Introduction Scheduling (Part 1)

Introduction and Acyclic Scheduling

CS 380C: Advanced Compiler Techniques

Thursday, October 11th 2007

Lecture Overview

Code Generator

- Back end part of compiler (code generator)
- Instruction scheduling
- Register allocation

Instruction Scheduling

- Input: set of instructions
- Output: total order on that set

Lecture Outline

Lectures

1. Introduction and acylic scheduling (today)
2. Software pipelining (Tuesday 23)

Today

- Definition of instruction scheduling
- Constraints
- Scheduling process
- Acylic scheduling: *list scheduling*

Introduction to Instruction Scheduling

Context

- Backend part of the compiler chain (code generation)
- Inputs: set of instructions (assembly instructions)
- Outputs: a *schedule*
  - Set of scheduling dates (one date per instruction)
  - Total order

Goal

- Minimize the execution time (number of cycles)
- Different possible objective functions to minimize:
  - Power consumption
  - ...

Constraints

- Is it possible to generate any schedule?

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Example:

```
a = b + c ;
d = a + 3 ;
e = f + d ;
```

- Possibility to change instruction order?

Constraints

- Is it possible to generate any schedule?

Example:

```
a = b + c ;
d = a + 3 ;
e = f + d ;
```

- Possibility to change instruction order?
- No, because of *data dependences*
- Flow dependences on a and d

Lecture Overview | Introduction | Constraints | List Scheduling | Conclusion

Constraints

- Data dependences enforce a partial order for the final schedule
- Other types of constraints?

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- Target architecture with 1 ALU

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- Target architecture with 1 ALU
- Impossible to use the same functional unit concurrently
- Resource constraints

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- Other types of constraints?

Example:

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a = b + c ;
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- Target architecture with 1 ALU
- Impossible to use the same functional unit concurrently
- Resource constraints

Constraints

- Two types of constraints: *data dependences* and *resource usage*

Lecture Overview | Introduction | Constraints | List Scheduling | Conclusion

Constraints influencing Instruction Scheduling

Constraints

- Data dependences
- Resource constraints

Rule

- The final schedule *must* respect these constraints

Dealing with constraints

- How to represent such constraints to deal with during the scheduling process?

Constraints influencing Instruction Scheduling

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- Data dependences
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- The final schedule *must* respect these constraints

Dealing with constraints

- How to represent such constraints to deal with during the scheduling process?
- Data dependences → graph
- Resource constraints → *reservation tables* or *automaton*

Data Dependence Representation

Data Dependence Graph (DDG)

- 1 node ⇔ 1 instruction
- 1 edge ⇔ 1 flow dependence (directed graph)
- Edge label = parameters of the dependence
  - Latency (# of cycles)
  - Distance (# of iterations)

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- Example (1-cycle latency):

```
a = b + c ; // ADD1
d = a + 3 ; // ADD2
e = a + d ; // ADD3
```


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```

Data Dependence Representation – Example 2

- Daxpy loop: *double alpha times X plus Y*
  - $y \leftarrow \alpha \times x + y$
- C-like code:

```
for ( i=0; i<N; i++)
  Y[i] = alpha*X[i] + Y[i];
```

- Targeting Itanium ISA:
  - LD: Load from memory (latency 6 cycles from L2 cache)
  - ST: Store to memory
  - FMA: Fuse multiply and add (latency 4 cycles)

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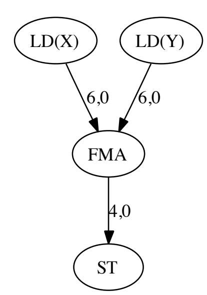

Data Dependence Representation – Example 3

- Daxpy loop with inter-iteration dependence
- C-like code:

```
for ( i=0; i<N; i++)
  | Y[i+2] = alpha*X[i] + Y[i];
```

- Inter-iteration dependence
- Distance of 2

Data Dependence Representation – Example 3

- Daxpy loop with inter-iteration dependence
- C-like code:

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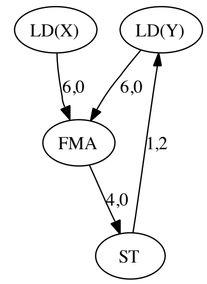
- Distance of 2



