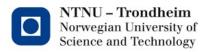


Data flow analysis instances

www.ntnu.edu \tag{TDT4205 - Lecture 27}

Where we were

- We have gone through Live Variables
 - by intuition, and
 - as a set of constraint equations that converge to a fixed point when you solve them iteratively, while
 - looking at how the solutions correspond to positions in a lattice and we've argued that the general method works for different types of information as well.
- Today, we'll try it out with
 - A few different types of elements in the sets
 - Different constraints

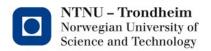


The framework ingredients

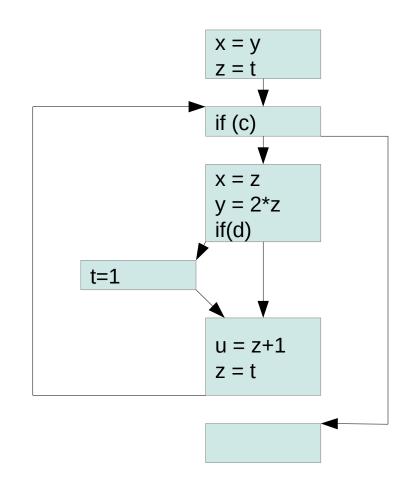
- A domain of things to analyze
 - Sets of variables (Liveness)
 - Sets of copies
 - Sets of expressions
 - Sets of variable definitions...
- A transfer function
 - Gives a forward/backward direction
 - Says how to change the sets based on the program logic
- A meet operator
 - Says what to do when control flow paths collide

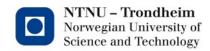


- Some variables can be copies of each other, let us detect them
 - Liveness is a backward analysis that adds set elements from any path to a program point
 - Copy propagation is a forward analysis that restricts set elements to those that are valid along every path to a program point
- We can work copy propagation out by intuition as well, to illustrate the effects of direction and choice of meet operator

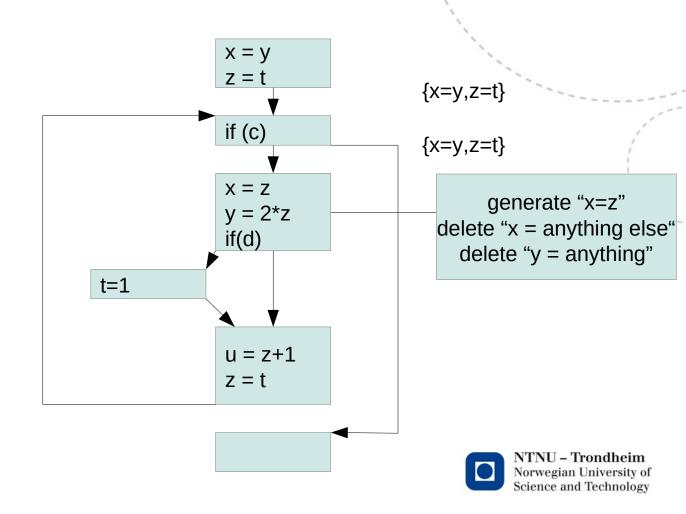


 I've modified the running example a bit, so that there are some copies to detect

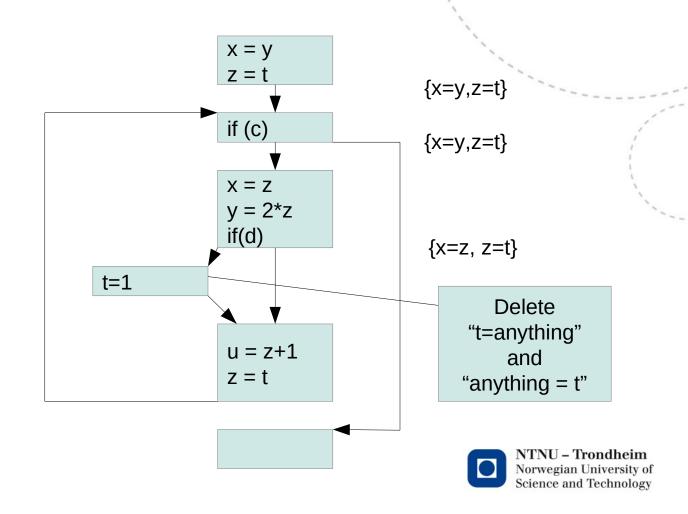




- The first two statements create some copies to start with
- The loop body makes x a copy of another variable than it was before

