Compilation Principle
编 译 原 理

第19讲：中间代码(3)

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Review Questions

- What is SSA?

  Single Static Assignment. An IR that facilitates certain code opt.
  Give variable different version name on every assignment.

- In code generation, how to layout variables in memory?

  Calculate the location using base address and type width.

- Attributes *code* and *addr*?

  E -> E_1 + E_2; { E.addr = newtemp();
  E.code = E_1.code || E_2.code ||
  gen(E.addr '=' E_1.addr '+' E_2.addr); }

  Code: the TAC; addr: the address holding the value

- What is incremental translation?

  E -> E_1 + E_2; { E.addr = newtemp();
  ~~*E.code = E_1.code || E_2.code ||*~~
  gen(E.addr '=' E_1.addr '+' E_2.addr); }

  Generate only the new TAC instructions, skipping over the copy.

- Type(a) = array(4, array(8, array(5, int))), addr(a[i][j][k]?

  addr(a[i][j][k]) = base + i*160 + j*20 + k*4

Boolean Exprs (w/o Short-Circuiting)

- Boolean expressions are composed of
  - Boolean operators (!, &&, ||) applied to elements that are Boolean variables or relational expressions (*E_1 relop E_2*)
- Computed just like any other arithmetic expression

E -> (a < b) or (c < d and e < f)

```
t₁ = a < b
t₂ = c < d
t₃ = e < f
t₄ = t₂ && t₃
t₅ = t₁ || t₄
```

- Then, used in control-flow statements
  - *S.next*: label for code generated after *S*

S -> if E S_1

```
if (!t₅) goto S.next
S₁.code
S.next: ...
```

Boolean Exprs (w/ Short-Circuiting)

- Implemented via a series of jumps[利用跳转]
  - Each relational op converted to two gotos (*true* and *false*)
  - Remaining evaluation skipped when result known in middle

Boolean operators themselves do not appear in the code

- Example
  - *E.true*: label for code to execute when *E* is *'true'*
  - *E.false*: label for code to execute when *E* is *'false'*
  - E.g. if above is condition for a *while* loop
    - *E.true* would be label at beginning of loop body
    - *E.false* would be label for code after the loop

E -> (a < b) or (c < d and e < f)

if (a < b) goto *E.true*	E为真：只要a < b真
goto L_1	a < b假：继续评估
L_1: if (c < d) goto L_2	a < b假、 c < d真：继续评估
goto *E.false*	E为假：a < b假，c < d假
L_2: if (e < f) goto *E.true*	E为真：a < b假，c < d真，e < f真
goto *E.false*	E为假：a < b假，c < d真，e < f假

SDT Translation of Booleans[布尔表达式]

- *B -> B_1 || B_2*
  - *B_1.true* is same as *B.true*, *B_2* must be evaluated if *B_1* is false[B_1假才评估B_2]
  - The true and false exits of *B_2* are the same as *B*[B_2与B同真假]
- *B -> E_1 relop E_2*
  - Translated directly into a comparison TAC inst with jumps

B_1为真，跳转到B.true　　　　B_1为假，跳转到别处（需要继续评估B_2）

① *B -> { B_1.true = B.true; B_1.false = newlabel(); } B_1*
　　|| { label(B_1.false); B_2.true = B.true; B_2.false = B.false; } B_2

② *B -> { B_1.true = newlabel(); B_1.false = B.false; } B_1*
　　&& { label(B_1.true); B_2.true = B.true; B_2.false = B.false; } B_2

③ *B -> E_1 relop E_2 { gen('if' E_1.addr relop E_2.addr 'goto' B.true);*
　　　　　　　　　　gen('goto' B.false; }

④ *B -> ! { B_1.true = B.false; B_1.false = B.true; }* B_1

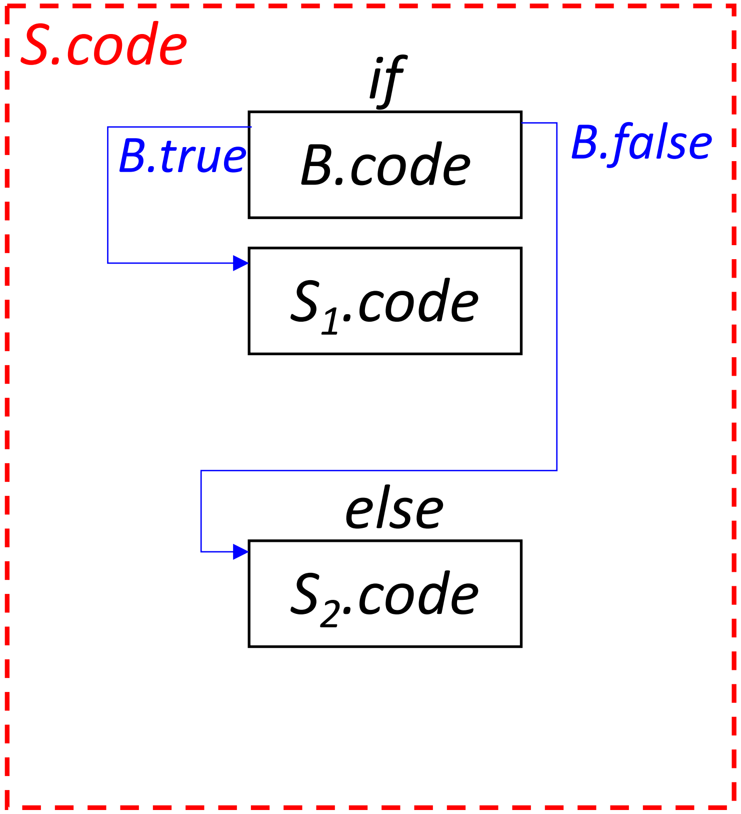
⑤ *B ->* true *{ gen('goto' B.true; }*

⑥ *B ->* false *{ gen('goto' B.false; }*

B: a boolean expression
S: a statement

CodeGen: Control Statement[控制语句]

① S -> if (B) S_1
② S -> if (B) S_1 else S_2
③ S -> while (B) S_1



- Inherited attributes[继承属性]
  - *B.true*: the label to which control flows if *B* is true(依赖于s_1)
  - *B.false*: the label to which control flows if *B* is false(依赖于s_2)
  - *S.next*: a label for the instruction immediately after the code of *S*

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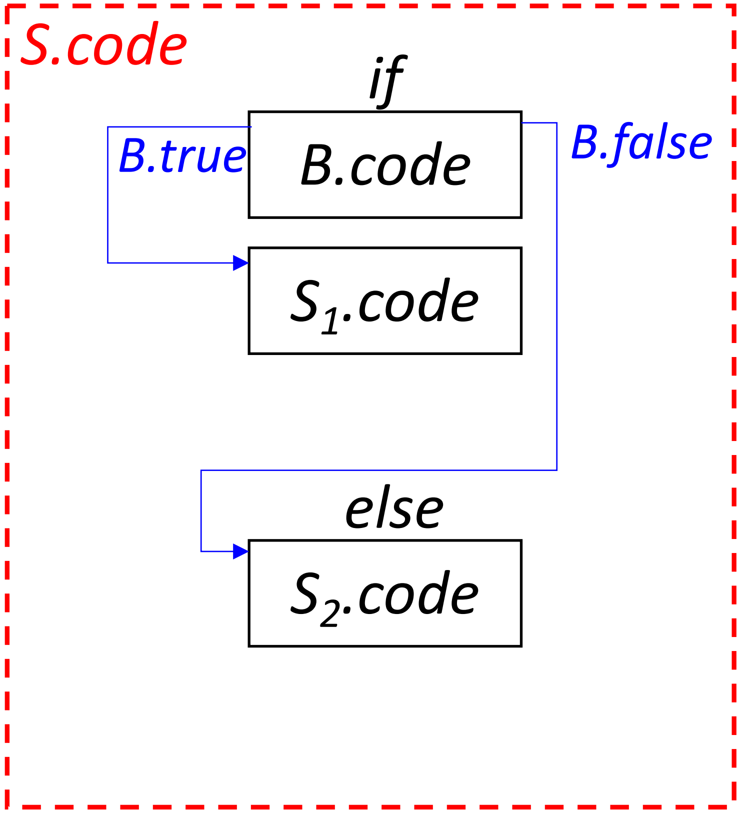

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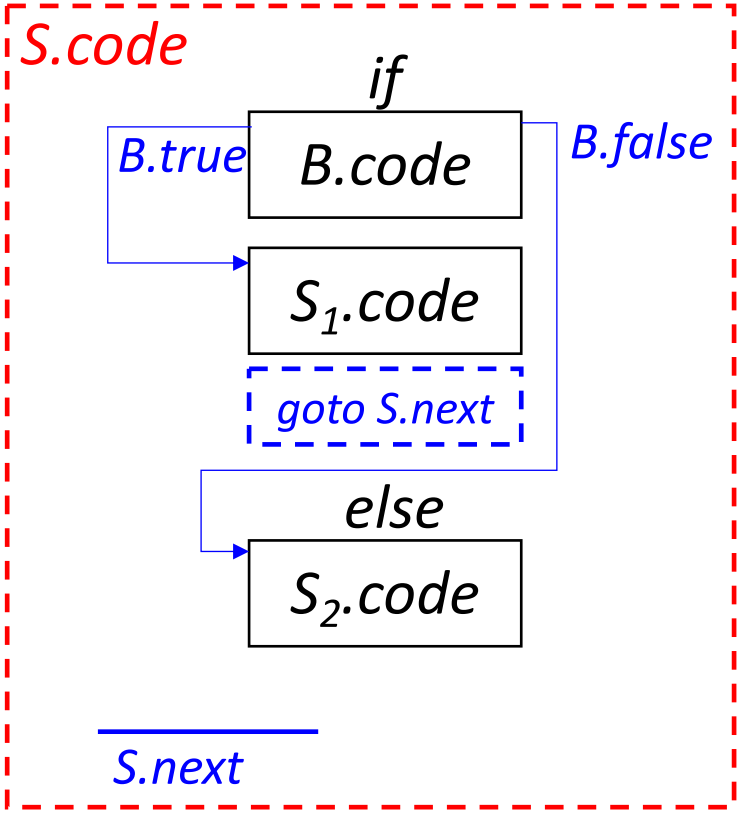

