Week-14

20. Write a program to eliminate common sub expressions

Code:

```
import java.io.*;
import java.util.*;
class subexp opt
public static void main(String args[])throws IOException
String s,temp;
String arr[][]=new String[10][2]; //assuming 10 unique operations with LHS and
RHS stored
int flag=0,index=0;
BufferedReader br=new BufferedReader(new InputStreamReader(new
FileInputStream("input.txt")));
File op = new File("output.txt");
if (!op.exists())
op.createNewFile();
BufferedWriter output = new BufferedWriter(new
FileWriter(op.getAbsoluteFile()));
for(;(s=br.readLine())!=null;flag=0)
temp=s.substring(s.indexOf("=")+1);
for(int i=0;i<index;i++)
if(temp.equals(arr[i][1]))
flag=1;
break;
else if(temp.contains(arr[i][1]))
s=s.replaceAll(arr[i][1],arr[i][0]);
```

```
if(flag==0)
arr[index][0]=s.substring(0,s.indexOf("="));
arr[index][1]=temp;
index++;
output.write(s);
output.newLine();
output.close();
Input:
temp1=a-b
temp2=a-b+c
temp3=d-e
temp4=c
temp5=d-e
Output:
temp1=a-b
temp2=temp1+c
temp3=d-e
```

temp4=c

21. Write a program to perform loop unrolling

Code:

```
#include<stdio.h>
#include<conio.h>
void main() {
 unsigned int n;
 int x;
 char ch;
 clrscr();
 printf("\nEnter N\n");
 scanf("%u", & n);
 printf("\n1. Loop Roll\n2. Loop UnRoll\n");
 printf("\nEnter ur choice\n");
 scanf(" %c", & ch);
 switch (ch) {
 case '1':
  x = countbit1(n);
  printf("\nLoop Roll: Count of 1's : %d", x);
  break;
 case '2':
  x = countbit2(n);
  printf("\nLoop UnRoll: Count of 1's : %d", x);
  break;
 default:
  printf("\n Wrong Choice\n");
 getch();
int countbit1(unsigned int n) {
 int bits = 0, i = 0;
```

```
while (n != 0) {
  if (n & 1) bits++;
  n >>= 1;
  i++;
 printf("\n no of iterations %d", i);
 return bits;
int countbit2(unsigned int n) {
 int bits = 0, i = 0;
 while (n != 0)  {
  if (n & 1) bits++;
  if (n & 2) bits++;
  if (n & 4) bits++;
  if (n & 8) bits++;
  n >>= 4;
  i++;
 printf("\n no of iterations %d", i);
 return bits;
Output:
Enter N
1. Loop Roll
2. Loop UnRoll
Enter ur choice
2
no of iterations 1
Loop UnRoll: Count of 1's :2
```