

# Reading Assignment

S. Kurlander, T. Proebsting and C. Fischer, "Efficient Instruction Scheduling for Delayed-Load Architectures," *ACM Transactions on Programming Languages and Systems*, 1995. (Linked from class Web page)

# “On the Fly” Local Register Allocation

Allocate registers as needed during code generation.

Partition registers into 3 classes.

- Allocatable

Explicitly allocated and freed; used to hold a variable, literal or temporary.

On SPARC: Local registers & unused In registers.

- Reserved

Reserved for specific purposes by OS or software conventions.

On SPARC: **%fp**, **%sp**, return address register, argument registers, return value register.

- Work

Volatile—used in short code sequences that need to use a register.

On SPARC: %**g**1 to %**g**4, unused out registers.

## Register Targeting

Allow “end user” of a value to state a register preference in AST or IR.

*or*

Use Peephole Optimization to eliminate unnecessary register moves.

*or*

Use *preferencing* in a graph coloring register allocator.

# Register Tracking

Improve upon standard getReg/freeReg allocator by *tracking* (remembering) register contents.

Remember the value(s) currently held within a register; store information in a *Register Association List*.

Mark each value as *Saved* (in memory) or *Unsaved* (in memory).

Each value in a register has a *Cost*. This is the cost (in instructions) to restore the value to a register.

The cost of allocating a register is the sum of the costs of the values it holds.

$$\text{Cost}(\text{register}) = \sum_{\text{values} \in \text{register}} \text{cost}(\text{values})$$

When we allocate a register, we will choose the *cheapest* one.

If 2 registers have the same cost, we choose that register whose values have the *most distant* next use.

(Why most distant?)

# Costs for the SPARC

0	Dead Value
1	Saved Local Variable
1	Small Literal Value (13 bits)
2	Saved Global Variable
2	Large Literal Value (32 bits)
2	Unsaved Local Variable
4	Unsaved Global Variable

# Register Tracking Allocator

```
reg getReg() {
    if (  $\exists$  r  $\in$  regSet and cost(r) == 0 )
        choose(r)
    else {
        c = 1;
        while(true) {
            if (  $\exists$  r  $\in$  regSet and cost(r) == c ){
                choose r with cost(r) == c and
                    most distant next use of
                    associated values;
                break;
            }
            c++;
        }
        Save contents of r as necessary;
    }
    return r;
}
```

- Once a value becomes dead, it may be purged from the register association list without any saves.
- Values no longer used, but unsaved, can be purged (and saved) at *zero* cost.
- Assignments of a register to a simple variable may be *delayed*—just add the variable to the Register's Association List entry as unsaved.

The assignment may be done later or made *unnecessary* (by a later assignment to the variable)

- At the end of a basic block all unsaved values are stored into memory.



# Example

```
int a,b,c,d; // Globals
a = 5;
b = a + d;
c = b - 7;
b = 10;
```

## Naive Code

```
mov    5,%10
st      %10,[a]
ld      [a],%10
ld      [d],%11
add     %10,%11,%10
st      %10,[b]
ld      [b],%10
sub     %10,7,%10
st      %10,[c]
mov     10,%10
st      %10,[b]
```

18 instructions are needed (memory references take 2 instructions)

# With Register Tracking

Instruction Generated	%10	%11
<code>mov 5,%10</code>	5(S)	
<code>! Defer assignment to a</code>	5(S), a(U)	
<code>ld [d], %11</code>	5(S), a(U)	d(S)
<code>!d unused after next inst</code>		
<code>add %10,%11,%11</code>	5(S), a(U)	b(U)
<code>!b is dead after next inst</code>		
<code>sub %11,7,%11</code>	5(S), a(U)	c(U)
<code>! %11 has lower cost</code>		
<code>st %11, [c]</code>	5(S), a(U)	
<code>mov 10, %11</code>	5(S), a(U)	b(U), 10(S)
<code>! save unsaved values</code>		
<code>st %10, [a]</code>		b(U), 10(S)
<code>st %11,[b]</code>		

12 instructions (rather than 18)

# Pointers, Arrays and Reference Parameters

When an array, reference parameter or pointed-to variable is read, all unsaved register values that might be aliased must be *stored*.

When an array, reference parameter or pointed-to variable is written, all unsaved register values that might be aliased must be *stored*, then *cleared* from the register association list.

