

Fast and Flexible Instruction Selection with Constraints

Patrick Thier

M. Anton Ertl

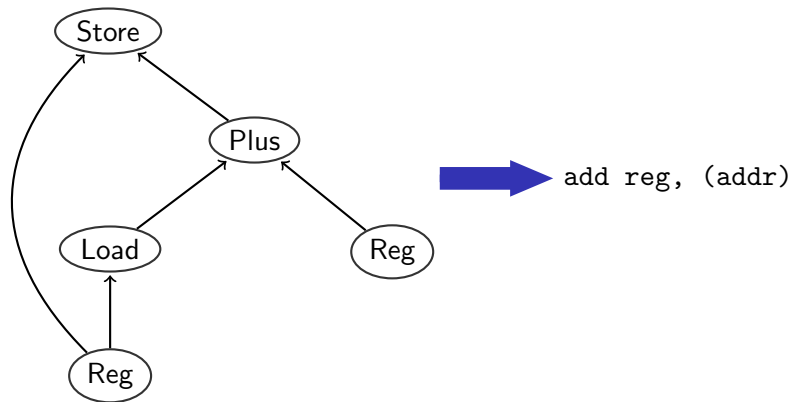
Andreas Krall



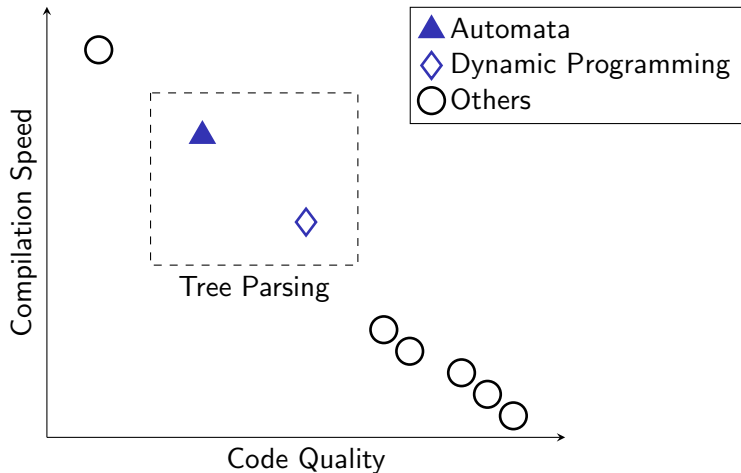
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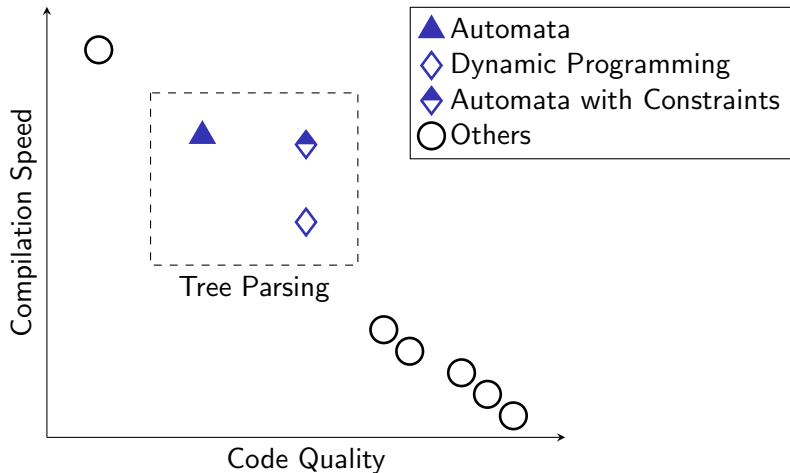
Instruction Selection



Motivation

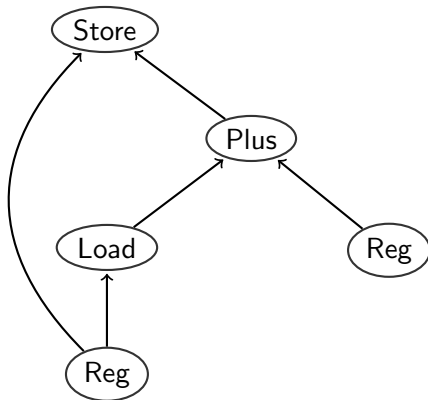


Motivation



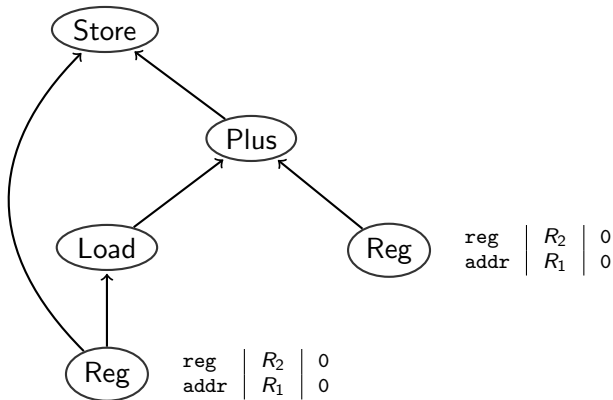
Background: Dynamic-Programming

R_1	$\text{addr} \leftarrow \text{reg}$	0
R_2	$\text{reg} \leftarrow \text{Reg}$	0
R_3	$\text{reg} \leftarrow \text{Load}(\text{addr})$	1
R_4	$\text{reg} \leftarrow \text{Plus}(\text{reg}, \text{reg})$	1
R_5	$\text{stmt} \leftarrow \text{Store}(\text{addr}, \text{reg})$	1



