

SSA-Form Register Allocation

Foundations

Sebastian Hack

Compiler Construction Course
Winter Term 2017

Saarland University, Computer Science

Overview

1 Graph Theory

- Perfect Graphs
- Chordal Graphs

2 SSA Form

- Dominance
- ϕ -functions

3 Interference Graphs

- Non-SSA Interference Graphs
- Perfect Elimination Orders
- Chordal Graphs

4 Interference Graphs of SSA-form Programs

- Dominance and Liveness
- Dominance and Interference
- Spilling
- Implementing ϕ -functions

5 Intuition

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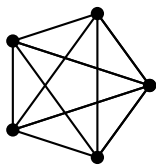
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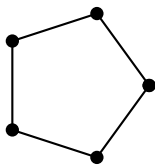
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Complete Graphs and Cycles

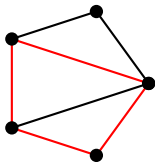


Complete Graph K^5

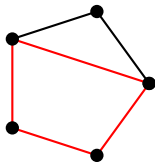


Cycle C^5

Induced Subgraphs

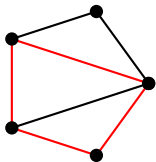


Graph with a C^4
subgraph

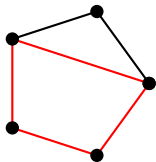


Graph with a C^4
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Induced Subgraphs



Graph with a C^4
subgraph



Graph with a C^4
induced subgraph

Note

Induced complete graphs are called cliques

Clique number and Chromatic number

Definition

$\omega(G)$ Size of the largest clique in G

$\chi(G)$ Number of colors in a minimum coloring of G

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Corollary

$\omega(G) \leq \chi(G)$ holds for each graph G

Clique number and Chromatic number

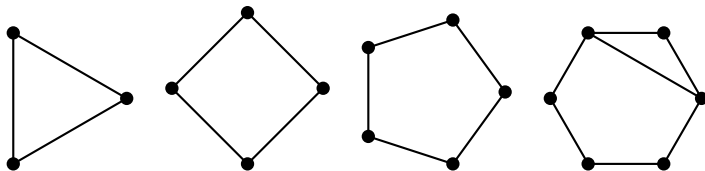
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$\omega(G)$ Size of the largest clique in G

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$\omega(G)$	3	2	2	3
$\chi(G)$	3	2	3	3

Perfect Graphs

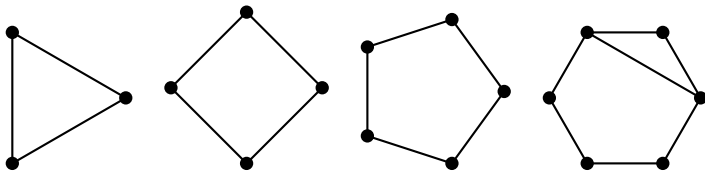
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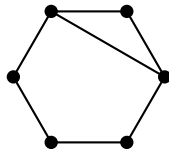
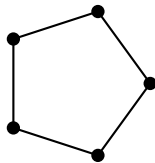
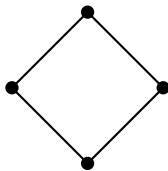
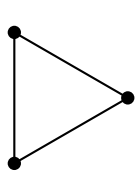


perfect?

Perfect Graphs

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perfect?

✓

✓

Chordal Graphs

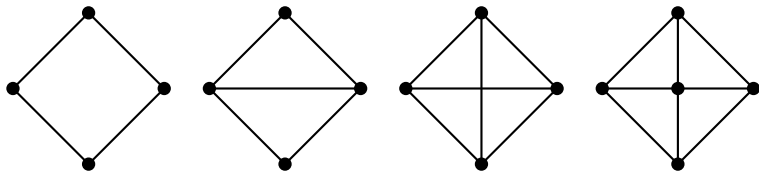
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G is chordal $\iff G$ contains no induced cycles longer than 3

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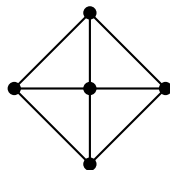
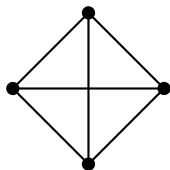
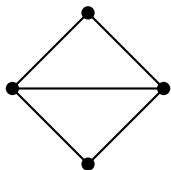
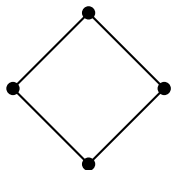


chordal?