Thus if `a[3]` is in a register and `a[i]` is assigned to, `a[3]` must be stored (if unsaved) and removed from the association list.

# Optimal Expression Tree Translation—Sethi-Ullman Algorithm

Reference: R. Sethi & J. D. Ullman, "The generation of optimal code for arithmetic expressions," Journal of the ACM, 1970.

Goal: Translate an expression tree using the *fewest* possible registers.

Approach: Mark each tree node,  $N$ , with an *Estimate* of the minimum number of registers needed to translate the tree rooted by  $N$ .

Let  $RN(N)$  denote the Register Needs of node  $N$ .

In a Load/Store architecture (ignoring immediate operands):

$$\text{RN}(\text{leaf}) = 1$$

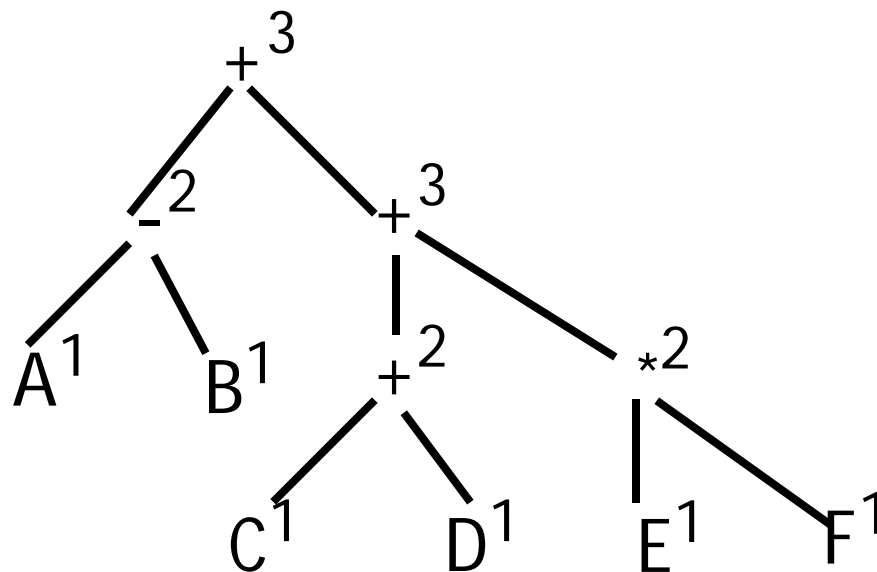
$$\text{RN}(\text{Op}) =$$

If  $\text{RN}(\text{Left}) = \text{RN}(\text{Right})$

Then  $\text{RN}(\text{Left}) + 1$

Else  $\text{Max}(\text{RN}(\text{Left}), \text{RN}(\text{Right}))$

Example:



# Key Insight of SU Algorithm

Translate subtree that needs more registers *first*.

Why?

After translating one subtree, we'll need a register to hold its value.

If we translate the more complex subtree first, we'll still have enough registers to translate the less complex expression (without *spilling* register values into memory).

# Specification of SU Algorithm

TreeCG(tree \*T, regList RL);

## Operation:

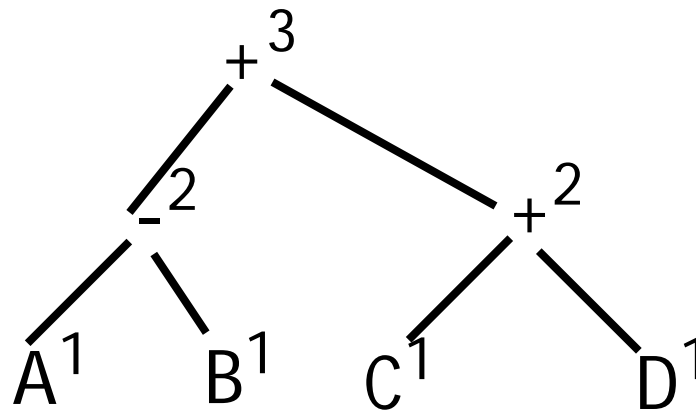
- Translate expression tree T using only registers in RL.
- RL must contain at least 2 registers.
- Result of T will be computed into head(RL).

