

# Lecture 11: Optimization

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CS 105

Fall 2020

# Under the Abstraction Barrier

```
#include<stdio.h>

int main(int argc,
         char ** argv){

    printf("Hello world!\n");
    return 0;
}
```

```
pushq   %rbp
movq    %rsp, %rbp
subq    $32, %rsp
leaq    L_.str(%rip), %rax
movl    $0, -4(%rbp)
movl    %edi, -8(%rbp)
movq    %rsi, -16(%rbp)
movq    %rax, %rdi
movb    $0, %al
callq   _printf
xorl    %ecx, %ecx
movl    %eax, -20(%rbp)
movl    %ecx, %eax
addq    $32, %rsp
popq    %rbp
retq
```

```
55
48 89 e5
48 83 ec 20
48 8d 05 25 00 00 00
c7 45 fc 00 00 00 00
89 7d f8
48 89 75 f0
48 89 c7
b0 00
e8 00 00 00 00
31 c9
89 45 ec
89 c8
48 83 c4 20
5d
c3
```



# Techniques for Improving Performance

- ~~1. Use better algorithms/data structures~~
2. Compile to efficient byte code
3. Write code that compiles to efficient byte code
4. Parallelize your execution

# Optimizing Compilers

- Provide efficient mapping of program to machine
  - register allocation
  - code selection and ordering (scheduling)
  - eliminating minor inefficiencies
- Compiler optimization flags
  - `-O0`, `-O1`, `-O2`, `-O3`, `-Os`, `-Og`
- Seldom improve asymptotic efficiency
  - up to programmer to select best overall algorithm
  - big-O savings are (often) more important than constant factors
    - but constant factors also matter



# Eliminating Dead Code (-O0)

```
int dead_code(int input){  
    if(47 > 0){  
        return input;  
    } else {  
        return -1 *input;  
    }  
}
```

```
int dead_code(int input){  
    return input;  
}
```

```
dead_code:  
    movl    %edi, %eax  
    ret
```

# Code Motion (-O1)

- Reduce frequency with which computation is performed
- For example, move code out of a loop

```
void set_row(int *a, int *b,  
            int i, int n) {  
    for (int j = 0; j < n; j++) {  
        a[n*i+j] = b[j];  
    }  
}
```

```
void set_row(int *a, int *b,  
            int i, int n) {  
    int ni = n*i;  
    for (int j = 0; j < n; j++){  
        a[ni+j] = b[j];  
    }  
}
```

set\_row:

```
testl    %ecx  
jle     .L1  
imull   %ecx, %edx  
addl    %edx, %ecx
```

.L3:

```
movl    (%rsi), %r8d  
movslq  %edx, %rax  
movl    %r8d, (%rdi,%rax,4)  
addl    $1, %edx  
addq    $4, %rsi  
cmpl    %ecx, %edx  
jne     .L3
```

.L1:

```
rep ret
```

# Factoring out Subexpressions (-O1)

- Share common subexpressions
  - Gcc will do this with -O1

```
/* Sum neighbors of i,j */  
up = val[(i-1)*n + j];  
down = val[(i+1)*n + j];  
left = val[i*n + j-1];  
right = val[i*n + j+1];  
sum = up + down + left + right;
```

3 multiplications

```
long inj = i*n + j;  
up = val[inj - n];  
down = val[inj + n];  
left = val[inj - 1];  
right = val[inj + 1];  
sum = up + down + left + right;
```

1 multiplication

```
imulq    %rcx, %rsi    # i*n  
addq     %rdx, %rsi    # i*n+j  
movq     %rsi, %rax    # i*n+j  
subq     %rcx, %rax    # i*n+j-n  
leaq     (%rsi,%rcx), %rcx # i*n+j+n
```

# Loop Elimination (-O1)

```
int loop_while(int a)
{
    int b = 4;
    int i = 0;
    int result = 0;
    while (i < 16) {
        result += a;
        a -= b;
        i += b;
    }
    return result;
}
```

```
int loop_while(int a)
{
    return 4*a-24;
}
```

```
loop_while:
    leal    -24(,%rdi,4), %eax
    ret
```



