

COMP 512
Rice University
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# Overview of Optimization, 3

Iterative Global Data Flow Analysis, in depth

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# **Computing Available Expressions**



#### The Big Picture

- 1. Build a control-flow graph
- 2. Gather the initial data (local data) data **DEEXPR**(b) & **EXPRKILL**(b) and initialize the **AVAIL** sets (unknowns) at each block
- 3. Evaluate the equation at each node, then repeat to fixed point
  - Propagates information around the graph'
  - ◆ Annotates each block with its correct and complete **AVAIL** set

$$AVAIL(b) = \bigcap_{x \in preds(b)} (DEEXPR(x) \cup (AVAIL(x) \cap \overline{EXPRKILL(x)}))$$

Most data-flow problems are solved in, essentially, the same way

# **Round-robin Iterative Algorithm**



```
\begin{aligned} & \text{AVAIL}(b_0) \leftarrow \emptyset \\ & \text{for i} \leftarrow 1 \text{ to N} \\ & \text{AVAIL}(b_i) \leftarrow \{ \text{ all expressions } \} \end{aligned} \end{aligned} The round-robin solver is easier to analyze than a worklist solver.  \begin{aligned} & \text{change} \leftarrow \text{true} \\ & \text{while (change)} \\ & \text{change} \leftarrow \text{false} \\ & \text{for i} \leftarrow 0 \text{ to N} \\ & \text{TEMP} \leftarrow \bigcap_{x \in preds \ (b \ i)} \ (\text{DEEXPR} \ (x) \cup (\text{AVAIL}(x) \cap \text{EXPRKILL}(x) \ )) \\ & \text{if AVAIL}(b_i) \neq \text{TEMP} \text{ then} \\ & \text{change} \leftarrow \text{true} \\ & \text{AVAIL}(b_i) \leftarrow \text{TEMP} \end{aligned}
```

#### Questions that we should ask:

Termination: does it halt?

Correctness: what answer does it produce?

Speed: how quickly does it find that answer?

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#### Definition

Data-flow analysis is a collection of techniques for *compile-time* reasoning about the *run-time* flow of values

- Almost always involves building a graph
  - ♦ Problems are trivial on a basic block
  - ◆ Global problems ⇒ control-flow graph (or derivative)
  - $\bullet$  Whole program problems  $\Rightarrow$  call graph (or derivative)
- Usually formulated as *simultaneous equations* over *sets of values* 
  - ◆ Sets attached to nodes and / or edges
  - ♦ Semilattice to describe values
  - ♦ We solved **AVAIL** with an iterative fixed-point algorithm
- Desired result is usually meet over all paths solution
  - "What is true on every path from the entry?"
  - ◆ "Can this happen on any path from the entry?"
  - ♦ Related to the safety of optimization

(how we use the results)

MOP ≅ meet over all paths solution LFP ≅ least fixed-point solution MFP ≅ maximal fixed-point solution



#### Limitations

- 1. Precision these algorithms are precise "up to symbolic execution"
  - ♦ Assume all paths are taken
- 2. Solution cannot afford to compute **MOP** solution
  - ◆ Large class of problems where MOP = MFP = LFP
  - ◆ Not all problems of interest are in this class
- 3. Arrays classical analysis treats them naively
  - ♦ Represent whole array with a single fact
- 4. Pointers difficult (and expensive) to analyze
  - ♦ Imprecision rapidly adds up
  - ♦ Need to ask the right questions

#### The Good News:

Simple problems can carry us pretty far

#### **Summary**

For scalar values, we can quickly solve simple problems

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#### **Semilattice**

A **semilattice** is a set *L* and a meet operation  $\land$  such that,  $\forall a, b, \& c \in L$ :

- 1.  $a \wedge a = a$
- 2.  $a \wedge b = b \wedge a$
- 3.  $a \wedge (b \wedge c) = (a \wedge b) \wedge c$

 $\land$  imposes a **partial order** on L,  $\forall a, b, \& c \in L$ :

- 1.  $a \ge b \Leftrightarrow a \land b = b$
- 2.  $a > b \Leftrightarrow a \ge b$  and  $a \ne b$

a and b may not be comparable, when a  $\wedge$  b is neither a nor b

A semilattice has a **bottom** element, denoted  $\bot$ 

- 1.  $\forall a \in L, \perp \land a = \perp$
- 2.  $\forall$  *a* ∈ *L*, a ≥  $\bot$

