Topic 8: Control Flow

COS 320

Compiling Techniques

Princeton University
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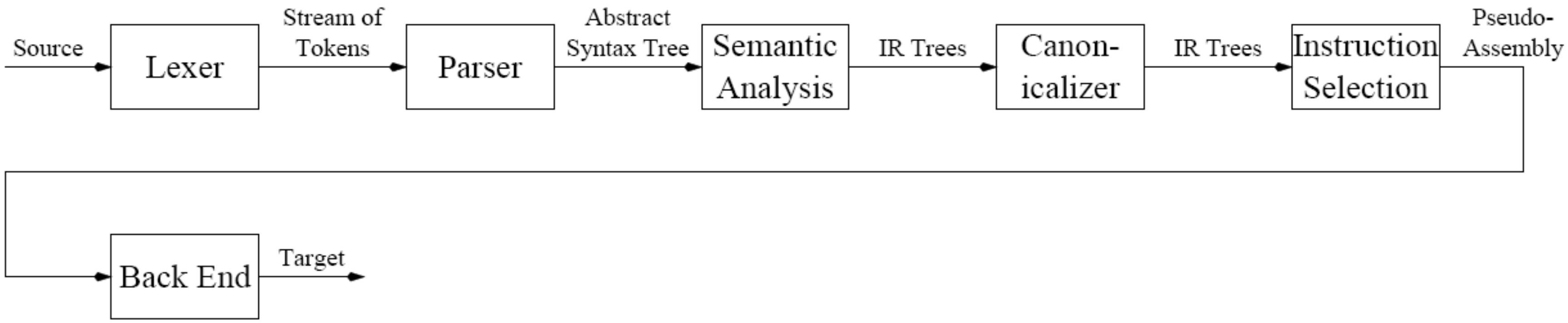
The Front End



The Front End:

1. assumes the presence of an infinite number of registers to hold temporary variables.
2. introduces inefficiencies in the source to IR translation.
3. does a direct translation of programmer's code.
4. does not create pseudo-assembly tuned to the target architecture.
   - Not scheduled for machines with non-unit latency.
   - Not scheduled for wide-issue machines.

The Back End

The Back End:

1. Maps infinite number of virtual registers to finite number of real registers → *register allocation*
2. Removes inefficiencies introduced by front-end → *optimizer*
3. Removes inefficiencies introduced by programmer → *optimizer*
4. Adjusts pseudo-assembly composition and order to match target machine → *scheduler*

Research and development in back end is growing rapidly.

- EPIC Architectures
- Binary re-optimization
- Runtime optimization
- Optimizations requiring additional hardware support

Optimization

```
for i := 0 to 10
  do a[i] = x;

  ADDI   r1 = r0 + 0

LOOP:
  LOAD    r2 = M[FP + a]
  ADDI    r3 = r0 + 4
  MUL     r4 = r3 * r1
  ADD     r5 = r2 + r4
  LOAD    r6 = M[FP + x]
  STORE   M[r5] = r6

  ADDI    r1 = r1 + 1
  BRANCH r1 <= 10, LOOP
```

Loop invariant code removal...

Register Allocation

```
for i := 0 to 10
  do a[i] = x;

  ADDI   r1 = r0 + 0
  LOAD   r2 = M[FP + a]
  ADDI   r3 = r0 + 4
  LOAD   r6 = M[FP + x]

LOOP:
  MUL    r4 = r3 * r1
  ADD    r5 = r2 + r4
  STORE  M[r5] = r6

  ADDI   r1 = r1 + 1
  BRANCH r1 <= 10, LOOP
```

Uses 6 virtual registers, only have 5 real registers...

