

Code Generation for Data Processing

Lecture 1: Introduction and Interpretation

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Chair of Data Science and Engineering (I25)
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Technical University of Munich

Winter 2025/26

Module “Code Generation for Data Processing”

Learning Goals

- ▶ Getting from an intermediate code representation to machine code
- ▶ Designing and implementing IRs and machine code generators
- ▶ Apply for: JIT compilation, query compilation, ISA emulation

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Prerequisites

- ▶ Computer Architecture, Assembly ERA, GRA/ASP
- ▶ Databases, Relational Algebra GDB
- ▶ Beneficial: Compiler Construction, Modern DBs

Topic Overview

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Introduction

- ▶ Introduction and Interpretation
- ▶ Compiler Front-end

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Intermediate Representations

- ▶ IR Concepts and Design
- ▶ LLVM-IR
- ▶ Analyses and Optimizations

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- ▶ Instruction Selection
- ▶ Register Allocation
- ▶ Linker, Loader, Debuginfo

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Applications

- ▶ JIT-compilation + Sandboxing
- ▶ Query Compilation
- ▶ Binary Translation

Lecture Organization

- ▶ Lecturer: Dr. Alexis Engelke `engelke@in.tum.de`
- ▶ Time slot: Thu 10-14, 02.11.018
- ▶ Material: <https://db.in.tum.de/teaching/ws2526/codegen/>

Exam

- ▶ Written exam, 90 minutes, **no retake**, 2026-02-27 14:00
- ▶ (Might change to oral on very low registration count)

Exercises

- ▶ Regular homework, often with programming exercise
- ▶ Submission via POST request (see assignments)
 - ▶ Grading with $\{*, +, \sim, -\}$, feedback on best effort
- ▶ Exercises integrated into lecture
- ▶ Hands-on programming or analysis of systems (needs laptop)
- ▶ Occasionally: present and discuss homework solutions

Grade Bonus

- ▶ Requirement: $N - 2$ “sufficiently working” homework submissions and one presentations of homework in class (depends on submission count)
- ▶ Bonus: grades in $[1.3; 4.0]$ improved by 0.3/0.4

Why study compilers?

- ▶ Critical component of every system, functionality and performance
 - ▶ Compiler mostly *alone* responsible for using hardware well
- ▶ Brings together many aspects of CS:
 - ▶ Theory, algorithms, systems, architecture, software engineering, (ML)
- ▶ New developments/requirements pose new challenges
 - ▶ New architectures, environments, language concepts, . . .
- ▶ High complexity!

Compiler Lectures @ TUM

Compiler Construction

IN2227, SS, THEO

Front-end, parsing, semantic analyses, types

Program Optimization

IN2053, WS, THEO

Analyses, transformations, abstract interpretation

Virtual Machines

IN2040, SS, THEO

Mapping programming paradigms to IR/bytecode

Programming Languages

CIT3230000, WS

Implementation of advanced language features

Code Generation

CIT3230001, WS

Back-end, machine code generation, JIT comp.

Why study code generation?

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- ▶ Frameworks (LLVM, ...) exist and are comparably good, but often not good enough (performance, features)
 - ▶ Many systems with code gen. have their own back-end
 - ▶ E.g.: V8, WebKit FTL, .NET RyuJIT, GHC, Zig, QEMU, Umbra, ...

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- ▶ Frameworks (LLVM, ...) exist and are comparably good, but often not good enough (performance, features)
 - ▶ Many systems with code gen. have their own back-end
 - ▶ E.g.: V8, WebKit FTL, .NET RyuJIT, GHC, Zig, QEMU, Umbra, ...
- ▶ Machine code is not the only target: bytecode
 - ▶ Often used for code execution
 - ▶ E.g.: V8, Java, .NET MSIL, BEAM (Erlang), Python, MonetDB, eBPF, ...
 - ▶ Allows for flexible design
 - ▶ But: efficient execution needs machine code generation

Proebsting's Law

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“Compiler advances double computing power every *18* years.”

– Todd Proebsting, 1998¹

¹<http://proebsting.cs.arizona.edu/law.html>

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- ▶ Still optimistic; depends on number of abstractions

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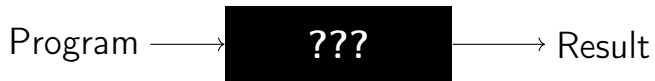
Motivational Example: Brainfuck

- ▶ Turing-complete esoteric programming language, 8 operations
 - ▶ Input/output: . ,
 - ▶ Moving pointer over infinite array: < >
 - ▶ Increment/decrement: + -
 - ▶ Jump to matching bracket if (not) zero: []

++++++[->++++++<]>.

- ▶ Execution with pen/paper? ☹

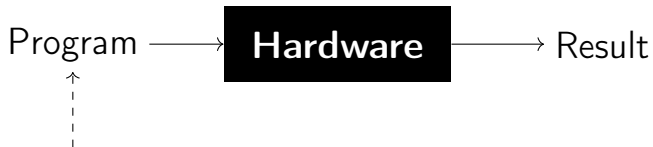
Program Execution



Program Execution



Program Execution



Programs

- ▶ High flexibility (possibly)
- ▶ Many abstractions (typically)
- ▶ Several paradigms

Program Execution



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- ▶ Several paradigms

Hardware/ISA

- ▶ Low-level interface
- ▶ Few operations, imperative
- ▶ “Not easy” to write

Motivational Example: Brainfuck – Interpretation

► Write an interpreter!

```
unsigned char state[10000];
unsigned ptr = 0, pc = 0;
while (prog[pc])
    switch (prog[pc++]) {
        case '.': putchar(state[ptr]); break;
        case ',': state[ptr] = getchar(); break;
        case '>': ptr++; break;
        case '<': ptr--; break;
        case '+': state[ptr]++; break;
        case '-': state[ptr]--; break;
        case '[': state[ptr] || (pc = matchParen(pc, prog)); break;
        case ']': state[ptr] && (pc = matchParen(pc, prog)); break;
    }
```


Program Execution

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Compiler



- ▶ Translate program to other lang.
- ▶ Might optimize/improve program

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- ▶ C, C++, Rust → machine code
 - ▶ Python, Java → bytecode

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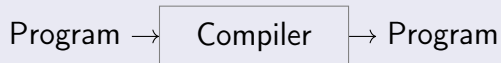
Interpreter



- ▶ Directly execute program
- ▶ Computes program result

Program Execution

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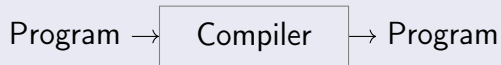
Interpreter



- ▶ Directly execute program
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- ▶ Shell scripts, Python bytecode, machine code (conceptually)

Program Execution

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Multiple compilation steps can precede the “final interpretation”

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 - ▶ Make lang. usable at all, faster, use less resources, etc.

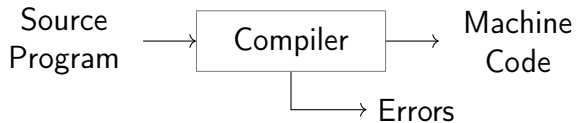
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- ▶ Examples:

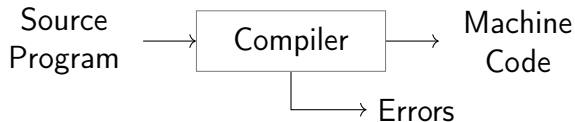
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- ▶ Constraints: specs, resources (comp.-time, etc.), requirements (perf., etc.)
- ▶ Examples:
 - ▶ “Classic” compilers source → machine code
 - ▶ JIT compilation of JavaScript, WebAssembly, Java bytecode, ...
 - ▶ Database query compilation
 - ▶ ISA emulation/binary translation

Compiler Structure: Monolithic

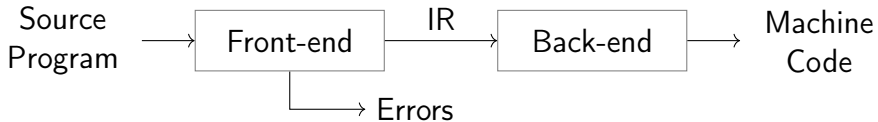


Compiler Structure: Monolithic

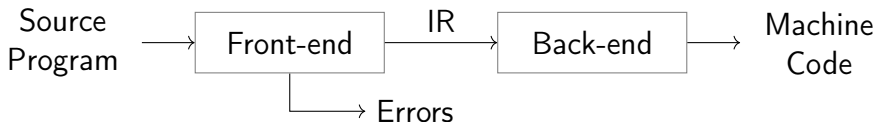


- ▶ Inflexible architecture, hard to retarget

Compiler Structure: Two-phase architecture



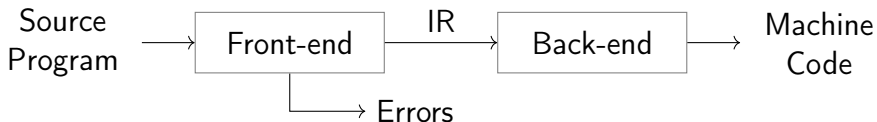
Compiler Structure: Two-phase architecture



Front-end

- ▶ Parses source code
- ▶ Detect syntax/semantical errors
- ▶ Emit *intermediate representation*
encode semantics/knowledge
- ▶ Typically: $\mathcal{O}(n)$ or $\mathcal{O}(n \log n)$

Compiler Structure: Two-phase architecture



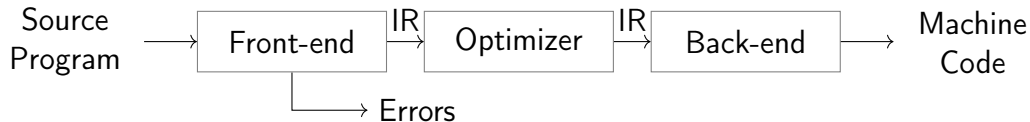
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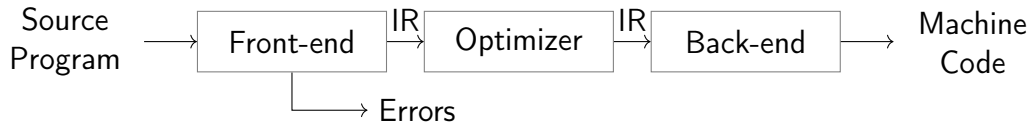
Back-end

- ▶ Translate IR to target architecture
- ▶ Can assume valid IR ($\rightsquigarrow$ no errors)
- ▶ Possibly one back-end per arch.
- ▶ Contains $\mathcal{NP}$ -complete problems

Compiler Structure: Three-phase architecture

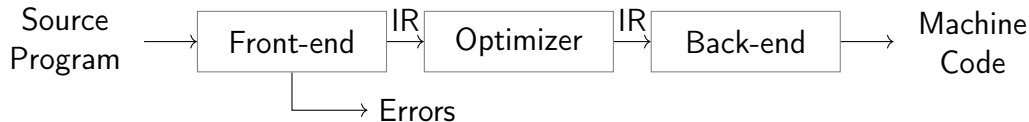


Compiler Structure: Three-phase architecture



- Optimizer: analyze/transform/rewrite program inside IR

Compiler Structure: Three-phase architecture



- ▶ Optimizer: analyze/transform/rewrite program inside IR
-
- ▶ Conceptual architecture: real compilers typically much more complex
 - ▶ Several IRs in front-end and back-end, optimizations on different IRs
 - ▶ Multiple front-ends for different languages
 - ▶ Multiple back-ends for different architectures

Compiler Front-end

Compiler Front-end

1. Tokenizer: recognize words, numbers, operators, etc.

▶ Example: $a+b*c \rightarrow \text{ID}(a) \text{ PLUS ID}(b) \text{ TIMES ID}(c)$

$\mathcal{R}e$

Compiler Front-end

1. Tokenizer: recognize words, numbers, operators, etc. $\mathcal{Re}$
 - ▶ Example: `a+b*c` $\rightarrow$ `ID(a) PLUS ID(b) TIMES ID(c)`
2. Parser: build (abstract) syntax tree, check for syntax errors $\mathcal{CFG}$
 - ▶ Syntax Tree: describe grammatical structure of complete program
Example: `expr("a", op("+"), expr("b", op("*"), expr("c")))`
 - ▶ Abstract Syntax Tree: only relevant information, more concise
Example: `plus("a", times("b", "c"))`

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4. IR Generator: produce IR for next stage
 - ▶ This might be the AST itself

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1. Instruction Selection: map IR operations to target instructions
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 - ▶ Still using virtual/unlimited registers

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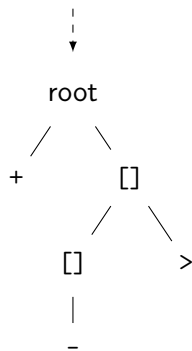
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2. Instruction Scheduling: optimize order for target arch.
 - ▶ Start memory/high-latency earlier, etc.
 - ▶ Requires knowledge about micro-architecture
3. Register Allocation: map values to fixed register set/stack
 - ▶ Use available registers effectively, minimize stack usage

Motivational Example: Brainfuck – Front-end

- ▶ Need to skip comments
- ▶ Bracket searching is expensive/redundant
- ▶ Idea: “parse” program!
- ▶ Tokenizer: yield next operation, skipping comments
- ▶ Parser: find matching brackets, construct AST

+ [[-]>]



Motivational Example: Brainfuck – AST Interpretation

- ▶ AST can be interpreted recursively

```
struct node { char kind; unsigned cldCnt; struct node* cld; };
struct state { unsigned char* arr; size_t ptr; };
void donode(struct node* n, struct state* s) {
    switch (n->kind) {
        case '+': s->arr[s->ptr]++; break;
        // ...
        case '[': while (s->arr[s->ptr]) children(n, s); break;
        case 0: children(n, s); break; // root
    }
}
void children(struct node* n, struct state* s) {
    for (unsigned i = 0; i < n->cldCnt; i++) donode(n->cld + i, s);
}
```

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- ▶ Inefficient sequences of `+/-/</>` can be combined
 - ▶ Trivially done when generating IR

Motivational Example: Brainfuck – Optimization

- ▶ Inefficient sequences of `+/-/</>` can be combined
 - ▶ Trivially done when generating IR
- ▶ Fold patterns into more high-level operations

Look at some Brainfuck programs. Which patterns are beneficial to fold?

Motivational Example: Brainfuck – Optimization

- ▶ Fold offset into operation
 - ▶ `right(2) add(1) = addoff(2, 1) right(2)`
 - ▶ Also possible with loops

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 - ▶ Also possible with loops
- ▶ Analysis: does loop move pointer?
 - ▶ Loops that keep position intact allow more optimizations
 - ▶ Maybe distinguish “regular loops” from arbitrary loops?
- ▶ Get rid of all “effect-less” pointer movements

Motivational Example: Brainfuck – Optimization

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- ▶ Analysis: does loop move pointer?
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 - ▶ Maybe distinguish “regular loops” from arbitrary loops?
- ▶ Get rid of all “effect-less” pointer movements
- ▶ Combine arithmetic operations, disambiguate addresses, etc.

Motivational Example: Brainfuck – Bytecode

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- ▶ Tree is nice, but rather inefficient $\rightsquigarrow$ flat and compact bytecode
- ▶ Avoid pointer dereferences/indirections; keep code size small

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- ▶ Tree is nice, but rather inefficient $\rightsquigarrow$ flat and compact bytecode
- ▶ Avoid pointer dereferences/indirections; keep code size small
- ▶ Maybe dispatch two instructions at once?
 - ▶ `switch (ops[pc] | ops[pc+1] << 8)`
- ▶ Superinstructions: combine common sequences to one instruction

Threaded Interpretation²

²MA Ertl and D Gregg. "The structure and performance of efficient interpreters". In: *JILP* 5 (2003), pp. 1–25. .

Threaded Interpretation²

- ▶ Simple switch-case dispatch has lots of branch misses
- ▶ Threaded interpretation: at end of a handler, jump to next op

```
struct op { char op; char data; };
struct state { unsigned char* arr; size_t ptr; };
void threadedInterp(struct op* ops, struct state* s) {
    static const void* table[] = { &&CASE_ADD, &&CASE_RIGHT, };
#define DISPATCH do { goto *table[(++pc)->op]; } while (0)

    struct op* pc = ops;
    DISPATCH;

CASE_ADD: s->arr[s->ptr] += pc->data; DISPATCH;
CASE_RIGHT: s->arr += pc->data; DISPATCH;
}
```

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Threaded Interpretation with Tail Calls

Threaded Interpretation with Tail Calls

- Threaded interpretation can also be implemented with tails calls

```
struct op { char op; char data; };
struct state { unsigned char* arr; size_t ptr; };
void tcInterp(struct op* pc, struct state* s);
static void fn_add(struct op* pc, struct state* s) {
    s->arr[s->ptr] += pc->data; tcInterp(pc + 1, s); }
static void fn_right(struct op* pc, struct state* s) {
    s->arr += pc->data; tcInterp(pc + 1, s); }
void tcInterp(struct op* pc, struct state* s) {
    typedef void (* Fn)(struct op* pc, struct state* s);
    static const Fn fns[] = { fn_add, fn_right };
    fns[pc->op](pc, s);
}
```

Direct Threading⁵

⁵JR Bell. "Threaded Code". In: *CACM* 16.6 (1973), pp. 370–372. .

Direct Threading⁵

- Use function pointer as operation to avoid indirection

```
struct op; struct state;
typedef void (*Fn)(struct op* pc, struct state* s);
struct op { Fn op; char data; };
struct state { unsigned char* arr; size_t ptr; };

void fn_add(struct op* pc, struct state* s) {
    s->arr[s->ptr] += pc->data; pc[1].op(pc + 1, s); }
void fn_right(struct op* pc, struct state* s) {
    s->arr += pc->data; pc[1].op(pc + 1, s); }
void dtInterp(struct op* ops, struct state* s) {
    ops[0].op(ops, s);
}
```

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Threaded Interpretation — Comparison

What are benefits/drawbacks of the three threading approaches⁶?

- ▶ Indirect threading with computed goto
- ▶ Indirect threading with tail calls
- ▶ Direct threading with tail calls

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Threaded Interpretation — Comparison

What are benefits/drawbacks of the three threading approaches⁶?

- ▶ Indirect threading with computed goto
 - ▶ Indirect threading with tail calls
 - ▶ Direct threading with tail calls
-
- ▶ Some differences on code size, readability, and maintainability
 - ▶ Performance: depends on hardware, context – always measure!

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- ▶ Preprocess program into efficiently executable bytecode
 - ▶ Easily identifiable opcode, homogeneous structure
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 - ▶ Match bytecode ops with needed operations $\rightsquigarrow$ fewer instructions
 - ▶ Larger operations preferable, but not too many (prediction)

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 - ▶ Consider superinstructions for common sequences
- ▶ For very cold code: avoid transformations at all

Interpretation vs. Compilation

Fundamental benefits of compilation:

Interpretation vs. Compilation

Fundamental benefits of compilation:

- ▶ Elimination of interpreter dispatch
 - ▶ Can be significant for bytecodes with many small operations
- ▶ Use of CPU registers for values across bytecode instructions
 - ▶ Interpreter: most values must be stored in memory
 - ▶ Register allocation can bring large improvements
- ▶ No fundamental benefit: optimizations
 - ▶ Many optimizations can also be applied on bytecode

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Fundamental benefits of interpretation: simple, portable

Compiler: Surrounding – Compile-time

- ▶ Typical environment for a C/C++ compiler:



- ▶ Calling Convention: interface with other objects/libraries
- ▶ Build systems, dependencies, debuggers, etc.
- ▶ Compilation target machine (hardware, VM, etc.)

Compiler: Surrounding – Run-time

- ▶ OS interface (I/O, ...)
- ▶ Memory management (allocation, GC, ...)
- ▶ Parallelization, threads, ...
- ▶ VM for execution of virtual assembly (JVM, ...)
- ▶ Run-time type checking
- ▶ Error handling: exception unwinding, assertions, ...
- ▶ Reflection, RTTI

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Motivational Example: Brainfuck – Runtime Environment

- ▶ Needs I/O for . and ,
- ▶ Error handling: unmatched brackets
- ▶ Memory management: infinitely-sized array

How to efficiently emulate an infinitely sized array?

Compilation point: AoT vs. JIT

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Ahead-of-Time (AoT)

- ▶ All code has to be compiled
- ▶ No dynamic optimizations
- ▶ Compilation-time secondary concern

Just-in-Time (JIT)

- ▶ Compilation-time is critical
- ▶ Code can be compiled on-demand
 - ▶ Incremental optimization, too
- ▶ Handle cold code fast
- ▶ Dynamic specializations possible
- ▶ Allows for `eval()`

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Various hybrid combinations possible

Introduction and Interpretation – Summary

- ▶ Compilation vs. interpretation and combinations
- ▶ Compilers are key to usable/performant languages
- ▶ Target language typically machine code or bytecode
- ▶ Three-phase architecture widely used
- ▶ Interpretation techniques: bytecode, threaded interpretation, ...
- ▶ JIT compilation imposes different constraints

Introduction and Interpretation – Questions

- ▶ What is typically compiled and what is interpreted? Why?
 - ▶ PostScript, C, JavaScript, HTML, SQL
- ▶ What are typical types of output languages of compilers?
- ▶ How does a compiler IR differ from the source input?
- ▶ What is the impact of the language paradigm on optimizations?
- ▶ What are important factors for an efficient interpreter?
- ▶ What are inherent benefits of compilation over interpretation?
- ▶ What are key differences between AoT and JIT compilation?

Code Generation for Data Processing

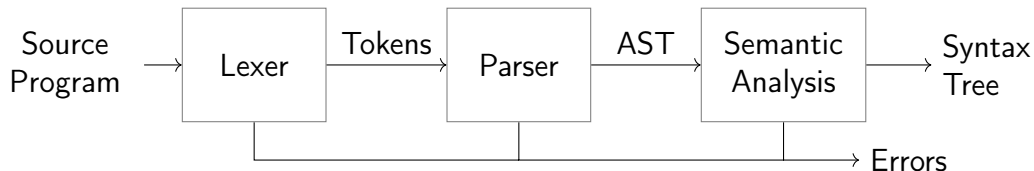
Lecture 2: Compiler Front-end

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Winter 2025/26

Compiler Front-end



- ▶ Typical architecture: separate lexer, parser, and context analysis
 - ▶ Allows for more efficient lexical analysis
 - ▶ Smaller components, easier to understand, etc.
- ▶ Some languages: preprocessor and macro expansion

Lexer

- ▶ Convert stream of chars to stream of words (*tokens*)
- ▶ Detect/classify identifiers, numbers, operators, ...
- ▶ Strip whitespace, comments, etc.

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$a+b*c \rightarrow \text{ID}(a) \text{ PLUS ID}(b) \text{ TIMES ID}(c)$

- ▶ Typically representable as regular expressions

Typical Token Kinds

Typical Token Kinds

- ▶ Punctuators `( ) [ ] { } ; = + += | ||`
- ▶ Identifiers `abc123 main`
- ▶ Keywords `void int __asm__`
- ▶ Numeric constants `123 0xab1 5.7e3 0x1.8p1 09.1f`
- ▶ Char constants `'a' u'œ'`
- ▶ String literals `"abc\x12\n"`
- ▶ Internal `EOF COMMENT UNKNOWN INDENT DEDENT`
 - ▶ Comments might be useful for annotations, e.g. `// fallthrough`

Lexer Implementation

```
struct Token { enum Kind { IDENT, EOF, PLUS, PLUSEQ, /*...*/ };
    std::string_view v; Kind kind; };
Token next(std::string_view v) {
    if (v.empty()) return Token{v, Token::EOF};
    if (v.starts_with("+=")) return Token{"+="sv, Token::PLUSEQ};
    if (v.starts_with("+")) return Token{"+"sv, Token::PLUS};
    switch (v[0]) {
    case ' ', '\n', '\t': return next(v.substr(1)); // skip whitespace
    case 'a' ... 'z', 'A' ... 'Z', '_': {
        Token t = // ... parse identifier, e.g. using regex
        if (auto kind = isKeyword(t.v)) return Token{*kind, t.v};
        return t;
    }
    case '0' ... '9': // ... parse number
    default: return Token{v.substr(0, 1), Token::ERROR};
    }
}
```

Lexing C??=

```
main() <%  
    // yay, this is C99??/  
    puts("hi_world!");  
    puts("what's_up??!");  
%>
```

Output:

Lexing C??=

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main() <%  
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Output: what's up|

Lexing C??=

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main() <%  
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    puts("what's_up??!");  
%>
```

Output: what's up|

- ▶ Trigraphs for systems with more limited encodings/char sets
- ▶ Digraphs to provide a more readable alternative...

Lexer Implementation

- ▶ Essentially a DFA (for most languages)
 - ▶ Set of regexes $\rightarrow$ NFA $\rightarrow$ DFA
- ▶ Respect whitespace/separators for operators, e.g. + and +=
- ▶ Automatic tools (e.g., flex) exist; most compilers do their own
- ▶ Keywords typically parsed as identifiers first
 - ▶ Check identifier if it is a keyword; can use perfect hashing
- ▶ Other practical problems
 - ▶ UTF-8 homoglyphs; trigraphs; pre-processing directives

Parsing

- ▶ Convert stream of tokens into (abstract) syntax tree
 - ▶ Most programming languages are context-sensitive
 - ▶ Variable declarations, argument count, type match, etc.
 $\rightsquigarrow$ separated into semantic analysis
- Syntactically valid: `void foo = doesntExist / "abc";`
- ▶ Grammar usually specified as CFG

Context-Free Grammar (CFG)

- ▶ Terminals: basic symbols/tokens
- ▶ Non-terminals: syntactic variables
- ▶ Start symbol: non-terminal defining language
- ▶ Productions: non-terminal $\rightarrow$ series of (non-)terminals

$$\begin{aligned} stmt &\rightarrow whileStmt \mid breakStmt \mid exprStmt \\ whileStmt &\rightarrow \mathbf{while} \ (\ expr \) \ stmt \\ breakStmt &\rightarrow \mathbf{break} \ ; \\ exprStmt &\rightarrow expr \ ; \\ expr &\rightarrow expr \ + \ expr \mid expr \ * \ expr \mid expr \ = \ expr \mid (\ expr \) \mid \mathbf{number} \end{aligned}$$

Hand-written Parsing – First Try

- ▶ One function per non-terminal
- ▶ Check expected structure
- ▶ Return AST node

```
NodePtr parseBreakStmt() {  
    consume(Token::BREAK);  
    consume(Token::SEMICOLON);  
    return newNode(Node::BreakStmt);  
}  
  
NodePtr parseWhileStmt() {  
    consume(Token::WHILE);  
    consume(Token::LPAREN);  
    NodePtr expr = parseExpr();  
    consume(Token::RPAREN);  
    NodePtr body = parseStmt();  
    return newNode(Node::WhileStmt,  
        {expr, body});  
}  
  
NodePtr parseStmt() {  
    // whoops!  
}
```

Hand-written Parsing – First Try

- ▶ One function per non-terminal
- ▶ Check expected structure
- ▶ Return AST node
- ▶ Need look-ahead!

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```

Hand-written Parsing – Second Try

- ▶ Need look-ahead to distinguish production rules
 - ▶ Consequences for grammar:
 - ▶ No left-recursion
 - ▶ First n terminals must allow distinguishing rules
 - ▶ $LL(n)$ grammar; n typically 1
- ⇒ Not all CFGs (easily) parseable
(but most programming langs. are)

```
NodePtr parseBreakStmt() { /*...*/ }
NodePtr parseWhileStmt() { /*...*/ }

NodePtr parseStmt() {
    Token t = peekToken();
    if (t.kind == Token::BREAK)
        return parseBreakStmt();
    if (t.kind == Token::WHILE)
        return parseWhileStmt();
    // ...
    NodePtr expr = parseExpr();
    consume(Token::SEMICOLON);
    return newNode(Node::ExprStmt,
        {expr});
}
```


Hand-written Parsing – Second Try

- ▶ Need look-ahead to distinguish production rules
 - ▶ Consequences for grammar:
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 - ▶ First n terminals must allow distinguishing rules
 - ▶ $LL(n)$ grammar; n typically 1
- ⇒ Not all CFGs (easily) parseable (but most programming langs. are)
- ▶ Now... expressions

```
NodePtr parseBreakStmt() { /*...*/ }
NodePtr parseWhileStmt() { /*...*/ }

NodePtr parseStmt() {
    Token t = peekToken();
    if (t.kind == Token::BREAK)
        return parseBreakStmt();
    if (t.kind == Token::WHILE)
        return parseWhileStmt();
    // ...
    NodePtr expr = parseExpr();
    consume(Token::SEMICOLON);
    return newNode(Node::ExprStmt,
        {expr});
}
```

Ambiguity

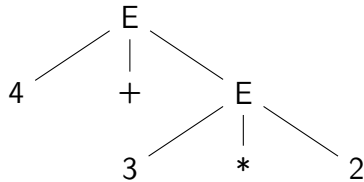
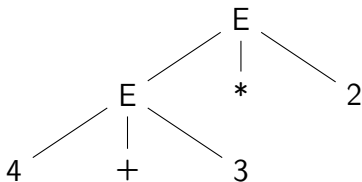
$expr \rightarrow expr + expr \mid expr * expr \mid expr = expr \mid (expr) \mid \text{number}$

Input: $4 + 3 * 2$

Ambiguity

$expr \rightarrow expr + expr \mid expr * expr \mid expr = expr \mid (expr) \mid \text{number}$

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Ambiguity – Rewrite Grammar?

primary $\rightarrow$ (*expr*) | **number**

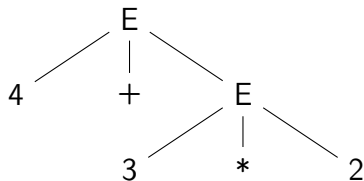
expr $\rightarrow$ *primary* + *expr* | *primary* * *expr* | *primary* = *expr* | *primary*

Ambiguity – Rewrite Grammar?

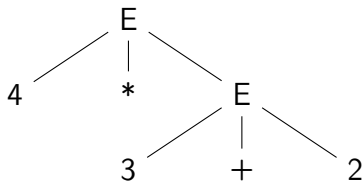
$primary \rightarrow (expr) \mid \mathbf{number}$

$expr \rightarrow primary + expr \mid primary * expr \mid primary = expr \mid primary$

Input: $4 + 3 * 2$

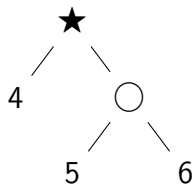


Input: $4 * 3 + 2$

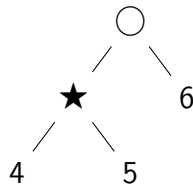


Ambiguity – Precedence

Input: 4 ★ 5 ○ 6



If $\text{prec}(\bigcirc) > \text{prec}(\star)$ or
equal prec. and ★ is right-assoc.



If $\text{prec}(\bigcirc) < \text{prec}(\star)$ or
equal prec. and ★ is left-assoc.

Hand-written Parsing – Expression Parsing

- ▶ Start with basic expr.:
- ▶ Number, variable, etc.
- ▶ Parenthesized expr.
 - ▶ Parse full expression
 - ▶ Next token must be)
- ▶ Unary expr: followed by expr. with higher prec.
 - ▶ - < unary - < [] / ->

```
NodePtr parseExpr(unsigned minPrec=0);
NodePtr parsePrimaryExpr() {
    switch (Token t = next(); t.kind) {
        case Token::IDENT:
            return makeNode(Node::IDENT, t.v);
        case Token::NUMBER: // ...
        case Token::MINUS:
            // Only exprs with high precedence
            return makeNode(Node::UMINUS,
                {parseExpr(UNARY_PREC)});
        case Token::LPAREN: // ...
            // ...
    }
}
```

Hand-written Parsing – Expression Parsing

- ▶ Only allow ops. with higher prec. on the right child
 - ▶ Right-assoc.: allow same
- ▶ Lower prec.: return + insert higher up in the tree

```
OpDesc OPS[] = { // {prec, rassoc}
  [Token::MUL] = {12, false},
  [Token::ADD] = {11, false},
  [Token::EQ]  = {2,  true},
  [Token::QUEST] = {3, true}, // ?:
}
```

```
NodePtr parseExpr(unsigned minPrec=1) {
  auto lhs = parsePrimaryExpr();
  while (auto op = OPS[next().kind];
         op.prec >= minPrec) {
    // ... handle (, [, ?: ...
    auto newPrec = op.rassoc ?
      op.prec : op.prec + 1;
    auto rhs = parseExpr(newPrec);
    lhs = makeNode(op.nodeKind,
      {lhs, rhs});
  }
  return lhs;
}
```

```
a = 3 * 2 + 1;
```


Hand-written Parsing – Expression Parsing

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```

```
NodePtr parseExpr(unsigned minPrec=1) {
  auto lhs = parsePrimaryExpr();
  while (auto op = OPS[next().kind];
         op.prec >= minPrec) {
    // ... handle (, [, ?: ...
    auto newPrec = op.rassoc ?
      op.prec : op.prec + 1;
    auto rhs = parseExpr(newPrec);
    lhs = makeNode(op.nodeKind,
      {lhs, rhs});
  }
  return lhs;
}
```

a = 3 * 2 + 1;

a = b + c + d = 1;

a ? 1 : b ? 2 : 3;

Top-down vs. Bottom-up Parsing

Top-down Parsing

- ▶ Start with top rule
- ▶ Every step: choose expansion
- ▶ LL(1) parser
 - ▶ Left-to-right, Leftmost Derivation
- ▶ “Easily” writable by hand
- ▶ Error handling rather simple
- ▶ Covers many prog. languages

Bottom-up Parsing

- ▶ Start with text
- ▶ Reduce to non-terminal
- ▶ LR(1) parser
 - ▶ Left-to-right, Rightmost Derivation
 - ▶ Strict super-set of LL(1)
- ▶ Often: uses parser generator
- ▶ Error handling more complex
- ▶ Covers nearly all prog. languages

Parser Generators

- ▶ Writing parsers by hand can be large effort
- ▶ Parser generators can simplify parser writing a lot
 - ▶ Yacc/Bison, PLY, ANTLR, ...
- ▶ Automatic generation of parser/parsing tables from CFG
 - ▶ Finds ambiguities in the grammar
 - ▶ Lexer often written by hand

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- ▶ Automatic generation of parser/parsing tables from CFG
 - ▶ Finds ambiguities in the grammar
 - ▶ Lexer often written by hand
- ▶ Used heavily in practice, unless error handling is important

Bison Example – part 1

```
%define api.pure full
%define api.value.type {ASTNode*}
%param { Lexer* lexer }
%code{
static int yylex(ASTNode** lvalp, Lexer* lexer);
}
%token NUMBER
%token WHILE "while"
%token BREAK "break"

// precedence and associativity
%right '='
%left '+'
%left '*'
```

Bison Example – part 2

```
%%
stmt : WHILE '(' expr ')' stmt { $$ = mkNode(WHILE, $1, $2); }
      | BREAK ';'               { $$ = mkNode(BREAK, NULL, NULL); }
      | expr ';'                 { $$ = $1; }
      ;

expr  : expr '+' expr            { $$ = mkNode('+', $1, $2); }
      | expr '*' expr           { $$ = mkNode('*', $1, $2); }
      | expr '=' expr           { $$ = mkNode('=', $1, $2); }
      | '(' expr ')'            { $$ = $1; }
      | NUMBER
      ;

%%

static int yylex(ASTNode** lvalp, Lexer* lexer) {
    /* return next token, or YYEOF/... */ }
```

Parsing in Practice

- ▶ Some use parser generators, e.g. Python
some use hand-written parsers, e.g. GCC, Clang, Swift, Go

⁷<https://notes.eatonphil.com/parser-generators-vs-handwritten-parsers-survey-2021.html>

Parsing in Practice

- ▶ Some use parser generators, e.g. Python
some use hand-written parsers, e.g. GCC, Clang, Swift, Go
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 - ▶ Rewrite rules to reduce states, etc.

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- ▶ Optimization of grammar for performance
 - ▶ Rewrite rules to reduce states, etc.
- ▶ Useful error-handling: complex!
 - ▶ Try skipping to next separator, e.g. `;` or `,`
- ▶ Programming languages are not always context-free
 - ▶ C: `foo* bar;`
 - ▶ May need to break separation between lexer and parser

Parsing C++

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Parsing C++

- ▶ C++ is not context-free (inherited from C): $T * a;$
- ▶ C++ is ambiguous: `Type (a) , b;`
 - ▶ Can be a declaration or a comma expression
- ▶ C++ templates are Turing-complete⁸
- ▶ C++ *parsing* is hence *undecidable*⁹
 - ▶ Template instantiation combined with `C T * a` ambiguity

⁸TL Veldhuizen. *C++ templates are Turing complete*. 2003. .

⁹J Haberman. *Parsing C++ is literally undecidable*. 2013. .

Semantic Analysis

- ▶ Syntactical correctness $\nRightarrow$ correct program
`void foo = doesntExist / ++"abc";`

Semantic Analysis

- ▶ Syntactical correctness $\nRightarrow$ correct program
`void foo = doesntExist / ++"abc";`
- ▶ Needs context-sensitive analysis:
 - ▶ Variable existence, storage, accessibility, ...
 - ▶ Function existence, arguments, ...
 - ▶ Operator type compatibility
 - ▶ Attribute allowance
- ▶ Additional type complexity: inference, polymorphism, ...

Semantic Analysis: Scope Checking with AST Walking

- ▶ Idea: walk through AST (in DFS-order) and validate on the way
- ▶ Keep track of scope with declared variables
 - ▶ Might need to keep track of defined types separately

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How to implement the scope data structure?

Semantic Analysis: Scope Checking with AST Walking

- ▶ Idea: walk through AST (in DFS-order) and validate on the way
- ▶ Keep track of scope with declared variables
 - ▶ Might need to keep track of defined types separately

How to implement the scope data structure?

- ▶ For identifiers: check existence and get type
- ▶ For expressions: check types and derive result type
- ▶ For assignment: check lvalue-ness of left side

- ▶ *Might* be possible during AST creation
- ▶ Needs care with built-ins and other special constructs

Semantic Analysis and Post-Parsing Transformations

- ▶ Check for error-prone code patterns
 - ▶ Completeness of `switch`, out-of-range constants, unused variables, ...
- ▶ Check method calls, parameter types
- ▶ Duplicate code for templates
- ▶ Make implicit value conversions explicit
- ▶ Handle attributes: visibility, warnings, etc.
- ▶ Mangle names, split functions (OpenMP), ABI-specific setup, ...
- ▶ Last step: generate IR code

Parsing Performance

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Parsing Performance

Is parsing/front-end performance important?

- ▶ Not necessarily: normal compilers
 - ▶ Some languages (e.g., Rust) need unbounded time *for parsing*
- ▶ Somewhat: JIT compilers
 - ▶ Start-up time is generally noticable
- ▶ Somewhat more: Developer tools
 - ▶ Imagine: waiting for seconds just for updated syntax highlighting
 - ▶ Often uses tricks like incremental updates to parse tree

Data Types

- ▶ Important part of programming languages
- ▶ Might have large variety and compatibility
 - ▶ Numbers, Strings, Arrays, Compound Types (struct/union), Enum, Templates, Functions, Pointers, ...
 - ▶ Class hierarchy, Interfaces, Abstract Classes, ...
 - ▶ Integer/float compatibility, promotion, ...
- ▶ Might have implicit conversions

Data Types: Implementing Classes

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 - ▶ Methods take (pointer to) `this` as implicit parameter
- ▶ Single inheritance: also trivial – extend struct at end

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- ▶ Virtual methods: store vtable in object representation
 - ▶ vtable = table of function pointers for virtual methods
 - ▶ Each sub-class has their own vtable
- ▶ Multiple inheritance is much more involved
- ▶ Dynamic casts: needs run-time type information (RTTI)

Recommended Lectures

AD IN2227 “Compiler Constructions” covers parsing/analysis in depth

AD CIT3230000 “Programming Languages” covers dispatching/mixins/...

Compiler Front-end – Summary

- ▶ Lexer splits input into tokens
 - ▶ Essentially Regex-Matching + Keywords; rather simple
- ▶ Parser constructs (abstract) syntax tree from tokens
 - ▶ Top-down vs. bottom-up parsing
 - ▶ Typical: top-down for control flow; bottom-up for expressions
 - ▶ Respect precedence and associativity for operators
- ▶ Semantic analysis ensures meaningful program
- ▶ Some data structures are complex to implement
- ▶ Some programming languages are more difficult to parse

Compiler Front-end – Questions

- ▶ What are typical components of a compiler front-end?
- ▶ What output does the lexer produce?
- ▶ How does a parser disambiguate rules?
- ▶ What is the typical way to handle operator precedence?
- ▶ Why are not all programming languages describable using CFGs?
- ▶ How to implement classes with virtual functions?

Code Generation for Data Processing

Lecture 3: Intermediate Representations

Alexis Engelke

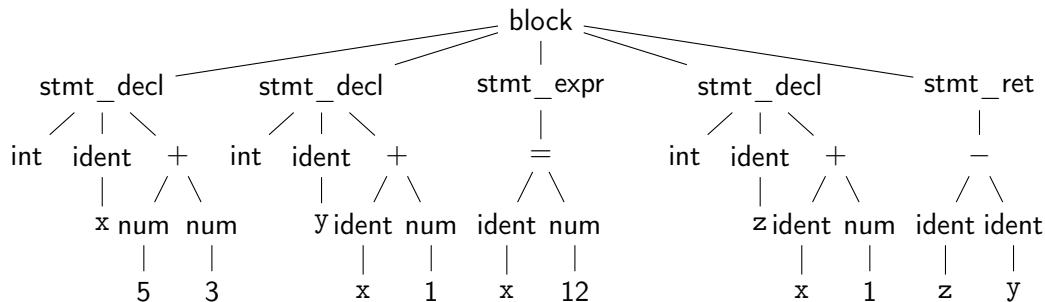
Chair of Data Science and Engineering (I25)
School of Computation, Information, and Technology
Technical University of Munich

Winter 2025/26

Intermediate Representations: Motivation

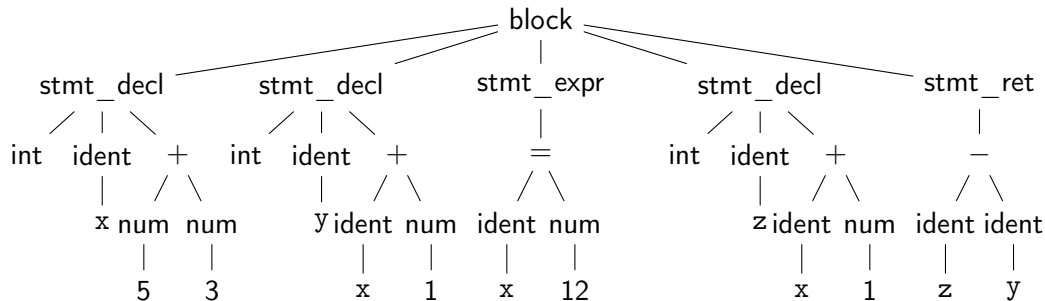
- ▶ So far: program parsed into AST
- + Great for language-related checks
- + Easy to correlate with original source code (e.g., errors)
- Hard for analyses/optimizations due to high complexity
 - ▶ variable names, control flow constructs, etc.
 - ▶ Data and control flow implicit
- Highly language-specific

Intermediate Representations: Motivation



Question: how to optimize? Is `x+1` redundant?

Intermediate Representations: Motivation



Question: how to optimize? Is $x+1$ redundant? $\rightsquigarrow$ hard to tell ☹️

Intermediate Representations: Motivation

```
x1    ←  5  +  3
y1    ←  x1 +  1
x2    ←  12
z1    ←  x2 +  1
tmp1 ←  z1 - y1
return tmp1
```

Question: how to optimize? Is $x+1$ redundant?

Intermediate Representations: Motivation

```
x1    ←  5  +  3
y1    ←  x1 +  1
x2    ←  12
z1    ←  x2 +  1
tmp1 ←  z1 - y1
return tmp1
```

Question: how to optimize? Is $x+1$ redundant? $\rightsquigarrow$ No! 😊

Intermediate Representations

- ▶ Definitive program representation inside compiler
 - ▶ During compilation, only the (current) IR is considered
- ▶ Goal: simplify analyses/transformations
 - ▶ *Technically*, single-step compilation is possible for, e.g., C ... but optimizations are hard without proper IRs
- ▶ Compilers *design* IRs to support frequent operations
 - ▶ IR design can vary strongly between compilers
- ▶ Typically based on **graphs** or **linear instructions** (or both)

Compiler Design: Effect of Languages – Imperative

- ▶ Step-by-step execution of program modification of state
- ▶ Close to hardware execution model
- ▶ Direct influence of result

- ▶ Tracking of state is complex
- ▶ Dynamic typing: more complexity
- ▶ Limits optimization possibilities

```
void addvec(int* a, const int* b) {  
    for (unsigned i = 0; i < 4; i++)  
        a[i] += b[i]; // vectorizable?  
}
```

```
func:  
    mov [rdi], rsi  
    mov [rdi+8], rdx  
    mov [rdi], 0 // redundant?  
    ret
```

Compiler Design: Effect of Languages – Declarative

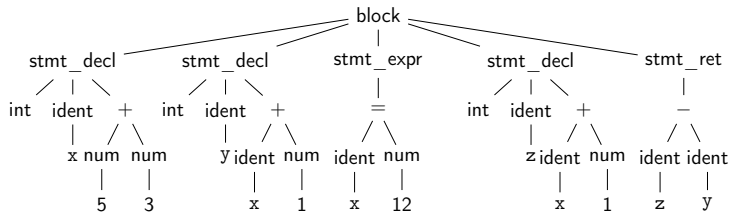
- ▶ Describes execution target
- ▶ Compiler has to derive good mapping to imperative hardware
- ▶ Allows for more optimizations
- ▶ Mapping to hardware non-trivial
 - ▶ Might need more stages
 - ▶ Preserve semantic info for opt!
- ▶ Programmer has less “control”

```
select s.name
from studenten s
where exists (select 1
              from hoeren h
              where h.matrno=s.matrno)
```