# Reduction in Strength (-O2)

- Replace costly operation with simpler one
- For example, replace multiplication with shift or addition

```
void set_matrix(long *a, long *b,  
               long n){
```

```
    for (long i = 0;  
         long ni = n*i;  
         for (long j = 0;  
              a[ni + j] = b[j];  
              }  
    }  
}
```

set\_matrix:

```
        xorl    %eax, %eax  
        testq   %rax, %rax  
        leaq   0(%rax), %rdi  
        jle    .L6  
.L3:    movq    (%rdi), %rax  
        movq   %rax, %rdi  
        addq   $1, %rdi  
        cmpq   %rax, %rdi  
        jne    .L3  
        addq   %r9, %rdi  
        cmpq   %r8, %rdi  
        jne    .L6  
.L1:    rep ret
```

```
void set_matrix(long *a, long *b,  
               long n){
```

```
    int ni = 0;  
    for (long i = 0; i < n; i++) {  
        for (long j = 0; j < n; j++){  
            a[ni + j] = b[j];  
        }  
        ni += n;  
    }  
}
```



# Limitations of Optimizing Compilers

1. Must not cause any change in program behavior
  - Often prevents optimizations that would only affect behavior under pathological conditions.
    - Data ranges may be more limited than variable type suggests
    - Compiler cannot know run-time inputs
  - When in doubt, the compiler must be conservative

# Exercise 1: Aliasing

Consider the following two functions. What do each of these programs do? Do they do the same thing?

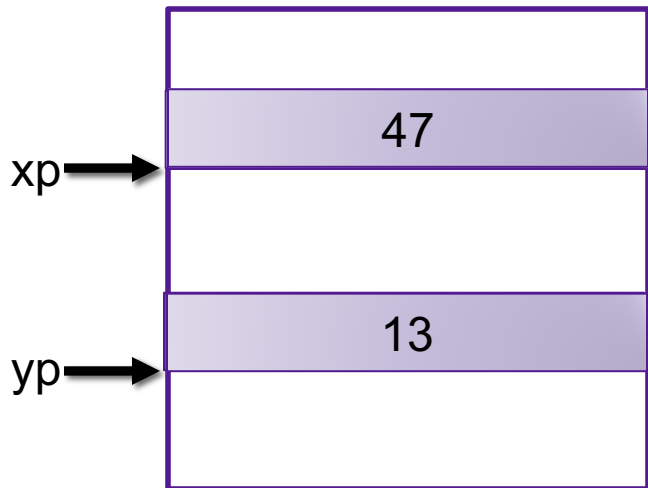
```
void mystery1(int *xp,  
              int *yp) {  
    *xp = *xp + *yp;  
    *yp = *xp - *yp;  
    *xp = *xp - *yp;  
}
```

```
void mystery2(int *xp,  
              int *yp) {  
    int temp = *xp;  
    *xp = *yp;  
    *yp = temp;  
}
```

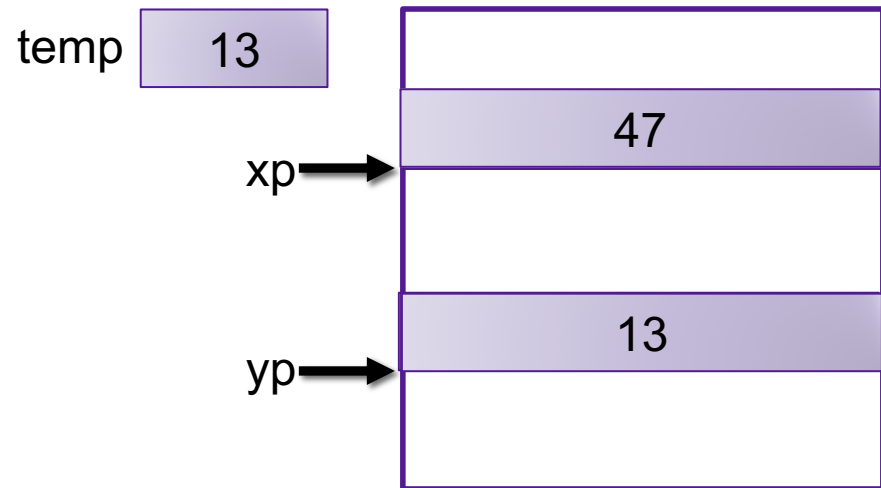
# Exercise 1: Aliasing

Consider the following two functions. What do each of these programs do? Do they do the same thing?

```
void mystery1(int *xp,  
              int *yp) {  
    *xp = *xp + *yp;  
    *yp = *xp - *yp;  
    *xp = *xp - *yp;  
}
```



```
void mystery2(int *xp,  
              int *yp) {  
    int temp = *xp;  
    *xp = *yp;  
    *yp = temp;  
}
```



