

# **CSC2/455 Software Analysis and Improvement Value Numbering**

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URCS

# Outline

Review

An Introduction to Code Optimization

Local Value Numbering (LVN)

Postscript

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## What we know how to do so far

- ASTs to 3-address code
- 3-address code to Basic Blocks
- Basic blocks to Control Flow Graphs
- (Tested in second assignment, already out)

## Some Useful Background Material

- Not needed if you have CSC 2/454
- Otherwise, read Cooper and Turczon:
  - Chapter 6 (“The Procedure Abstraction”)
  - Chapter 7 (“Code Shape”)

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# Basic Goals

- Reduce execution time (“performance”)
  - Most of our time spent on this topic
- Reduce code size
  - Was hugely important, less so in the past decade or so
  - Increasingly important again (small devices, slow memory, etc.)
- Code size reduction *often* improves performance
  - Instructions that do not execute consume no time
  - Better cache behaviour
  - But not always...

# Can't programmers write fast code?

Major impediments:

- High-level languages
  - Productivity is more important than performance(?)
  - But lose control over machine
- Complex machines
  - Out-of-order superscalar machines
- “Simple” machines
  - Very-long instruction word (VLIW) machines



# Classifying Optimizations

- At what level of code should we look at to identify optimization opportunities?
- What additional information about the program can help us?

# Peephole Optimizations

- Look at a window (or “peephole”) of instructions in 3-address code
  - Usually within a basic block
- Example: Strength reduction
  - Replacing costly operations (e.g. multiply) by cheaper operations (e.g. shifts)
  - $a * 8$  can be replaced with  $a \ll 3$
- Usually implemented by pattern matching over a pre-defined library
  - Library usually constructed by reading books like *Hacker's Delight* or *Matters Computational: Ideas, Algorithms, Source Code*

## Local optimizations

- Look at basic blocks only
- Remember:
  - If one instruction in basic block executes, *all* instructions execute
  - Can assume instructions execute one after the other
- Major limitation
  - Size (Length) of basic block

# Increasing the size of basic blocks

- “Region” analysis
- Many forms:
  - Extended Basic Blocks
  - Superblocks
  - Hyperblocks
- Basic idea, use a *trace* to build a larger basic block
  - a trace is an execution path

# Global optimizations

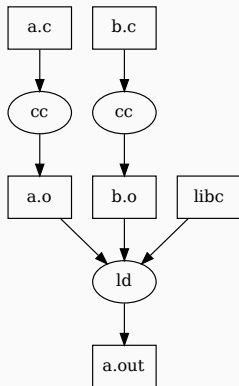
- Global means *procedure* level
  - A procedure has a single entry and exit
  - E.g. C functions
  - *not* global as in global variables
- A global analysis usually operates on a control-flow graph
- Sometimes called “intraprocedural” analysis

# Interprocedural (Whole program) Optimizations

- Operates on the entire source code of a program
- Sometimes called “context-sensitive analysis”
  - Allows compiler to distinguish invocations of the same function
  - More opportunities for optimization!
- Must keep track of function calls
  - Usually, in a structure called the “call graph”

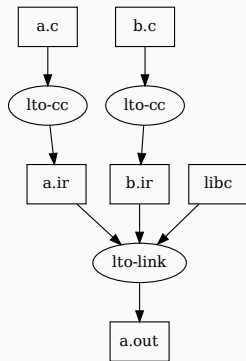
# Link-time Optimization

- Traditional compiler flow
  - Program contains multiple translation units (usu. a .c file)
  - Translation unit to object (.o file)
  - Combine object files and libraries ("link") to generate executable
  - Usually hidden by a compiler driver like gcc
- Misses opportunities for cross-object optimizations



# Link Time Optimizers

- LLVM LTO
- GCC LTO
- These require that object files be in compiler-specific intermediate representations
  - LLVM Bitcode for LLVM
  - GIMPLE for GCC
- Nice case studies of Firefox being compiled with LTO online
  - Search for “Firefox LTO Link Time Optimization”





# Runtime (Dynamic) optimization

- Optimization while a program is running
- Sometimes a necessity:
  - E.g., JavaScript
- Sometimes called Just-in-time (JIT) compilation
  - because mostly associated with JIT VMs
- Big advantage:
  - Have nearly all the information required to optimize program
- Big disadvantage?

# Examples of Dynamic Optimizers

- Java
  - Hotspot VM
- JavaScript
  - V8
- Python
  - PyPy
- Your-language-here
  - RPython (used to build PyPy)
  - Graal and Truffle

## Additional Information: Profiles

- Most optimizers only look at source code
- But additional information can help:
  - What is the most common direction of this branch? (see gcc's `__builtin_expect`)
  - What is the most likely target of this indirect function call?
- General technique: *profile-based optimization* or *profile-guided optimization (PGO)*
  - Instrument program to generate statistics (i.e. profile)
  - Generate statistics on program run
  - Compiler recompiles code based on gathered profile

# Profile-guided Optimization using GCC

```
gcc -fprofile-generate program.c # instrumented executable
./program                       # gathers profile data
gcc -fprofile-use program.c     # PGO executable
```

- This instruments the code to gather:
  - statistics of values in expressions
  - branch probabilities
- These values are gathered (“profiled”) when the program is run
- The feedback gathered during a run can be used for:
  - Inlining functions
  - Laying out code
  - Loop unrolling, etc.

