

# Worksheet-2

# Solution

(From Lecture 2 given on 01/09/2019)

# Q1

- Construct a Control Flow Graph for the IR (Intermediate Representation) segment shown below, and draw it on the right of the IR. Each vertex can be a single IR instruction, or a basic block containing of a straight-line sequence of multiple IR instructions.

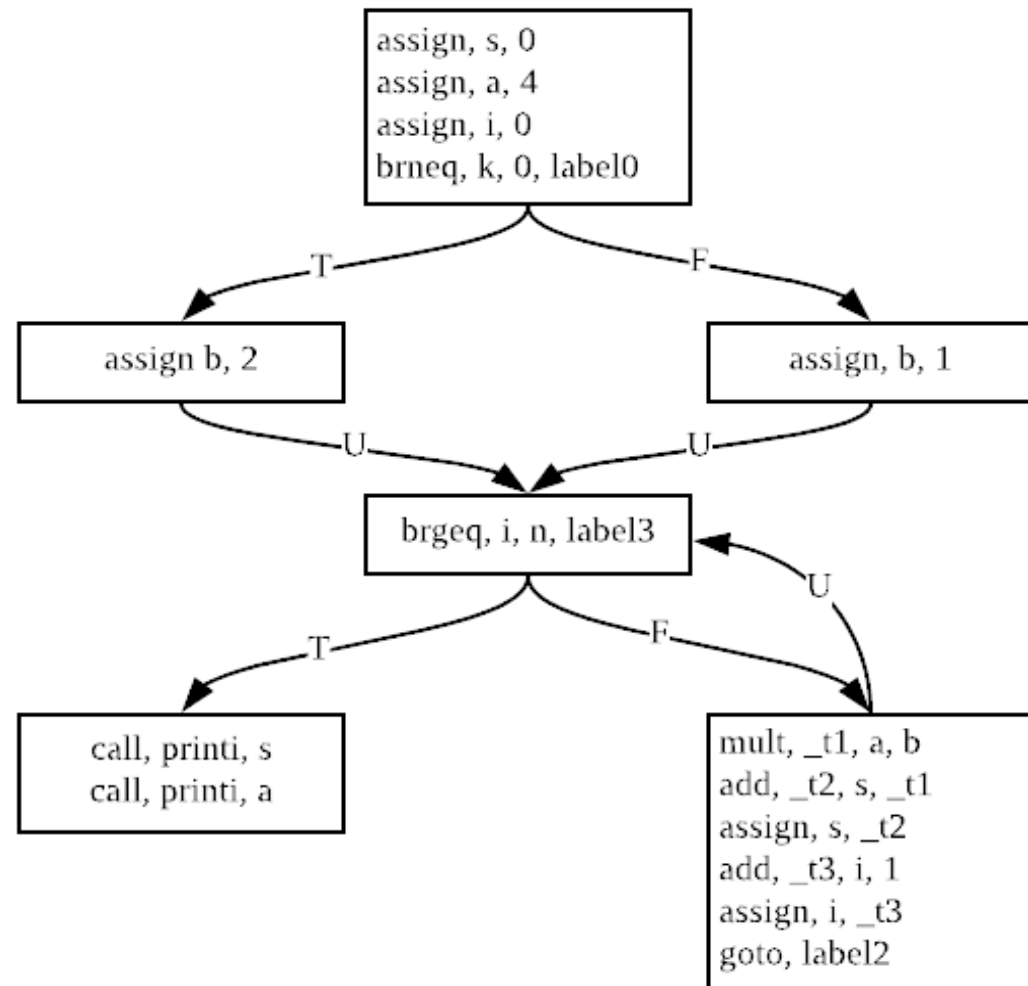
```
1    assign s, 0
2    assign a, 4
3    assign i, 0
// branch if (arg1 != arg2)
4    brneq k, 0, label0
5    assign, b, 1
6    goto, label1
7    label0:
8    assign, b, 2
9    label1:
10   label2:
// branch if (arg1 >= arg2)
11   brgeq, i, n, label3
12   mult, _t1 a, b
13   add, _t2, s, _t1
14   assign s, _t2
15   add _t3, i, 1
16   assign i, _t3
17   goto, label2
18   label3:
19   call, printi, s
20   call, printi, a
```

# Two answers possible for Q1

- It is a design choice whether **labels** should be considered as “no-op IR instructions” in CFG vertices, or should be excluded from CFG vertices
  - Just like basic block granularity (minimal vs. maximal) is a design choice when implementing CFGs
- Resulting Control Flow Graphs can be slightly different, depending on the assumption made for labels.
- Most students answered correctly in either case.

