

# Compiler Optimization

# Compiler optimizations transform code

- ❑ Code optimization transforms code to equivalent code
  - ... but with better performance
  
- ❑ The code transformation can involve either
  - **Replacing** code with more efficient code
  - **Deleting** redundant code
  - **Moving** code to a position where it is more efficient
  - **Inserting** new code to improve performance

# The four categories of code transformations

- Replacing code (e.g. **strength reduction**)

$A = 2 * a;$      $\equiv$      $A = a \ll 1;$

- Deleting code (e.g. **dead code elimination**)

$A = 2; A = y;$      $\equiv$      $A = y;$

- Moving code (e.g. **loop invariant code motion**)

for (i = 0; i < 100; i++) { sum += i +  $x * y$ ; }

$\equiv$

$t = x * y;$

for (i = 0; i < 100; i++) { sum += i +  $t$ ; }

- Inserting code (e.g. **data prefetching**)

for (p = head; p != NULL; p = p->next)  
{ /\* do work on node p \*/ }

$\equiv$

for (p = head; p != NULL; p = p->next)  
{  $\text{prefetch}(p->\text{next});$  /\* do work on node p \*/ }

# Compiler optimization categories according to range

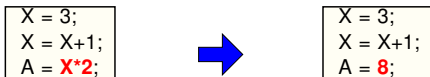
- ❑ How much code does the compiler view while optimizing?
  - The wider the view, the more powerful the optimization
  
- ❑ Axis 1: optimize across control flow?
  - **Local optimization**: optimizes only within straight line code
  - **Global optimization**: optimizes across control flow (if,for,...)
  
- ❑ Axis 2: optimize across function calls?
  - **Intra-procedural optimization**: only within function
  - **Inter-procedural optimization**: across function calls
  
- ❑ The two axes are orthogonal (any combination is possible)

# Local vs. Global Constant Propagation

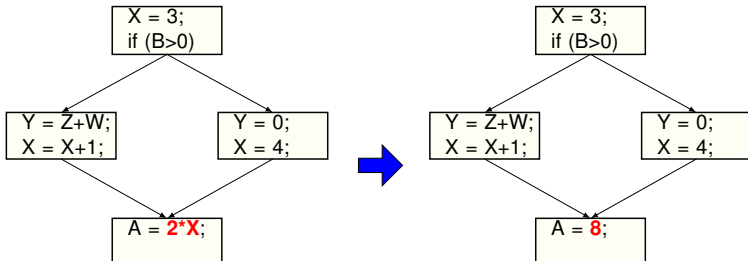
## Constant propagation

- Optimization: if  $x = y \text{ op } z$  and  $y$  and  $z$  are constants then compute at compile time and replace

## Local Constant Propagation

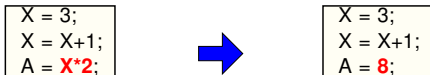


## Global Constant Propagation

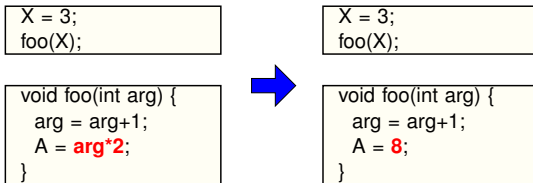


# Intra- vs. Inter-procedural Constant Propagation

## □ Intra-procedural Constant Propagation



## □ Inter-procedural Constant Propagation



➤ Assuming all other calls to foo always pass in constant 3

# Control Flow Analysis

# Basic Block

- ❑ A function body is composed of one or more **basic blocks**.
- ❑ **Basic block**: a maximal sequence of instructions that
  - Has no jumps into the block other than the first instruction
  - Has no jumps out of the block other than the last instruction
- ❑ That means:
  - No instruction other than the first is a jump target
  - No instruction other than the last is a jump or branch
- ❑ Either all instructions in basic block execute or none
  - Smallest unit of execution in control flow analysis
  - Hence the descriptor "basic" in the name

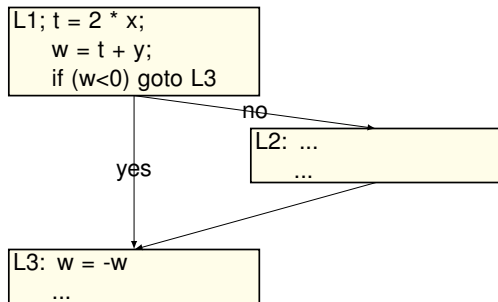


# Control Flow Graph

- ❑ A **Control Flow Graph (CFG)** is a directed graph in which
  - Nodes are basic blocks
  - Edges represent flows of execution between basic blocks
- ❑ CFGs are widely used to represent a program for analysis
- ❑ CFGs are especially essential for global optimizations

# Control Flow Graph Example

```
L1; t = 2 * x;  
    w = t + y;  
    if (w<0) goto L3  
L2: ...  
    ...  
L3: w = -w  
    ...
```

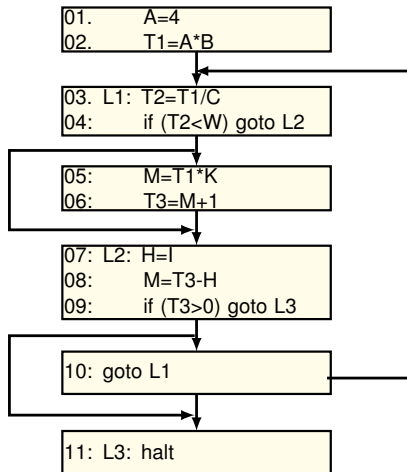


# Construction of CFG

- ❑ Step 1: partition code into basic blocks
  - Identify **leader** instructions, where a leader is either:
    - the first instruction of a program, or
    - the target of any jump/branch, or
    - an instruction immediately following a jump/branch
  - Create a basic block out of each leader instruction
  - Expand basic block by adding subsequent instructions (Stopping when the next leader instruction is encountered)
  