Chordal Graphs

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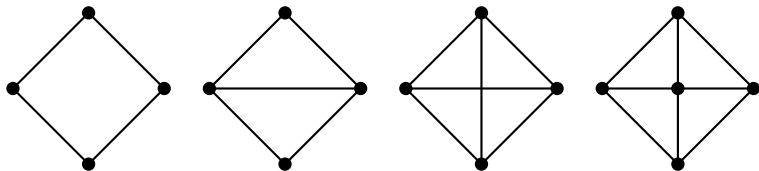
Theorem

Chordal graphs are perfect

Chordal Graphs

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chordal?

✓

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Theorem

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Theorem

Chordal graphs can be colored optimally in $O(|V| \cdot \omega(G))$

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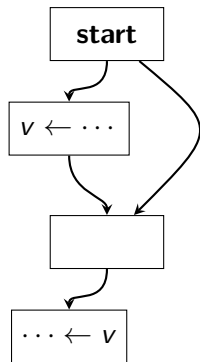
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Dominance

Definition

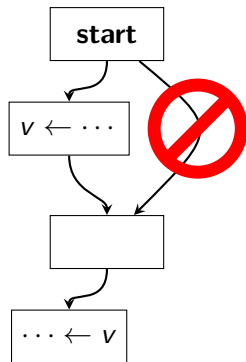
Every use of a variable is dominated by its definition



Dominance

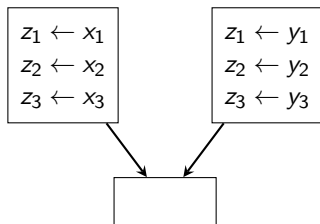
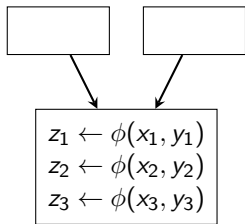
Definition

Every use of a variable is dominated by its definition



- You cannot reach the use without passing by the definition
- Else, you could use uninitialized variables
- Dominance induces a **tree** on the control flow graph
- Sometimes called **strict** SSA

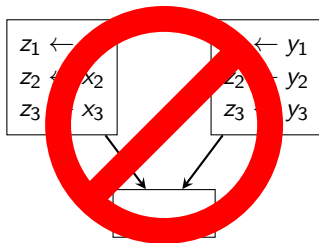
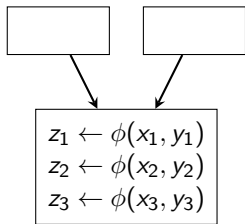
What do ϕ -functions mean?



Frequent misconception

Put a sequence of copies in the predecessors

What do ϕ -functions mean?

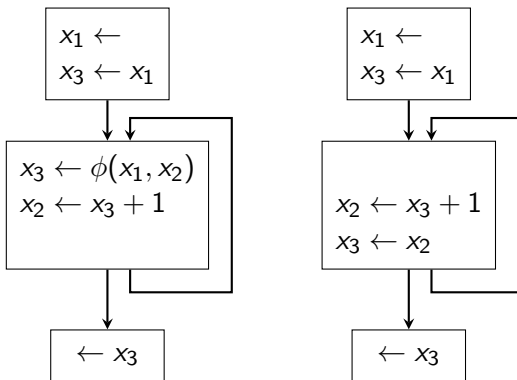


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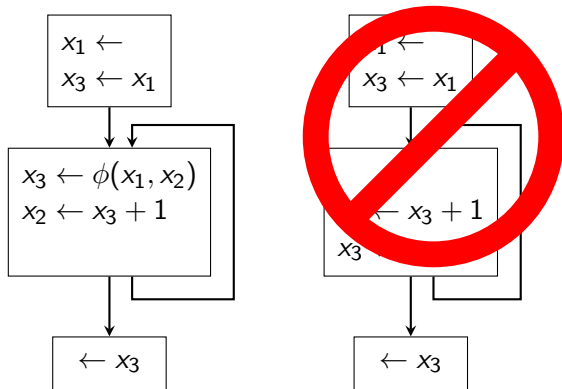
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Lost Copy Problem



What do ϕ -functions mean?

