

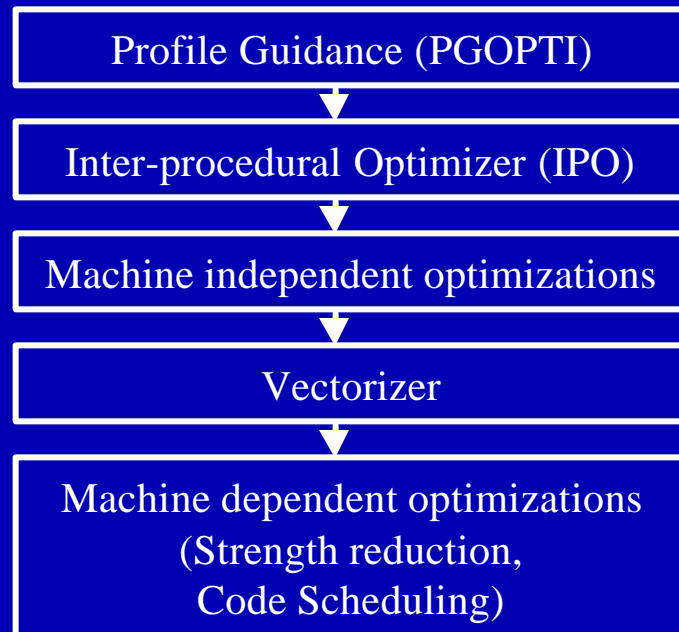
IA-64 Compiler Technology

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Microcomputer Software Lab

Introduction

IA-32 compiler optimizations



IA-64 compilers are focused on optimizations increasing instruction level parallelism

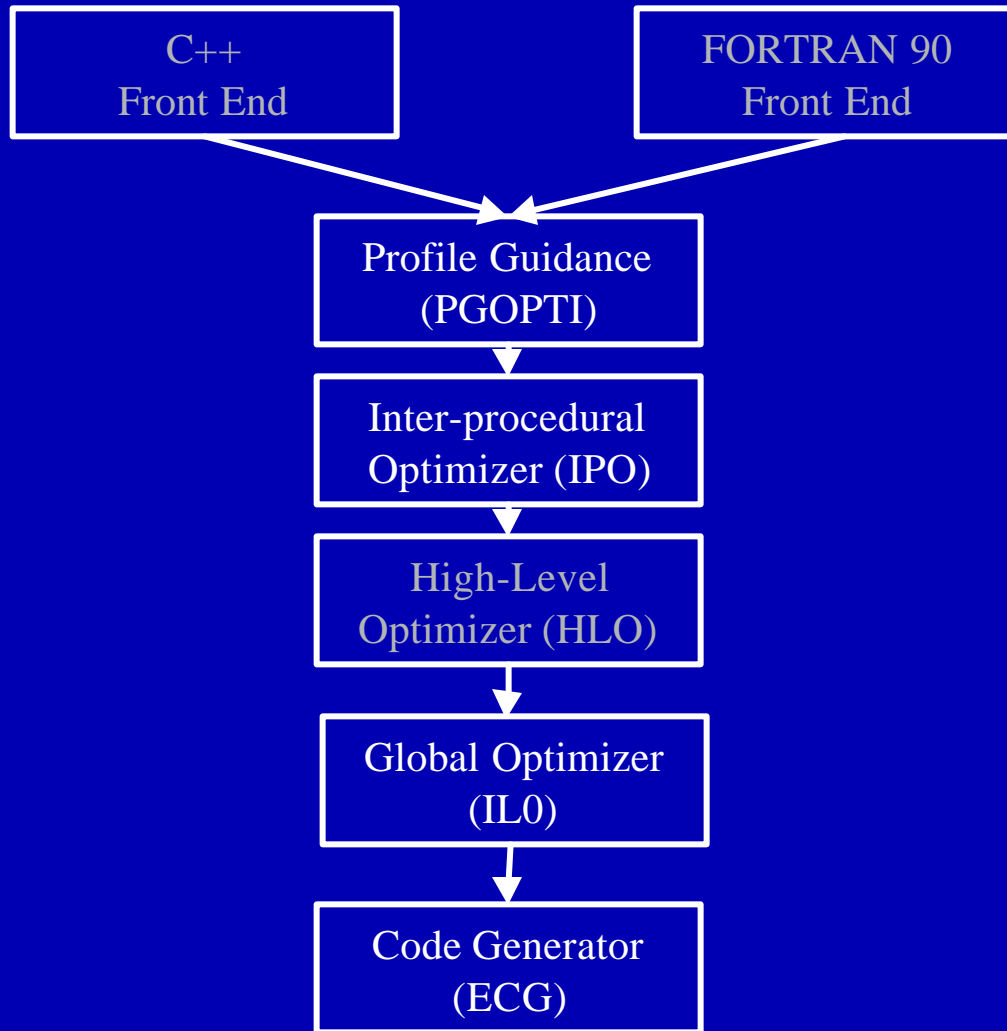
Compiler Optimizations designed to achieve the best performance on IA-64

