

## Advanced Issues in Machine Descriptions

GCC Resource Center  
([www.cse.iitb.ac.in/grc](http://www.cse.iitb.ac.in/grc))

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### Outline

- Some details of MD constructs
  - ▶ On names of patterns in .md files
  - ▶ On the role of `define_expand`
  - ▶ On the role of constraints
  - ▶ Mode and code iterators
  - ▶ Defining attributes
  - ▶ Other constructs
- Improving machine descriptions and instruction selection
  - ▶ New constructs to factor out redundancy
  - ▶ Tree tiling based instruction selection



### Outline

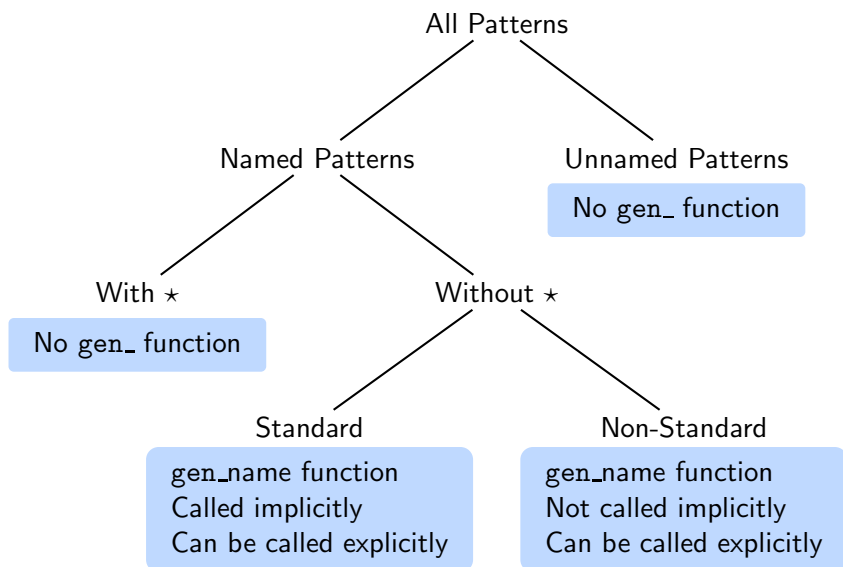
## Notes



# Some Details of MD Constructs

Notes

## Pattern Names in .md File

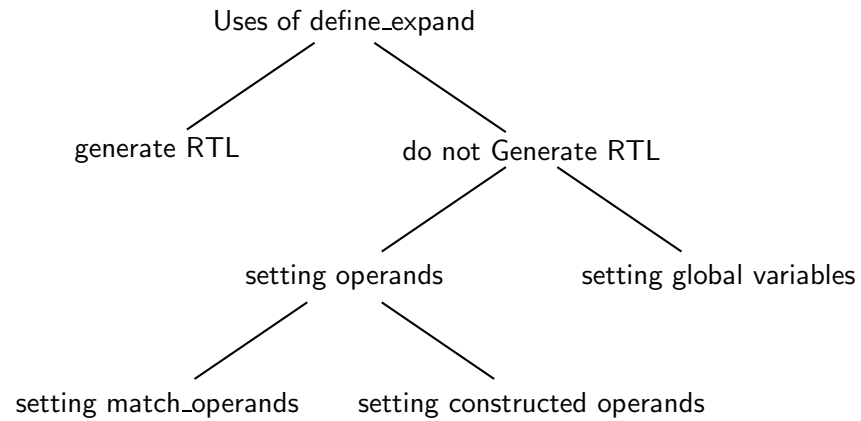


## Pattern Names in .md File

Notes



## Role of define\_expand

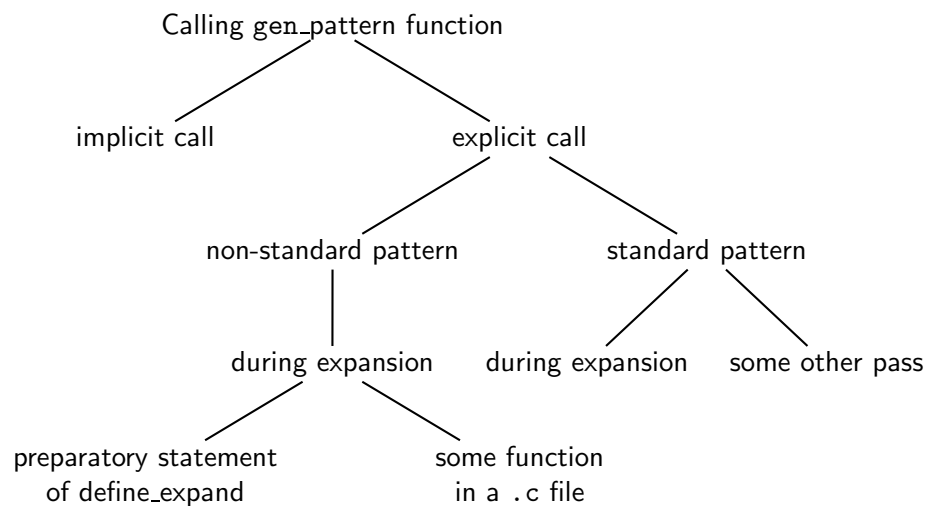


## Role of define\_expand

# Notes



## Using define\_expand for Generating RTL statements



## Using define\_expand for Generating RTL statements

# Notes



## Understanding Constraints

Constraints

```
(define_insn ""
  [(set (match_operand:SI 0 "general_operand" "=r")
        (plus:SI (match_dup 0)
                  (match_operand:SI 1 "general_operand" "r")))]
  ""
  "...")
```

- Reloading operands in the most suitable register class
- Fine tuning within the set of operands allowed by the predicate
- If omitted, operands will depend only on the predicates



## Observations - Role of Constraints

Consider the following two instruction patterns:

- ```
(define_insn ""
  [(set (match_operand:SI 0 "general_operand" "=r")
        (plus:SI (match_dup 0)
                  (match_operand:SI 1 "general_operand" "r")))]
  ""
  "...")
```

The destination and left operands must be identical

- ```
(define_insn ""
  [(set (match_operand:SI 0 "general_operand" "=r")
