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; ≡ A=a«1;

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

  A=2; A=y; ≡ A=y;

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

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

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

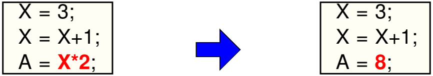
  ```
  for (p = head; p != NULL; p = p->next)
  { /* do work on node p */ }
  ≡
  for (p = head; p != NULL; p = p->next)
  { prefetch(p->next); /* do work on node p */ }
  ```

Compiler optimization categories according to range

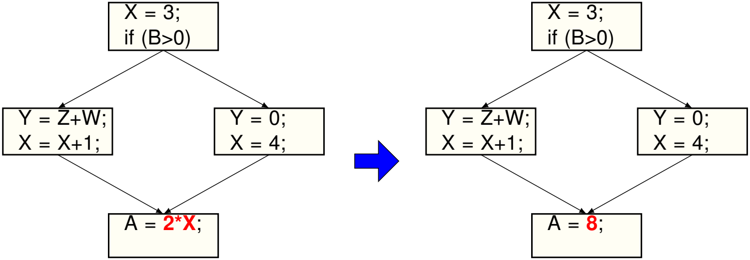
- How much code does the compiler view while optimizing?
  - The wider the view, the more powerful the optimization
- Axis 1: optimize across control flow?
  - **Local optimization**: optimizes only within straight line code
  - **Global optimization**: optimizes across control flow (if,for,...)
- Axis 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 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

```
X = 3;
X = X+1;
A = X*2;
```

→

```
X = 3;
X = X+1;
A = 8;
```

- Inter-procedural Constant Propagation

```
X = 3;
foo(X);

void foo(int arg) {
  arg = arg+1;
  A = arg*2;
}
```

→

```
X = 3;
foo(X);

void foo(int arg) {
  arg = arg+1;
  A = 8;
}
```

  - 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

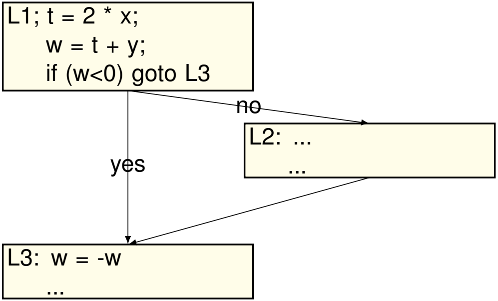
Control Flow Graph

- 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
    ...
```



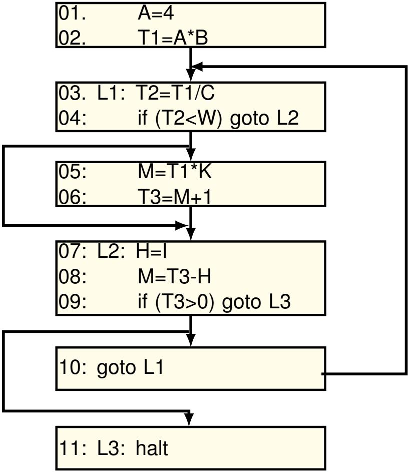
Construction of CFG

- 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 unconditional jump

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
```



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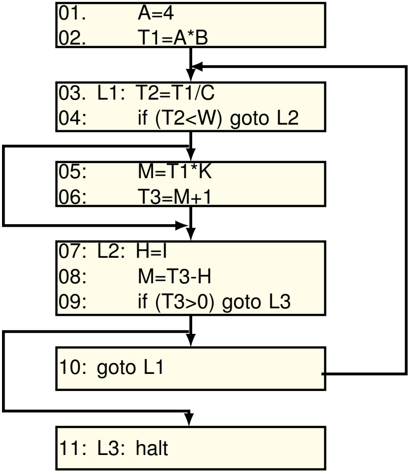
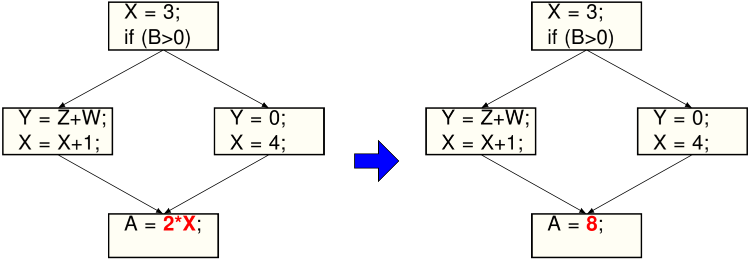


Data Flow Analysis

Global Optimizations

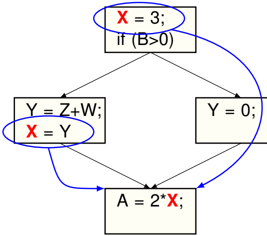
- Extends optimizations across control flows, i.e. CFG
- Like in this example Global Constant Propagation (GCP):



- 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 **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** typically disables the optimization

