

# Advanced Compiler Design

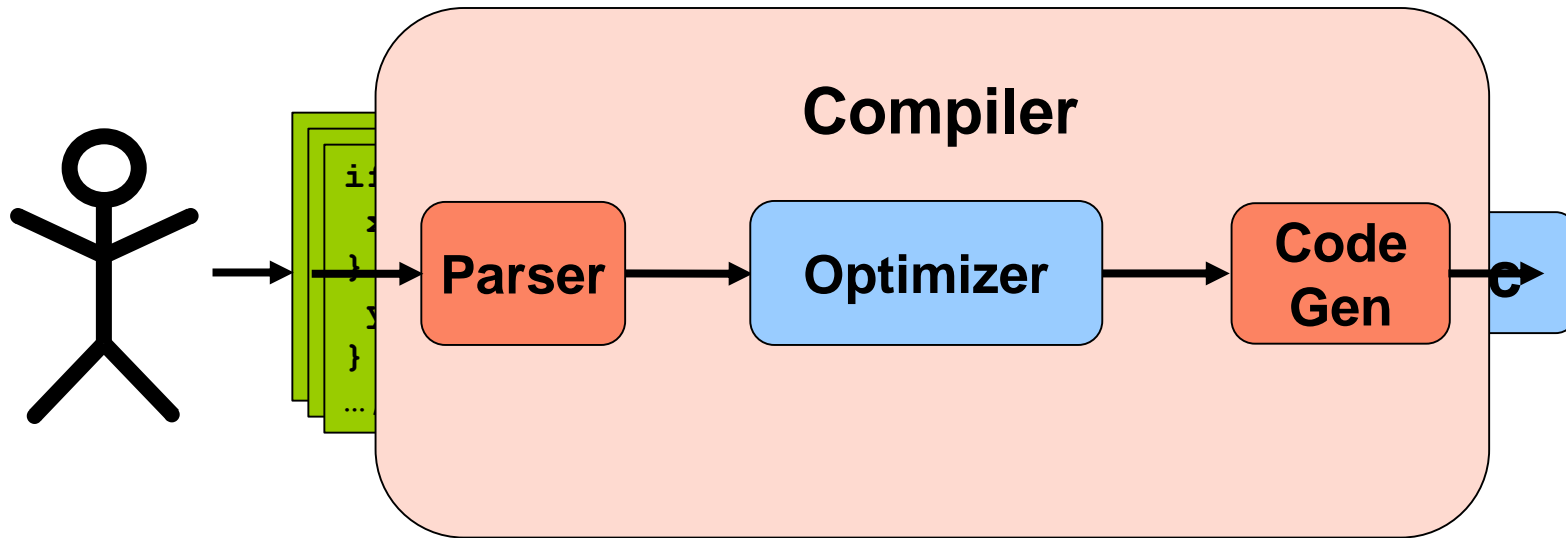
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CSE 231