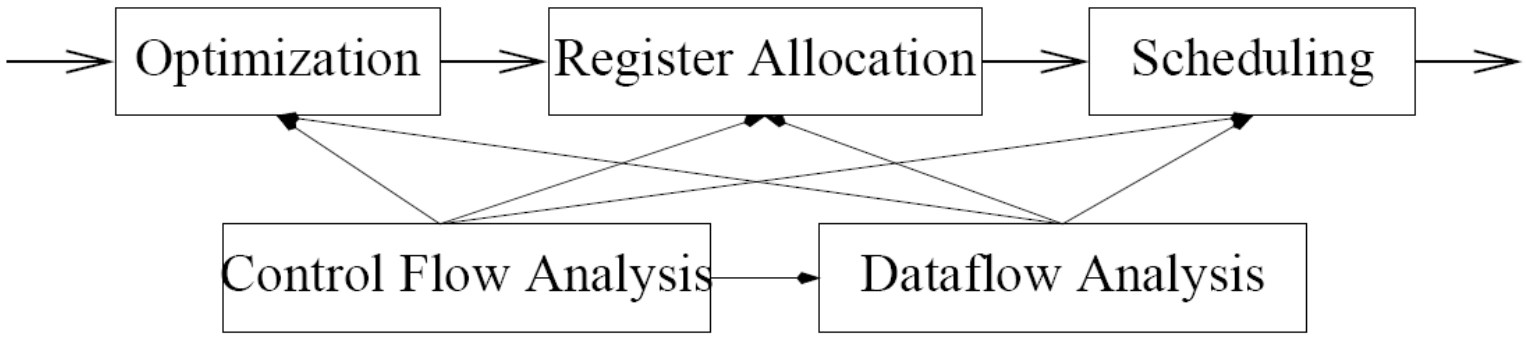
Scheduling

```
1    ADDI    r1 = r0 + 0
2    LOAD    r2 = M[FP + A]
3    ADDI    r3 = r0 + 4
4    LOAD    r4 = M[FP + X]

  LOOP:
1    MUL     r5 = r3 * r1
2
3    ADD     r5 = r2 + r5
4    STORE   M[r5] = r4
5    ADDI    r1 = r1 + 1
6    BRANCH  r1 <= 10, LOOP
```

```
1    ADDI    r1 = r0 + 0
2    LOAD    r2 = M[FP + A]
3    ADDI    r3 = r0 + 4
4    LOAD    r4 = M[FP + X]

  LOOP:
1    MUL     r5 = r3 * r1
2    ADDI    r1 = r1 + 1
3    ADD     r5 = r2 + r5
4    STORE   M[r5] = r4
5    BRANCH  r1 <= 10, LOOP
```

Multiply instruction takes 2 cycles...

Analysis



- *Control Flow Analysis* determines the how instructions are *fetched* during execution.
- Control Flow Analysis precedes dataflow analysis.
- *Dataflow analysis* determines how data flows among instructions.
- Dataflow analysis precedes optimization, register allocation, and scheduling.

Control Flow Analysis

Control Flow Analysis determines the how instructions are *fetched* during execution.

- *Control Flow Graph* - graph of instructions with directed edge $I_i \rightarrow I_j$ iff I_j can be executed immediately after I_i.

Control Flow Analysis Example

```
  r1 = 0

LOOP:
  r1 = r1 + 1
  r2 = r1 & 1
  BRANCH r2 == 0, ODD
  r3 = r3 + 1
  JUMP NEXT

ODD:
  r4 = r4 + 1

NEXT:
  BRANCH r1 <= 10, LOOP
```

Basic Blocks

- *Basic Block* - run of code with single entry and exit.
- Control flow graph of basic blocks more convenient.
- Determine by the following:

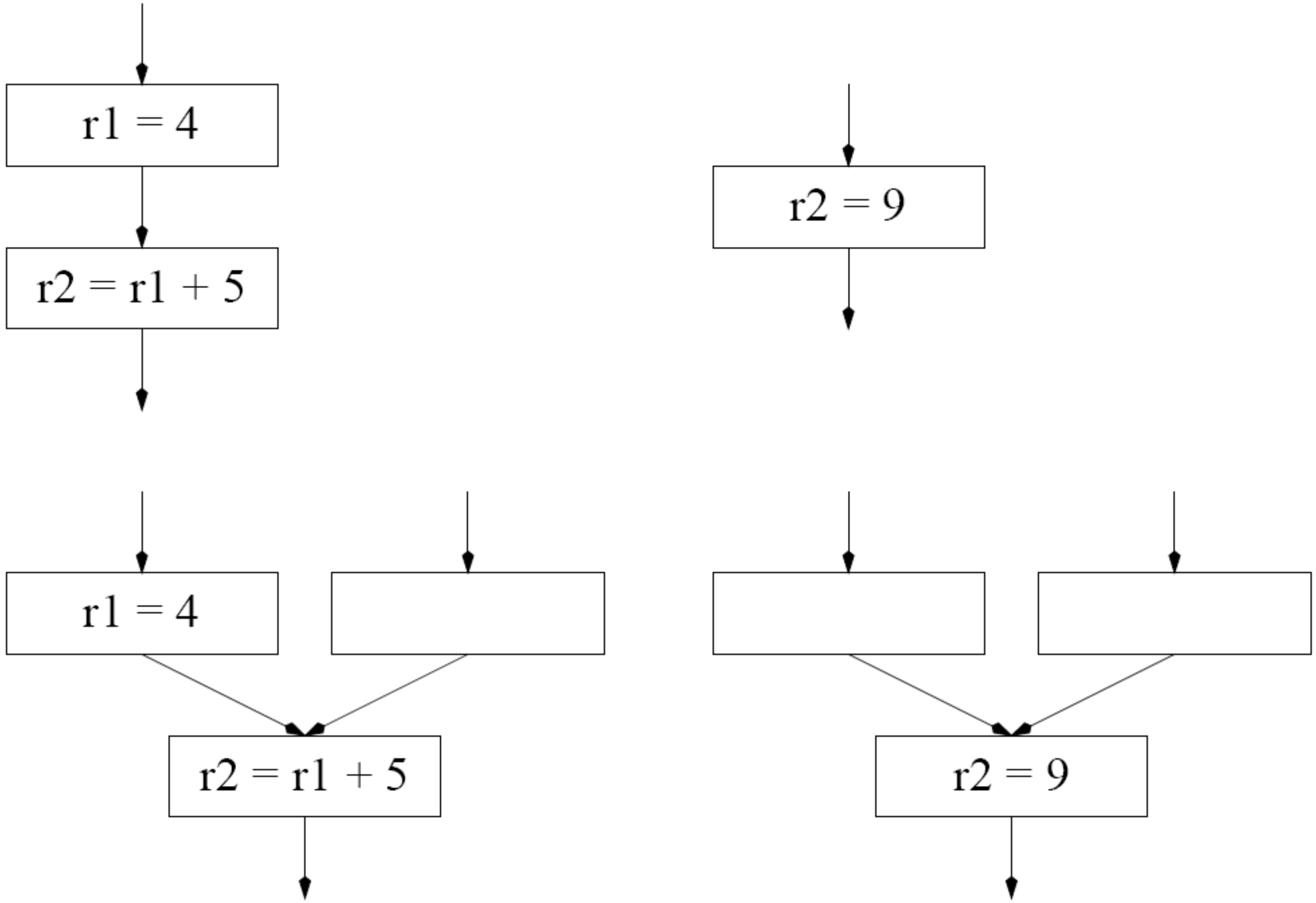
  1. Find *leaders*:
     (a) First statement
     (b) Targets of conditional and unconditional branches
     (c) Instructions that follow branches
  2. Basic blocks are leader up to, but not including next leader.

Basic Block Example

```
  r1 = 0

LOOP:
  r1 = r1 + 1
  r2 = r1 & 1
  BRANCH r2 == 0, ODD

  r3 = r3 + 1
  JUMP NEXT

ODD:
  r4 = r4 + 1

NEXT:
  BRANCH r1 <= 10, LOOP
```

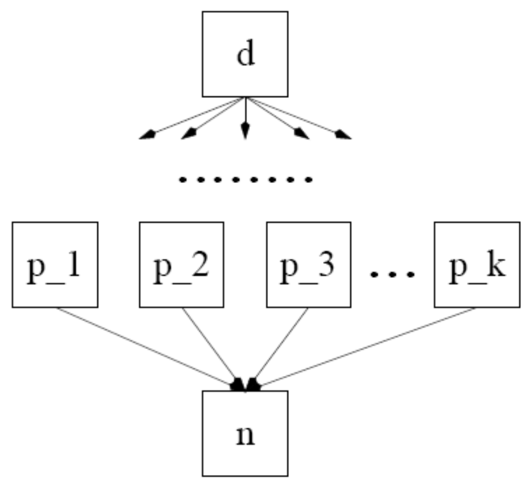
Domination Motivation

Constant Propagation:



Dominator Analysis

- Assume every Control Flow Graph (CFG) has *start* node s_0 with no predecessors.
- Node d *dominates* node n if every path of directed edges from s_0 to n must go through d.
- Every node dominates itself.
- Consider:



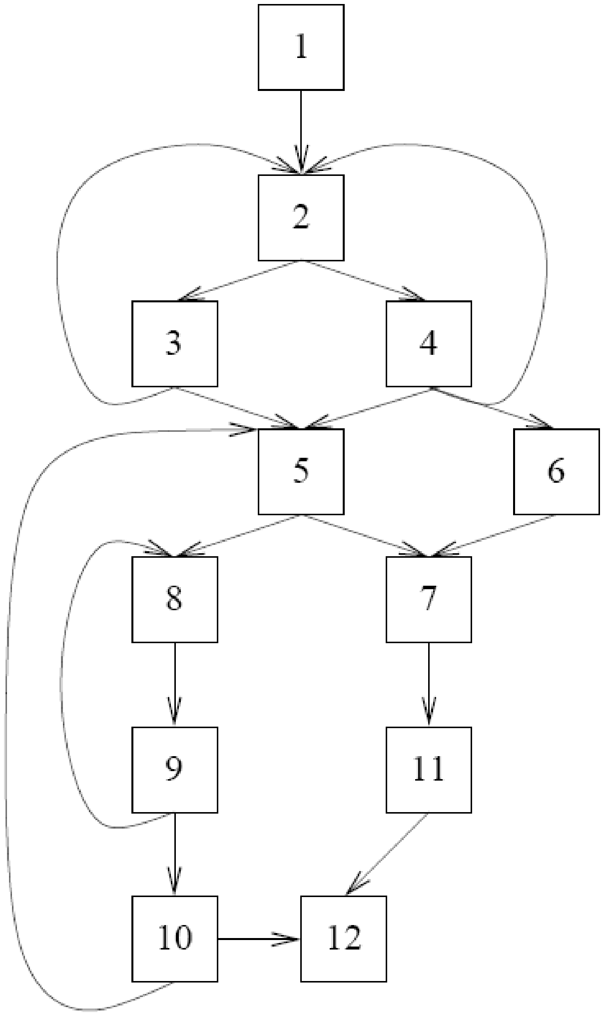
- If d dominates each of the p_i, then d dominates n.
- If d dominates n, then d dominates each of the p_i.

Dominator Analysis

- If d dominates each of the p_i, then d dominates n.
- If d dominates n, then d dominates each of the p_i.
- $Dom[n]$ = set of nodes that dominate node n.
- N = set of all nodes.
- Computation:

1. $Dom[s_0] = \{s_0\}$.
2. **for** $n \in N - \{s_0\}$ **do** $Dom[n] = N$
3. **while** (changes to any $Dom[n]$ occur) **do**
4.   **for** $n \in N - \{s_0\}$ **do**
5. $Dom[n] = \{n\} \cup \left(\cap_{p \in pred[n]} Dom[p]\right)$.