Dataflow Analysis Framework

- **Dataflow analysis**: discovering properties about values at each statement of the program
  - E.g. discovering a value is constant before a statement
  - Done by observing the flow of data through the CFG
- **Dataflow analysis framework**:
  - A framework for implementing various dataflow analyses
  - 4 parameters defining analysis is passed into framework:

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

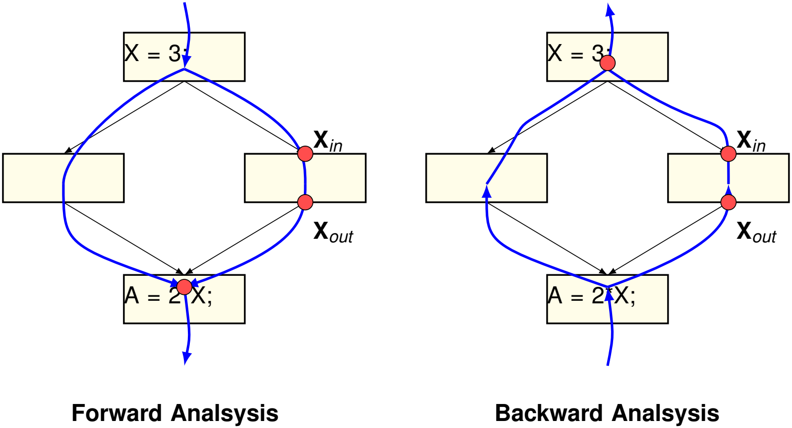
Global Constant Propagation (GCP)

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

Dataflow property V for GCP

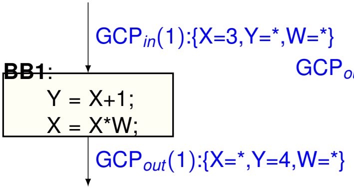
- V is a map of variables to values, where a value is:
  (in the case where value is an int type) # /* not defined yet */
  ..., -1, 0, 1, ... /* a constant */
  * /* not a constant */

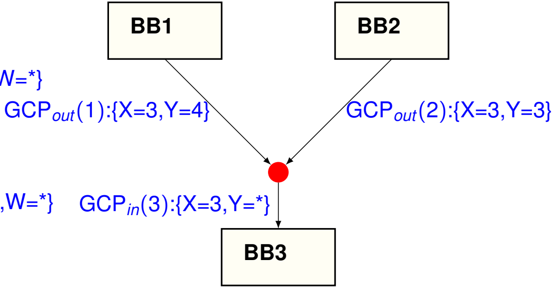
- **GCP(i)**: GCP dataflow property of basic block **i**
  - $\mathbf{GCP_{\mathit{in}}(i)}$: at the entry of basic block **i**
  - $\mathbf{GCP_{\mathit{out}}(i)}$: at the exit of basic block **i**
- **GCP(i)[X]**: value mapped to variable X in GCP(i)

- Example: given $GCP_{in}(1)$ = {X=1, Y=#, Z=*}
  - $GCP_{in}(1)[X] = 1$, $GCP_{in}(1)[Y]$=#, $GCP_{in}(1)[Z]$=*

Dataflow Equations for GCP

- There are two types of flow functions





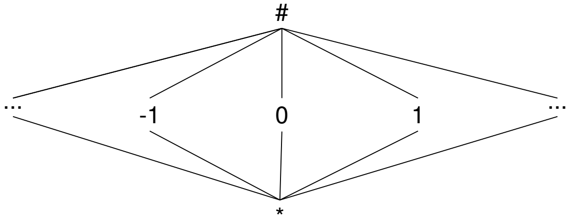
- Flow transfer function F: V $\rightarrow$ V
  - Computes data flow across statements
  - If statement assigns X, update GCP$_{out}$(i)[X] accordingly
- Meet operator $\wedge$: (V, V) $\rightarrow$ V
  - Computes data flow at control flow merges
  - Merge property from two paths using the meet operator

Flow Transfer Function F for GCP

- Treat each statement as basic block i to apply F
- If statement is not an assignment, $GCP_{out}(i) = GCP_{in}(i)$
- If statement is of the form X = Y + Z,
  - If $GCP_{in}(i)[Y]$ and $GCP_{in}(i)[Z]$ are constants,
    $GCP_{out}(i)[X] = GCP_{in}(i)[Y] + GCP_{in}(i)[Z]$
  - If either $GCP_{in}(i)[Y]$ or $GCP_{in}(i)[Z]$ is *,
    $GCP_{out}(i)[X] = *$
  - If either $GCP_{in}(i)[Y]$ or $GCP_{in}(i)[Z]$ is #,
    $GCP_{out}(i)[X] = \#$