        (plus:SI (match_operand:SI 1 "general_operand" "z")
                  (match_operand:SI 2 "general_operand" "r")))]
  ""
  "...")
```



## Understanding Constraints

Notes



## Observations - Role of Constraints

Notes



## Role of Constraints

- Consider an insn of the form
 

```
(insn n prev next
  (set (reg:SI 3)
    (plus:SI (reg:SI 6) (reg:SI 109)))
  ...)
```
- Predicates of the first pattern does not match
- Constraints do not match for first operand of the second pattern
- Reload pass generates additional insn to that the first pattern can be used

```
(insn n2 prev n
  (set (reg:SI 3) (reg:SI 6))
  ...)
(insn n n2 next
  (set (reg:SI 3)
    (plus:SI (reg:SI 3) (reg:SI 109)))
  ...)
```



## Observations: Constraints

- `define_insns` patterns have operand predicates and constraints
- While generating the RTL from GIMPLE only the operand predicates are checked and the constraints are completely ignored
- The RTL which is generated in the expander is modified in the reload pass to fulfil the constraint
- This final form of RTL can be generated in expander by using constraints early



## Role of Constraints

# Notes



## Observations: Constraints

# Notes



## Handling Mode Differences

```
(define_insn "subsi3"
  [(set (match_operand:SI 0 "register_operand" "=d")
        (minus:SI (match_operand:SI 1 "register_operand" "d")
                  (match_operand:SI 2 "register_operand" "d")))]
  ""
  "subu\t%0,%1,%2"
  [(set_attr "type" "arith")
   (set_attr "mode" "SI")])

(define_insn "subdi3"
  [(set (match_operand:DI 0 "register_operand" "=d")
        (minus:DI (match_operand:DI 1 "register_operand" "d")
                  (match_operand:DI 2 "register_operand" "d")))]
  ""
  "dsubu\t%0,%1,%2"
  [(set_attr "type" "arith")
   (set_attr "mode" "DI")])
```



