

Graybox Probing for Machine Independent Optimizations

GCC Resource Center
(www.cse.iitb.ac.in/grc)

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30 June 2011

- Example 1
 - ▶ Constant Propagation
 - ▶ Copy Propagation
 - ▶ Dead Code Elimination
 - ▶ Loop unrolling
- Example 2
 - ▶ Partial Redundancy Elimination
 - ▶ Copy Propagation
 - ▶ Dead Code Elimination



Notes



First Example Program

Example Program 1

```
int main()
{ int a, b, c, n;

  a = 1;
  b = 2;
  c = 3;
  n = c*2;
  while (a <= n)
  {
    a = a+1;
  }
  if (a < 12)
    a = a+b+c;
  return a;
}
```

- What does this program return?
- 12
- We use this program to illustrate various shades of the following optimizations:
Constant propagation, Copy propagation, Loop unrolling, Dead code elimination



Example Program 1

Notes



Compilation Command

```
$gcc -fdump-tree-all -O2 ccp.c
```



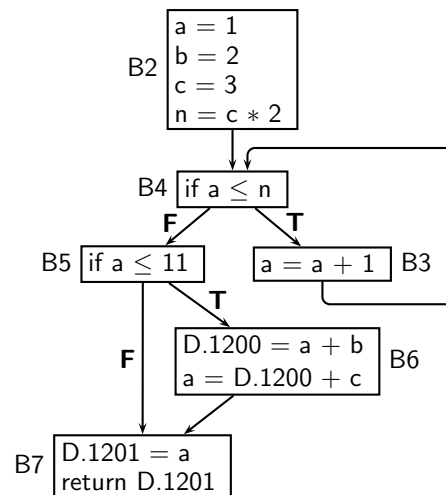
Example Program 1

Program ccp.c

```
int main()
{ int a, b, c, n;

  a = 1;
  b = 2;
  c = 3;
  n = c*2;
  while (a <= n)
  {
    a = a+1;
  }
  if (a < 12)
    a = a+b+c;
  return a;
}
```

Control flow graph



Compilation Command

Notes



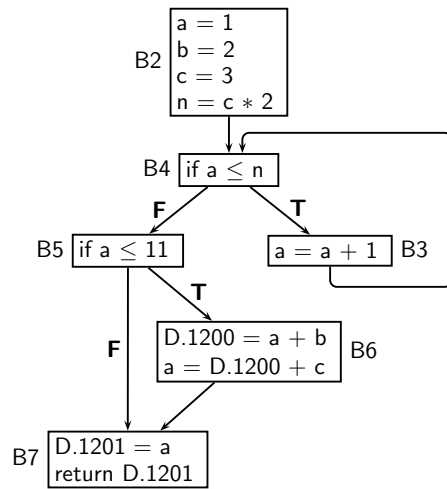
Example Program 1

Notes



Control Flow Graph: Pictorial and Textual View

Control flow graph



Dump file ccp.c.013t.cfg



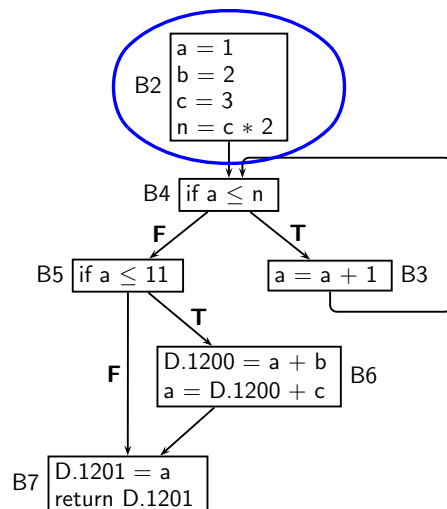
Control Flow Graph: Pictorial and Textual View

Notes



Control Flow Graph: Pictorial and Textual View

Control flow graph



Dump file ccp.c.013t.cfg

```

<bb 2>:
a = 1;
b = 2;
c = 3;
n = c * 2;
goto <bb 4>;
  
```



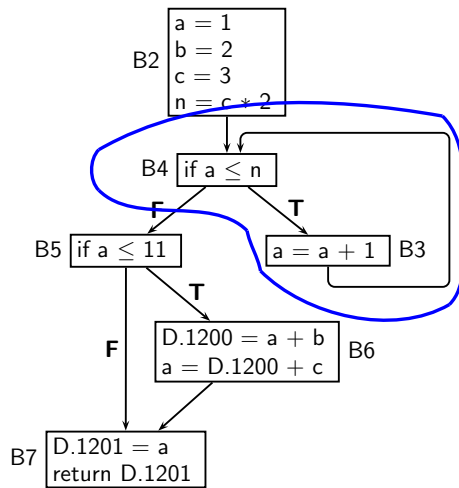
Control Flow Graph: Pictorial and Textual View

Notes



Control Flow Graph: Pictorial and Textual View

Control flow graph



Dump file ccp.c.013t.cfg

```
<bb 3>:
a = a + 1;

<bb 4>:
if (a <= n)
  goto <bb 3>;
else
  goto <bb 5>;
```



