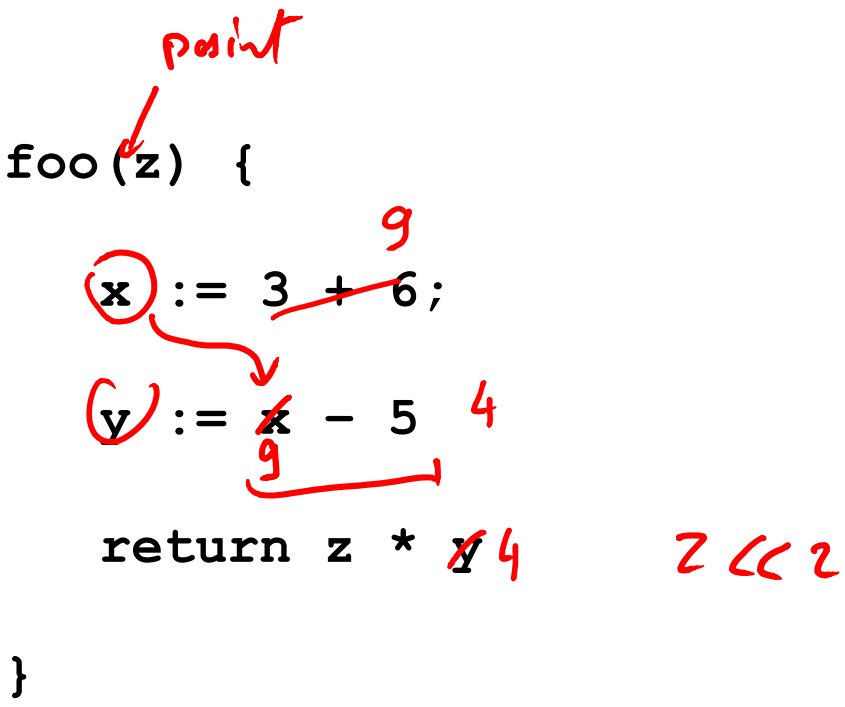
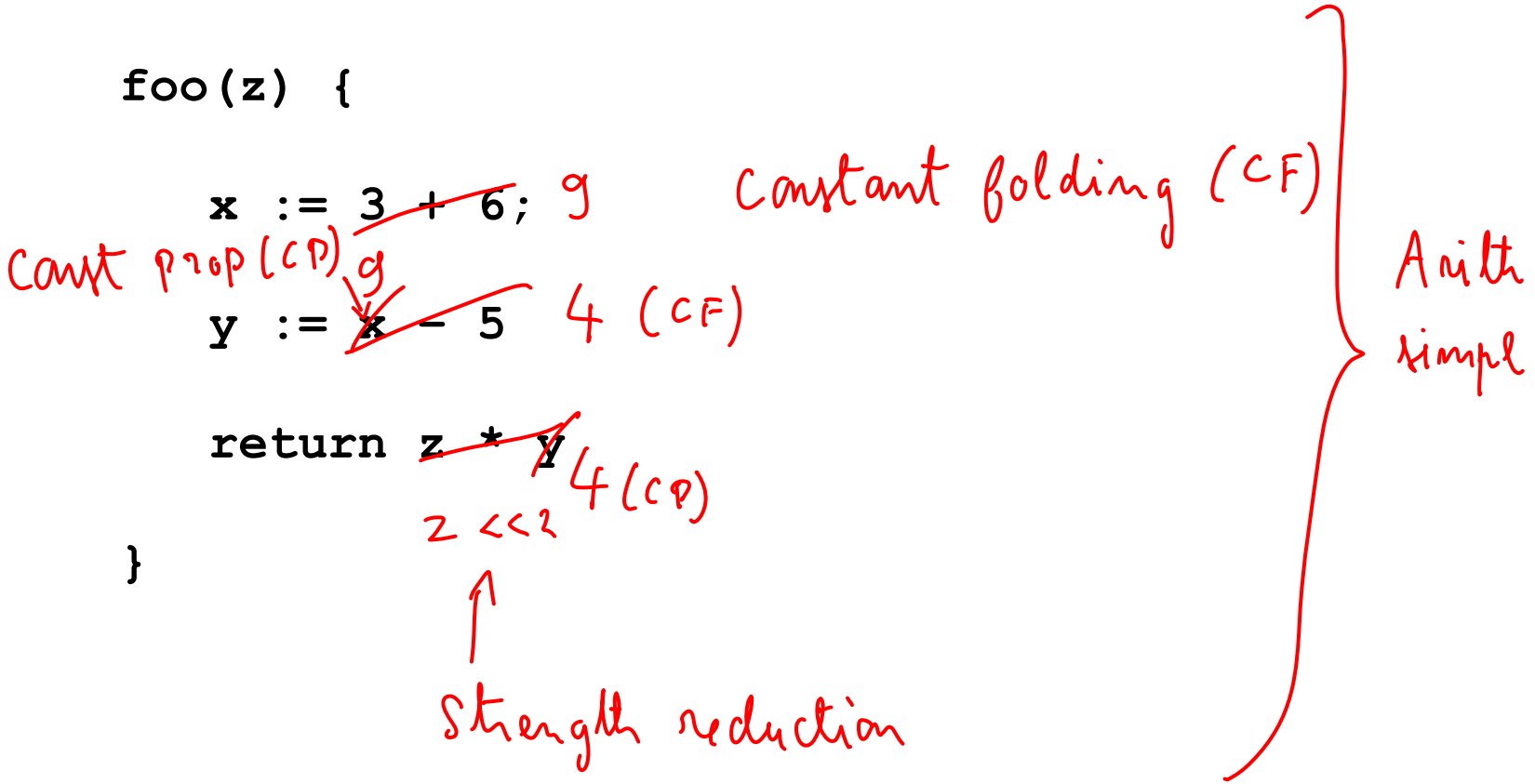
Tour of common optimizations

