

# CSE P 501 – Compilers

Optimizing Transformations

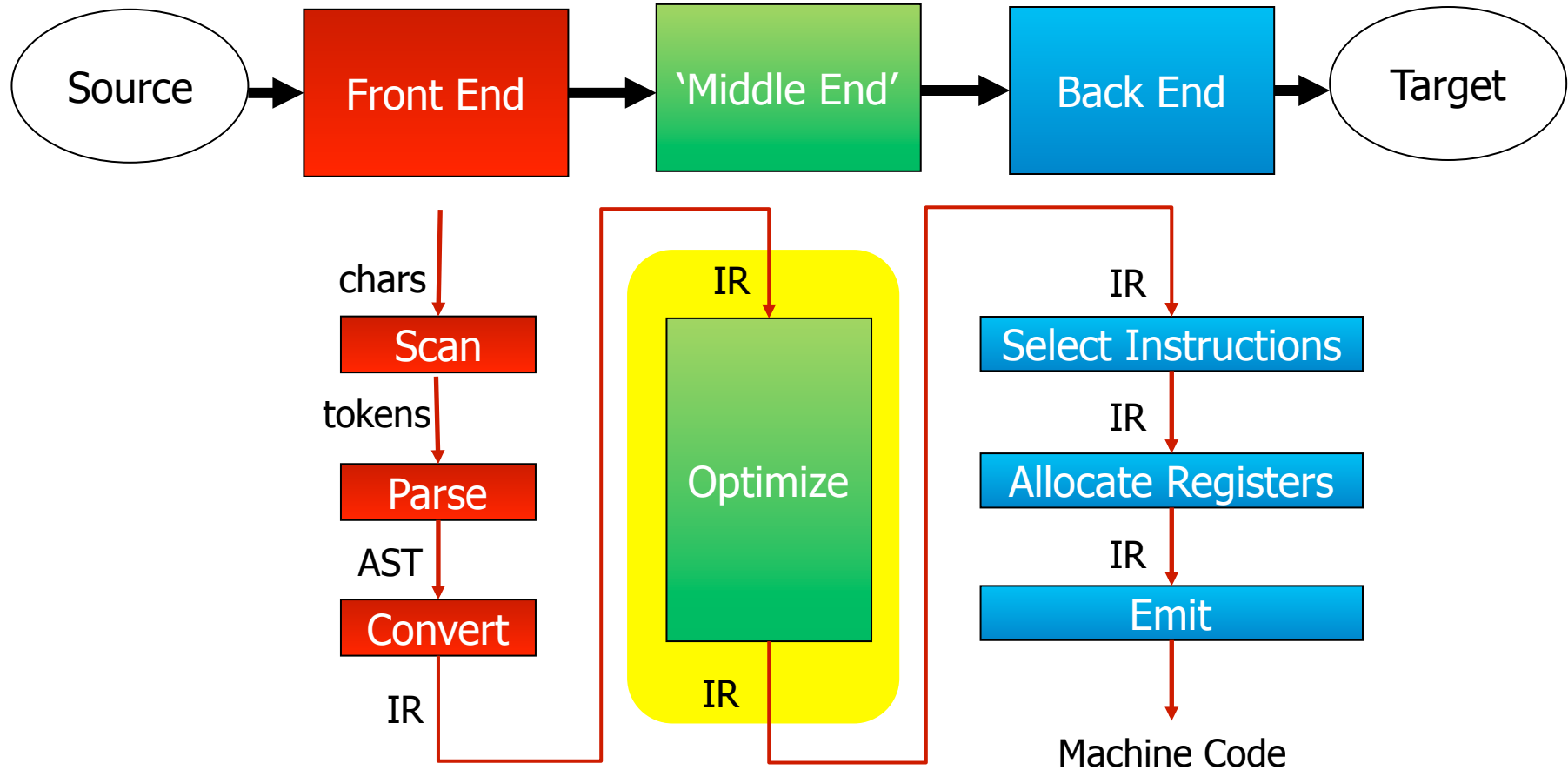
Hal Perkins

Winter 2016

# Agenda

- A closer look at some common optimizing transformations
- More details and examples later when we look at analysis algorithms

