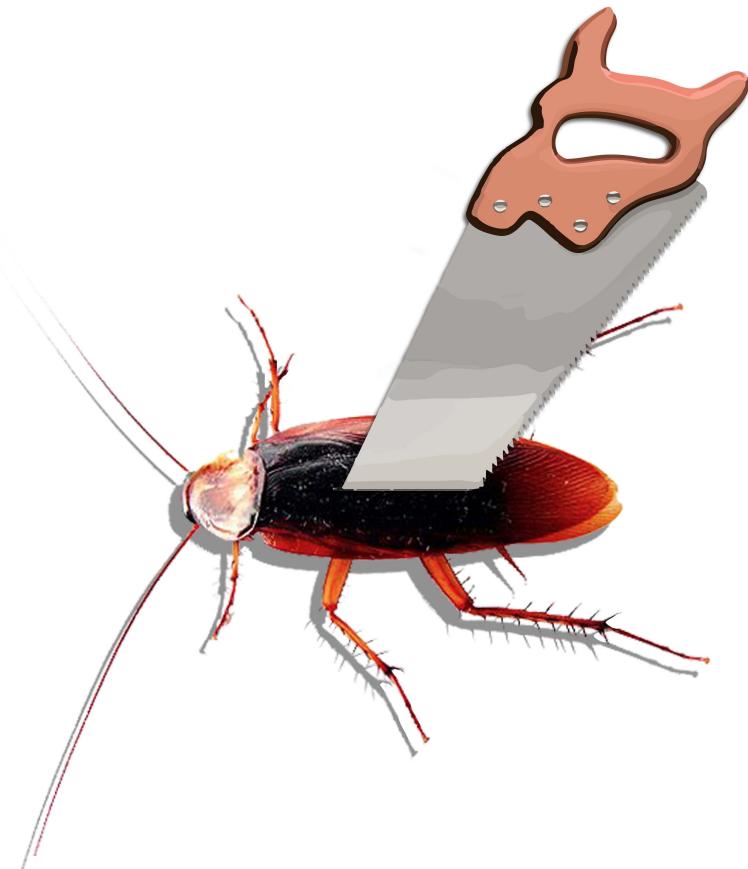
The Sacrifice

2.5% runtime increase

(but it was worth it!)

Solution

When two feet permit just so much speed, then you have to upgrade to three feet!



I really did not mean to do something cruel as this!

But no earthly life-form provides this feature, so...

Solution (contd.)

Clearly I was in need of some alien technology!

...then I took a page from the book of space exploration and found this gem:



Alien tricks from Mars! :-)

Son of Use -Diet: 3-bits Encoding

On today's predominantly 64-bit platforms, pointers are 8-byte aligned

We have 8 distinct tags for disposal

- double digits: `00`, `01`, `10`, `11`
- 3 stop tags: `q`, `r`, `s` (always in this order)
- full stop: `s`

Originally modelled in Haskell (+ `QuickCheck`)

Now in LLVM repo (on a branch), with automatic algorithm selection

Benefits

- stop tags allow longer hops while hunting down the framed digits
- any stop tag encodes the distance to the framed payload
- harvesting 2-bits at a time

Comparison

tag-bits	frames
2	...1s100000s11010s10100s1111s1010s110s11s1S
accesses	...87CBA9876BA9876A987659876587654654343221
3	...rs203qrs131qrs113qrs101qrs30qrs13qrs3rssS
accesses	...55666555666555666555554445544443332221
Δ	...3265443205443204332104332132210211011000

Further Opportunities

- unroll tag initialisation loops
- distance relative to stopped frame (microoptimization)
- `rol` (rotate) instructions with condition flags
- examining resultant assembly (on all archs!)

Questions? — or just ask me later

Credits:

- NASA (image)
- Wikipedia (image)
- W3C Slidy