Simple example



Simple example



Another example

```
x := a + b;

...

y := a + b;
```

Another example

```
x := a + b;

...

y := a + b;
```

x

only if x, a, b not modified!

Another example

```
if (...) {
    a := read();
    x' := a + b; x := x'
    print(x);
} else { x' := a + b }

...
print(y)
y := a + b; x'
```

Another example

```
if (...) {
    a := read();
    x := a + b;
    print(x);
} else { }

...

y := a + b;
```

t := a + b

t

t

Partial Redundancy Elimination PRE

Another example

```
x := y
...
z := z + x
```

Another example

```
x := y
...
z := z + x
```

} x, y not modified

copy prop

Another example

```
x := y
...
z := z + y
```

What if we run CSE now?

Another example

```
x := y
...
z := z + y
```

What if we run CSE now?

Another example

```
x := y**z

...

x := ...
```

Another example

```
x := y**z
...
x := ...
```

} if x is not used

dead assignment elim
(unused assignment elim)

- Often used as a clean-up pass

```
x := y                    x := y                    x := y
z := z + x    Copy prop   z := z + y      DAE       z := z + y
```

Another example

```
if (false) {

    ...

}
```

Another example

```
if (false) {
    ...
}
```

dead code elim
(unreachable code elim)

Another common clean up opt

Another example

- In Java:

```
a = new int [10];
for (index = 0; index < 10; index ++) {
   a[index] = 100;
}
```