# Optimizations in a Compiler



AST = Abstract Syntax Tree

IR = Intermediate Representation

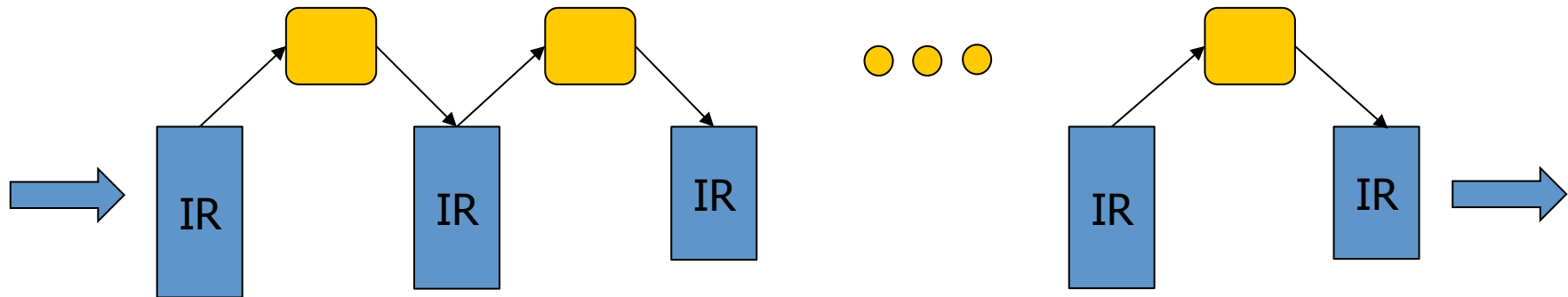
# Role of Transformations

- Dataflow analysis discovers opportunities for code improvement
- Compiler rewrites the (IR) to make these improvements
  - Transformation may reveal additional opportunities for further optimization
  - May also block opportunities by obscuring information

# Organizing Transformations in a Compiler

- Typically middle end consists of many phases
  - Analyze IR
  - Identify optimization
  - Rewrite IR to apply optimization
  - And repeat (50 phases in a commercial compiler is typical)
- Each individual optimization is supported by rigorous formal theory
- But no formal theory for what order or how often to apply them(!)
  - Some rules of thumb and best practices
  - May apply some transformations several times as different phases reveal opportunities for further improvement

# Optimization 'Phases'



- Each optimization requires a 'pass' (linear scan) over the IR
- IR may sometimes shrink, sometimes expand
- Some optimizations may be repeated
- 'Best' ordering is heuristic
- Don't try to *beat* an optimizing compiler - you will lose!
  
- Note: not all programs are written by humans!
- Machine-generated code can pose a challenge for optimizers
  - eg: a single function with 10,000 statements, 1,000+ local variables, loops nested 15 deep, spaghetti of "GOTOs", etc

# A Taxonomy

- Machine Independent Transformations
  - Mostly independent of target machine  
(e.g., loop unrolling will likely make it faster regardless of target)
  - “Mostly”? – e.g., vectorize only if target has SIMD ops
  - Worthwhile investment – applies to all targets
- Machine Dependent Transformations
  - Mostly concerned with instruction selection & scheduling, register allocation
  - Need to tune for different targets
  - Most of this in the back end, but some in the optimizer

# Machine Independent Transformations

- Dead code elimination
  - unreachable or not actually used later
- Code motion
  - “hoist” loop-invariant code out of a loop
- Specialization
- Strength reduction
  - $2 * x \Rightarrow x + x$ ;  $@A + ((i * \text{numcols} + j) * \text{elsize}) \Rightarrow p += 4$
- Enable *other* transformations
- Eliminate redundant computations
  - Value numbering, GCSE



# Machine Dependent Transformations

- Take advantage of special hardware
  - e.g., expose instruction-level parallelism (ILP)
  - e.g., use special instructions (VAX polyf; x86 sqrt, strings)
  - e.g., use SIMD instructions and registers
- Manage or hide latencies
  - e.g., tiling/blocking and loop interchange
  - Improves cache behavior – hugely important
- Deal with finite resources - # functional units
- Compilers generate for a vanilla machine, e.g., SSE2
  - But provide switches to tune (arch:AVX, arch:IA32)
  - JIT compiler knows its target architecture!