∧ is the operator applied to sets when two control-flow paths converge



### How does this relate to data-flow analysis?

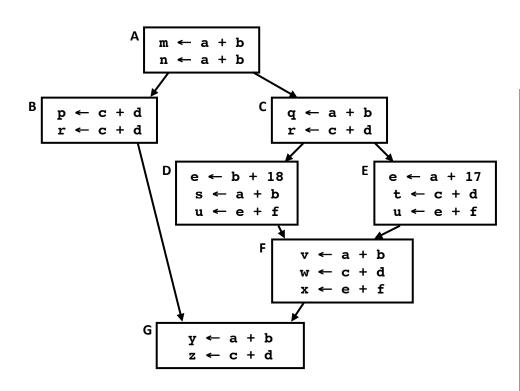
- Choose a semilattice to represent the facts
- Attach a meaning to each a ∈ L
   Each a ∈ L is a distinct set of known facts
- With each node n, associate a function  $f_n: L \to L$  $f_n$  models behavior of code in block corresponding to n
- Let F be the set of all functions that the code might generate

#### Example — AVAIL

- Semilattice is  $(2^E, \land)$ , where E is the set of all expressions &  $\land$  is  $\cap$ 
  - ♦ Set are bigger than | variables | , ⊥ is Ø
- For a node n,  $f_n$  has the form  $f_n(x) = a_n \cup (x \cap b_n)$ 
  - Where  $a_n$  is **DEEXPR**(n) and  $b_n$  is not(**EXPRKILL**(n))

# **Concrete Example: Available Expressions**





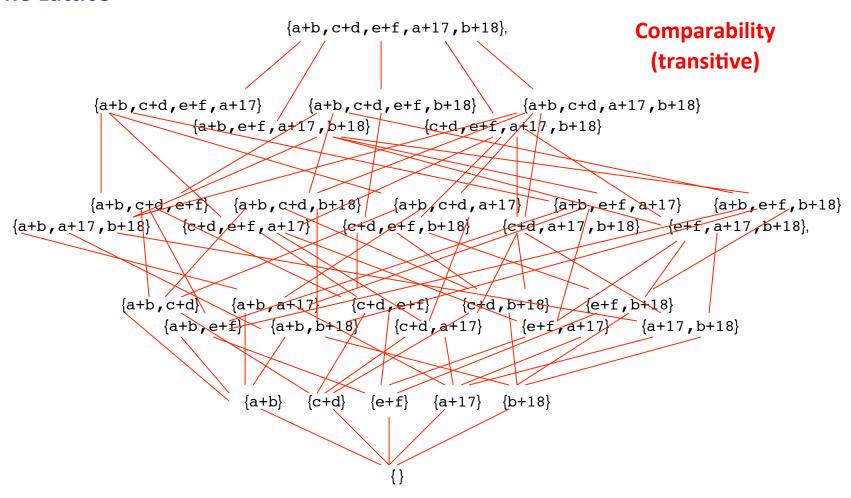
E = {a+b,c+d,e+f,a+17,b+18}
2<sup>E</sup> is the set of all subsets of E

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# **Concrete Example: Available Expressions**



#### The Lattice



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### **Concrete Example: Available Expressions**



#### The Lattice

 $\{a+b,c+d,e+f,a+17,b+18\}$ 

#### **Effect of meet operator**

\*

# **Round-robin Iterative Algorithm**



```
\begin{aligned} \textbf{AVAIL}(b_0) &\leftarrow \emptyset \\ \text{for i} &\leftarrow 1 \text{ to N} \\ &\quad \textbf{AVAIL}(b_i) \leftarrow \{\textit{all expressions}\} \\ \text{change} &\leftarrow \text{true} \\ \text{while (change)} \\ &\quad \text{change} \leftarrow \text{false} \\ \text{for i} &\leftarrow 0 \text{ to N} \\ &\quad \textbf{TEMP} \leftarrow \bigcap_{x \in preds} (b) \ \ \textbf{(DEEXPR} \ (x) \cup \textbf{(AVAIL}(x) \cap \textbf{EXPRKILL}(x) \textbf{))} \\ &\quad \text{if AVAIL}(b_i) \neq \textbf{TEMP} \text{ then} \\ &\quad \text{change} \leftarrow \text{true} \\ &\quad \textbf{AVAIL}(b_i) \leftarrow \textbf{TEMP} \end{aligned}
```

#### **Termination**

- Makes sweeps over the nodes
- Halts when some sweep produces no change

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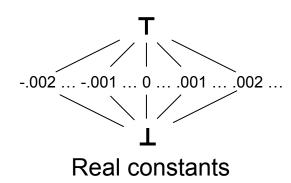
#### **Termination**

- If every  $f_n \in F$  is monotone, i.e.,  $x \le y \Rightarrow f(x) \le f(y)$ , and
- If the lattice is bounded, i.e., every descending chain is finite
  - > Chain is sequence  $x_1, x_2, ..., x_n$  where  $x_i \in L, 1 \le i \le n$
  - $> x_i > x_{i+1}, 1 \le i < n \implies$  chain is descending

#### **Then**

- The set at each node can only change a finite number of times
- The iterative algorithm must halt on an instance of the problem

- Any finite semilattice is bounded
- Some infinite semilattices are bounded



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#### **Correctness**

(What does it compute?)

