Optimizing Compilers

Effective optimizing compilers need to gather information about the structure and the flow of control through programs.

- Which instructions are always executed before a given instruction
- Which instructions are always executed after a given instruction
- Where the loops in a program are
  - 90% of any computation is normally spent in 10% of the code: the inner loops
- We've already seen how construction of a control-flow graph can help give us some of this information
- In this lecture, we'll show how to analyze the control-flow graph to detect more refined control-flow information.

Basic Blocks

- *Basic Block* - run of code with single entry and exit.
- Control flow graph of basic blocks more convenient.
- Determine by the following:

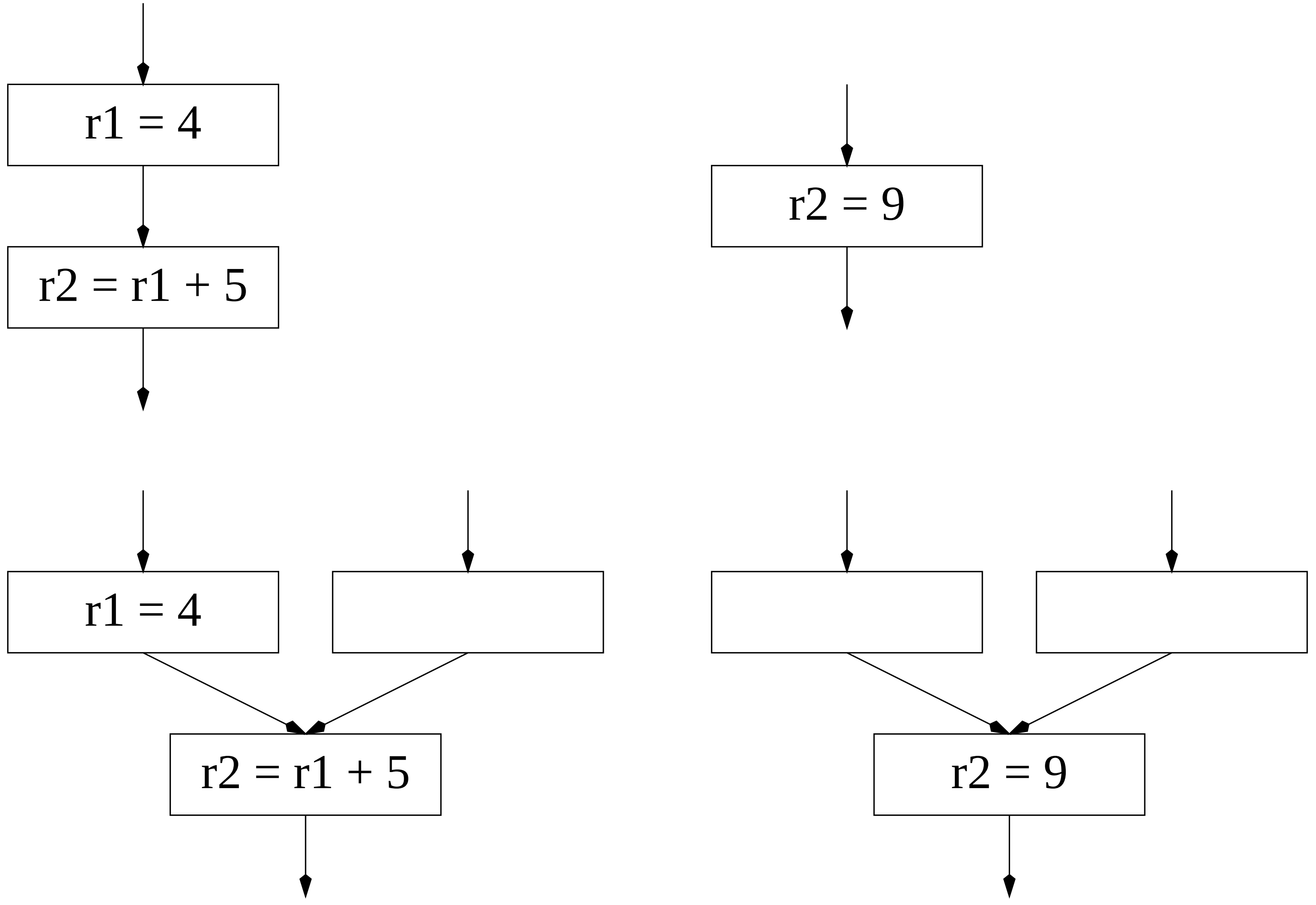
  1. Find *leaders*:
     (a) First statement
     (b) Targets of conditional and unconditional branches
     (c) Instructions that follow branches
  2. Basic blocks are leader up to, but not including next leader.

Basic Block Example

```
  r1 = 0

LOOP:
  r1 = r1 + 1
  r2 = r1 & 1
  BRANCH r2 == 0, ODD

  r3 = r3 + 1
  JUMP NEXT

ODD:
  r4 = r4 + 1

NEXT:
  BRANCH r1 <= 10, LOOP
```

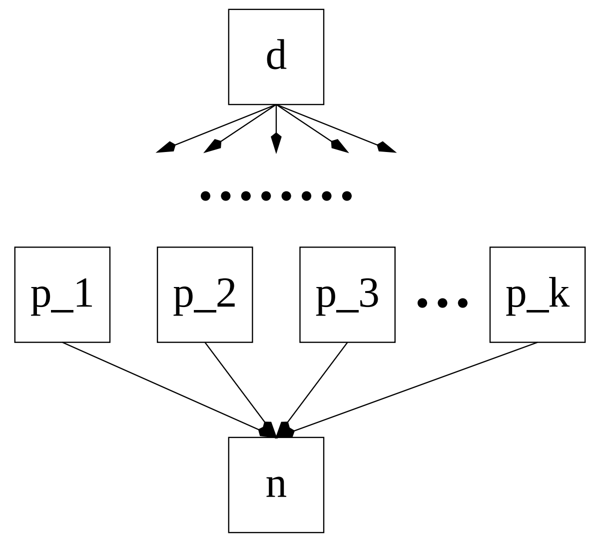
Domination Motivation

Constant Propagation:



