

**CS536**

# **Loop Optimizations**

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# Outline

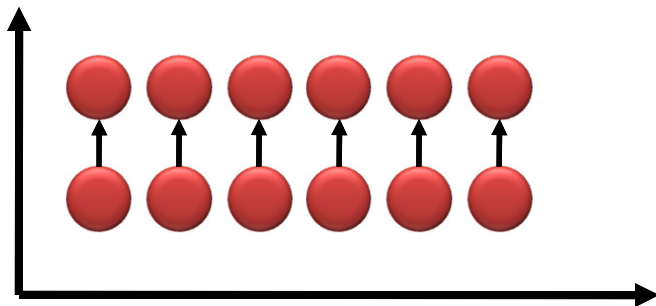
- Basic Loop Optimization
- Basic Data Flow Analysis

# Transformations: Permutation

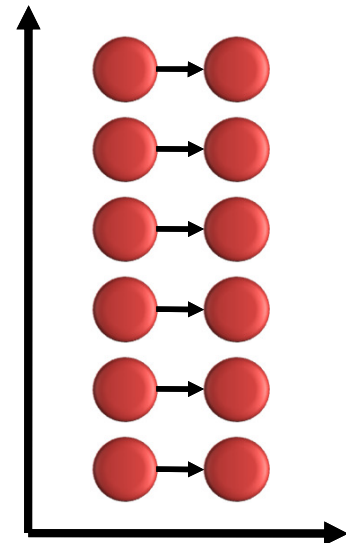
```
for(i=1;i<=N;i++){  
  for(j=1;j<=M;j++){  
    Z[i][j]=Z[i-1][j];  
  }  
}
```

Permutation

```
for(p=1;p<=M;p++) {  
  for(q=1;q<=N;q++) {  
    Z[q][p]=Z[q-1][p];  
  }  
}
```



$$\begin{bmatrix} p \\ q \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} i \\ j \end{bmatrix}$$



//confusion in class, it was Z[p][q] instead of Z[q][p]

# **MidSem Paper Discussion**

# Loop Optimizations

# Loop Optimizations

- Most important set of optimizations
  - Programs are likely to spend more time in loops
- Presumption: Loop has been identified
- Optimizations:
  - Loop invariant code removal
  - Induction variable strength reduction
  - Induction variable reduction

# Loops in Flow Graph

- **Dominators:** A node  $d$  of a flow graph  $G$  dominates a node  $n$ , if every path in  $G$  from the initial node to  $n$  goes through  $d$ .

Represented as:  ***$d \text{ dom } n$***

- Corollaries:
  - Every node dominates itself.
  - The initial node dominates all nodes in  $G$ .
  - The entry node of a loop dominates all nodes in the loop.

# Loops in Flow Graph

- Each node  $n$  has a unique *immediate dominator*  $m$ , which is the last dominator of  $n$  on any path in  $G$  from the initial node to  $n$ .

$$(d \neq n) \ \&\& \ (d \text{ dom } n) \rightarrow d \text{ dom } m$$

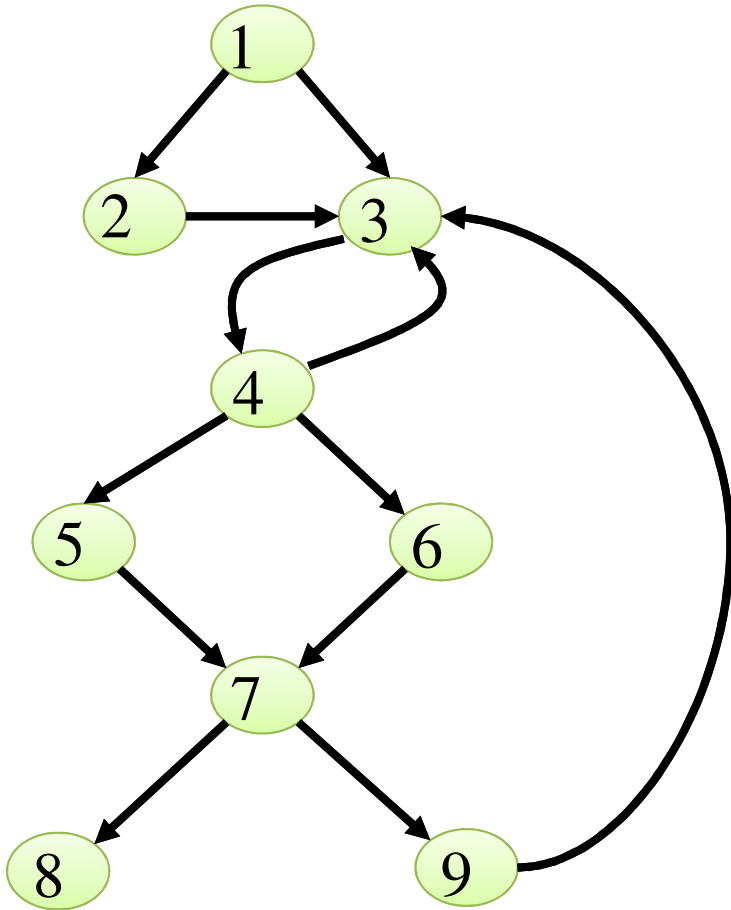
- Dominator tree ( $T$ ):