Agenda

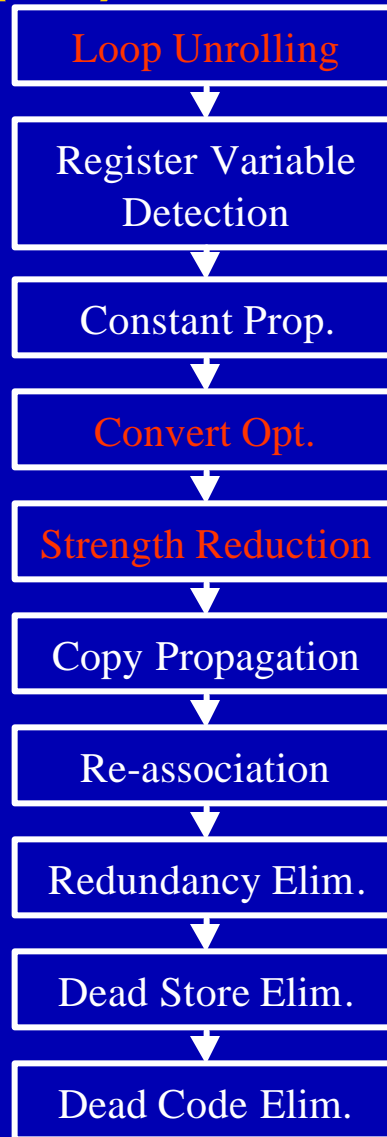
- Overview of Intel's IA-64 Compiler
- Machine independent optimizations
- IA-64 code samples
- IA-64 specific optimizations

**IA-64 Compiler technology is ready,
and exploits the architecture**

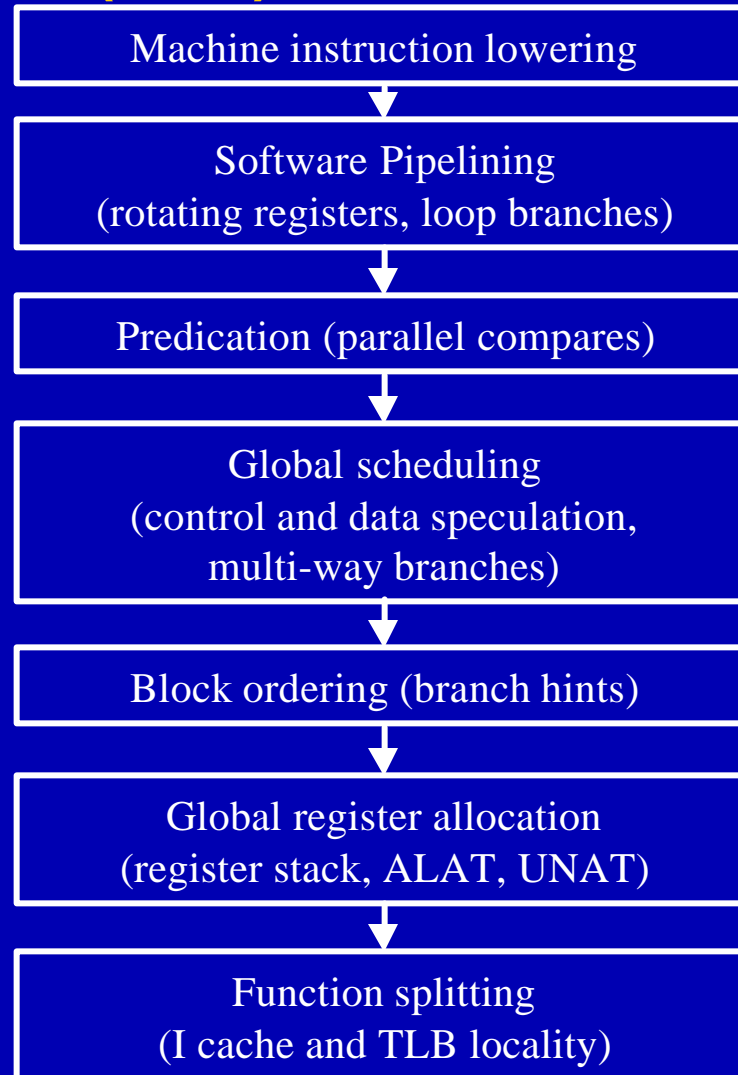
Overview of Intel's IA-64 compiler Compiler Architecture



Overview of Intel's IA-64 compiler Global Optimizer (ILO)



Overview of Intel's IA-64 compiler Code generator (ECG)



Compiler Optimizations designed to achieve the best performance on IA-64

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Machine independent optimizations

- Profile guided optimizations (PGOPTI)
- Inter-procedural optimizations (IPO)

The larger the compilation scope, the better the performance

Machine independent optimizations

Profile guided optimizations (PGOPTI)

Execution profiling:

- Profile feedback
 - ◆ Compile once with counters inserted.
 - ◆ Run the profiled program with a sample input set.
 - ◆ Compile again, using the counter values.

Its effects:

- Branch probabilities guide
 - ◆ Code generator region.
 - ◆ Predication regions.
- Execution frequencies guide
 - ◆ Procedure inlining/partial inlining
 - ◆ Code placement
 - ◆ Speculation heuristics

Profile information key to get best out of predication and speculation techniques

Machine independent optimizations

Inter-procedural optimizations (IPO)

Procedure Integration:

- Inlining
 - ◆ Copying a function body into a call site.
- Partial inlining
 - ◆ Copy the *hot* portion of a function into a call site.
 - ◆ Remainder becomes a *splinter* function.
- Cloning
 - ◆ Specializing a function to a specific class of call sites.

