Lecture Outline

- Memory Hierarchy Management
- Register Allocation via Graph Coloring
  - Register interference graph
  - Graph coloring heuristics
  - Spilling
- Cache Management

The Memory Hierarchy (circa 2004)

- Registers: 1 cycle, 256-8000 bytes
- Cache: 3 cycles, 256k-16M
- Main memory: 20-100 cycles, 512M-64G
- Disk: 0.5-5M cycles, 10G-1T

Managing the Memory Hierarchy

- Programs are written as if there are only two kinds of memory: main memory and disk
- Programmer is responsible for moving data from disk to memory (e.g., file I/O)
- Hardware is responsible for moving data between memory and caches
- Compiler is responsible for moving data between memory and registers
Some Trends (circa 2004)

- Power usage limits
  - Size and speed of registers/caches
  - Speed of processors
    - Improves faster than memory speed (and disk speed)
    - The cost of a cache miss is growing
    - The widening gap between processors and memory is bridged with more levels of caches
- It is very important to:
  - Manage registers properly
  - Manage caches properly
- Compilers are good at managing registers

The Register Allocation Problem

- Recall that intermediate code uses as many temporaries as necessary
  - This complicates final translation to assembly
  - But simplifies code generation and optimization
  - Typical intermediate code uses too many temporaries
- The register allocation problem:
  - Rewrite the intermediate code to use at most as many temporaries as there are machine registers
  - Method: Assign multiple temporaries to a register
    - But without changing the program behavior

History

- Register allocation is as old as intermediate code
  - Register allocation was used in the original FORTRAN compiler in the '50s
  - Very crude algorithms were used back then
- A breakthrough was not achieved until 1980
  - Register allocation scheme based on graph coloring
  - Relatively simple, global, and works well in practice

An Example

- Consider the program
  
  \[
  a := c + d \\
  e := a + b \\
  f := e - 1 
  \]

  with the assumption that a and e die after use
- Temporary a can be “reused” after “a + b”
- Same with temporary e after “e - 1”

- Can allocate a, e, and f all to one register \( r_1 \):
  
  \[
  r_1 := r_2 + r_3 \\
  r_1 := r_1 + r_4 \\
  r_1 := r_1 - 1
  \]
Basic Register Allocation Idea

• The value in a dead temporary is not needed for the rest of the computation
  - A dead temporary can be reused

• Basic rule:
  *Temporaries $t_1$ and $t_2$ can share the same register if at all points in the program at most one of $t_1$ or $t_2$ is live!*

Algorithm: Part I

Compute live variables for each program point:

\[
\begin{align*}
\{a,c,f\} & \rightarrow a := b + c \\
\{c,d,f\} & \rightarrow d := -a \\
\{c,e\} & \rightarrow e := d + f \\
\{f\} & \rightarrow f := 2 \times e \\
\{b\} & \rightarrow b := d + e \\
\{e\} & \rightarrow e := e - 1 \\
\{b,c\} & \rightarrow b := f + c \\
\end{align*}
\]

The Register Interference Graph

• Two temporaries that are live simultaneously cannot be allocated in the same register

• We construct an undirected graph with
  - A node for each temporary
  - An edge between $t_1$ and $t_2$ if they are live simultaneously at some point in the program

• This is the register interference graph (RIG)
  - Two temporaries can be allocated to the same register if there is no edge connecting them

Register Interference Graph: Example

• For our example:

  - E.g., $b$ and $c$ cannot be in the same register
  - E.g., $b$ and $d$ can be in the same register
Register Interference Graph: Properties

- It extracts exactly the information needed to characterize legal register assignments
- It gives a global (i.e., over the entire flow graph) picture of the register requirements
- After RIG construction, the register allocation algorithm is architecture independent

Graph Coloring: Definitions

- A coloring of a graph is an assignment of colors to nodes, such that nodes connected by an edge have different colors
- A graph is $k$-colorable if it has a coloring with $k$ colors

Register Allocation Through Graph Coloring

- Assume a regular architecture
- In our problem, colors = registers
  - We need to assign colors (registers) to graph nodes (temporaries)
- Let $k =$ number of machine registers
- If the RIG is $k$-colorable then there is a register assignment that uses no more than $k$ registers

Graph Coloring: Example

- Consider the example RIG
- There is no coloring with less than 4 colors
- There are various 4-colorings of this graph (one of them is shown in the figure)
**Graph Coloring: Example**

- Under this coloring the code becomes:

```
r2 := r3 + r4
r3 := -r2
r2 := r3 + r1
r1 := 2 * r2
r3 := r3 + r2
r2 := r2 - 1
r3 := r1 + r4
```

**Computing Graph Colorings**

- The remaining problem is how to compute a coloring for the interference graph
- But:
  1. Computationally this problem is NP-hard:
     - No efficient algorithms are known
  2. A coloring might not exist for a given number of registers
- The solution to (1) is to use heuristics
- We will consider the other problem later

**Graph Coloring Heuristic**

- Observation:
  - Pick a node \( t \) with fewer than \( k \) neighbors in RIG
  - Eliminate \( t \) and its edges from RIG
  - If the resulting graph has a \( k \)-coloring then so does the original graph
- Why:
  - Let \( c_1, ..., c_n \) be the colors assigned to the neighbors of \( t \) in the reduced graph
  - Since \( n < k \) we can pick some color for \( t \) that is different from those of its neighbors