```
let rec fac = function
  | 0 | 1 -> 1
  | n -> n * fac (n - 1)
```

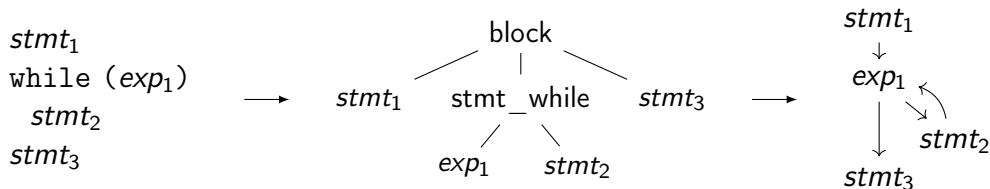
Graph IRs: Abstract Syntax Tree (AST)

- ▶ Code representation close to the source
- ▶ Representation of types, constants, etc. might differ
- ▶ Storage might be problematic for large inputs



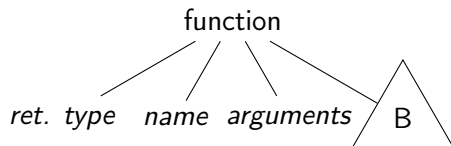
Graph IRs: Control Flow Graph (CFG)

- ▶ Motivation: model control flow between different code sections
- ▶ Graph nodes represent **basic blocks**
 - ▶ Basic block: sequence of branch-free code (modulo exceptions)
 - ▶ Typically represented using a linear IR



Build CFG from AST – Function

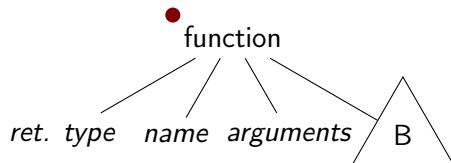
- ▶ Idea: Keep track of current insert block while walking through AST



Build CFG from AST – Function

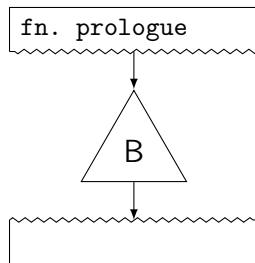
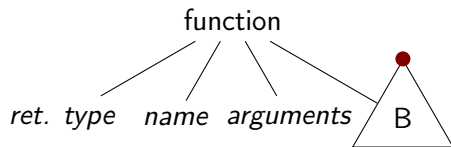
- ▶ Idea: Keep track of current insert block while walking through AST

fn. prologue



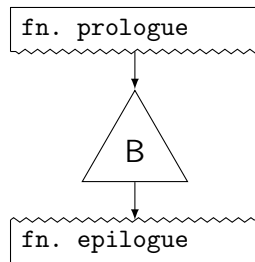
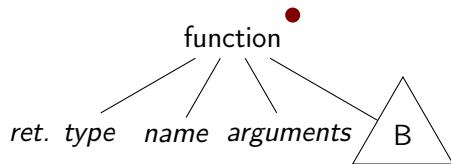
Build CFG from AST – Function

- Idea: Keep track of current insert block while walking through AST



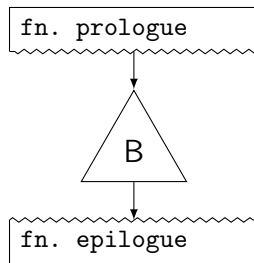
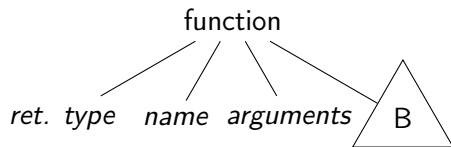
Build CFG from AST – Function

- Idea: Keep track of current insert block while walking through AST

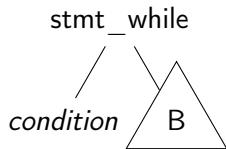
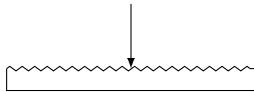


Build CFG from AST – Function

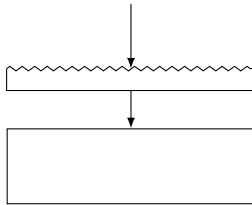
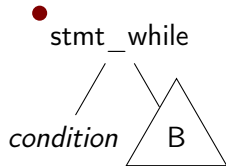
- Idea: Keep track of current insert block while walking through AST



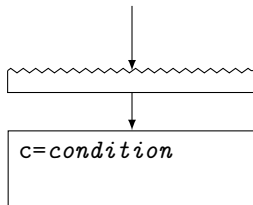
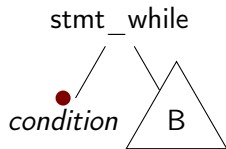
Build CFG from AST – While Loop



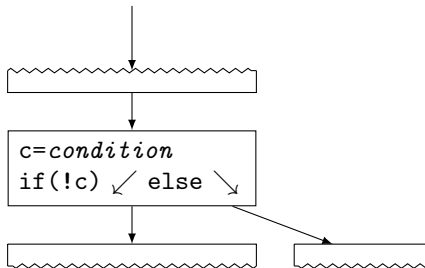
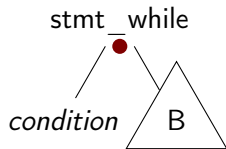
Build CFG from AST – While Loop



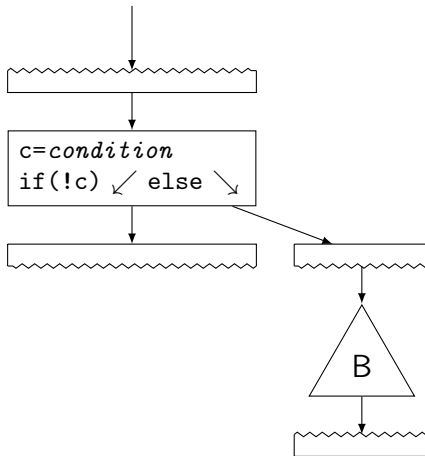
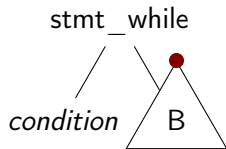
Build CFG from AST – While Loop



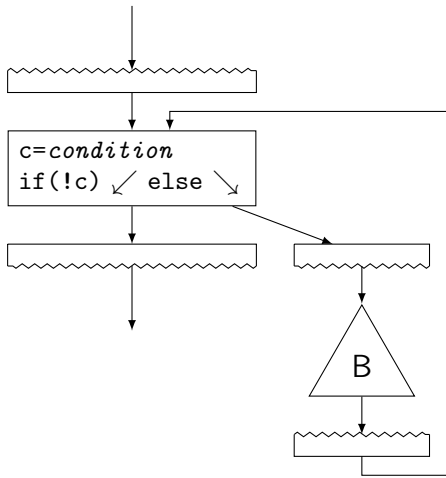
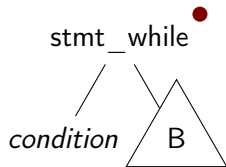
Build CFG from AST – While Loop



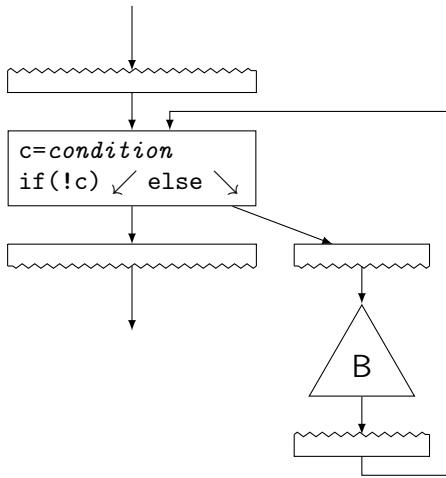
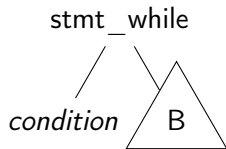
Build CFG from AST – While Loop



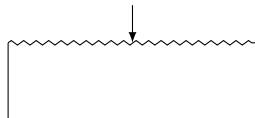
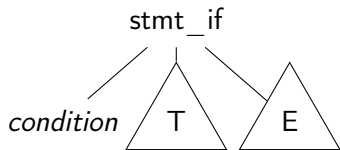
Build CFG from AST – While Loop



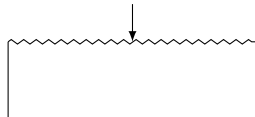
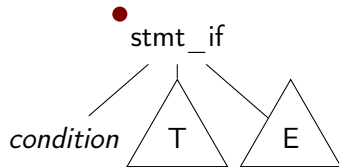
Build CFG from AST – While Loop



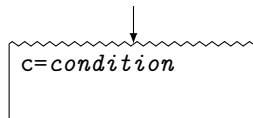
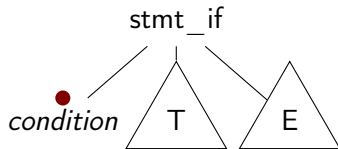
Build CFG from AST – If Condition



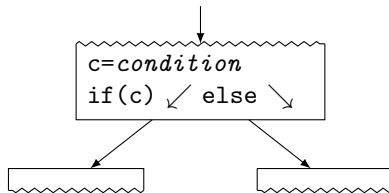
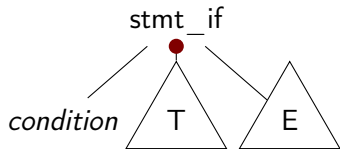
Build CFG from AST – If Condition



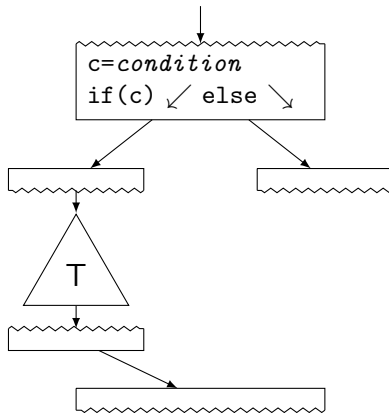
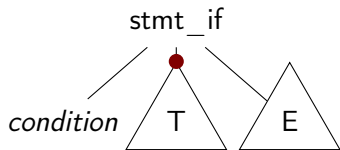
Build CFG from AST – If Condition



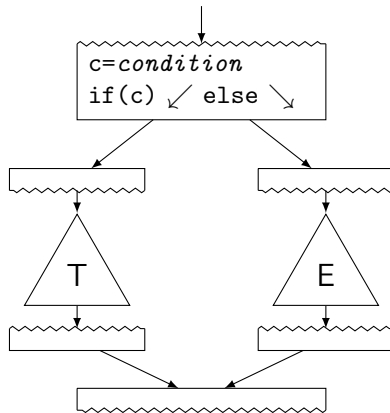
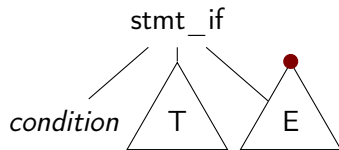
Build CFG from AST – If Condition



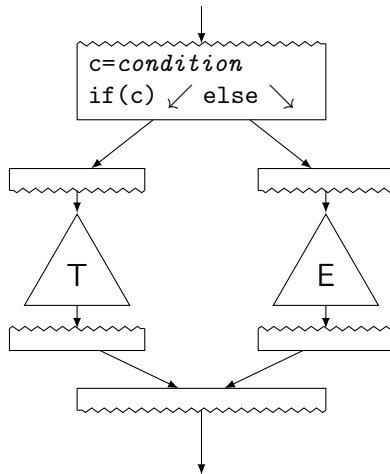
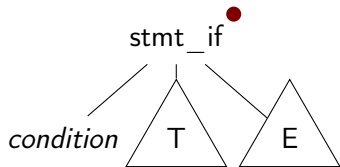
Build CFG from AST – If Condition



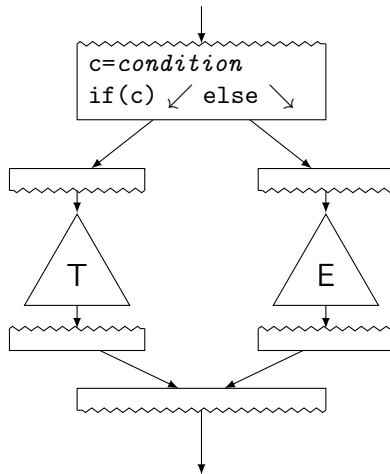
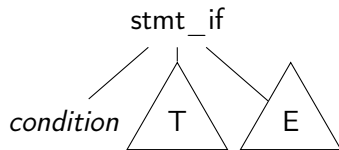
Build CFG from AST – If Condition



Build CFG from AST – If Condition



Build CFG from AST – If Condition



Build CFG from AST: Switch

Build CFG from AST: Switch

Linear search

```
t ← exp
if t == 3: goto B3
if t == 4: goto B4
if t == 7: goto B7
if t == 9: goto B9
goto BD
```

Binary search

```
t ← exp
if t == 7: goto B7
elif t > 7:
    if t == 9: goto B9
else:
    if t == 3: goto B3
    if t == 4: goto B4
goto BD
```

Jump table

```
t ← exp
if 0 ≤ t < 10:
    goto table[t]
goto BD

table = {
    BD, BD, BD, B3,
    B4, BD, ... }
```

Build CFG from AST: Switch

Linear search

```
t ← exp
if t == 3: goto B3
if t == 4: goto B4
if t == 7: goto B7
if t == 9: goto B9
goto BD
```

- + Trivial
- Slow, lot of code

Binary search

```
t ← exp
if t == 7: goto B7
elif t > 7:
    if t == 9: goto B9
else:
    if t == 3: goto B3
    if t == 4: goto B4
goto BD
```

- + Good: sparse values
- Even more code

Jump table

```
t ← exp
if 0 ≤ t < 10:
    goto table[t]
goto BD
```

```
table = {
    BD, BD, BD, B3,
    B4, BD, ... }
```

- + Fastest
- Table can be large, needs ind. jump

Build CFG from AST: Break, Continue, Goto, Computed Goto

- ▶ `break/continue`:

Build CFG from AST: Break, Continue, Goto, Computed Goto

- ▶ `break/continue`: trivial
 - ▶ Keep track of target block, insert branch
- ▶ `goto`:

Build CFG from AST: Break, Continue, Goto, Computed Goto

- ▶ `break/continue`: trivial
 - ▶ Keep track of target block, insert branch
- ▶ `goto`: also trivial
 - ▶ Split block at target label, if needed
 - ▶ But: may lead to irreducible control flow graph (see later)
- ▶ Computed goto:

Build CFG from AST: Break, Continue, Goto, Computed Goto

- ▶ `break/continue`: trivial
 - ▶ Keep track of target block, insert branch
- ▶ `goto`: also trivial
 - ▶ Split block at target label, if needed
 - ▶ But: may lead to irreducible control flow graph (see later)
- ▶ Computed goto: trivial is bad
 - ▶ Split block at target label, if needed
 - ▶ Every computed goto is a branch to every address-taken label
 - ▶ CFG can grow extremely dense for dispatch code!

CFG: Formal Definition

- ▶ **Flow graph:** $G = (N, E, s)$ with a digraph (N, E) and entry $s \in N$
 - ▶ Each node is a basic block, s is the entry block
 - ▶ $(n_1, n_2) \in E$ iff n_2 might be executed immediately after n_1
 - ▶ All $n \in N$ shall be reachable from s (unreachable nodes can be discarded)
 - ▶ Nodes without successors are end points

CFG from C – Example

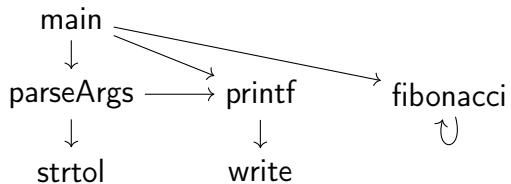
Derive the CFG for the these functions. Assume a switch instruction exists.

```
int fn1() {  
    if (a()) {  
        while (b()) {  
            c();  
            if (d())  
                continue;  
            e();  
        }  
    } else {  
        f();  
    }  
    return g();  
}
```

```
int fn2() {  
    a();  
    do switch (c()) {  
        case 1:  
            while (d()) {  
                e();  
            }  
        case 2:  
            f();  
        default:  
            g();  
    } while (h());  
    return b();  
}
```

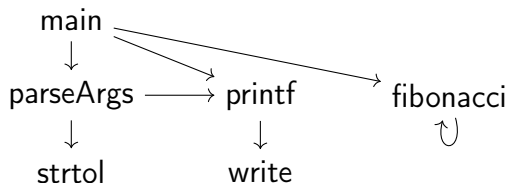
Graph IRs: Call Graph

- ▶ Graph showing (possible) call relations between functions



Graph IRs: Call Graph

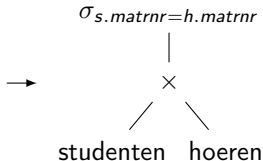
- ▶ Graph showing (possible) call relations between functions
- ▶ Useful for interprocedural optimizations
 - ▶ Function ordering
 - ▶ Stack depth estimation
 - ▶ ...



Graph IRs: Relational Algebra

- ▶ Higher-level representation of query plans
 - ▶ Explicit data flow

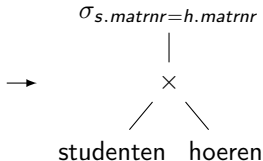
```
SELECT s.name, h.vorlnr  
FROM studenten s, hoeren h  
WHERE s.matrnr = h.matrnr
```



Graph IRs: Relational Algebra

- ▶ Higher-level representation of query plans
 - ▶ Explicit data flow
- ▶ Allow for optimization and selection actual implementations
 - ▶ Elimination of common sub-trees
 - ▶ Joins: ordering, implementation, etc.

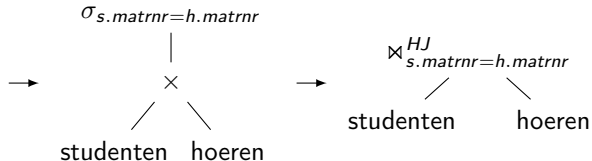
```
SELECT s.name, h.vorlnr  
FROM studenten s, hoeren h  
WHERE s.matnr = h.matnr
```



Graph IRs: Relational Algebra

- ▶ Higher-level representation of query plans
 - ▶ Explicit data flow
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```
SELECT s.name, h.vorlnr  
FROM studenten s, hoeren h  
WHERE s.matnr = h.matnr
```



Linear IRs: Stack Machines

- ▶ Operands stored on a stack
- ▶ Operations pop arguments from top and push result
- ▶ Typically accompanied with variable storage
- ▶ Generating IR from AST: trivial
- ▶ Often used for bytecode, e.g. Java, Python

+

—

```
push 5
push 3
add
pop x
push x
push 1
add
pop y
push 12
pop x
push x
push 1
add
pop z
```

Linear IRs: Stack Machines

- ▶ Operands stored on a stack
 - ▶ Operations pop arguments from top and push result
 - ▶ Typically accompanied with variable storage
 - ▶ Generating IR from AST: trivial
 - ▶ Often used for bytecode, e.g. Java, Python
- + Compact code, easy to generate and implement
- Performance, hard to analyze

```
push 5
push 3
add
pop x
push x
push 1
add
pop y
push 12
pop x
push x
push 1
add
pop z
```


Linear IRs: Register Machines

- ▶ Operands stored in registers
- ▶ Operations read and write registers
- ▶ Typically: infinite number of registers
- ▶ Typically: three-address form
 - ▶ $dst = src1 \text{ op } src2$
- ▶ Generating IR from AST: trivial
- ▶ E.g., GIMPLE, eBPF, Assembly

```
x      ←  5  +  3
y      ←  x  +  1
x      ← 12
z      ←  x  +  1
tmp1 ←  z  -  y
return  tmp1
```

Example: High GIMPLE

```
int fac (int n)
gimple_bind < // <-- still has lexical scopes
  int D.1950;
  int res;

  gimple_assign <integer_cst, res, 1, NULL, NULL>
  gimple_goto <<D.1947>>
  gimple_label <<D.1948>>
  gimple_assign <mult_expr, _1, n, n, NULL>
  gimple_assign <mult_expr, res, res, _1, NULL>
  gimple_assign <plus_expr, n, n, -1, NULL>
  gimple_label <<D.1947>>
  gimple_cond <ne_expr, n, 0, <D.1948>, <D.1946>>
  gimple_label <<D.1946>>
  gimple_assign <var_decl, D.1950, res, NULL, NULL>
  gimple_return <D.1950>
>

int foo(int n) {
  int res = 1;
  while (n) {
    res *= n * n;
    n -= 1;
  }
  return res;
}
```

```
$ gcc -fdump-tree-gimple-raw -c foo.c
```

Example: Low GIMPLE

```
int fac (int n)
{
    int res;
    int D.1950;

    gimple_assign <integer_cst, res, 1, NULL, NULL>
    gimple_goto <<D.1947>>
    gimple_label <<D.1948>>
    gimple_assign <mult_expr, _1, n, n, NULL>
    gimple_assign <mult_expr, res, res, _1, NULL>
    gimple_assign <plus_expr, n, n, -1, NULL>
    gimple_label <<D.1947>>
    gimple_cond <ne_expr, n, 0, <D.1948>, <D.1946>>
    gimple_label <<D.1946>>
    gimple_assign <var_decl, D.1950, res, NULL, NULL>
    gimple_goto <<D.1951>>
    gimple_label <<D.1951>>
    gimple_return <D.1950>
}

int foo(int n) {
    int res = 1;
    while (n) {
        res *= n * n;
        n -= 1;
    }
    return res;
}
```

```
$ gcc -fdump-tree-lower-raw -c foo.c
```

Example: Low GIMPLE with CFG

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
int fac (int n) {  
    int res;  
    int D.1950;  
    <bb 2> :  
    gimple_assign <integer_cst, res, 1, NULL, NULL>  
    goto <bb 4>; [INV]  
    <bb 3> :  
    gimple_assign <mult_expr, _1, n, n, NULL>  
    gimple_assign <mult_expr, res, res, _1, NULL>  
    gimple_assign <plus_expr, n, n, -1, NULL>  
    <bb 4> :  
    gimple_cond <ne_expr, n, 0, NULL, NULL>  
    goto <bb 3>; [INV]  
    else  
    goto <bb 5>; [INV]  
    <bb 5> :  
    gimple_assign <var_decl, D.1950, res, NULL, NULL>  
    <bb 6> :  
    gimple_label <<L3>>  
    gimple_return <D.1950>  
}
```

```
$ gcc -fdump-tree-cfg-raw -c foo.c
```

Linear IRs: Register Machines

- ▶ Problem: no clear def-use information
 - ▶ Is $x + 1$ the same?
 - ▶ Hard to track actual values!
- ▶ How to optimize?

```
x      ← 5  + 3
y      ← x  + 1
x      ← 12
z      ← x  + 1
tmp1 ← z  - y
return tmp1
```

Linear IRs: Register Machines

- ▶ Problem: no clear def-use information

- ▶ Is $x + 1$ the same?
 - ▶ Hard to track actual values!

- ▶ **How to optimize?**

⇒ Disallow mutations of variables

```
x      ← 5  + 3
y      ← x  + 1
x      ← 12
z      ← x  + 1
tmp1 ← z  - y
return tmp1
```

Single Static Assignment: Introduction

- ▶ Idea: disallow mutations of variables, value set in declaration
- ▶ Instead: create new variable for updated value
- ▶ SSA form: every computed value has a unique definition
 - ▶ Equivalent formulation: each name describes result of one operation

x	$\leftarrow$	5	+	3				x	$\leftarrow$	5	+	3
y	$\leftarrow$	x	+	1				y	$\leftarrow$	x	+	1
x	$\leftarrow$	12				$\longrightarrow$		x'	$\leftarrow$	12		
z	$\leftarrow$	x	+	1				z	$\leftarrow$	x'	+	1
tmp_1	$\leftarrow$	z	-	y				tmp_1	$\leftarrow$	z	-	y
return		tmp_1						return		tmp_1		

Single Static Assignment: Introduction

- ▶ Idea: disallow mutations of variables, value set in declaration
- ▶ Instead: create new variable for updated value
- ▶ SSA form: every computed value has a unique definition
 - ▶ Equivalent formulation: each name describes result of one operation

x	$\leftarrow$	5	+	3		v_1	$\leftarrow$	5	+	3
y	$\leftarrow$	x	+	1		v_2	$\leftarrow$	v_1	+	1
x	$\leftarrow$	12			$\longrightarrow$	v_3	$\leftarrow$	12		
z	$\leftarrow$	x	+	1		v_4	$\leftarrow$	v_3	+	1
tmp_1	$\leftarrow$	z	-	y		v_5	$\leftarrow$	v_4	-	v_2
return		tmp_1				return		v_5		

Single Static Assignment: Control Flow

- ▶ How to handle diverging values in control flow?

```
entry : x ← ...  
       if (x > 2) goto cont    →  
then : x ← x * 2  
cont : return x
```

Single Static Assignment: Control Flow

- How to handle diverging values in control flow?

```
entry : x ← ...  
       if (x > 2) goto cont  
then : x ← x * 2  
cont : return x
```

→

```
entry : v1 ← ...  
       if (v1 > 2) goto cont  
then : v2 ← v1 * 2  
cont : return ???
```

Single Static Assignment: Control Flow

- ▶ How to handle diverging values in control flow?
- ▶ Solution: Φ -nodes to merge values depending on predecessor
 - ▶ Value depends on edge used to enter the block
 - ▶ All Φ -nodes of a block execute concurrently (ordering irrelevant)

<i>entry</i> : $x \leftarrow \dots$ if ($x > 2$) goto <i>cont</i> <i>then</i> : $x \leftarrow x * 2$ <i>cont</i> : return x	$\rightarrow$	<i>entry</i> : $v_1 \leftarrow \dots$ if ($v_1 > 2$) goto <i>cont</i> <i>then</i> : $v_2 \leftarrow v_1 * 2$ <i>cont</i> : $v_3 \leftarrow \Phi(\text{entry} : v_1, \text{then} : v_2)$ return v_3
--	---------------	--

Example: GIMPLE in SSA form

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
int fac (int n) { int res, D.1950, _1, _6;  
  <bb 2> :  
    gimple_assign <integer_cst, res_4, 1, NULL, NULL>  
    goto <bb 4>; [INV]  
  <bb 3> :  
    gimple_assign <mult_expr, _1, n_2, n_2, NULL>  
    gimple_assign <mult_expr, res_8, res_3, _1, NULL>  
    gimple_assign <plus_expr, n_9, n_2, -1, NULL>  
  <bb 4> :  
    # gimple_phi <n_2, n_5(D)(2), n_9(3)>  
    # gimple_phi <res_3, res_4(2), res_8(3)>  
    gimple_cond <ne_expr, n_2, 0, NULL, NULL>  
    goto <bb 3>; [INV]  
  else  
    goto <bb 5>; [INV]  
  <bb 5> :  
    gimple_assign <ssa_name, _6, res_3, NULL, NULL>  
  <bb 6> :  
    gimple_label <<L3>>  
    gimple_return <_6>  
}
```

```
$ gcc -fdump-tree-ssa-raw -c foo.c
```

SSA Construction – Local Value Numbering

- ▶ Simple case: inside block – keep mapping of variable to value

Code

SSA IR

Variable Mapping

```
x    ←  5  +  3
y    ←  x  +  1
x    ←  12
z    ←  x  +  1
tmp1 ←  z  -  y
return  tmp1
```

SSA Construction – Local Value Numbering

- ▶ Simple case: inside block – keep mapping of variable to value

Code

SSA IR

Variable Mapping

```
→ x    ← 5  + 3
  y    ← x  + 1
  x    ← 12
  z    ← x  + 1
  tmp1 ← z  - y
return tmp1
```

```
v1 ← add 5, 3
```

```
x → v1
```

SSA Construction – Local Value Numbering

- ▶ Simple case: inside block – keep mapping of variable to value

Code	SSA IR	Variable Mapping
$x \leftarrow 5 + 3$	$v_1 \leftarrow \text{add } 5, 3$	$x \rightarrow v_1$
$\rightarrow y \leftarrow x + 1$	$v_2 \leftarrow \text{add } v_1, 1$	$y \rightarrow v_2$
$x \leftarrow 12$		
$z \leftarrow x + 1$		
$tmp_1 \leftarrow z - y$		
return tmp_1		

SSA Construction – Local Value Numbering

- ▶ Simple case: inside block – keep mapping of variable to value

Code

```
x      ← 5  + 3
y      ← x  + 1
→ x    ← 12
z      ← x  + 1
tmp1 ← z  - y
return tmp1
```

SSA IR

```
v1 ← add 5, 3
v2 ← add v1, 1
v3 ← const 12
```

Variable Mapping

```
x  → v3 !
y  → v2
```


SSA Construction – Local Value Numbering

- ▶ Simple case: inside block – keep mapping of variable to value

Code

```
x      ← 5  + 3
y      ← x  + 1
x      ← 12
→ z    ← x  + 1
tmp1 ← z  - y
return tmp1
```

SSA IR

```
v1 ← add 5, 3
v2 ← add v1, 1
v3 ← const 12
v4 ← add v3, 1
```

Variable Mapping

```
x → v3
y → v2
z → v4
```

SSA Construction – Local Value Numbering

- ▶ Simple case: inside block – keep mapping of variable to value

Code

```
x      ← 5  + 3
y      ← x  + 1
x      ← 12
z      ← x  + 1
→ tmp1 ← z  - y
return  tmp1
```

SSA IR

```
v1 ← add 5, 3
v2 ← add v1, 1
v3 ← const 12
v4 ← add v3, 1
v5 ← sub v4, v2
```

Variable Mapping

```
x  → v3
y  → v2
z  → v4
tmp1 → v5
```

SSA Construction – Local Value Numbering

- ▶ Simple case: inside block – keep mapping of variable to value

Code

```
x      ← 5  + 3
y      ← x  + 1
x      ← 12
z      ← x  + 1
tmp1 ← z  - y
→ return tmp1
```

SSA IR

```
v1 ← add 5, 3
v2 ← add v1, 1
v3 ← const 12
v4 ← add v3, 1
v5 ← sub v4, v2
ret v5
```

Variable Mapping

```
x  → v3
y  → v2
z  → v4
tmp1 → v5
```

SSA Construction – Local Value Numbering

- ▶ Simple case: inside block – keep mapping of variable to value

Code

```
x    ← 5  + 3
y    ← x  + 1
x    ← 12
z    ← x  + 1
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return tmp1
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SSA IR

```
v1 ← add 5, 3
v2 ← add v1, 1
v3 ← const 12
v4 ← add v3, 1
v5 ← sub v4, v2
ret v5
```

Variable Mapping

```
x    → v3
y    → v2
z    → v4
tmp1 → v5
```

SSA Construction – Across Blocks

- ▶ SSA construction with control flow is non-trivial
- ▶ Key problem: find value for variable in predecessor
- ▶ Naive approach: Φ -nodes for all variables everywhere
 - ▶ Create empty Φ -nodes for variables, populate variable mapping
 - ▶ Fill blocks (as on last slide)
 - ▶ Fill Φ -nodes with last value of variable in predecessor

SSA Construction – Across Blocks

- ▶ SSA construction with control flow is non-trivial
- ▶ Key problem: find value for variable in predecessor
- ▶ Naive approach: Φ -nodes for all variables everywhere
 - ▶ Create empty Φ -nodes for variables, populate variable mapping
 - ▶ Fill blocks (as on last slide)
 - ▶ Fill Φ -nodes with last value of variable in predecessor
- ▶ Why is this a bad idea? $\Rightarrow$ *don't do this!*
 - ▶ *Extremely inefficient, code size explosion, many dead Φ*

SSA Construction – Across Blocks (“simple”¹⁰)

- ▶ Key problem: find value in predecessor
- ▶ Idea: seal block once all direct predecessors are known
 - ▶ For acyclic constructs: trivial
 - ▶ For loops: seal header once loop block is generated
- ▶ Current block not sealed: add Φ -node, fill on sealing
- ▶ Single predecessor: recursively query that
- ▶ Multiple preds.: add Φ -node, fill now

¹⁰M Braun et al. “Simple and efficient construction of static single assignment form”. In: CC. 2013, pp. 102–122. .

SSA Construction – Example

`func foo( $v_1$ )`

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```


SSA Construction – Example

func *foo*(v_1)
entry: sealed; varmap: $n \rightarrow v_1$

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

SSA Construction – Example

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
 $v_2 \leftarrow 1$ 
```

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $\emptyset$   
  
body:  NOT sealed; varmap:  $\emptyset$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $\emptyset$   
        $v_3 \leftarrow \text{equal } ???, 0$   
body:  NOT sealed; varmap:  $\emptyset$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $n \rightarrow \phi_1$   
        $\phi_1 \leftarrow \phi$  incomplete, for n  
        $v_3 \leftarrow \text{equal } \phi_1, 0$   
body:  NOT sealed; varmap:  $\emptyset$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $n \rightarrow \phi_1$   
         $\phi_1 \leftarrow \phi$  incomplete, for n  
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  NOT sealed; varmap:  $\emptyset$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $n \rightarrow \phi_1$   
         $\phi_1 \leftarrow \phi$  incomplete, for n  
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  sealed; varmap:  $\emptyset$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $n \rightarrow \phi_1$   
         $\phi_1 \leftarrow \phi$  incomplete, for n  
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  sealed; varmap:  $\emptyset$   
        $v_4 \leftarrow \text{mul } ???, ???$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```


SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $n \rightarrow \phi_1$   
         $\phi_1 \leftarrow \phi$  incomplete, for n  
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  sealed; varmap:  $n \rightarrow \phi_1$   
        $v_4 \leftarrow \text{mul } \phi_1, \phi_1$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1$ ,  $res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $n \rightarrow \phi_1$   
         $\phi_1 \leftarrow \phi$  incomplete, for n  
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  sealed; varmap:  $n \rightarrow \phi_1$   
         $v_4 \leftarrow \text{mul } \phi_1, \phi_1$   
         $v_5 \leftarrow \text{mul } ???, v_4$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $n \rightarrow \phi_1, res \rightarrow \phi_2$   
         $\phi_1 \leftarrow \phi$  incomplete, for n  
         $\phi_2 \leftarrow \phi$  incomplete, for res  
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  sealed; varmap:  $n \rightarrow \phi_1, res \rightarrow v_5$   
        $v_4 \leftarrow \text{mul } \phi_1, \phi_1$   
        $v_5 \leftarrow \text{mul } \phi_2, v_4$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: NOT sealed; varmap:  $n \rightarrow \phi_1, res \rightarrow \phi_2$   
         $\phi_1 \leftarrow \phi$  incomplete, for n  
         $\phi_2 \leftarrow \phi$  incomplete, for res  
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  sealed; varmap:  $n \rightarrow v_6, res \rightarrow v_5$   
        $v_4 \leftarrow \text{mul } \phi_1, \phi_1$   
        $v_5 \leftarrow \text{mul } \phi_2, v_4$   
        $v_6 \leftarrow \text{sub } \phi_1, 1$   
  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
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        res *= n * n;  
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         $\phi_1 \leftarrow \phi$  incomplete, for n  
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         $v_3 \leftarrow \text{equal } \phi_1, 0$   
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body:  sealed; varmap:  $n \rightarrow v_6, res \rightarrow v_5$   
        $v_4 \leftarrow \text{mul } \phi_1, \phi_1$   
        $v_5 \leftarrow \text{mul } \phi_2, v_4$   
        $v_6 \leftarrow \text{sub } \phi_1, 1$   
       br header  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
    while (n) {  
        res *= n * n;  
        n -= 1;  
    }  
    return res;  
}
```

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func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
header: sealed; varmap:  $n \rightarrow \phi_1, res \rightarrow \phi_2$   
         $\phi_1 \leftarrow \phi$  incomplete, for n  
         $\phi_2 \leftarrow \phi$  incomplete, for res  
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  sealed; varmap:  $n \rightarrow v_6, res \rightarrow v_5$   
        $v_4 \leftarrow \text{mul } \phi_1, \phi_1$   
        $v_5 \leftarrow \text{mul } \phi_2, v_4$   
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       br header  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

```
int foo(int n) {  
    int res = 1;  
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        res *= n * n;  
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```

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func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
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header: sealed; varmap:  $n \rightarrow \phi_1, res \rightarrow \phi_2$   
         $\phi_1 \leftarrow \phi(\text{entry: } v_1, \text{body: } v_6)$   
         $\phi_2 \leftarrow \phi(\text{entry: } v_2, \text{body: } v_5)$   
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
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        $v_5 \leftarrow \text{mul } \phi_2, v_4$   
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       br header  
cont:  NOT sealed; varmap:  $\emptyset$ 
```

SSA Construction – Example

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```

```
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        $v_2 \leftarrow 1$   
header: sealed; varmap:  $n \rightarrow \phi_1, res \rightarrow \phi_2$   
         $\phi_1 \leftarrow \phi(\text{entry: } v_1, \text{body: } v_6)$   
         $\phi_2 \leftarrow \phi(\text{entry: } v_2, \text{body: } v_5)$   
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
body:  sealed; varmap:  $n \rightarrow v_6, res \rightarrow v_5$   
        $v_4 \leftarrow \text{mul } \phi_1, \phi_1$   
        $v_5 \leftarrow \text{mul } \phi_2, v_4$   
        $v_6 \leftarrow \text{sub } \phi_1, 1$   
       br header  
cont:  sealed; varmap:  $\emptyset$ 
```


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```

```
func foo( $v_1$ )  
entry: sealed; varmap:  $n \rightarrow v_1, res \rightarrow v_2$   
        $v_2 \leftarrow 1$   
  
header: sealed; varmap:  $n \rightarrow \phi_1, res \rightarrow \phi_2$   
         $\phi_1 \leftarrow \phi(\text{entry: } v_1, \text{body: } v_6)$   
         $\phi_2 \leftarrow \phi(\text{entry: } v_2, \text{body: } v_5)$   
         $v_3 \leftarrow \text{equal } \phi_1, 0$   
        br  $v_3$ , cont, body  
  
body:  sealed; varmap:  $n \rightarrow v_6, res \rightarrow v_5$   
         $v_4 \leftarrow \text{mul } \phi_1, \phi_1$   
         $v_5 \leftarrow \text{mul } \phi_2, v_4$   
         $v_6 \leftarrow \text{sub } \phi_1, 1$   
        br header  
  
cont:  sealed; varmap:  $res \rightarrow \phi_2$   
        ret  $\phi_2$ 
```

SSA Construction – Example

Construct an IR in SSA form for the following C functions.

```
int phis(int a, int b){
    a = a * b;
    if (a > b * b) {
        int c = 1;
        while (a > 0)
            a = a - c;
    } else {
        a = b * b;
    }
    return a;
}
```

```
int swap(int a, int b, int c) {
    while (c > 0) {
        int tmp = a;
        a = b;
        b = tmp;
        c = c - 1;
    }
    return a;
}
```

SSA Construction – Pruned/Minimal Form

- ▶ Resulting SSA is *pruned* – all ϕ are used
- ▶ But not *minimal* – ϕ nodes might have single, unique value

¹¹M Braun et al. "Simple and efficient construction of static single assignment form". In: *CC*. 2013, pp. 102–122. .

¹²R Cytron et al. "Efficiently computing static single assignment form and the control dependence graph". In: *TOPLAS* 13.4 (1991), pp. 451–490. .

SSA Construction – Pruned/Minimal Form

- ▶ Resulting SSA is *pruned* – all ϕ are used
- ▶ But not *minimal* – ϕ nodes might have single, unique value
- ▶ When filling ϕ , check that multiple real values exist
 - ▶ Otherwise: replace ϕ with the single value
 - ▶ On replacement, update all ϕ using this value, they might be trivial now, too
- ▶ Sufficient?

¹¹M Braun et al. "Simple and efficient construction of static single assignment form". In: CC. 2013, pp. 102–122. .

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- ▶ Resulting SSA is *pruned* – all ϕ are used
- ▶ But not *minimal* – ϕ nodes might have single, unique value
- ▶ When filling ϕ , check that multiple real values exist
 - ▶ Otherwise: replace ϕ with the single value
 - ▶ On replacement, update all ϕ using this value, they might be trivial now, too
- ▶ Sufficient? Not for irreducible CFG
 - ▶ Needs more complex algorithms¹¹ or different construction method¹²

AD IN2053 “Program Optimization” covers this more formally

¹¹M Braun et al. “Simple and efficient construction of static single assignment form”. In: CC. 2013, pp. 102–122. .

¹²R Cytron et al. “Efficiently computing static single assignment form and the control dependence graph”. In: TOPLAS 13.4 (1991), pp. 451–490. .

SSA: Implementation

- ▶ Value is often just a reference to the instruction
- ▶ ϕ nodes placed at beginning of block
 - ▶ They execute “concurrently” and on the edges, after all

SSA: Implementation

- ▶ Value is often just a reference to the instruction
- ▶ ϕ nodes placed at beginning of block
 - ▶ They execute “concurrently” and on the edges, after all
- ▶ Variable number of operands required for ϕ nodes
- ▶ Storage format for instructions and basic blocks
 - ▶ Consecutive in memory: hard to modify/traverse
 - ▶ Array of pointers: $\mathcal{O}(n)$ for a single insertion...
 - ▶ Linked List: easy to insert, but pointer overhead

Is SSA a graph IR?

Is SSA a graph IR?

Only if instructions have no side effects,
consider `load`, `store`, `call`, ...

These *can* be solved using explicit dependencies as SSA values, e.g. for memory

IR Design: High-level Considerations

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- ▶ Define purpose!

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- ▶ Structure: SSA vs. something else; control flow
 - ▶ Control flow: basic blocks/CFG vs. structured control flow
 - ▶ Remember: SSA can be considered as a DAG, too
 - ▶ SSA is easy to analyse, but non-trivial to construct/leave

IR Design: High-level Considerations

- ▶ Define purpose!
- ▶ Structure: SSA vs. something else; control flow
 - ▶ Control flow: basic blocks/CFG vs. structured control flow
 - ▶ Remember: SSA can be considered as a DAG, too
 - ▶ SSA is easy to analyse, but non-trivial to construct/leave
- ▶ Broader integration: keep multiple stages in single IR?
 - ▶ Example: create IR with high-level operations, then incrementally lower
 - ▶ Model machine instructions in same IR?
 - ▶ Can avoid costly transformations, but adds complexity

IR Design: Operations

IR Design: Operations

- ▶ Data types
 - ▶ Simple type structure vs. complex/aggregate types?
 - ▶ Keep relation to high-level types vs. low-level only?
 - ▶ Virtual data types, e.g. for flags/memory?

IR Design: Operations

- ▶ Data types
 - ▶ Simple type structure vs. complex/aggregate types?
 - ▶ Keep relation to high-level types vs. low-level only?
 - ▶ Virtual data types, e.g. for flags/memory?
- ▶ Instruction format
 - ▶ Single vs. multiple results?
 - ▶ Strongly typed vs. more generic result/operand types?
 - ▶ Operand number – fixed vs. dynamic?

IR Design: Operations

IR Design: Operations

- ▶ Allow instruction side effects?
 - ▶ E.g.: memory, floating-point arithmetic, implicit control flow

IR Design: Operations

- ▶ Allow instruction side effects?
 - ▶ E.g.: memory, floating-point arithmetic, implicit control flow
- ▶ Operation complexity and abstraction
 - ▶ E.g.: CheckBounds, GetStackPtr, HashInt128
 - ▶ E.g.: load vs. MOVQconstidx4
- ▶ Extensibility for new operations (e.g., new targets, high-level ops)

IR Design: Desired Operations on IR

IR Design: Desired Operations on IR

- ▶ Replacing all uses of an instruction with a different value
 - ▶ Inserting an instruction or phi node/block argument
 - ▶ Removing an instruction or phi node/block argument
 - ▶ Changing the operand of an instruction
 - ▶ Finding predecessors and successors of a basic block
 - ▶ Finding all users of an instruction result
-
- ▶ For optimization-focused IRs, all these operations should be fast

IR Design: Implementation

- ▶ Maintain user lists?
 - ▶ Simplifies optimizations, but adds considerable overhead
 - ▶ Replacement can use copy and lazy canonicalization
 - ▶ User *count* might be sufficient alternative
- ▶ Storage layout: operation size and locations
 - ▶ For performance: reduce heap allocations, small data structures
- ▶ Special handling for arguments vs. all-instructions?
- ▶ Metadata for source location, register allocation, etc.
- ▶ SSA: ϕ nodes vs. block arguments?

IR Example: Go SSA

- ▶ Strongly typed
 - ▶ Structured types decomposed
- ▶ Explicit memory side-effects
- ▶ Also High-level operations
 - ▶ IsInBounds, VarDef
- ▶ Only one type of value/instruction
 - ▶ Const64, Arg, Phi
- ▶ No user list, but user count
- ▶ Also used for arch-specific repr.

env GOSSAFUNC=fac go build test.go

```
b1:
    v1 (?) = InitMem <mem>
    v2 (?) = SP <uintptr>
    v5 (?) = LocalAddr <*int> {~r1} v2 v1
    v6 (7) = Arg <int> {n} (n[int])
    v8 (?) = Const64 <int> [1] (res[int])
    v9 (?) = Const64 <int> [2] (i[int])
Plain -> b2 (+9)
b2: <- b1 b4
    v10 (9) = Phi <int> v9 v17 (i[int])
    v23 (12) = Phi <int> v8 v15 (res[int])
    v12 (+9) = Less64 <bool> v10 v6
If v12 -> b4 b5 (likely) (9)
b4: <- b2
    v15 (+10) = Mul64 <int> v23 v10 (res[int])
    v17 (+9) = Add64 <int> v10 v8 (i[int])
Plain -> b2 (9)
b5: <- b2
    v20 (12) = VarDef <mem> {~r1} v1
    v21 (+12) = Store <mem> {int} v5 v23 v20
Ret v21 (+12)
```

Intermediate Representations – Summary

- ▶ An IR is an internal representation of a program
- ▶ Main goal: simplify analyses and transformations
- ▶ IRs typically based on graphs or linear instructions
- ▶ Graph IRs: AST, Control Flow Graph, Relational Algebra
- ▶ Linear IRs: stack machines, register machines, SSA
- ▶ Single Static Assignment makes data flow explicit
- ▶ SSA is extremely popular, although non-trivial to construct
- ▶ IR design depends on purpose and integration constraints

Intermediate Representations – Questions

- ▶ Who designs an IR? What are design criteria?
- ▶ Why is an AST not suited for program optimization?
- ▶ How to convert an AST to another IR?
- ▶ What are the benefits/drawbacks of stack/register machines?
- ▶ What benefits does SSA offer over a normal register machine?
- ▶ How do ϕ -instructions differ from normal instructions?

Code Generation for Data Processing

Lecture 4: LLVM-IR

Alexis Engelke

Chair of Data Science and Engineering (I25)
School of Computation, Information, and Technology
Technical University of Munich

Winter 2025/26

LLVM “Core” Library

- ▶ Optimizer and compiler back-end
- ▶ “Set of compiler components”
 - ▶ IRs: LLVM-IR, SelDag, MIR
 - ▶ Analyses and Optimizations
 - ▶ Code generation back-ends
- ▶ Started from Chris Lattner’s master’s thesis
- ▶ Used for C, C++, Swift, D, Julia, Rust, Haskell, ...

¹³C Lattner and V Adve. “LLVM: A compilation framework for lifelong program analysis & transformation”. In: *CGO*. 2004, pp. 75–86. 

LLVM “Core” Library

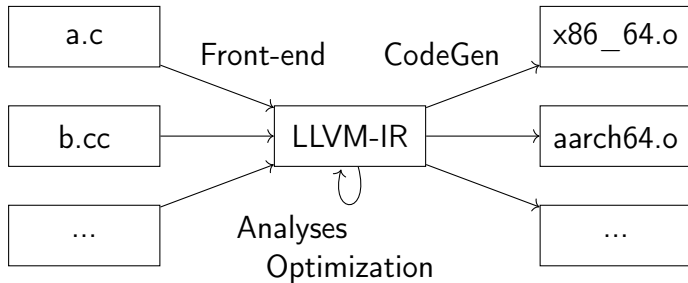
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LLVM Project

- ▶ Umbrella for several projects related to compilers/toolchain
 - ▶ LLVM Core
 - ▶ Clang: C/C++ front-end for LLVM
 - ▶ libc++, compiler-rt: runtime support
 - ▶ LLDB: debugger
 - ▶ LLD: linker
 - ▶ MLIR: experimental IR framework

¹³C Lattner and V Adve. “LLVM: A compilation framework for lifelong program analysis & transformation”. In: *CGO*. 2004, pp. 75–86. 

LLVM: Overview



- ▶ Independent front-end derives LLVM-IR, LLVM does opt. and code gen.
- ▶ LTO: dump LLVM-IR into object file, optimize at link-time

LLVM-IR: Overview

- ▶ SSA-based IR, representations textual, bitcode, in-memory
- ▶ Hierarchical structure
 - ▶ Module
 - ▶ Functions, global variables
 - ▶ Basic blocks
 - ▶ Instructions
- ▶ Strongly/strictly typed

```
define dso_local i32 @foo(i32 %0) {  
    %2 = icmp eq i32 %0, 0  
    br i1 %2, label %10, label %3  
  
3: ; preds = %1, %3  
    %4 = phi i32 [ %7, %3 ], [ 1, %1 ]  
    %5 = phi i32 [ %8, %3 ], [ %0, %1 ]  
    %6 = mul nsw i32 %5, %5  
    %7 = mul nsw i32 %6, %4  
    %8 = add nsw i32 %5, -1  
    %9 = icmp eq i32 %8, 0  
    br i1 %9, label %10, label %3  
  
10: ; preds = %3, %1  
    %11 = phi i32 [ 1, %1 ], [ %7, %3 ]  
    ret i32 %11  
}
```

LLVM-IR: Data types

- ▶ First class types:
 - ▶ `i<N>` – arbitrary bit width integer, e.g. `i1`, `i25`, `i1942652`
 - ▶ `ptr/ptr addrspace(1)` – pointer with optional address space
 - ▶ `float/double/half/bfloat/fp128/...`
 - ▶ `<N x ty>` – vector type, e.g. `<4 x i32>`
- ▶ Aggregate types:
 - ▶ `[N x ty]` – constant-size array type, e.g. `[32 x float]`
 - ▶ `{ ty, ... }` – struct (can be packed/opaque), e.g. `{i32, float}`
- ▶ Other types:
 - ▶ `ty (ty, ...)` – function type, e.g. `{i32, i32} (ptr, ...)`
 - ▶ `void`
 - ▶ `label/token/metadata`

LLVM-IR: Modules

- ▶ Top-level entity, one compilation unit – akin to C/C++
- ▶ Contains global values, specified with linkage type

- ▶ Global variable declarations/definitions

```
@externInt = external global i32, align 4
```

```
@globVar = global i32 4, align 4
```

```
@staticPtr = internal global ptr null, align 8
```

- ▶ Function declarations/definitions

```
declare i32 @readPtr(ptr)
```

```
define i32 @return1() {
```

```
    ret i32 1
```

```
}
```

- ▶ Global named metadata (discarded during compilation)

LLVM-IR: Functions

- ▶ Functions definitions contain all code, not nestable
- ▶ Single return type (or `void`), multiple parameters, list of basic blocks
 - ▶ No basic blocks $\Rightarrow$ function declaration
- ▶ Specifiers for `callconv`, section name, other attributes
 - ▶ E.g.: `noinline/alwaysinline`, `noreturn`, `readonly`
- ▶ Parameter and return can also have attributes
 - ▶ E.g.: `noalias`, `nonnull`, `sret(<ty>)`

LLVM-IR: Basic Block

- ▶ Sequence of instructions
 - ▶ ϕ nodes come first
 - ▶ Regular instructions come next
 - ▶ Must end with a terminator
- ▶ First block in function is entry block
Entry block cannot be branch target

LLVM-IR: Instructions – Control Flow and Terminators

- ▶ Terminators end a block/modify control flow
- ▶ `ret <ty> <val>/ret void`
- ▶ `br label <dest>/br i1 <cond>, label <then>, label <else>`
- ▶ `switch/indirectbr`
- ▶ `unreachable`
- ▶ Few others for exception handling
- ▶ Not a terminator: `call`

LLVM-IR: Instructions – Arithmetic-Logical

- ▶ add/sub/mul/udiv/sdiv/urem/srem
 - ▶ Arithmetic uses two's complement
 - ▶ Division corner cases are *undefined behavior*
- ▶ fneg/fadd/fsub/fmul/fdiv/frem
- ▶ shl/lshr/ashr/and/or/xor
 - ▶ Out-of-range shifts have an undefined result
- ▶ icmp <pred>/fcmp <pred>/select <cond>, <then>, <else>
- ▶ trunc/zext/sext/fptrunc/fpext/fptoui/fptosi/uitofp/sitofp
- ▶ bitcast
 - ▶ Cast between equi-sized datatypes by reinterpreting bits

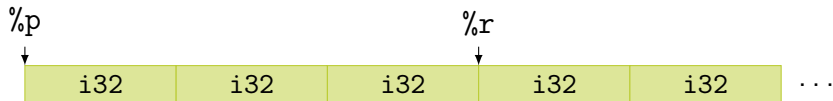
LLVM-IR: Instructions – Memory and Pointer

- ▶ `alloca <ty>` – allocate addressable stack slot
- ▶ `load <ty>, ptr <ptr>/store <ty> <val>, ptr <ptr>`
 - ▶ May be volatile (e.g., MMIO) and/or atomic
- ▶ `cmpxchg/atomicrmw` – similar to hardware operations
- ▶ `ptrtoint/inttoptr`
- ▶ `getelementptr` – address computation on `ptr/structs/arrays`

LLVM-IR: getelementptr Examples

LLVM-IR: getelementptr Examples

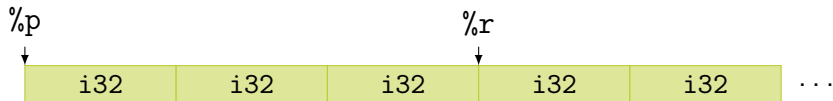
► `%r = getelementptr i32, ptr %p, i64 3`



Equivalent in C:

LLVM-IR: getelementptr Examples

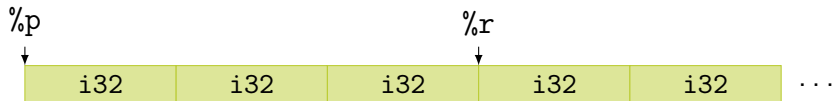
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Equivalent in C: `&((int*) p)[3]`

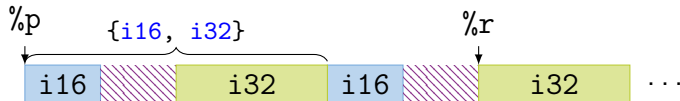
LLVM-IR: getelementptr Examples

► `%r = getelementptr i32, ptr %p, i64 3`



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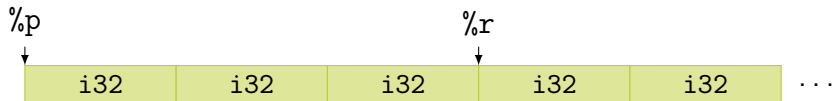
► `%r = getelementptr {i16, i32}, ptr %p, i64 1, i32 1`



Equivalent in C:

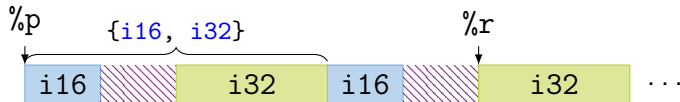
LLVM-IR: getelementptr Examples

► `%r = getelementptr i32, ptr %p, i64 3`



Equivalent in C: `&((int*) p)[3]`

► `%r = getelementptr {i16, i32}, ptr %p, i64 1, i32 1`



Equivalent in C: `&((struct {short _0; int _1;}*) p)[1]._1`

- Also works with nested structs and arrays (and vectors)
- Pointer and array can be dynamic, struct indices must be constant

LLVM-IR: undef and poison

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- ▶ undef – unspecified value, compiler may choose any value
 - ▶ %b = add i32 %a, i32 undef → i32 undef
 - ▶ %c = and i32 %a, i32 undef →

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 - ▶ %c = and i32 %a, i32 undef → i32 %a
 - ▶ %d = xor i32 %b, i32 %b →

LLVM-IR: undef and poison

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 - ▶ `%b = add i32 %a, i32 undef → i32 undef`
 - ▶ `%c = and i32 %a, i32 undef → i32 %a`
 - ▶ `%d = xor i32 %b, i32 %b → i32 undef`
 - ▶ `br i1 undef, label %p, label %q →`

LLVM-IR: undef and poison

- ▶ `undef` – unspecified value, compiler may choose any value
 - ▶ `%b = add i32 %a, i32 undef → i32 undef`
 - ▶ `%c = and i32 %a, i32 undef → i32 %a`
 - ▶ `%d = xor i32 %b, i32 %b → i32 undef`
 - ▶ `br i1 undef, label %p, label %q → undefined behavior`

LLVM-IR: undef and poison

- ▶ `undef` – unspecified value, compiler may choose any value
 - ▶ `%b = add i32 %a, i32 undef → i32 undef`
 - ▶ `%c = and i32 %a, i32 undef → i32 %a`
 - ▶ `%d = xor i32 %b, i32 %b → i32 undef`
 - ▶ `br i1 undef, label %p, label %q → undefined behavior`
- ▶ `poison` – result of erroneous operations
 - ▶ Delay *undefined behavior* on illegal operation until actually relevant
 - ▶ Allows to speculatively “execute” instructions in IR
 - ▶ `%d = shl i32 %b, i32 34 → i32 poison`

LLVM-IR: Intrinsics

- ▶ Not all operations provided as instructions
- ▶ Intrinsic functions: special functions with defined semantics
 - ▶ Replaced during compilation, e.g., with instruction or lib call
- ▶ Benefit: no changes needed for parser/bitcode/... on addition
- ▶ Examples:
 - ▶ `declare iN @llvm.ctpop.iN(iN <src>)`
 - ▶ `declare {iN, i1} @llvm.sadd.with.overflow.iN(iN %a, iN %b)`
 - ▶ `memcpy, memset, sqrt, returnaddress, ...`

LLVM-IR: Tools

LLVM-IR: Tools

- ▶ clang can emit LLVM-IR bitcode

