

# Optimizing real-world applications with GCC Link Time Optimization

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## Abstract

GCC has a new infrastructure to support a link time optimization (LTO). The infrastructure is designed to allow linking of large applications using a special mode (WHOPR) which support parallelization of the compilation process. In this paper we present overview of the design and implementation of WHOPR and present test results of its behavior when optimizing large applications. We give numbers on compile time, memory usage and code quality comparisons to the classical file by file based optimization model. In particular we focus on Firefox web browser. We show main problems seen only when compiling a large application, such as startup time and code size growth.

## 1 Introduction

*Link Time Optimization (LTO)* is a compilation mode in which an intermediate language (an *IL*) is written to the object files and the optimizer is invoked during the linking stage. This allows the compiler to extend the scope of inter-procedural analysis and optimization to encompass the whole program visible at link-time. This gives the compiler more freedom than the file-by-file compilation mode, in which each compilation unit is optimized independently, without any knowledge of the rest of the program being constructed.

Development of the LTO infrastructure in the GNU Compiler Collection (*GCC*) started in 2005 [LTOproposal] and the initial implementation was first included in *GCC 4.5.0*, released in 2009. The inter-procedural optimization framework was independently developed starting in 2003 [Hubička04], and was designed to be used both independently and in tandem with LTO.

The LTO infrastructure represents an important change to the compiler, as well as the whole tool-chain. It consists of the following components:

1. A middle-end (the part of *GCC* back-end independent of target architecture) extension that supports streaming an intermediate language representing the program to disk,

2. A new compiler front-end (the LTO front-end), which is able to read back the intermediate language, merge multiple units together, and process them in the compiler’s optimizer and code generation backend,
3. A linker plugin integrated into the *Gold* linker, which is able to call back into the LTO front-end during linking [Plugin],

(The plugin interface is designed to be independent of both the *Gold* linker and the rest of *GCC*’s LTO infrastructure; thus the effort to extend the tool-chain for plugin support can be shared with other compilers with LTO support. Currently it is used also by *LLVM* [Lattner].)

4. Modifications to the *GCC* driver (*collect2*) to support linking of LTO object files using either the linker plugin or direct invocation of the LTO front-end,
5. Various infrastructure updates, including a new symbol table representation and support for merging of declarations and types within the middle-end, and
6. Support for using the linker plugin for other components of the tool-chain—such as *ar* and *nm*. (Libtool was also updated to support LTO.)

The inter-procedural optimization infrastructure consists of the following major components:

1. Callgraph and varpool data structures representing the program in optimizer friendly form,
2. Inter-procedural dataflow support,

3. A pass manager capable of executing inter-procedural and local passes, and
4. A number of different inter-procedural optimization passes.

Sections 2 and 3 contains an overview with more details on the most essential components of both infrastructures.

GCC is the third free software C/C++ compiler with LTO support (LLVM and Open64 both supported LTO in their initial respective public releases). GCC 4.5.0’s LTO support was sufficient to compile small- to medium-sized C, C++ and Fortran programs, but had several deficiencies, including incompatibilities with various language extensions, issues mixing multiple languages, and the inability to output debug information. In Section 4 we describe an ongoing effort to make LTO useful for large real-world applications, discuss existing problems and present early benchmarks. We focus on two applications as a running example thorough the paper: the GCC compiler itself and the Mozilla Firefox browser.

## 2 Design and implementation of the Link Time Optimization in GCC

The link-time optimization in GCC is implemented by storing the intermediate language into object files. Instead of producing “fake” object files of custom format, GCC produces standard object files in the target format (such as ELF) with extra sections containing the intermediate language, which is used for LTO. This “fat” object format makes it easier to integrate LTO into existing build systems, as one can, for instance, produce archives of the files. Additionally, one might be able to ship one set of fat objects which could be used both for development and the production of optimized builds, although this isn’t currently feasible, for reasons detailed below. As a surprising side-effect, any mistake in the tool chain that leads to the LTO code generation not being used (e.g. an older libtool calling `ld` directly) leads to the silent skipping of LTO. This is both an advantage, as the system is more robust, and a disadvantage, as the user isn’t informed that the optimization has been disabled.

The current implementation is limited in that it only produces “fat” objects, effectively doubling compilation time. This hides the problem that some tools, such as `ar`

and `nm`, need to understand symbol tables of LTO sections. These tools were extended to use the plugin infrastructure, and with these problems solved, GCC will also support “slim” objects consisting of the intermediate code alone.

The GCC intermediate code is stored in several sections:

- **Command line options (`.gnu.lto.opts`)**

This section contains the command line options used to generate the object files. This is used at link-time to determine the optimization level and other settings when they are not explicitly specified at the linker command line.

At the time of writing the paper, GCC does not support combining LTO object files compiled with different set of the command line options into a single binary.

- **The symbol table (`.gnu.lto.symtab`)**

This table replaces the ELF symbol table for functions and variables represented in the LTO IL. Symbols used and exported by the optimized assembly code of “fat” objects might not match the ones used and exported by the intermediate code. The intermediate code is less-optimized and thus requires a separate symbol table.

There is also possibility that the binary code in the “fat” object will lack a call to a function, since the call was optimized out at compilation time after the intermediate language was streamed out. In some special cases, the same optimization may not happen during the link-time optimization. This would lead to an undefined symbol if only one symbol table was used.

- **Global declarations and types (`.gnu.lto.decls`).**

This section contains an intermediate language dump of all declarations and types required to represent the callgraph, static variables and top-level debug info.

- **The callgraph (`.gnu.lto.cgraph`).**

This section contains the basic data structure used by the GCC inter-procedural optimization infrastructure (see Section 2.2). This section stores an annotated multi-graph which represents the functions and call sites as well as the variables, aliases and top-level `asm` statements.

- **IPA references (`.gnu.lto_.refs`).**

This section contains references between function and static variables.

- **Function bodies**

This section contains function bodies in the intermediate language representation. Every function body is in a separate section to allow copying of the section independently to different object files or reading the function on demand.

- **Static variable initializers**

(`.gnu.lto_.vars`).

- **Summaries and optimization summaries used by IPA passes.**

See Section 2.2.

The intermediate language (IL) is the on-disk representation of GCC GIMPLE [Henderson]. It is used for high level optimization in the SSA form [Cytron]. The actual file formats for the individual sections are still in a relatively early stage of development. It is expected that in future releases the representation will be re-engineered to be more stable and allow redistribution of object files containing LTO sections. Stabilizing the intermediate language format will require a more formal definition of the GIMPLE language itself. This is mentioned as one of main requirements in the original proposal for LTO [LTOproposal], yet five years later we have to admit that work on this made almost no progress.

## 2.1 Fast and Scalable Whole Program Optimizations — WHOPR

One of the main goals of the GCC link-time infrastructure was to allow effective compilation of large programs. For this reason GCC implements two link-time compilation modes.

1. *LTO mode*, in which the whole program is read into the compiler at link-time and optimized in a similar way as if it were a single source-level compilation unit.
2. *WHOPR<sup>1</sup> mode* which was designed to utilize multiple CPUs and/or a distributed compilation

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<sup>1</sup>An acronym for “scalable WHole PRogram optimizer”, not to be confused with the `-fwhole-program` concept described later.

environment to quickly link large applications<sup>2</sup> [Briggs].

WHOPR employs three main stages:

### 1. Local generation (*LGEN*)

This stage executes in parallel. Every file in the program is compiled into the intermediate language and packaged together with the local call-graph and summary information. This stage is the same for both the LTO and WHOPR compilation mode.

### 2. Whole Program Analysis (*WPA*)

WPA is performed sequentially. The global call-graph is generated, and a global analysis procedure makes transformation decisions. The global call-graph is partitioned to facilitate parallel optimization during phase 3. The results of the WPA stage are stored into new object files which contain the partitions of program expressed in the intermediate language and the optimization decisions.

