

# **Code Optimization**



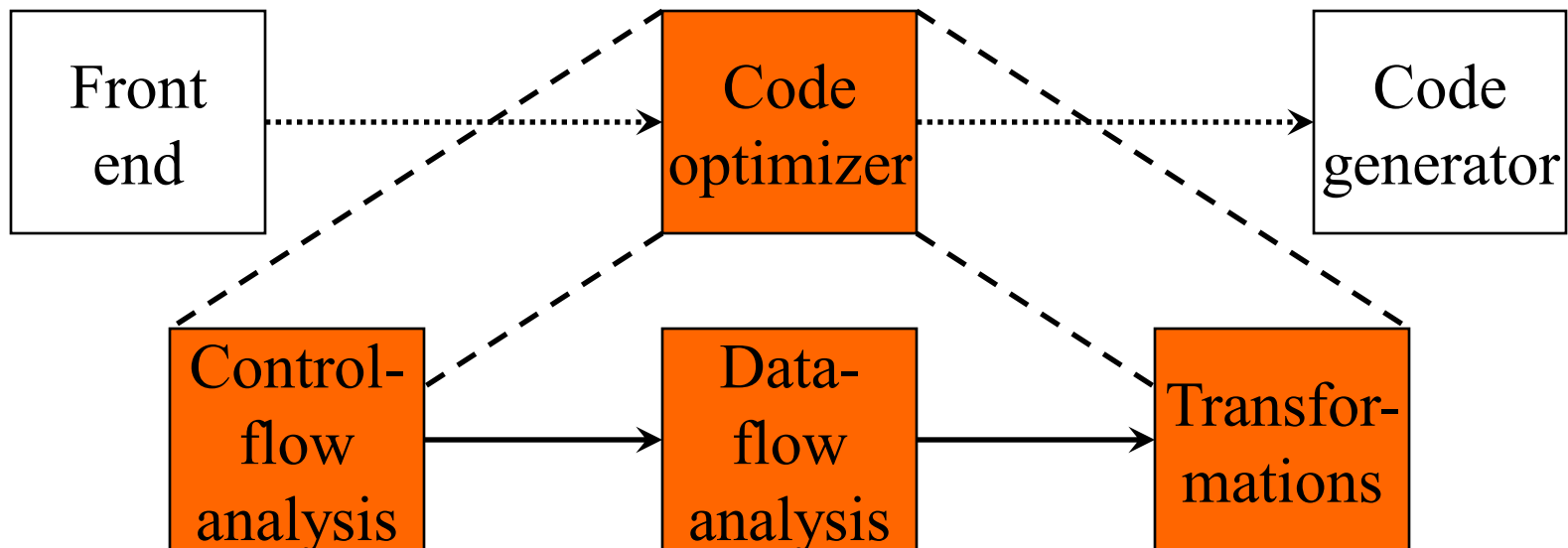
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# The Code Optimizer

- ⌘ Control flow analysis: CFG (Ch. 9)
- ⌘ Data-flow analysis
- ⌘ Transformations



# Code Optimizations



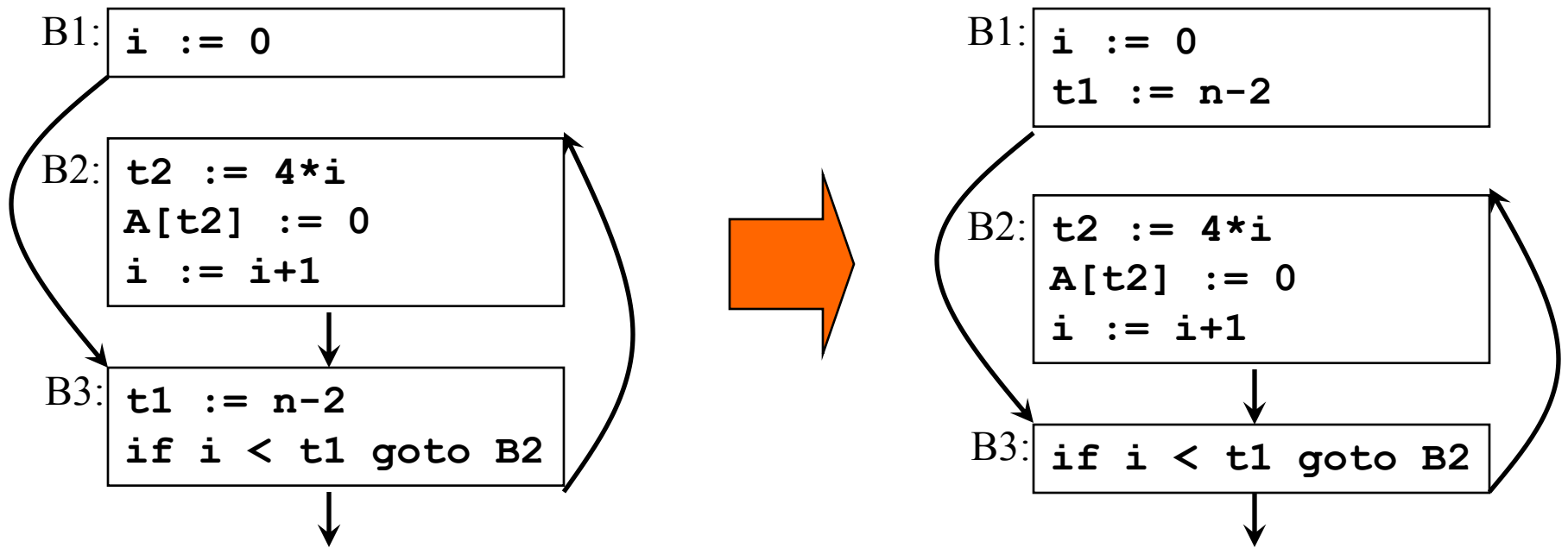
- ⌘ Local/global common subexpression elimination
- ⌘ Dead-code elimination
- ⌘ Instruction reordering
- ⌘ Constant folding
- ⌘ Algebraic transformations
- ⌘ Copy propagation
- ⌘ *Loop optimizations*