```
clang -O -emit-llvm -c test.c -o test.bc
```

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- ▶ llvm-dis disassembles bitcode to textual LLVM-IR

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LLVM-IR: Tools

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```

- ▶ llvm-dis disassembles bitcode to textual LLVM-IR

```
clang -O -emit-llvm -c test.c -o - | llvm-dis
```

- ▶ llc compiles LLVM-IR (textual or bitcode) to assembly

```
clang -O -emit-llvm -c test.c -o - | llc
```

```
clang -O -emit-llvm -c test.c -o - | llvm-dis | llc
```

Example Listings omitted – they would span several slides

LLVM-IR: Example

```
define <4 x float> @foo2(<4 x float> %0, <4 x float> %1) {  
    %3 = alloca <4 x float>, align 16  
    %4 = alloca <4 x float>, align 16  
    store <4 x float> %0, ptr %3, align 16  
    store <4 x float> %1, ptr %4, align 16  
    %5 = load <4 x float>, ptr %3, align 16  
    %6 = load <4 x float>, ptr %4, align 16  
    %7 = fadd <4 x float> %5, %6  
    ret <4 x float> %7  
}
```

LLVM-IR: Example

```
define i32 @foo3(i32 %0, i32 %1) {  
    %3 = tail call { i32, i1 } @llvm.smul.with.overflow.i32(i32 %0, i32 %1)  
    %4 = extractvalue { i32, i1 } %3, 1  
    %5 = extractvalue { i32, i1 } %3, 0  
    %6 = select i1 %4, i32 -2147483648, i32 %5  
    ret i32 %6  
}
```

LLVM-IR: Example

```
define i32 @sw(i32 %0) {  
    switch i32 %0, label %4 [  
        i32 4, label %5  
        i32 5, label %2  
        i32 8, label %3  
        i32 100, label %5  
    ]  
2: ; preds = %1  
    br label %5  
3: ; preds = %1  
    br label %5  
4: ; preds = %1  
    br label %5  
5: ; preds = %1, %1, %4, %3, %2  
    %6 = phi i32 [ %0, %4 ], [ 9, %3 ], [ 32, %2 ], [ 12, %1 ], [ 12, %1 ]  
    ret i32 %6  
}
```


LLVM-IR: Example

```
@a = private unnamed_addr constant [7 x i32] [i32 12, i32 32, i32 12,
                                                i32 12, i32 9, i32 12, i32 12], align 4

define dso_local i32 @f(i32 %0) {
    %2 = add i32 %0, -4
    %3 = icmp ult i32 %2, 7
    br i1 %3, label %4, label %13

4: ; preds = %1
    %5 = trunc i32 %2 to i8
    %6 = lshr i8 83, %5
    %7 = and i8 %6, 1
    %8 = icmp eq i8 %7, 0
    br i1 %8, label %13, label %9

9: ; preds = %4
    %10 = sext i32 %2 to i64
    %11 = getelementptr inbounds [7 x i32], ptr @a, i64 0, i64 %10
    %12 = load i32, ptr %11, align 4
    br label %13

13: ; preds = %1, %4, %9
    %14 = phi i32 [ %12, %9 ], [ %0, %4 ], [ %0, %1 ]
    ret i32 %14
}
```

LLVM-IR API

- ▶ LLVM offers two APIs: C++ and C
 - ▶ C++ is the full API, exposing nearly all internals
 - ▶ C API is more limited, but more stable
- ▶ Nearly all major versions have breaking changes
- ▶ Some support for multi-threading:
 - ▶ All modules/types/... associated with an LLVMContext
 - ▶ Different contexts may be used in different threads

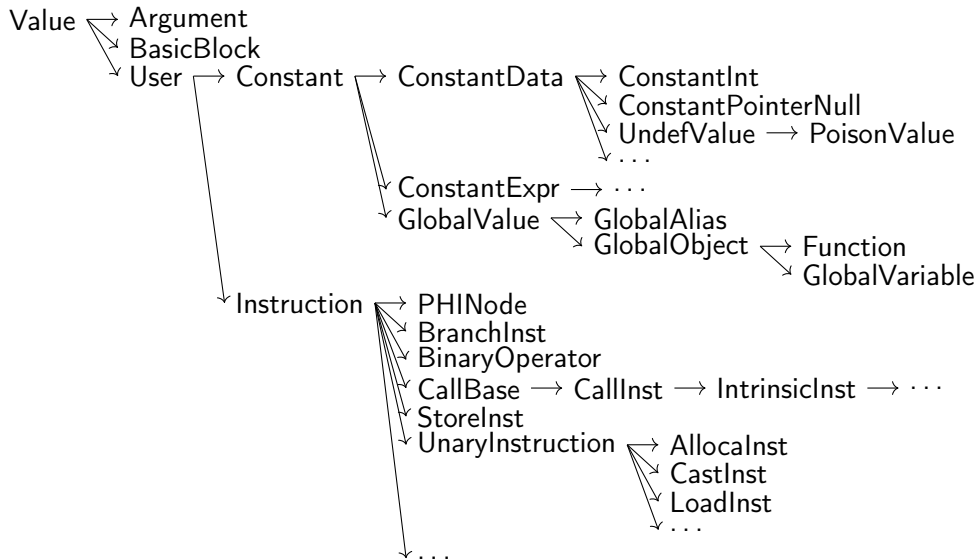
LLVM-IR C++ API: Basic Example

```
#include <llvm/IR/IRBuilder.h>
int main(void) {
    llvm::LLVMContext ctx;
    auto modUP = std::make_unique<llvm::Module>("mod", ctx);

    llvm::Type* i64 = llvm::Type::getInt64Ty(ctx);
    llvm::FunctionType* fnTy = llvm::FunctionType::get(i64, {i64}, false);
    llvm::Function* fn = llvm::Function::Create(fnTy,
        llvm::GlobalValue::ExternalLinkage, "addOne", modUP.get());
    llvm::BasicBlock* entryBB = llvm::BasicBlock::Create(ctx, "entry", fn);

    llvm::IRBuilder<> irb(entryBB);
    llvm::Value* add = irb.CreateAdd(fn->getArg(0), irb.getInt64(1));
    irb.CreateRet(add);
    modUP->print(llvm::outs(), nullptr);
    return 0;
}
```

LLVM-IR API: Almost Everything is a Value... (excerpt)



LLVM-IR API: Programming Environment

- ▶ LLVM implements custom RTTI
 - ▶ `isa<>`, `cast<>`, `dyn_cast<>`
- ▶ LLVM implements a multitude of specialized data structures
 - ▶ E.g.: `SmallVector<T, N>` to keep N elements stack-allocated
 - ▶ Custom vectors, sets, maps; see manual¹⁵
- ▶ Preferably uses `ArrayRef`, `StringRef`, `Twine` for references
- ▶ LLVM implements custom streams instead of std streams
 - ▶ `outs()`, `errs()`, `dbgs()`

¹⁵<https://www.llvm.org/docs/ProgrammersManual.html>

LLVM and IR Design

LLVM and IR Design

- ▶ LLVM provides a decent general-purpose IR for compilers
- ▶ But: not ideal for all purposes
 - ▶ High-level optimizations difficult, e.g. due to lost semantics
 - ▶ Several low-level operations only exposed as intrinsics
 - ▶ IR rather complex, high code complexity
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 - ▶ IR rather complex, high code complexity
 - ▶ High compilation times, not very efficient data structures
- ▶ Thus: heavy trend towards custom IRs

LLVM-IR – Summary

- ▶ LLVM is a modular compiler framework
- ▶ Extremely popular and high-quality compiler back-end
- ▶ Primarily provides optimizations and a code generator
- ▶ Main interface is the SSA-based LLVM-IR
 - ▶ Easy to generate, friendly for writing front-ends/optimizations

LLVM-IR – Questions

- ▶ What is the structure of an LLVM-IR module/function?
- ▶ Which LLVM-IR data types exist?
How do they relate to the target architecture?
- ▶ How do semantically invalid operations in LLVM-IR behave?
- ▶ What is special about intrinsic functions?
- ▶ How to derive LLVM-IR from C code using Clang?

Code Generation for Data Processing

Lecture 5: Analyses and Transformations

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Winter 2025/26

Program Transformation: Motivation

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Program Transformation: Motivation

- ▶ “User code” is often not very efficient
- ▶ Also: no need to, compiler can (often?) optimize better
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 - ▶ What parts are actually used? How to find out?
- ▶ Transformation to “better” code must be done *somewhere*
- ▶ Optimization is a misnomer: we don’t know whether it improves code!
 - ▶ Many transformations are driven by heuristics
- ▶ Many types of optimizations are well-known¹⁶

¹⁶FE Allen and J Cocke. *A catalogue of optimizing transformations*. 1971. .

Dead Block Elimination

- ▶ CFG not necessarily connected
- ▶ E.g., consequence of optimization
 - ▶ Conditional branch $\rightarrow$ unconditional branch

Dead Block Elimination

- ▶ CFG not necessarily connected
- ▶ E.g., consequence of optimization
 - ▶ Conditional branch $\rightarrow$ unconditional branch
- ▶ Removing dead blocks is trivial
 1. DFS traversal of CFG from entry, mark visited blocks
 2. Remove unmarked blocks

Optimization Example 1

```
define i32 @fac(i32 %0) {  
    br label %for.header  
for.header: ; preds = %for.body, %1  
    %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
    %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
    %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
    %cond = icmp sle i32 %i, %0  
    br i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
    %a.new = mul i32 %a, %i  
    %b.new = add i32 %b, %i  
    %i.new = add i32 %i, 1  
    br label %for.header  
exit: ; preds = %for.header  
    %absum = add i32 %a, %b  
    ret i32 %a  
}
```

Simple Dead Code Elimination (DCE)

- ▶ Look for trivially dead instructions
 - ▶ No users or side-effects
 - ▶ Calls *might* be removed
- 1. Add all instructions to work queue
- 2. While work queue not empty:
 - 2.1 Check for deadness (zero users, no side-effects)
 - 2.2 If dead, remove and add all operands to work queue

Warning: Don't implement it this naively, this is inefficient

Applying Simple DCE

```
define i32 @fac(i32 %0) {  
  eff.: cf    br label %for.header  
  for.header: ; preds = %for.body, %1  
  users: 3    %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
  users: 2    %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
  users: 4    %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
  users: 1    %cond = icmp sle i32 %i, %0  
  eff.: cf    br i1 %cond, label %for.body, label %exit  
  for.body:   ; preds = %for.header  
  users: 1    %a.new = mul i32 %a, %i  
  users: 1    %b.new = add i32 %b, %i  
  users: 1    %i.new = add i32 %i, 1  
  eff.: cf    br label %for.header  
  exit:       ; preds = %for.header  
  users: 0    %absum = add i32 %a, %b  
  eff.: cf    ret i32 %a  
}
```

Applying Simple DCE

```
define i32 @fac(i32 %0) {  
  eff.: cf    br label %for.header  
  for.header: ; preds = %for.body, %1  
  users: 2    %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
  users: 1    %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
  users: 4    %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
  users: 1    %cond = icmp sle i32 %i, %0  
  eff.: cf    br i1 %cond, label %for.body, label %exit  
  for.body:   ; preds = %for.header  
  users: 1    %a.new = mul i32 %a, %i  
  users: 1    %b.new = add i32 %b, %i  
  users: 1    %i.new = add i32 %i, 1  
  eff.: cf    br label %for.header  
  exit:       ; preds = %for.header  
  
  eff.: cf    ret i32 %a  
}
```

Dead Code Elimination

- ▶ Problem: unused value cycles

Dead Code Elimination

- ▶ Problem: unused value cycles
 - ▶ Idea: find “value sinks” and mark all needed values as live
unmarked values can be removed
 - ▶ Sink: instruction with side effects (e.g., store, control flow)
 - ▶ Alternative formulation: assume instruction is dead unless proven otherwise
1. Only mark instrs. with side effects as live
 2. Populate work list with newly added live instrs.
 3. While work list not empty:
 - 3.1 Mark dead operand instructions as live and add to work list
 4. Remove instructions not marked as live

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
  br1 label %for.header  
for.header: ; preds = %for.body, %1  
  %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
  %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
  %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
  %cond = icmp sle i32 %i, %0  
  br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
  %a.new = mul i32 %a, %i  
  %b.new = add i32 %b, %i  
  %i.new = add i32 %i, 1  
  br3 label %for.header  
exit: ; preds = %for.header  
  %absum = add i32 %a, %b  
  ret i32 %a  
}
```

Work list (stack)

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live  br1 label %for.header  
for.header: ; preds = %for.body, %1  
    %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
    %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
    %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
    %cond = icmp sle i32 %i, %0  
live  br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
    %a.new = mul i32 %a, %i  
    %b.new = add i32 %b, %i  
    %i.new = add i32 %i, 1  
live  br3 label %for.header  
exit: ; preds = %for.header  
    %absum = add i32 %a, %b  
live  ret i32 %a  
}
```

Work list (stack)

br₁
br₂
br₃
ret

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live  br1 label %for.header  
for.header: ; preds = %for.body, %1  
live  %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
      %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
      %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
      %cond = icmp sle i32 %i, %0  
live  br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
      %a.new = mul i32 %a, %i  
      %b.new = add i32 %b, %i  
      %i.new = add i32 %i, 1  
live  br3 label %for.header  
exit: ; preds = %for.header  
      %absum = add i32 %a, %b  
live  ret i32 %a  
}
```

Work list (stack)

br₁
br₂
br₃
%a

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live   br1 label %for.header  
for.header: ; preds = %for.body, %1  
live   %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
        %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
        %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
        %cond = icmp sle i32 %i, %0  
live   br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live   %a.new = mul i32 %a, %i  
        %b.new = add i32 %b, %i  
        %i.new = add i32 %i, 1  
live   br3 label %for.header  
exit: ; preds = %for.header  
        %absum = add i32 %a, %b  
live   ret i32 %a  
}
```

Work list (stack)

br₁
br₂
br₃
%a.new

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live   br1 label %for.header  
for.header: ; preds = %for.body, %1  
live   %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
       %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
live   %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
       %cond = icmp sle i32 %i, %0  
live   br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live   %a.new = mul i32 %a, %i  
       %b.new = add i32 %b, %i  
       %i.new = add i32 %i, 1  
live   br3 label %for.header  
exit: ; preds = %for.header  
       %absum = add i32 %a, %b  
live   ret i32 %a  
}
```

Work list (stack)

br₁
br₂
br₃
%i

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live   br1 label %for.header  
for.header: ; preds = %for.body, %1  
live   %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
        %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
live   %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
        %cond = icmp sle i32 %i, %0  
live   br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live   %a.new = mul i32 %a, %i  
        %b.new = add i32 %b, %i  
live   %i.new = add i32 %i, 1  
live   br3 label %for.header  
exit: ; preds = %for.header  
        %absum = add i32 %a, %b  
live   ret i32 %a  
}
```

Work list (stack)

br₁
br₂
br₃
%i.new

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live   br1 label %for.header  
for.header: ; preds = %for.body, %1  
live   %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
        %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
live   %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
        %cond = icmp sle i32 %i, %0  
live   br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live   %a.new = mul i32 %a, %i  
        %b.new = add i32 %b, %i  
live   %i.new = add i32 %i, 1  
live   br3 label %for.header  
exit: ; preds = %for.header  
        %absum = add i32 %a, %b  
live   ret i32 %a  
}
```

Work list (stack)

br₁

br₂

br₃

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live  br1 label %for.header  
for.header: ; preds = %for.body, %1  
live  %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
      %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
live  %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
      %cond = icmp sle i32 %i, %0  
live  br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live  %a.new = mul i32 %a, %i  
      %b.new = add i32 %b, %i  
live  %i.new = add i32 %i, 1  
live  br3 label %for.header  
exit: ; preds = %for.header  
      %absum = add i32 %a, %b  
live  ret i32 %a  
}
```

Work list (stack)

br₁

br₂

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live  br1 label %for.header  
for.header: ; preds = %for.body, %1  
live  %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
      %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
live  %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
live  %cond = icmp sle i32 %i, %0  
live  br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live  %a.new = mul i32 %a, %i  
      %b.new = add i32 %b, %i  
live  %i.new = add i32 %i, 1  
live  br3 label %for.header  
exit: ; preds = %for.header  
      %absum = add i32 %a, %b  
live  ret i32 %a  
}
```

Work list (stack)

br₁
%cond

Applying Liveness-based DCE

```
define i32 @fac(i32 %0) {  
live   br1 label %for.header  
for.header: ; preds = %for.body, %1  
live   %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
        %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
live   %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
live   %cond = icmp sle i32 %i, %0  
live   br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live   %a.new = mul i32 %a, %i  
        %b.new = add i32 %b, %i  
live   %i.new = add i32 %i, 1  
live   br3 label %for.header  
exit: ; preds = %for.header  
        %absum = add i32 %a, %b  
live   ret i32 %a  
}
```

Work list (stack)
br₁

Applying Liveness-based DCE

Work list (stack)

```
define i32 @fac(i32 %0) {  
live   br1 label %for.header  
for.header: ; preds = %for.body, %1  
live   %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
        %b = phi i32 [ 0, %1 ], [ %b.new, %for.body ]  
live   %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
live   %cond = icmp sle i32 %i, %0  
live   br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live   %a.new = mul i32 %a, %i  
        %b.new = add i32 %b, %i  
live   %i.new = add i32 %i, 1  
live   br3 label %for.header  
exit: ; preds = %for.header  
        %absum = add i32 %a, %b  
live   ret i32 %a  
}
```

Applying Liveness-based DCE

Work list (stack)

```
define i32 @fac(i32 %0) {  
live   br1 label %for.header  
for.header: ; preds = %for.body, %1  
live   %a = phi i32 [ 1, %1 ], [ %a.new, %for.body ]  
  
live   %i = phi i32 [ 0, %1 ], [ %i.new, %for.body ]  
live   %cond = icmp sle i32 %i, %0  
live   br2 i1 %cond, label %for.body, label %exit  
for.body: ; preds = %for.header  
live   %a.new = mul i32 %a, %i  
  
live   %i.new = add i32 %i, 1  
live   br3 label %for.header  
exit: ; preds = %for.header  
  
live   ret i32 %a  
}
```

Optimization Example 2

```
define i32 @trivial() {  
  entry:  
    br label %for.cond  
for.cond:  
  %x = phi i32 [ 0, %entry ], [ %inc, %for.inc ]  
  %cmp = icmp ugt i32 %x, 0  
  br i1 %cmp, label %for.inc, label %ret  
for.inc:  
  %inc = add i32 %x, 1  
  br label %for.cond  
ret:  
  ret i32 %x  
}
```

Sparse Conditional Constant Propagation¹⁷

- ▶ Constant folding and dead code elimination separately insufficient
- ▶ Idea: be optimistic about reachability and constantness
 - ▶ Assume block is dead/value is constant unless proven otherwise
 - ▶ Ignore edges that are not proven as executable

¹⁷MN Wegman and FK Zadeck. "Constant propagation with conditional branches". In: *TOPLAS* 13.2 (1991), pp. 181–210. .

Sparse Conditional Constant Propagation¹⁷

- ▶ Constant folding and dead code elimination separately insufficient
- ▶ Idea: be optimistic about reachability and constantness
 - ▶ Assume block is dead/value is constant unless proven otherwise
 - ▶ Ignore edges that are not proven as executable
- ▶ For every value: store lattice element
 - ▶ Lattice: $\top$ (any value) $>$ *constant* (single constant value) $>$ $\perp$ (dynamic)
 - ▶ $\top \wedge x = x$, $\perp \wedge x = \perp$, $x \wedge y = (x \text{ if } x = y \text{ else } \perp)$
- ▶ For every edge: store executability
 - ▶ ϕ -nodes: edges that are not (yet) marked executable get $\top$

¹⁷MN Wegman and FK Zadeck. "Constant propagation with conditional branches". In: *TOPLAS* 13.2 (1991), pp. 181–210. .

SCCP Algorithm

State:

- ▶ EdgeWorklist
 - ▶ InstrWorklist
 - ▶ EdgeExecutable
 - ▶ Initialize false
 - ▶ InstrLattice
 - ▶ Initialize $\top$
- ▶ EdgeWorklist $\leftarrow$ edge to entry block
 - ▶ Get item from any work list; stop when empty
 - ▶ Edge – if not yet visited, mark visited and:
 - ▶ Visited block first time: *visit* all instrs (incl. ϕ)
 - ▶ Otherwise: *visit* just ϕ -nodes
 - ▶ Instr – if block is reachable: *visit*
 - ▶ At end: replace instrs with const lattice values

SCCP Algorithm II

visit

- ▶ ϕ -node: update lattice, meet of visited edge values
- ▶ Other instructions: try constant fold
- ▶ If lattice value changed:
 - ▶ Add all users to instruction worklist
 - ▶ Branch with constant/no condition: add selected edge to worklist
 - ▶ Branch with $\perp$: add all edges to worklist

```

define i32 @fn() {
entry:
    br label %loop
loop:
    %j2 = phi i32 [ 1, %entry ], [ %j4, %ifmerge ]
    %k2 = phi i32 [ 0, %entry ], [ %k4, %ifmerge ]
    %kcond = icmp slt i32 %k2, 100
    br i1 %kcond, label %loopbody, label %ret
loopbody:
    %jcond = icmp slt i32 %j2, 20
    br i1 %jcond, label %then, label %else
then:
    %k3 = add i32 %k2, 1
    br label %ifmerge
else:
    %k5 = add i32 %k2, 1
    br label %ifmerge
ifmerge:
    %j4 = phi i32 [ 1, %then ], [ %k2, %else ]
    %k4 = phi i32 [ %k3, %then ], [ %k5, %else ]
    br label %loop
ret:
    ret i32 %j2
}

```

Apply SCCP algorithm
and fold constants.
Then, remove dead
instructions and blocks.

SCCP: Misc

- ▶ Strictly more powerful than separate constant folding + DCE
- ▶ Runtime:

SCCP: Misc

- ▶ Strictly more powerful than separate constant folding + DCE
- ▶ Runtime: $\mathcal{O}(\#CFG\text{-edges} + \#instr\text{-operands})$
 - ▶ Every CFG edge is processed at most once
 - ▶ Every def-use relation is processed at most twice
lattice can lower at most twice ($\top \rightarrow const, const \rightarrow \perp$)
- ▶ Can also be used as inter-procedural optimization
reaching into module-internal functions

Optimization Example 3

```
define i32 @foo(i32 %0, ptr %1, ptr %2) {  
    %4 = zext i32 %0 to i64  
    %5 = getelementptr i32, ptr %1, i64 %4  
    %6 = load i32, ptr %5, align 4  
    %7 = zext i32 %0 to i64  
    %8 = getelementptr i32, ptr %2, i64 %7  
    %9 = load i32, ptr %8, align 4  
    %10 = add nsw i32 %6, %9  
    ret i32 %10  
}
```

Common Subexpression Elimination (CSE) – Attempt 1

- ▶ Idea: find/eliminate redundant computation of same value

Common Subexpression Elimination (CSE) – Attempt 1

- ▶ Idea: find/eliminate redundant computation of same value
- ▶ Keep track of previously seen values in hash map
- ▶ Iterate over all instructions
 - ▶ If found in map, remove and replace references
 - ▶ Otherwise add to map
- ▶ Easy, right?

CSE Attempt 1 – Example 1

```
define i32 @foo(i32 %0, ptr %1, ptr %2) {  
  %4 = zext i32 %0 to i64  
  %5 = getelementptr i32, ptr %1, i64 %4  
  %6 = load i32, ptr %5, align 4  
  %7 = zext i32 %0 to i64  
  %8 = getelementptr i32, ptr %2, i64 %7  
  %9 = load i32, ptr %8, align 4  
  %10 = add nsw i32 %6, %9  
  ret i32 %10  
}
```


CSE Attempt 1 – Example 1

```
→ ht  define i32 @foo(i32 %0, ptr %1, ptr %2) {  
        %4 = zext i32 %0 to i64  
        %5 = getelementptr i32, ptr %1, i64 %4  
        %6 = load i32, ptr %5, align 4  
        %7 = zext i32 %0 to i64  
        %8 = getelementptr i32, ptr %2, i64 %7  
        %9 = load i32, ptr %8, align 4  
        %10 = add nsw i32 %6, %9  
        ret i32 %10  
    }
```

CSE Attempt 1 – Example 1

```
define i32 @foo(i32 %0, ptr %1, ptr %2) {  
→ ht    %4 = zext i32 %0 to i64  
→ ht    %5 = getelementptr i32, ptr %1, i64 %4  
        %6 = load i32, ptr %5, align 4  
        %7 = zext i32 %0 to i64  
        %8 = getelementptr i32, ptr %2, i64 %7  
        %9 = load i32, ptr %8, align 4  
        %10 = add nsw i32 %6, %9  
        ret i32 %10  
}
```

CSE Attempt 1 – Example 1

```
define i32 @foo(i32 %0, ptr %1, ptr %2) {  
→ ht    %4 = zext i32 %0 to i64  
→ ht    %5 = getelementptr i32, ptr %1, i64 %4  
→ ht    %6 = load i32, ptr %5, align 4  
        %7 = zext i32 %0 to i64  
        %8 = getelementptr i32, ptr %2, i64 %7  
        %9 = load i32, ptr %8, align 4  
        %10 = add nsw i32 %6, %9  
        ret i32 %10  
}
```

CSE Attempt 1 – Example 1

```
define i32 @foo(i32 %0, ptr %1, ptr %2) {  
→ ht    %4 = zext i32 %0 to i64  
→ ht    %5 = getelementptr i32, ptr %1, i64 %4  
→ ht    %6 = load i32, ptr %5, align 4  
dup %4  %7 = zext i32 %0 to i64  
        %8 = getelementptr i32, ptr %2, i64 %7  
        %9 = load i32, ptr %8, align 4  
        %10 = add nsw i32 %6, %9  
        ret i32 %10  
}
```

CSE Attempt 1 – Example 1

```
define i32 @foo(i32 %0, ptr %1, ptr %2) {  
→ ht    %4 = zext i32 %0 to i64  
→ ht    %5 = getelementptr i32, ptr %1, i64 %4  
→ ht    %6 = load i32, ptr %5, align 4  
dup %4  %7 = zext i32 %0 to i64  
        %8 = getelementptr i32, ptr %2, i64 %4  
        %9 = load i32, ptr %8, align 4  
        %10 = add nsw i32 %6, %9  
        ret i32 %10  
}
```

CSE Attempt 1 – Example 1

```
define i32 @foo(i32 %0, ptr %1, ptr %2) {  
→ ht    %4 = zext i32 %0 to i64  
→ ht    %5 = getelementptr i32, ptr %1, i64 %4  
→ ht    %6 = load i32, ptr %5, align 4  
dup %4  %7 = zext i32 %0 to i64  
→ ht    %8 = getelementptr i32, ptr %2, i64 %4  
        %9 = load i32, ptr %8, align 4  
        %10 = add nsw i32 %6, %9  
        ret i32 %10  
}
```

CSE Attempt 1 – Example 1

```
define i32 @foo(i32 %0, ptr %1, ptr %2) {  
→ ht      %4 = zext i32 %0 to i64  
→ ht      %5 = getelementptr i32, ptr %1, i64 %4  
→ ht      %6 = load i32, ptr %5, align 4  
dup %4    %7 = zext i32 %0 to i64  
→ ht      %8 = getelementptr i32, ptr %2, i64 %4  
→ ht      %9 = load i32, ptr %8, align 4  
          %10 = add nsw i32 %6, %9  
          ret i32 %10  
}
```

CSE Attempt 1 – Example 1

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define i32 @foo(i32 %0, ptr %1, ptr %2) {  
→ ht      %4 = zext i32 %0 to i64  
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→ ht      %6 = load i32, ptr %5, align 4  
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```

- Obsolete instr. can be killed immediately, or in a later DCE

CSE Attempt 1 – Example 2

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define i32 @square(i32 %a, i32 %b) {  
  entry:  
    %cmp = icmp slt i32 %a, %b  
    br i1 %cmp, label %if.then, label %if.end  
  if.then: ; preds = %entry  
    %add1 = add i32 %a, %b  
    br label %if.end  
  if.end: ; preds = %if.then, %entry  
    %condvar = phi i32 [ %add1, %if.then ], [ %a, %entry ]  
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    %res = add i32 %condvar, %add2  
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→ ht

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→ ht      %res = add i32 %condvar, %add1  
→ ht      ret i32 %res  
}
```

Instruction does not dominate all uses!

error: input module is broken!

World Domination

Domination

- ▶ Remember: CFG $G = (N, E, s)$ with digraph (N, E) and entry $s \in N$
- ▶ Dominate: $d \text{ dom } n$ iff every path from s to n contains d
 - ▶ Dominators of n : $DOM(n) = \{d \mid d \text{ dom } n\}$
- ▶ Strictly dominate: $d \text{ sdom } n \Leftrightarrow d \text{ dom } n \wedge d \neq n$
- ▶ Immediate dominator:
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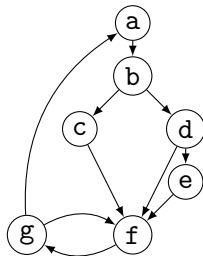
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- $\Rightarrow$ All strict dominators are always executed before the block
 - $\Rightarrow$ All values from dominators available/usable
 - $\Rightarrow$ All values not from dominators **not** usable

Dominator Tree

- ▶ Tree of immediate dominators
- ▶ Allows to iterate over blocks in pre-order/post-order
- ▶ Answer $a \text{ sdom } b$ quickly

Control Flow
Graph

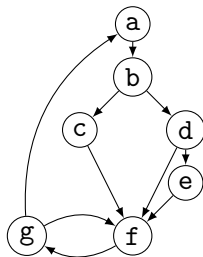


Dominator Tree

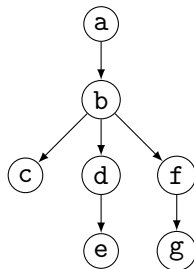
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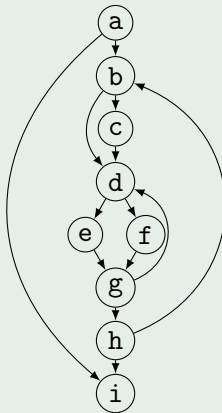
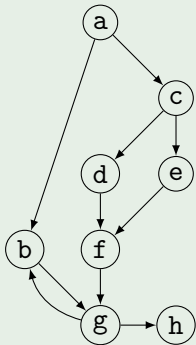


Dominator Tree



Dominator Tree – Example

Construct the dominator tree for the following CFGs (entry at a):



Dominator Tree: Construction

- ▶ Naive: inefficient (but reasonably simple)¹⁸
 - ▶ For each block: find a path from the root – superset of dominators
 - ▶ Remove last block on path and check for alternative path
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- ▶ Lengauer–Tarjan: more efficient methods¹⁹
 - ▶ Simple method in $\mathcal{O}(m \log n)$; sophisticated method in $\mathcal{O}(m \cdot \alpha(m, n))$
($\alpha(m, n)$ is the inverse Ackermann function, grows *extremely* slowly)
 - ▶ Used in some compilers²⁰
- ▶ Semi-NCA: $\mathcal{O}(n^2)$, but lower constant factors²¹

¹⁸ES Lowry and CW Medlock. “Object code optimization”. In: *CACM* 12.1 (1969), pp. 13–22. .

¹⁹T Lengauer and RE Tarjan. “A fast algorithm for finding dominators in a flowgraph”. In: *TOPLAS* 1.1 (1979), pp. 121–141. .

²⁰Example: <https://github.com/WebKit/WebKit/blob/aabfacb/Source/WTF/wtf/Dominators.h>

²¹L Georgiadis. “Linear-Time Algorithms for Dominators and Related Problems”. PhD thesis. Princeton University, Nov. 2005. .

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 - ▶ $a.preNum < b.preNum \wedge a.postNum > b.postNum$
 - ▶ After updates, numbers might be invalid: recompute or walk tree
- ▶ Problem: dominance of unreachable blocks ill-defined $\rightsquigarrow$ special handling

CSE Attempt 2

- ▶ Option 1:
 - ▶ For identical instructions, store all
 - ▶ Add dominance check before replacing
 - ▶ Visit nodes in reverse post-order (i.e., topological order)
- ▶ Option 2 (Global Value Numbering):²⁴
 - ▶ Do a DFS over dominator tree
 - ▶ Use scoped hashmap to track available values

Does this work?

²⁴P Briggs, KD Cooper, and LT Simpson. *Value numbering*. Tech. rep. CRPC-TR94517-S. Rice University, 1997. .

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CSE: Hashing an Instruction (and Beyond)

- ▶ Needs hash function *and* “relaxed” equality
- ▶ Idea: combine opcode and operands/constants into hash value
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 - ▶ E.g. assign number to values (hence “value numbering”)
 - ▶ Alternatively: use pointer or index for instruction result operands
- ▶ Canonicalize commutative operations
 - ▶ Order operands deterministically, e.g., by number/address
- ▶ Identities: $a+(b+c)$ vs. $(a+b)+c$

More Complex Global Value Numbering

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- ▶ Hash-based approach only catches trivially removable duplicates
- ▶ Alternative: partition values into *congruence classes*
 - ▶ Congruent values are guaranteed to always have the same value
- ▶ Optimistic approach: values are congruent unless proven otherwise
- ▶ Pessimistic approach: values are not congruent unless proven
- ▶ Combinable with: reassociation, DCE, constant folding
- ▶ Rather complex, but can be highly beneficial²⁵

²⁵K Gargi. "A sparse algorithm for predicated global value numbering". In: *PLDI. 2002*, pp. 45–56.

Inlining

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 - ▶ More optimization opportunities: constant propagation, dead code elimination, better register allocation, etc.
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- ▶ Inlining is crucial for performance in many programming languages
 - ▶ “Zero-cost” abstractions typically rely on small functions
 - ▶ Critical in e.g. C++/Rust; not too important for C

Inlining: Decision

- ▶ First: determine whether function is inlinable
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- ▶ Otherwise: very difficult problem
- ▶ Problem 1: ordering
 - ▶ Inlining big `a()` into `b()` might make `b()` too big to inline but inlining `b()` into `c()` might provide more opportunities
- ▶ Problem 2: cost model and thresholds
 - ▶ Estimate cost of inlining, e.g. additional code size, more branches
 - ▶ Estimate optimization gains and hotness
 - ▶ Some attempts to use machine learning here

Inlining Transformation

- ▶ Copy original function in place of the call
 - ▶ Split basic block containing function call
 - ▶ Needs map of old to new value
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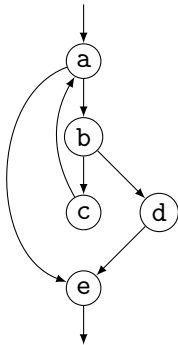
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- ▶ Move static alloca to beginning
- ▶ Dynamic alloca: save/restore stack pointer
 - ▶ Prevent unbounded stack growth in loops
 - ▶ LLVM provides `stacksave/stackrestore` intrinsics
- ▶ Exceptions may need special treatment

What is a Loop?

```
void func() {  
    while (a()) {  
        if (b()) {  
            d();  
            break;  
        }  
        c();  
    }  
    e();  
}
```

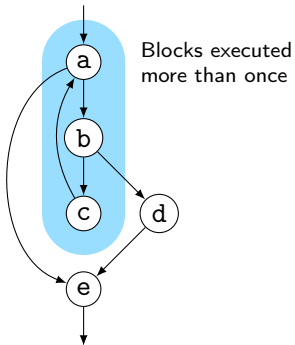
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```



- ▶ Loops in source code $\neq$ loops in CFG
- ▶ d is *not* part of loop: executed at most once
- ~> Need algorithm to find loops in CFG

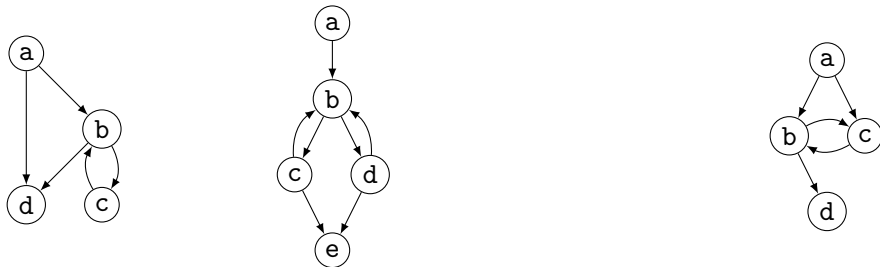
Loops

- ▶ Loop: maximal SCC L with at least one internal edge²⁷
(strongly connected component (SCC): all blocks reachable from each other)
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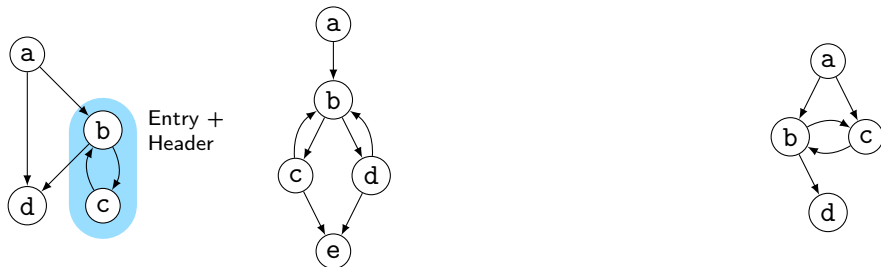
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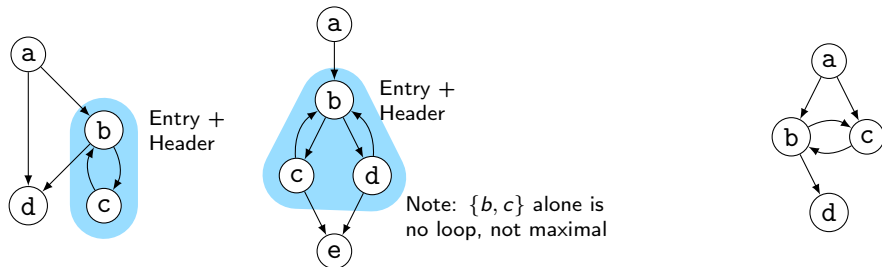
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 - ▶ Header h : first entry found (might be ambiguous)
- ▶ Loop nested in L : loop in subgraph $L \setminus \{h\}$



²⁷P Havlak. "Nesting of reducible and irreducible loops". In: *TOPLAS* 19.4 (1997), pp. 557–567. .

Loops

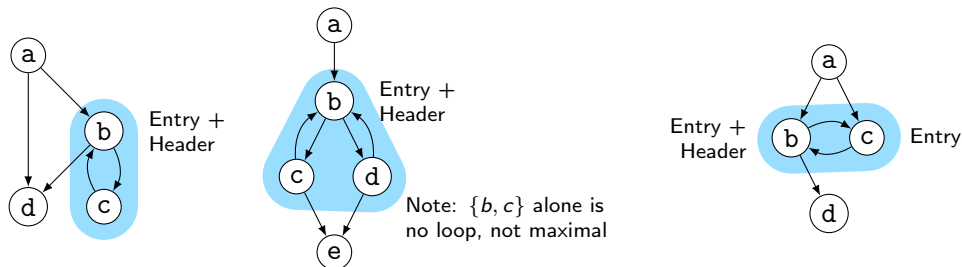
- ▶ Loop: maximal SCC L with at least one internal edge²⁷
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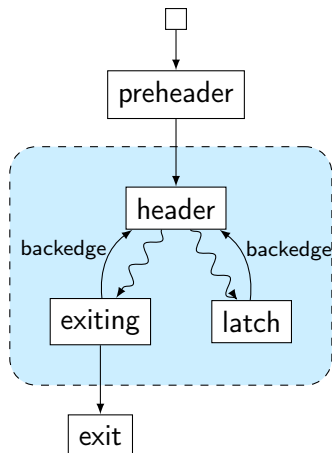
Natural Loops

- ▶ Natural Loop: loop with single entry
 - ⇒ Header is unique
 - ⇒ Header dominates all block
 - ⇒ Loop is reducible
- ▶ Backedge: edge from block to header
- ▶ Predecessor: block with edge into loop
- ▶ Preheader: unique predecessor

Formal Definition

Loop L is reducible iff $\exists h \in L . \forall n \in L . h \text{ dom } n$

CFG is reducible iff all loops are reducible



Finding Natural Loops

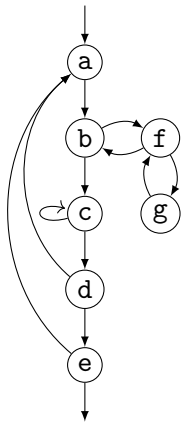
- ▶ Modified version²⁸ of Tarjan's algorithm²⁹
- ▶ Iterate over dominator tree in post order
- ▶ Each block: find predecessors dominated by the block
 - ▶ None $\rightsquigarrow$ no loop header, continue
 - ▶ Any $\rightsquigarrow$ loop header, these edges *must* be backedges
- ▶ Walk through predecessors until reaching header again
 - ▶ All blocks on the way must be part of the loop body
 - ▶ Might encounter nested loops, update loop parent

²⁸G Ramalingam. "Identifying loops in almost linear time". In: *TOPLAS* 21.2 (1999), pp. 175–188. .

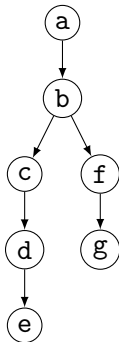
²⁹R Tarjan. "Testing flow graph reducibility". In: *STOC*. 1973, pp. 96–107. .

Finding Natural Loops: Example

Control Flow Graph



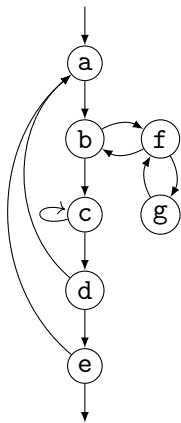
Dominator Tree



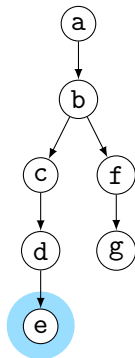
Loop Info

Finding Natural Loops: Example

Control Flow Graph



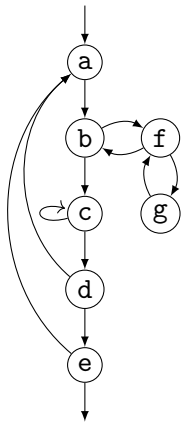
Dominator Tree



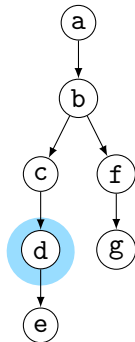
Loop Info

Finding Natural Loops: Example

Control Flow Graph



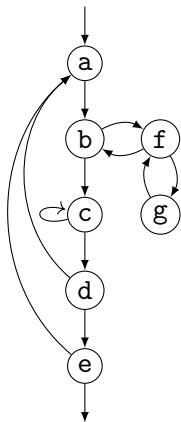
Dominator Tree



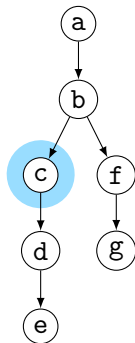
Loop Info

Finding Natural Loops: Example

Control Flow Graph



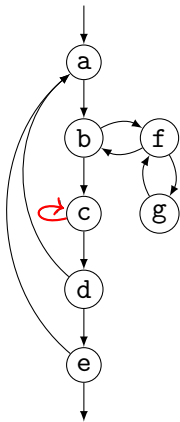
Dominator Tree



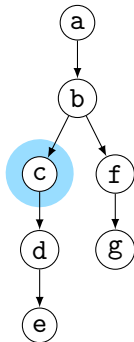
Loop Info

Finding Natural Loops: Example

Control Flow Graph



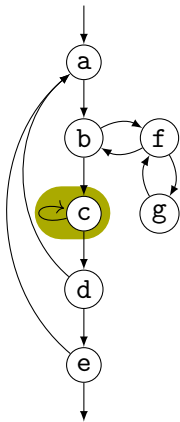
Dominator Tree



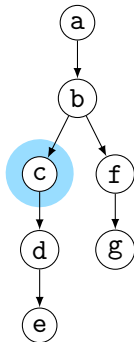
Loop Info

Finding Natural Loops: Example

Control Flow Graph



Dominator Tree

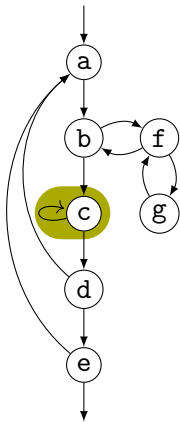


Loop Info

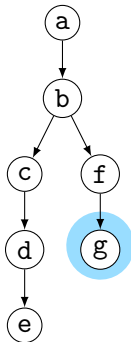
Loop **A**: {c}
header: c; parent: NULL

Finding Natural Loops: Example

Control Flow Graph



Dominator Tree

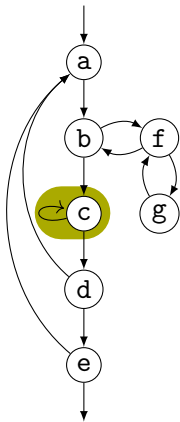


Loop Info

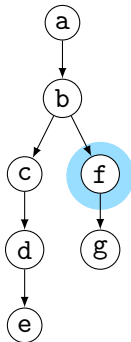
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Finding Natural Loops: Example

Control Flow Graph



Dominator Tree

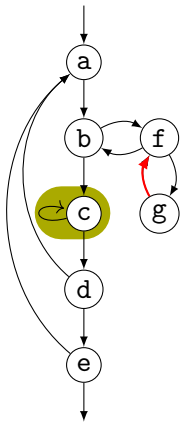


Loop Info

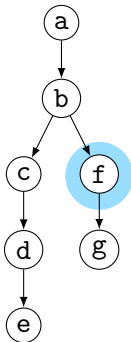
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Finding Natural Loops: Example

Control Flow Graph



Dominator Tree

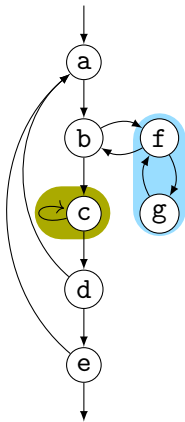


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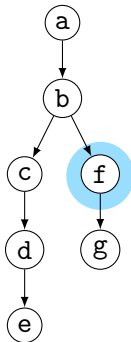
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Finding Natural Loops: Example

Control Flow Graph



Dominator Tree



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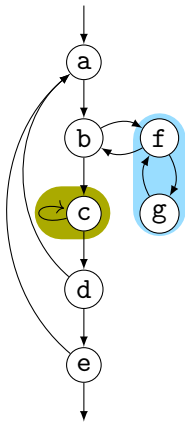
header: c; parent: NULL

Loop **B**: {f,g}

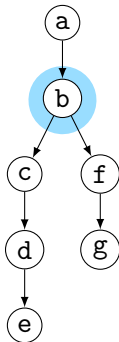
header: f; parent: NULL

Finding Natural Loops: Example

Control Flow Graph



Dominator Tree



Loop Info

Loop A: {c}

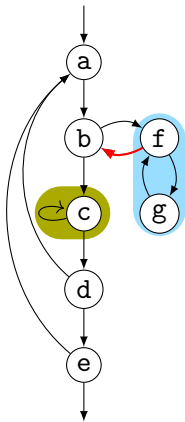
header: c; parent: NULL

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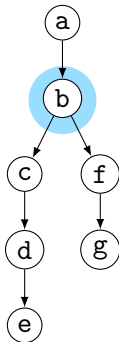
header: f; parent: NULL

Finding Natural Loops: Example

Control Flow Graph



Dominator Tree



Loop Info

Loop **A**: {c}

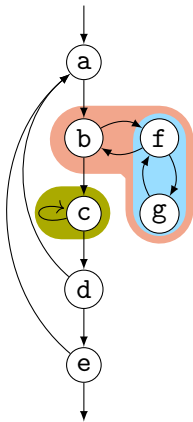
header: c; parent: NULL

Loop **B**: {f,g}

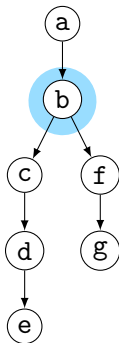
header: f; parent: NULL

Finding Natural Loops: Example

Control Flow Graph



Dominator Tree

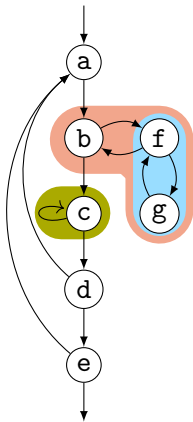


Loop Info

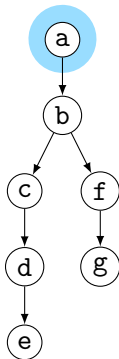
Loop **A**: {c}
header: c; parent: NULL
Loop **B**: {f,g}
header: f; parent: C
Loop **C**: {b,f,g}
header: b; parent: NULL

Finding Natural Loops: Example

Control Flow Graph



Dominator Tree

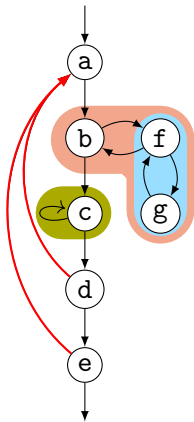


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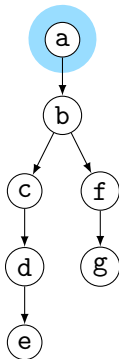
Loop **A**: {c}
header: c; parent: NULL
Loop **B**: {f,g}
header: f; parent: C
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Finding Natural Loops: Example

Control Flow Graph



Dominator Tree

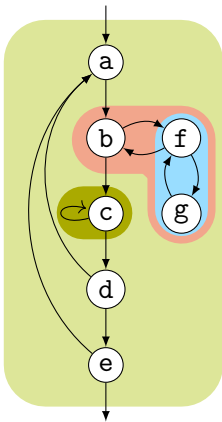


Loop Info

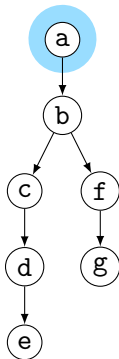
Loop **A**: $\{c\}$
header: `c`; parent: NULL
Loop **B**: $\{f, g\}$
header: `f`; parent: C
Loop **C**: $\{b, f, g\}$
header: `b`; parent: NULL

Finding Natural Loops: Example

Control Flow Graph



Dominator Tree



Loop Info

Loop **A**: {c}

header: c; parent: D

Loop **B**: {f,g}

header: f; parent: C

Loop **C**: {b,f,g}

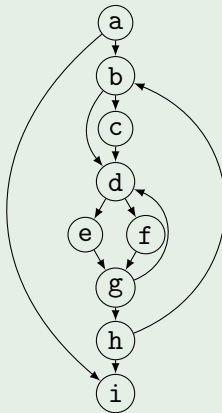
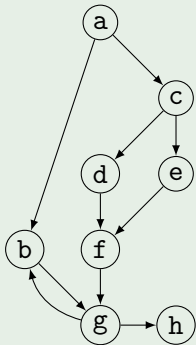
header: b; parent: D

Loop **D**: {a,b,c,d,e,f,g}

header: a; parent: NULL

Loop Analysis – Example

Apply the previous algorithm to find loops in the following CFGs (entry at a):



Loop Invariant Code Motion (LICM)

- ▶ Analyze loops, iterate over loop tree in post-order
 - ▶ I.e., visit inner loops first

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- ↑ Hoist:³⁰ iterate over blocks of loop in reverse post-order
 - ▶ For each movable inst., check for loop-defined operands
 - ▶ If not, move to preheader (create one, if not existent)
 - ▶ Otherwise, add inst. to set of values defined inside loop

³⁰<https://github.com/bytecodealliance/wasmtime/blob/bd6fe11/cranelift/codegen/src/licm.rs>

Loop Invariant Code Motion (LICM)

- ▶ Analyze loops, iterate over loop tree in post-order
 - ▶ I.e., visit inner loops first
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 - ▶ For each movable inst., check for loop-defined operands
 - ▶ If not, move to preheader (create one, if not existent)
 - ▶ Otherwise, add inst. to set of values defined inside loop
- ↓ Sink: Iterate over blocks of loop in post-order
 - ▶ For each movable inst., check for users inside loop
 - ▶ If none, move to unique exit (if existent)

³⁰<https://github.com/bytecodealliance/wasmtime/blob/bd6fe11/craneflight/codegen/src/licm.rs>

Loop Unswitch

- ▶ Hoist loop-invariant conditionals outside loop

