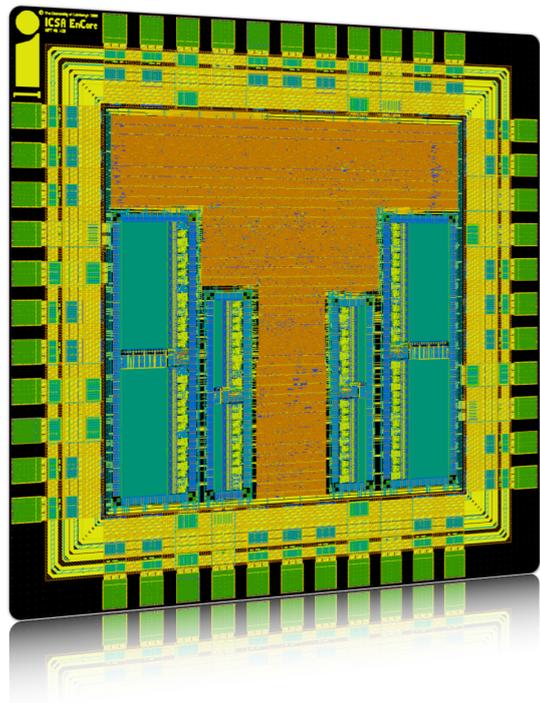




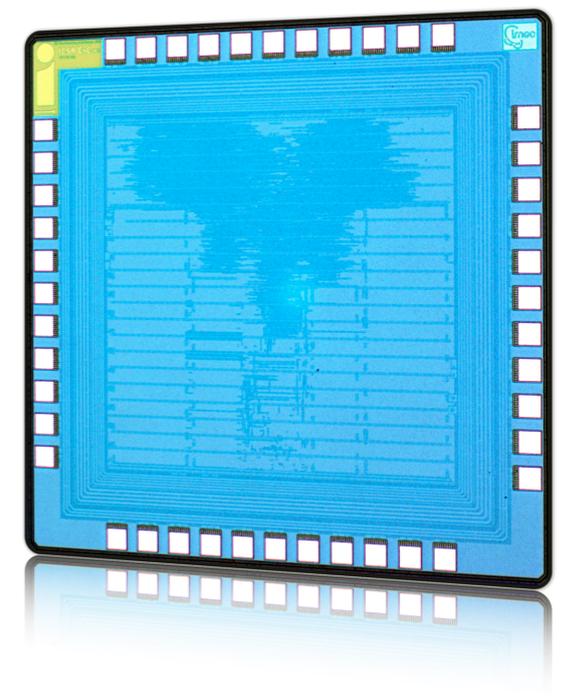
Compact Code Generation

Tobias Edler von Koch
Igor Böhm and Björn Franke



PASTA

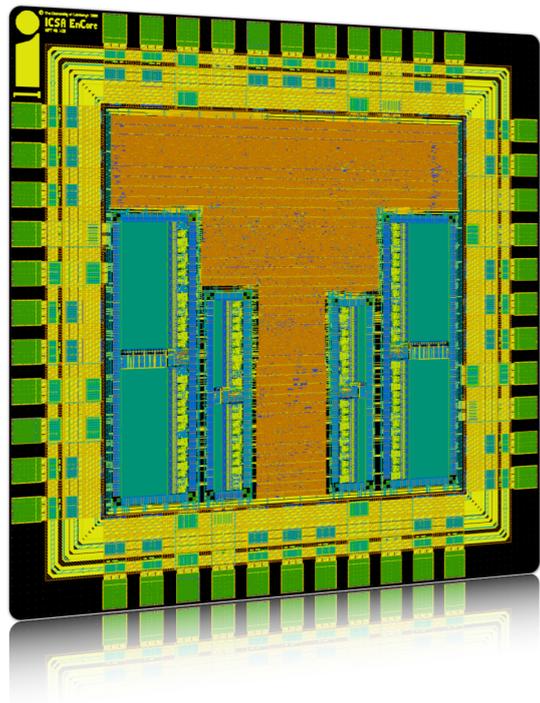
Processor **A**utomated **S**ynthesis
by **iT**erative **A**nalysis





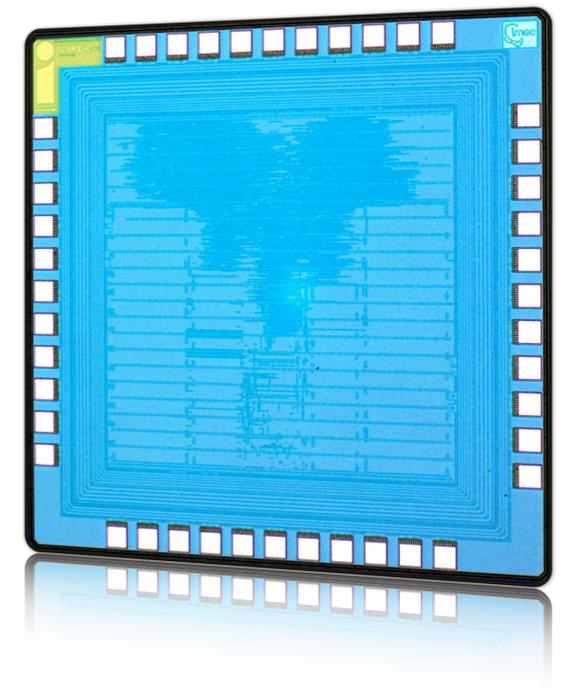
Integrated Instruction Selection and Register Allocation for Compact Code Generation Exploiting Freeform Mixing of 16- and 32-bit Instructions

Tobias Edler von Koch
Igor Böhm and Björn Franke



PASTA

Processor **A**utomated **S**ynthesis
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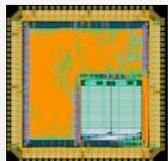
Does Code Size Matter?

128-Mbit Flash
27.3mm² at 0.13μm



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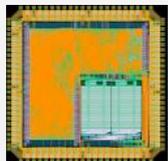


**Thumb-2
ISA**

ARM Cortex M3
0.43mm² at 0.13μm

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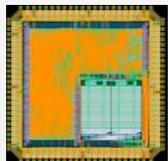


**ARCompact
ISA**

ENCORE Calton
0.15mm² at 0.13μm

Does Code Size Matter?

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RISC Architectures

sacrifice code density
in order to simplify
implementation circuitry
and decrease die area



Solution to Code Size Problem

- Dual instruction sets providing 32-bit and 16-bit instruction encodings:



Solution to Code Size Problem

- Dual instruction sets providing 32-bit and 16-bit instruction encodings:

microMIPS

ARM Thumb-2

ARM Thumb

ARCompact



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- There's no such thing as a free lunch!



Solution to Code Size Problem

- Dual instruction sets providing 32-bit and 16-bit instruction encodings:

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ARM Thumb

ARCompact

- There's no such thing as a free lunch!
- 16-bit instructions come with constraints!



Common Compact Instruction Format Constraints

- Only subset of registers accessible



Common Compact Instruction Format Constraints

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- Explicit instructions necessary to switch between 16-bit and 32-bit modes



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Common Compact Instruction Format Constraints

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ARCompact 16-bit Instruction Format Constraints

- Only subset of registers accessible
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- Reduced size of immediate operands
- Not every 32-bit instruction has a 16-bit counterpart
- **Free** mixing of 16- and 32-bit encodings ~~not~~
~~always possible~~

Motivating Example

32-Bit Only

```
ld  r2, [sp, 0]
ld  r3, [sp, 4]

ld  r4, [sp, 8]
add r2, r2, r3
asl r2, r2, 2
sub r2, r2, r4
```

24 bytes

Basic Block

Motivating Example

32-Bit Only

```
ld  r2, [sp, 0]
ld  r3, [sp, 4]

ld  r4, [sp, 8]
add r2, r2, r3
asl r2, r2, 2
sub r2, r2, r4
```

24 bytes

Mixed Mode
Aggressive

```
ld_s r2, [sp, 0]
ld_s r3, [sp, 4]

ld_s rX, [sp, 8]
add_s r2, r2, r3
asl_s r2, r2, 2
sub_s r2, r2, rX
```

12 bytes

Basic Block

Motivating Example

32-Bit Only

```
ld  r2, [sp, 0]
ld  r3, [sp, 4]

ld  r4, [sp, 8]
add r2, r2, r3
asl r2, r2, 2
sub r2, r2, r4
```

24 bytes

Mixed Mode
Aggressive

```
ld_s r2, [sp, 0]
ld_s r3, [sp, 4]
mov  r4, r1
ld_s r1, [sp, 8]
add_s r2, r2, r3
asl_s r2, r2, 2
sub_s r2, r2, r1
mov  r4, r1
```

20 bytes

Basic Block

Instruction Selection

Register Allocation

Motivating Example

32-Bit Only

```
ld  r2, [sp, 0]
ld  r3, [sp, 4]

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add r2, r2, r3
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```

24 bytes

Mixed Mode Aggressive

```
ld_s r2, [sp, 0]
ld_s r3, [sp, 4]
mov  r4, r1
ld_s r1, [sp, 8]
add_s r2, r2, r3
asl_s r2, r2, 2
sub_s r2, r2, r1
mov  r4, r1
```

20 bytes

Mixed Mode Integrated

```
ld_s r2, [sp, 0]
ld_s r3, [sp, 4]