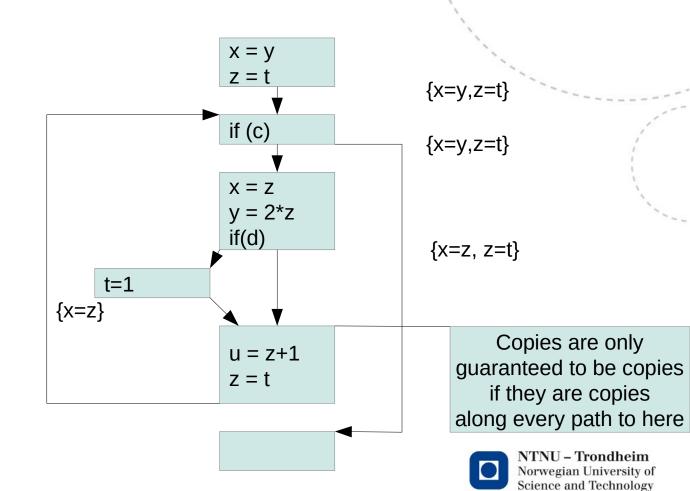


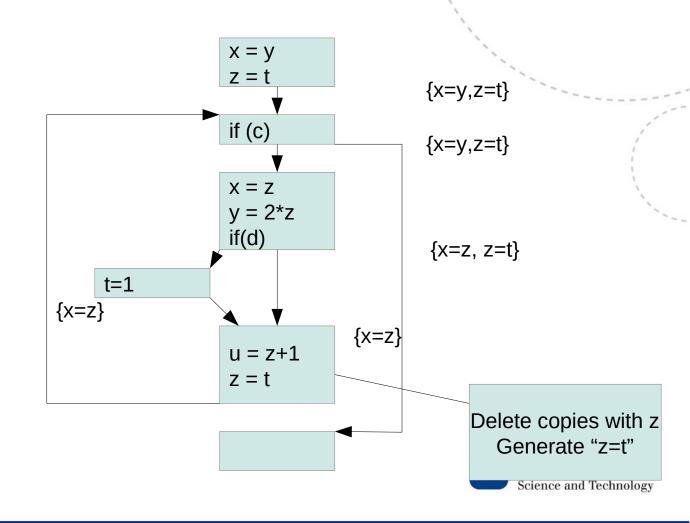
Here's an
 assignment
 which stops t
 from being a
 copy of any
 other variable

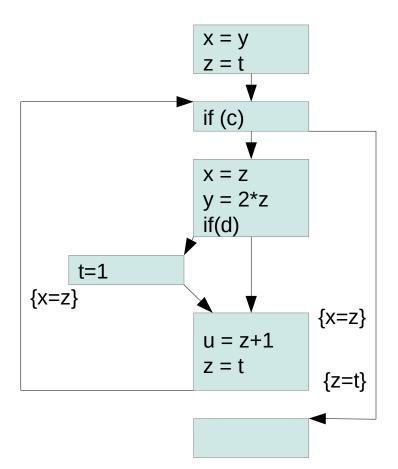


 Control flows meet:

To be sure that we can treat two variables as copies of each other, there can't be any possibility that they're different