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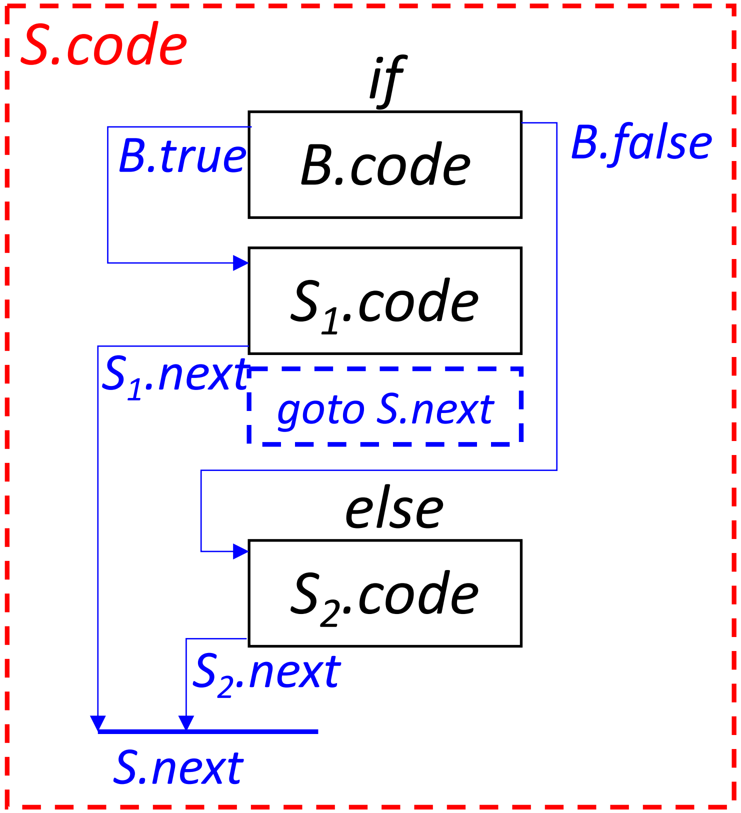
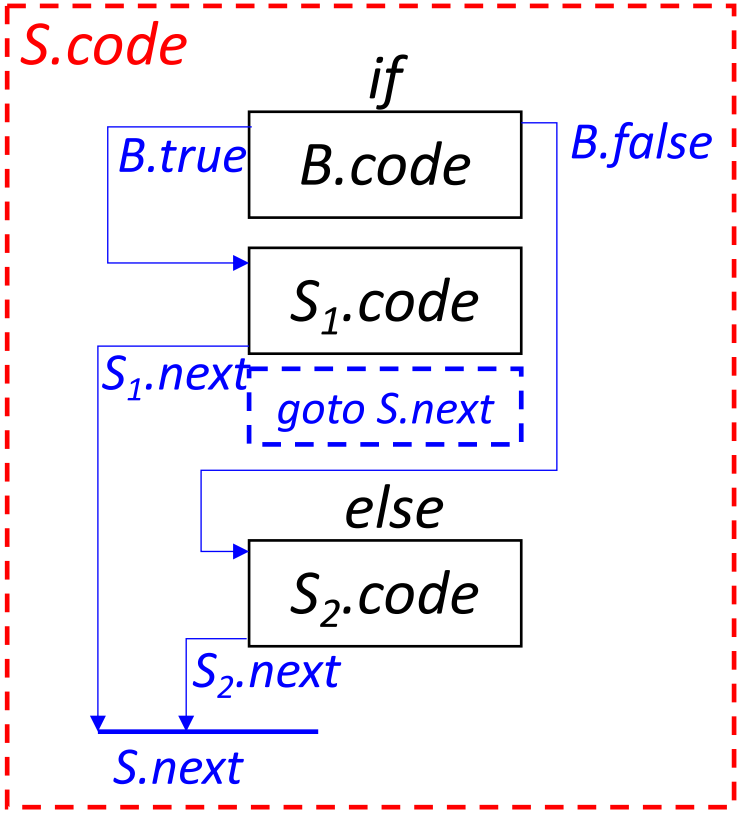


Translation of Controls

① S -> if (B) S_1
② S -> if (B) S_1 else S_2
③ S -> while (B) S_1

```
S -> if { B.true = newlabel();
         B.false = newlabel(); }
     ( B ) { label(B.true); S1.next = S.next; }
     S1 { gen('goto' S.next); }
     else { label(B.false); S2.next = S.next; } S2
```



```
   IfFalse B goto B.false
B.true:
   S1.code
   goto S.next
B.false:
   S2.code
S.next:
```

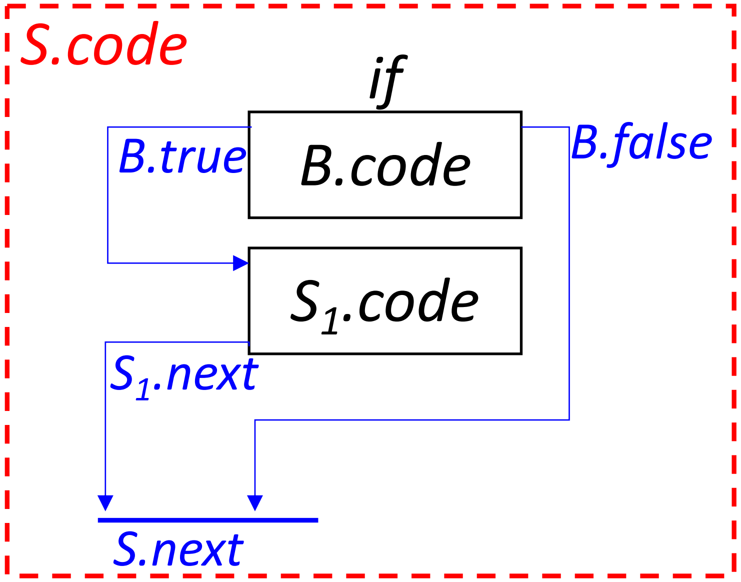
- Helper functions[辅助函数]
  - *newlabel()*: creates a new label
  - *label(L)*: attaches label *L* to the next three-address inst to be generated

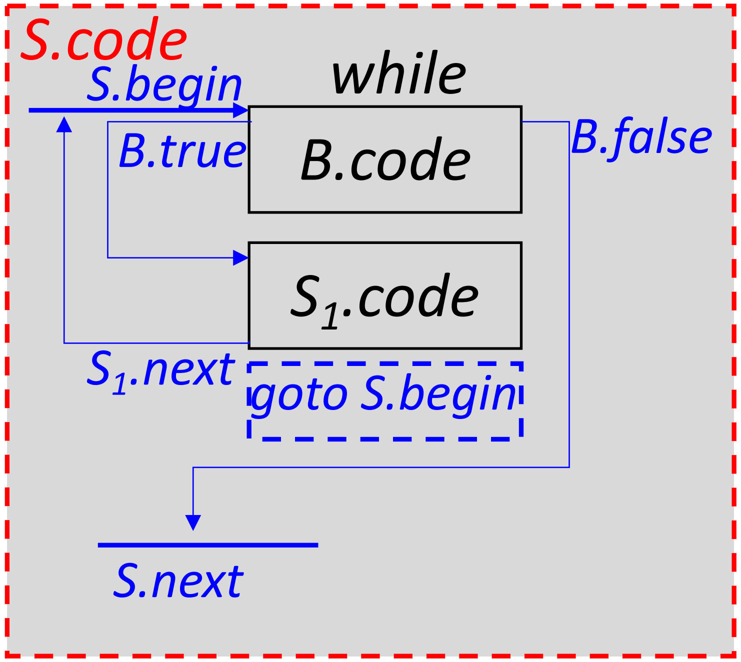
Translation of Controls (cont.)

① S -> if (B) S_1
② S -> if (B) S_1 else S_2
③ S -> while (B) S_1

```
S -> if { B.true = newlabel();
          B.false = S.next; }
     ( B ) { label(B.true); S1.next = S.next; }
     S1
```

```
S -> while { S.begin = newlabel();
             label(S.begin);
             B.true = newlabel();
             B.false = S.next; }
     ( B ) { label(B.true); S1.next = S.begin; }
     S1 { gen('goto' S.begin); }
```





Jumping Labels[跳转标签]

- Key of generating code for Boolean and flow-control: matching a jump inst with the target of jump[跳转指令匹配到跳转目标]
  - Forward jump: a jump to an instruction below you
  - Label for jump target has not yet been generated
  - The labels are **not *L-attributed***[非左属性]

```
B -> { B_1.true = newlabel(); B_1.false = B.false; } B_1
      && { label(B_1.true); B_2.true = B.true; B_2.false = B.false; } B_2

S -> if { B.true = newlabel();
          B.false = S.next; }
     ( B ) { label(B.true); S_1.next = S.next; }
     S_1
```

Handle Non-L-Attribute Labels[处理非左]

- Idea: generate code using dummy labels first, then patch them with addresses later after labels are generated

- **Two-pass** approach: requires two scans of code
  - Pass 1:
    - Generate code creating dummy labels for forward jumps. (Insert label into a hashtable when created)
    - When label emitted, record address in hashtable
  - Pass 2:
    - Replace dummy labels with target addresses (Use previously built hashtable for mapping)
- **One-pass** approach
  - Generate holes when forward jumping to a un-generated label
  - Maintain a list of holes for that label
  - Fill in holes with addresses when label generated later on

Two-Pass Code Generation[两遍生成]

- **newlabel()**: generates a new dummy label
  - Label inserted into hashtable, initially with no address
- Pass 1: generate code with non-address-mapped labels
  - For *S -> if (B) S_1*:
    - Dummy labels: *B.true=newlabel(); B.false=S.next;*
    - Generate *B.code* using dummy labels *B.true*, *B.false*
    - Generate label *B.true*: in the process mapping it to an address
    - Generate *S_1.code* using dummy label *S_1.next*
- Pass 2: Replace labels with addresses using hashtable
  - Any forward jumps to dummy labels *B.true*, *B.false* are replaced with jump target addresses

```
S -> if { B.true = newlabel();
          B.false = S.next; }
     ( B ) { label(B.true); S1.next = S.next; }
     S1
```

```
  IfFalse B goto S.next
B.true:
  S1.code
S.next:
```

One-Pass Code Generation[单遍生成]

- If *L-attributed*, grammar can be processed in one pass
- However, forward jumps introduce *non-L-attributes*
  - E.g. $E_1.false = E_2.label$ in $E \rightarrow E_1 \mid\mid E_2$
  - We need to know address of $E_2.label$ to insert jumps in E_1
  - Is there a general solution to this problem?

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  - Is there a general solution to this problem?

- Solution: **Backpatching**[回填]
  - Leave holes in IR in place of forward jump addresses
  - Record indices of jump instructions in a hole list
  - When target address of label for jump is eventually known, backpatch holes using the hole list for that particular label
- Can be used to handle any *non-L-attribute* in a grammar

Backpatching[回填]

- Synthesized attributes[综合属性]. *S -> if (B) S_1*
  - *B.truelist*: a list of jump or conditional jump insts into which we must insert the label to which control goes if *B* is true[B为真时控制流应该转向的指令的标号]
  - *B.falselist*: a list of insts that eventually get the label to which control goes when *B* is false[B为假时控制流应该转向的指令的标号]
  - *S.nextlist*: a list of jumps to the inst immediately following the code for *S*[紧跟在S代码之后的指令的标号]

- Functions to implement backpatching
  - *makelist(i)*: creates a new list out of statement index *i*
  - *merge(p_1, p_2)*: returns merged list of p_1 and p_2
  - *backpatch(p, i)*: fill holes in list *p* with statement index *i*

Backpatching (cont.)

- $B \rightarrow B_1 \mid\mid M\ B_2$
  - If B_1 is true, then B is also true
  - If B_1 is false, we must next test B_2, so the target for jump B_1*.falselist* must be the beginning of the code of B_2

```
① B -> E1 relop E2 { B.truelist = makelist(nextinst);
                     B.falselist = makelist(nextinst+1);
                     gen('if' E1.addr relop E2.addr 'goto _');
                     gen('goto _'); }
② B -> B1 || M B2 { backpatch(B1.falselist, M.inst);
                     B.truelist = merge(B1.truelist, B2.truelist);
                     B.falselist = B2.falselist; }
③ B -> B1 && M B2 { backpatch(B1.truelist, M.inst);
                      B.truelist = B2.truelist;
                      B.falselist = merge(B1.falselist, B2.falselist); }
④ M -> ε { M.inst = nextinst; }
```

M: causes a semantic action to pick up the index of the next inst to be generated.