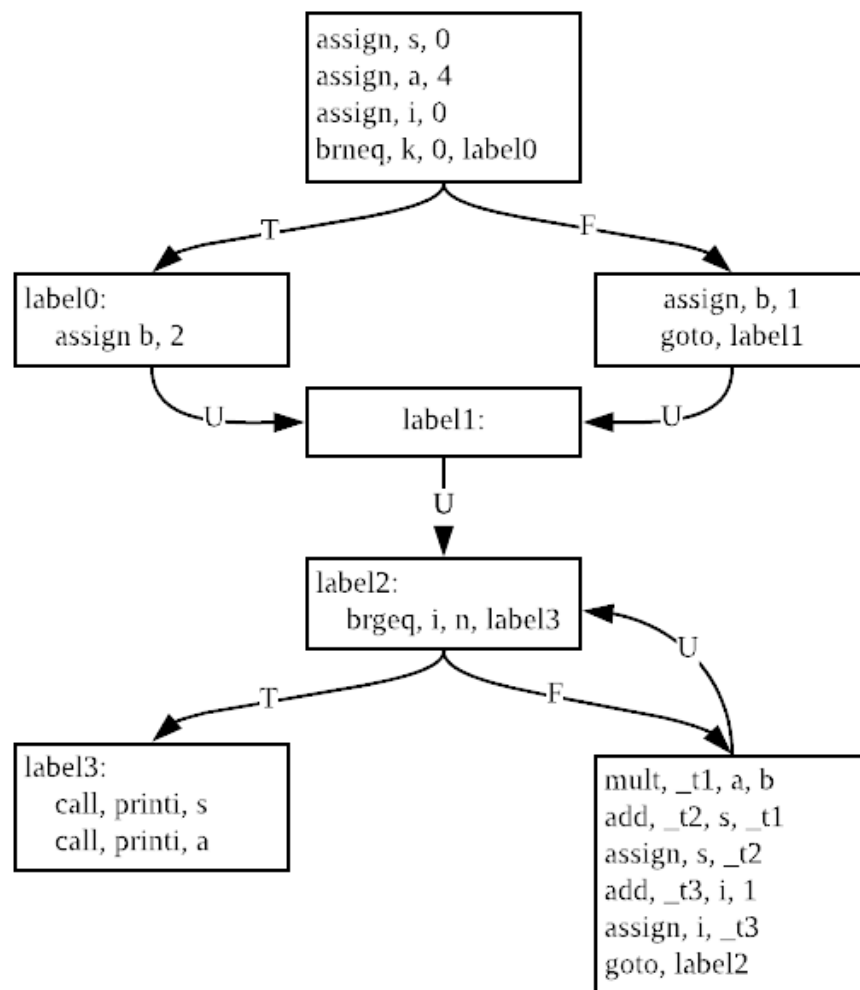
# Q1 Sample Solution1: labels are not instructions

```
1  assign s, 0
2  assign a, 4
3  assign i, 0
// branch if (arg1 != arg2)
4  brneq k, 0, label0
5  assign, b, 1
6  goto, label1
7  label0:
8  assign, b, 2
9  label1:
10 label2:
// branch if (arg1 >= arg2)
11 brgeq, i, n, label3
12 mult, _t1 a, b
13 add, _t2, s, _t1
14 assign s, _t2
15 add _t3, i, 1
16 assign i, _t3
17 goto, label2
18 label3:
19 call, printi, s
20 call, printi, a
```



# Q1 Sample Solution2: labels are no-op instructions

```
1  assign s, 0
2  assign a, 4
3  assign i, 0
// branch if (arg1 != arg2)
4  brneq k, 0, label0
5  assign b, 1
6  goto, label1
7  label0:
8  assign b, 2
9  label1:
10 label2:
// branch if (arg1 >= arg2)
11 brgeq i, n, label3
12 mult, _t1 a, b
13 add, _t2, s, _t1
14 assign s, _t2
15 add _t3, i, 1
16 assign i, _t3
17 goto, label2
18 label3:
19 call, printi, s
20 call, printi, a
```



## Q2, Q3

- Q2  
Which uses of ***a*** are reached by the def of ***a*** in line 2?
- Q3  
Which defs of ***b*** reach the use of ***b*** in line 12?