ld  r4, [sp, 8]
add_s r2, r2, r3
asl_s r2, r2, 2
sub  r2, r2, r4
```

16 bytes

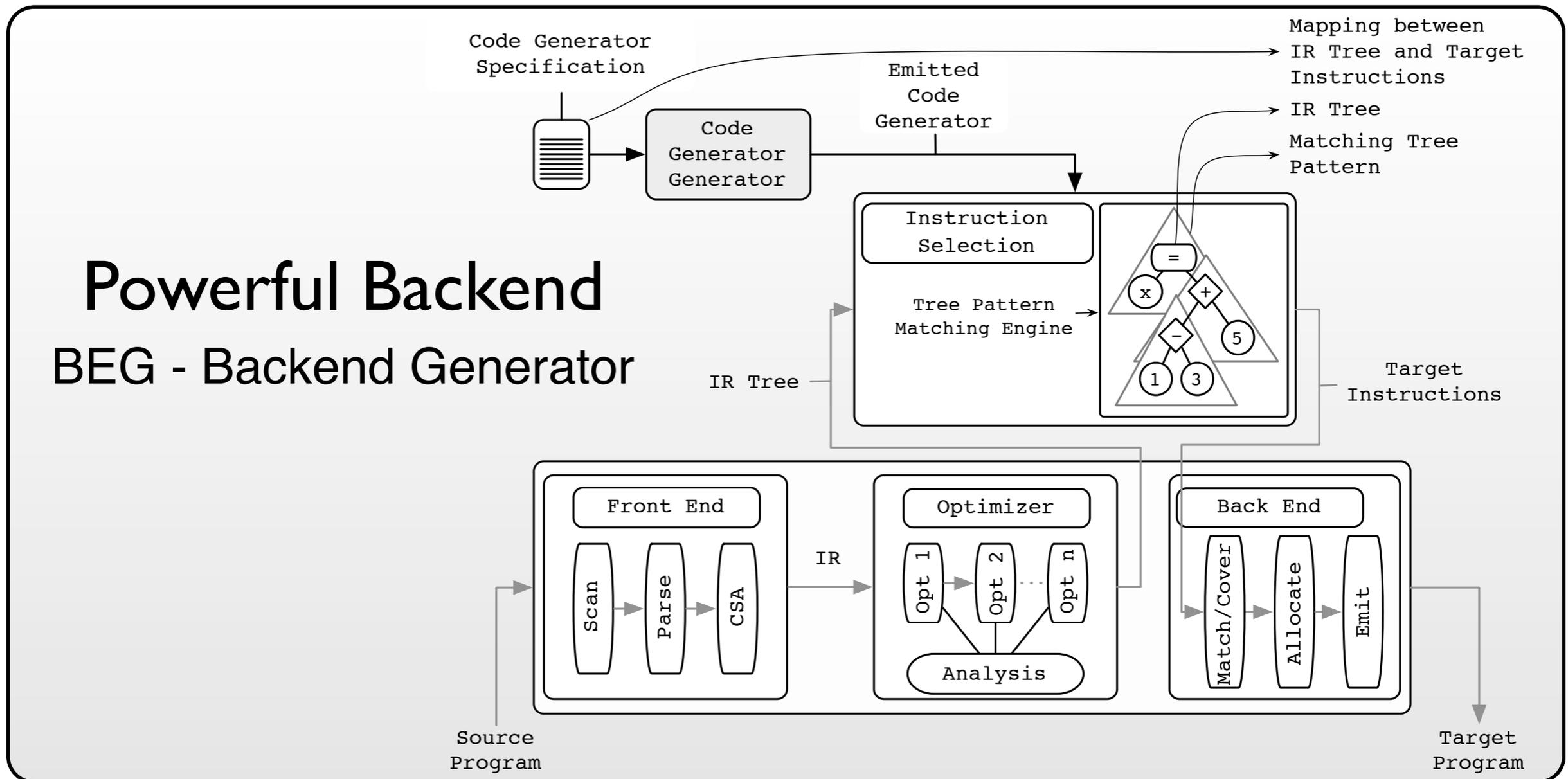
Basic Block



Efficient Compact Code Generation is an **Integrated** Instruction Selection and Register Allocation Problem!

Compact Code Generation Approach

ECC - **EnCore C Compiler** based on commercial **CoSy** compiler by **ACE**©.





Compact Code Generation Approach

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Compiler backend supports **two** compact code generation strategies

Opportunistic

Feedback-Guided



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MIR ↓

Match / Cover
32-bit patterns only

LIR ↓

Register Allocation

LIR ↓

Code Emission
32-bit/16-bit instructions

ASM ↓

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1

LIR ↓

Register Allocation

2

LIR ↓

Code Emission
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Register Allocation

2

LIR ↓

Code Emission
32-bit/16-bit instructions

3

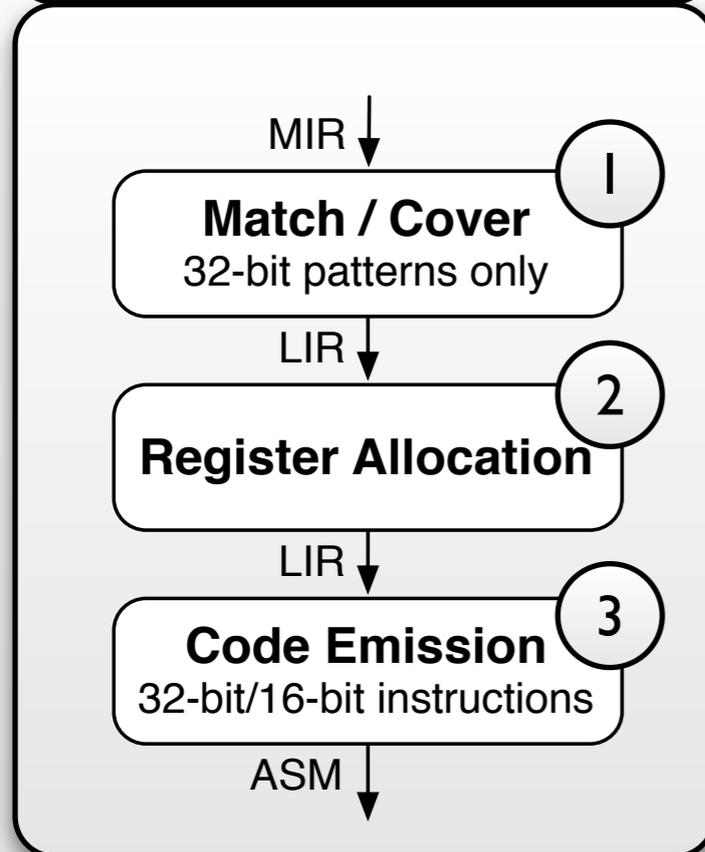
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Compact Code Generation Approach

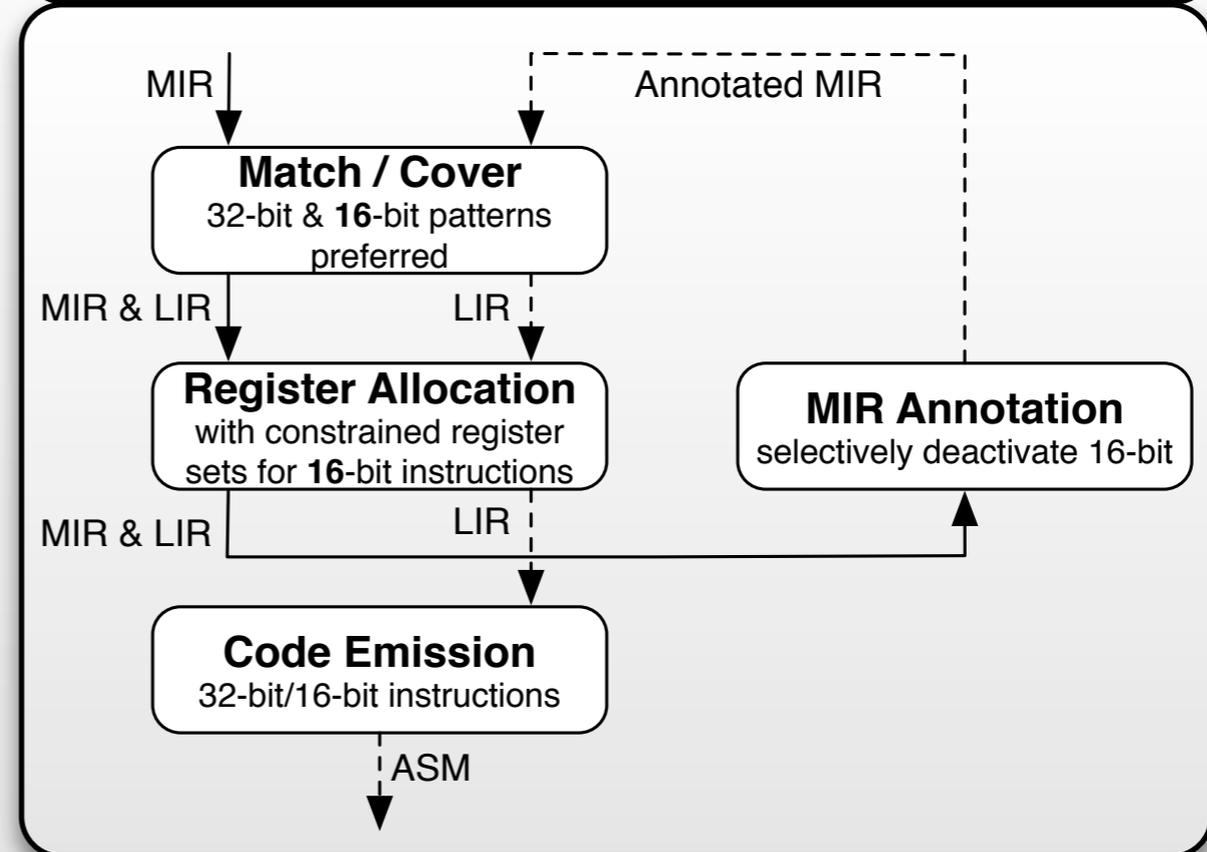
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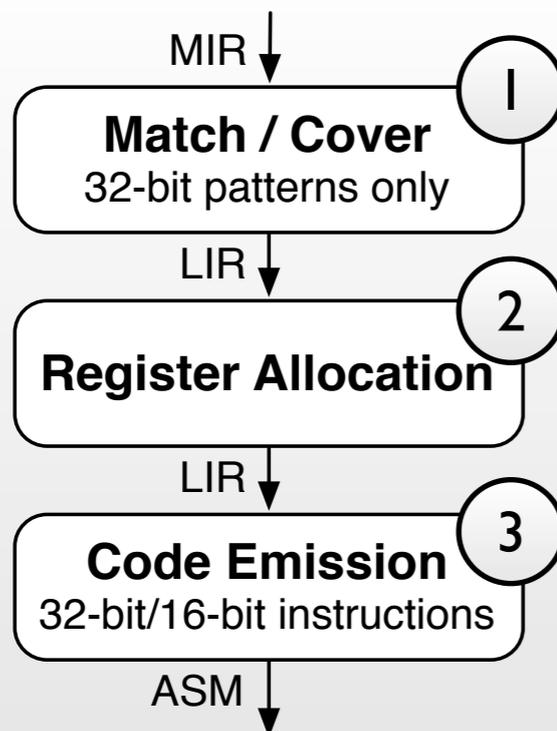


