

Loop normalizations

Simone Campanoni
simone.campanoni@northwestern.edu



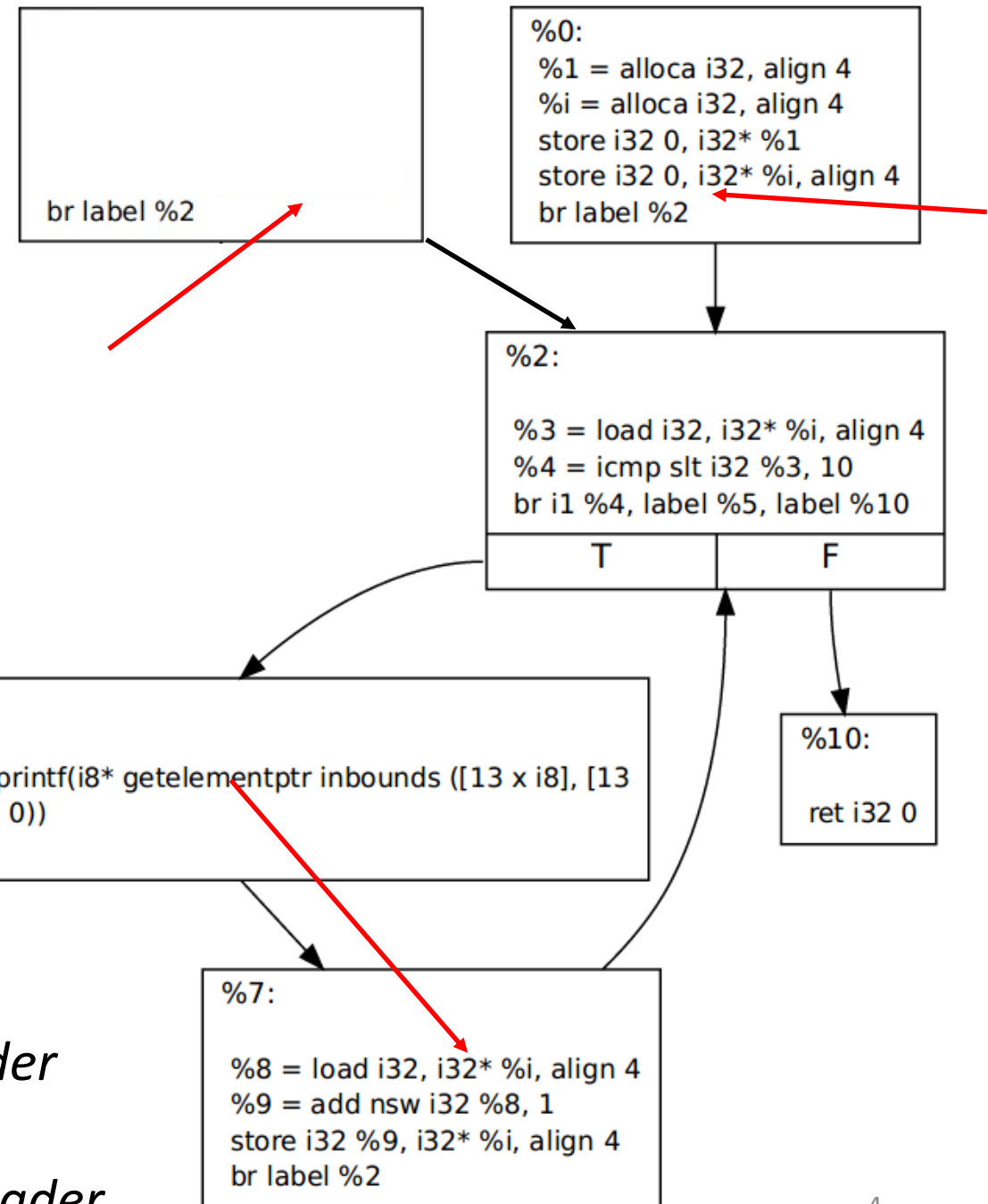
Outline

- Canonical form
- Loop-closed SSA form
- Other forms

Let's look at a problem that loop normalizations will solve

```
#include <stdio.h>
```

```
int main (){  
    for (int i=0; i < 10; i++){  
        printf("Hello world\n");  
    }  
    return 0;  
}
```



Let's say we want to add some code

to be executed just before jumping into a loop

- (Incorrect) Add code to a predecessor of the header outside the loop
- (incorrect) Add code to all predecessors of the header

```
#include <stdio.h>
```

```
int main (){  
    for (int i=0; i < 10; i++){  
        printf("Hello world\n");  
    }  
    return 0;  
}
```