Example

① $B \to E_1$ *relop* E_2 { *B.truelist = makelist(nextinst);*
B.falselist = makelist(nextinst+1);
gen('if' E_1.addr relop E_2.addr 'goto _');
gen('goto _'); }

② $B \to B_1$ || *M* B_2 { *backpatch(B_1.falselist, M.inst);*
B.truelist = merge(B_1.truelist, B_2.truelist);
B.falselist = B_2.falselist; }

③ $B \to B_1$ && *M* B_2 { *backpatch(B_1.truelist, M.inst);*
B.truelist = B_2.truelist;
B.falselist = merge(B_1.falselist, B_2.falselist); }

④ $M \to \varepsilon$ { *M.inst = nextinst;* }

Arbitarily start inst numbers at 100

a < b || *c* < *d* && *e* < *f*

Example

① *B -> E_1 relop E_2* { *B.truelist = makelist(nextinst);*
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gen('if' E_1.addr relop E_2.addr 'goto _');
gen('goto _'); }

② *B -> B_1 || M B_2* { *backpatch(B_1.falselist, M.inst);*
B.truelist = merge(B_1.truelist, B_2.truelist);
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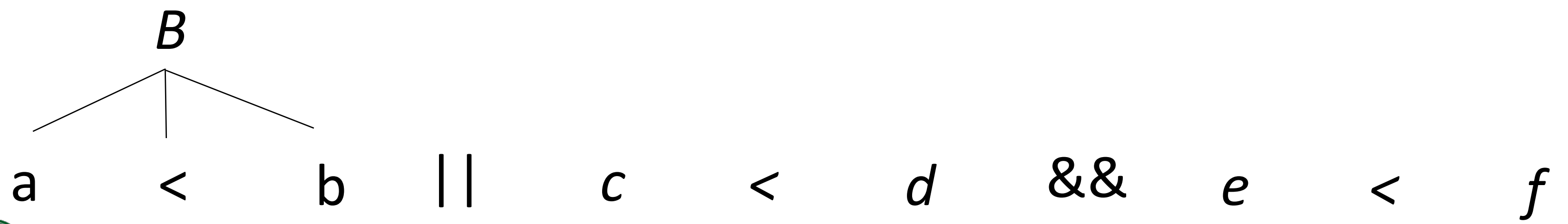

Example

① $B \to E_1$ *relop* E_2 { *B.truelist = makelist(nextinst);*
B.falselist = makelist(nextinst+1);
gen('if' E_1*.addr relop* E_2*.addr 'goto _');*
gen('goto _'); }

② $B \to B_1$ || M B_2 { *backpatch(*B_1*.falselist, M.inst);*
B.truelist = merge(B_1*.truelist,* B_2*.truelist);*
B.falselist = B_2*.falselist; }*

③ $B \to B_1$ && M B_2 { *backpatch(*B_1*.truelist, M.inst);*
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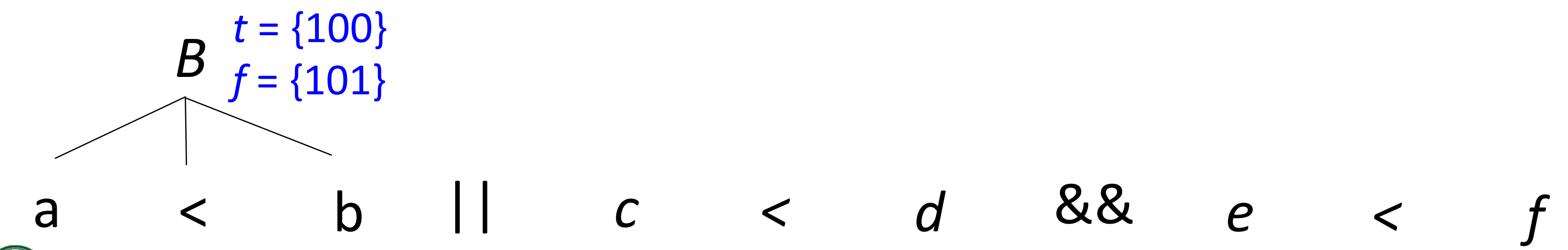

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100: if a < b: goto _
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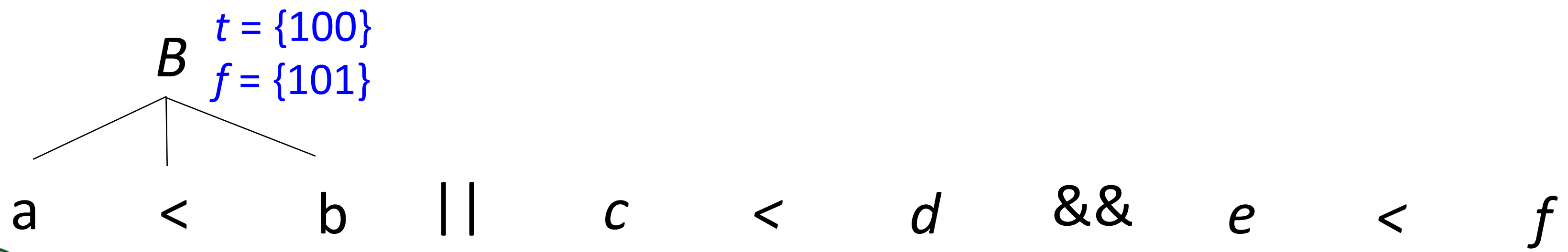

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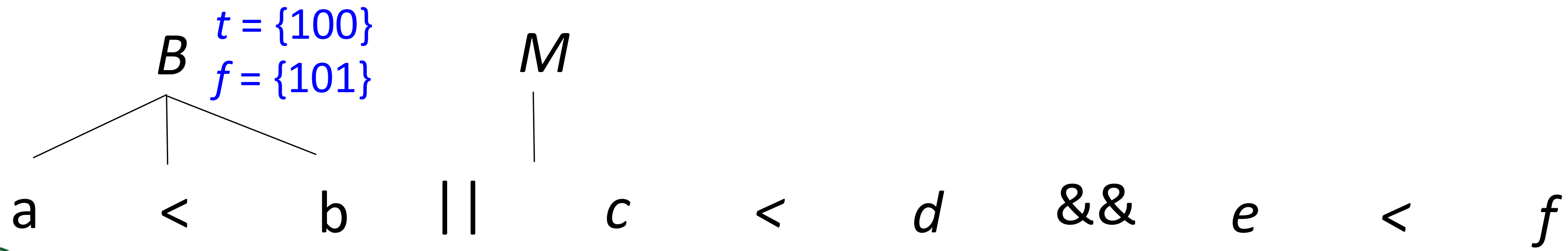

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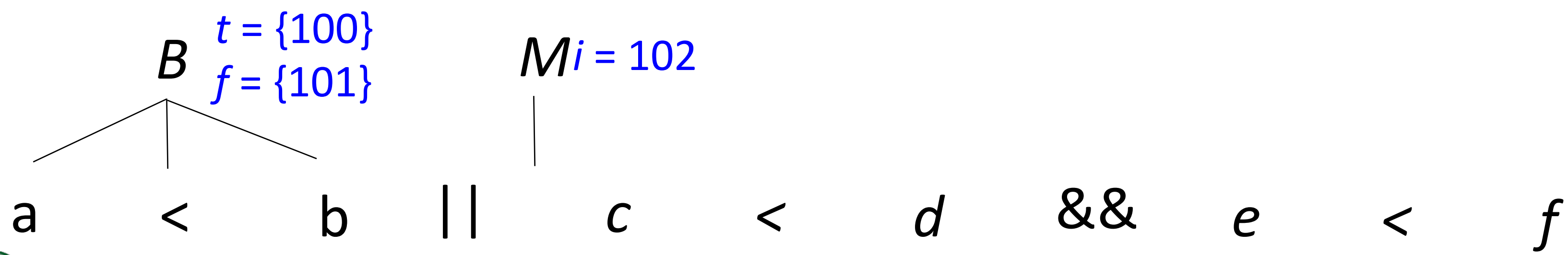

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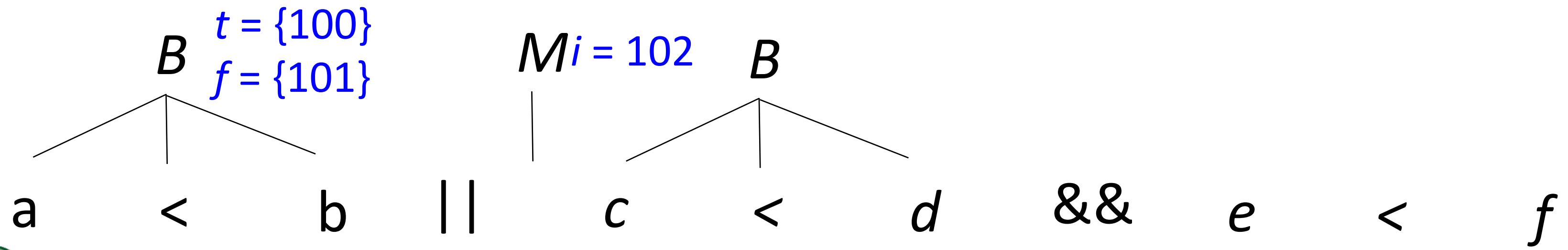

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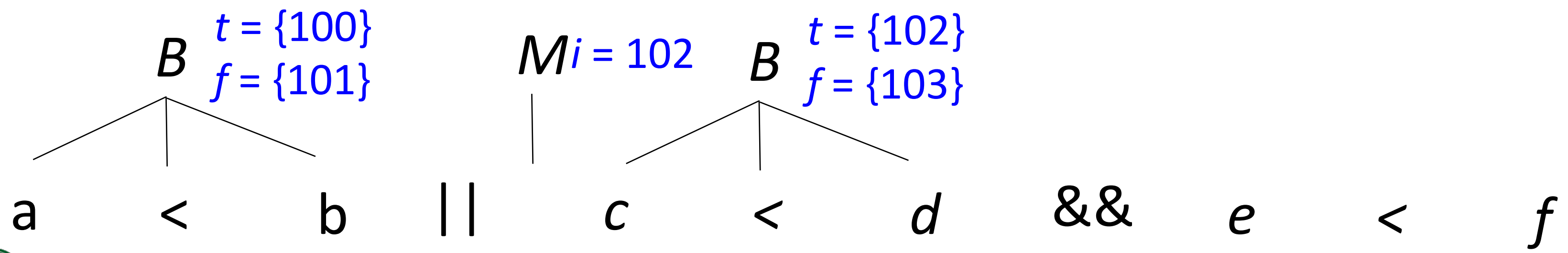

