

Path-Sensitive Value-Flow Optimizations

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Motivation

Value-reuse redundancy:

- Instructions recompute previously computed values

optimization: do not recompute the value, reuse the old one !

- **benefit 1:** fewer instructions to execute
- **benefit 2:** instructions ready to execute earlier

- How much redundancy?

	instructions	conditional branches
Compilers remove:	30 %	10 %
Processors predict results:	80 %	95 %

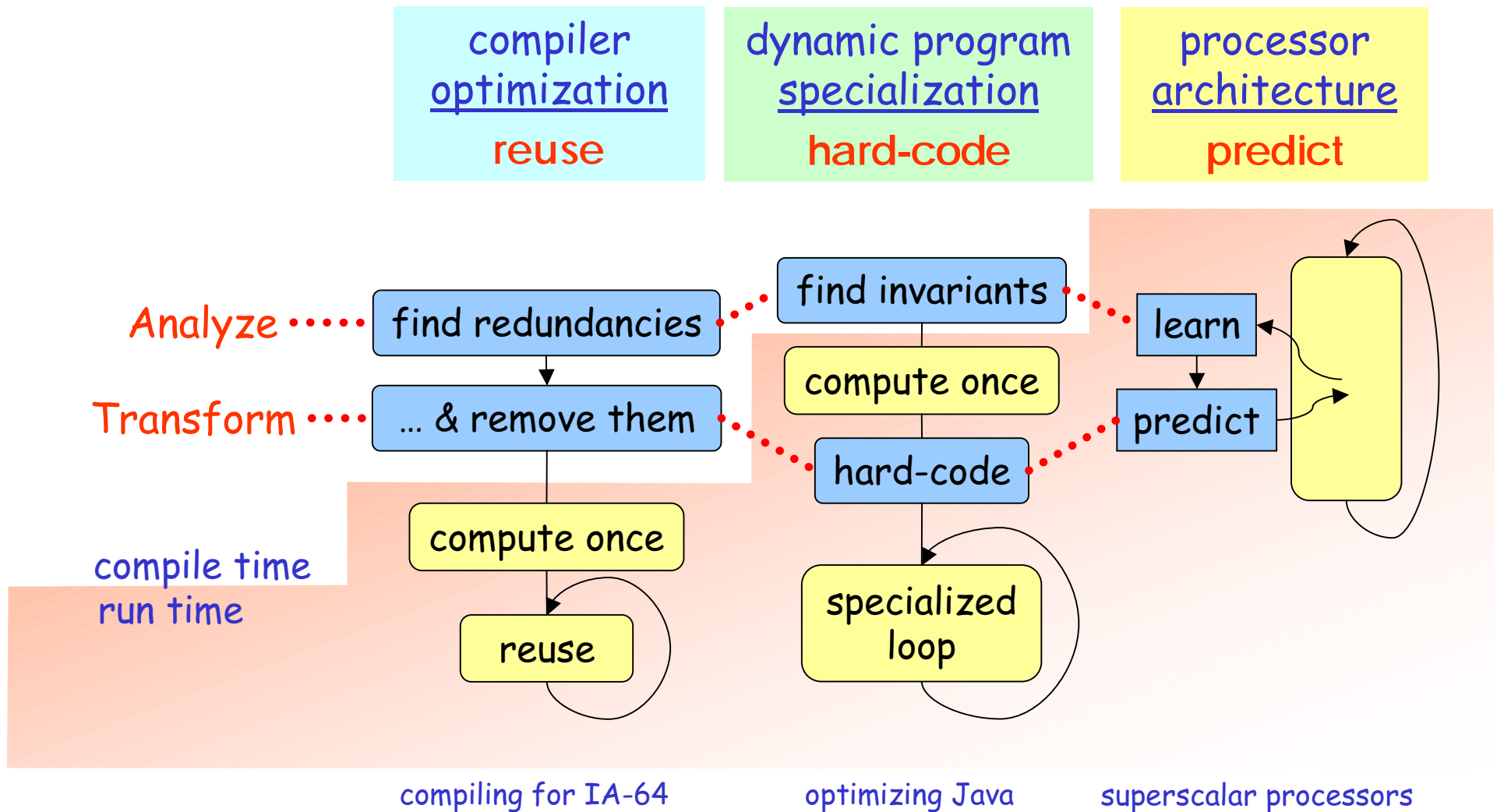
Why so much redundancy?

a fragment from Merge Sort:

```
while ... do  
  if compare( A[i], B[k] )  
    C[ top++ ] := A[ i++ ]  
  else  
    C[ top++ ] := B[ k++ ]  
end while
```

```
compare( x, y )  
{  
  if x.f < y.f  
    return 1  
  else  
    return 0  
}
```

The optimization spectrum



The optimization spectrum

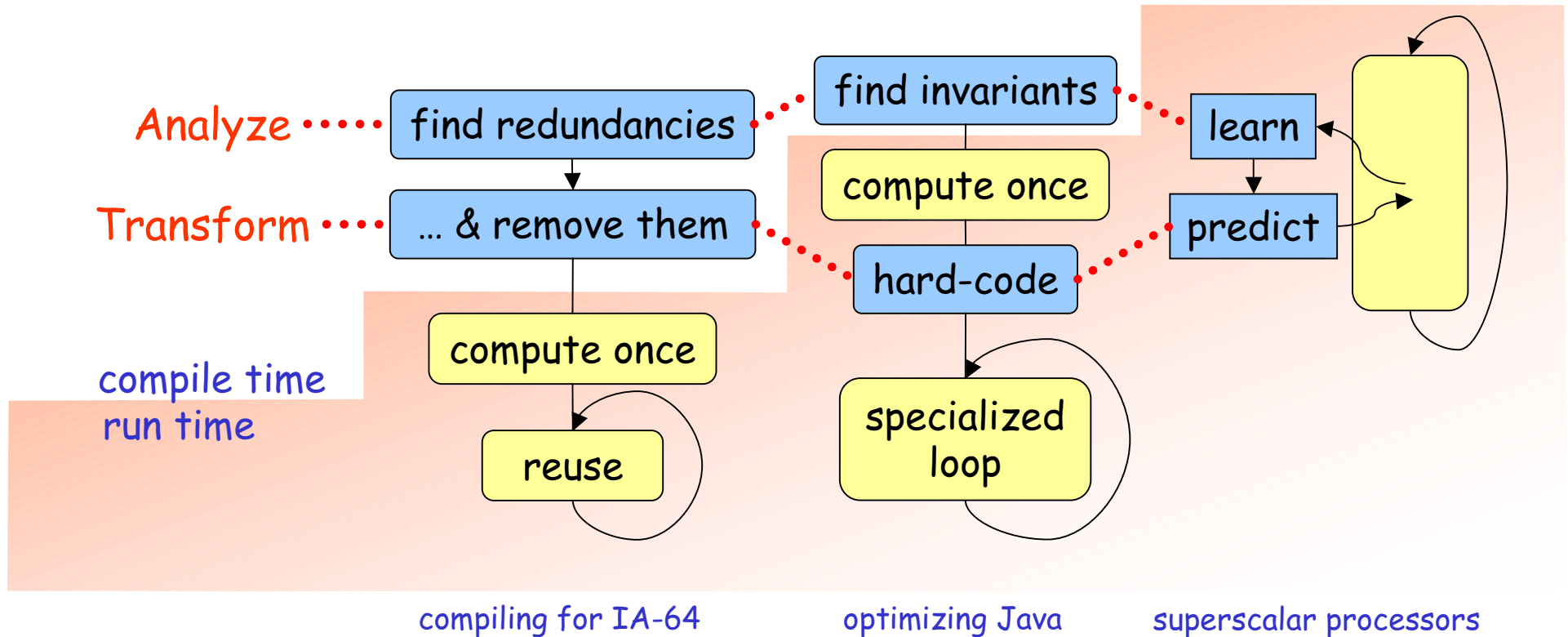
My thesis: →

- + no run-time cost
- blind to run-time values

compiler optimization
reuse

dynamic program specialization
hard-code

processor architecture
predict

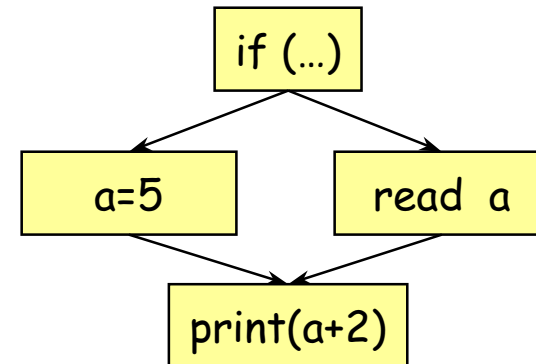


Path sensitivity

Optimization opportunity
may be:

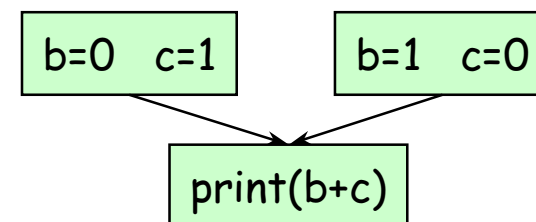
partial

1. possible only along some
control flow paths



diluted

2. visible only when paths are
examined separately



Path sensitivity

Optimization opportunity
may be:

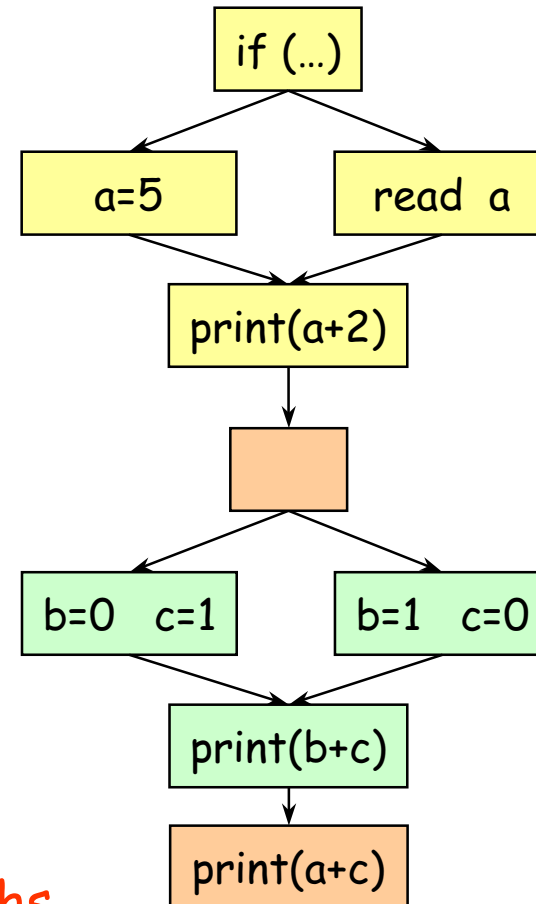
partial

1. possible only along some
control flow paths

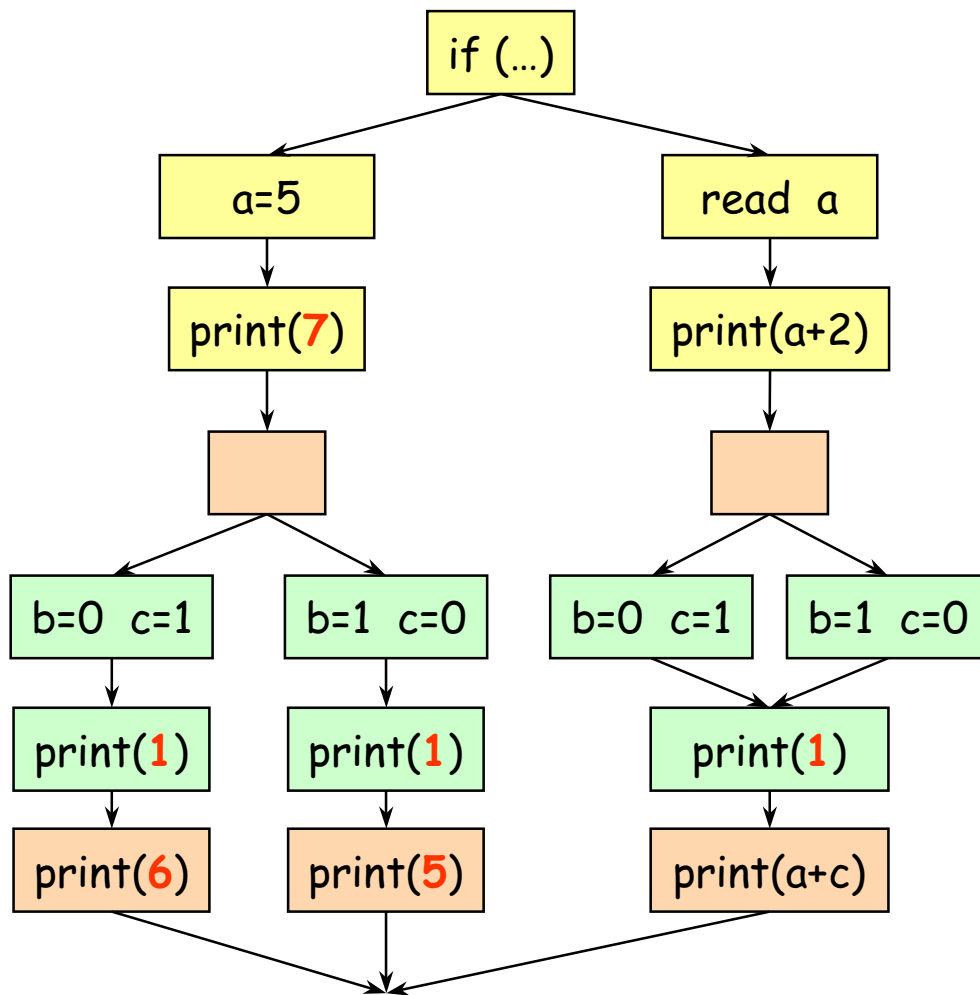
diluted

2. visible only when paths are
examined separately

Problem: exponential number of paths



Exponential path explosion



Explosion in

- analysis
- transformation

Goal:

- exploit paths as much as is practical

Path-sensitive optimizers exist, but

- room for improvement
- I can double the gains

My thesis

- **Claims:** path-sensitivity can be
 - **effective:** improve the optimizer
 - **practical:** "immune" to exponential blowup
 - **broad:** cover many redundancy optimizations
- **Result:** **Pathfinder**, a framework for

path-sensitive value-flow optimizations

How?

What computations?

Handle both flavors:

partial:

exists on some paths

diluted:

different on some path

Elimination of: common sub-expressions,

loop-invariants, partial redundancies,

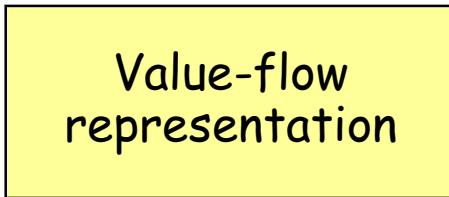
array bound checks, conditional branches,

loads and stores, constant propagation,

dead value elimination, etc.

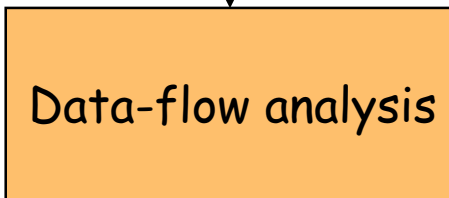
Pathfinder components

expose



} diluted

collect



} partial

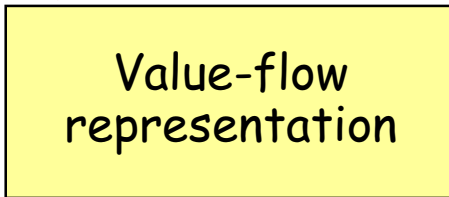
exploit



} partial

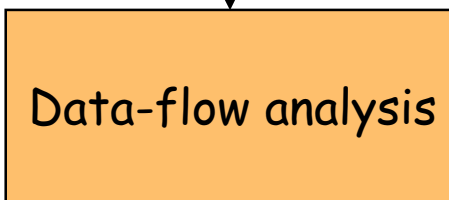
Pathfinder components

expose



} diluted

collect



} partial

exploit



} partial

model the flow of values

- which computations are equivalent ?
- along which paths ?

traverse the representation

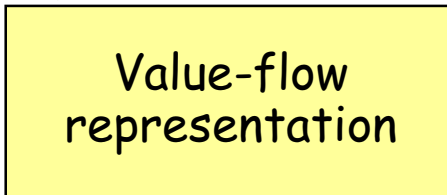
- can a value be reused on some path ?
- how often? (profiling)

remove redundancies

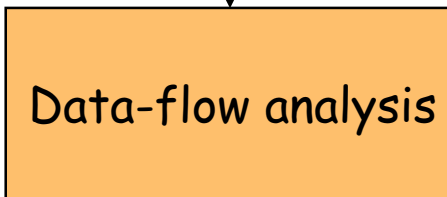
- separate paths
- move instructions

Tradeoffs

expose



collect



exploit



precision: avoid dilution

cost: do not separate all possible paths!

precision: collect all exposed reuse

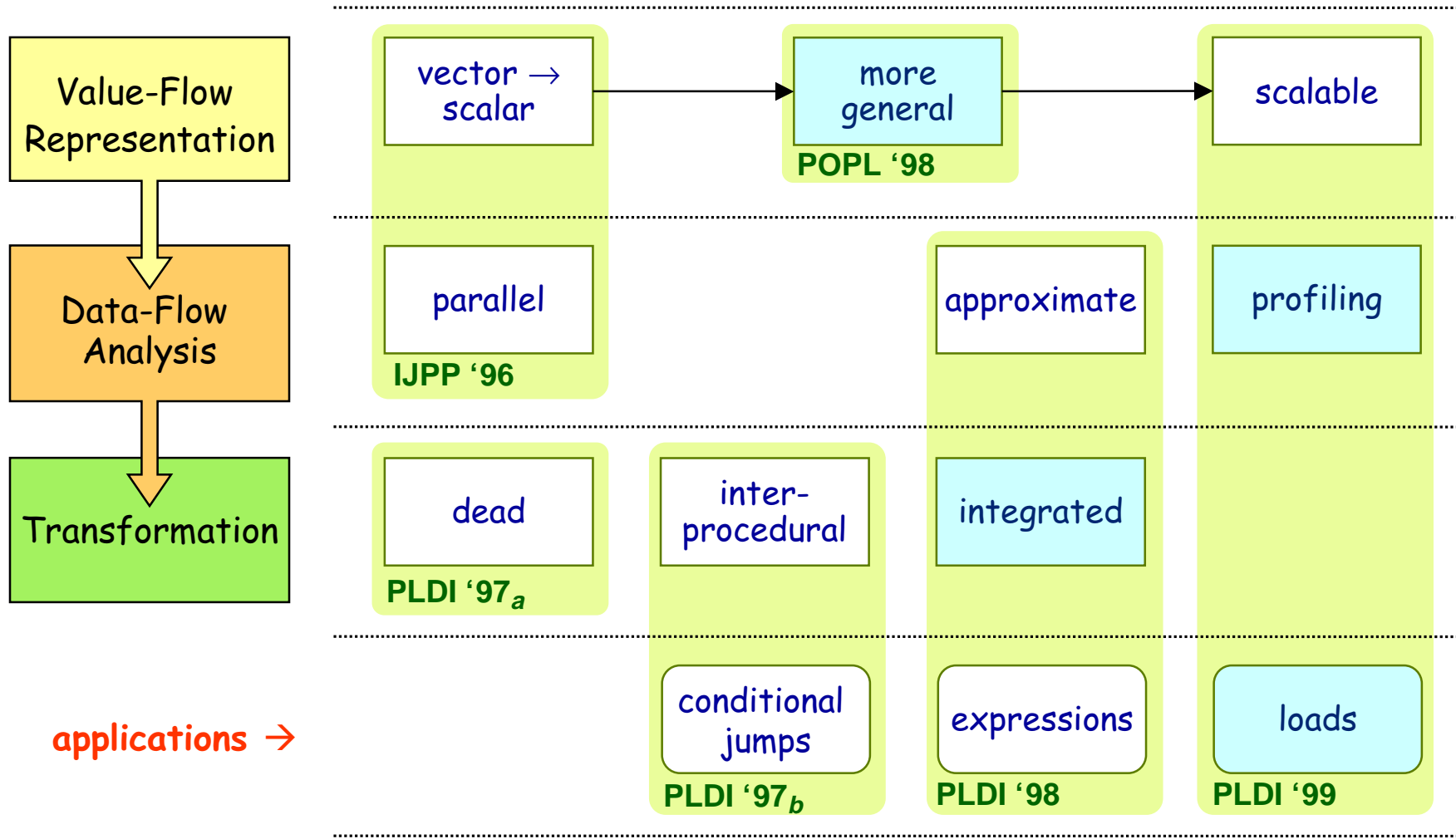
analysis cost: representation may be large!

profiling cost: number of paths to profile!

completeness: remove all redundancies

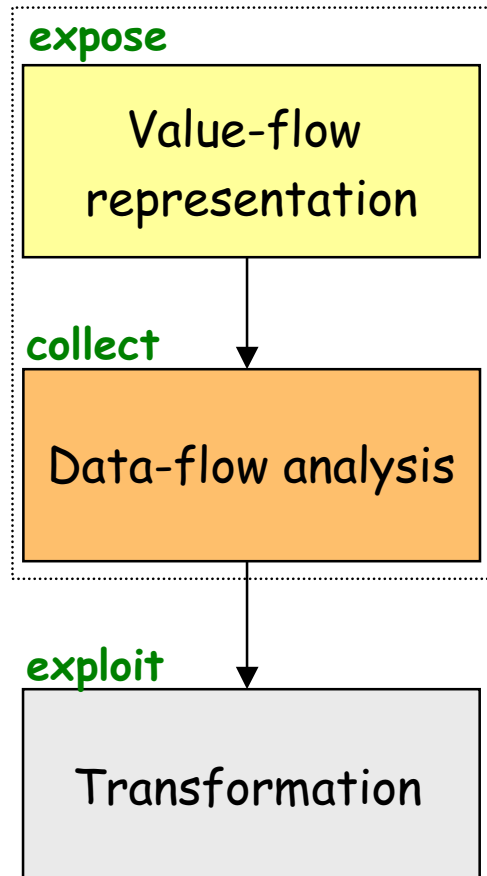
code growth: careful with restructuring!

Thesis results



Representation + Analysis

R
A
T



Tradeoffs

precision: expose "many" equivalences

- **my approach:** each path separately

cost: number of paths to be examined

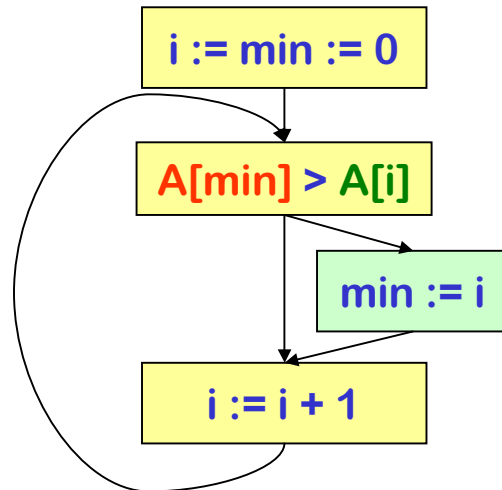
- **my approach:** separate a path only to prevent dilution

Value-flow representation

R
A
T

Must answer two questions:

- which **instructions** are value-equivalent ?
- along which control flow **paths** ?