# Summary of SU Algorithm

```
if T is a node (variable or literal)
    load T into R1 = head(RL)
else (T is a binary operator)
    Let R1 = head(RL)
    Let R2 = second(RL)
    if RN(T.left) >= Size(RL) and
       RN(T.right) >= Size(RL)
        (A spill is unavoidable)
        TreeCG(T.left, RL)
        Store R1 into a memory temp
        TreeCG(T.right, RL)
        Load memory temp into R2
        Generate (OP R2,R1,R1)
    elsif RN(T.left) >= RN(T.right)
        TreeCG(T.left, RL)
        TreeCG(T.right, tail(RL))
        Generate (OP R1,R2,R1)
    else
        TreeCG(T.right, RL)
        TreeCG(T.left, tail(RL))
        Generate (OP R2,R1,R1)
```



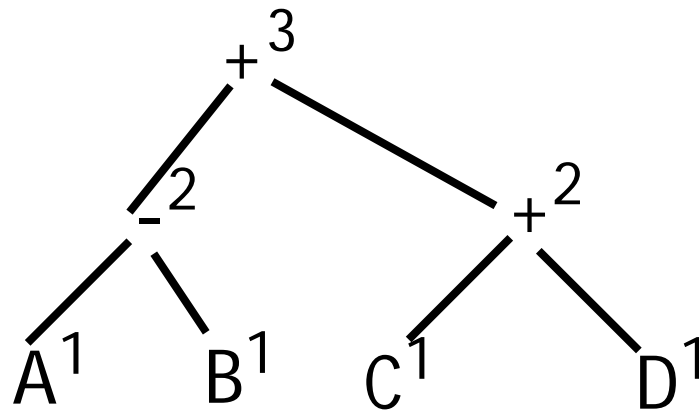
# Example (with Spilling)



Assume only 2 Registers;

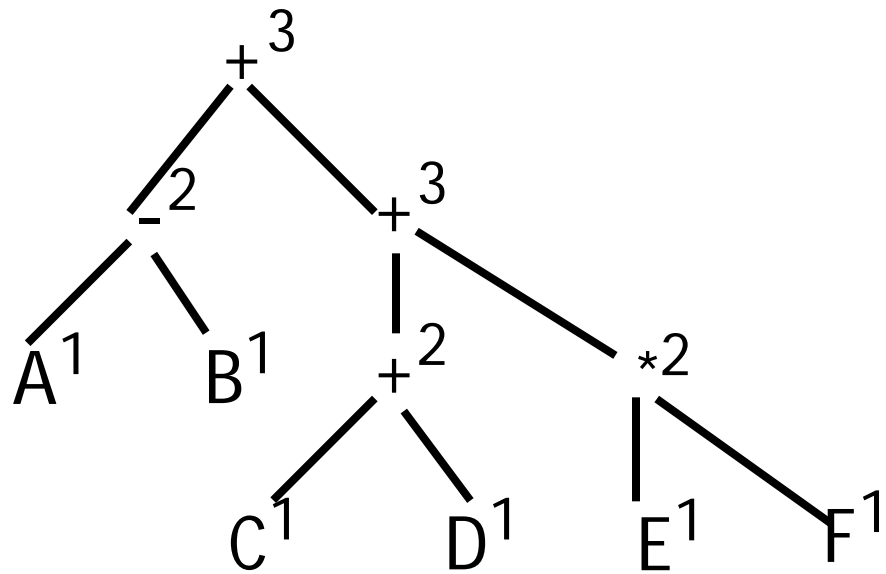
RL = [%10,%11]

We Translate the left subtree first (using 2 registers), store its result into memory, translate the right subtree, reload the left subtree's value, then do the final operation.



```
ld  [A], %10
ld  [B], %11
sub %10,%11,%10
st  %10, [temp]
ld  [C], %10
ld  [D], %11
add %10,%11,%10
ld  [temp], %11
add %11,%10,%10
```

