

#### CS 4120 Introduction to Compilers

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Lecture 24: Data-flow, control-flow analysis 26 Oct 09

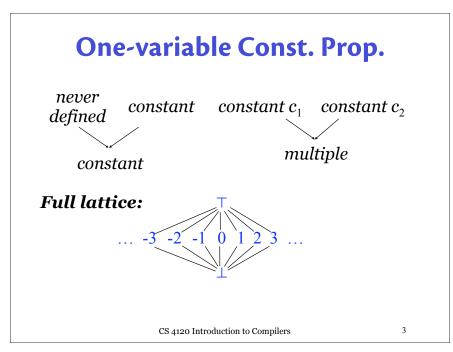
### "Classic" constant propagation

• Idea: propagate and fold integer constants in one pass

x = 1; x = 1; y = 5+x; y = 6; z = y\*y; z = 36;

- Information about a single variable:
  - i. Variable never defined
  - ii. Variable has single constant value
  - iii. Variable has multiple values

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# **Rest of definition**

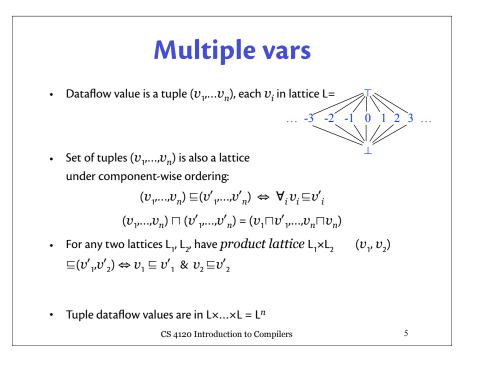
• Flow function for  $x = x \text{ OP } c_1$ :

 $F_n(\top) = \top$  $F_n(\bot) = \bot$  $F_n(c_2) = c_2 \text{ OP } c_1$ 

- Flow function is monotonic, distributive: iterative solution works, gives MOP
- What about multiple variables  $x_1...x_n$ ? Want tuple  $(v_1,...v_n)$ ,

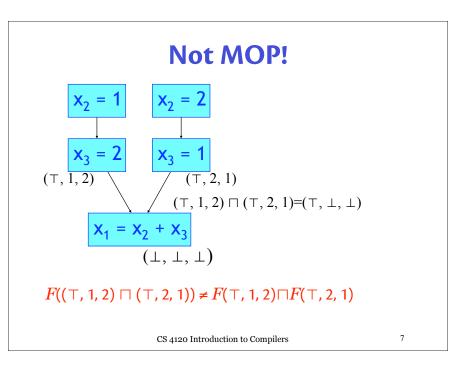
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## **Flow functions**

• Consider  $x_1 = x_2 \text{ OP } x_3$   $F(x_1, \top, x_3) = (\top, \top, x_3)$   $F(x_1, x_2, \top) = (\top, x_2, \top)$   $F(x_1, \bot, x_3) = (\bot, \bot, x_3)$   $F(x_1, x_2, \bot) = (\bot, x_2, \bot)$   $F(x_1, c_2, c_3) = (c_2 \text{ OP } c_3, c_2, c_3)$ • Monotonic? Distributes over  $\square$ ?



### Loops

- Most execution time in most programs is spent in loops: 90/10 is typical
- Most important targets of optimization: loops
- Loop optimizations:
  - loop-invariant code motion
  - loop unrolling
  - loop peeling
  - strength reduction of expressions containing induction variables
  - removal of bounds checks
  - loop tiling
- When to apply loop optimizations? CS 4120 Introduction to Compilers

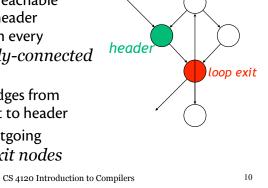
# **High-level optimization?**

- Loops may be hard to recognize in IR or quadruple form -- should we apply loop optimizations to source code or high-level IR?
  - Many kinds of loops: while, do/while, continue
  - loop optimizations benefit from other IR-level optimizations and vice-versa -- want to be able to interleave
- Problem: identifying loops in flowgraph

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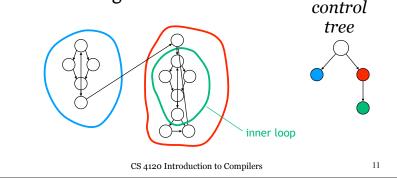
# Definition of a loop

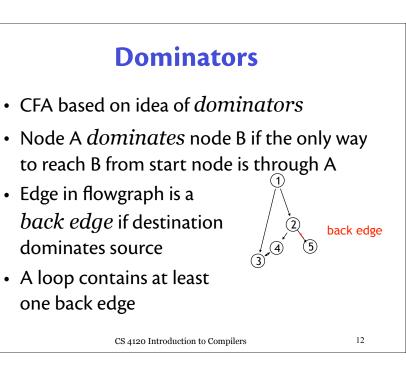
- A *loop* is a set of nodes in the control flow graph, with one distinguished node called the *header* (entry point)
- Every node is reachable from header, header reachable from every node: strongly-connected component
- No entering edges from outside except to header
- nodes with outgoing edges: *loop exit nodes*



# Nested loops

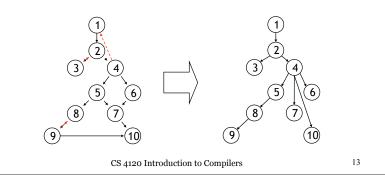
- Control-flow graph may contain many loops, and loops may contain each other
- *Control-flow analysis* : identify the loops and nesting structure:





## **Dominator tree**

- Domination is transitive; if A dominates B and B dominates C, then A dominates C
- Domination is anti-symmetric
- Every flowgraph has *dominator tree* (Hasse diagram of domination relation)



# Dominator dataflow analysis

- Forward analysis; out[n] is set of nodes dominating n
- "A node B is dominated by another node A if A dominates all of the predecessors of B"

 $in[n] = \bigcap_{n' \in pred[n]} out[n']$ 

• "Every node dominates itself"

#### $\operatorname{out}[n] = \operatorname{in}[n] \cup \{n\}$

• Formally: L = sets of nodes ordered by  $\subseteq$ , flow

functions  $F_n(x) = x \cup \{n\}, \Box = \cap, \top = \{a \parallel n\}$ 

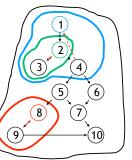
 $\Rightarrow$  Standard iterative analysis gives best soln

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#### Completing control-flow analysis

- Dominator analysis gives all back edges
- Each back edge  $n \rightarrow h$  has an associated *natural loop* with h as its header: all nodes reachable from h that reach n without going through h
- For each back edge, find natural loop
- Nest loops based on subset relationship between natural loops
- Exception: natural loops may share same header; merge them into larger loop.
- Control tree built using nesting relationship



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