Its effects:

- Exact interprocedural information for a specific call site.
- Larger code region to schedule
 - ◆ Spreads function boundaries

Larger scope enables better scheduling and register allocation

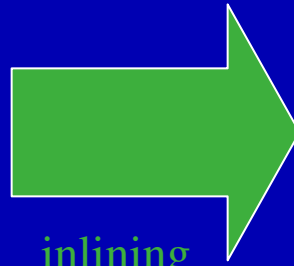
Machine independent optimizations

Inter-procedural optimizations (IPO)

Procedure integration: Inlining

BEFORE:

```
void func1()  
{  
    int i;  
    for (i=0;...)  
        func2(i);  
}
```



AFTER:

```
void func1()  
{  
    int i;  
    for (i=0;...)  
        a[i] = 1.0  
}
```

```
void func2(int x)  
{  
    a[x] = 1.0;  
}
```

Eliminates function call overhead

Machine independent optimizations

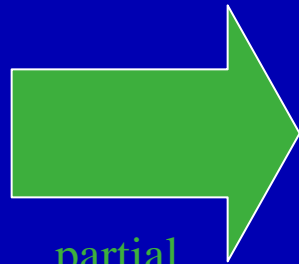
Inter-procedural optimizations (IPO)

Procedure integration: Partial inlining

BEFORE:

```
void func(tree *p) {  
    func2(p);  
}
```

```
void func2(tree *p) {  
    if (p->left == NULL)  
        return;  
    .....  
    printf(...);  
}
```



partial
inlining

AFTER:

```
void func(tree *p) {  
    if (p->left == NULL)  
        return;  
    else {  
        splinter(p);  
    }  
}  
void splinter(tree *p) {  
    .....  
    printf(...);  
}
```

Avoid unnecessary function calls

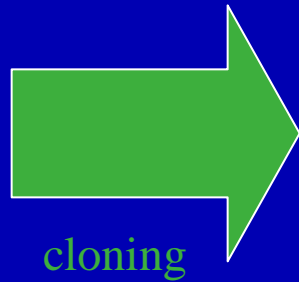
Machine independent optimizations

Inter-procedural optimizations (IPO)

Procedure integration: Cloning

BEFORE:

```
void func1()
{
    func2(1, n);
    func2(1, m);
    func2(i, m);
}
void func2(int i, int j)
{
    if (i == 0)
        // do something
    else
        // do something else
}
```



AFTER:

```
void func1()
{
    func2_0(1, n);
    func2_0(1, m);
    func2(i, m);
}
void func2_0(int i, int j)
{
    // do something
}
```

Eliminate branches

Machine independent optimizations

Inter-procedural optimizations (IPO)

Inter-procedural Analysis:

- Alias propagation
- Mod/ref propagation
- Constant propagation

ITS EFFECTS:

- Alias propagation
 - ◆ Indirect call conversion
 - ◆ Better disambiguation
 - Better scheduling, speculation
- Mod/ref propagation
 - ◆ Improves registerization
- Constant propagation
 - ◆ Makes constant parameters and globals explicit
 - ◆ Remove unnecessary conditional code

IPO improves many classical scalar optimizations

Compiler Optimizations designed to achieve the best performance on IA-64

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IA-64 code samples

- Strength reduction
- post increments

Techniques to leverage IA-64
architecture features

IA-64 code samples

Strength Reduction

WHEN IT APPLIES:

- One operand is a loop invariant.
- Other operand is an *induction variable*.

ITS EFFECTS:

- Multiplication is replaced by addition.
- Better chances for post-increment creation.

Strength reduction key for optimizations
of loops

IA-64 code samples

Post-Increment Loads and Stores

WHEN IT APPLIES:

- Memory address is modified after memory reference.

ITS EFFECTS:

- Addition proceeds in parallel with load/store.
- No extra instructions required for induction variable update.

Post increment increases parallelism

IA-64 Code samples

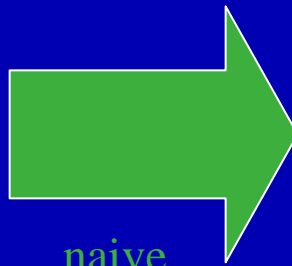
Integer Multiplies in Loops (cont.)

SOURCE:

```
FUNCTION FUNC(A,B,N)
REAL A(N,N), B(N,N)
DO I = 1, N
  A(1,I) = B(1,I)
RETURN
END
```

Algorithm:

$B(1,I) = \text{base of B} +$
 $\text{size of element} * (I-1)$



naive
translation

ASSEMBLY:

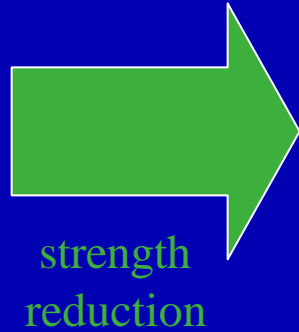
```
...      r35 = base of B
loop:
setf.sig  f32 = r32
setf.sig  f33 = r33
xma      f34 = f32,f33
getf.sig  r34 = f34
...
add      r36 = r34, r35
ld       f34 = [r36]
...
br       ...
```

IA-64 code samples

Strength Reduction

BEFORE:

```
...      r35 = base of B
loop:
setf.sig  f32 = r32
setf.sig  f33 = r33
xma       f34 = f32,f33
getf.sig  r34 = f34
...
add       r36 = r34, r35
ld        f34 = [r36]
...
br        ...
```



AFTER:

```
...      r36 = base of B
...      r35 = stride of B
loop:
ld        f34 = [r36]
add       r36 = r36, r35
...
br        ...
```

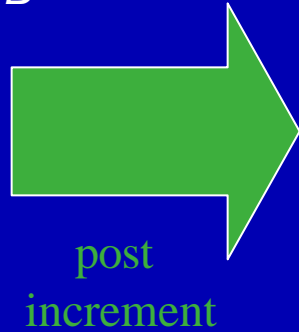
Strength reduction replaces
multiplication with additions