Value Name Graph (VNG)

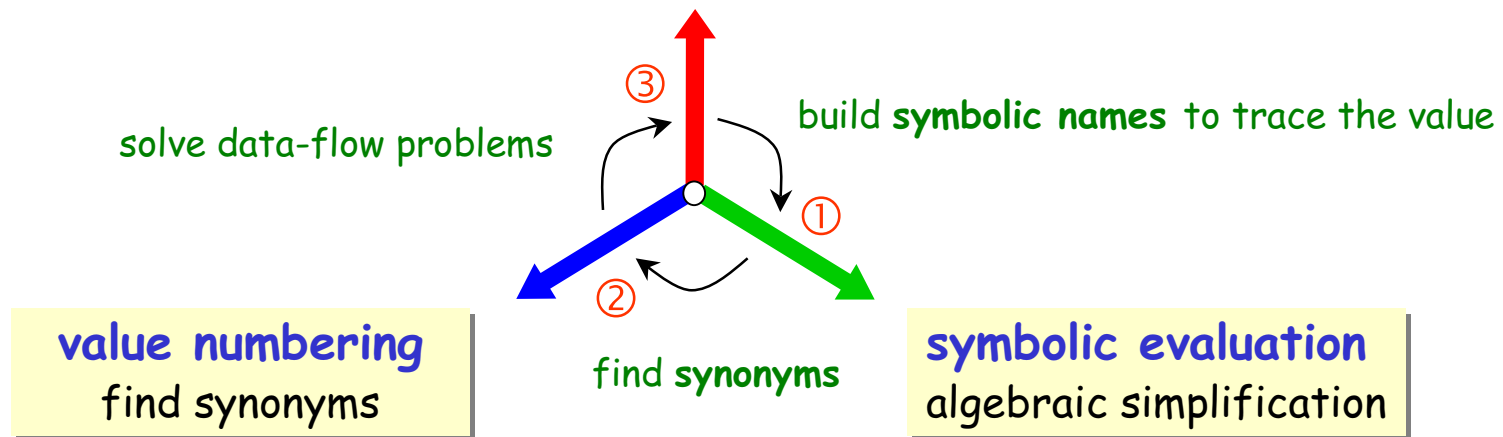
R
A
T

Combines three orthogonal techniques:

- integration removes their individual limitations

data-flow analysis

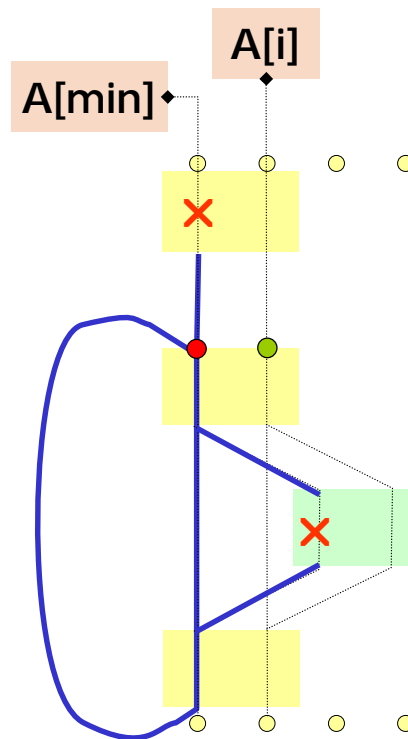
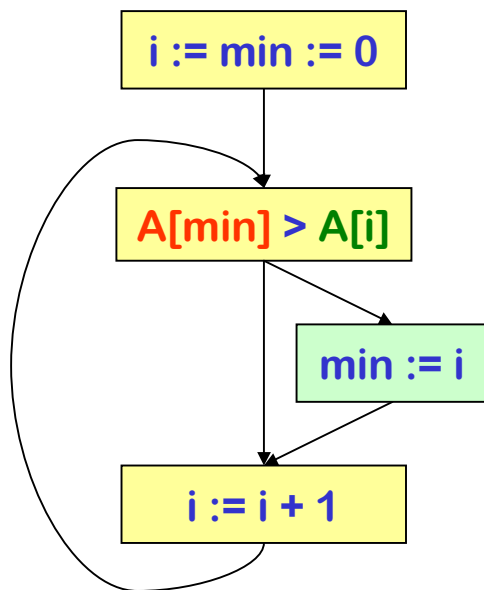
- + finds paths with reuse
- only one name per value



VNG: example

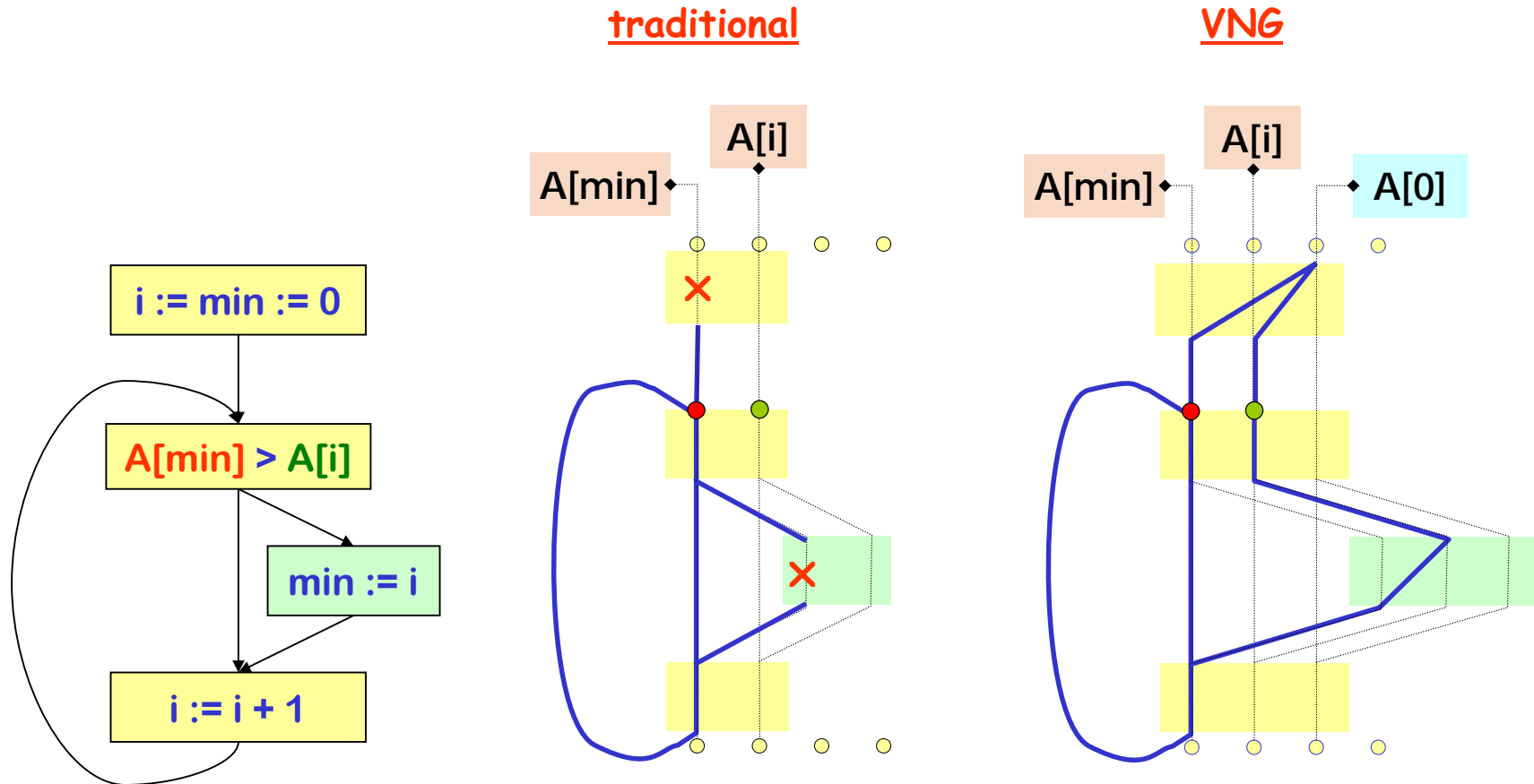
R
A
T

traditional



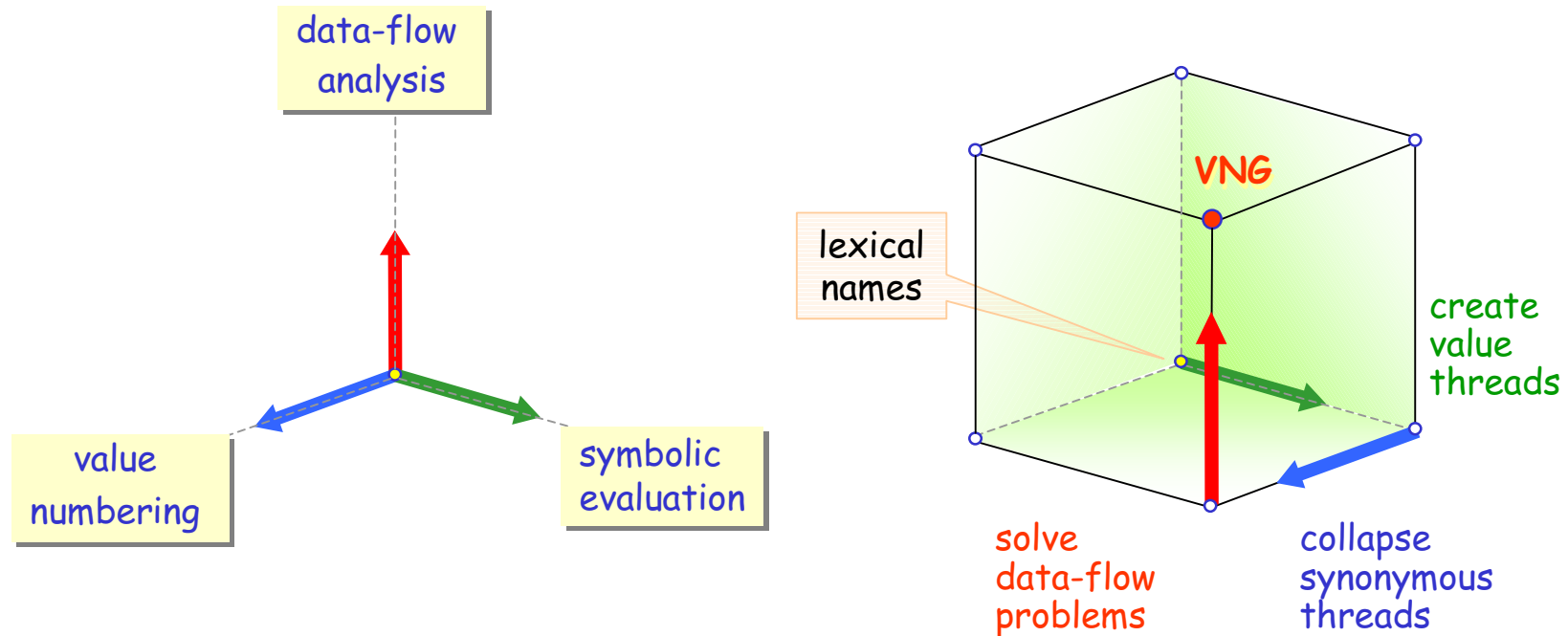
VNG: example

R
A
T



Constructing the VNG

R
A
T

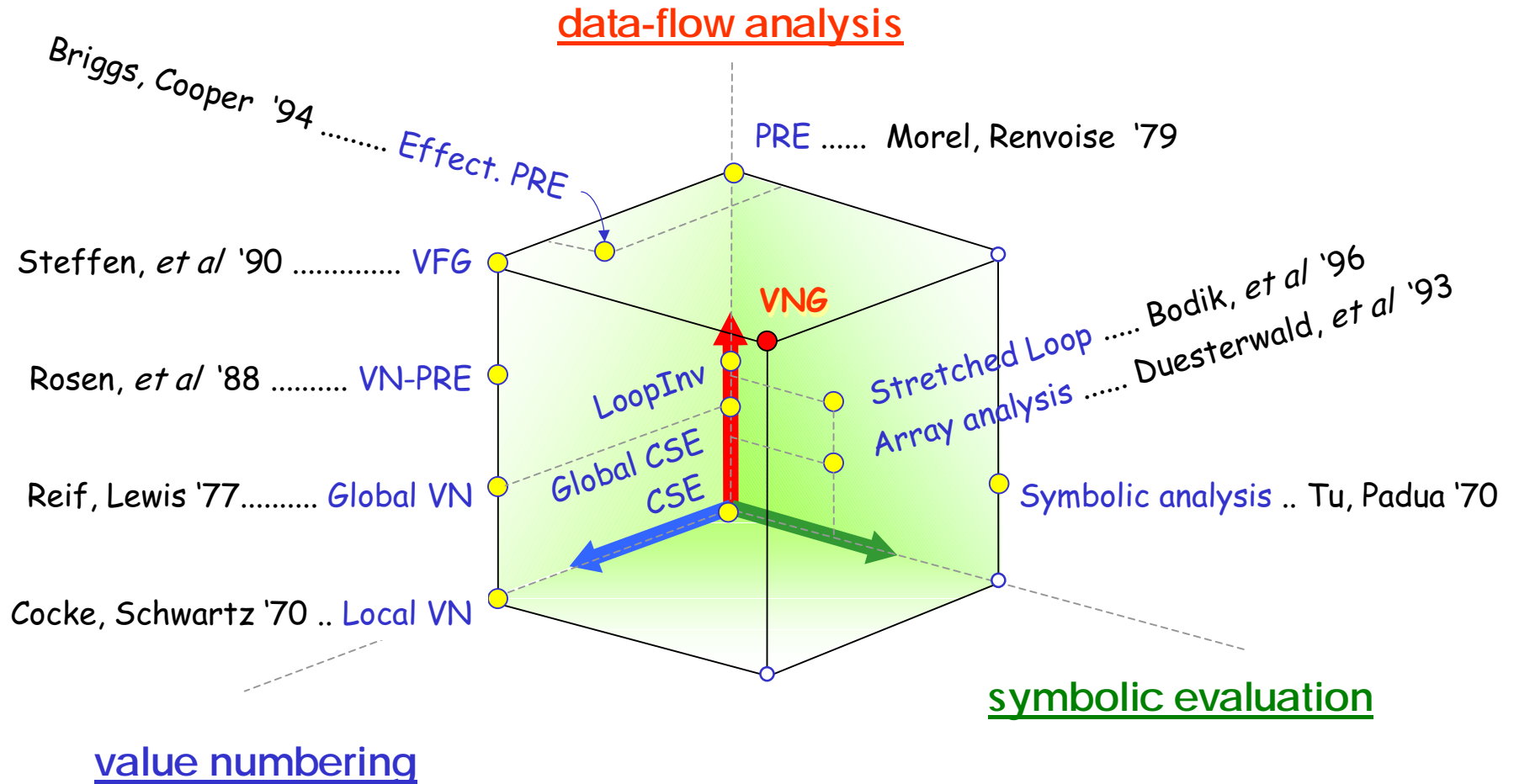


Value threads created on demand:

- VNG separates only paths on which a value has different names
- still, exponential number of threads (but moderate in practice)

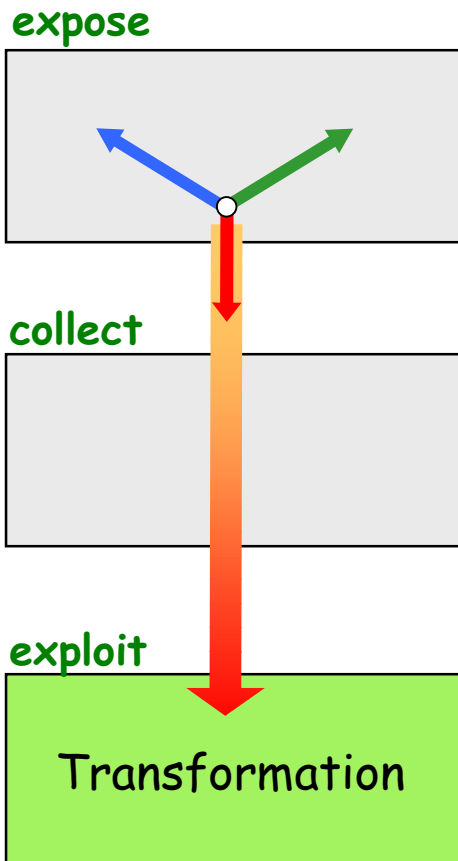
VNG: related work

R
A
T



Transformation

R
A
T



Tradeoffs

completeness: remove all redundancies collected by analysis

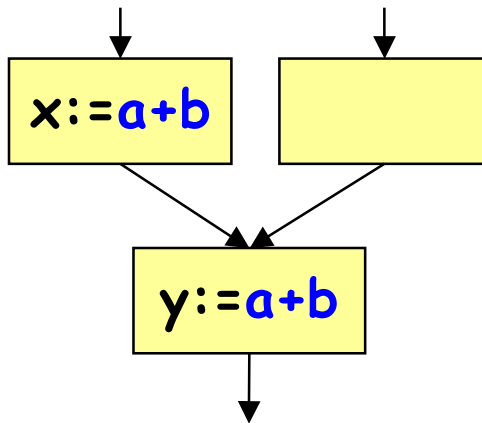
code growth: due to path duplication

- impairs subsequent compiler stages
- impairs cache

PRE: partial redundancy elimination

R
A
T

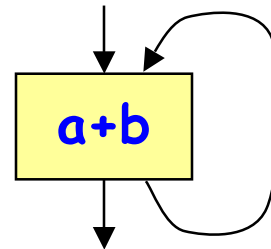
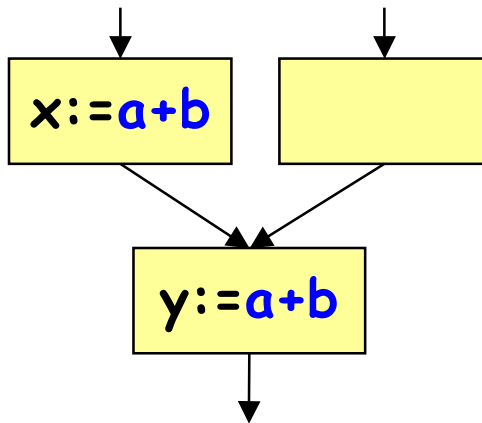
Partially redundant: computed on some incoming path.



PRE: partial redundancy elimination

R
A
T

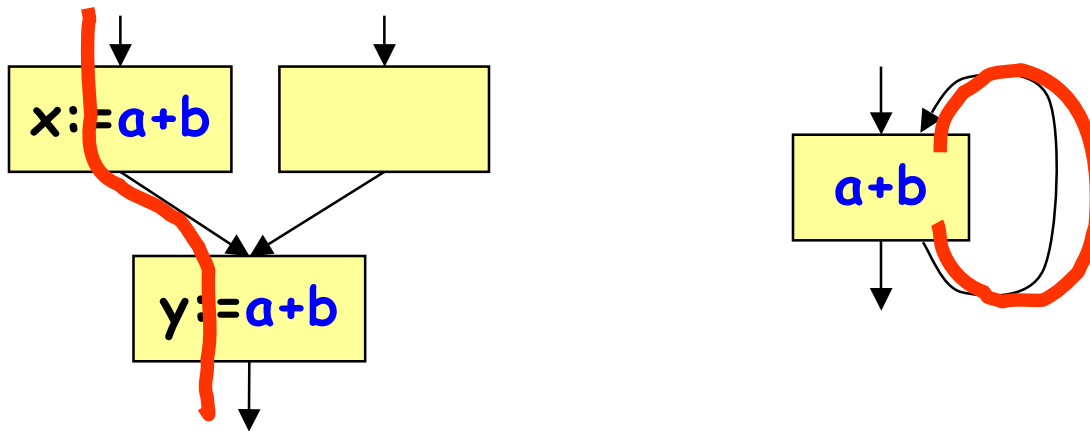
Partially redundant: computed on some incoming path.



PRE: partial redundancy elimination

R
A
T

Partially redundant: computed on some incoming path.



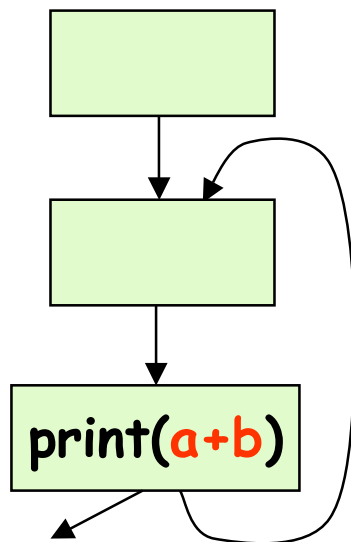
Goal: remove redundancy from "reuse" paths.

PRE via code motion

[Morel, Renviose '79]

R
A
T

- Hoist partially redundant expression until it becomes:
 - **fully** redundant \Rightarrow **remove it**
 - **not** redundant \Rightarrow **insert it**

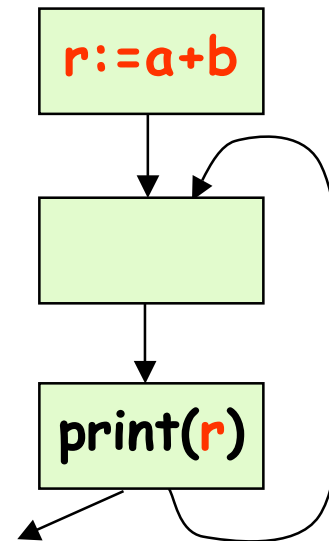
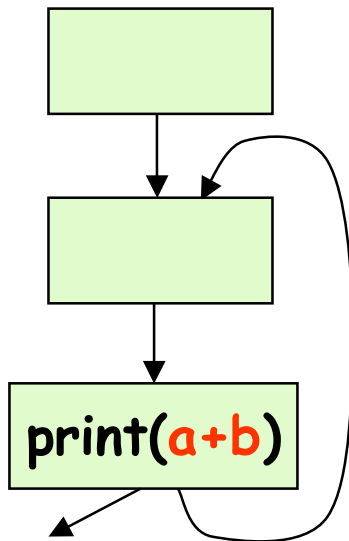


PRE via code motion

[Morel, Renviose '79]

R
A
T

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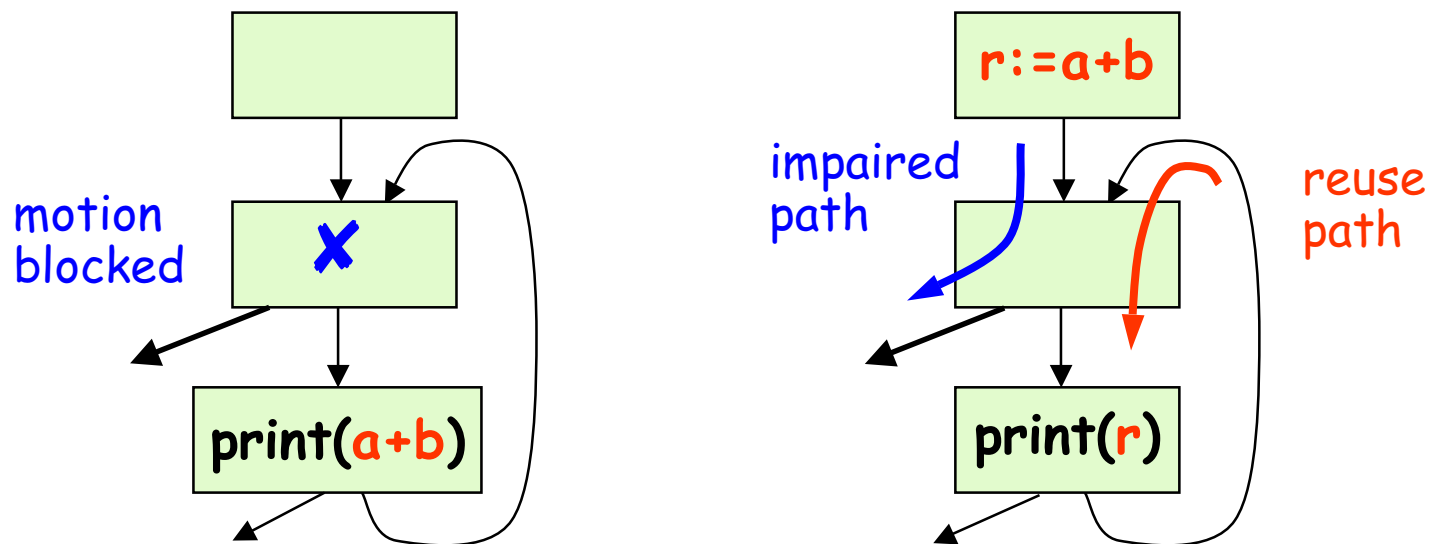


PRE via code motion

[Morel, Renviose '79]

R
A
T

- Hoist partially redundant expression until it becomes:
 - **fully** redundant \Rightarrow **remove it**
 - **not** redundant \Rightarrow **insert it**



PRE fails on 70% of loop-invariants !

Morel-Renviose limitations

R
A
T

Optimization model
too conservative

Rule:

improve "reuse" paths
without
impairing other paths

Program transformation
not aggressive

Code motion only:

motion blocked
↓
opportunities missed

My approach:

Relaxed
allow control speculation

Aggressive
apply restructuring

integration



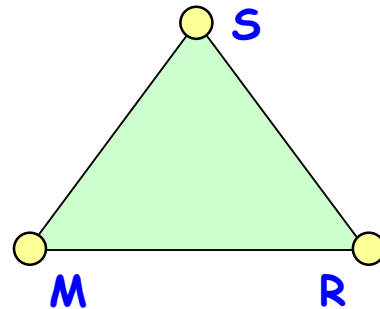
The diagram shows two curved arrows pointing towards each other. A yellow arrow starts from the bottom of the 'Relaxed' box and points right towards the word 'integration'. A green arrow starts from the bottom of the 'Aggressive' box and points left towards the word 'integration'.