A representation of dominator information of flow graph  $G$ .

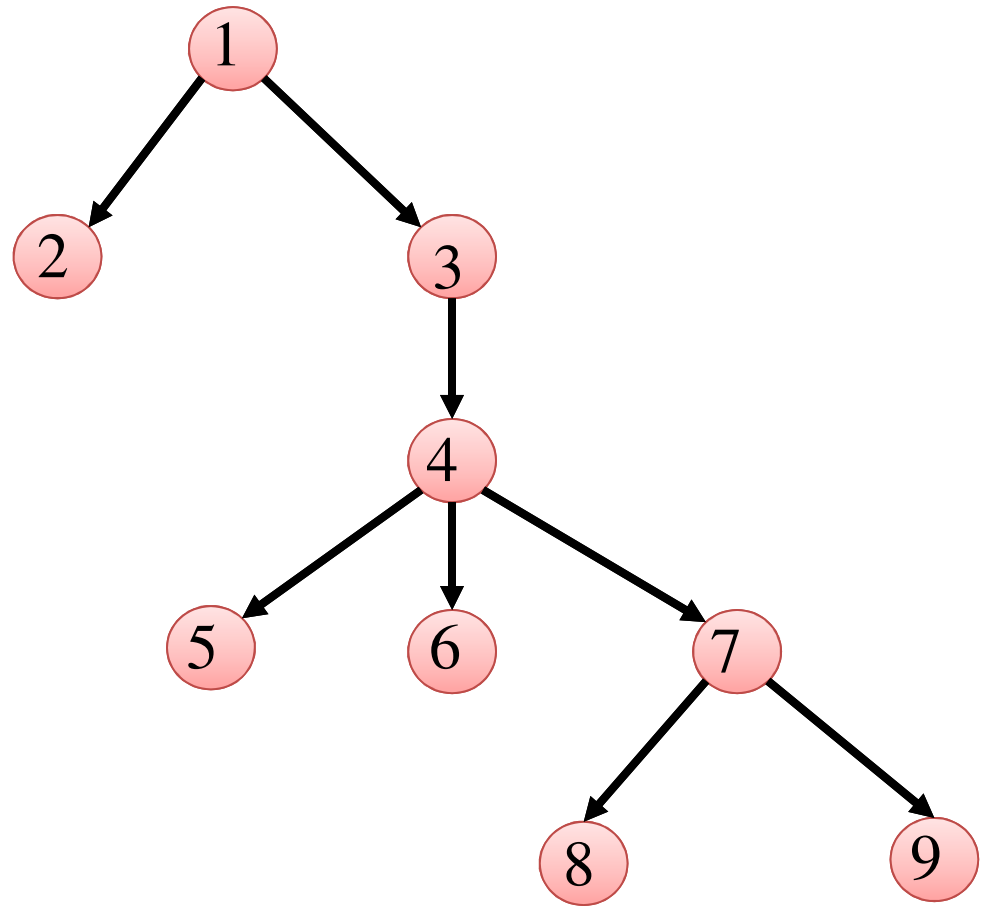
- The root node of  $T$  is the initial node of  $G$
- A node  $d$  in  $T$  dominates all node in its sub-tree