Code before a new iteration

```
%5:  
  
%6 = call i32 (i8*, ...) @printf(i8* getelementptr inbounds ([13 x i8], [13  
... x i8]* @.str, i32 0, i32 0))  
br label %7
```

```
%7:  
  
%8 = load i32, i32* %i, align 4  
%9 = add nsw i32 %8, 1  
store i32 %9, i32* %i, align 4  
br label %2
```

```
%0:  
%1 = alloca i32, align 4  
%i = alloca i32, align 4  
store i32 0, i32* %1  
store i32 0, i32* %i, align 4  
br label %2
```

```
%2:  
  
%3 = load i32, i32* %i, align 4  
%4 = icmp slt i32 %3, 10  
br i1 %4, label %5, label %10
```

T	F
---	---

```
%10:  
ret i32 0
```

*Let's say we want to add some code
to be executed just before every iteration
- (Incorrect) Add code to the successor of the header
that is within the loop*

```
#include <stdio.h>
```

```
int main (){  
    i=0;  
    do {  
        printf("Hello world");  
        i++;  
    } while (i < 10);  
    return 0;  
}
```

Code before a new iteration

```
%0:  
%1 = alloca i32, align 4  
%i = alloca i32, align 4  
store i32 0, i32* %1  
store i32 0, i32* %i, align 4  
br label %2
```

```
%3 = call i32 @printf(i8* getelementptr inbounds ([13 x i8], [13  
... x i8]* @.str, i32 0, i32 0))  
%4 = load i32, i32* %i, align 4  
%5 = add nsw i32 %4, 1  
store i32 %5, i32* %i, align 4  
br label %6
```

```
%6:  
  
%7 = load i32, i32* %i, align 4  
%8 = icmp slt i32 %7, 10  
br i1 %8, label %2, label %9
```

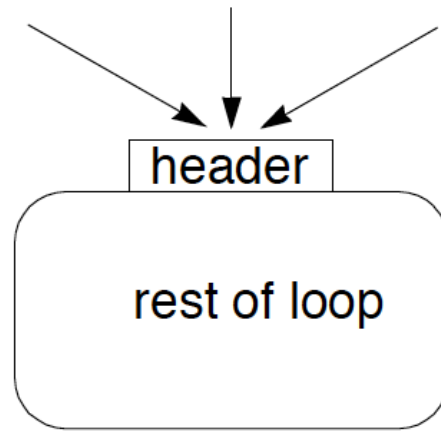
T	F
---	---

```
%9:  
ret i32 0
```

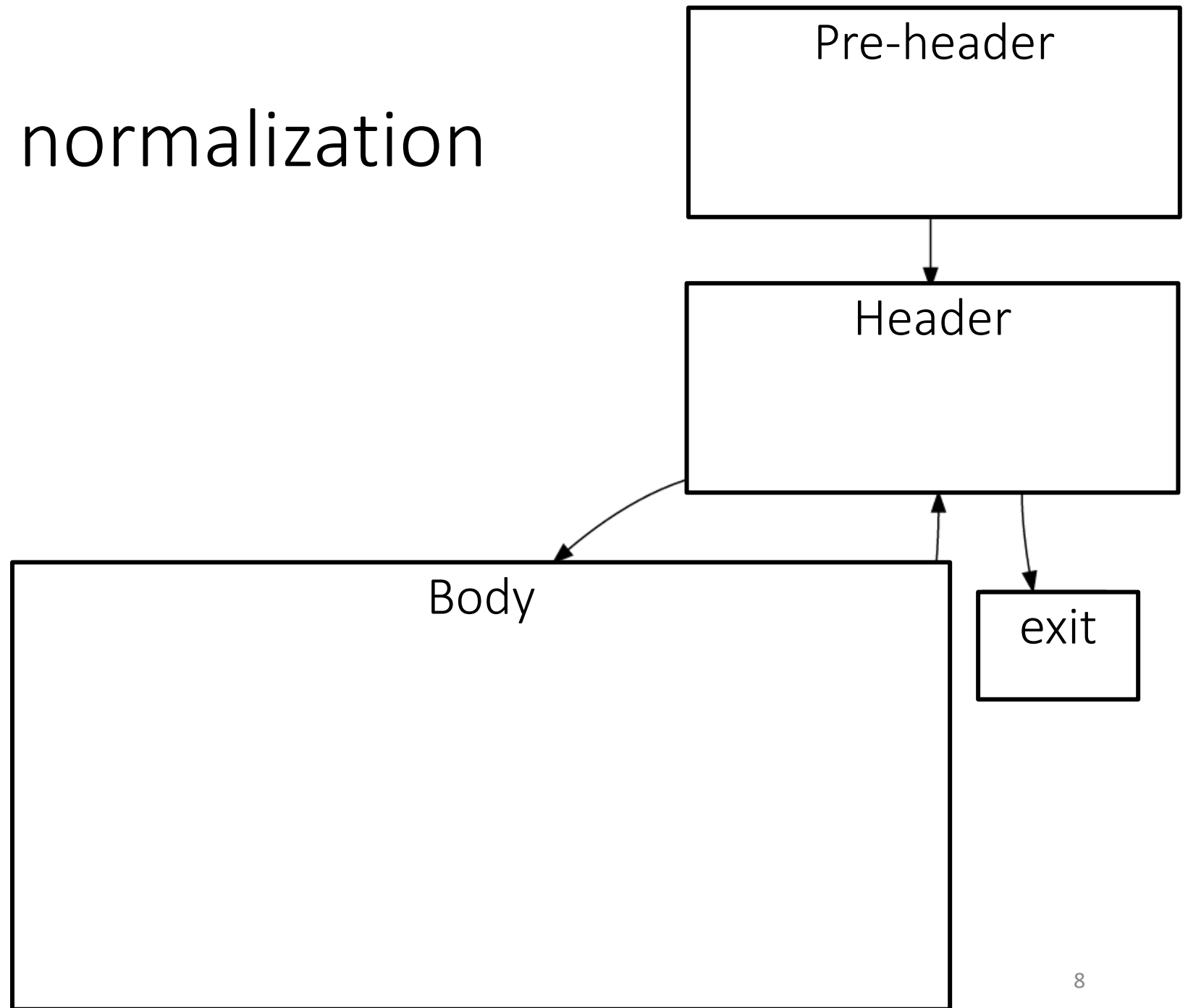
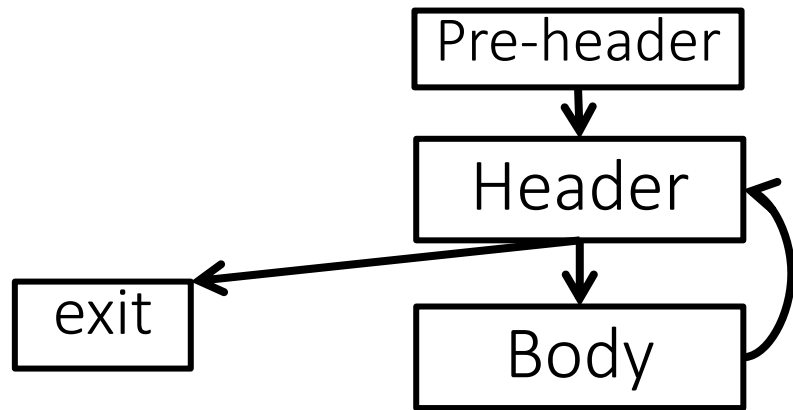
We need to normalize loops so CATs can expect a single pre-defined shape!