```
while (...)
  if (loopInvariantCond)
    A
  else
    B
  C
```

→

```
if (loopInvariantCond)
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  C
else
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  C
else
  while (...)
    B
  C
```

- ▶ Might duplicate parts of the loop $\rightsquigarrow$ needs heuristics
- ▶ Might lead to exponential code size increase

Loop Rotation

- ▶ Rotate loop condition to bottom
 - ▶ Essentially, convert while{} to if{do{}while}

```
define void @src() {  
    ; ...  
loopheader:  
    %iv = phi ...  
    %cond = ...  
    br i1 %cond, %body, %exit  
body:  
    ; ...  
    br %loopheader  
exit: ; ...  
}
```

→

```
define void @tgt() {  
    ; ...  
    %cond1 = ...  
    br i1 %cond1, %body, %exit  
body:  
    %iv = phi ...  
    ; ...  
    %cond2 = ...  
    br i1 %cond2, %body, %exit  
exit: ; ...  
}
```

Loop Strength Reduction

- ▶ Loop induction variables (e.g., loop counters) are often multiplied
 - ▶ E.g., for array indexing
- ▶ Strength reduction: replace “strong” multiply with “weak” addition
- ▶ Needs: analysis of loop induction variables and their recurrence
- ▶ Rewrite through replaced/extra loop induction variable
 - ▶ E.g., replace scaled index operation with pointer addition
- ▶ Information about ISA addressing modes beneficial

Analyses and Transformations – Summary

- ▶ Program Transformation critical for performance improvement
- ▶ Code not necessarily better
- ▶ Analyses are important to drive transformations
 - ▶ Dominator tree, loop detection, value liveness
- ▶ Important optimizations
 - ▶ Dead code elimination, sparse conditional constant propagation, common sub-expression elimination, loop-invariant code motion, loop unswitching, loop rotation, loop strength reduction

Analyses and Transformations – Questions

- ▶ Why is “optimization” a misleading name for a transformation?
- ▶ How to find unused code sections in a function’s CFG?
- ▶ Why is a liveness-based DCE better than a simple, user-based DCE?
- ▶ Why is SCCP more powerful than separate DCE/constant prop.?
- ▶ What is a dominator tree useful for?
- ▶ What is the difference between an irreducible and a natural loop?
- ▶ How to find natural loops in a CFG?
- ▶ How does the algorithm handle irreducible loops?
- ▶ Why is sinking a loop-invariant inst. harder than hoisting?

Code Generation for Data Processing

Lecture 6: Optimizations in LLVM

Alexis Engelke

Chair of Data Science and Engineering (I25)
School of Computation, Information, and Technology
Technical University of Munich

Winter 2025/26

Optimizations in LLVM

- ▶ Analysis: collect information about IR
 - ▶ Examples: loop info, alias analysis, branch probabilities
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- ▶ Pass Manager: execute series of passes of same granularity
 - ▶ Otherwise, use adaptor: `createFunctionToLoopPassAdaptor`

LLVM Optimization Pipeline (Simplified)³¹

Module Pipeline (`buildPerModuleDefaultPipeline`): two parts

³¹See `llvm/lib/Passes/PassBuilderPipelines.cpp` for full details.

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Module Simplification Pipeline (`buildModuleSimplificationPipeline`)

- ▶ Early function simplification (`SimplifyCFG`, `SROA`, `EarlyCSE`)
- ▶ CGSCC (post-order) (repeated after devirtualization):
 - ▶ `Inliner`
 - ▶ Function Simplification Pipeline (`buildFunctionSimplificationPipeline`)
 - ▶ `SROA`, `SimplifyCFG`, `InstCombine`, `Reassociate`, `GVN`, `DCE`, `LICM`
 - ▶ Most passes are here

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 - ▶ Most passes are here

Module Optimization Pipeline (`buildModuleOptimizationPipeline`)

- ▶ Primarily hard-to-reverse loop optimizations that are not simplifications
- ▶ E.g. vectorization, loop unrolling, loop distribution

³¹See `llvm/lib/Passes/PassBuilderPipelines.cpp` for full details.

SSA Construction: Mem2Reg and SROA

- ▶ Front-ends typically emit `allocas` for variables
 - ▶ Easier; also simplifies debugging and debug information
- ▶ Mem2reg: promote `alloca` to SSA values/`phis`
 - ▶ Condition: only `load/store`, no `address taken`
 - ▶ Essentially just SSA construction
- ▶ SROA: scalar replacement of aggregate
 - ▶ Separate structure fields into separate variables
 - ▶ Also promote them to SSA, subsumes `mem2reg`

Simplification

- ▶ Many operations can be expressed in various ways
 - ▶ E.g.: `sub i32 %x, 1, add i32 %x, -1, add i32 -1, %x`
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Simplification

- ▶ Many operations can be expressed in various ways
 - ▶ E.g.: `sub i32 %x, 1, add i32 %x, -1, add i32 -1, %x`
 - ▶ Problem: always need to consider all equivalent cases
- ⇒ Canonicalize IR: one single preferred form
- ▶ Single instructions: e.g. operand order
 - ▶ Instruction sequences: e.g. series of additions, useless PHIs
 - ▶ CFG: e.g. branches, loop layout
- ▶ E.g.: constants go to the right, constant sub is add,
loops with fixed trip count turned into `for (i = 0; i != 25; ++i), ...`

InstCombine

- ▶ Main instruction canonicalization and simplification pass
- ▶ Includes many arithmetic-logical patterns, folding of PHIs, ...
- ▶ Implementation:
 - ▶ Add instructions to work list
 - ▶ Trivially dead/constant instructions eliminated immediately
 - ▶ Blocks traversed in reverse post-order
 - ▶ Patterns applied to instructions; on match, replace all uses
 - ▶ Changed instruction re-enqueues all users to work list
- ▶ Historically: fixed-point iteration, now just one iter. per run
- ▶ Covers many patterns, many patterns missing, >50kLOC C++

IR Pattern Matching

- ▶ IR patterns are typically DAG matches on def–use graph
- ▶ Typically implemented via helper functions³²

```
// Excerpt from InstCombinerImpl::visitAdd

// (add (xor A, B) (and A, B)) --> (or A, B)
// (add (and A, B) (xor A, B)) --> (or A, B)
if (match(&I, m_c_BinOp(m_Xor(m_Value(A), m_Value(B)),
                        m_c_And(m_Deferred(A), m_Deferred(B)))))
    return BinaryOperator::CreateOr(A, B);
```

³²llvm/IR/PatternMatch.h

LLVM: Use Tracking

- ▶ Values track their users

```
llvm::Value* v = /* ... */;  
for (llvm::User* u : v->users())  
    if (auto i = llvm::dyn_cast<llvm::Instruction>(u))  
        // ...
```

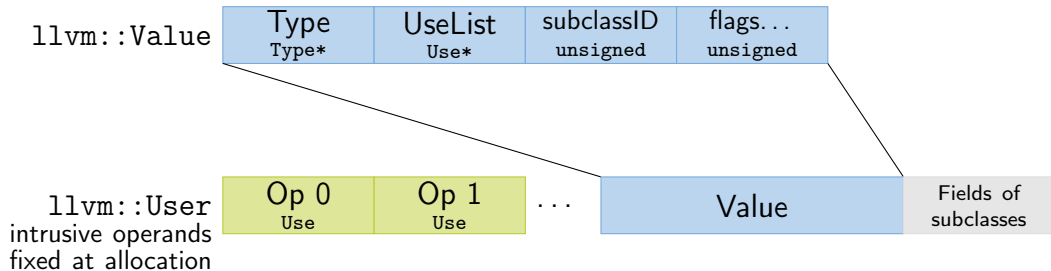
- ▶ Allows for easy replacement:
 - ▶ `inst->replaceAllUsesWith(replVal);`

LLVM IR Implementation: Value/User

llvm::Value	Type Type*	UseList Use*	subclassID unsigned	flags... unsigned
-------------	---------------	-----------------	------------------------	----------------------

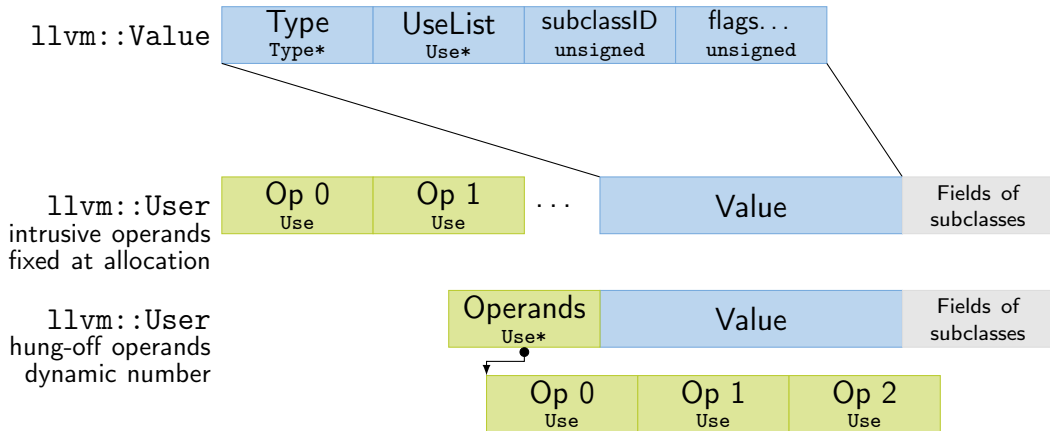
PHINode additionally stores n BasicBlock* after the operands, but aren't users of blocks.

LLVM IR Implementation: Value/User



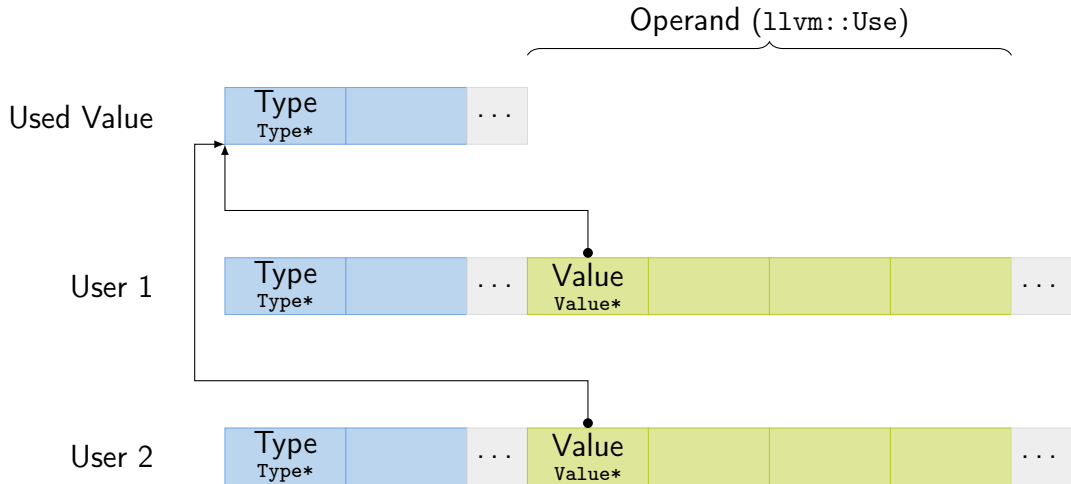
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LLVM IR Implementation: Value/User

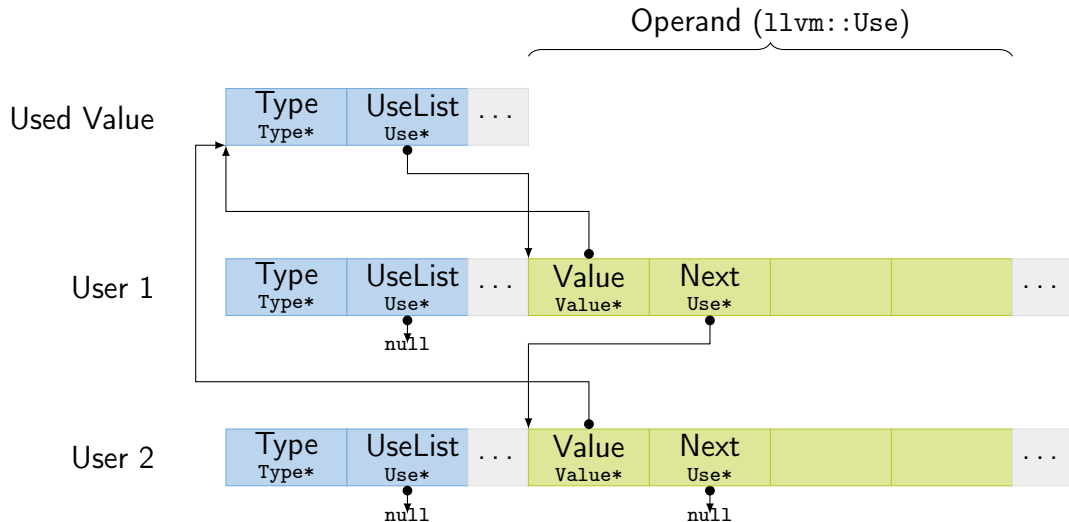


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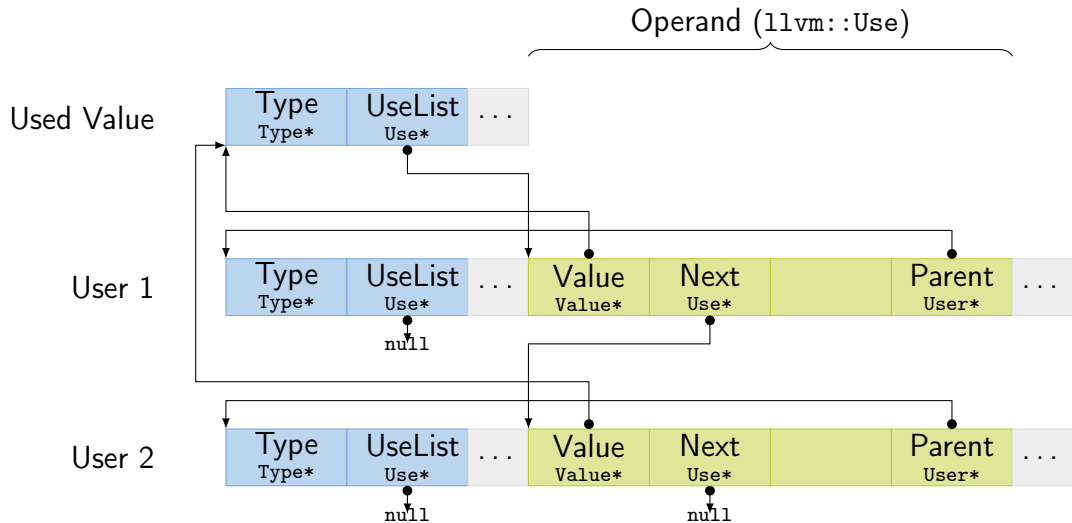
LLVM IR Implementation: Use



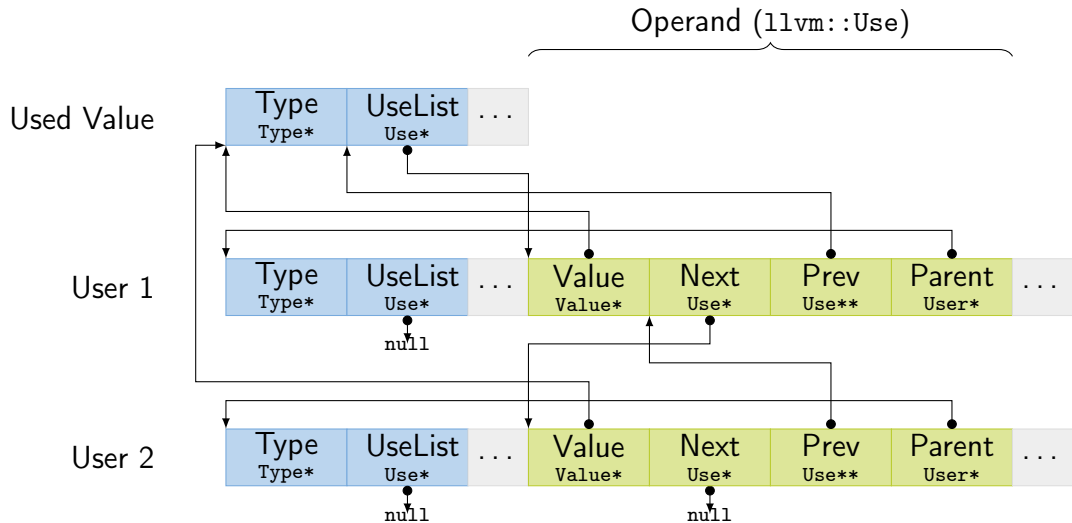
LLVM IR Implementation: Use



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 - ▶ Same predecessor might be duplicated ($\rightsquigarrow$ `getUniquePredecessor()`)

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- ▶ Finding first non- ϕ requires iterating over ϕ -nodes

Valid Transforms?

Which of these transformations $\text{src} \rightarrow \text{tgt}$ are valid?

```
define float @src1(float %x) {  
    %a = fadd float %x, 0.0  
    ret float %a  
}
```

```
define i1 @src2(i8 %x) {  
    %xm1 = add i8 %x, -1  
    %y = xor i8 %x, %xm1  
    %r = icmp ule i8 %x, %y  
    ret i1 %r  
}
```

```
define i8 @src3(i8 %x) {  
    %div = sdiv i8 %x, 4  
    ret i8 %div  
}
```

```
define float @tgt1(float %x) {  
    ret float %x  
}
```

```
define i1 @tgt2(i8 %x) {  
    %ctpop = call i8 @llvm.ctpop(i8 %x)  
    %r = icmp ult i8 %ctpop, 2  
    ret i1 %r  
}
```

```
define i8 @tgt3(i8 %x) {  
    %div = ashr i8 %x, 2  
    ret i8 %div  
}
```

Alive2

- ▶ Seemingly correct transformations might be wrong in edge cases
- ▶ Unexpected transformations can be correct

³³NP Lopes et al. “Alive2: bounded translation validation for LLVM”. In: *PLDI*. 2021, pp. 65–79. .

³⁴Random Example: https://alive2.llvm.org/ce/z/xe_vb2

Alive2

- ▶ Seemingly correct transformations might be wrong in edge cases
 - ▶ Unexpected transformations can be correct
- ⇒ Prove correctness of transformations
- ▶ Alive2³³: translation validation tool for LLVM-IR
 - ▶ Convert LLVM-IR into SMT formulas
 - ▶ Proves that target is a refinement of source function
-
- ▶ InstCombine transformations require Alive2 proofs nowadays³⁴

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Value Tracking

- ▶ Many transformations benefit from value ranges and known bits
 - ▶ E.g., fold `trunc+shift` into smaller shift if shift amount is known small

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 - ▶ E.g. $(1 \ll X) - 1 \rightarrow (-1 \ll X) \wedge -1$
 - ▶ E.g. `sext(X)` $\rightarrow$ `zext(X)` if X is known non-negative

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 - ▶ E.g. `sext(X)  $\rightarrow$  zext(X)` if X is known non-negative
- ▶ Also use knowledge from front-end (but how encoded?)

Attribute, Flags, Assume

- ▶ Parameter/return attributes: constrain value ranges
 - ▶ `range(from, to)`, `nonnull`, `noundef`, ...
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Attribute, Flags, Assume

- ▶ Parameter/return attributes: constrain value ranges
 - ▶ `range(from, to)`, `nonnull`, `noundef`, ...
 - ▶ Values outside of the range are poison
- ▶ Instruction flags: encode additional knowledge about operation
 - ▶ `add/sub/mul/trunc nsw/nuw`: no signed/unsigned wrap
 - ▶ `or disjoint`: combination of disjoint bits
 - ▶ `udiv/sdiv/lshr/ashr exact`: divisor multiple of dividend
 - ▶ `getelementptr nuw/nusw/inbounds`: no wrap/stays inside allocation
 - ▶ `zext/uitofp nneg`: operand is non-negative
 - ▶ `icmp samesign`: operands have the same sign
 - ▶ Violation is poison

Assume

- ▶ Intrinsic `llvm.assume(i1)`
- ▶ Conditional immediate undefined behavior if argument is false
- ▶ Requires extra instruction for condition $\rightsquigarrow$ might be problematic
 - ▶ Instructions use other values, etc. $\rightsquigarrow$ prevent optimizations
- ▶ Also supports operand bundles for `nonnull`, `align`, `separate_storage`

Valid Transforms?

Which of these transformations $\text{src} \rightarrow \text{tgt}$ are valid?

```
define i8 @src1(i8 %x) {  
    %div = udiv exact i8 1, %x  
    ret i8 %div  
}  
  
define i1 @src2(i8 %x, i8 %y) {  
    %cmp = icmp sge i8 %x, %y  
    %cmpeq = icmp same sign eq i8 %x, 127  
    %r = select i1 %cmp, i1 %cmpeq, i1 false  
    ret i1 %r  
}  
  
define i8 @src3(i8 %x, i8 %y, i8 %z) {  
    %xy = add nsw i8 %x, %y  
    %xyz = add nsw i8 %xy, %z  
    ret i8 %xyz  
}
```

```
define i8 @tgt1(i8 %x) {  
    ret i8 1  
}  
  
define i1 @tgt2(i8 %x, i8 %y) {  
    %cmpeq = icmp same sign eq i8 %x, 127  
    ret i1 %cmpeq  
}  
  
define i8 @tgt3(i8 %x, i8 %y, i8 %z) {  
    %xz = add nsw i8 %x, %z  
    %xyz = add nsw i8 %xz, %y  
    ret i8 %xyz  
}
```

Fast-Math Flags

- ▶ Floating-point arithmetic typically follows IEEE 754
 - ▶ Except for NaN, which is more relaxed
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 - ▶ non-associative, NaNs, infinity, negative zero, no reciprocals, no contraction
 - ▶ Transformations can result in vastly different results!
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Fast-Math Flags

- ▶ Floating-point arithmetic typically follows IEEE 754
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- ▶ Implication: almost impossible to optimize
 - ▶ non-associative, NaNs, infinity, negative zero, no reciprocals, no contraction
 - ▶ Transformations can result in vastly different results!
- ▶ Additionally: floating-point exceptions
 - ▶ Typically ignored, but some users might be interested
- ▶ Value/operation flags to permit transformations locally
- ▶ `strictfp` function attribute allows more control through constrained floating-point intrinsics

Branch Weights

- ▶ Annotation of branch with expected probabilities
 - ▶ Sources: programmer annotations, execution profiles
- ▶ Added as metadata to branch instructions
- ▶ Can compute block execution frequencies

```
define i32 @f(i32 %x) {  
    ; ...  
    %cmp = icmp eq i32 %x, 0  
    br i1 %cmp, label %then, label %else, !prof !5  
    ; ...  
}  
  
!5 = !{"branch_weights", !"expected", i32 1, i32 2000}
```


Function Argument Optimizations

- ▶ Inferring argument attributes

Function Argument Optimizations

- ▶ Inferring argument attributes
- ▶ Eliminate dead arguments
 - ▶ Optimistic liveness analysis of arguments (assume dead)
 - ▶ Create new function with fewer arguments
- ▶ Promote pointer arguments to value arguments
 - ▶ Esp. relevant for C++ pass-by-reference
 - ▶ Only possible when both caller/callee CPU features match

Other Inter-Procedural Optimizations

- ▶ Inlining / Outlining
- ▶ Function Specialization
- ▶ Optimization of global variables
 - ▶ Marking as constant, delete dead variables, attributes, etc.
- ▶ Inter-procedural SCCP
- ▶ Devirtualization / call-target speculation
- ▶ Hot-Cold Splitting
- ▶ ...

Optimization Remarks

- ▶ Understanding optimization decisions can be difficult
 - ▶ Complex code base, abstraction, heuristics, ...
- ▶ Optimization remarks: passes can report information
 - ▶ Inlining decisions: provide cost values/thresholds for decisions
 - ▶ Others: GVN, LICM, FastISel
- ▶ Output also provided as YAML or a binary format for analysis
- ▶ Lots of verbose output, hard to identify important points
- ▶ Clang: `-Rpass=<pass> -Rpass-analysis=<pass>`
`-Rpass-missed=<pass>`

Other Aspects not Covered Here

- ▶ Analyses: alias analysis, MemorySSA, Scalar Evolution (SCEV), target-specific analyses/heuristics, ...
- ▶ Optimizations: various loop transformations (distribute, fuse, flatten, polyhedral optimizations), value propagation, vectorization, reassociation, ...
- ▶ Loop-Closed SSA canonical form
 - ▶ Values defined inside loop only used in loop or in ϕ -node in exit
 - ▶ Simplifies tracking uses of values defined in loops

Using LLVM (New) Pass Manager

```
void optimize(llvm::Function* fn) {  
    llvm::PassBuilder pb;  
    llvm::LoopAnalysisManager lam{};  
    llvm::FunctionAnalysisManager fam{};  
    llvm::CGSCCAnalysisManager cgam{};  
    llvm::ModuleAnalysisManager mam{};  
    pb.registerModuleAnalyses(mam);  
    pb.registerCGSCCAnalyses(cgam);  
    pb.registerFunctionAnalyses(fam);  
    pb.registerLoopAnalyses(lam);  
    pb.crossRegisterProxies(lam, fam, cgam, mam);  
  
    llvm::FunctionPassManager fpm{};  
    fpm.addPass(llvm::DCEPass());  
    fpm.addPass(llvm::createFunctionToLoopPassAdaptor(llvm::LoopRotatePass()));  
    fpm.run(*fn, fam);  
}
```

Writing a Pass for LLVM's New PM – Part 1

```
#include "llvm/IR/PassManager.h"
#include "llvm/Passes/PassBuilder.h"
#include "llvm/Passes/PassPlugin.h"

class TestPass : public llvm::PassInfoMixin<TestPass> {
public:
    llvm::PreservedAnalyses run(llvm::Function &F,
                               llvm::FunctionAnalysisManager &AM) {
        // Do some magic
        llvm::DominatorTree *DT = &AM.getResult<llvm::DominatorTreeAnalysis>(F);
        // ...
        llvm::errs() << F.getName() << "\n";
        return llvm::PreservedAnalyses::all();
    }
};
// ...
```

Writing a Pass for LLVM's New PM – Part 2

```
extern "C" ::llvm::PassPluginLibraryInfo LLVM_ATTRIBUTE_WEAK
llvmGetPassPluginInfo() {
    return { LLVM_PLUGIN_API_VERSION, "TestPass", "v1",
        [] (llvm::PassBuilder &PB) {
            PB.registerPipelineParsingCallback(
                [] (llvm::StringRef Name, llvm::FunctionPassManager &FPM,
                    llvm::ArrayRef<llvm::PassBuilder::PipelineElement>) {
                    if (Name == "testpass") {
                        FPM.addPass(TestPass());
                        return true;
                    }
                    return false;
                });
        } };
}
```

```
c++ -shared -o testpass.so testpass.cc -lLLVM -fPIC
```

```
opt -S -load-pass-plugin=$PWD/testpass.so -passes=testpass input.ll
```


Optimizations in LLVM – Summary

- ▶ LLVM provides a wide range of analyses and optimizations
- ▶ Optimizations organized in flexibly composable passes
- ▶ Simplification centered around canonicalization
- ▶ Much knowledge inferred from assumptions (and poison/UB)
- ▶ SSA simplifies many transforms through explicit def–use chains
- ▶ Only few non-simplifying transformation passes

Optimizations in LLVM – Questions

- ▶ Why are some passes executed multiple times during optimization?
- ▶ How does the simplification pipeline relate to inlining?
- ▶ What is the key benefit of canonicalizing the IR?
- ▶ How does LLVM's `replaceAllUsesWith` work?
- ▶ What is the benefit of instr. flags like `nsw`?
- ▶ Why are floating-point optimizations problematic?
- ▶ How is C++ `[[likely]]` represented in LLVM-IR?

Code Generation for Data Processing

Lecture 7: Vectorization

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Winter 2025/26

Parallel Data Processing

- ▶ Sequential execution has inherently limited performance
 - ▶ Clock rate, energy consumption/cooling, data path lengths, speed of light,
...
- ▶ Parallelism is the key to substantial and scalable perf. improvements
- ▶ Modern systems have many levels of parallelism:

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- ▶ Modern systems have many levels of parallelism:
 - ▶ Multiple nodes/systems, connected via network
 - ▶ Different compute units (CPU, GPU, etc.), connected via PCIe
 - ▶ Multiple CPU sockets, connected via QPI (Intel) or HyperTransport (AMD)
 - ▶ Multiple CPU cores
 - ▶ Multiple threads per core
 - ▶ Instruction-level parallelism (superscalar out-of-order execution)
 - ▶ Data parallelism (SIMD)

Single Instruction, Multiple Data (SIMD)

- ▶ Idea: perform same operations on multiple data in parallel
- ▶ First computer with SIMD operations:

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- ▶ Wider use in HPC in 1970s with vector processors (Cray et al.)
 - ▶ Ultimately replaced by much more scalable distributed machines

³⁵[W Clark et al. The Lincoln TX-2 Computer. Apr. 1957.](#) .

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 - ▶ Ultimately replaced by much more scalable distributed machines
- ▶ SIMD-extensions for multimedia processing from 1990s onwards
 - ▶ Often include very special instructions for image/video/audio processing
- ▶ Shift towards HPC and data processing around 2010
- ▶ Extensions for machine learning/AI in late 2010s

³⁵W Clark et al. *The Lincoln TX-2 Computer*. Apr. 1957. .

SIMD: Idea

- ▶ Multiple data elements are stored in *vectors*
 - ▶ Size of data may differ, vector size is typically constant
 - ▶ Single elements in vector referred to as *lane*
- ▶ (Vertical) Operations apply the same operation to all lanes

	lane 3	lane 2	lane 1	lane 0
src 1	1	2	3	4
	+	+	+	+
src 2	1	2	3	4
	↓	↓	↓	↓
result	2	4	6	8

- ▶ Horizontal operations work on neighbored elements

SIMD ISAs: Design

- ▶ Vectors are often implemented as fixed-size wide registers
 - ▶ Examples: ARM NEON 32×128 -bit, Power QPX 32×256 -bit
 - ▶ Data types and element count is defined by instruction
- ▶ Some ISAs have dynamic vector sizes: ARM VFP, ARM SVE, RISC-V V
 - ▶ Problematic for compilers: variable spill size, less constant folding

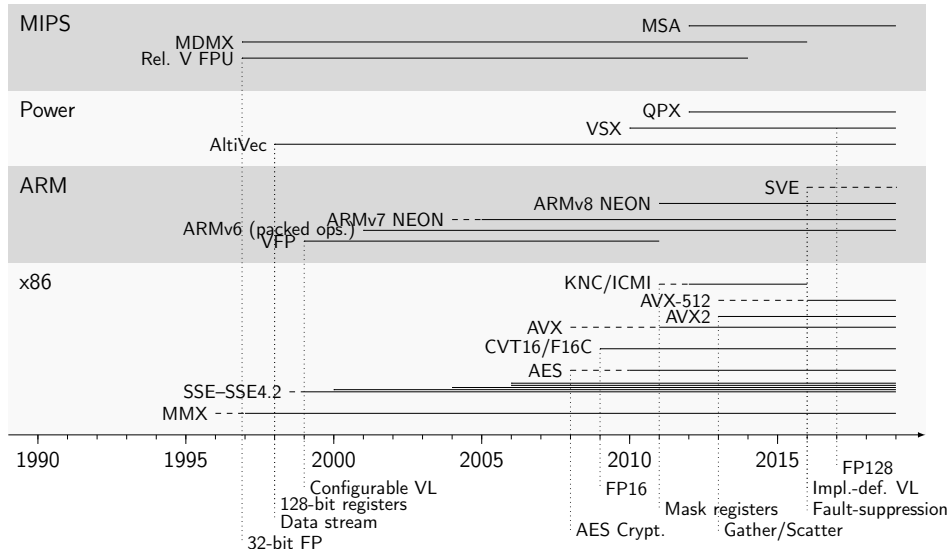
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 - ▶ Sometimes only conversion, sometime with saturating arithmetic
- ▶ Masking allows to suppress operations for certain lanes
 - ▶ Dedicated mask registers (AVX-512, SVE, RVV) allow for hardware masking
 - ▶ Can also apply for memory operations, optionally suppressing faults
 - ▶ Otherwise: software masking with another vector register

Historical Development of SIMD Extensions



SIMD: Use Cases

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 - ▶ Implementations: Intel MKL, OpenBLAS, ATLAS, ...

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 - ▶ With 4x parallelism, speed-ups of $\sim 3x$ are achievable
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 - ▶ Amdahl's Law applies, unfortunately
- ▶ Caveat: non-trivial to program
 - ▶ Optimized routines provided by libraries
 - ▶ Compilers try to auto-vectorize, but often need guidance

SIMD Programming: (Inline) Assembly

- ▶ Idea: SIMD is too complicated, let programmer handle this
- ▶ Programmer specifies exact code (instrs, control flow, and registers)
- ▶ Inline assembly allows for integration into existing code
 - ▶ Specification of register constraints and clobbers needed
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 - ▶ “Popular” for optimized libraries
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- + Allows for best performance
 - Very tedious to write, manual register allocation, non-portable
 - No optimization across boundaries

SIMD Programming: Intrinsics

- ▶ Idea: deriving a SIMD schema is complicated, delegate to programmer
- ▶ Intrinsic functions correspond to hardware instructions
 - ▶ `__m128i _mm_add_epi32 (__m128i a, __m128i b)`
- ▶ Programmer explicitly specifies vector data processing instructions
compiler supplements registers, control flow, and scalar processing

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compiler supplements registers, control flow, and scalar processing
- + Allows for very good performance, still exposes all operations
- ~ Compiler can to some degree optimize intrinsics
 - ▶ GCC does not; Clang/LLVM does – intrinsics often lowered to LLVM-IR vectors (which also has some problems)
- Tedious to write, non-portable

SIMD Programming: Intrinsics – Example

```
float sdot(size_t n, const float x[n], const float y[n]) {  
    size_t i = 0;  
    __m128 sum = _mm_set_ps1(0);  
    for (i = 0; i < (n & ~(size_t)3ul); i += 4) {  
        __m128 x1 = _mm_loadu_ps(&x[i]);  
        __m128 y1 = _mm_loadu_ps(&y[i]);  
        sum = _mm_add_ps(sum, _mm_mul_ps(x1, y1));  
    }  
    // ... take care of tail (i..<n) ...  
}
```

Intrinsics for Unknown Vector Size

- ▶ Size not known at compile-time, but can be queried at runtime
 - ▶ SVE: instruction `incd` adds number of vector lanes to register
- ▶ In C: behave like an incomplete type, except for parameters/returns
- ▶ Flexible code often slower than with assumed constant vector size
- ▶ Consequences:

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- ▶ In C: behave like an incomplete type, except for parameters/returns
- ▶ Flexible code often slower than with assumed constant vector size
- ▶ Consequences:
 - ▶ Cannot put such types in structures, arrays, `sizeof`
 - ▶ Stack spilling implies variably-sized stack
- ▶ Instructions to set mask depending on bounds: `whilelt`, ...
 - ▶ No loop peeling for tail required

SIMD Programming: Target-independent Vector Extensions

- ▶ Idea: vectorization still complicated, but compiler can choose instrs.
 - ▶ Programmer still specifies exact operations, but in target-independent way
 - ▶ Often mixable with target-specific intrinsics
- ▶ Compiler maps operations to actual target instructions
- ▶ If no matching target instruction exists, use replacement code
 - ▶ Inherent danger: might be less efficient than scalar code
- ▶ Often relies on explicit vector size

GCC Vector Extensions

Compile³⁶ the following operations and observe how the output changes:

- ▶ Add 16-byte vectors of element type `uint32_t`
- ▶ Multiply 8-byte vectors of element type `uint32_t/uint8_t`
- ▶ Divide 64-byte vectors of element type `uint32_t/long double`

```
// compile with: clang -O3 -S --target=x86_64 file.c -o -  
// also try --target=aarch64  
#include <stdint.h>  
typedef uint32_t vecty __attribute__((vector_size(16)));  
vecty op(vecty a, vecty b) {  
    return a + b;  
}
```

³⁶<https://godbolt.org/z/43v98rdno>

LLVM-IR: Vectors

- ▶ `<N x ty>` – fixed-size vector type, e.g. `<4 x i32>`
 - ▶ Valid element type: integer, floating-point, pointers
 - ▶ Memory layout: densely packed (i.e., `<8 x i2> ≈ i16`)

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- ▶ `<vscale x N x ty>` – scalable vector, e.g. `<vscale x 4 x i32>`
 - ▶ Vector with a multiple of N elements
 - ▶ Intrinsic `@llvm.vscale.i32()` – get runtime value of `vscale`

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 - ▶ Vector with a multiple of N elements
 - ▶ Intrinsic `@llvm.vscale.i32()` – get runtime value of `vscale`
- ▶ Most arithmetic operations can also operate on vectors
- ▶ `insertelement/extractelement`: modify single element
 - ▶ Example: `%4 = insertelement <4 x float> %0, float %1, i32 %2`
 - ▶ Index can be non-constant value

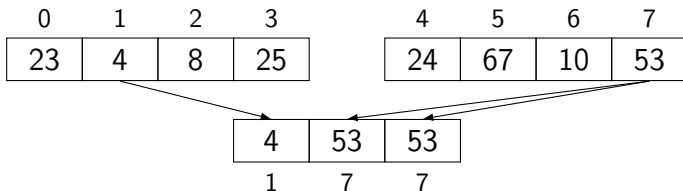
LLVM-IR: shufflevector

- ▶ Instruction to reorder values and resize vectors
- ▶ `shufflevector <n x ty> %x, <n x ty> %y, <m x i32> %mask`
 - ▶ `%x, %y` – values to shuffle, must have same size
 - ▶ `%mask` – element indices for result (`0..<n` refer to `%x`, `n..<2n` to `%y`)
 - ▶ Result is of type `<m x ty>`

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 - ▶ Result is of type `<m x ty>`

`shufflevector <4 x i32> %x, <4 x i32> %y, <3 x i32> <i32 1, i32 7, i32 7>`



shufflevector: Examples

What do these instructions do and what is the result type?

1. `%a = insertelement <4 x i32> poison, i32 %x, i64 0`
`%r = shufflevector <4 x i32> %a, <4 x i32> poison,`
`<4 x i32> zeroinitializer`
2. `%r = shufflevector <4 x i32> %a, <4 x i32> %b,`
`<4 x i32> <i32 0, i32 5, i32 2, i32 7>`
3. `%r = shufflevector <4 x i16> %a, <4 x i16> %b,`
`<8 x i32> <i32 0, i32 1, i32 2, i32 3, i32 4, i32 5, i32 6, i32 7>`

► Transform this LLVM-IR function into scalar, idiomatic C code

```
define void @foo(ptr %0, ptr %1) {  
    br label %3  
3: %4 = phi i64 [ 0, %2 ], [ %12, %3 ]  
    %5 = phi <4 x i64> [ <i64 0, i64 1, i64 2, i64 3>, %2 ], [ %13, %3 ]  
    %6 = getelementptr inbounds i64, ptr %1, i64 %4  
    %7 = load <4 x i64>, ptr %6, align 8  
    %8 = icmp slt <4 x i64> %7, %5  
    %9 = add nsw <4 x i64> %7, %5  
    %10 = select <4 x i1> %8, <4 x i64> %9, <4 x i64> zeroinitializer  
    %11 = getelementptr inbounds i64, ptr %0, i64 %4  
    store <4 x i64> %10, ptr %11, align 8  
    %12 = add nuw i64 %4, 4  
    %13 = add <4 x i64> %5, <i64 4, i64 4, i64 4, i64 4>  
    %14 = icmp eq i64 %12, 2048  
    br i1 %14, label %15, label %3  
15: ret void  
}
```

LLVM-IR: Lowering Intrinsic

- Intrinsic translated to native LLVM-IR if possible

```
#include <immintrin.h>
__m128 func(__m128 a, __m128 b) {
    __m128 rev = _mm_shuffle_epi32(a + b, 0x1b);
    return _mm_round_ps(rev, _MM_FROUND_TO_NEG_INF);
}
```

```
define <4 x float> @func(<4 x float> %0, <4 x float> %1) {
    %3 = fadd <4 x float> %0, %1
    %4 = shufflevector <4 x float> %3, <4 x float> poison, <4 x i32> <i32 3, i32 2, i32 1, i32 0>
    %5 = tail call <4 x float> @llvm.x86.sse41.round.ps(<4 x float> %4, i32 1)
    ret <4 x float> %5
}
declare <4 x float> @llvm.x86.sse41.round.ps(<4 x float>, i32 immarg)
```

LLVM-IR: Lowering Intrinsic

- ▶ Intrinsic translated to native LLVM-IR if possible
- + Allows optimizations
- Intent of programmer might get lost

```
#include <immintrin.h>
__m128 func(__m128 a, __m128 b) {
    __m128 rev = _mm_shuffle_epi32(a + b, 0x1b);
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```

```
define <4 x float> @func(<4 x float> %0, <4 x float> %1) {
    %3 = fadd <4 x float> %0, %1
    %4 = shufflevector <4 x float> %3, <4 x float> poison, <4 x i32> <i32 3, i32 2, i32 1, i32 0>
    %5 = tail call <4 x float> @llvm.x86.sse41.round.ps(<4 x float> %4, i32 1)
    ret <4 x float> %5
}
declare <4 x float> @llvm.x86.sse41.round.ps(<4 x float>, i32 immarg)
```


SIMD Programming: Single Program, Multiple Data (SPMD)

- ▶ So far: manual vectorization
- ▶ Observation: same code is executed on multiple elements
- ▶ Idea: tell compiler to vectorize handling of single element
 - ▶ Splice code for element into separate function
 - ▶ Tell compiler to generate vectorized version of this function
 - ▶ Function called in vector-parallel loop
- ▶ Needs annotation of variables
 - ▶ Varying: variables that differ between lanes
 - ▶ Uniform: variables that are guaranteed to be the same
(basically: scalar values that are broadcasted if necessary)

SPMD: Example (OpenMP)

```
#pragma omp declare simd  
int foo(int x, int y) {  
    return x + y;  
}
```

```
foo:  
    add edi, esi  
    mov eax, edi  
    ret
```

```
_ZGVxN4vv_foo:  
    paddb xmm0, xmm1  
    ret
```

SPMD: Example (OpenMP)

```
#pragma omp declare simd  
int foo(int x, int y) {  
    return x + y;  
}
```

- Compiler generates version that operates on vector

```
foo:  
    add edi, esi  
    mov eax, edi  
    ret  
  
_ZGVxN4vv_foo:  
    paddb xmm0, xmm1  
    ret
```

SPMD: Example (OpenMP)

```
#pragma omp declare simd uniform(y)
int foo(int x, int y) {
    return x + y;
}
```

```
foo:
    add edi, esi
    mov eax, edi
    ret

_ZGVxN4vu_foo:
    movd xmm1, eax
    pshufd xmm2, xmm1, 0
    paddb xmm0, xmm2
    ret
```

SPMD: Example (OpenMP)

```
#pragma omp declare simd uniform(y)
int foo(int x, int y) {
    return x + y;
}
```

- Uniform: always same value

```
foo:
    add edi, esi
    mov eax, edi
    ret

_ZGVxN4vu_foo:
    movd xmm1, eax
    pshufd xmm2, xmm1, 0
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```

SPMD: Example (OpenMP) – if/else

```
#pragma omp declare simd
int foo(int x, int y) {
    int res;
    if (x > y) res = x;
    else res = y - x;
    return res;
}
```

```
foo:
    mov eax, esi
    sub eax, edi
    cmp edi, esi
    cmovg eax, edi
    ret
```

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_ZGVxN4vv_foo:
    movdqa xmm2, xmm0
    pcmpgtd xmm0, xmm1
    psubd xmm1, xmm2
    pblendvb xmm1, xmm2, xmm0
    movdqa xmm0, xmm1
    ret
```

SPMD: Example (OpenMP) – if/else

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    return res;
}
```

- Diverging control flow:
all paths are executed

```
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    mov eax, esi
    sub eax, edi
    cmp edi, esi
    cmovg eax, edi
    ret

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    psubd xmm1, xmm2
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    movdqa xmm0, xmm1
    ret
```


SPMD to SIMD: Handling if/else

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- ▶ Otherwise: control flow may diverge
 - ▶ Different lanes may choose different execution paths
 - ▶ But: CPU has only one control flow, so all paths must execute
- ▶ Condition becomes mask, mask determines result
- ▶ After insertion of masks, linearize control flow
 - ▶ Relevant control flow now encoded in data through masks
- ▶ Problem:

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- ▶ Problem: side-effects prevent vectorization

SPMD to SIMD: Handling Loops

- ▶ Uniform loops: nothing different
- ▶ Otherwise: need to retain loop structure
 - ▶ “active” mask added to all loop iterations
 - ▶ Loop only terminates once all lanes terminate (active is zero)
 - ▶ Lanes that terminated early need their values retained
- ▶ Approach also works for nested loops/conditions
- ▶ Irreducible loops need special handling³⁷

³⁷R Karrenberg and S Hack. “Whole-function vectorization”. In: *CGO*. 2011, pp. 141–150.

SPMD Implementations on CPUs

- ▶ OpenMP SIMD functions
 - ▶ Need to be combined with `#pragma omp simd` loops
- ▶ Intel ispc³⁸ (Implicit SPMD Program Compiler)
 - ▶ Extension of C with keywords `uniform`, `varying`
 - ▶ Still active and interesting history³⁹
- ▶ OpenCL on CPU
 - ▶ Very similar programming model
 - ▶ But: higher complexity for communicating with rest of application

³⁸M Pharr and WR Mark. "ispc: A SPMD compiler for high-performance CPU programming". In: *InPar*. 2012, pp. 1–13.

³⁹<https://pharr.org/matt/blog/2018/04/30/ispc-all>

SIMD Programming: SPMD on CPUs

- ▶ Semi-explicit vectorization
- ▶ Programmer chooses level of vectorization
 - ▶ E.g., inner vs. outer loop
- ▶ Compiler does actual work

SIMD Programming: SPMD on CPUs

- ▶ Semi-explicit vectorization
 - ▶ Programmer chooses level of vectorization
 - ▶ E.g., inner vs. outer loop
 - ▶ Compiler does actual work
- + Allows simple formulation of complex control flow
- Compilers often fail at handling complex control flow well
 - ▶ Loops are particularly problematic

SIMD Programming: Auto-vectorization

- ▶ Idea: programmer is too incompetent/busy, let compiler do vectorization
- ▶ Inherently difficult and problematic, after decades of research

SIMD Programming: Auto-vectorization

- ▶ Idea: programmer is too incompetent/busy, let compiler do vectorization
- ▶ Inherently difficult and problematic, after decades of research
 - ▶ Recognizing and matching lots of patterns
 - ▶ Instruction selection becomes more difficult
 - ▶ Compiler lacks domain knowledge about permissible transformations
- ▶ Executive summary of the state of the art:
 - ▶ Auto-vectorization works well for very simple cases
 - ▶ For “medium complexity”, code is often suboptimal
 - ▶ In many cases, auto-vectorization fails on unmodified code

Auto-vectorization Strategies

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- ▶ Loop Vectorization
 - ▶ Try to transform loop body into vectors with n lanes
 - ▶ Often needs tail loop for remainder that doesn't fill a vector
 - ▶ Extremely common

Auto-vectorization Strategies

- ▶ Loop Vectorization
 - ▶ Try to transform loop body into vectors with n lanes
 - ▶ Often needs tail loop for remainder that doesn't fill a vector
 - ▶ Extremely common
- ▶ Superword-level Parallelism (SLP)
 - ▶ Vectorize constructs outside of loops
 - ▶ Detect neighbored stores, try to fold operations into vectors

Loop Vectorization: Strategy

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 - ▶ Consider: runtime checks, gather/scatter, masked operations, etc.
 - ▶ Needs information about target architecture
- 3. Perform transformation

Outer Loop Vectorization

- ▶ Vectorizing the innermost loop not always beneficial
 - ▶ Example 1: inner loop has only few iterations
 - ▶ Example 2: inner loop has loop-carried dependencies
- ▶ Thus: need to consider outer loops as well
 - ▶ Also: vectorization on multiple levels might be beneficial

Outer Loop Vectorization

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 - ▶ Example 1: inner loop has only few iterations
 - ▶ Example 2: inner loop has loop-carried dependencies
- ▶ Thus: need to consider outer loops as well
 - ▶ Also: vectorization on multiple levels might be beneficial
- ▶ Very limited support in compilers, if any

Auto-vectorization is Hard

- ▶ Biggest problem: data dependencies
 - ▶ Resolving loop-carried dependencies is difficult
- ▶ Memory aliasing
 - ▶ Overlapping arrays, or – worse – loop counter
- ▶ Which loop level to vectorize? Multiple?
- ▶ Loop body *might* impact loop count
- ▶ Function calls, e.g. for math functions
- ▶ Strided memory access (e.g., only every n-th element)
- ▶ Choosing vectorization level (outer loop *might* be better)

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- ▶ Is vectorization profitable *at all*?
- ▶ Often black box to programmer, preventing fine-grained tuning

Auto-Vectorization: Examples

Compile⁴⁰ the functions from `ex07.txt` with vectorization remarks.