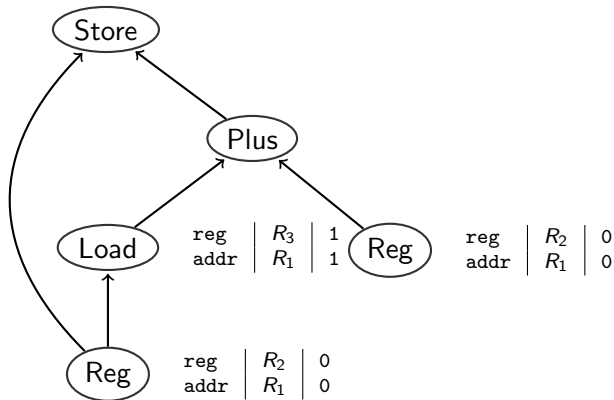
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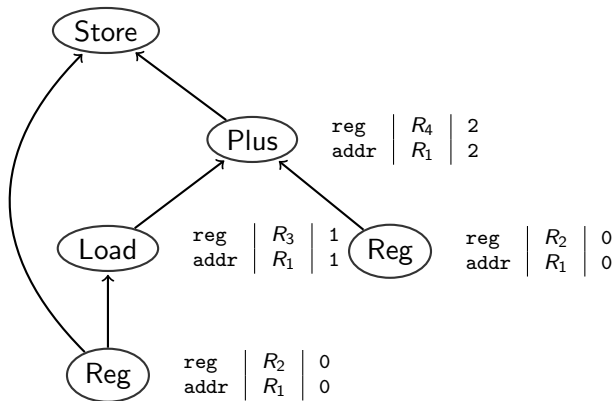
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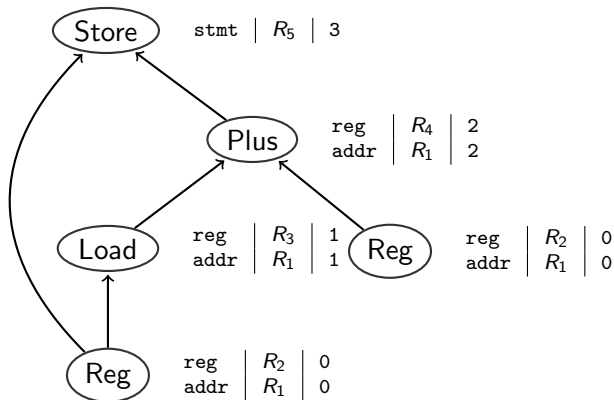
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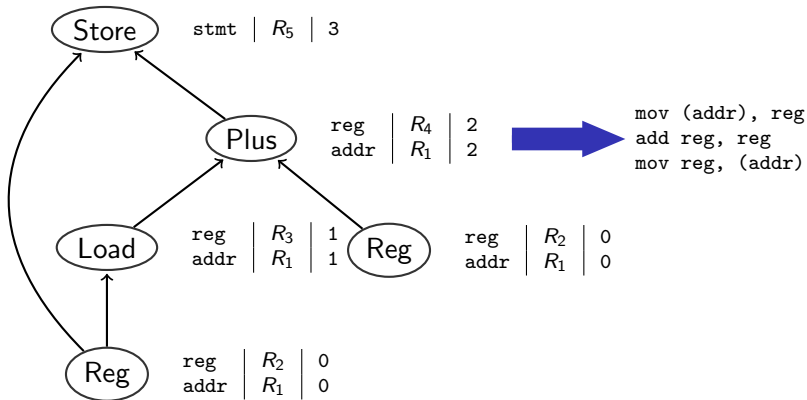
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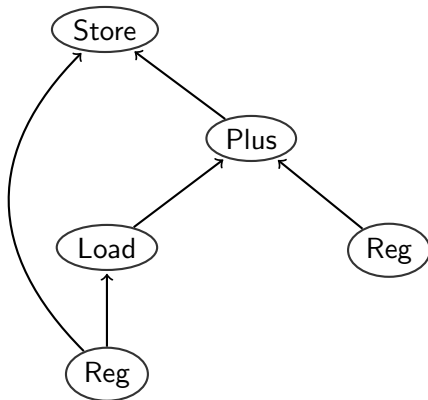
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Background: Automata

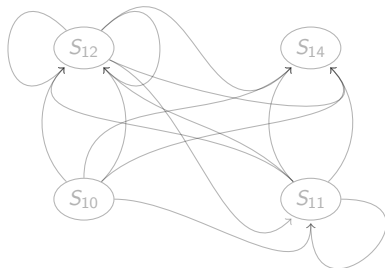
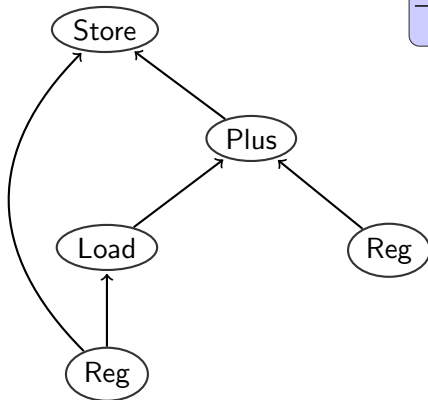
R_1	$\text{addr} \leftarrow \text{reg}$	0
R_2	$\text{reg} \leftarrow \text{Reg}$	0
R_3	$\text{reg} \leftarrow \text{Load}(\text{addr})$	1
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Background: Automata

R_1	addr \leftarrow reg	0
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R_4	reg \leftarrow Plus(reg, reg)	1
R_5	stmt \leftarrow Store(addr, reg)	1