Data Dependence Representation

Remarks

- Circuits allowed for a distance > 0
- For basic block, this is only a DAG

Drawbacks

- One fix digit for latency
  - Fixed latencies
  - May not be suitable for cache/memory accesses
- One digit for the distance
  - Only uniform dependences

Resource Constraint Representation

Resources

- Second set of constraints: resource usage/assignment

Overview

- Need to check if two instructions may race for the same resource (functional unit, bus, pipeline stage, ...)
- Can be several cycles ahead (latency > 1)

Resource Constraint Representation

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- Second set of constraints: resource usage/assignment

Overview

- Need to check if two instructions may race for the same resource (functional unit, bus, pipeline stage, ...)
- Can be several cycles ahead (latency > 1)

State-of-the-art

- 2 representations: *reservation tables* and *automaton*

Reservation Tables – Definition

Reservation tables

- Intuitive way: resource usage of one instruction as a 2D table

Semantics

- Rows: latency of the instruction (in cycles)
- Columns: number of resources available in the target architecture
- Cell (i, j) is marked $\Leftrightarrow$ instruction requires i^{th} resource during its j^{th} cycle of execution
  - Binary tables
- Several tables per instruction (*alternatives/options*)

Reservation Tables – Example 1

Example with pipelined resources:

- 2 fully pipelined resources (ALU): ALU0 and ALU1
- 2 instructions ADD and MUL
- Constraints:
  - ADD can be executed on ALU0 or ALU1
  - MUL can only be executed on ALU1

Reservation Tables – Example 1

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  - MUL can only be executed on ALU1

Tables for ADD:

	ALU0	ALU1
0	X	

OR

	ALU0	ALU1
0		X

Table for MUL:

	ALU0	ALU1
0		X

Reservation Tables – Example 1

ADD instruction:

	ALU0	ALU1
0	X	

OR

	ALU0	ALU1
0		X

MUL instruction:

	ALU0	ALU1
0		X

- Are the following sequences valid?
  - ADD | ADD ?
  - ADD | MUL ?
  - MUL | MUL ?
  - ADD ; ADD ?
  - ADD | MUL ; MUL ?

Reservation Tables – Example 1

ADD instruction:

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MUL instruction:

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- Are the following sequences valid?
  - ADD | ADD $\surd$
  - ADD | MUL $\surd$
  - MUL | MUL $\times$
  - ADD ; ADD $\surd$
  - ADD | MUL ; MUL $\surd$

Reservation Tables – Example 1

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  - ADD | ADD $\surd$
  - ADD | MUL $\surd$
  - MUL | MUL $\times$
  - ADD ; ADD $\surd$
  - ADD | MUL ; MUL $\surd$
- Test if instructions can be scheduled together: AND operation
- Update resource usage: OR operation

Reservation Tables – Example 2

Example with complex resources:

- 2 resources: ALU and LD/ST
- 3 instructions ADD, SUB and LD
- Constraints:
  - ADD instructions have a latency of 1 cycle
  - SUB instructions have a latency of 2 cycles
  - LD uses first the ALU for 1 cycle and then the LD/ST resource for 1 cycle

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- 2 resources: ALU and LD/ST
- 3 instructions ADD, SUB and LD
- Constraints:
  - ADD instructions have a latency of 1 cycle
  - SUB instructions have a latency of 2 cycles
  - LD uses first the ALU for 1 cycle and then the LD/ST resource for 1 cycle

Table for ADD:

	ALU	LD/ST
0	X	

Table for SUB:

	ALU	LD/ST
0	X	
1	X	

Table for LD:

	ALU	LD/ST
0	X	
1		X

Reservation Tables – Example 2

ADD instruction:

	ALU	LD/ST
0	X	

SUB instruction:

	ALU	LD/ST
0	X	
1	X	

LD instruction:

	ALU	LD/ST
0	X	
1		X

- Are the following sequences valid?

  ADD | SUB ?
  ADD | ADD ?
  SUB | LD ?
  LD ; ADD ?
  LD ; SUB ?
  SUB ; LD ?
  ADD ; SUB ; LD ?
  LD ; ADD ; SUB ?

Reservation Tables – Example 2

ADD instruction:

	ALU	LD/ST
0	X	

SUB instruction:

	ALU	LD/ST
0	X	
1	X	

LD instruction:

	ALU	LD/ST
0	X	
1		X

- Are the following sequences valid?