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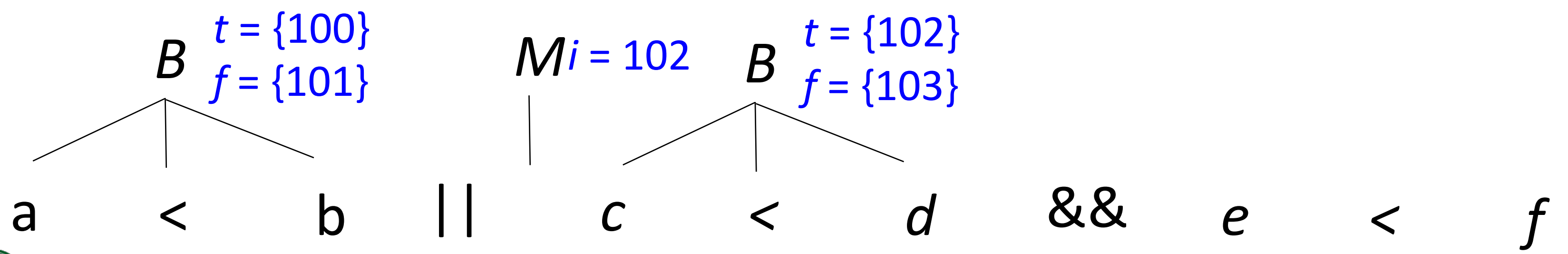
B.truelist = B_2.truelist;
B.falselist = merge(B_1.falselist, B_2.falselist); }

④ $M \to \varepsilon$ { *M.inst = nextinst;* }

Arbitarily start inst numbers at 100

```
100: if a < b: goto _
101: goto _
102: if c < d: goto _
103: goto _
```



Example

① $B \rightarrow E_1$ *relop* E_2 { *B.truelist = makelist(nextinst);*
B.falselist = makelist(nextinst+1);
gen('if' E_1.addr relop E_2.addr 'goto _');
gen('goto _'); }

② $B \rightarrow B_1$ || *M* B_2 { *backpatch(B_1.falselist, M.inst);*
B.truelist = merge(B_1.truelist, B_2.truelist);
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Arbitarily start inst numbers at 100

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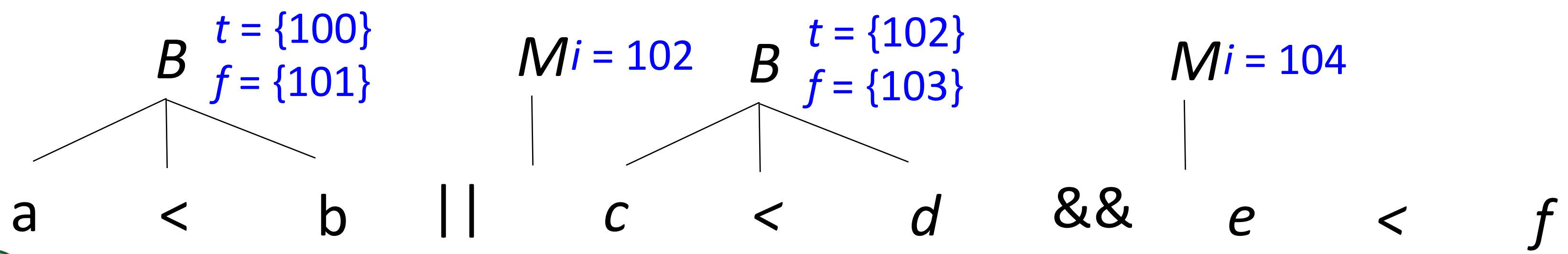

Example

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B.truelist = merge(B_1.truelist, B_2.truelist);
B.falselist = B_2.falselist; }

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B.truelist = B_2.truelist;
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④ $M \rightarrow \varepsilon$ { *M.inst = nextinst;* }

Arbitarily start inst numbers at 100

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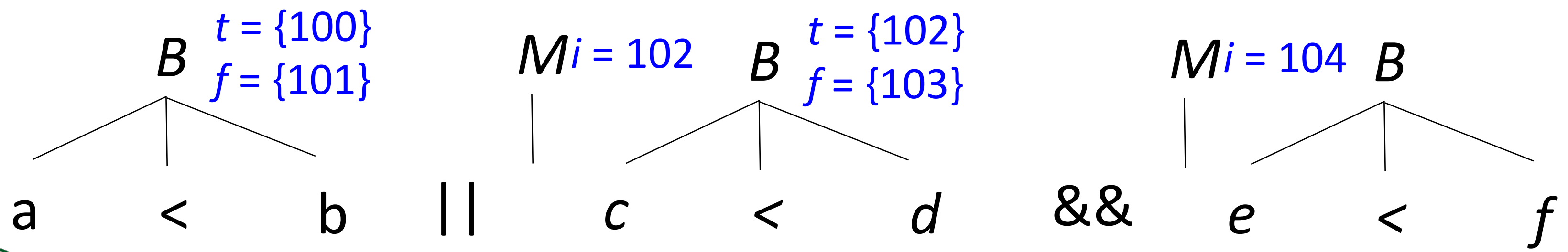
103: goto _
```



Example

① $B \to E_1$ *relop* E_2 { *B.truelist = makelist(nextinst);*
B.falselist = makelist(nextinst+1);
gen('if' E_1.addr relop E_2.addr 'goto _');
gen('goto _'); }

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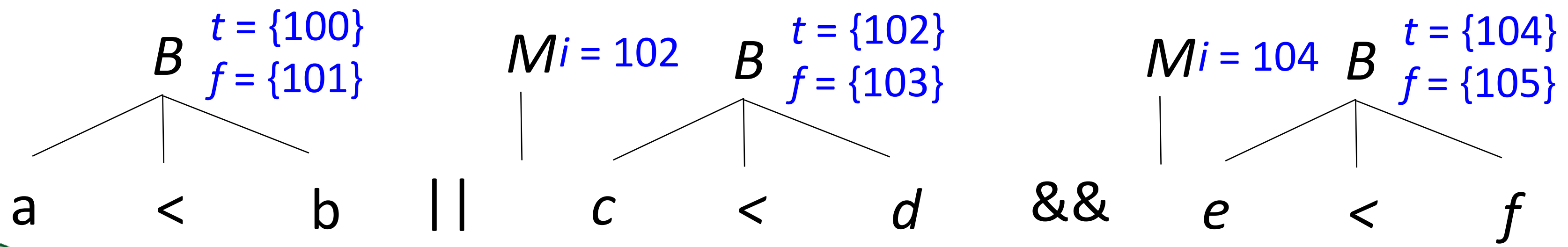

Example

① $B \to E_1$ relop E_2 { B.truelist = makelist(nextinst);
B.falselist = makelist(nextinst+1);
gen('if' E_1.addr relop E_2.addr 'goto _');
gen('goto _'); }

② $B \to B_1$ || M B_2 { backpatch(B_1.falselist, M.inst);
B.truelist = merge(B_1.truelist, B_2.truelist);
B.falselist = B_2.falselist; }

③ $B \to B_1$ && M B_2 { backpatch(B_1.truelist, M.inst);
B.truelist = B_2.truelist;
B.falselist = merge(B_1.falselist, B_2.falselist); }

④ $M \to \varepsilon$ { M.inst = nextinst; }

Arbitarily start inst numbers at 100

```
100: if a < b: goto _
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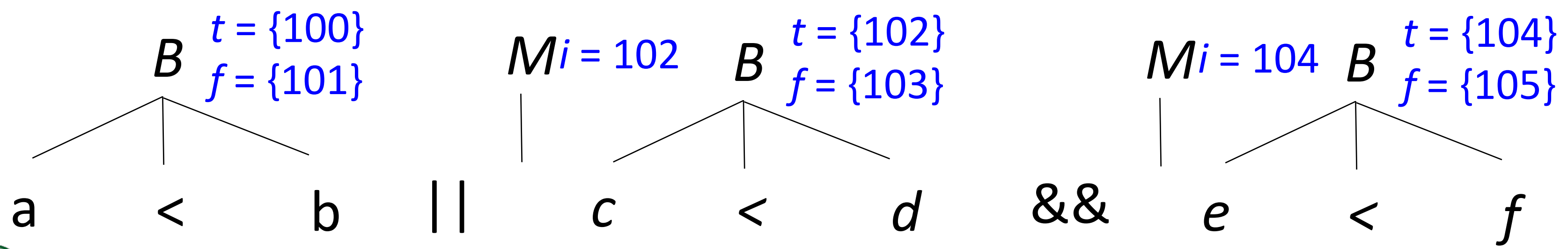
105: goto _
```



Example

① $B \rightarrow E_1$ *relop* E_2 { *B.truelist = makelist(nextinst);*
B.falselist = makelist(nextinst+1);
gen('if' E_1*.addr relop* E_2*.addr 'goto _');*
gen('goto _'); }

② $B \rightarrow B_1$ || *M* B_2 { *backpatch(*B_1*.falselist, M.inst);*
B.truelist = merge(B_1*.truelist,* B_2*.truelist);*
B.falselist = B_2*.falselist; }*

③ $B \rightarrow B_1$ && *M* B_2 { *backpatch(*B_1*.truelist, M.inst);*
B.truelist = B_2*.truelist;*
B.falselist = merge(B_1*.falselist,* B_2*.falselist); }*

④ $M \rightarrow \varepsilon$ { *M.inst = nextinst;* }

Arbitarily start inst numbers at 100

```
100: if a < b: goto _
101: goto _
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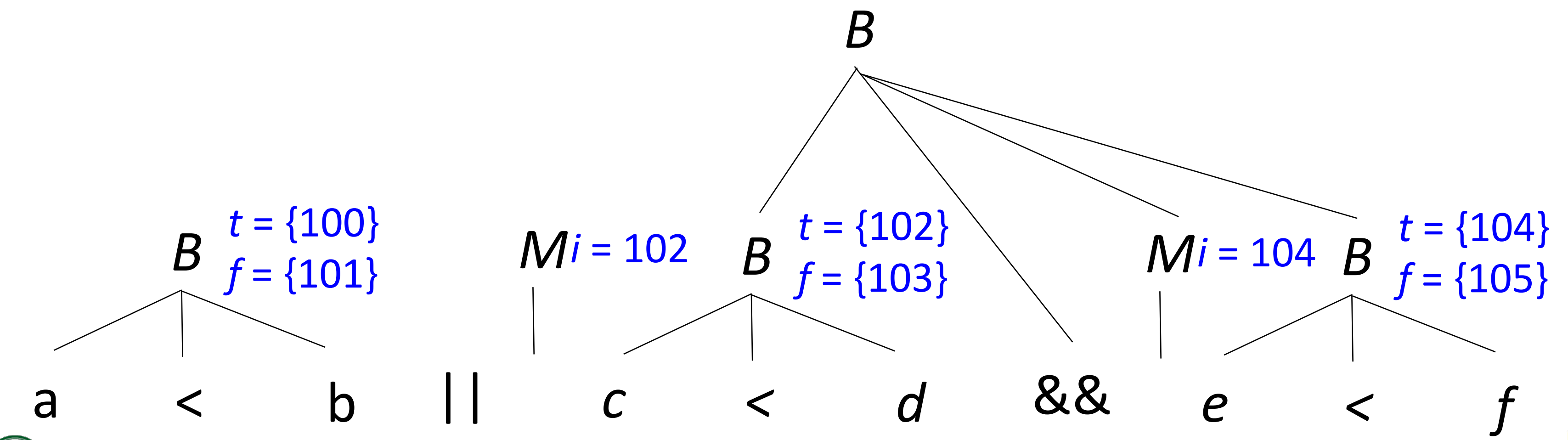
```



Example

① $B \rightarrow E_1$ *relop* E_2 { *B.truelist = makelist(nextinst);*
B.falselist = makelist(nextinst+1);
gen('if' E_1.addr relop E_2.addr 'goto _');
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B.truelist = merge(B_1.truelist, B_2.truelist);
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B.truelist = B_2.truelist;
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④ $M \rightarrow \varepsilon$ { *M.inst = nextinst;* }

Arbitarily start inst numbers at 100