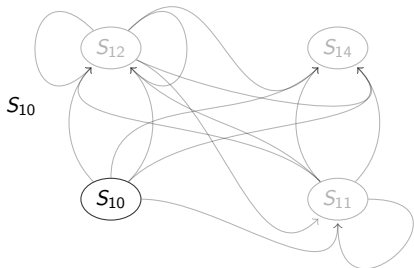
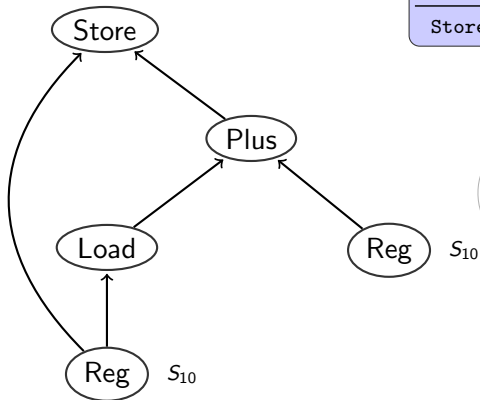
Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr	R_3 R_1	$0+\delta$ $0+\delta$
Plus	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$



Background: Automata

R_1	addr \leftarrow reg	0
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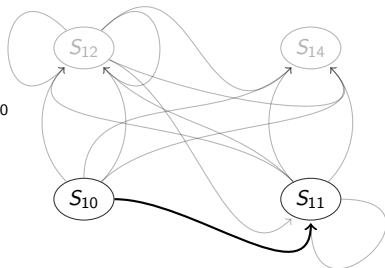
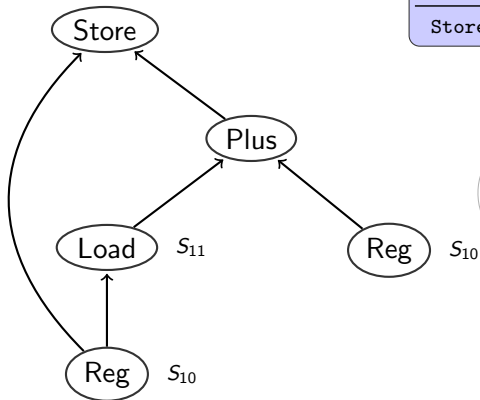
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Store	S_{14}	stmt	R_5	$0+\delta$



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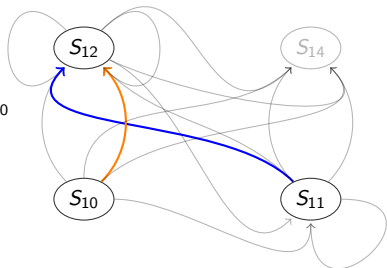
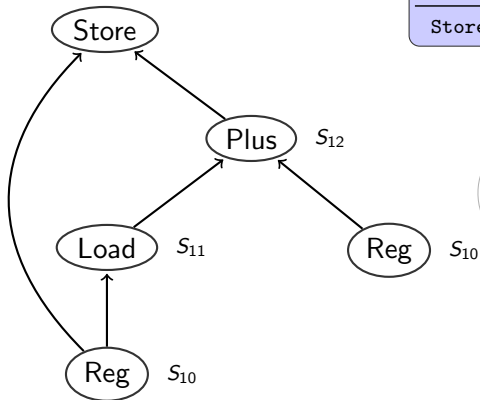
Reg	S_{10}	reg	R_2	0
		addr	R_1	0
Load	S_{11}	reg	R_3	$0+\delta$
		addr	R_1	$0+\delta$
Plus	S_{12}	reg	R_4	$0+\delta$
		addr	R_1	$0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$



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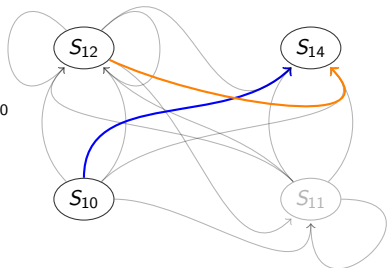
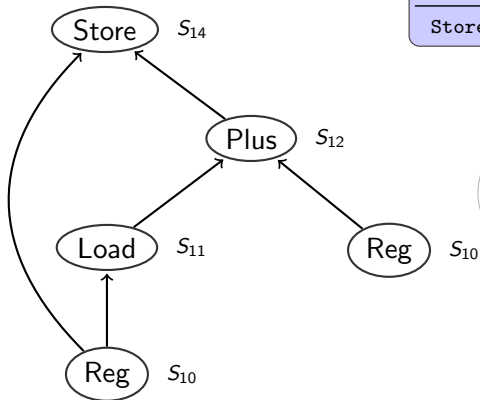
Reg	S_{10}	reg	R_2	0
		addr	R_1	0
Load	S_{11}	reg	R_3	$0+\delta$
		addr	R_1	$0+\delta$
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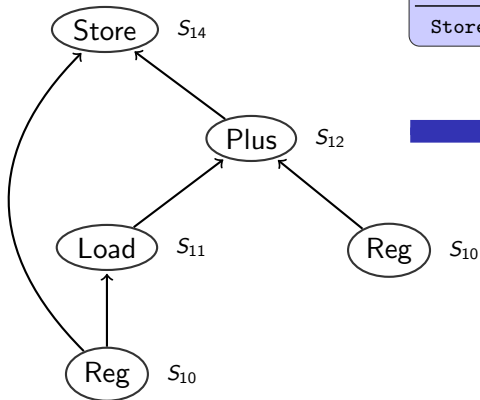
Reg	S_{10}	reg	R_2	0
		addr	R_1	0
Load	S_{11}	reg	R_3	$0+\delta$
		addr	R_1	$0+\delta$
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		addr	R_1	$0+\delta$
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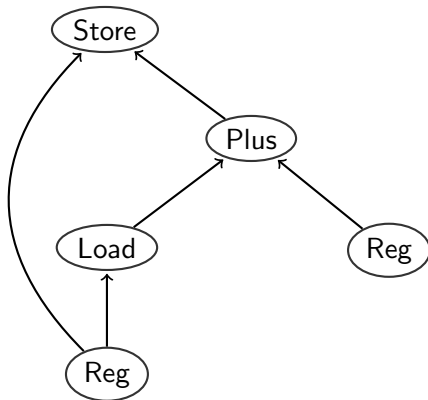
Reg	S_{10}	reg	R_2	0
		addr	R_1	0
Load	S_{11}	reg	R_3	$0+\delta$
		addr	R_1	$0+\delta$
Plus	S_{12}	reg	R_4	$0+\delta$
		addr	R_1	$0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$