- ❑ Step 2: add edge between two basic blocks B1 and B2 if
  - there exist a jump/branch from B1 to B2, or
  - B2 follows B1, and B1 does not end with jump/branch

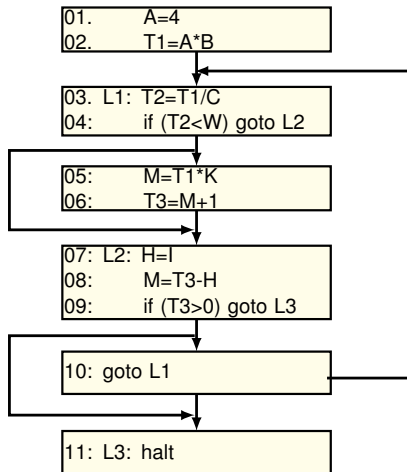
# Example

```
01.    A=4
02.    T1=A*B
03. L1: T2=T1/C
04.    if (T2<W) goto L2
05.    M=T1*K
06.    T3=M+1
07. L2: H=I
08.    M=T3-H
09.    if (T3>0) goto L3
10.    goto L1
11. L3: halt
```



# Example

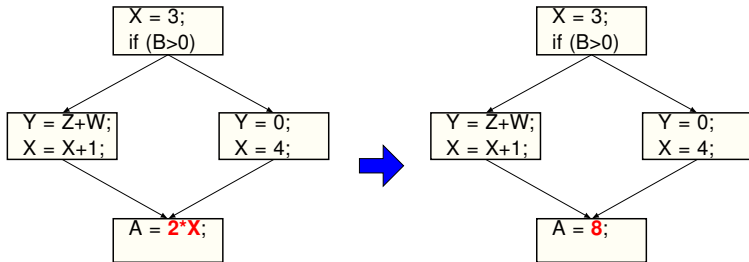
```
01.    A=4
02.    T1=A*B
03. L1: T2=T1/C
04:    if (T2<W) goto L2
05:    M=T1*K
06:    T3=M+1
07: L2: H=I
08:    M=T3-H
09:    if (T3>0) goto L3
10:    goto L1
11: L3: halt
```



# Data Flow Analysis

# Global Optimizations

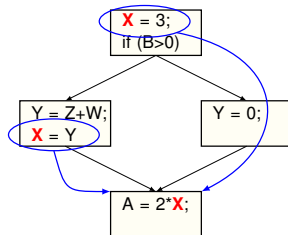
- Extend optimizations across control flows, i.e. CFG
- Like in this example of Global Constant Propagation (GCP):



- How do we know it is OK to globally propagate constants?

# Correctness criteria for GCP

- There are situations that prohibit GCP:



- To replace `X` by a constant `C` **correctly**, we must know
  - **Along all paths**, the last assignment to `X` is "`X = C`"
- Paths may go through loops and/or branches
  - When two paths **meet**, need to make a **conservative** choice



# Global Optimizations need to be Conservative

- Many compiler optimizations depend on knowing some property X at a particular point in program execution
  - Need to prove at that point property X holds along all paths
- To ensure correctness, optimization must be **conservative**
  - An optimization is enabled only when X is definitely true
  - If not sure, be conservative and say **don't know**
  - **Don't know** usually disables the optimization

# Dataflow Analysis Framework

## ❑ **Dataflow analysis:** discovering properties about values

- ... at certain points in the CFG to enable optimizations
- E.g. discovering a value is constant at a statement
- Done by observing the flow of data through the CFG

## ❑ **Dataflow analysis framework:**

- A framework for describing different dataflow analyses
- Can be defined using the following 4 components:

$$\{ \mathbf{D}, \mathbf{V}, \wedge: (\mathbf{V}, \mathbf{V}) \rightarrow \mathbf{V}, \mathbf{F}: \mathbf{V} \rightarrow \mathbf{V} \}$$

- **D**: direction of dataflow (forward or backward)
- **V**: domain of values denoting property
- $\wedge$ : **meet operator** that merges values when paths meet
- **F**: **flow propagation function** that propagates values through a basic block

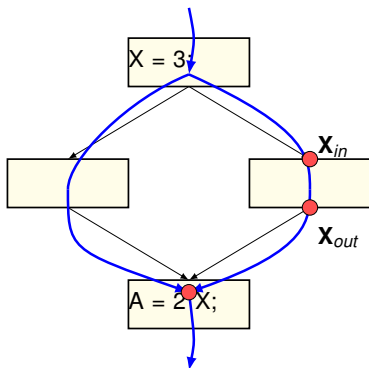
# Global Constant Propagation

# Global Constant Propagation (GCP)

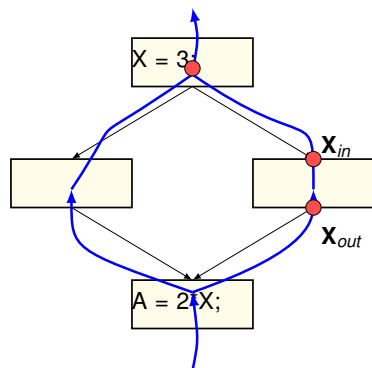
- ❑ Let's use **GCP** to study dataflow analysis framework
  
- ❑ We will define each component one by one for GCP
  - **D**: direction of dataflow for constant property
  - **V**: domain of values denoting constant property
  - $\wedge$ : **meet operator** that merges values when paths meet
  - **F**: **flow propagation function** for GCP

# Direction D for GCP

Is GCP a forward or backward analysis?



