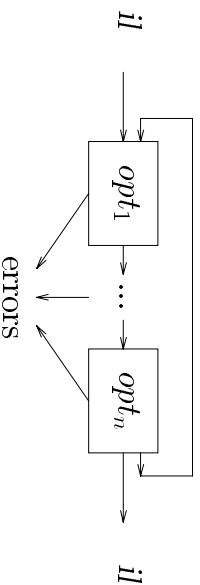


Optimizer (middle end)



An optimization is a transformation *expected* to:

1. improve the running time of a program, *or*
2. decrease its space requirements

Many compilers include an optimizer

- often structured as a series of passes
- tries to improve code quality
- may repeat transformations several times

Optimizing compilers

- produce “improved” code, not “optimal” code
- can sometimes produce worse code

Why are optimizers needed?

Reduce programmer effort

- automatically generate efficient code
- less work for programmer
- below “optimal” hand-optimized code

Undo high-level abstractions

- some optimizations not possible for language
- Flatten control flow to branches
- convert method lookups to subroutine calls
- map data structures to addresses

Maintain performance portability

- performance depends on architecture
- optimizations by programmer too specific
- compiler can customize program for processor

Code optimizations

Reduce execution time

- historically, to avoid assembly coding
- support higher levels of abstraction
- support more complex processors
- important applications: science, databases

Reduce space

- historically, small expensive memories
- may trade space for speed
- space may reduce speed (caches)
- new areas: internet applets, embedded processors

Level of optimization

- source code
- intermediate representation
- binary machine code
- at run-time

Code optimization

How can optimizations improve code quality?

Machine-independent transformations

1. remove unnecessary computations
2. simplify control structures
3. move code to a less frequently executed place
4. specialize some general purpose code
5. find useless code and remove it
6. expose opportunities (enable) for other optimizations

Machine-dependent transformations

1. replace complex operation with simpler one
2. exploit special instructions
3. exploit memory hierarchy (registers, cache)

Code optimization

Types of optimizations

- *classical*
reduce the number/cost of instructions executed
- *register allocation*
keep values in registers, eliminate loads/stores
- *instruction scheduling*
hide instruction latency, exploit instruction-level parallelism
- *data locality*
keep data accesses in faster levels of memory hierarchy (registers, cache, TLB, memory)
- *multiprocessing*
compute in parallel on multiple processors

Optimization framework

- ideally, maintain separation of concerns
- in practice, integrate optimization algorithms

Code optimization

Three considerations arise in applying a transformation.

- *safety*
Does applying the transformation change the results of executing the code?
- *profitability*
Is there a reasonable expectation that applying the transformation will improve the code?
- *opportunity*
Can we efficiently and frequently find places to apply optimization?

Need a clear understanding of these issues.

Profitability is particularly tricky...

Learn how the compiler decides when transformations will be applicable, safe, and profitable.

Classical Transformation Examples

Unreachable code

- eliminate code not reached during program execution
- analyze control flow graph

```
goto L:
{ unreachable code }
```

L:

Control-flow simplification

- remove jumps to jumps
- analyze targets of jumps

```
goto L
{ code }
L: goto M
{ code }
```

M:

Classical Transformation Examples

Algebraic simplification

- simplify arithmetic expressions
- analyze expression trees

```
A := 0
C := B + A
```

Constant folding

- replace constant expressions with result
- analyze expression trees

```
A := 5
B := 6
C := B + A
```

Idiom recognition

- replace operations with less expensive idioms
- analyze expression trees

```
B := A * 16
D := B / 4
```

Classical Transformation Examples

Available expressions

- reuse values always available
- local/global data flow analysis

```
C := B + A
D := B + A
```

Dead code elimination

- eliminate unnecessary computations
- local/global data flow analysis

```
A := 5
A := 6
```

Copy propagation

- propagate names into copy instructions
- local/global data flow analysis

```
B := A
C := B
```

Classical Transformation Examples

Definition

- sequence of code
- control enters at top, exits at bottom
- no branch/halt except at end

Construction algorithm (for 3-address code)

1. determine set of *leaders*
 - (a) first statement
 - (b) target of goto or conditional goto
 - (c) statement following goto or conditional goto
2. add to basic block all statements following leader up to next leader or end of program

Example:

```
A := 0
if (<<cond>) goto L
A := 1
B := 1
L: C := A
```

Scope of Optimizations

Scope

- *peephole* — across a few instructions
- *local* — within basic block
- *global* — across basic blocks
- *interprocedural* — across procedures

Some optimizations may be applied locally or globally (e.g., dead code elimination):

```
A := 0      A := 0
A := 1      if (<<cond>) goto L
B := A      A := 1
            B := A
```

Some optimizations require global analysis (e.g., loop-invariant code motion):

```
while (<<cond>) do
  A := B + C
  foo(A)
end
```