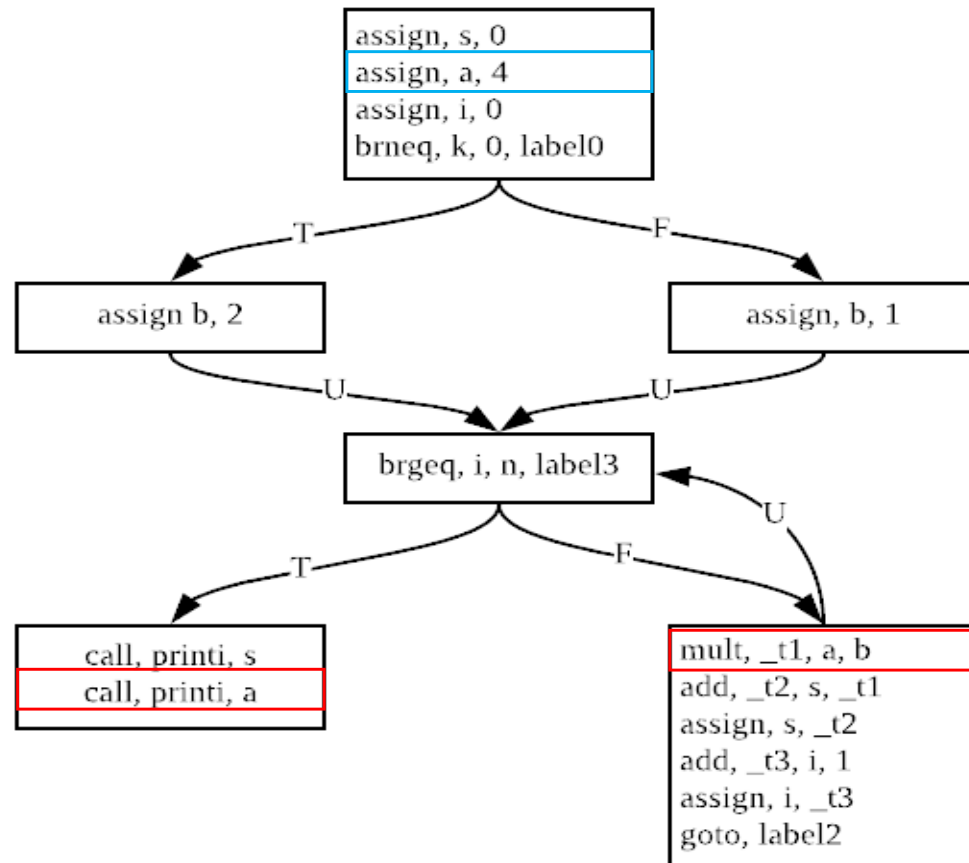
```
1  assign s, 0
2  assign a, 4
3  assign i, 0
// branch if (arg1 != arg2)
4  brneq k, 0, label0
5  assign, b, 1
6  goto, label1
7  label0:
8  assign, b, 2
9  label1:
10 label2:
// branch if (arg1 >= arg2)
11 brgeq, i, n, label3
12 mult, _t1 a, b
13 add, _t2, s, _t1
14 assign s, _t2
15 add _t3, i, 1
16 assign i, _t3
17 goto, label2
18 label3:
19 call, printi, s
20 call, printi, a
```

# Q2 Solution

```

1  assign s, 0
2  assign a, 4
3  assign i, 0
// branch if (arg1 != arg2)
4  brneq k, 0, label0
5  assign, b, 1
6  goto, label1
7  label0:
8  assign, b, 2
9  label1:
10 label2:
// branch if (arg1 >= arg2)
11 brgeq, i, n, label3
12 mult, _t1 a, b
13 add, _t2, s, _t1
14 assign s, _t2
15 add _t3, i, 1
16 assign i, _t3
17 goto, label2
18 label3:
19 call, printi, s
20 call, printi, a