→ `mov (addr), reg`
`add reg, reg`
`mov reg, (addr)`

Background: Dynamic Programming with Dynamic Costs

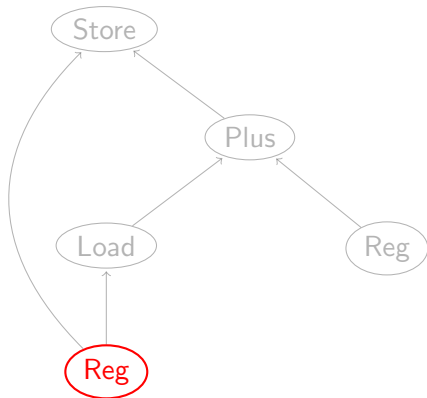
R_1	<code>addr ← reg</code>	0
R_2	<code>reg ← Reg</code>	0
R_3	<code>reg ← Load(addr)</code>	1
R_4	<code>reg ← Plus(reg, reg)</code>	1
R_5	<code>stmt ← Store(addr, reg)</code>	1
R_6	<code>stmt ← Store(addr, Plus(Load(addr), reg))</code>	?



Background: Dynamic Programming with Dynamic Costs

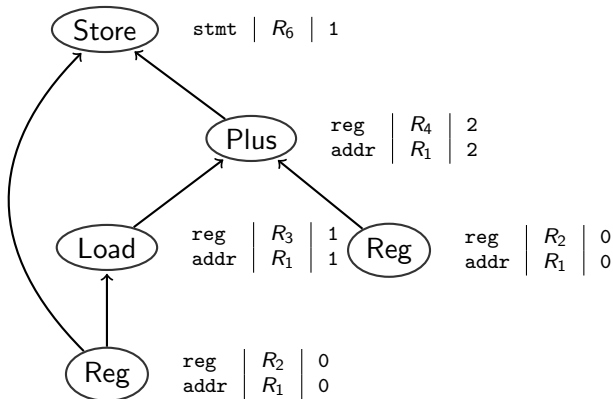
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$\left\{ \begin{array}{l} 1, \text{ if same address} \\ \infty, \text{ otherwise} \end{array} \right.$



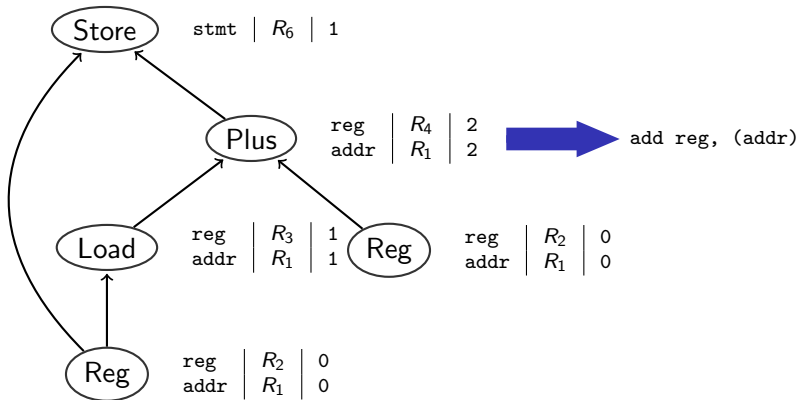
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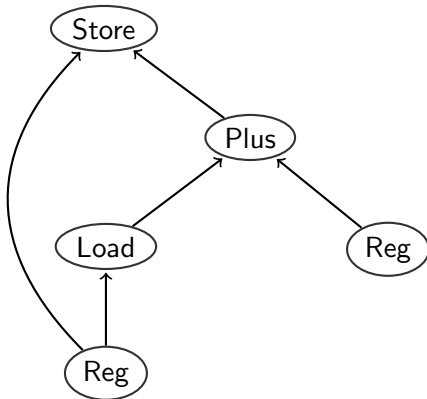
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R_1	addr \leftarrow reg	0
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Background: Automata with Dynamic Costs

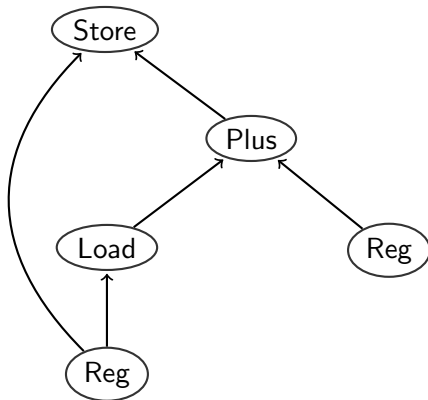
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R_3	<code>reg ← Load(addr)</code>	1
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Background: Automata with Dynamic Costs

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R_5	<code>stmt ← Store(addr, reg)</code>	1
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Not possible ☹️



Constraints

Dynamic Costs

```
stmt ← Store(addr, Plus(Load(addr), reg)): dynamic_cost()  
where dynamic_cost() =  $\begin{cases} 1, & \text{if same address} \\ \infty, & \text{otherwise} \end{cases}$ 
```



Constraints

```
stmt ← Store(addr, Plus(Load(addr), reg)): ?
```


Constraints

Dynamic Costs

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stmt ← Store(addr, Plus(Load(addr), reg)): dynamic_cost()  
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Constraints

```
stmt ← Store(addr, Plus(Load(addr), reg)): 1
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Constraints

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Constraints

