

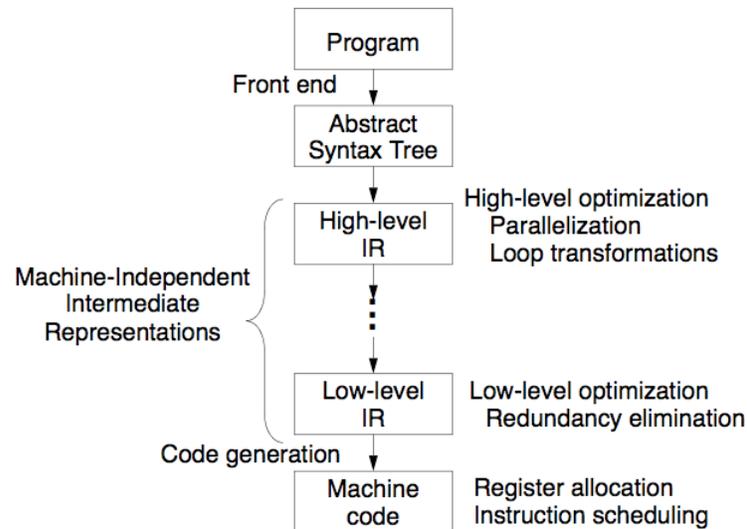
Lecture 2

Introduction to Data Flow Analysis

- I. Introduction
- II. Example: Reaching definition analysis
- III. Example: Liveness analysis
- IV. A General Framework
(Theory in next lecture)

Reading: Chapter 9.2

I. Compiler Organization

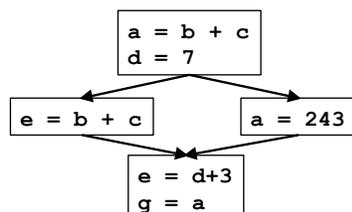


Flow Graph

- **Basic block** = a maximal sequence of consecutive instructions s.t.
 - flow of control only enters at the beginning
 - flow of control can only leave at the end (no halting or branching except perhaps at end of block)
- **Flow Graphs**
 - Nodes: basic blocks
 - Edges
 - $B_i \rightarrow B_j$, iff B_j can follow B_i immediately in execution

What is Data Flow Analysis?

- **Data flow analysis:**
 - Flow-sensitive: sensitive to the control flow in a function
 - intraprocedural analysis
- **Examples of optimizations:**
 - Constant propagation
 - Common subexpression elimination
 - Dead code elimination

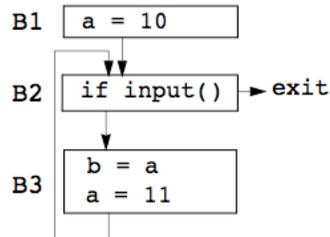


Value of x ?

Which "definition" defines x ?

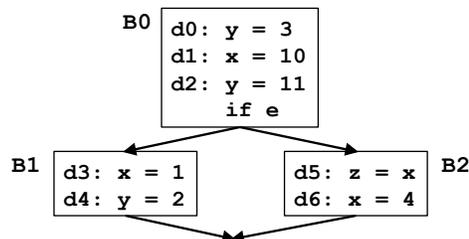
Is the definition still meaningful (live)?

Static Program vs. Dynamic Execution



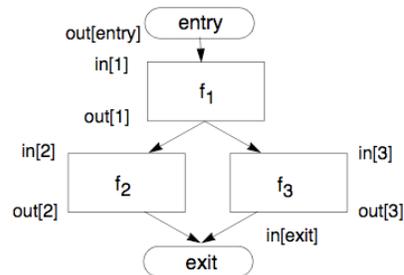
- **Statically:** Finite program
- **Dynamically:** Can have infinitely many possible execution paths
- **Data flow analysis abstraction:**
 - For each point in the program:
combines information of all the instances of the same program point.
- **Example of a data flow question:**
 - Which definition defines the value used in statement "b = a"?

Reaching Definitions



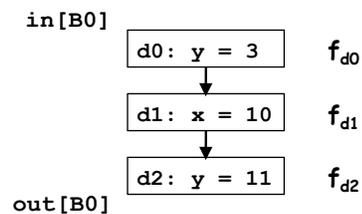
- Every assignment is a definition
- A **definition d reaches** a point **p** if **there exists** path from the point immediately following **d** to **p** such that **d** is not killed (overwritten) along that path.
- Problem statement
 - For each point in the program, determine if each definition in the program reaches the point
 - A bit vector per program point, vector-length = #defs