IA-64 code samples

Strength Reduction+post increment

BEFORE:

```
...    r36 = base of B
...    r35 = stride of B
loop:
ld     f34 = [r36]
add   r36 = r36, r35
...
br    ...
```



AFTER:

```
...    r36 = base of B
...    r35 = stride of B
loop:
ld     f34 = [r36],r35
...
br    ...
```

Post increment replaces
addition

Compiler Optimizations designed to achieve the best performance on IA-64

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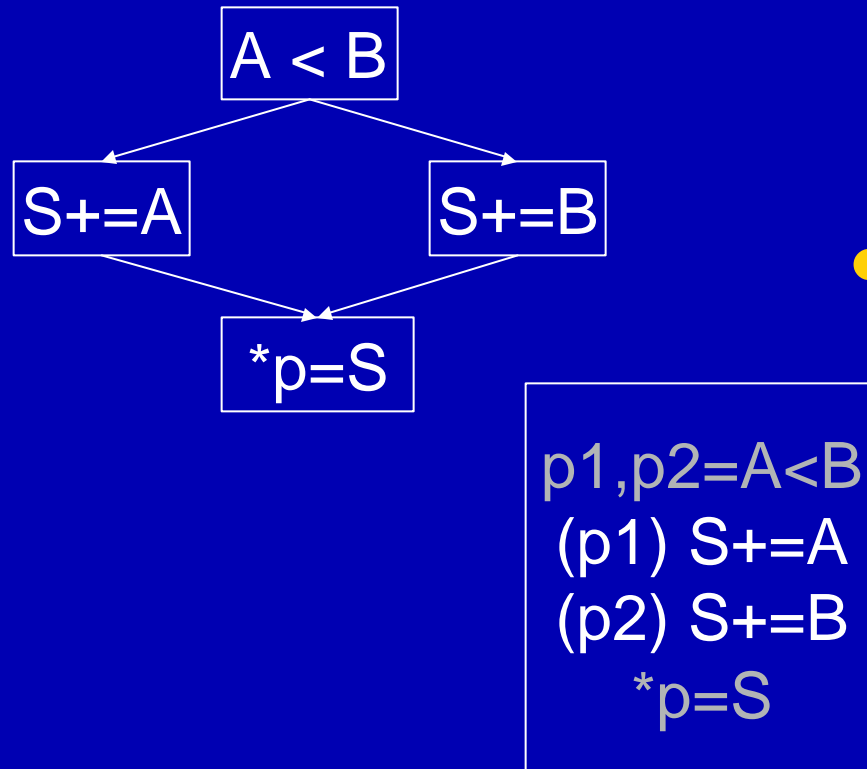
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Machine specific optimizations

- Predication
- Software Pipelining

Machine specific optimizations

Predication

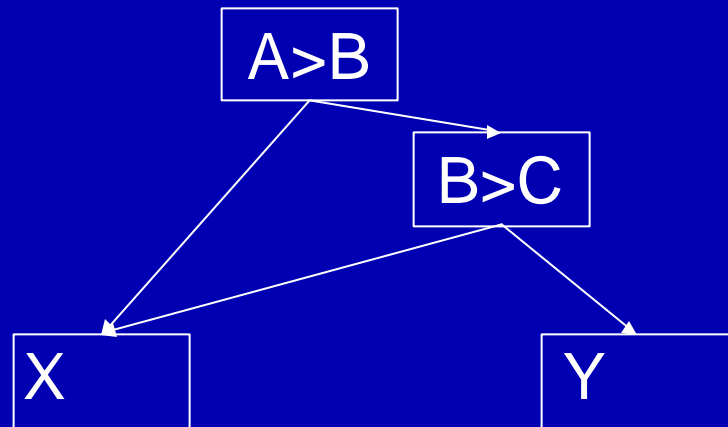


- Objective
 - ◆ Eliminate hard to predict branches.
 - ◆ Increase parallelism
 - ◆ Reduces critical path
- A Side effect
 - ◆ Reduce register usage (as compared to speculation)

Eliminates branches, increases parallelism

Machine specific optimizations

Predication with parallel compare



```
p1=0  
cmp.le.or p1,p0=a,b  
cmp.le.or p1,p0=b,c  
(p1) br X  
Y
```

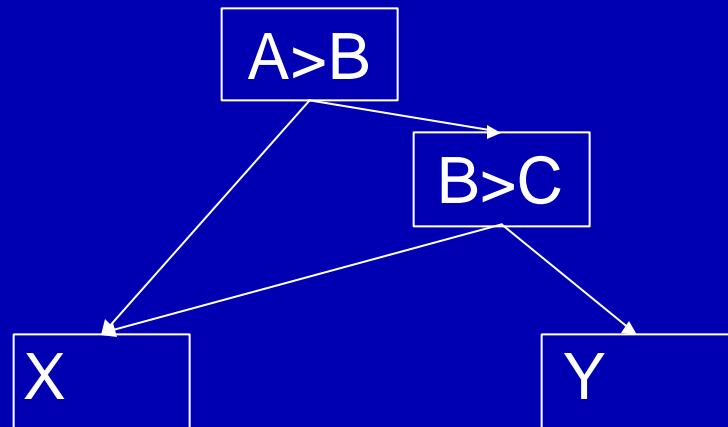
- Objective
 - ◆ Reduce control height
 - ◆ Reduce number of branches

```
If (a>b && b>c)  
    then Y  
    else X
```

Parallel compare reduces control height

Machine specific optimizations

Multi way branches with Predication



```
cmp.le p1,p0=a,b
cmp.gt p2,p0=b,c
(p1) br X
(p2) br Y
X
```