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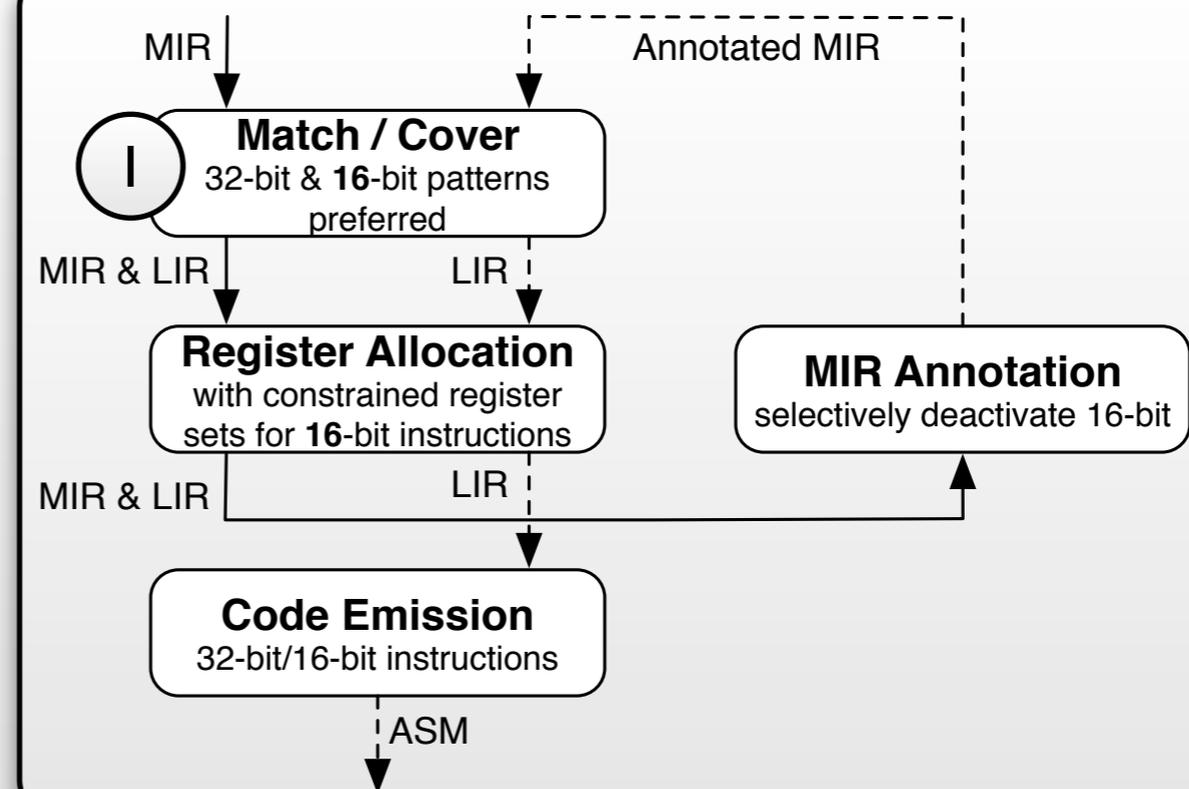
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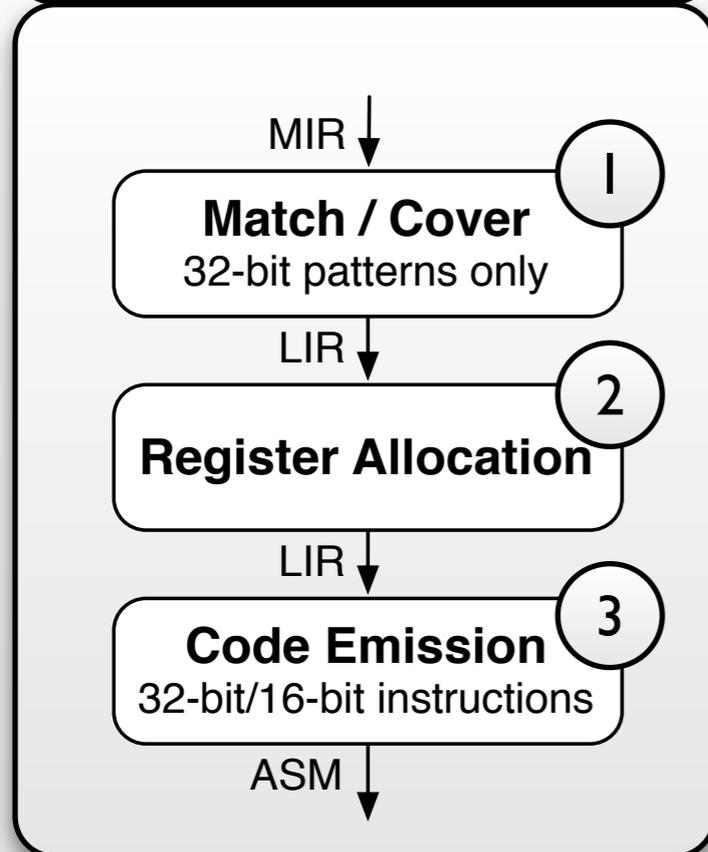


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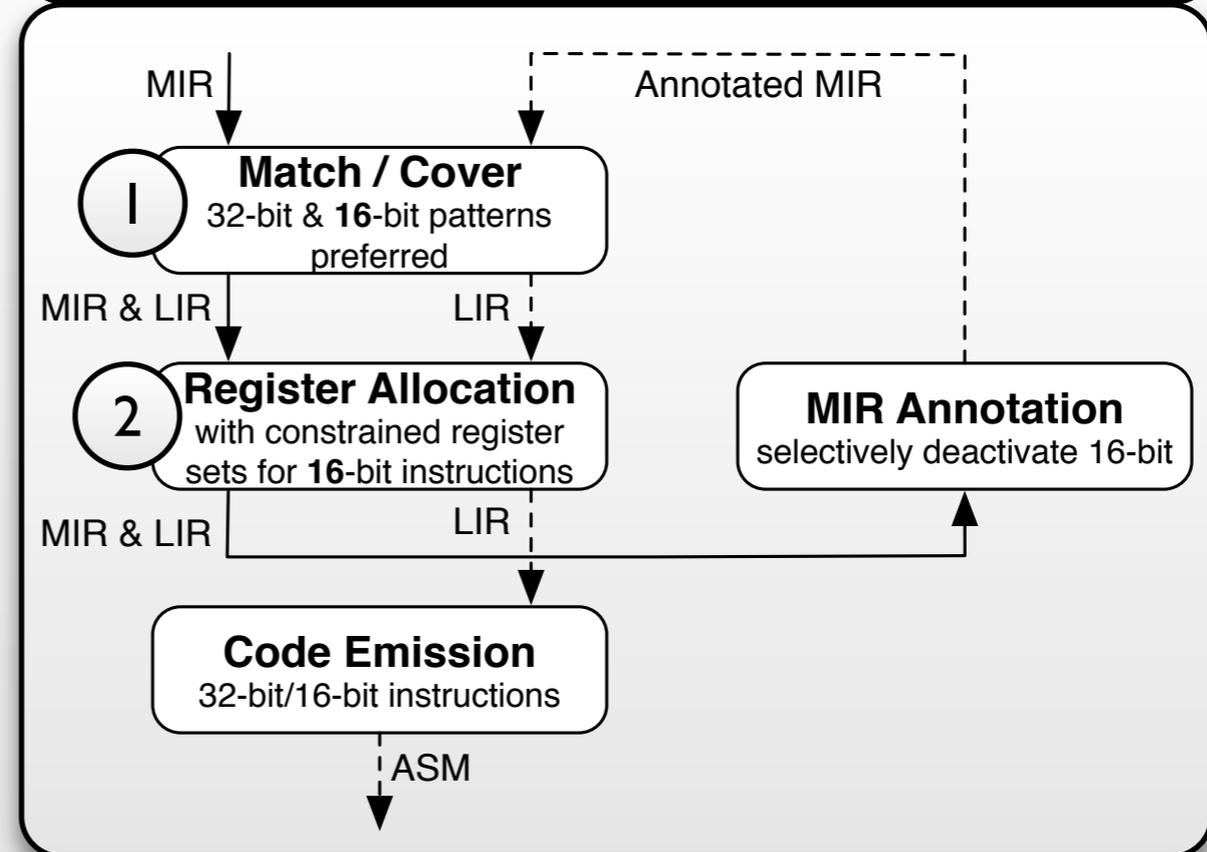
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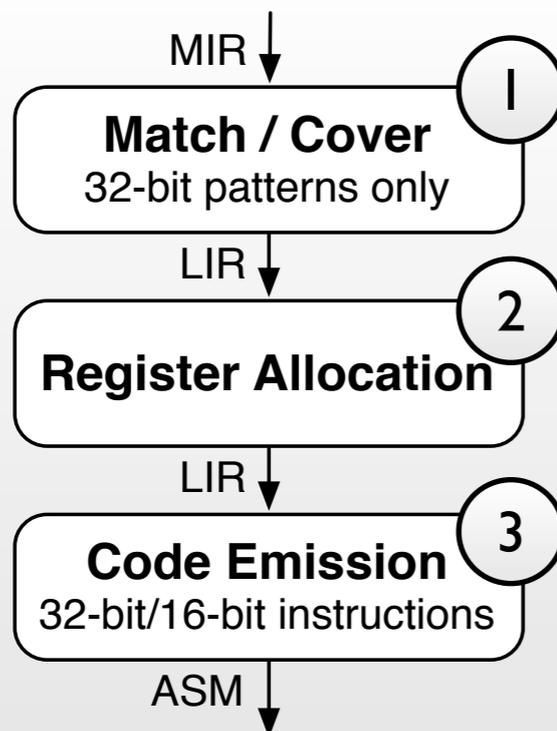


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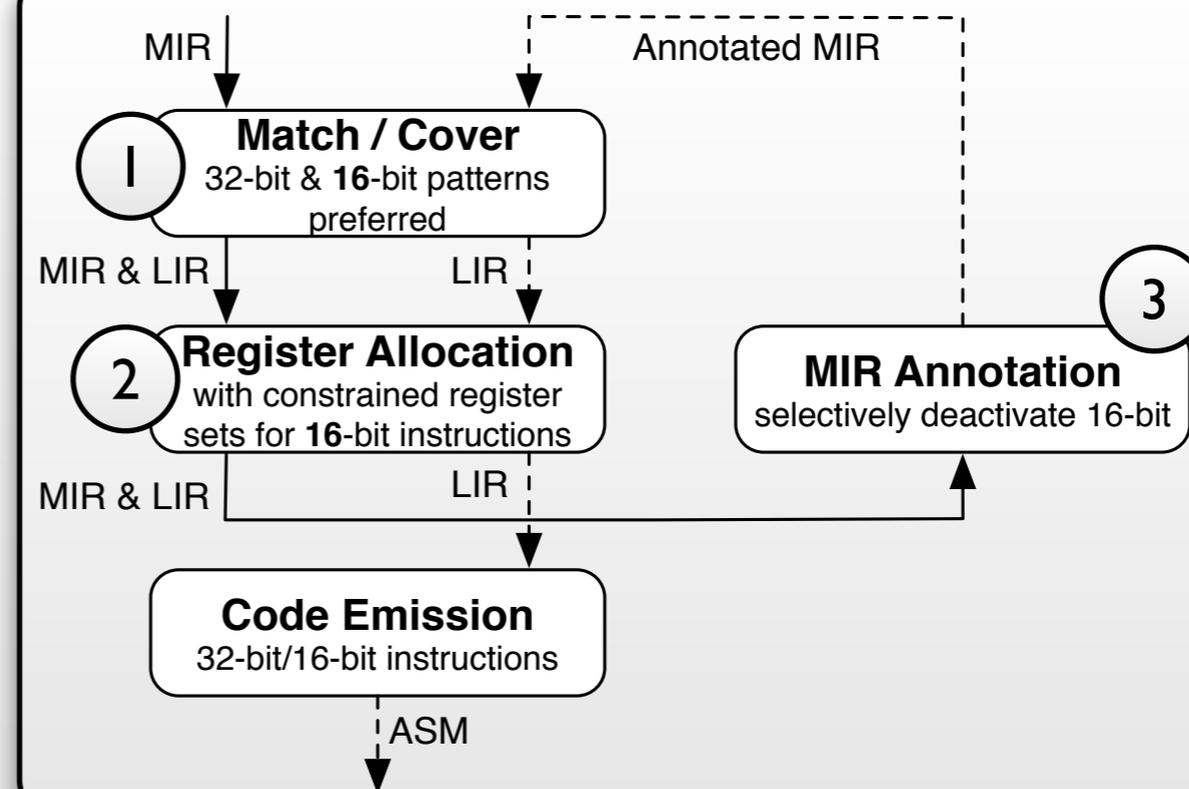
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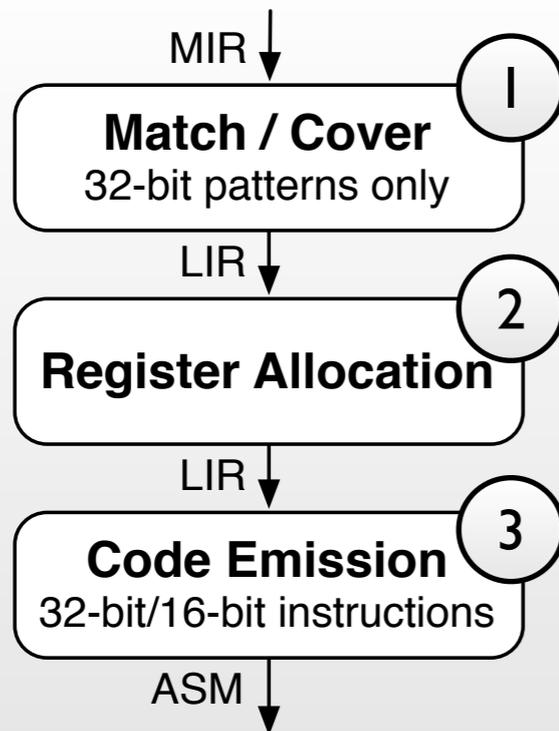


Compact Code Generation Approach

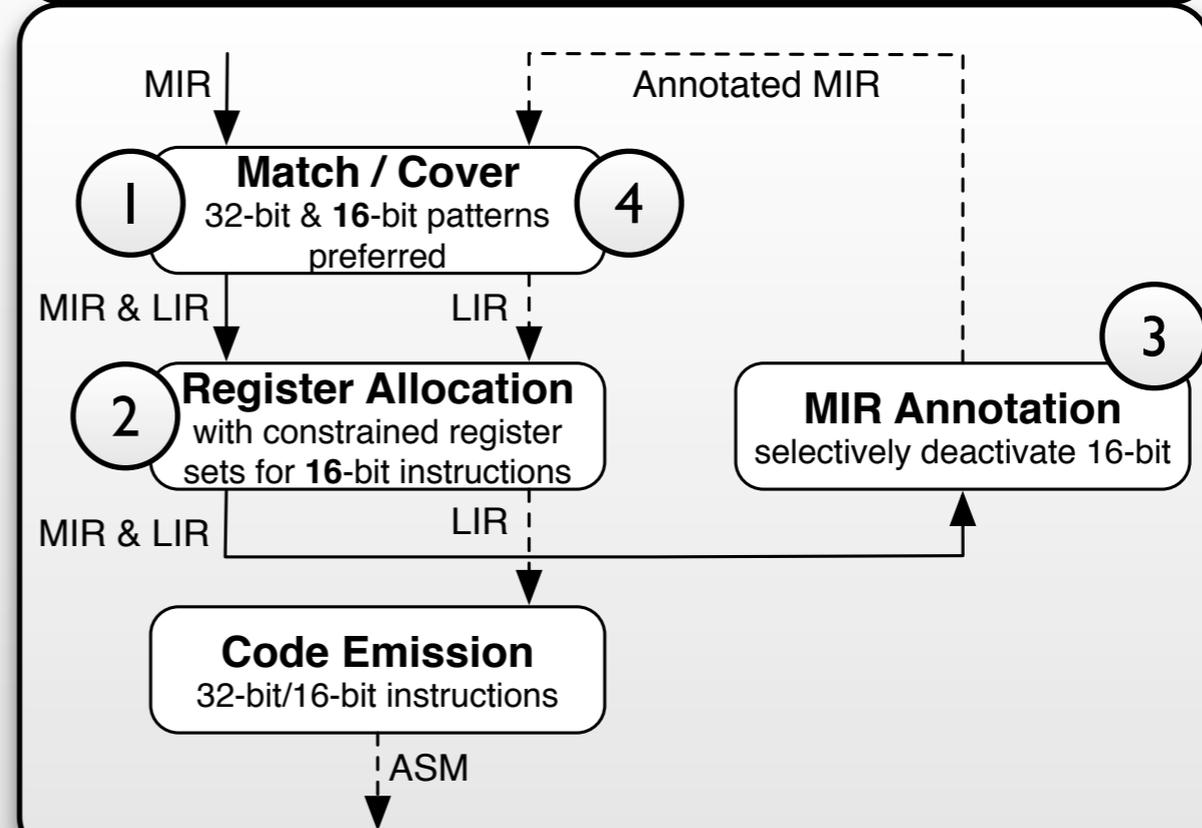
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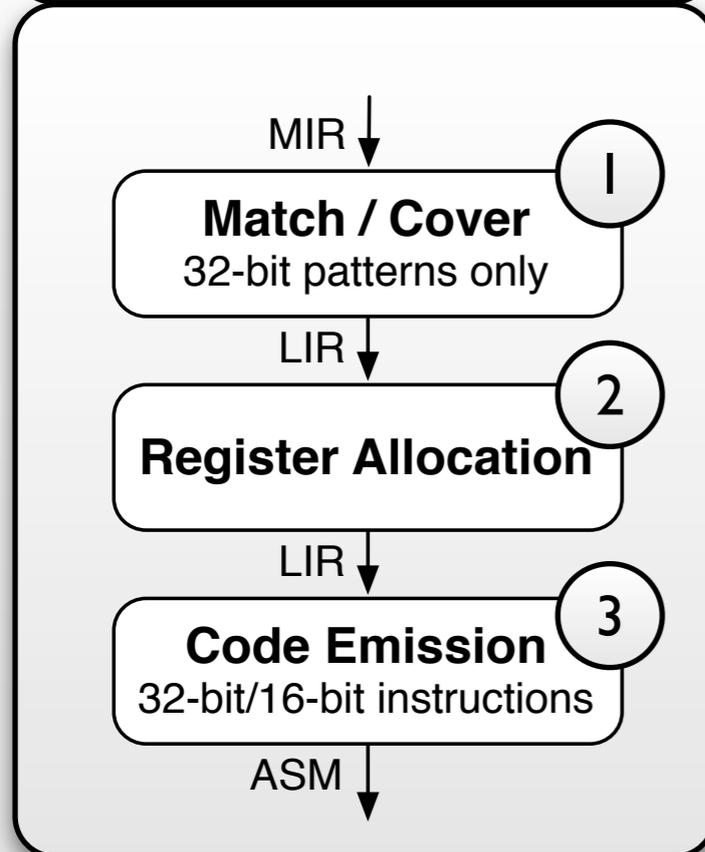


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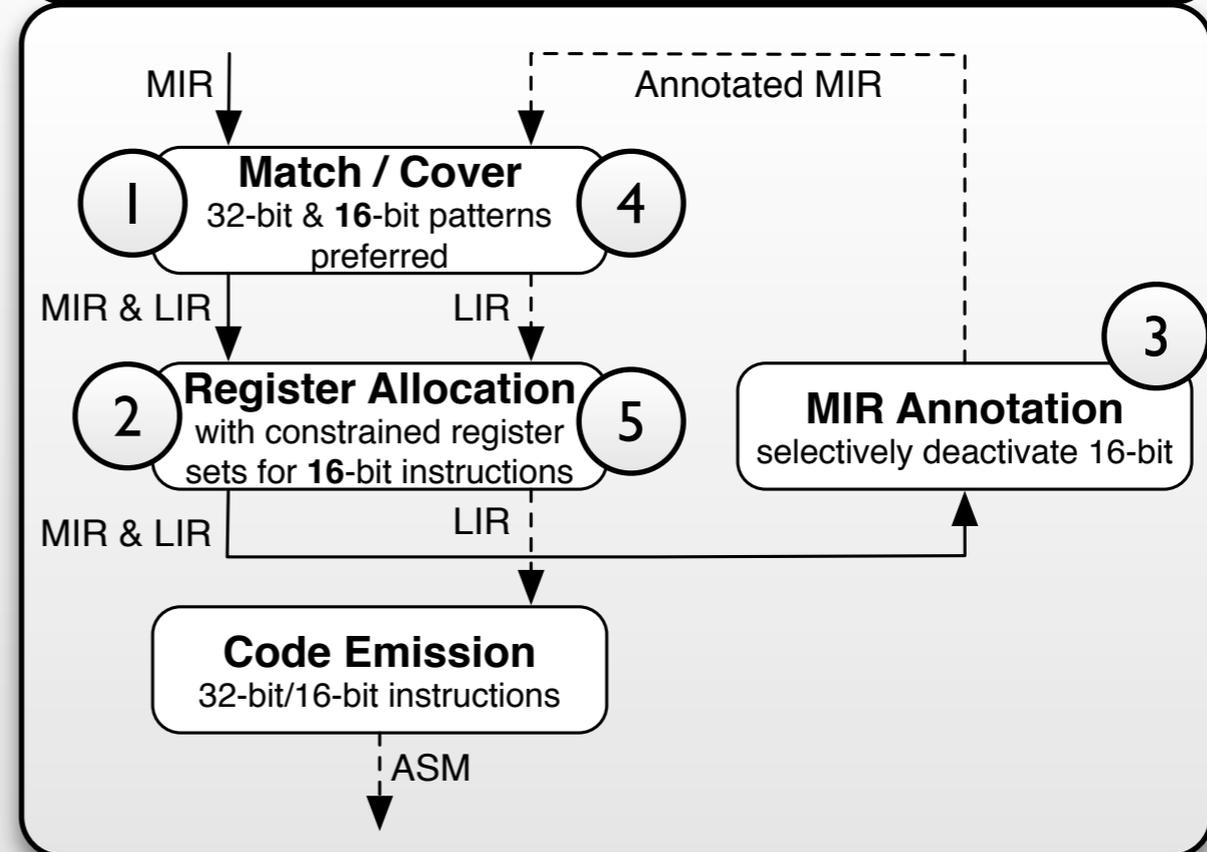
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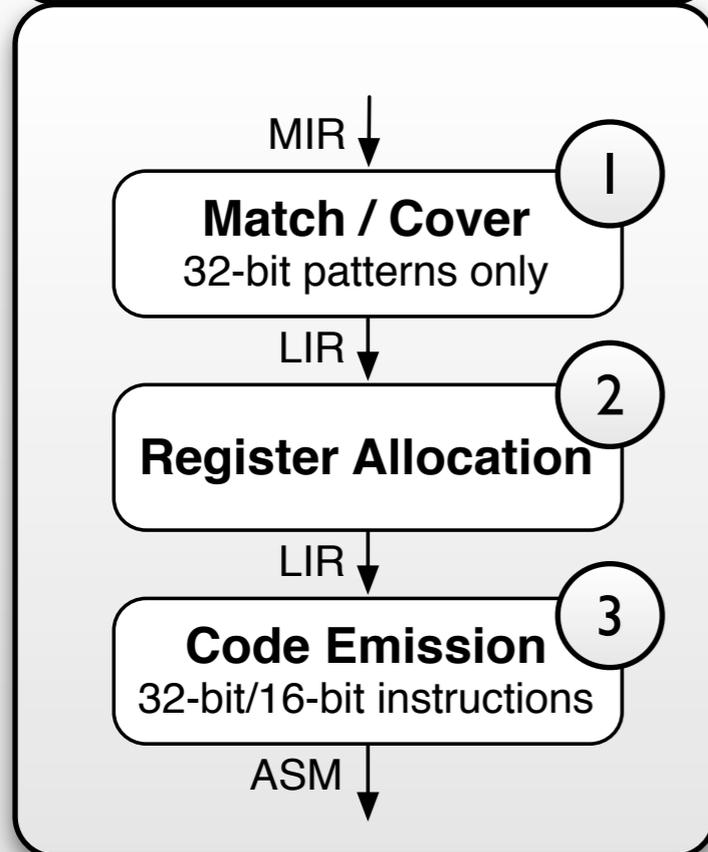


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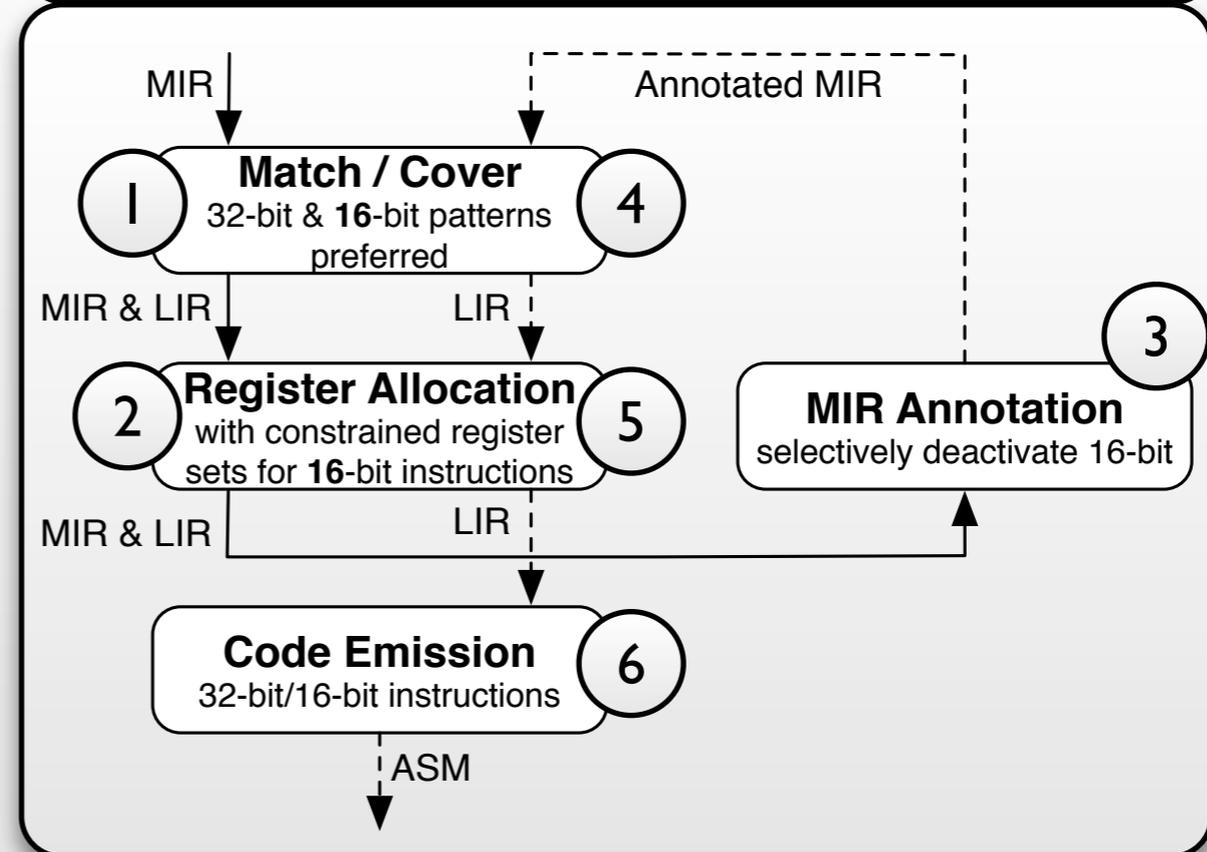
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Feedback-Guided Instruction Selection

vX ... Virtual Register
rX ... Physical Register

MIR

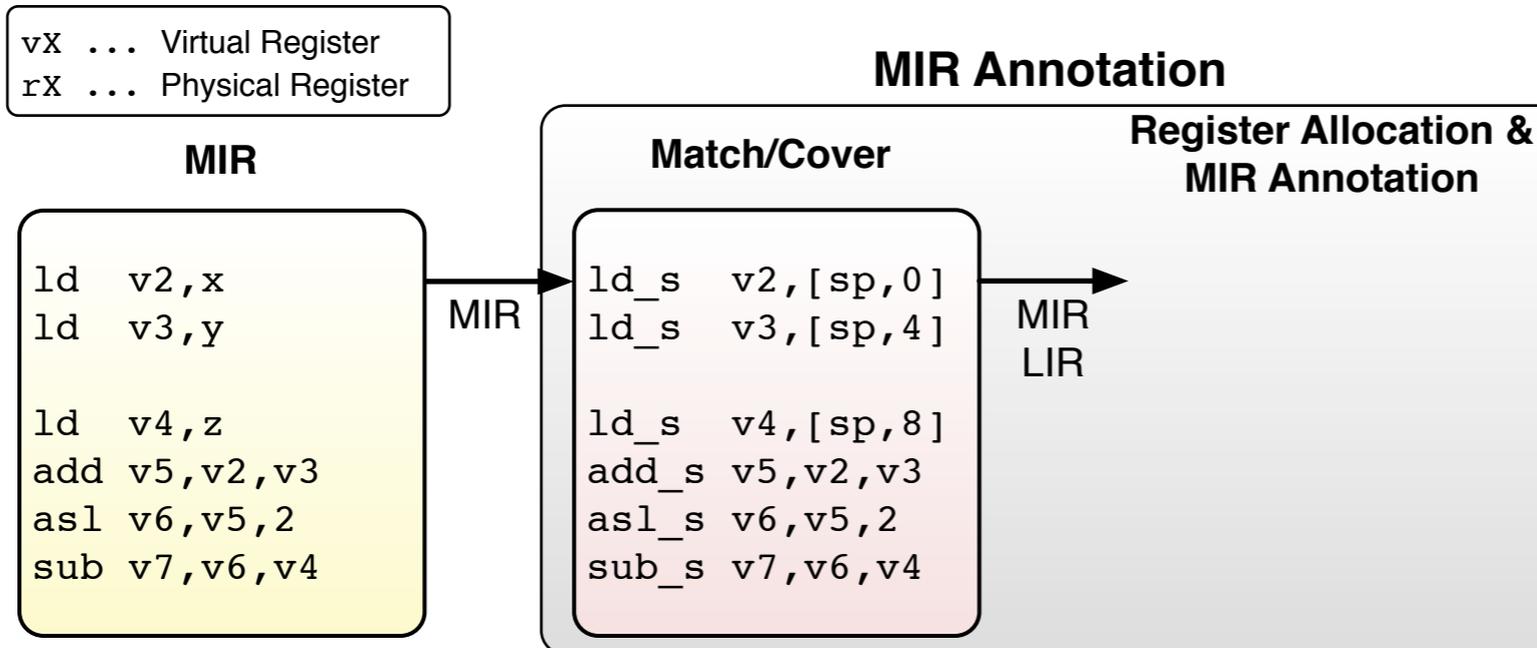
```
ld v2,x
ld v3,y

