CS738: Advanced Compiler Optimizations

Welcome & Introduction

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About the Course

- Program Analysis
- Analysis of a Program, by a Program, for a Program[1]
  - Of a Program – User Program
  - By a Program – Analyzer (Compiler, Runtime)
  - For a Program – Optimizer, Verifier
- Transforming user program based on the results of the analysis

[1] "Democracy is the government of the people, by the people, for the people" - Abraham Lincoln

Expectations from You

- Basic Compiler Knowledge
- Write Code
- Willingness to understand and modify large code bases
- Read and present state-of-the-art research papers

Your Expectations

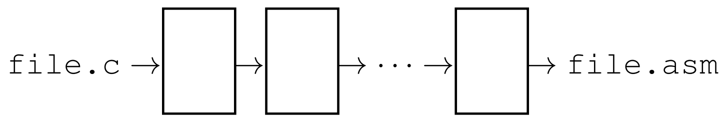
? Share through the Google Form

Quick Quizzes (QQs)

- There will be small quizzes (10-15 min duration) during the class.
- Always keep a pen and some loose papers handy.

QQ #1 (Ungraded)

- What are the various phases of a typical compiler? (5 minutes)



Assignments

- Short assignments to apply the lecture material.
- Assignments will have some written and some programming tasks.
- 4–5 Assignments for the semester

Using Program Analysis

- Compiler Code Optimizations
- Why are optimizations important?
- Why not write optimized code to begin with?
- Where do optimizations fit in the compiler flow?

Code Optimization

- Machine Independent
  - Remove redundancy introduced by the Programmer
  - Remove redundancy not required by later phases of compiler
  - Take advantage of algebraic properties of operators
- Machine dependent
  - Take advantage of the properties of target machine
- Optimization must preserve the semantics of the original program!