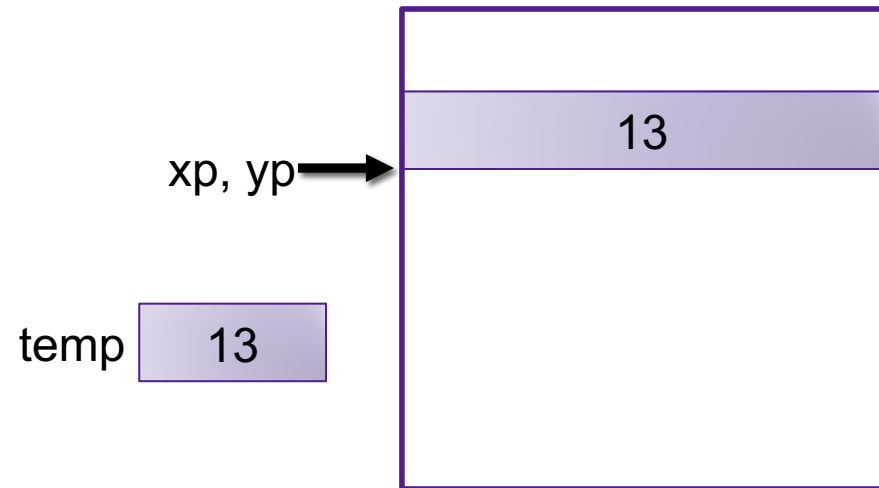
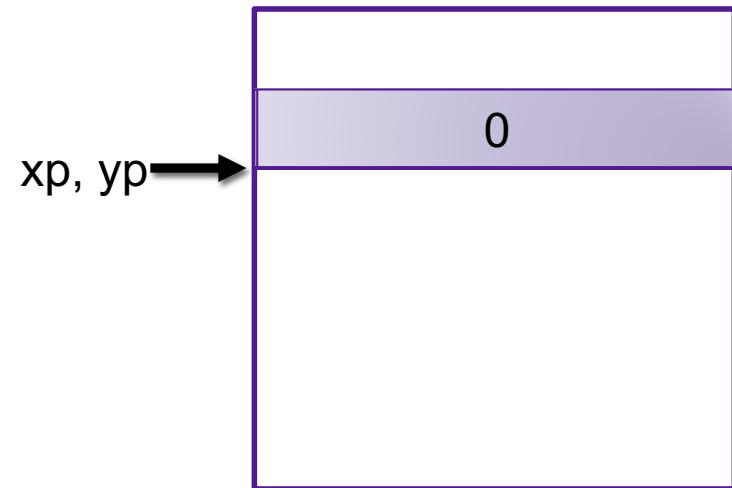


# Exercise 1: Aliasing

Consider the following two functions. What do each of these programs do? Do they do the same thing?

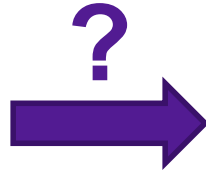
```
void mystery1(int *xp,  
             int *yp) {  
    *xp = *xp + *yp;  
    *yp = *xp - *yp;  
    *xp = *xp - *yp;  
}
```

```
void mystery2(int *xp,  
             int *yp) {  
    int temp = *xp;  
    *xp = *yp;  
    *yp = temp;  
}
```



# Limitations of Optimizing Compilers

```
void mystery1(int *xp,  
              int *yp){  
    *xp = *xp + *yp;  
    *yp = *xp - *yp;  
    *xp = *xp - *yp;  
}
```



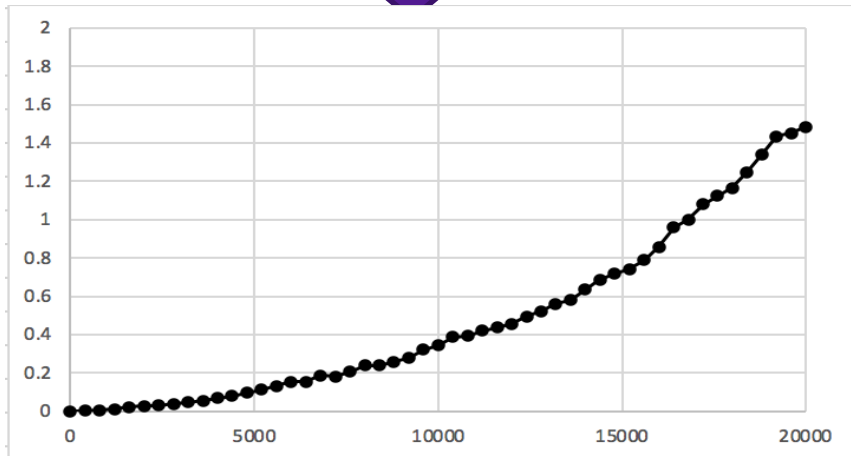
```
void mystery2(int *xp,  
              int *yp){  
    int temp = *xp;  
    *xp = *yp;  
    *yp = temp;  
}
```

