

Ideas from Synthesis Kernel for Modern Systems

Optimization techniques and SuperOptimizers

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Synthesis OS Kernel

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- The Synthesis Kernel [1] introduces runtime code generation as one of the key ideas for an efficient operating system.
- Runtime Code generation enables optimization
- [1] proposes common optimization techniques like - constant folding, constant propagation and procedure inlining
- The Kernel and the subsequent paper on Superoptimizer by Henry Massalin tend to achieve the goal of aiding the expert to optimize better.



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- Synthesis optimized code for frequently used Kernel routines - queues, buffers, switchers, interrupt handlers, system call dispatchers
- Fine-grained scheduling - Deduce CPU time for each task through measurement and data accumulation
- Tackling the goal of high throughput with low latency
- Optimization through design changes in various functions of the kernel - Diffuse Kernel, I/O, process management, services and interfaces

- Constant Folding, Constant Propagation and Procedure Inlining are used
- Data-aware optimizations using information available at compile-time
- TradeOff: Cost saving must exceed code generation cost
- Methods used by Synthesis for code generation:
 - Facoring invariants - partial evaluation for constraints
 - Collapsing Layers - similar to inlining reaching multiple layers
 - Executable Data structures - self-traversing - Jobqueue with Startjob and Stopjob sequences
- Challenges: Size, Protection and Cache Coherence

Earlier processors had constraints of memory and CPU cycles and every cycle and pipeline stalls mattered.

Imagine running a video decoding application on a 16 KB RAM and 128 Mhz CPU.

- 1 Replace decision constructs with logical and arithmetic operations
- 2 Utilize processor's parallel processing capabilities avoiding pipeline stalls
 - Unroll loops to avoid pipeline dependencies
 - Algorithmic changes to parallelize Load/Store with MAC instructions
- 3 Precompute constants and constant expressions
- 4 Inline smaller frequently called functions/procedures

The last two ideas were also mentioned in [1]

Some Examples of Code-level Optimizations

```
int maximum(int a, int b) {  
    if (a > b)  
        return a;  
    else  
        return b;  
}
```

Can be replaced by:

```
int maximum(int a, int b) {  
    return -(((b - a) >> 31)*a + ((a - b) >> 31)*b);  
}
```



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Pipeline Stages and Loop Unrolling



Figure 1: Pipeline Stages RISC from Wikipedia on RISC Pipeline [2]

Loop Unrolling Example

```
Loop:
  load R1, (R6)
  load R2, (R6+1)
  mac R1, R2, R3 ..2 ticks
  store R3, (R9)
  add R6, 2
  inc R7
EndLoop
```

```
load R1, (R6)
load R2, (R6+1)
add R6, 2
Loop:
  Load R4, (R6)
  mac R1, R2, R3 ..2 ticks
  Load R5, (R6+1)

  add R6, 2
  store R3, (R9)

  Load R1, (R6)
  mac R4, R5, R7
  Load R2, (R6+1)

  add R6, 2
  store R7, (R9)
  inc R9
Endloop
```



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Superoptimizer Methods

Goal: Given an instruction set, search for the smallest program for a task. Introduced first by Henz Massalin [3].



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- Exponential growth of search time with instruction set (several hours)
- Modeling a pointer is difficult (take whole memory into account)
- Machine-independence
- Effective in register-register operations
- Design of RISC architectures
- For program snippets overlooked by compiler (eg $>$ multiplication by constants)
- Best used to aid assembly language programmers

Automatic Generation of Peephole Superoptimizers

- Peephole optimizers replace sequence of instructions with faster sequence
- Utilizes pattern-matching to decide rules - Automation to use superoptimization
- implemented as a network-based search engine on a database of learned optimizations

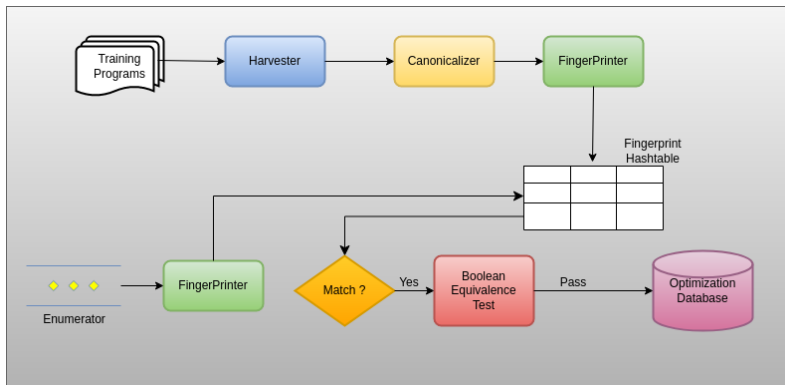


Figure 3: Architecture of automated SuperOptimizer [4]

- Gives the shortest instruction sequence
- Available as an installable package
- Supports multiple CPU Architectures
- SPARC, MC68000, MC68020, M88000, POWER, POWERPC, AM29K, I386, I960 (for i960 1.0), I960B (for I960B 1.1), PYR, ALPHA, HPPA, SH

To compile and run the superopt on a GNU Machine

```
> make CPU=D<cpu_name_from_list> superopt
>
> superopt -f<goal-function> | -all [-assembly]
[-max-cost n] [-shifts] [-extracts] [-no-carry-insns]
[-extra-cost n]
```

- Optimized programs are always beneficial particularly so in low-level systems
- Ideas in Synthesis are relevant and have been used and improved since
- Superoptimization can provide great performance benefits
- Limitations on size, effort, and time can be countered through automation
- Modern compilers try to incorporate some of the techniques

Future Work:

- Improvements have been made on the superoptimization originally proposed in [3]
- Goal-oriented, automated and efficient superoptimization techniques have evolved over the years
- Standard compilers also have tools to aid superoptimization
- Further research is required into reducing the search space, optimal equivalence test and possible application of machine learning techniques to train superoptimizers can be thought through.



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Questions ?



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