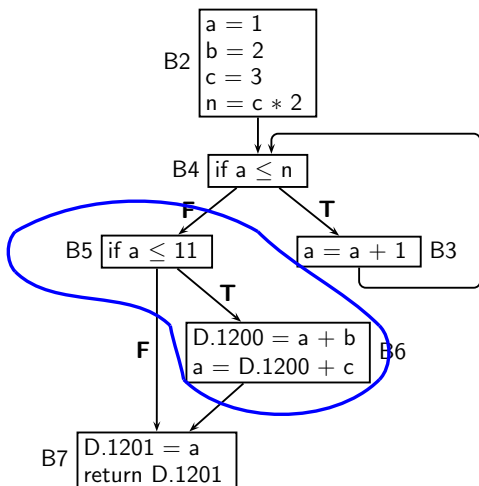
Control Flow Graph: Pictorial and Textual View

Notes



Control Flow Graph: Pictorial and Textual View

Control flow graph



Dump file ccp.c.013t.cfg

```
<bb 5>:
if (a <= 11)
  goto <bb 6>;
else
  goto <bb 7>;

<bb 6>:
D.1200 = a + b;
a = D.1200 + c;
```



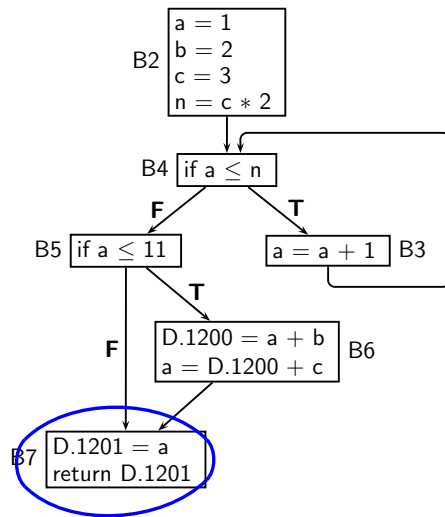
Control Flow Graph: Pictorial and Textual View

Notes



Control Flow Graph: Pictorial and Textual View

Control flow graph



Dump file ccp.c.013t.cfg

```
<bb 7>:
D.1201 = a;
return D.1201;
```



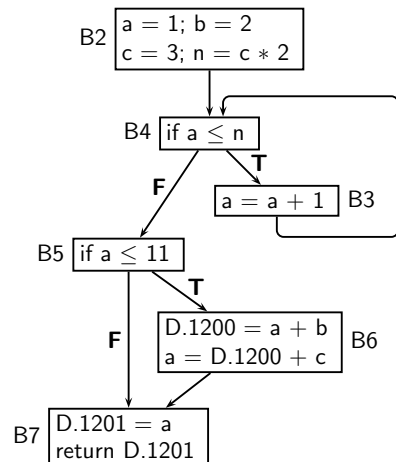
Control Flow Graph: Pictorial and Textual View

