From a high point of view, this work tries to weaken the harsh requirements on SCoPs in order to make Pollys loop optimizations applicable on a wider range of programs. Apart from the implementation work, which will be described in the next chapter, immense effort has been made on the concepts and key ideas behind. We believe that these ideas and the knowledge gained during the work is very valuable not only for future work on SPolly or one of its bases but also for other approaches facing similar situations. On the way to a working version many pitfalls have been encountered that should be avoided in the future, perhaps with similar we worked out.

shaded Region Scores

frame=none wrapfigure[]r0.4 [complete static sSCoP] Primitives/Code/sSCoPstatic.c lst:sSCoPstatic

[Branch within a sSCoP] Primitives/Code/sSCoPbranch.c lst:sSCoPbranch

[irreversible call within a sSCoP] Primitives/Code/sSCoPprintf.c lst:sSCoPprintf   example sSCoPs fig:ScoredSCoPs