**Forward Analysis**



**Backward Analysis**

Forward, since "constantness" of a variable flows forward to subsequent instructions starting from assignment

# V and meet operator $\wedge$ for GCP

- Given an integer variable  $x$ , domain  $V$  is the set:

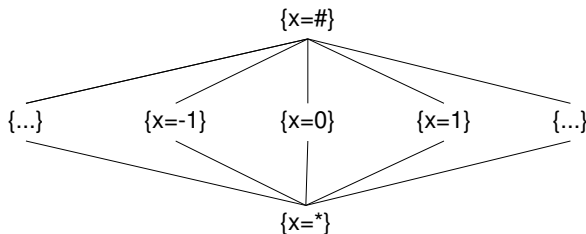
...,  $\{x=-1\}$ ,  $\{x=0\}$ ,  $\{x=1\}$ , ... /\* a constant \*/

$\{x=*\}$  /\* not a constant \*/

$\{x=\#\}$  /\* undefined on any path \*/

- Meet operator  $\wedge$  is given by this **semi-lattice**:

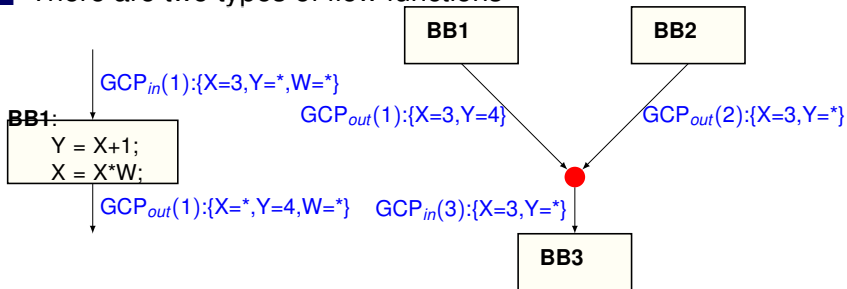
➤  $a \wedge b$  = greatest lower bound (glb) in the below graph



- $\{x=0\} \wedge \{x=1\} = \{x=*\}$ : Different values on each path
- $\{x=\#\} \wedge \{x=1\} = \{x=1\}$ : Constant definition on one path

# Dataflow Equations for GCP

There are two types of flow functions



- Flow transfer function  $F: V \rightarrow V$ 
  - Computes data flow within basic blocks
  - Remove those that become variables, add new constants
- Meet operator  $\wedge: (V, V) \rightarrow V$ 
  - Computes data flow across basic blocks
  - Merge values from two paths using the previous semi-lattice

# Flow Transfer Function F for GCP

□ **X(i):** dataflow property X of basic block i

➤ **X<sub>in</sub>(i):** at the entry of basic block i

➤ **X<sub>out</sub>(i):** at the exit of basic block i

□ F for Global constant propagation (GCP)

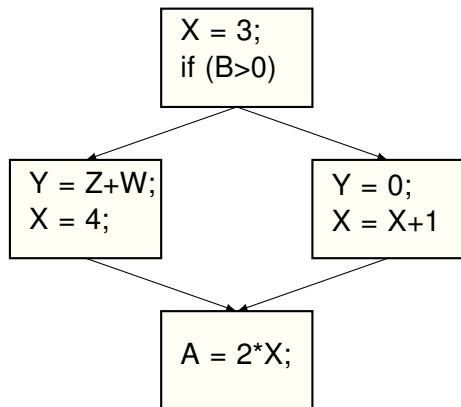
$$\mathbf{GCP}_{out}(i) = ( \mathbf{GCP}_{in}(i) - \mathbf{DEF}_v(i) ) \cup \mathbf{DEF}_c(i)$$

where  $\mathbf{DEF}_v(i)$  contains variable definitions in basic block i

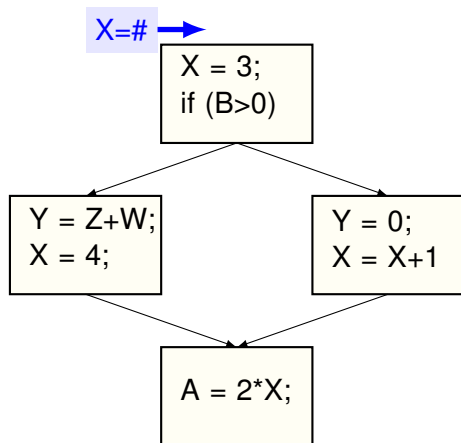
$\mathbf{DEF}_c(i)$  contains constant definitions in basic block i