# Optimization Blocker 1

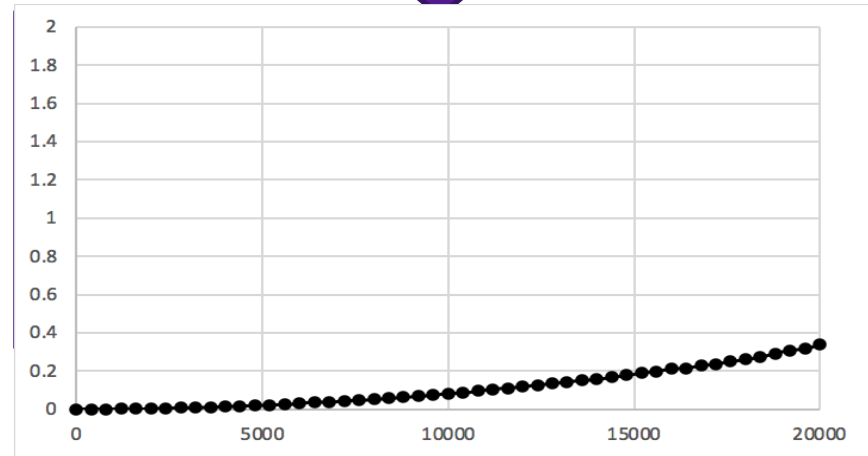
- Aliasing: Two different references to a single location
  - Easy to happen in C
  
- Develop habit of introducing local variables
  - To accumulate within loops, for example
  - Your way of telling the compiler not to check for aliasing

# Case Study 1: Summing Matrix Rows

```
/* Sum rows of nxn matrix a, store
   in vector sums */
void sum_rows1(int *a, int *sums,
               int n) {
    for (int i = 0; i < n; i++) {
        sums[i] = 0;
        for (long j = 0; j < n; j++){
            sums[i] += a[i*n + j];
        }
    }
}
```



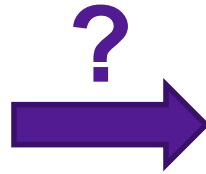
```
/* Sum rows of nxn matrix a, store
   in vector sums */
void sum_rows2(int *a, int *sums,
               int n) {
    for (int i = 0; i < n; i++) {
        int val = 0;
        for (long j = 0; j < n; j++){
            val += a[i*n + j];
        }
        sums[i] = val;
    }
}
```



# Exercise 2: Procedure Calls

Consider the following two functions. What do each of these programs do? Do they do the same thing?

```
long f1();  
  
long f2(){  
    return f1() + f1();  
}
```



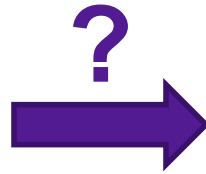
```
long f1();  
  
long f2(){  
    return 2*f1();  
}
```

# Limitations of Optimizing Compilers

1. Must not cause any change in program behavior
  - Often prevents optimizations that would only affect behavior under pathological conditions.
    - Data ranges may be more limited than variable type suggests
    - Compiler cannot know run-time inputs
  - When in doubt, the compiler must be conservative
2. Most analysis is performed only within procedures
  - Whole-program analysis is too expensive in most cases
  - Newer versions of `gcc` do interprocedural analysis within files

# Limitations of Optimizing Compilers

```
long f1();  
  
long f2(){  
    return f1() + f1();  
}
```



```
long f1();  
  
long f2(){  
    return 2*f1();  
}
```