```
stmt ← Store(addr, Plus(Load(addr), reg)): 1
```

Constraints

Dynamic Costs

```
stmt ← Store(addr, Plus(Load(addr), reg)): dynamic_cost()
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```



Constraints

```
@Constraint { @saddr == @laddr }
stmt ← Store(@saddr addr, Plus(Load(@laddr addr), reg)): 1
```

Dynamic Costs

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : dynamic_cost()$

where $dynamic_cost() = \begin{cases} 1, & \text{if Condition A} \\ 2, & \text{if Condition B} \\ 3, & \text{otherwise} \end{cases}$

Constraints

Dynamic Costs

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : dynamic_cost()$

where $dynamic_cost() = \begin{cases} 1, & \text{if Condition A} \\ 2, & \text{if Condition B} \\ 3, & \text{otherwise} \end{cases}$



Constraints

@Constraint { Condition A }

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : 1$

Constraints

Dynamic Costs

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : dynamic_cost()$

where $dynamic_cost() = \begin{cases} 1, & \text{if Condition A} \\ 2, & \text{if Condition B} \\ 3, & \text{otherwise} \end{cases}$



Constraints

@Constraint { Condition A }

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : 1$

@Constraint { Condition B }

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : 2$

Constraints

Dynamic Costs

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : dynamic_cost()$

where $dynamic_cost() = \begin{cases} 1, & \text{if Condition A} \\ 2, & \text{if Condition B} \\ 3, & \text{otherwise} \end{cases}$



Constraints

@Constraint { Condition A }

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : 1$

@Constraint { Condition B }

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : 2$

$nt_{goal} \leftarrow Op(nt_{left}, nt_{right}) : 3$

Constraints

Dynamic Costs

```
stmt ← Store(addr, Plus(Load(addr), reg)): dynamic_cost()
where dynamic_cost() =  $\begin{cases} 1, & \text{if same address} \\ \infty, & \text{otherwise} \end{cases}$ 
```



Constraints

```
@Constraint { @saddr == @laddr }
stmt ← Store(@saddr addr, Plus(Load(@laddr addr), reg)): 1
```

Summary

- Applicability test for rules
- Arbitrary code evaluating to boolean
- Same flexibility as dynamic costs
- Can be used in tree-parsing automata

Constraints: Automata Generation

1 Convert grammar to normal form

R_1	<code>addr ← reg</code>	0
R_2	<code>reg ← Reg</code>	0
R_3	<code>reg ← Load(addr)</code>	1
R_4	<code>reg ← Plus(reg,reg)</code>	1
R_5	<code>stmt ← Store(addr,reg)</code>	1
R_6	<code>@Constraint(@saddr == @laddr)</code>	1
	<code>stmt ← Store(@saddr addr,Plus(Load(@laddr addr),reg))</code>	

Constraints: Automata Generation

1 Convert grammar to normal form

R_1	<code>addr ← reg</code>	0
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R_3	<code>reg ← Load(addr)</code>	1
R_4	<code>reg ← Plus(reg,reg)</code>	1
R_5	<code>stmt ← Store(addr,reg)</code>	1
R_{6a}	<code>hlp1 ← Load(addr)</code>	0
R_{6b}	<code>hlp2 ← Plus(hlp1,reg)</code>	0
R_{6c}	<code>@Constraint(@l == @r->l->l)</code> <code>stmt ← Store(@l addr,@r hlp2)</code>	1

Constraints: Automata Generation

1 Convert grammar to normal form

R_1	<code>addr ← reg</code>	0
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R_{6b}	<code>hlp2 ← Plus(hlp1,reg)</code>	0
R_5	<code>stmt ← Store(addr,reg)</code>	1
R_{6c}	<code>@Constraint(@l == @r->l->l)</code> <code>stmt ← Store(@l addr,@r hlp2)</code>	1

2 Compute states and transitions

R_1	<code>addr ← reg</code>	0
R_2	<code>reg ← Reg</code>	0
R_3	<code>reg ← Load(addr)</code>	1
R_{6a}	<code>hlp1 ← Load(addr)</code>	0
R_4	<code>reg ← Plus(reg,reg)</code>	1
R_{6b}	<code>hlp2 ← Plus(hlp1,reg)</code>	0
R_5	<code>stmt ← Store(addr,reg)</code>	1
R_{6c}	<code>@Constraint(@l == @r->l->l)</code>	1
	<code>stmt ← Store(@l addr,@r hlp2)</code>	

Constraints: Automata Generation

2 Compute states and transitions

R_1	$\text{addr} \leftarrow \text{reg}$	0
R_2	$\text{reg} \leftarrow \text{Reg}$	0
R_3	$\text{reg} \leftarrow \text{Load}(\text{addr})$	1

Reg	S_{10}	reg	R_2	0
		addr	R_1	0

S_{10}

Constraints: Automata Generation

2 Compute states and transitions

R_2	$reg \leftarrow reg$	0
R_3	$reg \leftarrow Load(addr)$	1
R_{6a}	$hlp1 \leftarrow Load(addr)$	0
R_4	$reg \leftarrow Plus(reg, reg)$	1

Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr hlp1	R_3 R_1 R_{6a}	$1+\delta$ $1+\delta$ $0+\delta$

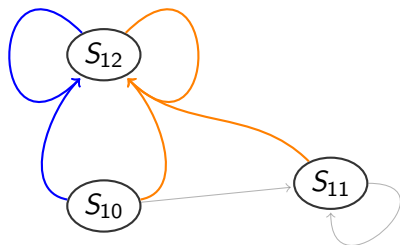


Constraints: Automata Generation

2 Compute states and transitions

R_{6a}	$hlp1 \leftarrow \text{Load}(\text{addr})$	0
R_4	$\text{reg} \leftarrow \text{Plus}(\text{reg}, \text{reg})$	1
R_{6a}	$hlp2 \leftarrow \text{Plus}(hlp1, \text{reg})$	0

Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr hlp1	R_3 R_1 R_{6a}	$1+\delta$ $1+\delta$ $0+\delta$
Plus	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$

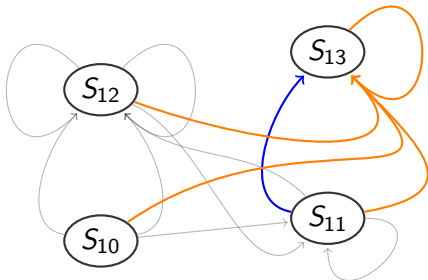


Constraints: Automata Generation

2 Compute states and transitions

R_{6a}	$hlp1 \leftarrow \text{Load}(\text{addr})$	0
R_4	$\text{reg} \leftarrow \text{Plus}(\text{reg}, \text{reg})$	1
R_{6b}	$hlp2 \leftarrow \text{Plus}(hlp1, \text{reg})$	0
R_1	$\text{stmt} \leftarrow \text{Store}(\text{addr}, \text{reg})$	1

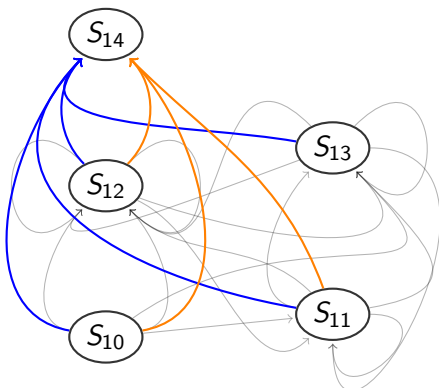
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Load	S_{11}	reg	R_3	$1+\delta$
		addr	R_1	$1+\delta$
		hlp1	R_{6a}	$0+\delta$
Plus	S_{12}	reg	R_4	$0+\delta$
		addr	R_1	$0+\delta$
	S_{13}	reg	R_4	$2+\delta$
		addr	R_1	$2+\delta$
		hlp2	R_{6b}	$0+\delta$



Constraints: Automata Generation

2 Compute states and transitions

R_5	stmt \leftarrow Store(addr, reg)	1
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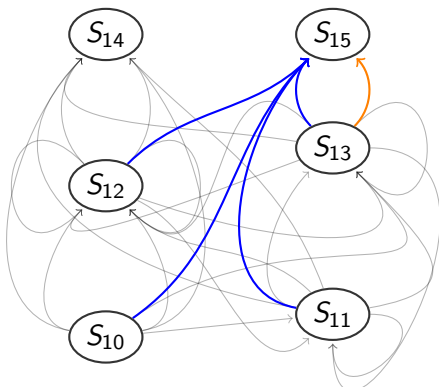


Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg	R_3	$1+\delta$
		addr	R_1	$1+\delta$
		hlp1	R_{6a}	$0+\delta$
Plus	S_{12}	reg	R_4	$0+\delta$
		addr	R_1	$0+\delta$
Store	S_{13}	reg	R_4	$2+\delta$
		addr	R_1	$2+\delta$
		hlp2	R_{6b}	$0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$

Constraints: Automata Generation

2 Compute states and transitions

R_5	<code>stmt ← Store(addr, reg)</code>	1
R_{6c}	<code>@Constraint(@l == @r->l->l)</code> <code>stmt ← Store(@l addr, @r hlp2)</code>	1

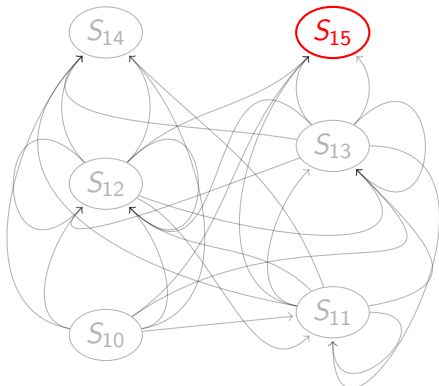


Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr hlp1	R_3 R_1 R_{6a}	$1+\delta$ $1+\delta$ $0+\delta$
Plus	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$
	S_{13}	reg addr hlp2	R_4 R_1 R_{6b}	$2+\delta$ $2+\delta$ $0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$
	S_{15}	stmt	R_{6c}	$0+\delta$

Constraints: Automata Generation

3 Handle Constraints

R_5	<code>stmt ← Store(addr, reg)</code>	1
R_{6c}	<code>@Constraint(@l == @r->l->l)</code> <code>stmt ← Store(@l addr, @r hlp2)</code>	1

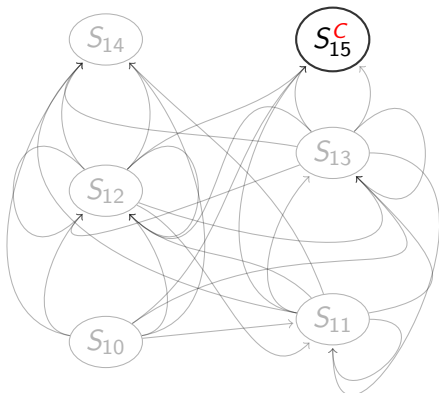


Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr hlp1	R_3 R_1 R_{6a}	$1+\delta$ $1+\delta$ $0+\delta$
Plus	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$
	S_{13}	reg addr hlp2	R_4 R_1 R_{6b}	$2+\delta$ $2+\delta$ $0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$
	S_{15}	stmt	R_{6c}	$0+\delta$

