CS412/413

Introduction to Compilers
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Lecture 27: More Instruction Selection
03 Apr 02

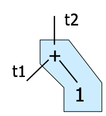
Outline

- Tiles: review
- Maximal munch algorithm
- Some tricky tiles
  - conditional jumps
  - instructions with fixed registers
- Dynamic programming algorithm

Instruction Selection

- Current step: converting low-level intermediate code into abstract assembly
- Implement each IR instruction with a sequence of one or more assembly instructions
- DAG of IR instructions are broken into tiles associated with one or more assembly instructions

Tiles

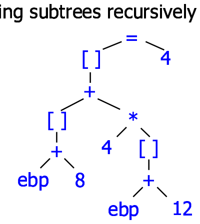


mov t1, t2
add $1, t2

- Tiles capture compiler's understanding of instruction set
- Each tile: sequence of machine instructions that match a subgraph of the DAG
- May need additional move instructions
- Tiling = cover the DAG with tiles

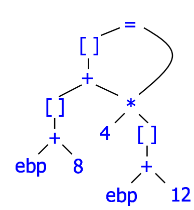
Maximal Munch Algorithm

- Maximal Munch = find largest tiles (greedy algorithm)
- Start from top of tree
- Find largest tile that matches top node
- Tile remaining subtrees recursively



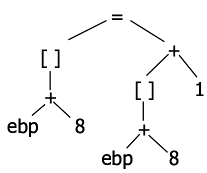
DAG Representation

- DAG: a node may have multiple parents
- Algorithm: same, but nodes with multiple parents occur inside tiles only if all parents are in the tile



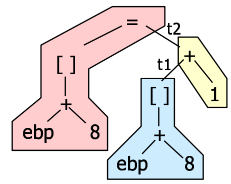
Another Example

x = x + 1;



Example

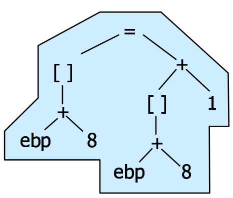
x = x + 1;



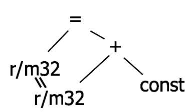
mov 8(%ebp),t1
mov t1, t2
add $1, t2
mov t2, 8(%ebp)

Alternate (CISC) Tiling

x = x + 1;

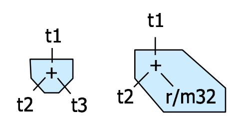


add $1, 8(%ebp)

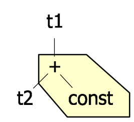


ADD Expression Tiles

mov t2, t1
add r/m32, t1



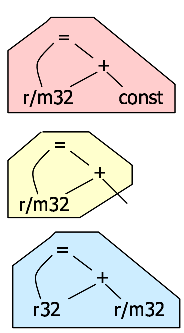
mov t2, t1
add imm32, t1



ADD Statement Tiles

Intel Architecture

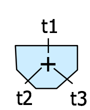
add imm32, %eax
add imm32, r/m32
add imm8, r/m32
add r32, r/m32
add r/m32, r32



Designing Tiles

- Only add tiles that are useful to compiler
- Many instructions will be too hard to use effectively or will offer no advantage
- Need tiles for all single-node trees to guarantee that every tree can be tiled, e.g.

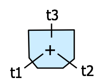
mov t2, t1
add t3, t1



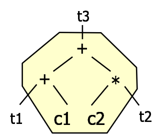
More Handy Tiles

lea instruction computes a memory address

lea (t1,t2), t3

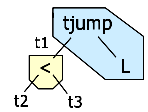


lea c1(t1,t2,c2), t3



Matching Jump for RISC

- As defined in lecture, have
  tjump(cond, destination)
  fjump(cond, destination)
- Our tjump/fjump translates easily to RISC ISAs that have explicit comparison result

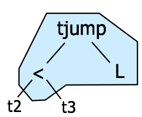


MIPS

```
cmplt t2, t3, t1
br    t1, L
```


Condition Code ISA

- Pentium: condition encoded in jump instruction
- cmp: compare operands and set flags
- jcc: conditional jump according to flags



set condition codes

```
cmp t1, t2
jl L
```

test condition codes

Fixed-register instructions

mul r/m32

Multiply value in register eax

Result: low 32 bits in eax, high 32 bits in edx

jecxz L

Jump to label L if ecx is zero

add r/m32, %eax

Add to eax

- No fixed registers in low IR except frame pointer
- Need extra move instructions

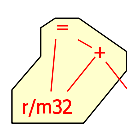
Implementation

- Maximal Munch: start from top node
- Find largest tile matching top node and all of the children nodes
- Invoke recursively on all children of tile
- Generate code for this tile
- Code for children will have been generated already in recursive calls

- How to find matching tiles?