Meet operator $\wedge$ for GCP

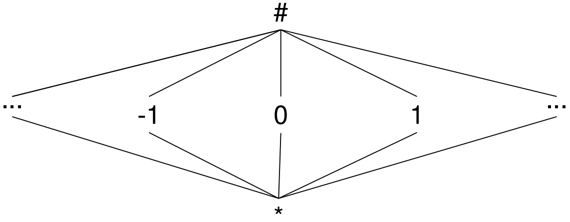
- Given basic block 1 and 2 merge into basic block 3,
  $GCP_{in}(3) = GCP_{out}(1) \wedge GCP_{out}(2)$
  - Where $\wedge$ is applied to each variable X in $GCP_{in}(3)$:
    $GCP_{in}(X) = GCP_{out}(1)[X] \wedge GCP_{out}(2)[X]$
- Meet operator $\wedge$ is given by this **semi-lattice**:
  - a $\wedge$ b = greatest lower bound (glb) in the below graph



  - # is called the **top** value denoted as $\top$
  - * is called the **bottom** value denoted as $\perp$

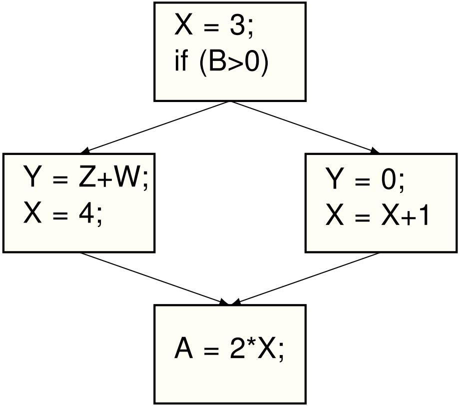
Meet operator $\wedge$ for GCP

- Some results of meets $\wedge$ given by this **semi-lattice**:



  - $\# \wedge 1 \equiv \text{glb}(\#, 1) \equiv 1$
    - Meet of undefined value and a constant $\rightarrow$ x is that constant
  - $0 \wedge 1 \equiv \text{glb}(0, 1) \equiv *$
    - Meet on different constants $\rightarrow$ x is no longer constant
  - $* \wedge 1 \equiv \text{glb}(*, 1) \equiv *$
    - Meet of not a constant and a constant $\rightarrow$ x is not constant
- Greatest lower bound finds the maximal conservative value

GCP Propagation without loops



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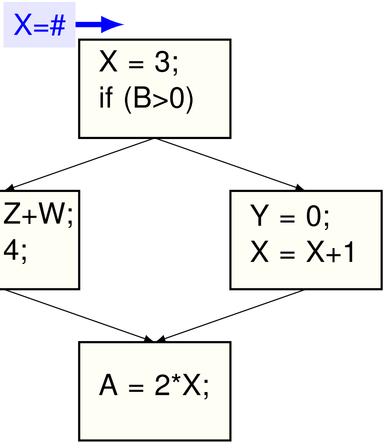

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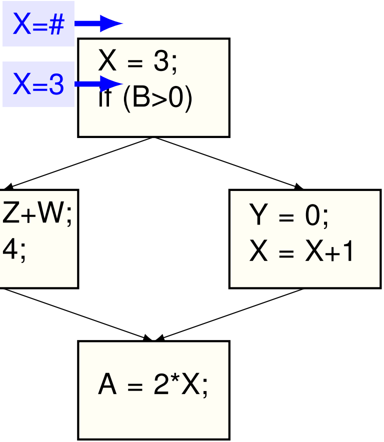

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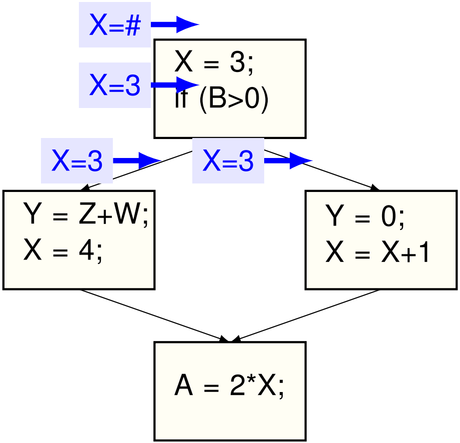

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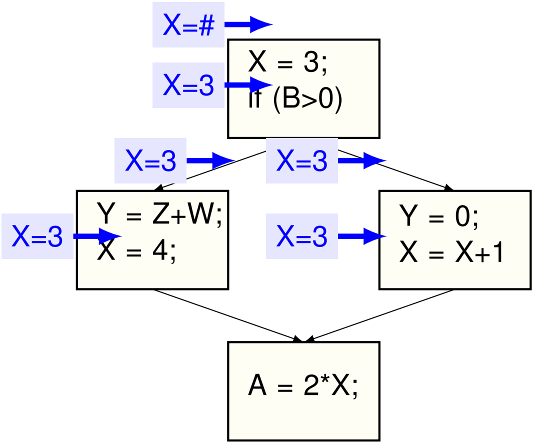

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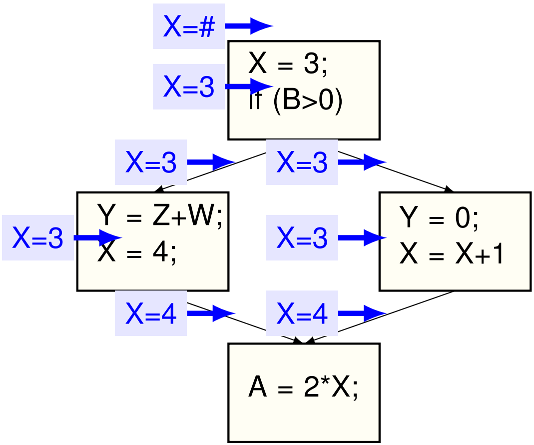