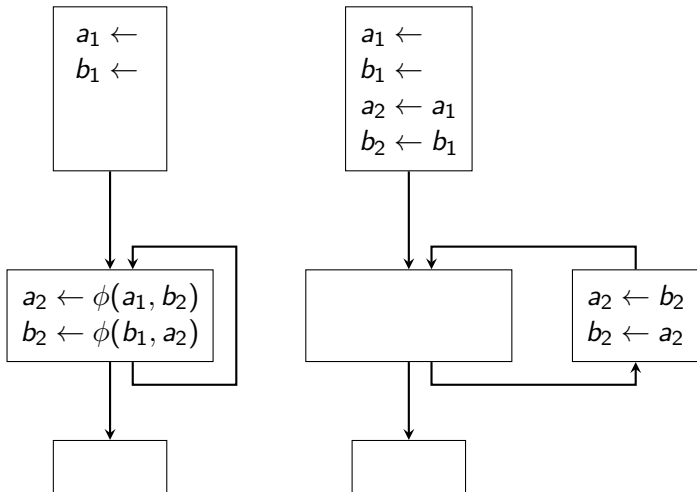
Lost Copy Problem



- Cannot simply push copies in predecessor
- Copies are also executed if we jump out of the loop
- Need to remove critical edges (loopback edge)

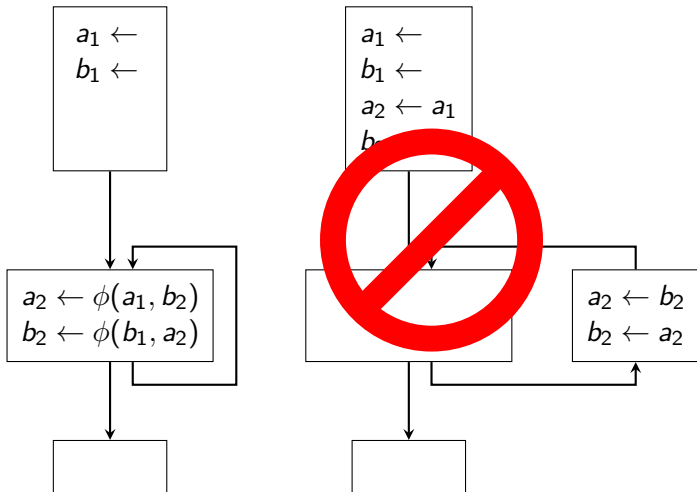
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Swap Problem



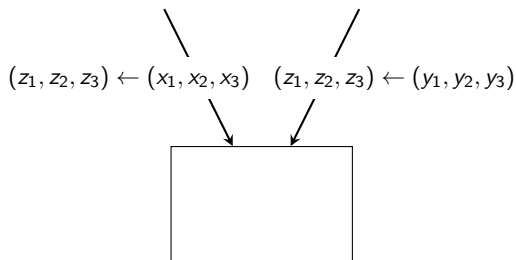
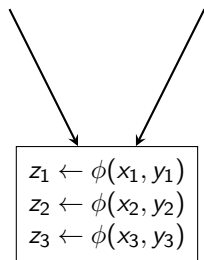
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Swap Problem



- a_2 overwritten before used
- All ϕ s in a block need to be evaluated simultaneously

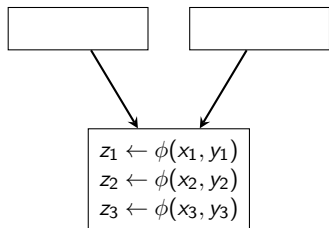
What do ϕ -functions mean?



The Reality

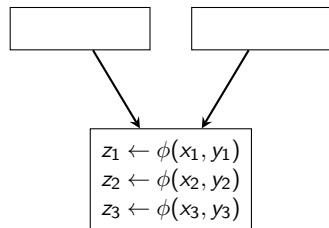
ϕ -functions correspond to **parallel copies** on the incoming edges

ϕ -functions and uses

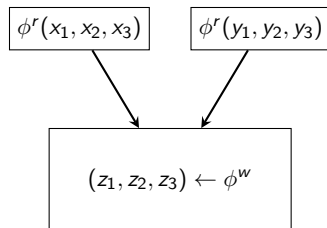


- Does not fulfill dominance property
- ϕ s do not use their operands in the ϕ -block
- Uses happen in the predecessors

