# **HyBF:** A Hybrid Branch Fusion Strategy for Code Size Reduction

R. Rocha, C. Saumya, K. Sundararajah, P. Petoumenos, M. Kulkarni, M. O'Boyle



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#### **Code Size Matters**

Code size is important in many domains -- Large is relative to the constraints.

Compilers need powerful optimizations for code size.



```
if (atomic_dec_test(&rcus.bcpucount)) {
    rcu_btrace(TPS("LastCB"),-1,rcus.bseq);
    complete(&rcus.bcompletion);
} else {
    rcu_btrace(TPS("CB"),-1,rcus.bseq);
}
```

Identify similarities between the *then* and *else* paths in conditional branches.

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```

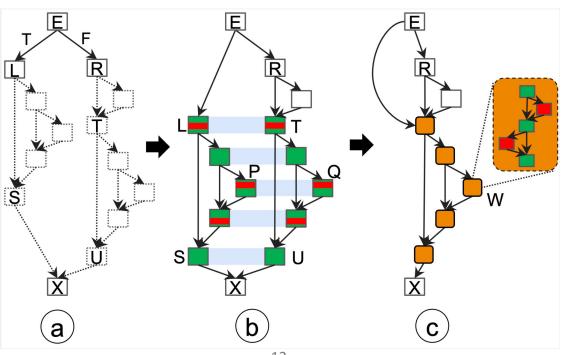
#### Main Insight: Branch Fusion Reduces Code Size

```
if (atomic_dec_test(&rcus.bcpucount)) {
    rcu_btrace(TPS("LastCB"),-1,rcus.bseq);
    complete(&rcus.bcompletion);
} else {
        if (cond) {
        rcu_btrace(TPS("CB"),-1,rcus.bseq);
        }
}

18 bytes (11%) Reduction
```

#### CFM-CS

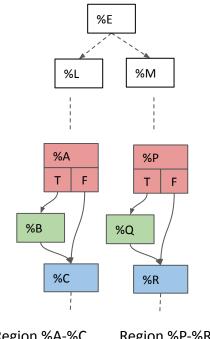
Improved DARM to work on complex SESE regions in generic (non-GPU) code.



12

#### Meldable Regions

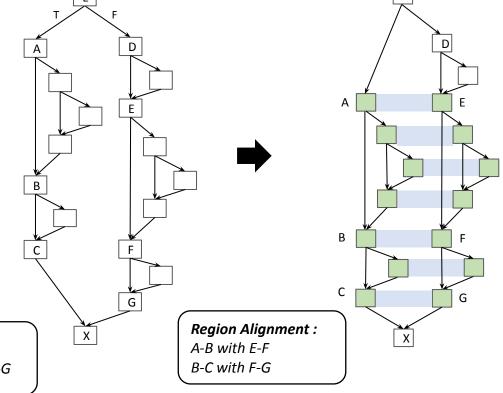
- Two SESE regions can be *melded* if,
  - Dominated by a conditional branch 0
  - No path exists that goes through both the SESE 0 regions
  - Entry blocks of the regions must post-dominate 0 either the left or right successor of the conditional branch
  - They are *isomorphic* (structural similarity) 0



Region %P-%R

## Region Alignment

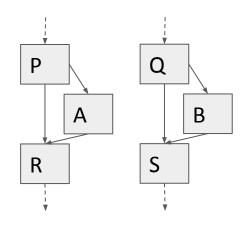
- Multiple isomorphic regions in if and else paths?
- Regions are aligned based on Melding Profitability
- Melding Profitability: metric that measures the similarity of two regions base on instruction frequencies