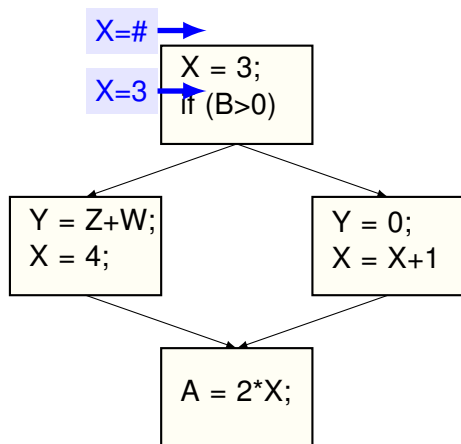
# GCP Propagation without loops



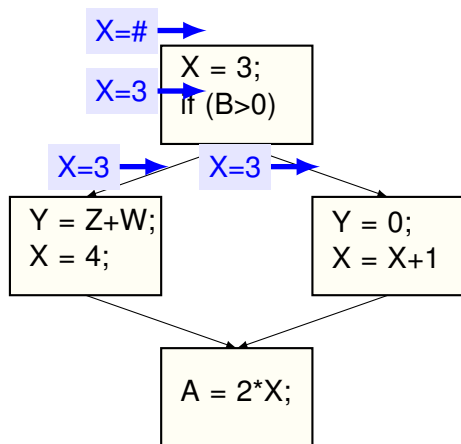
# GCP Propagation without loops



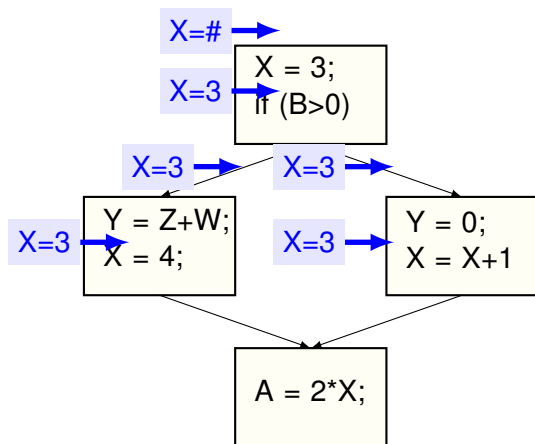
# GCP Propagation without loops



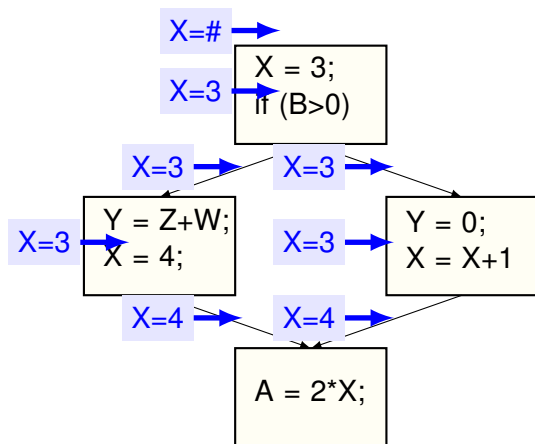
# GCP Propagation without loops



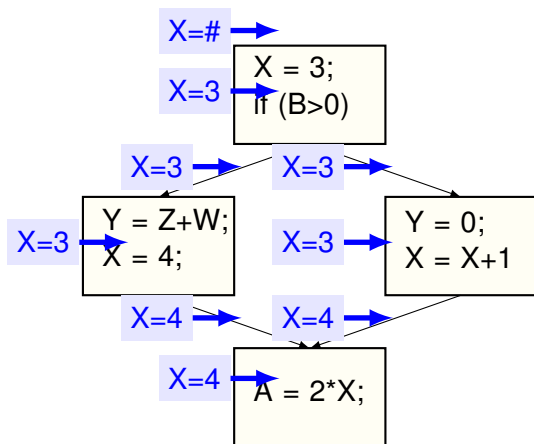
# GCP Propagation without loops



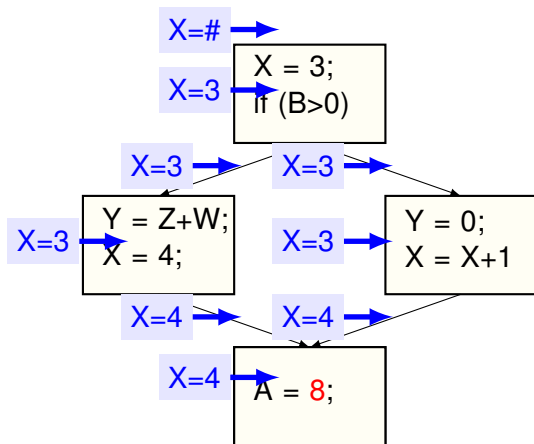
# GCP Propagation without loops



# GCP Propagation without loops



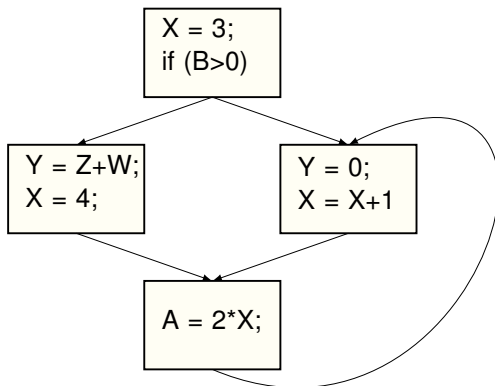
# GCP Propagation without loops





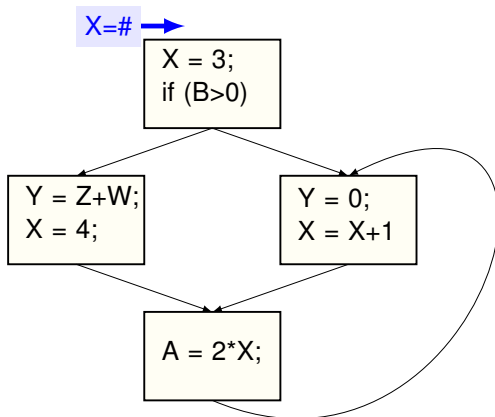
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



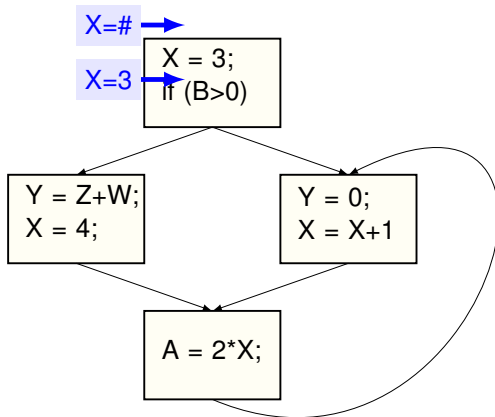
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



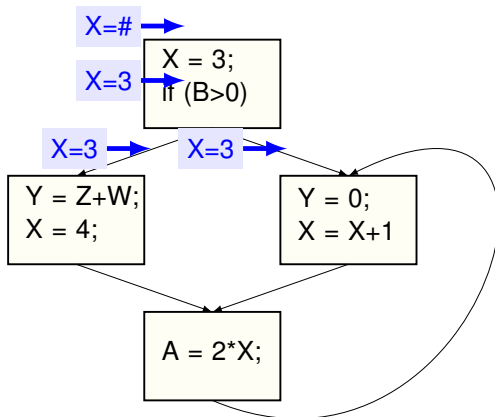
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