Notes

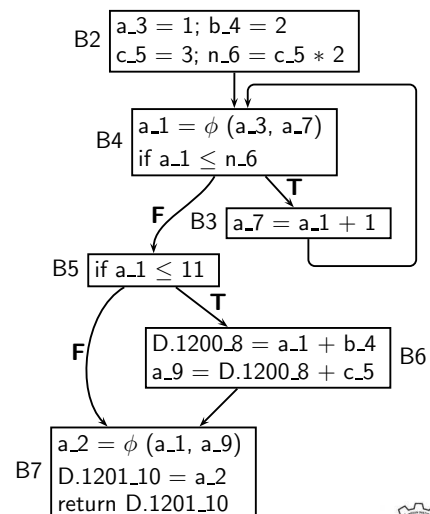


Single Static Assignment (SSA) Form

Control flow graph



SSA Form



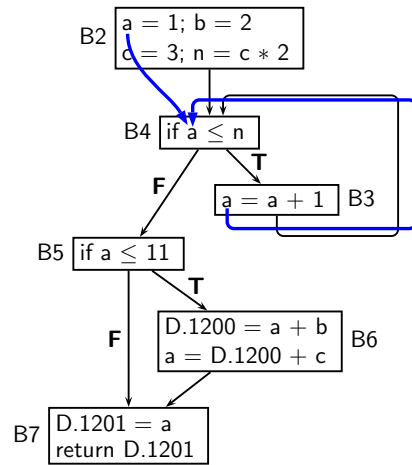
Single Static Assignment (SSA) Form

Notes

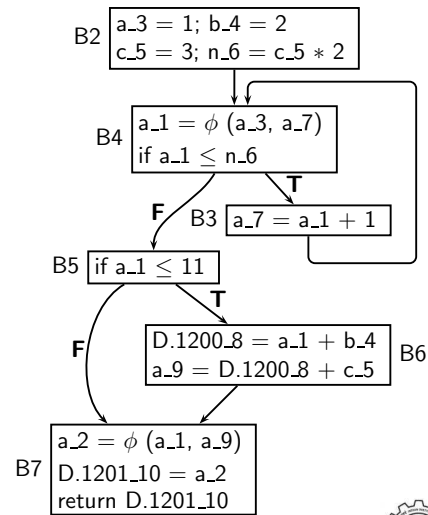


Single Static Assignment (SSA) Form

Control flow graph



SSA Form



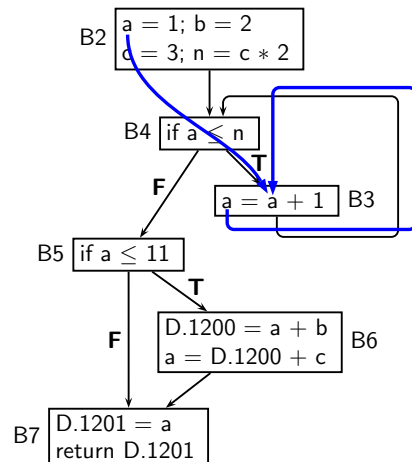
Single Static Assignment (SSA) Form

Notes

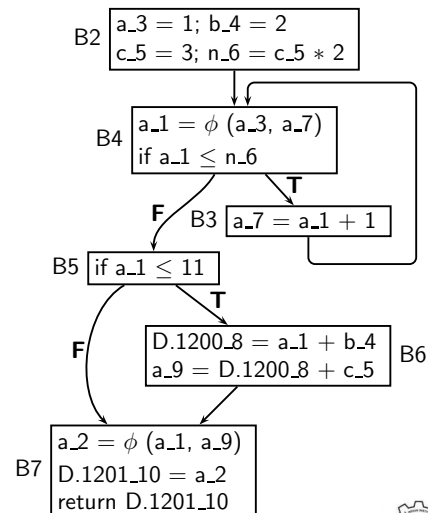


Single Static Assignment (SSA) Form

Control flow graph



SSA Form



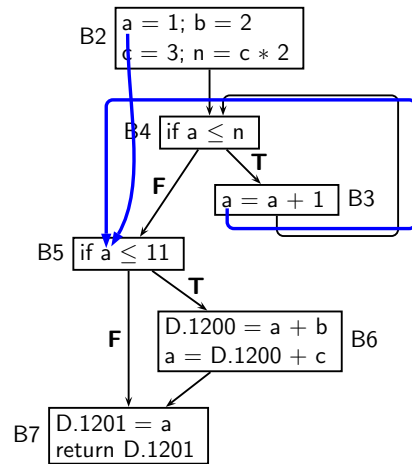
Single Static Assignment (SSA) Form

Notes

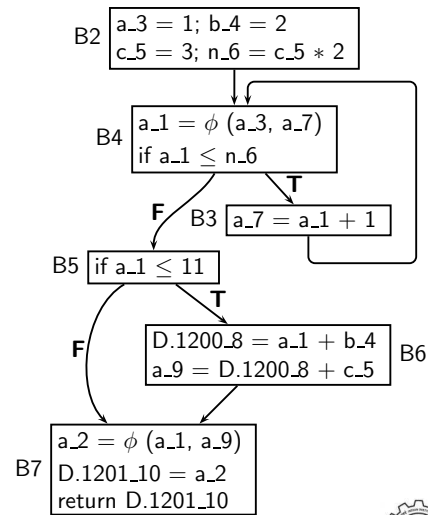


Single Static Assignment (SSA) Form

Control flow graph



SSA Form



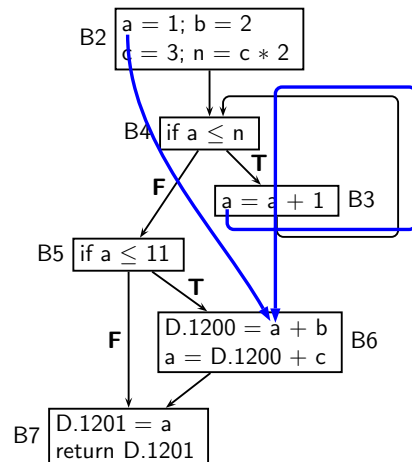
Single Static Assignment (SSA) Form

Notes

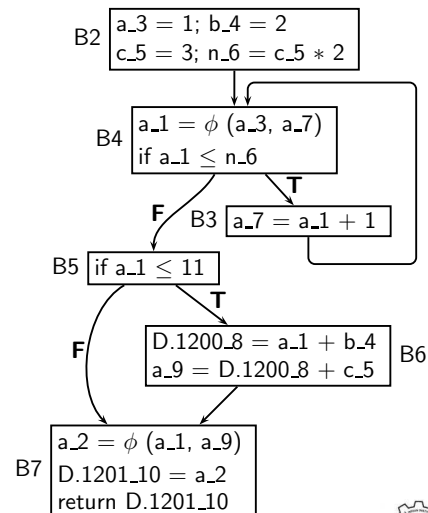


Single Static Assignment (SSA) Form

Control flow graph



SSA Form



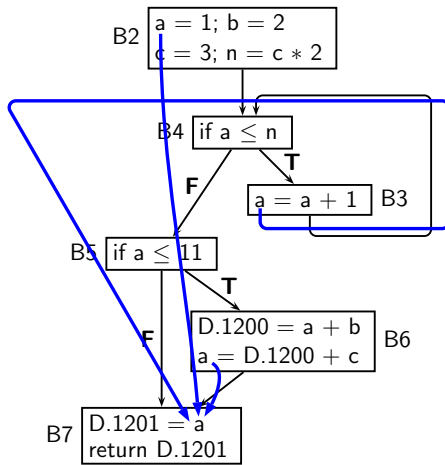
Single Static Assignment (SSA) Form

Notes

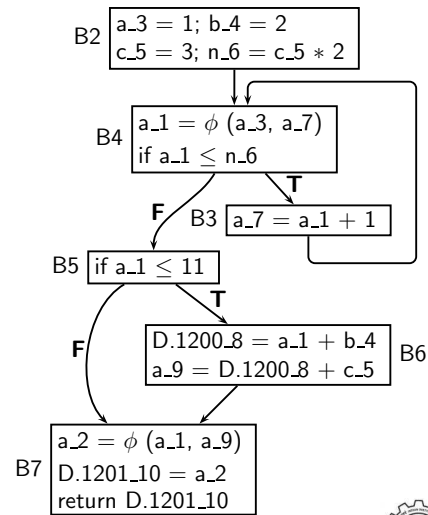


Single Static Assignment (SSA) Form

Control flow graph



SSA Form