First normalization: adding a pre-header

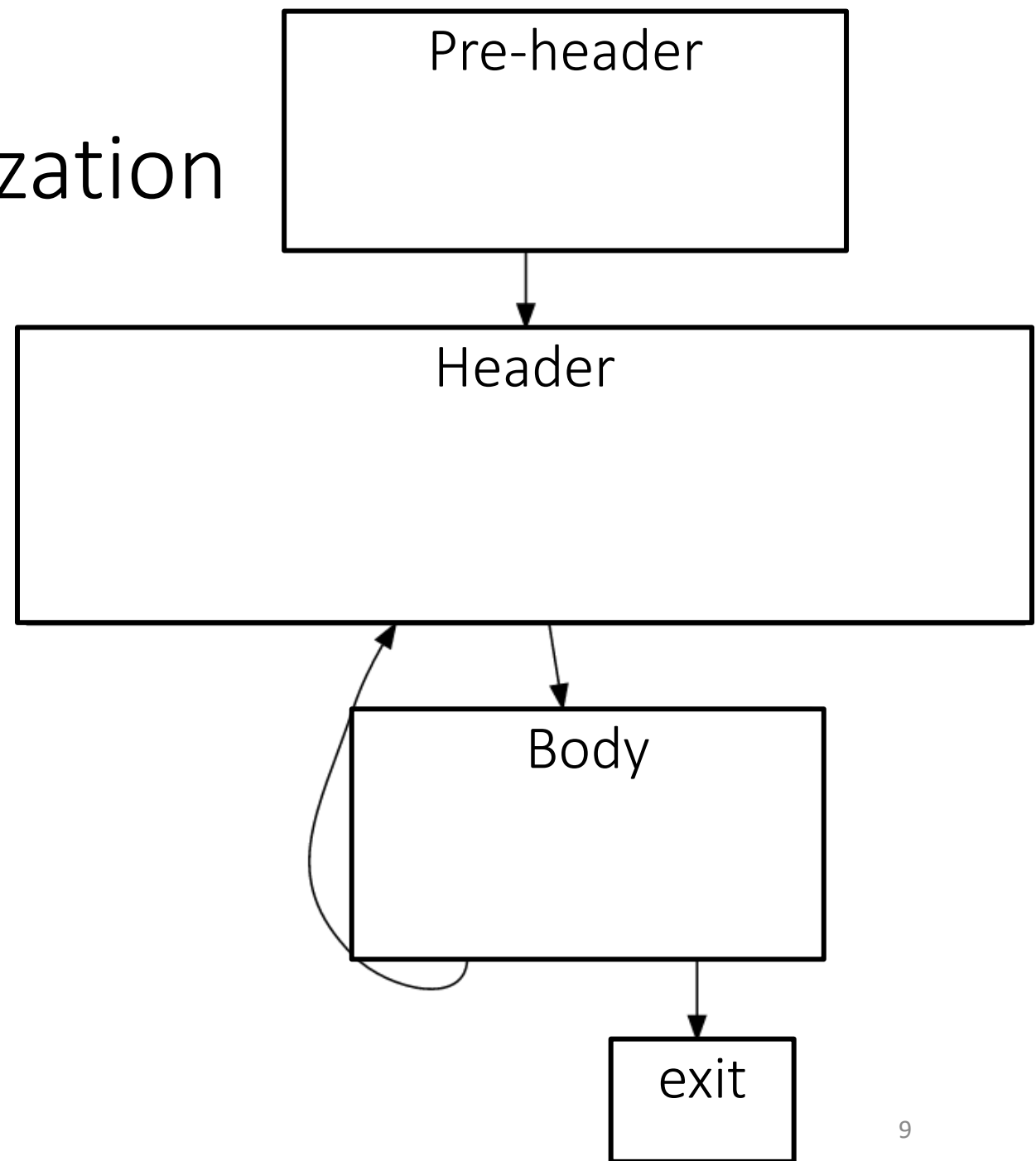
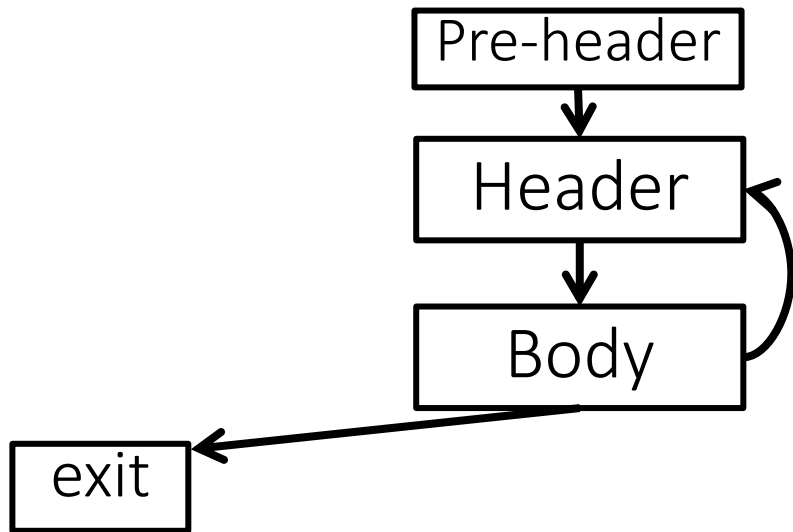
- Optimizations often require code to be executed once before the loop
- Create a pre-header basic block for every loop



