# Linguaggi e compilatori: Assignment 2

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## 1 Very busy expressions

#### 1.1 Dataflow analysis framework

	Very busy expressions
Domain	Sets of expressions
	backward:
Direction	$  in[b] = f_b(out[b])$
	$out[b] = \wedge in[succ(b)]$
Transfer function	$f_b(x) = Use_b \cup (x - Def_b)$
Meet operation $(\land)$	Λ
Boundary condition	$in[Exit] = \emptyset$
Initial interior points	in[b] = U

Transfer function:

$$in[b] = f_b(out[b]) = Use[b] \cup (out[b] - Def[b])$$

- Use[b]: very busy expressions generate (usi localmente esposti in un BB  $\rightarrow$  usi di espressioni che non sono preceduti nel BB da definizioni dei loro operandi)
- out[b] Def[b]: very busy expressions propagate
  - -out[b]: very busy expressions ereditate
  - $-\ Def[b]$ : very busy expressions che hanno operandi definiti nel BB

#### 1.2 Iterative table

	Iterazione 1		Iterazione 2	
	IN[B]	OUT[B]	IN[B]	OUT[B]
BB1	$\{b-a\}$	$\{b-a\}$	$\{b-a\}$	$\{b-a\}$
BB2	$\{b-a\}$	$\{b-a\}$	$\{b-a\}$	$\{b-a\}$
BB3	$\{a-b, b-a\}$	$\{a-b\}$	$\{a-b, b-a\}$	$\{a-b\}$
BB4	$\{a-b\}$	Ø	$\{a-b\}$	Ø
BB5	$\{b-a\}$	Ø	$\{b-a\}$	Ø
BB6	Ø	$\{a-b\}$	Ø	$\{a-b\}$
BB7	$\{a-b\}$	Ø	$\{a-b\}$	Ø
BB8	Ø	undefined	Ø	undefined

La tabella è generata eseguendo un algoritmo iterativo naive. Con un algoritmo worklist è possibile eseguire in 1 iterazione.

## 2 Dominator analysis

#### 2.1 Dataflow analysis framework

	Dominator analysis
Domain	Sets of basic blocks
	forward:
Direction	$out[b] = f_b(in[b])$
	$in[b] = \land out[pred(b)]$
Transfer function	$f_b(x) = Gen_b \cup x$
Meet operation $(\land)$	Π
Boundary condition	out[Entry] = Entry
Initial interior points	out[b] = U

Transfer function:

$$out[b] = f_b(in[b]) = Gen[b] \cup in[b]$$

- Gen[b]: dominators generati  $\rightarrow$  sè stesso (b)
- $\bullet \ in[b]$ : dominators ereditati/propagati

#### 2.2 Iterative table

	Iterazione 1		Iterazione 2	
	IN[B]	OUT[B]	IN[B]	OUT[B]
A	undefined	$\{A\}$	undefined	$\{A\}$
В	$\{A\}$	$\{A, B\}$	$\{A\}$	$\{A, B\}$
С	$\{A\}$	$\{A, C\}$	$\{A\}$	$\{A, C\}$
D	$\{A, C\}$	$\{A, C, D\}$	$\{A, C\}$	$\{A, C, D\}$
Е	$\{A, C\}$	$\{A, C, E\}$	$\{A, C\}$	$\{A, C, E\}$
F	$\{A, C\}$	$\{A, C, F\}$	$\{A, C\}$	$\{A, C, F\}$
G	$\{A\}$	$\{A, G\}$	$\{A\}$	$\{A, G\}$

La tabella è generata eseguendo un algoritmo iterativo naive. Con un algoritmo worklist è possibile eseguire in 1 iterazione.

## 3 Constant propagation

#### 3.1 Dataflow analysis framework

	Constant propagation
Domain	Sets of <variable, constant="" value=""> pairs</variable,>
	forward:
Direction	$out[b] = f_b(in[b])$
	$in[b] = \land out[pred(b)]$
Transfer function	$f_b(x) = Gen_b \cup (x - Kill_b)$
Meet operation $(\land)$	Π
Boundary condition	$out[Entry] = \emptyset$
Initial interior points	out[b] = U

Transfer function:

$$out[b] = f_b(in[b]) = Gen[b] \cup (in[b] - Kill[b])$$

- Gen[b]: coppie <variable, constant value> generate (definizioni localmente disponibili di variabili con un valore costante  $\rightarrow$  l'ultima definizione di una variabile in b e con rhs un valore costante)
- in[b] Kill[b]: coppie <variable, constant value> propagate
  - -in[b]: coppie <variable, constant value> ereditate
  - $-\ Kill[b]$ : coppie <variable, constant value> uccise (ridefinizioni di variabili)