# Optimization Blocker 2

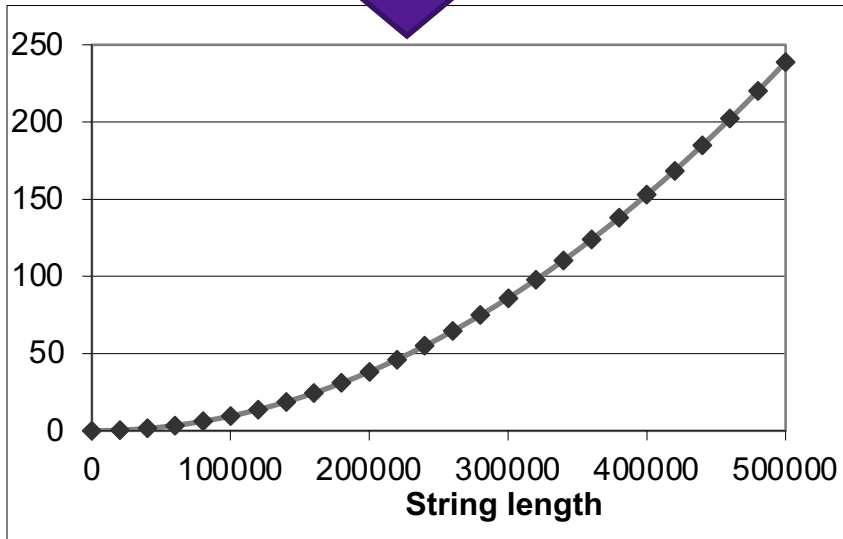
- Compiler treats procedure calls as black boxes
  - Unknown side-effects
  - `strlen` may not always return the same value
- Alternatives:
  - Do your own code motion (necessary here)
  - Use inline keyword when declaring functions
    - `gcc` will optimize within a single file with `-O1`



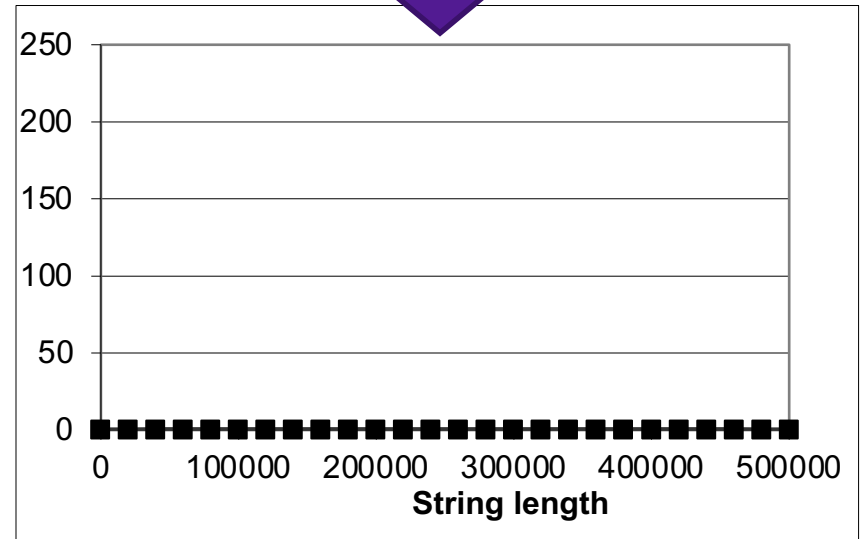
# Case Study 2: Lowering Case

```
void lower(char *s){
    int i;

    for (i = 0; i < strlen(s); i++){
        if (s[i] >= 'A' && s[i] <= 'Z'){
            s[i] -= ('A' - 'a');
        }
    }
}
```



```
void lower(char *s){
    int i;
    int len = strlen(s);
    for (i = 0; i < len; i++){
        if (s[i] >= 'A' && s[i] <= 'Z'){
            s[i] -= ('A' - 'a');
        }
    }
}
```



# Machine Independent Optimization

- Compilers optimize assembly code
  - Dead code elimination
  - Code motion
  - Factoring out common subexpressions
  - Loop elimination
  - Reduction in Strength
  - Loop unwinding
- Optimization blockers:
  - Aliasing
    - Use local variables
  - Procedure calls
    - Move them yourself

# Case Study 3: Vector Data Type

```
/* data structure for vectors */  
typedef struct{  
    size_t len;  
    data_t *data;  
} vec;
```

`data_t` will vary by example

- `int`
- `long`
- `float`
- `double`

```
/* retrieve vector element and store at val */  
  
data_t * get_vec_elem(vec *v, size_t idx) {  
  
    if (idx >= v->len){  
        return NULL;  
    }  
    return &(amp;v->data[idx]);  
}
```

# Benchmark Computation

```
void combine1(vec_ptr v, data_t *dest) {
    long i;
    *dest = IDENT;

    for (i = 0; i < vec_length(v); i++) {
        data_t * val = get_vec_elem(v, i);
        *dest = *dest OP *val;
    }
}
```

