

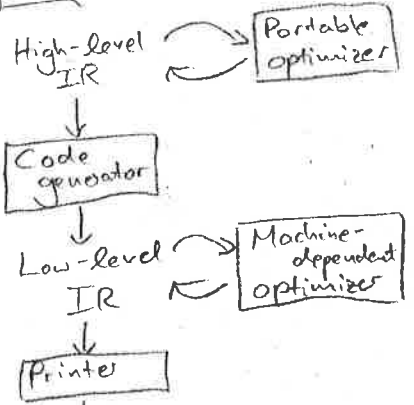
Optimization

Lecture topics

- I Intro to optimizations
- II Constant folding
- III Data flow analysis
- IV Obstacles to optimization

I Intro to optimizations

Big picture



Target code

Typical optimizations

Name	Before	After
Constant folding	$h = 60 * 60$	$h = 3600$
Copy propagation	$t = h$ $d = 24 * t$	$t = h$ $d = 24 * h$
Dead code elimination	$t = h$ $d = 24 * h$ return d	$d = 24 * h$ return d
Common subexpression elimination	$h = 60 * 60$ $d = 24 * 60 * 60$	$h = 60 * 60$ $d = 24 * h$
Algebraic simplification	while $i < n - 1$ { ... }	while $i < n$ { ... }
Strength reduction	$x = y * 2$ $z = y / 4$	$x = y + y$ $z = y >> 2$
Loop invariant code motion	while $i < n - 1$ { ... }	$m = n - 1$; while $i <= m$ { ... }

Origins of optimization opportunities

- avoidable redundancy in source code (e.g. $24 * 60 * 60$ more readable)
- inherent redundancy in source code (e.g. array bounds checks in Java)
- simpler compiler pass (e.g. spurious temporaries/copies)
- synergies between optimizations

II Constant folding

```

foo = fun(i: int) -> int {
  n = 3 * 5;
  r = 0;
  while i != 0 {
    t = 7;
    i = i / 2;
    if i != 0 {
      t = t + n;
    }
    r = r + t;
  }
  -> r;
}
  
```

	i	r	t
	NC	?	?
$n = 3 * 5;$		15	
$r = 0;$		0	
while $i \neq 0$ {	NC	15	NC
$t = 7;$			7
$i = i / 2;$	NC		
if $i \neq 0$ {			
$t = t + n;$			22
}			NC
$r = r + t;$		NC	
}	NC	15	NC
-> r;			NC

After constant propagation

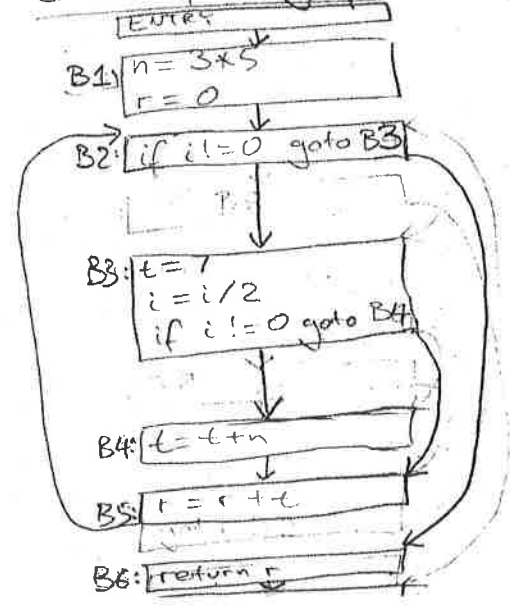
```

foo = fun(i: int) -> int {
  n = 15; // dead code
  r = 0;
  while i != 0 {
    t = 7;
    i = i / 2;
    if i != 0 {
      t = 22;
    }
    r = r + t;
  }
  -> r;
}
  
```

Basic block

- sequence of straight-line instructions
- no internal jumps or jump targets
- vertex in control-flow graph

Control-flow graph



III Data-flow analysis

Forward analysis algorithm

```

for all blocks B, initialize B.in / B.out
worklist.put(ENTRY)
while worklist not empty?
    B = worklist.pop()
    B.in = merge P.out from predecessors
    apply transfer functions for instructions
    in B to compute B.out
    if B.out changed?
        add successors of B to worklist
    }
}
    
```

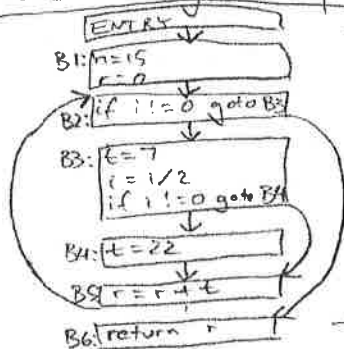
Constant folding specification

Direction:	Forwards
Info:	For each variable, NC / ? / constant
Initialization:	Parameters NC, rest ?
Transfer function:	Case $x = y + z$: if both y/z constant: $x.info = y.info + z.info$ else if one?: $x.info = \text{the other}$ else: $x.info = NC$
Merge:	If $x.info$ same on all predecessors $x.info = \text{that value}$ else $x.info = NC$

Liveness analysis specification

Direction:	Backwards
Info:	For each variable, dead / live
Initialization:	Return value live, rest dead
Transfer function:	Case $x = y + z$ $x.info = \text{dead}$ $y.info = \text{live}$ $z.info = \text{live}$
Merge:	if x live on at least one successor $x.info = \text{live}$ else $x.info = \text{dead}$

Liveness analysis example



	i	n	r	t
B1 in	L	D	D	D
B1 out	L	D	L	D
B2 in	L	D	L	D
B2 out	D	L	L	D
B3 in	L	D	L	D
B3 out	L	D	L	L
B4 in	L	D	L	D
B4 out	L	D	L	L
B5 in	L	D	L	L
B5 out	L	D	L	D
B6 in	D	D	L	D
B6 out				

Uses of data-flow analysis

- optimization (e.g. dead-code elimination)
- register allocation (e.g. use liveness for interference graph in graph coloring)
- bug finding (e.g. uninitialized variable)

IV Obstacles to optimization

Calls

Before	After
while $i < \text{pow}(2, n)$ { ... }	$p = \text{pow}(2, n)$; while $i < p$ { ... }

Only legal if ...

- n unchanged
- pow side effect free
- pow deterministic

Solutions

- inlining
- interprocedural analysis

Pointers

Before	After
$x = p.f$ $q.f = 5$ return $p.f$	$x = p.f$ $q.f = 5$ return x

Only legal if ...

- p and q point to different records

Solutions:

- may-alias analysis
- scalar replacement