Lecture 1

Introduction

I. Why Study Compilers?
II. Course Syllabus

Chapters 1.1-1.5, 8.4, 8.5, 9.1
I. Why Study Compilers?
Reasons for Studying Compilers

- **Compilers are important**
  - An essential programming tool
    - Improves software productivity by hiding low-level details
    - Domain-specific languages for encapsulating domain expertise
  - A tool for designing and evaluating computer architectures
    - Inspired RISC, VLIW machines
    - Machines’ performance measured on compiled code
  - Techniques for developing other programming tools
    - Example: error detection tools
  - Program translation can be used to solve other problems
    - Example: Binary translation
      (processor change, adding virtualization support)

- Compilers have impact: affect all programs
Compiler Study Trains Good Developers

Excellent software engineering case study

- Optimizing compilers are hard to build
  - Input: all programs
  - Objectives:

- Methodology for solving complex real-life problems
  - Key to success: Formulate the right approximation!
    - Desired solutions are often NP-complete / undecidable
  - Where theory meets practice
    - Can't be solved by just pure hacking
      - theory aids generality and correctness
    - Can't be solved by just theory
      - experimentation validates and provides feedback to problem formulation

- Reasoning about programs, reliability & security makes you a better programmer

There are programmers, and there are tool builders ...
**Example**

- Tools for web application security vulnerabilities
- PQL: a general language for describing information flow of interest
- Static techniques to locate errors automatically
- **Illustrates:**
  - Exciting research area!
  - Importance of programming tools
  - Sophistication of static analysis techniques
  - What static analysis looks like
  - Use of domain-specific languages
  - Combination of theory and hacking
Use of Mathematical Abstraction

- Design of mathematical model & algorithm
  - Generality, power, simplicity and efficiency
Course Syllabus

1. Basic compiler optimizations

<table>
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<tr>
<th>Goal</th>
<th>Eliminates redundancy in high-level language programs</th>
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<tr>
<td></td>
<td>Allocates registers</td>
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<td></td>
<td>Schedules instructions (for instruction-level parallelism)</td>
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<tr>
<td>Scope</td>
<td>Simple scalar variables, intraprocedural, flow-sensitive</td>
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<tr>
<td>Theory</td>
<td>Data-flow analysis (graphs &amp; solving fix-point equations)</td>
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2. Pointer alias analysis

<table>
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<tr>
<th>Goal</th>
<th>Used in program understanding, concrete type inference in OO programs (resolve target of method invocation, inline, and optimize)</th>
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<tr>
<td>Scope</td>
<td>Pointers, interprocedural, flow-insensitive</td>
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<td>Theory</td>
<td>Relations, Binary decision diagrams (BDD)</td>
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3. Parallelization and memory hierarchy optimization

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<th>Goal</th>
<th>Parallelizes sequential programs (for multiprocessors)</th>
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<td>Optimizes for the memory hierarchy</td>
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<tr>
<td>Scope</td>
<td>Arrays, loops</td>
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<td>Theory</td>
<td>Linear algebra</td>
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4. Domain-specific languages: graphs, image processing, internet of things

5. Garbage collection (run-time system)
# Tentative Course Schedule

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<td>(joeq)</td>
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Course Emphasis

- **Methodology**: apply the methodology to other real life problems
  - Problem statement
    - Which problem to solve?
  - Theory and Algorithm
    - Theoretical frameworks
    - Algorithms
  - Experimentation: Hands-on experience

- **Compiler knowledge**:
  - Non-goal: how to build a complete optimizing compiler
  - Important algorithms
  - Exposure to new ideas
  - Background to learn existing techniques
Assignment by next class (no need to hand in)

- Think about how to build a compiler that converts the code on page 11 to page 12
  - (Read Chapter 9.1 for introduction of the optimizations)
- Example:
  Bubblesort program that sorts array A allocated in static storage

```c
for (i = n-2; i >= 0; i--) {
    for (j = 0; j <= i; j++) {
        if (A[j] > A[j+1]) {
            temp = A[j];
            A[j] = A[j+1];
            A[j+1] = temp;
        }
    }
}
```
t4 = *t3; A[j]
t5 = j+1
t6 = 4*t5
t7 = &A
t8 = t7+t6
t9 = *t8; A[j+1]
if t4 <= t9 goto s3

(t4=*t3 means read memory at address in t3 and write to t4:
*t20=t17: store value of t17 into memory at address in t20)

S5: if i<0 goto s1
j := 0
s4: if j>i goto s2
t1 = 4*j
t2 = &A
t3 = t2+t1
t4 = *t3; A[j]
t5 = j+1
t6 = 4*t5
t7 = &A
t8 = t7+t6
t9 = *t8; A[j+1]
if t4 <= t9 goto s3

S2: i = i-1
S4: goto s5
S1:

s3: j = j+1
goto S4
After Optimization

Result of applying:

global common subexpression
loop invariant code motion
induction variable elimination
dead-code elimination

to all the scalar and temp. variables

These traditional optimizations can
make a big difference!

\[
\begin{align*}
i &= n-2 \\
t27 &= 4 \times i \\
t28 &= &A \\
t29 &= t27 + t28 \\
t30 &= t28 + 4 \\
S5: \quad &\text{if } t29 < t28 \text{ goto s1} \\
t25 &= t28 \\
t26 &= t30 \\
s4: \quad &\text{if } t25 > t29 \text{ goto s2} \\
t4 &= \ast t25 \quad ;A[j] \\
t9 &= \ast t26 \quad ;A[j+1] \\
&\text{if } t4 \leq t9 \text{ goto s3} \\
temp &= \ast t25 \quad ;\text{temp}=A[j] \\
t17 &= \ast t26 \quad ;A[j+1] \\
\ast t25 &= t17 \quad ;A[j]=A[j+1] \\
\ast t26 &= \text{temp} \quad ;A[j+1]=\text{temp} \\
s3: \quad &t25 = t25 + 4 \\
t26 = t26 + 4 \\
goto S4 \\
s2: \quad &t29 = t29 - 4 \\
goto s5 \\
s1: 
\end{align*}
\]