Common loop normalization

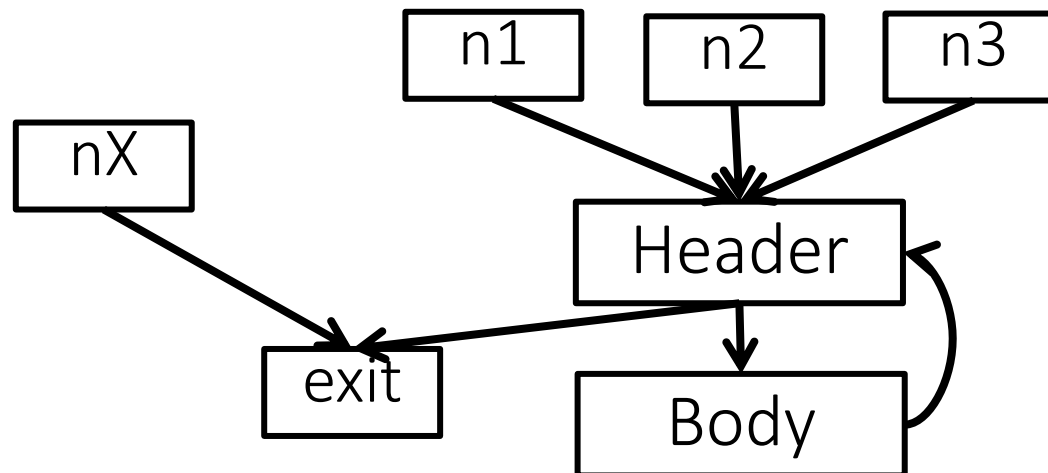


Common loop normalization



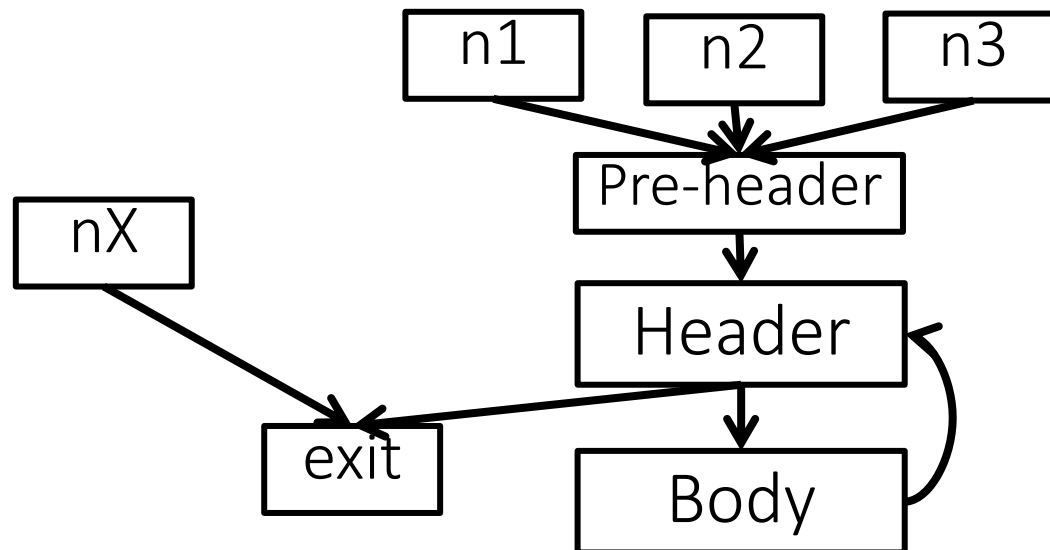
Loop normalization in LLVM

- The loop-simplify pass normalize natural loops
- Output of loop-simplify:
 - **Pre-header:** the only predecessor of the header



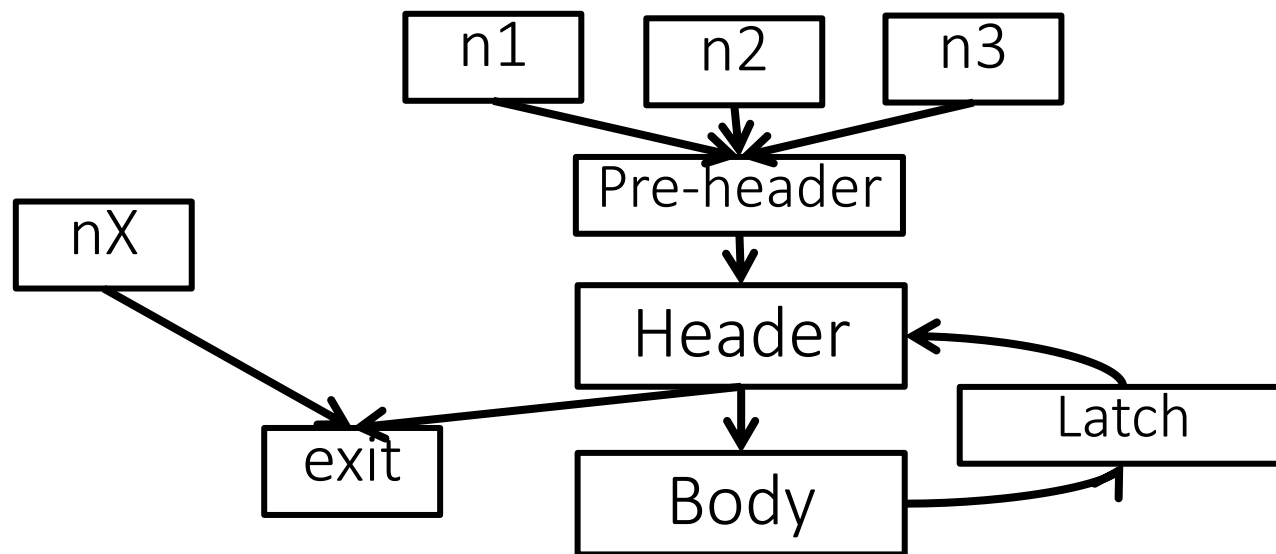
Loop normalization in LLVM

- The loop-simplify pass normalize natural loops
- Output of loop-simplify:
 - **Pre-header**: the only predecessor of the header
 - **Latch**: node executed just before starting a new loop iteration



