CODE OPTIMIZATION

- Really “improvement” rather than “optimization;” results are seldom optimal.
- Remove inefficiencies in user code and (more importantly) in compiler-generated code.
- Can be applied at several levels, chiefly intermediate or assembly code.
- Can operate at several levels:
  - “Peephole”: very local IR or assembly
  - “Local”: within basic blocks
  - “Global”: entire procedures
  - “Interprocedural”: entire programs (maybe even multiple source files)
- Theoretical tools: graph algorithms, control and data flow analysis.
- Practical tools: few.
- Most of a serious modern compiler is devoted to optimization.

PEEPHOLE OPTIMIZATIONS

- Look at short sequences of statements (in IR or assembly code)
- Correct inefficiencies produced by excessively local code generation strategies.
- Repeat!
- Same effect can often be achieved by using smarter (but hence more complex) code generation in the first place.

EXAMPLE PEEPHOLE OPTIMIZATIONS

- Redundant instructions
  - `mov %f0, %f2`
  - `mov %f0, %f2 ; ok to remove if in same B.B.

- Unreachable code
  - `LOOP IF x > 2 THEN EXIT ELSE X := X + 1 END;`
  - `L1: IF X > 2 GOTO L2`
  - `GOTO L3`
  - `L2: GOTO L4`
  - `GOTO L1 ; never executed`
  - `L3: X := X + 1`
  - `GOTO L1`
  - `L4: ...

- Flow-of-control fixes: remove jumps to jumps, e.g.,
  - `L1: IF X > 2 GOTO L4`
  - `X := X + 1`
  - `GOTO L1`
  - `L4: ...`
More Peephole Optimizations

- **Algebraic Simplification**
  - $x + 0 = 0 + x = x$
  - $x - 0 = x$
  - $x * 1 = 1 * x = x$
  - $x/1 = x$

- **Strength Reduction**
  Target hardware may have cheaper ways to do certain operations.
  E.g., multiplication or division by a power of 2 is better done by shifting.
  - `imull $8, %l2`  ⇒  `sall $3, %l2`

- **Use of machine idioms**
  Target hardware may have quirks/features that make certain sequences faster.
  - `imull $8, %l2`
  - `addl %l3, %l2`
  - `addl $20, %l2`  ⇒  `leal 20(%l3, %l2, 8)`

Local (Basic Block) Optimizations

- Typically applied to IR, **after** addressing is made explicit, but **before** machine dependencies appear.
- **Most important:** Common Subexpression Elimination (CSE)
  - $i := i + 1$
  - $a[i] := a[i] + j + 1$
  Avoid duplicating the code for $j+1$ or the addressing code for $a[i]$. One technique: build **directed acyclic graph** (DAG) for basic block.
- **Copy Propagation**
  - $a := b + 1$  ⇒  $a := b + 1$
  - $c := a$  →  $c := a$ ; maybe can now omit
  - $d := c$  →  $d := a$

- **Algebraic Identities**
  E.g., use associativity and commutativity of $+$
  - $a := b + c$  ⇒  $a := b + c$
  - $b := c + d + b$  ⇒  $b := b + c + d$ ; now do CSE

Global (Full Procedure) Optimization

Loop optimizations are most important.

- **Code motion:** “hoist” expensive calculations above the loop.
- **Use induction variables** and reduction in strength. Change only one index variable on each loop iteration, and choose one that’s cheap to change.

Also continue to apply CSE, copy propagation, dead code elimination, etc. on global scale.

Based on **control flow graph**.

Example: Computing dot product (assuming $i, a$ local; $b, c$ global). Local CSE already performed within basic blocks.

```
a = 0;
for (i = 0; i < 20; i++)
a = a + b[i] * c[i];
return a;
```

Example IR...
B1 t1 := const 0
t2 := addr a
*t2 := t1
t3 := addr i
*t3 := t1

B2 L2:
t5 := addr i
t6 := *t5
t7 := const 20
if t6 >= t7 goto L4

B3 t8 := addr a
t9 := *t8
t10 := addr b
t11 := addr i
t12 := *t11
t13 := const 4
t14 := t12 + t13
t15 := t10 + t14 ; &(b[i])
t16 := *t15
t17 := addr c
t18 := t17 + t14 ; &(c[i])
t19 := *t18
t20 := t16 + t19

t21 := t9 + t20
t22 := const 1
*t11 := t22
goto L2

B4 L4:
t24 := addr a
t25 := *t24
return t25
goto L2

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EXAMPLE: EFFECTS OF GLOBAL OPTIMIZATION

• Promote locals a and i to registers.
• Induction variable: replace i with i*4, thus reducing strength of per-loop operation; adjust test accordingly.
• Hoist all constants out of loop.

Results on example:

B1 t1 := const 0
t2 := addr a
*t2 := t1
t3 := addr i
*t3 := t1

t2 := const 4
t7 := const 80
t8 := addr a
t10 := addr b
t17 := addr c

B2 L2:
t5 := addr i
t6 := *t5
t7 := const 20
if t6 >= t7 goto L4

B3 t8 := addr a
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t13 := const 4
t14 := t12 + t13
t15 := t10 + t14 ; &(b[i])
t16 := *t15
t17 := addr c
t18 := t17 + t14 ; &(c[i])
t19 := *t18
t20 := t16 + t19

t21 := t9 + t20
t22 := const 1
*t11 := t22
goto L2

B4 L4:
t24 := addr a
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