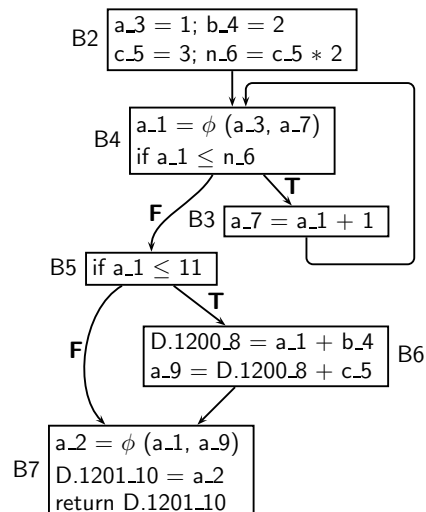


Single Static Assignment (SSA) Form

Notes



Properties of SSA Form



- A ϕ function is a multiplexer or a selection function
- Every use of a variable corresponds to a unique definition of the variable
- For every use, the definition is guaranteed to appear on every path leading to the use

SSA construction algorithm is expected to insert as few ϕ functions as possible to ensure the above properties

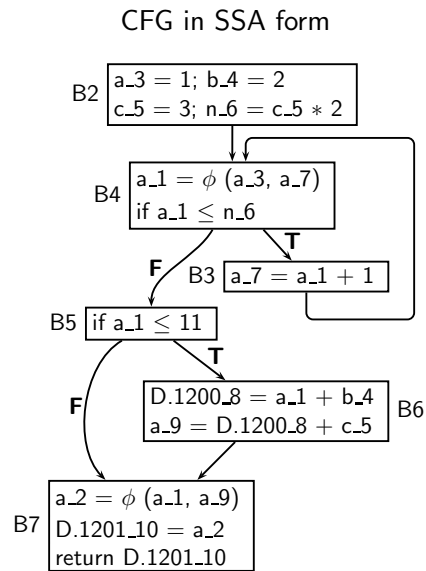


Properties of SSA Form

Notes



SSA Form: Pictorial and Textual View



Dump file ccp.c.017t.ssa

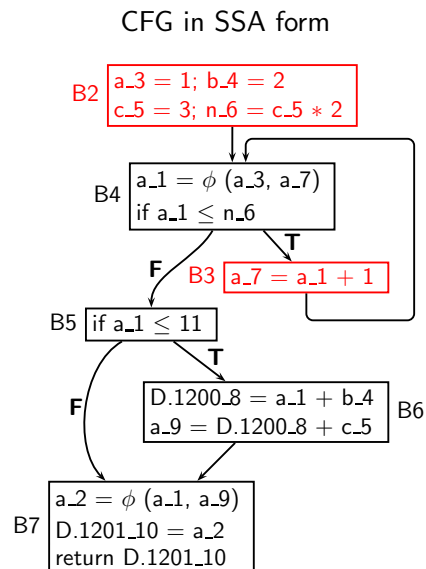


SSA Form: Pictorial and Textual View

Notes



SSA Form: Pictorial and Textual View



Dump file ccp.c.017t.ssa

```

<bb 2>:
a_3 = 1;
b_4 = 2;
c_5 = 3;
n_6 = c_5 * 2;
goto <bb 4>;

<bb 3>:
a_7 = a_1 + 1;
  
```

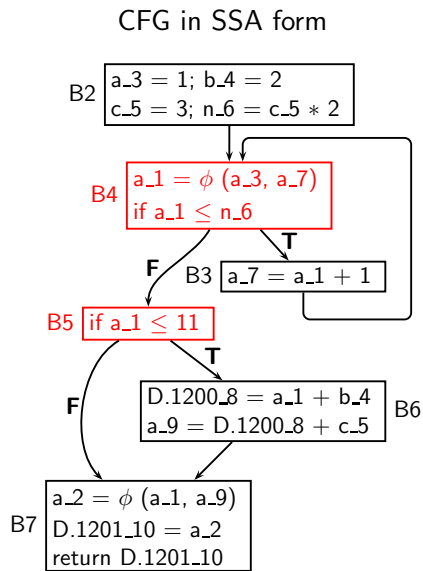


SSA Form: Pictorial and Textual View

Notes



SSA Form: Pictorial and Textual View



Dump file ccp.c.017t.ssa

```

<bb 4>:
# a_1 = PHI <a_3(2), a_7(3)>
if (a_1 <= n_6)
goto <bb 3>;
else
goto <bb 5>;

<bb 5>:
if (a_1 <= 11)
goto <bb 6>;
else
goto <bb 7>;
  
