

Classical Optimizations

Overview

- Last lecture
 - Code generation
 - High-level languages
 - Optimization
 - Goals, approaches
- This lecture 
 - Classical optimizations
 - Common subexpression elimination
 - Forward substitution / copy propagation
 - Loop invariant code motion
 - Strength reduction
 - Loop test elimination, induction variable elimination
 - Constant propagation
 - Dead code elimination
 - Basic block construction
 - Basic block DAG construction

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Example Code

Fortran Source Code:

```
.  
.   
.   
sum = 0  
do 10 i = 1, n  
10 sum = sum + a(i) * a(i)  
.   
.   
.
```

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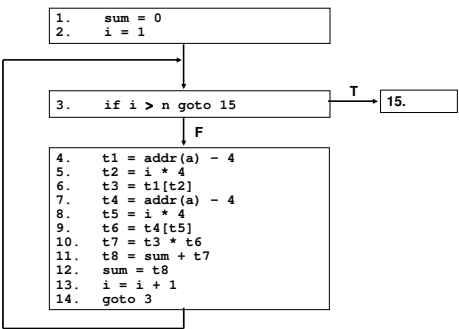
3-address code

1.	sum = 0	sum = 0
2.	i = 1	init for loop and check limit
3.	if i > n goto 15	
4.	t1 = addr(a) - 4	a[i]
5.	t2 = i * 4	
6.	t3 = t1[t2]	
7.	t4 = addr(a) - 4	a[i]
8.	t5 = i * 4	
9.	t6 = t4[t5]	
10.	t7 = t3 * t6	a[i] * a[i]
11.	t8 = sum + t7	increment sum
12.	sum = t8	
13.	i = i + 1	
14.	goto 3	Incr. loop counter back to loop check
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Control Flow Graph (CFG)



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Common Subexpression Elimination

```
1. sum = 0  
2. i = 1  
3. if i > n goto 15  
4. t1 = addr(a) - 4  
5. t2 = i * 4  
6. t3 = t1[t2]  
7. t4 = addr(a) - 4  
8. t5 = i * 4  
9. t6 = t4[t5]  
10. t7 = t3 * t6  
10a. t7 = t3 * t3  
11. t8 = sum + t7  
12. sum = t8  
13. i = i + 1  
14. goto 3  
15.
```

common subexpression
elimination

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Forward Substitution (Copy Propagation)

```
1.  sum = 0
2.  i = 1
3.  if i > n goto 15
4.  t1 = addr(a) - 4
5.  t2 = i * 4
6.  t3 = t1[t2]
10a. t7 = t3 * t3
11.  t8 = sum + t7
12.  sum = t8
12a. sum = sum + t7
13.  i = i + 1
14.  goto 3
15.
```

forward substitution

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Invariant Code Motion

```
1.  sum = 0
2.  i = 1
2a. t1 = addr(a) - 4
3.  if i > n goto 15
4.  t1 = addr(a) - 4
5.  t2 = i * 4
6.  t3 = t1[t2]
10a. t7 = t3 * t3
12a. sum = sum + t7
13.  i = i + 1
14.  goto 3
15.
```

invariant code motion

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Strength Reduction

```
1.  sum = 0
2.  i = 1
2a. t1 = addr(a) - 4
2b. t2 = i * 4
3.  if i > n goto 15
5.  t2 = i * 4
6.  t3 = t1[t2]
10a. t7 = t3 * t3
12a. sum = sum + t7
12b. t2 = t2 + 4
13.  i = i + 1
14.  goto 3
15.
```

strength reduction

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Loop Test Adjustment

```
1.  sum = 0
2.  i = 1
2a. t1 = addr(a) - 4
2b. t2 = i * 4
2c. t9 = n * 4
3.  if i > n goto 15
3a. if t2 > t9 goto 15
6.  t3 = t1[t2]
10a. t7 = t3 * t3
12a. sum = sum + t7
12b. t2 = t2 + 4
13.  i = i + 1
14.  goto 3a
15.
```

