

# Optimizing Compilers

## 7<sup>th</sup> Lecture

Bernhard Scholz  
Institut f. Computersprachen  
Argentinierstr. 8  
scholz@complang.tuwien.ac.at

---

---

---

---

---

---

---

---

## Outline

Machine-independent optimizations based on DFA

- Common Sub-Expression Elimination
- Copy Propagation

22th of May, 2003

Optimizing Compilers

2

---

---

---

---

---

---

---

---

## Common Sub-Expression Eliminiaton (CSE)

### Goal:

Eliminate common sub-expressions

### Approach:

1. Global Analysis: DFA for analyzing which common sub-expressions are available at a program point
2. Transformation: replace sub-expressions by first computation

22th of May, 2003

Optimizing Compilers

3

---

---

---

---

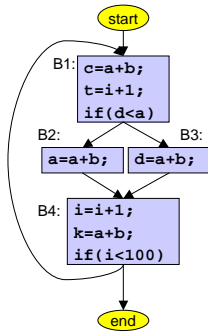
---

---

---

---

## Example



- Common sub-expressions:  $a+b$ ,  $i+1$
- Which sub-expression compute the same value?

22th of May, 2003

Optimizing Compilers

4

---

---

---

---

---

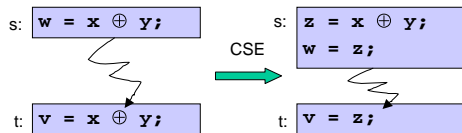
---

---

---

## Approach

- Given a statement  $s: w = x \oplus y;$  where  $x \oplus y$  is available at  $s$ , the computation within  $s$  can be eliminated.
- Find statements of the form  $t: v = x \oplus y;$  such that the path from  $s$  to  $t$  does not compute  $x \oplus y$  or define  $x$  or  $y$ .



22th of May, 2003

Optimizing Compilers

5

---

---

---

---

---

---

---

---

## DFA Equations

- Gen/Kill-Equations (i.e. forward & intersection)
  - $AeOut(start) = \{ \}$
  - $AeIn(n) = \bigcap_{p \text{ precedes } n} AeOut(p)$
  - $AeOut(n) = [In(n)-Kill(n)] \cup Eval(n)$
- DFA sets
  - $AeIn(n)$ : set of available expressions at entry
  - $AeOut(n)$ : set of available expressions at exit
- Local sets
  - $Eval(n)$ : set of expressions evaluated in block  $n$
  - $Kill(n)$ : set of expressions killed in block  $n$

22th of May, 2003

Optimizing Compilers

6

---

---

---

---

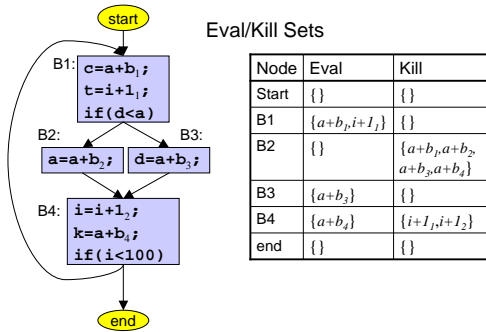
---

---

---

---

## Example (cont'd)



Eval/Kill Sets

Node	Eval	Kill
Start	{}	{}
B1	{a+b, i+I <sub>1</sub> }	{}
B2	{}	{a+b <sub>1</sub> , a+b <sub>2</sub> , a+b <sub>3</sub> , a+b <sub>4</sub> }
B3	{a+b <sub>3</sub> }	{}
B4	{a+b <sub>4</sub> }	{i+I <sub>1</sub> , i+I <sub>2</sub> }
end	{}	{}