### 3. Local transformations (*LTRANS*)

This stage executes in parallel. All the decisions made during phase 2 are implemented locally in each partitioned object file, and the final object code is generated. Optimizations which cannot be decided efficiently during the phase 2 may be performed on the local call-graph partitions.

WHOPR can be seen as an extension of the usual LTO mode of compilation. In LTO, WPA and LTRANS and are executed within a single execution of the compiler, after the whole program has been read into memory.

When compiling in WHOPR mode the callgraph partitioning is done during the WPA stage. The whole program is split into a given number of partitions of about same size, with the compiler attempting to minimize the number of references which cross partition boundaries. The main advantage of WHOPR is to allow the parallel execution of LTRANS stages, which are the most time-consuming part of the compilation process. Additionally, it avoids the need to load the whole program into memory.

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<sup>2</sup>Distributed compilation is not implemented yet, but since the parallelism is facilitated via generating a `Makefile`, it would be easy to implement.

The WHOPR compilation mode is broken in GCC 4.5.x. GCC 4.6.0 will be the first release with a usable WHOPR implementation, which will by default replace the LTO mode. In this paper we concentrate on the real-world behavior of WHOPR.

## 2.2 Inter-procedural optimization infrastructure

The program is represented in a *callgraph* (a multi-graph where nodes are functions and edges are call sites) and the *varpool* (a list of static and external variables in the program) [Hubička04].

The inter-procedural optimization is organized as a sequence of individual passes, which operate on the callgraph and the varpool. To make the implementation of WHOPR possible, every inter-procedural optimization pass is split into several stages that are executed at different times of WHOPR compilation:

- LGEN time:

### 1. Generate summary

Every function body and variable initializer is examined and the relevant information is stored into a pass-local data structure.

### 2. Write summary

Pass-specific information is written into an object file.

- WPA time:

### 3. Read summary

The pass-specific information is read back into a pass-local data structure in memory.

### 4. Execute

The pass performs the inter-procedural propagation. This must be done without actual access to the individual function bodies or variable initializers. In the future we plan to implement functionality to bring a function body into memory on demand, but this should be used with a care to avoid memory usage problems.

### 5. Write optimization summary

The result of the inter-procedural propagation is stored into the object file.

- LTRANS time:

## 6. Read optimization summary

Inter-procedural optimization decisions are read from an object file.

## 7. Transform

The actual function bodies and variable initializers are updated based on the information passed down from the *Execute* stage.

The implementation of the inter-procedural passes are shared between LTO, WHOPR and classic non-LTO compilation. During the file-by-file mode every pass executes its own *Generate summary*, *Execute*, and *Transform* stages within the single execution context of the compiler. In LTO compilation mode every pass uses *Generate summary*, *Write summary* at compilation time, while the *Read summary*, *Execute*, and *Transform* stages are executed at link time. In WHOPR mode all stages are used.

One of the main challenges of introducing the WHOPR compilation mode was solving interactions between the optimization passes. In LTO compilation mode, the passes are executed in a sequence, each of which consists of analysis (or *Generate summary*), propagation (or *Execute*) and *Transform* stages. Once the work of one pass is finished, the next pass sees the updated program representation and can execute. This makes the individual passes independent on each other.

In the WHOPR mode all passes first execute their *Generate summary* stage. Then the summary writing ends LGEN. At WPA time the summaries are read back into memory and all passes run *Execute* stage. Optimization summaries are streamed and shipped to LTRANS. Finally all passes execute the *Transform* stage.

Most optimization passes split naturally into analysis, propagation and, transformation stages. The main problem arises when one pass performs changes and the following pass gets confused by seeing different callgraphs at the *Transform* stage than at the *Generate summary* or the *Execute* stage. This means that the passes are required to communicate their decisions with each other. Introducing an interface in between each pair of optimization passes would quickly make the compiler unmaintainable.

For this reason, the GCC callgraph infrastructure implements a method of representing the changes performed by the optimization passes in the callgraph without needing to update function bodies.

A *virtual clone* in the callgraph is a function that has no associated body, just a description how to create its body based on a different function (which itself may be a virtual clone) [Hubička07].

The description of function modifications includes adjustments to the function's signature (which allows, for example, removing or adding function arguments), substitutions to perform on the function body, and, for inlined functions, a pointer to function it will be inlined into.

It is also possible to redirect any edge of the callgraph from a function to its virtual clone. This implies updating of the call site to adjust for the new function signature.

Most of the transformations performed by inter-procedural optimizations can be represented via virtual clones: For instance, a constant propagation pass can produce a virtual clone of the function which replaces one of its arguments by a constant. The inliner can represent its decisions by producing a clone of a function whose body will be later integrated into given function.

Using virtual clones the program can be easily updated at the *Execute* stage, solving most of pass interactions problems that would otherwise occur at the *Transform* stages. Virtual functions are later materialized in the LTRANS stage and turned into real functions. Passes executed after the virtual clone were introduced also perform their *Transform* stages on new functions, so for a pass there is no significant difference between operating on a real function or a virtual clone introduced before its *Execute* stage.

Optimization passes then work on virtual clones introduced before their *Execute* stage as if they were real functions. The only difference is that clones are not visible at *Generate Summary* stage.

To keep the function summaries updated, the callgraph interface allows an optimizer to register a callback that is called every time a new clone is introduced as well as when the actual function or variable is generated or when a function or variable is removed. These hooks are registered at the *Generate summary* stage and allow the pass to keep its information intact until the *Execute* stage. The same hooks can also be registered at the *Execute* stage to keep the optimization summaries updated for the *Transform* stage.

To simplify the task of generating summaries several data structures in addition to the callgraph are constructed. These are used by several passes.

We represent IPA references in the callgraph. For a function or variable *A*, the *IPA reference* is a list of all locations where the address of *A* is taken and, when *A* is a variable, a list of all direct stores and reads to/from *A*. References represent an oriented multi-graph on the union of nodes of the callgraph and the varpool.

Finally, we implement a common infrastructure for jump functions. Suppose that an optimization pass see a function *A* and it knows values of (some of) its arguments. The *jump function* [Callahan, Ladelsky05] describes the value of a parameter of a given function call in function *A* based on this knowledge (when doing so is easily possible). Jump functions are used by several optimizations, such as the inter-procedural constant propagation pass and the devirtualization pass. The inliner also uses jump functions to perform inlining of callbacks.

For easier development, the GCC pass manager differentiates between normal inter-procedural passes and small inter-procedural passes. An *small inter-procedural pass* is a pass that does everything at once and thus it can not be executed at the WPA time. It defines only the *Execute* stage and during this stage it accesses and modifies the function bodies. Such passes are useful for optimization at LGEN or LTRANS time and are used, for example, to implement early optimization before writing object files. The simple inter-procedural passes can also be used for easier prototyping and development of a new inter-procedural pass.

## 2.3 Whole program assumptions, linker plugin and symbol visibilities

Link-time optimization gives relatively minor benefits when used alone. The problem is that propagation of inter-procedural information does not work well across functions and variables that are called or referenced by other compilation units (such as from the dynamically linked library). We say that such functions are variables are *externally visible*.

To make the situation even more difficult, many applications organize themselves as a set of shared libraries,

and the default ELF visibility rules allow one to overwrite any externally visible symbol with a different symbol at runtime. This basically disables any optimizations across such functions and variables, because the compiler cannot be sure that the function body it is seeing is the same function body that will be used at runtime. Any function or variable not declared `static` in the sources degrades the quality of inter-procedural optimization.

