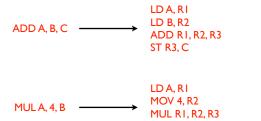
# Code generation and local optimization

## Generating assembly

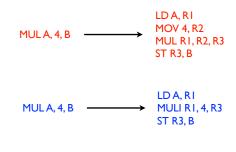
- How do we convert from three-address code to assembly?
  - Seems easy! But easy solutions may not be the best option
- What we will cover:
  - Instruction selection
  - Peephole optimizations
  - "Local" common subexpression elimination
  - "Local" register allocation

## Naïve approach

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

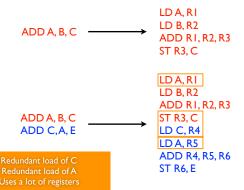


## Why is this bad? (I)

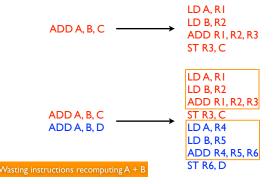


Too many instructions
Should use a different instruction type

## Why is this bad? (II)



## Why is this bad? (III)



#### 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

### 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?

## Peephole optimizations

```
    Constant folding
```

```
ADD lit1, lit2, Rx \longrightarrow MOV lit1 + lit2, Rx MOV lit1, Rx ADD li2, Rx, Ry \longrightarrow MOV lit1 + lit2, Ry
```

• Strength reduction

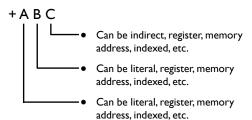
```
MUL operand, 2, Rx \longrightarrow SHIFTL operand, 1, Rx DIV operand, 4, Rx \longrightarrow SHIFTR operand, 2, Rx
```

Null sequences

```
MUL operand, 1, Rx \longrightarrow MOV operand, Rx ADD operand, 0, Rx \longrightarrow MOV operand, Rx
```

#### Instruction selection

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



Dozens of potential combinations!

## 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
```

## Peephole optimizations

• Combine operations

• Simplifying

```
SUB operand, 0, Rx \longrightarrow NEG Rx
```

• Special cases (taking advantage of ++/--)

ADD 1, Rx, Rx → INC Rx

SUB Rx, 1, Rx → DEC Rx

Address mode operations

## 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

## 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

## 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

## Common subexpression elimination

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

I:A = B \* C

Keep the result of statement I in a

2: E = B \* C

Keep the result of statement 2 temporary and reuse for statement 2

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

I:A = B \* C

B is "killed." Any expression using B is

colored in the second of the se

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

## **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

## Example

Three address code

+ A B T1

+ T1 C T2 + A B T3

+ T1 T2 C

+ T1 C T4

+ T3 T2 D

Available expressions:

Generated code

## Example

## Example

Example

Three address code

+ A B T1 + T1 C T2 + A B T3

+ T1 T2 C + T1 C T4 + T3 T2 D

Available expressions: "A+B"

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

Three address code

+ A B T1 + T1 C T2 + A B T3 + T1 T2 C

+ T1 C T4 + T3 T2 D

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

Example

ADD A B R1 ADD R1 C R2 MOV R1 R3

Generated code

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

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"

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

Example

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 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"

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

#### **Downsides**

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

#### Three address code

+	Α	В	T	1
+	T1	(	-	T2
+	Δ	R	Т	3

- + T1 T2 C + T1 C T4
- + T3 T2 D

#### Generated code

ADD	A E	R1	L			
ADD	R1	C F	2			
MOV	R1	R3				
ADD	R1	R2	R5;	ST	R5	C
ADD	R1	CF	₹4			
ADD	R3	R2	R6;	ST	R6	D

#### **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 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)

## **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

## 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

## 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 ("spilling")

### 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 (if we have time)

## 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?)

## 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)
```

## Bottom-up register allocation

```
For each tuple op A B C in a BB, do R_x = ensure(A)
R_y = ensure(B)
if A dead after this tuple, free(R<sub>x</sub>)
if B dead after this tuple, free(R<sub>y</sub>)
R_z = \frac{10cate(C)}{r} (C) / (could use R_x or R_y)
generate code for op mark R<sub>z</sub> 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

## 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

### 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)

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

## 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
```

## 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)
```

## Example

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

## 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	В		Α
2	В	С	Α
3	В	С	T1
4	В	С	T2
5	В	С	D
6	E		D
7	В		D
8	В		Α
9	Т3		
10	F		

## 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

## Dealing with aliasing

- ullet Immediately before loading a variable  ${\bf x}$ 
  - 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
- ullet Immediately before writing to a register holding  ${\bf x}$ 
  - 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

## Allocation considerations

- Use register coloring to perform global register allocation
- 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