Another example

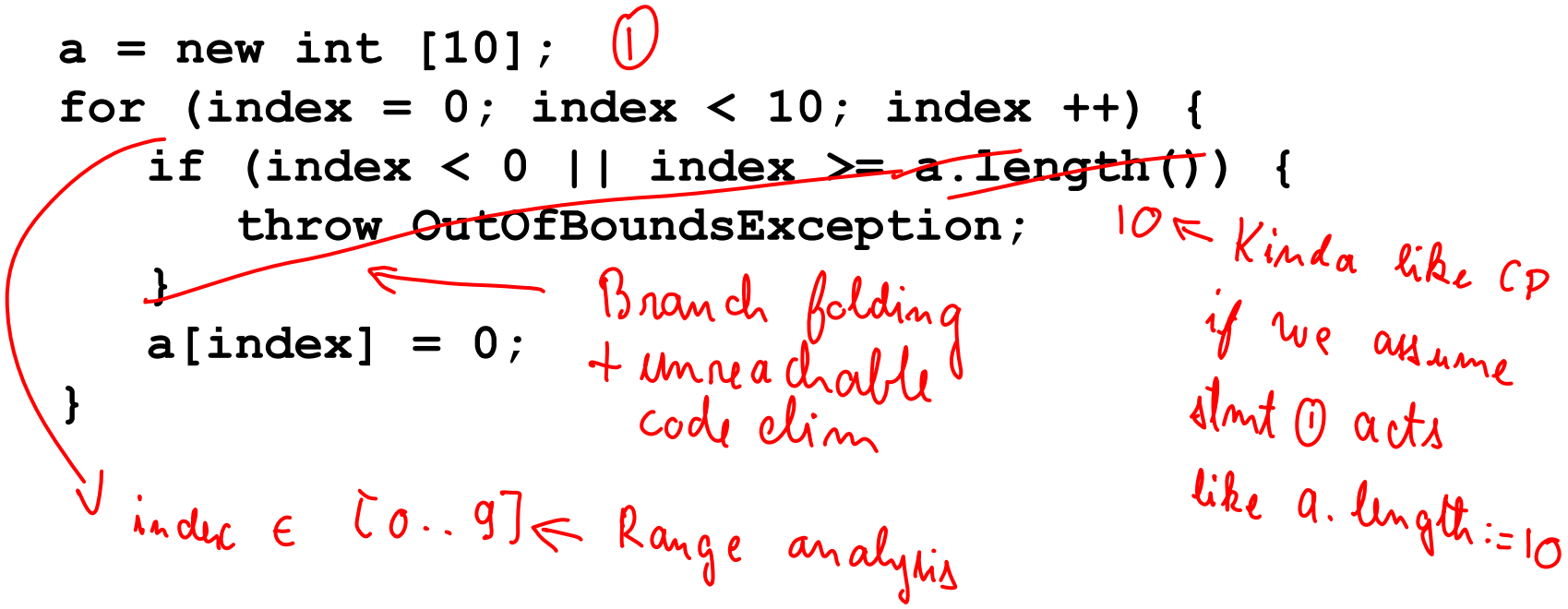
- In “lowered” Java:

```
a = new int [10];
for (index = 0; index < 10; index ++) {
    if (index < 0 || index >= a.length) {
        throw OutOfBoundsException;
    }
    a[index] = 0;
}
```

Another example

- In “lowered” Java:

```
a = new int [10];
for (index = 0; index < 10; index ++) {
    if (index < 0 || index >= a.length()) {
        throw OutOfBoundsException;
    }
    a[index] = 0;
}
```



Another example

```
p := &x;
*p := 5
y := x + 1;
```

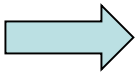
5

Another example

```
p := &x;
*p := 5
y := x + 1;
```

pointer / alias analysis

```
x := 5;
*p := 3
y := x + 1;
```



???

Another example

```
for j := 1 to N
    for i := 1 to M
        a[i] := a[i] + b[j]
```

$t_2 = b[j]$

t_1

$t_1 = a + i * 4$

$t_2 = *t_1$

~~$t_3 = a + i * 4$~~

$*t_1 = t_2 + t$

Another example

```
for j := 1 to N
   for i := 1 to M
      a[i] := a[i] + b[j]
```

t := b[j]

t

Loop invariant code motion

Another example

```
area(h,w) { return h * w }

h := ...;
w := 4;
a := area(h,w)
```

h * w

h * 4

h << 2

Another example

```
area(h,w) { return h * w }

h := ...;
w := 4;
a := area(h,w)
```

h * w

h * 4

h << 2

Many "silly" opts become important after inlining

Optimization themes

- Don’t compute if you don’t have to
  - unused assignment elimination
- Compute at compile-time if possible
  - constant folding, loop unrolling, inlining
- Compute it as few times as possible
  - CSE, PRE, PDE, loop invariant code motion
- Compute it as cheaply as possible
  - strength reduction
- Enable other optimizations
  - constant and copy prop, pointer analysis
- Compute it with as little code space as possible
  - unreachable code elimination