

## PART B EXPERIMENT NUMBER 5

**Aim:** Write a program to implement any code optimization techniques.

**(PART B: TO BE COMPLETED BY STUDENTS)**

*(Students must submit the soft copy as per the following segments within two hours of the practical. The soft copy must be uploaded at the end of the practical)*

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<b>Grade:</b>	

### **B.1 Software Code written by a student:**

*(Paste your code completed during the 2 hours of practice in the lab here)*

- **SPCC-5.C**

```
#include<stdio.h>
#include<conio.h>
#include<string.h>
struct op
{
char l;
char r[20];
}
op[10],pr[10];
int main()
{
int a,i,k,j,n,z=0,m,q;
char *p,*l;
char temp,t;
char *tem;
printf("ENTER THE NUMBER OF VALUES: ");
scanf("%d",&n);
for(i=0;i<n;i++)
{
printf("LEFT: ");
scanf(" %c",&op[i].l);
```

```

printf("RIGHT: ");
scanf(" %s",&op[i].r);
}
printf("INTERMEDIATE CODE\n");
for(i=0;i<n;i++)
{
printf("%c=",op[i].l);
printf("%s\n",op[i].r);
}
for(i=0;i<n-1;i++)
{
temp=op[i].l;
for(j=0;j<n;j++)
{
p=strchr(op[j].r,temp);
if(p)
{
pr[z].l=op[i].l;
strcpy(pr[z].r,op[i].
r);
z++;
}
}
pr[z].l=op[n-1].l;
strcpy(pr[z].r,op[n-1].r);
z++;
printf("\nAFTER DEAD CODE ELIMINATION\n");
for(k=0;k<z;k++)
{
printf("%c\t=",pr[k].l);
printf("%s\n",pr[k].r);
}
for(m=0;m<z;m++)
{
tem=pr[m].r;
for(j=m+1;j<z;j++)
{
p=strstr(tem,pr[j].r);
if(p)
{
t=pr[j].l;
pr[j].l=pr[m].l;

```

```

for(i=0;i<z;i++)
{
l=strchr(pr[i].r,t) ;
if(l)
{
a=l-pr[i].r;
printf("pos: %d\n",a);
pr[i].r[a]=pr[m].l;
}}}}
printf("ELIMINATE COMMON EXPRESSION\n");
for(i=0;i<z;i++)
{
printf("%c\t=",pr[i].l);
printf("%s\n",pr[i].r);
}
for(i=0;i<z;i++)
{
for(j=i+1;j<z;j++)
{
q=strcmp(pr[i].r,pr[j].r);
if((pr[i].l==pr[j].l)&&!q)
{
pr[i].l='\0';
}
}
}
printf("OPTIMIZED CODE\n");
for(i=0;i<z;i++)
{
if(pr[i].l!='\0')
{
printf("%c=",pr[i].l);
printf("%s\n",pr[i].r);
}
}
}

```

## B.2 Input and Output:

```
C:\Users\ameyt\Desktop>gcc SPCC-5.C

C:\Users\ameyt\Desktop>a.exe
ENTER THE NUMBER OF VALUES: 5
LEFT: a
RIGHT: 9
LEFT: b
RIGHT: c+d
LEFT: e
RIGHT: c+d
LEFT: f
RIGHT: b+e
LEFT: r
RIGHT: f
INTERMEDIATE CODE
a=9
b=c+d
e=c+d
f=b+e
r=f

AFTER DEAD CODE ELIMINATION
b      =c+d
e      =c+d
f      =b+e
r      =f
pos: 2
ELIMINATE COMMON EXPRESSION
b      =c+d
b      =c+d
f      =b+b
r      =f
OPTIMIZED CODE
b=c+d
f=b+b
r=f
```

### **B.3 Observations and learning:**

*(Students are expected to comment on the output obtained with clear observations and learning for each task/ subpart assigned)*

Hence we learnt and observed the various code optimization techniques.

### **B.4 Conclusion:**

*(Students must write the conclusion as per the attainment of individual outcome listed above and learning/observation noted in section B.3)*

Hence we can implement various code optimization techniques like dead code and common subexpression. The implementation of common sub-expression elimination is done and the output of the same is given above.

### **B.5 Question of Curiosity**

*(To be answered by a student based on the practical performed and learning/ observations)*

1. What are the types of block transformation?

Ans:

There are two types of basic block optimization. These are as follows:

#### **1. Structure preserving transformations:**

The primary Structure-Preserving Transformation on basic blocks is as follows:

##### **a. Common subexpression elimination:**

In the common sub-expression, you don't need to be computed over and over again. Instead of this you can compute it once and keep it in-store from where it's referenced when encountered again.

$a := b + c$

$b := a - d$

$c := b + c$

$d := a - d$

In the above expression, the second and forth expression computed the same expression. So the block can be transformed as follows:

$a := b + c$

$b := a - d$

$c := b + c$

$d := b$

**b. Dead-code elimination:**

A program may contain a large amount of dead code.

This can be caused when once declared and defined and forget to remove them in this case they serve no purpose.

Suppose the statement  $x := y + z$  appears in a block and  $x$  is a dead symbol that means it will never subsequently be used. Then without changing the value of the basic block you can safely remove this statement.

**c. Renaming temporary variables:**

A statement  $t := b + c$  can be changed to  $u := b + c$  where  $t$  is a temporary variable and  $u$  is a new temporary variable. All the instances of  $t$  can be replaced with  $u$  without changing the basic block value.

**d. Interchange of the statement:**

Suppose a block has the following two adjacent statements:

$t1 := b + c$

$t2 := x + y$

These two statements can be interchanged without affecting the value of the block when the value of  $t1$  does not affect the value of  $t2$ .

**2. Algebraic transformations:**

In the algebraic transformation, we can change the set of expressions into an algebraically equivalent set. Thus the expression  $x := x + 0$  or  $x := x * 1$  can be eliminated from a basic block without changing the set of expressions.

Constant folding is a class of related optimization. Here at compile-time, we evaluate constant expressions and replace the constant expression with their values. Thus the expression  $5 * 2.7$  would be replaced by 13.5.

Sometimes the unexpected common subexpression is generated by the relational operators like  $<=$ ,  $>=$ ,  $<$ ,  $>$ ,  $+$ ,  $=$  etc.

Sometimes the associative expression is applied to expose common subexpression without changing the basic block value. if the source code has the assignments

a:= b + c

e:= c +d +b

The following intermediate code may be generated:

a:= b + c

t:= c +d

e:= t + b

## 2. State the Normal form of Block.

Ans:

- In compiler construction, a basic block is a straight-line code sequence with no branches in except to the entry and no branches out except at the exit. This restricted form makes a basic block highly amenable to analysis. Compilers usually decompose programs into their basic blocks as a first step in the analysis process. Basic blocks form the vertices or nodes in a control flow graph.
- The code in a basic block has:
  - One entry point, meaning no code within it is the destination of a jump instruction anywhere in the program.
  - One exit point, meaning only the last instruction can cause the program to begin executing code in a different basic block.