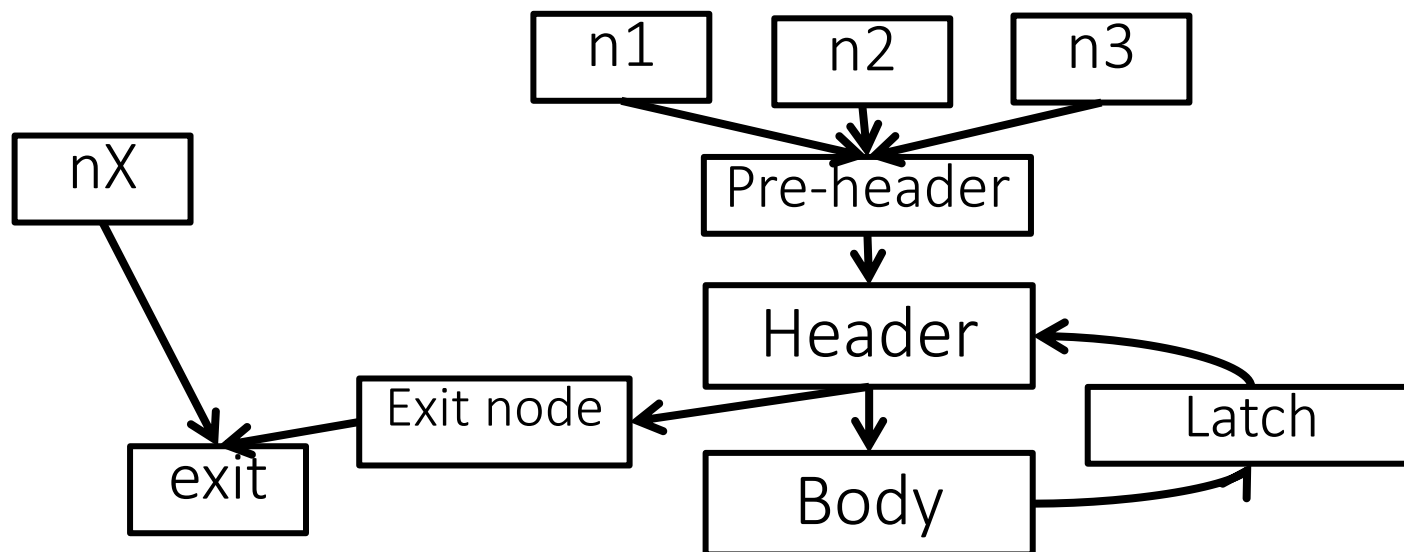
Loop normalization in LLVM

- The loop-simplify pass normalize natural loops
- Output of loop-simplify:
 - **Pre-header**: the only predecessor of the header
 - **Latch**: single node executed just before starting a new loop iteration
 - **Exit node**: ensures it is dominated by the header



Loop normalization in LLVM

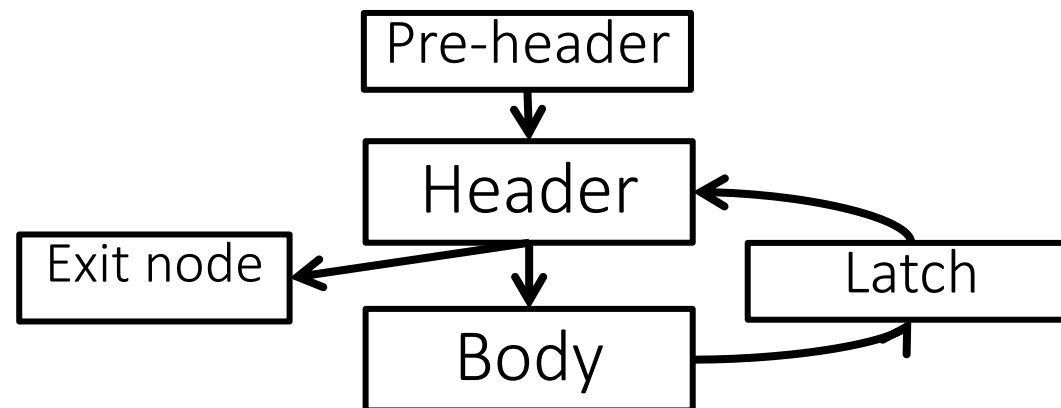
- The loop-simplify pass normalize natural loops
- Output of loop-simplify:
 - **Pre-header**: the only predecessor of the header
 - **Latch**: single node executed just before starting a new loop iteration
 - **Exit node**: ensures it is dominated by the header



Loop normalization in LLVM

- Pre-header `llvm::Loop::getLoopPreheader()`
- Header `llvm::Loop::getHeader()`
- Latch `llvm::Loop::getLoopLatch()`
- Exit `llvm::Loop::getExitBlocks()`

```
opt -loop-simplify bitcode.bc -o normalized.bc
```