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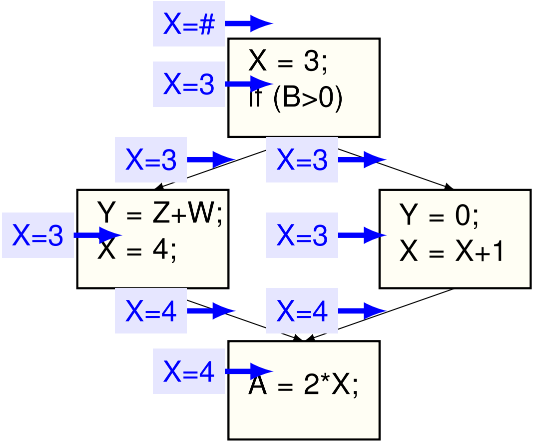

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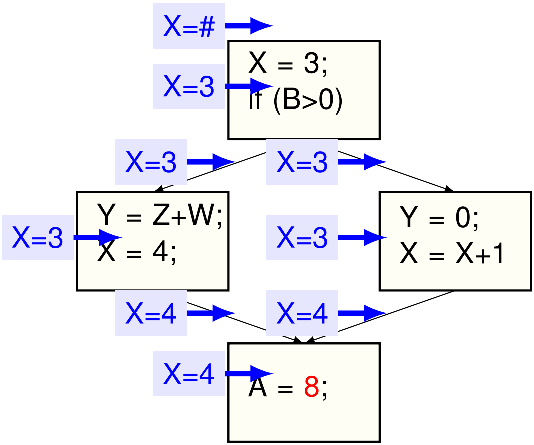
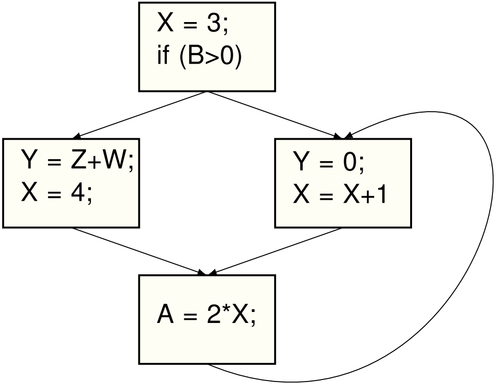


GCP Propagation with loops

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



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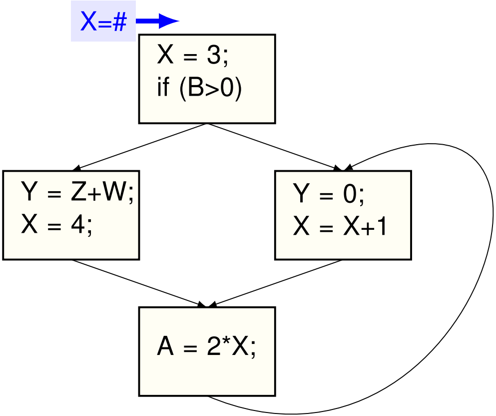

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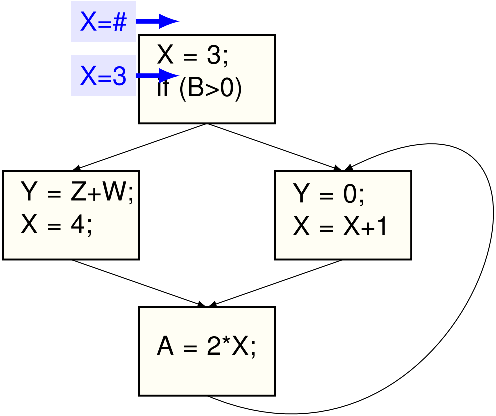

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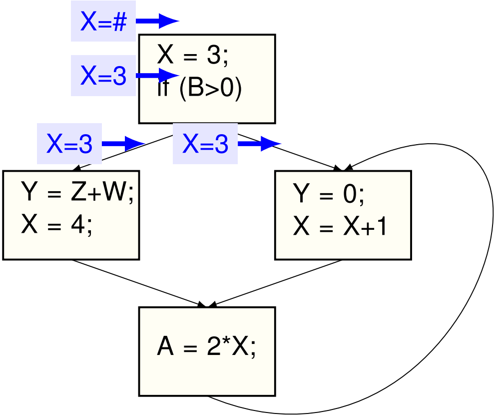

