

INTRODUCTION TO COMPUTER SYSTEMS EX. 3 PEN AND PAPER

1 Overview

1.1 Confirmation of Concepts

- 1) Briefly describe the optimization methods presented below.
- a) Code Motion

ANS: Move Code to reduce frequency with which computation performed.

b) Strength Reduction

ANS: Replace costly operation with simpler one.

c) Sharing of common subexpressions

ANS: Unify repeated expressions into one.

d) Remove Aliasing

ANS: Remove memory aliasing that causes code updates to occur every iteration.

e) Function Inlining

ANS: Make the process of replacing a subroutine or function call at the call site with the body of the subroutine or function being called.

f) Loop Unrolling

ANS: Removing unnecessary loops, or removing loops when it is faster not to iterate them.

- 2) Answer the following questions.
- a) Why can't the compiler move the procedure in the loop for optimization? Give two reasons.

ANS:

- 1. The procedure may generate a side effect.
- 2. Different values can be returned even if the same arguments are delivered.
- b) What are the limitations of optimizing the compiler? Give two things.

ANS:

- 1. When in doubt, the compiler must be conservative.
- 2. Most analysis is performed only within procedures

2 Code Optimization

2.1 Counting Instruction

1) Look at the given code and the corresponding assembly code, and answer the question.

*In the case of an instruction such as jge, it is considered to have been executed even if it is ignored because the conditions are not satisfied.

```
for(i=1;i<N+1;i++)
rlt += i;
```

```
mov1
                 $1, -4(%rbp)
                 .L2
        jmp
.L3:
                 -4(%rbp), %eax
        mov1
                 %eax, -8(%rbp)
        addl
        addl
                 $1, -4(%rbp)
.L2:
                 -20(%rbp), %eax
        mov1
        cmpl
                 -4(%rbp), %eax
        jge
                 .L3
```

a) if N = 1, How many instructions are executed?

```
ANS: 11
```

b) if N = 3, How many instructions are executed?

```
ANS: 23
```

c) Find a function for N that calculates the number of instructions executed for the natural number N.

```
ANS: F(n) = 6n + 5
```

2) The following is a C code representing two algorithms with different complexities for printing all partial sums of a first-order array, and the corresponding assembly code. Answer the questions.

1. $O(n^3)$ Algorithm

```
for(i=1;i<N+1;i++) {
    for(j=0;j<N+1-i;j++) {
        rlt = 0;
        for(k=0;k<i;k++) {
            rlt += arr[j+k];
        }
        //printf("%d\n", rlt);
    }
}</pre>
```

```
$1, -4(%rbp)
        mov1
        jmp
                 .L2
.L7:
        mov1
                $0, -8(\%rbp)
        jmp
                 .L3
.L6:
                 $0, -16(%rbp)
        mov1
                $0, -12(%rbp)
        mov1
        jmp
                 .L4
.L5:
        mov1
                -8(%rbp), %edx
                -12(%rbp), %eax
        mov1
        addl
                %edx, %eax
        cltq
        leaq
                0(,%rax,4), %rdx
        movq
                -24(%rbp), %rax
                %rdx, %rax
        addq
                 (%rax), %eax
        mov1
        addl
                %eax, -16(%rbp)
        addl
                $1, -12(%rbp)
.L4:
                 -12(%rbp), %eax
        mov1
        cmp1
                -4(%rbp), %eax
        jl
                 .L5
        addl
                $1, -8(%rbp)
.L3:
        mov1
                -28(%rbp), %eax
        addl
                 $1, %eax
        subl
                 -4(%rbp), %eax
        cmpl
                %eax, -8(%rbp)
        jl
                 .L6
        addl
                $1, -4(%rbp)
.L2:
        mov1
                -28(%rbp), %eax
        cmpl
                -4(%rbp), %eax
        jge
                 .L7
```

a) if N = 1, How many instructions are executed?

```
ANS: 41
```

b) if N = 3, How many instructions are executed?

```
ANS: 240
```

c) Find a function for N that calculates the number of instructions executed for the natural number N.

```
ANS: F(N) = \frac{13}{6}N^3 + \frac{25}{2}N^2 + \frac{64}{3}N + 5
```

