

Code generation and local optimization

Monday, October 19, 15

Generating assembly

- How do we convert from three-address code to assembly?
 - Seems easy! But easy solutions may not be the best option
- What we will cover:
 - Instruction selection
 - Peephole optimizations
 - “Local” common subexpression elimination
 - “Local” register allocation

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Naïve approach

- “Macro-expansion”
 - Treat each 3AC instruction separately, generate code in isolation

ADD A, B, C →
LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C

MULA, 4, B →
LDA, R1
MOV 4, R2
MUL R1, R2, R3
ST R3, B

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Why is this bad? (I)

MULA, 4, B →
LDA, R1
MOV 4, R2
MUL R1, R2, R3
ST R3, B

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Too many instructions
Should use a different instruction type

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Why is this bad? (I)

MULA, 4, B →
LDA, R1
MOV 4, R2
MUL R1, R2, R3
ST R3, B

MULA, 4, B →
LDA, R1
MULI R1, 4, R3
ST R3, B

Too many instructions
Should use a different instruction type

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Why is this bad? (II)

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C
LD C, R4
LD A, R5
ADD R4, R5, R6
ST R6, E

ADD C, A, E

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Why is this bad? (II)

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C
LD C, R4
LD A, R5
ADD R4, R5, R6
ST R6, E

ADD C, A, E

Redundant load of C
Redundant load of A
Uses a lot of registers

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Why is this bad? (II)

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C
LD C, R4
LD A, R5
ADD R4, R5, R6
ST R6, E

ADD C, A, E

Redundant load of C
Redundant load of A
Uses a lot of registers

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Why is this bad? (III)

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C
LD A, R4
LD B, R5
ADD R4, R5, R6
ST R6, D

ADD A, B, D

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Why is this bad? (III)

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C

ADD A, B, C → LDA, R1
LD B, R2
ADD R1, R2, R3
ST R3, C
LD A, R4
LD B, R5
ADD R4, R5, R6
ST R6, D

ADD A, B, D

Wasting instructions recomputing A + B

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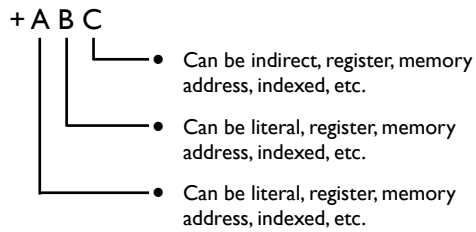
How do we address this?

- Several techniques to improve performance of generated code
 - *Instruction selection* to choose better instructions
 - *Peephole optimizations* to remove redundant instructions
 - *Common subexpression elimination* to remove redundant computation
 - *Register allocation* to reduce number of registers used

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Instruction selection

- Even a simple instruction may have a large set of possible address modes and combinations



- Dozens of potential combinations!

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More choices for instructions

- Auto increment/decrement (especially common in embedded processors as in DSPs)
 - e.g., load from this address and increment it
 - Why is this useful?
- Three-address instructions
- Specialized registers (condition registers, floating point registers, etc.)
- “Free” addition in indexed mode
MOV (R1)offset R2
 - Why is this useful?

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Peephole optimizations

- Simple optimizations that can be performed by pattern matching
- Intuitively, look through a “peephole” at a small segment of code and replace it with something better
- Example: if code generator sees `ST R X; LD X R`, eliminate load
- Can recognize sequences of instructions that can be performed by single instructions
`LDI R1 R2; ADD R1 4 R1` replaced by
`LDINC R1 R2 4` //load from address in R1 then inc by 4

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Peephole optimizations

- Constant folding
`ADD lit1, lit2, Rx` → `MOV lit1 + lit2, Rx`
`MOV lit1, Rx`
`ADD li2, Rx, Ry` → `MOV lit1 + lit2, Ry`
- Strength reduction
`MUL operand, 2, Rx` → `SHIFTL operand, 1, Rx`
`DIV operand, 4, Rx` → `SHIFTR operand, 2, Rx`
- Null sequences
`MUL operand, 1, Rx` → `MOV operand, Rx`
`ADD operand, 0, Rx` → `MOV operand, Rx`

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Peephole optimizations

- Combine operations
`JEQ L1`
`JMP L2` → `JNE L2`
`L1: ...`
- Simplifying
`SUB operand, 0, Rx` → `NEG Rx`
- Special cases (taking advantage of ++/--)
`ADD 1, Rx, Rx` → `INC Rx`
`SUB Rx, 1, Rx` → `DEC Rx`
- Address mode operations
`MOV A R1`
`ADD 0(R1) R2 R3` → `ADD @A R2 R3`

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Superoptimization

- Peephole optimization/instruction selection writ large
- Given a sequence of instructions, find a different sequence of instructions that performs the same computation in less time
- Huge body of research, pulling in ideas from all across computer science
 - Theorem proving
 - Machine learning

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Common subexpression elimination

- Goal: remove redundant computation, don't calculate the same expression multiple times

1: A = B * C

2: E = B * C

Keep the result of statement 1 in a temporary and reuse for statement 2

- Difficulty: how do we know when the same expression will produce the same result?