```



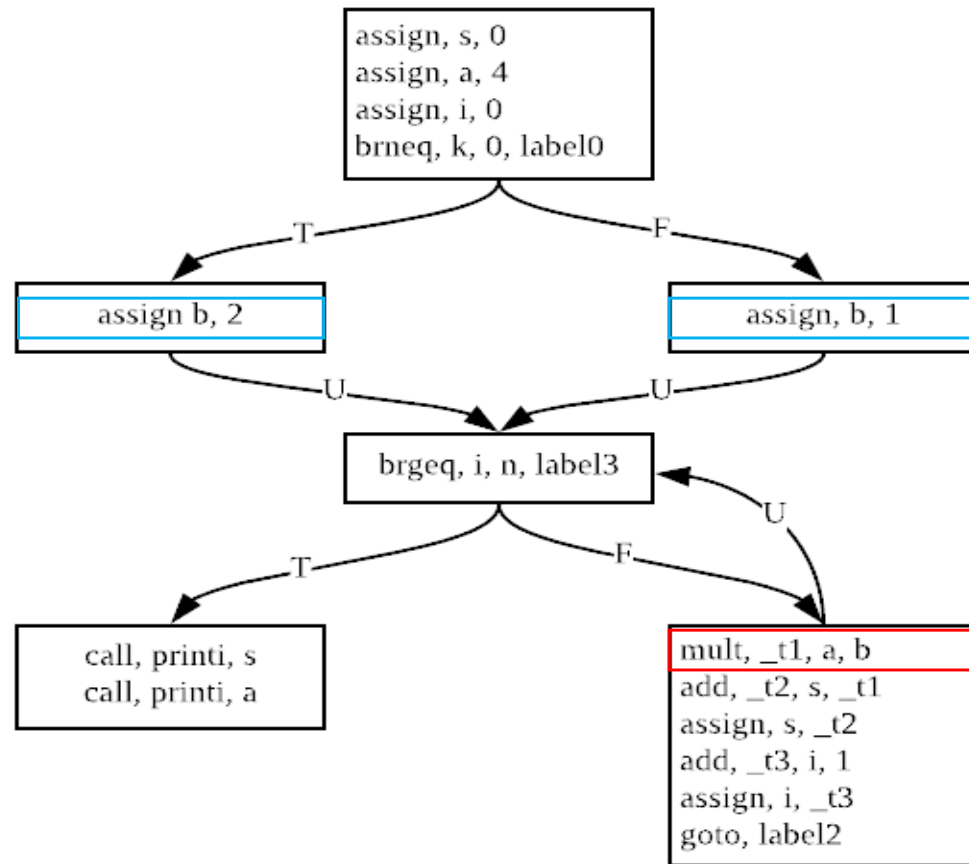
In line 2, variable 'a' is defined as 4. The definition of 'a' in line 2 reaches line 12 & 20 without any intervening 'def of a'.

# Q3 Solution

```

1  assign s, 0
2  assign a, 4
3  assign i, 0
// branch if (arg1 != arg2)
4  brneq k, 0, label0
5  assign, b, 1
6  goto, label1
7  label0:
8  assign, b, 2
9  label1:
10 label2:
// branch if (arg1 >= arg2)
11 brgeq, i, n, label3
12 mult, _t1 a, b
13 add, _t2, s, _t1
14 assign s, _t2
15 add _t3, i, 1
16 assign i, _t3
17 goto, label2
18 label3:
19 call, printi, s
20 call, printi, a

```



There is no intervening 'def of b' in the control flow between line 5 and line 12. Same for line 8 and line 12. The defs of b in lines **5 & 8** both reach the use of b in line 12.



# Comments about Q2, Q3

- Most students answered these questions correctly.
- Some students were not sure about the meaning of the terms '**def**' and '**use**'.

'def' :

a write operation on a variable (short for “definition”)

'use' :

a read operation on a variable