

# EuroLLVM 2014 — Edinburgh

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3-bit Waymarking

(a.k.a. Son of `Use`-Diet)

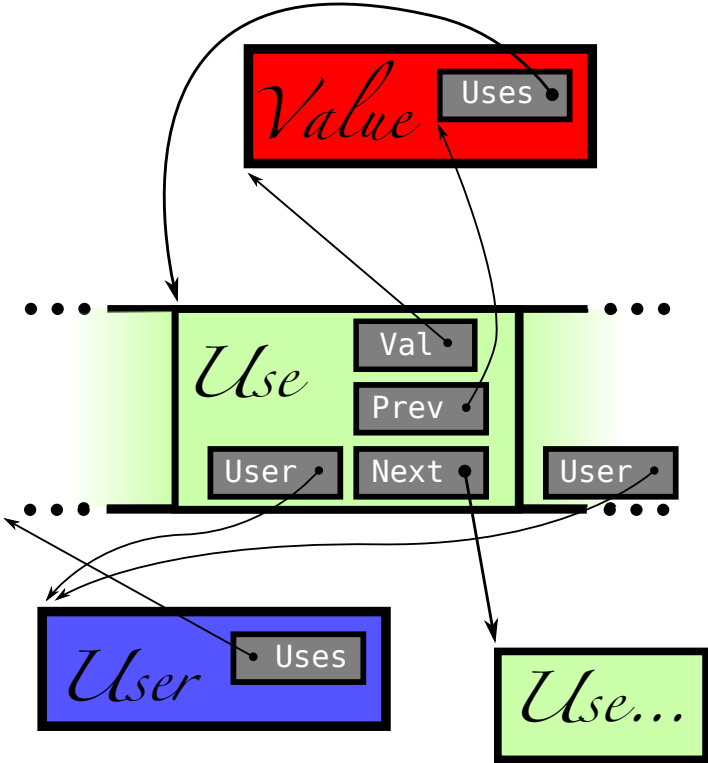
Gabor Greif

*Weekend LLVM-hobbyist*



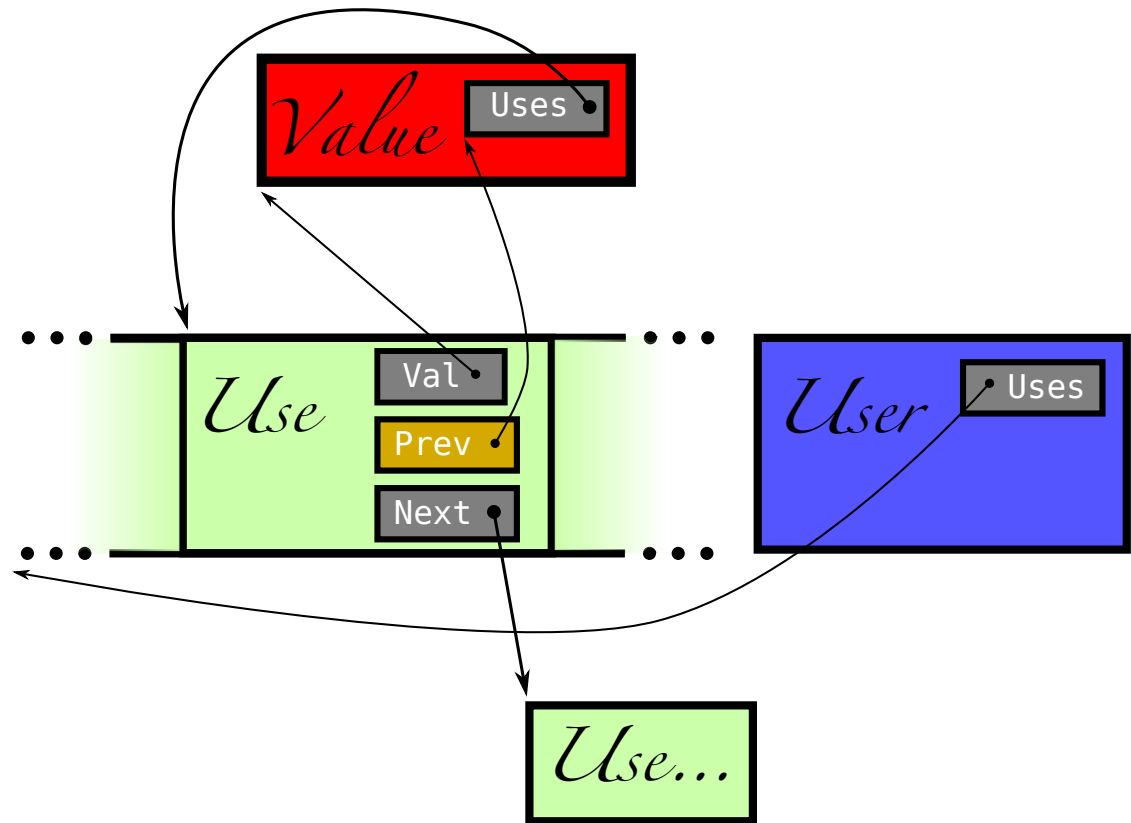
# The Situation Before 2008

Use has 4 pointers



# Use -Diet

- drop pointer to `User`
- allocate `Use`s before `User` in memory
- make `Prev` pointer tagged (2-bits, since always 4-byte aligned)
- seen 12% space savings on big C++ programs
- landed in the LLVM codebase: May 2008



