

## CS738: Advanced Compiler Optimizations

### SSA Continued

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## Agenda

- ▶ Properties of SSA
- ▶ SSA to Executable
- ▶ SSA for Optimizations

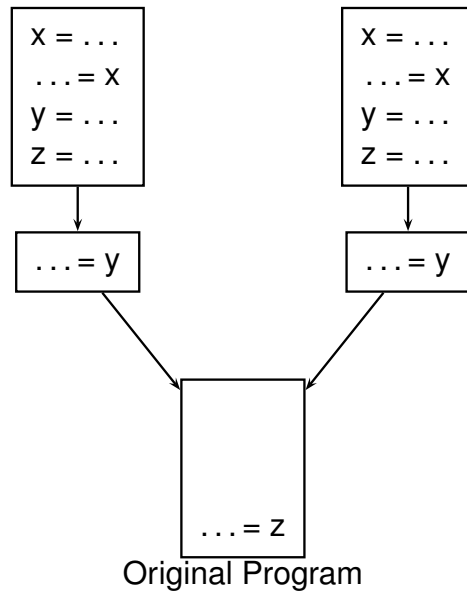
## Complexity of Construction

- ▶  $R = \max(N, E, A, M)$
- ▶  $N$ : nodes,  $E$ : edges in flow graph
- ▶  $A$ : number of assignments
- ▶  $M$ : number of uses of variables
- ▶ Computation of DF:  $O(R^2)$
- ▶ Computation of SSA:  $O(R^3)$
- ▶ In practice, worst case is rare.
- ▶ Practical complexity:  $O(R)$

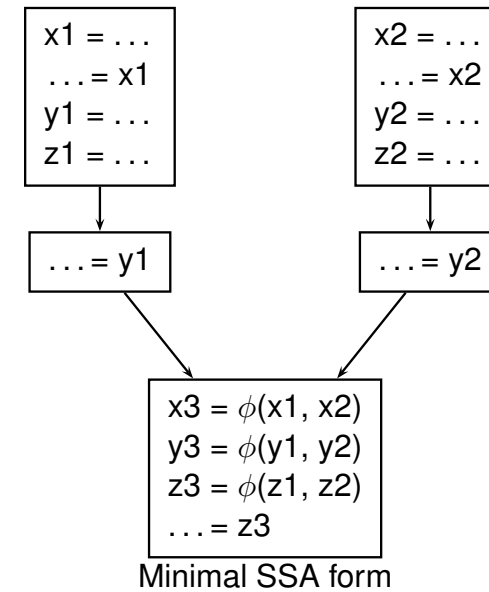
## Linear Time Algorithm for $\phi$ -functions

- ▶ By Sreedhar and Gao, in POPL'95
- ▶ Uses a new data structure called DJ-graph
- ▶ Linear time is achieved by careful ordering of nodes in the DJ-graph
- ▶ DF for a node is computed only once and reused later if required.

## Variants of SSA Form: Simple Example



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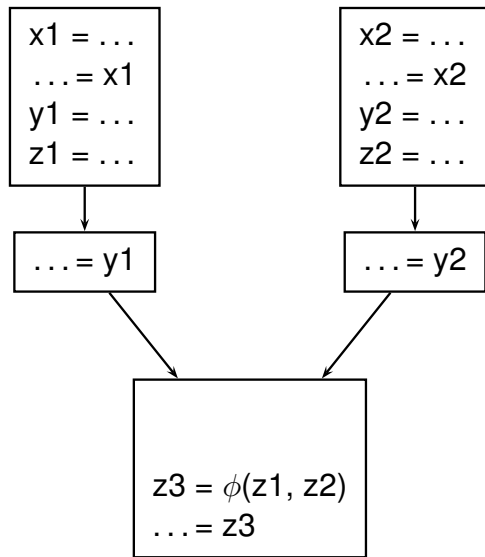
## Variants of SSA Form

- ▶ Minimal SSA still contains extraneous  $\phi$ -functions
  - ▶ Inserts some  $\phi$ -functions where they are dead
  - ▶ Would like to avoid inserting them
- ▶ Pruned SSA
- ▶ Semi-Pruned SSA