ϕ -functions and uses



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- ϕ s do not use their operands in the ϕ -block
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Split ϕ -functions in two parts:

- Split critical edges
- Read part (ϕ^r) in the predecessors
- Write part (ϕ^w) in the block
- Correct modelling of liveness

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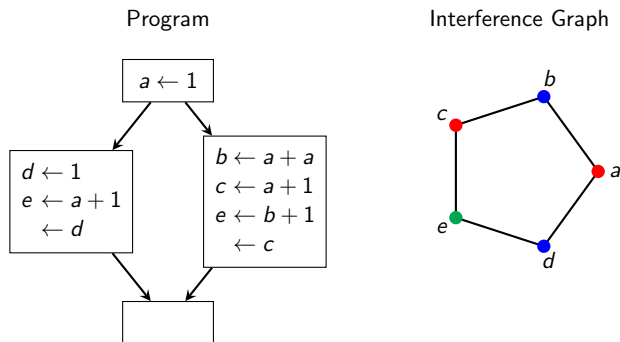
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Non-SSA Interference Graphs

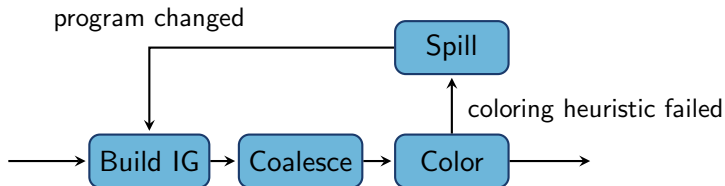
An inconvenient property



- The number of live variables at each instruction (register pressure) is 2
- However, we need 3 registers for a correct register allocation
- In theory, this gap can be arbitrarily large (Mycielski Graphs)

Graph-Coloring Register Allocation

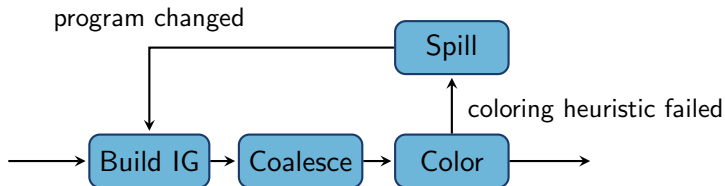
[Chaitin '80, Briggs '92, Appel & George '96, Park & Moon '04]



- Every undirected graph can occur as an interference graph
⇒ Finding a k -coloring is NP-complete
- Color using heuristic
⇒ Iteration necessary
- Might introduce spills although IG is k -colorable
- Rebuilding the IG each iteration is costly

Graph-Coloring Register Allocation

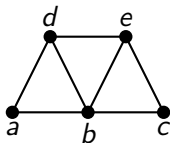
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- Spill-code insertion is **crucial** for the program's performance
- Hence, it should be very sensitive to the structure of the program
 - Place load and stores carefully
 - Avoid spilling in loops!
- Here, it is merely a fail-safe for coloring

Coloring

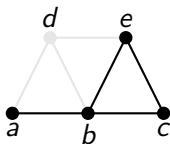
- Subsequently remove the nodes from the graph



elimination order

Coloring

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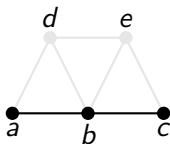


elimination order

$d,$

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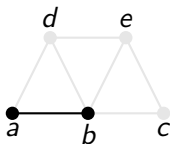


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$d, e,$

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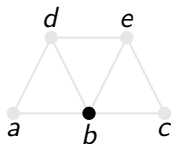


elimination order

$d, e, c,$

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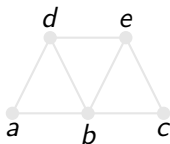


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d, e, c, a,

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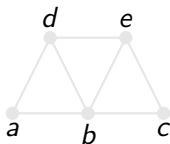


elimination order

d, *e*, *c*, *a*, *b*

Coloring

- Subsequently remove the nodes from the graph
- Re-insert the nodes in reverse order
- Assign each node the next possible color

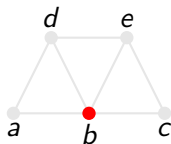


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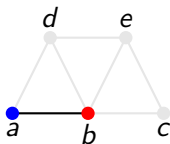


elimination order

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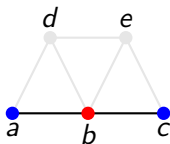


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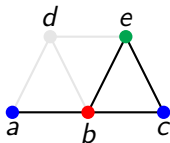


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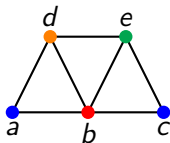


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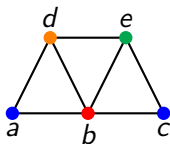
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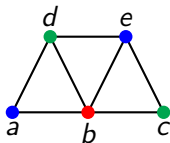
elimination order

But...

this graph is 3-colorable. We obviously picked a wrong order.