Sum or product of vector elements

Metric: CPE, cycles per element

IDENT/OP may be 0/+ or 1/\*

Time = CPE \* n + Overhead

# Benchmark Performance

```
void combine1(vec_ptr v, data_t *dest) {
    long i;
    *dest = IDENT;

    for (i = 0; i < vec_length(v); i++) {
        data_t * val = get_vec_elem(v, i);
        *dest = *dest OP *val;
    }
}
```

Method	Integer		Double FP	
Operation	Add	Mult	Add	Mult
Combine1 -O0	22.68	20.02	19.98	20.18
Combine1 -O1	10.12	10.12	10.17	11.14

Exercise: how could you optimize this code to get even better performance?

# Exercise 3: Code-Level Optimizations

```
void combine1(vec_ptr v, data_t *dest) {
    long i;
    *dest = IDENT;

    for (i = 0; i < vec_length(v); i++) {
        data_t * val = get_vec_elem(v, i);
        *dest = *dest OP *val;
    }
}
```

Method	Integer		Double FP	
Operation	Add	Mult	Add	Mult
Combine1 -O0	22.68	20.02	19.98	20.18
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Exercise: how could you optimize this code to get even better performance?

# Exercise 3: Code-Level Optimizations

```
void combine1(vec_ptr v, data_t
             *dest){
    long i;
    *dest = IDENT;

    for (i = 0; i < vec_length(v);
         i++) {
        data_t* val =get_vec_elem(v, i);
        *dest = *dest OP *val;
    }
}
```



```
void combine2(vec_ptr v, data_t
             *dest){
    long i;
    data_t x = IDENT;
    long length = vec_length(v);
    data_t *d = get_vec_elem(v,0);
    for (i = 0; i < length; i++){

        x = x OP d[i];
    }
    *dest = x;
}
```

- Accumulate in temporary variable
- Move `vec_length` out of loop
- Avoid extra bounds check on each cycle

# Code-Level Optimizations

```
void combine2(vec_ptr v, data_t *dest){
    long i;
    data_t x = IDENT;
    long length = vec_length(v);
    data_t *d = get_vec_element(v,0);
    for (i = 0; i < length; i++){
        x = x OP d[i];
    }
    *dest = x;
}
```

Method	Integer		Double FP	
Operation	Add	Mult	Add	Mult
Combine1 -O0	22.68	20.02	19.98	20.18
Combine1 -O1	10.12	10.12	10.17	11.14
Combine2	1.27	3.01	3.01	5.01



# Loop Unrolling

```
int psum1(int a[],int sums[],int n){  
    int i;  
    sums[0] = a[0];  
    for(i = 1; i < n; i++){  
        sums[i] = sums[i-1] + a[i];  
    }  
}
```



```
int psum2(int a[],int p[],int n){  
    int i;  
    sums[0] = a[0];  
    for(i = 1; i < n-1; i+=2){  
        sums[i]   = sums[i-1] + a[i];  
        sums[i+1] = sums[i] + a[i+1];  
    }  
    if (i < n){ // handle odd #iterations  
        sums[i] = sum[i-1] + a[i];  
    }  
}
```



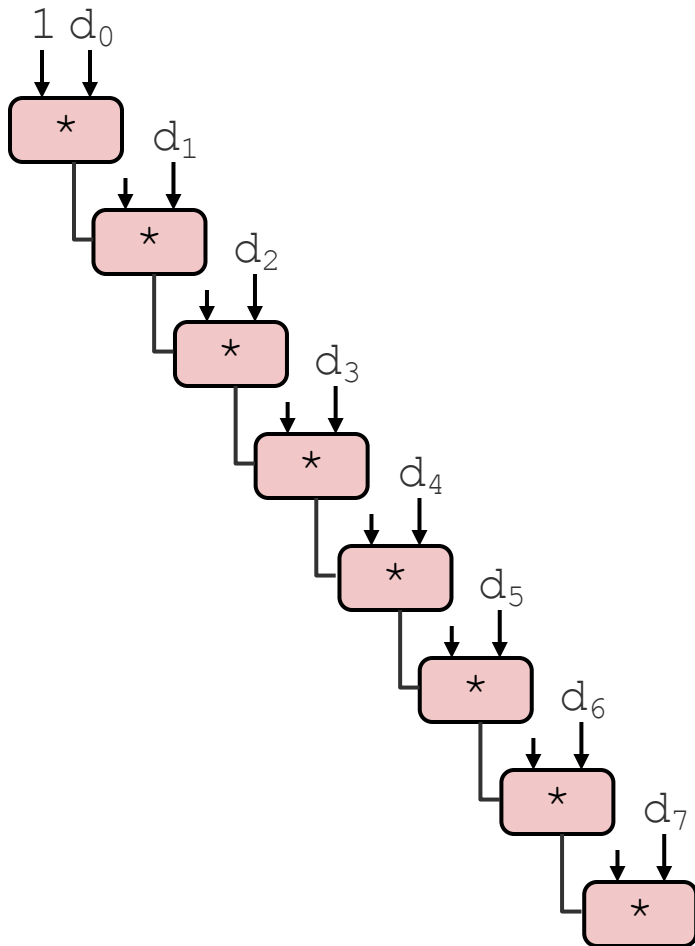
# Combine with Unrolling

```
void unroll2_combine(vec_ptr v, data_t *dest) {
    long length = vec_length(v);
    long limit = length-1;
    data_t *d = get_vec_element(v,0);
    data_t x = IDENT;
    long i;
    /* Combine 2 elements at a time */
    for (i = 0; i < limit; i+=2) {
        x = (x OP d[i]) OP d[i+1];
    }
}
```