```
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101: goto _
102: if c < d: goto _
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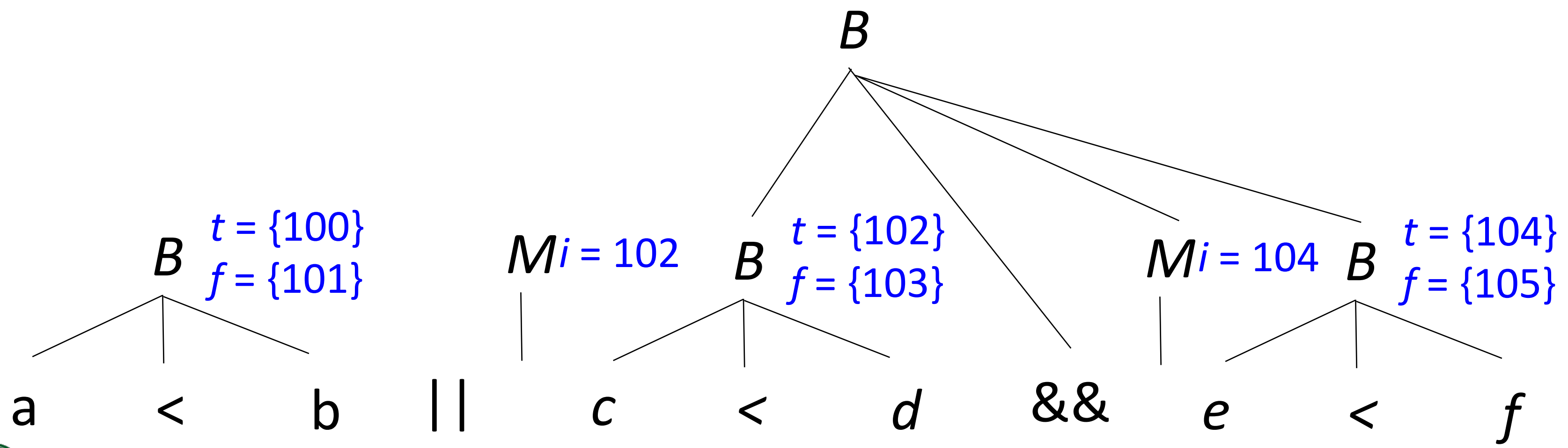
104: if e < f: goto _
105: goto _
```

backpatch(B_1.truelist, M.inst) → *backpatch(102, 104)*



Example

① B -> E_1 relop E_2 { B.truelist = makelist(nextinst);
B.falselist = makelist(nextinst+1);
gen('if' E_1.addr relop E_2.addr 'goto _');
gen('goto _'); }

② B -> B_1 || M B_2 { backpatch(B_1.falselist, M.inst);
B.truelist = merge(B_1.truelist, B_2.truelist);
B.falselist = B_2.falselist; }

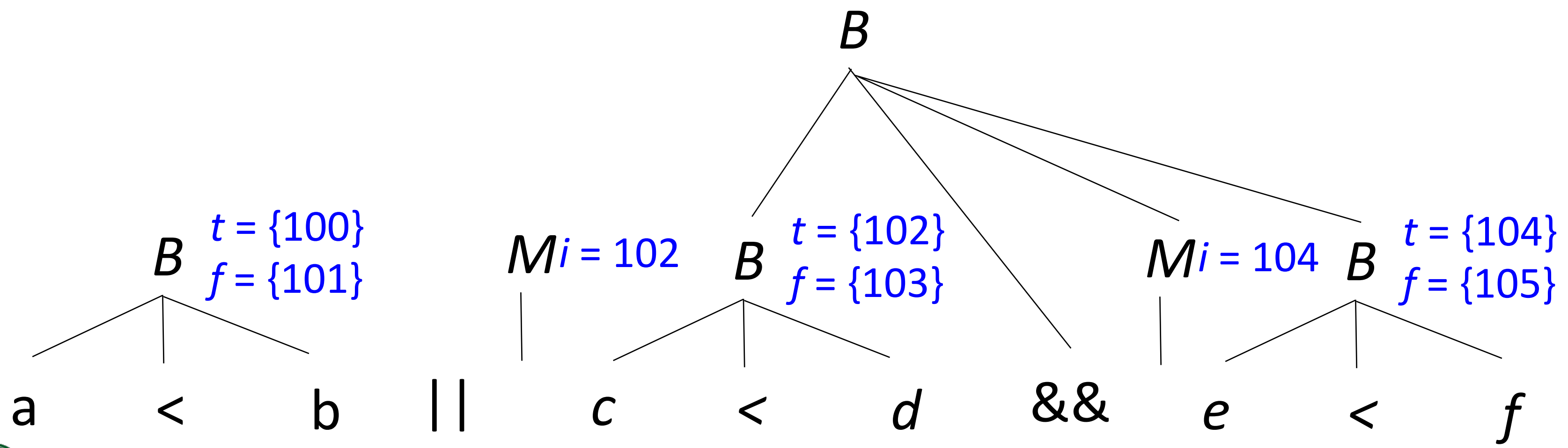
③ B -> B_1 && M B_2 { backpatch(B_1.truelist, M.inst);
B.truelist = B_2.truelist;
B.falselist = merge(B_1.falselist, B_2.falselist); }

④ M -> ε { M.inst = nextinst; }

Arbitarily start inst numbers at 100

```
100: if a < b: goto _
101: goto _
102: if c < d: goto 104
103: goto _
104: if e < f: goto _
105: goto _
```

backpatch(B_1.truelist, M.inst) → backpatch(102, 104)



Example

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B.truelist = B_2.truelist;
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④ M -> ε { *M.inst = nextinst;* }

Arbitarily start inst numbers at 100

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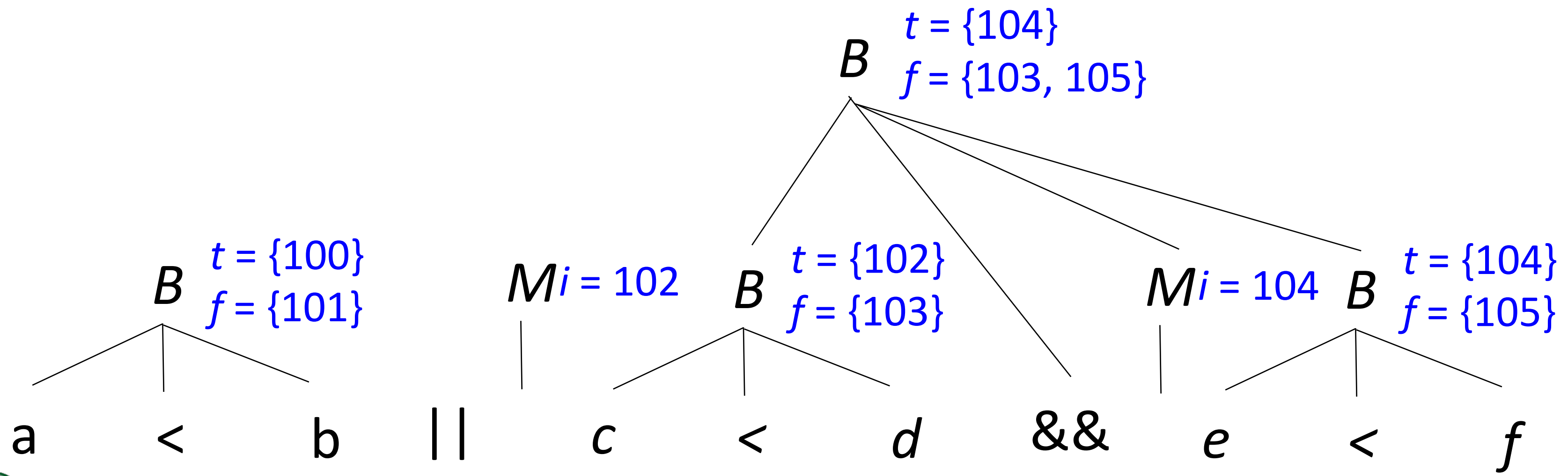

Example

① $B \to E_1$ *relop* E_2 { *B.truelist = makelist(nextinst);*
B.falselist = makelist(nextinst+1);
gen('if' E_1.addr relop E_2.addr 'goto _');
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② $B \to B_1 \mid\mid M\ B_2$ { *backpatch(B_1.falselist, M.inst);*
B.truelist = merge(B_1.truelist, B_2.truelist);
B.falselist = B_2.falselist; }

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B.truelist = B_2.truelist;
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④ $M \to \varepsilon$ { *M.inst = nextinst;* }

Arbitarily start inst numbers at 100

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100: if a < b: goto _
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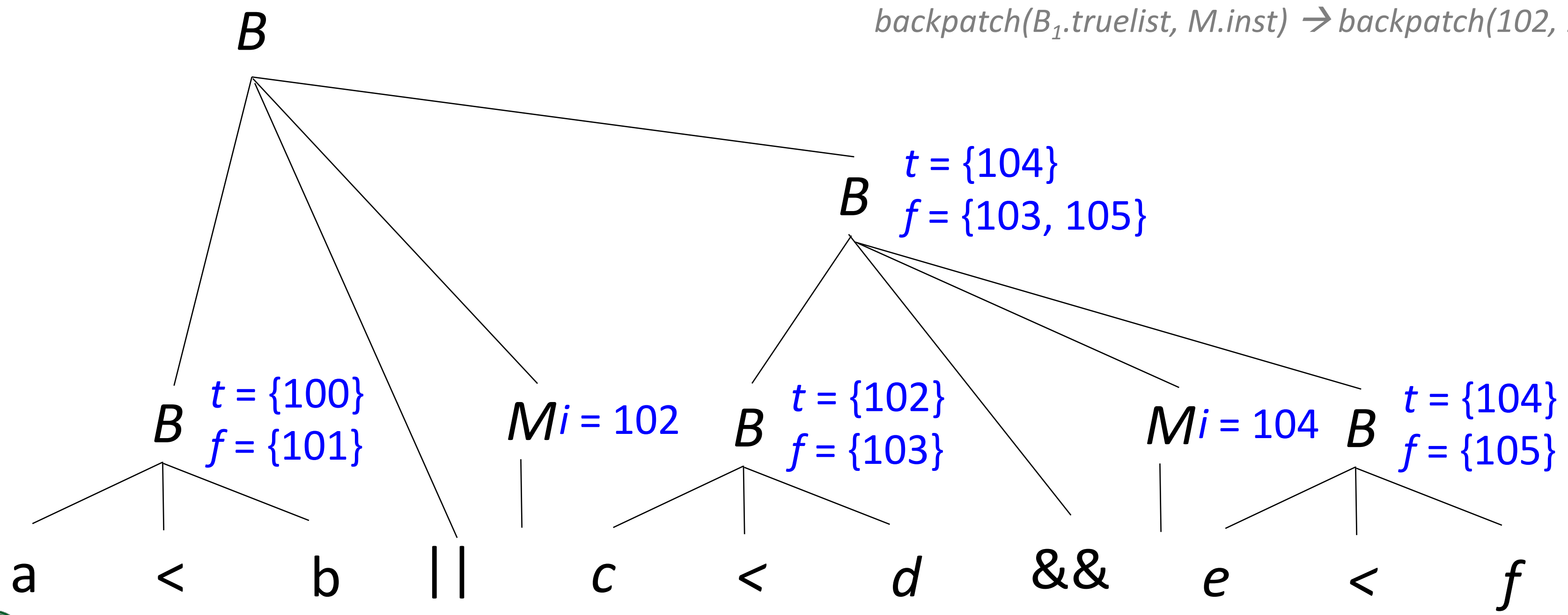

Example

① $B \rightarrow E_1$ relop E_2 { B.truelist = makelist(nextinst);
B.falselist = makelist(nextinst+1);
gen('if' E_1.addr relop E_2.addr 'goto _');
gen('goto _'); }

② $B \rightarrow B_1$ || M B_2 { backpatch(B_1.falselist, M.inst);
B.truelist = merge(B_1.truelist, B_2.truelist);
B.falselist = B_2.falselist; }

③ $B \rightarrow B_1$ && M B_2 { backpatch(B_1.truelist, M.inst);
B.truelist = B_2.truelist;
B.falselist = merge(B_1.falselist, B_2.falselist); }

④ $M \rightarrow \varepsilon$ { M.inst = nextinst; }

Arbitarily start inst numbers at 100

