CSC2/455 Software Analysis and Improvement
Instruction Selection/Instruction Scheduling/Register Allocation

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March 15, 2023
URCS
Outline

Review

Instruction Selection

Instruction Scheduling

Global Register Allocation

Postscript
Optimizations

- Analysis
  - Iterative Dataflow Analysis
  - SSA Form
  - Interprocedural Analysis
  - Loop Analysis
  - Type Checking [next class]

- Optimization
  - Dead Code Elimination
  - Partial Redundancy Elimination

- Code Generation
  - Instruction Selection
  - Instruction Scheduling
  - Register Allocation
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The Problem

\[
a = b + c \\
c = c + 1
\]

gets converted to (in some pseudo-assembly language):

\[
\text{add a, b, c} \\
\text{inc c}
\]
Pattern Matching

\[ \text{x} = \text{x} + 1 \quad \Rightarrow \quad \text{inc} \ \text{x} \]

- A pattern (or “macro”) is specified and when it matches on the 3-address code, instructions are emitted.
- Pattern matching is no longer used to select instructions
  - but still useful for something called peephole optimization
- Pattern matching operates on sequences of instructions
  - Usually one, but could be more
- Tree-based systems operate on trees of expressions
  - Limited to basic blocks
See Figure 1 from the Twig Paper
Tree rewriting rules

See Table 1 from the Twig Paper
See Page 501 of the Twig Paper.

- Informally, a tree pattern can be viewed as a string formed by a pre-order traversal of the tree.
- All patterns can then be viewed as strings and an automaton constructed to search for strings and substrings.
See the discussion in Section 5 of the Twig Paper.

- Evaluate costs of subtrees
- Use that to evaluate cost of tree
- Use dynamic programming to pick the tree "covering" with the lowest cost.
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The need for instruction scheduling

- Code is in 3-address form
- Instructions have been selected
  - e.g. $a / 4$ becomes $\text{shr} \ a, 2$ (shift-right) or $\text{sar} \ a, 2$ (shift-arithmetic right)
- What (linear) order should we output instructions?
A modern CPU pipeline

Source: Intel 64 and IA-32 Architectures Optimization Manual
Pipeline Details Known to Compiler

- Number of functional units and their types
  - Which instructions can be issued together
- Latencies of operations
  - Note some operations can have variable latencies (e.g. memory operations)
- Forwarding latencies
  - Delays when sending values from one functional unit to another
  - Or from one instruction to another
- And other sundry architecture details
  - See the architecture manuals for processor of interest
Two metrics of interest

- **Throughput**: Instructions completed per cycle
  - Higher is better
- **Latency**: Total cycles for execution
  - Lower is better
a = x + y
b = v / w
c = a * b
d = z << 2
e = c - d
### Schedule

Assume the following delays:

- Add, Shifts, Subtraction: 1 cycle
- Multiplication: 2 cycles
- Division: 3 cycles

<table>
<thead>
<tr>
<th>Cycle</th>
<th>ALU1</th>
<th>ALU2</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>$a = x + y$</td>
<td>$b = v / w$</td>
</tr>
<tr>
<td>1</td>
<td>$d = z \ll 1$</td>
<td>(busy)</td>
</tr>
<tr>
<td>2</td>
<td>(idle)</td>
<td>(busy)</td>
</tr>
<tr>
<td>3</td>
<td>$c = a \times b$</td>
<td>(idle)</td>
</tr>
<tr>
<td>4</td>
<td>(busy)</td>
<td>(idle)</td>
</tr>
<tr>
<td>5</td>
<td>$e = c - d$</td>
<td>(idle)</td>
</tr>
</tbody>
</table>

What determines the total time of the path?
The path that takes the longest to execute
  Equivalently, has zero \textit{slack}
Delaying operations on critical path will increase total time
Goal: Schedule instructions on every cycle (i.e. build a table like in previous figure)

- Overall structure:
  - Mark operations whose predecessors have completed as ready
  - Pick operations that are ready
  - Schedule them in some order if resources available
  - Proceed to next cycle
  - Repeat until all operations are scheduled

(Figure 12.3 in Cooper and Torczon)
Always prioritize instructions on critical path.

- Can be hard to achieve
- Variable delays
- Multiple functional units
- Other architecture-specific constraints
Other Complications

- Small basic block sizes
  - Loop unrolling
  - Trace scheduling
- Long dependence chains with little parallelism
  - Software Pipelining
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The Memory Hierarchy (on CPUs)

- Registers (on chip, few tens to low hundreds)
- L1 cache (tens of KB)
- L2 cache (tens of MB)
- DRAM (tens of GB)
  - off-chip
Numbers every programmer should know

- Register access: 1 cycle
- L1 cache: less than 10 cycles
- L2 cache: less than 100 cycles
- DRAM: hundreds of cycles

Bottomline: Placing frequently used variables in registers can improve performance
Code is in SSA form (with $\phi$-functions removed)

SSA form uses infinite registers (each temporary is a “register”)

Must map these logical registers to physical machine registers
Problem and Setup

Must answer two main questions:

- How many physical registers are needed? ($k$ is the number of physical registers)
  - $< k$, fewer than available – everybody gets a register!
  - $> k$, more than available – results in spill code
  - Spilled registers are stored in memory and reloaded later
- Which physical register is assigned to which variable?
A *live range* is a set of all definitions and uses of the same variable such that:

- If a use \( u \) for variable \( i \) is in \( LR_i \), then all definitions \( d \) that reach \( u \) are also in \( LR_i \);
- If a definition \( d \) for variable \( i \) is in \( LR_i \), then all uses \( u \) reached by \( d \) are also in \( LR_i \).
Live range example

- Live ranges
  - \(LR_a = \{a_0\}\)
  - \(LR_b = \{b_0\}\)
  - \(LR_c = \{c_0\}\)
  - \(LR_d = \{d_0, d_1, d_2\}\)
Interference Graphs

- Two live ranges "interfere" if they are both live at an operation
  - Implies that they must be in different registers
- Represented by an interference graph
  - Nodes are live ranges
  - An (undirected) edge between nodes $n$ and $m$ indicates interference
Given an interference graph, the minimal number of physical registers required is equal to the *chromatic number* of the graph (due to Chaitin).

- Chromatic number is the minimum number of colors required such adjacent nodes have different colors.
- NP-complete problem
Three Color Example
Parting thoughts

What order should instruction selection, instruction scheduling, and register allocation be performed?
Aho, Ganapathi, and Tjiang, Code Generation Using Tree Matching and Dynamic Programming, ACM TOPLAS *
  - Required reading for x455 students
Blindell, Survey on Instruction Selection: An Extensive and Modern Literature Review, arXiv
  - Recommended reading for all
Chapter 12 of Cooper and Torczon (Instruction Scheduling)
Chapter 13 of Cooper and Torczon (Register Allocation)
Also recommended: Chapter 8 of the Dragon Book