CMSC 430
Introduction to Compilers
Fall 2012

Register Allocation
Introduction

- Change code that uses an unbounded set of virtual registers to code that uses a finite set of actual regs
  - For bytecode targets, can let the JIT handle this
    - Even with finite set of bytecode regs—that finite set is probably large
  - But critical for compiling to real hardware

- Critical properties
  - Produce correct code
  - Minimize added spill code
    - The code needed to move values between registers and memory, that wasn’t needed when assuming unbounded set of registers
    - Memory operations are slow on modern processors
  - Minimize space for spilled registers
  - Operate efficiently
    - E.g., not exponential in size of code
Register allocation approaches

• Local allocation (within basic blocks)
  ▪ In single forward pass through block, spill and load regs as necessary
  ▪ (Could also try to look at block as a whole to determine some better allocation)

• Global allocation (across basic blocks)
  ▪ Use graph coloring

• Local allocation is simple to implement
  ▪ But can introduce inefficiencies at block boundaries
  ▪ Most compilers use graph-coloring based global allocation
Spill code

• Where should spilled registers be stored?
  ▪ Each instance of a function needs its own storage
  ▪ \( \rightarrow \) store on stack
  ▪ Can allocate space for spilled regs in function prolog code
    - Refer to reg storage using frame pointer
    - Need to reserve feasible set of physical regs only for spilling

• Inserted spill code
  ▪ Definition of a spilled register \( rs \)
    - \texttt{add rs, r2, r3} — insert “\texttt{store n(\%ebp), rs}” afterward
  ▪ Use of spilled register \( rs \)
    - \texttt{add rs, r2, r3} — insert “\texttt{load rs, n(\%ebp)}” before
Instruction set

- For illustration purposes, we’ll use the instruction set from codegen-*.ml
  - Will write $rn$ for register $n$

```haskell
type instr =
  | ILoad of reg * src        (* dst, src *)
  | IStore of dst * reg       (* dst, src *)
  | IMov of reg * reg         (* dst, src *)
  | IAdd of reg * reg * reg   (* dst, src1, src2 *)
  | IMul of reg * reg * reg   (* dst, src1, src2 *)
  | IJmp of int               (* pc offset *)
  | IIfZero of reg * int      (* src, pc offset *)
  | IReturn
```
Live ranges

- A register is *live*
  - Starting at its definition \((x \leftarrow \ldots)\), inclusive
  - Ending at the point it becomes dead \((y \leftarrow \ldots x \ldots)\), inclusive
    - Can represent as an interval \([i,j]\) or *live range* within a block
    - Also need to know which regs live on exit

<table>
<thead>
<tr>
<th>Source code</th>
<th>Live regs (end of instr)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ILoad r1, 42</td>
<td>r1</td>
</tr>
<tr>
<td>IMov r2, r1</td>
<td>r1 r2</td>
</tr>
<tr>
<td>IMul r3, r1, r2</td>
<td>r1 r2 r3</td>
</tr>
<tr>
<td>ILoad r4, 5</td>
<td>r1 r2 r3 r4</td>
</tr>
<tr>
<td>IAdd r5, r4, r2</td>
<td>r1 r3 r5</td>
</tr>
<tr>
<td>ILoad r6, 8</td>
<td>r1 r3 r5 r6</td>
</tr>
<tr>
<td>IMul r7, r5, r6</td>
<td>r1 r3 r7</td>
</tr>
<tr>
<td>IAdd r8, r7, r3</td>
<td>r1 r8</td>
</tr>
<tr>
<td>IAdd r1, r8, r1</td>
<td>r1</td>
</tr>
<tr>
<td>IStore &amp;1234, r1</td>
<td>(none)</td>
</tr>
</tbody>
</table>
Local register allocation

- **Algorithm**
  - Start with empty reg set
  - Load from memory into reg on demand
  - When no reg available, spill to free one
    - Need policy on which reg to spill
      - Common approach: one whose next use is farthest in the future
        - Kesp values “used soon” in registers
        - Similar to cache line / page replacement
Example

- One possible bottom-up allocation to 3 regs (ra-rc)
  - Notice r1 spilled to memory after first IMul

<table>
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<tr>
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<th>rb</th>
<th>rc</th>
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<td>ILoad r1, 42</td>
<td>r1</td>
<td>r1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IMov r2, r1</td>
<td>r1 r2</td>
<td>r1</td>
<td>r2</td>
<td></td>
</tr>
<tr>
<td>IMul r3, r1, r2</td>
<td>r1 r2 r3</td>
<td>r1</td>
<td>r2</td>
<td>r3</td>
</tr>
<tr>
<td>ILoad r4, 5</td>
<td>r1 r2 r3</td>
<td>r4</td>
<td>r2</td>
<td>r3</td>
</tr>
<tr>
<td>IAdd r5, r4, r2</td>
<td>r1 r3 r5</td>
<td>r4</td>
<td>r5</td>
<td>r3</td>
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<tr>
<td>ILoad r6, 8</td>
<td>r1 r3 r5</td>
<td>r6</td>
<td>r5</td>
<td>r3</td>
</tr>
<tr>
<td>IMul r7, r5, r6</td>
<td>r1 r3 r7</td>
<td>r6</td>
<td>r7</td>
<td>r3</td>
</tr>
<tr>
<td>IAdd r8, r7, r3</td>
<td>r1 r8</td>
<td>r6</td>
<td>r8</td>
<td>r3</td>
</tr>
<tr>
<td>IAdd r1, r8, r1</td>
<td>r1 r8</td>
<td>r1</td>
<td>r8</td>
<td>r3</td>
</tr>
<tr>
<td>IStore &amp;1234, r1</td>
<td>(none)</td>
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Example generated code