- Use Multi way branches
 - ◆ Speculate compare (i.e.move above branch)
 - ◆ Avoids predicate initialization
 - ◆ More than 1 branch in a single cycle
 - ◆ Allows n-way branching

```
If (a>b && b>c)
    then Y
    else X
```

Predication and Multi-way increase ILP

Machine specific optimizations

Software Pipelining: Loop Example

Convert string to uppercase

```
for (i=0, i< len, i++) {  
    if (IS_LOWERCASE(line[i]))  
        newline[i] = CNVT_TO_UPPERCASE(line[i]);  
    else  
        newline[i] = line[i];  
}
```

After macro expansion

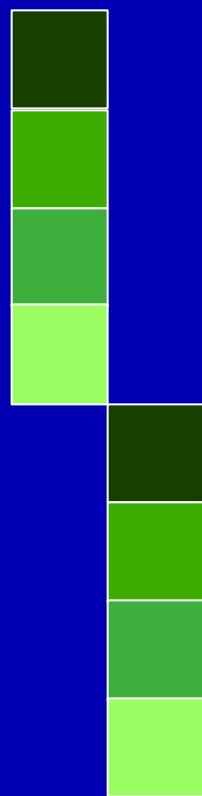
```
for (i=0, i< len, i++) {  
    if (line[i] >= 'a' && line[i] <= 'z')  
        newline[i] = line[i]-32;  
    else  
        newline[i] = line[i];  
}
```

Typical integer-type loop

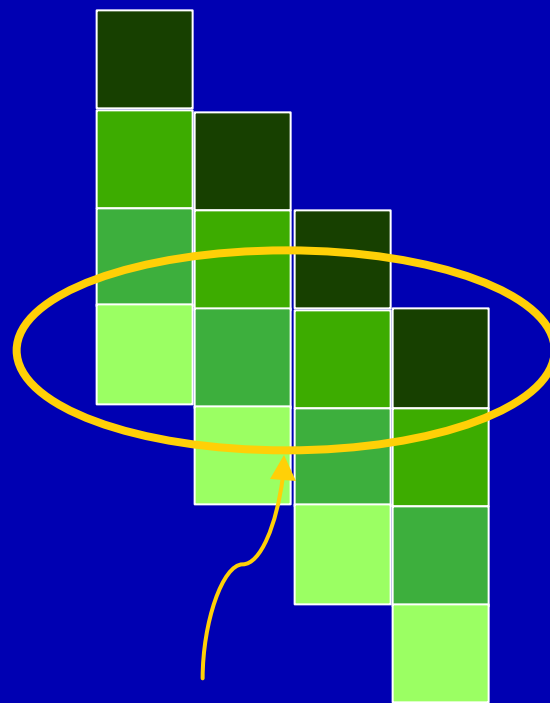
Machine specific optimizations

Software Pipelining

- Overlapping execution of different loop iterations



VS.



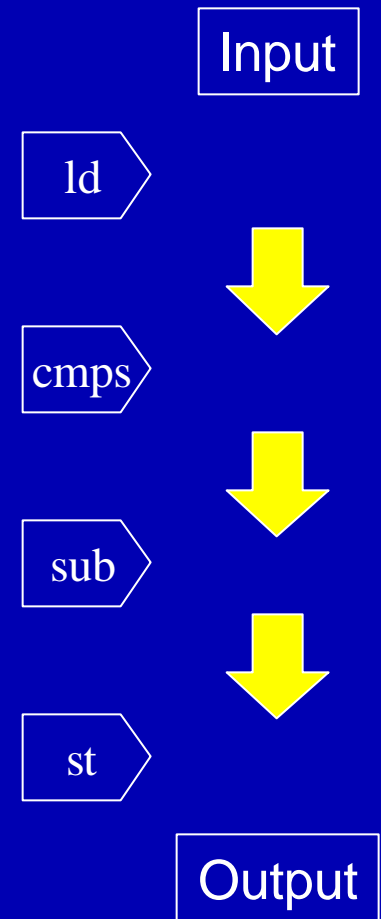
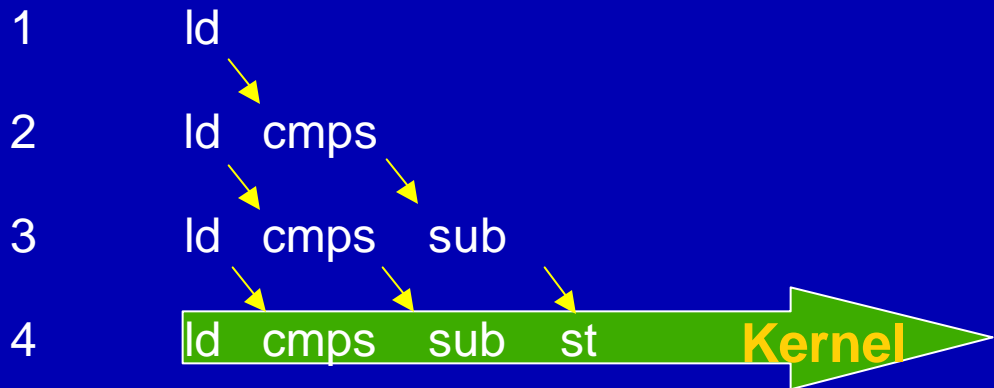
Whole loop computation in one cycle

Overlap iterations for parallelism

Machine specific optimizations

Software Pipelining

Cycle



Machine specific optimizations

Software Pipelining: introducing Rotating Registers

- GR 32-127, FR 32-127 can rotate
- Separate Rotating Register Base for each: GRs, FRs
- Loop branches decrement all register rotating bases (RRB)
- Instructions contain a “virtual” register number
 - ◆ $RRB + \text{virtual register number} = \text{physical register number}$.

