Assignment 2 Compilatori MATTEO BONAMICI, LEONARDO VITALE April 2025

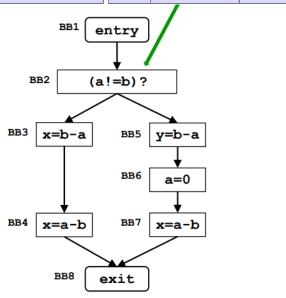
1 Very Busy Expressions

1.1 Framework di Dataflow Analysis

	Very Busy Expressions
Domain	Sets of expressions
Direction	Backward:
	$in[b] = f_b(out[b])$
	$\operatorname{out}[b] = \wedge \operatorname{in}[\operatorname{succ}(b)]$
Transfer function	$f_b(x) = Gen_b \cup (x - Kill_b)$
	Gen_b : espressioni generate da b
	$Kill_b$: espressioni con almeno una vari-
	abile definita in b
Meet Operation (\land)	Π
Boundary Condition	$in[exit] = \emptyset$
Initial interior points	in[b] = U

1.2 Tabella iterazioni algoritmo

	Funzion	e di Trasferimento		Iteraz	ione 1
	Gen	Kill		IN[B]	OUT[B]
BB1	Ø	Ø	BB1		a != b, b - a
BB2	a != b	Ø	BB2	a != b, b - a	b - a
BB3	b - a	Ø	BB3	b - a, a - b	a - b
BB4	a - b	Ø	BB4	a - b	Ø
BB5	b - a	Ø	BB5	b - a	Ø
BB6	Ø	a - b , b - a	BB6	Ø	a - b
BB7	a - b	Ø	BB7	a - b	Ø
BB8	Ø	Ø	BB8	Ø	



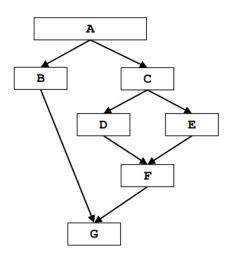
2 Dominator Analysis

2.1 Framework di Dataflow Analysis

	Dominator Analysis
Domain	Sets of Basic Blocks
Direction	Forward:
	$out[b] = f_b(in[b])$
	$in[b] = \land out[pred(b)]$
Transfer function	$f_b(x) = b \cup x$
Meet Operation (\land)	Λ
Boundary Condition	out[entry] = entry
Initial interior points	out[b] = U

2.2 Tabella iterazioni algoritmo

	Iterazione 1	
	IN[B]	OUT[B]
A	Ø	{A}
В	$\{A\}$	$\{A,B\}$
С	$\{A\}$	$\{A,C\}$
D	$\{A,C\}$	$\{A,C,D\}$
E	$\{A,C\}$	$\{A,C,E\}$
F	$\{OUT[D]\}\ (\cap)\ \{OUT[E]\} = \{A,C\}$	$\{A,C,F\}$
G	$\{A,C,F\}\ (\cap)\ \{A,B\} = \{A\}$	$\{A,G\}$



3 Constant Propagation

3.1 Framework di Dataflow Analysis

	Constant Propagation
Domain	Maps of Variables to Constants or \top
	(unknown) or \perp (undefined)
Direction	Forward:
	$out[b] = f_b(in[b])$
	$in[b] = \land out[pred(b)]$
Transfer function	$f_b(x) = Gen_b \cup (x - Kill_b)$
	Gen_b : coppie (v,c) generate da b
	$Kill_b$: coppie (v,_) per variabili ridefi-
	nite in b
Meet Operation (\land)	\cap con regola speciale:
	$(\mathbf{v}, \mathbf{c}_1) \cap (\mathbf{v}, \mathbf{c}_2) = \emptyset \text{ se } \mathbf{c}_1 \neq \mathbf{c}_2$
Boundary Condition	$out[entry] = \emptyset$
Initial interior points	out[b] = T (tutte le variabili con val-
	ore sconosciuto, valgono come qualsiasi
	valore contemporaneamente)