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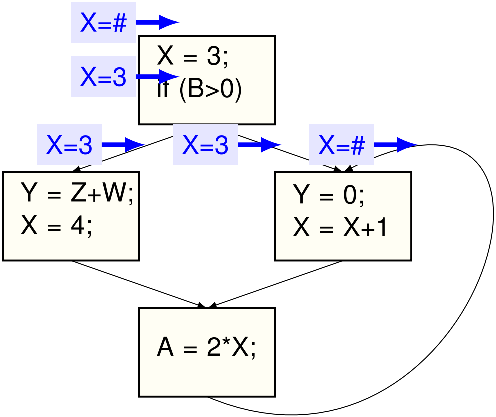

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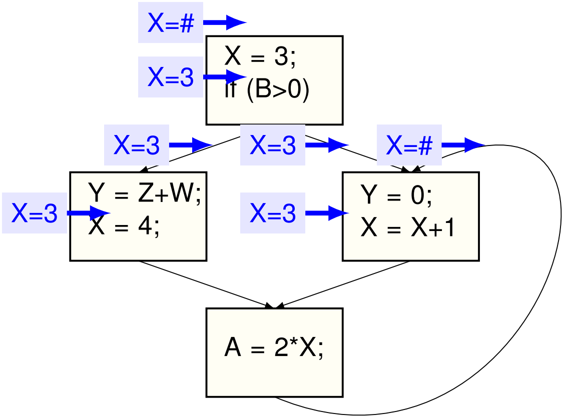

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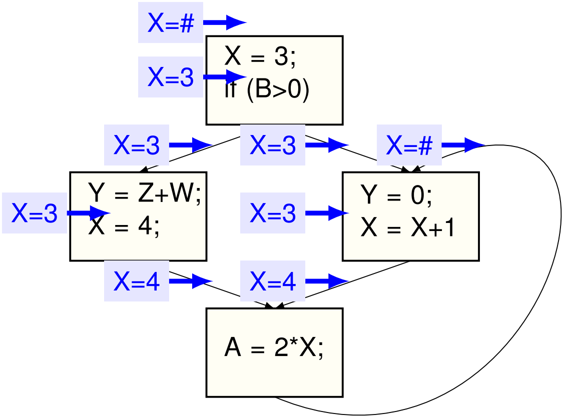

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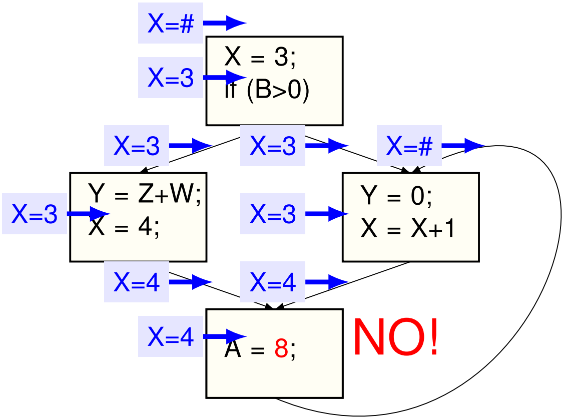

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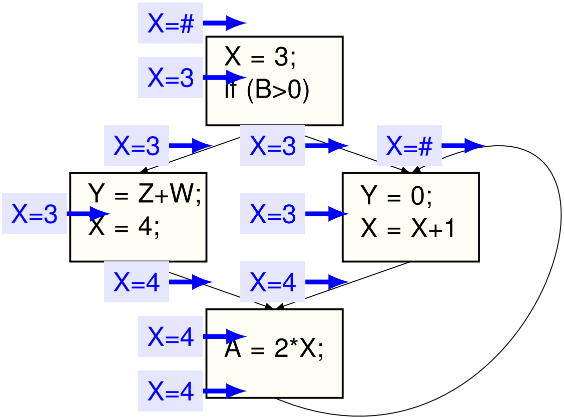

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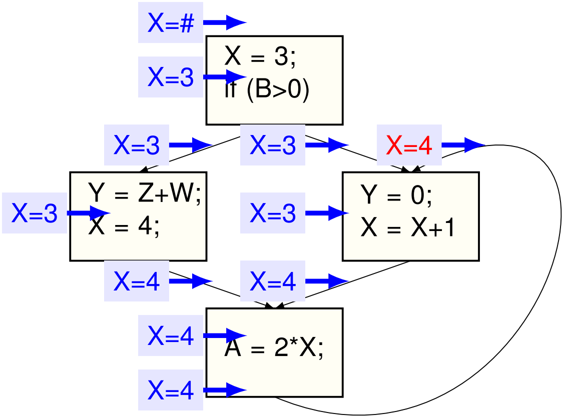

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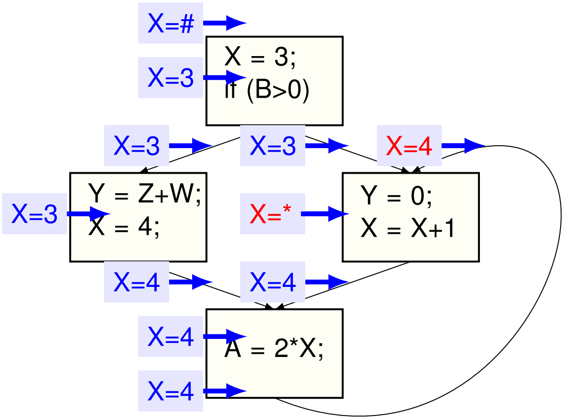