Canonical loop

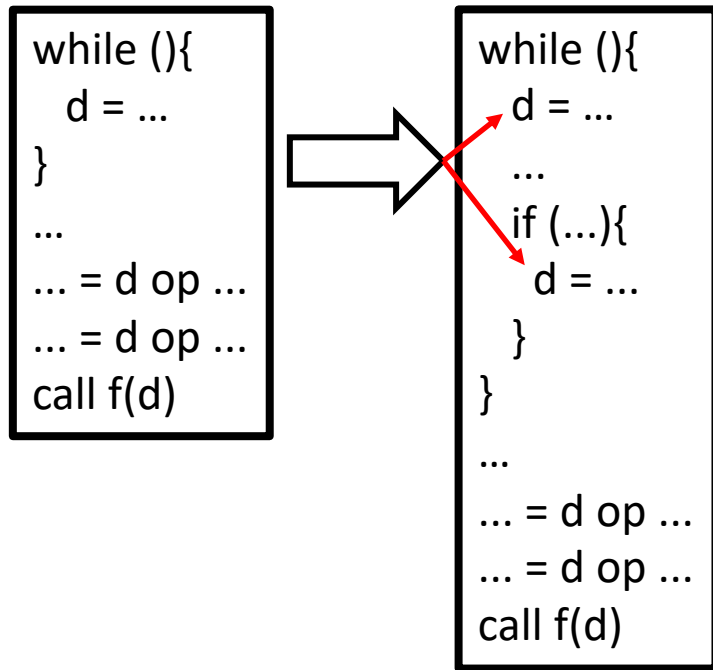
Outline

- Canonical form
- Loop-closed SSA form
- Other forms

Further normalizations in LLVM

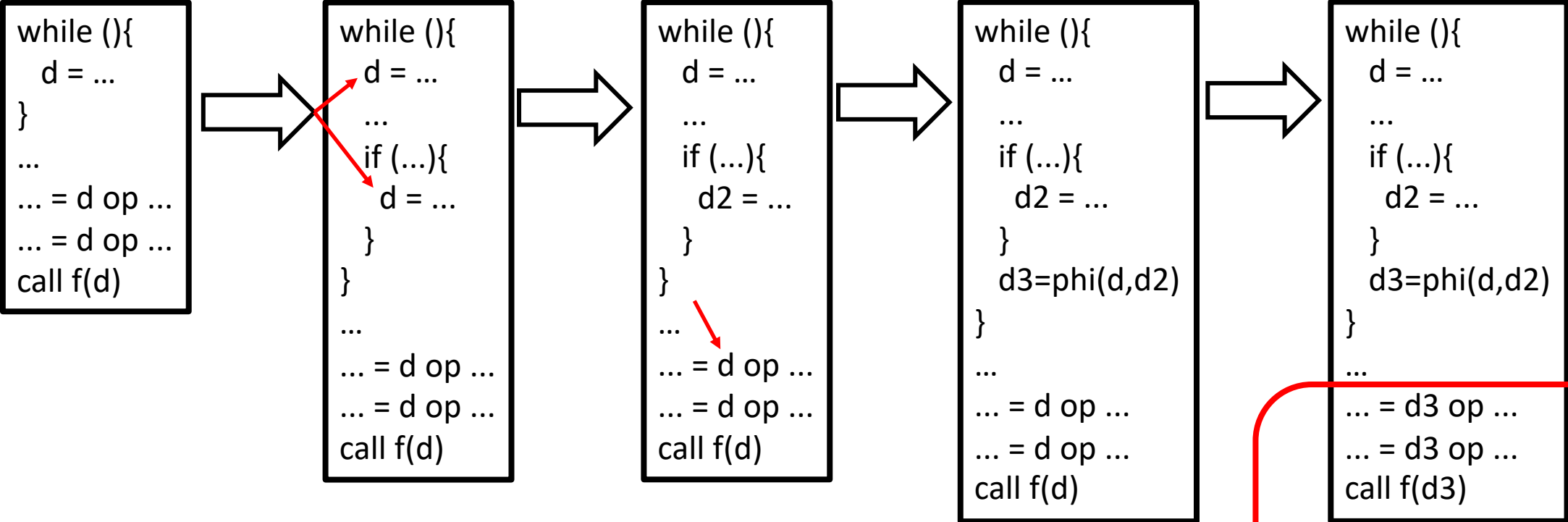
- Loop representation can be further normalized:
 - *loop-simplify* normalize the shape of the loop
 - What about definitions in a loop?
- Problem: updating code in loop might require to update code outside loops for keeping SSA

Loop pass example



A pass needs to add a conditional definition of d

Loop pass example



This is not in SSA anymore: we must fix it

**Changes to
code outside
our loop**

Further normalizations in LLVM

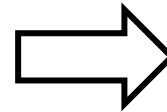
- Loop representation can be further normalized:
 - *loop-simplify* normalize the shape of the loop
 - What about definitions in a loop?
- Problem: updating code in loop might require to update code outside loops for keeping SSA
 - Keeping SSA form is expensive with loops
 - Loop-closed SSA form: no var is used outside of the loop in that it is defined
 - lcssa insert phi instruction at loop boundaries for variables defined in a loop body and used outside
 - Outside code only refers to these PHIs
 - Isolation between optimization performed in and out the loop
 - Faster keeping the SSA form
 - Propagation of code changes outside the loop blocked by phi instructions