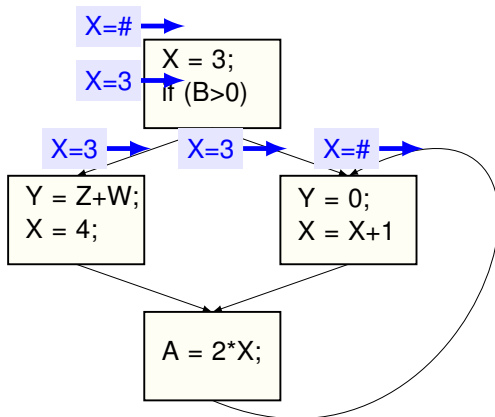
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



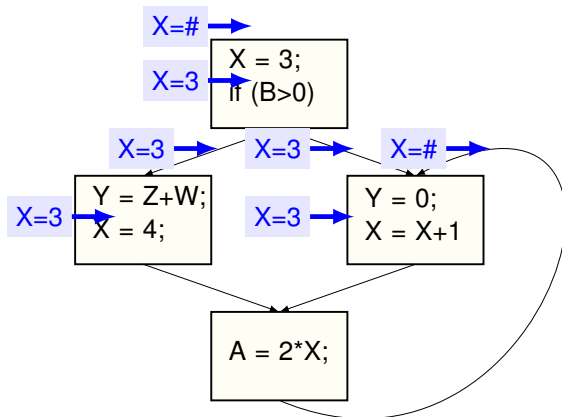
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



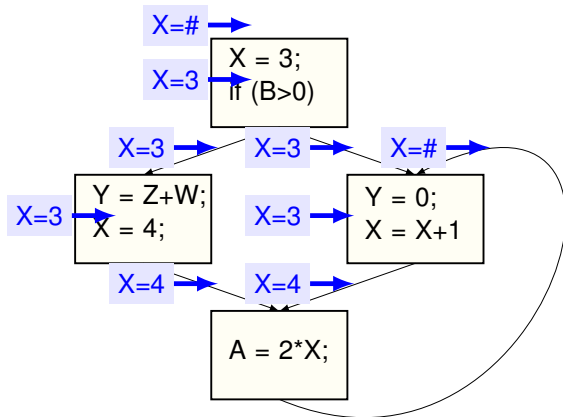
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



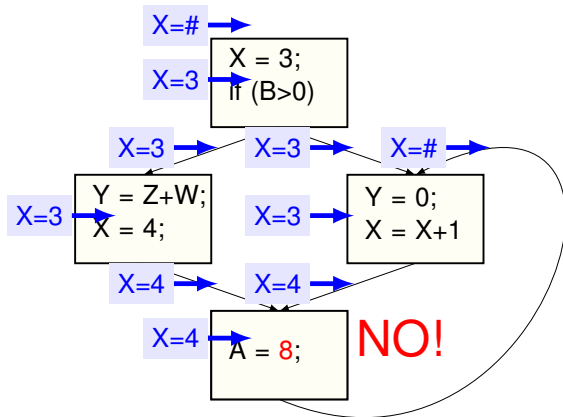
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



# GCP Propagation with loops

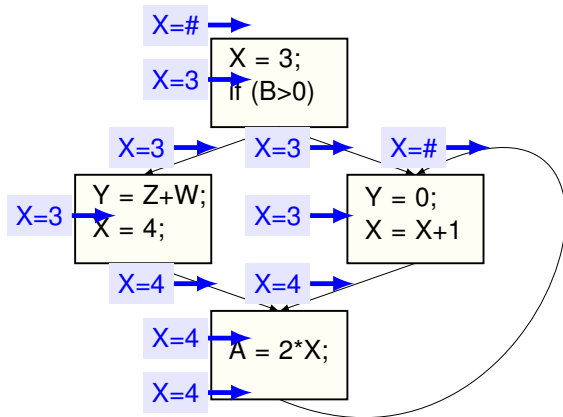
- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution





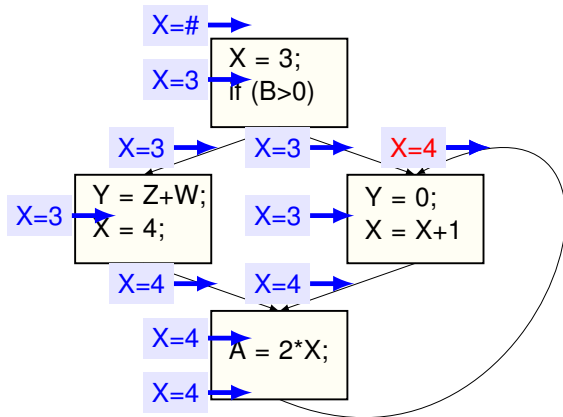
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



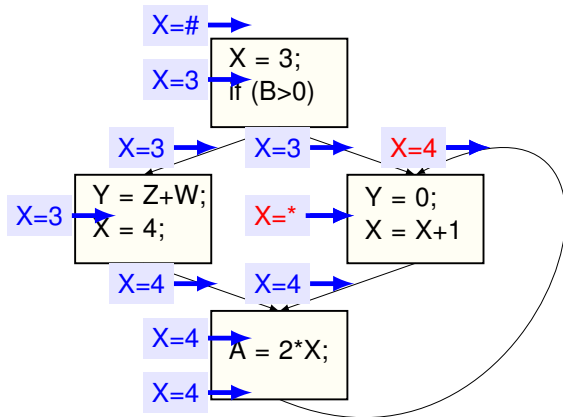
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



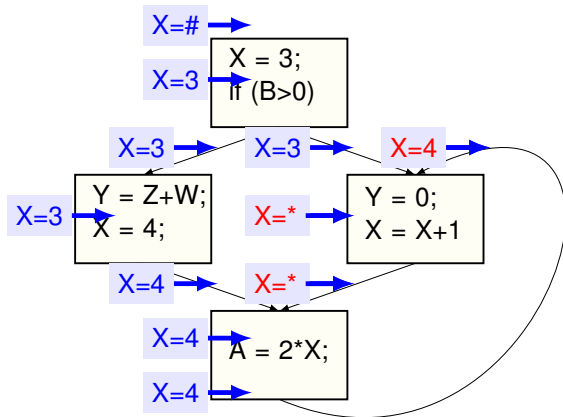
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



