

COMPILERS

Studies in

bounded

BASIC BLOCKS AND CONTROL FLOW GRAPHS

query

hierarchies.

Monsoon 2011 IIIT-H Suresh Purini

some slides are based on Keith Cooper's CS412
@rice university.

THREE ADDRESS CODE

```

for i from 1 to 10 do
    for j from 1 to 10 do
        a[i,j] = 0.0;
    for i from 1 to 10 do
        a[i,i] = 1.0;

```

INTERMEDIATE CODE IN THREE-ADDRESS FORMAT

```

bb1 { (1) i = 1          bb3 { (8) j = j + 1
bb2 { (2) j = 1          (9) if j <= 10 goto (3)
      (3) t1 = 10 * i      (10) i = i + 1
      (4) t2 = t1 + j      bb4 { (11) if i <= 10 goto (2)
      (5) t3 = 8 * t2      bb5 { (12) i = i + 1
      (6) t4 = t3 - 88     bb6 { (13) t5 = i - 1
      (7) a[t4] = 0.0      (14) t6 = 88 * t5

```

- bbg {
- ⑤ $a[t6] = 1.0$
 - ④ $i = i + 1$
 - ⑦ if $i \leq 10$ goto ⑬

BASIC BLOCK

a basic block is a maximal consecutive 3-address instructions such that

- control can only enter the basic block through the first instruction of the basic block.
- control will leave the basic block only at the last instruction.

the first instruction of a basic block is called its leader.

ex which of the following instruction sequences are basic blocks?