To avoid this problem the compiler must assume that it sees the whole program when doing link-time optimization. Strictly speaking, the whole program is rarely visible even at link-time. Standard system libraries are usually linked dynamically or not provided with the link-time information. In GCC, the whole program option (`-fwhole-program`) declares that every function and variable defined in the current compilation unit<sup>3</sup> is static, except for the `main` function. Since some functions and variables need to be referenced externally, for example by an other DSO or from an assembler file, GCC also provides the function and variable attribute `externally_visible` which can be used to disable the effect of `-fwhole-program` on a specific symbol.

The whole program mode assumptions are slightly more complex in C++, where inline functions in headers are put into COMDAT. *COMDAT* function and variables can be defined by multiple object files and their bodies are unified at link-time and dynamic link-time. COMDAT functions are changed to local only when their address is not taken and thus un-sharing them with a library is not harmful. COMDAT variables always remain externally visible, however for readonly variables it is assumed that their initializers cannot be overwritten by a different value.

The whole program mode assumptions do not fit well when shared libraries are compiled with the link-time optimization. The fact that ELF specification allows overwriting symbols at runtime cause common problems with the increase of the dynamic linking time and for this reason already common mechanisms to solve this problem are available [Drepper].

GCC provides the function and variable attribute `visibility` that can be used to specify the visibility of externally visible symbols (or alternatively an `-fdefault-visibility` command line option).

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<sup>3</sup>At link-time optimization the current unit is the union of all objects compiled with LTO

ELF defines the `default`, `protected`, `hidden` and `internal` visibilities. Most commonly used is `hidden` visibility. It specifies that the symbol cannot be referenced from outside of the current shared library.

Sadly this information cannot be used directly by the link-time optimization in the compiler since the whole shared library also might contain non-LTO objects and those are not visible to the compiler.

GCC solves this with the linker plugin. The *linker plugin* [Plugin] is an interface to the linker that allows an external program to claim the ownership of a given object file. The linker then performs the linking procedure by querying the plugin about the symbol table of the claimed objects and once the linking decisions are complete, the plugin is allowed to provide the final object file before the actual linking is made. The linker plugin obtains the symbol resolution information which specifies which symbols provided by the claimed objects are bound from the rest of a binary linked.

At the current time, the linker plugin works only in combination with the Gold linker, but a GNU ld implementation is under development.

GCC is designed to be independent of the rest of the tool-chain and aims to support linkers without plugin support. For this reason it does not use the linker plugin by default. Instead the object files are examined before being passed to the linker and objects found to have LTO sections are passed through the link-time optimizer first. This mode does not work for library archives. The decision on what object files from the archive are needed depends on the actual linking and thus GCC would have to implement the linker by itself. The resolution information is missing too and thus GCC needs to make an educated guess based on `-fwhole-program`. Without linker plugin GCC also assume that symbols declared as `hidden` and not referred by non-LTO code by default.

The current behavior on object archives is suboptimal, since the LTO information is silently ignored and LTO optimization is not done without any report. The user can then be easily disappointed by not seeing any benefits at all from the LTO optimization.

The linker plugin is enabled via command line option `-fuse-linker-plugin`. We hope that this becomes standard behavior in a near future. Many optimizations are not possible without linker plugin support.

### 3 Inter-procedural optimizations performed

GCC implements several inter-procedural optimization passes. In this section we provide a quick overview and discuss their effectiveness on the test cases.

#### 3.1 Early optimization passes

Before the actual inter-procedural optimization is performed, the functions are early optimized. Early optimization is a combination of the lowering passes (where the SSA form is constructed), the scalar optimization passes and the simple inter-procedural passes. The functions are sorted in reverse postorder (to make them topologically ordered for acyclic callgraphs) and all the passes are executed sequentially on the individual functions. Functions are optimized in this order and only after all passes have finished a given function is the next function is processed.

Early optimization is performed at LGEN time to reduce the abstraction penalty before the real inter-procedural optimization is done. Since this work is done at LGEN time (rather than the link-time), it reduces the size of object files as well as the linking time, because the work is not re-done each time the object file is linked. An object file is often compiled once and used many times. It is consequently beneficial to keep as much of the work as possible in the LGEN rather than doing link-time optimization on unoptimized output from the front-end.

The following optimizations are performed:

- **Early inlining**

Functions that have been already optimized earlier and are very small are inlined into the current function. Because the early inliner lacks any global knowledge of the program the inlining decisions are driven by the code size growth, and only very small code size growth is allowed.

- **Scalar optimization**

GCC currently performs constant propagation, copy propagation, dead code elimination, and scalar replacement.

- **Inter-procedural scalar replacement**

For static functions whose address is not taken, dead arguments are eliminated and calling conventions updated by promoting small arguments

passed by reference to arguments passed by value. Also when a whole aggregate is not needed, only the fields which are used are passed, when this transformation is expected to simplify the resulting code [Jambor].

The main motivation for this pass is to make object-oriented programs easier to analyze locally by avoiding need to pass the `this` pointer to simple methods.

- **Tail recursion elimination**

- **Exception handling optimizations**

This pass reduces the number of exception handling regions in the program primarily by removing cleanup actions that were proved to be empty, and regions that contains no code that which possibly throw.

- **Static profile estimation**

When profile feedback is not available, GCC attempts to guess the function profile based on a set of simple heuristics [Ball, Hubička05]. Based on the profile, cold parts of the function body are identified (such as parts reachable only from exception handling or leading to a function call that never returns). The static profile estimation can be controlled by user via the `builtin_expect` builtin and the `cold` function attribute.

- **Function attributes discovery**

GCC has C and C++ language extensions that allow the programmer to specify several function attributes as optimization hints. In this pass some of those attributes can be auto-detected. In particular we detect functions that cannot throw (`nothrow`), functions that never returns (`noreturn`), and `const` and `pure` functions. Const functions in GCC terminology are functions that only return their value and their return value depends only on the function arguments. For many optimization passes const functions behave like a simple expression (allowing dead code removal, common subexpression elimination etc.). Pure functions are like const functions but are allowed to read global memory. See [GCCmanual] for details.

- **Function splitting pass** This pass splits functions into headers and tails to aid partial inlining.

Early optimization is very effective for reducing the abstraction penalty. It is essential for benchmarks that, for instance, use the Pooma library—early inlining at the Tramp3d benchmark [Günther] causes an order of magnitude improvement [Hubička07].

The discovery of function attributes also controls the flow graph accuracy and discovery of the noreturn functions significantly improves the effectivity of the static profile estimation. Error handling and sanity checking code is often discovered as cold.

Early optimization is of lesser importance on code bases that do not have significant abstraction or which are highly hand optimized, such as the Linux kernel. The drawback is that most of the work done by scalar optimizers needs to be re-done again after inter-procedural optimization. Inlining, improved aliasing and other facts derived from the whole program makes the scalar passes operate more effectively. On such code bases early inlining leads to slowdowns in compile time while yielding small benefits at best.

After early optimization unreachable functions and variables are removed.

### 3.2 The whole program visibility pass

This is the first optimization pass run at WPA when the callgraph of the whole program is visible. The pass decides which symbols are externally visible in the current unit (entry point). The decisions are rather tricky in details and briefly described in Section 2.3. The pass also identifies functions which are not externally visible and only called directly (*local functions*). Local functions are later subject to more optimizations. For example, on i386 they can use register passing conventions.

Unreachable functions and variables are removed from the program. The removal of unreachable functions is re-done after each pass that might render more functions unreachable.

### 3.3 IPA profile propagation (ipa-profile)

Every function in GCC can be *hot* (when it is declared with the `hot` attribute or when profile feedback is present), *normal*, *executed once* (such as static constructors, destructors, `main` or functions that never returns), or *unlikely executed*.