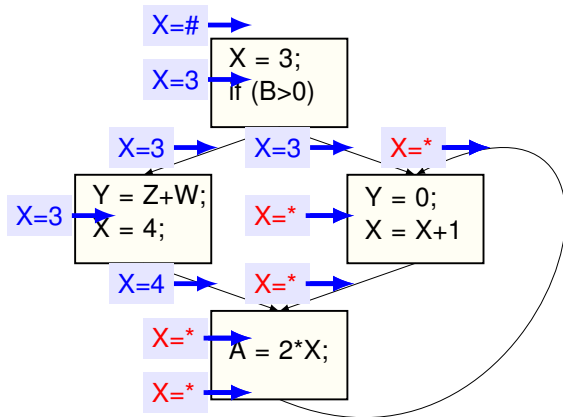
# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



# GCP Propagation with loops

- Iterate until there are no changes to values
  - This is called the **maximum fixed point** solution



# Analysis Algorithm for GCP

## □ GCP Algorithm

- (1). Set  $\{x=\#\}$  at all the points in the procedure
- (2). Propagate the dataflow property along the control flow
- (3). Repeat step (2) until there are no changes

## □ Will GCP eventually stop?

- If there are loops, we may propagate the loop many times
- Is there a possibility to run into an endless loop?

# Termination Problem

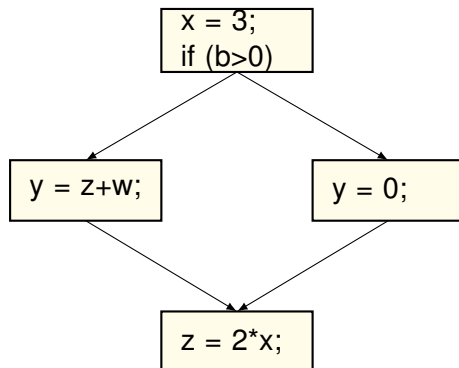
- ❑ **Least upper bound** ensures the termination
  - Values starts from #
  - Values can only increase in the hierarchy
  - Any values can change at most twice in our example  
... from # to C, and from C to \*
  
- ❑ The maximal number of steps is  $O(\text{program\_size})$

# Liveness Analysis



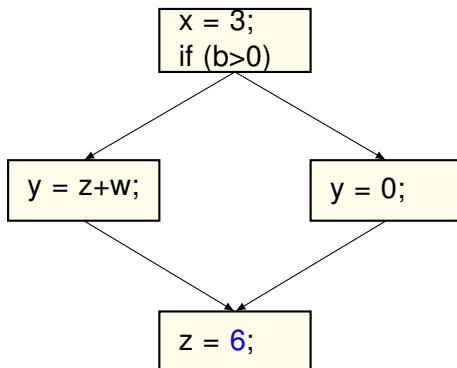
# Another Analysis: Liveness Analysis

■ After GCP, we would like to eliminate the dead code



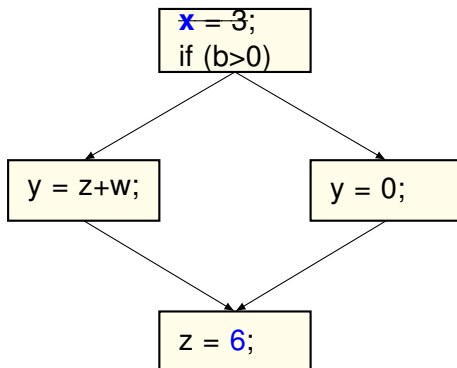
# Another Analysis: Liveness Analysis

After GCP, we would like to eliminate the dead code



# Another Analysis: Liveness Analysis

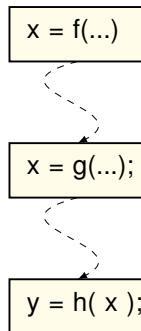
After GCP, we would like to eliminate the dead code



# Live/Dead Statement

- ❑ A **dead statement** assigns a value that is not used later
- ❑ Otherwise, it is a **live statement**

In the example,  
the 1st statement is dead,  
the 2nd statement is live



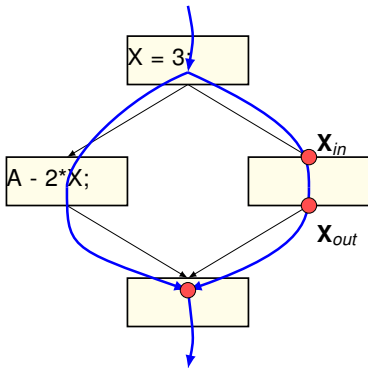
- Assuming inter-procedural analysis says  $f(\dots)$  is internally free of assignments used later (e.g. global variables).

# Global Liveness Analysis (GLA)

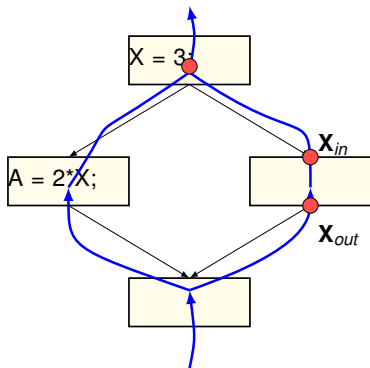
- ❑ Again, let's use the dataflow analysis framework
- ❑ Here are the 4 components of the framework
  - **D**: direction of dataflow for liveness property
  - **V**: domain of values denoting liveness property
  - $\wedge$ : **meet operator** that merges values when paths meet
  - **F**: **flow propagation function** for liveness
- ❑ This time, liveness property is the set of live variables
  - $\{\}, \{a\}, \{a, b\}, \{b, c\}, \{a, b, c\}, \dots$
- ❑ Meet operator works differently from GCP
  - Meet operator for GCP is an intersection:  
x is a constant only if x is same constant along both paths
  - Meet operator for Liveness Analysis is a union:  
x is live if x is live along at least one path

# Direction D for GLA

Is Liveness a forward or backward analysis?