```

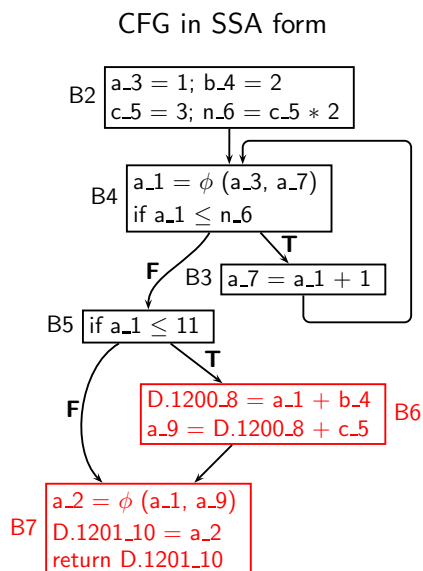


SSA Form: Pictorial and Textual View

Notes



SSA Form: Pictorial and Textual View



Dump file ccp.c.017t.ssa

```

<bb 6>:
D.1200_8 = a_1 + b_4;
a_9 = D.1200_8 + c_5;

<bb 7>:
# a_2 = PHI <a_1(5), a_9(6)>
D.1201_10 = a_2;
return D.1201_10;
  
```



SSA Form: Pictorial and Textual View

Notes



A Comparison of CFG and SSA Dumps

Dump file ccp.c.013t.cfg

```
<bb 2>:
  a = 1;
  b = 2;
  c = 3;
  n = c * 2;
  goto <bb 4>;
```

```
<bb 3>:
  a = a + 1;
```

Dump file ccp.c.017t.ssa

```
<bb 2>:
  a_3 = 1;
  b_4 = 2;
  c_5 = 3;
  n_6 = c_5 * 2;
  goto <bb 4>;
```

```
<bb 3>:
  a_7 = a_1 + 1;
```



A Comparison of CFG and SSA Dumps

Notes



A Comparison of CFG and SSA Dumps

Dump file ccp.c.013t.cfg

```
<bb 4>:
  if (a <= n)
    goto <bb 3>;
  else
    goto <bb 5>;
```

```
<bb 5>:
  if (a <= 11)
    goto <bb 6>;
  else
    goto <bb 7>;
```

Dump file ccp.c.017t.ssa

```
<bb 4>:
  # a_1 = PHI <a_3(2), a_7(3)>
  if (a_1 <= n_6)
    goto <bb 3>;
  else
    goto <bb 5>;
```

```
<bb 5>:
  if (a_1 <= 11)
    goto <bb 6>;
  else
    goto <bb 7>;
```



A Comparison of CFG and SSA Dumps

Notes



A Comparison of CFG and SSA Dumps

Dump file ccp.c.013t.cfg

```
<bb 6>:
D.1200 = a + b;
a = D.1200 + c;
```

```
<bb 7>:
D.1201 = a;
return D.1201;
```

Dump file ccp.c.017t.ssa

```
<bb 6>:
  D.1200_8 = a_1 + b_4;
  a_9 = D.1200_8 + c_5;
```

```
<bb 7>:
  # a_2 = PHI <a_1(5), a_9(6)>
  D.1201_10 = a_2;
  return D.1201_10;
```



A Comparison of CFG and SSA Dumps

Notes



Copy Renaming

Input dump: ccp.c.017t.ssa

```
<bb 7>:
  # a_2 = PHI <a_1(5), a_9(6)>
  D.1201_10 = a_2;
  return D.1201_10;
```

Output dump: ccp.c.022t.copyrename1

```
<bb 7>:
  # a_2 = PHI <a_1(5), a_9(6)>
  a_10 = a_2;
  return a_10;
```



Copy Renaming

Notes



First Level Constant and Copy Propagation

Input dump: ccp.c.022t.copyrename1

```
<bb 2>:
  a_3 = 1;
  b_4 = 2;
  c_5 = 3;
  n_6 = c_5 * 2;
  goto <bb 4>;

<bb 3>:
  a_7 = a_1 + 1;

<bb 4>:
  # a_1 = PHI < a_3(2), a_7(3)>
  if (a_1 <= n_6)
    goto <bb 3>;
  else
    goto <bb 5>;
```

Output dump: ccp.c.023t.ccp1

```
<bb 2>:
  a_3 = 1;
  b_4 = 2;
  c_5 = 3;
  n_6 = 6;
  goto <bb 4>;

<bb 3>:
  a_7 = a_1 + 1;

<bb 4>:
  # a_1 = PHI < 1(2), a_7(3)>
  if (a_1 <= 6)
    goto <bb 3>;
  else
    goto <bb 5>;
```