Combining the transformations

R
A
T

- + no code growth
- impairs some paths

control speculation



code motion

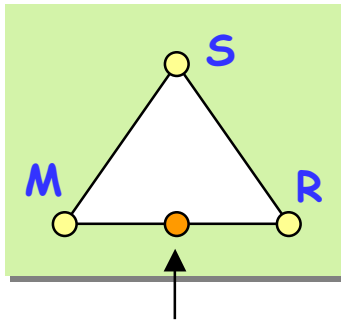
- + no code growth
- misses opportunities

restructuring

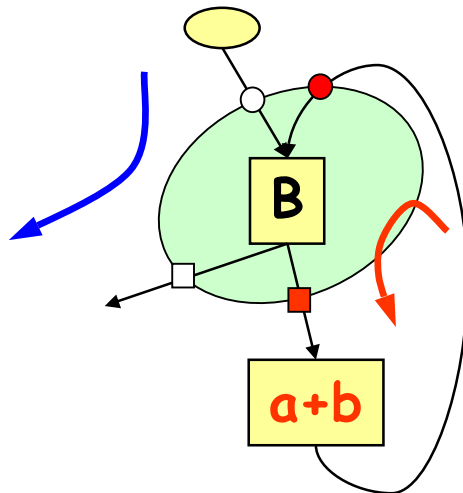
- + complete
- code growth

CMP: code motion preventing region

R
A
T

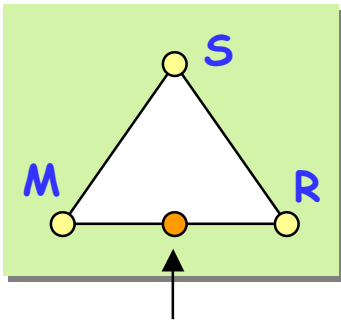


☞ duplicate only nodes that block code motion

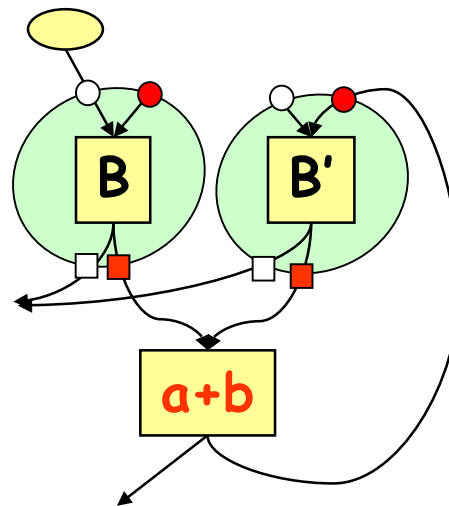
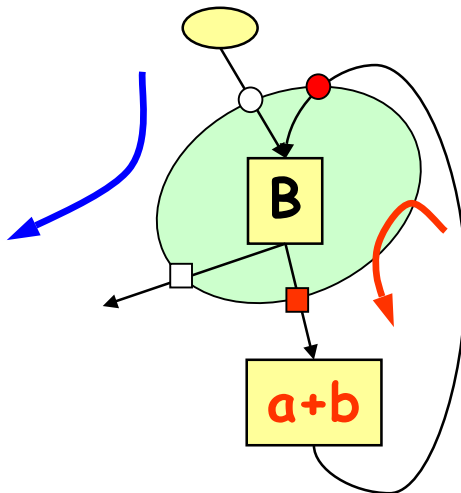


CMP: code motion preventing region

R
A
T

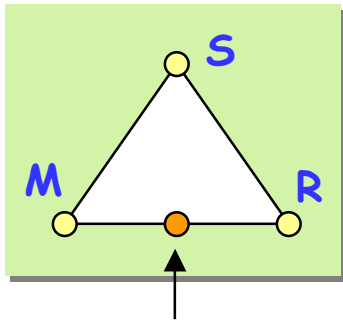


☞ duplicate only nodes that block code motion

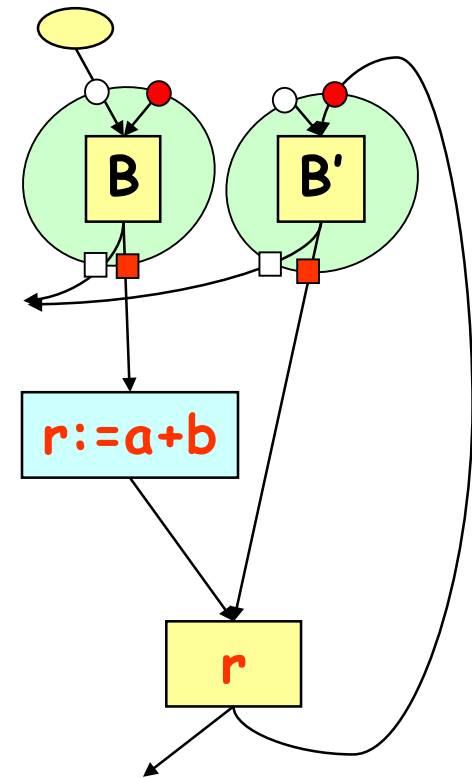
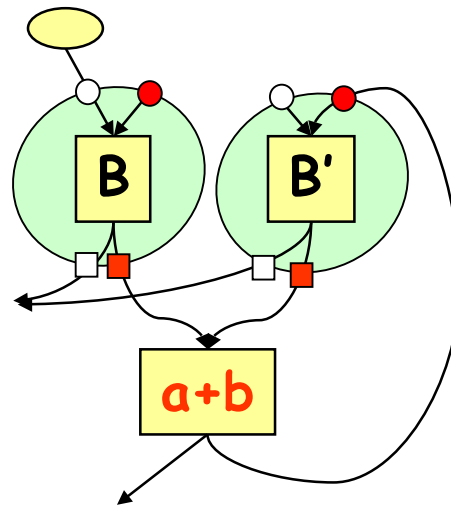
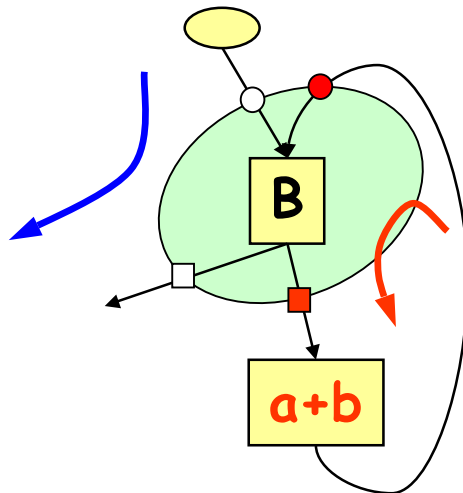


CMP: code motion preventing region

R
A
T



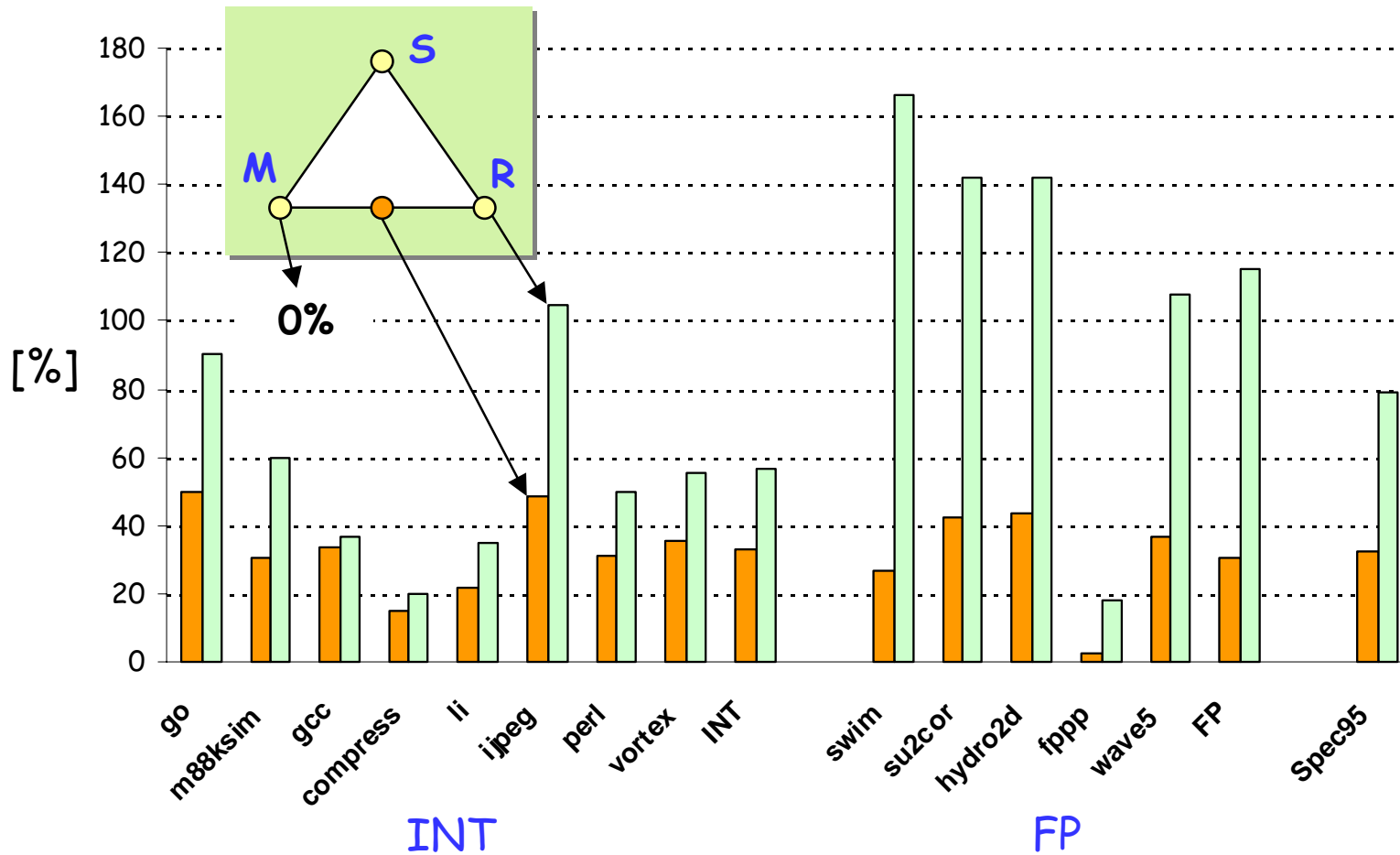
☞ duplicate only nodes that block code motion



Code growth

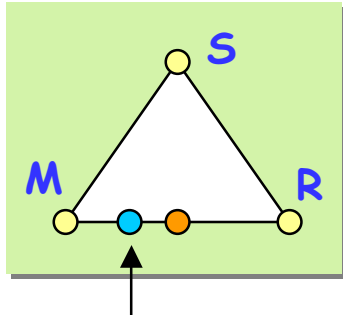
R
A
T

motion+restructuring vs. restructuring-only



How profitable is a CMP ?

R
A
T



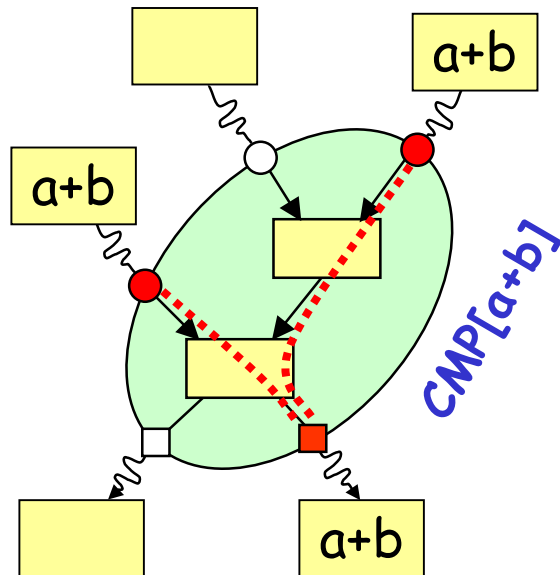
☞ We need a profile!

path profile:

- yet another exponential factor

edge profile:

- imprecise, but commonly used
- can we use it with confidence?