**Rotating registers make
data transfer between stages transparent**

Machine specific optimizations

Software Pipelining: Pipelined Loop

Kernel code

loop:

```
s1  ld r34 = [ra], 1
    cmp      p1 = true
s2  cmp.and p1 = (r35>96)
    cmp.and p1 = (r35<123)
s3  (p1) sub r36 = r36, 32
s4  st [rb] = r37, 1
    br.ctop loop
```



r34 = xx

r34 = xx



r35 = xx

r35 = xx



r36 = xx

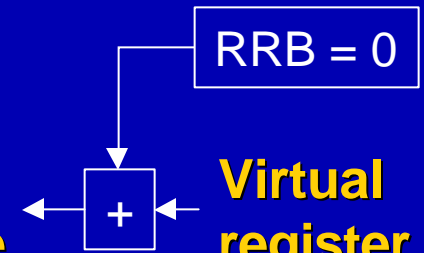
r36 = xx



r37 = xx

r37 = xx

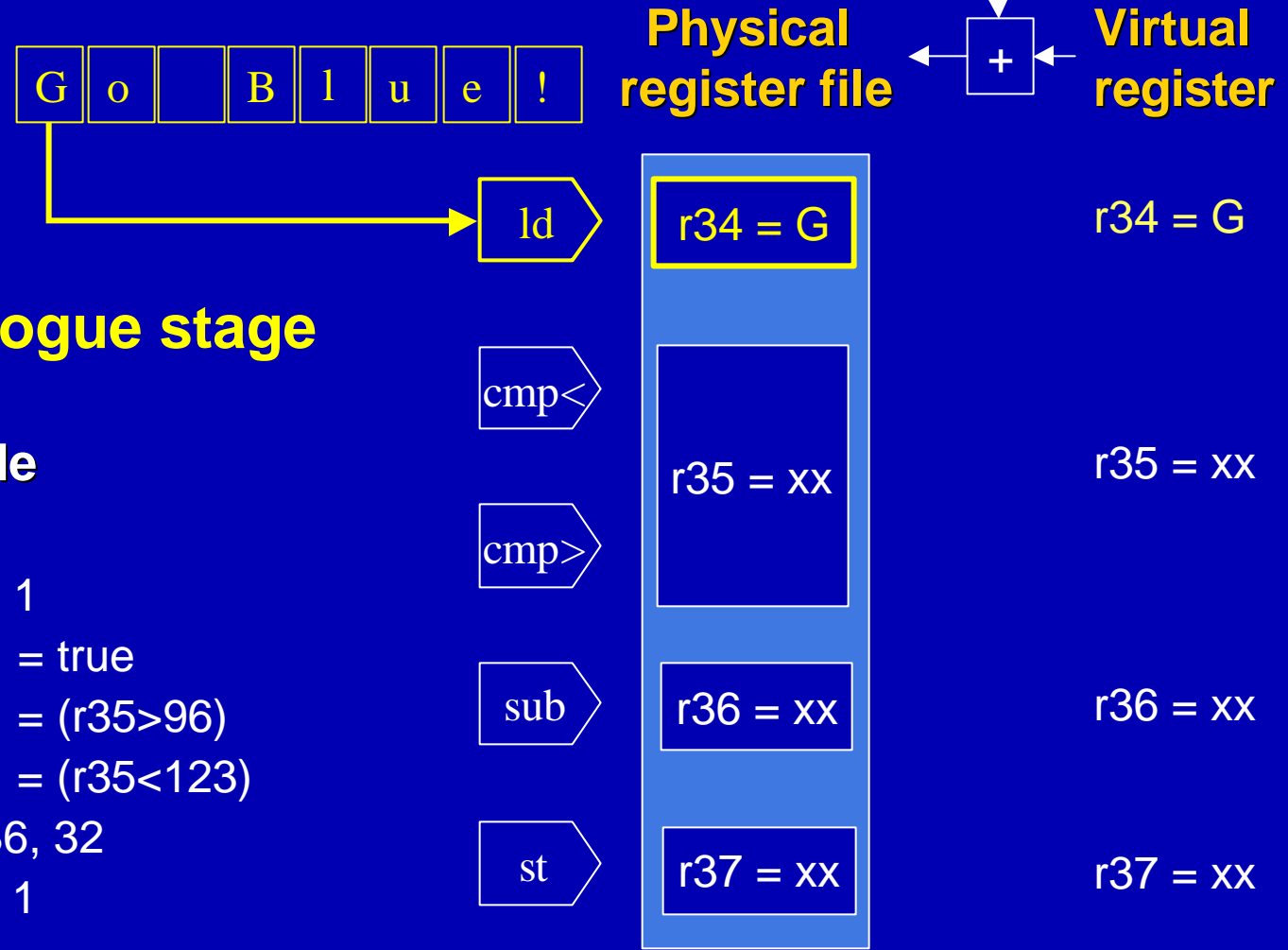
Physical register file



Virtual register

Machine specific optimizations

Software Pipelining: Fill the pipe ...