## Handling Mode Differences

# Notes



## Mode Iterators: Abstracting Out Mode Differences

```
(define_mode_iterator GPR [SI (DI "TARGET_64BIT")])
(define_mode_attr d [(SI "") (DI "d")])
(define_insn "sub<mode>3"
  [(set (match_operand:GPR 0 "register_operand" "=d")
        (minus:GPR (match_operand:GPR 1 "register_operand" "d")
                   (match_operand:GPR 2 "register_operand" "d")))]
  ""
  "<d>subu\t%0,%1,%2"
  [(set_attr "type" "arith")
   (set_attr "mode" "<MODE>")])
```



## Handling Code Differences

```
(define_expand "bunordered"
  [(set (pc) (if_then_else (unordered:CC (cc0) (const_int 0))
                          (label_ref (match_operand 0 ""))
                          (pc)))]
  ""
  { mips_expand_conditional_branch (operands, UNORDERED);
    DONE;
  })

(define_expand "bordered"
  [(set (pc) (if_then_else (ordered:CC (cc0) (const_int 0))
                          (label_ref (match_operand 0 ""))
                          (pc)))]
  ""
  { mips_expand_conditional_branch (operands, ORDERED);
    DONE;
  })
```



## Code Iterators: Abstracting Out Code Differences

```
(define_code_iterator any_cond [unordered ordered])
(define_expand "b<code>"
  [(set (pc)
        (if_then_else (any_cond:CC (cc0)
                              (const_int 0))
                      (label_ref (match_operand 0 ""))
                      (pc)))]
  ""
  { mips_expand_conditional_branch (operands, <CODE>);
    DONE;
  })
```



## Handling Code Differences

# Notes



## Code Iterators: Abstracting Out Code Differences

# Notes



## Defining Attributes

- Classifications are need based
- Useful to GCC phases – e.g. pipelining

Property: Pipelining

Need: To classify target instructions

Construct: `define_attr`

```
;; Instruction type.
```

```
(define_attr "type"
```

```
"other,multi,alu,alu1,negnot, ... str,cld, ..."
```

```
(const_string "other"))
```

Fields:

Attribute name, all possible values, one of the possible values, default.



## Defining Attributes

# Notes



## Specifying Instruction Attributes

- **Optional field** of a `define_insn`
- For an i386, we choose to **mark** string instructions with the attribute value `str`

```
(define_insn "*strmovdi_rex_1"
```

```
  [(set (mem:DI (match_operand:DI 2 ...))
```

```
    "TARGET_64BIT && (TARGET_SINGLE_ ...)"
```

```
    "movsq"
```

```
    [(set_attr "type" "str")
```

```
    ...
```

```
    (set_attr "memory" "both")])
```

### NOTE

An instruction may have more than one attribute!



## Specifying Instruction Attributes

# Notes



## Using Attributes

```
(define_insn_reservation "pent_str" 12
  (and (eq_attr "cpu" "pentium")
        (eq_attr "type" "str") )
  "pentium-np*12")
```

Pipeline specification requires the CPU type to be “pentium” and the instruction type to be “str”



## Some Other RTL Constructs

- **define\_split**: Split complex insn into simpler ones  
e.g. for better use of delay slots
- **define\_insn\_and\_split**: A combination of `define_insn` and `define_split`  
Used when the split pattern matches and insn exactly.
- **define\_peephole2**: Peephole optimization over insns that substitutes insns. Run after register allocation, and before scheduling.
- **define\_constants**: Use literal constants in rest of the MD.