Machine Independent Optimizations

Motivational Example

```
void quicksort(int m, int n)
/* recursively sort a[m] through a[n] */
{
     int i, j;
     int v, x;
     if(n <= m) return;
     i = m-1; j = n; v = a[n];
     while (1) {
         do i = i+1; while (a[i] < v);
         do j = j-1; while (a[j] > v);
         if (i > j) break;
         x = a[i]; a[i] = a[j]; a[j] = x;
     }
     x = a[i]; a[i] = a[n]; a[n] = x;
     quicksort(m,j); quicksort(i+1,n);
}
```

```
( 1)  i = m-1
( 2)  j = n
( 3)  t1 = 4*n
( 4)  v = a[t1]
( 5)  i = i+1
( 6)  t2 = 4*i
( 7)  t3 = a[t2]
( 8)  if t3 < v goto (5)
( 9)  j = j-1
(10)  t4 = 4*j
(11)  t5 = a[t4]
(12)  if t5 > v goto (9)
(13)  if i >= j goto (23)
(14)  t6 = 4*i
(15)  x = a[t6]
(16)  t7 = 4*i
(17)  t8 = 4*j
(18)  t9 = a[t8]
(19)  a[t7] = t9
(20)  t10 = 4*j
(21)  a[t10] = x
(22)  goto (5)
(23)  t11 = 4*i
(24)  x = a[t11]
(25)  t12 = 4*i
(26)  t13 = 4*n
(27)  t14 = a[t13]
(28)  a[t12] = t14
(29)  t15 = 4*n
(30)  a[t15] = x
```

```
( 1)  i = m-1
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(16)  t7 = 4*i
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(18)  t9 = a[t8]
(19)  a[t7] = t9
(20)  t10 = 4*j
(21)  a[t10] = x
(22)  goto (5)
(23)  t11 = 4*i
(24)  x = a[t11]
(25)  t12 = 4*i
(26)  t13 = 4*n
(27)  t14 = a[t13]
(28)  a[t12] = t14
(29)  t15 = 4*n
(30)  a[t15] = x
```
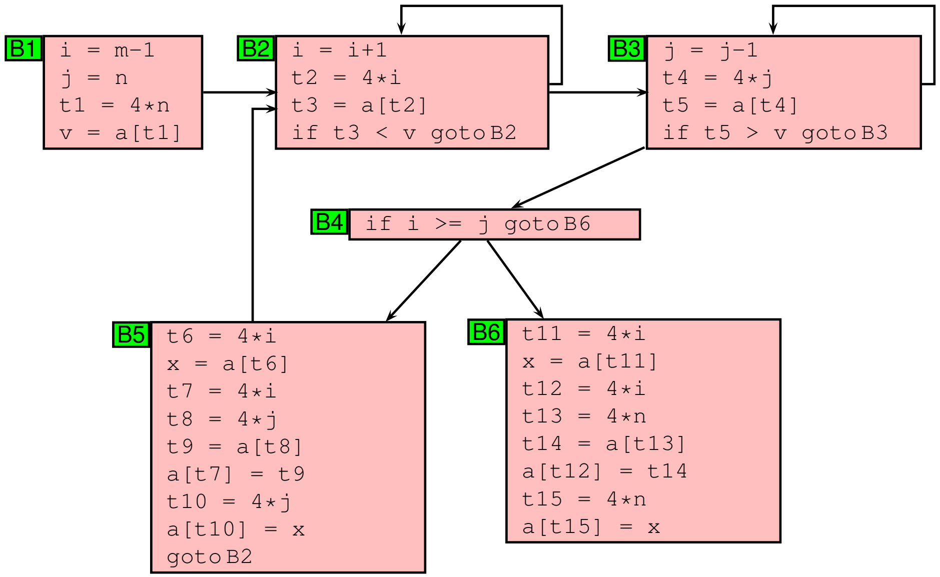
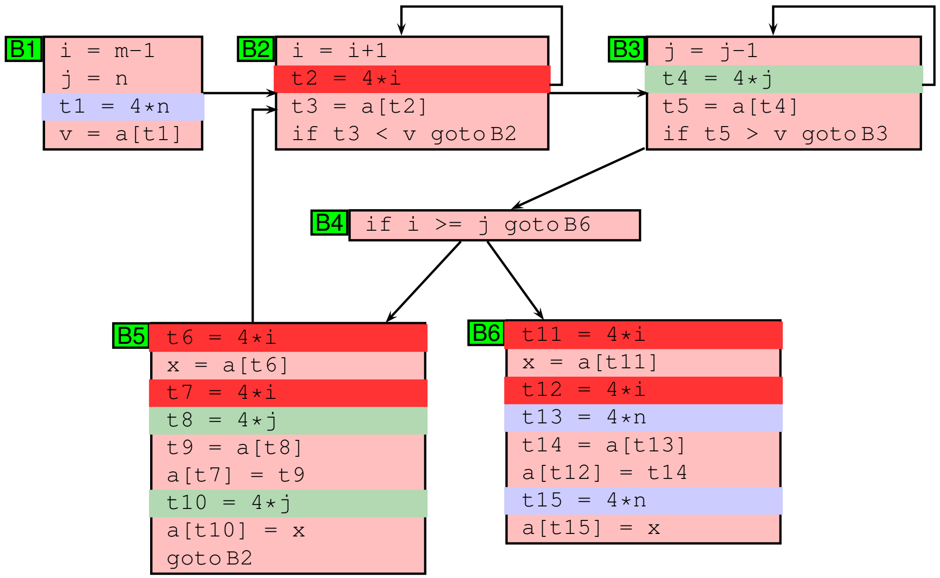
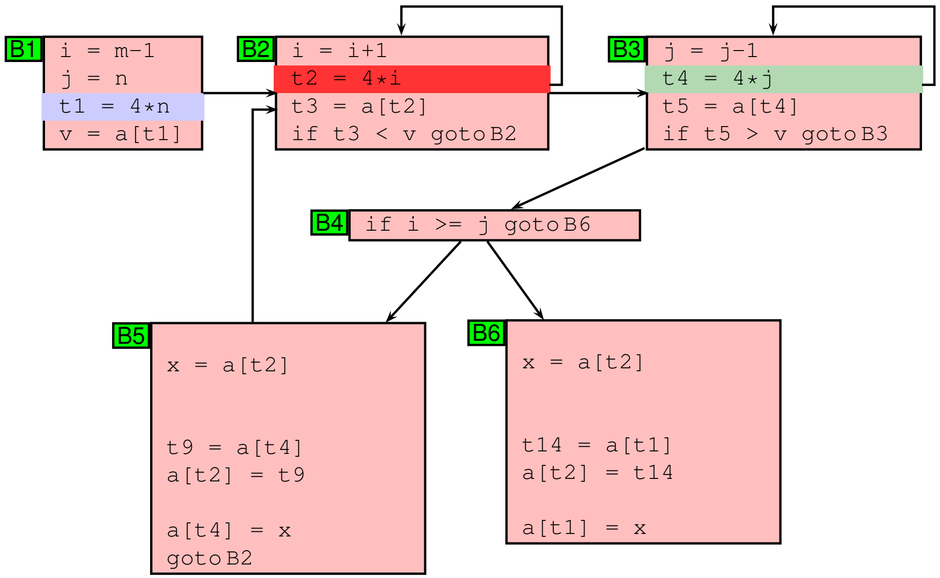