  ADD | SUB ×
  ADD | ADD ×
  SUB | LD ×
  LD ; ADD √
  LD ; SUB √
  SUB ; LD ×
  ADD ; SUB ; LD ×
  LD ; ADD ; SUB √

Reservation Tables – Example 2

ADD instruction:

	ALU	LD/ST
0	X	

SUB instruction:

	ALU	LD/ST
0	X	
1	X	

LD instruction:

	ALU	LD/ST
0	X	
1		X

- Are the following sequences valid?

  ADD | SUB ×
  ADD | ADD ×
  SUB | LD ×
  LD ; ADD √
  LD ; SUB √
  SUB ; LD ×
  ADD ; SUB ; LD ×
  LD ; ADD ; SUB √
- Test and update according to latencies of instructions

Reservation Table – Summary

Use

- AND operation to check if several instruction can be scheduled
- OR operation to update the resource state

Advantages

- Intuitive representation
- Small storage

Drawbacks

- Many tests
- Redundant information

Automaton

Insight

- *Pre-processing* of possible resource usages

Semantics

- 1 state of the automaton ⇔ 1 assignment of resources
- 1 transition of the automaton ⇔ scheduling of an instruction at the current cycle

Transition label

- Label of a transition: the instruction to schedule
- Special label: NOP instruction to advance the current cycle

Automaton – Example 1

ADD instruction:

	ALU0	ALU1
0	X	

OR

	ALU0	ALU1
0		X

MUL instruction:

	ALU0	ALU1
0		X

Automaton – Example 1

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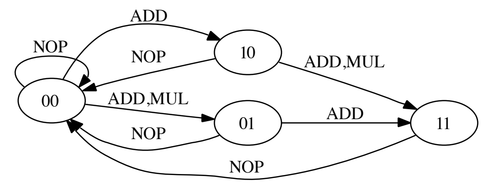
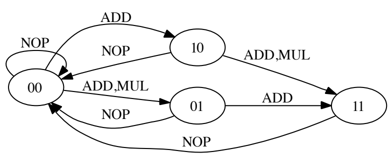


- 2 fully-pipelined resources ⇒ 2 bits per state

Automaton – Example 1

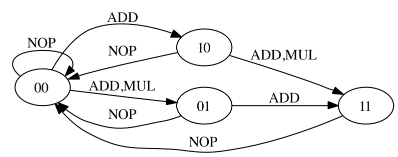


- Are the following sequences valid?

```
ADD | ADD   ?
ADD | MUL   ?
MUL | MUL   ?

ADD ; ADD          ?
ADD | MUL ; MUL    ?
```


Automaton – Example 1



- Are the following sequences valid?

```
ADD | ADD   √
ADD | MUL   √
MUL | MUL   ×

ADD ; ADD          √
ADD | MUL ; MUL    √
```


Automaton – Example 2

ADD instruction:

	ALU	LD/ST
0	X	

SUB instruction:

	ALU	LD/ST
0	X	
1	X	

LD instruction:

	ALU	LD/ST
0	X	
1		X

Automaton – Example 2

ADD instruction:

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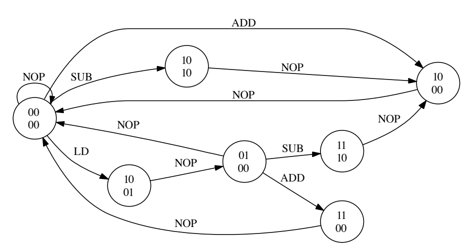
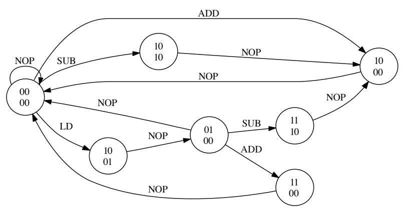


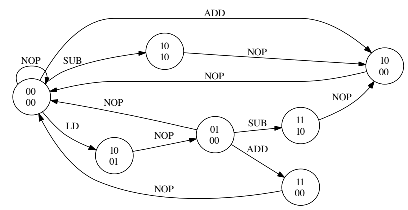
Automaton – Example 2



- Are the following sequences valid?

ADD | SUB	?	LD ; SUB	?
ADD | ADD	?	SUB ; LD	?
SUB | LD	?	ADD ; SUB ; LD	?
LD ; ADD	?	LD ; ADD ; SUB	?