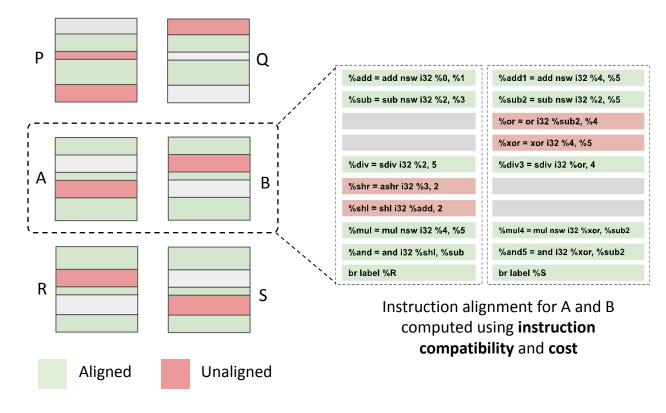
Left regions : A-B, B-C

**Right Regions**: D-E, E-F, F-G

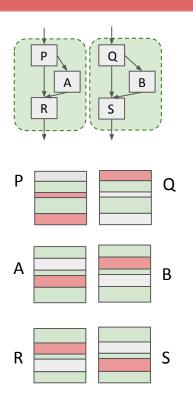
## Instruction Alignment



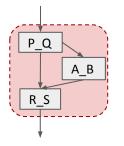
Aligned region pair



#### Code Generation



# Generated melded control-flow



# Generated melded instructions

Aligned instruction pair

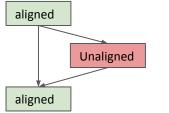
%add = add nsw i32 %0, %1

%add1 = add nsw i32 %4, %5

Generated code

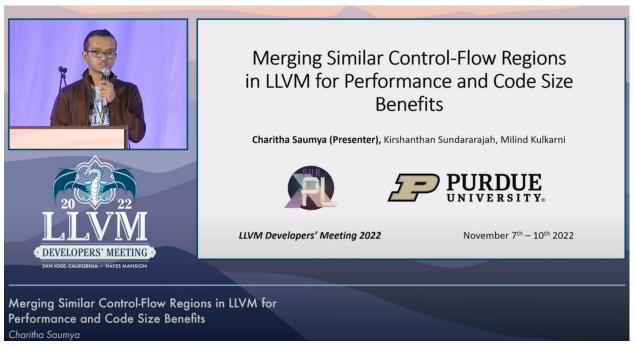
%sel1 = select i1 %cmp, i32 %0, i32 %4 %sel2 = select i1 %cmp, i32 %1, i32 %5

%6 = add nsw i32 %sel1, %sel2



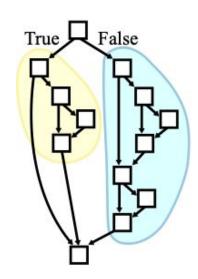
Unaligned instructions are executed conditionally

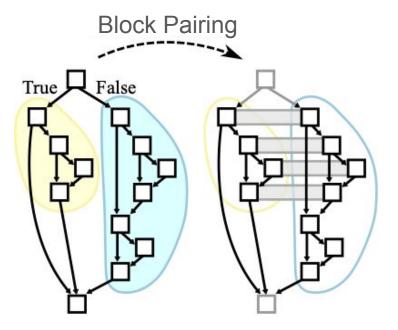
#### CFM-CS: Deep Dive Talk



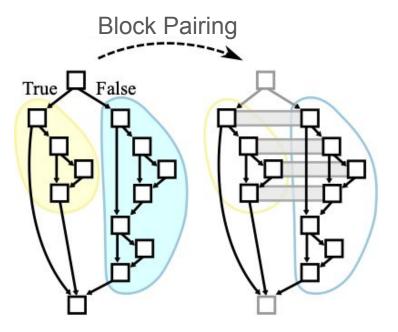
https://www.youtube.com/watch?v=iGbdcItU0F8