```
clang -S -emit-llvm -O3 -Rpass=loop-vectorize  
-Rpass-analysis=loop-vectorize -Rpass-missed=loop-vectorize
```

- ▶ Does vectorization occur?
- ▶ What additional output is provided in the optimization remarks?
- ▶ If so: what is vectorized? How?
- ▶ Does the result match your expectation?

⁴⁰<https://godbolt.org/z/aqbb937cb>

Vectorization – Summary

- ▶ SIMD is an easy way to improve performance numbers of CPUs
- ▶ Most general-purpose ISAs have one or more SIMD extensions
- ▶ Recent trend: variably-length vectors
- ▶ Inline Assembly: easiest for compiler, but extremely tedious
- ▶ Intrinsics: best trade-off towards performance and usability
- ▶ Target-independent operations: slightly increase portability
- ▶ SPMD: strategy dominant for GPU programming
- ▶ Auto-vectorization: very hard, unsuited for complex code

Vectorization – Questions

- ▶ Why do modern CPUs provide SIMD extensions?
- ▶ Why do variable-length SIMD extensions have higher runtime costs?
- ▶ How are SIMD intrinsics lowered to LLVM-IR?
- ▶ What is the downside of target-independent vector operations?
- ▶ How can if/else/for constructs be vectorized?
- ▶ What is the difference between a uniform and a varying variable?
- ▶ Why is auto-vectorization often sub-par to manual optimization?

Code Generation for Data Processing

Lecture 8: Instruction Selection

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Winter 2025/26

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- ▶ Instruction Selection
 - ▶ Map IR to assembly
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 - ▶ Optimize order to hide latencies and reduce register pressure
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 - ▶ Keep code shape and storage; change operations
- ▶ Instruction Scheduling
 - ▶ Optimize order to hide latencies and reduce register pressure
 - ▶ Keep operations unmodified
- ▶ Register Allocation
 - ▶ Map virtual to architectural registers and stack
 - ▶ Adds operations (spilling), changes storage

Instruction Selection (ISel) – Overview

- ▶ Find machine instructions to implement abstract IR
- ▶ Typically separated from scheduling and register allocation
- ▶ Input: IR code with abstract instructions
- ▶ Output: lower-level IR code with target machine instructions

```
i64 %10 = add %8, %9
i8 %11 = trunc %10
i64 %12 = const 24
i64 %13 = add %7, %12
store %11, %13
```

```
i64 %10 = ADD %8, %9
STRB %10, [%7+24]
```

ISel – Typical Constraints

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- ▶ Target offers multiple ways to implement operations
 - ▶ `imul x, 2, add x, x, shl x, 1, lea x, [x+x]`

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- ▶ Target has multiple register sets, e.g. GP and FP/SIMD
 - ▶ Important to consider even before register allocation
- ▶ Target requires specific instruction sequences
 - ▶ E.g., for macro fusion
 - ▶ Often represented as pseudo-instructions until assembly writing

Optimal ISel

- ▶ Find *most performant* instruction sequence with same semantics (?)
 - ▶ I.e., no program with better “performance” exists
 - ▶ Performance $\approx$ instructions associated with specific costs

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Optimal ISel

- ▶ Find *most performant* instruction sequence with same semantics (?)
 - ▶ I.e., no program with better “performance” exists
 - ▶ Performance $\approx$ instructions associated with specific costs
- ▶ Problem: optimal code generation is **undecidable**
- ▶ Alternative: optimal *tiling* of IR with machine code instructions
 - ▶ IR as dataflow graph, instr. tiles to optimally cover graph
 - ▶ $\mathcal{NP}$ -complete⁴¹
 - ▶ Additional complication: many different ways to express same computation

⁴¹DR Koes and SC Goldstein. “Near-optimal instruction selection on DAGs”. In: *CGO*. 2008, pp. 45–54. .

Avoiding ISel Altogether

Avoiding ISel Altogether

Use an interpreter

- + Fast “compilation time”, easy to implement
- Slow execution time
- ▶ Best if code is executed once

Macro Expansion

- Expand each IR operation with corresponding machine instrs

<code>%5 = add %1, 12345</code>	→	<code>%5a = movz 12345</code> <code>%5 = add %1, %5a</code>
<code>%6 = and %2, 7</code>	→	<code>%6 = and %2, 7</code>
<code>%7 = shl %5, %6</code>	→	<code>%7a = lsl %5, %6</code> <code>%7b = cmp %6, 64</code> <code>%7 = csel %7a, xzr, %7b, lo</code>

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- ▶ Oldest approach, historically also does register allocation
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- ▶ Oldest approach, historically also does register allocation
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- + Very fast, linear time, simple to implement, easy to port
- Inefficient and large output code
- ▶ Used by, e.g., LLVM FastISel, Go, GCC

Peephole Optimization

- ▶ Plain macro expansion leads to suboptimal results
- ▶ Idea: replace inefficient instruction sequences⁴²
- ▶ Originally: physical window over assembly code
 - ▶ Replace with more efficient instructions having same effects
 - ▶ Possibly with allocated registers
- ▶ Extension: do expansion before register allocation⁴³
 - ▶ Expand IR into Register Transfer Lists (RTL) with temporary registers
 - ▶ While *combining*, ensure that each RTL can be implemented as single instr.

⁴²WM McKeeman. "Peephole optimization". In: *CACM* 8.7 (1965), pp. 443–444. .

⁴³JW Davidson and CW Fraser. "Code selection through object code optimization". In: *TOPLAS* 6.4 (1984), pp. 505–526. .

Peephole Optimization

- ▶ Originally covered only adjacent instructions
- ▶ Can also use logical window of data dependencies
 - ▶ Problem: instructions with multiple uses
 - ▶ Needs more sophisticated matching schemes for data deps.
⇒ Tree-pattern matching

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⇒ Tree-pattern matching
- + Fast, also allows for target-specific sequences
- Pattern set grows large, limited potential
- ▶ Widely used today at different points during compilation

ISel as Graph Covering – High-level Intuition

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ISel as Graph Covering – High-level Intuition

- ▶ Idea: represent program as data flow graph
- ▶ Tree: expression, comb. of single-use SSA instructions *(local ISel)*
- ▶ DAG: data flow in basic block, e.g. SSA block *(local ISel)*
- ▶ Graph: data flow of entire function, e.g. SSA function *(global ISel)*

ISel as Graph Covering – High-level Intuition

- ▶ Idea: represent program as data flow graph
- ▶ Tree: expression, comb. of single-use SSA instructions *(local ISel)*
- ▶ DAG: data flow in basic block, e.g. SSA block *(local ISel)*
- ▶ Graph: data flow of entire function, e.g. SSA function *(global ISel)*
- ▶ ISA “defines” *pattern set* of trees/DAGs/graphs for instrs.
- ▶ Cover data flow tree/DAG/graph with least-cost combination of patterns
 - ▶ Patterns in data flow graph may overlap
 - ▶ For non-global ISel: values used outside of block must be generated

Tree Covering: Converting SSA into Trees

► SSA form:

`%4 = shl %1, 4`

`%5 = add %2, %4`

`%6 = add %3, %4`

`%7 = load %5`

live-out: %6, %7

Tree Covering: Converting SSA into Trees

► SSA form:

`%4 = shl %1, 4`

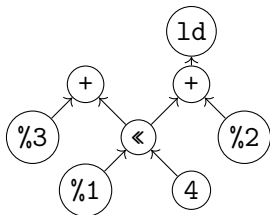
`%5 = add %2, %4`

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`%7 = load %5`

live-out: %6, %7

► Data flow graph:

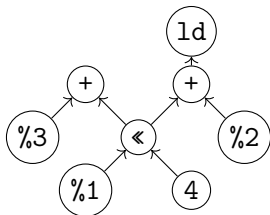


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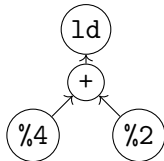
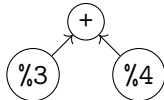
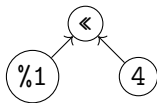
► SSA form:

```
%4 = shl %1, 4  
%5 = add %2, %4  
%6 = add %3, %4  
%7 = load %5  
live-out: %6, %7
```

► Data flow graph:



► Method 1: Edge Splitting

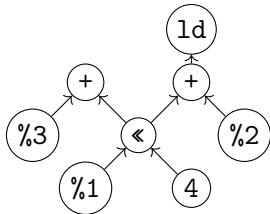


Tree Covering: Converting SSA into Trees

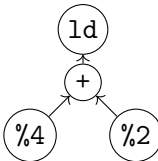
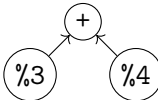
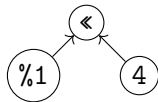
► SSA form:

%4 = shl %1, 4
%5 = add %2, %4
%6 = add %3, %4
%7 = load %5
live-out: %6, %7

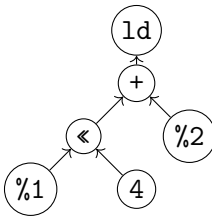
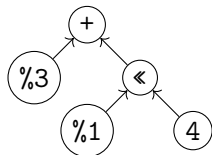
► Data flow graph:



► Method 1: Edge Splitting



► Method 2: Node Duplication



Tree Covering: Patterns

	Pattern	Cost	Instruction
P_0	$GP_{R1} \rightarrow \ll(GP_{R2}, K_1)$	1	lsl $R_1, R_2, \#K_1$
P_1	$GP_{R1} \rightarrow +(GP_{R2}, GP_{R3})$	1	add R_1, R_2, R_3
P_2	$GP_{R1} \rightarrow +(\ll(GP_{R2}, K_1), GP_{R3})$	2	add $R_1, R_2, R_3, \text{lsl } \#K_1$
P_3	$GP_{R1} \rightarrow +(\ll(GP_{R2}, K_1), GP_{R2})$	2	add $R_1, R_3, R_2, \text{lsl } \#K_1$
P_4	$GP_{R1} \rightarrow \text{ld}(GP_{R2})$	2	ldr $R_1, [R_2]$
P_5	$GP_{R1} \rightarrow \text{ld}+(GP_{R2}, GP_{R3})$	2	ldr $R_1, [R_2, R_3]$
P_6	$GP_{R1} \rightarrow \text{ld}+(\ll(GP_{R2}, 3), GP_{R3})$	3	ldr $R_1, [R_2, R_3, \text{lsl } \#3]$
P_7	$GP_{R1} \rightarrow \text{ld}+(\ll(GP_{R2}, 3), GP_{R3})$	3	ldr $R_1, [R_3, R_2, \text{lsl } \#3]$
P_8	$GP_{R1} \rightarrow *(GP_{R2}, GP_{R3})$	3	madd $R_1, R_2, R_3, \text{xzr}$
P_9	$GP_{R1} \rightarrow +(*(GP_{R2}, GP_{R3}), GP_{R4})$	3	madd R_1, R_2, R_3, R_4
P_{10}	$GP_{R1} \rightarrow K_1$	1	mov R_1, K_1
$\vdots$	$\vdots$	$\vdots$	$\vdots$

Tree Covering: Greedy/Maximal Munch

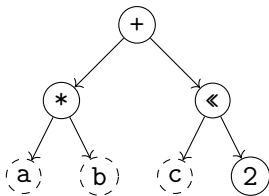
- ▶ Top-down always take largest pattern
 - ▶ Repeat for sub-trees, until everything is covered
- + Easy to implement, fast

Tree Covering: Greedy/Maximal Munch

- ▶ Top-down always take largest pattern
 - ▶ Repeat for sub-trees, until everything is covered
-
- + Easy to implement, fast
 - Result might be non-optimum

Tree Covering: Greedy/Maximal Munch – Example

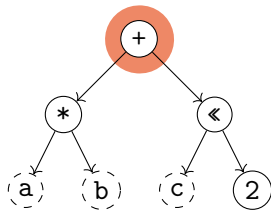
Matching Patterns:



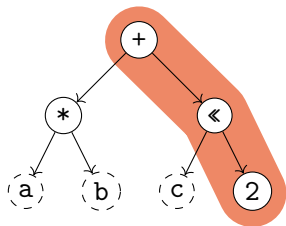
Tree Covering: Greedy/Maximal Munch – Example

Matching Patterns:

► $+$: P_1 – cost 1 – covered nodes: 1



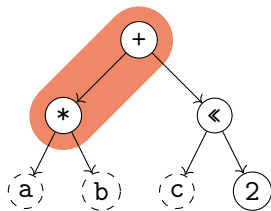
Tree Covering: Greedy/Maximal Munch – Example



Matching Patterns:

- ▶ $+$: P_1 – cost 1 – covered nodes: 1
- ▶ $+$: P_2 – cost 2 – covered nodes: 3

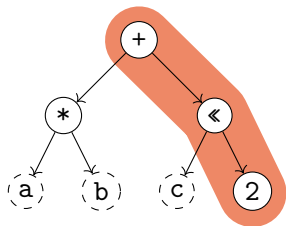
Tree Covering: Greedy/Maximal Munch – Example



Matching Patterns:

- ▶ $+$: P_1 – cost 1 – covered nodes: 1
- ▶ $+$: P_2 – cost 2 – covered nodes: 3
- ▶ $+$: P_9 – cost 3 – covered nodes: 2

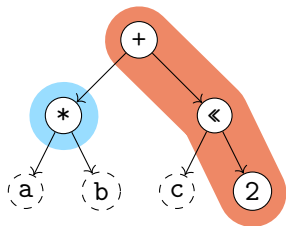
Tree Covering: Greedy/Maximal Munch – Example



Matching Patterns:

- ▶ $+$: P_1 – cost 1 – covered nodes: 1
- ▶ $+$: P_2 – cost 2 – covered nodes: 3 – best
- ▶ $+$: P_9 – cost 3 – covered nodes: 2

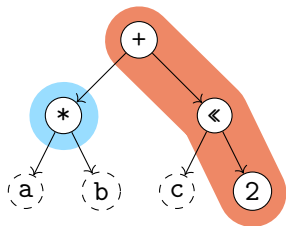
Tree Covering: Greedy/Maximal Munch – Example



Matching Patterns:

- ▶ $+$: P_1 – cost 1 – covered nodes: 1
- ▶ $+$: P_2 – cost 2 – covered nodes: 3 – best
- ▶ $+$: P_9 – cost 3 – covered nodes: 2
- ▶ $*$: P_8 – cost 3 – covered nodes: 1

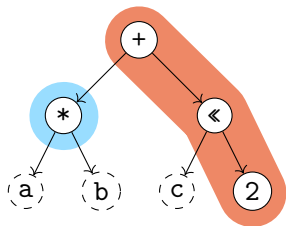
Tree Covering: Greedy/Maximal Munch – Example



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Tree Covering: Greedy/Maximal Munch – Example

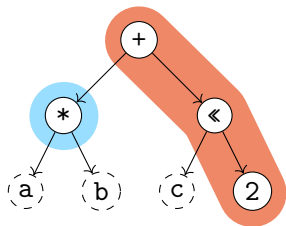


Matching Patterns:

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- ▶ $*$: P_8 – cost 3 – covered nodes: 1 – best

Total cost: 5

Tree Covering: Greedy/Maximal Munch – Example



Matching Patterns:

- ▶ $+$: P_1 – cost 1 – covered nodes: 1
- ▶ $+$: P_2 – cost 2 – covered nodes: 3 – best
- ▶ $+$: P_9 – cost 3 – covered nodes: 2
- ▶ $*$: P_8 – cost 3 – covered nodes: 1 – best

Total cost: 5

```
madd %1, %a, %b, xzr
add %2, %1, %c, lsl #2
```

Tree Covering: with LR-Parsing?

- ▶ Can we use (LR-)parsing for instruction selection?

Tree Covering: with LR-Parsing

- ▶ Can we use (LR-)parsing for instruction selection? Yes!⁴⁴
 - ▶ Pattern set = grammar; IR (in prefix notation) = input

Advantages

⁴⁴RS Glanville and SL Graham. "A new method for compiler code generation". In: *POPL*. 1978, pp. 231–254. .

Tree Covering: with LR-Parsing

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Advantages

- ▶ Possible in linear time
- ▶ Can be formally verified
- ▶ Implementation can be generated automatically

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Advantages

- ▶ Possible in linear time
- ▶ Can be formally verified
- ▶ Implementation can be generated automatically

Disadvantages

- ▶ Constraints must map to non-terminals
 - ▶ Constant ranges, reg types, ...
- ▶ CISC: handle all operand combinations
 - ▶ Large grammar (impractical)
 - ▶ Refactoring into non-terminals
- ▶ Ambiguity hard to handle optimally

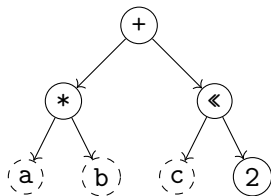
⁴⁴RS Glanville and SL Graham. "A new method for compiler code generation". In: *POPL*. 1978, pp. 231–254. 

Tree Covering: Dynamic Programming⁴⁵

- ▶ Step 1: compute cost matrix, bottom-up for all nodes
 - ▶ Matrix: tree node $\times$ register bank
(different patterns might yield the same result in different register banks)
 - ▶ Cost is sum of pattern and sum of children costs
 - ▶ Always store cheapest rule and cost
- ▶ Step 2: walk tree top-down using rules in matrix
 - ▶ Start with goal, follow rules in matrix
- ▶ Time linear w.r.t. tree size

⁴⁵AV Aho, M Ganapathi, and SWK Tjiang. "Code generation using tree matching and dynamic programming". In: *TOPLAS* 11.4 (1989), pp. 491–516. .

Tree Covering: Dynamic Programming – Example



Node: 2

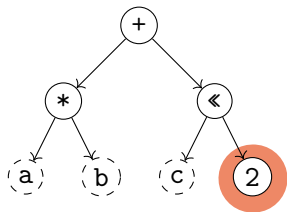
Pattern:

Pat. Cost:

Cost Sum:

		Node	+	*	«	2
GP	Cost		∞	∞	∞	∞
	Pattern					

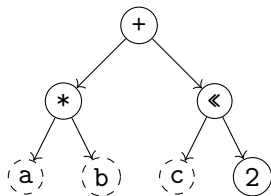
Tree Covering: Dynamic Programming – Example



Node: 2
 Pattern: $P_{10}: GP \rightarrow K_1$
 Pat. Cost: 1
 Cost Sum: 1

		Node	+	*	<<	2
GP	Cost		∞	∞	∞	1
	Pattern					P_{10}

Tree Covering: Dynamic Programming – Example



Node: «

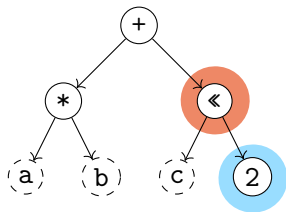
Pattern:

Pat. Cost:

Cost Sum:

		Node	+	*	«	2
GP	Cost		∞	∞	∞	1
	Pattern					P_{10}

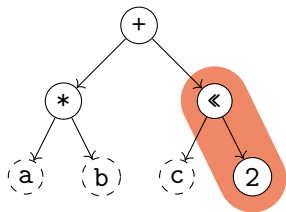
Tree Covering: Dynamic Programming – Example



Node: «
 Pattern: $P_7: GP \rightarrow \ll(GP, GP)$
 Pat. Cost: 1
 Cost Sum: 2

		Node	+	*	«	2
GP	Cost		∞	∞	2	1
	Pattern				P_7	P_{10}

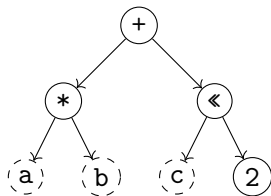
Tree Covering: Dynamic Programming – Example



Node: «
 Pattern: $P_0: GP \rightarrow \ll(GP, K_1)$
 Pat. Cost: 1
 Cost Sum: 1

		Node	+	*	«	2
GP	Cost		∞	∞	1	1
	Pattern				P_0	P_{10}

Tree Covering: Dynamic Programming – Example



Node: *

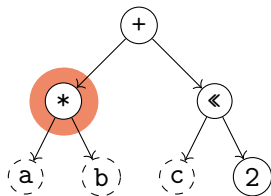
Pattern:

Pat. Cost:

Cost Sum:

		Node	+	*	«	2
GP	Cost		∞	∞	1	1
	Pattern				P_0	P_{10}

Tree Covering: Dynamic Programming – Example



Node: *

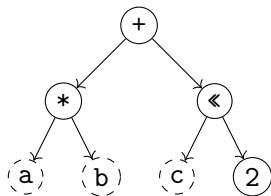
Pattern: $P_8: GP \rightarrow *(GP, GP)$

Pat. Cost: 3

Cost Sum: 3

		Node	+	*	«	2
GP	Cost		∞	3	1	1
	Pattern			P_8	P_0	P_{10}

Tree Covering: Dynamic Programming – Example



Node: +

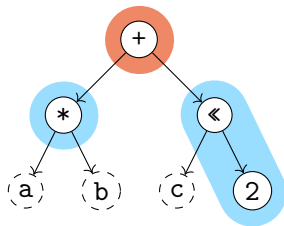
Pattern:

Pat. Cost:

Cost Sum:

		Node	+	*	«	2
GP	Cost		∞	3	1	1
	Pattern			P_8	P_0	P_{10}

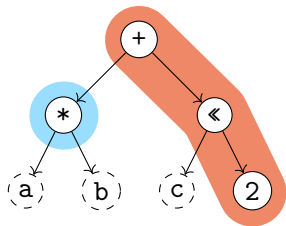
Tree Covering: Dynamic Programming – Example



Node: +
Pattern: $P_1: GP \rightarrow +(GP, GP)$
Pat. Cost: 1
Cost Sum: 5

		Node	+	*	<<	2
GP	Cost		5	3	1	1
	Pattern		P_1	P_8	P_0	P_{10}

Tree Covering: Dynamic Programming – Example



Node: +

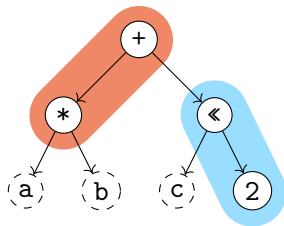
Pattern: $P_2: GP \rightarrow +(GP, \ll(GP, K_1))$

Pat. Cost: 2

Cost Sum: 5

		Node	+	*	«	2
GP	Cost		5	3	1	1
	Pattern		P_1	P_8	P_0	P_{10}

Tree Covering: Dynamic Programming – Example

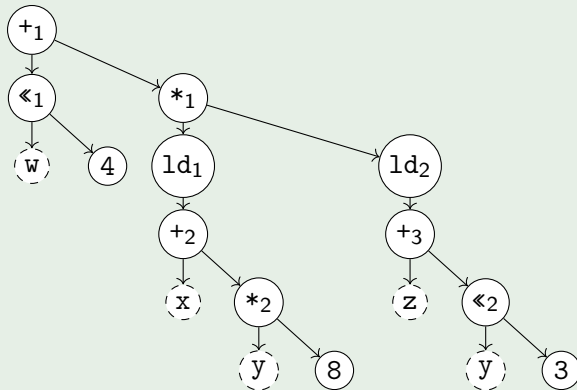


Node: +
Pattern: $P_9: GP \rightarrow +(* (GP, GP), GP)$
Pat. Cost: 3
Cost Sum: 4

		Node	+	*	«	2
GP	Cost		4	3	1	1
	Pattern		P_9	P_8	P_0	P_{10}

Tree Covering: Dynamic Programming – Example

Find a tree covering using the dynamic programming algorithm.



Tree Covering: Dynamic Programming – Off-line Analysis

- ▶ Cost analysis can actually be *precomputed*⁴⁶
- ▶ Idea: annotate each node with a state based on child states
- ▶ Lookup node label from precomputed table (one per register bank)
- ▶ Significantly improves compilation time
- ▶ But: Tables can be large, need to cover all possible (sub-)trees
- ▶ Variation: dynamically compute and cache state tables⁴⁷

⁴⁶A Balachandran, DM Dhamdhere, and S Biswas. "Efficient retargetable code generation using bottom-up tree pattern matching". In: *Computer Languages* 15.3 (1990), pp. 127–140.

⁴⁷MA Ertl, K Casey, and D Gregg. "Fast and flexible instruction selection with on-demand tree-parsing automata". In: *PLDI* 41.6 (2006), pp. 52–60.

Tree Covering

Tree Covering

- + Efficient: linear time to find local optimum
- + Better code than pure macro expansion
- + Applicable to many ISAs

Tree Covering

- + Efficient: linear time to find local optimum
- + Better code than pure macro expansion
- + Applicable to many ISAs
- Common sub-expressions cannot be represented
 - ▶ Need either edge split (prevents using complex instructions)
or node duplication (redundant computation $\Rightarrow$ inefficient code)
- Cannot make use of multi-output instructions (e.g., `divmod`)

DAG Covering

- ▶ Idea: lift restriction of trees, operate on data flow DAG
 - ▶ Reminder: an SSA basic block already forms a DAG
- ▶ Trivial approach: split into trees ☹

DAG Covering

- ▶ Idea: lift restriction of trees, operate on data flow DAG
 - ▶ Reminder: an SSA basic block already forms a DAG
- ▶ Trivial approach: split into trees ☹
- ▶ Least-cost covering is $\mathcal{NP}$ -complete⁴⁸

⁴⁸DR Koes and SC Goldstein. "Near-optimal instruction selection on DAGs". In: *CGO*. 2008, pp. 45–54. .

DAG Covering: Adapting Dynamic Programming I⁴⁹

- ▶ Step 1: compute cost matrix, bottom-up for all nodes
 - ▶ As before; make sure to visit each node once
- ▶ Step 2: iterate over DAG top-down
 - ▶ Respect that multiple roots exist: start from all roots
 - ▶ Mark visited node/regbank combinations: avoid redundant emit

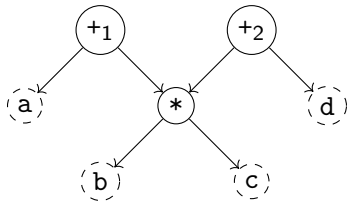
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- ▶ Step 2: iterate over DAG top-down
 - ▶ Respect that multiple roots exist: start from all roots
 - ▶ Mark visited node/regbank combinations: avoid redundant emit

+ Linear time

– Generally not optimal, only for specific grammars

DAG Covering: Adapting Dynamic Programming I – Example



Node: *

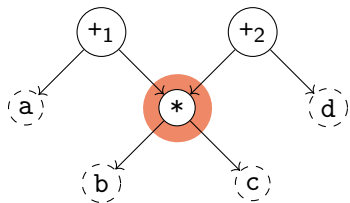
Pattern:

Pat. Cost:

Cost Sum:

		Node	+2	+1	*
GP	Cost		∞	∞	∞
	Pattern				

DAG Covering: Adapting Dynamic Programming I – Example



Node: *

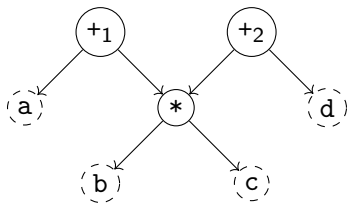
Pattern: $P_8: GP \rightarrow *(GP, GP)$

Pat. Cost: 3

Cost Sum: 3

		Node	+ ₂	+ ₁	*
GP	Cost		∞	∞	3
	Pattern				P_8

DAG Covering: Adapting Dynamic Programming I – Example



Node: $+_1$

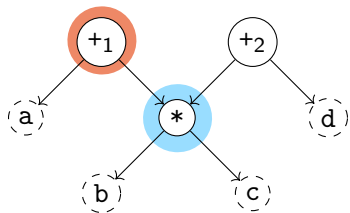
Pattern:

Pat. Cost:

Cost Sum:

		Node	$+_2$	$+_1$	*
GP	Cost		∞	∞	3
	Pattern				P_8

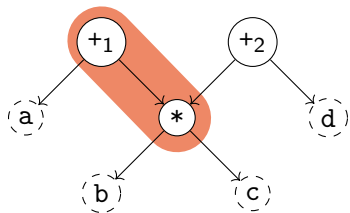
DAG Covering: Adapting Dynamic Programming I – Example



Node: $+_1$
Pattern: $P_1: GP \rightarrow + (GP, GP)$
Pat. Cost: 1
Cost Sum: 4

		Node	$+_2$	$+_1$	$*$
GP	Cost		∞	4	3
	Pattern			P_1	P_8

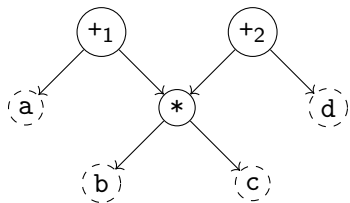
DAG Covering: Adapting Dynamic Programming I – Example



Node: $+_1$
Pattern: $P_9: GP \rightarrow +(* (GP, GP), GP)$
Pat. Cost: 3
Cost Sum: 3

		Node	$+_2$	$+_1$	$*$
GP	Cost		∞	3	3
	Pattern			P_9	P_8

DAG Covering: Adapting Dynamic Programming I – Example



Node: $+_2$

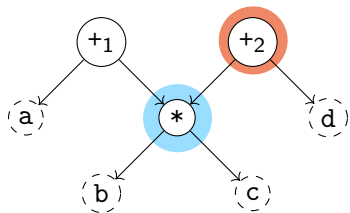
Pattern:

Pat. Cost:

Cost Sum:

		Node	$+_2$	$+_1$	$*$
GP	Cost		∞	3	3
	Pattern			P_9	P_8

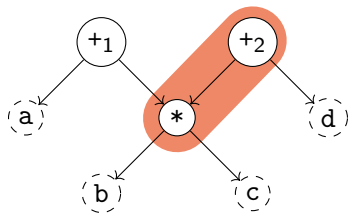
DAG Covering: Adapting Dynamic Programming I – Example



Node: $+_2$
Pattern: $P_1: GP \rightarrow + (GP, GP)$
Pat. Cost: 1
Cost Sum: 4

		Node	$+_2$	$+_1$	$*$
GP	Cost		4	3	3
	Pattern		P_1	P_9	P_8

DAG Covering: Adapting Dynamic Programming I – Example

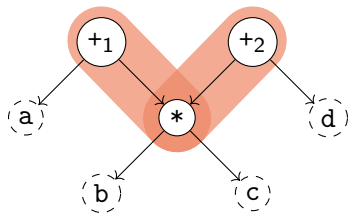


Node: $+_2$
Pattern: $P_9: GP \rightarrow +(* (GP, GP), GP)$
Pat. Cost: 3
Cost Sum: 3

		Node	$+_2$	$+_1$	*
GP	Cost		3	3	3
	Pattern		P_9	P_9	P_8

DAG Covering: Adapting Dynamic Programming I – Example

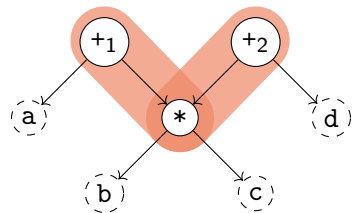
Total cost: 6



```
madd %1, %b, %c, %a  
madd %2, %b, %c, %d
```

		Node	+ ₂	+ ₁	*
GP	Cost		3	3	3
	Pattern		P_9	P_9	P_8

DAG Covering: Adapting Dynamic Programming I – Example



Total cost: 6

madd %1, %b, %c, %a

madd %2, %b, %c, %d

Optimal cost: 5 $\rightsquigarrow$ non-optimal result

		Node	+ ₂	+ ₁	*
GP	Cost		3	3	3
	Pattern		P_9	P_9	P_8

DAG Covering: Adapting Dynamic Programming II⁵⁰

- ▶ Step 1: compute cost matrix, bottom-up (as before)
- ▶ Step 2: iterate over DAG top-down (as before)
- ▶ Step 3: identify overlaps and check whether split is beneficial
 - ▶ Mark nodes which should not be duplicated as *fixed*
- ▶ Step 4: as step 1, but skip patterns that *include* fixed nodes
- ▶ Step 5: as step 2

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 - ▶ Step 5: as step 2
- + Probably fast? “Near-optimal”?
- Generally not optimal, superlinear time

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DAG Covering: ILP⁵¹

- ▶ Idea: model ISel as integer linear programming (ILP) problem
- ▶ P is set of patterns with cost and edges, V are DAG nodes
- ▶ Variables: $M_{p,v}$ is 1 iff a pattern p is rooted at v

$$\begin{array}{ll}\text{minimize} & \sum_{p,v} p.\text{cost} \cdot M_{p,v} \\ \text{subject to} & \forall r \in \text{roots}. \sum_p M_{p,r} \geq 1 \\ & \forall p, v, e \in p.\text{edges}(v). M_{p,v} - \sum_{p'} M_{p',e} \leq 0 \\ & M_{p,v} \in \{0, 1\}\end{array}$$

Minimize cost for all matched patterns s.t. every root has a match and every input of a match has a match.

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Minimize cost for all matched patterns s.t. every root has a match and every input of a match has a match.

- + Optimal result
- Practicability beyond small programs questionable (at best)

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DAG Covering: Greedy/Maximal Munch

- ▶ Top-down, start at roots, always take largest pattern
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Graph Covering

- ▶ Idea: lift limitation of DAGs, cover entire function graphs
- ▶ Better handling of predication and VLIW bundling
 - ▶ E.g., hoisting instructions from a conditional block
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 - ▶ `switch`, `select`, etc.
- ▶ May need new IR to model control flow in addition to data flow
- ▶ In practice: only used by adapting methods showed for DAGs
- ▶ Used by: Java HotSpot Server, LLVM GlobalISel (all tree-covering)

Flawed Assumptions

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- ⇒ “Optimal” ISel doesn’t really mean anything

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- ▶ Cost model is fundamentally flawed
 - ⇒ “Optimal” ISel doesn’t really mean anything
- ▶ Out-of-order execution: costs are not linear
 - ▶ Instructions executed in parallel, might execute for free
 - ▶ Possible contention of functional units
- ▶ Register allocator will modify instructions
- ▶ “Bad” instructions boundaries increase register requirements
 - ▶ More stack spilling $\rightsquigarrow$ much slower code!

Instruction Selection in Practice

- ▶ Most compilers use some form of greedy tree/DAG pattern matching
- ▶ Later stages use peephole optimizations
 - ▶ Basically also tree/DAG matching on machine operations
- ▶ Distinction between tree/DAG/graph matching somewhat artificial⁵²

⁵²My personal opinion.

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Problem in practice: implementing the huge amount of required patterns

- ▶ LLVM X86 back-end has 73k lines C++ for lowering + auto-generated patterns
- ▶ Needs lots of handling for corner cases, e.g. immediates
- ▶ Coming up with the patterns is often non-trivial

⁵²My personal opinion.

LLVM Back-end: Overview

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- ▶ LLVM-IR → Machine IR: instruction selection + scheduling
 - ▶ MIR is SSA-representation of target instructions
 - ▶ Selectors: SelectionDAG, FastISel, GlobalISel
 - ▶ Also selects register bank (GP/FP/...) – required for instruction
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- ▶ MIR → MC: translation to machine code

LLVM MIR Example

```
define i64 @fn(i64 %a,i64 %b,i64 %c) {  
    %shl = shl i64 %c, 2  
    %mul = mul i64 %a, %b  
    %add = add i64 %mul, %shl  
    ret i64 %add  
}
```

```
# YAML with name, registers, frame info  
body: |  
    bb.0 (%ir-block.0):  
        liveins: $x0, $x1, $x2  
  
        %2:gpr64 = COPY $x2  
        %1:gpr64 = COPY $x1  
        %0:gpr64 = COPY $x0  
        %3:gpr64 = MADDXrrr %0, %1, $xzr  
        %4:gpr64 = ADDXrs killed %3, %2, 2  
        $x0 = COPY %4  
        RET_ReallyLR implicit $x0
```

```
llc -march=aarch64 -stop-after=finalize-isel
```

LLVM MIR Example

Analyze the Machine IR of the following code⁵⁵. (Also consult the reference⁵⁶.)

- ▶ What is the difference between physical and virtual registers?
- ▶ What do killed and implicit-def mean?
- ▶ How do branches and calls differ from LLVM-IR?

```
// clang --target=aarch64 -c -mllvm -stop-after=finalize-isel -O1 -o -  
// Also try -O0, -O2, -g, and --target=x86_64.  
[[clang::noinline]] int foo(int n) {  
    int r = 1;  
    while (n) { r *= n << n; n--; }  
    return r;  
}  
int bar(int n) { return foo(n) + n; }
```

⁵⁵<https://godbolt.org/z/zj9WM84Wh>

⁵⁶<https://llvm.org/docs/MIRLangRef.html>

LLVM: Instruction Selectors

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FastISel

- ▶ Uses macro expansion
- ▶ Low compile-time
- ▶ Code quality poor

- ▶ Only common cases
- ▶ Otherwise: fallback to SelectionDAG

- ▶ Default for -O0

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SelectionDAG

- ▶ Converts each block into separate DAGs
- ▶ Greedy tree matching
- ▶ Slow, but good code
- ▶ Handles all cases
- ▶ No cross-block opt.
(done in DAG building)
- ▶ Default

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SelectionDAG

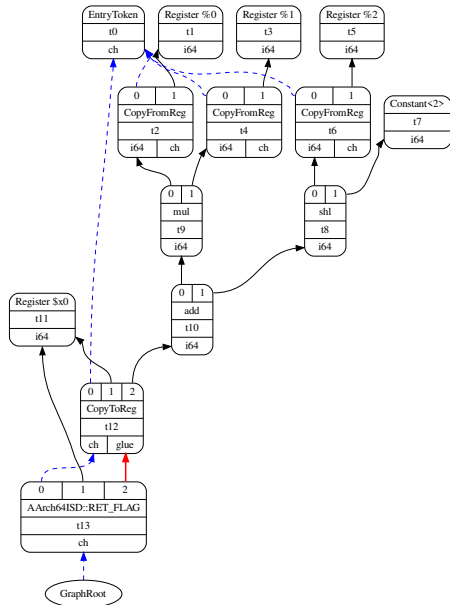
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- ▶ No cross-block opt. (done in DAG building)
- ▶ Default

GlobalISel

- ▶ Conv. to generic-MIR then legalize to MIR
- ▶ Reuses SD patterns
- ▶ Faster than SelDAG
- ▶ Few architectures
- ▶ Handles many cases, SelDAG-fallback
- ▶ Default AArch64 -O0

LLVM SelectionDAG: IR to ISelDAG

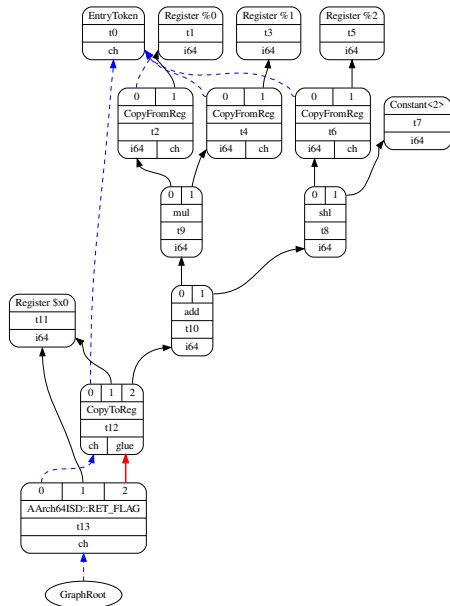
- Construct DAG for basic block
 - EntryToken as ordering chain



isel input for fn:

LLVM SelectionDAG: IR to ISelDAG

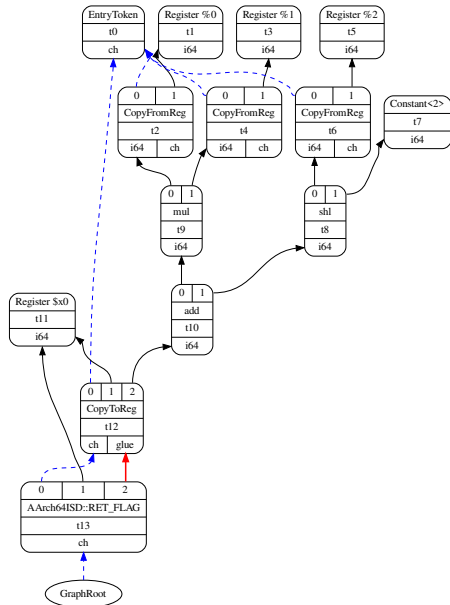
- ▶ Construct DAG for basic block
 - ▶ EntryToken as ordering chain
- ▶ Legalize data types
 - ▶ Integers: promote or expand into multiple
 - ▶ Vectors: widen or split (or scalarize)



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 - ▶ E.g., conditional move, etc.



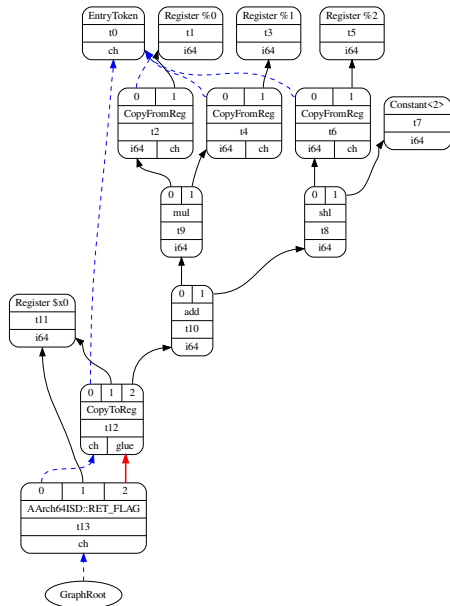
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 - ▶ Vectors: widen or split (or scalarize)
- ▶ Legalize operations
 - ▶ E.g., conditional move, etc.
- ▶ Optimize DAG, e.g. some pattern matching, removing unneeded sign/zero extensions

`llc -march=aarch64 -view-isel-dags`

Note: needs LLVM debug build



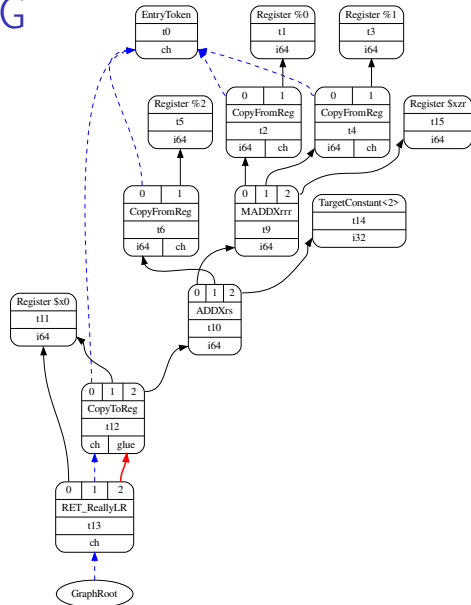
isel input for fn:

LLVM SelectionDAG: ISelDAG to DAG

- ▶ Mainly pattern matching
- ▶ Simple patterns specified in TableGen
 - ▶ Matching/selection compiled into bytecode
 - ▶ `SelectionDAGISel::SelectCodeCommon()`
- ▶ Complex selections done in C++
- ▶ Scheduling: linearization of graph

`llc -march=aarch64 -view-sched-dags`

Note: needs LLVM debug build



scheduler input for fn:

LLVM GlobalSel

- ▶ DAGs do have limitations w.r.t. instruction selection
- ▶ Graph loses original scheduling information (why problematic?)
- ▶ Building a separate IR is expensive

LLVM GlobalSel

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- ▶ Graph loses original scheduling information (why problematic?)
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- ▶ Core idea of GlobalSel: do legalization and ISel in MachineIR
- ▶ MIR is target-specific $\rightsquigarrow$ introduce generic operations
- ▶ Permit matching/combining instructions from different blocks

LLVM GlobalSel: Passes

- ▶ IRTranslator: translate LLVM-IR into gMIR
 - ▶ One-to-one mapping, except call and switch
- ▶ PreLegalizerCombiner
- ▶ Localizer: try to improve placement of constant materialization
- ▶ Legalizer: replace illegal instructions with legal gMIR instrs
- ▶ PostLegalizerCombiner
- ▶ RegBankSelect: assign register bank (reduce copies between banks)
- ▶ InstructionSelect

Instruction Selection – Summary

- ▶ Instruction Selection: transform generic into arch-specific instructions
- ▶ Often focus on optimizing tiling costs
- ▶ Target instructions often more complex, e.g., multi-result
- ▶ Macro Expansion: simple, fast, but inefficient code
- ▶ Peephole optimization on sequences/trees to optimize
- ▶ Tree Covering: allows for better tiling of instructions
- ▶ DAG/Graph Covering: support multi-res instrs., but $\mathcal{NP}$ -complete
- ▶ Practical problems are very different from theory

Instruction Selection – Questions

- ▶ What is the (nowadays typical) input and output IR for ISel?
- ▶ Why is good instruction selection important for performance?
- ▶ Why is peephole optimization beneficial for nearly all ISel approaches?
- ▶ How can peephole opt. be done more effectively than on neighboring instrs.?
- ▶ What are options to transform an SSA-IR into data flow trees?
- ▶ Why is a greedy strategy not optimal for tree pattern matching?
- ▶ When is DAG covering beneficial over tree covering?
- ▶ Which ISel strategies does LLVM implement? Why?
- ▶ What are advantages/disadvantages of SelDAG and GlobalISel?

Code Generation for Data Processing

Lecture 9: SSA Destruction and Liveness Analysis

Alexis Engelke

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School of Computation, Information, and Technology
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Winter 2025/26

Register Allocation: Overview

- ▶ Destruct SSA form = resolve ϕ -nodes
- ▶ Map unlimited/virtual registers to limited/architectural registers
- ▶ When running out of registers, move values to stack

```
gauss(%0) {  
    %2 = SUBXri %0, 1  
    %3 = MADDXrrr %0, %2, 0  
    %4 = MOVXconst 2  
    %5 = SDIVrr %3, %4  
    ret %5  
}
```

```
gauss(X0) {  
    X1 = SUBXri X0, 1  
    X0 = MADDXrrr X0, X1, XZR  
    X1 = MOVXconst 2  
    X0 = SDIVrr X0, X1  
    ret X0  
}
```

Register Allocation: Strategy Overview

- ▶ “Conventional:” ϕ -node elimination before register allocation
 - ▶ ϕ -nodes replaced with sequences of copies
 - ▶ RegAlloc input is no longer in SSA form
 - ↪ RegAlloc is a $\mathcal{NP}$ -hard problem

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 - ↪ RegAlloc becomes easier, but remains $\mathcal{NP}$ -hard in practice

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 - ↪ RegAlloc is a $\mathcal{NP}$ -hard problem
 - ▶ Widely used in practice
- ▶ “More modern:” register allocation on SSA form
 - ▶ ϕ -nodes eliminated after RegAlloc
 - ↪ RegAlloc becomes easier, but remains $\mathcal{NP}$ -hard in practice
 - ▶ Mainly academic research

SSA Destruction

- ▶ Goal: eliminate ϕ -nodes
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- ▶ For now, continue to assume unlimited registers
- ▶ Remember: ϕ -nodes are executed on the edge
- ▶ Idea: predecessors write their value to that location at the end

SSA Destruction: Example 1

```
identity(%0)
e:
    br %loop
loop:
    %3 = phi [ 0, %e ], [ %4, %loop ]
    %4 = add %3, 1
    %5 = cmp ult %4, %0
    br %5, %loop, %ret
ret:
    ret %3
```

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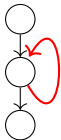
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► Original value lost in return block!

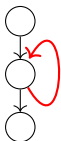
Lost Copy Problem

- ▶ Critical edge: edge from block with mult. succs. to block with mult. preds.
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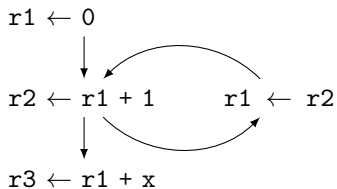
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    br %loop
ret:
    ret %3
```

- Problem fixed, but one extra branch per loop iteration

Handling Critical Edges

Breaking Edges

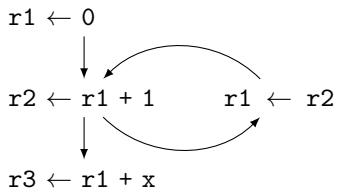
- ▶ Insert new block for moves



Handling Critical Edges

Breaking Edges

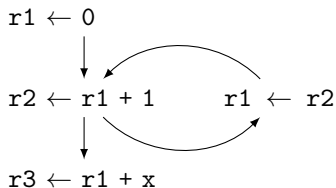
- Insert new block for moves
- + Simple, no analyses needed
- Bad performance in loops



Handling Critical Edges

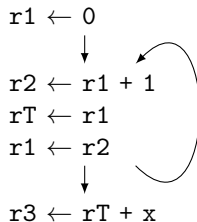
Breaking Edges

- ▶ Insert new block for moves
- + Simple, no analyses needed
- Bad performance in loops



Copy Used Values

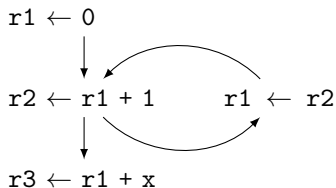
- ▶ Move used values to new reg.