Domination

- Assume every Control Flow Graph (CFG) has *start* node s_0 with no predecessors.
- Node d *dominates* node n if every path of directed edges from s_0 to n must go through d.
- Every node dominates itself.
- Consider:



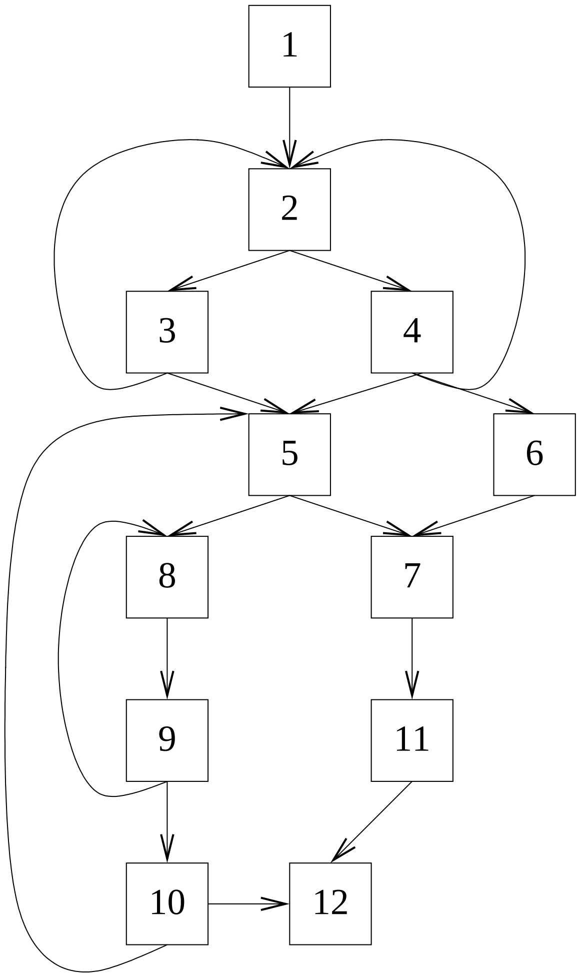
- If d dominates each of the p_i, then d dominates n.
- If d dominates n, then d dominates each of the p_i.

Dominator Analysis

- If d dominates each of the p_i, then d dominates n.
- If d dominates n, then d dominates each of the p_i.
- $Dom[n]$ = set of nodes that dominate node n.
- N = set of all nodes.
- Computation:

1. $Dom[s_0] = \{s_0\}$.
2. **for** $n \in N - \{s_0\}$ **do** $Dom[n] = N$
3. **while** (changes to any $Dom[n]$ occur) **do**
4.   **for** $n \in N - \{s_0\}$ **do**
5. $Dom[n] = \{n\} \cup \left(\bigcap_{p \in pred[n]} Dom[p]\right)$.

Dominator Analysis Example

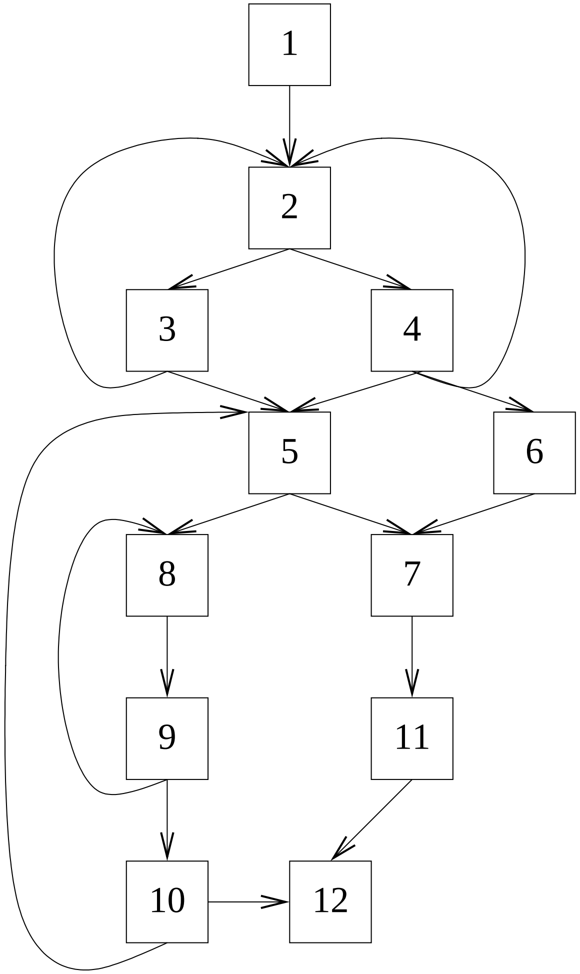


Node	$Dom[n]$	$Dom[n]$	$IDom[n]$
1	1		
2	1-12		
3	1-12		
4	1-12		
5	1-12		
6	1-12		
7	1-12		
8	1-12		
9	1-12		
10	1-12		
11	1-12		
12	1-12		

Immediate Dominator

- Immediate dominator used in constructing *dominator tree*.
- Dominator Tree:
  - efficient representation of dominator information
  - used for other types of analysis (e.g. control dependence)
- s_0 is root of dominator tree.
- Each node d dominates only its descendants in tree.
- Every node n ($n \neq s_0$) has exactly one immediate dominator $IDom[n]$.
- $IDom[n] \neq n$
- $IDom[n]$ dominates n
- $IDom[n]$ does not dominate any other dominator of n.
- Last dominator of n on any path from s_0 to n is $IDom[n]$.