# Loop Optimizations



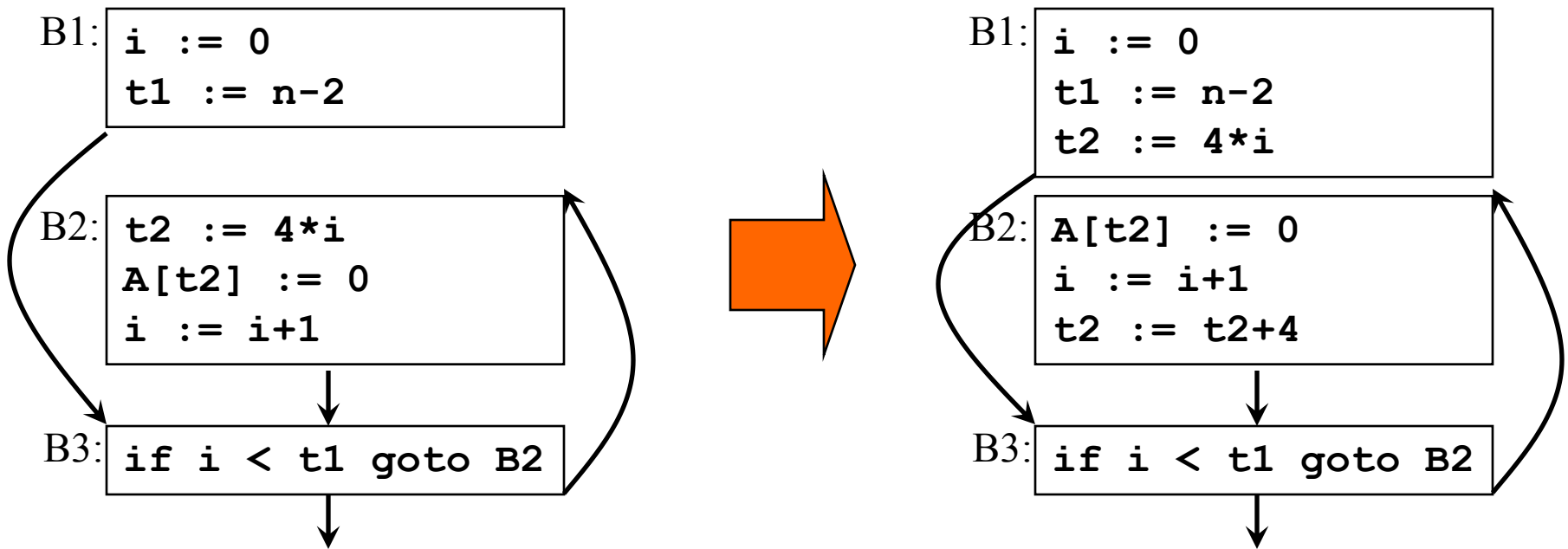
- ⌘ Code motion
- ⌘ Induction variable elimination
- ⌘ Reduction in strength
- ⌘ ... lots more

# Code Motion



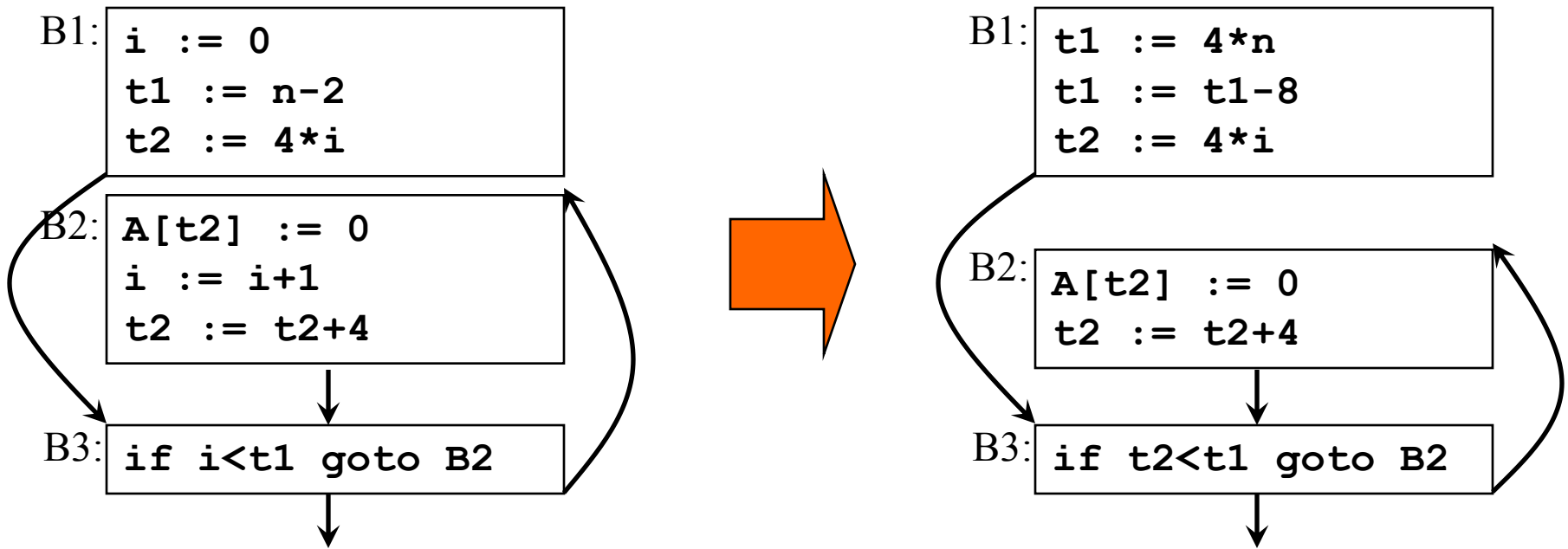
Move *loop-invariant computations* before the loop