ld v4,z
add v5,v2,v3
asl v6,v5,2
sub v7,v6,v4
```

MIR

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**aggressively select 16-bit
instructions**

Feedback-Guided Instruction Selection

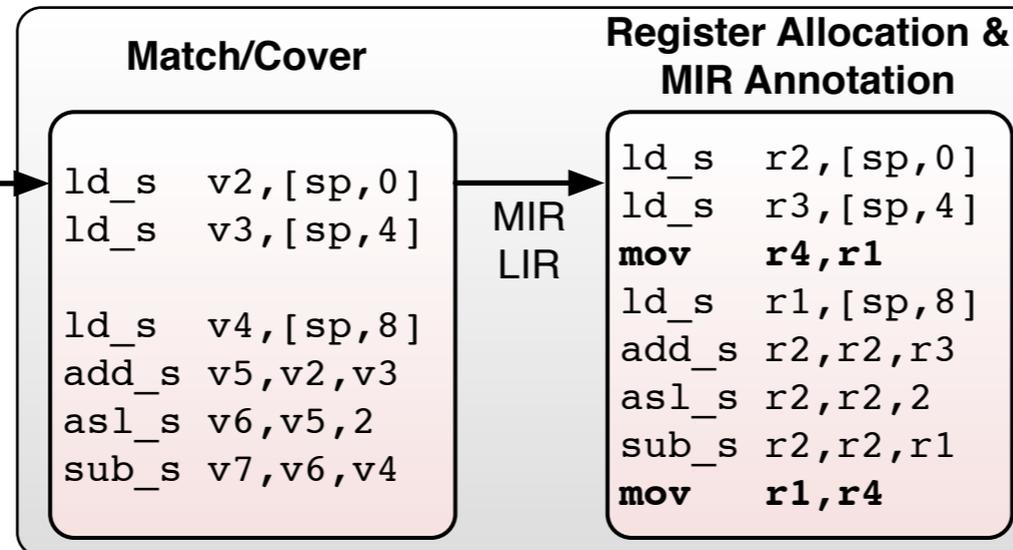
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MIR



register allocator constrained
to 16-bit accessible
register set

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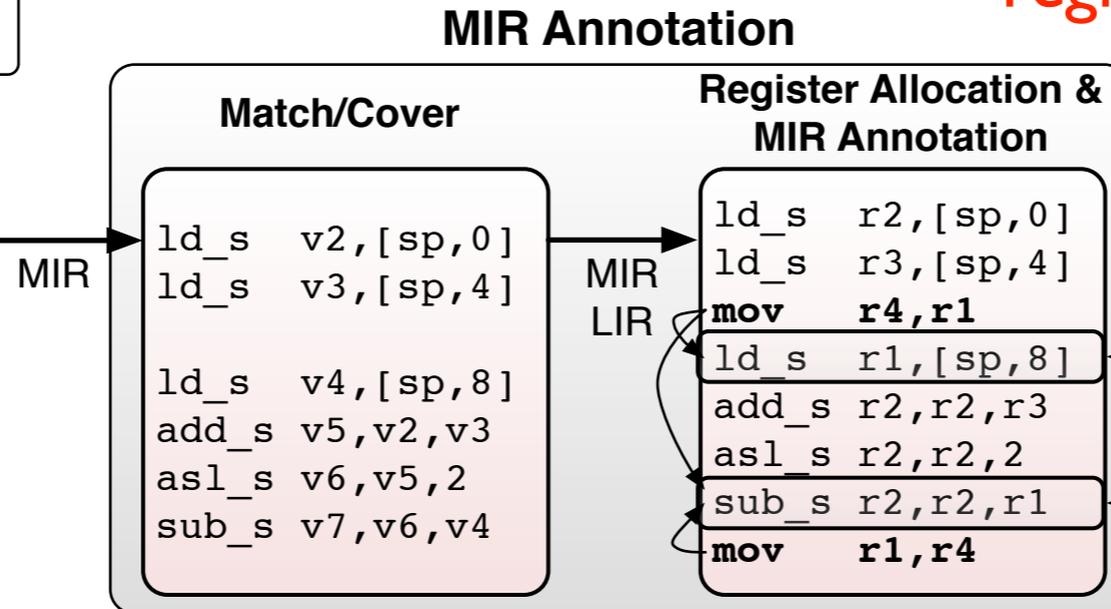
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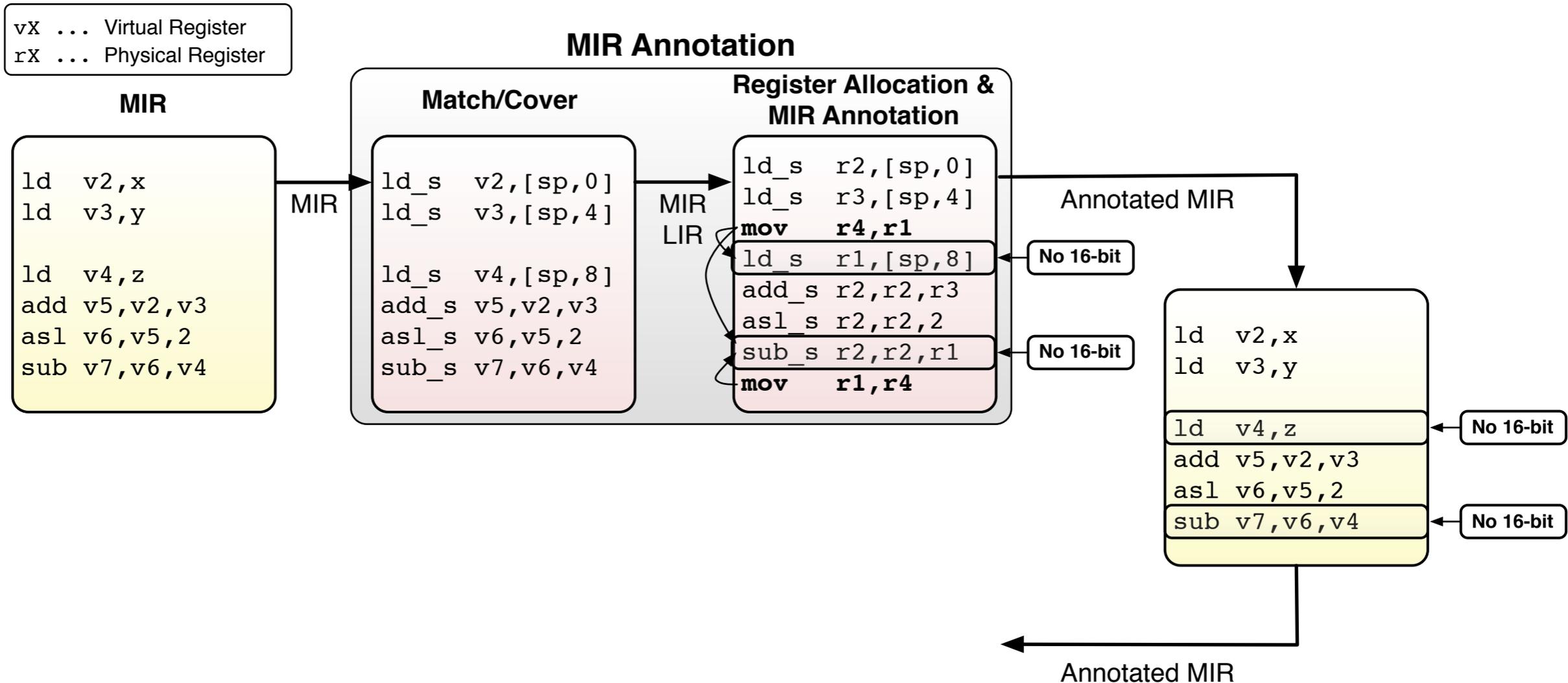
register allocator constrained to 16-bit accessible register set

No 16-bit

No 16-bit

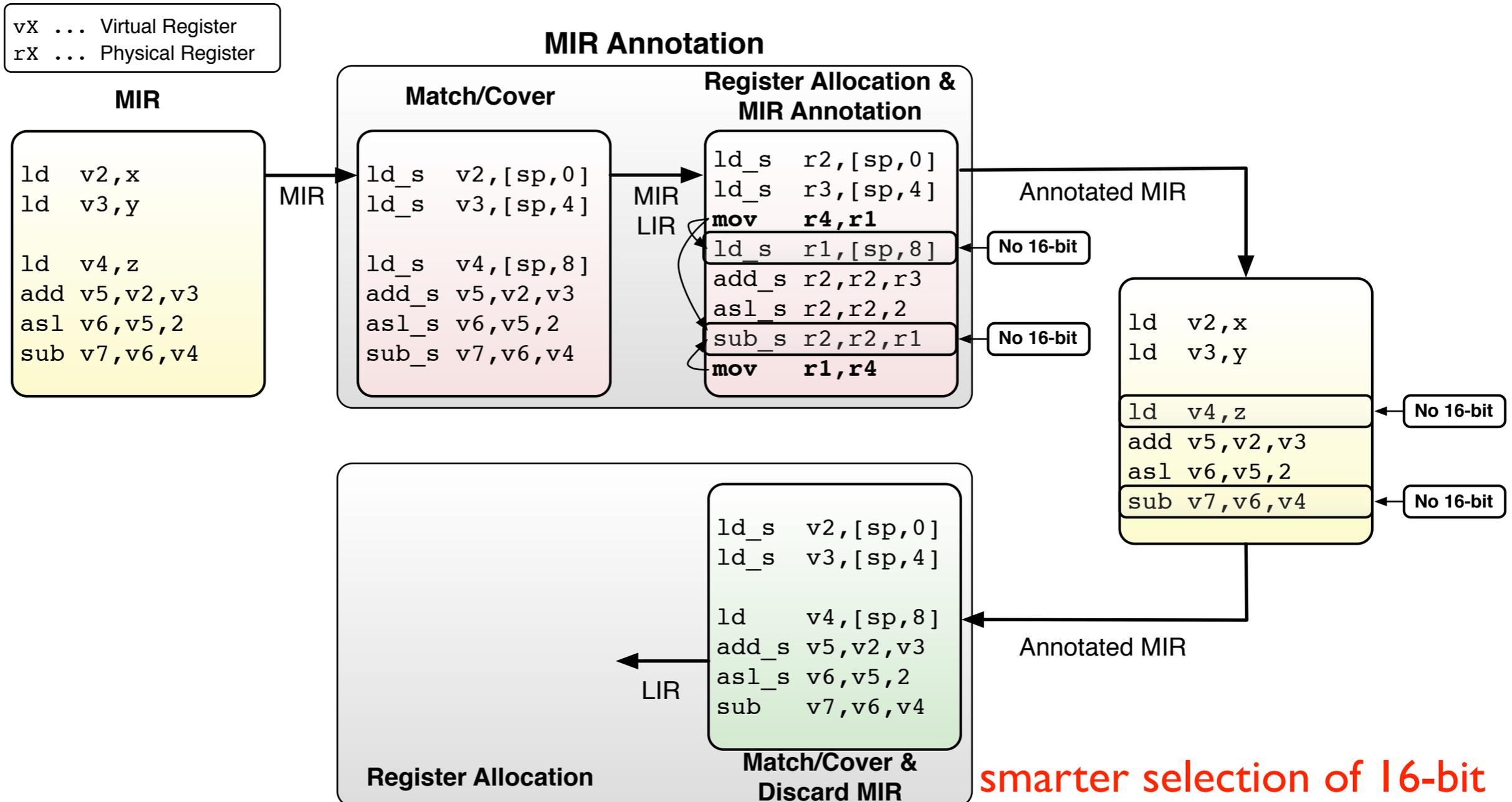
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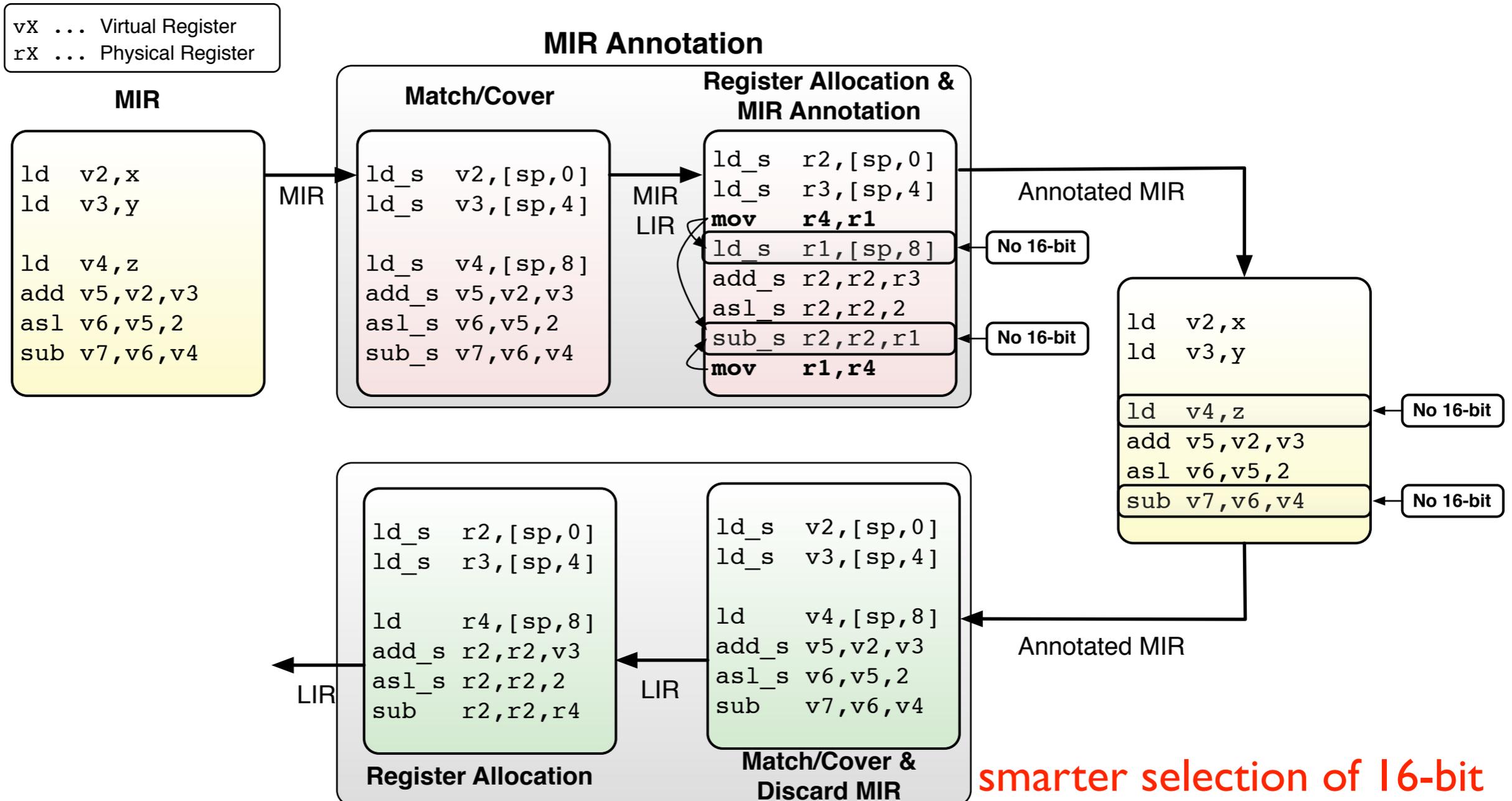
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smarter selection of 16-bit instructions based on feedback

Feedback-Guided Instruction Selection

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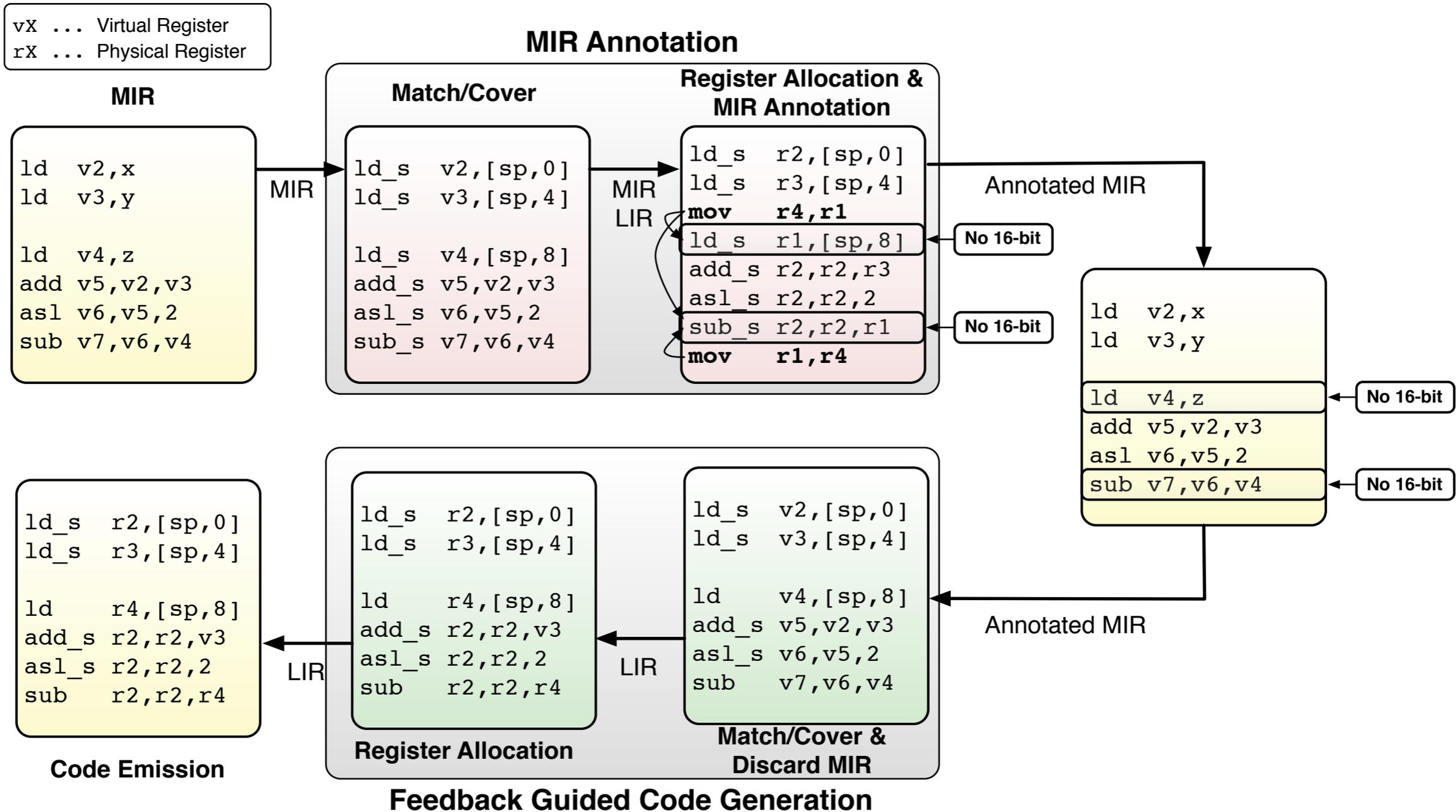


fewer constraints for
register allocator

smarter selection of 16-bit
instructions based on feedback

Feedback-Guided Instruction Selection