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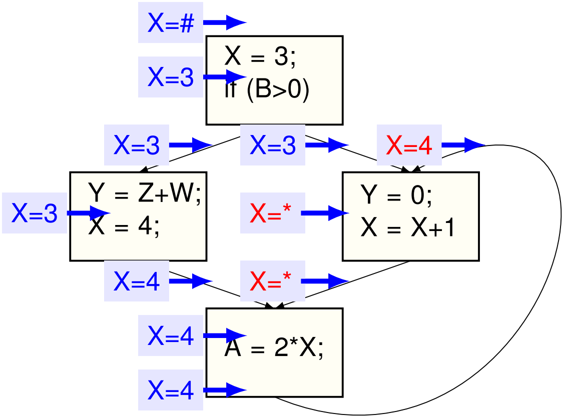

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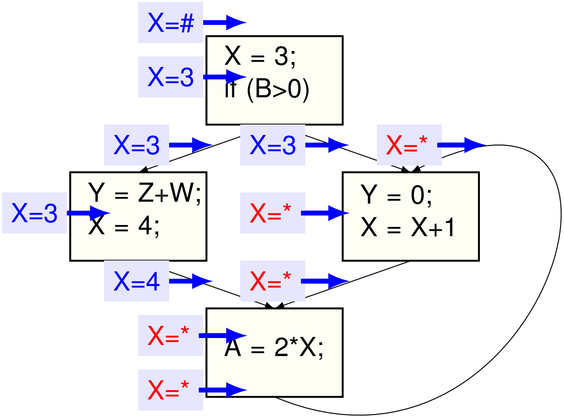


Analysis Algorithm for GCP

- 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 Guarantee

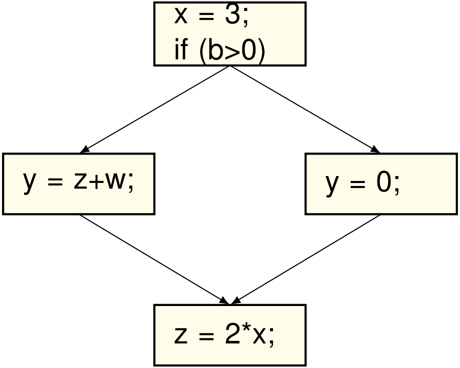
- **Greatest lower bound** ensures termination
  - Values start from #, the top $\top$ value
  - Values can only get reduced in the semi-lattice
  - Values can change at most twice when it hits the bottom $\perp$
    ... from # to C, and from C to *

- Complexity = O(d $\times$ (V + E))
  - d = the loop nesting depth
  - V = the number of vertices in CFG
  - E = the number of edges in CFG

Liveness Analysis

Another Analysis: Liveness Analysis

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



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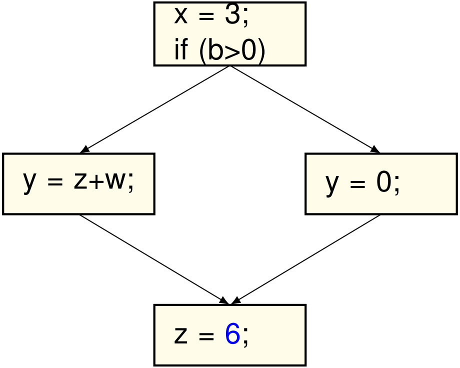

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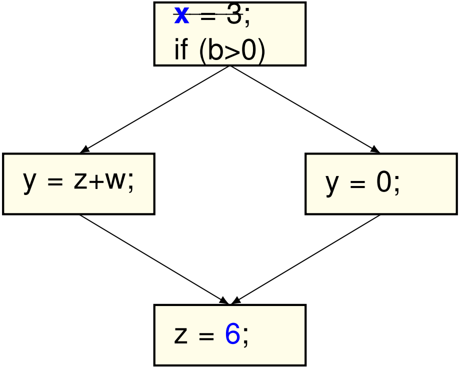
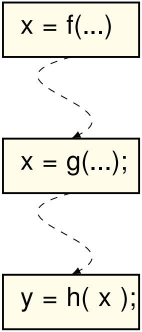


Live/Dead Statment

- 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



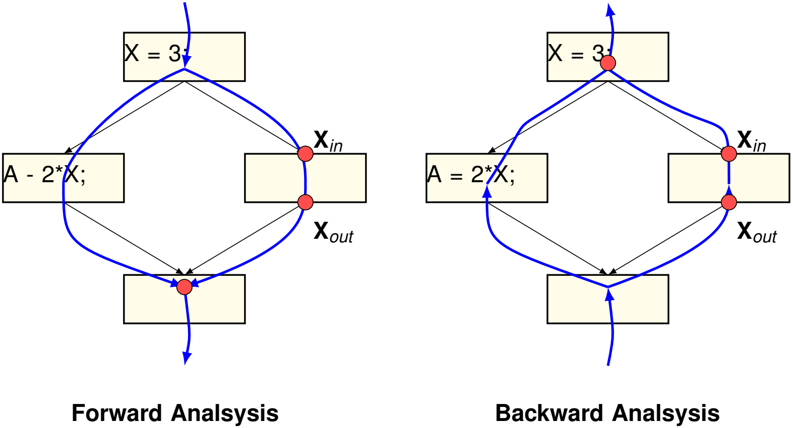
➢ Assuming inter-procedural analysis says f(...) is internally free of assignments used later (e.g. global variables).