This information is then used to decide whether to optimize for speed or code size. If optimization for size is not enabled, *hot* and *normal* functions are optimized for speed (except for their cold regions), while functions *executed once* are optimized for speed only inside loops. *Unlikely executed* functions are always optimized for size.

When profile feedback is not available, this pass attempts to promote the static knowledge based on callers of the function.

- When all calls of a given function are *unlikely* (That is either the caller is *unlikely executed* or the function profile says that the particular call is cold), the function is *unlikely executed*, too.
- When all callers are *executed once* or *unlikely executed*, and call the function just once, the function is *executed once* too. This allows a number of executions of function *executed once* to be bound by known constant.
- When all callers are executed only at startup, the function is also marked as executed only at startup. This helps to optimize code layout of static constructors.

To optimize the program layout, the *hot* functions are placed in a separate subsection of the text segment (`.text.hot`). *Unlikely* functions are placed in subsection `.text.unlikely`. For GCC 4.6.0 we will also place functions used only at startup into subsection `.text.startup`.

While the pass provides an easy and cheap way to use the profile driven compilation infrastructure to save some of code size, its benefits on large programs are small. The decisions on what calls are cold are too conservative to give substantial improvements on a large program.

For example, on Firefox, only slightly over 1000 functions are identified as cold, accounting for fewer than than 1% of functions in the whole program. The pass seems to yield substantial improvements only on small benchmarks, where code size is not much of concern.

A more important effect of the pass is the identification of functions executed at startup which we will discuss in Sections 3.5 and 4.4.

### 3.4 Constant propagation (ipa-cp)

GCC's inter-procedural constant propagation pass [Ladelsky05] implements a standard algorithm using basic jump functions [Callahan]. Unlike the classical formulation, GCC pass does not implement return functions yet. The pass also makes no attempt to propagate constants passed in static variables.

As an extension the pass also collects a list of types of objects passed to arguments to allow inter-procedural devirtualization when all types are known and virtual method pointers in their respective virtual tables match.

Finally the pass performs cloning to allow propagation across functions which are externally visible. Cloning happens when all calls to a function are determined to pass the same constant, but the function can be called externally too. This makes the assumption that user forgot about `static` keyword and all the calls actually come from the current compilation unit. The original function remains in the program as a fallback in case the external call happens.

More cloning would be possible: when a function is known to be used with two different constant arguments, it would make sense to produce two clones; this however does not fit the standard inter-procedural constant propagation formulation and is planned for future function cloning pass.

A simple cost model is employed which estimates the code size effect of cloning. Cloning which reduces overall program size (by reducing sizes of call sequences) is always performed. Cloning that increase overall code size is performed only at the `-O3` compilation level and is bound by the function size and overall unit growth parameters.

The constant propagation is important for Fortran benchmarks, where it is often possible to propagate arguments used to specify loop bounds and to enable further optimization, such as auto-vectorization. SPECfp2006 has several benchmarks that benefit from this optimization. The pass is also useful to propagate symbolic constants, in particular `this` pointers when the method is only used on single static instance of the object. Often various strings used for error handling are also constant propagated.

So far relatively disappointing results are observed on the devirtualization component of the pass. Firefox has

many virtual calls and only about 200 calls are devirtualized this way. Note that prior to this pass, devirtualization is performed at local basis during the early optimizations.

### 3.5 Constructor and destructor merging

In this simple pass we collect all static constructors and destructors of given priority and produce single function calling them all that serves as a new static constructor or destructor. Inlining will later most likely produce a single function initializing the whole program.

This optimization was implemented after examining the disk access patterns at startup of Firefox, see Section 4.4.

### 3.6 Inlining (ipa-inline)

The inliner, unlike the early inliner, has information about the current unit and profile, either statically estimated or read as profile feedback. As a result it can make better global decisions than the early inliner.

The inliner is implemented as a pass which tries to do as much useful inlining as possible within the bounds given by several parameters: the *unit growth* limits the code size expansion on a whole compilation unit, *function growth* limits the expansion of a single function (to avoid problems with non-linear algorithms in the compiler), and *stack frame growth*. Since the relative growth limits do not work well for very small units, they apply only when the unit, function, or stack frame is considered to be already large. All these parameters are user-controllable [GCCmanual].

The inliner performs several steps:

1. Functions marked with the `always_inline` attribute and all callers of functions marked by the `flatten` attribute [GCCmanual] are inlined.
2. Compilation unit size is computed.
3. Small functions are inlined. Functions are considered small until a specified bound on function body size is met. The bound differs for functions declared `inline` and functions that are auto-inlined. Unless `-O3` or `-finline-functions` is in effect, auto-inlining is done only when doing so is expected to reduce the code size.

This step is driven by a simple greedy algorithm which tries to inline functions in order specified by estimated *badness* until the limits are hit. After it is decided that a given function should be inlined, the badness of its callers and callees is recomputed. The badness is computed as:

- The estimated code size growth after inlining the function into all callers, when this growth is negative,
- The estimated code size growth divided by the number of calls, when profile feedback is available, or
- Otherwise computed by the formula

$$c \frac{\text{growth}}{\text{benefit}} + \text{growth for all}.$$

Here *benefit* is an estimated speedup of inlining the call, *growth* is the estimated code size growth caused by inlining this particular call, *growth for all* is the estimated growth caused by inlining all calls of function, and *c* is a sufficiently large magical constant.

The idea is to inline the most beneficial calls first, but also give some importance to the information how hard it is to inline all calls of the given function.

Calls marked as cold by the profile information are inlined only when doing so is expected to reduce the overall code size.

At this step the inliner also performs inlining of recursive functions into themselves. For functions that do have large probability of (non-tail) self-recursion this brings similar benefits as the loop unrolling.

4. Functions called once are inlined unless the function body or the stack frame growth limit is reached or the function is not inlinable for an other reason.

The inliner is the most important inter-procedural optimization pass and it is traditionally difficult to tune. The main challenge is to tune the inline limits to get reasonable benefits for the code size growth, and to specify the correct priorities for inlining. The requirements on inliner behavior depends on particular coding style and the type of application being compiled.

GCC has a relatively simple cost metric compared to other compilers [Chakrabarti06, Zhao]. Some other

compilers attempt to estimate, for example, the effect on the instruction cache pollution and other parameters, combining them into a single badness value. We believe that these ideas have serious problems in handing programs with a large abstraction penalty. The code seen by the inliner is very different from the final code and thus it is very difficult to get reasonable estimates. For example, the Tramp3d benchmark has over 200 function calls in the program before the inlining for every operation performed at execution time by the optimized binary. As a result, inline heuristics have serious garbage-in garbage-out problems.

We try to limit the number of metrics we use for inlining in GCC. At the moment we use only code size growth and time estimates. We employ several heuristics predicting what code will be optimized out, and plan to extend them more in the future. For example, we could infer that functions optimize better when some of their operands are a known constant. We combine early inlining to reduce the abstraction penalty with careful estimates of the overall code size growth and dynamic updating of priorities in the queue. GCC takes into account when offline copies of the function will be eliminated. Dynamic updating of the queue improves the inliner's ability to solve more complex scenarios over algorithms processing functions in a pre-defined order. On the other hand this is a source of scalability problems as the number of callers of a given function can be very large. The badness computation and priority queue maintenance has to be effective. The GCC inliner seems to perform well when compared with implementations in other compilers especially on benchmarks with a large C++ abstraction penalty.

### 3.7 Function attributes (`ipa-pure-const`)

This is equivalent to the pass described in Section 3.1 but propagates across the callgraph and is thus able to propagate across boundaries of the original source files as well as handle non-trivial recursion.

### 3.8 MOD/REF analysis (`ipa-reference`)

This pass [Berlin] first identifies static variables which are never written to as read-only and static variables whose address is never taken by a simple analysis of the IPA reference information.