2. $O(n^2)$ Algorithm

```
prefix[0] = 0;
for (i = 1; i < N+1; i++) {
    prefix[i] = prefix[i - 1] + arr[i-1];
}
for (i = 0; i < N; i++) {
    for (j = i; j < N; j++) {
        rlt = prefix[j + 1] - prefix[i];
        //printf("%d\n", rlt);
    }
}</pre>
```

```
-32(%rbp), %rax
        movq
                $0, (%rax)
        movl
        mov1
                $1, -4(%rbp)
        jmp
                 .L2
.L3:
        mov1
                -4(%rbp), %eax
        cltq
                $2, %rax
        salq
        leaq
                -4(%rax), %rdx
        movq
                -32(%rbp), %rax
        addq
                %rdx, %rax
        mov1
                 (%rax), %ecx
                -4(%rbp), %eax
        mov1
        cltq
                $2, %rax
        salq
        leaq
                -4(%rax), %rdx
                -24(%rbp), %rax
        movq
        addq
                %rdx, %rax
                 (%rax), %edx
        movl
        mov1
                -4(%rbp), %eax
        cltq
                0(,%rax,4), %rsi
        leaq
                -32(%rbp), %rax
        movq
                %rsi, %rax
        addq
        addl
                %ecx, %edx
                %edx, (%rax)
        mov1
        addl
                $1, -4(%rbp)
```

```
.L2:
        mov1
                -36(%rbp), %eax
        cmpl
                -4(%rbp), %eax
        jge
                 .L3
                $0, -4(%rbp)
        mov1
        jmp
                 .L4
.L7:
                -4(%rbp), %eax
        mov1
                %eax, -8(%rbp)
        mov1
                 .L5
        jmp
.L6:
        mov1
                -8(%rbp), %eax
        cltq
        addq
                $1, %rax
                0(,%rax,4), %rdx
        leaq
                -32(%rbp), %rax
        movq
        addq
                %rdx, %rax
        mov1
                (%rax), %edx
                 -4(%rbp), %eax
        mov1
        cltq
        leaq
                0(,%rax,4), %rcx
                -32(%rbp), %rax
        movq
        addq
                %rcx, %rax
                (%rax), %eax
        movl
        subl
                %eax, %edx
        mov1
                %edx, -12(%rbp)
        addl
                $1, -8(%rbp)
.L5:
        mov1
                -8(%rbp), %eax
                -36(%rbp), %eax
        cmpl
        jl
                 .L6
        addl
                $1, -4(%rbp)
.L4:
        mov1
                 -4(%rbp), %eax
        cmpl
                -36(%rbp), %eax
        jl
                 .L7
```

a) if N = 1, How many instructions are executed?

```
ANS: 66
```

b) if N = 3, How many instructions are executed?

```
ANS: 231
```

c) Find a function for N that calculates the number of instructions executed for the natural number N.

```
ANS: F(N) = \frac{19}{2}N^2 + \frac{89}{2}N + 12
```

d) Assuming that N is large enough, is an algorithm with complexity $O(n^2)$ more efficient than an algorithm with complexity $O(n^3)$ in terms of the number of instructions executed?

ANS: If N is large enough, the value of F(N) for the $O(n^2)$ algorithm is much smaller than the value of F(N) for the $O(n^3)$ algorithm. Thus, in terms of the number of instructions executed, the $O(N^2)$ algorithm is much more efficient.

2.2 Strength Reduction

1) Answer the questions using the table below.

Operation	Cycle
Integer add	1
Integer Multiply	4
Integer Divide	36
Floating-point add	3
Floating-point multiply	5
Floating-point divide	38

Table 1

a) Which is faster, y / 10 or y * 0.1?

```
ANS: y * 0.1
```

b) Which is faster, y / 0.1 or y * 10?

```
ANS: y * 10
```

c) Calculate the total cycle to compute two expressions, (y / 0.1) + (y * 0.1) and (y * 10) + (y / 10). Compare and explain which is more efficient.

```
ANS: (y / 0.1) + (y * 0.1) Total Cycle : 38 + 5 + 3 = 46 (y * 10) + (y / 10) Total Cycle : 4 + 36 + 1 = 41 Thus, (y * 10) + (y / 10) is more efficient.
```

2.3 Other Methods

- 1) Look at the code presented below and optimize it for the given optimization method.
- 1. Use Code Motion & Remove Aliasing

```
for (i=0;i<100;i++) {
   for (j=0;j<100;j++)
      arr[i] += 5*j + i*i;
}</pre>
```

^{*} assume that y is integer.

```
ANS:
for(i=0;i<100;i++) {
    temp = i*i;
    int_val = 0;
    for(j=0;j<100;j++) {
        int_val += 5*j + temp;
    }
    arr[i] = int_val;
}</pre>
```

2. Use Function Inlining

```
int max(int a, int b) {
    return (a > b) ? a : b;
}
a = max(x,y);
```

```
ANS:

if (x > y)
    a = x;
else
    a = y;
```

3. Use Loop Unrolling

```
for (i=0;i<3;i++)
ab[i] = i;
```

```
ANS:

ab[0] = 0;
ab[1] = 1;
ab[2] = 2;
```

4. Use Sharing of common subexpressions

```
a = b * c - c * d;
e = (b - d) * (b - d);
```

```
ANS:

temp = b - d;
a = temp * c;
e = temp * temp;
```