

TD 4

Liveness Analysis

4.1 Liveness by hand

EXERCISE #1 ► Liveness by hand - CC 2016

In Figure 4.1, we give a CFG and we recall that a *variable is alive after a block* if there exists a path from this block to one use of this variable that do not contain a definition of it.

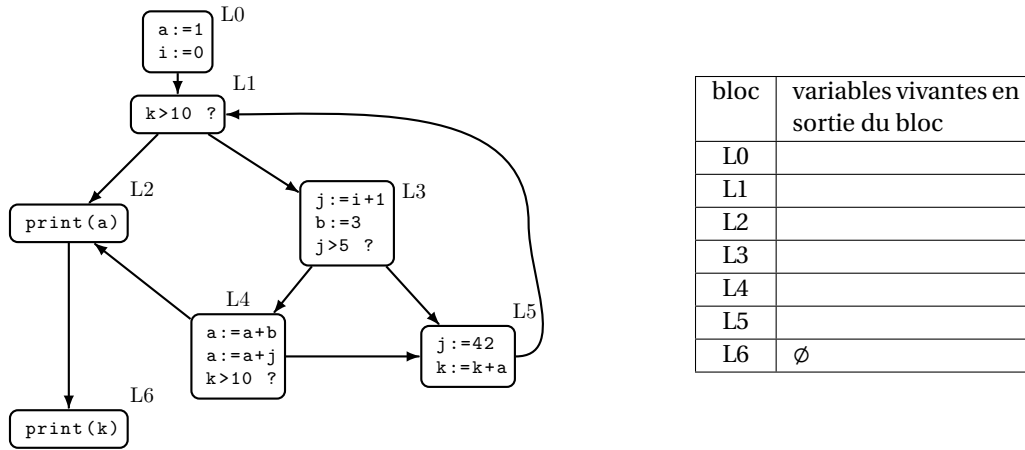


Figure 4.1: CFG and alive variables to complete

1. (by hand) Fill the array with “out”-alive variables for each block.
2. Remove dead code.

4.2 Liveness with fixpoint!

Let us recall the notations here: A variable at the left-hand side of an assignement is *killed* by the block. A variable whose value is used in this bloc (before any assignement) is *generated*.

$$LV_{exit}(\ell) = \begin{cases} \emptyset & \text{if } \ell = \text{final} \\ \bigcup \{LV_{entry}(\ell') \mid (\ell, \ell') \in flow(G)\} & \text{otherwise} \end{cases}$$

$$LV_{entry}(\ell) = (LV_{exit}(\ell) \setminus kill_{LV}(\ell)) \cup gen_{LV}(\ell)$$

The sets are initialised to \emptyset and computed iteratively, until reaching a fixpoint.

EXERCISE #2 ► Live variables

Generate the CFG for the following program:

```
while d > 0 then {
  a := b + c;
  d := d - b;
  e := a + f;
  if e > 0 then {
    f := a + d;
    b := d + f;
  }
}
```

```

    }
    else{
        e:=a-c;
    }
    b:=a+c;
}
    
```

On this CFG:

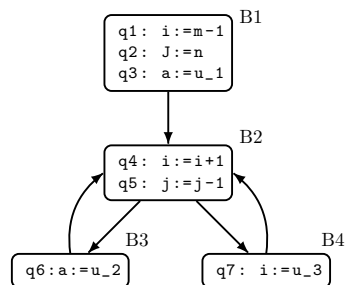
- Compute *Gen*, *Kill* for each block ℓ
- Compute $In(\ell) = LV_{entry}(\ell)$ and $Out(\ell) = LV_{exit}(\ell)$ iteratively.
- Suppress the dead code.

			Step		Step		Step		Step	
ℓ	$kill(\ell)$	$gen(\ell)$	$In(\ell)$	$Out(\ell)$	$In(\ell)$	$Out(\ell)$	$In(\ell)$	$Out(\ell)$	$In(\ell)$	$Out(\ell)$

			Step		Step		Step		Step	
ℓ	$kill(\ell)$	$gen(\ell)$	$In(\ell)$	$Out(\ell)$	$In(\ell)$	$Out(\ell)$	$In(\ell)$	$Out(\ell)$	$In(\ell)$	$Out(\ell)$

EXERCISE #3 ► Live Variables

After code generation, we obtain the following graph:



On this graph, perform liveness analysis and suppress the dead code.

[illegible]