## Pruned SSA

- ▶ Only insert  $\phi$ -functions where their value is live
- ▶ Inserts fewer  $\phi$ -functions
- ▶ Costs more to do
- ▶ Requires global Live variable analysis

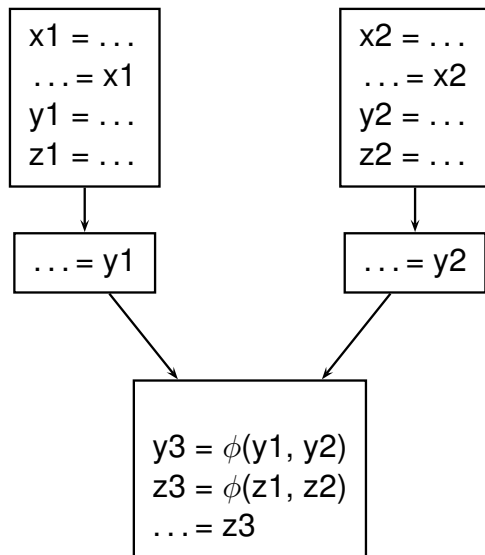
## Variants of SSA Form: Pruned SSA Example



## Semi-Pruned SSA Form

- Discard names used in only one block
- Total number of  $\phi$ -functions between minimal and pruned SSA
- Needs only local Live information
- Non-locals can be computed without iteration or elimination

## Variants of SSA Form: Semi-pruned SSA Example



## Computing Non-locals

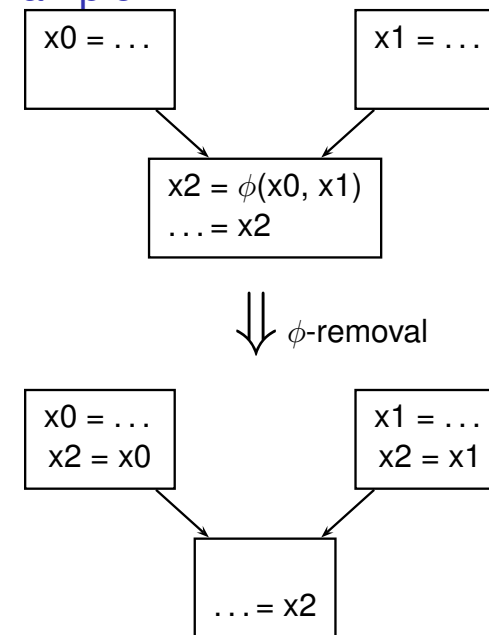
```

foreach block B {
    defined = {}
    foreach instruction  $v = x \text{ op } y$  {
        if  $x$  not in defined
            non-locals = non-locals  $\cup \{x\}$ 
        if  $y$  not in defined
            non-locals = non-locals  $\cup \{y\}$ 
        defined = defined  $\cup \{v\}$ 
    }
}
  
```

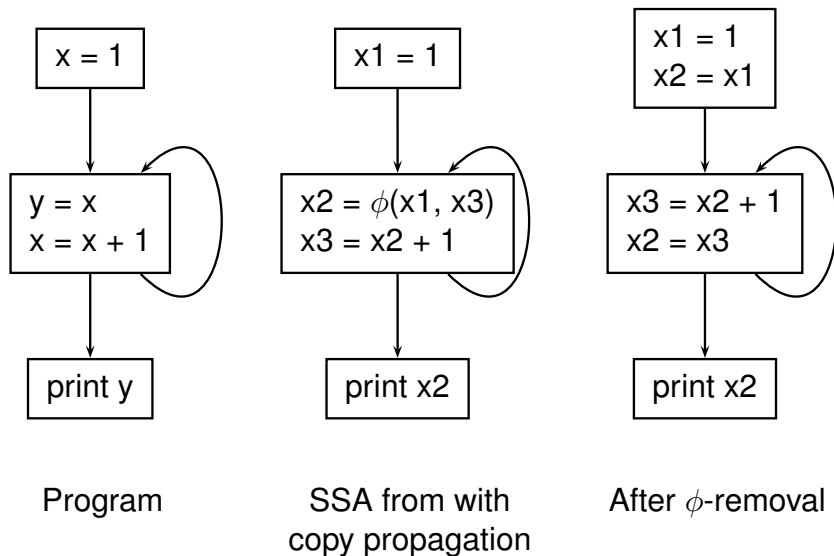
## SSA to Executable

- ▶ At some point, we need executable code
  - ▶ Need to fix up the  $\phi$ -function
- ▶ Basic idea
  - ▶ Insert copies in predecessors to mimic  $\phi$ -function
  - ▶ Simple algorithm
    - ▶ Works in most cases, but **not always**
  - ▶ Adds lots of copies
    - ▶ Many of them will be optimized by later passes