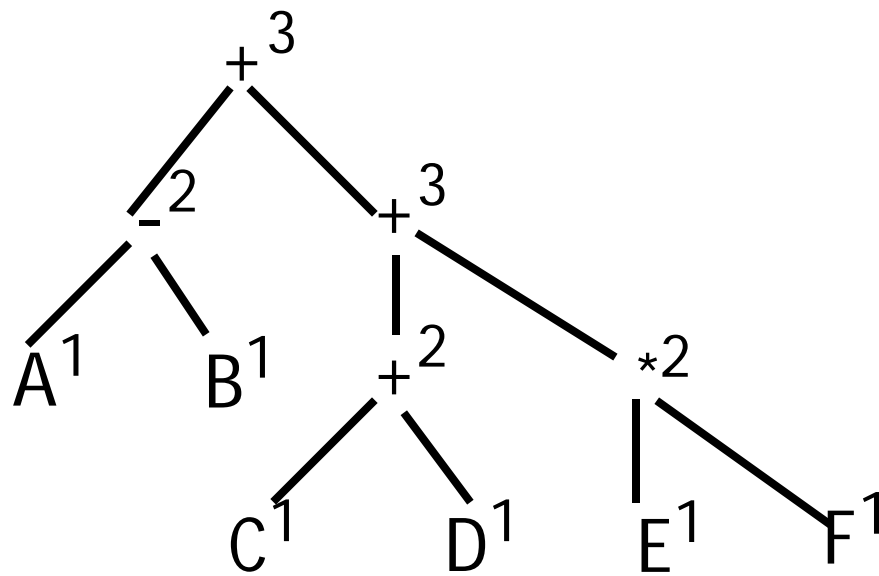
# Larger Example



Assume 3 Registers;

RL = [%10,%11,%12]

Since right subtree is more complex,  
it is translated first.



```
ld    [C], %10
ld    [D], %11
add   %10,%11,%10
ld    [E], %11
ld    [F], %12
mul   %11,%12,%11
add   %10,%11,%10
ld    [A], %11
ld    [B], %12
sub   %11,%12,%11
add   %11,%10,%10
```

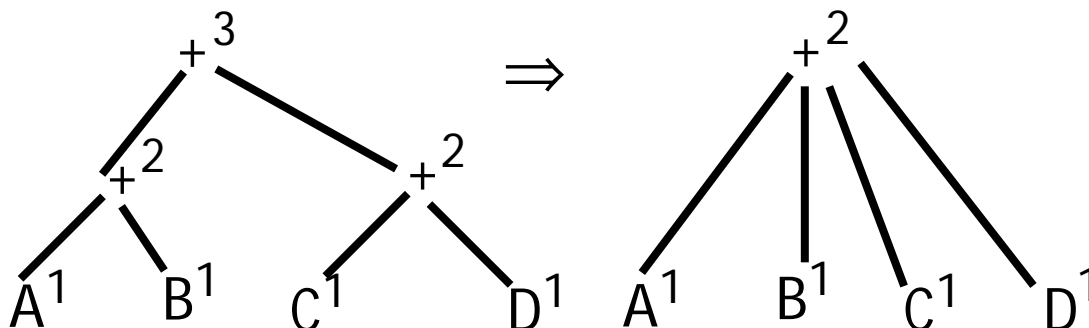
# Refinements & Improvements

- Register needs rules can be modified to model various architectural features.

For example, Immediate operands, that need not be loaded into registers, can be modeled by the following rule:

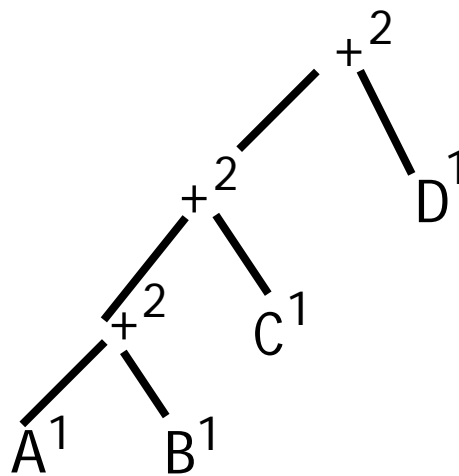
$RN(\text{literal}) = 0$  if literal may be used as an immediate operand

- Commutativity & Associativity of operands may be exploited:



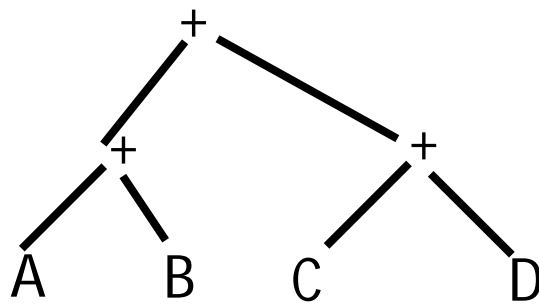
# Is Minimizing Register Use Always Wise?

SU minimizes the *number* of registers used but at the *cost* of reduced ILP.



Since only 2 registers are used, there is little possibility of parallel evaluation.

When more registers are used, there is often more potential for parallel evaluation:



Here as many as *four* registers may be used to increase parallelism.