Automaton – Example 2



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ADD | SUB	×	LD ; SUB	√
ADD | ADD	×	SUB ; LD	×
SUB | LD	×	ADD ; SUB ; LD	×
LD ; ADD	√	LD ; ADD ; SUB	√

Automaton – Summary

Use

- An instruction can be currently scheduled if there is an output arc from the current state labeled with this instruction
- Update the state by following this arc

Advantages

- Low query time: table lookup

Drawbacks

- Huge computational time (offline)
- Large storage
  - ⇒ split into several automata
- Not very flexible
  - e.g. hard to schedule instructions not cycle-wise

Scheduling Process

Scheme of a classical scheduler

- High-level part: main heuristic taken care of the data dependences and driving the scheduling process
- Low-level part: storage of the resource usages and updates of the global assignments

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Scheme of a classical scheduler

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Scheduling process

- Process begins in the high-level part
- Pick up the next instruction to insert in the partial schedule
- Query the low-level part for resource assignements:
  - If okay, then goes on with another instruction
  - Otherwise backtrack

Acyclic Scheduling: List Scheduling

Context

- Schedule a basic block ⇒ acyclic scheduling
- Goal: minimize the length of the generated code
- Must respect data dependences and resource constraints

Example

- Sum the first element of 3 vectors `X`, `Y` and `Z` in the first cell of array `A`:

```
A[0] = X[0] + Y[0] + Z[0];
```

- 3 instructions: `ADD`, `LD`, `ST` (1-cycle latency)
- 3 fully-pipelined resources: `ALU`, `LD0` and `LD/ST1` units

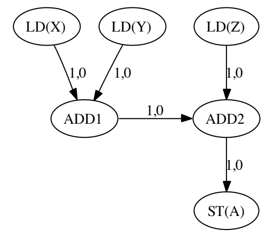
Acyclic Scheduling – Example

DDG?

Acyclic Scheduling – Example

Reservation tables:

DDG:



Acyclic Scheduling – Example

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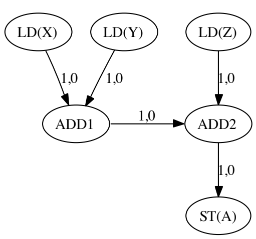


Reservation tables:

ADD instruction:

	ALU	LD0	LD/ST1
0	X		

LD instruction:

	ALU	LD0	LD/ST1
0		X	

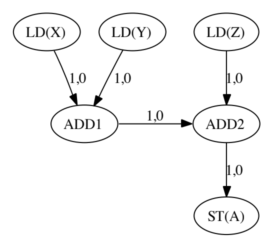
	ALU	LD0	LD/ST1
0			X

ST instruction:

	ALU	LD0	LD/ST1
0			X

Acyclic Scheduling – Example

DDG:



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ST instruction:

	ALU	LD0	LD/ST1
0			X

A possible schedule?

Acyclic Scheduling – Example

- A possible schedule respecting both constraints and minimizing the total length:

```
LD(X) | LD(Y) ; // Cycle 1
ADD1 | LD(Z) ;  // Cycle 2
ADD2 ;          // Cycle 3
ST ;            // Cycle 4 = length
```


Acyclic Scheduling – Example

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```
LD(X) | LD(Y) ; // Cycle 1
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ADD2 ;          // Cycle 3
ST ;            // Cycle 4 = length
```

- Good the execute as much instructions as possible
- Pick up the good instruction is crucial (`LD(X)` and `LD(Y)` before `LD(Z)`)
- Be careful of explicit resource assignments through reservation tables:
  - Only one valid combination to execute a `ST` and a `LD` at the same cycle

List Scheduling

Principle

- List scheduling algorithm is based on this approach
- Sort the instruction according to priority based on data dependences
- Pick up one ready instruction in priority order
- Until every instruction has been scheduled

Priority

- Many priority schemes exist
- We will use the *height-based priority*:
  - Priority of a node is the longest path from that node to the furthest leaf
  - The path is weighted by latencies

Conclusion

Instruction scheduling

- Generate a total order of a set of instructions

Constraints

- Data dependences
  - Represented as a graph: DDG
- Resource usages
  - Represented as reservation tables or automaton

Acyclic scheduling

- List scheduling
- Assign priority to instructions according to their contribution to the critical path