vX ... Virtual Register
rX ... Physical Register



fewer constraints for
register allocator

Evaluation - Experimental Setup

BenchMarks	EEMBC I.I
-------------------	------------------

Core	ARC750D
Pipeline	7-stage interlocked
Execution Order	In-Order
Branch Prediction	Yes
ISA	ARCompact
Floating Point	Hardware
Memory Subsystem	
L1 Cache	Yes
Instruction	8k/2-way associative
Data	8k/2-way associative
L2 Cache	No

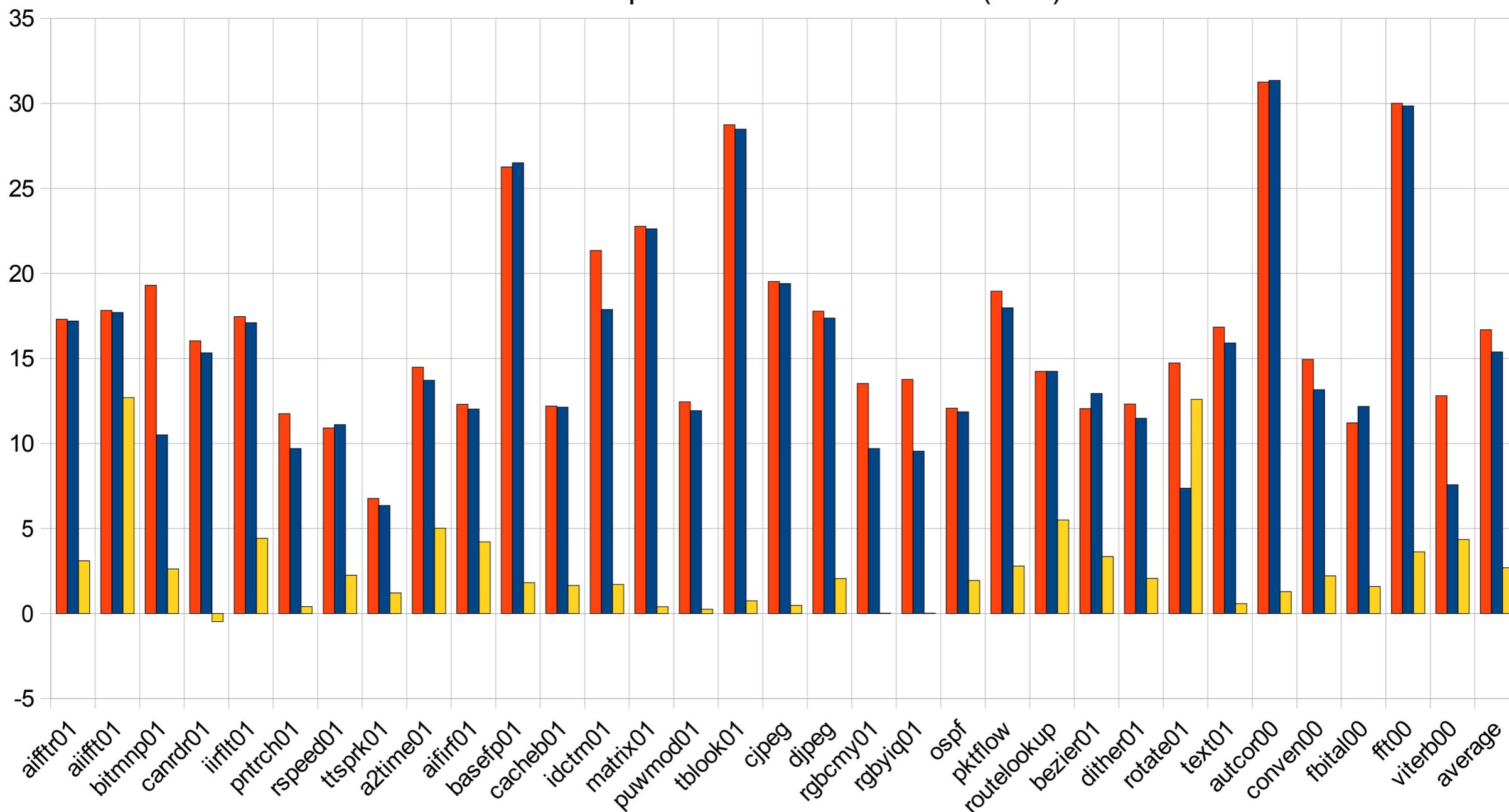


Simulator	ArcSim
Simulation Mode	Full System, Cycle Accurate
Accuracy	Cycle accurate mode validated against real HW
Options	Default
I/O & System Calls	Emulated



Evaluation - Code Size Reduction

Improvement in Code Size (in %)



Baseline: plain32-bit code.

Feedback-guided selection (avg: 16.7%)

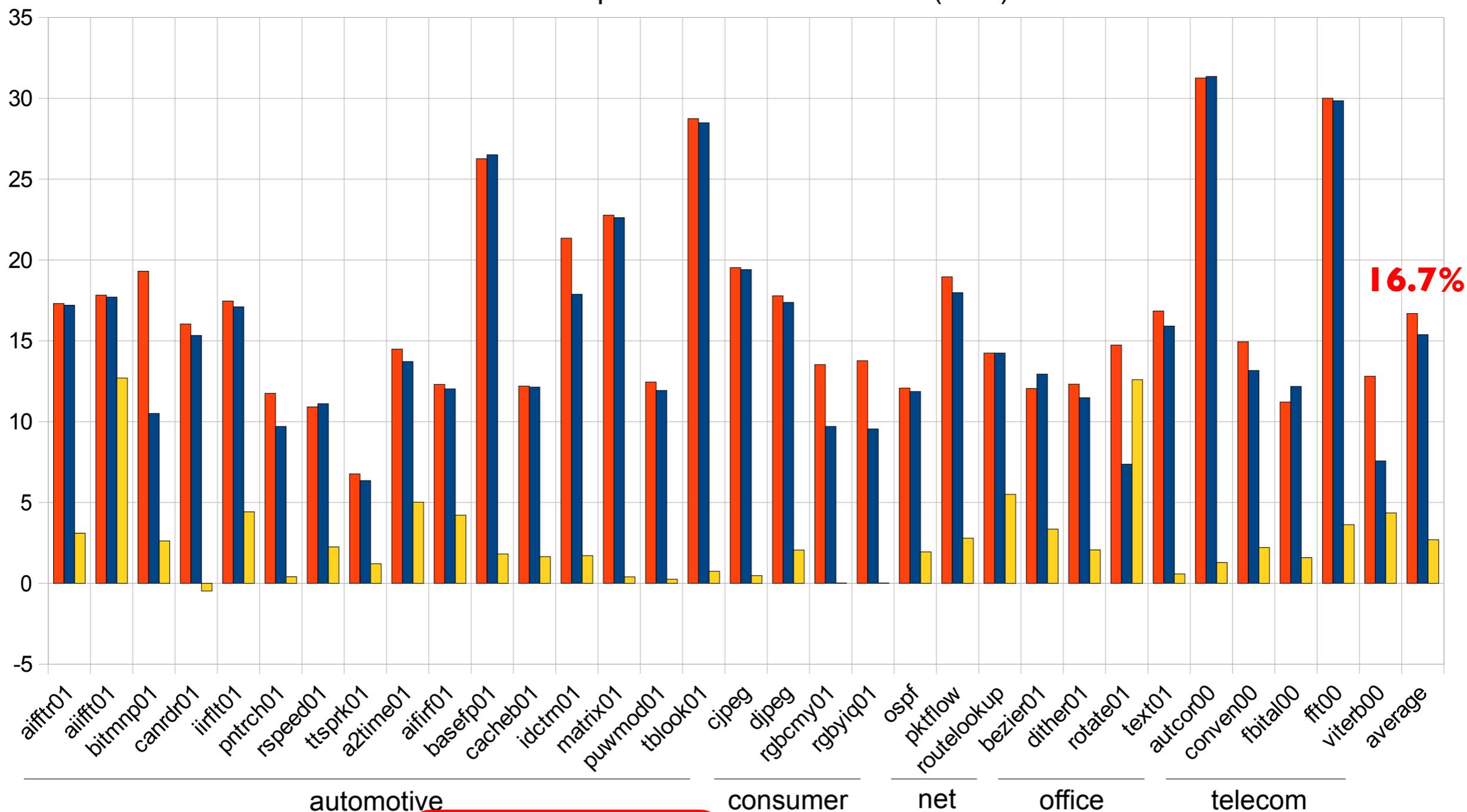
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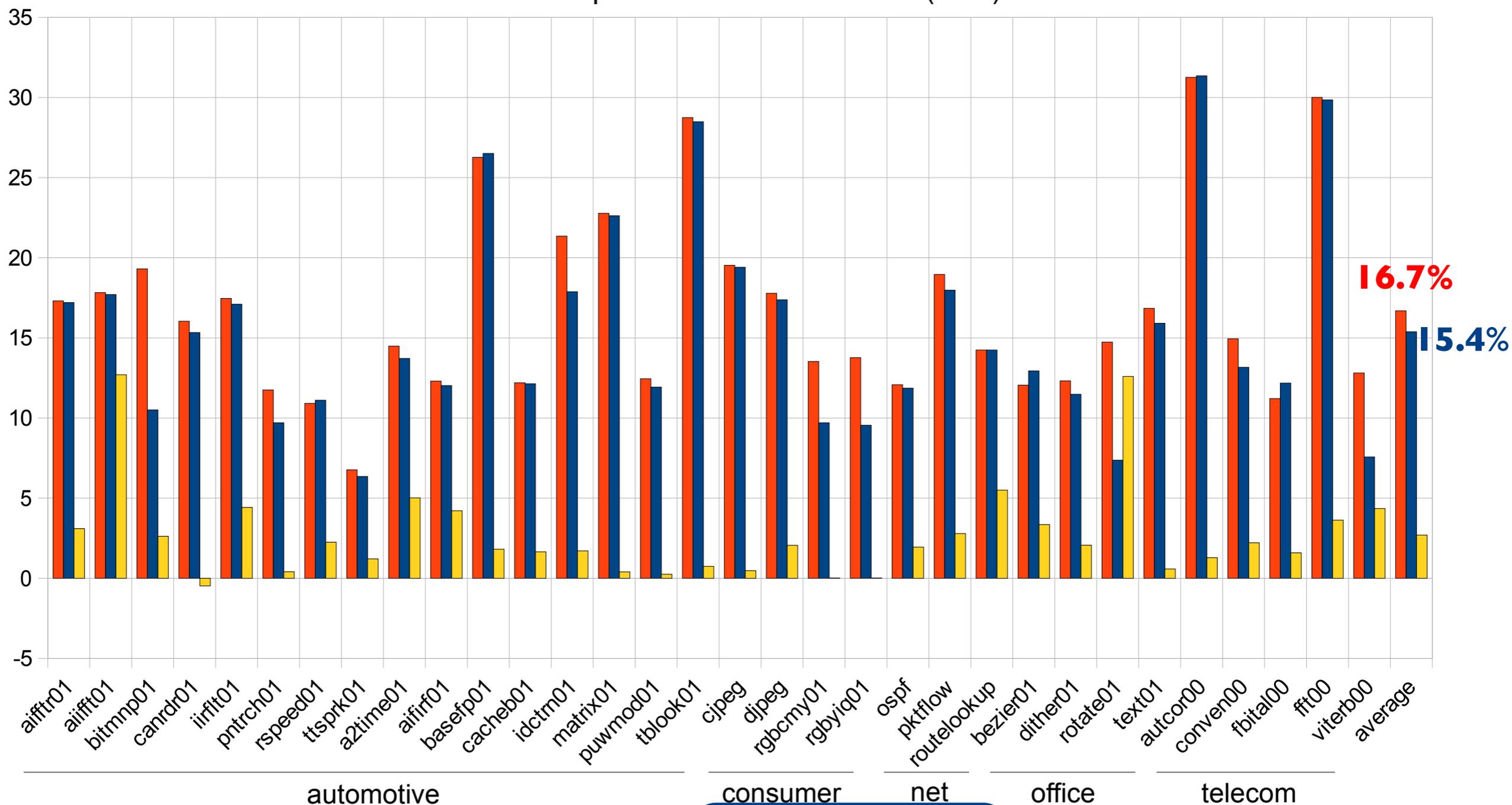
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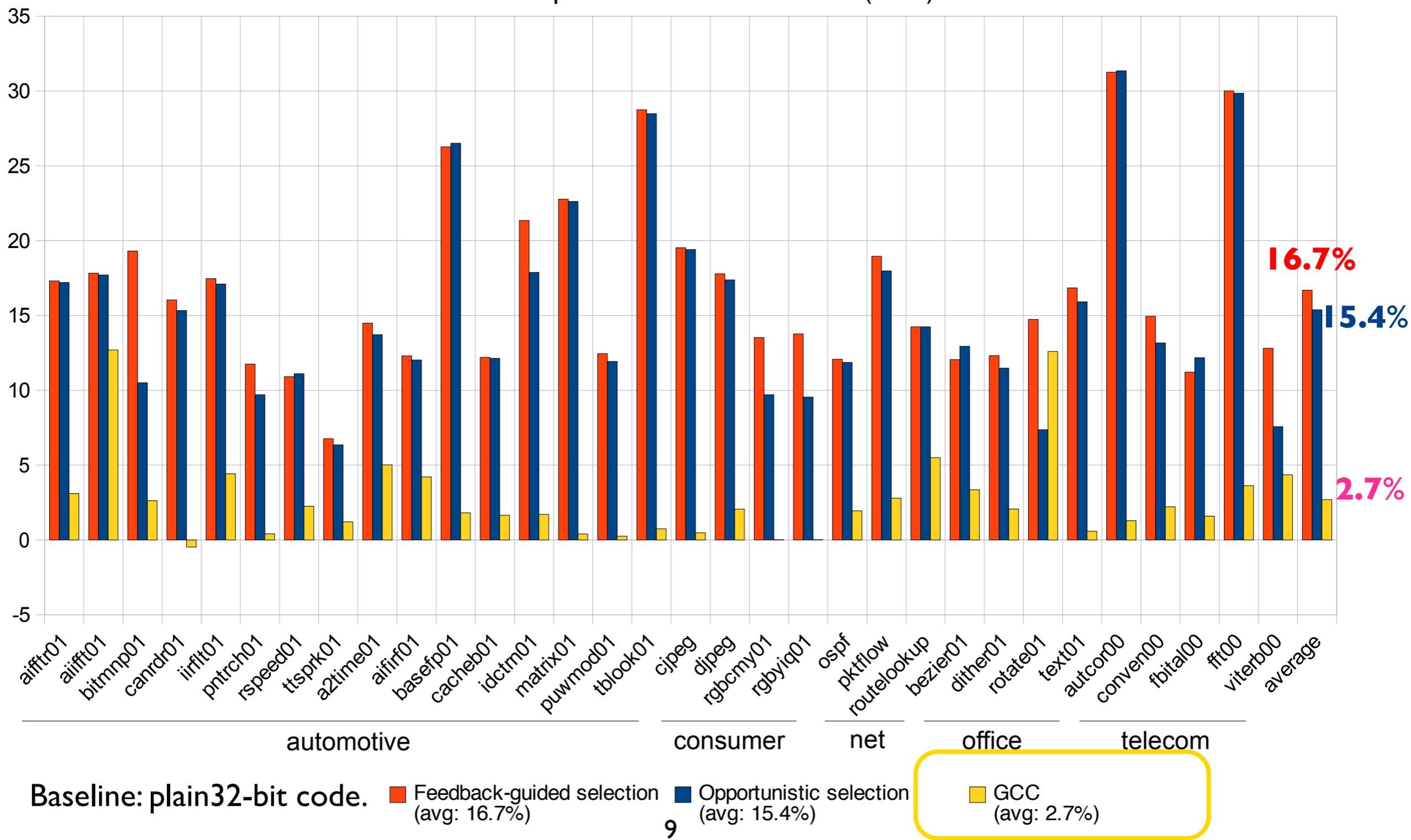
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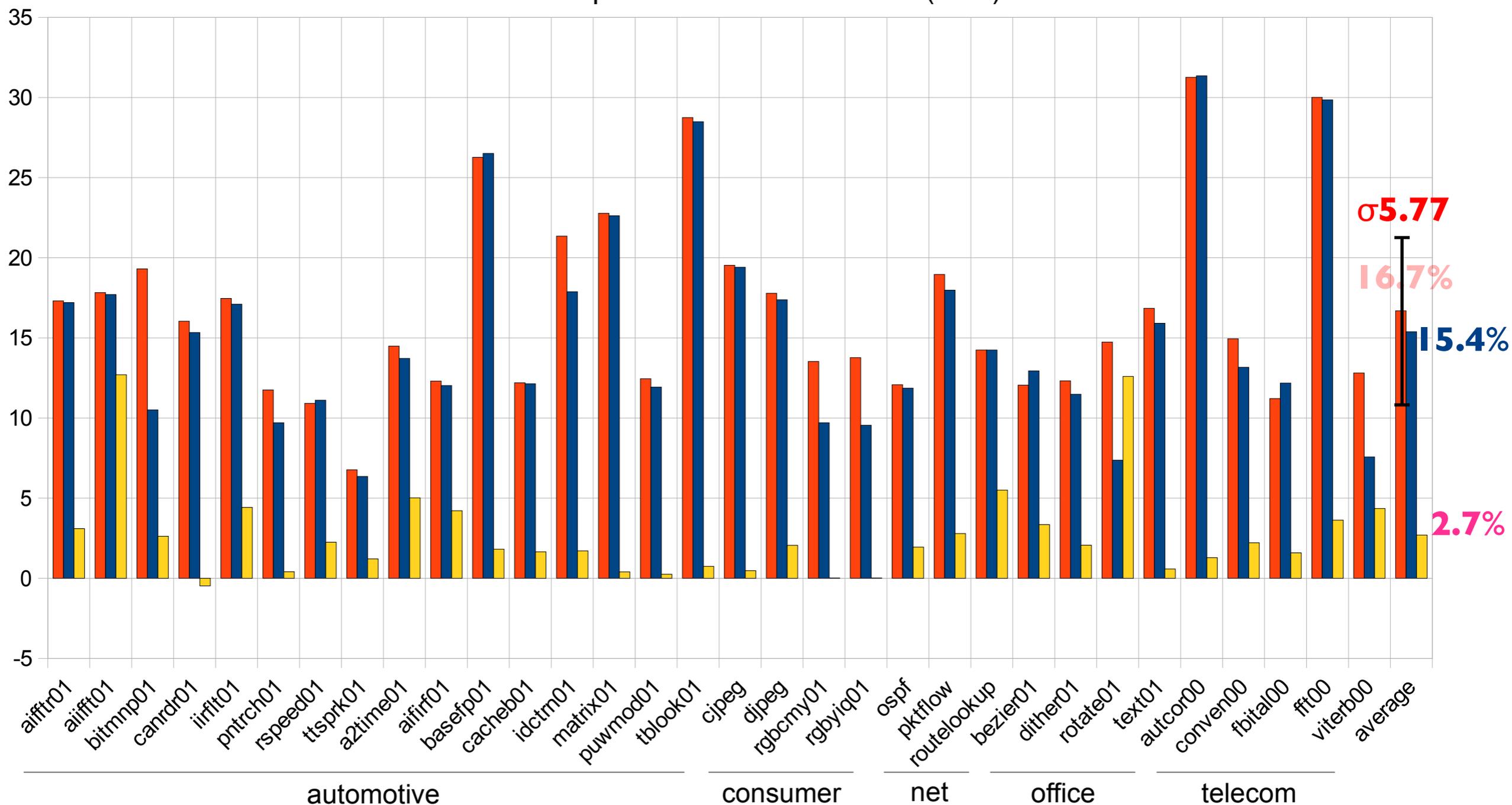
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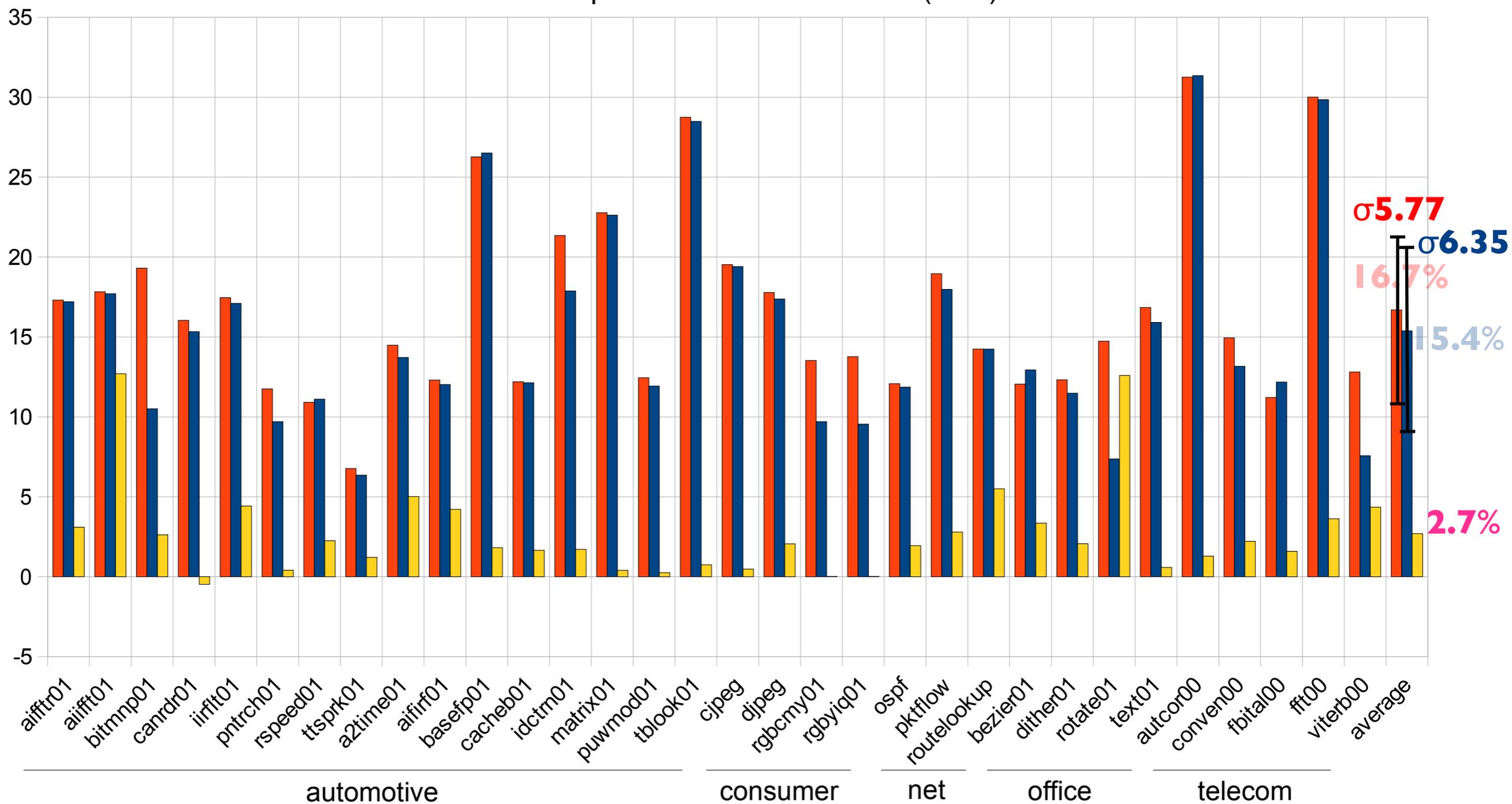