Instructor: Sorin Lerner

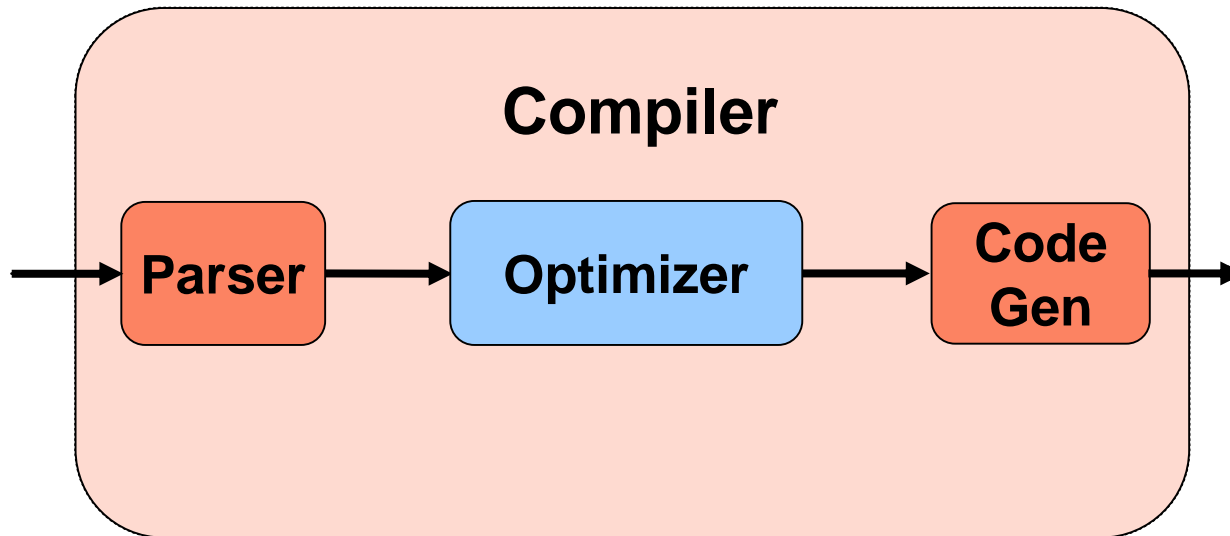
# Let's look at a compiler

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# Let's look at a compiler

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# Advanced Optimizer Design

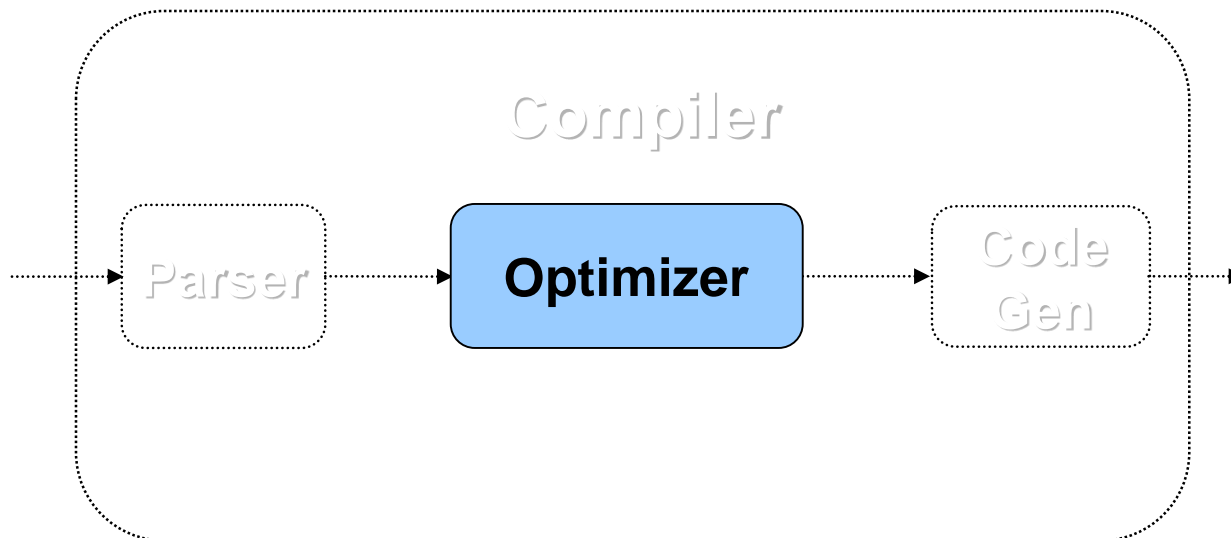
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# What does an optimizer do?

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1. Compute information about a program
2. Use that information to perform program transformations  
(with the goal of improving some metric, e.g. performance)

# What do these tools have in common?

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- Bug finders
- Program verifiers
- Code refactoring tools
- Garbage collectors
- Runtime monitoring system
- And... optimizers

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They all analyze and transform programs

We will learn about the techniques underlying all these tools

# Program Analyses, Transformations, and Applications

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# Course goals

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- Understand basic techniques
  - cornerstone of a variety of program analysis tools
  - useful no matter what your future path
- Get a feel for compiler research/implementation
  - useful for research-oriented students
  - useful for implementation-oriented students

# Course topics

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- Representing programs
- Analyzing and transforming programs
- Applications of these techniques

# Course topics (more details)

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- Representations
  - Abstract Syntax Tree
  - Control Flow Graph
  - Dataflow Graph
  - Static Single Assignment
  - Control Dependence Graph
  - Program Dependence Graph
  - Call Graph

# Course topics (more details)

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- Analysis/Transformation Algorithms
  - Dataflow Analysis
  - Interprocedural analysis
  - Pointer analysis
  - Rule-based analyses and transformations
  - Constraint-based analysis

# Course topics (more details)

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- Applications
  - Scalar optimizations
  - Loop optimizations
  - Object oriented optimizations
  - Program verification
  - Bug finding

# Course pre-requisites

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- No compilers background necessary
- No familiarity with lattices
  - I will review what is necessary in class
- Familiarity with functional/OO programming
  - Optimization techniques for these kinds of languages
- Familiarity with C/C++
  - Project will be in C++
- Standard ugrad cs curriculum likely enough
  - Talk to me if you're concerned