2022 LLVM Dev Mtg: Merging Similar Control-Flow Regions

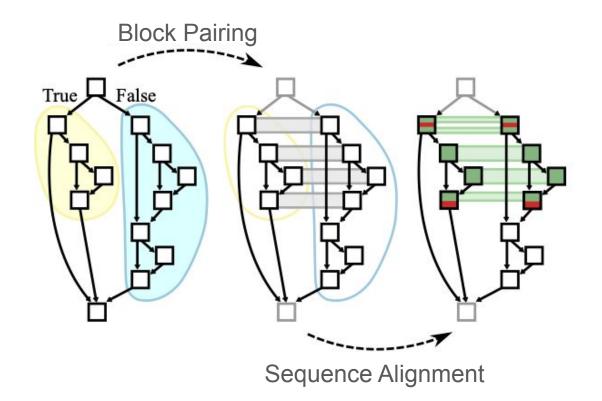


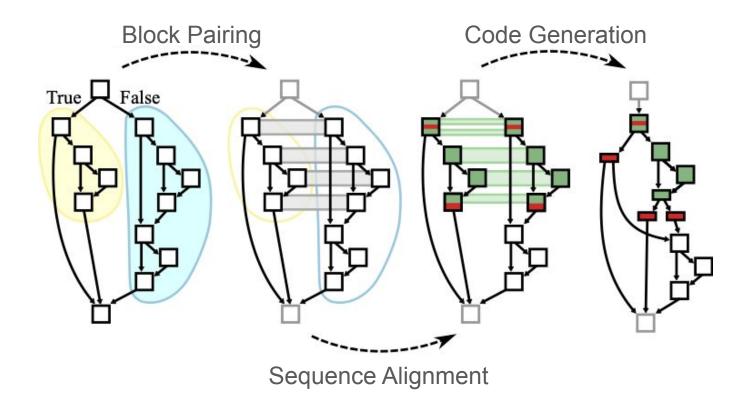


Blocks are paired independently, based only on their similarity.



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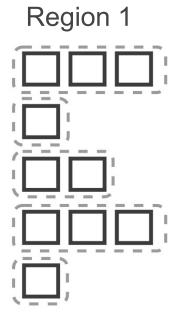