# Optimizer Contracts

- **Prime directive**
  - No optimization will change observable program behavior!
  - This can be subtle. e.g.:
    - What is "observable"? (via IO? to another thread?)
    - Dead-Code-Eliminate a *throw* ?
    - Language Reference Manual may be ambiguous/undefined/negotiable for edge cases
- **Avoid harmful optimizations**
  - If an optimization does not improve code significantly, don't do it: it harms throughput
  - If an optimization degrades code quality, don't do it

# Is this *hoist* legal?

```
for (int i = start; i < finish; ++i) a[i] += 7;
```

```
    i = start
loop:
    if (i >= finish) goto done
    if (i < 0 || i >= a.length) throw OutOfBounds
    a[i] += 7
    goto loop
done:
```

```
    if (start < 0 || finish >= a.length) throw OutOfBounds
    i = start
loop:
    if (i >= finish) goto done
    a[i] += 7
    goto loop
done:
```

Another example: "volatile" pretty much kills all attempts to optimize

# Dead Code Elimination

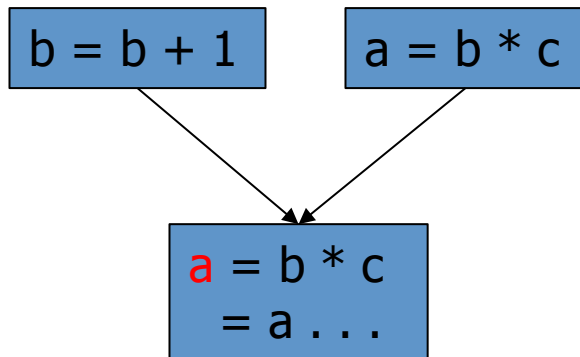
- If a compiler can prove that a computation has no external effect, it can be removed
  - Unreachable operations – always safe to remove
  - Useless operations – reachable, may be executed, but results not actually required
- Dead code often results from other transformations
  - Often want to do DCE several times

# Dead Code Elimination

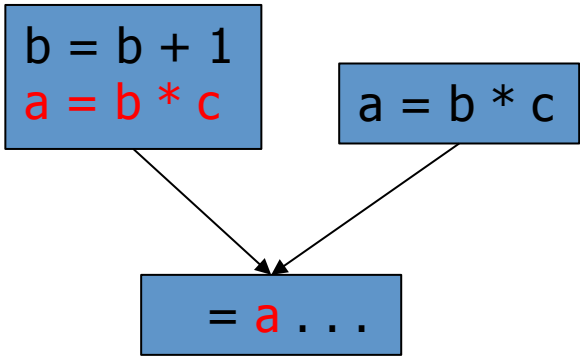
- Classic algorithm is similar to garbage collection
  - Pass I – Mark all useful operations
    - Instructions whose result does, or can, affect visible behavior:
      - Input or Output
      - Updates to object fields that might be used later
      - Instructions that may throw an exception (e.g.: array bounds check)
      - Calls to functions that might perform IO or affect visible behavior
      - (Remember, for many languages, compiler does not process entire program at one time – but a JIT compiler might be able to)
    - Mark all useful instructions
    - Repeat until no more changes
  - Pass II – delete all unmarked operations

# Code Motion

- Idea: move an operation to a location where it is executed less frequently
  - Classic situation: *hoist* loop-invariant code: execute once, rather than on every iteration
- Lazy code motion & *partial* redundancy



`a` must be re-calculated - wasteful if control took right-hand arm



Replicate, so `a` need not be re-calculated

# Specialization I

- Idea: Replace general operation in IR with more specific
  - Constant folding:
    - $\text{feet\_per\_minute} = \text{mph} * \text{feet\_per\_mile/minutes\_per\_hour}$
    - $\text{feet\_per\_minute} = \text{mph} * 5280 / 60$
    - $\text{feet\_per\_minute} = \text{mph} * 88$
  - Replacing multiplications and division by constants with shifts (when safe)
  - Peephole optimizations
    - `movl $0,%eax`  $\Rightarrow$  `xorl %eax,%eax`

## Specialization:2 - Eliminate Tail Recursion

- Factorial - recursive  
`int fac(n) = if (n <= 2) return 1; else return n * fac(n - 1);`
- 'accumulating' Factorial - tail-recursive  
`facaux(n, r) = if (n <= 2) return 1; else return facaux(n - 1, n*r)`  
`call facaux(n, 1)`
- Optimize-away the call overhead; replace with simple jump  
`facaux(n, r) = if (n <= 2) return 1;`  
`else n = n - 1; r = n*r; jump back to start of facaux`
  - So replace recursive call with a loop and just one stack frame
- Issue?
  - Avoid stack overflow - good! - "observable" change?