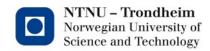






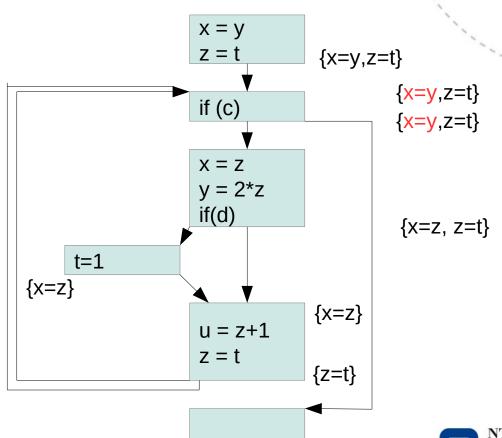
$$\{x=y,z=t\}$$

$$\{x=z, z=t\}$$

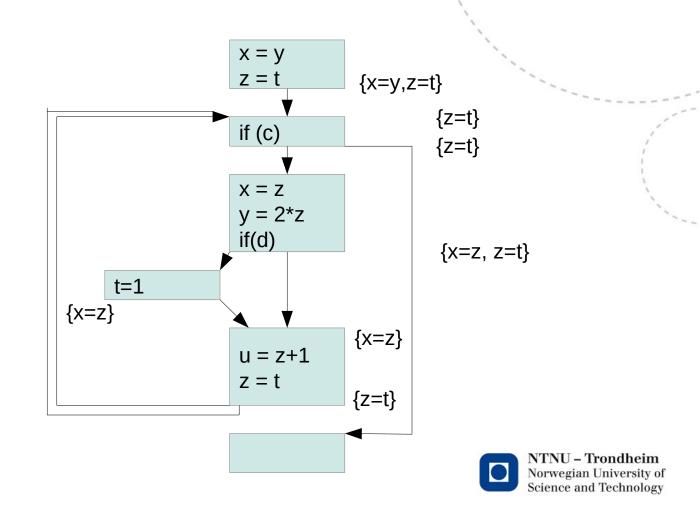


Iteration 2

- We've found a path to the loop head where x=y is not necessarily true
- Take it away:
 {x=y,z=t} ∩ {z=t}
 = {z=t}

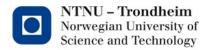


Solution



Available Expressions

- An available expression is an expression evaluated in all program executions, which would have the same value if re-evaluated
- The sets we look for are sets of expressions, so we need to number all of those



Available Expressions Data flow equations

Instructions:

```
out[B] = F_B(in[B]) (Forward analysis)
```

Control flow:

```
in[B] = \bigcap \{ out[B'] \mid B' \in pred(B) \} (Meet op. is intersection)
```

Interpretation:

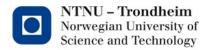
An expression is available at the entry of B if it is available at the exit of all predecessor blocks



Available Expressions Transfer function

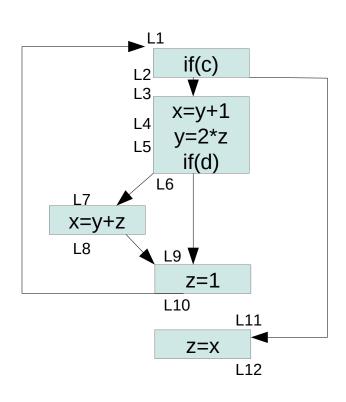
```
F_{l}(X) = \{ X - kill [I] \} \bigcup gen [I]
where
    kill [ I ] = expressions "killed" by I
    gen [I] = expressions "generated" by I
    x = y OP z
                                  generates {y OP z}, kills expr. with x in them
    x = OP y
                                  generates {OP y}, kills expr. with x
                                  generates nothing, kills expr. with x
    x = y
    x = & y
                                  generates nothing, kills expr. with x
    if (x)
                                  generates nothing, kills nothing
    return x
                                  generates nothing, kills nothing
```

generates nothing, kills expr with x



x = f(y1, y2, ..., yn)

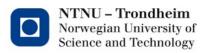
Expressions in the example



e1: y + 1

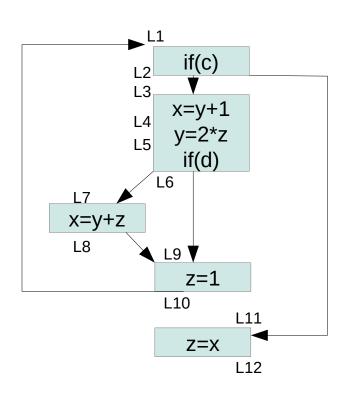
e2: 2 * z

e3: y + z

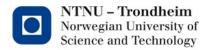


e1: y +1 e2: 2 * z e3: y + z

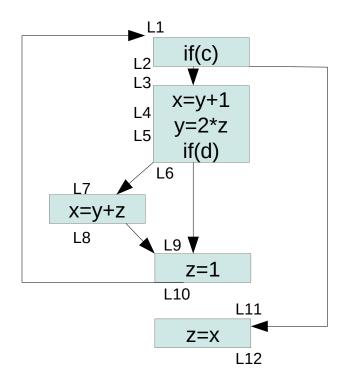
Data flow equations



L4 = { L3 }
$$\bigcup$$
 {e1}
L5 = { L4 - e1 } \bigcup e2
L8 = { L7 } \bigcup e3
L9 = L6 \bigcap L8
L10 = L9 - {e2,e3}
L12 = L11- {e2,e3}



