Lab 2: Finding Redundant Null Checks and Extra Credit

CS 243, Winter 2013-2014
Null Checks

- Implicit in Java bytecode
- Explicit in Quads
- There can be many redundant ones
Reasons for Redundant Null Checks

• A common design pattern to reduce the compiler complexity: each pass has one clearly defined goal and does exactly that, not more.
• Example: copy propagation can generate dead code, but it delegates the cleanup to dead code elimination.
• Joeq has a simple pass for null check insertion and relies on the following redundant elimination passes.
Example

1 MOVE T1 String, T0 String
2 NULL_CHECK T-1 <g>, T1 String
3 MOVE T2 String, T1 String
4 NULL_CHECK T-1 <g>, T0 String
5 NULL_CHECK T-1 <g>, T1 String
6 NULL_CHECK T-1 <g>, T2 String
Goal

- Print out quad ids of redundant null checks
- This is an analysis, not a transformation.
  - i.e., You don’t need to remove the redundant null checks
Inside optimize.tar.gz

- **FindRedundantNullChecks.java**: you need to fill out this.
- **We provide a few dataflow analyses some of which may be useful for redundant null checks**
  - `Liveness.java`, `ConstantProp.java`, and `ReachingDefinitions.java`  
  - `Flow.java`, `ReferenceSolver.java`
Tests

- NullTest.java
- SkipList.java
- And one secret test case
Extra Credit

- Implement optimizations that speedup SkipList.java and QuickSort.java.
- Speedup is measured by the number of quads executed.
  - \((\text{SkipList quad count reduction} + \text{QuickSort reduction})/\text{(the best reduction in class)}\)*50
- Extra credit will be applied after all grades are curved.
Example

myth1:~/optimize$ bin/parun optimize.OptimizeHarness --optimize optimize.optimize.test.SkipList --run-main optimize.optimize.test.SkipList --run-param 20 14 6 21 ... 28 14 17
Result of interpretation: Returned: null (null checks: 29376 quad count: 111014)
• Optimizations must be **sound**
  – i.e., safe, no false positive
  – One false positive $\rightarrow$ 0 extra credit
• You are not allowed to modify OptimizeHarness.java.
  – We will measure the quad count using exactly the below:
Hints for Extra Credit

• The most important thing: find out the biggest optimization opportunities (Amdahl’s Law).

• Don’t be too ambitious: you may not make it correct within a reasonable time.
  – e.g., If you want to implement PRE, first estimate “roughly” how long it will take.

• Transformations are harder than analyses.

• Control flow modification is harder than quad-level modification: may need to modify branch instructions to be consistent.
Quad Manipulation

• Removing quads
  – QuadIterator.remove
  – BasicBlock.removeQuad

• Creating quads
  – Operator.create
  – Quad constructors

• Adding quads
  – QuadIterator.add

• Changing operands
  – Operator.setDest, Operator.setSrc
  – Quad.setOp1/2/3/4
ControlFlowGraph Manipulation

• Removing basic blocks
  – BasicBlock.removePredecessor, BasicBlock.removePredecessors
  – BasicBlock.removeSuccessor, BasicBlock.removeSuccessors

• Creating basic blocks
  – ControlFlowGraph.createBasicBlock

• Adding basic blocks
  – BasicBlock.addPredecessor
  – BasicBlock.addSuccessor