Constraints: Automata Generation

3 Handle Constraints

R_5	stmt \leftarrow Store(addr, reg)	1
R_{6c}	@Constraint(@l == @r->l->l) stmt \leftarrow Store(@l addr, @r hlp2))	1

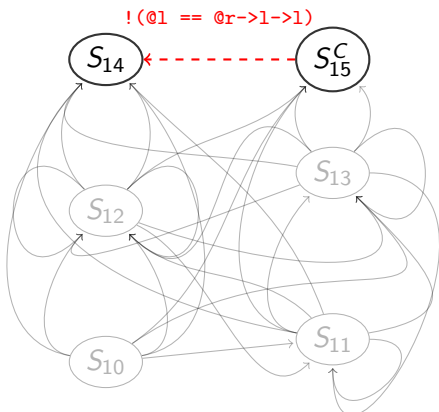


Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr hlp1	R_3 R_1 R_{6a}	$1+\delta$ $1+\delta$ $0+\delta$
Plus	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$
	S_{13}	reg addr hlp2	R_4 R_1 R_{6b}	$2+\delta$ $2+\delta$ $0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$
	S_{15}^C	stmt C: @l == @r->l->l	R_{6c}	$0+\delta$

Constraints: Automata Generation

3 Handle Constraints

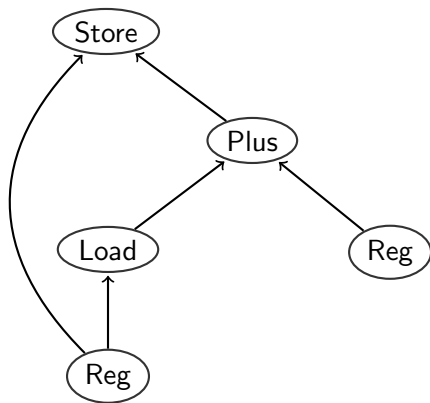
R_5	stmt \leftarrow Store(addr, reg)	1
R_{6c}	@Constraint(@l == @r->l->l) stmt \leftarrow Store(@l addr, @r hlp2)	1



Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg	R_3	$1+\delta$
		addr	R_1	$1+\delta$
		hlp1	R_{6a}	$0+\delta$
Plus	S_{12}	reg	R_4	$0+\delta$
		addr	R_1	$0+\delta$
	S_{13}	reg addr hlp2	R_4 R_1 R_{6b}	$2+\delta$ $2+\delta$ $0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$
	S_{15}^C	stmt C: @l == @r->l->l	R_{6c}	$0+\delta$

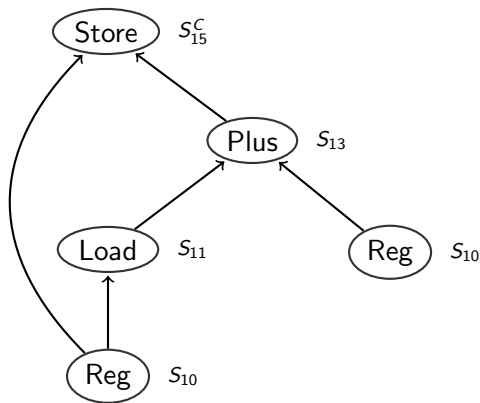
!(@l == @r->l->l)

Constraints: Instruction Selection



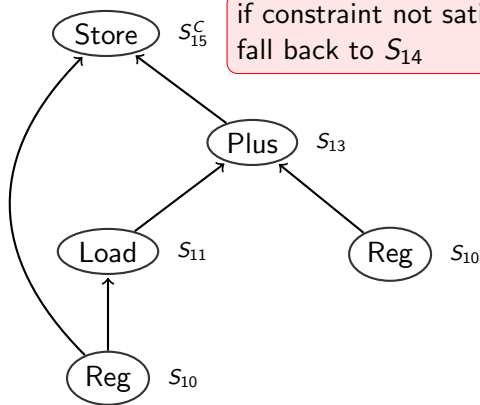
Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg	R_3	$1+\delta$
		addr	R_1	$1+\delta$
		hlp1	R_{6a}	$0+\delta$
Plus	S_{12}	reg	R_4	$0+\delta$
		addr	R_1	$0+\delta$
Plus	S_{13}	reg	R_4	$2+\delta$
		addr	R_1	$2+\delta$
		hlp2	R_{6b}	$0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$
		S_{15}^C	stmt	R_{6c}
		C: @l == @r->l->l		

Constraints: Instruction Selection



Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr hlp1	R_3 R_1 R_{6a}	$1+\delta$ $1+\delta$ $0+\delta$
Plus	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$
	S_{13}	reg addr hlp2	R_4 R_1 R_{6b}	$2+\delta$ $2+\delta$ $0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$
	S_{15}^C	stmt C: @l == @r->l->l	R_{6c}	$0+\delta$

Constraints: Instruction Selection



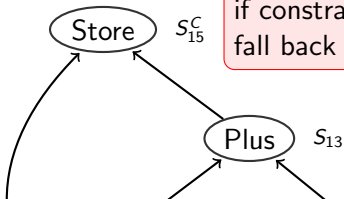
if constraint not satisfied,
fall back to S_{14}

Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr hlp1	R_3 R_1 R_{6a}	$1+\delta$ $1+\delta$ $0+\delta$
	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$
Plus	S_{13}	reg addr hlp2	R_4 R_1 R_{6b}	$2+\delta$ $2+\delta$ $0+\delta$
	S_{14}	stmt	R_5	$0+\delta$
Store	S_{15}^C	stmt C: @l == @r->l->l	R_{6c}	$0+\delta$

!(@l == @r->l->l)