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elimination order

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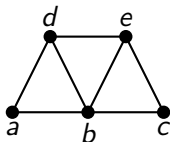
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Coloring

PEOs

Perfect Elimination Order (PEO)

All not yet eliminated neighbors of a node are mutually connected



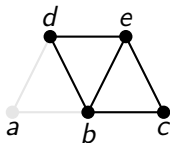
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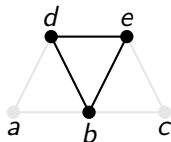
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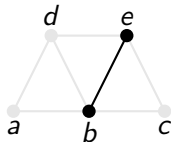
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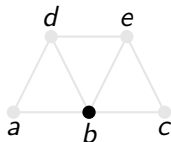
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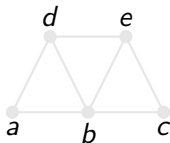
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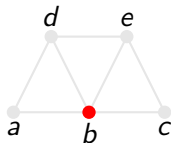
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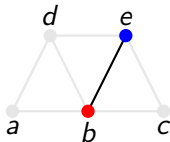
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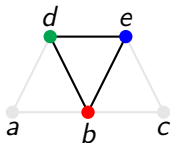
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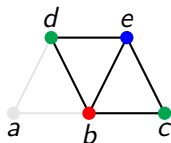
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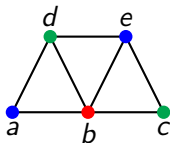
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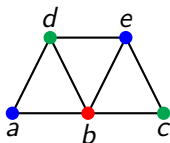
elimination order

Coloring

PEOs

Perfect Elimination Order (PEO)

All not yet eliminated neighbors of a node are mutually connected



elimination order

From Graph Theory [Berge '60, Fulkerson/Gross '65, Gavril '72]

- A PEO allows for an optimal coloring in $k \times |V|$
- The number of colors is bound by the size of the largest clique

Coloring

PEOs

- Graphs with holes larger than 3 have no PEO, e.g.



- G has a PEO $\iff G$ is chordal

Coloring

PEOs

- Graphs with holes larger than 3 have no PEO, e.g.



- G has a PEO $\iff G$ is chordal

Core Theorem of SSA Register Allocation

- The dominance relation in SSA programs induces a PEO in the IG
- Thus, SSA IGs are chordal

Overview

1 Graph Theory

- Perfect Graphs
- Chordal Graphs

2 SSA Form

- Dominance
- ϕ -functions

3 Interference Graphs

- Non-SSA Interference Graphs
- Perfect Elimination Orders
- Chordal Graphs

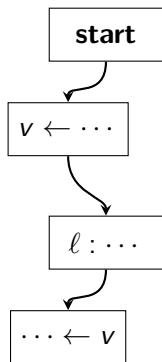
4 Interference Graphs of SSA-form Programs

- Dominance and Liveness
- Dominance and Interference
- Spilling
- Implementing ϕ -functions

5 Intuition

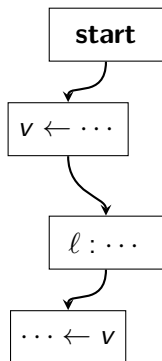
Liveness and Dominance

- Each instruction ℓ where a variable v is live, is dominated by v



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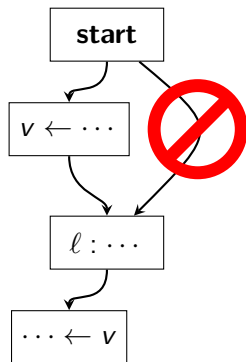


Why?