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}, ...
- 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

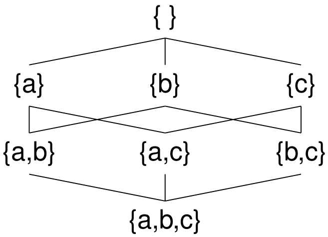
- Is Liveness a forward or backward analysis?



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

V and meet operator $\wedge$ for GLA

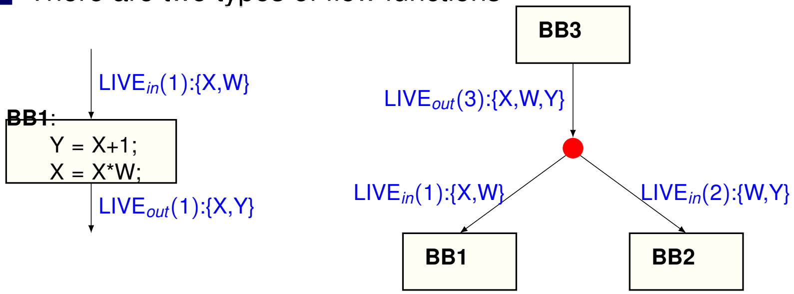
- Given variables a, b, c, domain V is the set:
  - { } /* no variables are live */
  - {a}, {b}, {c} /* one variable is live */
  - {a,b}, {a,c}, {b,c} /* two variables are live */
  - {a,b,c} /* all variables are live */
- Meet operator $\wedge$ is given by this **semi-lattice**:



  - {a} $\wedge$ {b} = glb({a}, {b}) = {a,b}
  - {b} $\wedge$ {a,c} = 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) = $\cup$ LIVE$_{in}$(k)** where **k** is successor of **i**

Flow Transfer Function F for GLA

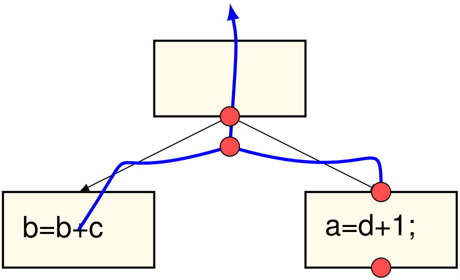
- **X(i)**: dataflow property X of basic block **i**
  - $\mathbf{X}_{in}$**(i)**: at the entry of basic block **i**
  - $\mathbf{X}_{out}$**(i)**: at the exit of basic block **i**

- F for Global Liveness Analysis (GLA)

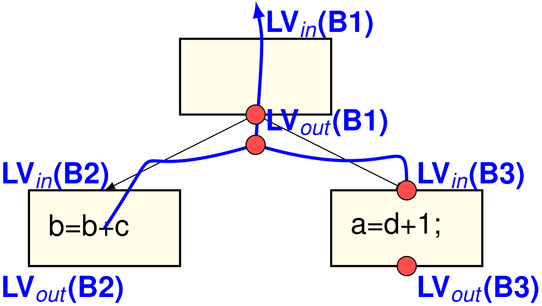
$$\mathbf{LIVE}_{in}\mathbf{(i) = (\ LIVE}_{out}\mathbf{(i)\ -\ DEF(i)\ )} \cup \mathbf{USE(i)}$$