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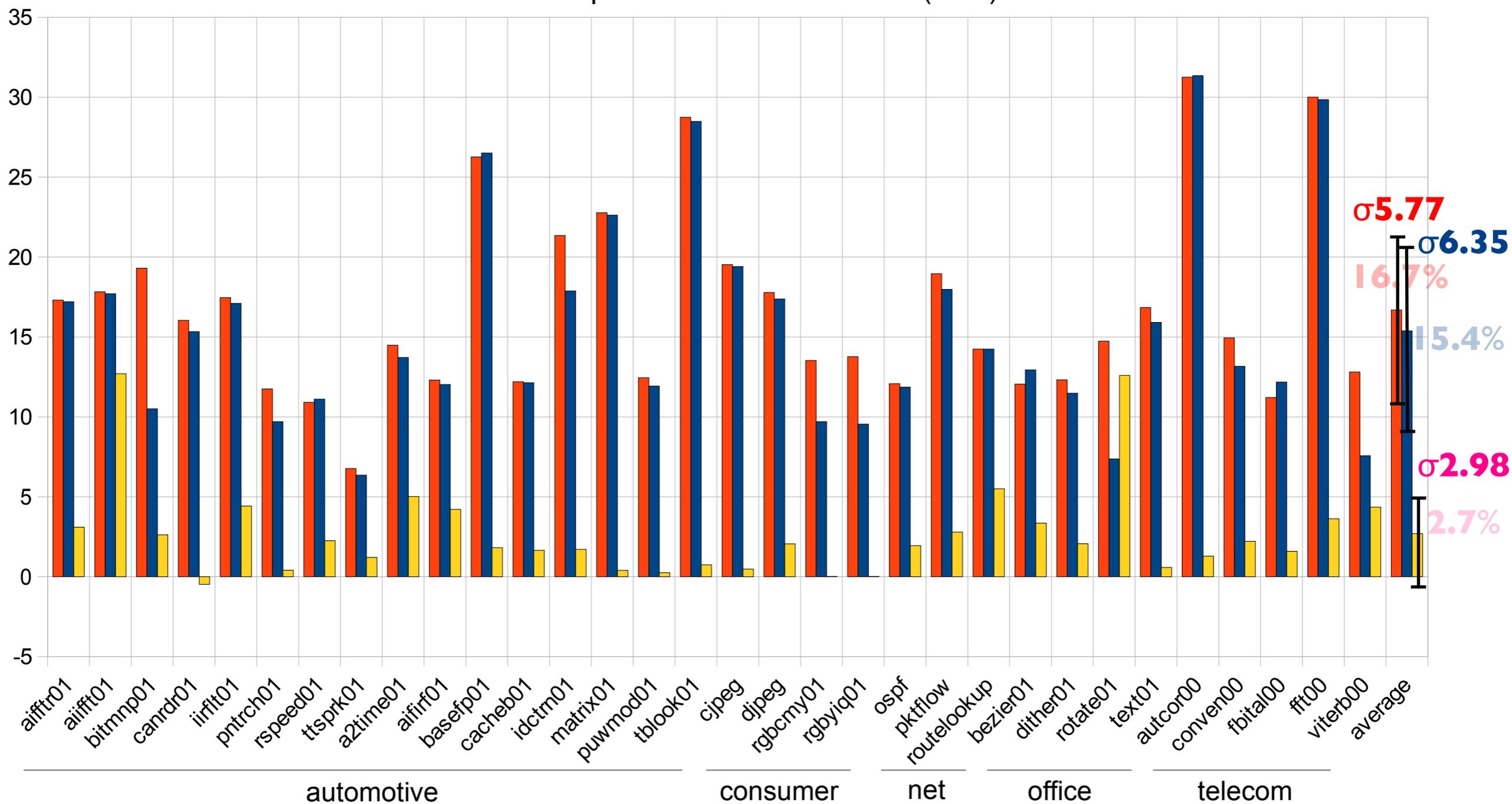
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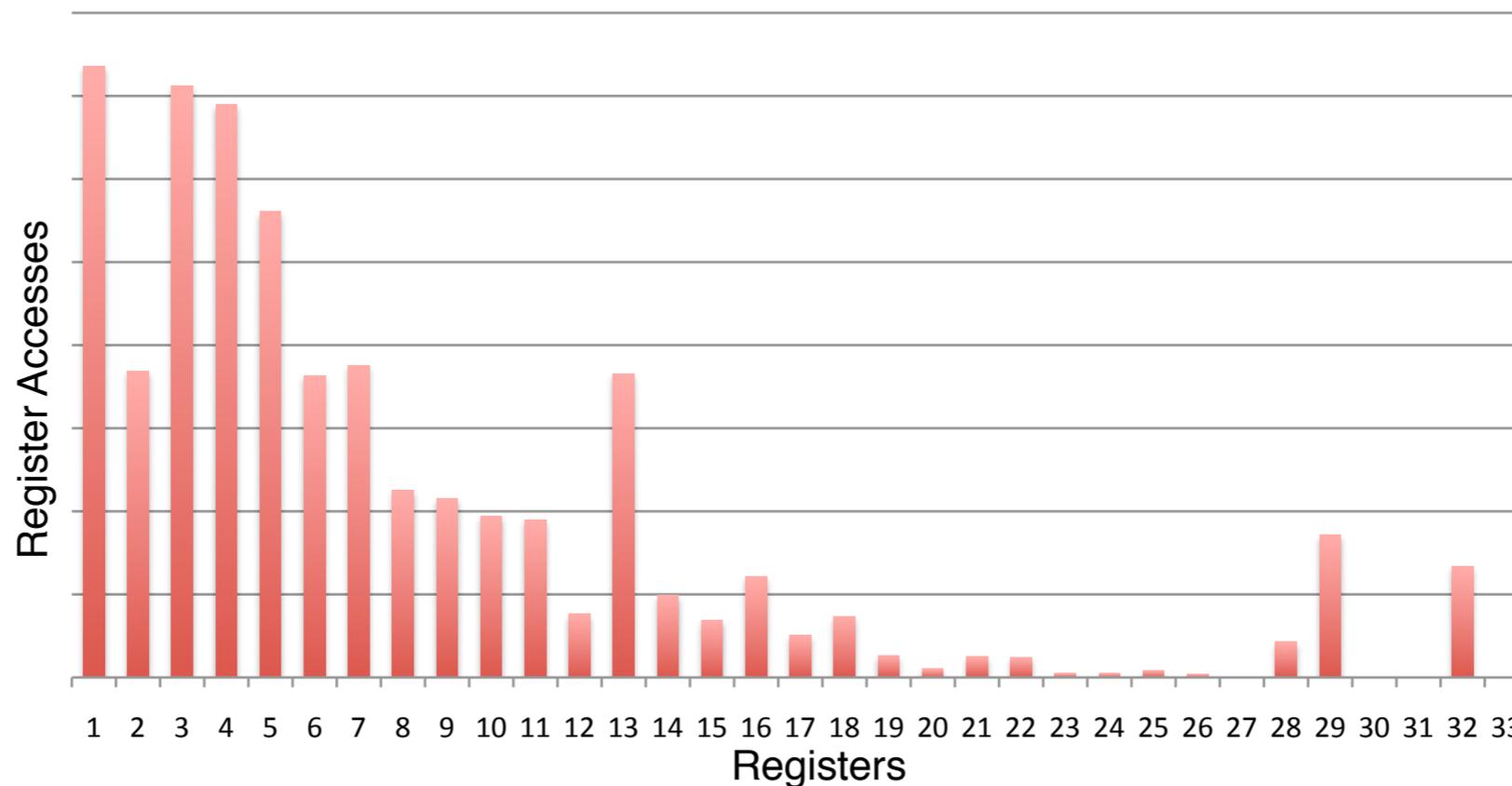
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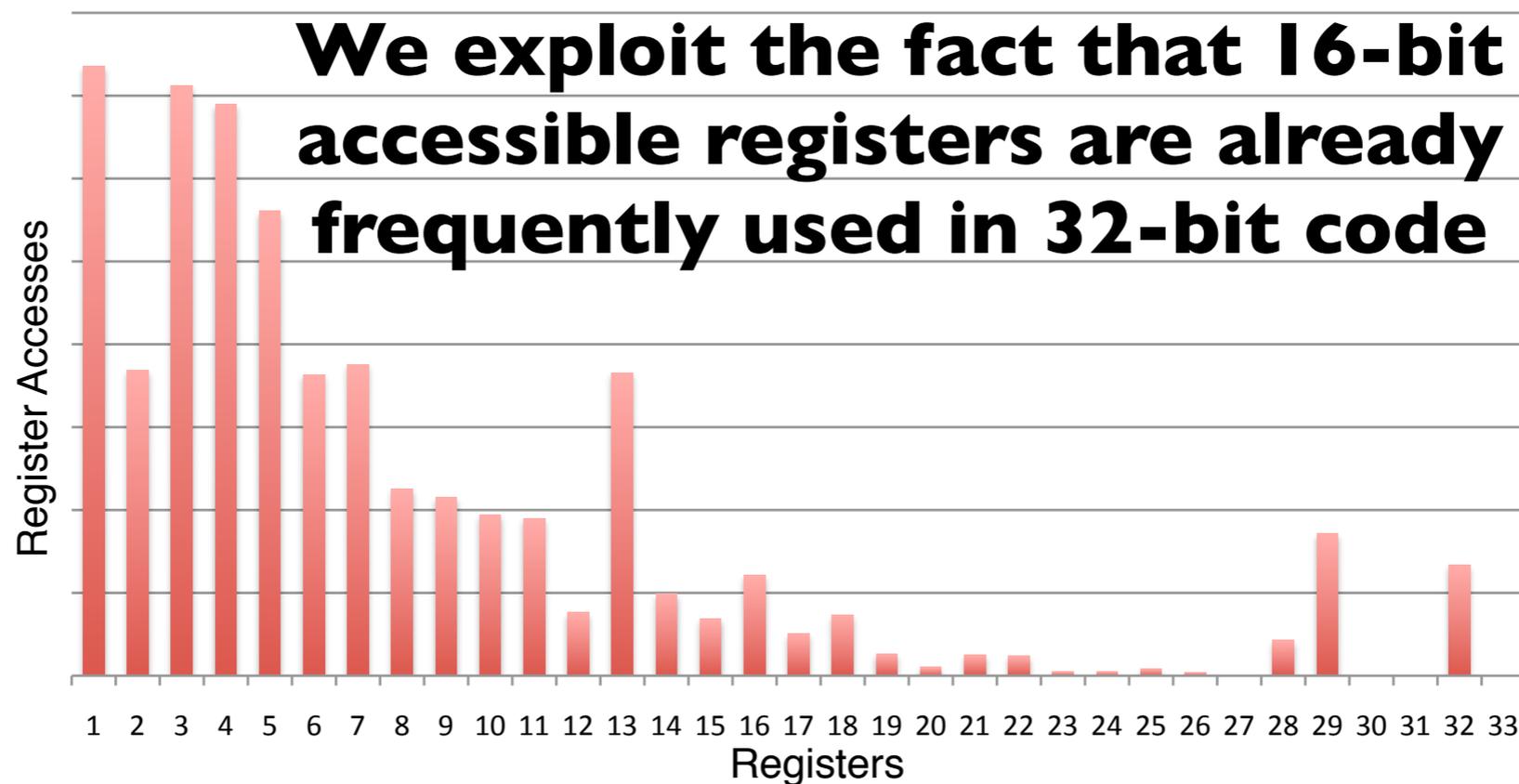


Why does the simple Opportunistic Mode perform so well?



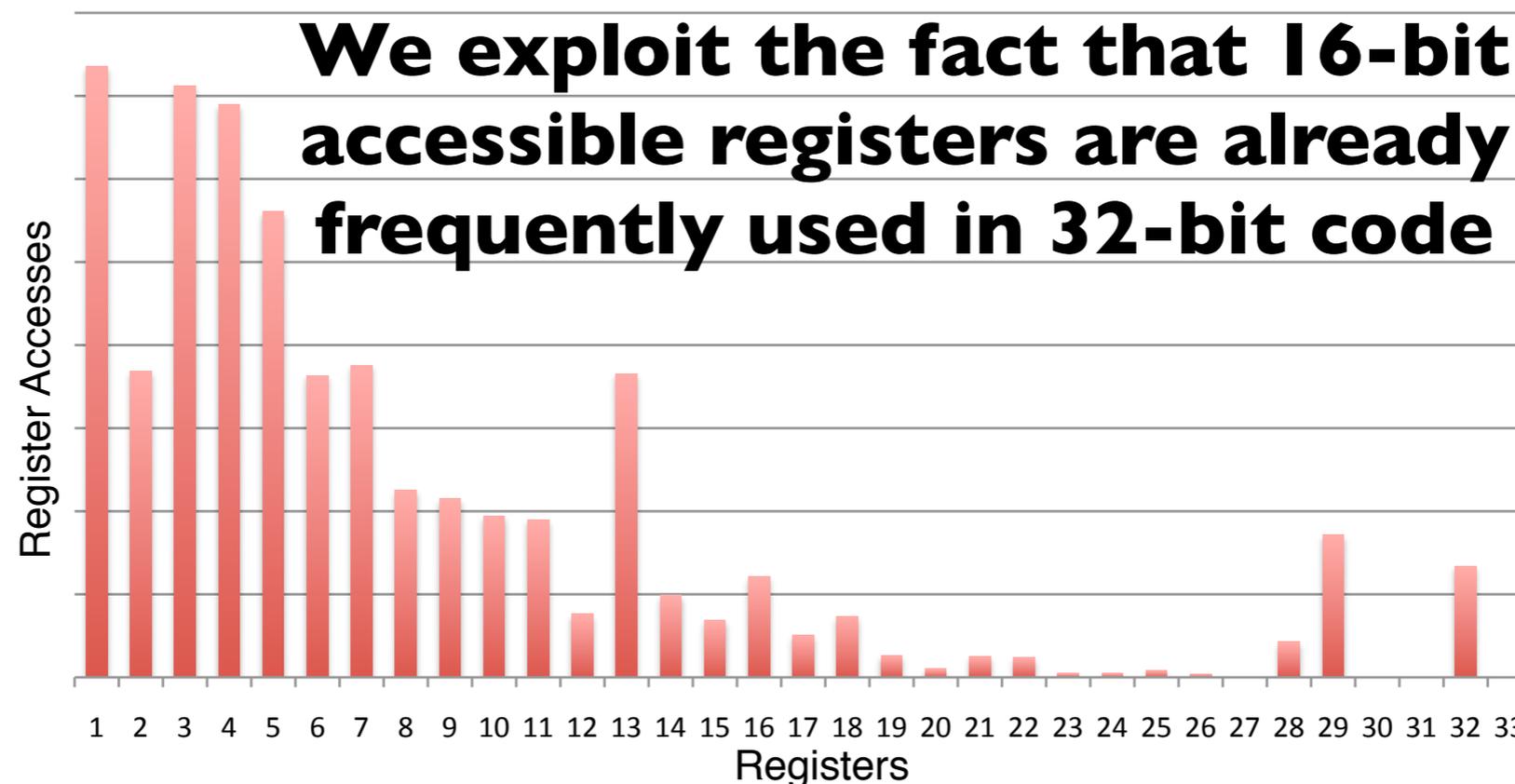


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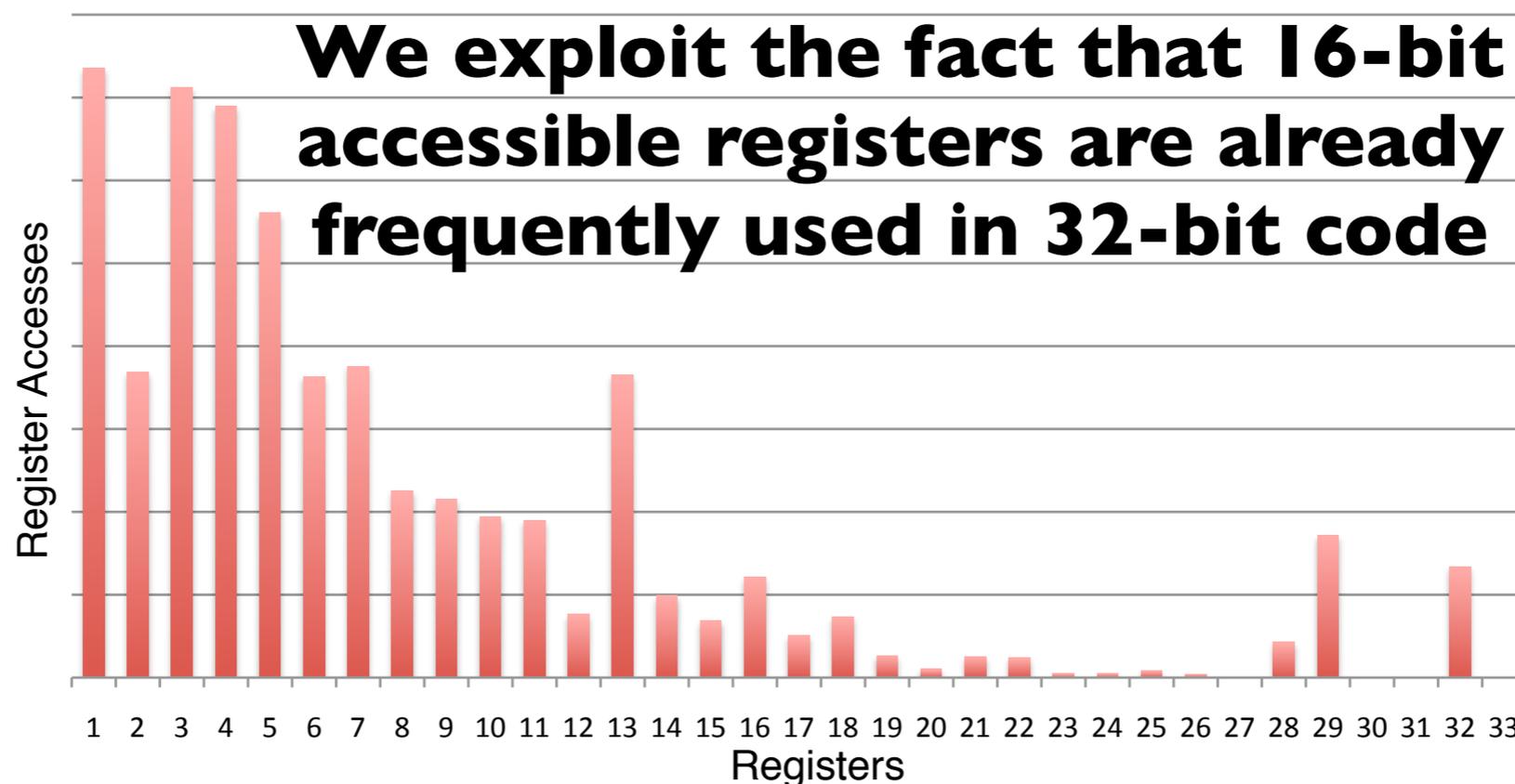
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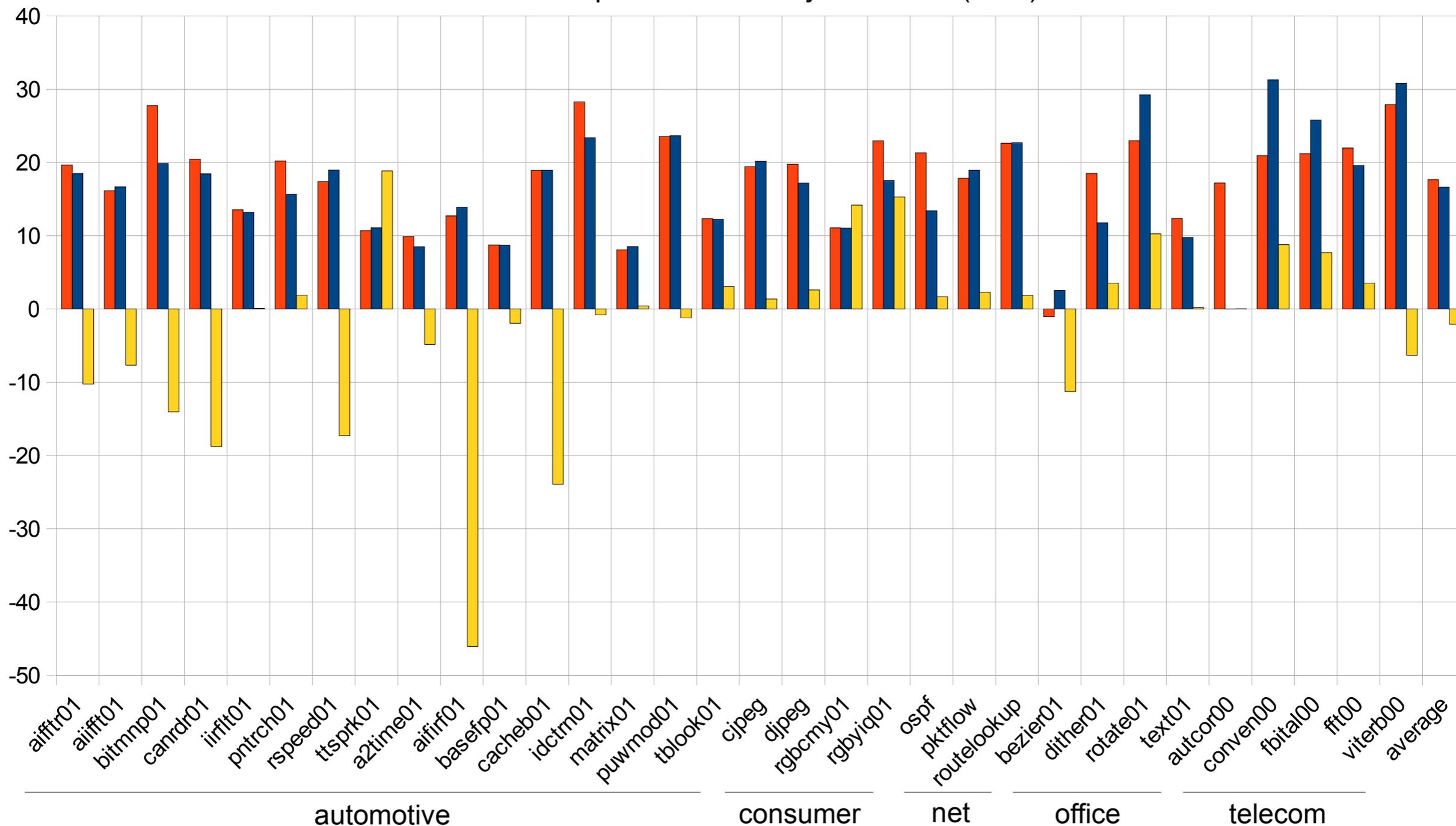
- register allocator selects registers with lower ID from set of possible registers
- calling conventions constrain register allocator





Evaluation - Performance Improvements

Improvement in Cycle Count (in %)



Baseline: plain32-bit code.

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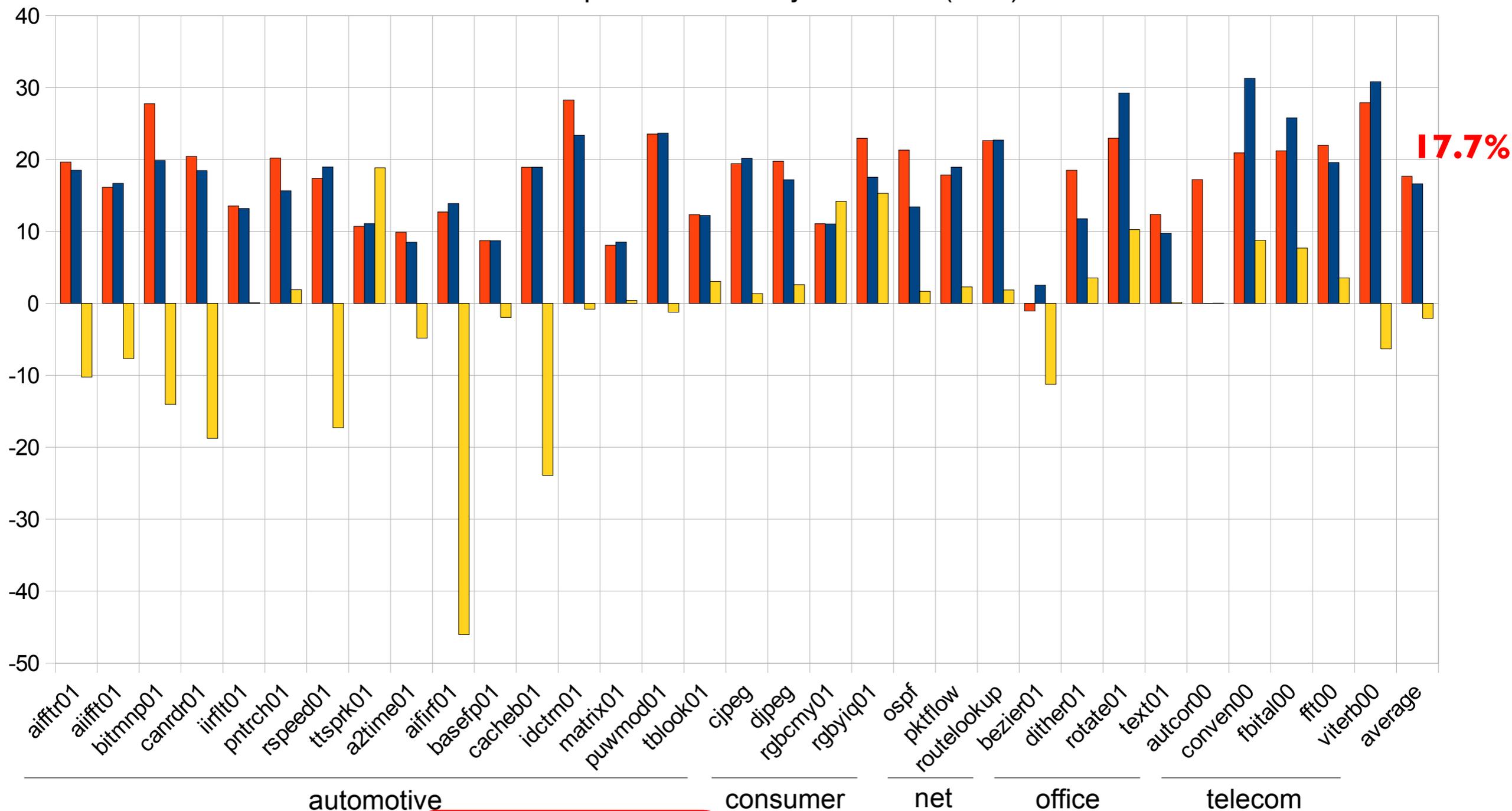
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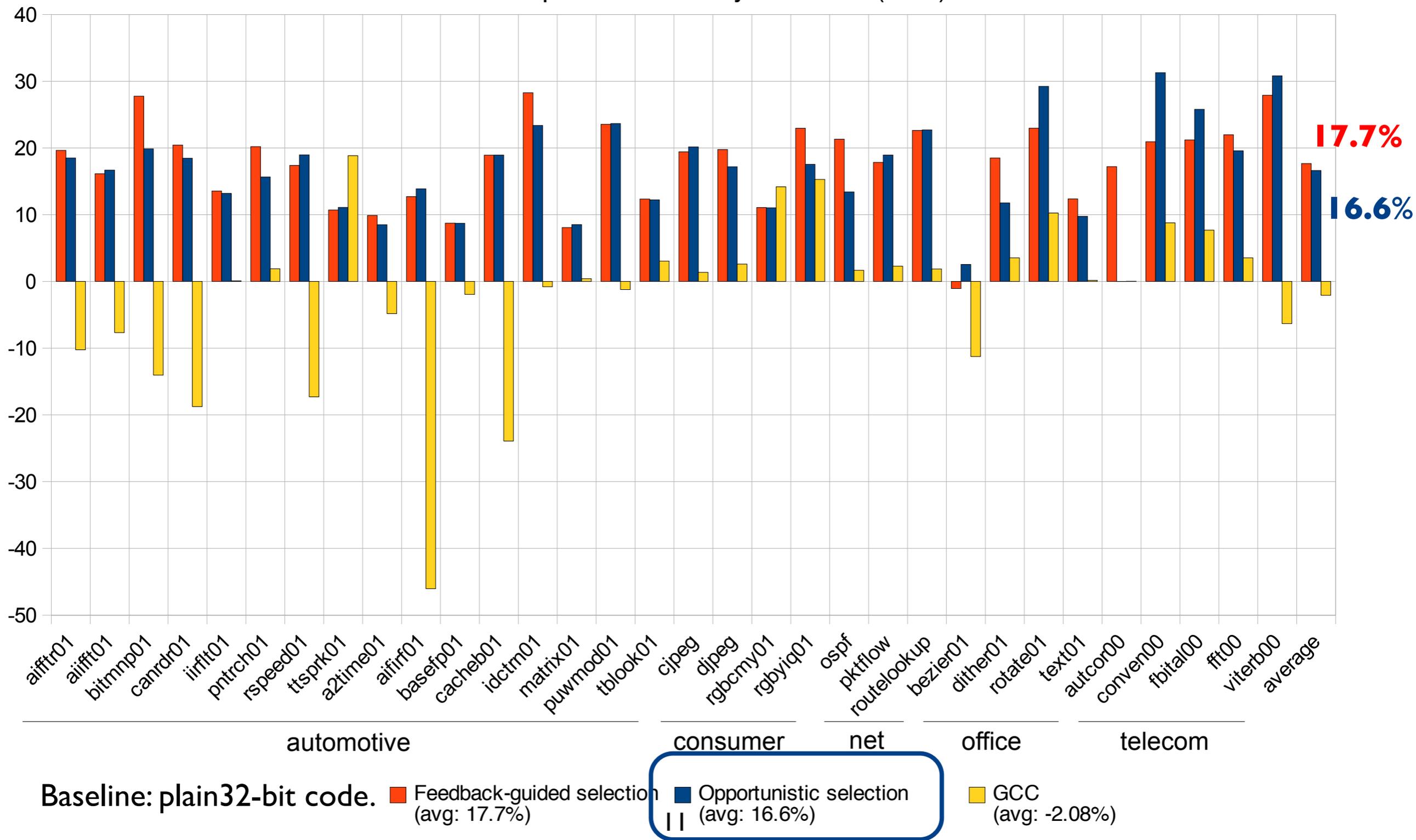
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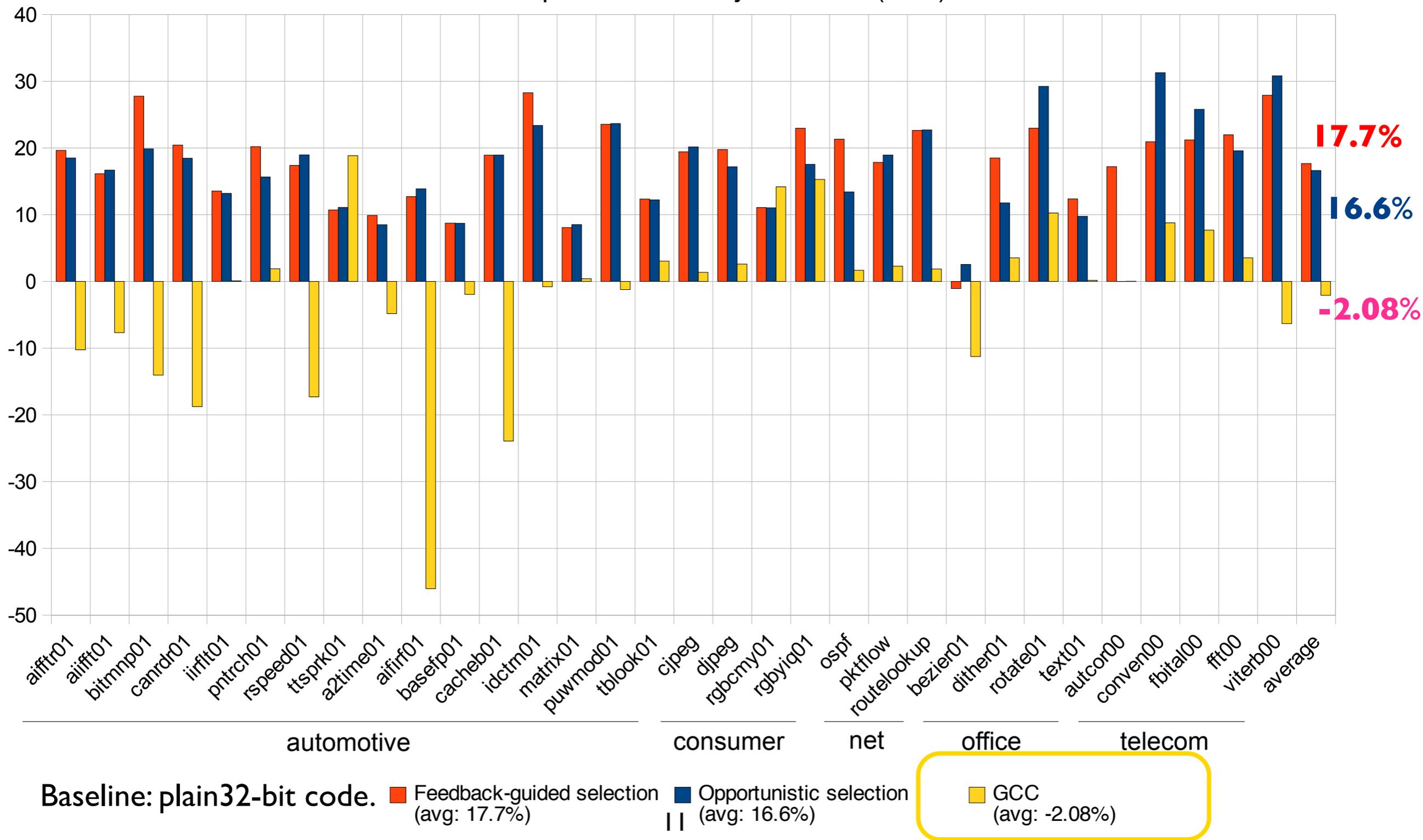