Handling Critical Edges

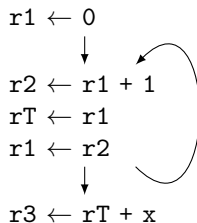
Breaking Edges

- ▶ Insert new block for moves
- + Simple, no analyses needed
- Bad performance in loops



Copy Used Values

- ▶ Move used values to new reg.
- + Performance might be better
- Needs more registers



SSA Destruction: Example 1 – Value Copy

```
identity(%0)
e:
    br %loop
loop:
    %3 = phi [ 0, %e ], [ %4, %loop ]
    %4 = add %3, 1
    %5 = cmp ult %4, %0
    br %5, %loop, %ret
ret:
    ret %3
```

```
identity(%0)
e:
    br %loop
loop:
    %3 = phi [ 0, %e ], [ %4, %loop ]
    %4 = add %3, 1
    %5 = cmp ult %4, %0
    br %5, %loop, %ret
ret:
    ret %3
```

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    br %5, %loop, %ret
ret:
    ret %3
```

```
identity(%0)
e:
    %3 = copy 0
    br %loop
loop:
    %3 = phi [ 0, %e ], [ %4, %loop ]
    %4 = add %3, 1
    %5 = cmp ult %4, %0
    br %5, %loop, %ret
ret:
    ret %3
```

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ret:
    ret %3
```

```
identity(%0)
e:
    %3 = copy 0
    br %loop
loop:
    %3 = phi [ 0, %e ], [ %4, %loop ]
    %4 = add %3, 1
    %5 = cmp ult %4, %0
    %3c = copy %3
    br %5, %loop, %ret
ret:
    ret %3c
```

SSA Destruction: Example 1 – Value Copy

```
identity(%0)
e:
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loop:
    %3 = phi [ 0, %e ], [ %4, %loop ]
    %4 = add %3, 1
    %5 = cmp ult %4, %0
    br %5, %loop, %ret
ret:
    ret %3
```

```
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    br %loop
loop:
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    %4 = add %3, 1
    %5 = cmp ult %4, %0
    %3c = copy %3
    %3 = copy %4
    br %5, %loop, %ret
ret:
    ret %3c
```

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    %4 = add %3, 1
    %5 = cmp ult %4, %0
    br %5, %loop, %ret
ret:
    ret %3
```

```
identity(%0)
e:
    %3 = copy 0
    br %loop
loop:
    %4 = add %3, 1
    %5 = cmp ult %4, %0
    %3c = copy %3
    %3 = copy %4
    br %5, %loop, %ret
ret:
    ret %3c
```

- Problem fixed; register allocator can hopefully omit a copy

SSA Destruction: Example 2

```
odd(%0)
e:
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
    %5 = phi [ 0, %e ], [ %4, %body ]
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    br %loop
ret:
    ret %4
```

```
odd(%0)
e:
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
    %5 = phi [ 0, %e ], [ %4, %body ]
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
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    br %loop
ret:
    ret %4
```

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    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    br %loop
ret:
    ret %4
```

```
odd(%0)
e:
    %3 = copy %0
    %4 = copy 1
    %5 = copy 0
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
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    %5 = phi [ 0, %e ], [ %4, %body ]
    %6 = cmp ne %3, 0
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ret:
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```

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    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
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ret:
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odd(%0)
e:
    %3 = copy %0
    %4 = copy 1
    %5 = copy 0
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
    %5 = phi [ 0, %e ], [ %4, %body ]
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    %3 = copy %8
    %4 = copy %5
    %5 = copy %4
    br %loop
ret:
    ret %4
```


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```
odd(%0)
e:
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    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
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    %4 = copy 1
    %5 = copy 0
    br %loop
loop:
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    %3 = copy %8
    %4 = copy %5
    %5 = copy %4
    br %loop
ret:
    ret %4
```

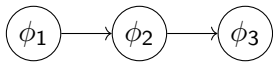
SSA Destruction: Example 2

```
odd(%0)
e:
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
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    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    br %loop
ret:
    ret %4
```

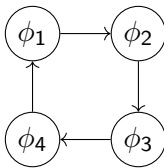
```
odd(%0)
e:
    %3 = copy %0
    %4 = copy 1
    %5 = copy 0
    br %loop
loop:
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    %3 = copy %8
    %4 = copy %5
    %5 = copy %4
    br %loop
ret:
    ret %4
```

Swap Problem / ϕ Dependencies

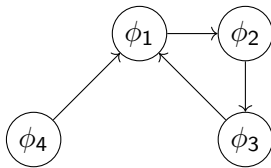
- ▶ Problem: ϕ -nodes can depend on each other
- ▶ Can be chains (ordering matters) or cycles (need to be broken)
- ▶ Note: only ϕ -nodes defined in same block are relevant/problematic



$$\begin{aligned}\phi_1 &= \phi(\phi_2, \dots) \\ \phi_2 &= \phi(\phi_3, \dots) \\ \phi_3 &= \phi(v, \dots)\end{aligned}$$



$$\begin{aligned}\phi_1 &= \phi(\phi_2, \dots) \\ \phi_2 &= \phi(\phi_3, \dots) \\ \phi_3 &= \phi(\phi_4, \dots) \\ \phi_4 &= \phi(\phi_1, \dots)\end{aligned}$$



$$\begin{aligned}\phi_1 &= \phi(\phi_2, \dots) \\ \phi_2 &= \phi(\phi_3, \dots) \\ \phi_3 &= \phi(\phi_1, \dots) \\ \phi_4 &= \phi(\phi_1, \dots)\end{aligned}$$

Handling PHI Cycles

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3. For all remaining ϕ -nodes: must be cycles, reader count always 1
 - ▶ For trivial cycles (single node), do nothing
 - ▶ Choose arbitrary node, load to temporary register, unblock value
 - ▶ Handle just-created chain
 - ▶ Write temporary register to target

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 - ▶ For trivial cycles (single node), do nothing
 - ▶ Choose arbitrary node, load to temporary register, unblock value
 - ▶ Handle just-created chain
 - ▶ Write temporary register to target

$\rightsquigarrow$ Resolving ϕ cycles requires an extra register (or stack slot)

SSA Destruction: Example 2 – Fixed

```
odd(%0)
e:
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
    %5 = phi [ 0, %e ], [ %4, %body ]
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    br %loop
ret:
    ret %4
```

```
odd(%0)
e:
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
    %5 = phi [ 0, %e ], [ %4, %body ]
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
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```

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odd(%0)
e:
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    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    br %loop
ret:
    ret %4
```

```
odd(%0)
e:
    %3 = copy %0
    %4 = copy 1
    %5 = copy 0
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
    %5 = phi [ 0, %e ], [ %4, %body ]
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    br %6, %body, %ret
body:
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ret:
    ret %4
```

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```
odd(%0)
e:
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
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    ret %4
```

```
odd(%0)
e:
    %3 = copy %0
    %4 = copy 1
    %5 = copy 0
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
    %5 = phi [ 0, %e ], [ %4, %body ]
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    %3 = copy %8
    %4t = copy %4
    %4 = copy %5
    %5 = copy %4t
    br %loop
ret:
    ret %4
```

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e:
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loop:
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    %6 = cmp ne %3, 0
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body:
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    br %loop
loop:
    %6 = cmp ne %3, 0
    br %6, %body, %ret
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    %3 = copy %8
    %4t = copy %4
    %4 = copy %5
    %5 = copy %4t
    br %loop
ret:
    ret %4
```

- ϕ -cycle on edge body→loop broken with temporary register

SSA Destruction: Exercise

```
fn(%0, %1) {  
  b1:  
    %2 = add %0, %1  
    br %b2  
  b2:  
    %3 = phi [%1, %b1], [%4, %b3]  
    %4 = phi [%0, %b1], [%3, %b3]  
    %5 = phi [%2, %b1], [%3, %b3]  
    %6 = phi [0, %b1], [%8, %b3]  
    %7 = icmp lt %3, %6  
    br %7, %b3, %b4  
  b3:  
    %8 = add %6, 1  
    %9 = icmp gt %8, %1  
    br %9, %b4, %b2  
  b4:  
    %10 = phi [%4, %b2], [%3, %b3]  
    %11 = phi [%5, %b2], [%8, %b3]  
    %12 = add %10, %11  
    ret %12  
}
```

1. Dependencies between ϕ -nodes?
2. Critical Edges? (Draw CFG)
3. Destruct SSA into form with unlimited registers.
 - 3.1 ... by breaking critical edges
 - 3.2 ... by copying used values

SSA Destruction: Alternative Approach

- Other approach: generate a lot of copies, clean up later

```
odd(%0)
e:
    br %loop
loop:
    %3 = phi [ %0, %e ], [ %8, %body ]
    %4 = phi [ 1, %e ], [ %5, %body ]
    %5 = phi [ 0, %e ], [ %4, %body ]
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    br %loop
ret:
    ret %4
```

```
odd(%0)
e:
    %3in1 = copy %0
    %4in1 = copy 1
    %5in1 = copy 0
    br %loop
loop:
    %3 = phi [ %3in1, %e ], [ %3in2, %body ]
    %4 = phi [ %4in1, %e ], [ %4in2, %body ]
    %5 = phi [ %5in1, %e ], [ %5in2, %body ]
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    %3in2 = copy %8
    %4in2 = copy %5
    %5in2 = copy %4
    br %loop
ret:
    ret %4
```

SSA Destruction: Alternative Approach

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```
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    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    br %loop
ret:
    ret %4
```

```
odd(%0)
e:
    %3in = copy %0
    %4in = copy 1
    %5in = copy 0
    br %loop
loop:
    %3 = copy %3in
    %4 = copy %4in
    %5 = copy %5in
    %6 = cmp ne %3, 0
    br %6, %body, %ret
body:
    %8 = sub %3, 1
    %3in = copy %8
    %4in = copy %5
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    br %loop
ret:
    ret %4
```

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allocate a one stack slot for every (SSA) variable/argument
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- + Simple, always works, debugging easy
- Extremely slow: values are stored and immediately reloaded
- Extremely inefficient memory usage: huge stack frames

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avoid reload if value is still in a register
 - ▶ When assigning target register: choose any register
 - ▶ Across basic blocks, spill everything
- + Still simple, always works, debugging easy
- Very slow: unnecessary stores, loop variants in memory
- Extremely inefficient memory usage: huge stack frames

Register Allocation: Problems of Simple Approaches

Register Allocation: Problems of Simple Approaches

- ▶ Many avoidable spills
 - ▶ Spill of last use of a value can/should be omitted
 - ▶ Stack slots for unused variables should be reused (why?)
- ▶ 2-address instructions (destructive source) require value copy
- ▶ Bad eviction decisions: value might be used immediately afterwards
- ▶ Loop-variants should kept be in registers if possible

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- ▶ Bad eviction decisions: value might be used immediately afterwards
- ▶ Loop-variants should kept be in registers if possible
 - ~> Need information about what variables need to be preserved

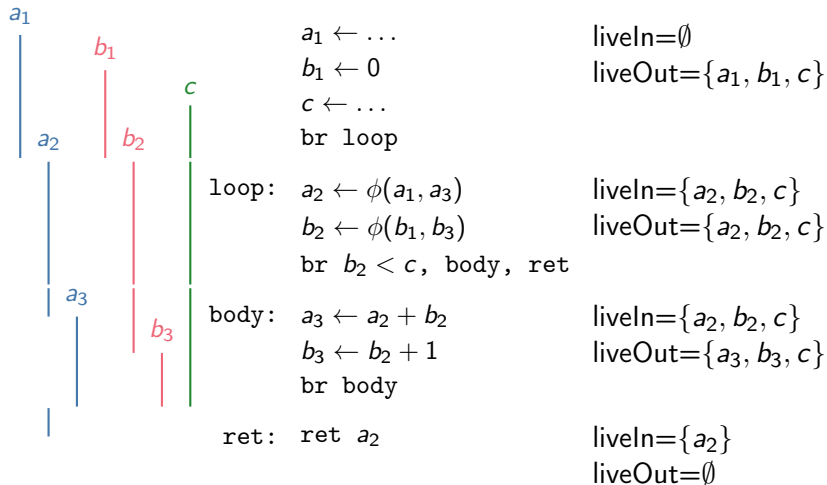
Liveness: Definitions

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- ▶ *Live*: value might be used by later operation
 - ▶ After last (possible) use in program flow, the value becomes *dead*
- ▶ *Live ranges*: set of ranges in program where value is live
 - ▶ Not necessarily contiguous, e.g. in case of branches
- ▶ *Live-in/Live-out*: values live at begin/end of basic block/instruction
 - ▶ For ϕ nodes: ϕ is live-in in block, operands are live-out in predecessors
(Note: different literature uses different definitions)

Liveness: Example



Liveness: Definitions⁵⁷

- ▶ $Defs(B)$: values defined in B (no defs from ϕ)
- ▶ $Uses(B)$: values used in B (no uses in ϕ)
- ▶ $UpwardExposed(B)$: values used in B before a definition in B
 - ▶ SSA: this is $Uses(B) \setminus (Defs(B) \cup PhiDefs(B))$
- ▶ $PhiDefs(B)$: values defined by ϕ at entry of B
- ▶ $PhiUses(B)$: values used in ϕ s in successors of B

⁵⁷ B Boissinot and F Rastello. "Liveness". In: *SSA-based Compiler Design*. Ed. by F Rastello and F Bouchez Tichadou. 2022, pp. 107–122. DOI: 10.1007/978-3-030-80515-9_9.

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- ▶ $PhiDefs(B)$: values defined by ϕ at entry of B
- ▶ $PhiUses(B)$: values used in ϕ s in successors of B

$$LiveOut(B) = PhiUses(B) \cup \bigcup_{S \in succs(B)} (LiveIn(S) \setminus PhiDefs(S))$$

$$LiveIn(B) = PhiDefs(B) \cup UpwardExposed(B) \cup (LiveOut(B) \setminus Defs(B))$$

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Liveness: Iterative Data Flow Algorithm⁵⁸

- ▶ Precompute per-basic block sets
 - ▶ Requires backwards pass over instructions of basic block
- ▶ Initialize *LiveIn/LiveOut* to empty sets
- ▶ Iteratively recompute *LiveIn/LiveOut* until convergence

⁵⁸GA Kildall. "A unified approach to global program optimization". In: *POPL*. 1973, pp. 194–206. .

Liveness: Iterative Data Flow Algorithm⁵⁸

- ▶ Precompute per-basic block sets
 - ▶ Requires backwards pass over instructions of basic block
- ▶ Initialize *LiveIn/LiveOut* to empty sets
- ▶ Iteratively recompute *LiveIn/LiveOut* until convergence
- ▶ Block order has strong impact on runtime; post-order preferable
- ▶ Exact live ranges can be tracked
 - ▶ *LiveOut* $\Rightarrow$ live range extends to end of block; otherwise ends at last use inside block

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Liveness: Iterative Algorithm Example

Preparation: Compute *Defs* and *UpwardExposed*

$a_1 \leftarrow \dots$	$ue =$
$b_1 \leftarrow 0$	$liveIn =$
$c \leftarrow \dots$	$liveOut =$
br loop	
loop: $a_2 \leftarrow \phi(a_1, a_3)$	$ue =$
$b_2 \leftarrow \phi(b_1, b_3)$	$liveIn =$
br $b_2 < c$, body, ret	$liveOut =$
body: $a_3 \leftarrow a_2 + b_2$	$ue =$
$b_3 \leftarrow b_2 + 1$	$liveIn =$
br body	$liveOut =$
ret: ret a_2	$ue =$
	$liveIn =$
	$liveOut =$

Liveness: Iterative Algorithm Example

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Liveness: Iterative Algorithm Example

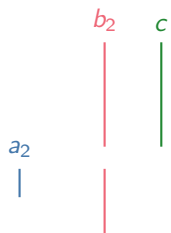
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Liveness: Iterative Algorithm Example

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	ret a_2	$ue = \{a_2\}$
		$liveIn =$
		$liveOut =$

a_2 | b_2 | c

Liveness: Iterative Algorithm Example

Iteration 1

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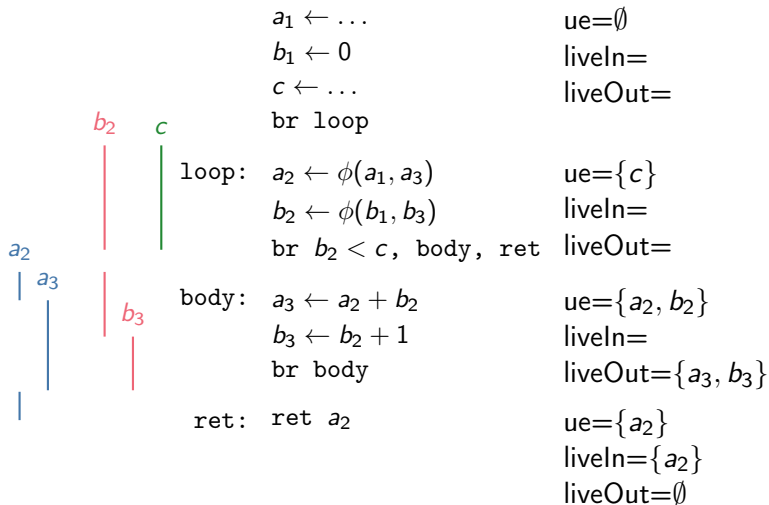
Liveness: Iterative Algorithm Example

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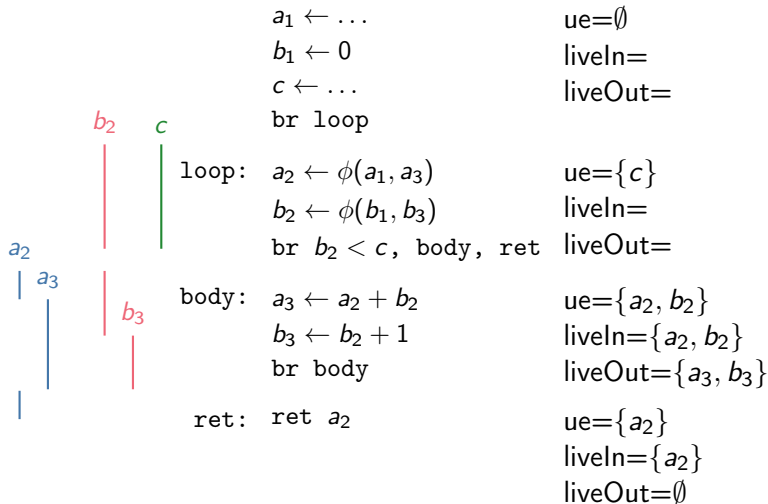
Liveness: Iterative Algorithm Example

Iteration 1



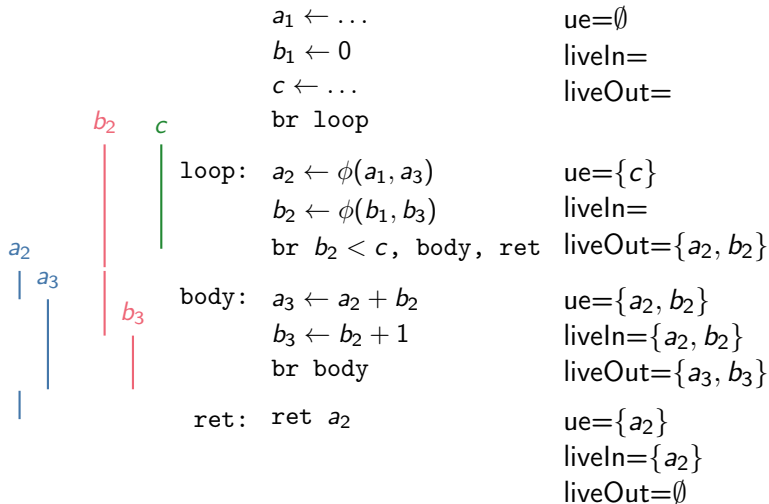
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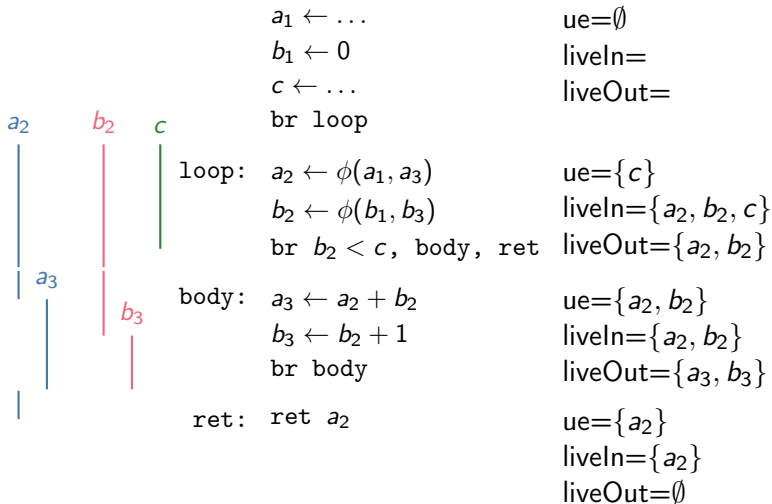
Liveness: Iterative Algorithm Example

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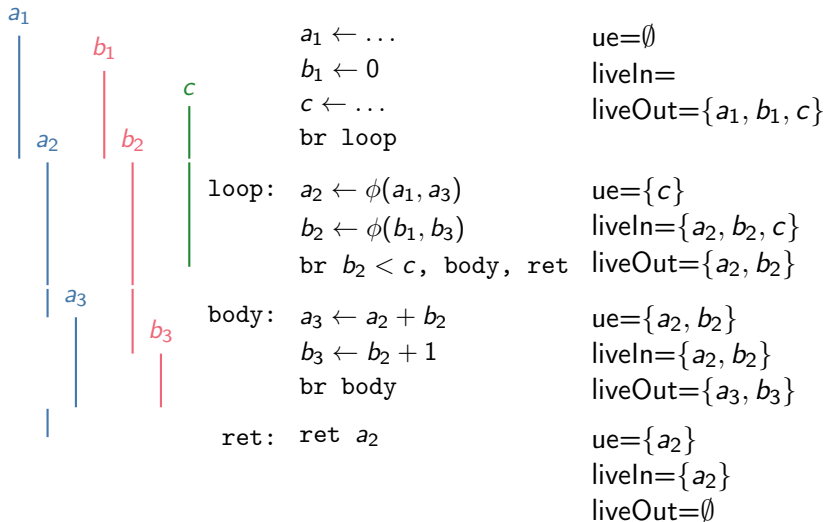
Liveness: Iterative Algorithm Example

Iteration 1



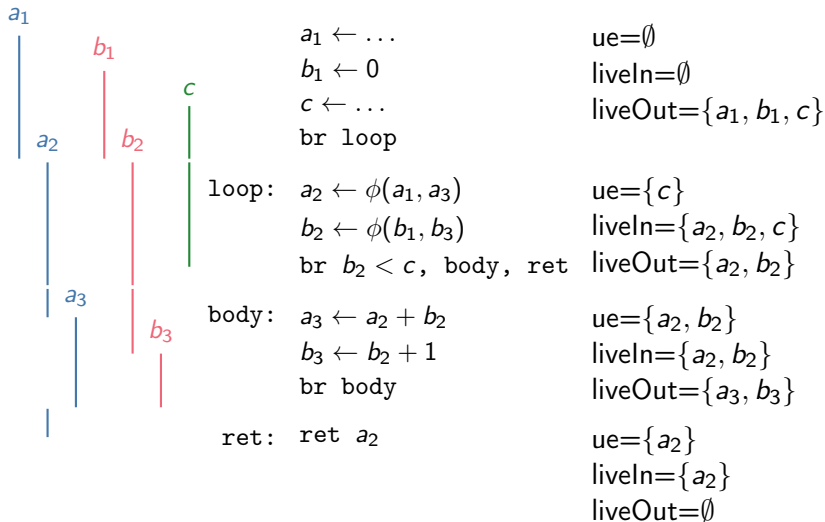
Liveness: Iterative Algorithm Example

Iteration 1



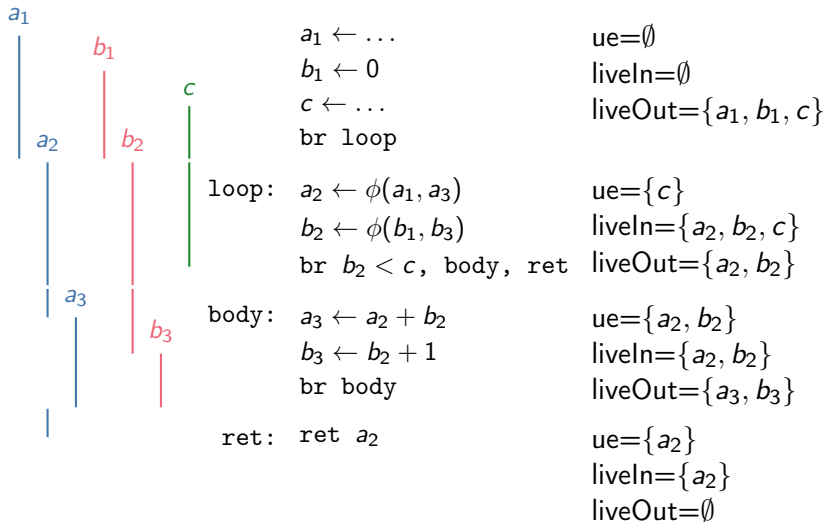
Liveness: Iterative Algorithm Example

Iteration 1



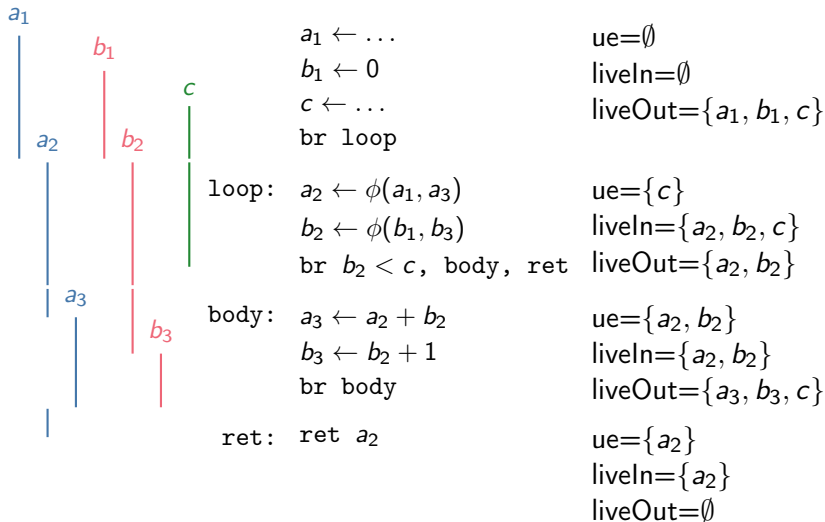
Liveness: Iterative Algorithm Example

Iteration 2



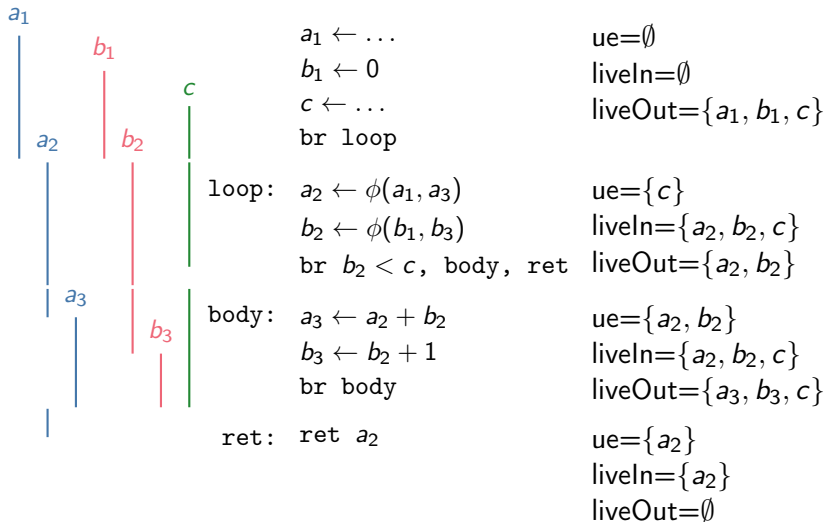
Liveness: Iterative Algorithm Example

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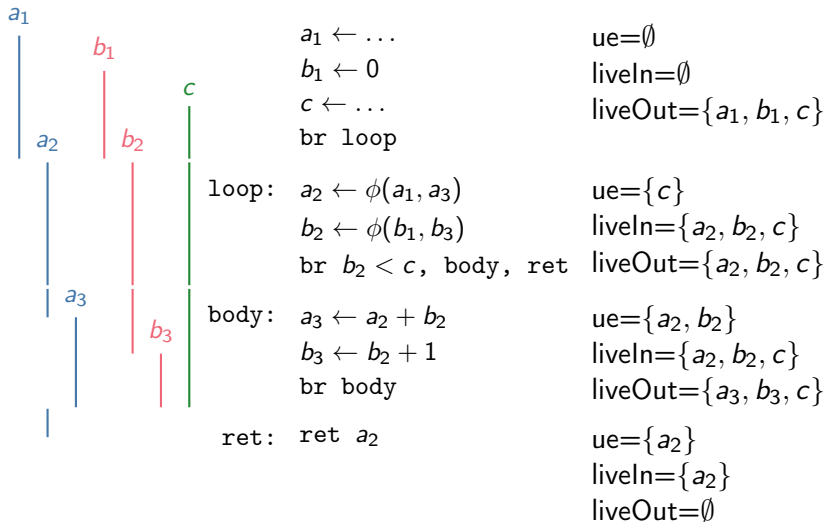
Liveness: Iterative Algorithm Example

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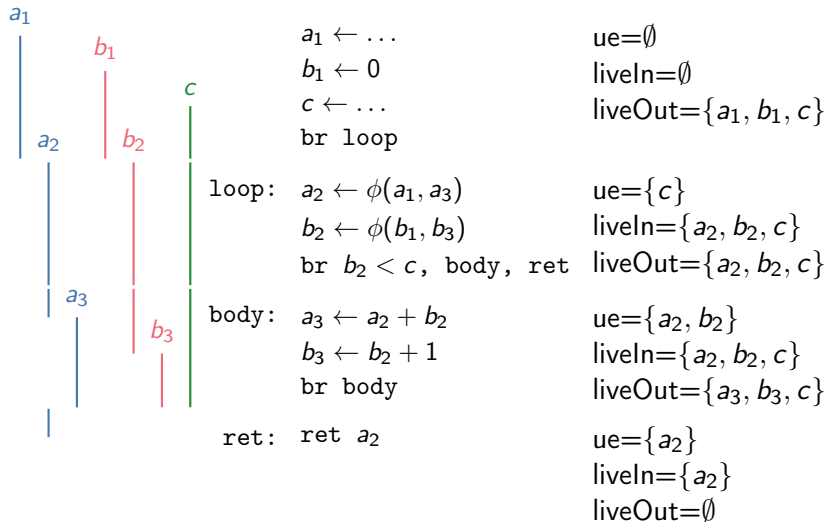
Liveness: Iterative Algorithm Example

Iteration 2



Liveness: Iterative Algorithm Example

Done after Iteration 2



Liveness: Exercise

Compute *liveIn*, *liveOut* for all blocks and live ranges for values.

```
b1 :  a = f(0)
      br b1
b2 :  b = f(a)
      br b3
b3 :  br b > 0, b2, b4
b4 :  c = phi(b, e)
      d = f(c)
      br c > 0, b3, b5
b5 :  e = f(d)
      br e > 0, b4, b6
b6 :  ret e
```

Liveness: Iterative Algorithm Analysis

- ▶ Convergence:

Liveness: Iterative Algorithm Analysis

- ▶ Convergence: must converge, liveness sets grow monotonically
- ▶ Max. iterations:

Liveness: Iterative Algorithm Analysis

- ▶ Convergence: must converge, liveness sets grow monotonically
- ▶ Max. iterations: $d(G) + 3^{59}$
 - ▶ $d(G)$ is depth = max. number of backedges on cycle-free path in G
- ▶ Variation: worklist instead of round-robin⁶⁰

⁵⁹JB Kam and JD Ullman. "Global data flow analysis and iterative algorithms". In: *JACM* 23.1 (1976), pp. 158–171. 

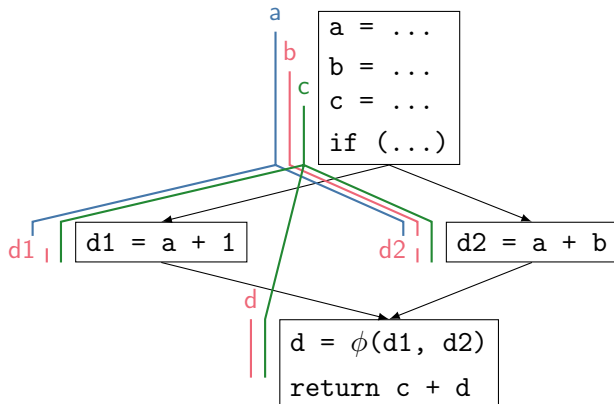
⁶⁰KD Cooper, TJ Harvey, and K Kennedy. "An empirical study of iterative data-flow analysis". In: *CIC*. 2006, pp. 266–276

Liveness on SSA

- ▶ SSA values have one definition; uses must be dominated by that definition

Liveness on SSA

- ▶ SSA values have one definition; uses must be dominated by that definition
- ⇒ Live ranges are sub-trees of dominator tree



Liveness: Two-Pass Algorithm on SSA⁶¹

- ▶ Pass 1: Compute live-in/live-out in post-order, ignoring backedges
 - ▶ This is the first iteration of the iterative algorithm
- ▶ Pass 2: Extend live-in of loop headers to entire loops
 - ▶ Intuition: loop is SCC, so values live in header must be live in entire loop
 - ▶ Traverse loop forest in DFS
 - ▶ Add $LiveIn(Hdr) \setminus PhiDefs(Hdr)$ to $LiveIn$ and $LiveOut$ of loop blocks
- ▶ Complexity:

⁶¹B Boissinot et al. "A non-iterative data-flow algorithm for computing liveness sets in strict SSA programs". In: *ASPLAS*. 2011, pp. 137–154.

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- ▶ Limitation: only works for reducible graphs

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Liveness: Two-Pass Algorithm on SSA for Irreducible CFG⁶²

- ▶ Two-pass algorithm can be adapted for irreducible CFGs
- ▶ Adjust side entry to loop $s \rightarrow t$ to outermost loop containing t excluding s
 - ▶ Side entry: entry not going through header block (remember: header is ambiguous)
- ▶ Adjusted CFG doesn't need to be materialized, different CFG traversal
- ▶ No change in asymptotic complexity

⁶²B Boissinot and F Rastello. "Liveness". In: *SSA-based Compiler Design*. Ed. by F Rastello and F Bouchez Tichadou. 2022, pp. 107–122. DOI: 10.1007/978-3-030-80515-9_9.

Liveness: Over-Approximation

- ▶ Precise liveness analysis is somewhat expensive for large functions
- ▶ Also requires super-linear amount of memory to store
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Liveness: Over-Approximation

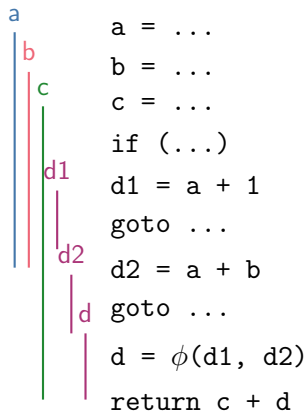
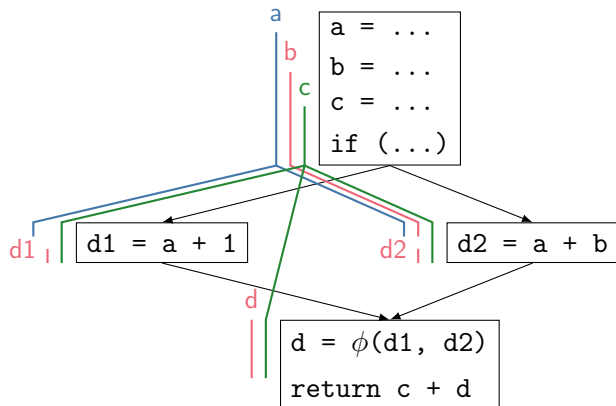
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↪ Over-approximation of liveness information

- ▶ Typical approach: single live interval per value⁶³
 - ▶ Define fixed block order (typically RPO or similar)
 - ▶ Store begin and end location of live interval
 - ▶ Value might be marked as live in between even if it actually isn't

⁶³M Poletto and V Sarkar. "Linear scan register allocation". In: *TOPLAS* 21.5 (1999), pp. 895–913. 

Liveness: Live Ranges vs. Single Live Interval



- Single live interval can be substantially worse

Live Interval Computation

- ▶ Can be done in single pass over program⁶⁴
- ▶ Also can omit computation of live-in/live-out sets⁶⁵
- ▶ Conceptually no large difference to two-pass algorithm
except: growing live ranges simply adjusts end of interval

⁶⁴C Wimmer and M Franz. “Linear scan register allocation on SSA form”. In: *CGO*. 2010, pp. 170–179. .

⁶⁵A Kohn, V Leis, and T Neumann. “Adaptive execution of compiled queries”. In: *ICDE*. 2018, pp. 197–208. .

Liveness Through Path Exploration⁶⁶

- ▶ Alternative approach: trace uses back to their definition

⁶⁶F Rastello. "On Sparse Intermediate Representations: Some Structural Properties and Applications to Just-In-Time Compilation". Habilitation thesis. Inria Grenoble Rhône-Alpes, 2012. .

Liveness Through Path Exploration⁶⁶

- ▶ Alternative approach: trace uses back to their definition
- ▶ For every use:
 - ▶ If defined in the current block, stop (defined)
 - ▶ If in live-in of current block, stop (already propagated)
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- ▶ Used in LLVM

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SSA Destruction and Liveness Analysis – Summary

- ▶ SSA form must be destructed before machine code generation
- ▶ ϕ -nodes executed concurrently on edges
 - ▶ Critical edges need special handling: splitting or value copying
 - ▶ ϕ -nodes can have dependencies on each other
- ▶ Good register allocation needs liveness analysis
- ▶ Iterative data flow algorithm can need many iterations
- ▶ SSA form permits two-pass liveness analysis
- ▶ For faster analysis, liveness can be over-approximated

SSA Destruction and Liveness Analysis – Questions

- ▶ What are the two main problems when destructing ϕ -nodes?
- ▶ Why are critical edges problematic and how to deal with them?
- ▶ Which dependencies between ϕ -nodes can occur? How to handle?
- ▶ Why is liveness information critical for reasonable code quality?
- ▶ When is a single-use SSA value live after its use?
- ▶ Why does SSA form make liveness analysis easier?
- ▶ How to compute the live ranges of values on SSA form?
- ▶ What are two benefits of storing just a single live interval?

Code Generation for Data Processing

Lecture 10: Register Allocation

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School of Computation, Information, and Technology
Technical University of Munich

Winter 2025/26

Register Allocation

- ▶ Question: are there enough registers for all values?
 - ▶ *Register pressure* = number of values live at some point
 - ▶ $\text{Register pressure} > \# \text{registers} \Rightarrow$ move some values to stack (spilling)

Register Allocation

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 - ▶ Spilling is expensive, so avoid spilling frequently used values

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 - ▶ Spilling is expensive, so avoid spilling frequently used values
- ▶ Question: for unspilled values, which register to assign?
 - ▶ Also: respect register constraints, etc.

Register Allocation Strategies

Scan-based

- ▶ Iterate over the program
- ▶ Decide locally what to do
- ▶ Greedily assign registers

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-
- ▶ Traditionally done on non-SSA form

Graph-based

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Linear Scan Register Allocation⁶⁷

Read sections 3 and 4 of the paper.

1. How does the algorithm utilize liveness information?
2. How does the selected order of blocks impact the algorithm?
3. How are values selected for spilling?
4. When are values reloaded from the stack?
5. Which issues of register allocation are not discussed?

⁶⁷M Poletto and V Sarkar. "Linear scan register allocation". In: *TOPLAS* 21.5 (1999), pp. 895–913. .

Linear Scan Register Allocation

Linear Scan Register Allocation

- + low compile-time, simple
- very suboptimal code, live intervals grossly over-approximated
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- ▶ What's missing?
 - ▶ Registers to load spilled values
 - ▶ Shuffling of values between blocks
 - ▶ Register constraints (e.g., for instructions or function calls)
- ▶ Other disadvantage: once a value is spilled, it is spilled everywhere
 - ▶ Some other approaches based on lifetime splitting⁶⁸
- ▶ Function calls: clobber lots of registers

⁶⁸O Traub, G Holloway, and MD Smith. "Quality and speed in linear-scan register allocation". In: *SIGPLAN* 33.5 (1998), pp. 142–151. .

Scan-based Register Allocation⁷¹

Iterate over basic blocks⁶⁹

- ▶ Start with register assignment from predecessor
 - ▶ Multiple predecessors: choose assignment from any one
- ▶ Iterate over instructions top-down
 - ▶ Ensure all instruction operands are in registers
 - ▶ When out of registers: move any value to stack
 - ▶ For operands in their last use: mark register as free
 - ▶ Assign instruction result to new free register
- ▶ Shuffle values back into registers where successor expects them⁷⁰

⁶⁹Typically: reverse post-order, so most predecessors are seen before successors, except for loops.

⁷⁰Without critical edges, only relevant for blocks with one successor — others are visited afterwards by RPO definition.

⁷¹Mostly following Go: <https://github.com/golang/go/blob/5f7abe/src/cmd/compile/internal/ssa/regalloc.go>

Scan-based Register Allocation – Spilling

What to spill?

Scan-based Register Allocation – Spilling

What to spill?

- ▶ Spill value with furthest use in future⁷²
 - ▶ Frees register for longest time
 - ▶ Requires information on next use to be stored during analysis
 - ▶ But: avoid spilling values computed inside loops (esp. loop-carried dependencies), reloads are fine⁷³
 - ▶ Downside: superlinear run-time

Where to store?

⁷²C Wimmer and H Mössenböck. “Optimized interval splitting in a linear scan register allocator”. In: *VEE*. 2005, pp. 132–141.

⁷³Intel Optimization Reference Manual (Aug. 2023), Assembly/Compiler Coding Rules 38 and 45

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Where to store?

- ▶ Stack
- ▶ Spilling to FP/vector registers. . . occasionally proposed, not used in practice

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Scan-based Register Allocation – Spilling

Where to insert store?

Scan-based Register Allocation – Spilling

Where to insert store?

- ▶ Option 1: spill exactly where required
 - ▶ Downside: multiple spills of same value, many reloads
- ▶ Option 2: spill once, immediately after computation
 - ▶ Later “spills” to the stack are less costly
 - ▶ May lead to spills on code paths that don’t need it
- ▶ Option 3: compute best place using dominator tree
 - ▶ Spill store must dominate all subsequent loads

Scan-based Register Allocation – Register Assignment

- ▶ Merge blocks:

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- ▶ Merge blocks: choose predecessor with most values in registers
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Scan-based Register Allocation – Register Assignment

- ▶ Merge blocks: choose predecessor with most values in registers
 - ▶ High likelihood of reducing the number of stores
 - ▶ Re-loads are pushed into predecessors
- ▶ Propagate register constraints bottom-up as hints first
 - ▶ E.g.: call parameters, instruction constraints, assignment for merge block
 - ▶ Reduces number of moves

Graph Coloring: Overview

- ▶ Analyze values that are live at the same time
- ▶ Construct *interference graph*
 - ▶ Nodes: values; edge $(a, b) \Rightarrow a$ and b have overlapping live ranges

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- ▶ Analyze values that are live at the same time
- ▶ Construct *interference graph*
 - ▶ Nodes: values; edge $(a, b) \Rightarrow a$ and b have overlapping live ranges
- ▶ Idea: Find k -coloring of the graph
 - ▶ Each color corresponds to one register
- ▶ $\mathcal{NP}$ -complete problem for $k > 2$

Chaitin's Algorithm⁷⁴

- ▶ Find node with $< k$ edges
 - ▶ Such nodes can always be colored
 - ▶ Store node onto a stack
 - ▶ Remove node and its edges from interference graph
- ▶ If nodes remain: must have $\geq k$ edges
 - ▶ Spill value to stack $\rightsquigarrow$ new loads before uses
 - ▶ Update interference graph, restart
- ▶ Pop nodes from stack, assign color not used by neighbor

⁷⁴GJ Chaitin. "Register allocation & spilling via graph coloring". In: *SIGPLAN 17.6* (1982), pp. 98–101. .

Chaitin's Algorithm: Coalescing

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- ▶ Redo liveness analysis and rebuild interference graph
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 - ▶ Might result in fewer interferences, more coalescing
- + Avoids moves
- Can make colorable graph uncolorable $\rightsquigarrow$ more spilling

Chaitin's Algorithm: Register Constraints

- ▶ Add pre-colored nodes in interference graph: one per register
 - ▶ These nodes interfere with each other
- ▶ Nodes that require a specific register interfere with all other pre-colored nodes
- ▶ Typically insert moves into constrained reg right before use

Graph Coloring: More Approaches

- ▶ Chaitin's algorithm can fail to color colorable graphs
- ▶ Several other approaches

- ▶ Interference graph on SSA is chordal
- ▶ Permits polynomial time coloring of graph
- ▶ SSA destruction done after assigning registers

- ▶ Spilling/coalescing must be done separately before coloring
- ▶ Optimal spilling remains $\mathcal{NP}$ -complete
- ▶ After spill code insertion, SSA form needs to be reconstructed

- ▶ Pre-colored nodes make problem $\mathcal{NP}$ -complete again
- ▶ Approaches: split into sub problems, repairing

Stack Frame Allocation

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- ▶ Optionally add code for stack canary
- ▶ Compute stack frame size and adjust stack pointer
 - ▶ Mainly size of `alloca`s, but needs to respect alignment
 - ▶ Ensure sufficient space for parameters passed on the stack
 - ▶ Ensure stack pointer is sufficiently aligned
- ▶ Stack pointer adjustment *may* be omitted for leaf functions
 - ▶ Some ABIs guarantee a *red zone*

Block Ordering

- ▶ Order blocks to make use of fall-through in machine code
- ▶ Avoid sequences of `b.cond; b`
 - ▶ Sometimes cannot be avoided: conditional branches often have shorter range
- ▶ Block ordering has implications for branch prediction
 - ▶ Forward branches default to not-taken, backward taken
 - ▶ Unlikely blocks placed “out of the way” of the main execution path
 - ▶ Indirect branches are predicted as fall-through

Register Allocation – Summary

- ▶ Scan-based approaches are fast, but lead to suboptimal code
- ▶ Graph coloring yields better results, but is much slower
- ▶ Coalescing important to reduce moves, esp. after SSA destruction
- ▶ SSA-based register allocation impractical
- ▶ Register allocation/spilling heavily relies on heuristics in practice

Register Allocation – Questions

- ▶ Why is register allocation a difficult problem?
- ▶ What are practical constraints for register allocation?
- ▶ What is the idea of linear scan and what are its practical problems?
- ▶ How to construct an interference graph?

Code Generation for Data Processing

Lecture 11: Object Files, Linker, and Loader

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Winter 2025/26

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 - ▶ Somehow? Some format?