First Level Constant and Copy Propagation

Notes



First Level Constant and Copy Propagation

Input dump: ccp.c.022t.copyrename1

```
<bb 2>:
  a_3 = 1;
  b_4 = 2;
  c_5 = 3;
  n_6 = 6;
  goto <bb 4>;

...

<bb 6>:
  D.1200_8 = a_1 + b_4;
  a_9 = D.1200_8 + c_5;
```

Output dump: ccp.c.023t.ccp1

```
<bb 2>:
  a_3 = 1;
  b_4 = 2;
  c_5 = 3;
  n_6 = 6;
  goto <bb 4>;

...

<bb 6>:
  D.1200_8 = a_1 + 2;
  a_9 = D.1200_8 + 3;
```



First Level Constant and Copy Propagation

Notes



Second Level Copy Propagation

Input dump: ccp.c.023t.ccp1

```
<bb 6>:
D.1200_8 = a_1 + 2;
a_9 = D.1200_8 + 3;

<bb 7>:
# a_2 = PHI <a_1(5), a_9(6)>
a_10 = a_2;
return a_10;
```

Output dump: ccp.c.027t.ccopyprop1

```
<bb 6>:
a_9 = a_1 + 5;

<bb 7>:
# a_2 = PHI <a_1(5), a_9(6)>
return a_2;
```

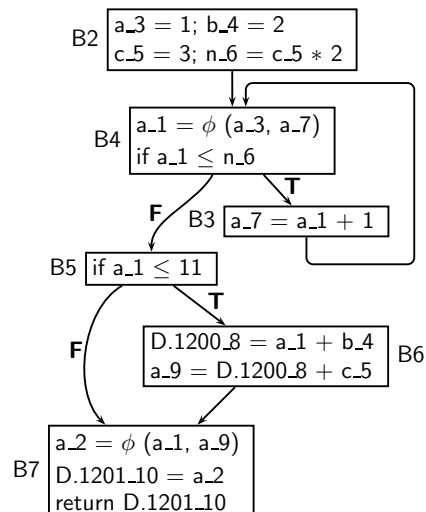


Second Level Copy Propagation

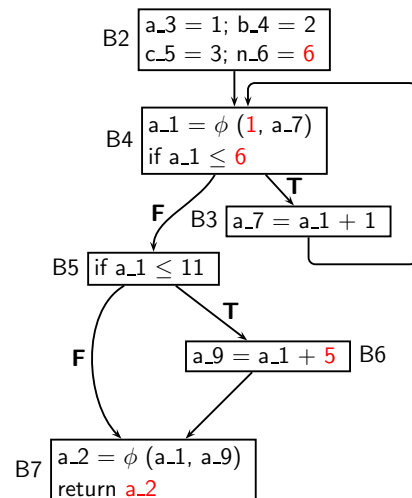
Notes



The Result of Copy Propagation and Renaming

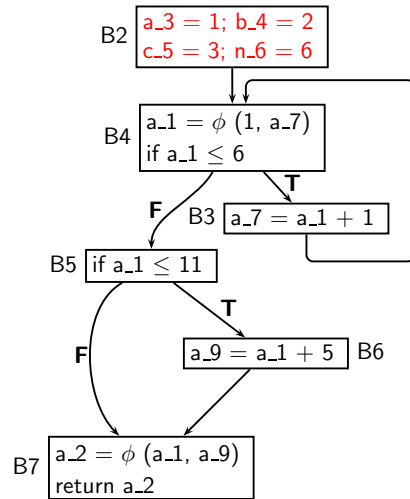


The Result of Copy Propagation and Renaming



Notes

The Result of Copy Propagation and Renaming



- No uses for variables a_3, b_4, c_5, and n_6
- Assignments to these variables can be deleted

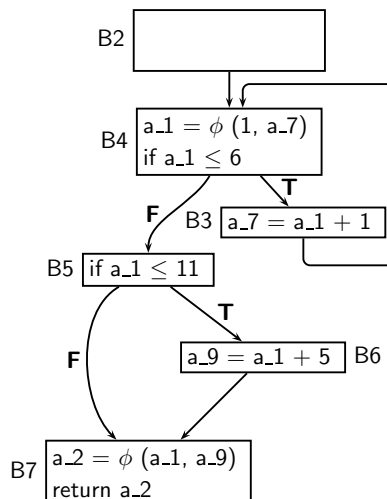


The Result of Copy Propagation and Renaming

Notes



Dead Code Elimination Using Control Dependence



Dump file [ccp.c.029t.cddce1](#)

```

<bb 2>:
  goto <bb 4>;
<bb 3>:
  a_7 = a_1 + 1;
<bb 4>:
  # a_1 = PHI <1(2), a_7(3)>
  if (a_1 <= 6) goto <bb 3>;
  else goto <bb 5>;
<bb 5>:
  if (a_1 <= 11) goto <bb 6>;
  else goto <bb 7>;
<bb 6>:
  a_9 = a_1 + 5;
<bb 7>:
  # a_2 = PHI <a_1(5), a_9(6)>
  return a_2;
  