Immediate Dominator Example



Node	$Dom[n]$	$IDom[n]$
1	1	
2	1,2	
3	1,2,3	
4	1,2,4	
5	1,2,5	
6	1,2,4,6	
7	1,2,7	
8	1,2,5,8	
9	1,2,5,8,9	
10	1,2,5,8,9,10	
11	1,2,7,11	
12	1,2,12	

Post-Domination

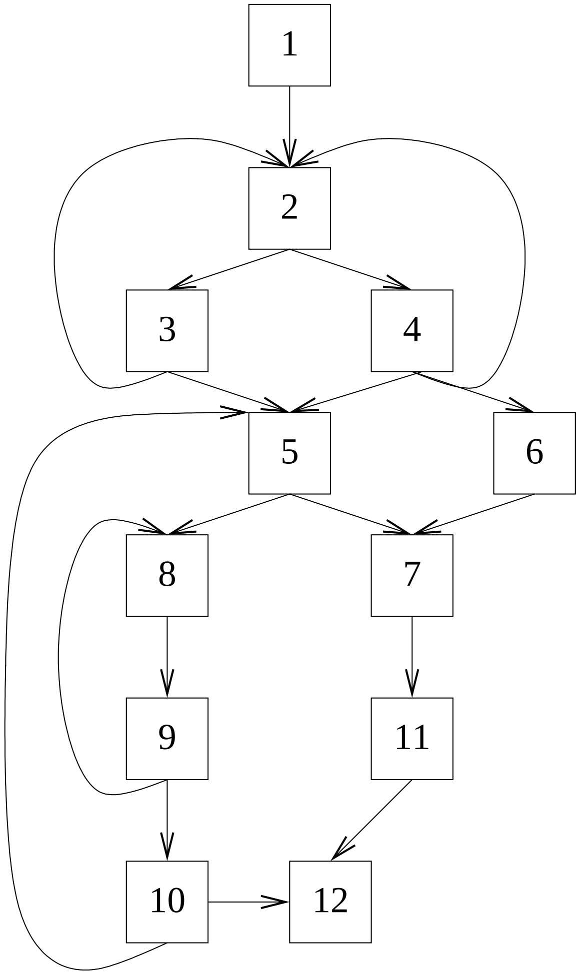
- Assume every Control Flow Graph (CFG) has *exit* node x with no successors.
- Node p *post-dominates* node n if every path of directed edges from n to x must go through p.
- Every node post-dominates itself.
- Derivation of post-dominator and immediate post-dominator analysis analogous to dominator and immediate dominator analysis.
- Post-dominators will be useful in computing control dependence.
- Control dependence will be useful in many future optimizations.

Loop Optimizations

- First step in loop optimization $\rightarrow$ find the loops.
- A *loop* is a set of CFG nodes S such that:
  1. there exists a *header* node h in S that dominates all nodes in S.
     - there exists a path of directed edges from h to any node in S.
     - h is the only node in S with predecessors not in S.
  2. from any node in S, there exists a path of directed edges to h.
- A loop is a single entry, multiple exit region.

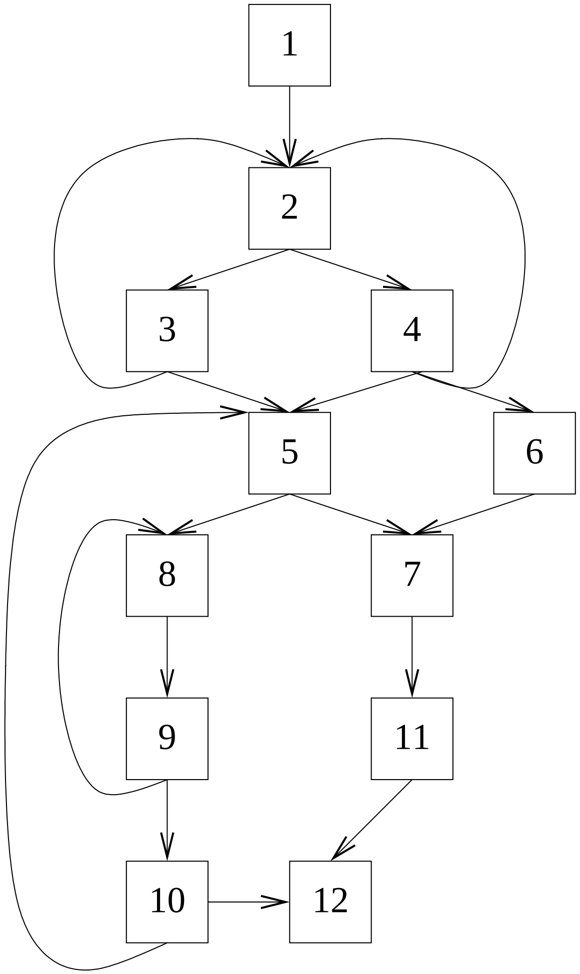
Examples of Loops

Back Edges



- *Back-edge* - flow graph edge from node n to node h such that h dominates n
- Each back-edge has a corresponding *natural loop*.

Natural Loops



- Natural loop of back-edge $\langle n, h \rangle$:
  - has a loop header h.
  - set of nodes X such that h dominates $x \in X$ and there is a path from x to n not containing h.
- A node h may be header of more than one natural loop.
- Natural loops may be nested.

Loop Optimization

- Compiler should optimize inner loops first.
  - Programs *typically* spend most time in inner loops.
  - Optimizations may be more effective $\rightarrow$ loop invariant code removal.
- Convenient to merge natural loops with same header.
- These merged loops are not natural loops.
- Not all cycles in CFG are loops of any kind (more later).

Loop Optimization

Loop invariant code motion

- An instruction is loop invariant if it computes the same value in each iteration.
- Invariant code may be hoisted outside the loop.

```
  ADDI   r1 = r0 + 0
  LOAD   r2 = M[FP + a]
  ADDI   r3 = r0 + 4
  LOAD   r6 = M[FP + x]

LOOP:
  MUL    r4 = r3 * r1
  ADD    r5 = r2 + r4
  STORE  M[r5] = r6

  ADDI   r1 = r1 + 1
  BRANCH r1 <= 10, LOOP
```

Loop Optimization

- **Induction variable analysis and elimination** - i is an induction variable if only definitions of i within loop increment/decrement i by loop-invariant value.
- **Strength reduction** - replace expensive instructions (like multiply) with cheaper ones (like add).

```
  ADDI   r1 = r0 + 0
  LOAD   r2 = M[FP + a]
  ADDI   r3 = r0 + 4
  LOAD   r6 = M[FP + x]

LOOP:
  MUL    r4 = r3 * r1
  ADD    r5 = r2 + r4
  STORE  M[r5] = r6

  ADDI   r1 = r1 + 1
  BRANCH r1 <= 10, LOOP
```

Non-Loop Cycles

Examples:

Non-Loop Cycles

- Loops are instances of *reducible* flow graphs.
  - Each cycle of nodes has a unique header.
  - During reduction, entire loop becomes a single node.
- Non-Loops are instances of *irreducible* flow graphs.
  - Analysis and optimization is more efficient on reducible flow graphs.
  - Irreducible flow graphs occur rarely in practice.
    - Use of structured constructs (e.g. if-then, if-then-else, while, repeat, for) leads to reducible flow graphs.
    - Use of goto's *may* lead to irreducible flow graphs.
  - Fortunately, Tiger and ML don't have gotos.