For static variables that do not have their address taken (*non-escaping variables*), the pass then collects information on which functions read or modify them. This is done by simple propagation across the callgraph, with strongly connected regions being reduced and final information is stored into bitmaps which are later used by the alias analysis oracle.

To improve the quality of the information collected, a new function attribute `leaf` was introduced. This attribute specifies that the call to an external `leaf` function may return to current module only by returning or with exception handling. As a result the calls to `leaf` functions can be considered as not accessing any of the non-escaping variables.

This pass has several limitations: First, the bitmaps tends to be quadratic and should be replaced by a different data structure. There are also a number of possible extensions for the granularity of the information collected. The pass should not work on the level of variables, but instead analyze fields of structures independently. Also the pass should not give up when the address of variable is passed to e.g. a `memset` call.

It is expected that the pass will be replaced by the inter-procedural points-to analysis once it matures.

MOD/REF is effective for some Fortran benchmarks. On programs written in a modern paradigm it suffers from the lack of static variables initialized. The code quality effect on Firefox and GCC is minimal. Enabling the optimization save about 0.1% of GCC binary size.

### 3.9 Function reordering (`ipa-reorder`)

This is an experimental pass we implemented while analyzing Firefox startup problems. It specifies the order of the functions in the final binary by concatenating the callgraph functions in priority order, where the priority is given by the likeliness that one function will call another. This pass increase code locality and thus reduces the number of pages that needs to be read at program startup.

During typical Firefox startup, poor code locality causes 84% of the `.text` section to be paged in by the Linux kernel while only 19% is actually needed for program execution. Thus there is room for up to a 3× improvement in library loading speed and memory usage [Glek]. At the time of writing the paper we cannot demonstrate

consistent improvements in Firefox. When starting the GCC binary, the operating system needs to read about 3% fewer pages. It is not decided yet if the pass will be included in GCC 4.6.0 release.

## 3.10 Other experimental passes

GCC also implements several optimization passes that are not yet ready for compiling larger application. In particular inter-procedural points to analysis, a structure reordering pass [Golovanevsky] and a matrix reorganization pass [Ladelsky07].

## 3.11 Late local and inter-procedural optimization

At the LTRANS stage the functions of a given callgraph partition are compiled in the reverse postorder of the callgraph (unless the function reordering pass is enabled). This order allows GCC to pass down certain information from callees to callers. In particular we redo function attribute discovery and propagate the stack frame alignment information. This reduces the resulting size of the binary by additional 1% (on both Firefox and GCC binaries).

## 4 Compiling large applications

In this section we describe major problems observed while building large applications. We discuss the performance of the GCC LTO implementation and its effects on the application compiled.

Ease of use is a critical consideration for compiler features. For example, although compiling with profile feedback can yield large performance improvements to many applications [Hubička05] it is used by few software packages. Even programs which might easily made to benefit from profile-guided optimizations, such as scripting language interpreters, have not widely adopted this feature. One of the main design goals of the LTO infrastructure was to integrate as easily as possible into existing build setups [LTOproposal, Briggs]. This has been partially met. In many cases it is enough to add `-fno-fuse-linker-plugin` as a command line option.

In more complex packages, however, the user still needs to understand the use of `-fuse-linker-plugin` (to enable the linker plugin to support object

archives and better optimization) as well as `-fwhole-program` to enable the whole program assumptions. GCC 4.6.0 will introduce the WHOPR mode (enabled via `-fleo`) command line option. The user then needs to specify the parallelism via `-fleo=n`. We plan to add auto detection of GNU Make that allows parallel compilation via its job server (controlled by well known `-j` command line option). The job server can be detected using a environment variable, but it requires the user to add `+` at the beginning of the `Makefile` rule.

In this section we concentrate mostly on our experiences building Firefox and the GCC itself with link-time optimization.

Firefox is a complex application. It consist of dozens of libraries totaling about 6 millions of lines of C and C++ code. In addition to being a large application it is used heavily by desktop users.

Many libraries built as part of Firefox are developed by third parties with independent coding standards. As such they stress areas of the link-time optimization infrastructure not used at all by portable C and C++ programs such as the ones present in the SPEC2006 benchmark suite. For this reason we chose Firefox as a good test for the quality and practical usability of GCC LTO support. We believe that by fixing numerous issues arising during Firefox build we also enabled GCC to build many other large applications.

On the other hand the the GCC compiler itself is a portable C application. The implementation of its main module, the compiler binary itself, consist of about 800 000 lines of hand written C code and about 500 000 lines of code auto-generated from the machine description. We test the effect of the link-time optimization on GCC itself especially because the second author is very familiar with the code base.

At the time of writing this paper, both GCC and Firefox compile and work with LTO. Firefox requires minor updates to the source code—In particular, we had to annotate the variables and functions used by `asm` statements. This is done with attribute `used` [GCCmanual].

## 4.1 Compilation times

Compilation time increases are always noticeable when switching from the normal compilation to the link-time

optimizing environment. Linking is more difficult to distribute and parallelize than the compilation itself. Moreover, during development, the program is re-linked many times after modifications in some of source files. In the file-by-file compilation mode only modified files are re-compiled and re-linking is relatively fast. With LTO most of the optimization work is lost and all optimizations at link-time have to be redone again.

With the current GCC implementation of LTO, the overall build time is expected to double at least. This is because of the use of “fat” object files. This problem is will be solved soon by introduction of “slim” object files.

The actual expense of streaming IL to object files is minor during the compilation stage, so we focus on actual link-times. We use an 24 core AMD workstation for our testing. The “fat” object files are about 70% larger than object files which contain assembler code only. (GCC use zlib to compress the LTO sections).

### 4.1.1 GCC

Linking GCC in single CPU LTO mode needs 6 minutes and 31 seconds. This is similar to the time needed for the whole non-LTO compilation (8 minutes and 12 seconds). Consequently time the needed to build the main GCC binary from the scratch is about 15 minutes.

The overall increase of build time of GCC package is bigger. Several compiler binaries are built during the process and they all are linked with a common backend library. With the link-time optimizations the backend library is thus re-optimized several times. We do not count this and instead measure time needed to build only one compiler binary.

The most time-consuming steps of the link-time compilation are the the following:

- Reading the intermediate language from the object file into the compiler: 3% of the overall compilation time.
- Merging of declarations: 1%.
- Outputting of the assembly file: 2%.
- Debug information generation (`var-tracking` and `symout`): 8%.

- Garbage collection: 2%.
- Local optimizations consume the majority of the compilation time.

The most expensive components are: partial redundancy elimination (5%), GIMPLE to RTL expansion (8%), RTL level dataflow analysis (11%), instruction combining (3%), register allocation (6%), scheduling (5%).

The actual inter-procedural optimizations are very fast, with the slowest being the inline heuristics. It still accounts for less than 1% of the compilation time (1.5 seconds).

In WHOPR mode with the use of all 24 cores of our testing workstation we reduce the link time to 48 seconds. This is also faster than the parallelized non-LTO compilation, which needs 56 seconds. As a result, even in a parallel build setup, the LTO accounts for a two-fold slowdown. The slower non-LTO build time is partly caused by the existence of large, auto-generated source files, such as `insn-attrtab.c`, which reduce the overall parallelism. WHOPR linking has the advantage of partitioning the `insn-attrtab.c` into multiple pieces.

The serial WPA stage takes 19 seconds. The most expensive steps are:

- Reading global declarations and types: 28% of the overall time taken by the WPA stage.
- Merging declarations: 6%.
- Inter-procedural optimization: 9%.
- Streaming of object files to be passed to LTRANS: 42%.

The rest of the compilation process, including all parallel LTRANS stages, and the actual linking consume 29 seconds.