# How it Works

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Employ a *framed serial code* in consecutive `Use s`

- `S` → full stop
- `s` → stop
- `0`, `1` → binary digits

Read off binary digits to obtain distance to `User`

# Interlude

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:-)

# The Sacrifice

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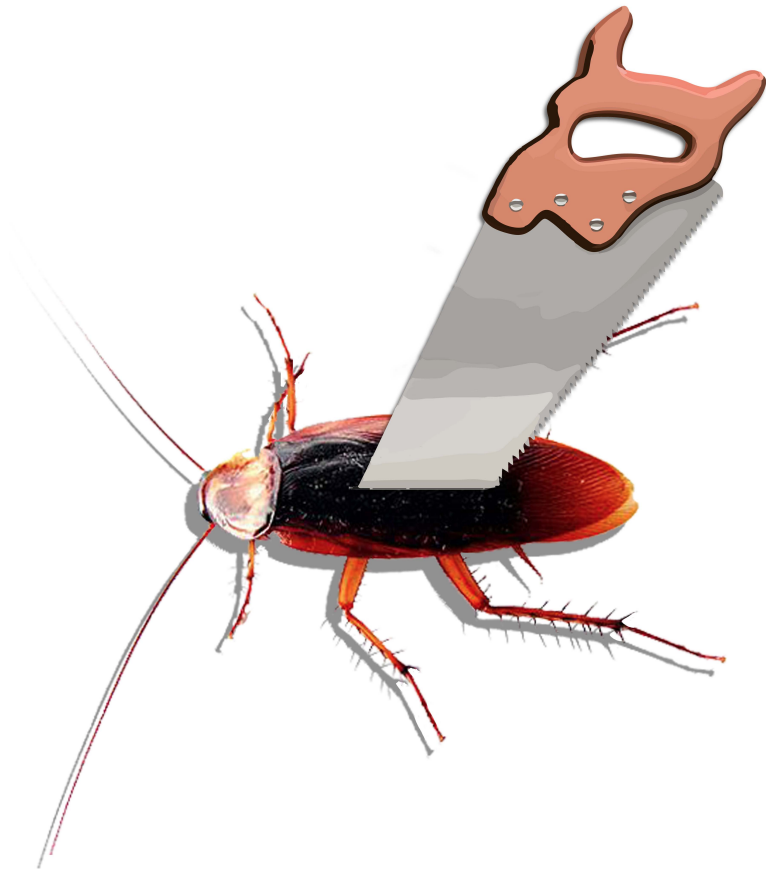
2.5% runtime increase

(but it was worth it!)

# Solution

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When two feet permit just so much speed, then you have to upgrade to three feet!



I really did not mean to do something cruel as this!

But no earthly life-form provides this feature, so...

# Solution (contd.)

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Clearly I was in need of some alien technology!

...then I took a page from the book of space exploration and found this gem:



Alien tricks from Mars! :-)



# Son of `Use` -Diet: 3-bits Encoding

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On today's predominantly 64-bit platforms, pointers are 8-byte aligned

We have 8 distinct tags for disposal

- double digits: `00`, `01`, `10`, `11`
- 3 stop tags: `q`, `r`, `s` (always in this order)
- full stop: `s`

Originally modelled in Haskell (+ `QuickCheck`)

Now in LLVM repo (on a branch), with automatic algorithm selection

# Benefits

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- stop tags allow longer hops while hunting down the framed digits
- any stop tag encodes the distance to the framed payload
- harvesting 2-bits at a time

# Comparison

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| tag-bits | frames                                      |
|----------|---|
| 2        | ...1s100000s11010s10100s1111s1010s110s11s1S |
| accesses | ...87CBA9876BA9876A987659876587654654343221 |
| 3        | ...rs203qrs131qrs113qrs101qrs30qrs13qrs3rsS |
| accesses | ...556665556665556665555544455444443332221  |
| Δ        | ...3265443205443204332104332132210211011000 |

# Further Opportunities

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- unroll tag initialisation loops
- distance relative to stopped frame (microoptimization)
- `rol` (rotate) instructions with condition flags
- examining resultant assembly (on all archs!)

# Questions? — or just ask me later

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Credits:

- NASA (image)
- Wikipedia (image)
- W3C Slidy