22th of May, 2003

Optimizing Compilers

7

---

---

---

---

---

---

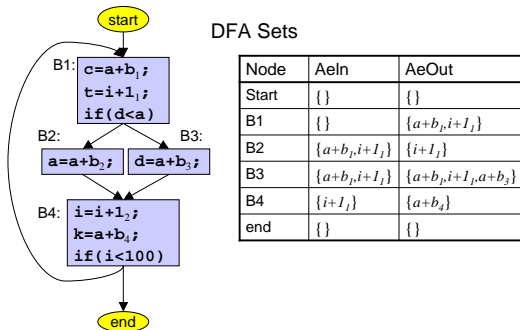
---

---

---

---

## Example (cont'd)



DFA Sets

Node	AeIn	AeOut
Start	{}	{}
B1	{}	{a+b, i+I <sub>1</sub> }
B2	{a+b, i+I <sub>1</sub> }	{i+I <sub>1</sub> }
B3	{a+b, i+I <sub>1</sub> }	{a+b, i+I <sub>1</sub> , a+b <sub>3</sub> }
B4	{i+I <sub>1</sub> }	{a+b <sub>4</sub> }
end	{}	{}

22th of May, 2003

Optimizing Compilers

8

---

---

---

---

---

---

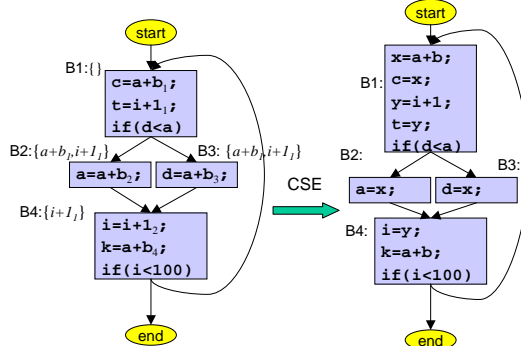
---

---

---

---

## Example (cont'd)



22th of May, 2003

Optimizing Compilers

9

---

---

---

---

---

---

---

---

---

---

## Implementation

- Every computation is potentially reused
  - consider computations which occur at least twice for keeping compile-time small.
- Watch out!
  - Two instances of computations in a function might compute different things
- Passes:
  1. Compute Eval/Kill sets (consider precedence)
  2. Run gen/kill solver (forward & intersection problem)
  3. Perform transformation (scan through basic block)
    - at least one instance must reach another instance
- Iterative approach to eliminate all CSE!

22th of May, 2003

Optimizing Compilers

10

---

---

---

---

---

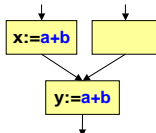
---

---

---

## Partial Redundancy Elimination

- Combines global common sub-expression elimination and loop-invariant code motion.
- *Partial Redundancy* is a computation that is done more than once on some incoming path.
- Example:



- PRE: inserts and deletes computation for minimizing partial redundancies!

22th of May, 2003

Optimizing Compilers

11

---

---

---

---

---

---

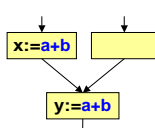
---

---

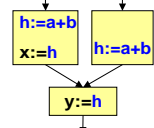
## Code Motion Transformation

- Transformation
  - introduce a new temporary variable for computation
  - delete redundant computations
  - insert computations to preserve program semantics
- Example

Input Program:



Optimised Program:



22th of May, 2003

Optimizing Compilers

12

---

---

---

---

---

---

---

---

## Classical PRE

- Uni-directional approaches
  - Busy Code Motion / Lazy Code Motion (J. Knoop, O. Rüthing, B. Steffen)
  - Problems: critical edges
- Bi-directional approaches
  - Morel and Renvoise
  - Problems: convergence
- Importance
  - Many optimisations based on PRE
    - load/store optimisation,
    - communication optimisation, etc.

22th of May, 2003

Optimizing Compilers

13

---

---

---

---

---

---

---

---

## Copy Propagation(CP)

### Goal:

Propagate values of copy assignments

### Approach:

1. Global Analysis: DFA for analyzing whether propagation is valid.
2. Transformation: replace copy value

22th of May, 2003

Optimizing Compilers

14

---

---

---

---

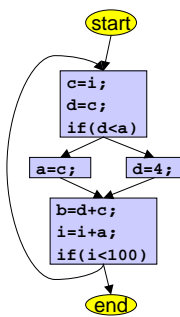
---

---

---

---

## Example



- Copy-Assignments:  
c=i; a=c; d=c;
- Which copy values can be replaced?
- Which copy assignment can be eliminated?