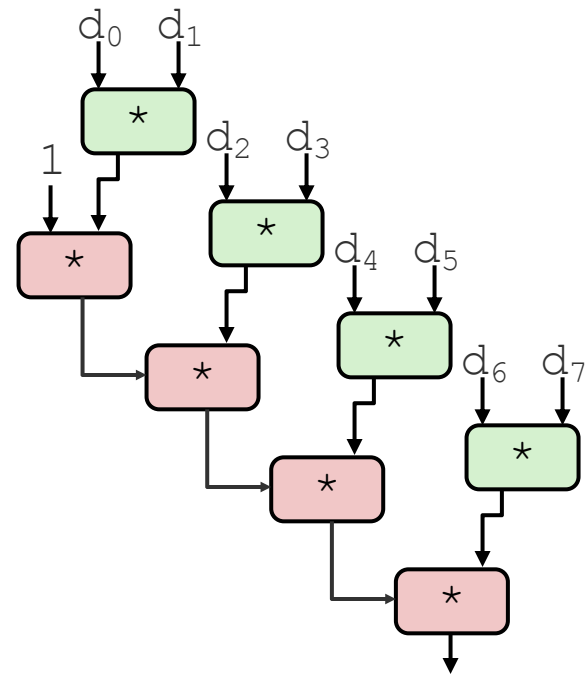
Method	Integer		Double FP	
Operation	Add	Mult	Add	Mult
Combine1 -O0	22.68	20.02	19.98	20.18
Combine1 -O1	10.12	10.12	10.17	11.14
Combine2	1.27	3.01	3.01	5.01
Unroll 2	1.01	3.01	3.01	5.01
Latency Bound	1.00	3.00	3.00	5.00

# Reassociation

$x = (x \text{ OP } d[i]) \text{ OP } d[i+1];$



$x = x \text{ OP } (d[i] \text{ OP } d[i+1]);$



# Effect of Reassociation

Method	Integer		Double FP	
Operation	Add	Mult	Add	Mult
Combine1 -O0	22.68	20.02	19.98	20.18
Combine1 -O1	10.12	10.12	10.17	11.14
Combine2	1.27	3.01	3.01	5.01
Unroll 2	1.01	3.01	3.01	5.01
Unroll 2a	1.01	1.51	1.51	2.51
Latency Bound	1.00	3.00	3.00	5.00
Throughput Bound	0.50	1.00	1.00	0.50

- Nearly 2x speedup for Int \*, FP +, FP \*
  - Reason: Breaks sequential dependency

```
x = x OP (d[i] OP d[i+1]);
```