- Assume ℓ is not dominated by v
- Then there's a path from **start** to some usage of v **not** containing the definition of v
- This cannot be since each value must have been defined before it is used

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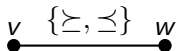
Interference and Dominance

- Assume v, w **interfere**, i.e. they are live at some instruction ℓ
- Then, $v \succeq \ell$ and $w \succeq \ell$
- Since dominance is a tree, either $v \succeq w$ or $w \succeq v$



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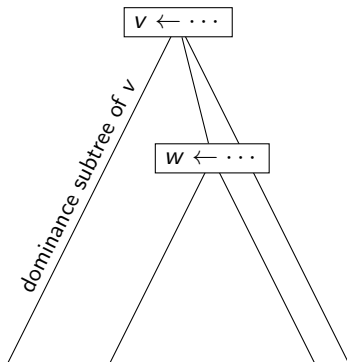


Consequences

- Each edge in the IG is directed by dominance
- The interference graph is an “excerpt” of the dominance relation

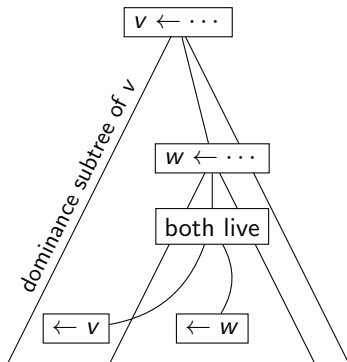
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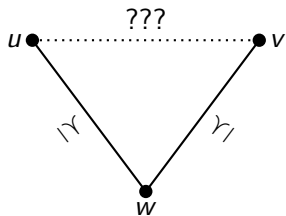


Why?

- If v and w interfere then there is a place where both are live
- w dominates all places where w is live
- Hence, v is live inside w 's dominance tree
- Thus, v is live at w

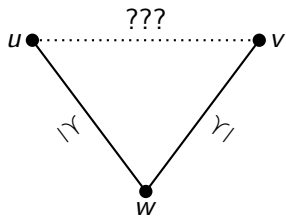
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Consider three nodes u, v, w in the IG:



Interference and Dominance

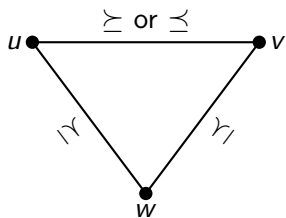
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Interference and Dominance

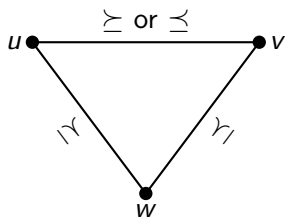
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- Thus, they interfere

Interference and Dominance

Consider three nodes u, v, w in the IG:



- u is live at w
- v is live at w
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Conclusion

All variables that ...

- interfere with w
- dominate w

... are **mutually connected** in the IG

Dominance and PEOs

- Before a value v is added to a PEO, add all values whose definitions are dominated by v
- A post order walk of the dominance tree defines a PEO
- A pre order walk of the dominance tree yields a coloring sequence
- IGs of SSA-form programs can be colored **optimally** in $O(\omega(G) \cdot |V|)$
- **Without** constructing the interference graph itself

Spilling

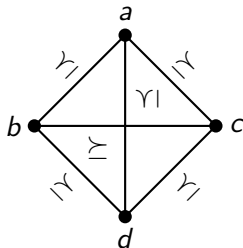
Theorem

For each clique in the IG there is a program point where all nodes in the clique are live.

Spilling

Theorem

For each clique in the IG there is a program point where all nodes in the clique are live.



- Dominance induces a **total order** inside the clique
⇒ There is a “smallest” value d
- All others are live at the definition of d

Spilling

Consequences

- The chromatic number of the IG is **exactly** determined by the number of live variables at the labels
- Lowering the number of values live at each label to k makes the IG k -colorable
- We know in advance where values must be spilled
 \implies All labels where the pressure is larger than k
- Spilling can be done before coloring **and**
- coloring will always succeed afterwards

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Conclusion

- No iteration as in Chaitin/Briggs-allocators
- No interference graph necessary

Getting out of SSA

- We now have a k -coloring of the SSA interference graph
- Can we turn that program into a non-SSA program **and** maintain the coloring?