Data Flow Analysis Schema



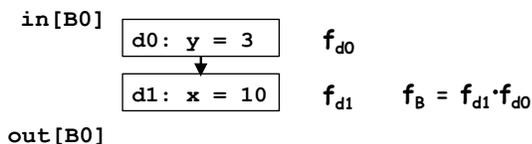
- Build a flow graph (nodes = basic blocks, edges = control flow)
- Set up a set of equations between $in[b]$ and $out[b]$ for all basic blocks b
 - Effect of code in basic block:
 - Transfer function f_b relates $in[b]$ and $out[b]$, for same b
 - Effect of flow of control:
 - relates $out[b_1]$, $in[b_2]$ if b_1 and b_2 are adjacent
- Find a solution to the equations

Effects of a Statement



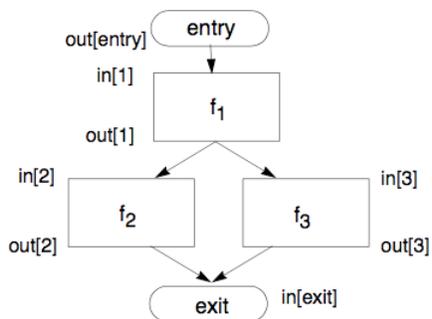
- f_s : A transfer function of a statement
 - abstracts the execution with respect to the problem of interest
- For a statement s ($d: x = y + z$)
$$out[s] = f_s(in[s]) = Gen[s] \cup (in[s] - Kill[s])$$
 - **Gen[s]**: definitions generated: $Gen[s] = \{d\}$
 - **Propagated** definitions: $in[s] - Kill[s]$, where **Kill[s]**=set of all other defs to x in the rest of program

Effects of a Basic Block



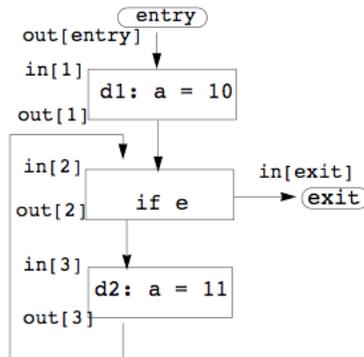
- Transfer function of a statement s :
 - $out[s] = f_s(in[s]) = Gen[s] \cup (in[s] - Kill[s])$
- Transfer function of a basic block B :
 - Composition of transfer functions of statements in B
- $out[B] = f_B(in[B])$
 - $= f_{d_1} f_{d_0}(in[B])$
 - $= Gen[d_1] \cup (Gen[d_0] \cup (in[B] - Kill[d_0])) - Kill[d_1]$
 - $= (Gen[d_1] \cup (Gen[d_0] - Kill[d_1])) \cup in[B] - (Kill[d_0] \cup Kill[d_1])$
 - $= Gen[B] \cup (in[B] - Kill[B])$
 - $Gen[B]$: locally exposed definitions (available at end of bb)
 - $Kill[B]$: set of definitions killed by B

Effects of the Edges (acyclic)



- Join node: a node with multiple predecessors
- **meet** operator (\wedge): \cup
 - $in[b] = out[p_1] \cup out[p_2] \cup \dots \cup out[p_n]$, where p_1, \dots, p_n are all predecessors of b

Cyclic Graphs



- Equations still hold
 - $out[b] = f_b(in[b])$
 - $in[b] = out[p_1] \cup out[p_2] \cup \dots \cup out[p_n]$, p_1, \dots, p_n pred.
- Find: fixed point solution

Reaching Definitions: Iterative Algorithm

input: control flow graph $CFG = (N, E, Entry, Exit)$

```
// Boundary condition
out[Entry] =  $\emptyset$ 
```

```
// Initialization for iterative algorithm
For each basic block B other than Entry
  out[B] =  $\emptyset$ 
```

```
// iterate
While (Changes to any out[] occur) {
  For each basic block B other than Entry {
    in[B] =  $\cup$  (out[p]), for all predecessors p of B
    out[B] =  $f_b(in[B])$  // out[B]=gen[B] $\cup$ (in[B]-kill[B])
  }
}
```

Summary of Reaching Definitions

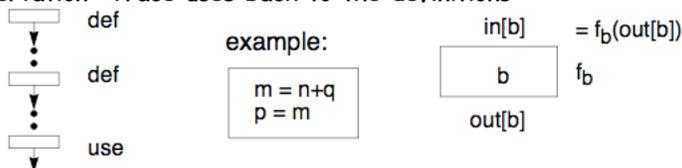
	Reaching Definitions
Domain	Sets of definitions
Transfer function $f_b(x)$	forward: $out[b] = f_b(in[b])$ $f_b(x) = Gen_b \cup (x - Kill_b)$ Gen_b : definitions in b $Kill_b$: killed defs
Meet Operation	$in[b] = \cup out[predecessors]$
Boundary Condition	$out[entry] = \emptyset$
Initial interior points	$out[b] = \emptyset$