# Strength Reduction



Replace expensive computations with *induction variables*

# Reduction Variable Elimination



Replace induction variable in expressions with another

# Determining Loops in Flow Graphs: Dominators

## ⌘ Dominators: $d \text{ dom } n$

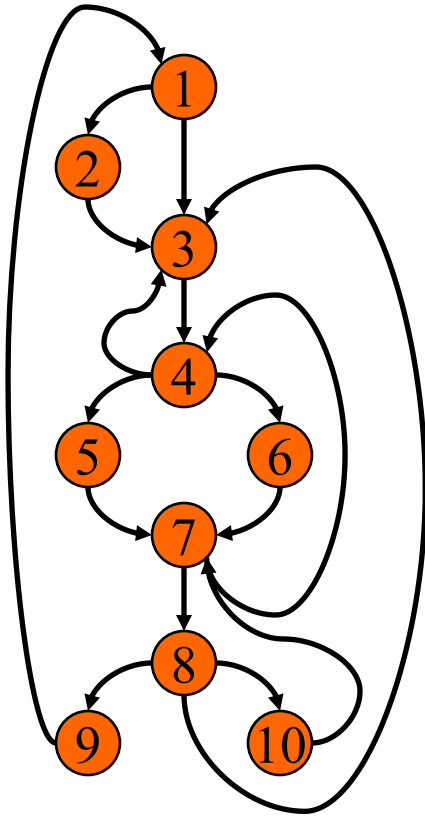
- ☑ Node  $d$  of a CFG *dominates* node  $n$  if *every* path from the initial node of the CFG to  $n$  goes through  $d$
- ☑ The loop entry dominates all nodes in the loop

## ⌘ The *immediate dominator* $m$ of a node $n$ is the last dominator on the path from the initial node to $n$

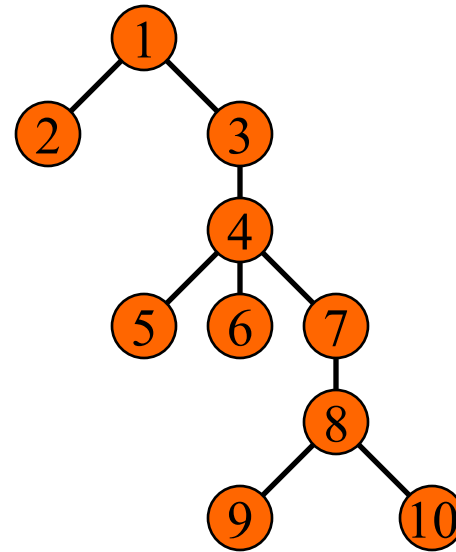
- ☑ If  $d \neq n$  and  $d \text{ dom } n$  then  $d \text{ dom } m$