Loop Preheaders

Recall:

- A *loop* is a set of CFG nodes S such that:
  1. there exists a *header* node h in S that dominates all nodes in S.
     - there exists a path of directed edges from h to any node in S.
     - h is the only node in S with predecessors not in S.
  2. from any node in S, there exists a path of directed edges to h.
- A loop is a single entry, multiple exit region.

Loop Preheaders:

- Some loop optimizations (loop invariant code removal) need to insert statements immediately before loop header.
- Create a loop *preheader* - a basic block before the loop header block.

Loop Preheader Example

Loop Invariant Computations

- Given statements in loop s: `t = ` a_1 `op` a_2:
  - s is loop-invariant if a_1, a_2 have same value each loop iteration.
  - may sometimes be possible to hoist s outside loop.
- Cannot always tell whether a will have same value each iteration $\rightarrow$ conservative approximation.
- d: `t = ` a_1 `op` a_2 is loop-invariant within loop L if for each a_i:

  1. a_i is constant, or
  2. all definitions of a_i that reach d are outside L, or
  3. only one definition of a_i reaches d, and is loop-invariant.

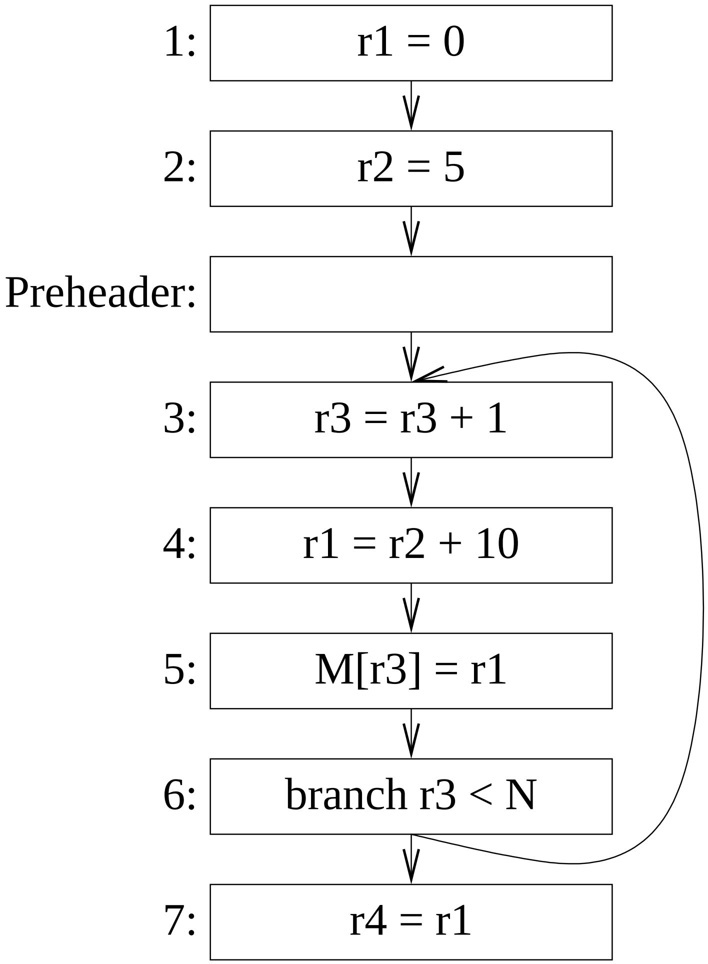
Loop Invariant Computation: Algorithm

Iterative algorithm for determining loop-invariant computations:

```
mark "invariant" all definitions whose operands
- are constant, or
- whose reaching definitions are outside loop.

WHILE (changes have occurred)
  mark "invariant" all definitions whose operands
  - are constant,
  - whose reaching definitions are outside loop, or
  - which have a single reaching definition in loop
    marked invariant.
```

Loop Invariant Code Motion

After detecting loop-invariant computations, perform code motion.