# Example: Loops in Flow Graph



Flow Graph



Dominator Tree

# Loops in Flow Graph

- **Natural loops:**
  1. A loop has a single entry point, called the “**header**”. Header dominates all node in the loop
  2. There is **at least one path back to the header from the loop nodes** (i.e. there is at least one way to iterate the loop)
- Natural loops can be detected by *back edges*.
  - **Back edges**: edges where the sink node (head) dominates the source node (tail) in  $G$

# Natural loop construction

- Construction of natural loop for a back edge

Input: A flow graph  $G$ , **A back edge  $n \rightarrow d$**

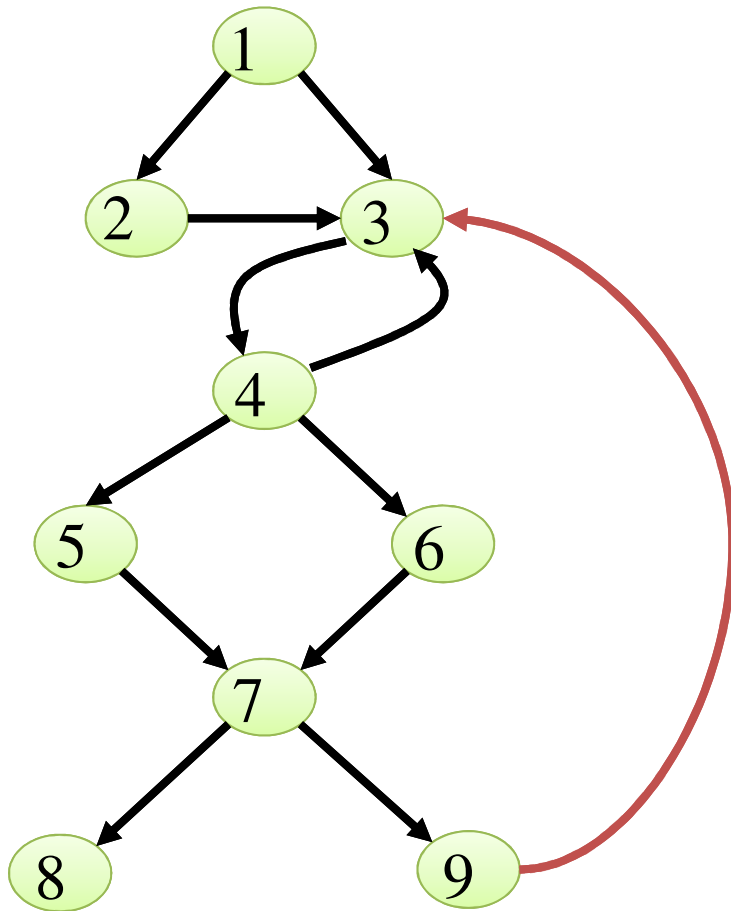
Output: The set *loop* consisting of all nodes in the natural loop of  $n \rightarrow d$

Method:

```
stack :=  $\epsilon$  ; loop := { $d$ };  
insert( $n$ );  
while (stack not empty)  
     $m := \text{stack.pop}()$ ;  
    for each predecessor  $p$  of  $m$  do  
        insert( $p$ )
```

```
Fun: insert ( $m$ ) {  
    if !( $m \in \text{loop}$ ) {  
         $\text{loop} = \text{loop} \cup \{m\}$   
         $\text{stack.push}(m)$   
    }  
}
```

# Natural loop construction



Back edge  $n=9, d=3$

Stack:  $\epsilon$ , Loop= $\{3\}$

insert(9):

stack= $\{9\}$ , loop= $\{3, 9\}$

pop(9): insert (7)

stack= $\{7\}$ , loop= $\{3, 9, 7\}$

pop(7): insert (5,6)

stack= $\{5, 6\}$ , loop= $\{3, 9, 7, 5, 6\}$

pop(5,6): insert (4)

stack= $\{4\}$ , loop= $\{3, 9, 7, 5, 6, 4\}$

pop(4): insert (3) , *!( $m \in \text{loop}$ )*

stack= $\{\}$ , loop= $\{3, 9, 7, 5, 6, 4\}$

# Inner loops

- Property of natural loops:
  - If two loops  $l_1$  and  $l_2$ , do not have the same header,
    - $l_1$  and  $l_2$  are disjoint.
      - *$l_2$  can be compressed to one Loop Stmt*
    - **One is an inner loop of the other.**
- Inner loop: loop that contains no other loop.
  - Loops which do not have the same header.

**Thanks**