loop test adjustment

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Induction Variable Elimination

```
1.  sum = 0
2.  i = 1
2a. t1 = addr(a) - 4
2b. t2 = i * 4
2c. t9 = n * 4
3a. if t2 > t9 goto 15
6.  t3 = t1[t2]
10a. t7 = t3 * t3
12a. sum = sum + t7
12b. t2 = t2 + 4
13.  i = i + 1
14.  goto 3a
15.
```

induction variable elimination

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Constant Propagation

```
1.  sum = 0
2.  i = 1
2a. t1 = addr(a) - 4
2b. t2 = i * 4
2d. t2 = 4
2c. t9 = n * 4
3a. if t2 > t9 goto 15
6.  t3 = t1[t2]
10a. t7 = t3 * t3
12a. sum = sum + t7
12b. t2 = t2 + 4
14.  goto 3a
15.
```

constant propagation

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Dead Code Elimination

```

1.    sum = 0
2.    i = 1
2a.   t1 = addr(a) - 4
2d.   t2 = 4
2c.   t9 = n * 4
3a.   if t2 > t9 goto 15
6.    t3 = t1[t2]
10a.  t7 = t3 * t3
12a.  sum = sum + t7
12b.  t2 = t2 + 4
14.   goto 3a
15.

```

dead code elimination

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Final Optimized Code

```

1.    sum = 0
2.    t1 = addr(a) - 4
3.    t2 = 4
4.    t4 = n * 4
5.    if t2 > t4 goto 11
6.    t3 = t1[t2]
7.    t5 = t3 * t3
8.    sum = sum + t5
9.    t2 = t2 + 4
10.   goto 5
11.

```

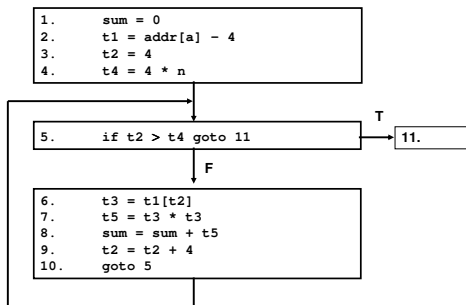
unoptimized: 8 temps, 11 stmts in innermost loop
 optimized: 5 temps, 5 stmts in innermost loop

1 index addressing	2 index addressing
1 multiplication	3 multiplications
2 additions	2 additions & 2 subtractions
1 jump	1 jump
1 test	1 test
	1 copy

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CFG of Final Optimized Code



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Basic Block Construction

- Find **leader** statements
 - First program statement
 - Targets of conditional or unconditional gotos
 - Any statement following a conditional goto
- ($\forall x \in \text{leaders}$) construct B_x , basic block headed by x : include all statements following x until next **leader** or end of program is reached.
- At end of algorithm, any statements not in some basic block are **unreachable** from program entry and are therefore, **dead code**.

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3-address code example

leader

```

1.    sum = 0
2.    i = 1
3.    if i > n goto 15
4.    t1 = addr(a) - 4
5.    t2 = i * 4
6.    t3 = t1[t2]
7.    t4 = addr(a) - 4
8.    t5 = i * 4
9.    t6 = t4[t5]
10.   t7 = t3 * t6
11.   t8 = sum + t7
12.   sum = t8
13.   i = i + 1
14.   goto 3
15.

```

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3-address code example

leader

```

1.    sum = 0
2.    i = 1
3.    if i > n goto 15
4.    t1 = addr(a) - 4
5.    t2 = i * 4
6.    t3 = t1[t2]
7.    t4 = addr(a) - 4
8.    t5 = i * 4
9.    t6 = t4[t5]
10.   t7 = t3 * t6
11.   t8 = sum + t7
12.   sum = t8
13.   i = i + 1
14.   goto 3
15.

```

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3-address code example

leader	B1	1. sum = 0
		2. i = 1
basic block	B3	3. if i > n goto 15
	B4	4. t1 = addr(a) - 4
		5. t2 = i * 4
		6. t3 = t1[t2]
		7. t4 = addr(a) - 4
		8. t5 = i * 4
		9. t6 = t4[t5]
		10. t7 = t3 * t6
		11. t8 = sum + t7
		12. sum = t8
		13. i = i + 1
		14. goto 3
	B15	15.