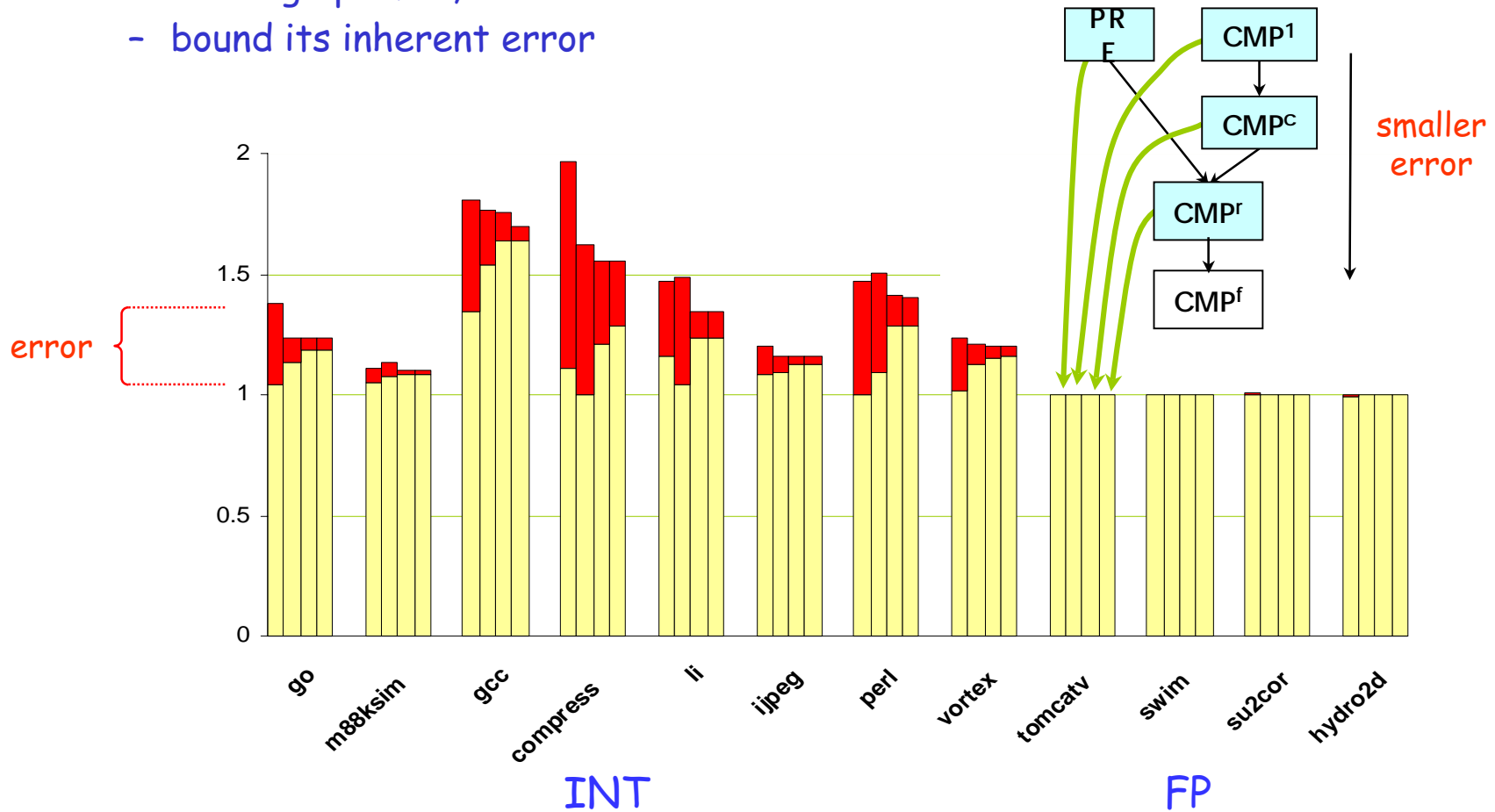
edge profile < path profile

Estimators

R
A
T

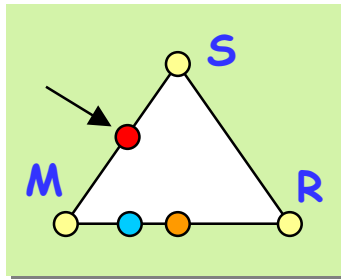
Data-flow info + profile = dynamic amount of reuse

- use edge profile, but
- bound its inherent error



Motion + speculation

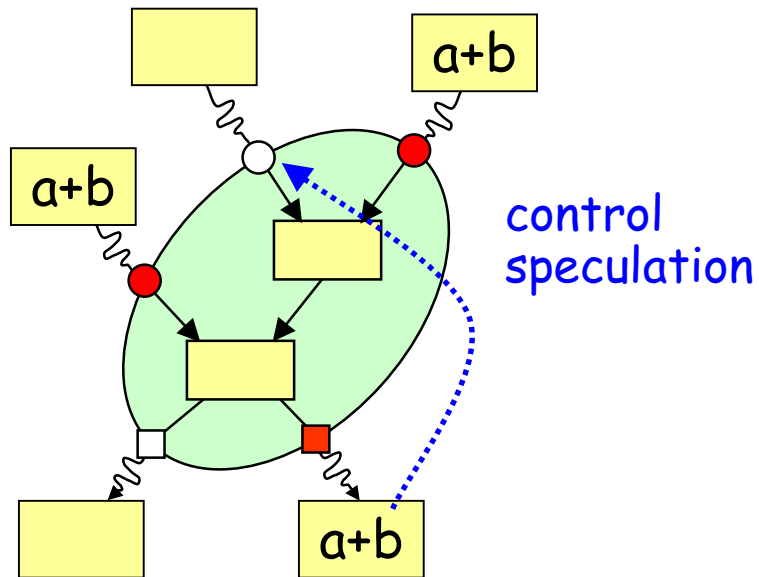
R
A
T



👉 relaxed model: can impair paths

Speculate if:

👉 $\text{removal} - \text{insertion} > 0$

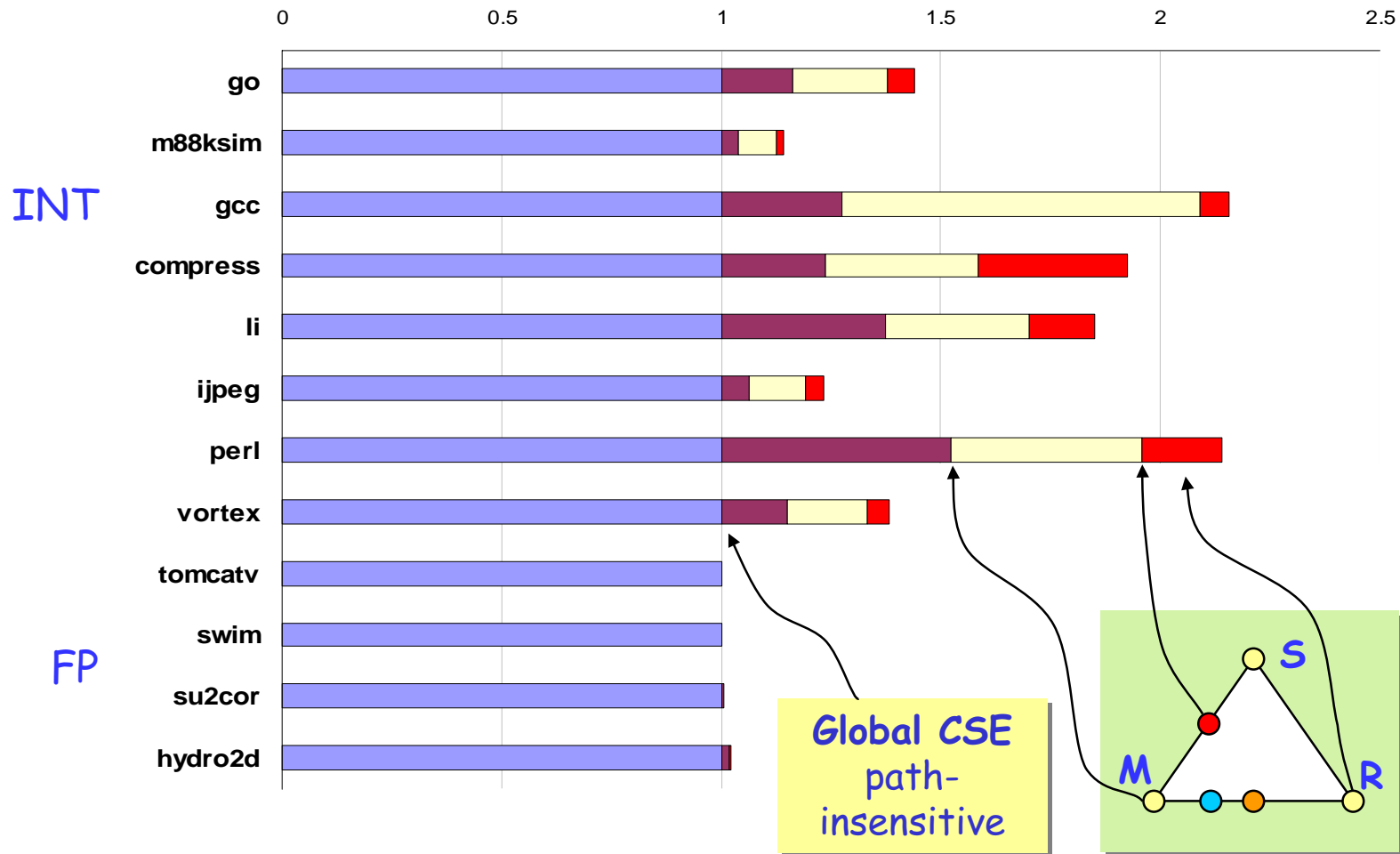


edge profile = path profile

Relative removal power

R
A
T

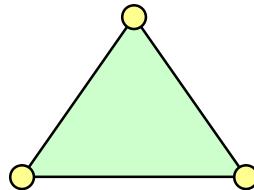
Loads removed, dynamic count, normalized