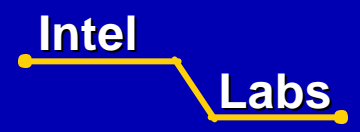


Execute prologue stage

Kernel code

```

loop:
  ld r34 = [ra], 1
  cmp      p1 = true
  cmp.and  p1 = (r35 > 96)
  cmp.and  p1 = (r35 < 123)
  (p1) sub r36 = r36, 32
  st [rb] = r37, 1
  br.ctop loop
  
```

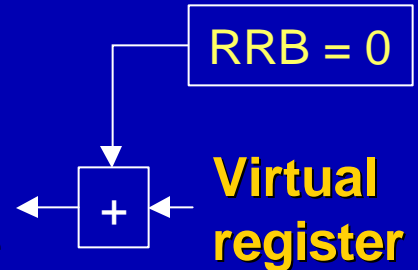


Machine specific optimizations

Software Pipelining: Fill the pipe ...

G o B l u e !

Physical register file



Perform a loop branch

- Decrement lc
- Rotate registers by decrementing RRB

ld

r34 = G

r34 = G

cmp<

r35 = xx

r35 = xx

cmp>

r36 = xx

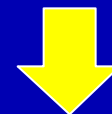
r36 = xx

sub

st

r37 = xx

r37 = xx

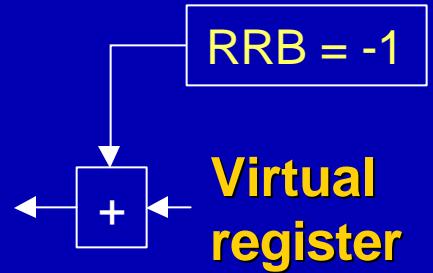


Machine specific optimizations

Software Pipelining: Fill the pipe ...

G o B l u e !

Physical register file

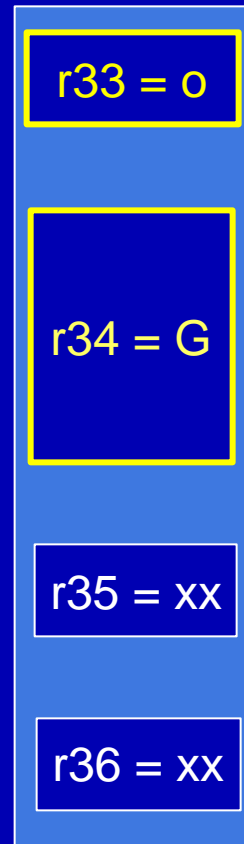
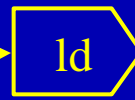


Execute prologue stage

Kernel code

loop:

```
ld r34 = [ra], 1
cmp      p1 = true
cmp.and  p1 = (r35 > 96)
cmp.and  p1 = (r35 < 123)
(p1) sub r36 = r36, 32
st [rb] = r37, 1
br.ctop loop
```

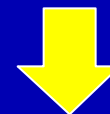


r34 = o

r35 = G

r36 = xx

r37 = xx

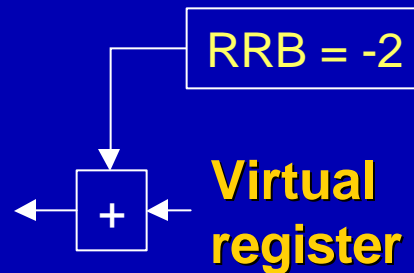


Machine specific optimizations

Software Pipelining: Fill the pipe ...

G o B l u e !

Physical register file

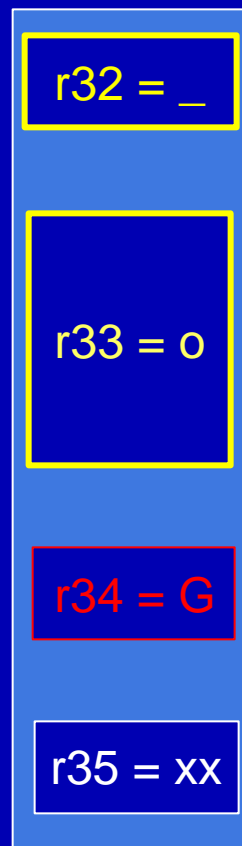
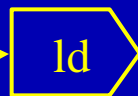


Execute prologue stage

Kernel code

loop:

```
ld r34 = [ra], 1
cmp      p1 = true
cmp.and  p1 = (r35>96)
cmp.and  p1 = (r35<123)
(p1) sub r36 = r36, 32
st [rb] = r37, 1
br.ctop loop
```



r34 = _

r35 = o

r36 = G

r37 = xx



Machine specific optimizations

Software Pipelining: Execute the Kernel

Execute kernel
Whole iteration per cycle

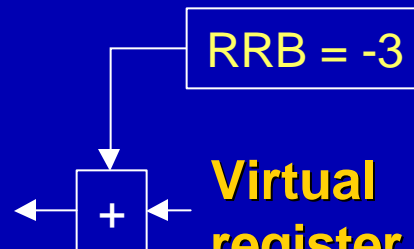
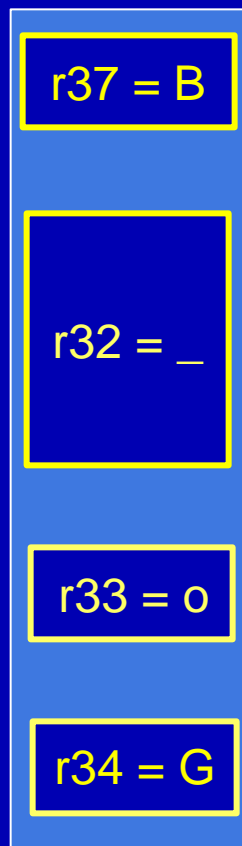
Kernel code

loop:

```
ld r34 = [ra], 1
cmp      p1 = true
cmp.and  p1 = (r35 > 96)
cmp.and  p1 = (r35 < 123)
(p1) sub r36 = r36, 32
st [rb] = r37, 1
br.ctop loop
```