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Evaluation - Performance Improvements

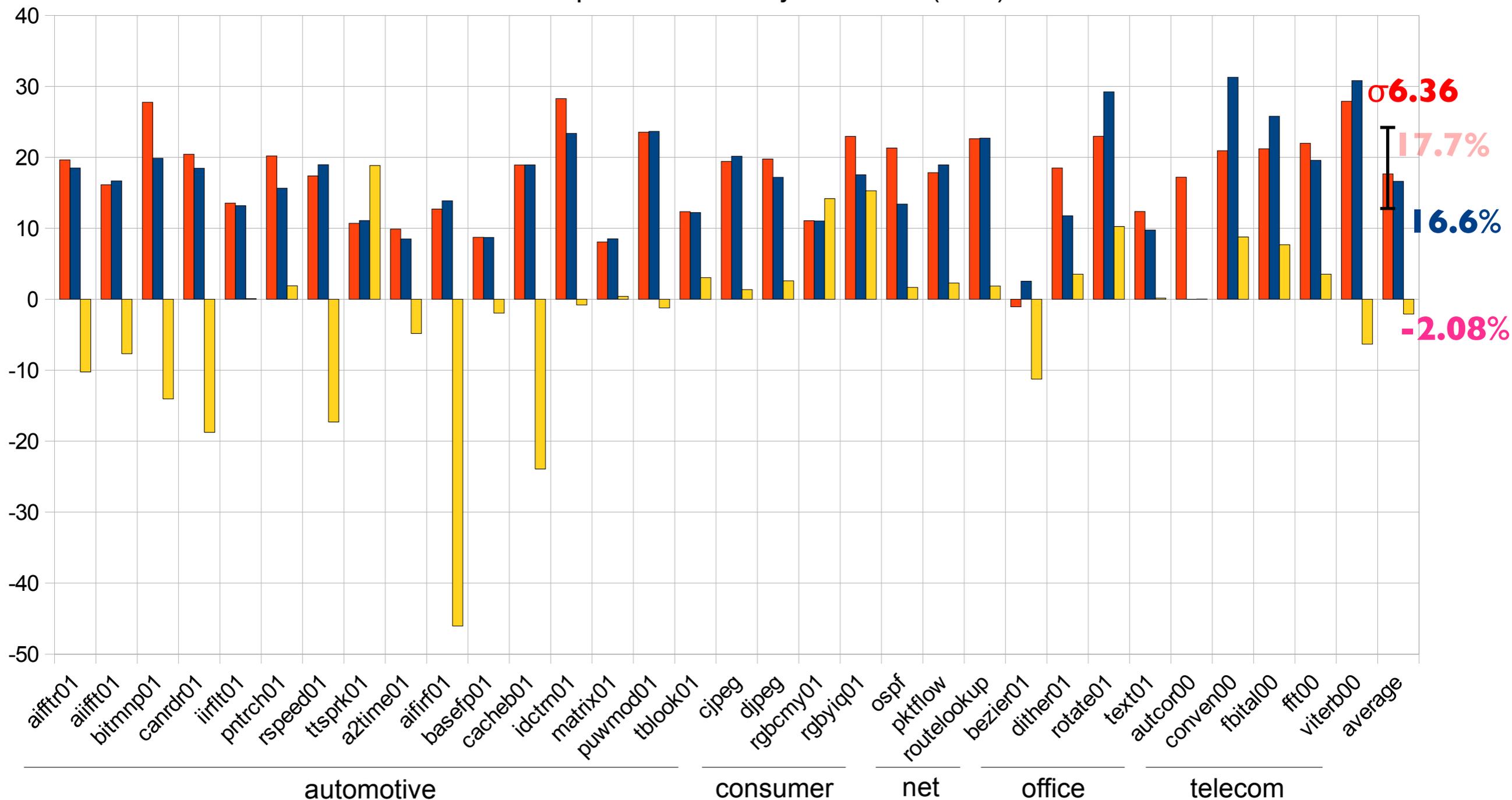
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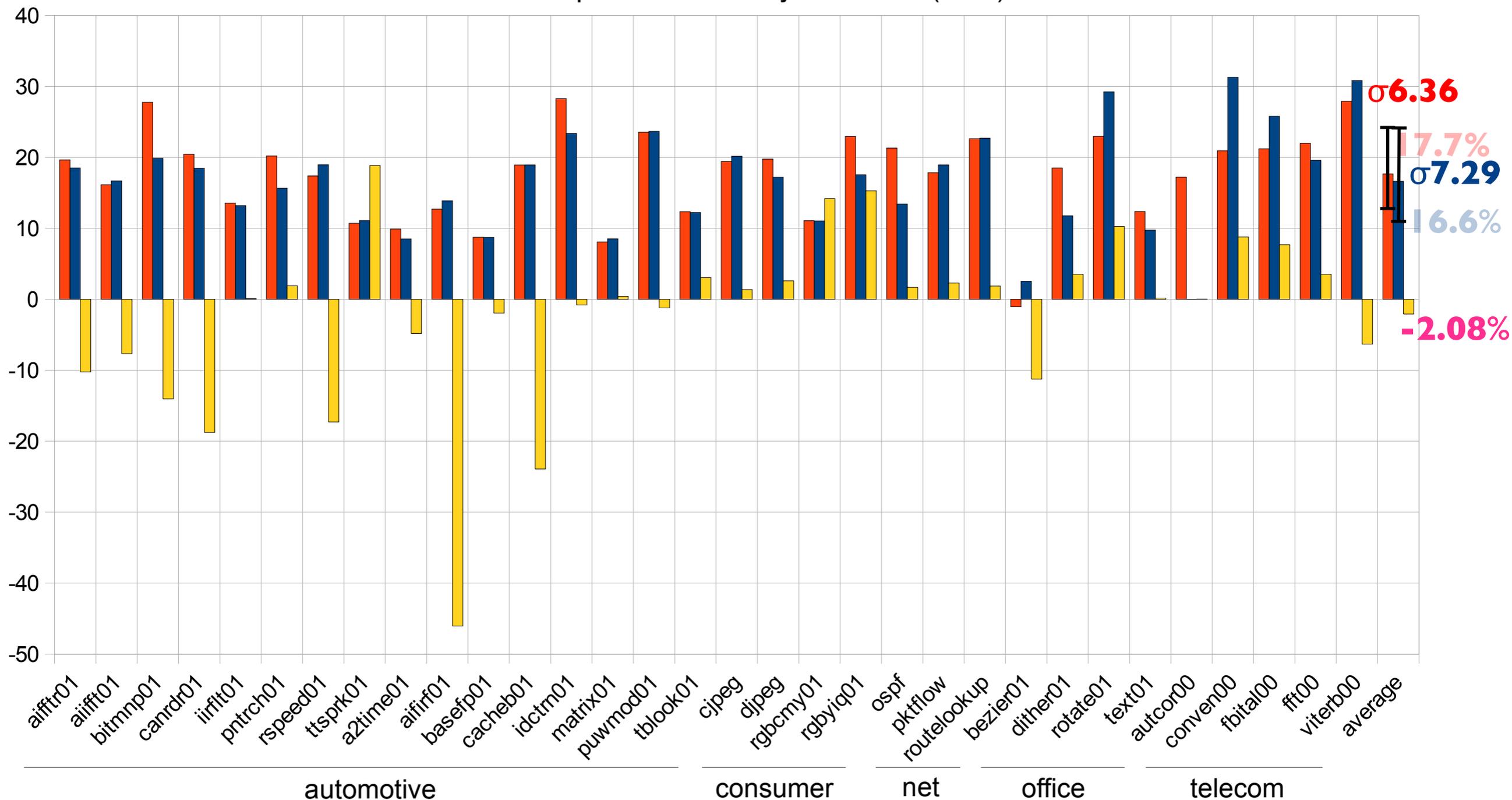
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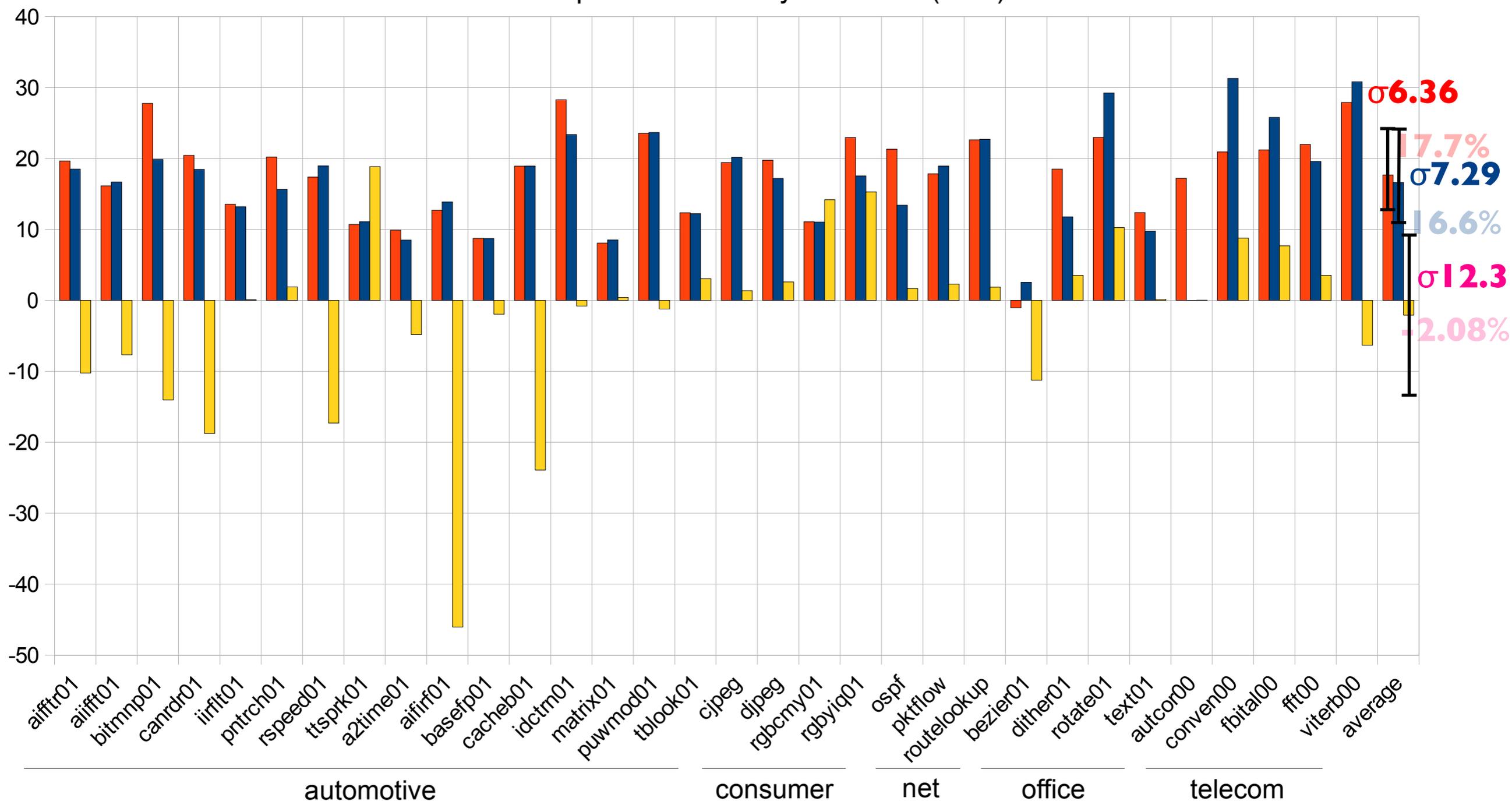
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Improvement in Cycle Count (in %)



Baseline: plain32-bit code.

Feedback-guided selection (avg: 17.7%)

Opportunistic selection (avg: 16.6%)

GCC (avg: -2.08%)



Conclusions

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- Compact Code Generation is an *integrated* Instruction Selection and Register Allocation problem.
- While our simple *opportunistic* mode works well, our *feedback-directed* mode produces more consistent results and does not rely on calling conventions or register-allocation implementations.
- Our scheme is the first one demonstrating that small code size can be achieved whilst improving performance.



Thanks!

For more information
visit our website or
search for the term
'PASTA project'.

The screenshot shows the PASTA project website homepage. At the top, there are navigation links for 'University Homepage', 'School Homepage', 'School Contacts', and 'School Search'. The main header includes the University of Edinburgh logo and the text 'THE UNIVERSITY of EDINBURGH informatics'. Below this is the 'PASTA Processor Automated Synthesis by iTerative Analysis Project' logo. The main content area features a paragraph about the project's goal to automate the design and optimisation of customisable embedded processors. To the right of this text is a small image of a processor chip. Below the paragraph is a list of three main areas for automated synthesis: processor architecture, micro-architecture, and compiler. Further down, there is a photograph of a group of people standing in front of the Informatics Forum building. To the right of the photo is another paragraph discussing the challenge of inter-dependent design areas. On the far right, there is a sidebar with a search bar and a list of navigation links including Home, News, Publications, People, Seminars, Contact, Internal Area, PASTA Activities, EnCore Tools, HW Systems, M.Sc. and UG Projects, and Research Areas.