**Forward Analysis**

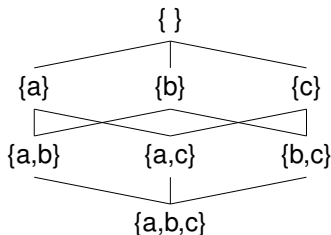


**Backward Analysis**

Backward, since liveness of a variable flows backward to preceding definitions starting from use

# V and meet operator $\wedge$ for GLA

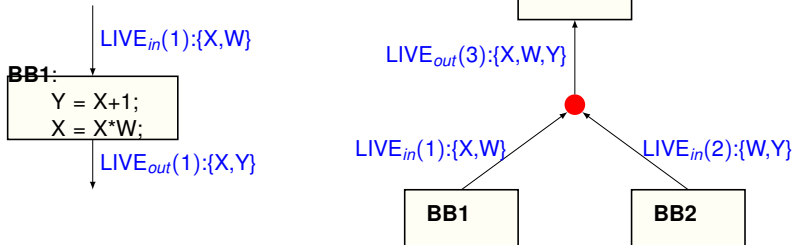
- Given variables  $a, b, c$ , domain  $V$  is the set:
  - { } /\* no variables are live \*/
  - {a}, {b}, {c} /\* one variable is live \*/
  - {a,b}, {a,c}, {b,c} /\* two variables are live \*/
  - {a,b,c} /\* all variables are live \*/
- Meet operator  $\wedge$  is given by this **semi-lattice**:



- $\{a\} \wedge \{b\} = \text{glb}(\{a\}, \{b\}) = \{a,b\}$
- $\{b\} \wedge \{a,c\} = \text{glb}(\{b\}, \{a,c\}) = \{a,b,c\}$

# Dataflow Equations for GLA

- There are two types of flow functions



- Flow transfer function  $F: V \rightarrow V$ 
  - Now  $F$  computes  $P_{in}$  from  $P_{out}$  since it is backward analysis
  - Remove variable definitions, add variable uses to live set
- Meet operator  $\wedge: (V, V) \rightarrow V$ 
  - Merge values from two paths using the previous semi-lattice
  - $LIVE_{out}(i) = \bigcup LIVE_{in}(k)$  where  $k$  is successor of  $i$



# Flow Transfer Function F for GLA

□ **X(i)**: dataflow property X of basic block i

➤ **X<sub>in</sub>(i)**: at the entry of basic block i

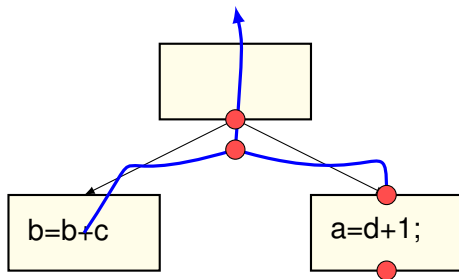
➤ **X<sub>out</sub>(i)**: at the exit of basic block i

□ F for Global Liveness Analysis (GLA)

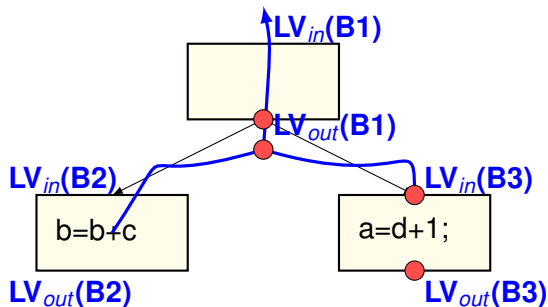
$$\mathbf{LIVE}_{in}(i) = ( \mathbf{LIVE}_{out}(i) - \mathbf{DEF}(i) ) \cup \mathbf{USE}(i)$$

where DEF(i) is the set of defined variables in basic block i  
USE(i) is the set of used variables in basic block i