Loop pass example

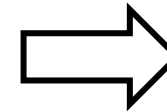
```
while (){  
  d = ...  
}  
...  
... = d op ...  
... = d op ...  
call f(d)
```

Lcssa
normalization

```
while (){  
  d = ...  
}  
...  
d1 = phi(d...)  
...  
... = d1 op ...  
... = d1 op ...  
call f(d1)
```



```
while (){  
  d = ...  
  ...  
  if (...) {  
    d2 = ...  
  }  
  d3=phi(d,d2)  
}  
d1 = phi(d...)  
...  
... = d1 op ...  
... = d1 op ...  
call f(d1)
```



```
while (){  
  d = ...  
  ...  
  if (...) {  
    d2 = ...  
  }  
  d3=phi(d,d2)  
}  
d1 = phi(d3...)  
...  
... = d1 op ...  
... = d1 op ...  
call f(d1)
```

Loop-closed SSA form in LLVM

```
opt -lcssa bitcode.bc -o transformed.bc
```

```
llvm::Loop::isLCSSAForm(DT)
```

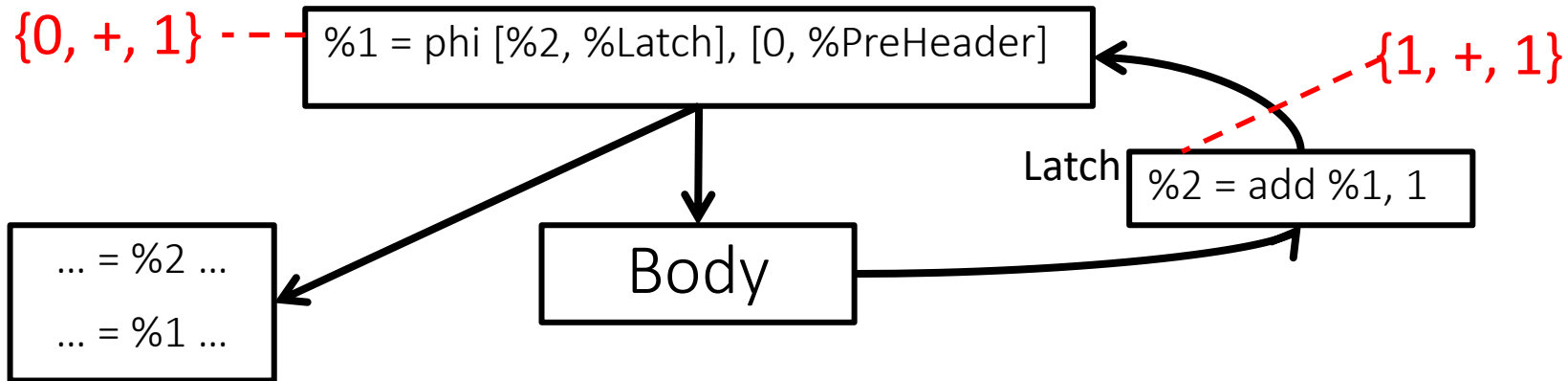
```
formLCSSA(...)
```

Outline

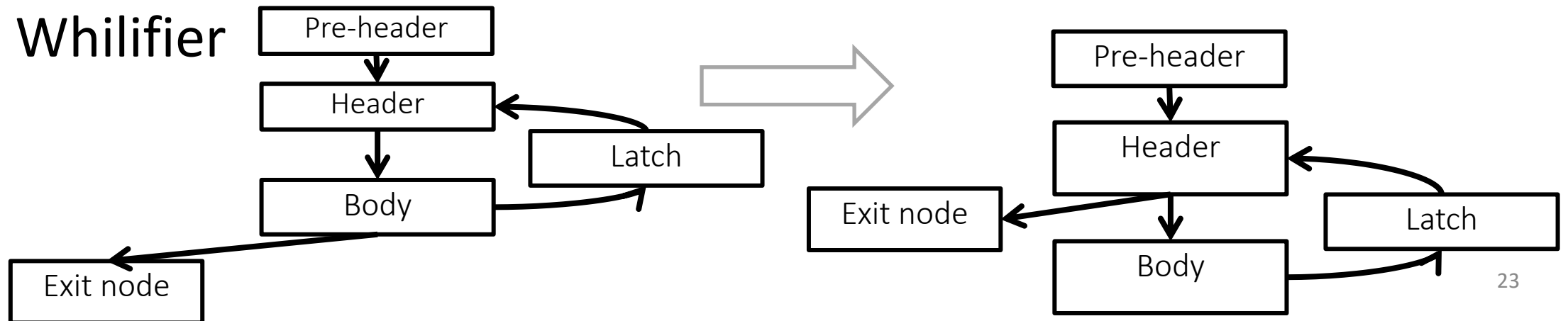
- Canonical form
- Loop-closed SSA form
- **Other forms**

Further normalizations in LLVM

- Scalar evolution normalization



- Whilifier



Always have faith in your ability

Success will come your way eventually

Best of luck!