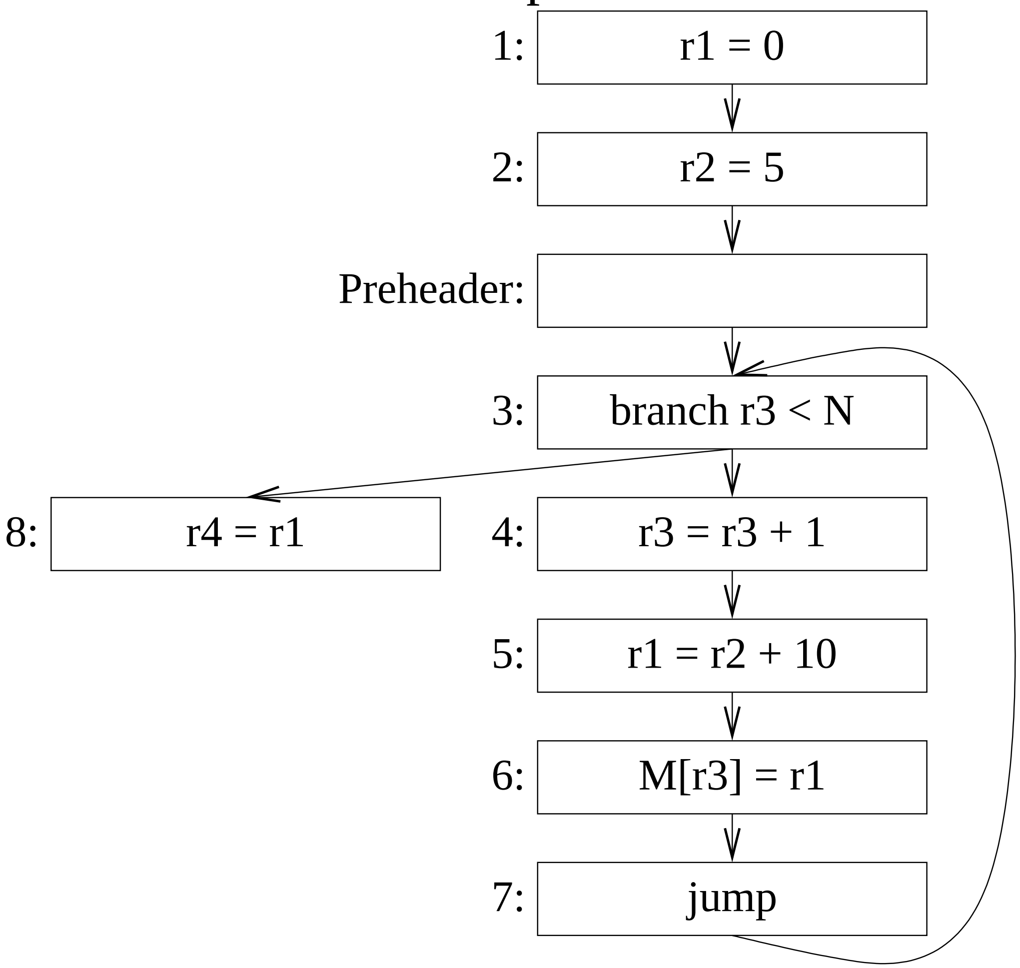


Subject to some constraints.

Loop Invariant Code Motion: Constraint 1

d: `t = a op b`

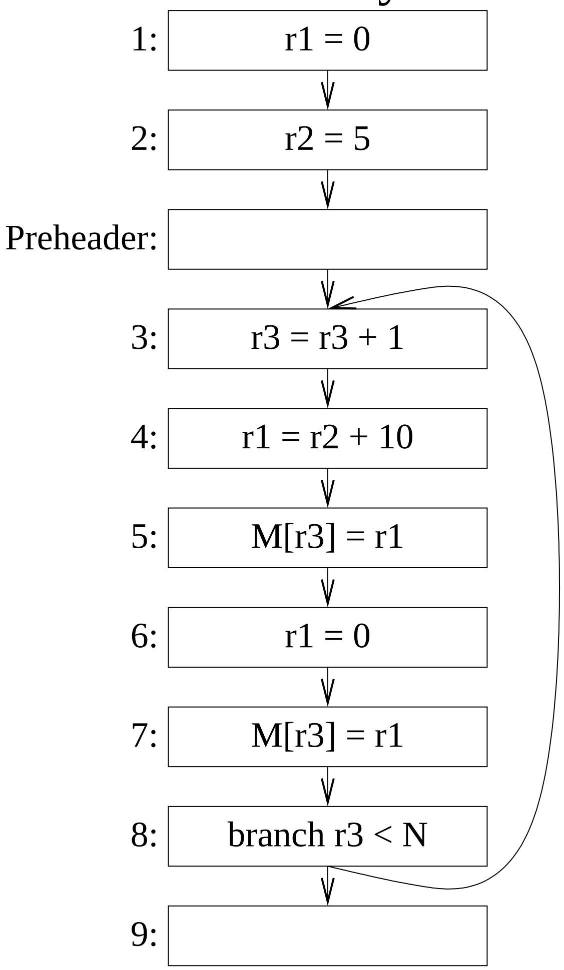
d must dominate all loop exit nodes where `t` is live out.



Loop Invariant Code Motion: Constraint 2

d: `t = a op b`

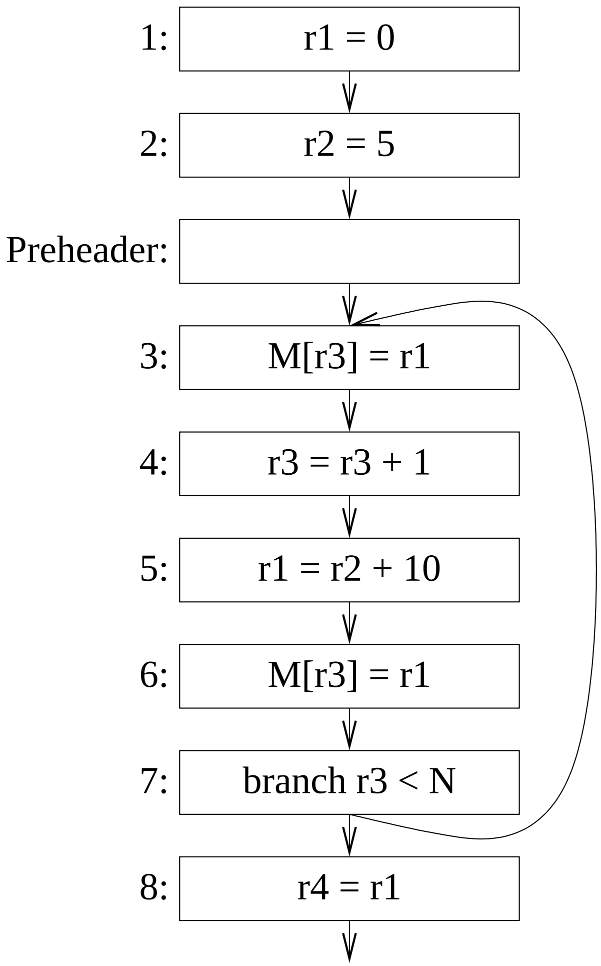
there must be only one definition of `t` inside loop.