Common Subexpression Elimination



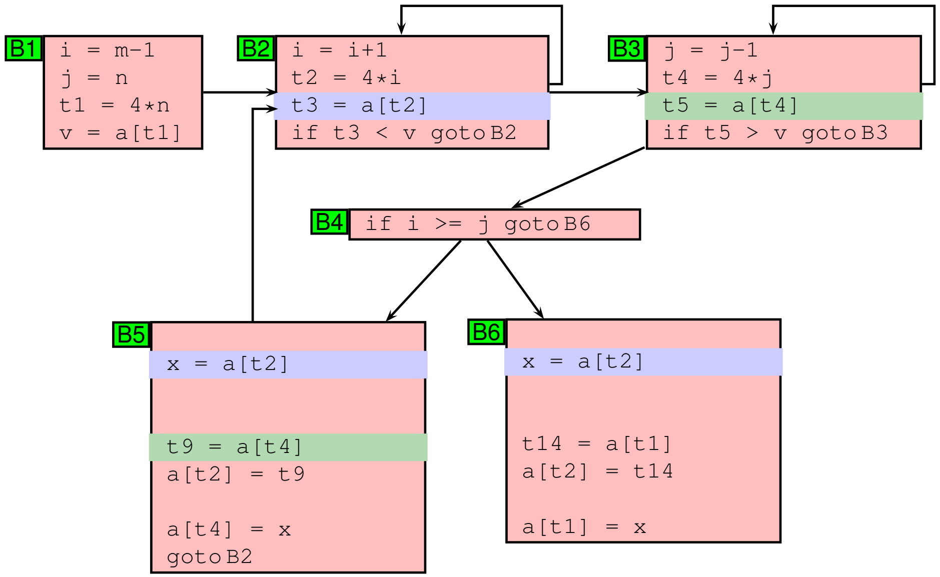
Common Subexpression Elimination



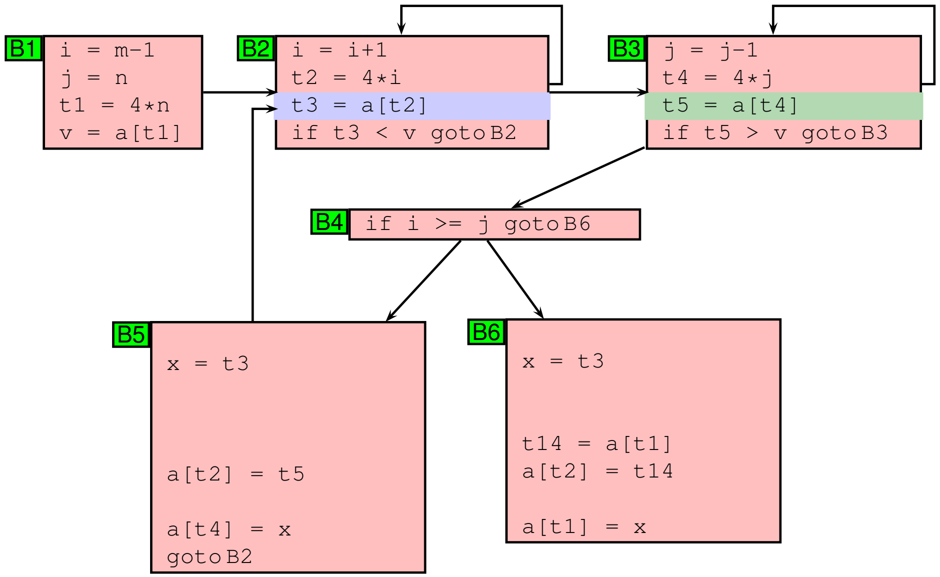
Common Subexpression Elimination



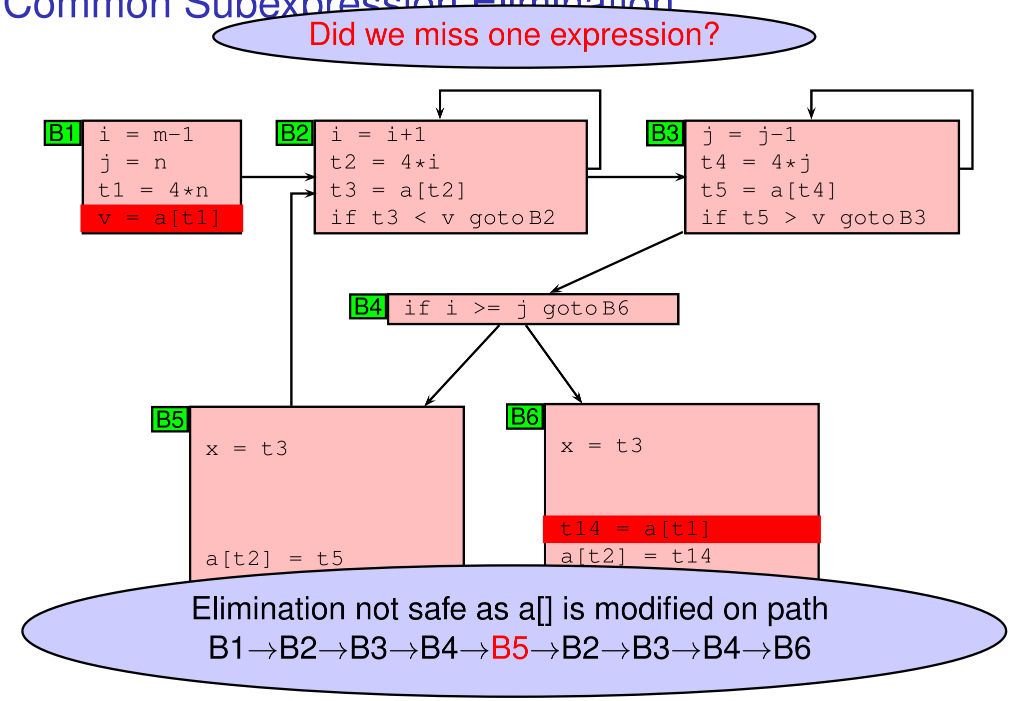
Common Subexpression Elimination