22th of May, 2003

Optimizing Compilers

15

---

---

---

---

---

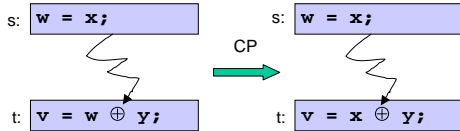
---

---

---

## Approach

- Given a copy assignment  $s: w = x;$
- Given another statement  $t: v = w \oplus y;$
- If  $s$  reaches  $t$  and no other definition of  $w$  reaches  $t$  and there is no definition of  $x$  on any path from  $s$  to  $t$  then:



22th of May, 2003

Optimizing Compilers

16

---

---

---

---

---

---

---

---

---

---

## DFA Equations

- Gen/Kill-Equations (i.e. forward & intersection)

$$CoOut(start) = \{\}$$

$$CoIn(n) = \bigcap_{p \text{ precedes } n} CoOut(p)$$

$$CoOut(n) = [CoIn(n) - Kill(n)] \cup Copy(n)$$

- DFA sets

- $CoIn(n)$ : set of copies at entry of  $n$
- $CoOut(n)$ : set of copies at exit of  $n$

- Local sets

- $Copy(n)$ : set of copies generated in  $n$
- $Kill(n)$ : set of copies killed in  $n$

22th of May, 2003

Optimizing Compilers

17

---

---

---

---

---

---

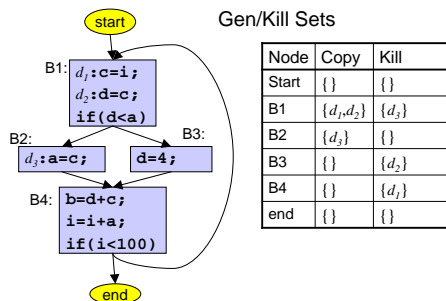
---

---

---

---

## Example (cont'd)



22th of May, 2003

Optimizing Compilers

18

---

---

---

---

---

---

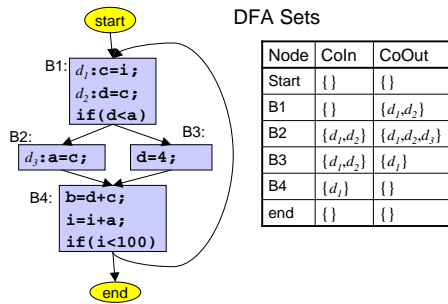
---

---

---

---

## Example (cont'd)



DFA Sets

Node	Coln	CoOut
Start	{}	{}
B1	{}	{ $d_1, d_2$ }
B2	{ $d_1, d_2$ }	{ $d_1, d_2, d_3$ }
B3	{ $d_1, d_2$ }	{ $d_1$ }
B4	{ $d_1$ }	{}
end	{}	{}

22th of May, 2003

Optimizing Compilers

19

---

---

---

---

---

---

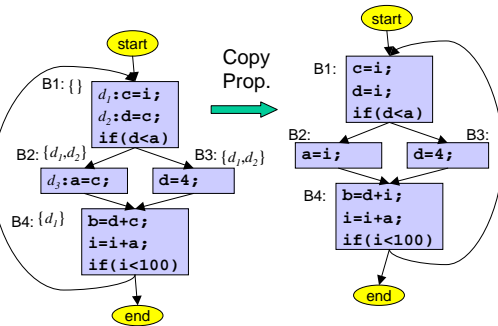
---

---

---

---

## Example (cont'd)



22th of May, 2003

Optimizing Compilers

20

---

---

---

---

---

---

---

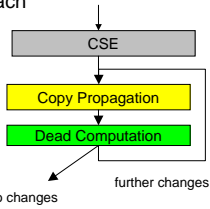
---

---

---

## Optimisation Approach

- Approach



- To capture all copies => iterative approach with dead computations
- Iterate as long as everything is stable

22th of May, 2003

Optimizing Compilers

21

---

---

---

---

---

---

---

---

---

---

# Stop

- Next lecture: 5.6.2003, 13:45 – 14:45

22th of May, 2003

Optimizing Compilers

22

---

---

---

---

---

---

---

---



This document was created with Win2PDF available at <http://www.daneprairie.com>.  
The unregistered version of Win2PDF is for evaluation or non-commercial use only.