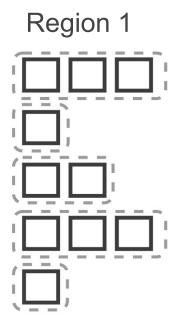
Given two SEME regions

Region 1	Region 2

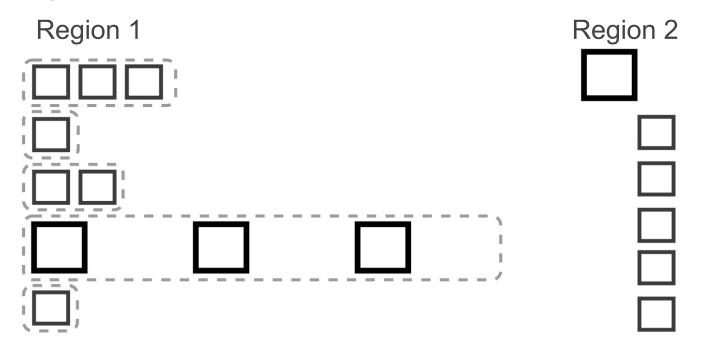
Group blocks by their size

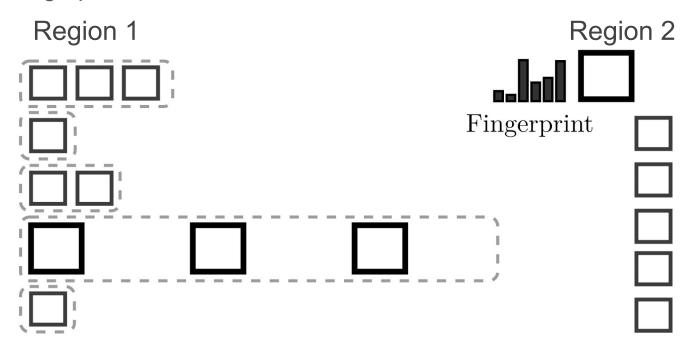


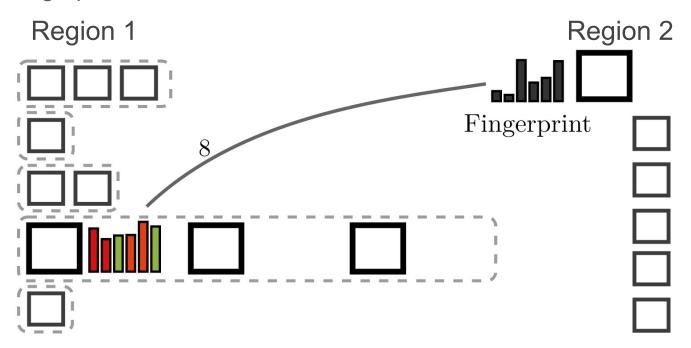


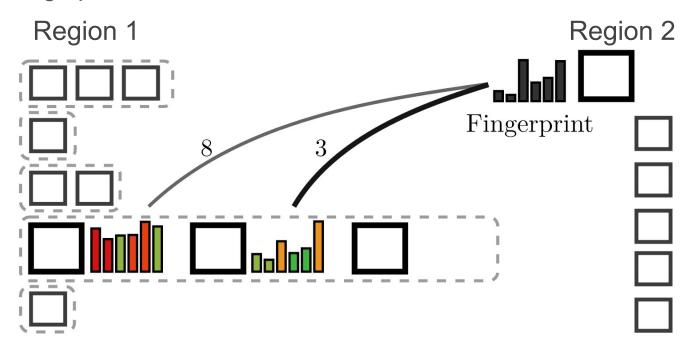


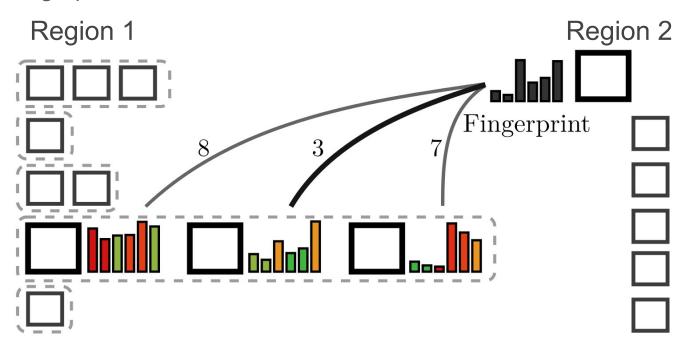












%sw.bb	%entry
%v1 = gep %this, 0, 5	%x1 = alloca
%v2 = bitcast %v1	%x2 = gep %this, 0, 1
%v <sub>3</sub> = load %v2	%x <sub>3</sub> = load %x2
$%v_4 = icmp eq %v_3, 0$	$%x_4 = icmp eq %x3, 73$
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>

%sw.bb	%entry
%v1 = gep %this, 0, 5	%x1 = alloca
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%v2 = bitcast %v1	%x2 = gep %this, 0, 1
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$%v_4 = icmp eq %v3, 0$	$%x_4 = icmp eq %x3, 73$
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>

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%v1 = gep %this, 0, 5	%x1 = alloca
%v2 = bitcast %v1	%x2 = gep %this, 0, 1
%v <sub>3</sub> = load %v2	%x <sub>3</sub> = load %x2
$%v_4 = icmp eq %v3, 0$	$%x_4 = icmp eq %x3, 73$
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>

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%sw.bb	%entry	0
%v1 = gep %this, 0, 5	%x1 = alloca	
%v2 = bitcast %v1	%x2 = gep %this, 0, 1	
%v <sub>3</sub> = load %v2	$%x_3 = load %x_2$	
$%v_4 = icmp eq %v3, 0$	$%x_4 = icmp eq %x3, 73$	
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	

%sw.bb	%entry	0
%v1 = gep %this, 0, 5	%x1 = alloca	2
%v2 = bitcast %v1	%x2 = gep %this, 0, 1	
%v <sub>3</sub> = load %v2	$%x_3 = load %x_2$	
$%v_4 = icmp eq %v3, 0$	$%x_4 = icmp eq %x3, 73$	
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	

%sw.bb	%entry	$0 \rightarrow 1$
%v1 = gep %this, 0, 5	%x1 = alloca	$\frac{0}{2}$ )+1
%v2 = bitcast %v1	%x2 = gep %this, 0, 1	
%v <sub>3</sub> = load %v2	$%x_3 = load %x_2$	
$%v_4 = icmp eq %v3, 0$	$%x_4 = icmp eq %x3, 73$	
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	

%sw.bb	%entry	0
%v1 = gep %this, 0, 5	%x1 = alloca	$2^{-1}$
%v2 = bitcast %v1	%x2 = gep %this, 0, 1	2
%v <sub>3</sub> = load %v2	%x <sub>3</sub> = load %x2	
$%v_4 = icmp eq %v3, 0$	$%x_4 = icmp eq %x3, 73$	
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	