Common Subexpression Elimination



Common Subexpression Elimination



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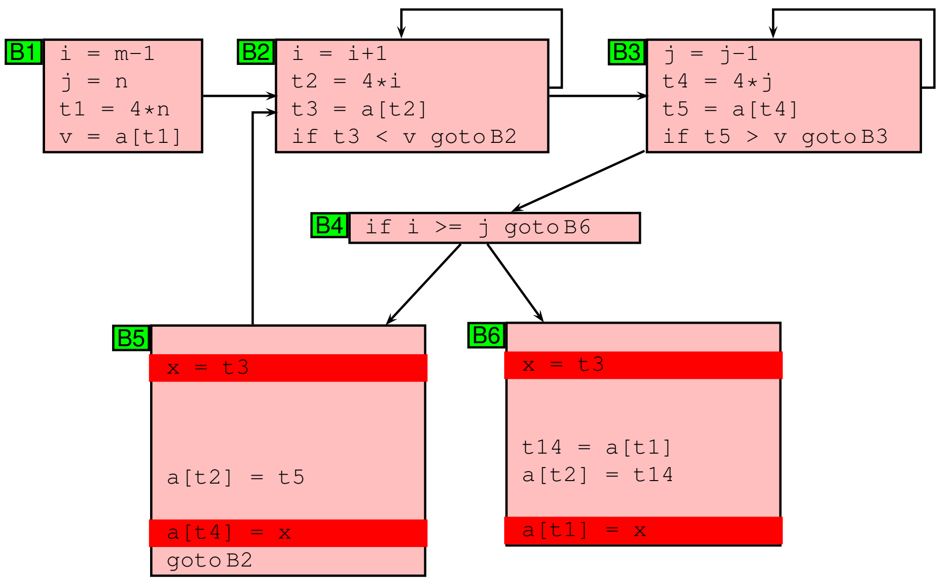

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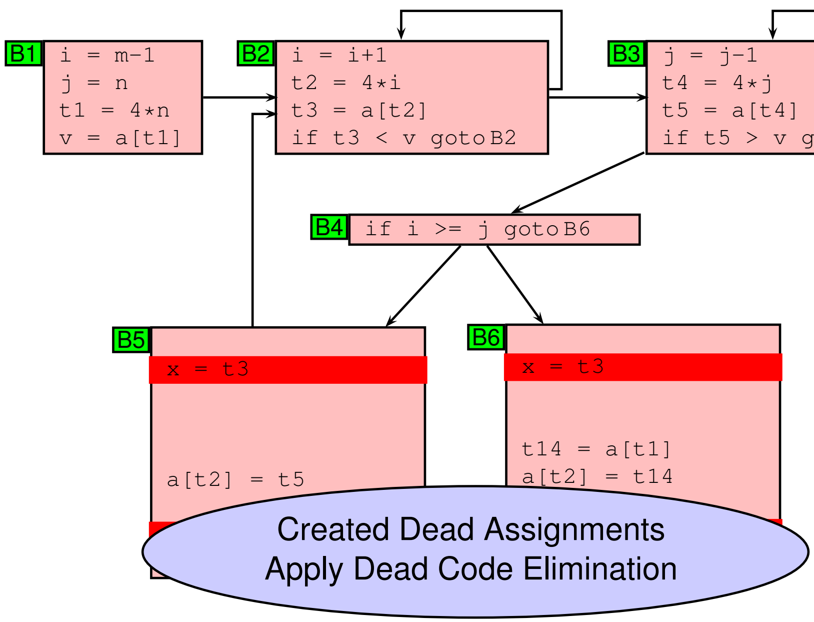

