

# CSCD70 Compiler Optimization

## Tutorial #5 Dataflow Analysis (iii)

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# Iterative Framework

```
template <typename TDomainElem, typename TDomainElemRepr
        Direction TDirection, typename TMeetOp>
class Framework {
    HashSet Domain;
    // Instruction-Domain Value Mapping
    HashMap InstDomainValMap;
    bool runOnFunction(Function&);
};
```

# runOnFunction

---

**Algorithm 1:** runOnFunction

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**Data:** Domain  $D$ , Instruction-Domain Value Mapping  $M$

initialize  $Domain$ ;

initialize *Instruction-Domain Value Mapping*;

**do**  
    | traverse through the CFG update  $M \forall inst \in F$ ;  
**while** *NOT* converge;

---

☞ initializeDomain, traverseCFG

☛ MeetOp::top

## traverseCFG

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**Algorithm 2:** traverseCFG

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**Data:** Domain  $D$ , Instruction-Domain Value Mapping  $M$

**Arguments :** Function  $F$ , Direction

**Return** : Whether  $M$  has been modified

```
for  $bb \in \text{TraversalOrder}(F)$  do  
  if  $bb$  has no meet operands then  
     $\text{initialVal} \leftarrow \text{Boundary Condition};$   
  else  
     $\text{initialVal} \leftarrow \text{MeetOp}(\text{MeetOperands}(bb));$   
   $\text{inputVal} \leftarrow \text{initialVal};$   
  for each instruction  $i \in bb$  do  
     $\text{TransferFunc}(i, \text{inputVal}, M[i]);$   
     $\text{inputVal} \leftarrow M[i];$ 
```

---

☞ BC, MeetOperands ☞ MeetOp :: **operator**(), transferFunc

# Iterative Framework

```
template <typename TDomainElem, typename TDomainElemRepr
        Direction TDirection, typename TMeetOp>
class Framework : public FunctionPass {
    HashSet Domain;
    // Instruction-Domain Value Mapping
    HashMap InstDomainValMap;
    bool runOnFunction(Function&);
    void initializeDomain(const Function&);
    bool traverseCFG(const Function&);
    DomainVal BC() const;
    DomainValVec MeetOperands(const BasicBlock&) const;
    bool transferFunc(const Instruction&, const DomainVal&,
                     DomainVal&) =0;
};
```

# Available Expressions

```
class AvailExpr :  
    public Framework<Expression, bool,  
                    Forward, Intersect> {  
    bool transferFunc(const Instruction&, const BitVector&,  
                    BitVector&);  
};  
  
class Intersect {  
    BitVector operator()(const BitVector&,  
                        const BitVector&) const;  
    BitVector top(const size_t) const;  
};
```

# MeetOp

---

**Algorithm 3:** MeetOp

---

**Data:** Domain  $D$ , Instruction-Domain Value Mapping  $M$

**Arguments :** BasicBlock  $bb$

**Return** : Merged BitVector

**return**  $\bigwedge_{i \in \text{MeetOperands}} (\overbrace{M[\text{back}(\text{pred}(bb))]}^{\text{MeetOperands}}]);$

---

## transferFunc

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**Algorithm 4:** transferFunc

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**Data:** Domain  $D$ , Instruction-Domain Value Mapping  $M$

**Arguments :** Instruction  $i$ , BitVector  $bv_i$ ,  $bv_o$

**Return** : Whether  $bv_o$  has been modified

$bv'_o \leftarrow bv_i$ ;

**for** *each element*  $e \in D$  **do**

**if**  $\text{lhs}(e) = i$  **or**  $\text{rhs}(e) = i$  **then**

$bv'_o[\text{position}(e)] = \text{false}$ ;

$\text{iter} \leftarrow \text{find}(D, \text{Expression}(i))$ ;

**if**  $\text{iter} \neq \text{end}(D)$  **then**

$bv'_o[\text{position}(e)] = \text{true}$ ;

$\text{hasChanges} \leftarrow bv'_o \neq bv_o$ ;

$bv_o \leftarrow bv'_o$ ;

**return** hasChanges;

---



# Summary

```
template <typename TDomainElem, typename TDomainElemRepr
        Direction TDirection, typename TMeetOp>
class Framework : public FunctionPass {
    HashSet Domain;
    // Instruction-Domain Value Mapping
    HashMap InstDomainValMap;
    bool runOnFunction(Function&);
    void initializeDomain(const Function&);
    bool traverseCFG(const Function&);
    DomainVal BC() const;
    DomainValVec MeetOperands(const BasicBlock&) const;
    bool transferFunc(const Instruction&, const DomainVal&,
                     DomainVal&) =0;
};
```

# Summary

```
class AvailExpr :  
    public Framework<Expression, bool,  
                    Forward, Intersect> {  
    bool transferFunc(const Instruction&, const BitVector&  
                    BitVector&);  
};
```

```
class Intersect {  
    BitVector operator()(const BitVector&  
                        const BitVector&) const;  
    BitVector top(const size_t) const;  
};
```

👉 **Homework Assignment:** AvailExpr and Liveness