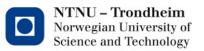
Iteration 1



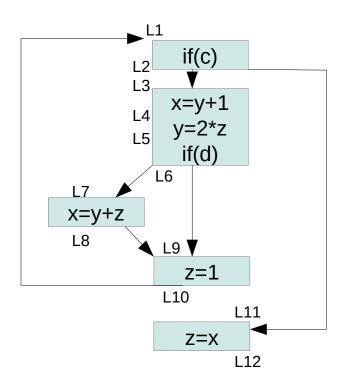
L1 =
L2 =
L3 =
L4 = e1
L5 =
$$\{e1 - e1\} \cup e2 = e2$$
L6 = e2
L7 = e2
L8 = e2,e3
L9 = $\{e2\} \cap \{e2,e3\} = e2$
L10 = $\{e2 - e2\} = \{\}$
L11 =
L12 =

e1: y +1 e2: 2 * z e3: y + z

L1 = {} \cap L10 L4 = { L3 } \cup {e1} L5 = { L4 - e1 } \cup e2 L8 = { L7 } \cup e3 L9 = L6 \cap L8 L10 = L9 - {e2,e3} L11 = L1 L12 = L11- {e2,e3}

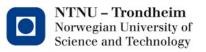


Iteration 2: no change



e1: y +1 e2: 2 * z e3: y + z

L1 = {} \bigcap L10 L4 = { L3 } \bigcup {e1} L5 = { L4 - e1 } \bigcup e2 L8 = { L7 } \bigcup e3 L9 = L6 \bigcap L8 L10 = L9 - {e2,e3} L11 = L1 L12 = L11- {e2,e3}



Reaching Definitions

- A reaching definition is a definition of a variable where the assigned value may be observed at a program point in some execution
- The sets we look for are sets of assignments, so we need to number all of those



Reaching Definitions Data flow equations

Instructions:

```
out[B] = F_B(in[B]) (Forward analysis)
```

Control flow:

```
in[B] = \bigcup \{ out[B'] \mid B' \in pred(B) \} (Meet op. is union)
```

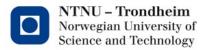
Interpretation:

A definition reaches the entry of block B if it reaches the exit of at least one of its predecessor nodes

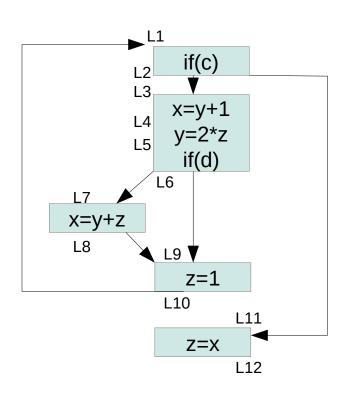


Reaching Definitions Transfer function

```
F_{i}(X) = \{ X - kill [I] \} \bigcup gen [I]
where
    kill [ I ] = definitions "killed" by I
    gen [ I ] = definitions "generated" by I
    x = y OP z
                                    generates \{x = y \ OP \ z\}, kills other definitions of x
    x = OP v
                                    generates \{x = OP y\}, kills other definitions of x
                                    generates \{x = y\}, kills other definitions of x
    x = y
    x = & y
                                    generates \{x = \&y\}, kills other definitions of x
    if (x)
                                    generates nothing, kills nothing
                                    generates nothing, kills nothing
    return x
    x = f(y1, y2, ..., yn)
                                    generates \{x = f...\}, kills other definitions of x
```



Definitions in the example



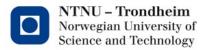
$$d1: x = y + 1$$

$$d2: y = 2 * z$$

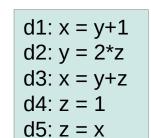
$$d3: x = y + z$$

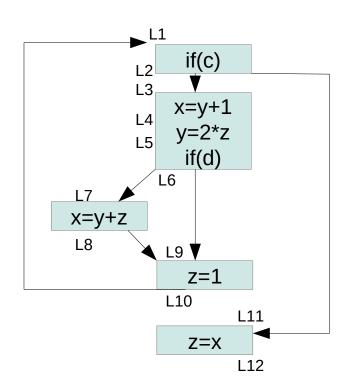
$$d4: z = 1$$

$$d5: z = x$$



Data flow equations

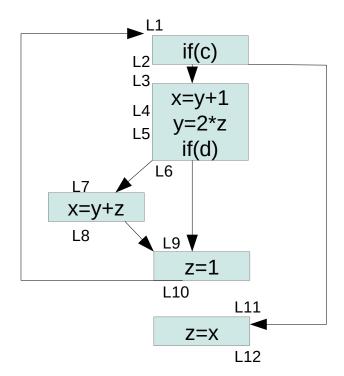




L1 = {}
$$\bigcup$$
 L10
L4 = {L3-d3} \bigcup d1
L5 = L4 \bigcup d2
L8 = {L7-d1} \bigcup d3
L9 = L6 \bigcup L8
L10 = {L9-d5} \bigcup d4
L11 = L2
L12 = {L11-d4} \bigcup d5