## Using Attributes

# Notes



## Some Other RTL Constructs

# Notes



Part 2

## Improving Instruction Selection and Machine Descriptions

Notes

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### Improving Machine Descriptions and Instruction Selection

The Problems:

- Instruction selection algorithms are quite adhoc
  - ▶ Full tree matching instead of tree tiling
- The specification mechanism for Machine descriptions is quite adhoc
  - ▶ Only syntax borrowed from LISP, neither semantics nor spirit!
  - ▶ Non-composable rules
  - ▶ Mode and code iterator mechanisms are insufficient
- Adhoc design decisions
  - ▶ Honouring operand constraints delayed to global register allocation  
During GIMPLE to RTL translation, a lot of C code is required
  - ▶ Choice of insertion of NOPs

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### Improving Machine Descriptions and Instruction Selection

Notes



## Design Flaws in Machine Descriptions

Multiple patterns with same structure

- Repetition of almost similar RTL expressions across multiple `define_insn` and `define_expand` patterns
  - ▶ Only Modes, Predicates, Constraints, Boolean Condition, or RTL Expression may differ
  - ▶ One RTL expression may appear as a sub-expression of some other RTL expression
- Repetition of C code along with RTL expressions in these patterns.



## Consequence of Design Flaws in Machine Descriptions

- The machine descriptions are too verbose, detailed, repetitive and require a lot of C code
- A compiler developer needs to visualize and specify meaningful combinations of instructions for generating good quality code
- The machine descriptions are difficult to construct, understand, maintain, and enhance
- GCC has become a **hacker's paradise** instead of a clean, production quality compiler generation framework



## Design Flaws in Machine Descriptions

Notes



## Consequence of Design Flaws in Machine Descriptions

Notes



## Insufficient Iterator Mechanism

- Iterators can not be used across `define_insn`, `define_expand`, `define_peephole2` and other patterns
- Defining iterator attribute for each varying parameter becomes tedious.
- For same set of modes and rtx codes change in other fields of pattern makes use of iterators impossible
- Mode and code attributes can not be defined for operator or operand number, name of the pattern.
- Patterns with different RTL template share attribute value vector for which iterators can not be used.



## Many Similar Patterns Cannot be Combined

```
(define_expand "iordi3"
  [(set (match_operand:DI 0 "nonimmediate_operand" "")
        (ior:DI (match_operand:DI 1 "nonimmediate_operand" "")
                (match_operand:DI 2 "x86_64_general_operand" "")))
  (clobber (reg:CC FLAGS_REG))]
  "TARGET_64BIT"
  "ix86_expand_binary_operator (IOR, DImode, operands); DONE;")

(define_insn "*iordi_1_rex64"
  [(set (match_operand:DI 0 "nonimmediate_operand" "=rm,r")
        (ior:DI (match_operand:DI 1 "nonimmediate_operand" "%0,0")
                (match_operand:DI 2 "x86_64_general_operand" "re,rme" )))
  (clobber (reg:CC FLAGS_REG))]
  "TARGET_64BIT"
  && ix86_binary_operator_ok (IOR, DImode, operands)
  "or{q}\t{2, %0%0, %2}"
  [(set_attr "type" "alu")
   (set_attr "mode" "DI")])
```



## Insufficient Iterator Mechanism

# Notes



## Many Similar Patterns Cannot be Combined

# Notes



## Step 1: Avoiding Verbosity in Machine Description

- New constructs to facilitate more concise machine descriptions
  - ▶ `define_rtltemplate` defining  
Introduces non-terminals for common RTL expressions instead of rewriting them in each `define_insn` or `define_expand` pattern
  - ▶ `define_code` defining  
Introduces non-terminals for C/Assembly code instead of rewriting them in each `define_insn` or `define_expand` pattern
  - ▶ `define_pattern` instantiating  
Allows specification of multiple `define_insn` and `define_expand` sharing RTL template, assembly template, or C code
- Generate existing machine descriptions from new descriptions
  - ⇒ No change in GCC source
  - ⇒ Incremental changes with gradual transition to new descriptions
  - ⇒ Non-disruptive transition



## Improvement Statistics for 'i386.md'

Machine description file i386.md is rewritten. **5720** lines are reduced from current MD specification for 'i386.md(21474 lines). Ignoring the comments this reduction is **28%** of the complete MD file.