Dominator Analysis Example

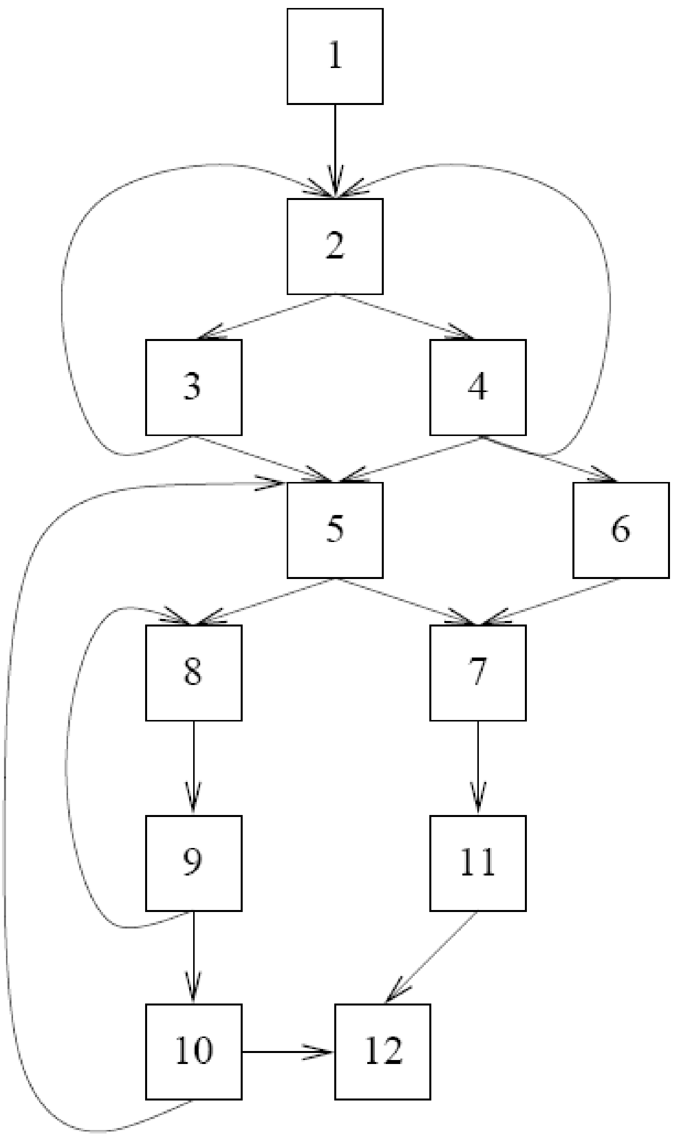


Node	$Dom[n]$	$Dom[n]$	$IDom[n]$
1	1		
2	1-12		
3	1-12		
4	1-12		
5	1-12		
6	1-12		
7	1-12		
8	1-12		
9	1-12		
10	1-12		
11	1-12		
12	1-12		

Immediate Dominator/Dominator Tree

- Immediate dominator used in constructing *dominator tree*.
- Dominator Tree:
  - efficient representation of dominator information
  - used for other types of analysis (e.g. control dependence)
- s_0 is root of dominator tree.
- Each node d dominates only its descendants in tree.
- Every node n ($n \neq s_0$) has exactly one immediate dominator $IDom[n]$.
- $IDom[n] \neq n$
- $IDom[n]$ dominates n
- $IDom[n]$ does not dominate any other dominator of n.
- Last dominator of n on any path from s_0 to n is $IDom[n]$.

Immediate Dominator Example



Node	$Dom[n]$	$IDom[n]$
1	1	
2	1,2	
3	1,2,3	
4	1,2,4	
5	1,2,5	
6	1,2,4,6	
7	1,2,7	
8	1,2,5,8	
9	1,2,5,8,9	
10	1,2,5,8,9,10	
11	1,2,7,11	
12	1,2,12	

Post Dominator

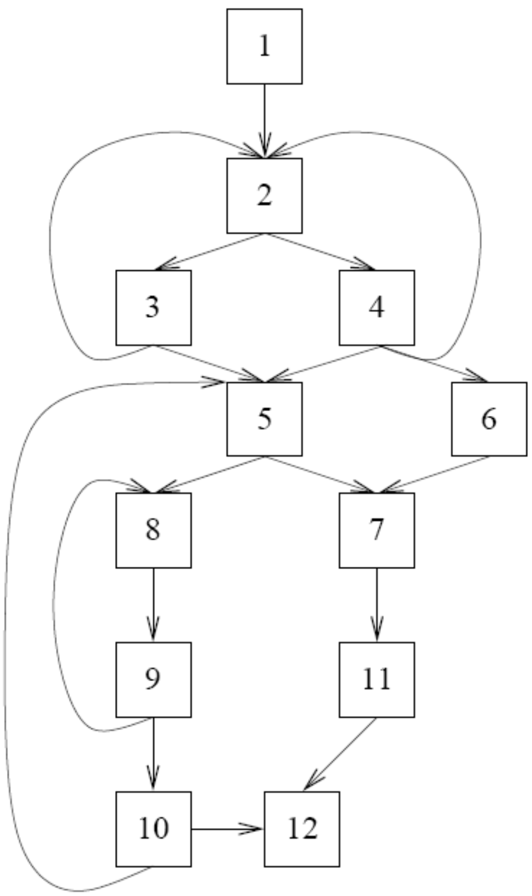
- Assume every Control Flow Graph (CFG) has *exit* node x with no successors.
- Node p *post-dominates* node n if every path of directed edges from n to x must go through p.
- Every node post-dominates itself.
- Derivation of post-dominator and immediate post-dominator analysis analogous to dominator and immediate dominator analysis.
- Post-dominators will be useful in computing control dependence.
- Control dependence will be useful in many future optimizations.

Loop Optimization

- Large fraction of execution time is spent in loops.
- Effective loop optimization is extremely important.
- First step in loop optimization $\rightarrow$ find the loops.
- A *loop* is a set of CFG nodes S such that:
  1. there exists a *header* node h in S that dominates all nodes in S.
     - there exists a path of directed edges from h to any node in S.
     - h is the only node in S with predecessors not in S.
  2. from any node in S, there exists a path of directed edges to h.
- A loop is a single entry, multiple exit region.