Iteration 1



L11 =

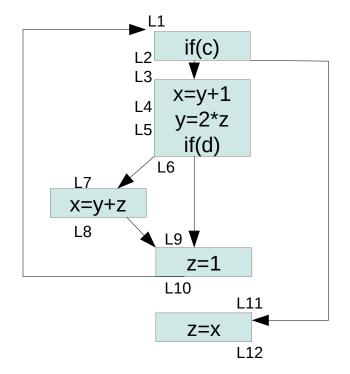
L12 = d5

 $L9 = \{d1,d2\} \cup \{d2,d3\} = \{d1,d2,d3\}$

 $L10 = \{d1,d2,d3\} \cup d4 = \{d1,d2,d3,d4\}$

L1 = {}
$$\bigcup$$
 L10
L4 = {L3-d3} \bigcup d1
L5 = L4 \bigcup d2
L8 = {L7-d1} \bigcup d3
L9 = L6 \bigcup L8
L10 = {L9-d5} \bigcup d4
L11 = L2
L12 = {L11-d4} \bigcup d5

Iteration 2



```
L1 = \{\} \bigcup \{d1,d2,d3,d4\}
```

L2 = d1,d2,d3,d4

L3 = d1,d2,d3,d4

L4 = d1, d2, d4

L5 = d1, d2, d4

L6 = d1, d2, d4

L7 = d1, d2, d4

L8 = d2, d3, d4

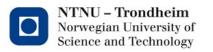
 $L9 = d1,d2,d3 \cup \{d1,d2,d4\} = \{d1,d2,d3,d4\}$

L10 = d1,d2,d3,d4

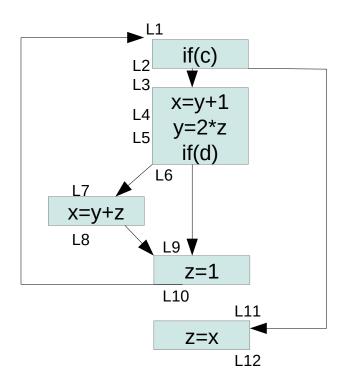
L11 = d1,d2,d3,d4

 $L12 = d5 \cup d1,d2,d3 = \{d1,d2,d3,d5\}$

L1 = {}
$$\bigcup$$
 L10
L4 = {L3-d3} \bigcup d1
L5 = L4 \bigcup d2
L8 = {L7-d1} \bigcup d3
L9 = L6 \bigcup L8
L10 = {L9-d5} \bigcup d4
L11 = L2
L12 = {L11-d4} \bigcup d5



Iteration 3: no change



```
L1 = d1,d2,d3,d4
```

$$L2 = d1, d2, d3, d4$$

$$L3 = d1,d2,d3,d4$$

$$L4 = d1, d2, d4$$

$$L5 = d1, d2, d4$$

$$L6 = d1, d2, d4$$

$$L7 = d1, d2, d4$$

$$L8 = d2, d3, d4$$

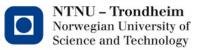
$$L9 = d1,d2,d3,d4$$

$$L10 = d1,d2,d3,d4$$

$$L11 = d1, d2, d3, d4$$

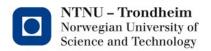
$$L12 = d1, d2, d3, d5$$

L1 = {}
$$\bigcup$$
 L10
L4 = {L3-d3} \bigcup d1
L5 = L4 \bigcup d2
L8 = {L7-d1} \bigcup d3
L9 = L6 \bigcup L8
L10 = {L9-d5} \bigcup d4
L11 = L2
L12 = {L11-d4} \bigcup d5



Key takeaways

- The choice of domain determines what we're analyzing
- With union as meet operator, we get "maybe"analyses
 - There is a path where an element was introduced
- With intersection as meet operator, we get "must"analyses
 - Every path introduces these elements



Next time

We will

- put all these (and one more) into a big ol' overview
- take out the lattices again, and try to say something about how well the fixed point solution characterizes the analyzed program
- invent a function which lets us use the same method to detect loops