```
100: if a < b: goto _
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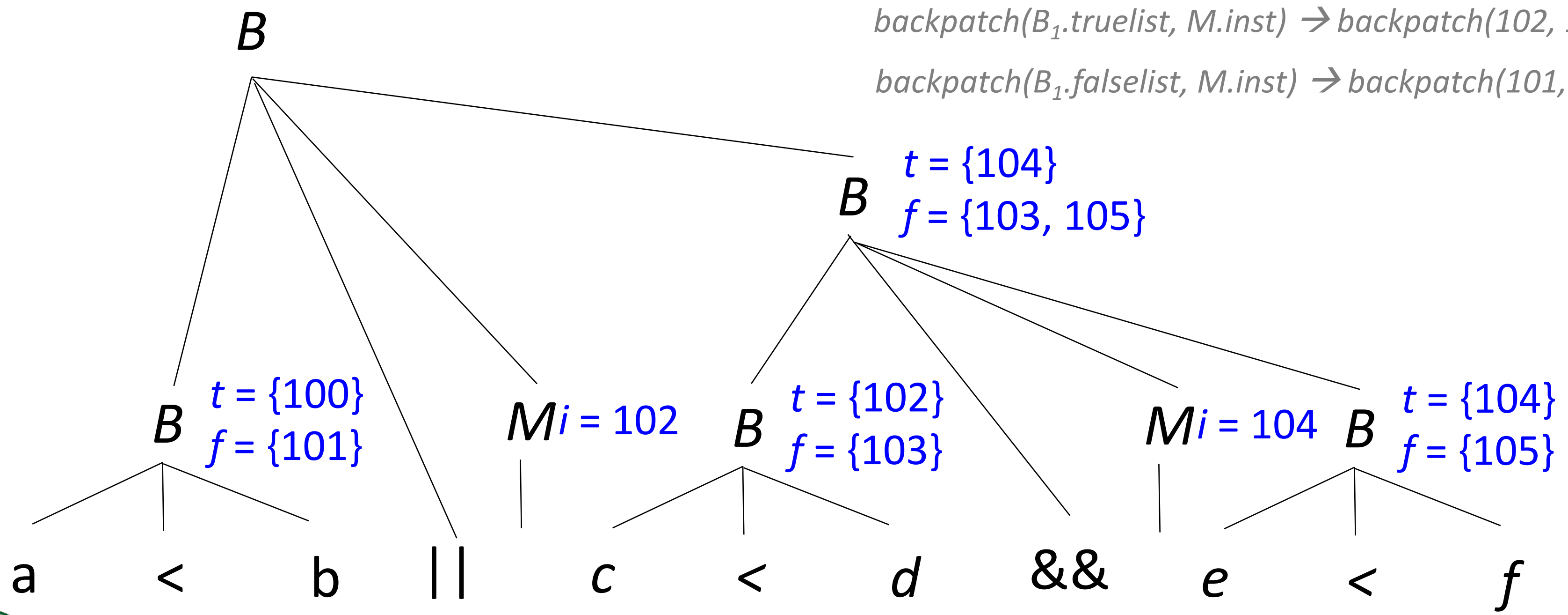
105: goto _
```

backpatch(B_1.truelist, M.inst) → backpatch(102, 104)

backpatch(B_1.falselist, M.inst) → backpatch(101, 102)



Example

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② $B \rightarrow B_1$ || M B_2 { backpatch(B_1.falselist, M.inst);
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Arbitarily start inst numbers at 100

```
100: if a < b: goto _
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backpatch(B_1.truelist, M.inst) → backpatch(102, 104)

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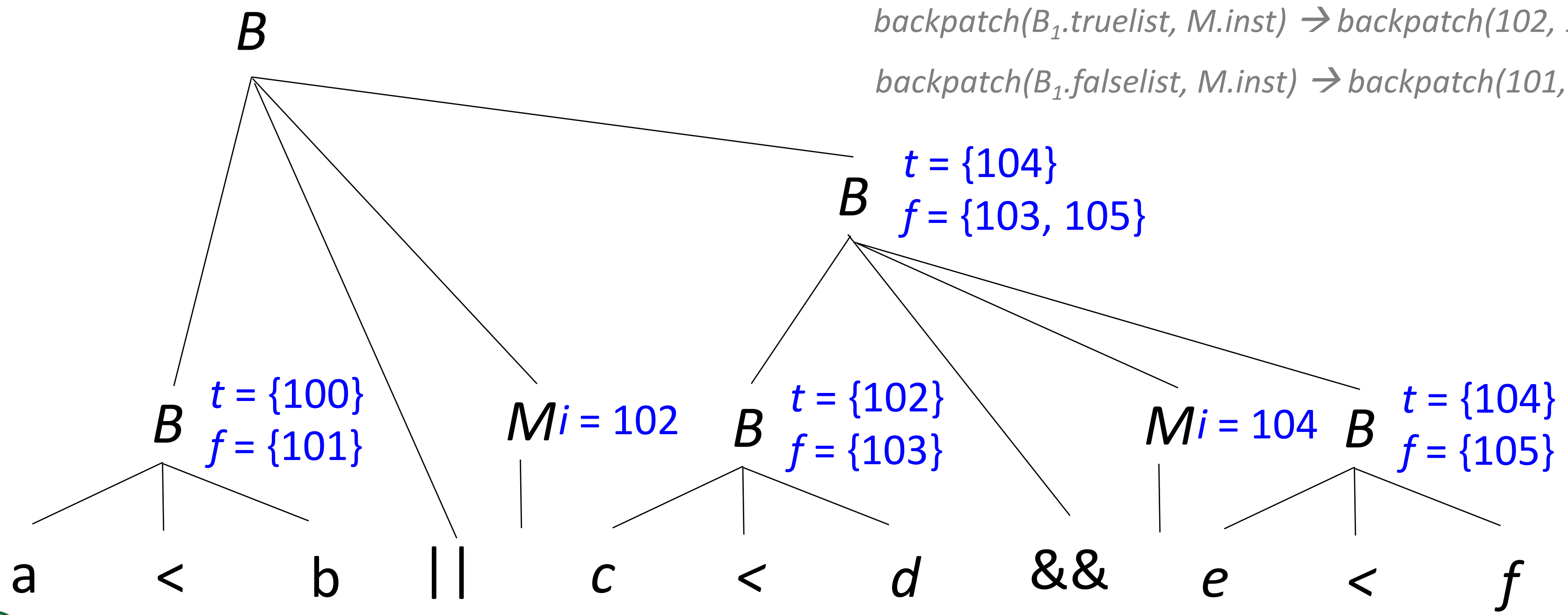

Example

① $B \rightarrow E_1$ relop E_2 { $B.truelist = makelist(nextinst);$
$B.falselist = makelist(nextinst+1);$
gen('if' $E_1.addr$ relop $E_2.addr$ 'goto _');
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② $B \rightarrow B_1 \mid\mid M\ B_2$ { $backpatch(B_1.falselist, M.inst);$
$B.truelist = merge(B_1.truelist, B_2.truelist);$
$B.falselist = B_2.falselist;$ }