```

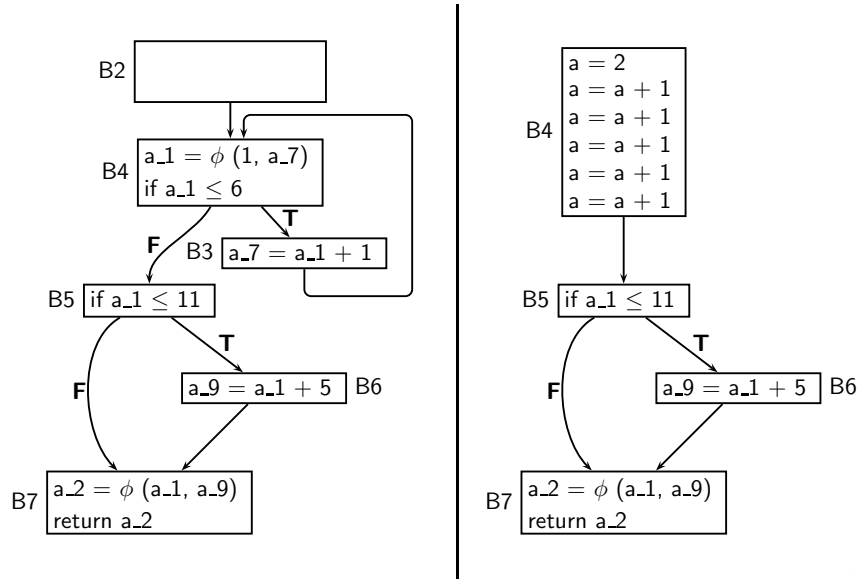


Dead Code Elimination Using Control Dependence

Notes



Loop Unrolling



Loop Unrolling

Notes



Complete Unrolling of Inner Loops

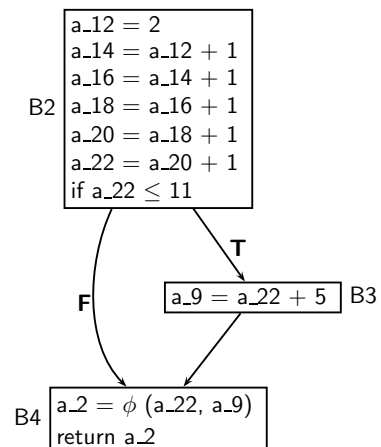
Dump file: ccp.c.058t.cunrolli

```

<bb 2>:
  a_12 = 2;
  a_14 = a_12 + 1;
  a_16 = a_14 + 1;
  a_18 = a_16 + 1;
  a_20 = a_18 + 1;
  a_22 = a_20 + 1;
  if (a_22 <= 11) goto <bb 3>;
  else goto <bb 4>;

<bb 3>:
  a_9 = a_22 + 5;

<bb 4>:
  # a_2 = PHI <a_22(2), a_9(3)>
  return a_2;
  
```



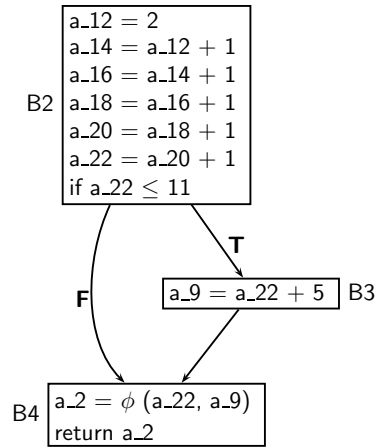
Complete Unrolling of Inner Loops

Notes



Another Round of Constant Propagation

Input



Dump file: ccp.c.059t.ccp2

```

main ()
{
  <bb 2>:
    return 12;
}
  
```



Another Round of Constant Propagation

Notes



Part 2

Second Example Program

Example Program 2

```
int f(int b, int c, int n)
{ int a;

  do
  {
    a = b+c;
  }
  while (a <= n);

  return a;
}
```

We use this program to illustrate the following optimizations:

Partial Redundancy Elimination,
Copy Propagation, Dead Code Elimination



Compilation Command

```
$gcc -fdump-tree-all -O2 -S ccp.c
```



Example Program 2

Notes



Compilation Command

Notes



Example Program 2

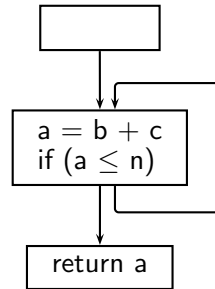
loop.c

```
int f(int b, int c, int n)
{ int a;

  do
  {
    a = b+c;
  }
  while (a <= n);

  return a;
}
```

Control Flow Graph



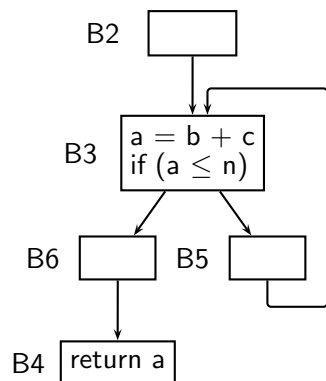
Example Program 2

Notes



Dump of Input to PRE Pass

Control Flow Graph



loop.c.091t.crited

<bb 2>:

<bb 3>:

```
a_3 = b_1(D) + c_2(D);
if (a_3 <= n_4(D)) goto <bb 5>;
else goto <bb 6>;
```

<bb 5>:

```
goto <bb 3>;
```

<bb 6>:

<bb 4>:

```
# a_6 = PHI <a_3(6)>
return a_6;
```



Dump of Input to PRE Pass

Notes



Input and Output of PRE Pass

loop.c.091t.critcd

```
<bb 2>:

<bb 3>:
  a_3 = b_1(D) + c_2(D);
  if (a_3 <= n_4(D))
    goto <bb 5>;
  else goto <bb 6>;

<bb 5>:
  goto <bb 3>;

<bb 6>:
<bb 4>:
  # a_6 = PHI <a_3(6)>
  return a_6;
```

loop.c.092t.pre

```
<bb 2>:
  pretmp.2_7 = b_1(D) + c_2(D);

<bb 3>:
  a_3 = pretmp.2_7;
  if (a_3 <= n_4(D))
    goto <bb 5>;
  else goto <bb 6>;

<bb 5>:
  goto <bb 3>;

<bb 6>:
<bb 4>:
  # a_6 = PHI <a_3(6)>
  return a_6;
```



Input and Output of PRE Pass

Notes



Copy Propagation after PRE

loop.c.092t.pre

```
<bb 2>:
  pretmp.2_7 = b_1(D) + c_2(D);

<bb 3>:
  a_3 = pretmp.2_7;
  if ( a_3 <= n_4(D))
    goto <bb 5>;
  else goto <bb 6>;

<bb 5>:
  goto <bb 3>;

<bb 6>:
<bb 4>:
  # a_6 = PHI <a_3(6)>
  return a_6;
```

loop.c.097t.copyprop4

```
<bb 2>:
  pretmp.2_7 = b_1(D) + c_2(D);

<bb 3>:
  a_3 = pretmp.2_7;
  if ( n_4(D) >= pretmp.2_7)
    goto <bb 4>;
  else
    goto <bb 5>;

<bb 4>:
  goto <bb 3>;

<bb 5>:
  # a_8 = PHI <pretmp.2_7(3)>
  a_6 = a_8;
  return a_8;
```



Copy Propagation after PRE

Notes



Dead Code Elimination

loop.c.097t.copyprop4

```

<bb 2>:
  pretmp.2_7 = b_1(D) + c_2(D);

<bb 3>:
  a_3 = pretmp.2_7;
  if (n_4(D) >= pretmp.2_7)
    goto <bb 4>;
  else
    goto <bb 5>;

<bb 4>:
  goto <bb 3>;

<bb 5>:
  # a_8 = PHI <pretmp.2_7(3)>
  a_6 = a_8;
  return a_8;

```

loop.c.098t.dceloop1

```

<bb 2>:
  pretmp.2_7 = b_1(D) + c_2(D);

<bb 3>:
  if (n_4(D) >= pretmp.2_7)
    goto <bb 4>;
  else
    goto <bb 5>;

<bb 4>:
  goto <bb 3>;

<bb 5>:
  # a_8 = PHI <pretmp.2_7(3)>
  return a_8;

```

**Dead Code Elimination**

Notes

**Redundant ϕ Function Elimination and Copy Propagation**

loop.c.098t.dceloop1

```

<bb 2>:
  pretmp.2_7 = b_1(D) + c_2(D);

<bb 3>:
  if (n_4(D) >= pretmp.2_7)
    goto <bb 4>;
  else
    goto <bb 5>;

<bb 4>:
  goto <bb 3>;

<bb 5>:
  # a_8 = PHI <pretmp.2_7(3)>
  return a_8;

```

loop.c.125t.phicprop2

```

<bb 2>:
  pretmp.2_7 = c_2(D) + b_1(D);
  if (n_4(D) >= pretmp.2_7)
    goto <bb 4>;
  else
    goto <bb 3>;

<bb 3>:
  return pretmp.2_7;

<bb 4>:
  goto <bb 4>;

```

**Redundant ϕ Function Elimination and Copy Propagation**

Notes



Final Assembly Program

```
loop.c.125t.phicprop2
```

```
<bb 2>:
  pretmp.2_7 = c_2(D) + b_1(D);
  if (n_4(D) >= pretmp.2_7)
    goto <bb 4>;
  else
    goto <bb 3>;

<bb 3>:
  return pretmp.2_7;

<bb 4>:
  goto <bb 4>;
```

```
loop.s
```

```
movl 8(%esp), %eax
addl 4(%esp), %eax
cmpl %eax, 12(%esp)
jge .L2
rep
ret
.L2:
.L3:
  jmp .L3
```

Why infinite loop?



Final Assembly Program

Notes



Infinite Loop in Example Program 2

```
int f(int b, int c, int n)
{ int a;

  do
  {
    a = b+c;
  }
  while (a <= n);

  return a;
}
```

The program does not terminate unless $a > n$



Infinite Loop in Example Program 2

Notes



Part 3

Conclusions

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Machine Independent Optimizations: Conclusions

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Conclusions

- GCC performs many machine independent optimizations
- The dumps of optimizations are easy to follow, particularly at the GIMPLE level
- It is easy to prepare interesting test cases and observe the effect of transformations
- One optimization often leads to another
Hence GCC performs many optimizations repeatedly
(eg. copy propagation, dead code elimination)



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Machine Independent Optimizations: Conclusions

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Conclusions

Notes