Loop Invariant Code Motion: Constraint 3

d: `t = a op b`

t must not be live-out of loop preheader node (live-in to loop)



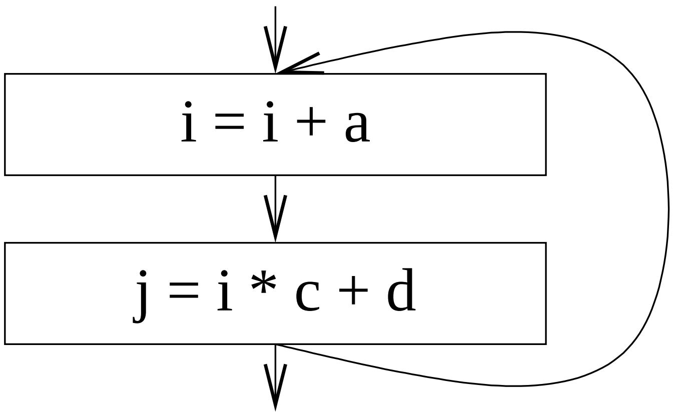
Loop Invariant Code Motion

Algorithm for code motion:

- Examine invariant statements of L in same order in which they were marked.
- If invariant statement s satisfies three criteria for code motion, remove s from L, and insert into preheader node of L.

Induction Variables

Variable `i` in loop L is called induction variable of L if each time `i` changes value in L, it is incremented/decremented by loop-invariant value.



Assume `a, c` loop-invariant.

- `i` is an induction variable
- `j` is an induction variable
  - `j = i * c` is equivalent to `j = j + a * c`
  - compute `e = a * c` outside loop: `j = j + e` $\Rightarrow$ strength reduction
  - may not need to use `i` in loop $\Rightarrow$ induction variable elimination

Induction Variable Detection

Scan loop L for two classes of induction variables:

- *basic* induction variables - variables (`i`) whose only definitions within L are of the form `i = i + c` or `i = i - c`, `c` is loop invariant.
- *derived* induction variables - variables (`j`) defined only once within L, whose value is linear function of some basic induction variable L.

Associate triple `(i, a, b)` with each induction variable `j`

- `i` is basic induction variable; `a` and `b` are loop invariant.
- value of `j` at point of definition is `a + b * i`
- `j` belongs to the family of `i`

Induction Variable Detection: Algorithm

Algorithm for induction variable detection:

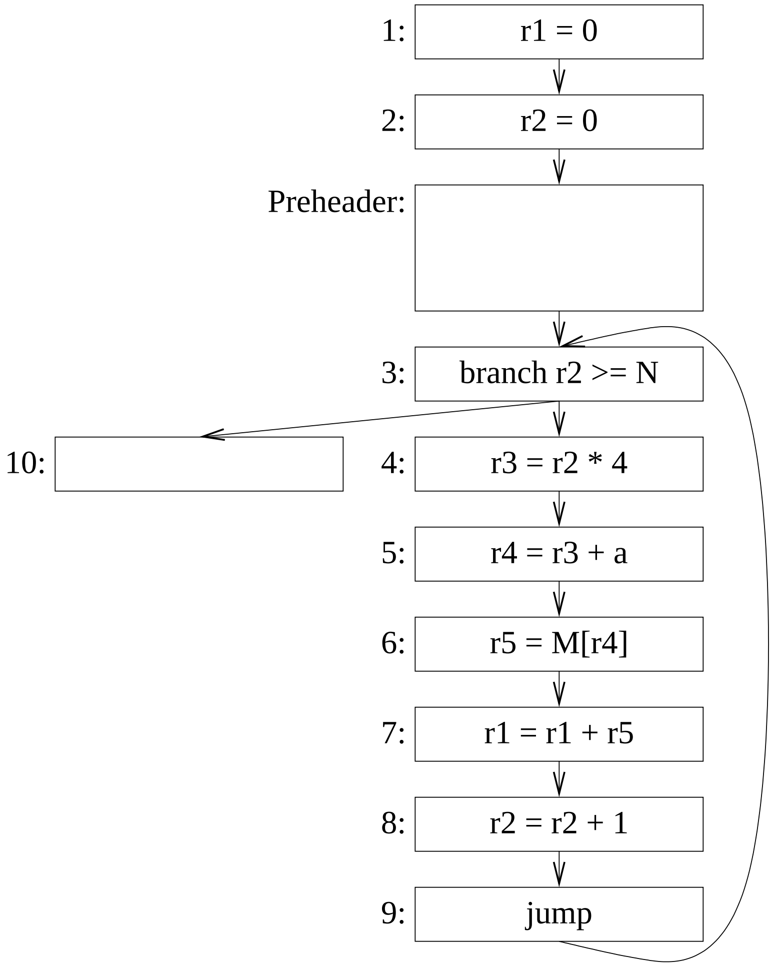
- Scan statements of L for basic induction variables `i`
  - for each `i`, associate triple `(i, 0, 1)`
  - `i` belongs to its own family.
- Scan statements of L for derived induction variables `k`:
  1. there must be single assignment to `k` within L of the form `k = j * c` or `k = j + d`, `j` is an induction variable; `c,d` loop-invariant, and
  2. if `j` is a derived induction variable belonging to the family of i, then:
     - the only definition of `j` that reaches `k` must be one in L, and
     - no definition of `i` must occur on any path between definition of `j` and definition of `k`
- Assume `j` associated with triple `(i, a, b)`: `j = a + b * i` at point of definition.
- Can determine triple for `k` based on triple for `j` and instruction defining `k`:

– `k = j * c` $\rightarrow$ `(i, a*c, b*c)`

– `k = j + d` $\rightarrow$ `(i, a + d, b)`

Induction Variable Detection: Example

```
s = 0;
for(i = 0; i < N; i++)
  s += a[i];
```


1:
r1 = 0
2:
r2 = 0
Preheader:
3:
branch r2 >= N
10:
4:
r3 = r2 * 4
5:
r4 = r3 + a
6:
r5 = M[r4]
7:
r1 = r1 + r5
8:
r2 = r2 + 1
9:
jump