③ $B \rightarrow B_1\ \&\&\ M\ B_2$ { $backpatch(B_1.truelist, M.inst);$
$B.truelist = B_2.truelist;$
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Arbitarily start inst numbers at 100

```
100: if a < b: goto _
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```

backpatch(B_1.truelist, M.inst) → backpatch(102, 104)

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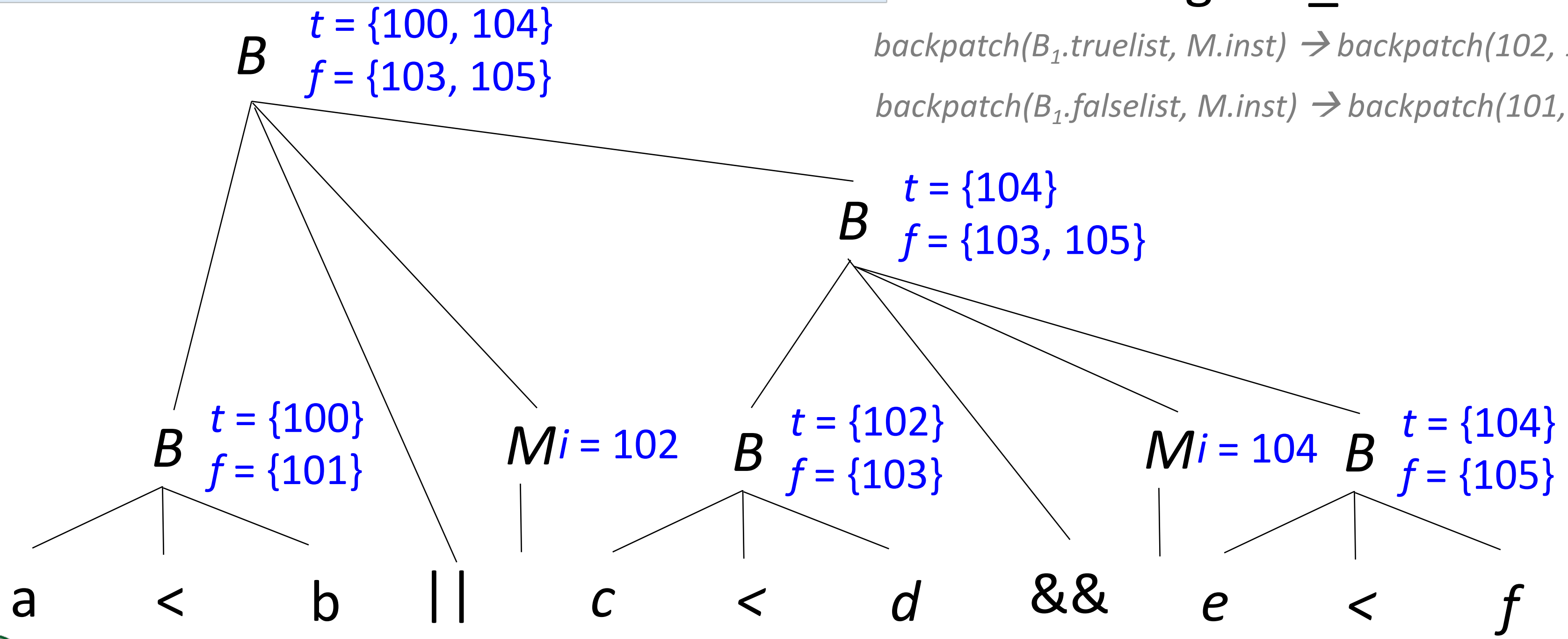


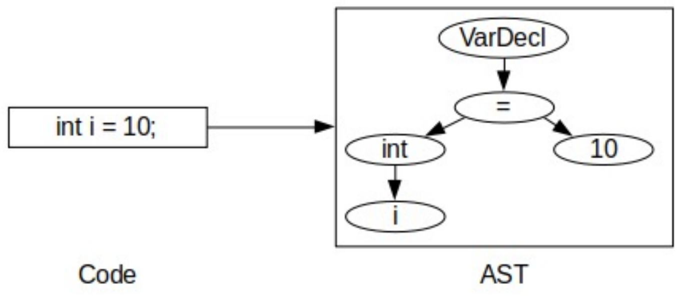
Backpatching of Control-Flow

- *S.nextlist*: a list of all jumps to the inst following *S*

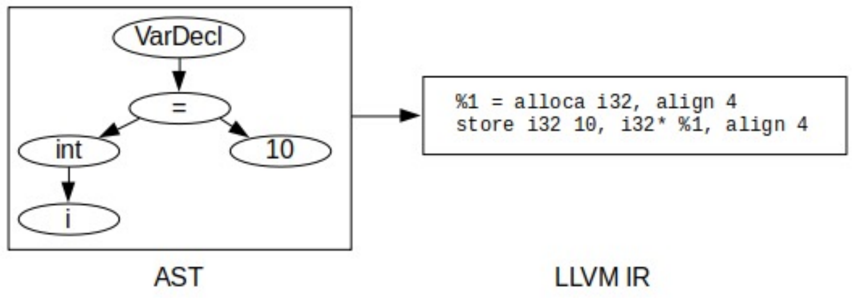
```
① S -> if (B) M S₁ { backpatch(B.truelist, M.inst)
                      S.nextlist = merge(B.falselist, S₁.nextlist); }
② S -> if (B) M₁ S₁ N else M₂ S₂ { backpatch(B.truelist, M₁.inst);
                                   backpatch(B.falselist, M₂.inst);
                                   temp = merge(S₁.nextlist, N.nextlist);
                                   S.nextlist = merge(temp, S₂.nextlist); }
③ S -> while M₁ (B) M₂ S₁ { backpatch(S₁.nextlist, M₁.inst);
                            backpatch(B.truelist, M₂.inst);
                            S.nextlist = B.falselist);
                            gen('goto' M₁.inst); }
④ M -> ε { M.inst = nextinst; }
⑤ N -> ε { N.nextlist = makelist(nextinst);
           gen('goto _'); }
```

Summary

- Code generation: generate TAC instructions using syntax directed translation
  - Variable definitions[变量定义]
  - Expressions and statements
    - Assignment[赋值]
    - Array references[数组引用]
    - Boolean expressions[布尔表达式]
    - Control-flow[控制流]



- Translations not covered
  - Switch statements[switch语句]
  - Procedure calls[过程调用]



```
%1 = alloca i32, align 4
store i32 10, i32* %1, align 4
```

LLVM

```
int main() {
  int a, b, c;
  a = b + c;
  a = 3;

  if (a > 0) return 1;
  else return 0;
}
```

clang -emit-llvm -S -O0 xx.c

```
define dso_local i32 @main() #0 {
  %1 = alloca i32, align 4
  %2 = alloca i32, align 4
  %3 = alloca i32, align 4
  %4 = alloca i32, align 4
  store i32 0, i32* %1, align 4
  %5 = load i32, i32* %3, align 4
  %6 = load i32, i32* %4, align 4
  %7 = add nsw i32 %5, %6
  store i32 %7, i32* %2, align 4
  store i32 3, i32* %2, align 4
  %8 = load i32, i32* %2, align 4
  %9 = icmp sgt i32 %8, 0
  br i1 %9, label %10, label %11

10:
  store i32 1, i32* %1, align 4
  br label %12

11:
  store i32 0, i32* %1, align 4
  br label %12

12:
  %13 = load i32, i32* %1, align 4
  ret i32 %13
}
```

clang -emit-llvm -S -O1 xx.c

```
define dso_local i32 @main() local_unnamed_addr #0 {
  ret i32 1
}
```

Compilation Principle
编 译 原 理

第19讲：代码优化(1)

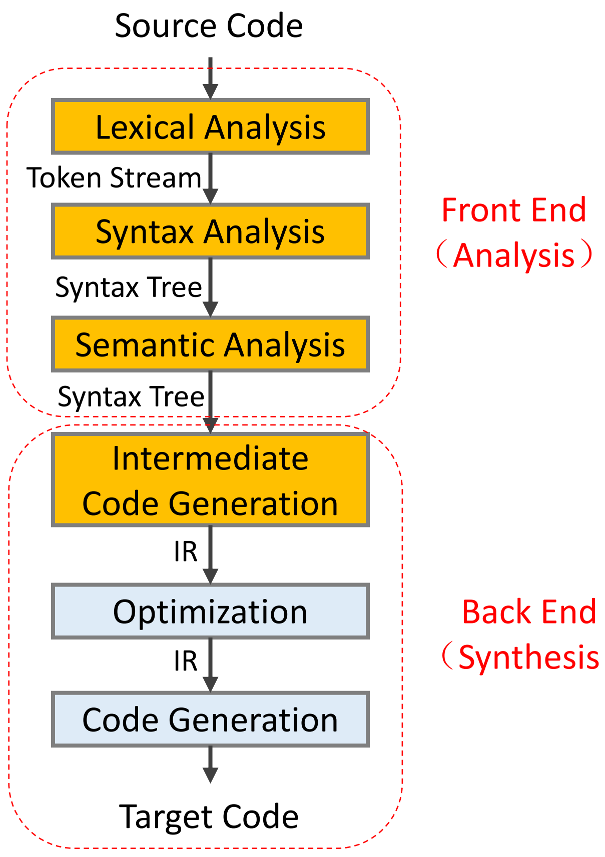
张献伟

xianweiz.github.io

DCS290, 5/19/2022

Optimization[代码优化]

- What we have now
  - IR of the source program (+symbol table)
- Goal of optimization[优化目标]
  - Improve the IR generated by the previous step to take better advantage of resources
- A very active area of research[研究热点]
  - Front end phases are well understood
  - Unoptimized code generation is relatively straightforward
  - Many optimizations are NP-complete
    - Thus usually rely on heuristics and approximations



To Optimize: Who, When, Where?

- Manual: source code[人工, 源码]
  - Select appropriate algorithms and data structures
  - Write code that the compiler can effectively optimize
    - Need to understand the capabilities and limitations of compiler opts
- **Compiler**: intermediate representation[编译器, IR]
  - To generate more efficient TAC instructions
- **Compiler**: final code generation[编译器, 目标代码]
  - E.g., selecting effective instructions to emit, allocating registers in a better way
- Assembler/Linker: after final code generation[汇编/链接, 目标代码]
  - Attempting to re-work the assembly code itself into something more efficient (e.g., link-time optimization)

To Optimize: Who, When, Where?

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- **Compiler**: intermediate representation[编译器, IR]
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Focus

- **Compiler**: final code generation[编译器, 目标代码]
  - E.g., selecting effective instructions to emit, allocating registers in a better way
- Assembler/Linker: after final code generation[汇编/链接, 目标代码]
  - Attempting to re-work the assembly code itself into something more efficient (e.g., link-time optimization)

Example

```
int find_min(const int* array, const int len) {
  int min = a[0];
  for (int i = 1; i < len; i++) {
    if (a[i] < min) { min = a[i]; }
  }
  return min;
}
int find_max(const int* array, const int len) {
   int max = a[0];
   for (int i = 1; i < len; i++) {
     if (a[i] > max) { max = a[i]; }
   }
   return min;
}
void main() {
  int* array, len, min, max;
  initialize_array(array, &len);
  min = find_min(array, len);
  max = find_max(array, len);
  ...
}
```

Example

```
int find_min(const int* array, const int len) {
  int min = a[0];
  for (int i = 1; i < len; i++) {
    if (a[i] < min) { min = a[i]; }
  }
  return min;
}
int find_max(const int* array, const int len) {
   int max = a[0];
   for (int i = 1; i < len; i++) {
     if (a[i] > max) { max = a[i]; }
   }
   return min;
}
void main() {
  int* array, len, min, max;
  initialize_array(array, &len);
  min = find_min(array, len);
  max = find_max(array, len);
  ...
}
```

```
void main() {
   int* array, len, min, max;
   initialize_array(array, &len);
   min = a[0]; max = a[0];
   for (int i = 0; i < len; i++) {
     if (a[i] < min) { min = a[i]; }
     if (a[i] > max) { max = a[i]; }
   }
   ...
}
```

Example

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  int min = a[0];
  for (int i = 1; i < len; i++) {
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  }
  return min;
}
int find_max(const int* array, const int len) {
   int max = a[0];
   for (int i = 1; i < len; i++) {
     if (a[i] > max) { max = a[i]; }
   }
   return min;
}
void main() {
  int* array, len, min, max;
  initialize_array(array, &len);
  min = find_min(array, len);
  max = find_max(array, len);
  ...
}
```

Inline

```
void main() {
   int* array, len, min, max;
   initialize_array(array, &len);
   min = a[0]; max = a[0];
   for (int i = 0; i < len; i++) {
     if (a[i] < min) { min = a[i]; }
     if (a[i] > max) { max = a[i]; }
   }
   ...
}
```

Example

```
int find_min(const int* array, const int len) {
  int min = a[0];
  for (int i = 1; i < len; i++) {
    if (a[i] < min) { min = a[i]; }
  }
  return min;
}
int find_max(const int* array, const int len) {
   int max = a[0];
   for (int i = 1; i < len; i++) {
     if (a[i] > max) { max = a[i]; }
   }
   return min;
}
void main() {
  int* array, len, min, max;
  initialize_array(array, &len);
  min = find_min(array, len);
  max = find_max(array, len);
  ...
}
```

