Instruction selection

Simple approach:

- Macro-expand each IR tuple/subtree into machine instructions
- Expanding tuples/subtrees independently $\Rightarrow$ poor quality code
- Sometimes mapping is many-to-one
- “Maximal munch”: works reasonably well with RISC

Other approaches:

- Model target machine *state* as IR is expanded (*interpretive code generation*)

Register and temporary management

Temporaries hold data values relevant to current computation:

- Usually registers
- May be in-memory *storage* temporaries in local stack frame

Register allocation: assign registers to temporaries

- Limited number of hard registers
  $\Rightarrow$ some temporaries may need to be allocated to storage
  - assume a *pseudo-register* for each temporary
  - register allocator chooses temporaries to spill
  - allocator generates corresponding mapping
  - allocator inserts code to spill/restore pseudo-registers to/from storage as necessary

We will deal with register allocation *after* instruction selection

Tree patterns

- Express each machine instruction as fragment of IR tree: a *tree pattern*

- Instruction selection means *tiling* IR tree with minimal set of tree patterns

MIPS tree patterns

Notation:

r_i	register i
Rd	destination register
Rs	source register
Rb	base register
I	32-bit immediate
I_{16}	16-bit immediate
label	code label

Addressing modes:

- register: R
- indexed: I_{16}(Rb)
- immediate: I_{16}

MIPS tree patterns

—	r_i			TEMP
—	r_0			CONST 0
li	Rd	I		CONST
la	Rd	label		NAME
move	Rd	Rs		MOVE(•, •)
add	Rd	Rs_1	Rs_2	$+$(•, •)
	Rd	Rs_1	I_{16}	$+$(•, $CONST_{16}$), $+$($CONST_{16}$, •)
mulo	Rd	Rs_1	Rs_2	$\times$(•, •)
	Rd	Rs	I_{16}	$\times$(•, $CONST_{16}$), $\times$($CONST_{16}$, •)
and	Rd	Rs_1	Rs_2	AND(•, •)
	Rd	Rs_1	I_{16}	AND(•, $CONST_{16}$), AND($CONST_{16}$, •)
or	Rd	Rs_1	Rs_2	OR(•, •)
	Rd	Rs_1	I_{16}	OR(•, $CONST_{16}$), OR($CONST_{16}$, •)
xor	Rd	Rs_1	Rs_2	XOR(•, •)
	Rd	Rs_1	I_{16}	XOR(•, $CONST_{16}$), XOR($CONST_{16}$, •)
sub	Rd	Rs_1	Rs_2	$-$(•, •)
	Rd	Rs	I_{16}	$-$(•, $CONST_{16}$)
div	Rd	Rs_1	Rs_2	$/$(•, •)
	Rd	Rs	I_{16}	$/$(•, $CONST_{16}$)
srl	Rd	Rs_1	Rs_2	RSHIFT(•, •)
	Rd	Rs	I_{16}	RSHIFT(•, $CONST_{16}$)
sll	Rd	Rs_1	Rs_2	LSHIFT(•, •)
	Rd	Rs	I_{16}	LSHIFT(•, $CONST_{16}$)
	Rd	Rs	I_{16}	$\times$(•, $CONST_{2^k}$)
sra	Rd	Rs_1	Rs_2	ARSHIFT(•, •)
	Rd	Rs	I_{16}	ARSHIFT(•, $CONST_{16}$)
	Rd	Rs	I_{16}	$/$(•, $CONST_{2^k}$)
lw	Rd	I_{16}(Rb)		MEM($+$(•, $CONST_{16}$)), MEM($+$($CONST_{16}$, •)), MEM($CONST_{16}$), MEM(•)

