Mitigating the Compiler Optimization Phase-Ordering Problem using Machine Learning

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- Why we need code optimization?
 - Prog. Language design flaw
 - e.g. goto statement in C/Cpp
 - People are evil and chaotic
 - e.g. define unused variables inside a loop

- What do we have so far?
 - Optimization option with fixed order

- What do we have so far?

OptKey	Meaning
Optimization Level O0	
CSE	Local common sub expression elimination
CNST	Local constant propagation
CPY	Local copy propagation
SA	CFG Structural Analysis
ET	Escape Transformations
FA	Field Analysis
BB	Basic block frequency estimation
Optimization Level O1	
BRO	Branch optimizations
TRE	Tail recursion elimination
SS	Basic block static splitting
SO	Simple optimizations like Type prop,
	Bounds check elim, dead-code elim, etc.
Optimization Level O2	
LN	Loop normalization
LU	Loop unrolling
СМ	Coalesce Moves

- What do we have so far?
 - Optimization option with fixed order
 - Genetic algorithm that takes care of order

Results from GA



Problem with GA

- Expensive searching time for best result
- No fine-grain method level optimization
 - Unless you have method level timer

Possible solutions

- Predict the complete sequence
- Predict the current best optimization

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- Predict the complete sequence
- Predict the current best optimization
 - Markov Property



- Neuro-Evolution of Augmenting Topologies
 - GA with ANN flavor





The ANN of NEAT

- Takes feature as input, predict best optimization to

apply

- Sometimes the second best option to avoid dead loop

The ANN of NEAT



Implementation

- 60 ANNs each generation
- 300 generations
- Trained on seven benchmarks from the Java Grande

benchmark suite

- Tested on SPECjvm98, SPECjvm2008, and DaCapo

Result from NEAT



Result from NEAT



GA vs NEAT



GA vs NEAT

- Costs for training GAs and NEAT
 - GA : 11.4 days
 - NEAT : 13.2 days
 - GA per benchmark : 70 days

GA vs NEAT