- One possible bottom-up allocation to 3 regs (ra-rc)
  - Notice r1 spilled to memory after first IMul

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<td>ILoad ra, 42</td>
<td>r1</td>
<td>r1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IMov rb, ra</td>
<td>r1 r2</td>
<td>r1</td>
<td>r2</td>
<td></td>
</tr>
<tr>
<td>IMul rc, ra, rb</td>
<td>r1 r2 r3</td>
<td>r1</td>
<td>r2</td>
<td>r3</td>
</tr>
<tr>
<td>(spill ra to memory for r1)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ILoad ra, 5</td>
<td>r1 r2 r3 r4</td>
<td>r4</td>
<td>r2</td>
<td>r3</td>
</tr>
<tr>
<td>IAdd rb, ra, rb</td>
<td>r1 r3 r5</td>
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<td>r3</td>
</tr>
<tr>
<td>ILoad ra, 8</td>
<td>r1 r3 r5 r6</td>
<td>r6</td>
<td>r5</td>
<td>r3</td>
</tr>
<tr>
<td>IMul rb, rb, ra</td>
<td>r1 r3 r7</td>
<td>r6</td>
<td>r7</td>
<td>r3</td>
</tr>
<tr>
<td>IAdd rb, rb, rc</td>
<td>r1 r8</td>
<td>r6</td>
<td>r8</td>
<td>r3</td>
</tr>
<tr>
<td>(load ra from memory for r1)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IAdd ra, rb, ra</td>
<td>r1</td>
<td>r1</td>
<td>r8</td>
<td>r3</td>
</tr>
<tr>
<td>IStore &amp;1234, ra</td>
<td>(none)</td>
<td></td>
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Register reuse

- Note that in some cases, can reuse the same register as source and target in single instruction
  - Namely, when one live range ends and another begins

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<tr>
<td>ILoad r2, 43</td>
<td>r1 r2</td>
</tr>
<tr>
<td>IMul r3, r1, r2</td>
<td>(none)</td>
</tr>
</tbody>
</table>

- Suppose \( r1 \mapsto ra \) and \( r2 \mapsto rb \)
- Then could assign \( r3 \) to \( ra, rb \), or some other register
Global register allocation [Chaitin et al 1981]

- Definition: Graph coloring problem
  - Input: A graph $G$ and an integer $k$
    - $k$ is the number of “colors”
  - Output: an assignment of nodes of $G$ to colors such that
    - No nodes that are connected by an edge have the same color
    - The assignment uses at most $k$ colors
  - This problem is NP-hard for $k > 2$

- Reduce register allocation to graph coloring
  - Data flow analysis to find live ranges of virtual registers
  - Build a color interference graph, where
    - Nodes represent live ranges
    - Edge between two nodes indicates both ranges live at some point
  - Find $k$ coloring of graph, for $k = \#$ of physical regs
    - If unable to find coloring, spill virtual regs and repeat
Live ranges

- All nodes in CFG from definition to use, inclusive
  - Live ranges indicate when virtual registers should be in some physical reg to avoid spill code
  - (A single virtual register may comprise several live ranges)
Building the interference graph

- At each point $p$ in the program
  - Add edge $(x, y)$ for all pairs of live ranges $x, y$ live at $p$
Graph coloring via simplification

• Algorithm
  - Repeatedly remove nodes with degree < k from graph
    - Push nodes onto stack, removing from graph
  - If every remaining node is degree ≥ k
    - Spill node with lowest spill cost
      - Use some heuristic to guess which virtual reg best to spill
    - Remove node from graph
      - (Once spilled, no longer causes interference)
  - Reassemble graph with nodes popped from stack
    - Choose color differing from neighbors when added to graph
    - Always possible since node had degree < k
Graph coloring example

• Assume 3 physical registers
  ▪ Simplify graph by removing nodes with < 3 neighbors
  ▪ Reassemble by popping nodes from stack
    - Assigning colors not used by neighbors
Graph coloring w/spill

- Assuming 2 physical registers
  - No node with < 2 neighbors
  - Must spill node with lowest spill cost
  - Remaining nodes can then be simplified and colored
Spill code

- Here, we’ve assumed that spilling a removes it completely from live range
  - But of course, the spill code will need to load and store to register
  - Thus, we either need to
    - Recompute live ranges after we insert spill code
    - Reserve a set of register that cannot be allocated to, but that we will use to load and store for spills
Discussion

• Global register allocation is an old idea
  ▪ Material presented in these slides is just the beginning—there’s been lots of work coming up with better variants

• *Register pressure* occurs when not enough physical registers available, requiring spills

• Register allocation and optimization interact
  - If we optimize before register alloc, might increase register pressure
    - E.g., by moving a computation earlier than it was before, thereby increasing live ranges
  - If we register alloc before optimizing, might create false dependencies
    - E.g., reg alloc maps what are conceptually separate variables to the same physical register; could confuse optimizer