#### 3.2 Iterative table

	Iterazione 1	
	IN[B]	OUT[B]
BB1	undefined	Ø
BB2	Ø	$\{ < k, 2 > \}$
BB3 (if)	$\{ < k, 2 > \}$	$\{ < k, 2 > \}$
BB4	$\{ < k, 2 > \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$
BB5	$\{\langle k, 2 \rangle, \langle a, 4 \rangle\}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle, \langle x, 5 \rangle \}$
BB6	$\{ < k, 2 > \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$
BB7	$\{\langle k, 2 \rangle, \langle a, 4 \rangle\}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle, \langle x, 8 \rangle \}$
BB8	$\{\langle k, 2 \rangle, \langle a, 4 \rangle\}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle \}$
BB9 (while)	$\{\langle k, 4 \rangle, \langle a, 4 \rangle\}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle \}$
BB10	$\{\langle k, 4 \rangle, \langle a, 4 \rangle\}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle, \langle b, 2 \rangle \}$
BB11	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle, \langle b, 2 \rangle \}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle, \langle b, 2 \rangle, \langle x, 8 \rangle \}$
BB12	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle, \langle b, 2 \rangle, \langle x, 8 \rangle \}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle, \langle b, 2 \rangle, \langle x, 8 \rangle, \langle y, 8 \rangle \}$
BB13	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle, \langle b, 2 \rangle, \langle x, 8 \rangle, \langle y, 8 \rangle \}$	$\{ \langle k, 5 \rangle, \langle a, 4 \rangle, \langle b, 2 \rangle, \langle x, 8 \rangle, \langle y, 8 \rangle \}$
BB14	$\{\langle k, 4 \rangle, \langle a, 4 \rangle\}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle \}$
BB15	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle \}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle \}$

	Iterazione 2	
	IN[B]	OUT[B]
BB1	undefined	Ø
BB2	Ø	$\{ < k, 2 > \}$
BB3 (if)	$\{ < k, 2 > \}$	$\{ < k, 2 > \}$
BB4	$\{\langle k, 2 \rangle\}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$
BB5	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle, \langle x, 5 \rangle \}$
BB6	$\{ < k, 2 > \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$
BB7	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle, \langle x, 8 \rangle \}$
BB8	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle \}$
BB9 (while)	$\{ < a, 4 > \}$	$\{ < a, 4 > \}$
BB10	$\{ < a, 4 > \}$	$\{ \langle a, 4 \rangle, \langle b, 2 \rangle \}$
BB11	$\{ \langle a, 4 \rangle, \langle b, 2 \rangle \}$	$\{ \langle a, 4 \rangle, \langle b, 2 \rangle \}$
BB12	$\{ \langle a, 4 \rangle, \langle b, 2 \rangle \}$	${ \{ \langle a, 4 \rangle, \langle b, 2 \rangle, \langle y, 8 \rangle \} }$
BB13	${ \{ \langle a, 4 \rangle, \langle b, 2 \rangle, \langle y, 8 \rangle \} }$	${ \{ \langle a, 4 \rangle, \langle b, 2 \rangle, \langle y, 8 \rangle \} }$
BB14	$\{ < a, 4 > \}$	$\{ < a, 4 > \}$
BB15	$\{ < a, 4 > \}$	$\{ < a, 4 > \}$

	Iterazione 3	
	IN[B]	OUT[B]
BB1	undefined	Ø
BB2	Ø	$\{ < k, 2 > \}$
BB3 (if)	$\{ < k, 2 > \}$	$\{ < k, 2 > \}$
BB4	$\{ < k, 2 > \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$
BB5	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle, \langle x, 5 \rangle \}$
BB6	$\{ < k, 2 > \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$
BB7	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle, \langle x, 8 \rangle \}$
BB8	$\{ \langle k, 2 \rangle, \langle a, 4 \rangle \}$	$\{ \langle k, 4 \rangle, \langle a, 4 \rangle \}$
BB9 (while)	$\{ < a, 4 > \}$	$\{ < a, 4 > \}$
BB10	$\{ < a, 4 > \}$	$\{ \langle a, 4 \rangle, \langle b, 2 \rangle \}$
BB11	$\{ \langle a, 4 \rangle, \langle b, 2 \rangle \}$	$\{ \langle a, 4 \rangle, \langle b, 2 \rangle \}$
BB12	$\{ \langle a, 4 \rangle, \langle b, 2 \rangle \}$	${ \{ \langle a, 4 \rangle, \langle b, 2 \rangle, \langle y, 8 \rangle \} }$
BB13	${ \{ \langle a, 4 \rangle, \langle b, 2 \rangle, \langle y, 8 \rangle \} }$	${ \{ \langle a, 4 \rangle, \langle b, 2 \rangle, \langle y, 8 \rangle \} }$
BB14	$\{ < a, 4 > \}$	$\{ < a, 4 > \}$
BB15	$\{ < a, 4 > \}$	$\{ < a, 4 > \}$

La tabella è generata eseguendo un algoritmo iterativo naive.