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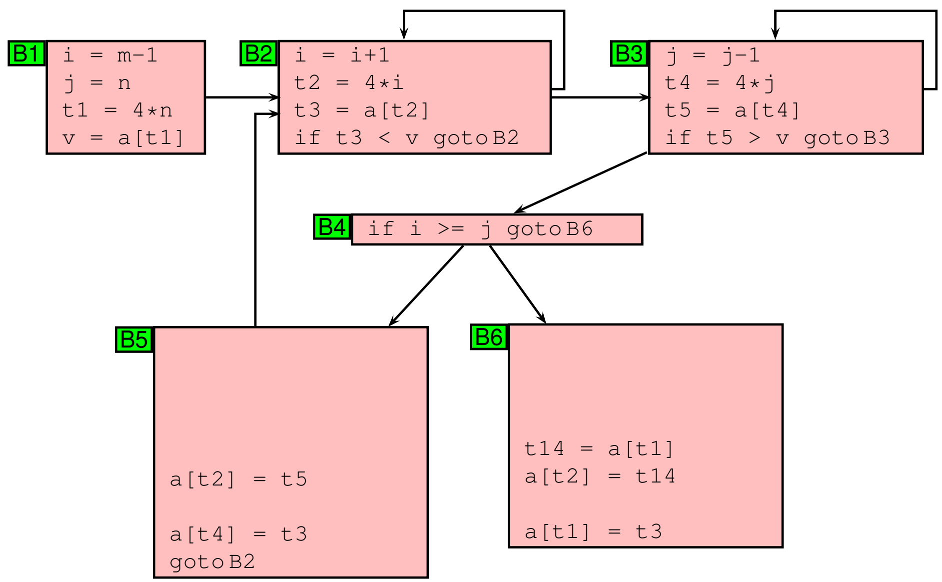
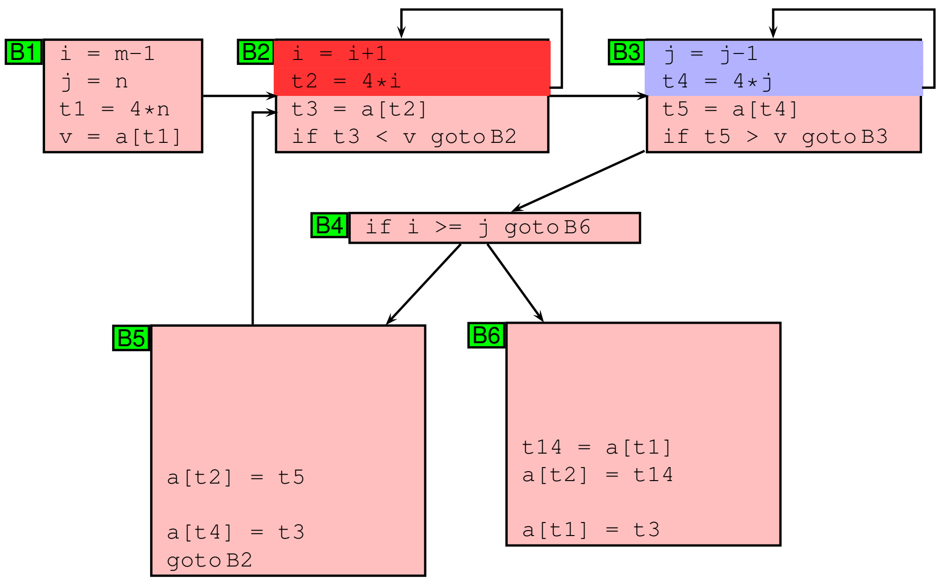
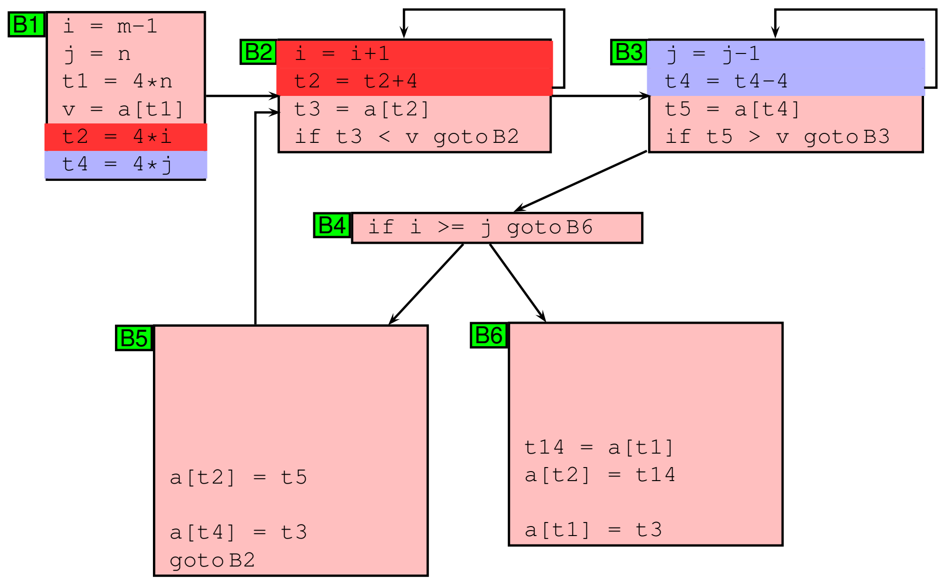