The 3 transformations in concert

R
A
T

speculation

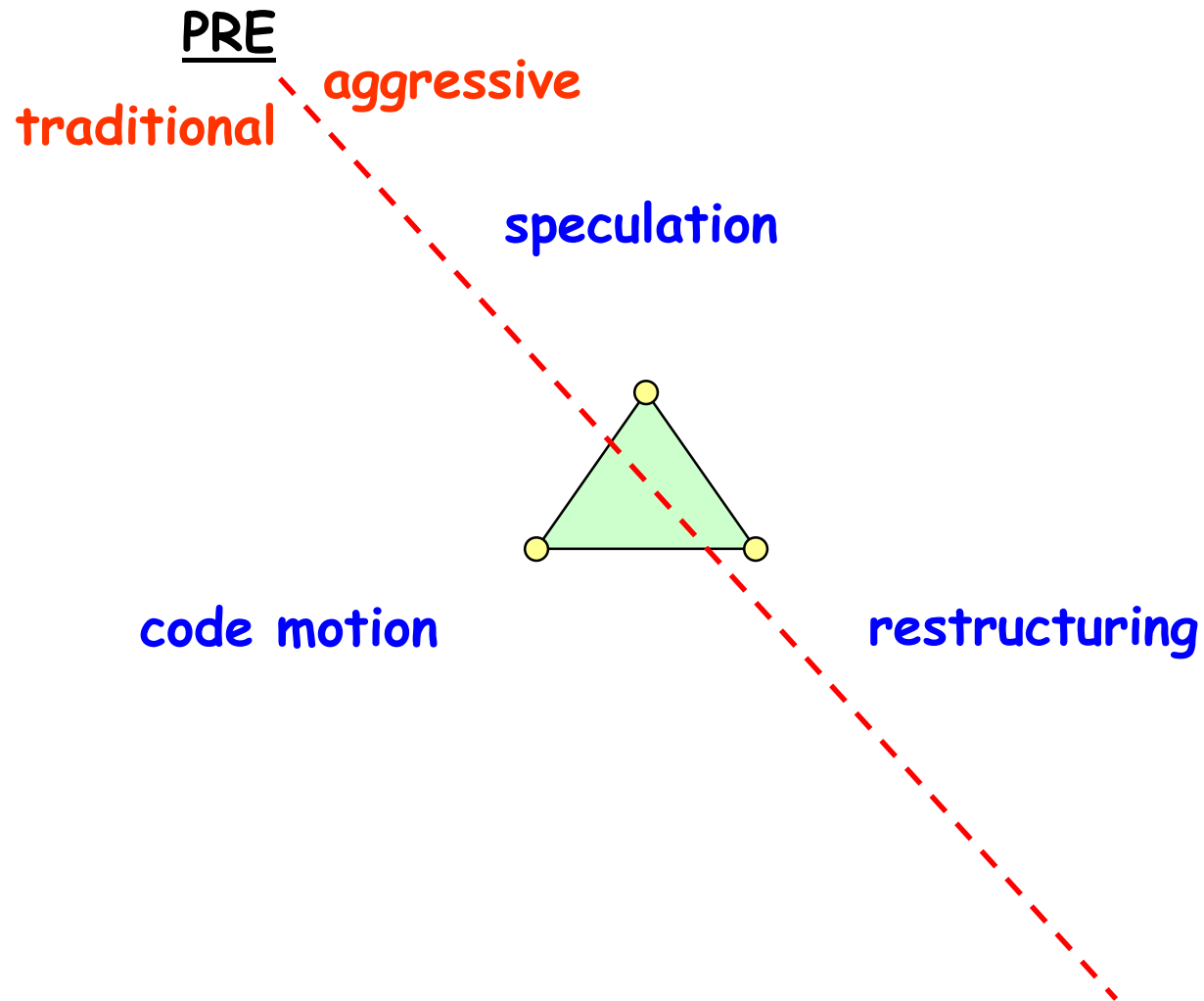


code motion

restructuring

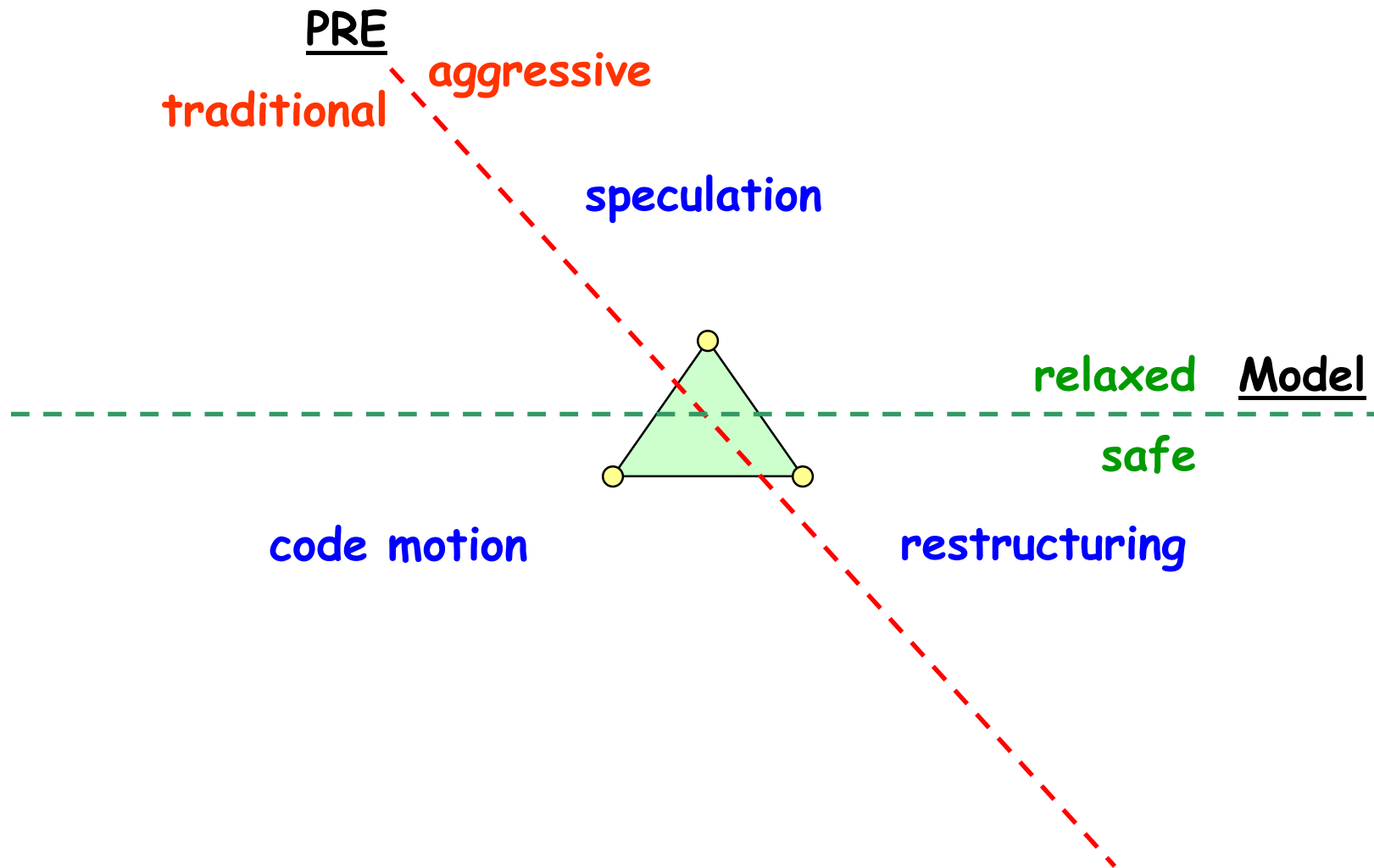
The 3 transformations in concert

R
A
T



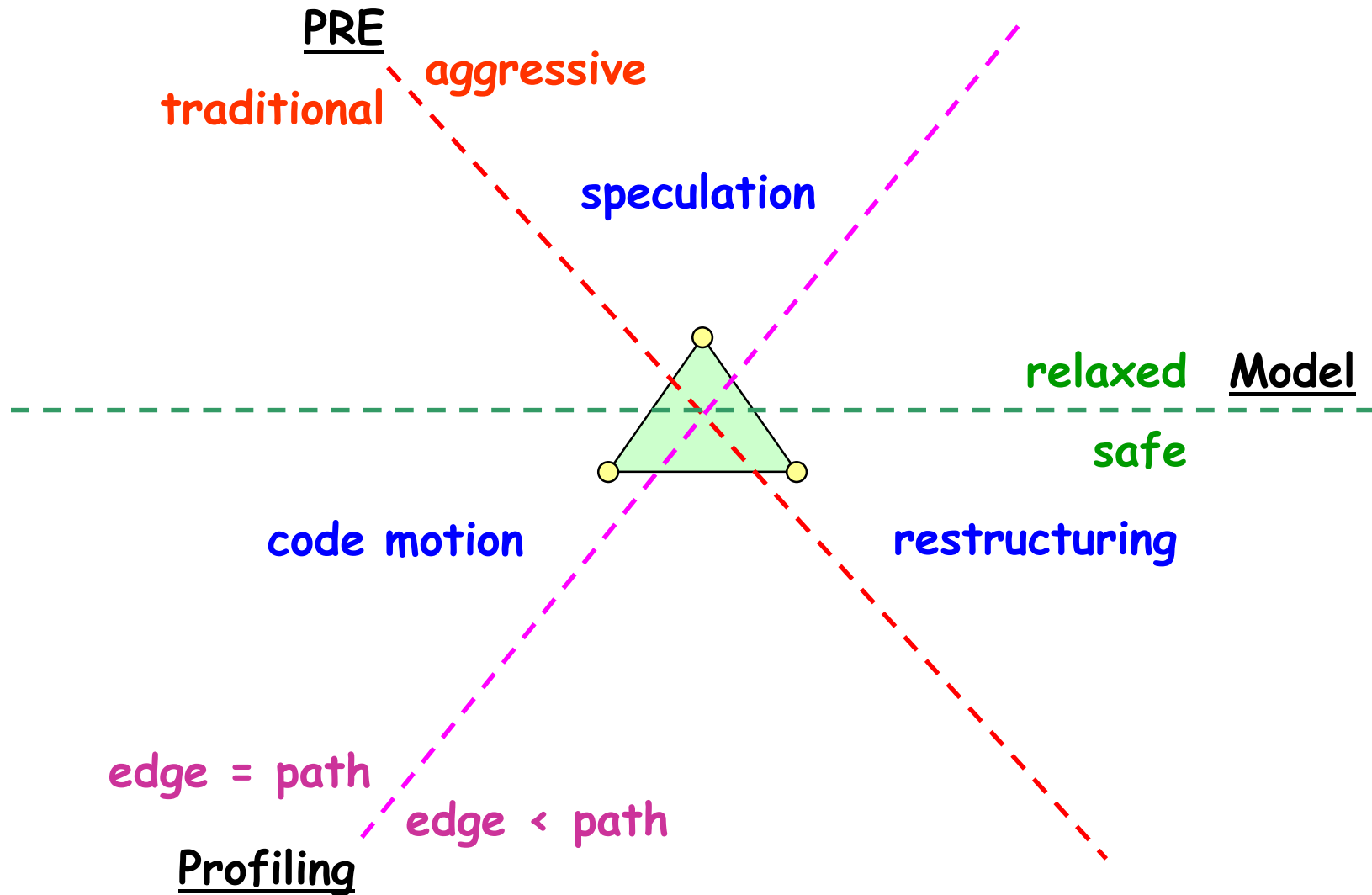
The 3 transformations in concert

R
A
T



The 3 transformations in concert

R
A
T



CMP: related work, contributions

R
A
T

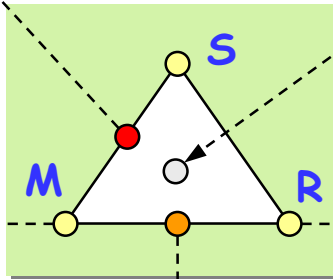
Horspool, Ho '97
Lo *et al* '98
Gupta *et al* '98
heuristic

Maximal PRE at no code-growth

- optimal, using edge profile

Balanced PRE

- near-complete,
- small code growth



Morel, Renviose '79
Dhamdhere, ...
Knoop *et al* '92
"lazy" code motion

Wegbreit '75
Wegman '75
Steffen '96

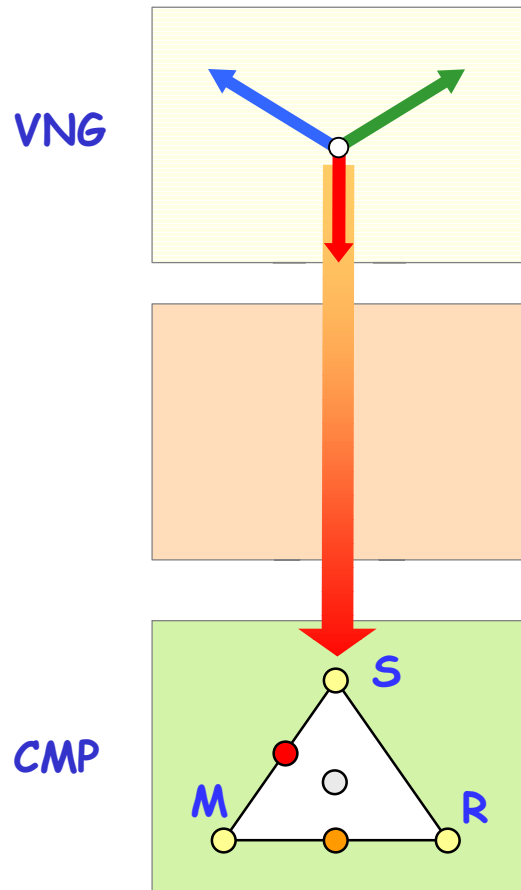
Intuitive formulation

- without being "lazy"

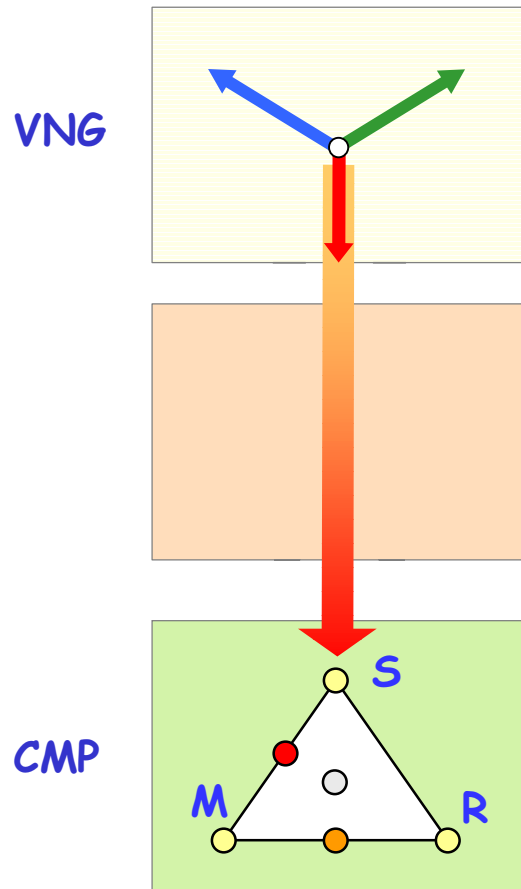
Complete PRE with minimal code-growth

- in the absence of profile

The Pathfinder framework



The Pathfinder framework



Pathfinder (etymology :)

framework stages:

VNG: 3 orthogonal techniques

CMP: 3 orthogonal techniques

hence

3x3 -- just like 4x4

so it's an

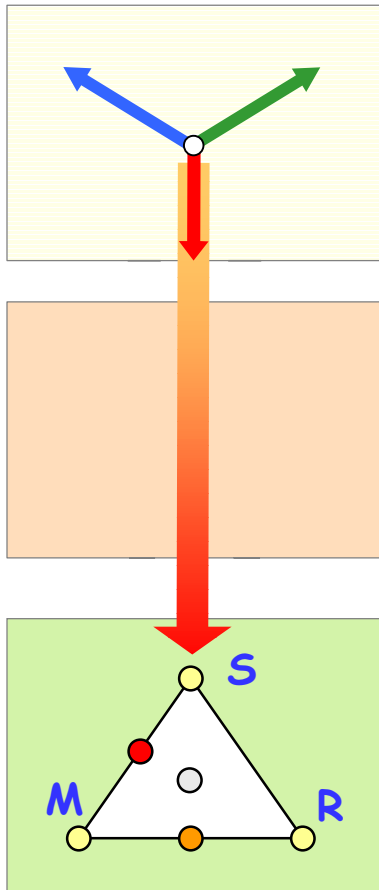
all-wheel-drive optimizer

called

(Nissan*) **Pathfinder.**

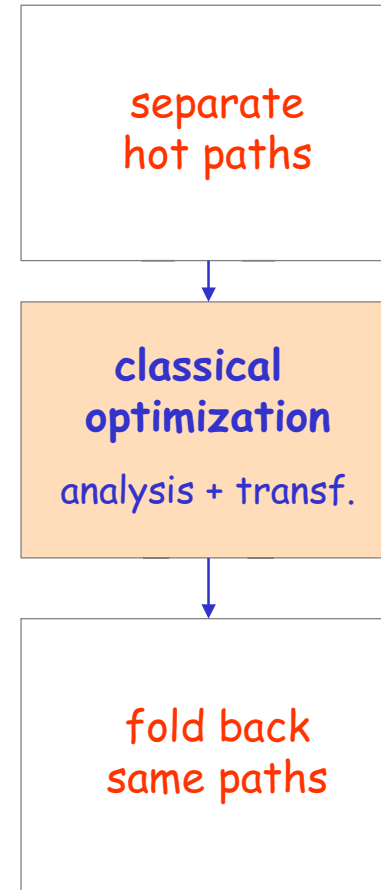
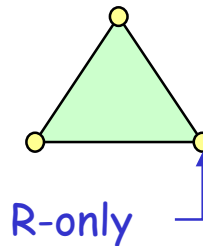
* research funded by NSF, HP, Intel.

Pathfinder vs Ammons-Larus



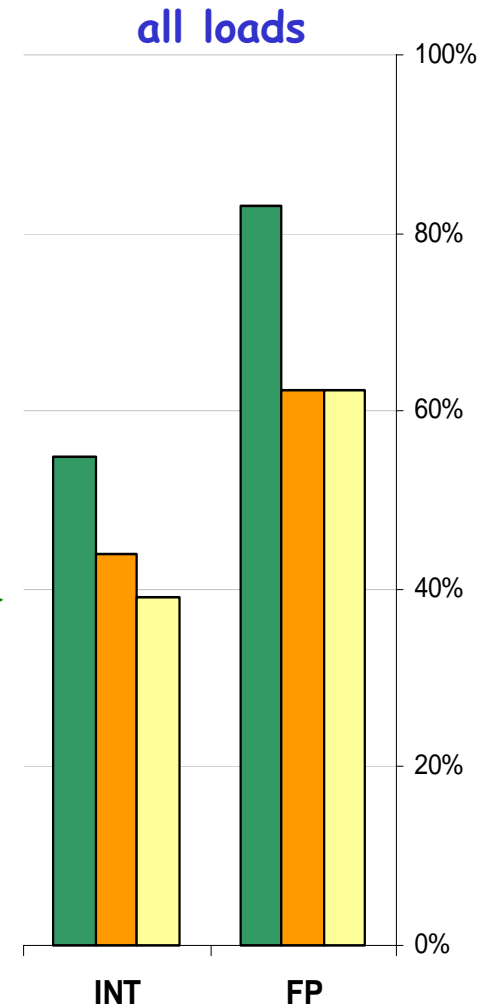
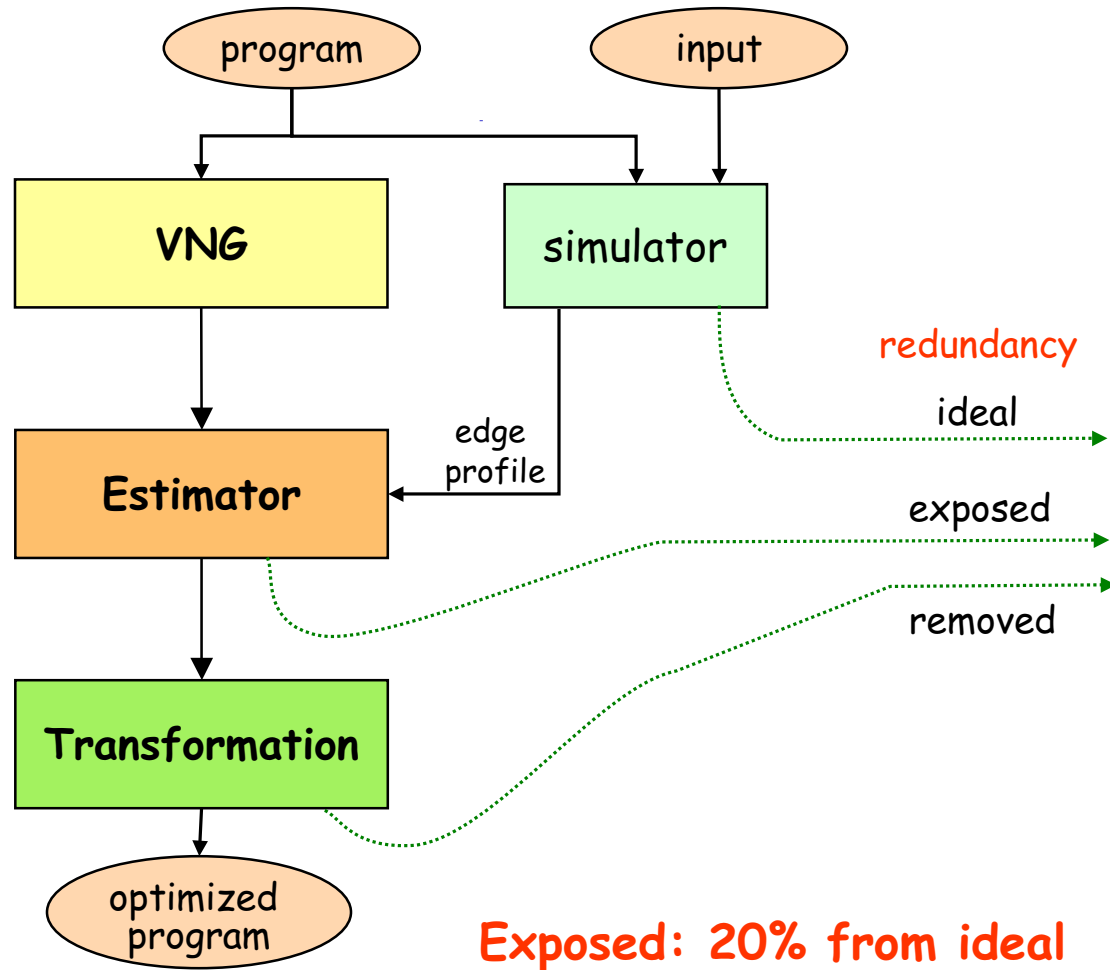
Avoid dilution
path-separation:
value-based vs profile-based

Transformation:
M+R+S vs



fold back
same paths

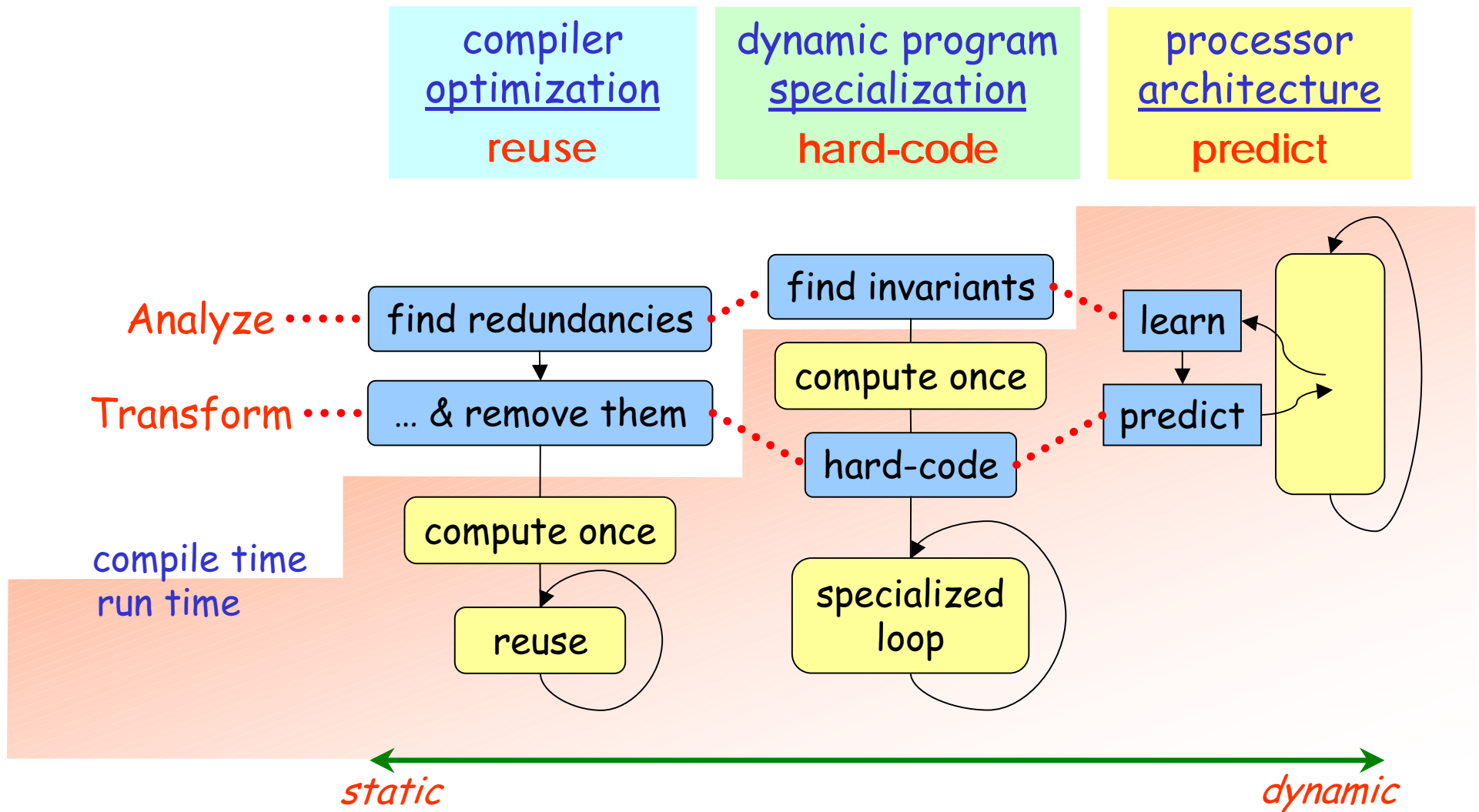
Evaluation: load removal



Major results

- **Pathfinder**: a practical path-sensitive framework
 - 3x3 approach against exponential explosion
 - VNG**: value threads formed on demand
 - CMP**: maximize code motion, add speculation
- **Profiling**: guide the optimization
 - edge profile = path profile: **when ?**
 - edge profile < path profile: **bound the error !**
- **Performance**: load removal
 - **2x** more path-sensitive reuse than Code-Motion PRE
 - **20%** from its ideal performance
- **Future plans**: how to get the 20%, and more?
 - hybrid optimizations: hw+sw

The optimization spectrum



SW vs HW: a need for synergy ?