# Dominator Trees



CFG

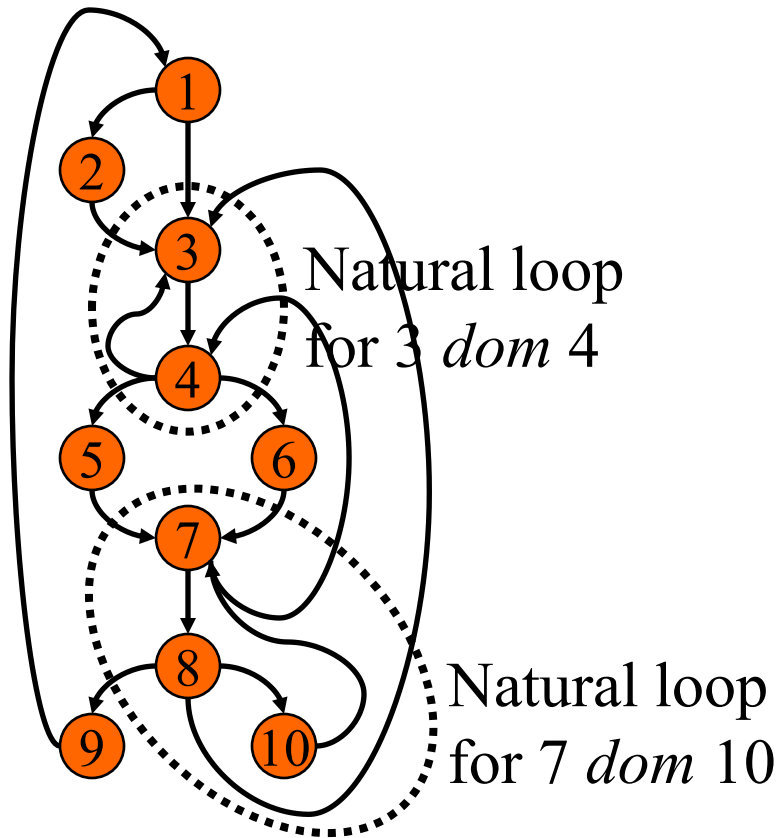


Dominator tree

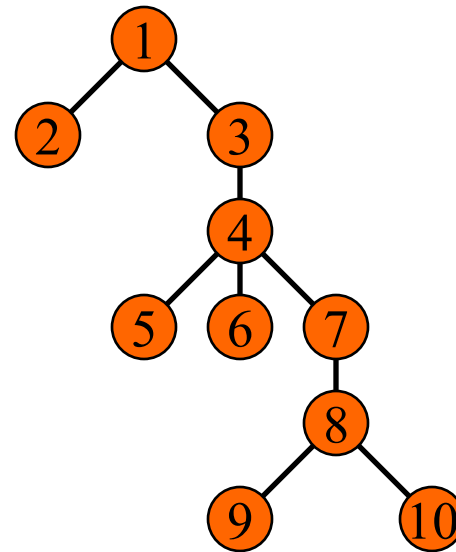
# Natural Loops

- ⌘ A *back edge* is an edge  $a \rightarrow b$  whose head  $b$  dominates its tail  $a$
- ⌘ Given a back edge  $n \rightarrow d$ 
  - ☑ The *natural loop* consists of  $d$  plus the nodes that can reach  $n$  without going through  $d$
  - ☑ The *loop header* is node  $d$
- ⌘ Unless two loops have the same header, they are disjoint or one is nested within the other
  - ☑ A nested loop is an *inner loop* if it contains no other loops

# Natural (Inner) Loops Example



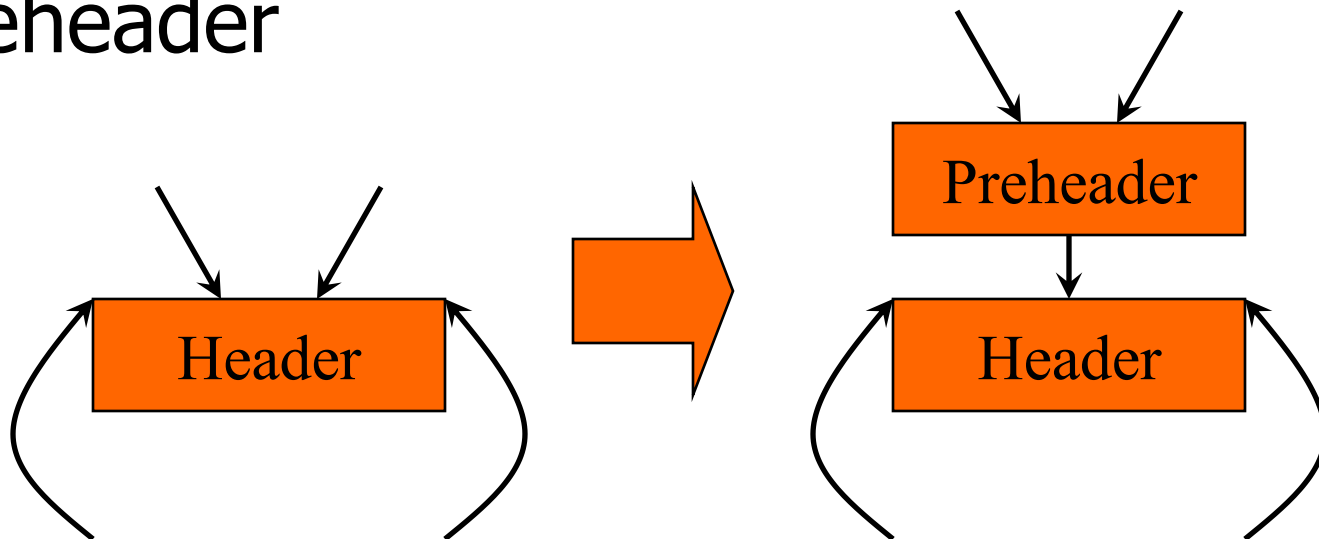
CFG



Dominator tree

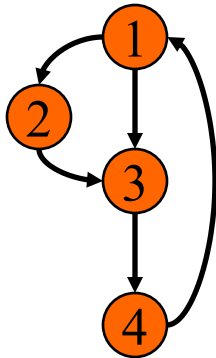
# Pre-Headers

- ⌘ To facilitate loop transformations, a compiler often adds a *preheader* to a loop
- ⌘ Code motion, strength reduction, and other loop transformations populate the preheader

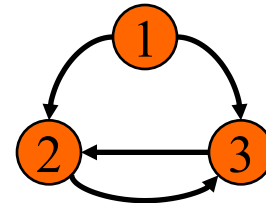


# Reducible Flow Graphs

⌘ *Reducible graph* = disjoint partition in forward and back edges such that the forward edges form an acyclic (sub)graph



Example of a  
reducible CFG



Example of a  
nonreducible CFG

# Global Data-Flow Analysis

⌘ To apply global optimizations on basic blocks, *data-flow information* is collected by solving systems of *data-flow equations*

⌘ Suppose we need to determine the *reaching definitions* for a sequence of statements  $S$