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Common Subexpression Elimination

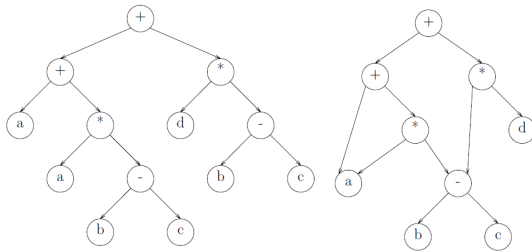
- Common subexpression (CSE)
 - Portion of expressions repeated multiple times
 - If computes same value, can reuse previously computed value
- Directed acyclic graph (DAG)
 - Program representation that exposes CSEs
 - Unlike tree, nodes can have multiple parents
 - No cycles allowed
- Building expression DAGs
 - Maintain hash table for leaves, expressions
 - Reuse nodes found in hash table when building DAG

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Directed Acyclic Graph Example

- Consider the following expression
 - $a + a * (b - c) + (b - c) * d$
 - Representations
 - Tree
 - Directed acyclic graph



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Directed Acyclic Graphs

- What about assignment?
 - Identical subexpressions may have different values
 - Must ensure each value has unique node in DAG
- Renaming
 - Add subscripts to variables
 - Increment subscript for LHS after assignment
 - Variable references use new subscript
- Example
 - Original
 - $a = a + b$
 - $c = a + b$
 - After renaming
 - $a_1 = a_0 + b_0$
 - $c_0 = a_1 + b_0$

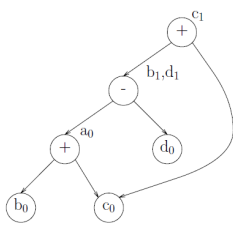
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Directed Acyclic Graphs - Renaming Example

→ Original

$a = b + c$	→ After renaming
$b = a - d$	$a_0 = b_0 + c_0$
$c = b + c$	$b_1 = a_0 - d_0$
$d = a - d$	$c_1 = b_1 + c_0$
	$d_1 = a_0 - d_0$



- Notes
 - LHS of assignment becomes label for node
 - Node may have multiple labels if expression is reused

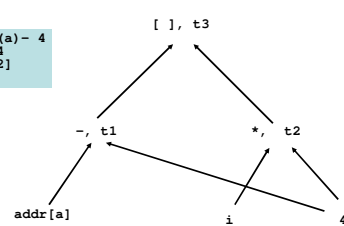
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Basic Block DAG Construction

B4

4.	t1 = addr(a) - 4
5.	t2 = i * 4
6.	t3 = t1[t2]



Reference: ASU, p.548

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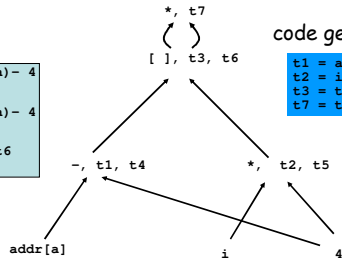
Basic Block DAG Construction

B4

```
4.  t1 = addr(a) - 4
5.  t2 = i * 4
6.  t3 = t1[t2]
7.  t4 = addr(a) - 4
8.  t5 = i * 4
9.  t6 = t4[t5]
10. t7 = t3 * t6
```

code generated:

```
t1 = addr[a]-4
t2 = i * 4
t3 = t1[t2]
t7 = t3 * t3
```



Reference: ASU, p.548

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Basic Block DAG Construction

How to add a subexpression into a partially constructed DAG:

A = B + C

Is there a node already for B + C? <+, node(B), node(C)> defined?

- If so, add A to its list of labels.

- If not:

• is there a node labeled B already? node(B) defined?

If not, create a leaf labeled B.

• Is there a node labeled C already? node(C) defined?

If not, create a leaf labeled C.

• Create a node labeled A, for +, with left child B and right child C. Create node(+) with children node(B), node(C)

How to do this? HASHING <op, node(opd1), node(opd2)>

Reference: ASU, p.548

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