Instruction Group	Instruction Pattern count	define_rtltemplate count
Arithmetic instructions	154	50
Control flow and data move instructions	626	169
Logical and relational instructions	212	56
Shift and rotate instructions	311	67
<b>Total</b>	<b>1303</b>	<b>342</b>

Improvement statistics in terms of reduction in RTL templates



## Step 1: Avoiding Verbosity in Machine Description

# Notes



## Improvement Statistics for 'i386.md'

# Notes



## Step 2: Improving Instruction Selection

- Since rules become composable, tree tiling based instruction selection algorithms can be used  
Currently rules are non-composable and GCC uses full tree matching algorithm



## Full Tree Matching

Instructions are viewed as independent non-composable rules

Instructions	Subject Tree	Modified Trees



## Step 2: Improving Instruction Selection

# Notes



## Full Tree Matching

# Notes



### Full Tree Matching

Instructions are viewed as independent non-composable rules

Instructions	Subject Tree	Modified Trees



### Full Tree Matching

Notes



### Full Tree Matching

Instructions are viewed as independent non-composable rules

Instructions	Subject Tree	Modified Trees



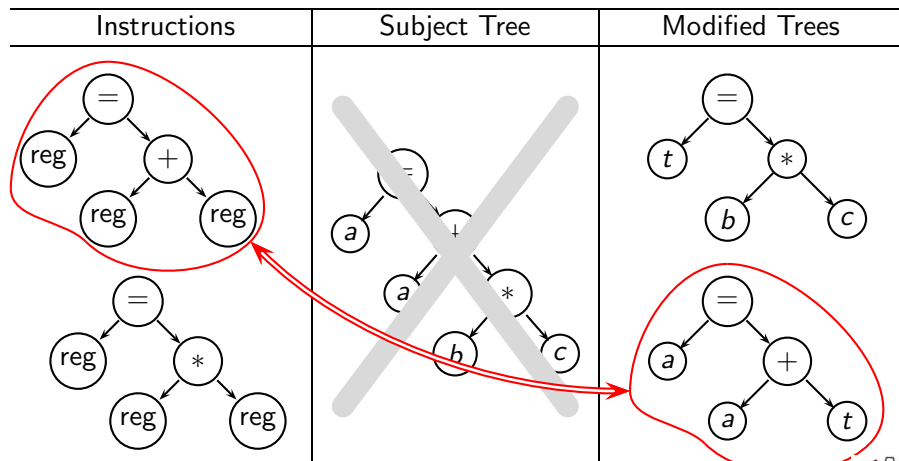
### Full Tree Matching

Notes



## Full Tree Matching

Instructions are viewed as independent non-composable rules



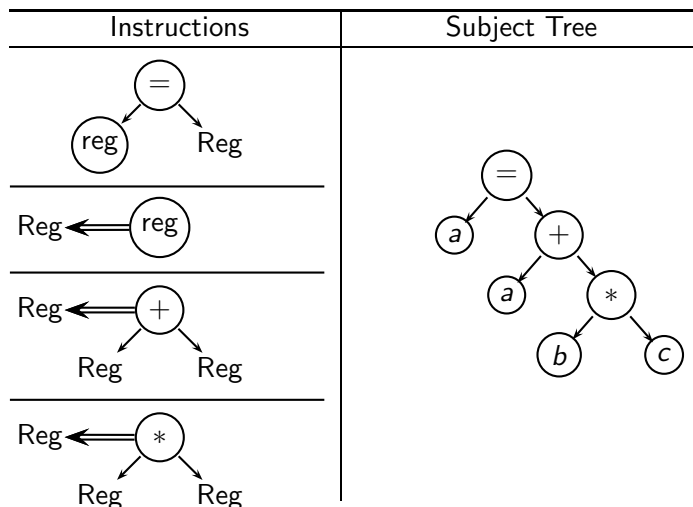
## Full Tree Matching

Notes



## Tree Tiling

Instructions are viewed as composable rules



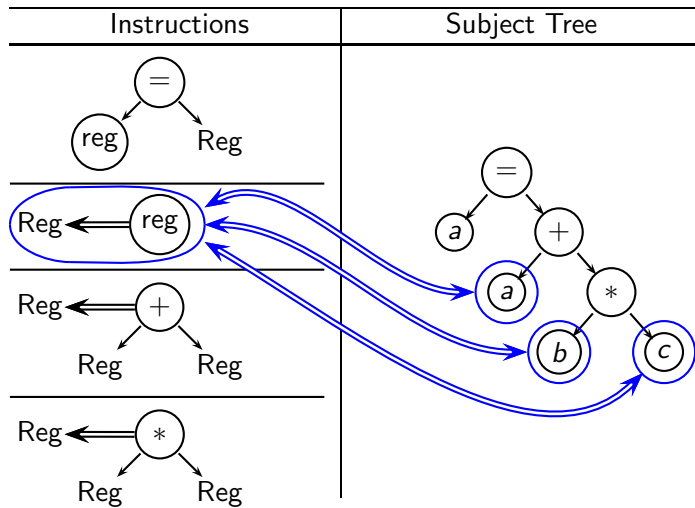
## Tree Tiling

Notes



### Tree Tiling

Instructions are viewed as composable rules



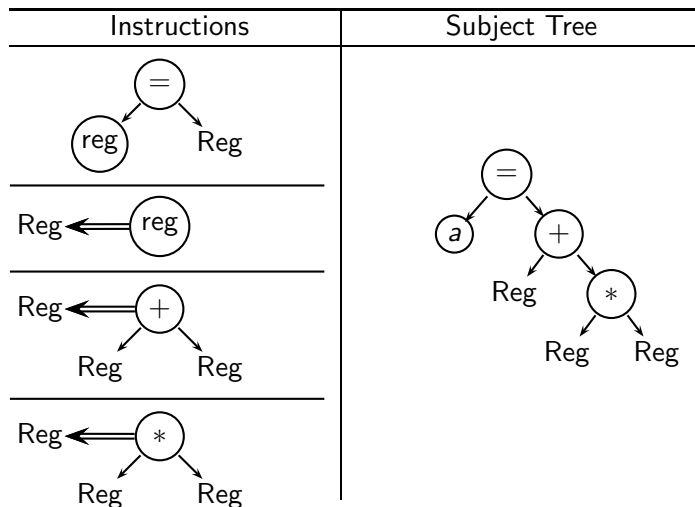
### Tree Tiling

Notes



### Tree Tiling

Instructions are viewed as composable rules