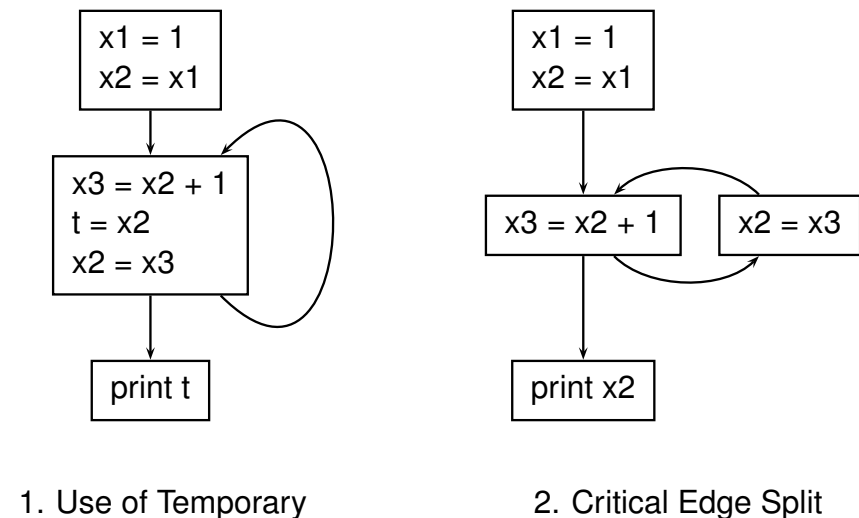
## $\phi$ -removal: Example



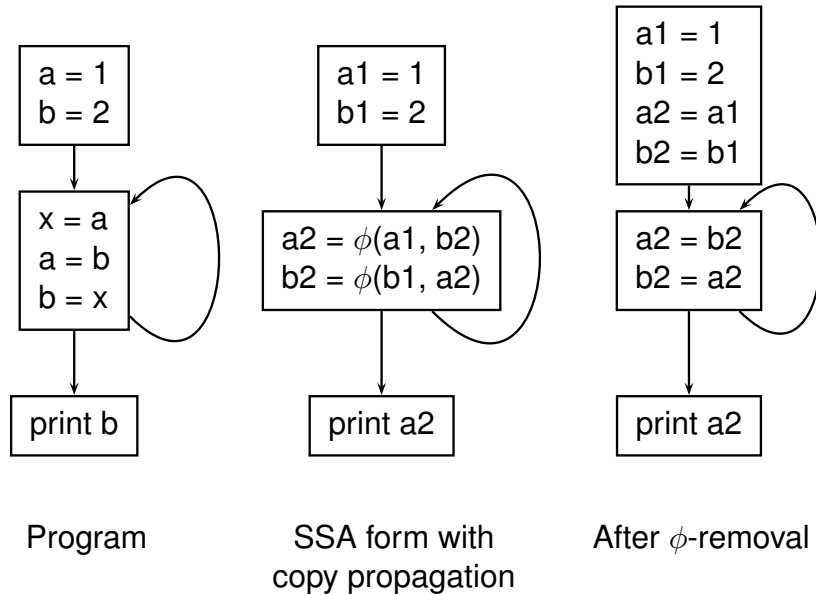
## Lost Copy Problem



## Lost Copy Problem: Solutions



## Swap Problem



## Swap Problem: Solution

- Fix requires compiler to detect and break dependency from output of one  $\phi$ -function to input of another  $\phi$ -function.
- May require temporary if cyclic dependency exists.

## SSA Form for Optimizations

- SSA form can improve and/or speed up many analyses and optimizations
  - (Conditional) Constant propagation
  - Dead code elimination
  - Value numbering
  - PRE
  - Loop Invariant Code Motion
  - Strength Reduction