%sw.bb	%entry	0	) <sub>1 1</sub>
%v1 = gep %this, 0, 5	%x1 = alloca	2	<b>7</b> +1
%v2 = bitcast %v1	%x2 = gep %this, 0, 1	2	
%v <sub>3</sub> = load %v2	$%x_3 = load %x_2$	1	
$%v_4 = icmp eq %v3, 0$	$%x_4 = icmp eq %x3, 73$		
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>		

%sw.bb	%entry	0	1 1
%v1 = gep %this, 0, 5	%x1 = alloca	2	<b>7</b> <sup>+1</sup>
%v2 = bitcast %v1	<pre>%x1 = attoca %x2 = gep %this, 0, 1 %x3 = load %x2</pre>	2	712
%v <sub>3</sub> = load %v2	%x <sub>3</sub> = load %x2	1	2+2
$v_4 = \text{icmp eq } v_3, 0$	$%x_4 = icmp eq %x3, 73$		
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>		_

%sw.bb	%entry	0	) _ 1
%v1 = gep %this, 0, 5	%x1 = alloca	2	7+1
%v2 = bitcast %v1	%x2 = <mark>gep</mark> %this, 0, 1	2	712
%v <sub>3</sub> = load %v2	$%x_3 = load %x_2$	1	1+2
$v_4 = \text{icmp eq } v_3, 0$	$%x_4 = icmp eq %x3, 73$	1	
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	1	_

%sw.bb	%entry	0	1
%v1 = gep %this, 0, 5	%x1 = alloca	2	7+1
%v2 = bitcast %v1	%x1 = accoca %x2 = gep %this, 0, 1 %x2 = load %x2	2	_ ) _ 2
%v <sub>3</sub> = load %v2	%x <sub>3</sub> = load %x2	1	7+2
$%v_4 = icmp eq %v3, 0$	$%x_4 = icmp eq %x3, 73$	1	_
br %v <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	br %x <sub>4</sub> , L <sub>b3</sub> , L <sub>b2</sub>	1	_

## Main Differences Between CFM-CS and SEME-Fusion

#### **Structural similarity**

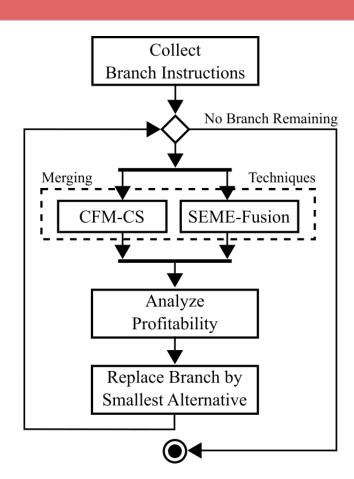
CFM-CS only works on branches with isomorphic SESE subregions.

SEME-Fusion can merge any conditional branch - no structural similarity needed.

#### **Block Paring**

CFM-CS pairs the corresponding blocks in the isomorphic SESE subregions SEME-Fusion pairs blocks based on fingerprint distance

## HyBF: The Best of CFM-CS and SEME-Fusion



CFM-CS and SEME-Fusion compete, the best result wins!

## **Evaluation Setup**

Implemented in Clang/LLVM.

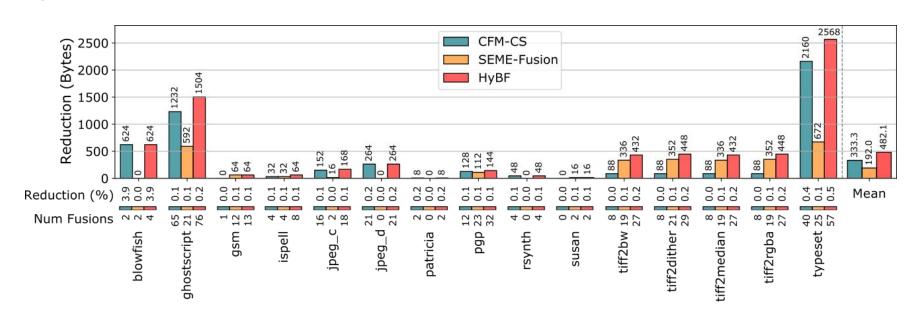
Benchmarks optimized with -Oz for code size.