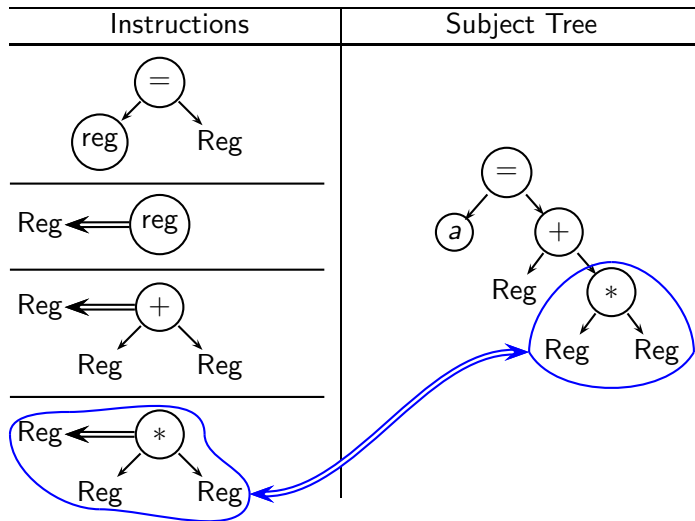
### Tree Tiling

Notes



### Tree Tiling

Instructions are viewed as composable rules



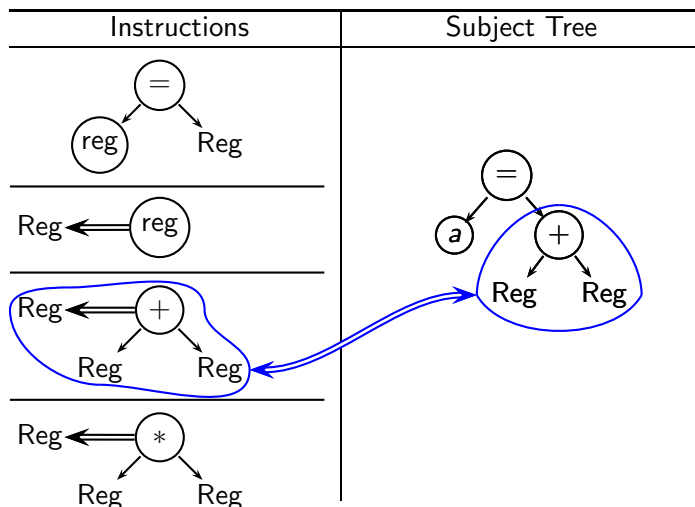
### Tree Tiling

Notes



### Tree Tiling

Instructions are viewed as composable rules



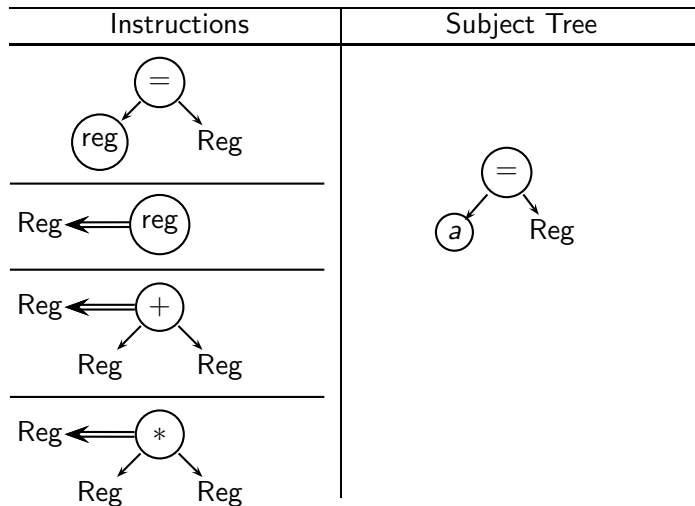
### Tree Tiling

Notes



### Tree Tiling

Instructions are viewed as composable rules



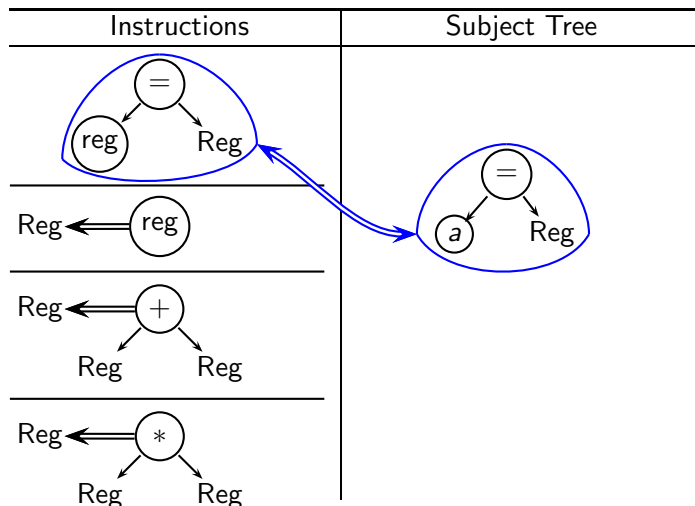
### Tree Tiling

Notes



### Tree Tiling

Instructions are viewed as composable rules



### Tree Tiling

Notes



## Improving Machine Descriptions and Instruction Selection

Current Status:

- Preliminary investigations seem very promising
  - ▶ Fewer rules
  - ▶ Simple rules
- Prototype of new code generator generator (cgg) is being tested in a toy compiler set up



## Improving Machine Descriptions and Instruction Selection

Notes