# Strength Reduction

- Classic example: Array references in a loop

```
for (k = 0; k < n; k++) a[k] = 0;
```

- Naive codegen for `a[k] = 0` in loop body

```
movl $4,%eax           // elemsize = 4 bytes
imull offsetk(%rbp),%eax // k * elemsize
addl offseta(%rbp),%eax // &a[0] + k * elemsize
mov  $0,(%eax)         // a[k] = 0
```

- Better!

```
movl offseta(%rbp),eax // &a[0], once-off
```

```
movl $0,(%eax)         // a[k] = 0
addl $4,%eax           // eax = &a[k+1]
```

Note: *pointers* allow a user to do this directly in C or C++  
Eg: `for (p = a; p < a + n; ) *p++ = 0;`

# Implementing Strength Reduction

- Idea: look for operations in a loop involving:
  - A value that does not change in the loop, the *region constant*, and
  - A value that varies systematically from iteration to iteration, the *induction variable*
- Create a new induction variable that directly computes the sequence of values produced by the original one; use an addition in each iteration to update the value

# Other Common Transformations

- Inline substitution (procedure bodies)
- Cloning / Replicating
- Loop Unrolling
- Loop Unswitching

# Inline Substitution - "inlining"

Class with trivial *getter*

```
class C {  
    int x;  
    int getx() { return x; }  
}
```

Method *f* calls *getx*

```
class X {  
    void f() {  
        C c = new C();  
        int total = c.getx() + 42;  
    }  
}
```

Compiler *inlines* body of *getx* into *f*

```
class X {  
    void f() {  
        C c = new C();  
        int total = c.x + 42;  
    }  
}
```

- Eliminates *call* overhead
- Opens opportunities for more optimizations
- Can be applied to large method bodies too
- Aggressive optimizer will inline 2 or more deep
- Increases total code size (memory & cache issues)
- With care, is a huge win for OO code

# Code Replication

Original

```
if (x < y) {  
    p = x + y;  
} else {  
    p = z + 1;  
}  
q = p * 3;  
w = y + x;
```

Replicated code

```
if (x < y) {  
    p = x + y;  
    q = p * 3;  
    w = y + x;  
} else {  
    p = z + 1;  
    q = p * 3;  
    w = y + x;  
}
```

- + : extra opportunities to optimize in larger basic blocks (eg: LVN)
- - : increase total code size - may impact effectiveness of I-cache

# Loop Unrolling

- Idea: Replicate the loop body
  - More opportunity to optimize loop body
  - Increases chances for good schedules and instruction level parallelism
  - Reduces loop overhead (reduce test/jumps by 75%)
- Catches
  - must ensure unrolled code produces the same answer: "loop-carried dependency analysis"
  - code bloat
  - don't overwhelm registers

# Loop Unroll Example

## Original

```
for (i = 1, i <= n, i++) {  
    a[i] = a[i] + b[i];  
}
```

- Unroll 4x
- Need tidy-up loop for remainder

## Unrolled

```
i = 1;  
while (i + 3 <= n) {  
    a[i] = a[i] + b[i];  
    a[i+1] = a[i+1] + b[i+1];  
    a[i+2] = a[i+2] + b[i+2];  
    a[i+3] = a[i+3] + b[i+3];  
    i += 4;  
}  
  
while (i <= n) {  
    a[i] = a[i] + b[i];  
    i++;  
}
```

# Loop Unswitching

- Idea: if the condition in an if-then-else is loop invariant, rewrite the loop by pulling the if-then-else out of the loop and generating a tailored copy of the loop for each half of the new conditional
  - After this transformation, both loops have simpler control flow – more chances for rest of compiler to do better



# Loop Unswitch Example

## Original

```
for (i = 1, i <= n, i++) {  
    if (x > y) {  
        a[i] = b[i]*x;  
    } else {  
        a[i] = b[i]*y;  
    }  
}
```

## Unswitched

```
if (x > y) {  
    for (i = 1; i <= n; i++) {  
        a[i] = b[i]*x;  
    }  
} else {  
    for (i = 1; i <= n; i++) {  
        a[i] = b[i]*y;  
    }  
}
```

- **IF** condition does not change value in this code snippet
- No need to check  $x > y$  on every iteration
- Do the **IF** check once!

# Summary

- Just a sampler
  - 100s of transformations in the literature
  - Will examine several in more detail, particularly involving loops
- Big part of engineering a compiler is:
  - decide which transformations to use
  - decide in what order
  - decide if & when to repeat each transformation
- Compilers offer options:
  - optimize for speed
  - optimize for codesize
  - optimize for specific target micro-architecture
  - optimize for power consumption(!)
- Competitive bench-marking will investigate many permutations

# What's next

- Careful look at several analysis and transformation algorithms
- Value numbering / dominators
- Dataflow
- Loops, loops, loops
  - Dominators – discovering loop structures
  - Loop-invariant code
  - Loop Transformations
- And an hour on (simple) code gen for the project