Physical register file



Virtual register

r34 = B

r35 = _

r36 = o

r37 = G



Machine specific optimizations

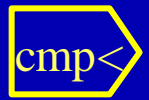
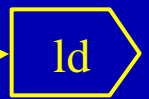
Software Pipelining: Execute the Kernel

Execute kernel
Whole iteration per cycle

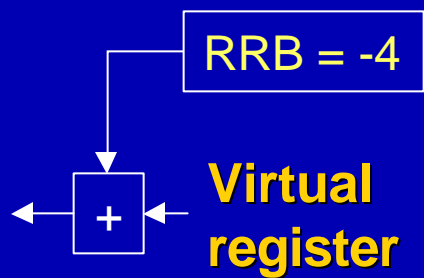
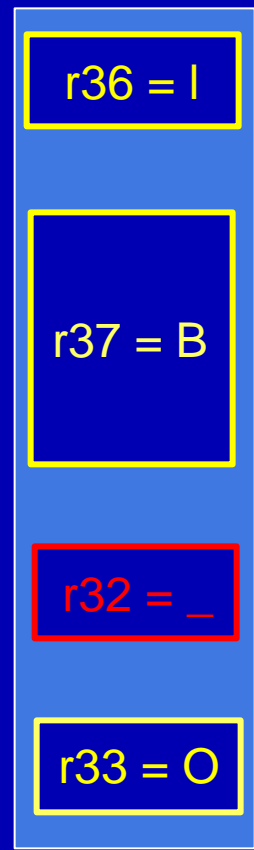
Kernel code

```

loop:
  ld r34 = [ra], 1
  cmp      p1 = true
  cmp.and  p1 = (r35>96)
  cmp.and  p1 = (r35<123)
  (p1) sub r36 = r36, 32
  st [rb] = r37, 1
  br.ctop loop
    
```



Physical register file



r34 = l

r35 = B

r36 = _

r37 = O



Machine specific optimizations

Software Pipelining: Execute the Kernel

Execute kernel
Whole iteration per cycle

Kernel code

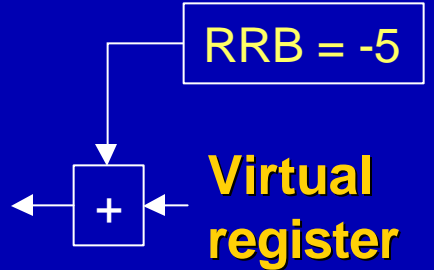
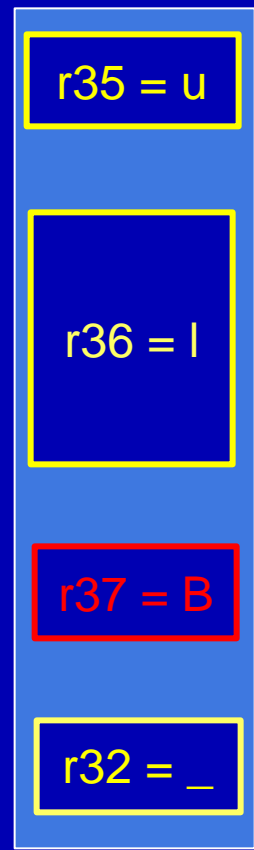
loop:

```

ld r34 = [ra], 1
cmp     p1 = true
cmp.and p1 = (r35 > 96)
cmp.and p1 = (r35 < 123)
(p1) sub r36 = r36, 32
st [rb] = r37, 1
br.ctop loop
    
```



Physical register file



r34 = u

r35 = l

r36 = B

r37 = _



Machine specific optimizations

Software Pipelining:

- IA-64 features that make this possible
 - ◆ Full Predication
 - ◆ Special branch handling features
 - ◆ Register rotation: removes loop copy overhead
- Traditional architectures use loop unrolling
 - ◆ High overhead: extra code for loop body

**Especially Useful for Integer Code with
Small Number of Loop Iterations**

Summary

- IA-64 compilers use existing compiler technologies
 - ◆ Inter procedure optimizations to increase the compilation score
 - ◆ profile guided optimizations to make efficient use of predication and speculation
- Compilers take advantage of IA-64 architecture with new compiler technology
 - ◆ predication to remove branches, and increase parallelism
 - ◆ architecture features allow significant speed up in software pipelined loops

IA-64 Compiler Status

	Microsoft	IBM/SCO	Linux	Novell	Sun
	<i>Win64</i>	<i>Monterey64</i>	<i>IA-64 Linux</i>	<i>Modesto</i>	<i>Solaris</i>
C/C++	MS, IBM, Intel	IBM, EPC	Cygnus, SGI, EPC	EPC	Sun
FORTRAN	Intel, EPC, Compaq	EPC	PGI, EPC	N/A	PGI
COBOL	Fujitsu	IBM		N/A	Fujitsu
JAVA	IBM	IBM		Novell	Sun

- Early access versions planned for Q1 '00
- Engaging with additional tools vendors in Q3 '99

*Production compilers in sync with Itanium™
system availability*

Call To Action

- IA-64 compiler technology is ready and able. Get started on IA-64 today.
- Review the IA-64 Track software sessions at <http://developer.intel.com/design/ia64/devinfo.htm>
 - ◆ “Getting Software Ready for IA-64”
 - Learn how to get the best performance from your apps
 - Learn what you can do to get started today
 - ◆ OSV Breakout Sessions
 - Get the latest OS status from the vendors themselves
 - Learn more details on OS tools availability and optimizations