CSE P 501 – Compilers

Register Allocation
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Agenda
- Register allocation constraints
- Top-down and bottom-up local allocation
- Global allocation – register coloring

Credits: Adapted from slides by Keith Cooper, Rice University

k

Intermediate code typically assumes infinite number of registers
Real machine has k registers available
Goals
- Produce correct code that uses k or fewer registers
- Minimize added loads and stores
- Minimize space needed for spilled values
- Do this efficiently – O(n), O(n log n), maybe O(n²)

Register Allocation

Task
- At each point in the code, pick the values to keep in registers
- Insert code to move values between registers and memory
  - No additional transformations – scheduling should have done its job
- Minimize inserted code, both dynamically and statically

Allocation vs Assignment

Allocation: deciding which values to keep in registers
Assignment: choosing specific registers for values
Compiler must do both

Basic Blocks

A basic block is a maximal length segment of straight-line code (i.e., no branches)
Significance
- If any statement executes, they all execute
  - Barring exceptions or other unusual circumstances
- Execution totally ordered
- Many techniques for improving basic blocks – simplest and strongest methods
Local Register Allocation

- Transformation on basic blocks
- Produces decent register usage inside a block
  - Need to be careful of inefficiencies at boundaries between blocks
- Global register allocation can do better, but is more complex

Allocation Constraints

- Allocator typically won’t allocate all registers to values
- Generally reserve some minimal set of registers $F$ used only for spilling (i.e., don’t dedicate to a particular value)

Liveness

- A value is live between its definition and use.
  - Find definitions ($x = \ldots$) and uses ($\ldots = x \ldots$)
  - Live range is the interval from definition to last use
    - Can represent live range as an interval $[i,j]$ in the block

Top-Down Allocator

- Idea
  - Keep busiest values in dedicated registers
  - Use reserved set, $F$, for the rest
- Algorithm
  - Rank values by number of occurrences
  - Allocate first $k-F$ values to registers
  - Add code to move other values between reserved registers and memory

Bottom-Up Allocator

- Idea
  - Focus on replacement rather than allocation
  - Keep values used “soon” in registers
- Algorithm
  - Start with empty register set
  - Load on demand
  - When no register available, free one
- Replacement
  - Spill value whose next use is farthest in the future
  - Prefer clean value to dirty value
  - Sound familiar?

Bottom-Up Allocator

- Invented about once per decade
  - Sheldon Best, 1955, for Fortran I
  - Laslo Belady, 1965, for analyzing paging algorithms
  - William Harrison, 1975, ECS compiler work
  - Chris Fraser, 1989, LCC compiler
  - Vincenzo Liberatore, 1997, Rutgers
- Will be reinvented again, no doubt
- Many arguments for optimality of this
Global Register Allocation

- A standard technique is graph coloring
- Use control and dataflow graphs to derive interference graph
  - Nodes are virtual registers (the infinite set)
  - Edge between (t1, t2) when t1 and t2 cannot be assigned to the same register
    - Most commonly, t1 and t2 are both live at the same time
    - Can also use to express constraints about registers, etc.
  - Then color the nodes in the graph
    - Two nodes connected by an edge may not have same color
    - If more than k colors are needed, insert spill code

Coming Attractions

- Dataflow and Control flow analysis
- Overview of optimizations