III. Live Variable Analysis

- **Definition**
 - A variable v is **live** at point p if
 - the value of v is used along some path in the flow graph starting at p .
 - Otherwise, the variable is **dead**.
- **Problem statement**
 - For each basic block
 - determine if each variable is live in each basic block
 - Size of bit vector: one bit for each variable

Effects of a Basic Block (Transfer Function)

- **Observation:** Trace uses back to the definitions

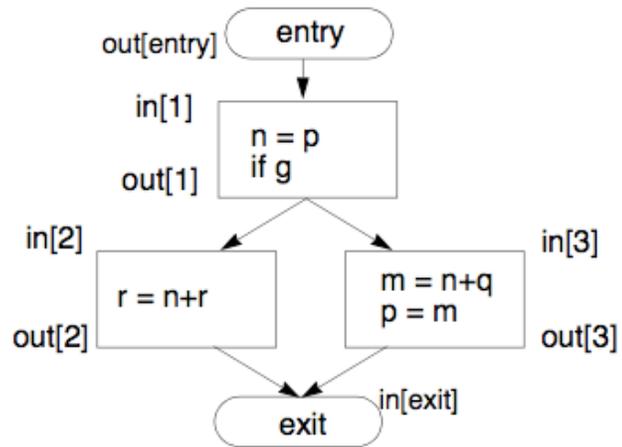


- **Direction: backward:** $in[b] = f_b(out[b])$
- **Transfer function** for statement $s: x = y + z$
 - generate live variables: $Use[s] = \{y, z\}$
 - propagate live variables: $out[s] - Def[s], Def[s] = x$
 - $in[s] = Use[s] \cup (out[s] - Def[s])$
- **Transfer function** for basic block b :
 - $in[b] = Use[b] \cup (out[b] - Def[b])$
 - $Use[b]$, set of locally exposed uses in b , uses not covered by definitions in b
 - $Def[b]$ = set of variables defined in b .

Across Basic Blocks

- **Meet operator (\wedge):**
 - $out[b] = in[s_1] \cup in[s_2] \cup \dots \cup in[s_n]$, s_1, \dots, s_n are successors of b
- **Boundary condition:**

Example



Liveness: Iterative Algorithm

input: control flow graph $CFG = (N, E, Entry, Exit)$

// Boundary condition

$in[Exit] = \emptyset$

// Initialization for iterative algorithm

For each basic block B other than $Exit$

$in[B] = \emptyset$

// iterate

While (Changes to any $in[]$ occur) {

For each basic block B other than $Exit$ {

$out[B] = \cup (in[s])$, for all successors s of B

$in[B] = f_B(out[B])$ // $in[B] = Use[B] \cup (out[B] - Def[B])$

}

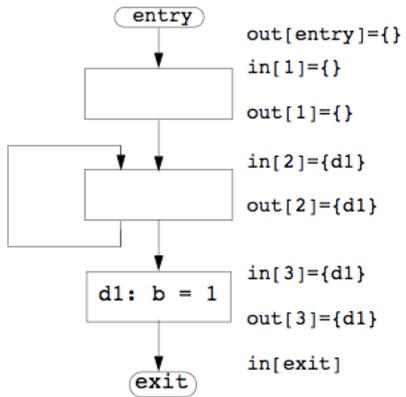
IV. Framework

	Reaching Definitions	Live Variables
Domain	Sets of definitions	Sets of variables
Direction	forward: $out[b] = f_b(in[b])$ $in[b] = \wedge out[pred(b)]$	backward: $in[b] = f_b(out[b])$ $out[b] = \wedge in[succ(b)]$
Transfer function	$f_b(x) = Gen_b \cup (x - Kill_b)$	$f_b(x) = Use_b \cup (x - Def_b)$
Meet Operation (\wedge)	\cup	\cup
Boundary Condition	$out[entry] = \emptyset$	$in[exit] = \emptyset$
Initial interior points	$out[b] = \emptyset$	$in[b] = \emptyset$

Thought Problem 1. "Must-Reach" Definitions

- **A definition D ($a = b+c$) must reach point P iff**
 - D appears at least once along on all paths leading to P
 - a is not redefined along any path after last appearance of D and before P
- **How do we formulate the data flow algorithm for this problem?**

Problem 2: A legal solution to (May) Reaching Def?



- Will the worklist algorithm generate this answer?

Problem 3. What are the algorithm properties?

- **Correctness**
- **Precision:** how good is the answer?
- **Convergence:** will the analysis terminate?
- **Speed:** how long does it take?