1: A = B * C

2: B = <new value>

3: E = B * C

B is "killed." Any expression using B is no longer "available," so we cannot reuse the result of statement 1 for statement 3

- This becomes harder with pointers (how do we know when B is killed?)

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Common subexpression elimination

- Two varieties of common subexpression elimination (CSE)
- Local: within a single basic block
 - Easier problem to solve (why?)
- Global: within a single procedure or across the whole program
 - Intra- vs. inter-procedural
 - More powerful, but harder (why?)
 - Will come back to these sorts of "global" optimizations later

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CSE in practice

- Idea: keep track of which expressions are "available" during the execution of a basic block
- Which expressions have we already computed?
- Issue: determining when an expression is no longer available
 - This happens when one of its components is assigned to, or "killed."
- Idea: when we see an expression that is already available, rather than generating code, copy the temporary
- Issue: determining when two expressions are the same

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Maintaining available expressions

- For each 3AC operation in a basic block
 - Create name for expression (based on lexical representation)
 - If name not in available expression set, generate code, add it to set
 - Track register that holds result of and any variables used to compute expression
 - If name in available expression set, generate move instruction
 - If operation assigns to a variable, kill all dependent expressions

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Example

Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

Available expressions:

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Example

Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

```
ADD A B R1
```

Available expressions: "A+B"

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Example

Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

```
ADD A B R1
ADD R1 C R2
```

Available expressions: "A+B" "T1+C"

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Example

Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

```
ADD A B R1
ADD R1 C R2
MOV R1 R3
```

Available expressions: "A+B" "T1+C"

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Example

Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

```
ADD A B R1
ADD R1 C R2
MOV R1 R3
ADD R1 R2 R5; ST R5 C
```

Available expressions: "A+B" "T1+C" "T1+T2"

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Example

Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

```
ADD A B R1
ADD R1 C R2
MOV R1 R3
ADD R1 R2 R5; ST R5 C
ADD R1 C R4
```

Available expressions: "A+B" "T1+T2" "T1+C"

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Example

Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

```
ADD A B R1
ADD R1 C R2
MOV R1 R3
ADD R1 R2 R5; ST R5 C
ADD R1 C R4
ADD R3 R2 R6; ST R6 D
```

Available expressions: "A+B" "T1+T2" "T1+C" "T3+T2"

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Downsides

- What are some downsides to this approach? Consider the two highlighted operations

Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

```
ADD A B R1
ADD R1 C R2
MOV R1 R3
ADD R1 R2 R5; ST R5 C
ADD R1 C R4
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Downsides

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Three address code

```
+ A B T1
+ T1 C T2
+ A B T3
+ T1 T2 C
+ T1 C T4
+ T3 T2 D
```

Generated code

```
ADD A B R1
ADD R1 C R2
MOV R1 R3
ADD R1 R2 R5; ST R5 C
ADD R1 C R4
ST R5 D
```

- This can be handled by an optimization called *value numbering*, which we will not cover now (although we may get to it later)

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Aliasing

- One of the biggest problems in compiler analysis is to recognize aliases – different names for the same location in memory
- Aliases can occur for many reasons
 - Pointers referring to same location, arrays referencing the same element, function calls passing the same reference in two arguments, explicit storage overlapping (unions)
- Upshot: when talking about “live” and “killed” values in optimizations like CSE, we’re talking about particular variable names
- In the presence of aliasing, we may not know which variables get killed when a location is written to

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Memory disambiguation

- Most compiler analyses rely on *memory disambiguation*
 - Otherwise, they need to be too conservative and are not useful
- Memory disambiguation is the problem of determining whether two references point to the same memory location
 - *Points-to* and *alias* analyses try to solve this
 - Will cover basic pointer analyses in a later lecture

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Register allocation

- Simple code generation: use a register for each temporary, load from a variable on each read, store to a variable at each write
- Problems
 - Real machines have a limited number of registers – one register per temporary may be too many
 - Loading from and storing to variables on each use may produce a lot of redundant loads and stores
- Goal: allocate temporaries and variables to registers to:
 - Use only as many registers as machine supports
 - Minimize loading and storing variables to memory (keep variables in registers when possible)
 - Minimize putting temporaries on stack

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Global vs. local

- Same distinction as global vs. local CSE
 - Local register allocation is for a single basic block
 - Global register allocation is for an entire function (but not interprocedural – why?)
- Will cover some local allocation strategies now, global allocation later

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Top-down register allocation

- For each basic block
 - Find the number of references of each variable
 - Assign registers to variables with the most references
- Details
 - Keep some registers free for operations on unassigned variables and spilling
 - Store *dirty* registers at the end of BB (i.e., registers which have variables assigned to them)
 - Do not need to do this for temporaries (why?)

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Bottom-up register allocation

- Smarter approach:
 - Free registers once the data in them isn't used anymore
- Requires calculating *liveness*
 - A variable is live if it has a value that *may* be used in the future
- Easy to calculate if you have a single basic block:
 - Start at end of block, all local variables marked dead
 - If you have multiple basic blocks, all local variables defined in the block should be *live* (they may be used in the future)
 - When a variable is used, mark as live, record use
 - When a variable is defined, record def, variable dead above this
 - Creates chains linking uses of variables to where they were defined
- We will discuss how to calculate this across BBs later

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Liveness example

- What is live in this code?