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## Getting rid of redundant calculations

```
ed = (a0 - a1)*(a0 - a1) + (b0 - b1)*(b0 - b1)
```

Optimized code sequence:

```
t1 = a0 - a1  
t2 = t1 * t1  
t3 = b0 - b1  
t4 = t3 * t3  
ed = t2 + t4
```

## Where does this code arise?

- High-level languages
- AST to 3-address code generation rules
  - e.g. array indexing
  - $x = A[i][j] + A[i][j+1]$ ?

## Array indexing example

```
t1 = i * dimsiz(A, 1)
t2 = t1 + j
t3 = *(A + t2)

t4 = i * dimsiz(A, 1)
t5 = t4 + j
t6 = t5 + 1
t7 = *(A + t6)

x = t3 + t7
```

`dimsiz(A, dim)` is a function that returns an integer indicating the size of dimension *dim* of array *A* (0 or 1).



# Compiler structure

- Compilers rewrite and lower your code
- Can introduce significant redundancy in the process
- Logically cleaner (and simpler!) to reduce redundancy using dedicated *passes*
  - Keeps rewrites (incl. translation) simple

# Value Numbering

- Value numbering is a local optimization
- Assigns numbers to each value in the basic block
  - Literals
  - Variables
  - Expressions
  - $VN(x)$  is the the number assigned to  $x$
- Design  $VN(x)$  such that:
  - $VN(x) == VN(y)$  if-and-only-if (iff)  $x == y$

## Example case

t1 = a0 - a1

t2 = a0 - a1

t3 = t1 \* t2

t4 = b0 - b1

t5 = b0 - b1

t6 = t4 \* t5

ed = t3 + t6

## Example case: Assigning value numbers

$t1 = a0 - a1$	$\# 2 = 0 - 1$
$t2 = a0 - a1$	$\# 2 = 0 - 1$
$t3 = t1 * t2$	$\# 3 = 2 * 2$
$t4 = b0 - b1$	$\# 6 = 4 - 5$
$t5 = b0 - b1$	$\# 6 = 4 - 5$
$t6 = t4 * t5$	$\# 7 = 6 * 6$
$ed = t3 + t6$	$\# 8 = 3 + 7$

## After optimization

t1 = a0 - a1           # 2 = 0 - 1

t3 = t1 \* t1           # 3 = 2 \* 2

t4 = b0 - b1           # 6 = 4 - 5

t6 = t4 \* t4           # 7 = 6 \* 6

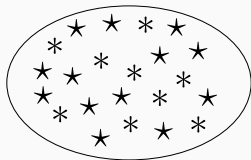
ed = t3 + t6           # 8 = 3 + 7

Algorithms in Figure 8.2, 8.4 of Cooper and Turczon

## Quality of $VN(x)$

- What happens if your  $VN(x)$  assigns different values to  $VN(x)$  and  $VN(y)$  when  $x == y$ ?
  - $a = 1 * c$
  - $b = c$
- What happens if your  $VN(x)$  assigns the same value to  $VN(x)$  and  $VN(y)$  when  $x \neq y$ ?
  - $t1 = c + d$ ;  $t2 = t1 + e$
  - $t3 = d + e$ ;  $t4 = t3 + c$
  - Here: is  $t2$  equal to  $t4$ ?
  - (assume  $c$ ,  $d$  and  $e$  are float)

# Completeness and Soundness



- Let ★ represent true statements, \* represent false statements
- Let there be a procedure  $P$  that takes a statement as input and determines if it is true or not
- If  $P(★) = T$  and  $P(*) = F$  for all ★ and \*,  $P$  is sound and complete
- Usually, though  $P(★) = ?$  or  $P(*) = ?$ , i.e.  $P$  is incomplete
- Additionally, if  $P(*)$  never returns true,  $P$  is sound

# Completeness and Soundness

- Completeness
  - Can we prove all true statements?
  - e.g., can we derive equality for all expressions that are equal?
  - False Negative, we say “no”, when it is actually “yes” [Type II error]
- Soundness
  - Roughly, are all statements that have proofs actually true?
  - e.g., we can never derive equality for expressions that are not equal
  - False Positive, we say “yes”, when it is actually “no” [Type I error]



## Why limit ourselves to basic blocks?

What would happen if we ran value numbering across basic blocks?

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# References

- Chapter 8 of Cooper and Turczon
  - Up to (but not including) 8.4.2
- Spare time reading (rec. for PhD students)
  - Livshits et al., 2015, In defense of Soundness: A Manifesto, Communications of the ACM
  - Also see, <http://soundiness.org/>