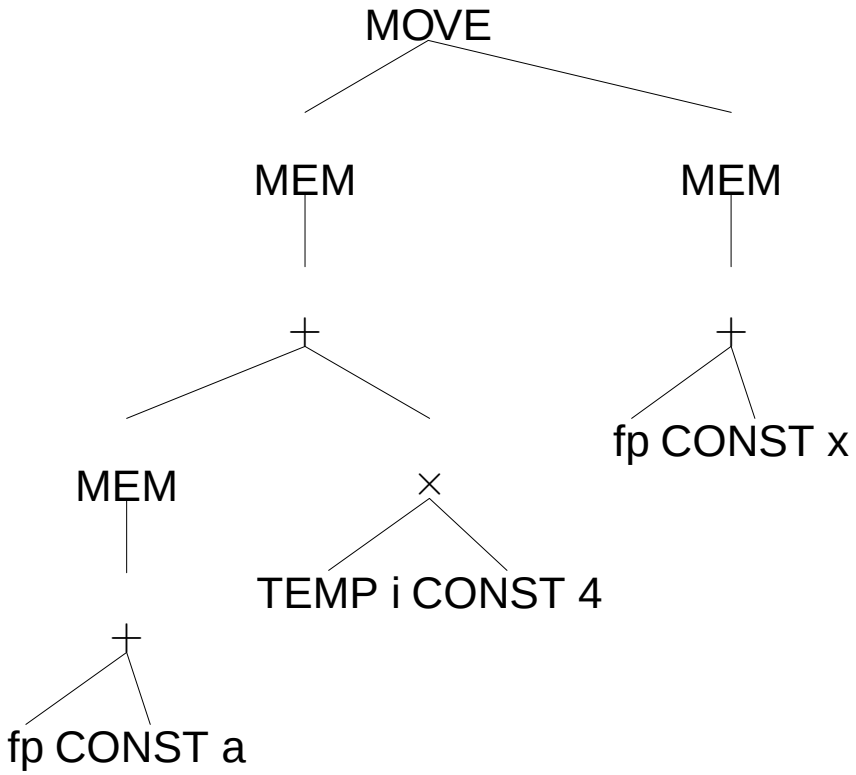
MIPS tree patterns

sw	Rs	I_{16}(Rb)		MOVE(MEM(+(•, CONST_{16})), •), MOVE(MEM(+(CONST_{16}, •)), •), MOVE(MEM(CONST_{16}), •), MOVE(MEM(•), •)
b	label			JUMP(NAME, [•])
jr	Rs			JUMP(•, [•])
beq	Rs_1	Rs_2	label	CJUMP(EQ, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(EQ, •, CONST_{16}, label, •) CJUMP(EQ, CONST_{16}, •, label, •)
bne	Rs_1	Rs_2	label	CJUMP(NE, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(NE, •, CONST_{16}, label, •) CJUMP(NE, CONST_{16}, •, label, •)
blt	Rs_1	Rs_2	label	CJUMP(LT, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(LT, •, CONST_{16}, label, •)
bgt	Rs_1	Rs_2	label	CJUMP(GT, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(GT, •, CONST_{16}, label, •)
ble	Rs_1	Rs_2	label	CJUMP(LE, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(LE, •, CONST_{16}, label, •)
bge	Rs_1	Rs_2	label	CJUMP(GE, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(GE, •, CONST_{16}, label, •)
bltu	Rs_1	Rs_2	label	CJUMP(ULT, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(ULT, •, CONST_{16}, label, •)
bleu	Rs_1	Rs_2	label	CJUMP(ULE, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(ULE, •, CONST_{16}, label, •)
bgtu	Rs_1	Rs_2	label	CJUMP(UGT, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(UGT, •, CONST_{16}, label, •)
bgeu	Rs_1	Rs_2	label	CJUMP(UGE, •, •, label, •)
	Rs_1	I_{16}	label	CJUMP(UGE, •, CONST_{16}, label, •)
jal	label			CALL(NAME, [•])
label:				LABEL

Tiling

- *Tiles* are a set of tree patterns for the target machine
- Goal is to cover the IR tree with nonoverlapping tiles

e.g., a[i] := x



lw	r_1	a($fp)	add	r_1	$fp a
sll	r_2	r_i 2	lw	r_1	(r_1)
add	r_1	r_1 r_2	sll	r_2	r_i 2
lw	r_2	x($fp)	add	r_1	r_1 r_2
sw	r_2	(r_1)	add	r_2	$fp x
			lw	r_2	(r_2)
			sw	r_2	(r_1)

Optimal and optimum tilings

Optimum tiling: least cost instruction sequence

- shortest
- fewest cycles

Optimum tiling has tiles whose costs sum to lowest possible value

Optimal: no two adjacent tiles combine into single tile of lower cost

optimum $\Rightarrow$ optimal
optimal $\not\Rightarrow$ optimum

CISC instructions have complex tiles $\Rightarrow$ optimal $\not\approx$ optimum
RISC instructions have small tiles $\Rightarrow$ optimal $\approx$ optimum

Optimal tiling

Maximal "munch":

1. Start at root of tree

2. Tile root with largest tile that fits

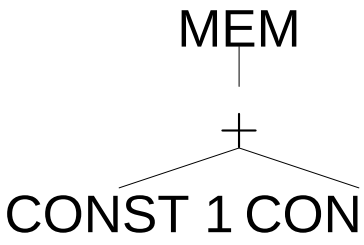
3. Repeat for each subtree

Optimum tiling

Dynamic programming

- Assign a cost to every tree node: sum of instruction costs of best tiling for that node (including best tilings for children)

Example:



Tile	Instruction	Tile Cost	Leaves Cost	Total Cost
+(•, •)	add	1	1+1	3
+(•, CONST 2)	add	1	1+0	2
+(CONST 1, •)	add	1	0+1	2

CISC machines

- few registers (Pentium has 6 general, SP and FP)

  allocate TEMP nodes freely, assume good register allocation

- different register classes, some operations only on certain registers

  (Pentium allows mul/div only on eax, high-order bits into edx)

  $$t_1 \leftarrow t_2 \times t_3 \equiv \begin{array}{l} \text{eax} \leftarrow t_2 \\ \text{eax} \leftarrow \text{eax} \times t_3\text{; edx} \leftarrow \\ t_1 \quad \leftarrow \text{eax} \end{array}$$

  register allocator removes redundant moves

- 2-address instructions

  $$t_1 \leftarrow t_2 + t_3 \equiv \begin{array}{l} t_1 \leftarrow t_2 \\ t_1 \leftarrow t_1 + t_3 \end{array}$$

  register allocator removes redundant moves

- arithmetic operations can address memory

  spill phase of register allocator will handle as

  $$\begin{array}{lll} \text{eax} & \leftarrow \text{[ebp-8]} & \\ \text{eax} & \leftarrow \text{eax} + \text{ecx} & \equiv \text{[ebp-8]} \leftarrow \text{[ebp-8]} + \text{ecx} \\ \text{[ebp-8]} & \leftarrow \text{eax} & \end{array}$$

- several memory addressing modes
- variable-length instructions
- instructions with side-effects such as “auto-increment” addressing