Constraints: Instruction Selection

if constraint not satisfied,
fall back to S_{14}



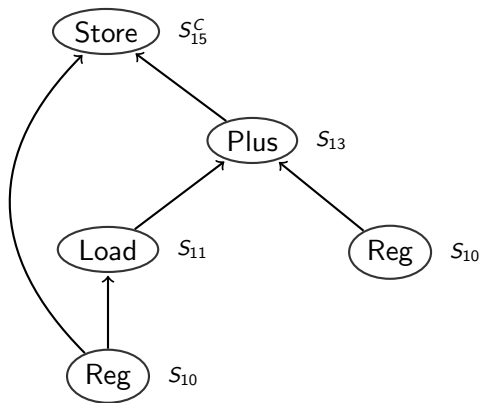
```

state = lookup(node);
...
switch (state) {
  ...
  case 15: /* state containing rule R6c */
    if (!(node->l == node->r->l->l))
      state = 14; /* fallback-state */
    break;
  ...
}
  
```


Reg	S_{10}	reg addr	R_2 R_1	0 0
d	S_{11}	reg addr	R_3 R_1	$1+\delta$ $1+\delta$
		hlp1	R_{6a}	$0+\delta$
Plus	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$
		S_{13}	reg addr	R_4 R_1
			hlp2	R_{6b}
Store	S_{14}	stmt	R_5	$0+\delta$
	S_{15}^C	stmt	R_{6c}	$0+\delta$
		C: $@l == @r->l->l$		

!(@l == @r->l->l)

Constraints: Instruction Selection

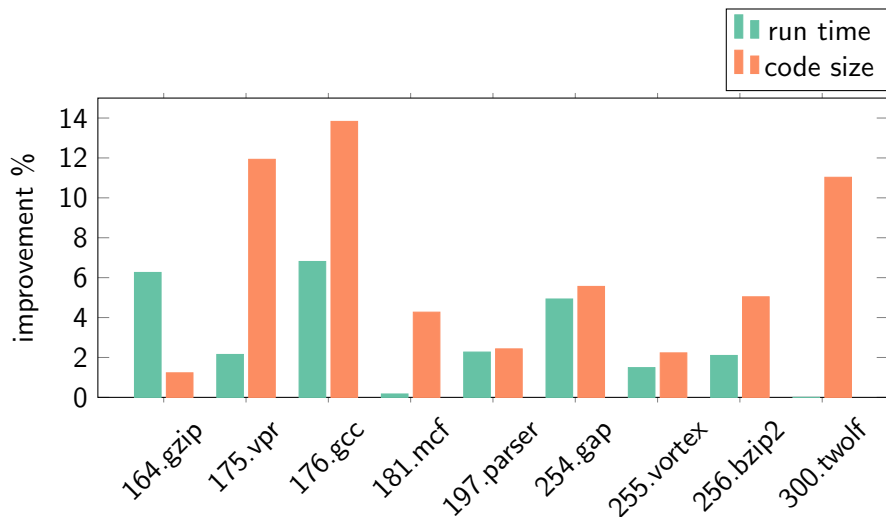


Reg	S_{10}	reg addr	R_2 R_1	0 0
Load	S_{11}	reg addr hlp1	R_3 R_1 R_{6a}	$1+\delta$ $1+\delta$ $0+\delta$
Plus	S_{12}	reg addr	R_4 R_1	$0+\delta$ $0+\delta$
	S_{13}	reg addr hlp2	R_4 R_1 R_{6b}	$2+\delta$ $2+\delta$ $0+\delta$
Store	S_{14}	stmt	R_5	$0+\delta$
	S_{15}^C	stmt C: @l == @r->l->l	R_{6c}	$0+\delta$

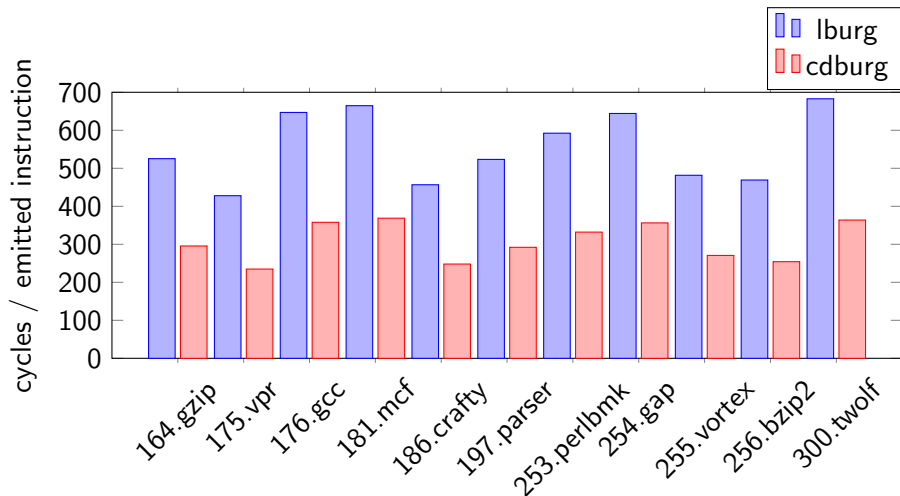
 add reg, (addr)

- Implemented tree-parser generator *cdburg*
- Modified lcc to use *cdburg* instead of *lburg*
 - Focus on x86linux grammar
 - SPEC CPU2000
- Used *cdburg* in second stage of CACAO VM
 - Compared to Dynamic Programming Instruction Selector
 - Results in the paper
- Intel Core2 Duo 2.26GHz / 2GB RAM

Experimental Results Code Quality



Experimental Results Compile Time



Summary

Constraints

- offer same flexibility as dynamic costs
- can be used in tree-parsing automata

Code Quality

- as good as using dynamic costs
- better than automata without dynamic costs
 - 0 – 7 % improved run-time
 - 1 – 14 % decreased code size

Compile Time

- better than dynamic programming
 - 142 – 319 cycles less per emitted instruction