$$out[S] = gen[S] \cup (in[S] - kill[S])$$

B1:  $d1: i := m-1$   
 $d2: j := n$



B2:  $d3: j := j-1$



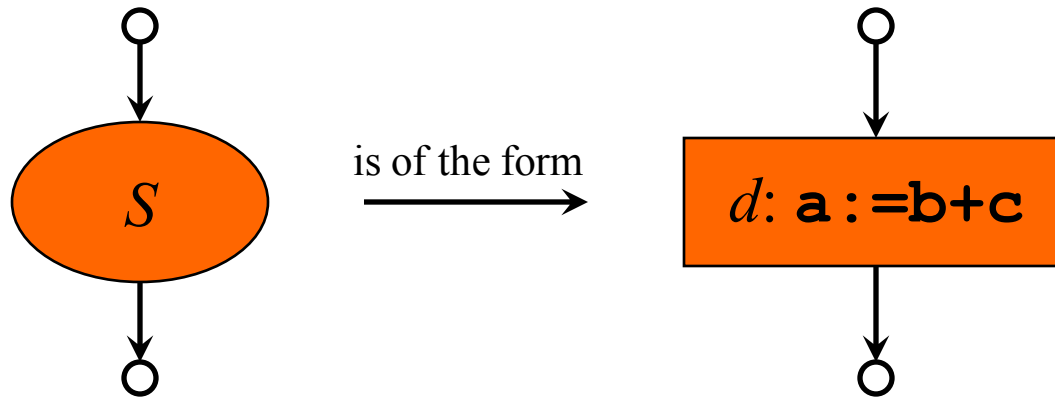
B3:  $\square$

$$out[B1] = gen[B1] = \{d1, d2\}$$

$$out[B2] = gen[B2] \cup \{d1\} = \{d1, d3\}$$

$d1$  reaches B2 and B3 and  
 $d2$  reaches B2, but not B3  
because  $d2$  is killed in B2

# Reaching Definitions

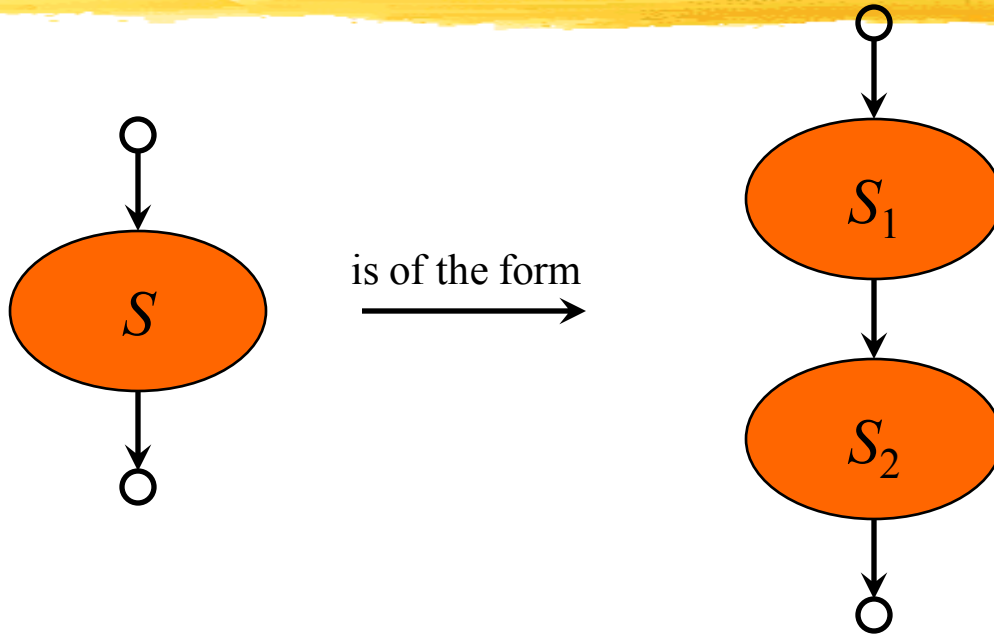


Then, the data-flow equations for  $S$  are:

$$\begin{aligned} gen[S] &= \{d\} \\ kill[S] &= D_{\mathbf{a}} - \{d\} \\ out[S] &= gen[S] \cup (in[S] - kill[S]) \end{aligned}$$

where  $D_{\mathbf{a}}$  = all definitions of  $\mathbf{a}$  in the region of code

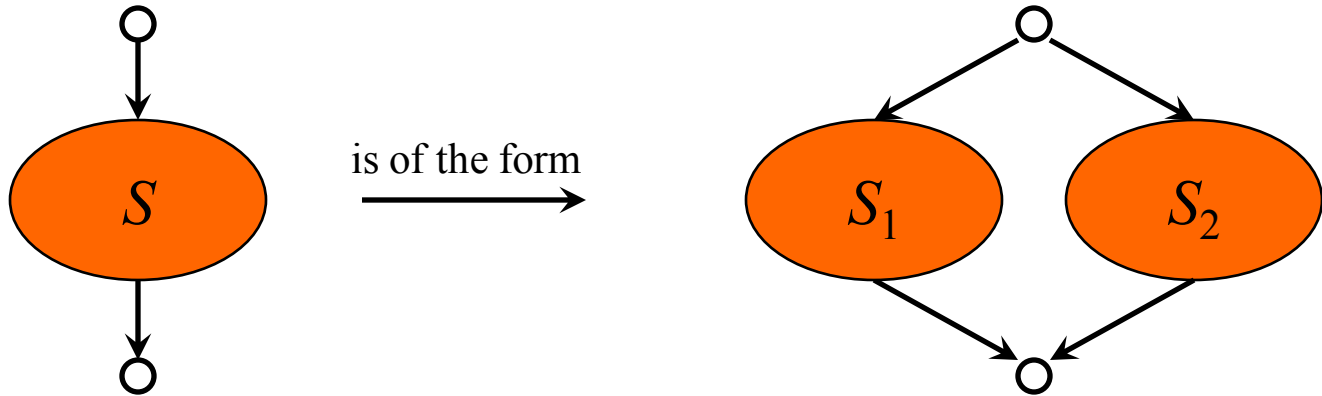
# Reaching Definitions



$$\begin{aligned} \text{gen}[S] &= \text{gen}[S_2] \cup (\text{gen}[S_1] - \text{kill}[S_2]) \\ \text{kill}[S] &= \text{kill}[S_2] \cup (\text{kill}[S_1] - \text{gen}[S_2]) \\ \text{in}[S_1] &= \text{in}[S] \\ \text{in}[S_2] &= \text{out}[S_1] \\ \text{out}[S] &= \text{out}[S_2] \end{aligned}$$

