Instruction Scheduling

What Makes Code Run Fast?

- Many operations have non-zero latencies
- Modern machines can issue several operations per cycle
- Execution time is *order-dependent* *(and has been since the 60's)*

Assumed latencies *(conservative)*

Operation	Cycles
load	3
store	3
loadI	1
add	1
mult	2
fadd	1
fmult	2
shift	1
branch	0 to 8

- **Loads & stores may or may not block**
  - > Non-blocking ⇒fill those issue slots
- **Branch costs vary with path taken**
- **Branches typically have delay slots**
  - > Fill slots with unrelated operations
  - > Percolates branch upward
- **Scheduler should hide the latencies**

Lab 3 will build a local scheduler

Example

w ← w * 2 * x * y * z

Simple schedule

1	loadAI	r0,@w	⇒ r1
4	add	r1,r1	⇒ r1
5	loadAI	r0,@x	⇒ r2
8	mult	r1,r2	⇒ r1
9	loadAI	r0,@y	⇒ r2
12	mult	r1,r2	⇒ r1
13	loadAI	r0,@z	⇒ r2
16	mult	r1,r2	⇒ r1
18	storeAI	r1	⇒ r0,@w
21	r1 is free		

2 registers, 20 cycles

Schedule loads early

1	loadAI	r0,@w	⇒ r1
2	loadAI	r0,@x	⇒ r2
3	loadAI	r0,@y	⇒ r3
4	add	r1,r1	⇒ r1
5	mult	r1,r2	⇒ r1
6	loadAI	r0,@z	⇒ r2
7	mult	r1,r3	⇒ r1
9	mult	r1,r2	⇒ r1
11	storeAI	r1	⇒ r0,@w
14	r1 is free		

3 registers, 13 cycles

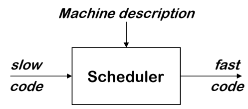
Reordering operations for speed is called instruction scheduling

Instruction Scheduling (Engineer's View)

The Problem

Given a code fragment for some target machine and the latencies for each individual operation, reorder the operations to minimize execution time

The Concept



The task

- **Produce correct code**
- **Minimize wasted cycles**
- **Avoid spilling registers**
- **Operate efficiently**

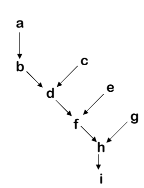
Instruction Scheduling (The Abstract View)

To capture properties of the code, build a precedence graph G

- Nodes $n \in G$ are operations with $type(n)$ and $delay(n)$
- An edge $e = (n_1,n_2) \in G$ if & only if n_2 uses the result of n_1

a:	loadAI	r0,@w	⇒ r1
b:	add	r1,r1	⇒ r1
c:	loadAI	r0,@x	⇒ r2
d:	mult	r1,r2	⇒ r1
e:	loadAI	r0,@y	⇒ r2
f:	mult	r1,r2	⇒ r1
g:	loadAI	r0,@z	⇒ r2
h:	mult	r1,r2	⇒ r1
i:	storeAI	r1	⇒ r0,@w

The Code



The Precedence Graph

Instruction Scheduling (Definitions)

A correct schedule S maps each $n \in N$ into a non-negative integer representing its cycle number, <u>and</u>

1. $S(n) \geq 0$, for all $n \in N$, <u>obviously</u>
2. If $(n_1,n_2) \in E$, $S(n_1) + delay(n_1) \leq S(n_2)$
3. For each type t, there are no more operations of type t in any cycle than the target machine can issue

The length of a schedule S, denoted $L(S)$, is
$L(S) = max_{n \in N} (S(n) + delay(n))$

The goal is to find the shortest possible correct schedule.
S is time-optimal if $L(S) \leq L(S_1)$, for all other schedules S_1
A schedule might also be optimal in terms of registers, power, or space….

Instruction Scheduling (What's so difficult?)

Critical Points
- All operands must be available
- Multiple operations can be ready
- Moving operations can lengthen register lifetimes
- Placing uses near definitions can shorten register lifetimes
- Operands can have multiple predecessors

Together, these issues make scheduling hard (NP-Complete)

Local scheduling is the simple case
- Restricted to straight-line code
- Consistent and predictable latencies

Instruction Scheduling

The big picture
1. Build a precedence graph, *P*
2. Compute a priority function over the nodes in *P*
3. Use list scheduling to construct a schedule, one cycle at a time
   a. Use a queue of operations that are ready
   b. At each cycle
      I. Choose a ready operation and schedule it
      II. Update the ready queue

Local list scheduling
- The dominant algorithm for twenty years
- A greedy, heuristic, local technique