CFM-CS

**SEME-Fusion** 

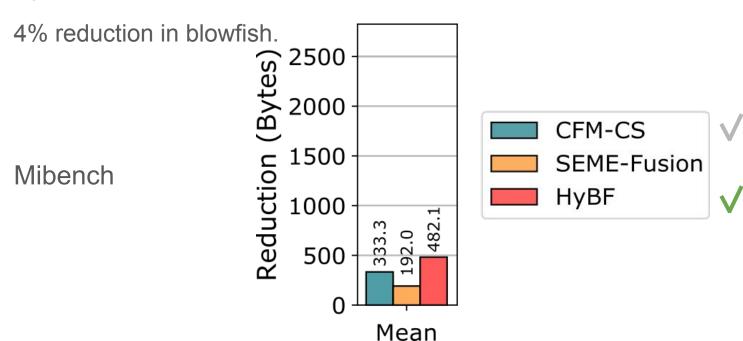
HyBF: Combines both CFM-CS and SEME-Fusion

HyBF achieves the best reduction.

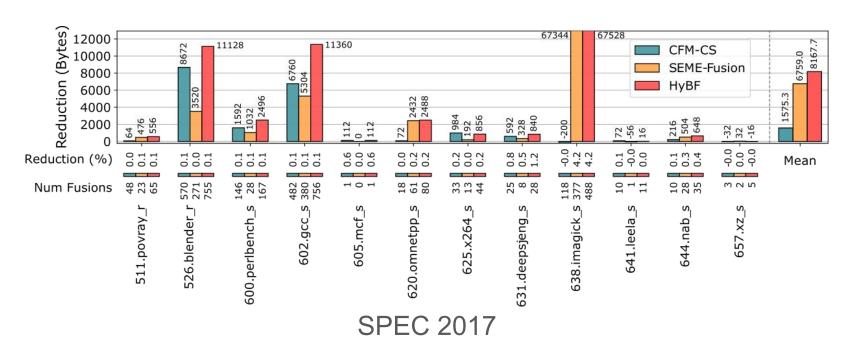


Mibench

HyBF achieves the best reduction.



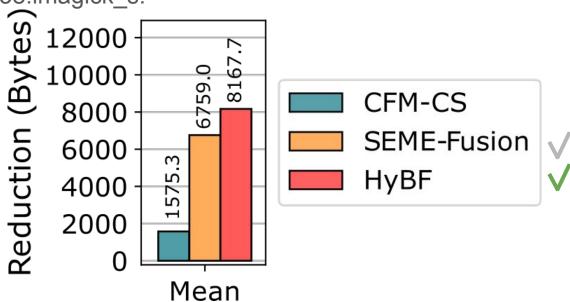
HyBF achieves the best reduction.



HyBF achieves the best reduction.

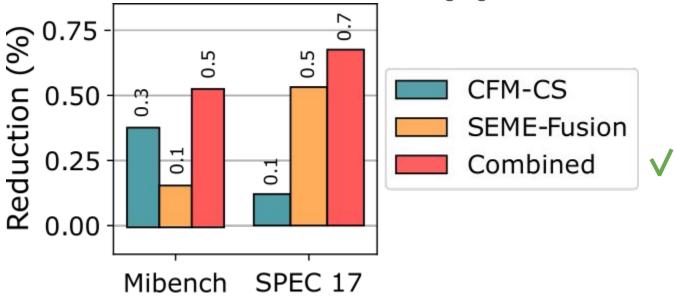
4.2% reduction in 638.imagick\_s.

**SPEC 2017** 

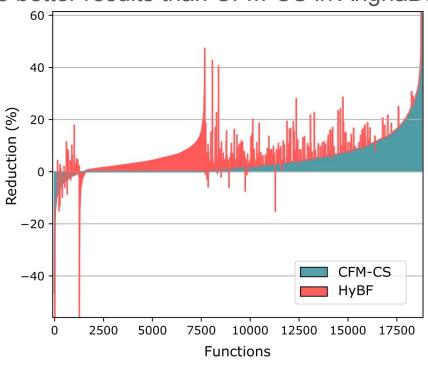


Branch Fusion is complementary to Function Merging:

All versions include the state-of-the-art function merging in LTO mode.



HyBF tends to give better results than CFM-CS in AnghaBench functions.





# **HyBF:** A Hybrid Branch Fusion Strategy for Code Size Reduction

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https://github.com/charitha22/hybf-cc23-artifact