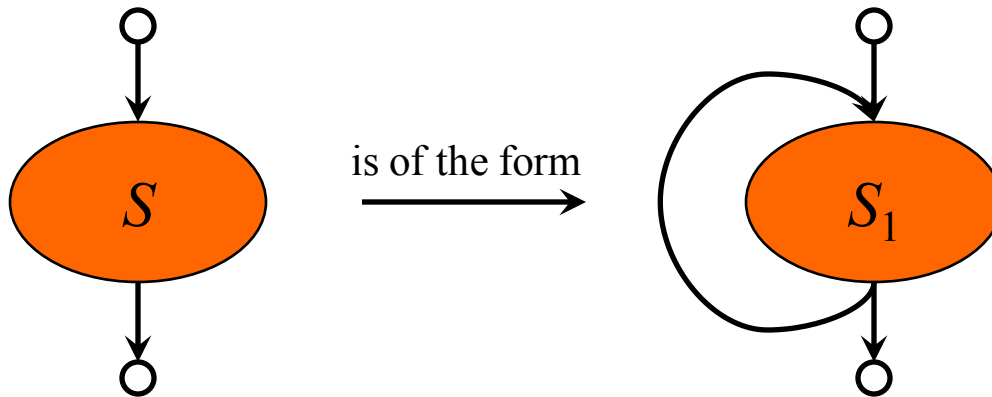


# Reaching Definitions



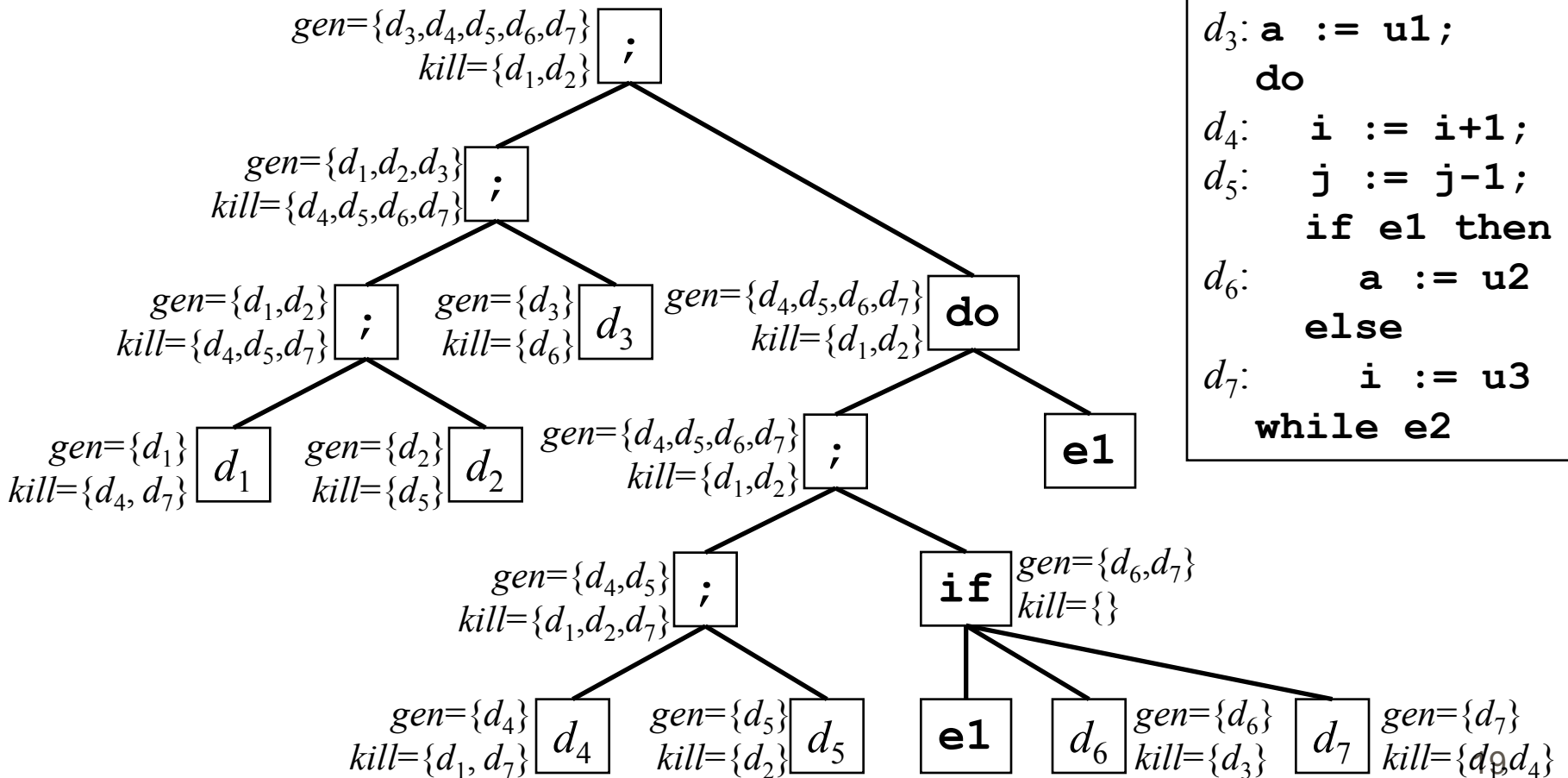
$$\begin{aligned} gen[S] &= gen[S_1] \cup gen[S_2] \\ kill[S] &= kill[S_1] \cap kill[S_2] \\ in[S_1] &= in[S] \\ in[S_2] &= in[S] \\ out[S] &= out[S_1] \cup out[S_2] \end{aligned}$$