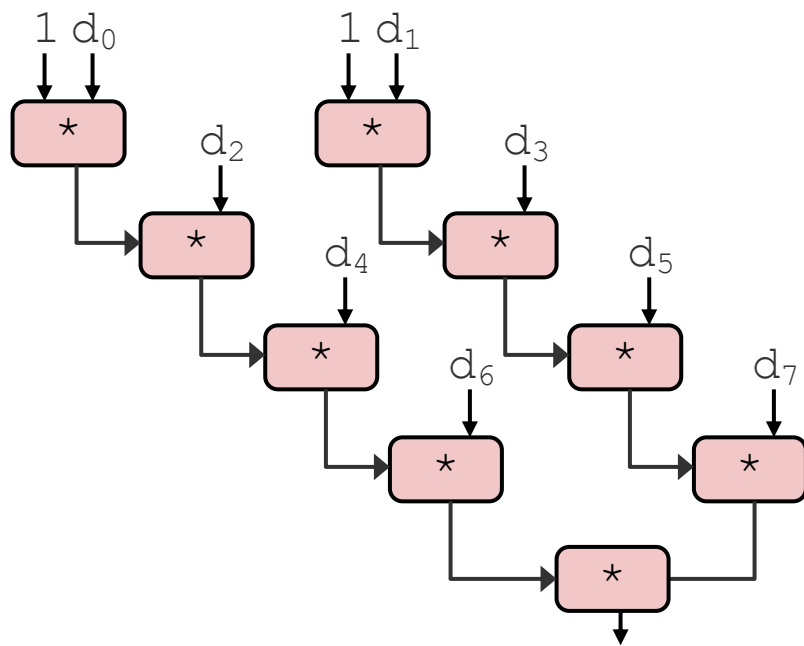
pipelined processor

4 func. units for int +  
2 func. units for load

2 func. units for FP \*  
2 func. units for load

# Separate Accumulators

```
void unroll2a_combine(vec_ptr v,
                     data_t *dest)
{
    long length = vec_length(v);
    long limit = length-1;
    data_t *d = get_vec_element(v, 0);
    data_t x0 = IDENT;
    data_t x1 = IDENT;
    long i;
    /* Combine 2 elements at a time */
    for (i = 0; i < limit; i+=2) {
        x0 = x0 OP d[i];
        x1 = x1 OP d[i+1];
    }
    /* Finish any remaining elements */
    for (; i < length; i++) {
        x0 = x0 OP d[i];
    }
    *dest = x0 OP x1;
}
```



- Two independent streams of operation

# Effect of Separate Accumulators

Method	Integer		Double FP	
Operation	Add	Mult	Add	Mult
Combine1 –O0	22.68	20.02	19.98	20.18
Combine1 –O1	10.12	10.12	10.17	11.14
Combine2	1.27	3.01	3.01	5.01
Unroll 2	1.01	3.01	3.01	5.01
Unroll 2a	1.01	1.51	1.51	2.51
Unroll 2x2	0.81	1.51	1.51	2.51
Latency Bound	1.00	3.00	3.00	5.00
Throughput Bound	0.50	1.00	1.00	0.50

- Int + makes use of two load units
- 2x speedup (over unroll2) for Int \*, FP +, FP \*

```
x0 = x0 OP d[i];
x1 = x1 OP d[i+1];
```

# Machine-Dependent Optimization

## Integer Addition

FP *	Unrolling Factor L							
K	1	2	3	4	6	8	10	12
1	1.27	1.01	1.01	1.01	1.01	1.01	1.01	
2		0.81		0.69		0.54		
3			0.74					
4				0.69		1.24		
6					0.56			0.56
8						0.54		
10							0.54	
12								0.56

## Float Multiplication

FP *	Unrolling Factor L							
K	1	2	3	4	6	8	10	12
1	5.01	5.01	5.01	5.01	5.01	5.01	5.01	5.01
2		2.51		2.51		2.51		
3			1.67					
4				1.25		1.26		
6					0.84			0.88
8						0.63		
10							0.51	
12								0.52

Accumulators

Accumulators

# Machine-Dependent Optimization

Method	Integer		Double FP	
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Combine1 -O0	22.68	20.02	19.98	20.18
Combine1 -O1	10.12	10.12	10.17	11.14
Combine2	1.27	3.01	3.01	5.01
Unroll 2	1.01	3.01	3.01	5.01
Unroll 2a	1.01	1.51	1.51	2.51
Unroll 2x2	0.81	1.51	1.51	2.51
Optimal Unrolling	0.54	1.01	1.01	0.51
Latency Bound	1.00	3.00	3.00	5.00
Throughput Bound	0.50	1.00	1.00	0.50

- Limited only by throughput of hardware
- Up to 42X improvement over original, unoptimized code



# Exercise 3: Feedback

1. Rate how well you think this recorded lecture worked
  1. Better than an in-person class
  2. About as well as an in-person class
  3. Less well than an in-person class, but you still learned something
  4. Total waste of time, you didn't learn anything
2. How much time did you spend on this video lecture (including time spent on exercises)?
3. Do you have any questions that you would like me to address in this week's problem session?
4. Do you have any other comments or feedback?