#### 4.1.2 Firefox

Linking Firefox in single CPU LTO mode needs 19 minutes and 29 seconds (compared to 39 minutes needed to build Firefox from scratch in non-LTO mode). The time is distributed as follows:

- Reading of the intermediate language from the object file into the compiler: 7%.
- Merging of declarations: 4%.
- Output of the assembly file: 3%.
- Debug information generation is disabled in our builds.
- Garbage collection: 2%.
- Local optimizations consume majority of the compilation time.

The most expensive components are: operand scan (5%), partial redundancy elimination (5%), GIMPLE to RTL expansion (13%), RTL level dataflow analysis (5%), instruction combining (3%), register allocation (9%), scheduling (3%).

The WHOPR mode reduces the overall link-time to 5 minutes and 30 seconds. WPA stage takes 4 minutes 24 seconds. This compares favorably to non-LTO parallel compilation which take 9 minutes and 38 seconds. The source code of Firefox is organized into multiple directories leading to less parallelism exposed to Make. The most expensive steps are:

- Reading global declarations and types: 24%.
- Merging declarations: 20%.
- Inter-procedural optimization: 8%.
- Streaming of object files to be passed to LTRANS: 28%.
- Callgraph and WPA overhead (callgraph merging and partitioning): 12%.

The fact that the link-time optimization seems to scale linearly and maintain a two-fold slowdown can be seen as a success. WHOPR mode successfully enables GCC to use parallelism, to noticeably reduce the build time. It is however obvious that the intermediate language input and output is a bottleneck. We can address this problem in two ways. First, we can reducing the number of global types streamed by separating debug information and analyzing the reason why so many types and declarations are needed. Second, we can optimize the on-disk representation. By solving these problems, the WPA stage can become several times faster, since the

actual inter-procedural optimization seems to scale very well. Just shortly before finishing the paper, Richard Günther submitted a first patch to reduce the number of declarations at WPA stage to about 1/4th. This demonstrates that there is quite a lot of space for improvement left here.

Because WHOPR makes linking faster than the time needed to build non-LTO application, there is hope that with the introduction of “slim” objects, the LTO build times will be actually shorter than non-LTO for many applications. This is because slow code generation is better distributed to multiple CPUs with WHOPR than with average parallel build machinery.

Linking time comparable to the time needed to rebuild the whole application is still very negative for the edit/recompile/link experience of the developers. It is not expected that developers will use LTO optimization at all stages of development, but still optimizing for quick re-linking after a local modification is important. We plan to address this by the introduction of an incremental WHOPR mode, as discussed in Section 5.

## 4.2 Compile time memory usage

A traditional problem in GCC is the memory usage of its intermediate languages. Both GIMPLE and RTL require an order of magnitude more memory than the size of the final binary. While the intermediate languages needs to keep more information than the actual machine code, other compilers achieve this with a lot slimmer ILs [Lattner]. In addition to several projects to reduce memory usage of GCC (see, for example, [Henderson]), this was also one of motivations for designing WHOPR to avoid the need to load the whole program into the memory at once.

In LTO mode memory usage peaks at 2GB for the GCC compilation and 8.5GB on the Firefox compilation.

In WHOPR mode, the WPA stage operates only at the callgraph and optimization summaries, while the LTRANS stage sees only parts of the program at a time. In our tests we configure WHOPR to split the program into 32 partitions. Compiling large programs is currently dominated by the memory usage of the WPA stage: in a 64-bit environment the memory usage of the compilation of the GCC binary peaks at 415MB, while the compilation of Firefox peaks slightly over

4GB. The actual LTRANS compilations do not consume more than 400MB, averaging 120MB for the GCC compilation and 300MB for Firefox.

The main binary of the GCC compiler (cc1) is 10MB, so the GCC compile-time memory consumption is still about 50 times larger than the size of the program. Compiling Firefox uses about 130 times more memory than the size of the resulting binary. This is a serious problem especially for a 32-bit environment, where the memory usage of a single process is bound by the address space size. In 32-bit mode, GCC barely fits in the address space when compiling Firefox!

The main sources of the problem are the following:

- GCC is mapping the source object files into memory. This is fast, but careless about address space limits in 32bit environments. For GCC this accounts to about 170B of the address space.

It is not effective to open one file at a time, since the files are read in several stages, each stage accessing all files. Clearly a more effective scheme is still possible.

- A large amount of memory is occupied by the representation of types and declarations. Many of these are not really needed at the WPA stage and should be streamed independently. For GCC this accounts for 260MB of the memory.
- The MOD/REF pass has a tendency to create overly large bitmaps. This is not problem when building GCC or Firefox, but it can be observed on some benchmarks in the SPEC2006 test-suite, where over 100MB of bitmaps are needed.

Note that a relatively small amount (about 52MB in compilation of GCC) is used by the actual callgraph, varpool, and other data structures used for the inter-procedural optimization.

The memory distribution of the compilation of Firefox is very similar to one seen at GCC compilation. The percentage of memory used by declarations and types is even higher — about 3.7GB. This is because C++ language implies more types and longer identifiers.

Similarly to the compilation time analysis, we can identify declarations and types as being a major problem for scalability of GCC LTO.

benchmark name	speedup
dromeao css	1.83%
tdhtml	-0.54%
tp_dist	0.50%
tsvg	0.07%

Figure 1: Firefox performance.

### 4.3 Code size and quality

Link time optimization promises both performance improvements as well as code size reductions. It is not difficult to demonstrate benchmarks where cross module inlining and constant propagation cause substantial performance improvements. However in applications that has been profiled and hand optimized for a single-file compilation model (this is the case of both Firefox and GCC), the actual performance improvements are limited. This is because the authors of the software already did by hand most of the work the inter-procedural optimizer would otherwise do.

In the short term, we expect the value of link-time optimizations on such applications to be primarily in the reduction of the code size. It is harder use hand optimization to reduce the overall size of the application than to increase performance. Most program spends most of their time in a rather small portion of the code, so one can optimize for speed only the hot code. But to decrease overall program size, one must tune the whole application.

Once more widely adopted, the link-time optimization will simplify the task of developers by reducing the amount of hand-tuning needed. For example, with LTO it is not necessary to place short functions into headers for better inlining. This allows a cleaner cut between interface and implementation.

#### 4.3.1 Firefox

When compiled with link-time optimization (using the  $-O3$  optimization level) the size of Firefox main module reduce from 33.5MB to 31.5MB, a reduction of 6%.

Runtime performance tests comparing Firefox built without LTO to Firefox built with LTO using the  $-O3$  optimization level are shown in the Figure 1.

When optimizing for size ( $-Os$ ), early reports at building Firefox with the LLVM compiler and LTO enabled claim to save 13% of the code size compared to GCC non-LTO build with the same settings [Espindola]. Comparing the GCC non-LTO build (28.2MB) with the GCC LTO build (25.3MB) at  $-Os$ , we get a 11% smaller binary.

We also observed that further reductions of the code size are possible by limiting the overall unit growth (`--param inline-unit-growth` parameter). We found, that limiting overall growth to 5% seems to give considerable code size saving (additional 12%), while keeping most of the performance benefits of  $-O3$ . Since this generally applies to other big compilation units too, we plan to re-tune the inliner to automatically cut the code size growth with an increasing unit size.

The non-LTO  $-O3$  build is 18% bigger than the non-LTO  $-Os$  build. Consequently enabling LTO (and tweaking the overall program growth) has a code size effect comparable to switching from the aggressive optimization for speed to the aggressive optimization for size. LTO however has positive performance effects, while  $-Os$  is reported to be about 10%–17% slower.