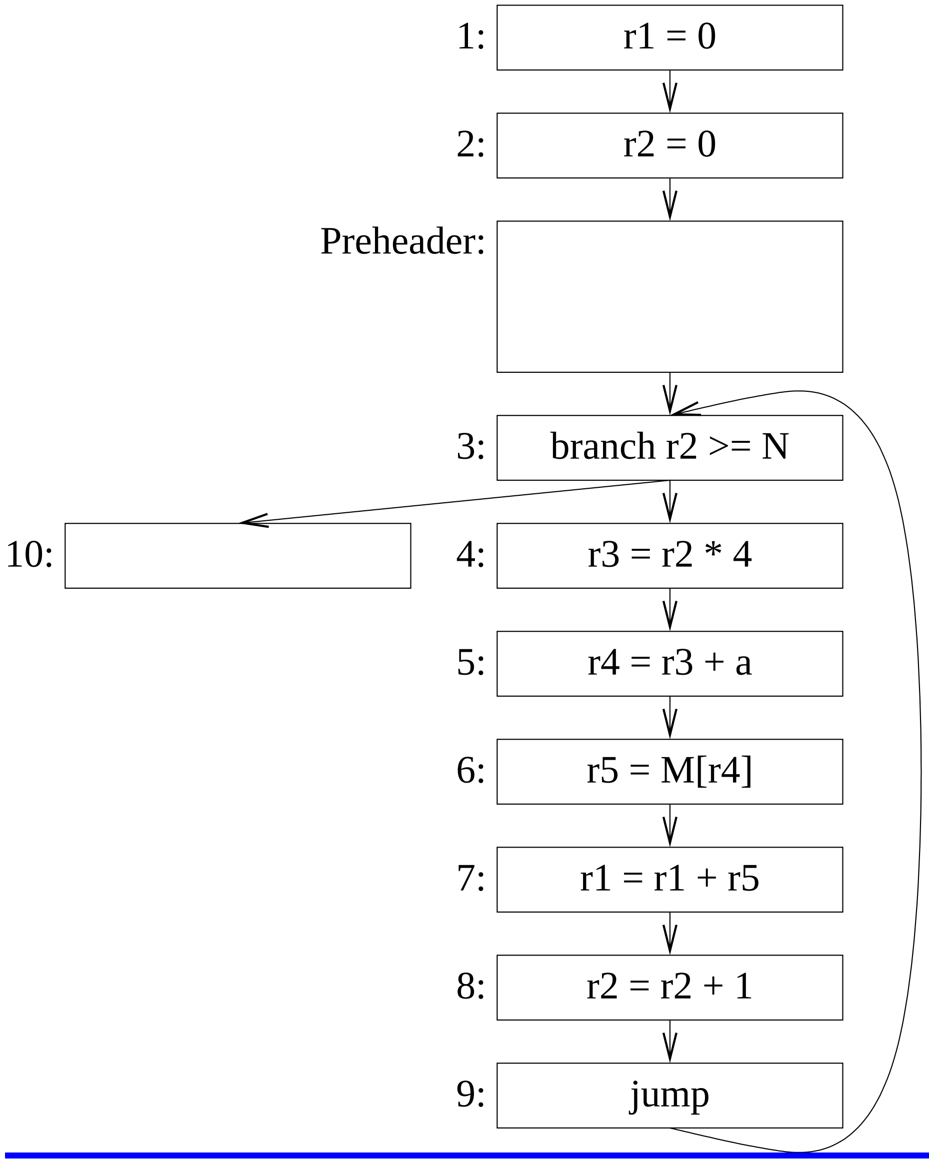
Strength Reduction

1. For each derived induction variable `j` with triple `(i, a, b)`, create new `j'`.
   - all derived induction variables with same triple `(i, a, b)` may share `j'`
2. After each definition of `i` in L, `i = i + c`, insert statement:
   `j' = j' + b * c`
   - `b * c` is loop-invariant and may be computed in preheader or during compile time.
3. Replace unique assignment to `j` with `j = j'`.
4. Initialize `j'` at end of preheader node:

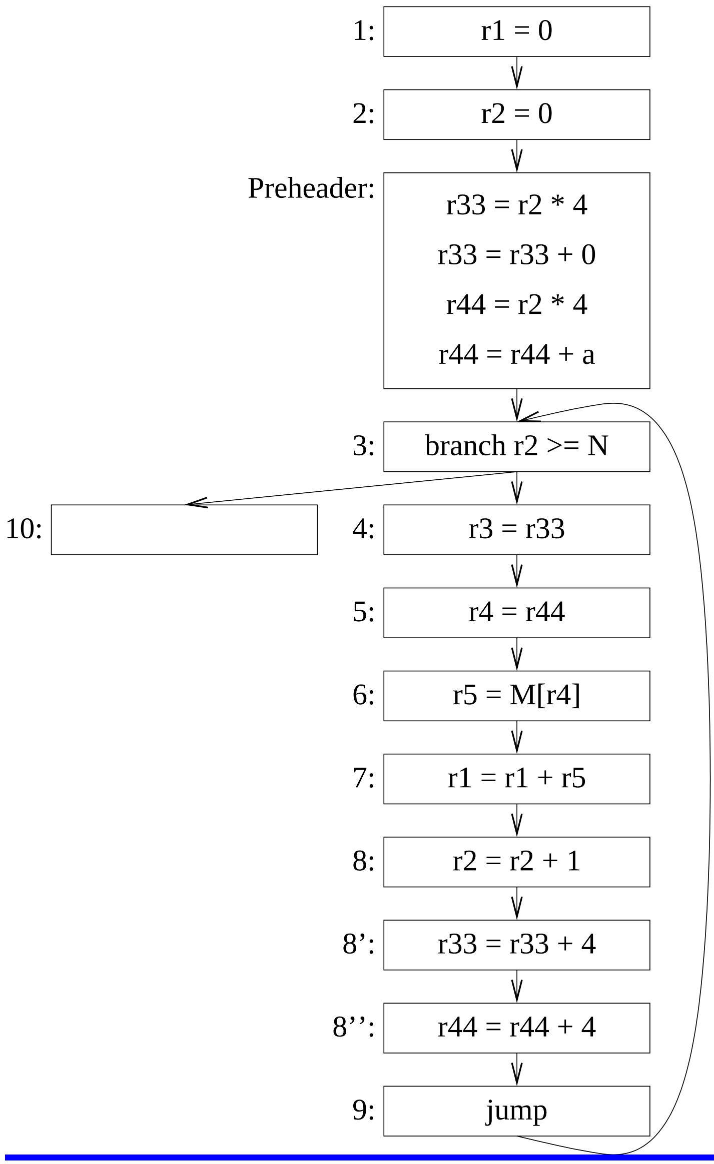
```
j' = b * i
j' = j' + a
```

- Strength reduction still requires multiplication, but multiplication now performed outside loop.
- `j'` also has triple `(i, a, b)`