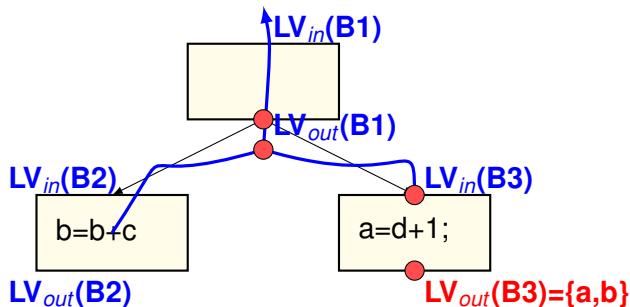
# Liveness Example



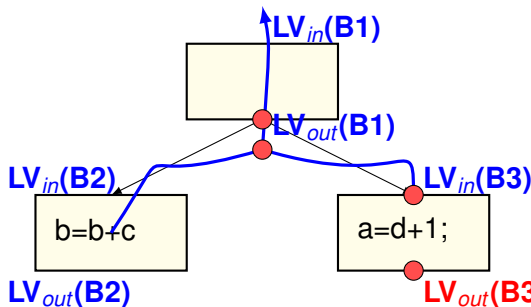
# Liveness Example



# Liveness Example

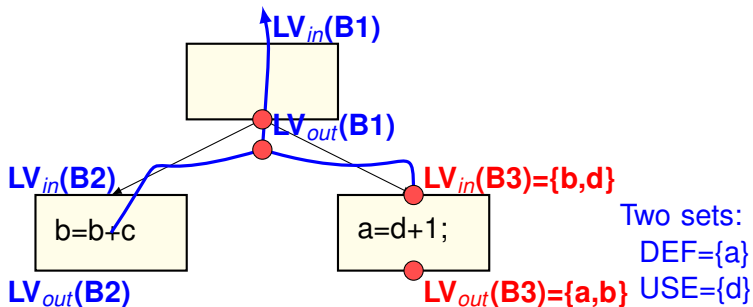


# Liveness Example

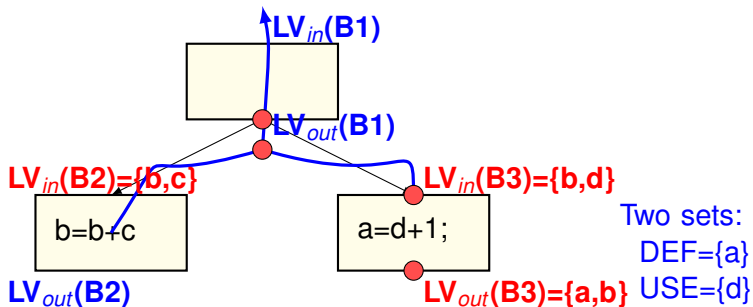


Two sets:  
 $DEF = \{a\}$   
 $USE = \{d\}$

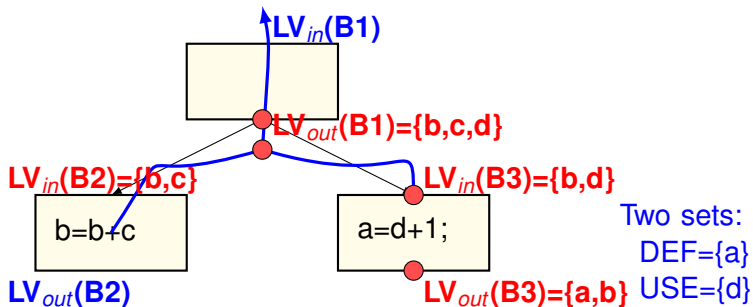
# Liveness Example



# Liveness Example



# Liveness Example



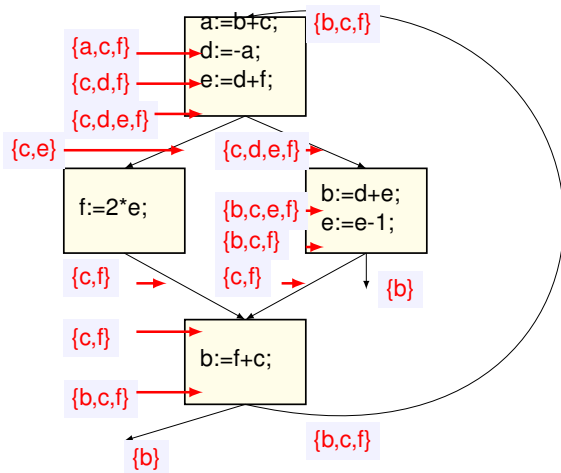


# Applications of Global Liveness Analysis

- ❑ Global Dead Code Elimination is based on GLA
  - A statement  $x = \dots$  is dead code if  $x$  not used
  - Dead statements can be deleted from the program
  
- ❑ Global register allocation is also based on GLA
  - Ideally, all Live variables should be placed in registers
  - If live variables at any point overflow CPU registers, some variables have to be stored in stack memory
  - This is called **register spilling**.

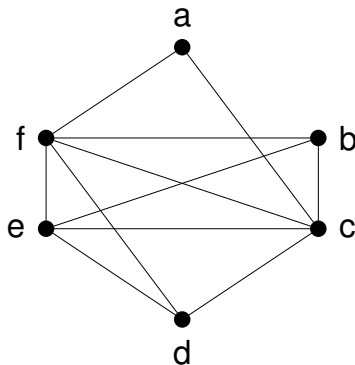
# Register Allocation: Compute Register Interference

- At each point P, compute live variables and interference



# Register Allocation: Register Interference Graph

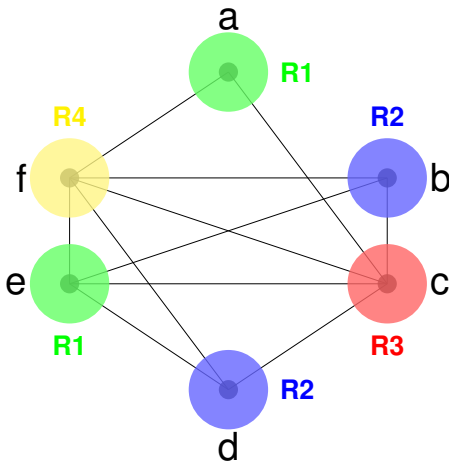
- Construct **Register Interference Graph (RIG)** such that
  - Nodes represent variables
  - Edges between variables represent interference



- Two variables can be allocated in same register if no edge
- Otherwise, they cannot be allocated in the same register

# Register Allocation: Allocation using Coloring

- Each color represents a CPU register
  - There are 4 colors in the coloring result
  - No register spilling occurs with 4 or more CPU registers



# Summary of Dataflow Analysis

- ❑ A dataflow analysis framework is defined as:  
 $\{ \mathbf{D}, \mathbf{V}, \wedge: (\mathbf{V}, \mathbf{V}) \rightarrow \mathbf{V}, \mathbf{F}: \mathbf{V} \rightarrow \mathbf{V} \}$ 
  - **D**: direction of dataflow
  - **V**: domain of values denoting property
  - $\wedge$ : **meet operator** that merges values when paths meet
  - **F**: **flow propagation function** within a basic block
  
- ❑ Other analyses can be expressed using this framework:
  - Reaching Definitions for Loop Invariant Code Motion (LICM)
  - Available Expressions for  
Common Subexpression Elimination (CSE)
  - Partial Redundancy Elimination (PRE)
  
- ❑ Please refer to the textbook on how these are formulated.

# The END !