#### 4.3.2 GCC

GCC by default uses the  $-O2$  optimization level to build itself. When compiled with the link-time optimization, the GCC binary shrinks from 10MB to 9.3MB, a reduction of 7%. The actual speedups are small (within noise level) because during the work on the link-time optimization we carefully examined possibilities for cross-module inlining and reorganized the sources make them possible in single-file compilation mode, too.

Some improvements are seen when GCC is compiled with  $-O3$ . The non-optimizing compilation of C programs is then 4% faster. The binary size is 11MB.

#### 4.3.3 SPEC2006

For reference we include SPEC2006 results on an AMD64 machine, comparing the options:

```
 $-O3 -fpeel-loops -ffast-math$   
 $-march=native$ 
```

	speedup	size
perlbench	+1.4%	+4%
bzip2	+2.6%	-45%
gcc	-0.3%	+1.2%
mcf	+1.9%	-33%
gobmk	+3.4%	+1.8%
hmmer	+0.8%	-55%
sjeng	+1.2%	-11%
libquantum	-0.5%	-61%
h264ref	+7.0%	-9%
omnetpp	-0.8%	-11%
astar	-1.3%	-20%

Figure 2: SPECint 2006.

with the same options plus  
`-fno-lto -fwhole-program`.

In Figures 2 and 3 the first column compares SPEC rates (bigger is better), and the second column compares executable sizes (smaller is better).

The results show significant code size savings derived from improved inlining decisions and the whole program assumption (especially in code bases that do not use the `static` keyword in declarations consistently). The performance is also generally improved. The Bwaves and leslie3d benchmarks demonstrate a problem in the GCC static profile estimation algorithm where inlining too many loops together causes a hot part of program to be predicted cold. The results in parenthesis shows the results with hot/cold decisions disabled.

We did not analyze the regressions in astar or zeusmp yet. We also excluded the xalancbmk and dealII benchmarks, since they do not work with the current GCC build<sup>4</sup>.

#### 4.4 Startup time problems

One of Firefox’s goals is to start quickly. We devote a special section to this problem, because it is often overlooked by tool-chain developers. Startup time issues are not commonly visible in common benchmarks, which generally consist of small- to medium-sized applications.

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<sup>4</sup>Both benchmarks were working with GCC LTO in the past.

	speedup	size
bwaves	0% (+15%)	-27%
gamess	-0.7%	-50%
milc	+2.2%	-26%
zeusmp	+0.4%	-27%
gromacs	0%	-18%
cactusADM	-0.8%	-42%
leslie3d	-2.1% (0%)	+0.6%
namd	0%	-40%
soplex	+1.5%	-50%
povray	+5%	-2.3%
calculix	1.1%	-38%
GemsFDTD	0%	-70%
tonto	-0.2%	-25%
lmb	+3.2%	0%
wrf	0%	-36%
sphinx3	+2.9%	-32%

Figure 3: SPECfp 2006.

Unfortunately, it turns out that currently Linux + GNU tool-chain is ill-suited for starting large applications efficiently. Many of the other open source programs of Firefox’s size (e.g. OpenOffice, Chromium, Evolution) suffer from various degrees of slow startup.

There are various ways to measure startup speed. In this paper we will focus on cold startup as a worst-case scenario.

#### 4.4.1 Overview of Firefox startup

The `firefox-bin` “stub” calls into `libxul.so`, which is a large library that implements most of Firefox’s functionality. For historical reasons the rest of Firefox is broken up into 14 other smaller libraries (e.g. the `nspr` portability library, `nss` security libraries). Additionally, Firefox depends on a large number of X/GTK/GNOME libraries.

#### Components of Firefox startup

The Firefox startup can be categorized into the following phases:

1. Kernel loads the executable.
2. The dynamic library loader then loads all of the prerequisite libraries.

3. For every library loaded, initializers (static constructors) are run.
4. Firefox main () and the rest of application code is run.
5. The dynamic library loader loads additional libraries.
6. Finally, a browser window is shown.

It may come as a surprise that steps 2–3 currently dominate Firefox startup on Linux. This being a cold startup, IO dominates. There are 2 kinds of IO, explicit IO done via explicit `read()` calls and implicit IO facilitated by `mmap()`.

Most of the overhead comes from not using `mmap()` carefully. This IO is triggered by page faults which are essentially random IO. Typically a page fault causes 128KB of IO around the faulted page. For example, it takes 162 page faults (20MB/128KB) to page in the `.text` section for `libxul.so`, Firefox’s main library. Each page fault incurs a seek followed by a read. Hard drive manufacturers specify disk seeks ranging from 5ms to 14ms(7200 to 4200)<sup>5</sup>. In practice a missed seek seems to cost 20-50ms.

Modern storage media excels at bulky IO, but random IO in small chunks keeps devices from performing at their best.

Figure 4 illustrates the page faults which occur while loading `libxul.so` from disk.

We now examine each of the stages of loading Firefox in more detail:

### Loading `firefox-bin`

This is cheap because `firefox-bin` is a small executable, weighing in at only 48K. This is smaller than Linux’s readahead, so loading `firefox-bin` only requires a single read from disk. The dynamic loader then proceeds to load various libraries that `firefox-bin` depends on.

### Dynamic linker (`ld.so`)

---

<sup>5</sup>SSDs do not suffer from disk seek latency. However, there are still IO delays ranging from 0.1ms to 2s depending on the types of flash and controllers used [Anandtech].

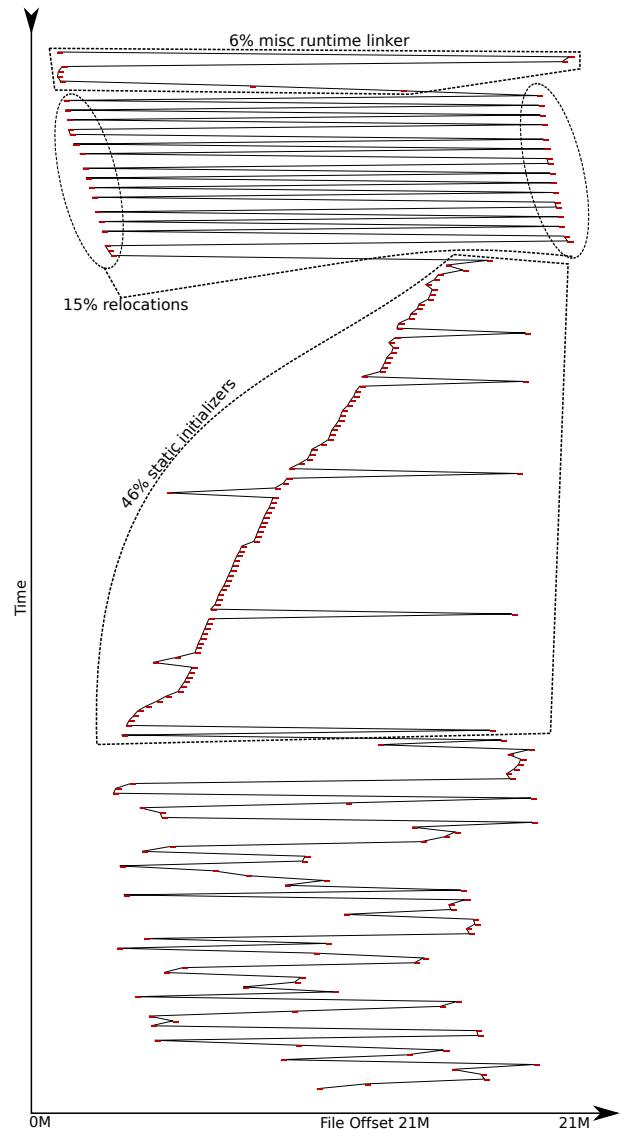


Figure 4: page faults that occur while loading `libxul.so` from disk.