Getting out of SSA

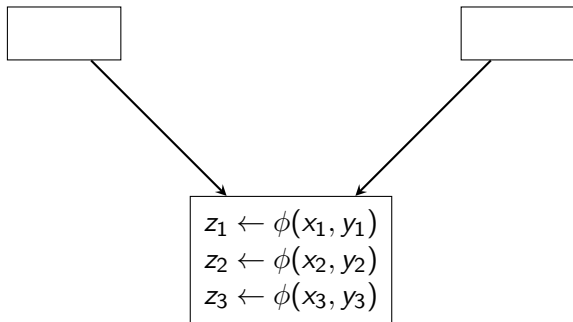
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Central question

What to do about ϕ -functions?

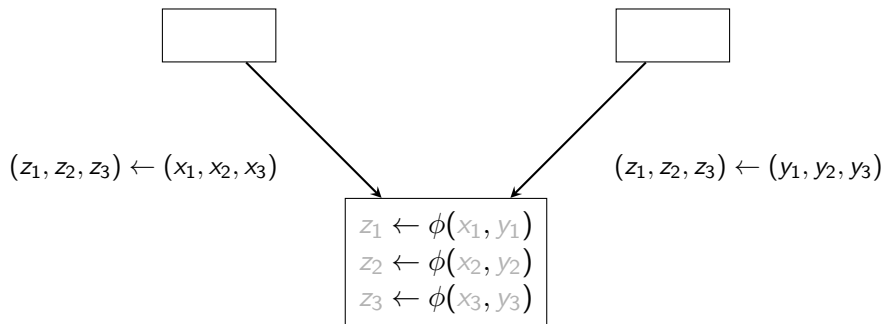
Φ -Functions

- Consider following example



Φ -Functions

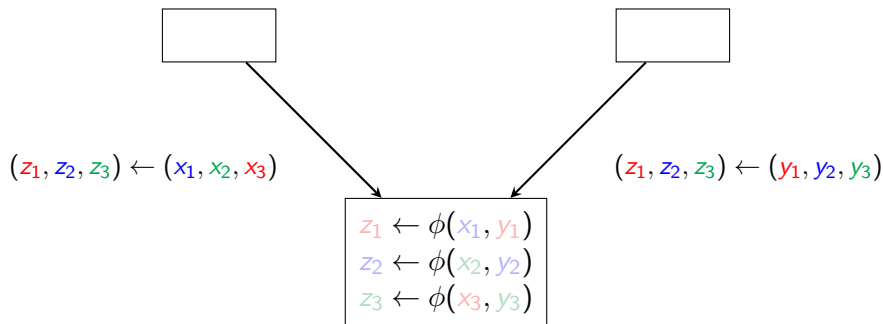
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- Φ -functions are **parallel copies** on control flow edges

Φ -Functions

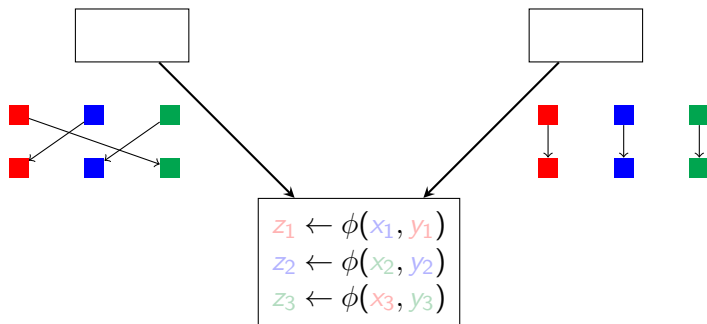
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- Φ -functions are **parallel copies** on control flow edges
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Φ -Functions

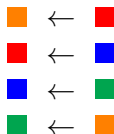
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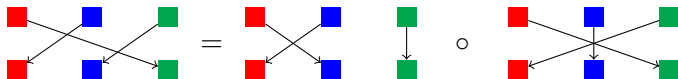
- Φ -functions are **parallel copies** on control flow edges
- Considering assigned registers ...
- ... Φ s represent register permutations

Permutations

- A permutation can be implemented with copies if one auxiliary register ■ is available



- Permutations can be implemented by a series of transpositions (i.e. swaps)



- A transposition can be implemented by three xors without a third register

Intuition: Why do SSA IGs do not have cycles?

Why are SSA IGs chordal?

