Agenda

- Compiler back-end organization
- Instruction selection – tree pattern matching

Credits: Slides by Keith Cooper (Rice); Appel ch. 9; burg/iburg slides by Preston Briggs, CSE 501 Sp09
Burg/iburg paper: “Engineering a Simple, Efficient Code Generator”, Fraser, Hanson, & Proebsting, ACM LOPLAS v1, n3 (Sept. 1992)
Compiler Organization

- scan
- parse
- semantics

Front end

- opt1
- opt2
- optn

Middle

- instr. select
- instr. sched
- reg. alloc

Back end

Infrastructure - symbol tables, trees, graphs, etc
Big Picture

- Compiler consists of lots of fast stuff followed by hard problems
  - Scanner: $O(n)$
  - Parser: $O(n)$
  - Analysis & Optimization: $\sim O(n \log n)$
  - Instruction selection: fast or NP-Complete
  - Instruction scheduling: NP-Complete
  - Register allocation: NP-Complete
IR for Code Generation

- Assume a low-level RISC-like IR
  - 3 address, register-register instructions + load/store
    - \( r_1 \leftarrow r_2 \text{ op } r_3 \)
  - Could be tree structure or linear
  - Expose as much detail as possible
- Assume "enough" (i.e., \( \infty \)) registers
  - Invent new temporaries for intermediate results
  - Map to actual registers later
Overview
Instruction Selection

- Map IR into assembly code
- Assume known storage layout and code shape
  - i.e., the optimization phases have already done their thing
- Combine low-level IR operations into machine instructions (take advantage of addressing modes, etc.)
Overview

Instruction Scheduling

- Reorder operations to hide latencies – processor function units; memory/cache
  - Originally invented for supercomputers (1960s)
  - Now important everywhere
    - Even non-RISC machines, i.e., x86
    - Even if processor reorders on the fly

- Assume fixed program
Overview
Register Allocation

- Map values to actual registers
  - Previous phases change need for registers
- Add code to spill values to temporaries as needed, etc.
- Usually worth doing another pass of instruction scheduling afterwards if spill code inserted
How Hard?

- **Instruction selection**
  - Can make locally optimal choices
  - Global is undoubtedly NP-Complete

- **Instruction scheduling**
  - Single basic block – quick heuristics
  - General problem – NP Complete

- **Register allocation**
  - Single basic block, no spilling, interchangeable registers – linear
  - General – NP Complete
Conventional Wisdom

- We typically lose little by solving these independently
  - But not always, of course (iterating phases on x86[-64] can help because of limited registers, memory operands)

- Instruction selection
  - Use some form of pattern matching
  - ∞ virtual registers – create as needed

- Instruction scheduling
  - Within a block, list scheduling is close to optimal
  - Across blocks: EBBs or trace scheduling if list scheduling not good enough

- Register allocation
  - Start with unlimited virtual registers and map “enough” to K
An Simple Low-Level IR (1)

Details not important for our purposes; point is to get a feeling for the level of detail involved

- This example is from Appel

Expressions

- `CONST(i)` – integer constant i
- `TEMP(t)` – temporary t (i.e., register)
- `BINOP(op,e1,e2)` – application of op to e1,e2
- `MEM(e)` – contents of memory at address e
  - Means value when used in an expression
  - Means address when used on left side of assignment
- `CALL(f,args)` – application of function f to argument list args
Simple Low-Level IR (2)

Statements

- MOVE(Tmp, e) – evaluate e and store in temporary Tmp
- MOVE(MEM(e1), e2) – evaluate e1 to yield address a; evaluate e2 and store at a
- EXP(e) – evaluate expressions e and discard result
- SEQ(s1, s2) – execute s1 followed by s2
- NAME(n) – assembly language label n
- JUMP(e) – jump to e, which can be a NAME label, or more complex (e.g., switch)
- CJUMP(op, e1, e2, t, f) – evaluate e1 op e2; if true jump to label t, otherwise jump to f
- LABEL(n) – defines location of label n in the code
Low-Level IR Example (1)

- Expr for a local variable at a known offset $k$ from the frame pointer $fp$
  - Linear
    - $\text{MEM}($BINOP(PLUS, TEMP $fp$, CONST $k$))$
  - Tree
    - $\text{MEM}$
    - $+$
      - TEMP $fp$
      - CONST $k$
Low-Level IR Example (2)

- For an array element $e(k)$, where each element takes up $w$ storage locations.
Generating Low-Level IR

- Assuming initial IR is an AST, a simple treewalk can be used to generate the low-level IR
  - Can be done before, during, or after optimizations in the middle part of the compiler
    - Typically AST is lowered to some lower-level IR, but maybe not final lowest-level one used in instruction selection
- Create registers (temporaries) for values and intermediate results
  - Value can be safely allocated to a register when only 1 name can reference it
    - Trouble: pointers, arrays, reference parameters
  - Assign a virtual register to anything that can go into one
  - Generate loads/stores for other values
Instruction Selection Issues

- Given the low-level IR, there are many possible code sequences that implement it correctly
  - e.g. to set eax to 0 on x86
    - `mov eax, 0`
    - `xor eax, eax`
    - `sub eax, eax`
    - `imul eax, 0`
  - Many machine instructions do several things at once – e.g., register arithmetic and effective address calculation
    - `lea rdst, [rbase + rindex * scale + offset]`
Instruction Selection Criteria

- Several possibilities
  - Fastest
  - Smallest
  - Minimize power consumption (ex: don’t use a function unit if leaving it powered-down is a win)

- Sometimes not obvious
  - e.g., if one of the function units in the processor is idle and we can select an instruction that uses that unit, it effectively executes for free, even if that instruction wouldn’t be chosen normally
    - (Some interaction with scheduling here...)
Implementation

Problem: We need some representation of the target machine instruction set that facilitates code generation

Idea: Describe machine instructions using same low-level IR used for program

Use pattern matching techniques to pick machine instructions that match fragments of the program IR tree
  - Want this to run quickly
  - Would like to automate as much as possible
Matching: How?