In the shared-lib-happy Linux world, the runtime linker, `ld.so`, loads a total of 105 libraries on `firefox-bin`’s behalf. It is essential that `ld.so` carefully avoids performing unnecessary page faults and that the compile-time linker arranges the binary to facilitate that.

`ld.so` loads dependent libraries, sets up the memory mappings, zeroes `.bss`<sup>6</sup>, etc. As seen in Figure 4, relocations are the most expensive part of library loading. Prelink addresses some of the relocation overhead on distributions like Fedora.

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<sup>6</sup>`.bss` follows `.data` which usually does not end on a page boundary.

## Static Initializers

Once a library is loaded by `ld.so`, the static initializers for that library are enumerated from the `.ctors` section and executed.

In Firefox static initializers arise from initializing C++ globals with non-primitives. Most of time they are unintentional, and can even be caused by including standard C++ headers (e.g. `iostream`). Better inlining of simple constructors into POD-initialization could alleviate this problem.

Compounding the problem of unintentional static initializers is the fact that GCC treats them inefficiently. GCC creates a static initializer function and a corresponding `.ctors` entry for every compilation unit with static initializers. When the linker concatenates the resulting object files, this has the effect of evenly spreading the static initializers across the entire executable.

The GCC runtime then reads the `.ctors` entries and executes them in reverse order. The order is reverse to ensure that any statically linked libraries are initialized before code that depends on them.

The combined problem of the abundance of C++ static initializers, their layout in the program, and the lack of special treatment by the linker means that executing the `.ctors` section of a large C++ program likely causes its executable to be paged in backwards!

We noticed that, for example, the Microsoft C++ compiler and linker group static initializers together to avoid this problem.

## Application Execution

A nice property of static initializers is that the order of their execution is known at compile time. Once the application code starts executing, `.text` is paged in in an essentially random pattern. During file-by-file compilation, functions are laid out based on the source file implementing them, with no relation to their callgraph relationships. This results in poor page cache locality.

### 4.4.2 Startup time improvements within reach of the LTO infrastructure

While working on enabling LTO compilation of Firefox, we also experimented with several simple optimizations

targeted to improve the startup time. The most obvious transformation is to merge the static initializers into a single function for better code locality. This is implemented as a special constructor merging pass, see Section 3.5.

This transformation almost eliminates the part of disk access graph attributed to execution of static initializers. Ironically for Firefox itself this only delays most of disk accesses to a later stage of the Firefox startup because a lot of code is needed for the rest of startup process. Other C++ applications however suffer from the same problem. If the application does less work during the rest of startup, its startup time will benefit noticeably.

To further improve the code locality of the startup procedure, we implemented a function reordering pass, see Section 3.9. Unfortunately we were not yet able to show consistent improvements of this pass on Firefox itself. The problem is that compiler, besides the execution of static initializers, has little information about rest of startup process and just grouping function based on their relative references seems not to interact well with kernel's readahead strategy.

To improve the static analysis, further work will be needed to track virtual calls. The design of the Firefox APIs allows a lot of devirtualization which GCC is not currently capable of. When devirtualization fails we can produce speculative callgraph edges from each virtual call to every virtual method of a compatible type (may edges) and use them as hints for ordering. Clearly may edges are one of main missing parts of the GCC inter-procedural optimization infrastructure. It is however not clear how much potential benefit these methods will have in practice, as the actual problem of lacking knowledge of the startup procedure remains. Improving GCC devirtualization capabilities alone would be however important improvements in its own.

Locality is also improved by aggressive inlining of functions which are called once.

In the near future we plan to experiment more with the profile feedback directed optimization in combination with LTO. With profile feedback available, the actual problem of ordering functions for better startup time is a lot easier: All we need is to extend the program instrumentation to record the time when a given function was invoked first and order functions according to their invocation times.

Finally data layout can be optimized. Data structures with static constructors can be placed at a common location to reduce the amount of paging as well.

## 5 Conclusion

The link-time optimization infrastructure in GCC is mature enough to compile large real-world applications. The code quality improvements are comparable with other compilers.

Unlike heavily benchmark-optimized compilers, GCC usually produces smaller binaries when compiling with LTO support than without. We expect that the code size effect will be one of main selling points of LTO support in GCC in the near future. Code size and code locality are both very important factors affecting the performance of large, real-world applications. The link-time optimization model allows the compiler to make substantial improvements in this area. The size of the Firefox binary built with link time optimization for speed is comparable to the size the Firefox binary built with file-by-file optimization for size.

LTO also brings runtime performance improvements. The magnitude of these improvements largely depends on how much the benchmarked application was profiled and hand-tuned for the single-file compilation model. Many of the major software packages today went through this tuning. Consequently the immediate benefits of classical inter-procedural optimizations are limited. Both GCC and Firefox show a runtime improvement of less than 1% with LTO.

GCC also exposes a lack of tuning for the new environment as seen in two larger regressions in SPECfp2006 benchmark. We hope to re-tune the inliner and profile estimation before GCC 4.6.0 is released. More benefits are possible when the compiler enables some of its more aggressive optimizations (such as code size expanding auto-inlining) by default. This can be done because the compiler is significantly more aware of the global tradeoffs at link time than at compile time. Enabling automatic inlining with a small overall program growth limit (such as 5%) improves GCC performance by 4%. This suggests that in the future GCC should enable some of those code expanding optimizations by default during link-time optimization, with the overall code size growth bounded to reasonable settings.

GCC also lacks some of more advanced inter-procedural optimizations available in other compilers. To make our inter-procedural optimizer complete, we should introduce more aggressive devirtualization, points-to analysis, a function specialization pass and, a pass merging functions with identical bodies. The callgraph module also lacks support for may edges representing possible targets of indirect calls. There is also a lot of potential in implementing data structure layout optimizations [Chakrabarti08], such as structure field reordering for better locality. Some of these passes already exist in the form of experimental passes [Golovanevsky, Ladelsky07]. Getting these passes into production quality will involve a lot of work.

More performance improvements are possible by a combination of the link time optimizations and profile feedback directed optimizations [Li]: link-time optimization gives the compiler more freedom, while profile feedback tells the compiler more precisely which transformations are beneficial. Immediate benefits can be observed, for example, in the quality of inlining decisions, code layout, speculative devirtualization and code size. GCC has profile feedback support [Hubička05] and it is tested to work with the link time optimization. More detailed study of the benefits is however out of the scope of this paper.

There are a number of remaining problems. The on-disk representation of the intermediate language is not standardized at all. This implies that all files needs to be recompiled when the compiler or compiler options change. This limits possibilities of distributing LTO-compiled libraries. The memory usage is comparable with other compilers (such as MSVC), yet a number of improvements are possible, especially by reducing the number of declarations and types streamed.

A GCC-specific feature, the WHOPR mode, allows parallel compilation. Unlike a multi-threaded compilation model, it allows distributed compilation, too, although it is questionable how valuable this is, since today and tomorrow's workstation machines will likely have a good deal of parallelism available locally. Increasing the number of parallel compilations past the 24 we used in our testing would probably have few benefits, since the serial WPA stage would likely dominate the compilation.

The WHOPR mode makes a clean cut in-between inter-procedural propagation and local compilation using op-

timization summaries. This invites the implementation of an incremental mode, where during re-compilation the whole work is not re-done. Only the inter-procedural passes would be re-run and the assembly code of functions whose body nor summary changed would reused from the previous run. This is planned for the next GCC releases.

Still, before GCC 4.6.0 is released (and probably even for GCC 4.7.0) there is a lot of work left to do on correctness and feature completeness of the basic link-time optimization infrastructure. The main areas lacking include debugging information, which is a lot worse than in file-by-file compilation. At the time of writing this paper enabling debug information also leads to compiler crash when building Firefox. Clearly this is important problem as no major project will use a compiler that does not produce usable debug information for building of official binaries.

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