Strength Reduction: Example



Strength Reduction: Example

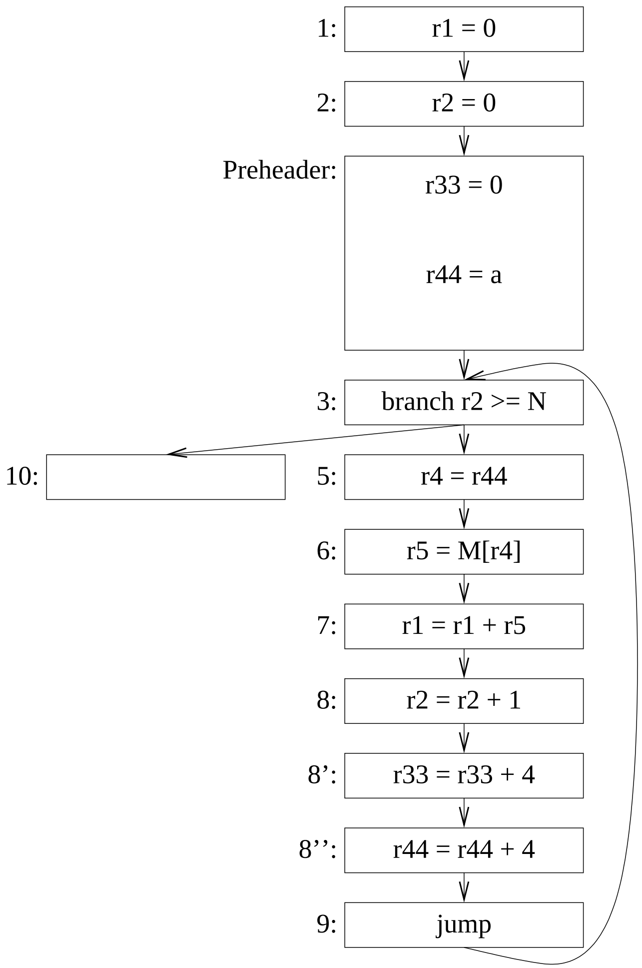


Induction Variable Elimination

After strength reduction has been performed:

- some induction variables are only used in comparisons with loop-invariant values.
- some induction variables are *useless*
  - dead on all loop exits, used only in definition of itself.
  - dead code elimination will not remove useless induction variables.

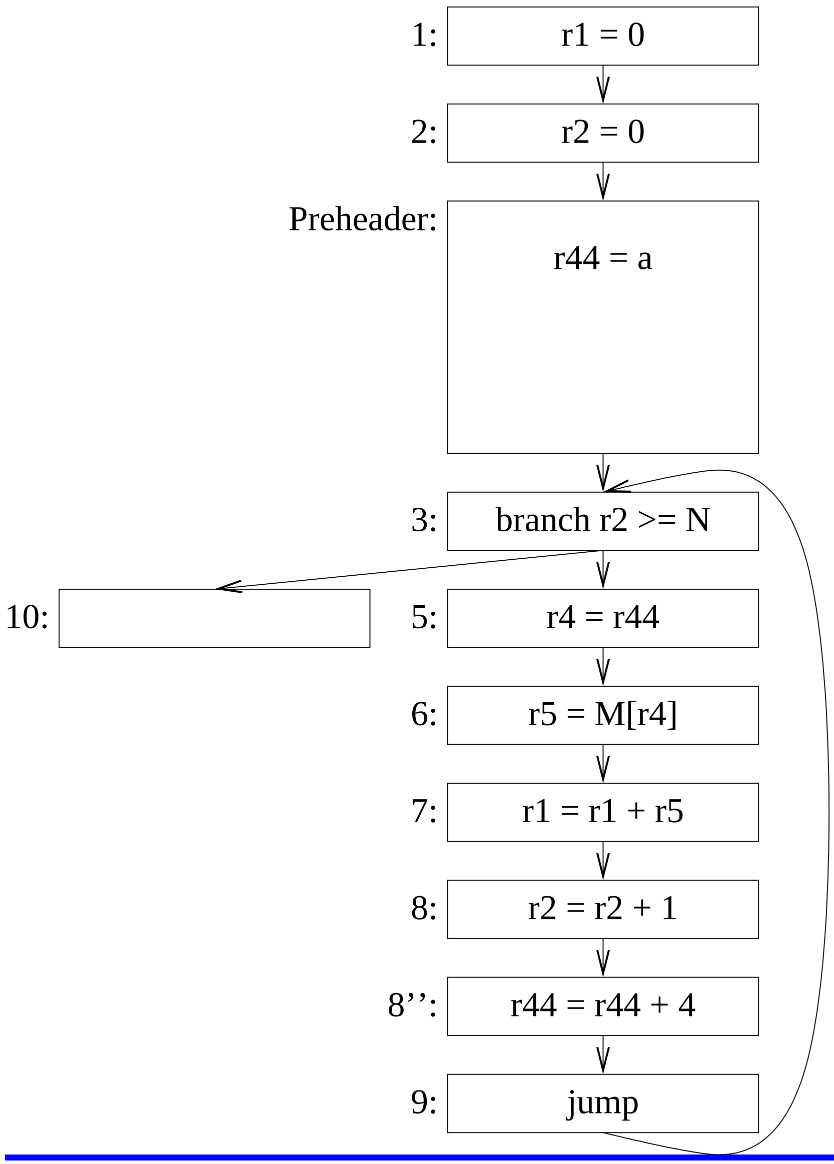
Induction Variable Elimination: Example



Induction Variable Elimination

- Variable `k` is *almost useless* if it is only used in comparisons with loop-invariant values, and there exists another induction variable `t` in the same family as `k` that is not useless.
- Replace `k` in comparison with `t`
  $\rightarrow$ `k` is useless

Induction Variable Elimination: Example



Induction Variable Elimination: Example