CS412/413

Introduction to Compilers
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Lecture 28: Instruction Selection
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Instruction Selection

- Different sets of instructions in low-level IR and in the target machine
- Instruction selection = translate low-level IR to assembly instructions on the target machine
- Straightforward solution: translate each low-level IR instruction to a sequence of machine instructions
- Example:

x = y + z ⇒

```
mov y, r1
mov z, r2
add r2, r1
mov r1, x
```


Instruction Selection

- Problem: straightforward translation is inefficient
  - One machine instruction may perform the computation in multiple low-level IR instructions
- Consider a machine with includes the following instructions:

add r2, r1	r1 ← r1+r2
mulc c, r1	r1 ← r1*c
load r2, r1	r1 ← *r2
store r2, r1	*r1 ← r2
movem r2, r1	*r1 ← *r2
movex r3, r2, r1	*r1 ← *(r2+r3)

Example

- Consider the computation:
  a[i+1] = b[j]
- Assume a,b, i, j are global variables
  register ra holds address of a
  register rb holds address of b
  register ri holds value of i
  register rj holds value of j

Low-level IR:

```
t1 = j*4
t2 = b+t1
t3 = *t2
t4 = i+1
t5 = t4*4
t6 = a+t5
*t6 = t4
```


Possible Translation

- Address of b[j]: mulc 4, rj / add rj, rb → { t1 = j*4, t2 = b+t1 }
- Load value b[j]: load rb, r1 → t3 = *t2
- Address of a[i+1]: add 1, ri / mulc 4, ri / add ri, ra → { t4 = i+1, t5 = t4*4, t6 = a+t5 }
- Store into a[i+1]: store r1, ra → *t6 = t4

Low-level IR:

```
t1 = j*4
t2 = b+t1
t3 = *t2
t4 = i+1
t5 = t4*4
t6 = a+t5
*t6 = t4
```


Another Translation

- Address of b[j]: mulc 4, rj / add rj, rb → { t1 = j*4, t2 = b+t1 }
- Address of a[i+1]: add 1, ri / mulc 4, ri / add ri, ra → { t4 = i+1, t5 = t4*4, t6 = a+t5 }
- Store into a[i+1]: movem rb, ra

Low-level IR:

```
t1 = j*4
t2 = b+t1
t3 = *t2
t4 = i+1
t5 = t4*4
t6 = a+t5
*t6 = t4
```

Yet Another Translation

- Index of b[j]: mulc 4, rj
- Address of a[i+1]: add 1, ri
  mulc 4, ri
  add ri, ra
- Store into a[i+1]: movex rj, rb, ra

Low-level IR:

t1 = j*4
t2 = b+t1
t3 = *t2
t4 = i+1
t5 = t4*4
t6 = a+t5
*t6 = t4

Issue: Instruction Costs

- Different machine instructions have different costs
  - Time cost: how fast instructions are executed
  - Space cost: how much space instructions take
- Example: cost = number of cycles

add r2, r1	cost=1
mulc c, r1	cost=10
load r2, r1	cost=3
store r2, r1	cost=3
movem r2, r1	cost=4
movex r3, r2, r1	cost=5

- Goal: find translation with smallest cost

How to Solve the Problem?

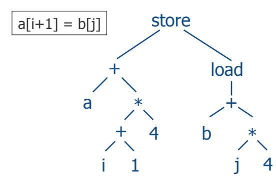
- Difficulty: low-level IR instruction matched by a machine instructions may not be adjacent
- Example: movem rb, ra
- Idea: use tree-like representation!
  - Easier to detect matching instructions

Low-level IR:

t1 = j*4
t2 = b+t1
t3 = *t2
t4 = i+1
t5 = t4*4
t6 = a+t5
*t6 = t4

Tree Representation

- Goal: determine parts of the tree which correspond to machine instructions



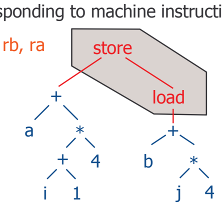
Low-level IR:

t1 = j*4
t2 = b+t1
t3 = *t2
t4 = i+1
t5 = t4*4
t6 = a+t5
*t6 = t4

Tiles

- Tile = tree patterns (subtrees) corresponding to machine instructions

movem rb, ra



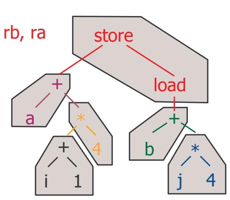
Low-level IR:

t1 = j*4
t2 = b+t1
t3 = *t2
t4 = i+1
t5 = t4*4
t6 = a+t5
*t6 = t4

Tiling

- Tiling = cover the tree with disjoint tiles

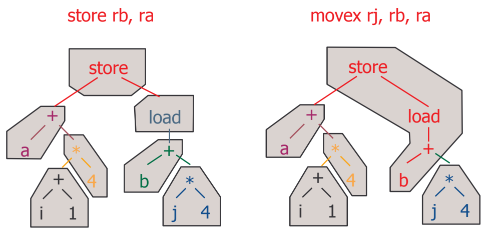
movem rb, ra



Assembly:

mulc 4, rj
add rj, rb
add 1, ri
mulc 4, ri
add ri, ra
movem rb,ra

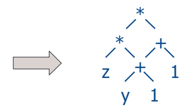
Tiling



Directed Acyclic Graphs

- Tree representation: appropriate for instruction selection
  - Tiles = subtrees → machine instructions
- DAG = more general structure for representing instructions
  - Common sub-expressions represented by the same node
  - Tile the expression DAG
- Example:

  t = y+1
  y = z*t
  t = t+1
  z = t*y



Big Picture

- What the compiler has to do:
  1. Translate low-level IR code into DAG representation
  2. Then find a good tiling of the DAG
     - Maximal munch algorithm
     - Dynamic programming algorithm

DAG Construction

- Input: a sequence of low IR instructions in a basic block
- Output: an expression DAG for the block
- Idea:
  - Label each DAG node with variable which holds that value
  - Build DAG bottom-up
- Problem: a variable may have multiple values in a block
- Solution: use different variable indices for different values of the variable: t_0, t_1, t_2, etc.

Algorithm

index[v] = 0 for each variable v

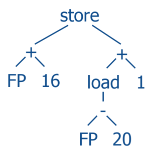
For each instruction I (in the order they appear)
    For each v that I directly uses, with n=index[v]
        if node v_n doesn't exist
            create node v_n , with label v_n
    Create expression node for instruction I, with children
        { v_n | v ∈ use[I] }
    For each v∈ def[I]
        index[v] = index[v] + 1
    If I is of the form x = … and n = index[x]
        label the new node with x_n

Issues

- Function/method calls
  - May update global variables or object fields
  - def[I] = set of globals/fields
- Store instructions
  - May update any variable
  - If stack addresses are not taken (e.g. Java), def[I] = set of heap objects

Local Variables in DAG

- Use stack pointers to access local variables
- Example: x = y+1



Next: DAG Tiling

- Goal: find a good covering of DAG with tiles
- Problem: need to know what variables are in registers
- Assume abstract assembly:
  - Machine with infinite number of registers
  - Temporary variables stored in registers
  - Local/global/heap variables: use memory accesses

Problems

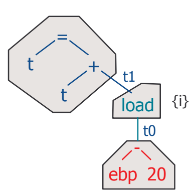
- Classes of registers
  - Registers may have specific purposes
  - Example: Pentium multiply instruction
    - multiply register eax by contents of another register
    - store result in eax (low 32 bits) and edx (high 32 bits)
    - need extra instructions to move values into eax
- Two-address machine instructions
  - Three-address low-level code
  - Need multiple machine instructions for a single tile
- CISC versus RISC
  - Complex instruction sets => many possible tiles and tilings
  - Example: multiple addressing modes (CISC) versus load/store architectures (RISC)

Pentium ISA

- Pentium: two-address CISC architecture
- General-purpose registers: eax, ebx, ecx, edx, esi, edi
- Stack registers: ebp, esp
- Typical instruction:
  - Opcode (mov, add, sub, mul, div, jmp, etc)
  - Destination and source operands
- Multiple addressing modes: source operands may be
  - Immediate value: imm
  - Register: reg
  - Indirect address: [reg], [imm], [reg+imm],
  - Indexed address: [reg+reg'], [reg+imm*reg'], [reg+imm*reg'+imm']
- Destination operands = same, except immediate values

Example Tiling

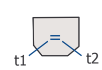
- Consider: t = t + i
  t = temporary variable
  i = parameter
- Need new temporary registers between tiles (unless operand node is labeled with temporary)
- Result code:
  - mov %ebp, t0
  - sub $20, t0
  - mov 0(t0), t1
  - add t1, t



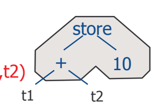
- Note: also compute i, if it is live

Some Tiles

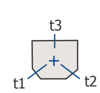
mov t2, t1



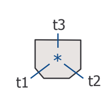
mov
$10, 0(t1,t2)



mov t2, t3
add t1, t3

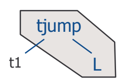


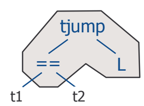
mov t1, %eax
mul t2
mov %eax, t3



Conditional Branches

- How to tile a conditional jump?
- Fold comparison into tile



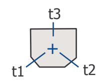


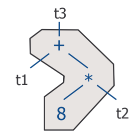
test t1,t1
jnz L

cmp t1,t2
je L

Load Effective Address

- Lea instruction computes a memory address
- Doesn’t actually load the value from memory





lea (t1,t2), t3

lea (t1,t2,8), t3