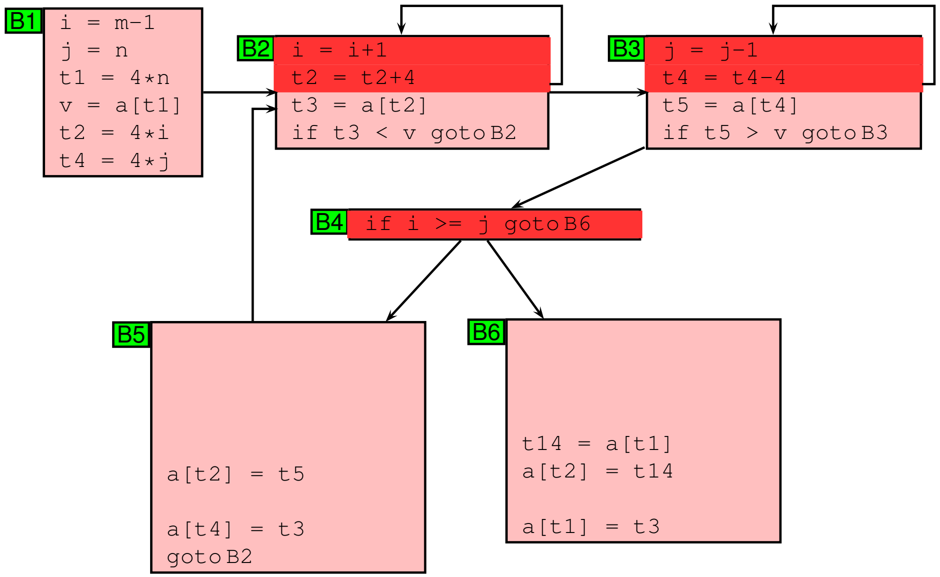
Strength Reduction



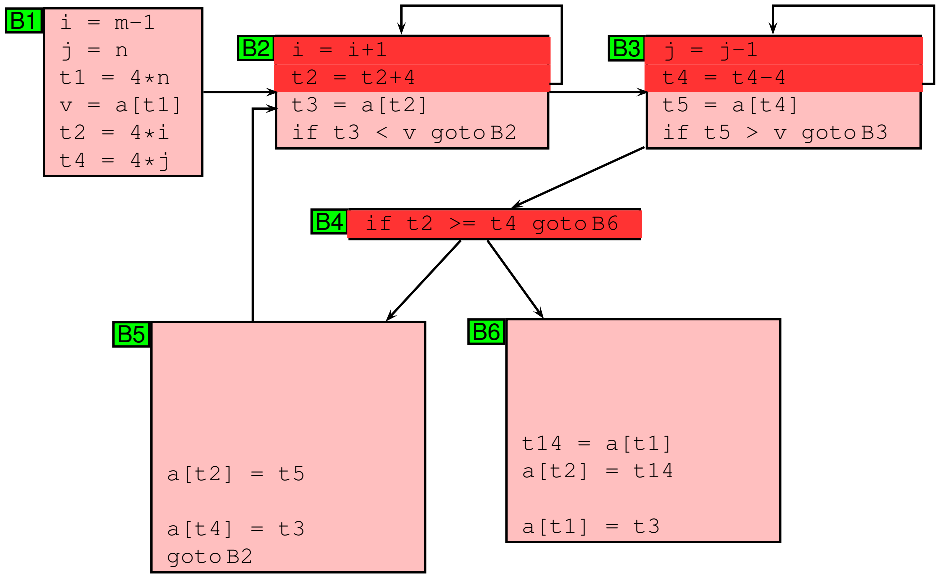
Strength Reduction



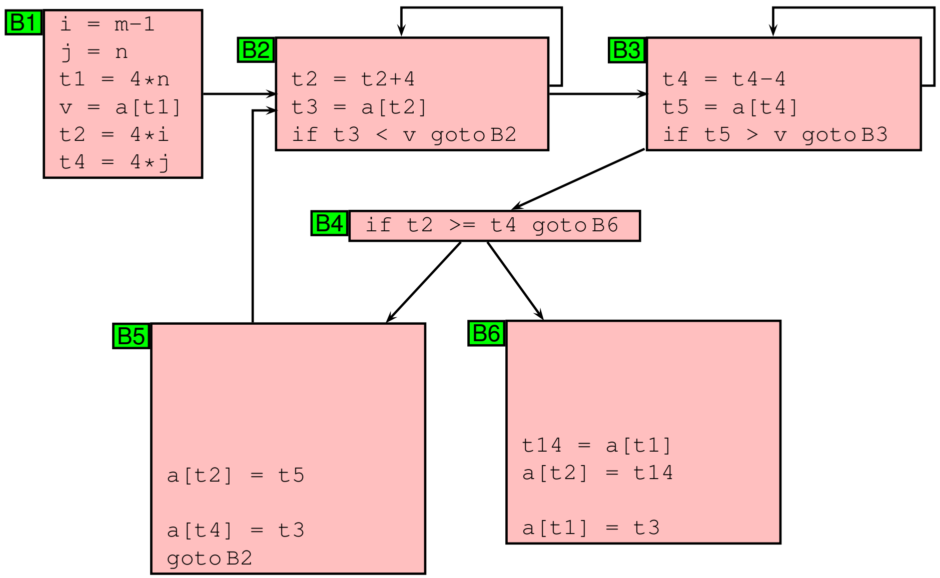
Induction Variable Elimination



Induction Variable Elimination



Dead Code Elimination (Again!)



Benefits

B#	# Stmts before Opts	# Stmts after Opts
B1	4	6
B2	4	3
B3	4	3
B4	1	1
B5	9	3
B6	8	3

- **Assumptions:**
  - Unit cost for each stmt
  - Outer loop: 10 iterations
  - Inner loops: 100 iterations each
- **Cost of Execution:**
  - **Original Program:**
    1*4 + 100*4 + 100*4 + 10*1 + 10*9 + 1*8 = 912
  - **Optimized Program:**
    1*6 + 100*3 + 100*3 + 10*1 + 10*3 + 1*3 = 649

Machine Dependent Optimizations

Peephole Optimizations

- Target code often contains redundant instructions and suboptimal constructs
- Examine a short sequence of target instruction (peephole) and replace by a shorter or faster sequence
- Peephole is a small moving window on the target systems

Peephole Optimizations: Examples

- Redundant loads and stores
- Consider the code sequence

  move R_0, a
  move a, R_0

- Is instruction 2 redundant? Can we always remove it?
  - YES, if it does not have label

Peephole Optimizations: Unreachable code

- Consider the following code

```
int debug = 0;
if (debug) {
    print debugging info
}
```

- This may be translated as