Program

$a \leftarrow \dots$

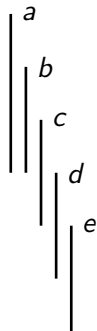
$b \leftarrow \dots$

$c \leftarrow \dots$

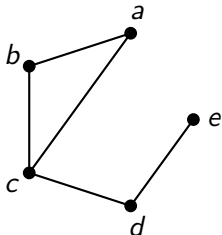
$d \leftarrow a + b$

$e \leftarrow c + 1$

Live Ranges



Interference Graph



- How can we create a 4-cycle $\{a, c, d, e\}$?

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Program Live Ranges

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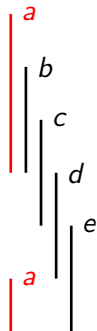
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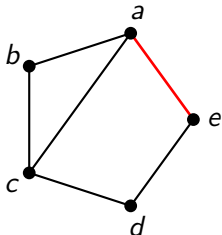
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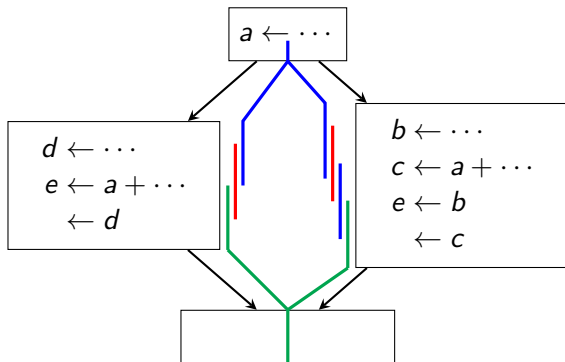
Interference Graph



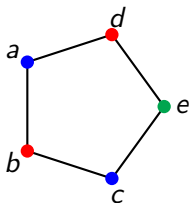
- How can we create a 4-cycle $\{a, c, d, e\}$?
- Redefine $a \implies$ **SSA violated!**

Intuition: ϕ -functions break cycles in the IG

Program and live ranges

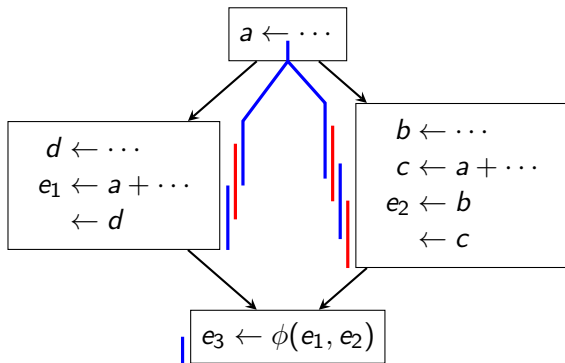


Interference Graph

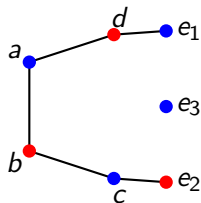


Intuition: ϕ -functions break cycles in the IG

Program and live ranges



Interference Graph



Intuition: Why destroying SSA before RA is bad

Parallel copies

$$(a', b', c', d') \leftarrow (a, b, c, d)$$

Sequential copies

$$d' \leftarrow d$$

$$c' \leftarrow c$$

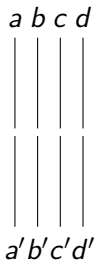
$$b' \leftarrow b$$

$$a' \leftarrow a$$

Intuition: Why destroying SSA before RA is bad

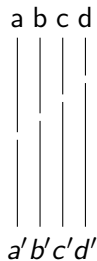
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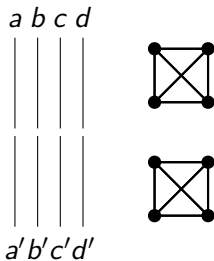
$$\begin{aligned}d' &\leftarrow d \\c' &\leftarrow c \\b' &\leftarrow b \\a' &\leftarrow a\end{aligned}$$



Intuition: Why destroying SSA before RA is bad

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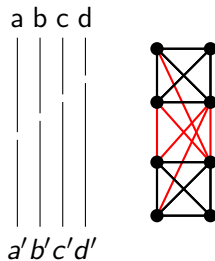
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Summary

- IGs of SSA-form programs are chordal
- The dominance relation induces a PEO
- No further spills after pressure is lowered
- Register assignment optimal in linear time
- Do not need to construct interference graph
- Allocator without iteration