# Reaching Definitions

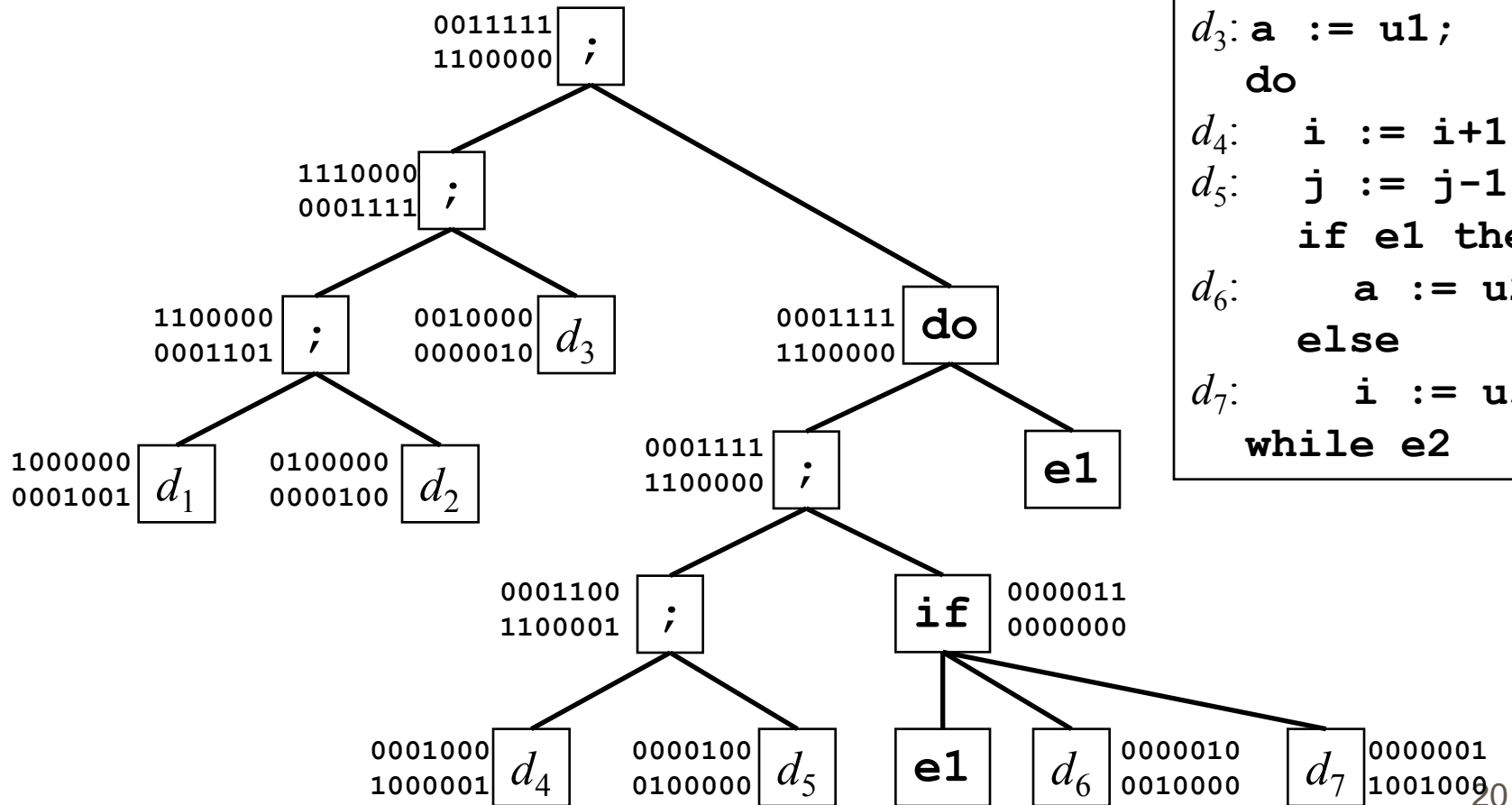


$$\begin{array}{l} \mathit{gen}[S] \\ \mathit{kill}[S] \\ \mathit{in}[S_1] \\ \mathit{out}[S] \end{array} \quad \begin{array}{l} = \mathit{gen}[S_1] \\ = \mathit{kill}[S_1] \\ = \mathit{in}[S] \cup \mathit{gen}[S_1] \\ = \mathit{out}[S_1] \end{array}$$