```
    int debug = 0;
    if (debug == 1) goto L1
    goto L2
L1: print debugging info
L2:
```

Peephole Optimizations: Unreachable code

- Eliminate Jumps

```
    int debug = 0;
    if (debug != 1) goto L2
    print debugging info
L2:
```

- Constant propagation

```
    int debug = 0;
    if (0 != 1) goto L2
    print debugging info
L2:
```

Peephole Optimizations: Unreachable code

- Constant folding and simplification: Since `if` condition is always true, the code becomes:

```
    goto L2
    print debugging info
L2:
```

- The print statement is now unreachable. Therefore, the code becomes

```
L2:
```

Peephole Optimizations: Jump Optimizations

- Replace jump-over-jumps

goto L1 : L1: goto L2	can be replaced by	goto L2 : L1: goto L2

Peephole Optimizations: Simplify Algebraic Expressions

- Remove

  x = x + 0;
  x = x * 1;

Peephole Optimizations: Strength Reduction

- Replace $X^\wedge 2$ by $X * X$
- Replace multiplication by left shift
- Replace division by right shift

Peephole Optimizations: Use of Faster Instructions

- Replace

  Add #1, R

  by

  Inc R

Course Logistics

Evaluation

- Assignments
- Course project
- Mid semester exam (? for online offering)
- End semester exam (? for online offering)
- Quizzes/Class participation
- Refer to course webpage for details.