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- ▶ Linker creates executable file
 - ▶ Somehow? Some format the OS understands?
- ▶ Kernel loads executable file into memory
- ▶ Someone loads shared libraries

Code Model and Position Independent Code

- ▶ Code Model = address constraints
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 - ▶ Long addrs/offsets = more instrs.
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Compiler needs to know code model

Section 53

Object Files

Executable and Linkable Format (ELF)⁷⁵

- ▶ Widely used format for code
- ▶ Supported file types:
 - ▶ REL: relocatable/object file
 - ▶ EXEC: executable (non-PIE)
 - ▶ DYN: shared library/PIE
 - ▶ CORE: coredump
- ▶ ELF header: general information
- ▶ Program headers: used for execution
 - ▶ Only for non-object files
- ▶ Section headers: used for linking
 - ▶ Typically always present, for non-object files just informational and not required

ELF Header
Program Headers (not for REL)
.text
.rodata
.data
... e.g., symtab, debug
Section Headers (primarily for REL)

⁷⁵gABI specification: <https://gabi.xinuos.com/>

ELF Header

```
// from glibc's elf.h
typedef struct {
    unsigned char e_ident[EI_NIDENT]; /* Magic number and other info */
    Elf64_Half e_type; /* Object file type */
    Elf64_Half e_machine; /* Architecture */
    Elf64_Word e_version; /* Object file version */
    Elf64_Addr e_entry; /* Entry point virtual address */
    Elf64_Off e_phoff; /* Program header table file offset */
    Elf64_Off e_shoff; /* Section header table file offset */
    Elf64_Word e_flags; /* Processor-specific flags */
    Elf64_Half e_ehsize; /* ELF header size in bytes */
    Elf64_Half e_phentsize; /* Program header table entry size */
    Elf64_Half e_phnum; /* Program header table entry count */
    Elf64_Half e_shentsize; /* Section header table entry size */
    Elf64_Half e_shnum; /* Section header table entry count */
    Elf64_Half e_shstrndx; /* Section header string table index */
} Elf64_Ehdr;
```


ELF Sections

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 - ▶ Linker later merges content sections of same “type”
- ▶ Some sections have “meta” information (e.g., symbols)
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ELF String Table

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- ▶ Must end with a NUL byte: all strings are terminated

Example .strtab:

\0	v	a	r	n	a	m	e	\0	f	o	o	\0
String 0				String 1				String 4				String 9

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Example .strtab:

\0	v	a	r	n	a	m	e	\0	f	o	o	\0			
String 0								String 1				String 4			String 9
""								"varname"				"name"			"foo"

ELF Section Header

```
typedef struct {
    Elf64_Word sh_name; /* Section name (string tbl index) */
    Elf64_Word sh_type; /* Section type */
    // SHT_{NULL,PROGBITS,SYMTAB,STRTAB,RELA,HASH,NOBITS,...}
    Elf64_Xword sh_flags; /* Section flags */
    // SHF_{WRITE,ALLOC,EXECINSTR,MERGE,STRINGS,...}
    Elf64_Addr sh_addr; /* Section virtual addr at execution */
    Elf64_Off sh_offset; /* Section file offset */
    Elf64_Xword sh_size; /* Section size in bytes */
    Elf64_Word sh_link; /* Link to another section */
    Elf64_Word sh_info; /* Additional section information */
    Elf64_Xword sh_addralign; /* Section alignment */
    Elf64_Xword sh_entsize; /* Entry size if section holds table */
} Elf64_Shdr;
// first section is always undefined/SHT_NULL
```

Example: Section Headers

```
void external(void);
static void bar(void) {}
void foo(void) { bar(); }
void func(void) {
    foo(); external(); }
```

Section Headers:

[Nr]	Name	Type	ES	Flg	Lk	Inf	Al
[0]		NULL	00		0	0	0
[1]	.text	PROGBITS	00	AX	0	0	1
[2]	.rela.text	RELA	18	I	10	1	8
[3]	.data	PROGBITS	00	WA	0	0	1
[4]	.bss	NOBITS	00	WA	0	0	1
[5]	.comment	PROGBITS	01	MS	0	0	1
[6]	.note.GNU-stack	PROGBITS	00		0	0	1
[7]	.note.gnu.property	NOTE	00	A	0	0	8
[8]	.eh_frame	PROGBITS	00	A	0	0	8
[9]	.rela.eh_frame	RELA	18	I	10	8	8
[10]	.symtab	SYMTAB	18		11	4	8
[11]	.strtab	STRTAB	00		0	0	1
[12]	.shstrtab	STRTAB	00		0	0	1

Symbol Table

- ▶ Describes symbolic reference to object/function
- ▶ Names in associated string table, referenced by byte offset
- ▶ Binding: local (static), weak, or global

```
typedef struct {  
    Elf64_Word st_name; /* Symbol name (string tbl index) */  
    unsigned char st_info; /* Symbol type and binding */  
    unsigned char st_other; /* Symbol visibility */  
    Elf64_Section st_shndx; /* Section index */  
    Elf64_Addr st_value; /* Symbol value */  
    Elf64_Xword st_size; /* Symbol size */  
} Elf64_Sym;
```

Example: Symbol Table

```
void external(void);
static void bar(void) {}
void foo(void) { bar(); }
void func(void) {
    foo(); external(); }
```

- ▶ Ndx=UND: undefined
 - ▶ value is zero
- ▶ Ndx=ABS: no section base
 - ▶ value is absolute
- ▶ Ndx=num: section idx.
 - ▶ value is offset into sec.
 - ▶ later refers to address

Section Headers:

[Nr]	Name	Type	Size	ES	Flg	Lk	Inf	Al
[0]		NULL	000000	00		0	0	0
[1]	.text	PROGBITS	00001a	00	AX	0	0	1
// ...								
[10]	.symtab	SYMTAB	0000a8	18		11	4	8
			sizeof(Elf64_Sym) --/					
			link to strtab -----/					
			first non-local sym -----/					
[11]	.strtab	STRTAB	00001f	00		0	0	1
[12]	.shstrtab	STRTAB	00006c	00		0	0	1

Symbol table '.symtab' contains 7 entries:

Num:	Val	Size	Type	Bind	Vis	Ndx	Name
0:	000	0	NOTYPE	LOCAL	DEFAULT	UND	
1:	000	0	FILE	LOCAL	DEFAULT	ABS	<stdin>
2:	000	0	SECTION	LOCAL	DEFAULT	1	.text
3:	000	1	FUNC	LOCAL	DEFAULT	1	bar
4:	001	6	FUNC	GLOBAL	DEFAULT	1	foo
5:	007	19	FUNC	GLOBAL	DEFAULT	1	func
6:	000	0	NOTYPE	GLOBAL	DEFAULT	UND	external

Example: Writing Code to .text

```
void external(void);  
static void bar(void) {}  
void foo(void) { bar(); }  
void func(void) {  
    foo(); external(); }
```

```
0000000000000000 <bar>:  
    0:   c3                      ret  
0000000000000001 <foo>:  
    1:  e8 ?? ?? ?? ?? call    ???  
    6:   c3                      ret  
0000000000000007 <func>:  
    7:  48 83 ec 08      sub     rsp,0x8  
    b:  e8 ?? ?? ?? ?? call    ???  
   10:  e8 ?? ?? ?? ?? call    ???  
   15:  48 83 c4 08      add     rsp,0x8  
   19:   c3                      ret
```

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    6:    c3                      ret  
0000000000000007 <func>:  
    7:    48 83 ec 08      sub     rsp,0x8  
    b:    e8 00 00 00 00 call    10 <func+0x9>  
        c: R_X86_64_PLT32      foo-0x4  
   10:    e8 ?? ?? ?? ?? call    ???  
   15:    48 83 c4 08      add     rsp,0x8  
   19:    c3                      ret
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       c: R_X86_64_PLT32      foo-0x4  
   10:  e8 00 00 00 00 call    15 <func+0xe>  
       11: R_X86_64_PLT32      external-0x4  
   15:  48 83 c4 08      add     rsp,0x8  
   19:  c3                                ret
```

Example: Writing Code to .text

```
void external(void);  
static void bar(void) {}  
void foo(void) { bar(); }  
void func(void) {  
    foo(); external(); }
```

- ▶ Symbol may be unknown
- ▶ Linker needs to resolve offset later
- ~> Relocations

```
0000000000000000 <bar>:  
    0:   c3                                ret  
0000000000000001 <foo>:  
    1:  e8 fa ff ff ff call    0 <bar>  
    6:   c3                                ret  
0000000000000007 <func>:  
    7:  48 83 ec 08      sub     rsp,0x8  
    b:  e8 00 00 00 00 call    10 <func+0x9>  
       c: R_X86_64_PLT32      foo-0x4  
   10:  e8 00 00 00 00 call    15 <func+0xe>  
       11: R_X86_64_PLT32      external-0x4  
   15:  48 83 c4 08      add     rsp,0x8  
   19:   c3                                ret
```

Relocations

- ▶ Problem: symbol values unknown before linking
 - ▶ Address is always unknown
 - ▶ External symbols: unavailable; other section: even distance is unknown
- ▶ Idea: store *relocations* $\Rightarrow$ linker patches code/data

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Static Relocation

ET_REL

- ▶ For static linker (ld)
- ▶ Either: resolve or emit dyn. reloc

Dynamic Relocation ET_EXEC/ET_DYN

- ▶ For dynamic linker/loader
- ▶ Shall be fast, outside code

Relocation Types

► Types and meaning defined by psABI⁷⁶

P: address of place being relocated; **S**: symbol address; **L**: PLT addr. for symbol; **Z**: sym. size;
A: addend; **B**: dynamic base address of shared obj.; **G**: GOT offset; **GOT**: GOT address

Name	Field	Calculation
------	-------	-------------

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⁷⁶_{x86-64}: [HJ Lu et al.](#) *System V Application Binary Interface: AMD64 Architecture Processor Supplement*. 2022. .

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Name	Field	Calculation
R_X86_64_PC32	32	$S + A - P$

Name	Field	Calculation

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Relocation Types

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P: address of place being relocated; **S**: symbol address; **L**: PLT addr. for symbol; **Z**: sym. size;
A: addend; **B**: dynamic base address of shared obj.; **G**: GOT offset; **GOT**: GOT address

Name	Field	Calculation
R_X86_64_PC32	32	$S + A - P$
R_X86_64_PLT32	32	$L + A - P$

Name	Field	Calculation

⁷⁶_{x86-64}: [HJ Lu et al.](#) *System V Application Binary Interface: AMD64 Architecture Processor Supplement*. 2022. .

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Name	Field	Calculation
R_X86_64_64	64	$S + A$
R_X86_64_PC32	32	$S + A - P$
R_X86_64_GOT32	32	$G + A$
R_X86_64_PLT32	32	$L + A - P$
R_X86_64_GLOB_DAT	addr	S
R_X86_64_JUMP_SLOT	addr	S
R_X86_64_RELATIVE	addr	$B + A$
R_X86_64_GOTPCREL	32	$G + GOT + A - P$
R_X86_64_GOTPCRELX		
R_X86_64_REX_GOTPCRELX		

Name	Field	Calculation
R_X86_64_32	32	$S + A$ (zext)
R_X86_64_32S	32	$S + A$ (sext)
R_X86_64_GOTOFF64	64	$S + A - GOT$
R_X86_64_GOTPC32	32	$GOT + A - P$
R_X86_64_GOT64	64	$G + A$
R_X86_64_GOTPCREL64	64	$G + GOT + A - P$
R_X86_64_GOTPC64	64	$GOT + A - P$
R_X86_64_PLTOFF64	64	$L - GOT + A$
R_X86_64_SIZE32	32	$Z + A$
R_X86_64_SIZE64	64	$Z + A$

⁷⁶x86-64: HJ Lu et al. *System V Application Binary Interface: AMD64 Architecture Processor Supplement*. 2022. .

Relocation Section

Section Headers:

[Nr]	Name	Type	Size	ES	Flg	Lk	Inf	Al
[1]	.text	PROGBITS	00001a	00	AX	0	0	1
[2]	.rela.text	RELA	000030	18	I	10	1	8
		sizeof(Elf64_Rela) --/						
		I: info is section link -----/						
		link to symtab -----/						
		target sec. for relocations -----/						
[10]	.symtab	SYMTAB	0000a8	18		11	4	8

Relocation section '.rela.text' at offset 0x1e0 contains 2 entries:

Offset	Info	Type	Symbol's Name + Addend
0000000000000000c	0000000400000002	R_X86_64_PC32	foo - 4
00000000000000011	0000000600000004	R_X86_64_PLT32	external - 4

Relocations on RISC Architectures

- ▶ RISC architectures typically have *more* relocation types
 - ▶ Example: AArch64⁷⁷ has >50 relocations
- ▶ Building a 64-bit address requires several instructions
(AArch64: one for bits 0–15, 16–31, ...)
 - ▶ Each instruction needs a different relocation to patch in the bits!

```
movz x0, #:abs_g0_nc:globalVariable  
movk x0, #:abs_g1_nc:globalVariable  
movk x0, #:abs_g2_nc:globalVariable  
movk x0, #:abs_g3:globalVariable
```
- ▶ Often: page-granular address with added offset for low bits
 - ▶ `adrp` for ± 4 GiB range, add or load offset for low bits
 - ▶ Scaled load offsets require different relocations for each scale

⁷⁷ Arm Ltd. *ELF for the Arm 64-bit Architecture (AArch64)*. .

Branch Relocations

- ▶ Branches (often) have limited range; compiler must assume max. distance
- ▶ x86-64: ± 2 GiB range, if larger use `mov` and indirect jump
- ▶ AArch64: ± 128 MiB range $\rightsquigarrow$ executable sections must be < 127 MiB
linker will insert veneer between different `.text` sections
 - ▶ Veneer allowed to clobber inter-procedural scratch registers `x16/x17`

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linker will insert veneer between different `.text` sections
 - ▶ Veneer allowed to clobber inter-procedural scratch registers `x16/x17`
- ▶ *badly designed ISA*: ± 1 MiB range $\rightsquigarrow$ needs ind. jump *often*

Branch Relocations on RISC-V

1. Compile the code⁷⁸ with:

```
clang --target=riscv64 -c -o rv.o rv.c -falign-functions=16
```

```
int f() { return 0; }
```

```
int g() { return f(); }
```

```
int h() { return g(); }
```

2. Look at the relocations and disassembly: `llvm-objdump -dr rv.o`
How are the function calls lowered? What types of relocations are there?
Look up the relocations types in the psABI⁷⁹ – what do they mean?
3. Link the file⁸⁰: `ld.lld -shared -o rv.so rv.o` and disassemble `rv.so`.
What is different now?

⁷⁸<https://godbolt.org/z/7d3PWzY4f>

⁷⁹<https://github.com/riscv-non-isa/riscv-elf-psabi-doc/blob/b17fc7b9b/riscv-elf.adoc#relocations>

⁸⁰Compiler Explorer: Output → uncheck *Compile to object*, check *Link to binary*.

Section 54

Executable Files

Linker⁸¹

- ▶ Goal: combine multiple input files (.o/.so/.a) into executable or shared lib.

⁸¹Interesting blog on linkers, etc.: [F Song. Personal Blog.](#)  (visited on 01/07/2026).

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 - ▶ Apply relocations which are now known; compress sections; etc.
- 7. Profit!

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ELF Executable File

- ▶ Entry in ELF header: entry address of the program
 - ▶ Kernel will configure program to start execution there
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 - ▶ Kernel will configure program to start execution there
- ▶ Program execution doesn't start at `main`
 - ▶ Need to run global constructors: e.g., to initialize variables in C++
 - ▶ Init I/O, heap, etc.
- ▶ Program execution (by default) start at `_start`
 - ▶ Typically provided by C runtime, calls `__libc_start_main`
- ▶ Compiler driver (e.g. `gcc`, `clang`) can output low-level tool invocations:
`clang -### ...`

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 - ▶ Specifies virtual address, file offset, file size/memory size, permission
 - ▶ $\text{vaddr} \& (\text{pgsize} - 1) == \text{offset} \& (\text{pgsize} - 1)$ – kernel will just `mmap` the file
 - ▶ memory size $>$ file size $\Rightarrow$ filled up with zeros (for `.bss`)

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 - ▶ memory size $>$ file size $\Rightarrow$ filled up with zeros (for `.bss`)
- ▶ PT_INTERP/PT_DYNAMIC: when PIE or with shared libraries
- ▶ PT_GNU_STACK: permissions indicate whether stack is non-executable

Example: Program Headers

Program Headers:

Type	Offset	VirtAddr	FileSiz	MemSiz	Flg	Align
LOAD	0x000000	0x00400000	0x0a0d5e	0x0a0d5e	R E	0x1000
LOAD	0x0a17d8	0x004a27d8	0x005ab8	0x00b2e8	RW	0x1000

offset in file	-/					
virtual address	-----/					
bytes provided in file	-----/					
segment size in mem	-----/					
(memsz > filesz = zero-filled)						
mmap protection	-----/					
// ...						
GNU_STACK	0x000000	0x00000000	0x000000	0x000000	RW	0x10

- ▶ Note: the kernel always maps full pages from the file cache
- ▶ Note: first segment includes ELF header and program headers

Loading a Binary to Memory

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 - ▶ May needs zeroing of last page and mapping extra zero pages
- ▶ Setup initial stack frame and auxiliary vector (e.g., with phdr address)
- ▶ Start execution at (the interpreter's) entry

This is the kernel's job

Section 55

Linker Optimizations

Eliminating Duplicate Strings/Constants

- ▶ Sections in different object may contain same data, e.g. strings
 - ▶ Critical for debug info (file names, function names, etc.)
- ▶ Idea: linker finds and deduplicates strings and other constant data
- ▶ Precondition: relative order of entries irrelevant

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- ▶ SHF_MERGE – fixed-size entries, size stored in header
 - ▶ Collect all entries in hash map; afterwards emit all keys
- ▶ SHF_MERGE|SHF_STRINGS – NUL-terminated strings, entsize is char width
 - ▶ Precondition: strings must not contain NUL-byte
 - ▶ Tail merging: `foobar\0 + bar\0` $\rightsquigarrow$ `foobar\0`
 - ▶ Sort strings from tail (e.g., radix sort), deduplicate neighbors

COMDAT Groups

```
//--- inline1.cpp
inline int x(int n) {
    return n ? x(n-1) + n : 1; }
int f(int n) { return x(n); }
//--- inline2.cpp
inline int x(int n) {
    return n ? x(n-1) + n : 1; }
int g(int n) { return x(n); }
int main() {}

// clang++ -c -o inline1.o inline1.cpp
// clang++ -c -o inline2.o inline2.cpp
// clang++ -o inline inline{1,2}.o
```

1. Inspect sections/symbols of the object files with `llvm-readelf -gCSs`.
 - ▶ What sections are there?
 - ▶ Which symbol bindings?
2. Likewise, inspect the executable file
 - ▶ How many instances of `x(int)` exist?

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- ▶ Iteratively mark all referenced sections, drop unmarked sections
- ▶ Downside:

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- ▶ GC roots: exported symbols, init functions, ...
- ▶ Iteratively mark all referenced sections, drop unmarked sections
- ▶ Downside: may need longer relocations $\rightsquigarrow$ possibly less efficient code
- ▶ GCC/Clang `-ffunction-sections`, `ld --gc-sections`

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- ▶ Problem: objects may contain duplicate code
 - ▶ Same function compiled in many objs, e.g. template instantiation
- ▶ Idea: deduplicate read-only sections (same flags, contents, relocations(!))
- ▶ Hash all sections and their relocations, remove duplicates
- ▶ Repeat until convergence
 - ▶ Only after folding `foo1` and `foo2`, these become equivalent:

```
int funcA(void) { foo1(); } int funcB(void) { foo2(); }
```
- ▶ Caution: function pointers may be guaranteed to be different
- ▶ LLD has more aggressive deduplication

Link-Time Optimization

- ▶ Problem: Compilers still suck

Link-Time Optimization

- ▶ Problem: no optimizations across object files
 - ▶ Inlining, constant propagation+cloning, specialized call conv., ...
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 - ▶ Downside: single core, problematic with same-name static functions
- ▶ Idea 2: Use static binary optimization during linking (severely limited)
- ▶ Idea 3: dump IR into object, glue IR together, optimize (`-flto`)
 - ▶ Done as very first step at link-time
- ▶ LTO is widely used and highly effective

Link-Time Optimization in LLVM

- ▶ During object file compilation: just run simplification pipeline
- ▶ Fat LTO: all LLVM-IR modules from objects merged into single module
 - ▶ All existing optimizations can be applied, (conceptually) best performance
 - ▶ But:

Link-Time Optimization in LLVM

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- ▶ Fat LTO: all LLVM-IR modules from objects merged into single module
 - ▶ All existing optimizations can be applied, (conceptually) best performance
 - ▶ But: single-threaded compilation makes this not viable
- ▶ Thin LTO⁸²: do cross-object analysis only on summary
 - ▶ Every object has a summary index: function sizes, linkage, call graph
 - ▶ Serial cross-module analysis: identify inlining candidate, other global opt.
 - ▶ Parallel optimization/compilation: apply optimizations found in analysis

⁸²T Johnson, M Amini, and XD Li. "ThinLTO: scalable and incremental LTO". In: *CGO*. 2017, pp. 111–121

Section 56

Static Libraries

Static Libraries

- ▶ Archive of relocatable object files
- ▶ Header often contains index mapping symbol to object file
- ▶ Linker takes only object files that are needed
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 - Larger executable files, library changes need relinking

Section 57

Shared Libraries

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- ▶ Idea: *share* code between different executables

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- ▶ Problem: code duplication, large executables, recompile needed for changes
- ▶ Idea: *share* code between different executables
- ▶ Executable references functions/objects in shared library
 - ▶ Shared libraries can refer to other shared libraries, too
 - ▶ Linker needs to retain dynamic relocations and symbols (dynamic symbol = externally visible symbol)
- ▶ Run-time loader links executable and libraries program start
 - ▶ Find and load libraries from different paths, resolve all relocations

Shared Libraries: Changes in Compiler

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None 😊
(almost)

Shared Libraries: Changes in Compiler

None ☺
(almost)

- ▶ When building a shared library, code must be position-independent

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 - ▶ Store dynamic relocations and symbols in separate sections (`.dynsym`, `.rela.dyn`)

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 - ▶ Stub jumps to address stored in table
- ▶ Emit `PT_DYNAMIC` segment with info for loader
 - ▶ Point loader to needed libs, relocations, symtab, strtab, ...

Global Offset Table (GOT) and Procedure Linkage Table (PLT)

- ▶ Global Offset Table: pointer table filled by loader
 - ▶ Linker emits dynamic relocations for GOT; loader fills addresses
 - ▶ Often subject to RELRO: after relocations are applied, GOT becomes read-only

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- ▶ Procedure Linkage Table: stubs that perform jump using GOT

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```

- ▶ PLT can be disabled (`-fno-plt`): indirect jump is duplicated
 - ▶ Compiler emits indirect calls/jumps instead of near calls to PLT
 - ▶ Linker cannot convert into near jump if target is in same DSO

PT_DYNAMIC segment

- ▶ Loader needs to know needed libraries, flags, locations of relocations, etc.
 - ▶ Sections headers might be unavailable and more info is needed
- ▶ Info for loader stored in dynamic section

Type	Name/Value
(NEEDED)	Shared library: [libm.so.6]
(NEEDED)	Shared library: [libc.so.6]
(GNU_HASH)	0x4003c0
(STRTAB)	0x4004b8
(SYMTAB)	0x4003e0
(STRSZ)	259 (bytes)
(SYMENT)	24 (bytes)
// ...	
(NULL)	0x0

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- ▶ Lookup:
 - ▶ Compute hash of target symbol string
 - ▶ Check bloom filter, if absent: abort
 - ▶ Iterate through symbols in bucket, compare names (and version)
- ▶ Documentation unfortunately sparse⁸³

⁸³ A Roenky. *ELF: better symbol lookup via DT_GNU_HASH*.  (visited on 12/14/2022)

Miscellaneous Things

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- ▶ Purpose of all these dynamic entries
- ▶ Symbols: versioning and DSO visibility

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- ▶ Purpose of all these dynamic entries
- ▶ Symbols: versioning and DSO visibility
- ▶ Copy relocations for more efficient globals in main executable
- ▶ Thread-local storage
- ▶ Constructors/destructors: called at load/unload of DSO
- ▶ Indirect functions (ifunc)
 - ▶ Function to dynamically determine actual address of symbol
 - ▶ Used e.g. for determining `memcpy` variant based on CPU features
- ▶ Dynamic loading of DSOs (`dlopen`)

Object Files, Linker, and Loader – Summary

- ▶ Compiler needs to know code model to emit proper asm code/relocations
- ▶ ELF format used for relocatable files, executables and shared libraries
- ▶ ELF relocatables structured in sections and have static relocations
- ▶ ELF dynamic executables grouped in segments and have dynamic relocations
 - ▶ Need dynamic loader to resolve dynamic relocations and shared libraries
- ▶ Linker combines relocatable files into executables or shared libraries
- ▶ Optimizations can happen at link time: COMDAT group merging, string/constant merging, section garbage collection, identical code folding, link-time optimization, linker relaxation

Object Files, Linker, and Loader – Questions

- ▶ Which ELF file types exist? What is different?
- ▶ What are typical sections found in an ELF relocatable file?
- ▶ What information is contained in a symbol table?
- ▶ What information is required for a relocation?
- ▶ What are typical differences between static and dynamic relocations?
- ▶ How can linker relaxation improve program performance?
- ▶ Which steps and possible optimization does a linker perform?
- ▶ How does the OS load a binary into memory?
- ▶ What is the difference between static and shared libraries?
- ▶ How are symbols from other shared libraries resolved?

Code Generation for Data Processing

Lecture 12: Unwinding and Debuginfo

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Motivation: Meta-Information on Program

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- ▶ Machine code suffices for execution → not true
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Motivation: Meta-Information on Program

- ▶ Machine code suffices for execution → not true
- ▶ Needs program headers and entry point
- ▶ Linking with shared libraries needs dynamic symbols and interpreter
- ▶ Stack unwinding needs information about the stack
 - ▶ Size of each stack frame, destructors to be called, etc.
 - ▶ Vital for C++ exceptions, even for non-C++ code
- ▶ Stack traces require stack information to find return addresses
 - ▶ Use cases: coredumps, debuggers, profilers
- ▶ Debugging experience enhanced by variables, files, lines, statements, etc.

Adding Meta-Information with GCC

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-g

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`-g`
`-fexceptions`

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`-fasynchronous-unwind-tables`

Adding Meta-Information with GCC

`-g`
`-fexceptions`
`-fasynchronous-unwind-tables`

- ▶ `-g` supports different formats and levels (and GNU extensions)
- ▶ Exceptions must work without debuginfo
- ▶ Unwinding through code without exception-support must work

Stack Unwinding

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 - ▶ May depend on exception type, ask *personality function*
 - ▶ Personality function needs extra language-specific data
 - ▶ Stop once an exception handler is found

Stack Unwinding

- ▶ Needed for exceptions (`_Unwind_RaiseException`) or forced unwinding
- ▶ Search phase: walk through the stack, check whether to stop at each frame
 - ▶ May depend on exception type, ask *personality function*
 - ▶ Personality function needs extra language-specific data
 - ▶ Stop once an exception handler is found
- ▶ Cleanup phase: walk again, do cleanup and stop at handler
 - ▶ Personality function indicates whether handler needs to be called
 - ▶ Can be for exception handler or for calling destructors
 - ▶ If yes: personality function sets up registers/sp/pc for landing pad
 - ▶ Non-matching handler or destructor-only: landing pad calls `_Unwind_Resume`

Stack Unwinding: Requirements

- ▶ Given: current register values in unwind function
- ▶ Need: iterate through stack frames
 - ▶ Get address of function of the stack frame
 - ▶ Get pc and sp for *this function*
 - ▶ Find personality function and language-specific data
 - ▶ Maybe get some registers from the stack frame

Stack Unwinding: `setjmp/longjmp`

- ▶ Simple idea – all functions that run code during unwinding do:
 - ▶ Register their handler at function entry
 - ▶ Deregister their handler at function exit
- ▶ Personality function sets `jmpbuf` to landing pad
- ▶ Unwinder does `longjmp`

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 - ▶ Register their handler at function entry
 - ▶ Deregister their handler at function exit
 - ▶ Personality function sets `jmpbuf` to landing pad
 - ▶ Unwinder does `longjmp`
- + Needs no extra information, small binary footprint
- High overhead in non-exceptional case

Stack Unwinding: Frame Pointer

- ▶ Frame pointers allow for fast unwinding
 - ▶ fp points to stored caller's fp
 - ▶ Return address stored adjacent to frame pointer
- + Fast and simple, also without exception

```
x86_64:
    push rbp
    mov rbp, rsp
    // ...
    mov rsp, rbp
    pop rbp
    ret
```

```
aarch64:
    stp x29, x30, [sp, -32]!
    mov x29, sp
    // ...
    ldp x29, x30, [sp], 32
    ret
```

Stack Unwinding: Frame Pointer

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- Not all programs have frame pointers
- ▶ Overhead of creating full stack frame
 - ▶ Causes loss of one register (esp. x86)
- Not generally possible to restore callee-saved registers

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- Not all programs have frame pointers
 - ▶ Overhead of creating full stack frame
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- Not generally possible to restore callee-saved registers
- ▶ Not sufficient!

```
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    push rbp
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- ▶ Given: pc and sp (bottom of stack frame/call frame)
 - ▶ In parent frames: $retaddr - 1 \sim pc$ and $CFA \sim sp$
- ▶ Need to map pc to stack frame layout
 - ▶ Stack frame varies throughout function, e.g. prologue, stack arguments

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 - ▶ E.g., for variable stack frame size, stack realignment on function entry
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 - ▶ E.g., for variable stack frame size, stack realignment on function entry
 - ▶ Case 2: no frame pointer: CFA is constant offset to sp
- ↪ Unwinding *must* restore register values
- ▶ Frame pointer of caller, caller's landing pad can use callee-saved regs
 - ▶ Need to know where return address is stored (to identify caller)

Call Frame Information

- ▶ Table mapping each instr. to info about registers and CFA
- ▶ CFA: register with signed offset (or arbitrary expression)
- ▶ Register:
 - ▶ Undefined – unrecoverable (default for caller-saved reg)
 - ▶ Same – unmodified (default for callee-saved reg)
 - ▶ Offset(N) – stored at address $\text{CFA} + N$
 - ▶ Register(reg) – stored in other register
 - ▶ or arbitrary expressions

Call Frame Information – Example 1

- ▶ Table row: frame info starting from address
 - ▶ Note: instruction pointed to by pc has not yet executed
- ▶ Table columns: CFA, return address, registers

	CFA	rip	rbx	rbp	...
foo:					
0x0: push rbx					
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0x8: mov eax, ebx	rsp+0x10	[CFA-0x08]	[CFA-0x10]	same	
0xa: pop rbx	rsp+0x10	[CFA-0x08]	[CFA-0x10]	same	
0xb: ret	rsp+0x08				

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0x3: call bar	rsp+0x10	[CFA-0x08]	[CFA-0x10]	same	
0x8: mov eax, ebx	rsp+0x10	[CFA-0x08]	[CFA-0x10]	same	
0xa: pop rbx	rsp+0x10	[CFA-0x08]	[CFA-0x10]	same	
0xb: ret	rsp+0x08	[CFA-0x08]			

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0xa: pop rbx	rsp+0x10	[CFA-0x08]	[CFA-0x10]	same	
0xb: ret	rsp+0x08	[CFA-0x08]	same	same	

Call Frame Information – Example 2

	CFA	rip	rbx	rbp	...
foo:					
0x0: push rbp					
0x1: mov rbp, rsp					
0x4: shl rdi, 4					
0x8: sub rsp, rdi					
0xb: mov rdi, rsp					
0xe: call bar					
0x13: leave					
0x14: ret					

Call Frame Information – Example 2

		CFA	rip	rbx	rbp	...
foo:						
0x0:	push rbp	rsp+0x08	[CFA-0x08]	same	same	
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0x4:	shl rdi, 4	rbp+0x10	[CFA-0x08]	same	[CFA-0x10]	
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0x14:	ret	rsp+0x08	[CFA-0x08]	same	same	

Call Frame Information – Example 3

	CFA	rip	rbx	rbp	...
foo:					
0x0: sub rsp, 8					
0x4: test edi, edi					
0x6: js 0x12					
0x8: call positive					
0xd: add rsp, 8					
0x11: ret					
0x12: call negative					
0x17: add rsp, 8					
0x1a: ret					

Call Frame Information – Example 3

		CFA	rip	rbx	rbp	...
foo:						
0x0:	sub rsp, 8	rsp+0x08	[CFA-0x08]	same	same	
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0x6:	js 0x12	rsp+0x10	[CFA-0x08]	same	same	
0x8:	call positive	rsp+0x10	[CFA-0x08]	same	same	
0xd:	add rsp, 8	rsp+0x10	[CFA-0x08]	same	same	
0x11:	ret	rsp+0x08	[CFA-0x08]	same	same	
0x12:	call negative					
0x17:	add rsp, 8					
0x1a:	ret					

Call Frame Information – Example 3

		CFA	rip	rbx	rbp	...
foo:						
0x0:	sub rsp, 8	rsp+0x08	[CFA-0x08]	same	same	
0x4:	test edi, edi	rsp+0x10	[CFA-0x08]	same	same	
0x6:	js 0x12	rsp+0x10	[CFA-0x08]	same	same	
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0xd:	add rsp, 8	rsp+0x10	[CFA-0x08]	same	same	
0x11:	ret	rsp+0x08	[CFA-0x08]	same	same	
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Call Frame Information – Example 3

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Call Frame Information – Example 3

		CFA	rip	rbx	rbp	...
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0x6:	js 0x12	rsp+0x10	[CFA-0x08]	same	same	
0x8:	call positive	rsp+0x10	[CFA-0x08]	same	same	
0xd:	add rsp, 8	rsp+0x10	[CFA-0x08]	same	same	
0x11:	ret	rsp+0x08	[CFA-0x08]	same	same	
0x12:	call negative	rsp+0x10	[CFA-0x08]	same	same	
0x17:	add rsp, 8	rsp+0x10	[CFA-0x08]	same	same	
0x1a:	ret	rsp+0x08	[CFA-0x08]	same	same	

Call Frame Information – Exercise

- ▶ Download `ex12.txt` from the course website
- ▶ Construct the CFI tables for both functions
(you can omit lines that don't change)

Call Frame Information: Encoding

- ▶ Expanded table can be huge
- ▶ Contents change rather seldomly
 - ▶ Mainly in prologue/epilogue, but mostly constant in-between

Call Frame Information: Encoding

- ▶ Expanded table can be huge
- ▶ Contents change rather seldomly
 - ▶ Mainly in prologue/epilogue, but mostly constant in-between
- ▶ Idea: encode table as bytecode
- ▶ Bytecode has instructions to create a new row
 - ▶ Advance machine code location
- ▶ Bytecode has instructions to define CFA value
- ▶ Bytecode has instructions to define register location
- ▶ Bytecode has instructions to remember and restore state

Call Frame Information: Bytecode – Example 1

	CFA	rip	rbx	
foo:				DW_CFA_def_cfa: RSP +8
0: push rbx				DW_CFA_offset: RIP -8
1: mov ebx, edi				DW_CFA_advance_loc: 1
3: call bar				DW_CFA_def_cfa_offset: +16
8: mov eax, ebx				DW_CFA_offset: RBX -16
a: pop rbx				DW_CFA_advance_loc: 10
b: ret				DW_CFA_def_cfa_offset: +8

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	CFA	rip	rbx	
foo:				=> DW_CFA_def_cfa: RSP +8
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Call Frame Information: Bytecode – Example 1

	CFA	rip	rbx	
foo:				DW_CFA_def_cfa: RSP +8
0: push rbx	rsp+8	[CFA-8]		=> DW_CFA_offset: RIP -8
1: mov ebx, edi				DW_CFA_advance_loc: 1
3: call bar				DW_CFA_def_cfa_offset: +16
8: mov eax, ebx				DW_CFA_offset: RBX -16
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1: mov ebx, edi	rsp+8	[CFA-8]		=> DW_CFA_advance_loc: 1
3: call bar				DW_CFA_def_cfa_offset: +16
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1: mov ebx, edi	rsp+16	[CFA-8]		DW_CFA_advance_loc: 1
3: call bar				=> DW_CFA_def_cfa_offset: +16
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1: mov ebx, edi	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 1
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1: mov ebx, edi	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 1
3: call bar	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_def_cfa_offset: +16
8: mov eax, ebx	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_offset: RBX -16
a: pop rbx	rsp+16	[CFA-8]	[CFA-16]	=> DW_CFA_advance_loc: 10
b: ret	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_def_cfa_offset: +8

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	CFA	rip	rbx	
foo:				DW_CFA_def_cfa: RSP +8
0: push rbx	rsp+8	[CFA-8]		DW_CFA_offset: RIP -8
1: mov ebx, edi	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 1
3: call bar	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_def_cfa_offset: +16
8: mov eax, ebx	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_offset: RBX -16
a: pop rbx	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 10
b: ret	rsp+8	[CFA-8]	[CFA-16]	=> DW_CFA_def_cfa_offset: +8

Call Frame Information: Bytecode – Example 2

	CFA	rip	rbp
foo:			
0: push rbp			
1: mov rbp, rsp			
4: shl rdi, 4			
8: sub rsp, rdi			
b: mov rdi, rsp			
e: call bar			
13: leave			
14: ret			

DW_CFA_def_cfa: RSP +8

DW_CFA_offset: RIP -8

DW_CFA_advance_loc: 1

DW_CFA_def_cfa_offset: +16

DW_CFA_offset: RBP -16

DW_CFA_advance_loc: 3

DW_CFA_def_cfa_register: RBP

DW_CFA_advance_loc: 16

DW_CFA_def_cfa: RSP +8

Call Frame Information: Bytecode – Example 2

	CFA	rip	rbp	
				=> DW_CFA_def_cfa: RSP +8
foo:				DW_CFA_offset: RIP -8
0: push rbp	rsp+8			DW_CFA_advance_loc: 1
1: mov rbp, rsp				DW_CFA_def_cfa_offset: +16
4: shl rdi, 4				DW_CFA_offset: RBP -16
8: sub rsp, rdi				DW_CFA_advance_loc: 3
b: mov rdi, rsp				DW_CFA_def_cfa_register: RBP
e: call bar				DW_CFA_advance_loc: 16
13: leave				DW_CFA_def_cfa: RSP +8
14: ret				

Call Frame Information: Bytecode – Example 2

	CFA	rip	rbp	
foo:				DW_CFA_def_cfa: RSP +8
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b: mov rdi, rsp				DW_CFA_advance_loc: 3
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4: shl rdi, 4				DW_CFA_def_cfa_offset: +16
8: sub rsp, rdi				DW_CFA_offset: RBP -16
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Call Frame Information: Bytecode – Example 2

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	foo:				
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1:	mov rbp, rsp	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_offset: RIP -8
4:	shl rdi, 4	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 1
8:	sub rsp, rdi	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_def_cfa_offset: +16
b:	mov rdi, rsp	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_offset: RBP -16
e:	call bar	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 3
13:	leave	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_def_cfa_register: RBP
14:	ret	rbp+16	[CFA-8]	[CFA-16]	=> DW_CFA_advance_loc: 16
					DW_CFA_def_cfa: RSP +8

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1:	mov rbp, rsp	rsp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 1
4:	shl rdi, 4	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_def_cfa_offset: +16
8:	sub rsp, rdi	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_offset: RBP -16
b:	mov rdi, rsp	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 3
e:	call bar	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_def_cfa_register: RBP
13:	leave	rbp+16	[CFA-8]	[CFA-16]	DW_CFA_advance_loc: 16
14:	ret	rsp+8	[CFA-8]	[CFA-16]	=> DW_CFA_def_cfa: RSP +8

Call Frame Information: Bytecode – Example 3

	CFA	rip	
foo:			DW_CFA_def_cfa: RSP +8
0: sub rsp, 8			DW_CFA_offset: RIP -8
4: test edi, edi			DW_CFA_advance_loc: 4
6: js 0x12			DW_CFA_def_cfa_offset: +16
8: call positive			DW_CFA_advance_loc: 13
d: add rsp, 8			DW_CFA_remember_state:
11: ret			DW_CFA_def_cfa_offset: +8
12: call negative			DW_CFA_advance_loc: 1
17: add rsp, 8			DW_CFA_restore_state:
1a: ret			DW_CFA_advance_loc: 8
			DW_CFA_def_cfa_offset: +8

Call Frame Information: Bytecode – Example 3

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foo:		
0: sub rsp, 8	rsp+8	
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d: add rsp, 8	rsp+16	[CFA-8]	DW_CFA_remember_state:
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Call Frame Information: Bytecode – Example 3

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DW_CFA_def_cfa: RSP +8
DW_CFA_offset: RIP -8
DW_CFA_advance_loc: 4
DW_CFA_def_cfa_offset: +16
DW_CFA_advance_loc: 13
=> DW_CFA_remember_state:
DW_CFA_def_cfa_offset: +8
DW_CFA_advance_loc: 1
DW_CFA_restore_state:
DW_CFA_advance_loc: 8
DW_CFA_def_cfa_offset: +8

Remember stack: {CFA=rsp+16; rip=[CFA-8]}

Call Frame Information: Bytecode – Example 3

	CFA	rip
foo:		
0: sub rsp, 8	rsp+8	[CFA-8]
4: test edi, edi	rsp+16	[CFA-8]
6: js 0x12	rsp+16	[CFA-8]
8: call positive	rsp+16	[CFA-8]
d: add rsp, 8	rsp+16	[CFA-8]
11: ret	rsp+8	[CFA-8]
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DW_CFA_def_cfa: RSP +8
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DW_CFA_remember_state:
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Remember stack: {CFA=rsp+16; rip=[CFA-8]}

Call Frame Information: Bytecode – Example 3

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foo:		
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6: js 0x12	rsp+16	[CFA-8]
8: call positive	rsp+16	[CFA-8]
d: add rsp, 8	rsp+16	[CFA-8]
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DW_CFA_advance_loc: 4
DW_CFA_def_cfa_offset: +16
DW_CFA_advance_loc: 13
DW_CFA_remember_state:
DW_CFA_def_cfa_offset: +8
=> DW_CFA_advance_loc: 1
DW_CFA_restore_state:
DW_CFA_advance_loc: 8
DW_CFA_def_cfa_offset: +8

Remember stack: {CFA=rsp+16; rip=[CFA-8]}

Call Frame Information: Bytecode – Example 3

	CFA	rip	
foo:			DW_CFA_def_cfa: RSP +8
0: sub rsp, 8	rsp+8	[CFA-8]	DW_CFA_offset: RIP -8
4: test edi, edi	rsp+16	[CFA-8]	DW_CFA_advance_loc: 4
6: js 0x12	rsp+16	[CFA-8]	DW_CFA_def_cfa_offset: +16
8: call positive	rsp+16	[CFA-8]	DW_CFA_advance_loc: 13
d: add rsp, 8	rsp+16	[CFA-8]	DW_CFA_remember_state:
11: ret	rsp+8	[CFA-8]	DW_CFA_def_cfa_offset: +8
12: call negative	rsp+16	[CFA-8]	DW_CFA_advance_loc: 1
17: add rsp, 8			=> DW_CFA_restore_state:
1a: ret			DW_CFA_advance_loc: 8
			DW_CFA_def_cfa_offset: +8

Remember stack: {}

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foo:			DW_CFA_def_cfa: RSP +8
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Call Frame Information: Bytecode – Exercise

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encode your CFI tables in DWARF CFI bytecode
- ▶ Can you reduce the size of the bytecode by changing or omitting instructions while maintaining correctness?

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-
- ▶ Some ABIs guarantee a *red zone* below stack pointer
 - ▶ Red zone: area guaranteed to not be clobbered by signal handlers
 - ▶ E.g. x86-64 System V: 128 byte

Call Frame Information: Bytecode

- ▶ DWARF⁸⁶ specifies bytecode for call frame information
- ▶ Self-contained section `.eh_frame` (or `.debug_frame`)
- ▶ Series of entries; two possible types distinguished using header
- ▶ Frame Description Entry (FDE): description of a function
 - ▶ Code range, instructions, pointer to CIE, language-specific data
- ▶ Common Information Entry (CIE): shared information among multiple FDEs
 - ▶ Initial instrs. (prepended to all FDE instrs.), personality function, alignment factors (constants factored out of instrs.), ...
- ▶ `readelf --debug-dump=frames <file>`
`llvm-dwarfdump --debug-frame <file>`

Call Frame Information: `.eh_frame_hdr`⁸⁷

- ▶ Problem:

⁸⁷https://refspecs.linuxfoundation.org/LSB_4.1.0/LSB-Core-generic/LSB-Core-generic/ehframechpt.html

Call Frame Information: `.eh_frame_hdr`⁸⁷

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- ▶ Idea: create binary search table over FDEs at link-time
- ▶ Ordered list of all function addresses and their FDE
- ▶ Unwinder does binary search to find matching FDE

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- ▶ Idea: create binary search table over FDEs at link-time
- ▶ Ordered list of all function addresses and their FDE
- ▶ Unwinder does binary search to find matching FDE
- ▶ Separate program header entry: `PT_GNU_EH_FRAME`
- ▶ Unwinder needs loader support to find these
 - ▶ `_dl_find_object` or `dl_iterate_phdr`
- ▶ FDEs and indices are cached to avoid redundant lookups

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Call Frame Information: Assembler Directives

- ▶ Compilers produces textual CFI
- ▶ Assembler encodes CFI into binary format
 - ▶ Allows for integration of annotated inline assembly
 - ▶ Inline-asm also needs CFI directives
- ▶ Register numbers specified by psABI
- ▶ Wrap function with `.cfi_startproc/.cfi_endproc`
- ▶ Many directives map straight to DWARF instructions
 - ▶ `.cfi_def_cfa_offset 16; .cfi_offset %rbp, -16;`
`.cfi_def_cfa_register %rbp`

Call Frame Information: Assembler Directives – Example

```
int bar(int*);  
int foo(unsigned long x) {  
    int arr[x * 4];  
    return bar(arr);  
}
```

```
gcc -O -S foo.c
```

```
                .globl foo  
                .type foo, @function  
  
foo:  
  
                .cfi_startproc  
                push rbp  
                .cfi_def_cfa_offset 16  
                .cfi_offset 6, -16  
                mov rbp, rsp  
                .cfi_def_cfa_register 6  
                shl rdi, 4  
                sub rsp, rdi  
                mov rdi, rsp  
                call bar  
                leave  
                .cfi_def_cfa 7, 8  
                ret  
                .cfi_endproc  
                .size foo, .-foo
```

Unwinding from Signal Handler

- ▶ Unwinding is conceptually supported even from signal handlers
- ↪ Possible to get backtraces in-program in signal handler

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 - ▶ Otherwise, it only needs to be correct at calls (“synchronous unwinding”)
- ▶ Is throwing exceptions from signal handlers safe?

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- ▶ Unwind info must be correct at every single instruction (“asynchronous”)
 - ▶ Otherwise, it only needs to be correct at calls (“synchronous unwinding”)
- ▶ Is throwing exceptions from signal handlers safe? No!
 - ▶ Variables can be in an inconsistent state, e.g. in the middle of a copy
 - ▶ Possible and viable only under very limited and controlled circumstances

Asynchronous vs. Synchronous Unwind Info

Unwind Info	Synchronous	Asynchronous
Correct at	only at calls	every instruction
Usable for exceptions	Yes	Yes
Usable for profiling	—	Yes
Usable for stack trace in debugger	—	Yes
Unwind info size	smaller	larger
Usable on Windows	—	Yes

Unwinding: Other Platforms

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Needs to work reliably for exception handling

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Compact Unwind Information I

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 - ▶ Many prologues have largely same structure, resulting in similar bytecode
- ▶ Problem: DWARF bytecode is not cheap to interpret
- ▶ Idea 1:

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- ▶ Idea 1: represent each function with a fixed-size descriptor often sufficient for synchronous unwind info
- ▶ Code generator ensures that stack frame layout is same at all calls
- ▶ Restrict location of callee-saved registers due to limited encoding
- + Much more compact, typically 4-5 bytes per function
- Synchronous only, imposes code generator restrictions

Compact Unwind Information II

- ▶ Representing asynchronous unwind info in compact form is difficult
- ▶ Windows/AArch64: impose fixed instr sequence for prologue/epilogue
- ▶ OpenVMS/x86-64: “async” unwind info is incorrect in prologue...

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- ▶ OpenVMS/x86-64: “async” unwind info is incorrect in prologue...
- ▶ ELF platforms have no compact unwind info (yet)

C++ Exceptions

- ▶ Unwind info merely describes stack frame
- ▶ Missing:

C++ Exceptions

- ▶ Unwind info merely describes stack frame
- ▶ Missing: handler address, exception types
- ▶ Separate table mapping call to handler and exception types
- ▶ Typically in section `.gcc_except_table` (also non-GCC)
- ▶ Table interpreted by personality function (e.g. `__gxx_personality_v0`)
- ▶ Pointer to this table is encoded as language-specific data (LSDA) in unwind info

Debugging: Wanted Features

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- ▶ Get back trace
- ▶ Map address to source file/line
- ▶ Show global and local variables
 - ▶ Local variables need scope information, e.g. shadowing
 - ▶ Data type information, e.g. int, string, struct, enum
- ▶ Set break point at line/function
 - ▶ Might require multiple actual breakpoints: inlining, template expansion
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Debug Frame Information

- ▶ `.debug_frame` is very similar to `.eh_frame`

Debug Frame Information

- ▶ `.debug_frame` is very similar to `.eh_frame`
- ▶ Caveat: there are subtle encoding differences
- ▶ `eh_frame` allows for some (GNU) extensions

Line Table

- ▶ Map instruction to: file/line/column and ISA mode
- ▶ Also: mark start of stmt; start of basic block; prologue end/epilogue begin
 - ▶ Provide breakpoint hints for lines, function entry/exit
- ▶ Table can be huge; idea:

Line Table

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- ▶ Also: mark start of stmt; start of basic block; prologue end/epilogue begin
 - ▶ Provide breakpoint hints for lines, function entry/exit
- ▶ Table can be huge; idea: encode as bytecode
- ▶ Extracted information are bytecode registers
- ▶ Conceptually similar to CFI encoding
- ▶ `llvm-dwarfdump -v --debug-line` or `readelf -wLL`

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Debugging: Wanted Features

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 - ▶ Local variables need scope information, e.g. shadowing
 - ▶ Data type information, e.g. int, string, struct, enum
- ▶ Set break point at line/function ~> Line Table/??
 - ▶ Might require multiple actual breakpoints: inlining, template expansion
- ▶ Step through program by line/statement ~> Line Table

DWARF: Hierarchical Program Description

- ▶ Extensible, flexible, Turing-complete⁸⁸ format to describe program
- ▶ Forest of Debugging Information Entries (DIEs)
 - ▶ Tag: indicates what the DIE describes
 - ▶ Set of attributes: describe DIE (often constant, range, or arbitrary expression)
 - ▶ Optionally children

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 - ▶ Tag: indicates what the DIE describes
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 - ▶ Optionally children
- ▶ Rough classification:
 - ▶ DIEs for types: base types, typedef, struct, array, enum, union, ...
 - ▶ DIEs for data objects: variable, parameter, constant
 - ▶ DIEs for program scope: compilation unit, function, block, ...

⁸⁸ J Oakley and S Bratus. "Exploiting the Hard-Working DWARF: Trojan and Exploit Techniques with No Native Executable Code". In: *WOOT*. 2011. .