# Course work

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- In-class midterm (30%)
  - Date posted on web site
- In-class final (30%)
  - Date published by official calendar
- Course project (35%)
- Class participation (5%)

# Course project

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- Goal of the project
  - Get some hands on experience with compilers
  - Two options, most will do option 1
- **Option 1: LLVM project**
  - Implement some analyses in LLVM, three milestones
  - Hand in your code and it's auto-graded
- **Option 2: Research (by instructor approval)**
  - Pick some interesting idea, and try it out
  - Proposals due at the beginning of the second week
  - Can leverage your existing research



# LLVM Project

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- M1: Simple instrumentation
- M2: Analysis framework
- M3: Implement Analyses in framework
- You will extend LLVM. This will require C++
  - If you don't know C++, you will learn
  - If you don't think you can learn C++, think about dropping this class?
- To be done alone

# Research Project

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- Requires instructor approval
  - You need to come up with your own idea...
  - ... by the end of week 1
  - Most students doing this will be PhD students
  - It's ok to leverage or overlap with existing research
- I envision at most 10 people doing this

# Readings

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- Paper readings throughout the quarter
- Seminal papers and state of the art
- Gives you historical perspective
- Shows you lineage from idea to practice

# Administrative info

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- Class web page is up
  - <https://ucsd-pl.github.io/cse231/>
  - (or Google “Sorin Lerner”, follow “Teaching Now”)
  - Will post lectures, readings, project info, etc.
- Piazza link on web page
  - Use for questions, answers
  - Especially LLVM/project Q&A

# Academic Integrity

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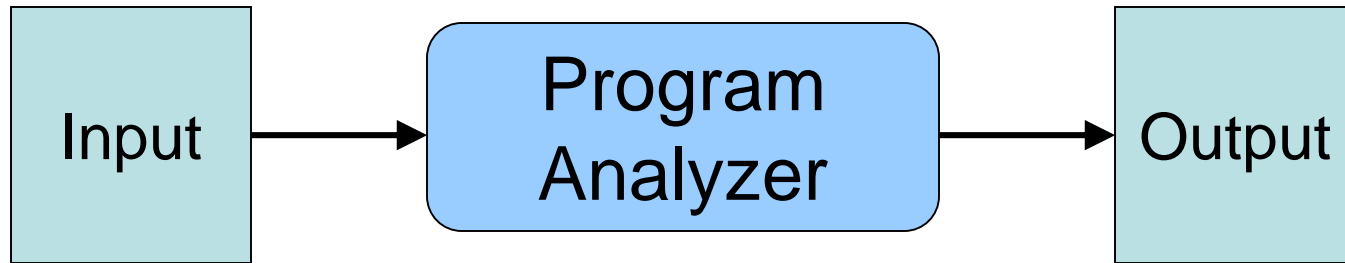
- **Governed by Policy on Integrity of Scholarship**  
(<http://senate.ucsd.edu/Operating-Procedures/Senate-Manual/Appendices/2>)
- **Allegations are handled by Academic Integrity Office** (<https://students.ucsd.edu/academics/academic-integrity>)
- **Course penalty for any cheating in 231 will be a failing grade for the entire class**
- **Cheaters may be subject to additional administrative sanctions**

# Questions?

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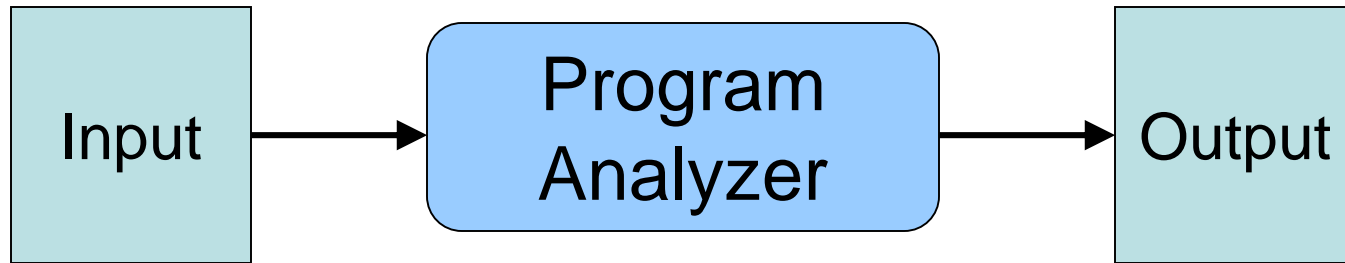
# Program Analyzer Issues (discuss)