3.2 Tabella iterazioni algoritmo

	Funzione	di Trasferimento
	Gen	Kill
BB1	Ø	Ø
BB2	$\{(k,2)\}$	$\{k\}$
BB3	Ø	Ø
BB4	$\{(a,4)\}$	<i>{a}</i>
BB5	$\{(x,5)\}$	$\{x\}$
BB6	$\{(a,4)\}$	<i>{a}</i>
BB7	$\{(x,8)\}$	$\{x\}$
BB8	$\{(k,4)\}$	$\{k\}$
BB9	Ø	Ø
BB10	$\{(b,2)\}$	<i>{b}</i>
BB11	$\{(x,8)\}$	$\{x\}$
BB12	$\{(y,8)\}$	<i>{y}</i>
BB13	$\{(k,5)\}$	$\{k\}$
BB14	Ø	Ø
BB15	Ø	Ø

DD10	V)	V		
			Iteraz	ione 1
		In[B]		Out[B]
BB1		Ø		Ø
BB2		Ø		$\{(k,2)\}$
BB3		$\{(k,2)\}$		$\{(k,2)\}$
BB4		$\{(k,2)\}$		$\{(k,2), (a,4)\}$
BB5		$\{(k,2), (a,4)\}$		$\{(k,2), (a,4), (x,5)\}$
BB6		$\{(k,2)\}$		$\{(k,2), (a,4)\}$
BB7		$\{(k,2), (a,4)\}$		$\{(k,2), (a,4), (x,8)\}$
BB8		$\{(k,2), (a,4)\}$		$\{(k,4), (a,4)\}$
BB9		$\{(k,4), (a,4)\}$		$\{(k,4), (a,4)\}$
BB10		$\{(k,4), (a,4)\}$		$\{(k,4), (a,4), (b,2)\}$
BB11		(k,4), (a,4), (b,2)		$\{(k,4), (a,4), (b,2), (x,8)\}$
BB12	$\{(k,4)$), $(a,4)$, $(b,2)$, $(x,$	8)}	$\{(k,4), (a,4), (b,2), (x,8), (y,8)\}$
BB13	$\{(k,4), ($	(a,4), (b,2), (x,8),	$(y, 8)$ }	$\{(k,5), (a,4), (b,2), (x,8), (y,8)\}$
BB14		$\{(k,4), (a,4)\}$		$\{(k,4), (a,4)\}$
BB15		$\{(k,4), (a,4)\}$		$\{(k,4), (a,4)\}$

	Ite	erazione 2
	In[B]	Out[B]
BB9	$\{(a,4)\}$	$\{(a,4)\}$
BB10	$\{(a,4)\}$	$\{(a,4),(b,2)\}$
BB11	$\{(a,4),(b,2)\}$	$\{(a,4),(b,2),(x,\perp)\}$
BB12	$\{(a,4),(b,2)\}$	$\{(a,4),(b,2),(y,8)\}$
BB13	$\{(a,4),(b,2),(y,8)\}$	$\{(k,\perp),(a,4),(b,2),(y,8)\}$
BB14	$\{(a,4)\}$	$\{(a,4)\}$
BB15	$\{(a,4)\}$	$\{(a,4)\}$
	Ite	erazione 3
	In[B]	erazione 3 Out[B]
BB9		
BB9 BB10	In[B]	Out[B]
	$ In[B] \\ \{(a,4)\} $	$\frac{\mathrm{Out}[\mathrm{B}]}{\{(a,4)\}}$
BB10	In[B] $\{(a,4)\}$ $\{(a,4)\}$	Out[B] $\{(a,4)\}$ $\{(a,4),(b,2)\}$
BB10 BB11		Out[B] $\{(a,4)\}$ $\{(a,4),(b,2)\}$ $\{(a,4),(b,2),(x,\perp)\}$
BB10 BB11 BB12		$\begin{array}{c} \text{Out[B]} \\ \{(a,4)\} \\ \{(a,4)\;,\; (b,2)\} \\ \{(a,4)\;,\; (b,2)\;,\; (x,\bot)\} \\ \{(a,4)\;,\; (b,2)\;,\; (y,8)\} \end{array}$

