

# Advanced Compiler Techniques

## Homework #2 Solutions

### 9.2.4 Meet operators

a) & b) : NO

c) & d) : YES

### S1. DFA on Value Range

In many cases knowing the range of variables is beneficial. For instance, knowing that variables  $a$  and  $b$  are between 0 and 127 may allow us to represent both variables within one byte instead of two words, thereby providing a more compact representation for certain data structures.

Suppose you are analyzing a program consisting of the following types of statements:

- $a = \text{<const>}$
- $a = b$
- $a = b + \text{<const>}$
- $a = b + c$

where all variables and constants are integers.

Your task is to formulate a dataflow problem called **VarRange** that would allow one to approximate the range of any given variable at any point in the program.

The range is to be represented by an interval  $[x, y]$  where both  $x$  and  $y$  are constants. Assume that **MAX** is the biggest representable integer and we are dealing with **positive** numbers (including zero) only.

- a) (4 pt) What are the top and bottom elements of the lattice for the dataflow framework formulation of VarRange?

TOP:  $[0, \text{MAX}]$

BOT: UNDEF

- b) (3 pt) What is the JOIN ( $\vee$ ) operator for VarRange?

$[\text{low1}, \text{high1}] \vee [\text{low2}, \text{high2}] = [\text{Min}(\text{low1}, \text{low2}), \text{Max}(\text{high1}, \text{high2})]$

c) (3 pt) What is the partial order ( $\leq$ ) relation induced by the  $\vee$  operator?

$[low1, high1] \leq [low2, high2]$  if and only if  $low2 \leq low1$  and  $high1 \leq high2$ .

d) (8 pt) Assume for simplicity that each basic block consists of at most one statement. Define the transfer function for VarRange.

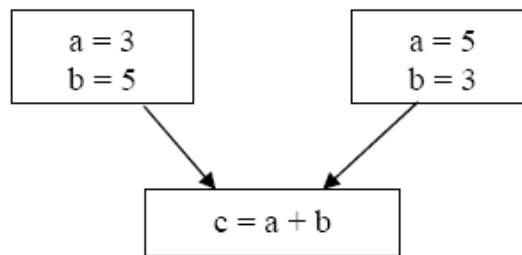
- $a = \langle const \rangle$                        $tf(B)_a = [const, const]$
- $a = b$                                  $tf(B)_a = [low_b, high_b]$
- $a = b + \langle const \rangle$                  $tf(B)_a = [low_b + \langle const \rangle, high_b + \langle const \rangle]$
- $a = b + c$                            $tf(B)_a = [low_b + low_c, high_b + high_c]$

e) (3 pt) Is the transfer function you defined above monotonic?

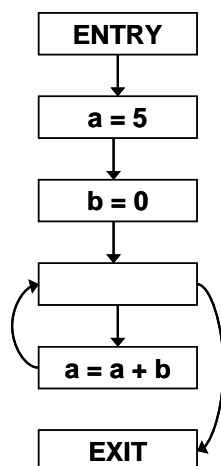
Yes.

f) (3 pt) Is the transfer function you defined above distributive?

No.



g) (6 pt) What is the range for variable a [on EXIT] as computed by your algorithm for the CFG below?



Variable a belongs to range **[5,5]**