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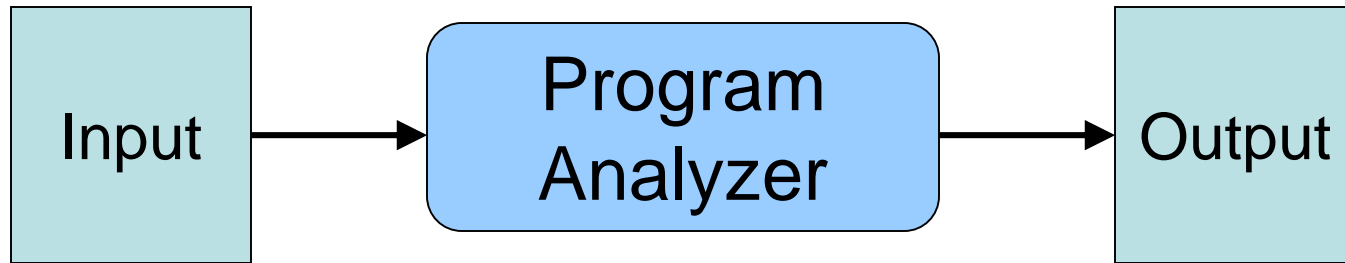
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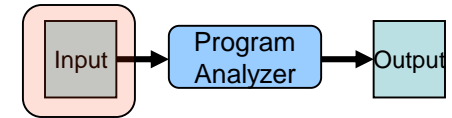
# Program Analyzer Issues (discuss)

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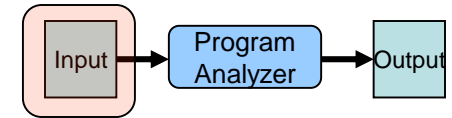


# Input issues

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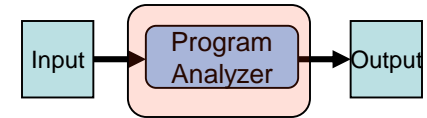
- Input is a program, but...
- What language is the program written in?
  - imperative vs. functional vs. object-oriented? maybe even declarative?
  - what pointer model does the language use?
  - reflection, exceptions, continuations?
  - type system trusted or not?
  - one often analyzes an intermediate language... how does one design such a language?



# Input issues

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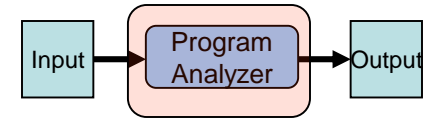
- How much of the program do we see?
  - all?
  - one file at a time?
  - one library at a time?
  - reflection...
- Any additional inputs?
  - any human help?
  - profile info?



# Analysis issues

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- Analysis/compilation model
  - Separate compilation/analysis
    - quick, but no opportunities for interprocedural analysis
  - Link-time
    - allows interprocedural and whole program analysis
    - but what about shared precompiled libraries?
    - and what about compile-time?
  - Run-time
    - best optimization/analysis potential (can even use run-time state as additional information)
    - can handle run-time extensions to the program
    - but severe pressure to limit compilation time
  - Selective run-time compilation
    - choose what part of compilation to delay until run-time
    - can balance compile-time/benefit tradeoffs

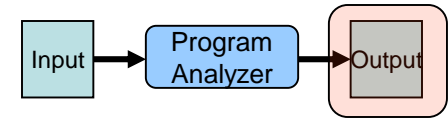


# Analysis issues

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- Does running-time matter?
  - for use in IDE?
  - or in overnight compile?

# Output issues



- Form of output varies widely, depending on analysis
  - alias information
  - constantness information
  - loop terminates/does not terminate
- Correctness of analysis results
  - depends on what the results are used for
  - are we attempting to design algorithms for solving undecidable problems?
  - notion of approximation
  - statistical output

# Program Transformation Issues (discuss)

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# Input issues

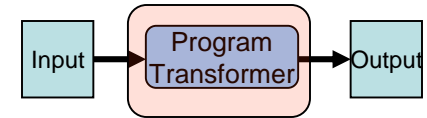
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- A program, and ...
- Program analysis results
- Profile info?
- Environment: # of CPUs, # of cores/CPU, cache size, etc.
- Anything else?



# Transformation issues

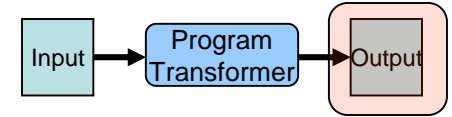
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- What is profitable?
- What order to perform transformations?
- What happens to the program representation?
- What happens to the computed information? For example alias information? Need to recompute?

# Output issues

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- Output in same IL as input?
- Should the output program behave the same way as the input program?