```

1: A = B + C
2: C = A + B
3: T1 = B + C
4: T2 = T1 + C
5: D = T2
6: E = A + B
7: B = E + D
8: A = C + D
9: T3 = A + B
10: WRITE(T3)
    
```

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Liveness example

- What is live in this code?

1: A = B + C	1: {A, B}
2: C = A + B	2: {A, B, C}
3: T1 = B + C	3: {A, B, C, T1}
4: T2 = T1 + C	4: {A, B, C, T2}
5: D = T2	5: {A, B, C, D}
6: E = A + B	6: {C, D, E}
7: B = E + D	7: {B, C, D}
8: A = C + D	8: {A, B}
9: T3 = A + B	9: {T3}
10: WRITE(T3)	10: {}

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Bottom-up register allocation

For each tuple op A B C in a BB, do
 $R_x = \text{ensure}(A)$
 $R_y = \text{ensure}(B)$
 if A dead after this tuple, $\text{free}(R_x)$
 if B dead after this tuple, $\text{free}(R_y)$
 $R_z = \text{allocate}(C)$ //could use R_x or R_y
 generate code for op
 mark R_z dirty

At end of BB, for each dirty register
 generate code to store register into appropriate variable

- We will present this as if A, B, C are variables in memory. Can be modified to assume that A, B and C are in virtual registers, instead

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Bottom-up register allocation

```

ensure(opr)
if opr is already in register r
return r
else
r = allocate(opr)
generate load from opr into r
return r
    
```

```

free(r)
if r is marked dirty and variable is live
generate store
mark r as free
    
```

```

allocate(opr)
if there is a free r
choose r
else
choose r to free
free(r)
mark r associated with opr
return r
    
```

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Example

- Perform register allocation for this code:

```

1: A = B + C
2: C = A + B
3: T1 = B + C
4: T2 = T1 + C
5: D = T2
6: E = A + B
7: B = E + D
8: A = C + D
9: T3 = A + B
10: WRITE(T3)
    
```

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Example

```

1: A = B + C      1: {A, B}
2: C = A + B      2: {A, B, C}
3: T1 = B + C     3: {A, B, C, T1}
4: T2 = T1 + C    4: {A, B, C, T2}
5: D = T2         5: {A, B, C, D}
6: E = A + B      6: {C, D, E}
7: B = E + D      7: {B, C, D}
8: A = C + D      8: {A, B}
9: T3 = A + B     9: {T3}
10: WRITE(T3)    10: {}
    
```

Inst	R1	R2	R3
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

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Example

```

1: A = B + C      1: {A, B}
2: C = A + B      2: {A, B, C}
3: T1 = B + C     3: {A, B, C, T1}
4: T2 = T1 + C    4: {A, B, C, T2}
5: D = T2         5: {A, B, C, D}
6: E = A + B      6: {C, D, E}
7: B = E + D      7: {B, C, D}
8: A = C + D      8: {A, B}
9: T3 = A + B     9: {T3}
10: WRITE(T3)    10: {}
    
```

Inst	R1	R2	R3
1	B		A
2	B	C	A
3	B	C	T1
4	B	C	T2
5	B	C	D
6	E		D
7	B		D
8	B		A
9	T3		
10	F		

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Aliasing, as usual, is a problem

- What happens with this code?

```

//a and b are aliased
LD a R1
LD b R2
ADD R1 R2 R3
ST R3 c // c = a + b
R1 = 7 //a = 7
ADD R1 R2 R4
ST R4 d // d = a + b
    
```

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Dealing with aliasing

- Immediately before loading a variable x
 - For each variable aliased to x that is already in a dirty register, save it to memory (i.e., perform a store)
 - This ensures that we load the right value
- Immediately before writing to a register holding x
 - For each register associated with a variable aliased to x , mark it as invalid
 - So next time we use the variable, we will reload it
- Conservative approach: assume all variables are aliased (in other words, reload from memory on each read, store to memory on each write)
 - Better alias analysis can improve this
 - At subroutine boundaries, still often use conservative analysis

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Allocation considerations

- Use *register coloring* to perform global register allocation
 - Will see this next
- Find right order of optimizations and register allocation
 - Peephole optimizations can reduce register pressure, can make allocation better
 - CSE can actually *increase* register pressure
 - Different orders of optimization produce different results
- Register allocation still an open research area
 - For example, how to do allocation for JIT compilers

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