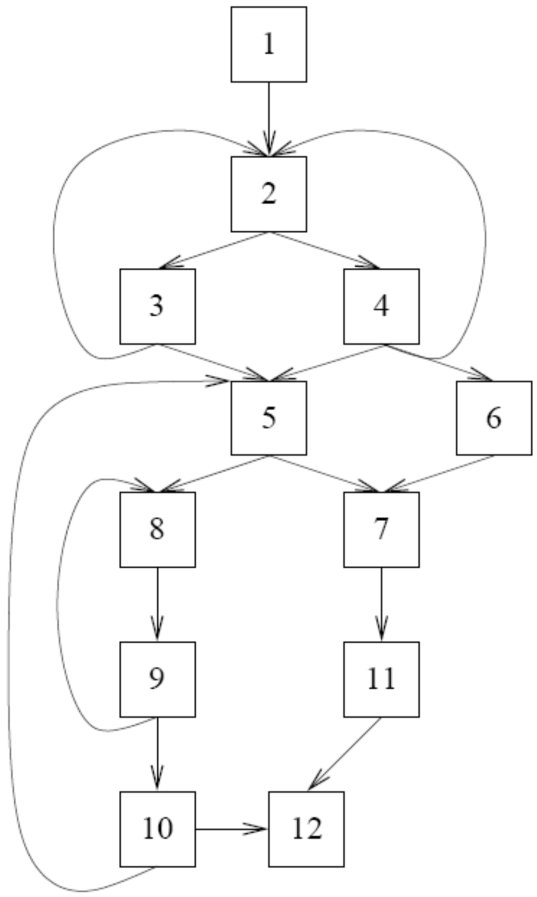
Examples of Loops

Back Edges



- *Back-edge* - flow graph edge from node n to node h such that h dominates n
- Each back-edge has a corresponding *natural loop*.

Natural Loops



- Natural loop of back-edge $\langle n, h \rangle$:
  - has a loop header h.
  - set of nodes X such that h dominates $x \in X$ and there is a path from x to n not containing h.
- A node h may be header of more than one natural loop.
- Natural loops may be nested.

Loop Optimization

- Compiler should optimize inner loops first.
  - Programs *typically* spend most time in inner loops.
  - Optimizations may be more effective → loop invariant code removal.
- Convenient to merge natural loops with same header.
- These merged loops are not natural loops.
- Not all cycles in CFG are loops of any kind (more later).

Loop Optimization

Loop invariant code motion

- An instruction is loop invariant if it computes the same value in each iteration.
- Invariant code may be hoisted outside the loop.

```
  ADDI    r1 = r0 + 0
  LOAD    r2 = M[FP + a]
  ADDI    r3 = r0 + 4
  LOAD    r6 = M[FP + x]

LOOP:
  MUL     r4 = r3 * r1
  ADD     r5 = r2 + r4
  STORE   M[r5] = r6

  ADDI    r1 = r1 + 1
  BRANCH  r1 <= 10, LOOP
```

Loop Optimization

- **Induction variable analysis and elimination** - i is an induction variable if only definitions of i within loop increment/decrement i by loop-invariant value.
- **Strength reduction** - replace expensive instructions (like multiply) with cheaper ones (like add).

```
  ADDI   r1 = r0 + 0
  LOAD   r2 = M[FP + a]
  ADDI   r3 = r0 + 4
  LOAD   r6 = M[FP + x]

LOOP:
  MUL    r4 = r3 * r1
  ADD    r5 = r2 + r4
  STORE  M[r5] = r6

  ADDI   r1 = r1 + 1
  BRANCH r1 <= 10, LOOP
```

Non-Loop Cycles

Non-Loop Cycles

- Loops are instances of *reducible* flow graphs.
  - Each cycle of nodes has a unique header.
  - During reduction, entire loop becomes a single node.
- Non-Loops are instances of *irreducible* flow graphs.
  - Analysis and optimization is more efficient on reducible flow graphs.
  - Irreducible flow graphs occur rarely in practice.
    - Use of structured constructs (e.g. if-then, if-then-else, while, repeat, for) leads to reducible flow graphs.
    - Use of goto's *may* lead to irreducible flow graphs.
  - Irreducible flow graphs can be made reducible by *node-splitting*.

Node Splitting