DWARF: Data Types

```
DW_TAG_base_type [0x4a]  
  DW_AT_byte_size (0x04)  
  DW_AT_encoding   (DW_ATE_signed)  
  DW_AT_name       ("int")
```

DWARF: Data Types

```
DW_TAG_structure_type [0x2e]
  DW_AT_byte_size (0x08)
  DW_AT_sibling (0x4a)
  DW_TAG_member [0x37]
    DW_AT_name ("x")
    DW_AT_type (0x4a "int")
    DW_AT_data_member_location (0x00)
  DW_TAG_member [0x40]
    DW_AT_name ("y")
    DW_AT_type (0x4a "int")
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DW_TAG_base_type [0x4a]

DW_AT_byte_size (0x04)

DW_AT_encoding (DW_ATE_signed)

DW_AT_name ("int")

DW_TAG_pointer_type [0xb1]

DW_AT_byte_size (8)

DW_AT_type (0xb6 "char *")

DW_TAG_pointer_type [0xb6]

DW_AT_byte_size (8)

DW_AT_type (0xbb "char")

DW_TAG_base_type [0xbb]

DW_AT_byte_size (0x01)

DW_AT_encoding (DW_ATE_signed_char)

DW_AT_name ("char")

DWARF: Variables

```
DW_TAG_variable [0xa3]
  DW_AT_name      ("x")
  DW_AT_decl_file  ("/path/to/main.c")
  DW_AT_decl_line  (2)
  DW_AT_decl_column (0x2e)
  DW_AT_type       (0x4a "int")
  DW_AT_location   (0x3b:
    [0x08, 0x0c): DW_OP_breg3 RBX+0, DW_OP_lit1, DW_OP_shl, DW_OP_stack_value
    [0x0c, 0x0d): DW_OP_entry_value(DW_OP_reg5 RDI), DW_OP_lit1, \
                  DW_OP_shl, DW_OP_stack_value)

DW_TAG_formal_parameter [0x7f]
  DW_AT_name      ("argc")
  // ...
```


DWARF: Expressions

- ▶ Very general way to describe location of value:

DWARF: Expressions

- ▶ Very general way to describe location of value: bytecode
- ▶ Stack machine, evaluates to location or value of variable
 - ▶ Simple case: register or stack slot
 - ▶ But: complex expression to recover original value after optimization
e.g., able to recover i from stored $i - 1$
 - ▶ Unbounded complexity!
- ▶ Can contain control flow
- ▶ Can dereference memory, registers, etc.
- ▶ Used for: CFI locations, variable locations, array sizes, ...

DWARF: Program Structure

- ▶ Follows structure of code
- ▶ Top-level: compilation unit
- ▶ Entries for namespaces, subroutines (functions)
 - ▶ Functions can contain inlined subroutines
- ▶ Lexical blocks to group variables
- ▶ Call sites and parameters
- ▶ Each node annotated with pc-range and source location

Debugging: Wanted Features

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- ▶ Step through program by line/statement ~> Line Table

Debugging: Wanted Features

- ▶ Get back trace ~> CFI
- ▶ Map address to source file/line ~> Line Table
- ▶ Show global and local variables ~> DIE tree
 - ▶ Local variables need scope information, e.g. shadowing
 - ▶ Data type information, e.g. int, string, struct, enum
- ▶ Set break point at line/function ~> Line Table/DIE tree
 - ▶ Might require multiple actual breakpoints: inlining, template expansion
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Other Debuginfo Formats

- ▶ DWARF is big despite compression
- ▶ Cannot run in time-constrained environments
 - ▶ Unsited for in-kernel backtrace generation
- ▶ Historically: STABS – string based encoding
 - ▶ Complexity increased significantly over time
- ▶ Microsoft: PDB for PE
- ▶ Linux kernel: CTF for simple type information
- ▶ Linux kernel: BTF for BPF programs

Unwinding and Debuginfo – Summary

- ▶ Some languages/setups must be able to unwind the stack
- ▶ Needs meta-information on call frames
- ▶ DWARF encodes call frame information as bytecode program
- ▶ Runtime must efficiently find relevant information
- ▶ Stack unwinding typically done in two phases
- ▶ Functions have associated personality function to steer unwinding
- ▶ DWARF encodes debug info in tree structure of DIEs
- ▶ DWARF info can become arbitrarily complex

Unwinding and Debuginfo – Questions

- ▶ What are alternatives to stack unwinding?
- ▶ What are the benefits of stack unwinding through metadata?
- ▶ What are the two phases of unwinding? Why is this separated?
- ▶ How to construct a CFI table for a given assembly code?
- ▶ How to construct DWARF ops for a CFI table?
- ▶ How to find the correct CFI table line for a given address?
- ▶ What is the general structure of DWARF debug info?

Code Generation for Data Processing

Lecture 13: JIT Compilation and Sandboxing

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Winter 2025/26

JIT Compilation

- ▶ Ahead-of-Time compilation not always possible/sufficient

JIT Compilation

- ▶ Ahead-of-Time compilation not always possible/sufficient
- ▶ “Dynamic source” code: pre-compilation not possible
 - ▶ JavaScript, `eval()`, database queries
 - ▶ Binary translation of highly-dynamic/JIT-compiled code
- ▶ Additional verification/analysis or increased portability desired
 - ▶ (e)BPF, WebAssembly
- ▶ Dynamic optimization on common types/values
 - ▶ Run-time sampling of frequent code paths, allows dynamic speculation
 - ▶ Relevant for highly dynamic languages – otherwise prefer PGO⁸⁹

⁸⁹Profile-Guided Optimization; GCC: `-fprofile-generate` to store information about branches/values; `-fprofile-use` to use it

JIT Compilation: Simple Approach

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- ▶ Use standard compiler, write shared library
- ▶ Can write compiler IR, or plain source code
- ▶ `dlopen` + `dlsym` to find compiled function

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 - ▶ Can write compiler IR, or plain source code
 - ▶ `dlopen` + `dlsym` to find compiled function
 - ▶ Example: `libgccjit`
-
- + Simple, fairly easy to debug
 - Very high overhead, needs IO

JIT: Allocating Memory

► `malloc()`

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- ▶ `alloca()` – memory often non-executable
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 - ▶ $W \oplus X$: a page must never be writable and executable at the same time
 - ▶ Some OS's (e.g. OpenBSD) and CPUs (Apple Silicon) strictly enforce this
- ▶ For code generation: map pages read–write
- ▶ Before execution: change protection to (read–)execute

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 - ▶ Some OS's (e.g. OpenBSD) and CPUs (Apple Silicon) strictly enforce this
- ▶ For code generation: map pages read–write
 - ▶ NetBSD needs special argument to allow remapping the page as executable
- ▶ Before execution: change protection to (read–)execute

JIT: Making Code Executable

- ▶ Adjust page-level protections: `mprotect`
 - ▶ OS will adjust page tables
 - ▶ Typically incurs TLB shutdown
- ▶ Other steps might be needed, highly OS-dependent
 - ▶ Read manual

JIT: Making Code Executable

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- ▶ Flush instruction cache
 - ▶ Flush DCache to unification point (last-level cache)
 - ▶ Invalidate ICache in *all* cores for virtual address range
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- ▶ x86: coherent ICache/DCache hierarchy – hardware detects changes
 - ▶ Also includes: transparent (but expensive) detection of self-modifying code
- ▶ AArch64, MIPS, SPARC, ... (Linux): user-space instructions
- ▶ ARMv7, RISC-V⁹⁰ (Linux), all non-x86 (Darwin): system call

⁹⁰RISC-V has `user fence.i`, but only affects current core

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- ▶ x86: coherent ICache/DCache hierarchy – hardware detects changes
 - ▶ Also includes: transparent (but expensive) detection of self-modifying code
- ▶ AArch64, MIPS, SPARC, ... (Linux): user-space instructions
- ▶ ARMv7, RISC-V⁹⁰ (Linux), all non-x86 (Darwin): system call
- ▶ Skipping ICache flush: spurious, hard-to-debug problems

⁹⁰RISC-V has user fence.i, but only affects current core

Code Generation: Differences AoT vs. JIT

Code Generation: Differences AoT vs. JIT

	Ahead-of-Time	JIT Compilation
Code Model	Arbitrary	Large or Small-PIC with custom PLT
Relocations	Linker/Loader	JIT compiler/linker
Symbols	Linker/Loader	JIT compiler/linker may need application symbols
Memory Mapping	OS/Loader	JIT compiler/linker
EHFrame	Compiler/Linker/Loader	JIT compiler/linker register in unwind runtime
Debuginfo	Compiler/Linker/Debugger	JIT compiler register with debugger

- ▶ JIT compiler and linker are often merged

JIT: Code Model

- ▶ Code can be located anywhere in address space
 - ▶ Cannot rely on linker to put in, e.g., lowest 2 GiB
- ▶ Large code model: allows for arbitrarily-sized addresses
- ▶ Small-PIC: possible for relocations inside object
 - ▶ Needs new PLT/GOT for other symbols
- ▶ Overhead trade-off: wide immediates vs. extra indirection (PLT)
- ▶ Further restrictions may apply (ISA/OS)

JIT: Relocations and Symbols

- ▶ JIT compiler must take care of relocations
 - ▶ Can try to directly process relocations during machine code gen.
 - ▶ Not always possible: cyclic dependencies
 - ▶ Option: behave like normal compiler with separate runtime linker

JIT: Relocations and Symbols

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 - ▶ Can try to directly process relocations during machine code gen.
 - ▶ Not always possible: cyclic dependencies
 - ▶ Option: behave like normal compiler with separate runtime linker
- ▶ Code may need to access functions/global variables from application
 - ▶ Option: JIT compiler “hard-codes” relevant symbols
 - ▶ Option: application registers relevant symbols
 - ▶ Option: application linked with `--export-dynamic` and use `dlsym`

JIT: Memory Layout

- ▶ *Never* place code and (writable) data on same page
 - ▶ $W \oplus X$; and writes near code can trigger self-modifying code detection
 - ▶ Avoid many small allocations with one page each
 - ▶ But: editing existing code pages is problematic

JIT: Memory Layout

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 - ▶ $W \oplus X$; and writes near code can trigger self-modifying code detection
 - ▶ Avoid many small allocations with one page each
 - ▶ But: editing existing code pages is problematic
- ▶ Choose suitable alignment for code
 - ▶ Page alignment is too large: poor cache utilization
 - ▶ ICache cache line size not too relevant, decode buffer size is typical value: 16 bytes
 - ▶ Some basic blocks (e.g., hot loop entries) can benefit from 16-byte alignment

JIT: `.eh_frame` Registration (required for C++)

- ▶ Unwinder finds `.eh_frame`

JIT: `.eh_frame` Registration (required for C++)

- ▶ Unwinder finds `.eh_frame` using program headers
- ▶ Problem: JIT-compiled code has no program headers
- ▶ Idea: JIT compiler registers new code with runtime
- ▶ System unwinder provides `__register_frame` and `__deregister_frame`
 - ▶ System unwinder: `libgcc_s` or LLVM's `libunwind`
 - ▶ Call with address of first Frame Description Entry (FDE)
 - ▶ Historically also called by init code

JIT: GDB Debuginfo Registration (optional)

- ▶ GDB finds debug info from section headers of DSOs
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- ▶ Problem: JIT-compiled code has no DSO
- ▶ Idea: JIT compiler registers new code with debugger
- ▶ Define function `__jit_debug_register_code` and global var. `__jit_debug_descriptor`
 - ▶ Call function on update; GDB places breakpoint in function
 - ▶ Prevent function from being inlined
- ▶ Descriptor is linked list of in-memory object files
 - ▶ Needs relocations applied, also for debug info
- ▶ Users: LLVM, Wasmtime, HHVM, ...; consumers: GDB, LLDB

JIT: Linux perf Registration (optional)

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- ▶ Approach 1: dump function limits to `/tmp/perf-<PID>.map`⁹¹
 - ▶ Text file; format: `startaddr size name\n`
- ▶ Approach 2: *needs an extra slide*

⁹¹<https://git.kernel.org/pub/scm/linux/kernel/git/torvalds/linux.git/tree/tools/perf/Documentation/jit-interface.txt>

JIT: Linux perf JITDUMP format (optional)

- ▶ JIT-compiler dumps function name/address/size/code⁹²
 - ▶ JITDUMP file: record list for each function, may contain debuginfo
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- ▶ Need to run `perf report` with `-k 1` to use monotonic clock

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 - ▶ Extracts functions from JITDUMP, each into its own ELF file
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- ▶ `perf report -i jit.data` – Profit!

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Compilation Time

- ▶ Problem: code generation takes time
 - ▶ Especially high-complexity frameworks like GCC or LLVM
- ▶ Compilation time of JIT compilers often matters
 - ▶ Example: website needing JavaScript on page load
 - ▶ Example: compiling database query
- ▶ Functions executed once are not worth optimizing
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- ▶ Idea: adaptive compilation
- ▶ Incrementally spend more time on optimization

Compilation Time: Simple Approach

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Caching

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Caching

- ▶ Doesn't work on first execution

Adaptive Execution

- ▶ Execution tiers have different compile-time/run-time tradeoffs
 - ▶ Bytecode interpreter: very fast/slow
 - ▶ Fast compiler: medium/medium
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 - ▶ Bytecode interpreter: very fast/slow
 - ▶ Fast compiler: medium/medium
 - ▶ Optimizing compiler: slow/fast
- ▶ Start with interpreter, profile execution
 - ▶ E.g., collect stats on execution frequency, dynamic types, ...
- ▶ For program worth optimizing, switch to next tier
 - ▶ Depends on profile information, e.g. only optimize hot code
 - ▶ Compile in background, switch when ready

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Adaptive Execution: Switching Tiers

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- ▶ Simple approach: only switch at function boundaries
 - ▶ Simple, well-defined boundaries; unable to switch inside loop
- ▶ Complex approach: allow switching at loop headers/everywhere
 - ▶ Needs tracking of much more meta-information
 - ▶ All entry points need well-defined interface
 - ▶ All exit points need info to recover complete state
 - ▶ Severely limits optimizations; all loops become irreducible
- ▶ Using LLVM is possible, but not a good fit

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Adaptive Execution: Partial Compilation and Speculation

- ▶ Observation: even in hot functions, many branches are rarely used
- ▶ Optimizing cold code is wasted time(/energy)
- ▶ Observation (JS): functions often get called with same data type
- ▶ Specializing on structure allows removing string lookup for fields
- ▶ Idea: speculate on common path using profiling data
- ▶ Add check whether speculation holds; if not, use side-exit
 - ▶ Side-exit can be patched later with actual code
- ▶ Side-exit must serialize all relevant state for lower tier
 - ▶ “Deoptimization”

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- ▶ Other goals: portability, resource usage, performance, usability, language flexibility

Approach: Sandbox Operating System as-is

- ▶ Idea: put entire operating system in sandbox (“virtual machine”)
- ▶ Widely used in practice
- ▶ Virtualization needs hardware and OS support
 - ▶ CPU has hypervisor mode which controls guest OS; offers nested paging, hypercalls from guest OS to hypervisor

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 - ▶ CPU has hypervisor mode which controls guest OS; offers nested paging, hypercalls from guest OS to hypervisor
- + Good usability and performance
- + Strong isolation
- Rather high overhead on resource usage: completely new OS
- Inflexible and high start latency (seconds)

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 - ▶ Isolate program from rest of the system
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- ▶ Limit resource usage: memory, CPU, ... cgroups

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- ▶ Frequently and widely used (“container”)
- + Good usability and performance, low latency (milliseconds)
- + Finer grained control of resources
- ~ Resource usage: often completely new user space
- Weak isolation: OS+CPU often bad at separation
 - ▶ Kernel has a fairly large interface, not hardened against bad actors
 - ▶ Privilege escalation happens not rarely

Approach: Sandbox Native Code with Modification

- ▶ Software-based Fault Isolation (SFI)
- ▶ Idea: enforce limitations on machine code
 - ▶ Define restrictions on machine code, e.g. no unbounded memory access
 - ▶ Modify compiler to comply with restrictions
 - ▶ Verify program at load time
- ▶ Verifier ensures: no out-of-bounds accesses, no jump to unverified code

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- ▶ Google Native Client⁹³, originally x86-32, ported to x86-64 and ARM
- ▶ Designed as browser extension
- ▶ Native code shipped to browser, executed after validation

⁹³B Yee et al. "Native client: A sandbox for portable, untrusted x86 native code". In: *SP*. 2009, pp. 79–93.

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- ▶ Problem: program can run arbitrary CPU instructions
 - ⇒ Blacklist “dangerous” instructions

NaCl on non-i386 Systems

- ▶ Other architectures⁹⁴ use base register instead of segment offsets
 - ▶ Additional verification required

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- ▶ Deprecated in 2017 in favor of WebAssembly
- ▶ Similar approach recently revived under new name LFI⁹⁵

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NaCl on non-i386 Systems

- ▶ Other architectures⁹⁴ use base register instead of segment offsets
 - ▶ Additional verification required
 - ▶ Deprecated in 2017 in favor of WebAssembly
 - ▶ Similar approach recently revived under new name LFI⁹⁵
- + Nice idea, high performance (5–15% overhead)
- ~ Instruction blacklist not a good idea
- Not portable, severe restrictions on emitted code
 - High verification complexity, error-prone

⁹⁴D Sehr et al. “Adapting Software Fault Isolation to Contemporary {CPU} Architectures”. In: *19th USENIX Security Symposium (USENIX Security 10)*. 2010.

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 - ▶ Benefit: verification easy – all code generated by trusted compiler
 - ▶ Benefit: more portable
- ▶ Java applets
- ▶ PNaCl: bytecode version of NaCl
- + Fairly high performance, portable
- ~ Heavy runtime environment
 - ▶ Especially criticized for Java applets
- Very high complexity and attack surface

Approach: Subset of JavaScript: asm.js

- ▶ Situation: fairly fast JavaScript JIT-compilers present
- ▶ Idea: use subset of JavaScript known to be compilable to efficient code
 - ▶ All browsers/JS engines support execution without further changes

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 - ▶ All browsers/JS engines support execution without further changes
- ▶ asm.js⁹⁶: strictly, statically typed JS subset; single array as heap
- ▶ JS code generated by compilers, e.g. Emscripten
- ▶ JavaScript has single numeric type, but asm.js supports int/float/double
 - ▶ Coercion to integer: `x|0`
 - ▶ Coercion to double: `+x`
 - ▶ Coercion to float: `Math.fround(x)`

⁹⁶D Herman, L Wagner, and A Zakai. *asm.js*. 2014. .

asm.js Example

```
var log = stdlib.Math.log;
var values = new stdlib.Float64Array(buffer);
function logSum(start, end) {
  start = start|0; // parameter type int
  end = end|0; // parameter type int

  var sum = 0.0, p = 0, q = 0;

  // asm.js forces byte addressing of the heap by requiring shifting by 3
  for (p = start << 3, q = end << 3; (p|0) < (q|0); p = (p + 8)|0) {
    sum = sum + +log(values[p>>3]);
  }

  return +sum;
}
```

Example taken from the specification

Approach: Encode asm.js as Bytecode

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- ▶ Third attempt: encode as stack machine
- ▶ ... and WebAssembly was born

Approach: Using Bytecode – WebAssembly

- ▶ Strictly-typed bytecode format encoding a stack machine
- ▶ Global variables and single, global array as memory

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- ▶ Functions have local variables
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- ▶ Operations use implicit stack
 - ▶ Stack has well-defined size and types at each point in program
- ▶ Structured control flow
 - ▶ Blocks to skip instructions, loop to repeat, if-then-else
 - ▶ No irreducible control flow representable

Approach: Use Verifiable Bytecode – eBPF

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 - ▶ Combinatorial explosion of possible paths, all need to be analyzed
 - ▶ No longer Turing-complete
- ▶ eBPF: allow user-space to hook into various Linux kernel parts
 - ▶ E.g. network, perf sampling, ...
- ▶ Strongly verified register machine
- ▶ JIT-compiled inside kernel

JIT Compilation and Sandboxing – Summary

- ▶ JIT compilation required for dynamic source code or bytecode
- ▶ Bytecode allows for simpler verification than machine code, but is more compact
- ▶ Producing JIT-compiled code needs CPU, OS, and runtime support
- ▶ JIT compilers can do/need to do different kinds of optimizations
adaptive execution is key technique to hide compilation latency
- ▶ Sandboxing can be done at various levels and granularities
- ▶ Virtualization and containers widely used for whole applications
- ▶ Bytecode formats popular for ad-hoc distribution of programs

JIT Compilation and Sandboxing – Questions

- ▶ When is JIT-compilation beneficial over Ahead-of-Time compilation?
- ▶ How can JIT-compilation be realized using standard compilers?
- ▶ How can code be made executable after writing it to memory?
- ▶ Why do some architectures require a system call for ICache flushing?
- ▶ How can JIT compilers trade between compilation latency and performance?
- ▶ Why is sandboxing important?
- ▶ What methods of deploying code for sandboxed execution are widely used?

Code Generation for Data Processing

Lecture 14: Binary Translation

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Winter 2025/26

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- ▶ Use-case: application compatibility
 - ▶ Other architecture with incompatible instruction encoding
 - ▶ Applications using unavailable ISA extensions⁹⁷

⁹⁷Exception-based implementation possible, but slow.

Motivation

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 - ▶ Other architecture with incompatible instruction encoding
 - ▶ Applications using unavailable ISA extensions⁹⁷
- ▶ Use-case: architecture research
 - ▶ Development of new ISA extensions without existing hardware

⁹⁷Exception-based implementation possible, but slow.

ISA Emulation

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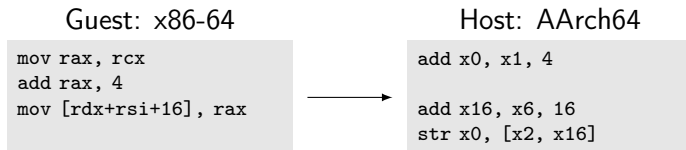
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 - ▶ Simulate individual instructions, don't generate new code
- ▶ Frequently used approach before JIT-compilation became popular
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- Very inefficient

Binary Translation

- ▶ Idea: translate guest machine code to host machine code
- ▶ Replace interpretation overhead with translation overhead
- ▶ Difficult: very rigid semantics, but few code constraints imposed
 - ▶ Self-modifying code, overlapping instructions, indirect jumps
 - ▶ Exceptions with well-defined states, status flags



Warning for same-ISA translation: passing all instructions through as-is is a bad idea! Behavior might differ.

Static vs. Dynamic Binary Translation

Static BT

- ▶ Translate guest executable into host executable
- ▶ Do translation before execution

Dynamic BT

- ▶ Translate code on-the-fly during program execution
- ▶ Host code just lives in memory

Static vs. Dynamic Binary Translation

Static BT

- ▶ Translate guest executable into host executable
- ▶ Do translation before execution
- + Low runtime overhead
- Binaries tend to be huge
- Cannot handle all cases
 - ▶ E.g., JIT-compiled code

Dynamic BT

- ▶ Translate code on-the-fly during program execution
- ▶ Host code just lives in memory
- + Allows for high correctness
- ~ Can use JIT optimizations
- Translation overhead at run-time

Static Binary Translation

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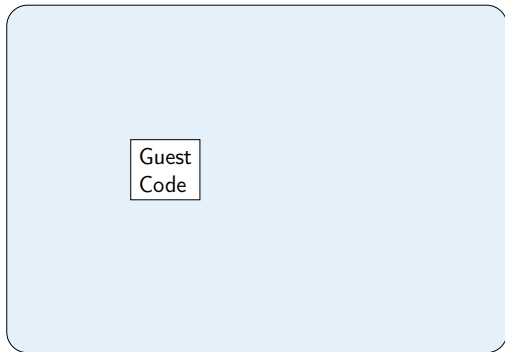
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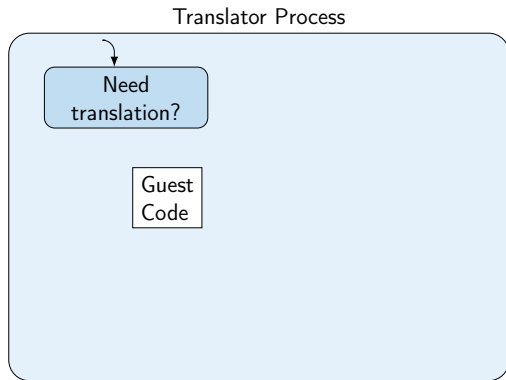
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- ▶ Purely static translation impossible for the general case

Dynamic Binary Translation

Translator Process

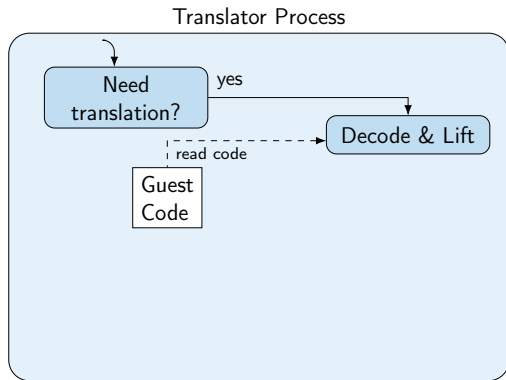


Dynamic Binary Translation



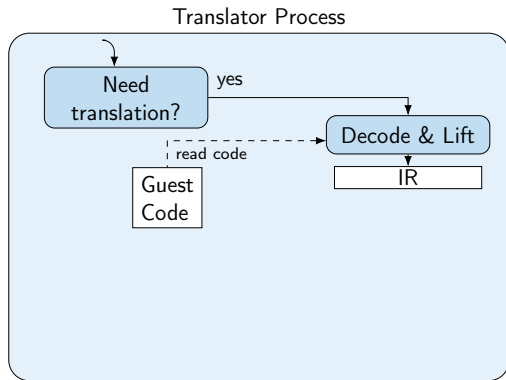
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 - ▶ Typically basic blocks

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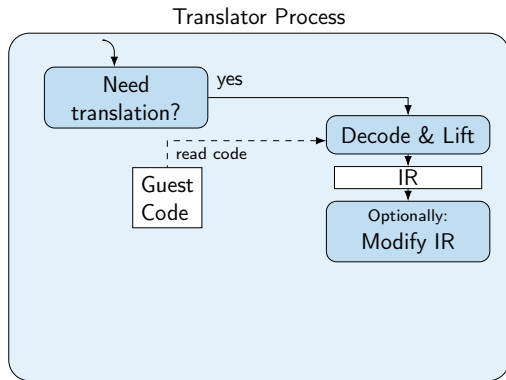
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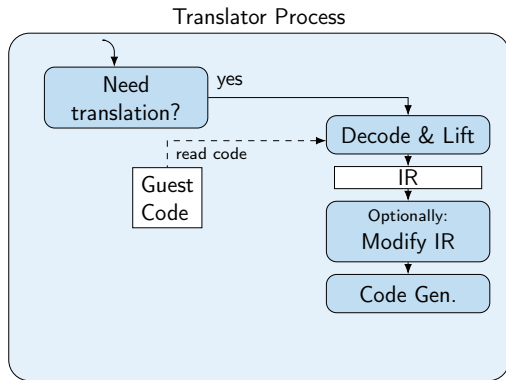
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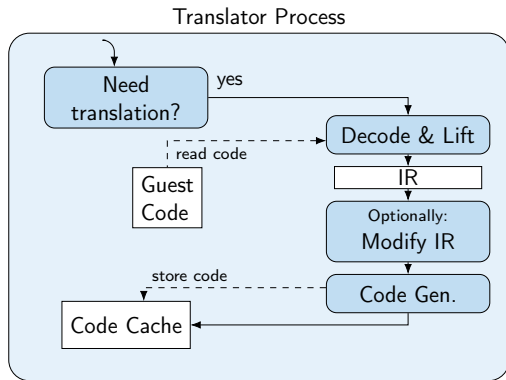
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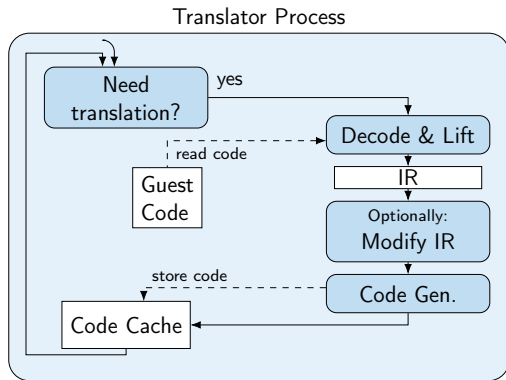
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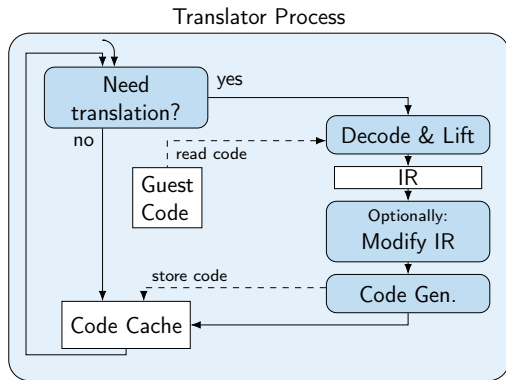
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Dynamic Binary Translation: Code Fragment

RISC-V Code

```
400560: slli a0, a0, 2
400564: jalr x0, ra, 0 // ret
```

Semantical representation

```
uintptr_t trans_400560(uint64_t* regs) {
    regs[10] = regs[10] << 2;
    return regs[1];
}
```

Translation Engine

```
void emulate(uintptr_t pc) {
    uint64_t* regs = init();
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```
// or with tail call:
_Noreturn void trans_400560(uint64_t* regs) {
    regs[10] = regs[10] << 2;
    translate(regs[1])(regs);
    // unreachable
}
```

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- ▶ Memory – system emulation: need software/hardware paging support
 - ▶ Software implementation: considerable performance overhead
 - ▶ Hardware implementation: guest and host need same page size

Guest Interface

- ▶ User-space emulation: OS interface needs to be emulated
 - ▶ Mainly system calls, but also vDSO, memory maps, ...
 - ▶ Host libraries are hard to use: ABI differences (e.g. struct padding)
 - ▶ Syscall emulation tedious: different flag numbers, arguments, orders
structs have different fields, alignments, padding bytes

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structs have different fields, alignments, padding bytes
- ▶ System-level emulation: CPU interface for operating systems
 - ▶ **Many** system/control registers
 - ▶ Different execution modes, memory configurations, etc.
 - ▶ Emulation of hardware components

Dynamic Binary Translation: Optimizations

- ▶ Fully correct emulation of CPU (and OS) is slow
 - ▶ Every memory access is a potential page fault
 - ▶ Signals can be delivered at any instruction boundary
 - ▶ *many* other traps. . .
- ▶ But: these “special” features are used extremely rarely
- ▶ Idea: optimize for common case
- ▶ Aggressively trade correctness for performance

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- ▶ Larger translation granules allow for more optimization
 - ▶ E.g., omit status flag computation; fold immediate construction
- ▶ Instruction: great for debugging
- ▶ Basic block: allows for some important opt.
 - ▶ Easy to detect (up to next branch), easy to translate (no control flow)
- ▶ Superblock: up to next unconditional jump
 - ▶ Reduces transfers between blocks in fallthrough case
 - ▶ Translated code not necessarily executed
- ▶ Function: follow all conditional control flow
 - ▶ Allows most optimizations, e.g. for loop induction variables
 - ▶ Complex codegen, ind. jumps problematic, lot of code never executed

Chaining

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 - ▶ Often conditional branches with fallthrough and constant offset
- ▶ (Hash)map lookup and indirect jump after everyblock expensive

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- ▶ (Hash)map lookup and indirect jump after every block expensive
- ▶ Idea: after successor is translated, patch end to jump directly to that code
 - ▶ First execution is expensive, later executions are fast

```
// Initially generated code
// ...
mov rdi, 0x40068c
lea rsi, [rip+1f]
jmp translate_and_dispatch
1:.byte ... // store patch information
```

```
// After patching
// ...
jmp trans_40068c
// (garbage remains)
```

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- ▶ Removing translated functions from code cache becomes harder
 - ▶ Arbitrary other code may directly branch to translated chunk
 - ▶ Often solved by limiting chaining to same page or memory region

Return Address Prediction

- ▶ Observation: function calls very often return ordinarily
 - ▶ Return is an indirect jump, *but* highly predictable
 - ▶ But: even for “normal” code, this is not always the case:
`setjmp/longjmp`, exceptions

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- ▶ Idea: similarly optimize for common case of ordinary return

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 - Can degenerate, need to bound shadow stack
(guest might repeatedly call, discard return address, but never return)

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- ▶ But: eager computation can be expensive
 - ▶ E.g., x86 parity (PF) or auxiliary carry (AF)
- ▶ Idea: compute flags only when needed
- ▶ On flag computation, store operands needed for flag computation
- ▶ Flag usage in same block allows for optimizations
 - ▶ E.g., use idiomatic branches (jle, ...)
- ▶ Flag usage in different block: compute flags from operands
 - ▶ More expensive, but happens seldomly

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 - ▶ ...and even if unspecified, software often depends on it
- ▶ Increased difficulty: different guest/host architectures
 - ▶ E.g., different page size or memory semantics
- ▶ Increased difficulty for user-space: different guest/host OS
 - ▶ Depending on syscall interface, nearly impossible (see WSL1)

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- ▶ Synchronous signals: e.g., SIGSEGV, SIGBUS, SIGFPE, SIGILL
 - ▶ For example, due to page fault or FP exception
 - ▶ Delivered in response to “error” in current thread

- ▶ Asynchronous signals: e.g., SIGINT, SIGTERM, SIGCHLD
 - ▶ Delivered externally, e.g. using `kill`
 - ▶ Can be delivered to any thread at any time
 - ▶ (usually a bad idea to use them)

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 - ▶ *Must* recover fully consistent guest architectural state
 - ▶ JIT-compiled code must be sufficiently annotated for this
- ▶ Asynchronous signals
 - ▶ Can really be delivered at any time
 - ▶ Must not be immediately delivered to guest
 - ~> Usually delivered when convenient
 - ▶ But: real-time signals have special semantics

Correct DBT: Memory Accesses

- ▶ Option: emulating paging in software (slow, but works)
 - ▶ Every memory accesses becomes a hash table lookup
 - ▶ Shared memory still problematic: host OS might have larger pages
- ▶ Using host paging is much faster, but problematic for correctness

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- ▶ Guest can access/modify arbitrary addresses in its address space... including the DBT and its code cache
- ▶ Tracking read/write/execute permissions, e.g. check X before translation

Correct DBT: Memory Ordering

- ▶ CPUs (aggressively) reorder memory operations
 - ▶ x86: total store ordering – stores can be reordered after loads
 - ▶ Most others: weak ordering – everything can be reordered
- ▶ Relevant for multi-core systems: other thread can observe ordering
- ▶ Atomic operations and fences limit reordering (e.g., acq/rel/seqcst)
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- ▶ Emulating weak memory on TSO: easy
- ▶ Emulating TSO on weak memory: hard
 - ▶ Can try to make all operations atomic
 - ▶ Atomic operations often need alignment guarantees (not on x86)
 - ▶ Only viable solution so far: insert fences everywhere

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 - ▶ Requires code cache segmentation and mapping of code to original page
- ▶ When executing possibly modifiable code: every store can change code!
- ▶ Doesn't easily work for shared memory, need to track this, too
 - ▶ Might be impossible when shared with other process

Correct DBT: Floating-point

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- ▶ ...except for some details and non-standard operations
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- ▶ RISC-V `fmax.d`: if one operand is NaN, result is non-NaN operand
- ▶ AArch64 `fmax`: if one operand is NaN, result is NaN operand
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- ▶ AArch64 `fmax`: if one operand is NaN, result is NaN operand
 - ▶ Unless configured differently in `fpcr`
- ▶ Correctness typically requires software emulation (e.g., QEMU does this)

Correct DBT: OS and CPU Specifics

- ▶ Emulating all syscalls correctly is hard
 - ▶ Version-specifics, structure layouts, feature support
 - ▶ Huge interface
- ▶ `/proc/self/*` – how to emulate?
 - ▶ Catch all file system accesses? Follow all possible symlinks?
 - ▶ What if `procfs` is mounted somewhere else?
- ▶ `cpuid` – how to emulate?
 - ▶ Cache sizes, processor model, ...
 - ▶ Application can do timing experiment to detect DBT

Binary Translation – Summary

- ▶ ISA emulation often used for cross-ISA program execution
- ▶ Binary Translation allows for more performance than interpretation
- ▶ Static Binary Translation handles whole program ahead-of-time
- ▶ Dynamic Binary Translation translates code on-demand
- ▶ ISA often highly restricts optimization possibilities
- ▶ Optimizations typically very low-level
- ▶ Correct emulation of CPU/OS challenging due to large interface

Binary Translation – Questions

- ▶ What are use cases of binary translation?
- ▶ What is the difference between static and dynamic binary translation?
- ▶ Why is static BT strictly less powerful than dynamic BT?
- ▶ What are typical translation granularities for DBT?
- ▶ How to optimize control flow handling in DBT?
- ▶ Why is correct binary translation hard to optimize?
- ▶ What problem can occur when not emulating paging for user-space emulation?

Code Generation for Data Processing

Lecture 15: Query Compilation

Alexis Engelke

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Winter 2025/26

Motivation: Fast Query Execution

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 - ▶ Mostly transactional workload
- ▶ Databases are often used for analyzing large data sets
 - ▶ Mostly analytical workload; queries can be complex
 - ▶ Latency not that important, but through-put is
- ▶ Databases are also used for storing data streams
 - ▶ Streaming databases, e.g. monitoring sensors
 - ▶ Throughput is important; but queries often simple

Data Representation

- ▶ Relational algebra: set/bag of tuples
 - ▶ Tuple is sequence of data with different types
 - ▶ All tuples in one relation have same schema
 - ▶ Order does not matter
 - ▶ Duplicates might be possible (bags)
- ▶ Might have special values, e.g. NULL
- ▶ Values might be variably-sized, e.g. strings
- ▶ But: databases have *high* degree of freedom wrt. data representation

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- ▶ Physical query plan
 - ▶ Selection of actual implementation for operators
 - ▶ Determine use index structures, access paths, etc.

Query Plan: Subscripts

- ▶ Query plan strongly depends on query
- ▶ Operators have query-dependent subscripts
 - ▶ E.g., selection/join predicate, aggregation function, attributes
 - ▶ Implementation of these also depends on schema
- ▶ Can include arbitrarily complex expressions
- ▶ Examples: $\bowtie_{s.matrn_r=h.matrn_r}^{HJ} \sigma_{a.x < 5 \cdot (b.y - a.z)}$

Subscripts: Execution

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 - ▶ Code can be complex to accurately represent semantics
 - + Most efficient
 - Most effort to implement, may need short compile-times

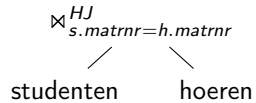
SQL Expressions

- ▶ Arithmetic expressions are fairly simple
 - ▶ Need to respect data type and check for errors (e.g., overflow)
 - ▶ Numbers in SQL are (fixed-point) decimals
- ▶ String operations can be more complex

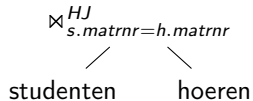
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 - ▶ Numbers in SQL are (fixed-point) decimals
- ▶ String operations can be more complex
 - ▶ like expressions
 - ▶ Regular expressions – strongly benefit from optimized execution
 - ▶ But: full-compilation may not be worth the effort
often, calling runtime functions is beneficial
 - ▶ Support Unicode for increased complexity

Query Execution: Simplest Approach

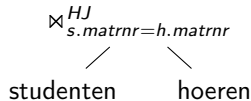


Query Execution: Simplest Approach



- ▶ Execute operators individually
- ▶ Materialize all results after each operator
- ▶ “Full Materialization”

Query Execution: Simplest Approach



- ▶ Execute operators individually
- ▶ Materialize all results after each operator
- ▶ “Full Materialization”
- + Easy to implement
- + Can dynamically adjust plan
- Inefficient, intermediate results can be big

Iterator Model⁹⁸

- ▶ Idea: stream tuples through operators
- ▶ Every operator implements set of functions:
 - ▶ `open()`: initialization, configure with child operators
 - ▶ `next()`: return next tuple (or indicate end of stream)
 - ▶ `close()`: free resources

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 - ▶ `open()`: initialization, configure with child operators
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 - ▶ `close()`: free resources
- ▶ Current tuple can be pass as pointer or held in global data space
 - ▶ Possible: only single tuple is processed at a time

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Iterator Model: Example

```
struct TableScan : Iter {
    Table* table;
    Table::iterator it;
    void open() { it = table.begin(); }
    Tuple* next() {
        if (it != table.end())
            return *it++;
        return nullptr;
    } };

struct Select : Iter {
    Predicate p;
    Iter base;
    void open() { base.open(); }
    Tuple* next() {
        while (Tuple* t = base.next())
            if (p(t))
                return t;
        return nullptr;
    } };
```

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        return nullptr;
    } };
```

```
struct Cross : Iter {
    Iter left, right;
    Tuple* curLeft = nullptr;
    void open() { left.open(); }
    Tuple* next() {
        while (true) {
            if (!curLeft) {
                if (!(curLeft = left.next()))
                    return nullptr;
                right.open();
            }
            if (Tuple* tr = right.next())
                return concat(curLeft, tr);
            curLeft = nullptr;
        }
    }
};
```

- HashJoin builds hash table on first read; materialization might be useful

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- ▶ Often have separate function for `first()` or `rewind`

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- + Fairly straight-forward to implement
 - + Avoids data copies, no dynamic compilation
 - Only single tuple processed at a time, bad locality
 - *Huge* amount virtual function calls

Push-based Model⁹⁹

- ▶ Idea: operators push tuples through query plan bottom-up
- ▶ Every operator implements set of functions:
 - ▶ `open()`: initialization, store parents
 - ▶ `produce()`: produce items
 - ▶ Table scan calls `consume()` of parents
 - ▶ Others call `produce()` of their child
 - ▶ `consume()`: consume items from children, push them to parents
- ▶ Only one tuple processed at a time

⁹⁹T Neumann. “Efficiently compiling efficient query plans for modern hardware”. In: *VLDB 4.9* (2011), pp. 539–550.

Push-based Model: Example

```
struct TableScan {
    Table table;
    Consumer cons;
    void produce() {
        for (Tuple* t : table)
            cons.consume(t, this);
    }
};

struct Select {
    Predicate p;
    Producer prod;
    Consumer cons;
    void produce() { prod.produce(); }
    void consume(Tuple* t, Producer src) {
        if (p(t))
            cons.consume(t)
    }
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            cons.consume(t)
    }
};
```

```
struct Cross {
    Producer left, right;
    Consumer cons;
    Tuple* curLeft = nullptr;
    void produce() { left.produce(); }
    // Materializing one side might be better
    void consume(Tuple* t, Producer src) {
        if (src == left) {
            curLeft = t;
            right.produce();
        } else { // src == right
            cons.consume(concat(curLeft, t));
        }
    }
};
```

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 - ▶ More recent approach
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Pull-based Model vs. Push-based Model¹⁰⁰

- ▶ Two fundamentally different approaches
- ▶ Push-based approach can handle DAG plans better
 - ▶ Pull-model: needs explicit materialization or redundant iteration
 - ▶ Push-model: simply call multiple consumers
- ▶ Performance:

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- ▶ But: push-based code is nice after inlining

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Pipelining

- ▶ Some operators need materialized data for their operation
 - ▶ Pipeline breaker: operator materializes input
 - ▶ Full pipeline breaker: operator materializes complete input before producing
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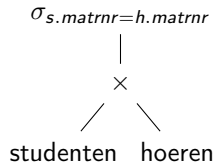
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- ▶ System needs to take care of semantics, e.g. for memory management

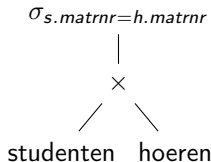
Code Generation for Push-Based Model

- ▶ Inlining code in push-based model yields nice code
- ▶ No virtual function calls
- ▶ Producer iterates over materialized tuples and loads relevant data
 - ▶ Tight loop over base table – data locality
- ▶ Operators of parent operators are applied inside the loop
- ▶ Pipeline breaker materializes result (e.g., into hash table)

Code Generation: Example



Code Generation: Example



```
struct Query {  
    Output out;  
    Table tabLeft, tabRight;  
    Tuple* curLeft = nullptr;  
    void produce() {  
        for (Tuple* tl : tabLeft) {  
            curLeft = tl;  
            for (Tuple* tr : tabRight) {  
                Tuple* t = concat(curLeft, tr);  
                if (t.s_matrn == t.h_matrn)  
                    out.write(t);  
            }  
        }  
    }  
};
```

How to Generate Code

- ▶ Code generator executes produce/consume methods
 - ▶ Method bodies don't do actual operations, but construct code
 - ▶ E.g., call IRBuilder
 - ▶ Call to helper functions for complex operations
e.g. hash table insert/lookup, string operations, memory allocation, etc.
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only loops that iterate over data
 - ▶ No overhead of function calls
- ▶ Generate (at most) one function per pipeline
 - ▶ Allows for parallel execution of different pipelines

What to Generate

- ▶ Code generation allows for substantial performance increase
 - ▶ *Fairly* popular, even in commercial systems, despite engineering effort
 - ▶ Competence in compiler engineering is a problem, though

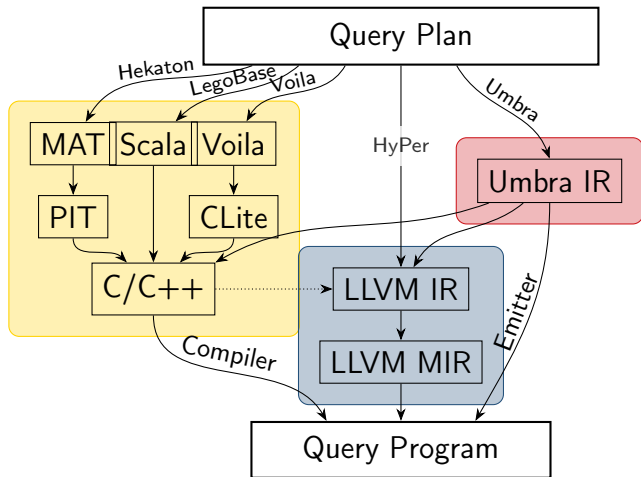
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- ▶ Bytecode
 - ▶ Extremely popular: fairly simple, portable, and flexible
- ▶ Machine code through programming language (C, C++, Scala, ...)
 - ▶ Also popular: no compiler knowledge required, but compile-times are bad
- ▶ Machine code through compiler IR (mostly LLVM)
- ▶ Machine code through specialized IR (Umbra only)

What to Generate



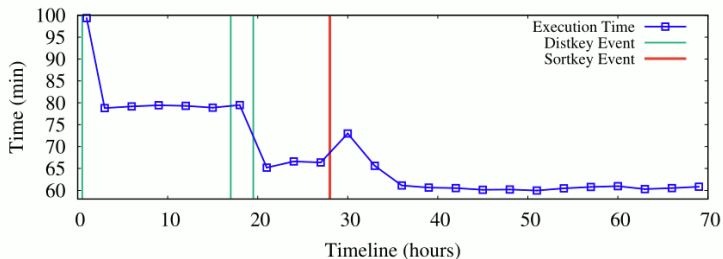
Case Study: Amazon Redshift¹⁰¹

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“Redshift generates C++ code specific to the query plan and the schema being executed. The generated code is then compiled and the binary is shipped to the compute nodes for execution [12, 15, 17]. Each compiled file, called a segment, consists of a pipeline of operators, called steps. Each segment (and each step within it) is part of the physical query plan. Only the last step of a segment can break the pipeline.”

¹⁰¹N Armenatzoglou et al. “Amazon Redshift Re-invented”. In: *SIGMOD*. 2022.

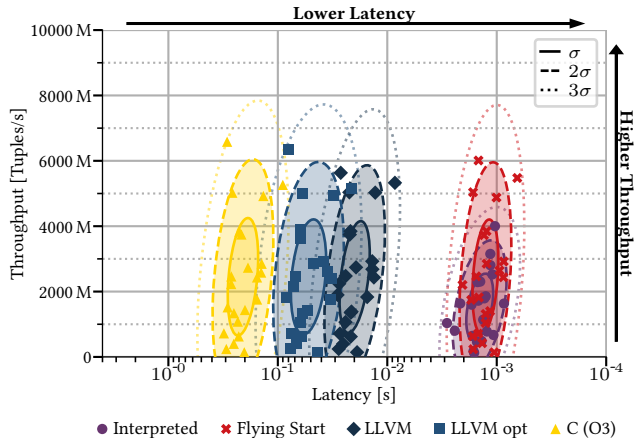
Case Study: Amazon Redshift¹⁰²



“Figure 7(a) illustrates [...] from an out-of-box TPC-H 30TB dataset [...]. The TPC-H benchmark workload runs on this instance every 30 minutes and we measure the end-to-end runtime. Over time, more and more optimizations are automatically applied reducing the total workload runtime. After all recommendations have been applied, the workload runtime is reduced by 23% (excluding the first execution that is higher due to compilation).”

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Compile Times: Umbra



TPC-H sf=30, AMD Epyc 7713 (64 Cores, 1TB RAM)

Vectorized Execution

- ▶ Problem: still only process single tuple at a time

Vectorized Execution

- ▶ Problem: still only process single tuple at a time
- ▶ Doesn't utilize vector extensions of CPUs
- ▶ Idea: process multiple tuples at once
 - ▶ Also allows eliminating data-dependent branches, which not well-predictable
 - ▶ Esp. relevant when selectivity is between 10–90%
- ▶ Use of SIMD instructions requires column-wise store
 - ▶ Row-wise store would require gather operation for each load
 - ▶ Gather is very expensive

Vectorized Execution: SIMD Instructions

- ▶ Obvious candidate:

Vectorized Execution: SIMD Instructions

- ▶ Obvious candidate: initial selection over tables
 - ▶ Load vector of elements, use SIMD operations for comparison
 - ▶ Write back compressed result to temporary location for use in subsequent operations
 - ▶ Special compress instructions (AVX-512, SVE) highly beneficial
- ▶ Other operations much more difficult to vectorize
 - ▶ Initial hash table lookup requires gather; collisions difficult
 - ▶ When many elements are masked out, performance suffers

Vectorized Execution

- ▶ Bytecode interpretation substantially benefits from vectorized execution
- ▶ Key benefit: less dispatch overhead
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Vectorized Execution

- ▶ Bytecode interpretation substantially benefits from vectorized execution
- ▶ Key benefit: less dispatch overhead
- ▶ Typically much larger “vectors” (>1000)
- ▶ Comparison with non-vectorized machine code generation:
 - ▶ Vectorization often beneficial for initial scan
 - ▶ Code generation is faster than bytecode-interpreted vec. execution
 - ▶ But: a good vectorized engine is not necessarily *slow*
- ▶ Vectorized execution probably more popular than code generation

Query Compilation – Summary

- ▶ Databases have trade-off between low latency and high throughput
- ▶ Evaluation needed for operators and subscripts
- ▶ Subscripts easy to compile
- ▶ Operator execution: full materialization vs. pipelined execution
- ▶ Pull-based vs. push-based execution
- ▶ Push-based allows for good code generation
- ▶ Bytecode and programming languages are widely used in practice
- ▶ Vectorized execution improves performance without native code gen.

Query Compilation – Questions

- ▶ Why are low compile times important for databases?
- ▶ What is the difference between push-based and pull-based execution?
- ▶ Why does push-based execution allow for higher performance?
- ▶ How to generate code for a query?
- ▶ How does vectorized execution improve performance?
- ▶ Why do many database engines not use machine code generation?