# Hybrid Optimizations: Which Optimization to Use?

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# **Motivation**

Register Allocation: important Effective use of registers Different Algorithms to choose from Graph coloring: possibly expensive Linear scan: not always effective Important for Dynamic Compilation Which algorithm to apply?

#### Allocation Cost Graph Coloring vs Linear Scan



#### **Graph Coloring**

**Linear Scan** 

## Solution

- Features predict which algorithm to use
- Heuristic function controls allocator
  - Reduces cost significantly
  - Retains benefit
- Successful with simple features
- Applicable to other optimizations

#### Hybrid Register Allocation



# **Features of Methods**

Features	Meaning
Out, In, and Exception Out Edges	Out, in, and exception out edges in CFG (total, avg)
Live on Entry Live on Exit	Number of edges live on entry and exit (total, min, max)
Insts and Blocks	Number of instructions and blocks in method (total)
Block size	Size of blocks (max, min, avg)
Intervals	Number of live intervals (max, total, avg)
Symbolics	Number of symbolics (total, avg)

#### Hybrid Register Allocation



# **Inducing Heuristic Controller**

- For each method generate raw training data
  Features of method
  Dynamic spills incurred
  Cost of allocation algorithms
- Process raw data to generate training set
- Leave-one-out cross-validation
- Rule-Induction
- Learning output **heuristic controller**

# Labelling Training Instances

- Two factors:
  - Cost of register allocation
  - Spill benefit of different allocators
- Prefer graph coloring
  - If spill benefit above threshold
- Prefer linear scan
  - If graph coloring cost above threshold
  - No spill benefit

#### Thresholding



# Motivation for Threshold Technique

- Noise reduction technique
- Simplifies learning
- Removes cases of fine distinction
- Separation by a threshold gap

#### **Experimental Setup**

- Jikes RVM
  - •JIT / Adaptive compilation
- PowerPC 533 MHz G4, model 7410
- 10 Registers (5 volatiles/5 non-volatiles)
- SPEC JVM benchmarks
- Running Time (NO compile time)
  - •Min of 25 runs
- Total Time (WITH compile time)

#### **Benchmark Running Times**



#### **Benchmark Total Times**



# **Sample Induced Heuristic**

- $GC \leftarrow avgLiveExitBB \geq 3.8$  ^  $avgVirtRegBB \geq 13$
- $GC \leftarrow avgLiveEntryBB \ge 4$  ^  $avgCFGInEdgesBB \ge 1.4$  ^
  - avgLiveExitBB ≥ 5.5 ^ numberInsts < 294
- $GC \leftarrow avgLiveExitBB \ge 4.3$  ^ maxLiveEntry  $\le 13$
- $GC \leftarrow avgLiveExitBB \geq 3.7$  ^ maxLiveEntry  $\geq 9$  ^
  - numVirtReg  $\geq$  895 ^ maxLiveIntervals  $\geq$  38 ^

maxLiveIntervals  $\geq$  69

# Conclusion

- Hybrid Register Allocation successful
- Preserves Benefit Graph Colloring
- Reduces total (allocation) time

# **More Information**

- COLO (COmpilersThat Learn to Optimise) http://www.anc.ed.ac.uk/machine-learning/colo/
- My Website: http://homepages.inf.ed.ac.uk/jcavazos/