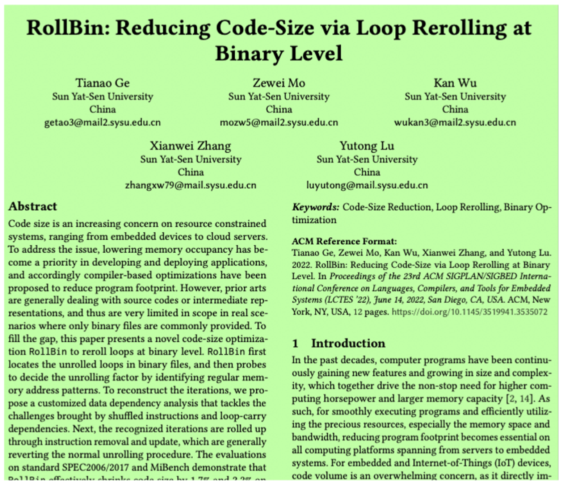
Inline

Loop merge

```
void main() {
   int* array, len, min, max;
   initialize_array(array, &len);
   min = a[0]; max = a[0];
   for (int i = 0; i < len; i++) {
     if (a[i] < min) { min = a[i]; }
     if (a[i] > max) { max = a[i]; }
   }
   ...
}
```

Overview of Optimizations

- Goal of optimization is to generate **better** code[更好的代码]
  - Impossible to generate **optimal** code (so, it is <u>improvement</u>, actually)
    - Factors beyond control of compiler (user input, OS design, HW design) all affect what is optimal
    - Even discounting above, it's still an NP-complete problem
- Better one or more of the following (in the average case)
  - **Execution time**[运行时间]
  - **Memory usage**[内存使用]
  - Energy consumption[能耗]
    - To reduce energy bill in a data center
    - To improve the lifetime of battery powered devices
  - Binary executable size[可执行文件大小]
    - If binary needs to be sent over the network
    - If binary must fit inside small device with limited storage
  - Other criteria[其他]
- Should <u>never</u> change program semantics[正确性是前提]



RollBin: Reducing Code-Size via Loop Rerolling at Binary Level

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Abstract

Code size is an increasing concern on resource constrained systems, ranging from embedded devices to cloud servers. To address the issue, lowering memory occupancy has become a priority in developing and deploying applications, and accordingly compiler-based optimizations have been proposed to reduce program footprint. However, prior arts are generally dealing with source codes or intermediate representations, and thus are very limited in scope in real scenarios where only binary files are commonly provided. To fill the gap, this paper presents a novel code-size optimization RollBin to reroll loops at binary level. RollBin first locates the unrolled loops in binary files, and then probes to decide the unrolling factor by identifying regular memory address patterns. To reconstruct the iterations, we propose a customized data dependency analysis that tackles the challenges brought by shuffled instructions and loop-carry dependencies. Next, the recognized iterations are rolled up through instruction removal and update, which are generally reverting the normal unrolling procedure. The evaluations on standard SPEC2006/2017 and MiBench demonstrate that

Keywords: Code-Size Reduction, Loop Rerolling, Binary Optimization

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1 Introduction

In the past decades, computer programs have been continuously gaining new features and growing in size and complexity, which together drive the non-stop need for higher computing horsepower and larger memory capacity [2, 14]. As such, for smoothly executing programs and efficiently utilizing the precious resources, especially the memory space and bandwidth, reducing program footprint becomes essential on all computing platforms spanning from servers to embedded systems. For embedded and Internet-of-Things (IoT) devices,

Types of Optimizations[分类]

- Compiler optimization is essentially a transformation[转换]
  - Delete / Add / Move / Modify something
- **Layout-related** transformations[布局相关]
  - Optimizes *where* in memory code and data is placed
  - Goal: maximize **spatial locality**[空间局部性]
    - Spatial locality: on an access, likelihood that nearby locations will also be accessed soon
    - Increases likelihood subsequent accesses will be faster
      - E.g. If access fetches cache line, later access can reuse
      - E.g. If access page faults, later access can reuse page
- **Code-related** transformations[代码相关]
  - Optimizes *what* code is generated
  - Goal: execute least number of most costly instructions

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  - Optimizes *what* code is generated
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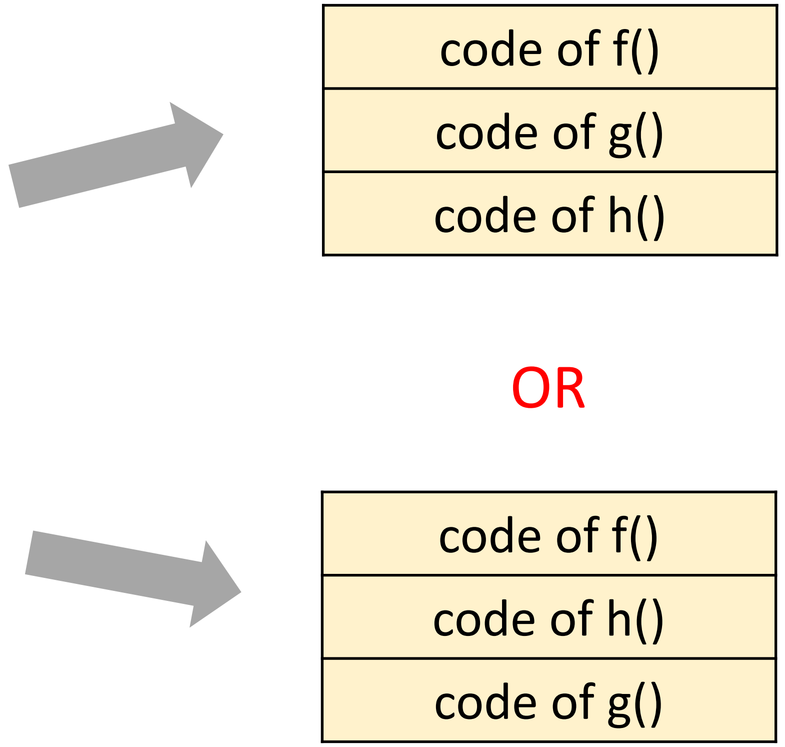
Focus

Layout-Related Opt.: Code

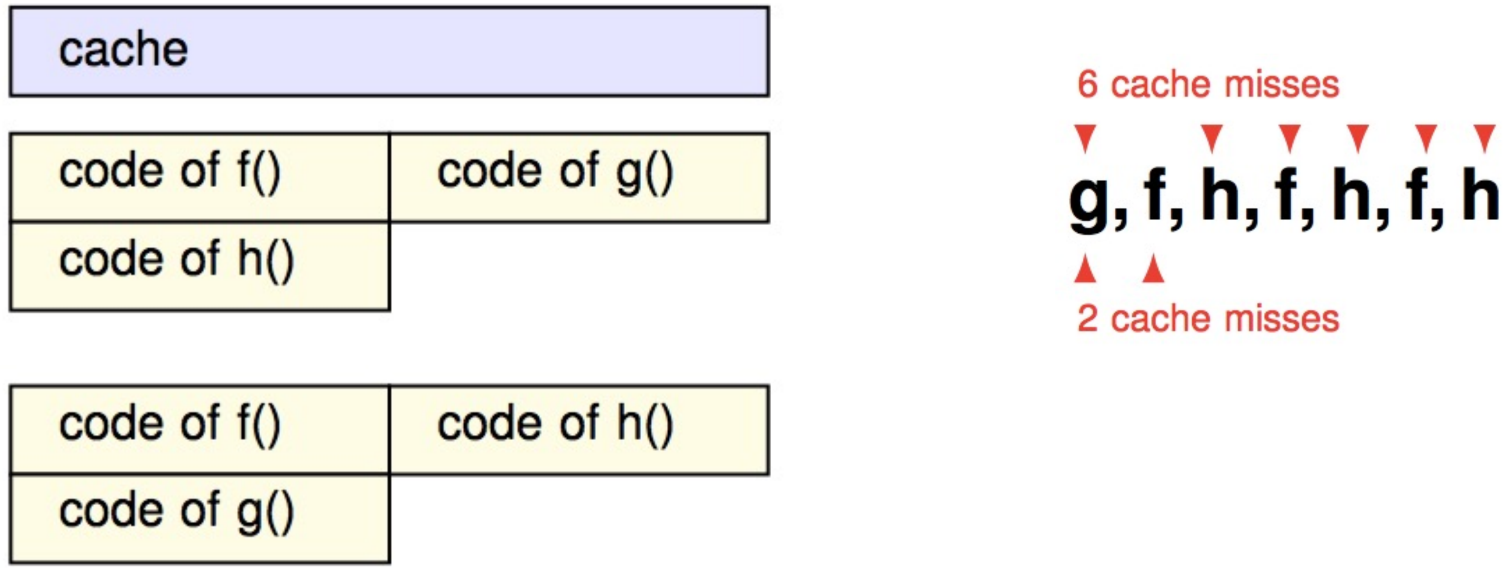
- Two ways to layout code for the below example

```
f() {
   …
   h();
   …
}
g() {
   …
}
h() {
  …
}
```



Layout-Related Opt.: Code (cont.)

- Which code layout is better?
- Assume
  - data cache has one *N*-word line
  - the size of each function is *N/2*-word long
  - access sequence is "**g, f, h, f, h, f, h**"



Layout-Related Opt.: Data

- Change the variable declaration order

```
struct S {
  int x1;
  int x2[200];
  int x3;
} obj[100];

for(...) {
  ... = obj[i].x1 + obj[i].x3;
}
```

$\Rightarrow$

```
struct S {
  int x1;
  int x3;
  int x2[200];
} obj[100];

for(...) {
  ... = obj[i].x1 + obj[i].x3;
}
```

- Improved spatial locality
  - Now x1 and x3 likely reside in same cache line
  - Access to x3 will always hit in the cache

Layout-Related Opt.: Data (cont.)

- Change AOS (array of structs) to SOA (struct of arrays)

```
struct S {
   int x;
   int y;
} points[100];

for(...) {
   ... = points[i].x * 2;
}
for(...) {
   ... = points[i].y * 2;
}
```

```
struct S {
   int x[100];
   int y[100];
} points;

for(...) {
   ... = points.x[i] * 2;
}
for(...) {
   ... = points.y[i] * 2;
}
```

- Improved spatial locality for accesses to ‘x’s and ‘y’s

Code-Related Optimizations

- Modifying code e.g. **strength reduction**

  A=2*a; ≡ A=a«1;

- Deleting code e.g. **dead code elimination**

  A=2; A=y; ≡ A=y;

- Moving code e.g. **code scheduling**

  A=x*y; B=A+1; C=y; ≡ A=x*y; C=y; B=A+1;

  (Now C=y; can execute while waiting for A=x*y;)

- Inserting code e.g. **data prefetching**[数据预取]

```
while (p!=NULL)
{ process(p); p=p->next; }
≡
while (p!=NULL)
{ prefetch(p->next); process(p); p=p->next; }
```

  (Now access to p->next is likely to hit in cache)

Control-Flow Analysis[控制流分析]

- The compiling process has done lots of analysis
  - Lexical
  - Syntax
  - Semantic
  - IR
- But, it still doesn’t really know how the program does what it does
- **Control-flow analysis** helps compiler to figure out more info about how the program does its work
  - First construct a **control-flow graph**, which is a graph of the different possible paths program flow could take through a function
    - To build the graph, we first divide the code into basic blocks