

# CS6241: Project 1 - Part 1

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2024-03-23

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## 1 Baseline

Bench		Bytecode size (byte)	User (ms)	System (ms)	Mean Total (ms)
is	original	22784	16.154	0.477	17.005
	transformed	24800	20.670	0.541	21.650
	<b>ratio</b>	<b>108.85%</b>	<b>127.95%</b>	<b>113.56%</b>	<b>127.32%</b>
bfs	original	14384	0.230	0.308	0.747
	transformed	15728	0.301	0.366	0.848
	<b>ratio</b>	<b>109.34%</b>	<b>131.05%</b>	<b>118.59%</b>	<b>113.40%</b>
dither	original	31984	39.616	2.145	42.690
	transformed	34992	71.908	2.448	75.778
	<b>ratio</b>	<b>109.40%</b>	<b>181.51%</b>	<b>114.15%</b>	<b>177.51%</b>
jacobi-1d	original	5840	1247.679	0.969	1252.289
	transformed	6624	9595.287	1.897	9627.112
	<b>ratio</b>	<b>113.42%</b>	<b>769.05%</b>	<b>195.79%</b>	<b>768.76%</b>
check_elimination	original	3728	0.210	0.337	0.749
	transformed	4160	0.270	0.348	0.797
	<b>ratio</b>	<b>111.59%</b>	<b>128.30%</b>	<b>103.27%</b>	<b>106.48%</b>
check_modification	original	3744	0.208	0.333	0.743
	transformed	4176	0.278	0.355	0.859
	<b>ratio</b>	<b>111.54%</b>	<b>134.12%</b>	<b>106.62%</b>	<b>115.63%</b>

## 2 Gupta's methods

### 2.1 Compile time check stats

#### 2.1.1 check\_elimination

Function	stage	Lower	Upper	Total
main	After Insertion	3	3	6
main	After Modification	4	4	8
main	After Elimination	1	2	3
main	After Loop Propagation	1	2	3

### 2.2 Runtime check stats

### 2.3 Static spill code generated in each commenting on causes of performance degradations