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

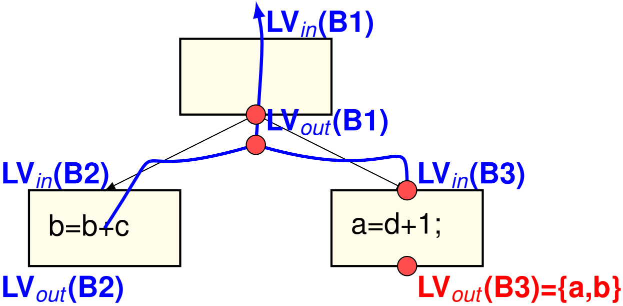
Liveness Example



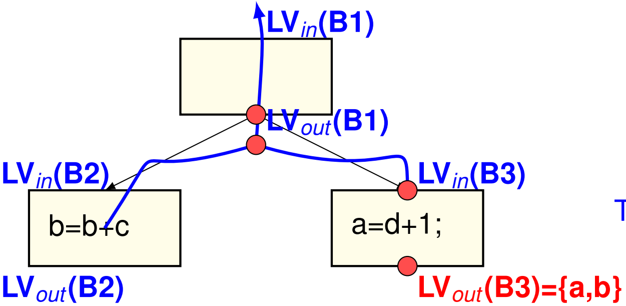
Liveness Example



Liveness Example

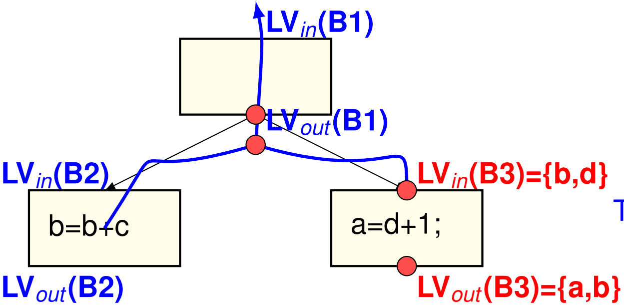


Liveness Example



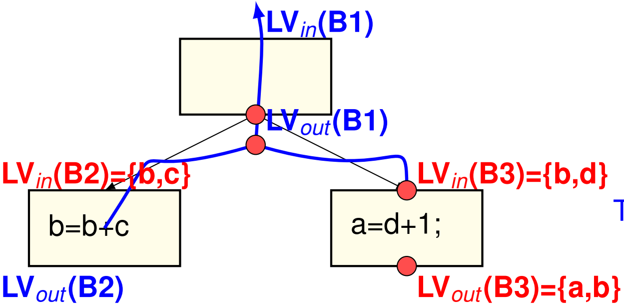
Two sets:
DEF={a}
USE={d}

Liveness Example



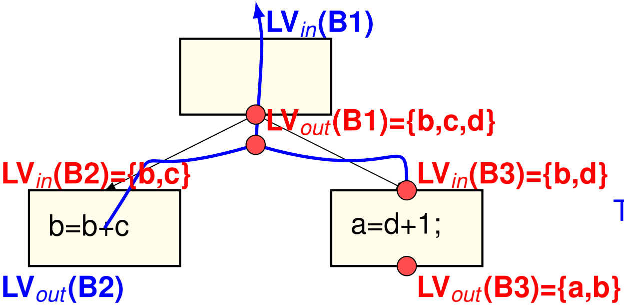
Two sets:
DEF={a}
USE={d}

Liveness Example



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

Liveness Example



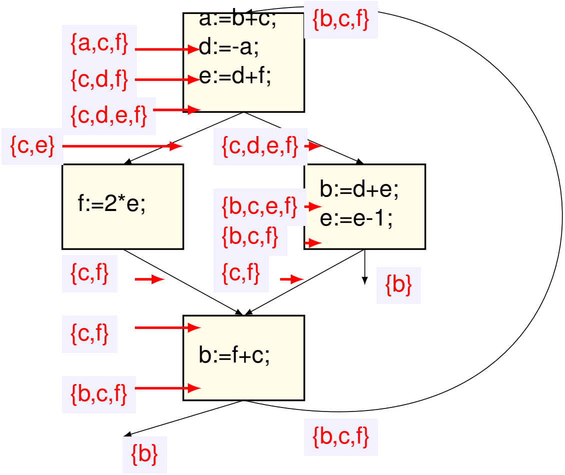
Two sets:
DEF={a}
USE={d}

Applications of Global Liveness Analysis

- Global Dead Code Elimination is based on GLA
  - A statement x = ... 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**.

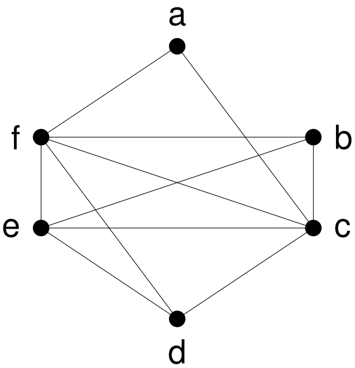
Register Allocation: Compute Register Interference

- At each point P, compute live variables and interference



Register Allocation: Register Interference Graph

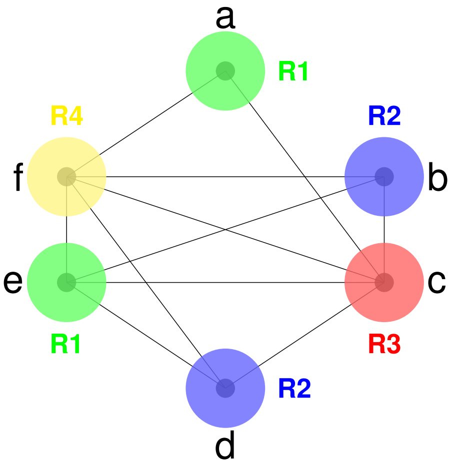
- Construct **Register Interference Graph (RIG)** such that
  - Nodes represent variables
  - Edges between variables represent interference



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

Register Allocation: Allocation using Graph 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:
  { **D**, **V**, $\wedge$: (V, V) $\rightarrow$ V, **F**: V $\rightarrow$ 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 !