**Graph Coloring Simplification Heuristic**

- The following works well in practice:
  - Pick a node \( t \) with fewer than \( k \) neighbors
  - Put \( t \) on a stack and remove it from the RIG
  - Repeat until the graph has one node
- Then start assigning colors to nodes on the stack (starting with the last node added)
  - At each step pick a color different from those assigned to already colored neighbors
Graph Coloring Example (1)

- Start with the RIG and with \( k = 4 \):

  - Remove node \( a \)

Graph Coloring Example (2)

- Start with the RIG and with \( k = 4 \):

  - Remove node \( d \)

Graph Coloring Example (3)

- Now all nodes have fewer than 4 neighbors and can be removed in e.g. the order: \( c, b, e, f \)

Graph Coloring Example (4)

- Start assigning colors to: \( \{f, e, b, c, d, a\} \)
What if the Heuristic Fails?

- What if during simplification we get to a state where all nodes have \( k \) or more neighbors?

- Example: try to find a 3-coloring of the RIG:

  ![Graph](image)

  - Remove \( a \) and get stuck (as shown below)
  - Pick a node as a possible candidate for spilling
    - A spilled temporary "lives" is memory
    - Assume that \( f \) is picked as a candidate

  ![Graph](image)

- On the assignment phase we get to the point when we have to assign a color to \( f \)
  - We hope that among the 4 neighbors of \( f \) we used less than 3 colors \( \Rightarrow \) optimistic coloring

  ![Graph](image)
Spilling

- Since optimistic coloring failed, we must spill temporary f (actual spill)
- We must allocate a memory location as the "home" of f
  - Typically this is in the current stack frame
  - Call this address fa
- Before each operation that uses f, insert
  \( f := \text{load } fa \)
- After each operation that defines f, insert
  \( \text{store } f, fa \)

Spilling: Example

- This is the new code after spilling f

Recomputing Liveness Information

- The new liveness information after spilling:

  \{a, c, \_\} → \{b, c, \_\}
  \{c, d, \_\} → \{c, e\}
  \{c, d, f\} → \{c, e\}
  \{c, f\} → \{b, c, e, f\}
  \{c, f\} → \{c, f\}
  \{c\} → \{c\}
  \{f := 2 * e\} → \{c, f\}
  \{\text{store } f, fa\} → \{b, c, e, f\}
  \{b := d + e\} → \{b, c, e, f\}
  \{e := e - 1\} → \{b, c, e, f\}

Recomputing Liveness Information

- New liveness information is almost as before
  - f is live only
    - Between a \( f := \text{load } fa \) and the next instruction
    - Between a store \( f, fa \) and the preceding instruction
  - Spilling reduces the live range of f
    - And thus reduces its interferences
    - Which results in fewer RIG neighbors for f
Recompute RIG After Spilling

- The only changes are in removing some of the edges of the spilled node
- In our case f now interferes only with c and d
- And now the resulting RIG is 3-colorable

Spilling Notes

- Additional spills might be required before a coloring is found
- The tricky part is deciding what to spill
- Possible heuristics:
  - Spill temporaries with most conflicts
  - Spill temporaries with few definitions and uses
  - Avoid spilling in inner loops
- Any heuristic is correct

Precolored Nodes

- Precolored nodes are nodes which are \textit{a priori} bound to actual machine registers
- These nodes are usually used for some specific (time-critical) purpose, e.g.:
  - for the frame pointer
  - for the first N arguments (N=2,3,4,5)

Precolored Nodes (Cont.)

- For each color, there should be only one precolored node with that color; all precolored nodes usually interfere with each other
- We can give an ordinary temporary the same color as a precolored node as long as it does not interfere with it
- However, we cannot simplify or spill precolored nodes; we thus treat them as having “infinite” degree
Effects of Global Register Allocation

Reduction in % for MIPS C Compiler

<table>
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<tr>
<th>Program</th>
<th>cycles</th>
<th>total loads/stores</th>
<th>scalar loads/stores</th>
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<td>76.9</td>
<td>96.2</td>
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<tr>
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<td>59.0</td>
<td>75.4</td>
</tr>
</tbody>
</table>

Managing Caches

- Compilers are very good at managing registers
  - Much better than a programmer could be

- Compilers are not good at managing caches
  - This problem is still left to programmers
  - It is still an open question whether a compiler can do anything general to improve performance

- Compilers can, and a few do, perform some simple cache optimization

Cache Optimization

- Consider the loop
  ```c
  for (j = 1; j < 10; j++)
    for (i = 1; i < 1000000; i++)
      a[i] *= b[i]
  ```

- This program has terrible cache performance
  - Why?

Cache Optimization (Cont.)

- Consider now the program:
  ```c
  for (i = 1; i < 1000000; i++)
    for (j = 1; j < 10; j++)
      a[i] *= b[i]
  ```
  - Computes the same thing
  - But with much better cache behavior
  - Might actually be more than 10x faster

- A compiler can perform this optimization
  - called *loop interchange*
Concluding Remarks

• Register allocation is a “must have” optimization in most compilers:
  - Because intermediate code uses too many temporaries
  - Because it makes a big difference in performance

• Graph coloring is a powerful register allocation scheme (with many variations on the heuristics)

• Register allocation is more complicated for CISC machines