

# COMP0174 Practical Program Analysis

## Available Expressions Analysis

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# Four Classic Analyses

	Forward	Backward
Must	<b>Available Expressions</b>	Very Busy Expressions
May	Reaching Definitions	Live Variables

# Available Expressions

**Definition.** For each program point, which expressions must have already been computed, and not later modified, on all paths to the program point.

It is a *forward must* analysis.

**Application:** optimization (don't recompute expressions that are still available).

# Example

```
[x := a + b]1;  
[y := a * b]2;  
while [y > a + b]3 do  
    [a := a + 1]4;  
    [x := a + b]5;
```

The expression  $a + b$  is available every time execution reaches the condition 3, therefore the expression need not be recomputed.

# Killed Expression

An expression is killed in a block if any of the variables used in the expression are modified in the block:

$$\begin{aligned} kill_{AE}([x := a]^l) &= \{a' \in AExp_* \mid x \in Vars(a')\} \\ kill_{AE}([skip]^l) &= \emptyset \\ kill_{AE}([b]^l) &= \emptyset \end{aligned}$$

where  $AExp_*$  are all expressions in the program

# Killed Expression

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$$\text{kill}_{AE}([skip]^l) = \emptyset$$

$$\text{kill}_{AE}([b]^l) = \emptyset$$

*Assignment statement:*  
kills all expressions that  
use variable  $x$  assigned  
in the block because  
they have to be  
recomputed again

where  $AExp_*$  are all expressions in the program

# Generated Expression

A generated expression is an expression that is evaluated in the block and where none of the variables used in the expression are later modified in the block:

$$\begin{aligned} gen_{AE}([x := a]^l) &= \{a' \in AExp(a) \mid x \notin Vars(a')\} \\ get_{AE}([skip]^l) &= \emptyset \\ gen_{AE}([b]^l) &= AExp(b) \end{aligned}$$

# Analysis

The goal of the analysis is to compute the largest set satisfying the equation for  $AE_{entry}$ :

$$AE_{entry}(l) = \begin{cases} \emptyset & \text{if } l = \text{init}(\text{program}) \\ \cap \{AE_{exit}(l') \mid (l', l) \in \text{flow}(\text{program})\} & \text{otherwise} \end{cases}$$

$$AE_{exit}(l) = \left( AE_{entry}(l) \setminus \text{kill}(B^l) \right) \cup \text{gen}_{AE}(B^l)$$

where  $B^l \in \text{blocks}(\text{program})$



# Example

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[x := a + b]1;  
[y := a * b]2;  
while [y > a + b]3 do  
  [a := a + 1]4;  
  [x := a + b]5;
```

$l$	$kill_{AE}(l)$	$gen_{AE}(l)$
1	$\emptyset$	$\{a + b\}$
2	$\emptyset$	$\{a * b\}$
3	$\emptyset$	$\{a + b\}$
4	$\{a + b, a * b, a + 1\}$	$\emptyset$
5	$\emptyset$	$\{a + b\}$

# Example

$$AE_{entry}(1) = \emptyset$$

$$AE_{entry}(2) = AE_{exit}(1)$$

$$AE_{entry}(3) = AE_{exit}(2) \cap AE_{exit}(5)$$

$$AE_{entry}(4) = AE_{exit}(3)$$

$$AE_{entry}(5) = AE_{exit}(4)$$

$$AE_{exit}(1) = AE_{entry}(1) \cup \{a + b\}$$

$$AE_{exit}(2) = AE_{entry}(2) \cup \{a * b\}$$

$$AE_{exit}(3) = AE_{entry}(3) \cup \{a + b\}$$

$$AE_{exit}(4)$$

$$= AE_{entry}(4) \setminus \{a + b, a * b, a + 1\}$$

$$AE_{exit}(5) = AE_{entry}(5) \cup \{a + b\}$$

# Example

Equations for entry and exit functions:

$$AE_{entry}(1) = \emptyset$$

$$AE_{entry}(2) = AE_{exit}(1)$$

$$AE_{entry}(3) = AE_{exit}(2) \cap AE_{exit}(5)$$

$$AE_{entry}(4) = AE_{exit}(3)$$

$$AE_{entry}(5) = AE_{exit}(4)$$

$$AE_{exit}(1) = AE_{entry}(1) \cup \{a + b\}$$

$$AE_{exit}(2) = AE_{entry}(2) \cup \{a * b\}$$

$$AE_{exit}(3) = AE_{entry}(3) \cup \{a + b\}$$

$$AE_{exit}(4) = AE_{entry}(4) \setminus \{a + b, a * b, a + 1\}$$

$$AE_{exit}(5) = AE_{entry}(5) \cup \{a + b\}$$

AE at the entry of Block 3 = AE available at the exit of Block 2 (when entering the loop for the first time) and of Block 5 (when coming back from the exit of the loop)

# Example

```
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[y := a * b]2;  
while [y > a + b]3 do  
  [a := a + 1]4;  
  [x := a + b]5;
```

$l$	$AE_{entry}(l)$	$AE_{exit}(l)$
1	$\emptyset$	$\{a + b\}$
2	$\{a + b\}$	$\{a + b, a * b\}$
3	$\{a + b\}$	$\{a + b\}$
4	$\{a + b\}$	$\emptyset$
5	$\emptyset$	$\{a + b\}$