- Tree IR – pattern match on trees
  - Tree patterns as input
  - Each pattern maps to target machine instruction (or sequence)
    - and at least one simple target match for each kind of tree node so we can always generate something
  - Various algorithms – max. munch, dynamic programming, ...

- Linear IR – some sort of string matching
  - Strings as input
  - Each string maps to target machine instruction sequence
  - Use text matching or peephole matching (parsing!, but with a way, way ambiguous grammar for target machine)

- Both work well in practice; algorithms are quite different
An Example Target Machine (1)

- Arithmetic Instructions – result in reg.
  - (unnamed) \( ri \)
  - ADD \( ri \leftarrow rj + rk \)
  - MUL \( ri \leftarrow rj \times rk \)

- SUB and DIV are similar
An Example Target Machine (2)

- Immediate Instructions
  - ADDI ri <- rj + c
    - ADDI
      - ADD
        - CONST
        - CONST
    - CONST
  - SUBI ri <- rj - c
    - SUBI
      - SUB
        - CONST
An Example Target Machine (3)

Load

LOAD \( r_i \leftarrow M[r_j + c] \)
An Example Target Machine (4)

- Store – not an expression; no result
  - STORE $M[rj + c] \leftarrow ri$

- Diagram: 
  - MOVE
    - MEM
      - +
        - CONST
        - CONST
      - MEM
        - MEM
          - MOVE
            - MEM
              - MEM
                - MOVE
                  - MEM
                    - MEM
                      - MOVE
                        - MEM
                          - MEM
An Example Target Machine (5)

- mem->mem copy – also not an expression
  - MOVEM M[rj] <- M[ri]
Tree Pattern Matching (1)

- Goal: Tile the low-level tree with operation (instruction) trees
- A *tiling* is a collection of `<node,op>` pairs
  - *node* is a node in the tree
  - *op* is an operation tree
  - `<node,op>` means that *op* could implement the subtree at *node*
Tree Pattern Matching (2)

- A tiling “implements” a tree if it covers every node in the tree and the overlap between any two tiles (trees) is limited to a single node.
  - If \( <\text{node}, \text{op}> \) is in the tiling, then node is also covered by a leaf in another operation tree in the tiling – unless it is the root.
  - Where two operation trees meet, they must be compatible (i.e., expect the same value in the same location).
Example – Tree for $a[i] := x$

2. LOAD $r1 \leftarrow M[fp + a_{off}]$
4. ADDI $r2 \leftarrow r0 + 4$
5. MUL $r2 \leftarrow r1 * r2$
6. ADD $r1 \leftarrow r1 + r2$
8. LOAD $r2 \leftarrow M[fp + x_{off}]$
9. STORE $M[r1 + 0] \leftarrow r2$

8'. ADDI $r2 \leftarrow fp + x_{off}$
9'. MOVEM $M[r,j] \leftarrow M[r_2]$
Generating Code

- Given a tiled tree, to generate code
  - Postorder treewalk; node-dependedant order for children
  - Emit code sequences corresponding to tiles in order
  - Connect tiles by using same register name to tie boundaries together
Tiling Algorithms (1)

- Maximal Munch
  - Start at root of tree, find largest tile that fits. Cover the root node and possibly other nearby nodes. Then repeat for each subtree.
  - Generate instruction as each tile is placed
    - Generates instructions in reverse order
  - Generates an optimum tiling – tiles sum to lowest possible cost
    - But not optimal – there may be another tiling where two adjacent tiles can be combined into one of lower cost
Tiling Algorithms (2)

- Dynamic Programming
  - There may be many tiles that could match at a particular node
  - Idea: Walk the tree and accumulate the set of all possible tiles that could match at that point – $\text{Tiles}(n)$
  - Then: Select minimal cost for subtrees (bottom up), and go top-down to select and emit lowest-cost instructions
Tile(Node n)

Tiles(n) <- empty;
if n has two children then
    Tile(left child of n)
    Tile(right child of n)
    for each rule r that implements n
        if (left(r) is in Tiles(left(n)) and right(r) is in Tiles(right(n)))
            Tiles(n) <- Tiles(n) + r
    else if n has one child then
        Tile(child of n)
        for each rule r that implements n
            if(left(r) is in Tiles(child(n)))
                Tiles(n) <- Tiles(n) + r
    else /* n is a leaf */
        Tiles(n) <- { all rules that implement n }
Tools

- iburg and burg and others use a combination of dynamic programming and tree pattern matching to find optimal translations
- Product of years of research going back to peephole optimizers
- Not really a research area now (like parsing), but still room for newer/better tools
Tree-Based Representation

- The tree makes the UD chains explicit
- Each definition in the tree is used once
- Typically a basic block would have a sequence of expression trees
Coming Attractions

- Instruction Scheduling
- Register Allocation
- And more....