Local List Scheduling

```
Cycle ← 1
Ready ← leaves of P
Active ← Ø

while (Ready ∪ Active ≠ Ø)
  if (Ready ≠ Ø) then
    remove an op from Ready
    S(op) ← Cycle
    Active ← Active ∪ op

  Cycle ← Cycle + 1

  for each op ∈ Active
    if (S(op) + delay(op) ≤ Cycle) then
      remove op from Active
      for each successor s of op in P
        if (s is ready) then
          Ready ← Ready ∪ s
```

Removal in priority order

op has completed execution

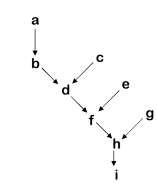
If successor's operands are ready, put it on Ready

Scheduling Example

1. Build the precedence graph

a:	loadAI	r0,@w	⇒ r1
b:	add	r1,r1	⇒ r1
c:	loadAI	r0,@x	⇒ r2
d:	mult	r1,r2	⇒ r1
e:	loadAI	r0,@y	⇒ r2
f:	mult	r1,r2	⇒ r1
g:	loadAI	r0,@z	⇒ r2
h:	mult	r1,r2	⇒ r1
i:	storeAI	r1	⇒ r0,@w

The Code



The Precedence Graph

Scheduling Example

1. Build the precedence graph
2. Determine priorities: longest latency-weighted path

a:	loadAI	r0,@w	⇒ r1
b:	add	r1,r1	⇒ r1
c:	loadAI	r0,@x	⇒ r2
d:	mult	r1,r2	⇒ r1
e:	loadAI	r0,@y	⇒ r2
f:	mult	r1,r2	⇒ r1
g:	loadAI	r0,@z	⇒ r2
h:	mult	r1,r2	⇒ r1
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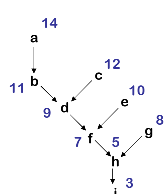
The Code



The Precedence Graph

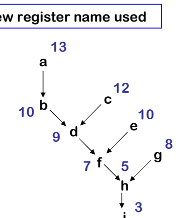
Scheduling Example

1. Build the precedence graph
2. Determine priorities: longest latency-weighted path
3. Perform list scheduling

New register name used

1) a:	loadAI	r0,@w	⇒ r1
2) c:	loadAI	r0,@x	⇒ r2
3) e:	loadAI	r0,@y	⇒ r3
4) b:	add	r1,r1	⇒ r1
5) d:	mult	r1,r2	⇒ r1
6) g:	loadAI	r0,@z	⇒ r2
7) f:	mult	r1,r3	⇒ r1
9) h:	mult	r1,r2	⇒ r1
11) i:	storeAI	r1	⇒ r0,@w

The Code



The Precedence Graph

Detailed Scheduling Algorithm I

Idea: Keep a collection of worklists W[c], one per cycle

→ We need MaxC = max delay + 1 such worklists

Code:

```
for each n ∈ N do begin count[n] := 0; earliest[n] = 0 end
for each (n1,n2) ∈ E do begin
    count[n2] := count[n2] + 1;
    successors[n1] := successors[n1] ∪ {n2};
end
for i := 0 to MaxC – 1 do W[i] := ∅;
Wcount := 0;
for each n ∈ N do
    if count[n] = 0 then begin
        W[0] := W[0] ∪ {n}; Wcount := Wcount + 1;
    end
c := 0;  // c is the cycle number
cW := 0;// cW is the number of the worklist for cycle c
instr[c] := ∅;
```


Detailed Scheduling Algorithm II

```
while Wcount > 0 do begin
    while W[cW] = ∅ do begin
        c := c + 1; instr[c] := ∅; cW := mod(cW+1,MaxC);
    end
    nextc := mod(c+1,MaxC);
    while W[cW] ≠ ∅ do begin
Priority → select and remove an arbitrary instruction x from W[cW];
        if ∃ free issue units of type(x) on cycle c then begin
            instr[c] := instr[c] ∪ {x}; Wcount := Wcount - 1;
            for each y ∈ successors[x] do begin
                count[y] := count[y] – 1;
                earliest[y] := max(earliest[y], c+delay(x));
                if count[y] = 0 then begin
                    loc := mod(earliest[y],MaxC);
                    W[loc] := W[loc] ∪ {y}; Wcount := Wcount + 1;
                end
            end
        end
        else W[nextc] := W[nextc] ∪ {x};
    end
end
```


More List Scheduling

List scheduling breaks down into two distinct classes

Forward list scheduling	Backward list scheduling
• Start with available operations	• Start with no successors
• Work forward in time	• Work backward in time
• Ready ⇒ all operands available	• Ready ⇒ latency covers uses

Variations on list scheduling

- Prioritize critical path(s)
- Schedule last use as soon as possible
- Depth first in precedence graph (minimize registers)
- Breadth first in precedence graph (minimize interlocks)
- Prefer operation with most successors