# Example Reaching Definitions



# Using Bit-Vectors to Compute Reaching Definitions



```

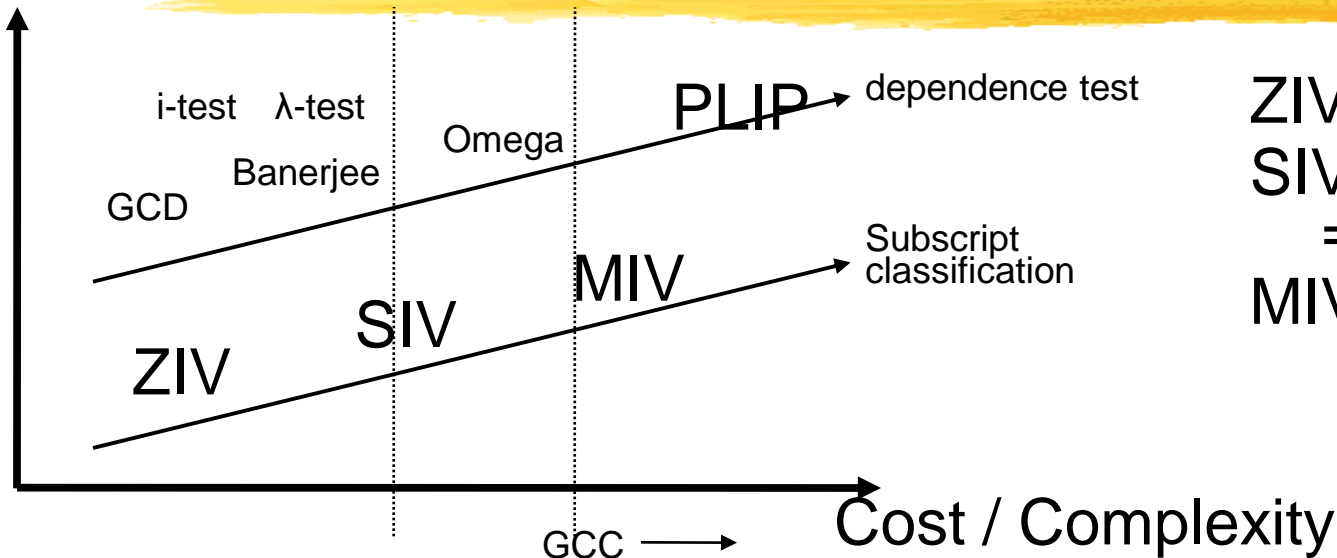
d1: i := m-1;
d2: j := n;
d3: a := u1;
do
d4: i := i+1;
d5: j := j-1;
if e1 then
d6: a := u2
else
d7: i := u3
while e2
    
```

# QR Algorithm – Smart Antenna

Matlab Code (QR Algorithm)

```
%parameter N 8 16;  
%parameter K 100 1000;  
  
for k = 1:1:K,  
    for j = 1:1:N,  
        [ r(j,j), x(k,j), t ]=Vectorize( r(j,j), x(k,j) );  
        for i = j+1:1:N,  
            [ r(j,i), x(k,i), t]=Rotate( r(j,i), x(k,i), t );  
        end  
    end  
end
```

# Data Dependence Tests



$$\text{ZIV: } a[3] = a[5]$$

$$\text{SIV: } a[i] = a[2], \quad a[i] = a[i]$$

$$\text{MIV: } a[i][j] = a[j][i+j]$$

GCD, Banerjee, i-test, λ-test, cannot handle:

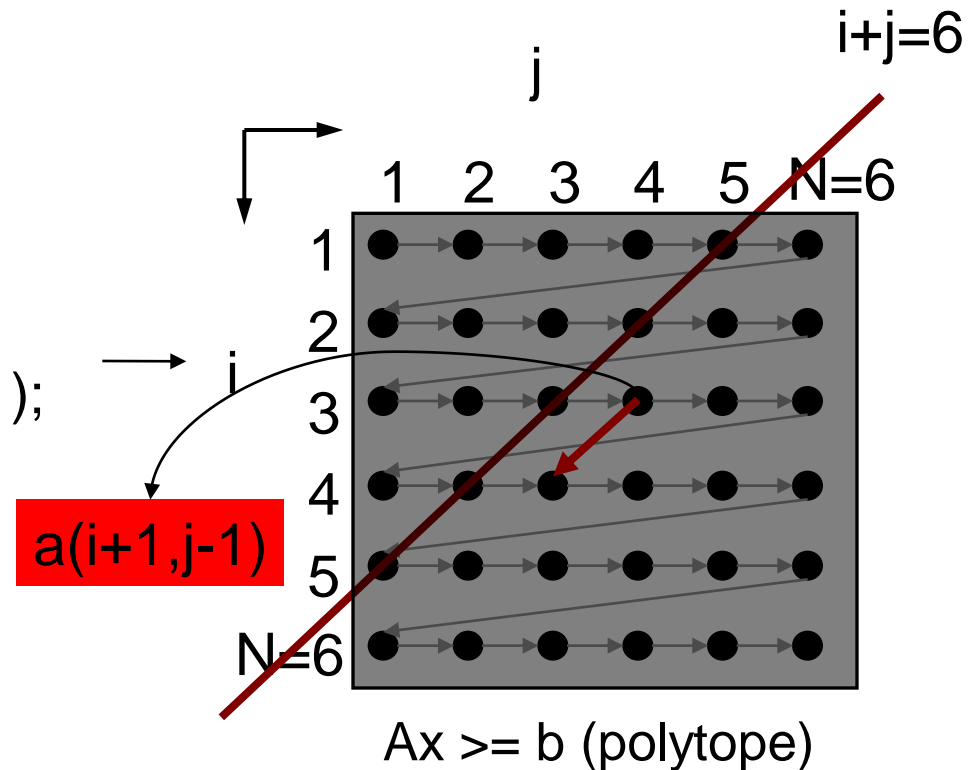
- ⌘ if conditionals
- ⌘ parametric loop bounds
- ⌘ coupled subscripts
- ⌘ parametric subscripts

Omega, PLIP:

- ⌘ Exact data dependencies
- ⌘ Omega: Fourier-Motzkin
- ⌘ PLIP: dual-simplex method, more precise with parametric codes

# Exact Dependency Analysis

```
for i= 1 : 1 : N,  
  for j= 1 : 1 : N,  
    [ a(i+j) ] = funcA( a(i+j) );  
  end  
end
```



The for-next loops define an Iteration Domain

# Many more optimizations



## ⌘ Aliases analysis (pointers)

- ☑ if two or more expressions denote the same memory address, the expressions are aliases of one another.



# Compiler Frameworks



## ⌘ Open Source

- ☒ GCC
- ☒ LLVM
- ☒ Open64
- ☒ SUIF

## ⌘ Commercial

- ☒ Target
- ☒ Altrium
- ☒ ACE

## ⌘ In-house

- ☒ Many

# Compilers

