

## Optimising Compilers 2005 – Paper 9 Question 7 (AM)

### Solution Notes

[This is a question on strictness analysis (Section 11 of the notes).]

(a) Bookwork, main points:

- Apply to lazy languages, to determine when a sub-calculation fails to terminate implies the whole calculation fails to terminate.
- Lectures restrict to first-order functions; so will we. Given a fn  $f : D^k \rightarrow D$  we calculate a strictness fn  $f^\sharp : 2^k \rightarrow 2$  where  $2 = \{0, 1\}$ .
- For built-in functions we pre-calculate using

$$\begin{aligned} a^\sharp(x_1, \dots, x_r) &= 0 \text{ if } (\forall d_1, \dots, d_r \in D \text{ s.t. } (x_i = 0 \Rightarrow d_i = \perp) \ a(d_1, \dots, d_r) = \perp \\ &= 1 \text{ otherwise} \end{aligned}$$

For user functions we determine strictness fns  $f^\sharp$  in terms of the same composition and recursion as the definition of  $f$ .

- If  $f^\sharp(1, \dots, 1, 0, 1, \dots, 1) = 0$  then  $f$  is strict in its  $i$ th argument so we can optimise  $f$  to calculate its  $i$ th argument before calling  $f$  with no change of semantics, i.e. change CBN to CBV.

(b)

$$(i) \quad f^\sharp(x) = 1$$

$$(ii) \quad g^\sharp(x) = 0$$

$$(iii) \quad h^\sharp(y, z) = y \vee z \text{ (because we've only used the strictness property of } f, \text{ not its definition).}$$

$$(iv) \quad k^\sharp(x, y, z) = (x \wedge y) \vee (x \wedge z) \vee (y \wedge z) = (x \vee y) \wedge (x \vee z) \wedge (y \vee z)$$

- (c) One construction is as follows. Given  $be$  put it in DNF  $t_1 \vee \dots \vee t_n$ . Suppose  $t_i = (v_{i1} \wedge \dots \wedge v_{im_i})$  then put  $e_i = v_{i1} + \dots + v_{im_i}$  to make an expr  $e_i$  with strictness  $t_i$  (as  $+$  is strict). Now define

$$\begin{aligned} u(x_1, \dots, x_k) &= \\ &\quad \text{if } f(1) \text{ then } e_1 \text{ else} \\ &\quad \text{else if } f(2) \text{ then } e_2 \\ &\quad \dots \\ &\quad \text{else } e_n \end{aligned}$$

using if-then-else to give 'or' (exploiting b(iii)). The smartest students might notice that cases b(i) and b(ii) above represent the cases when the DNF expression degenerates into is 1 or 0 and hence isn't really covered by the the main bit of the answer to part (c)!