Matching Tiles

```
abstract class LIR_Stmt {
   Assembly munch();
}
class LIR_Assign extends LIR_Stmt {
   LIR_Expr src, dst;
   Assembly munch() {
      if (src instanceof IR_Plus &&
        ((IR_Plus)src).lhs.equals(dst) &&
        is_regmem32(dst) {
         Assembly e = ((LIR_Plus)src).rhs.munch();
         return e.append(new AddIns(dst,
                              e.target()));
      }
      else if ...
   }
}
```



Tile Specifications

- Previous approach simple, efficient, but hard-codes tiles and their priorities
- Another option: explicitly create data structures representing each tile in instruction set
  - Tiling performed by a generic tree-matching and code generation procedure
  - Can generate from instruction set description: code generator generators
  - For RISC instruction sets, over-engineering

How Good Is It?

- Very rough approximation on modern pipelined architectures: execution time is number of tiles
- Maximal munch finds an optimal but not necessarily optimum tiling
- Metric used: tile size

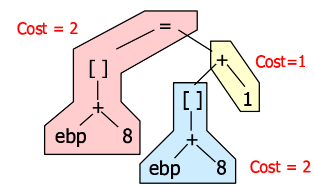
Improving Instruction Selection

- Because greedy, Maximal Munch does not necessarily generate best code
  - Always selects largest tile, but not necessarily the fastest instruction
  - May pull nodes up into tiles inappropriately – it may be better to leave below (use smaller tiles)
- Can do better using dynamic programming algorithm

Timing Cost Model

- Idea: associate cost with each tile (proportional to number of cycles to execute)
  - may not be a good metric on modern architectures
- Total execution time is sum of costs of all tiles

Total cost: 5

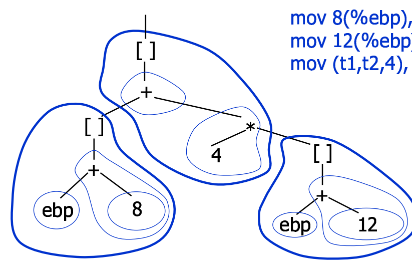


Finding optimum tiling

- Goal: find minimum total cost tiling of DAG
- Algorithm: for every node, find minimum total cost tiling of that node and sub-graph
- Lemma: once minimum cost tiling of all nodes in subgraph, can find minimum cost tiling of the node by trying out all possible tiles matching the node
- Therefore: start from leaves, work upward to top node

Dynamic Programming: a[i]

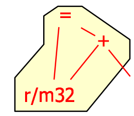
mov 8(%ebp), t1
mov 12(%ebp), t2
mov (t1,t2,4), t3



Recursive Implementation

- Dynamic programming algorithm uses memoization
- For each node, record best tile for node
- Start at top, recurse:
  - First, check in table for best tile for this node
  - If not computed, try each matching tile to see which one has lowest cost
  - Store lowest-cost tile in table and return
- Finally, use entries in table to emit code

Memoization




```
class IR_Move extends IR_Stmt {
  IR_Expr src, dst;
  Assembly best; // initialized to null
  int optTileCost() {
    if (best != null) return best.cost();
    if (src instanceof IR_Plus &&
      ((IR_Plus)src).lhs.equals(dst) && is_regmem32(dst)) {
      int src_cost = ((IR_Plus)src).rhs.optTileCost();
      int cost = src_cost + CISC_ADD_COST;
      if (cost < best.cost())
          best = new AddIns(dst, e.target); }
    ...consider all other tiles...
    return best.cost();
  }
}
```


Problems with Model

- Modern processors:
  - execution time not sum of tile times
  - instruction order matters
    - Processors is pipelining instructions and executing different pieces of instructions in parallel
    - bad ordering (e.g. too many memory operations in sequence) stalls processor pipeline
    - processor can execute some instructions in parallel (super-scalar)
  - cost is merely an approximation
  - instruction scheduling needed

Summary

- Can specify code generation process as a set of tiles that relate low IR trees (DAGs) to instruction sequences
- Instructions using fixed registers problematic but can be handled using extra temporaries
- Maximal Munch algorithm implemented simply as recursive traversal
- Dynamic programming algorithm generates better code, can be implemented recursively using memoization
- Real optimization will also require instruction scheduling