✓① $I_1 - I_1$

② $I_1 - I_2$

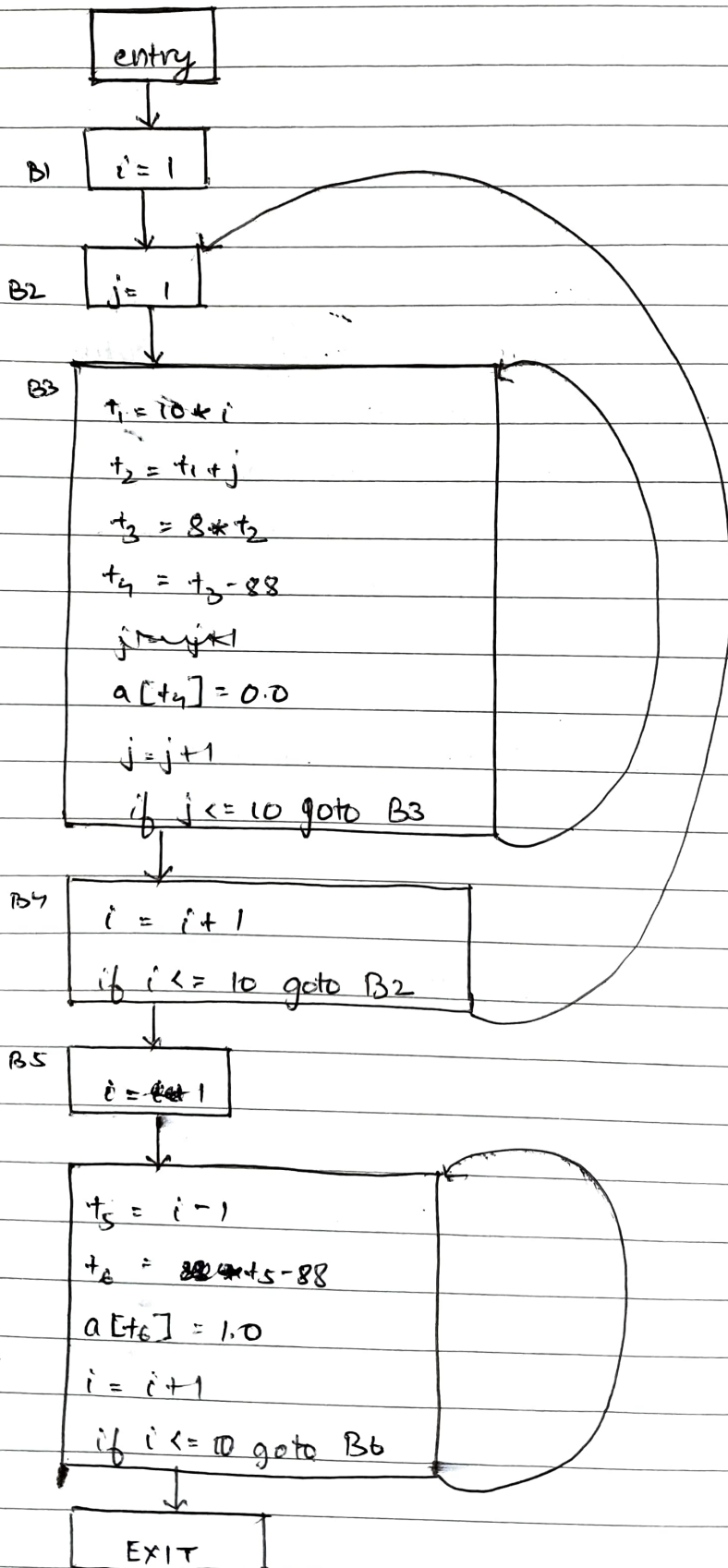
③ $I_1 - I_3$

④ $I_2 - I_5$

⑤ $I_3 - I_5$

✓⑥ $I_3 - I_9$

CONTROL FLOW GRAPH



BASIC BLOCKS

- BB1 {
- ① $prod := 0$
 - ② $i := 1$
- BB2 {
- ③ $t_1 = 4 * i$
 - ④ $t_2 := a[t_1]$
 - ⑤ $t_3 := 4 * i$
 - ⑥ $t_4 := b[t_3]$
 - ⑦ $t_5 = t_2 * t_4$
 - ⑧ $t_6 := prod + t_5$
 - ⑨ $prod := t_6$
 - ⑩ $t_7 := i + 1$
 - ⑪ $i := t_7$
 - ⑫ if $i \leq 20$ goto ⑬

problem:

partition the sequence of 3-address instructions into basic blocks.

- ① the 1st 3-address instruction in the IR is a leader.
- ② any instruction that is the target of a conditional or unconditional jump is a leader.
- ③ any instruction that immediately follows a conditional or unconditional jump is a leader.

- b1 {
- ① $i = m - 1$
 - ② $j = n$
 - ③ $t_1 = 4 * n$
 - ④ $v = a[t_1]$
- b2 {
- ⑤ $i = i + 1$
 - ⑥ $t_2 = 4 * i$
 - ⑦ $t_3 = a[t_2]$
 - ⑧ if $t_3 < v$ goto ⑤
- b3 {
- ⑨ $j = j - 1$
 - ⑩ $t_4 = 4 * j$
 - ⑪ $t_5 = a[t_4]$
 - ⑫ if $t_5 > v$ goto ⑨
- b4 {
- ⑬ if $i \geq j$ goto ⑮
- b5 {
- ⑭ $t_6 = 4 * i$
 - ⑮ $x = a[t_6]$

- b6 {
- ⑯ $t_7 = 4 * i$
 - ⑰ $t_8 = 4 * j$
 - ⑱ $t_9 = a[t_8]$
 - ⑲ $a[t_7] = t_9$
 - ⑳ $t_{10} = 4 * j$
 - ㉑ $a[t_{10}] = x$
 - ㉒ goto ③
- b7 {
- ㉓ $t_{11} = 4 * i$
 - ㉔ $x = a[t_{11}]$
 - ㉕ $t_{12} = 4 * i$
 - ㉖ $t_{13} = 4 * n$
 - ㉗ $t_{14} = a[t_{13}]$
 - ㉘ $a[t_{12}] = t_{14}$
 - ㉙ $t_{15} = 4 * n$
 - ㉚ $a[t_{15}] = x$