- If every  $f_n \in F$  is monotone, i.e.,  $x \le y \Rightarrow f(x) \le f(y)$ , and
- If the semilattice is bounded, i.e., every descending chain is finite
  - > Chain is sequence  $x_1, x_2, ..., x_n$  where  $x_i ∈ L, 1 ≤ i ≤ n$
  - $> x_i > x_{i+1}, 1 \le i < n \implies$  chain is descending

Given a bounded semilattice S and a monotone function space F

- $\exists k \text{ such that } f^k(\bot) = f^j(\bot) \ \forall j > k$
- $f^k(\perp)$  is called the least fixed-point of f over S

pessimism

• If *L* has a T, then  $\exists k$  such that  $f^k(T) = f^j(T) \ \forall j > k$  and  $f^k(T)$  is called the maximal fixed-point of f over S

optimism



#### **Correctness**

- If every  $f_n \in F$  is monotone, i.e.,  $f(x \land y) \le f(x) \land f(y)$ , and
- If the lattice is bounded, i.e., every descending chain is finite
  - ♦ Chain is sequence  $x_1, x_2, ..., x_n$  where  $x_i ∈ L, 1 ≤ i ≤ n$
  - ♦  $x_i > x_{i+1}$ ,  $1 \le i < n \implies$  chain is descending

#### Then

- The round-robin algorithm computes a least fixed-point (LFP)
- The uniqueness of the solution depends on other properties of F
- Unique solution ⇒ it finds the one we want
- Multiple solutions ⇒ we want to know which solution it finds
  - ◆ Specific solution may depend on order in which algorithm visits the nodes ...

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MOP ≅ meet over all paths solution LFP ≅ least fixed-point solution MFP ≅ maximal fixed-point solution

Not distributive  $\Rightarrow$  fixed point

solution may not be unique



#### **Correctness**

Does the iterative algorithm compute the desired answer?

### **Admissible Function Spaces**

- 1.  $\forall f \in F, \forall x,y \in L, f(x \land y) = f(x) \land f(y)$
- 2.  $\exists f_i \in F$  such that  $\forall x \in L$ ,  $f_i(x) = x$
- 3.  $f,g \in F \exists h \in F$  such that h(x) = f(g(x))
- 4.  $\forall x \in L$ ,  $\exists$  a finite subset  $H \subseteq F$  such that  $x = \land_{f \in H} f(\bot)$

If F meets these four conditions, then an instance of the problem will have a unique fixed point solution (instance  $\Rightarrow$  graph + initial values)

$$\Rightarrow$$
 LFP = MFP = MOP

⇒ order of evaluation does not matter

k



# If a data-flow framework meets those admissibility conditions then it has a unique fixed-point solution

- The iterative algorithm finds the (best) answer
- The solution does not depend on order of computation
- Algorithm can choose an order that converges quickly

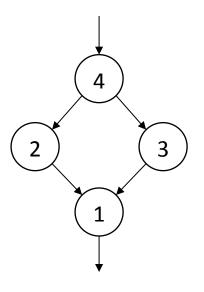
#### Intuition

- Choose an order so that changes propagate as far as possible on each major iteration, or "sweep" over the graph
  - ◆ Process a node's predecessors before the node
- Cycles pose problems, of course
  - ◆ Ignore back edges when computing the order?

×

# **Ordering the Nodes to Maximize Propagation**





3 2

N+1 - postorder number

Postorder

**Reverse Postorder** 

- Reverse postorder visits predecessors before visiting a node
- Use reverse preorder for backward problems
  - ♦ Reverse postorder on reverse CFG is not reverse preorder [EaC2e, exercise 9.4(b)]

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Sets stabilize in two passes around a loop



### **Speed**

- For a problem with an admissible function space & a bounded semilattice,
- If the functions all meet the <u>rapid</u> condition, i.e.,

$$\forall f,g \in F, \ \forall \ x \in L, f(g(\bot)) \ge g(\bot) \land f(x) \land x$$

then, a round-robin, reverse-postorder iterative algorithm

will halt in d(G)+3 passes over a graph G

Each pass does O(E) meets & O(N) other operations

d(G) is the loop-connectedness of the graph with respect to a DFST

- ◆ Maximal number of back edges in an acyclic path
- ◆ Several studies suggest that, in practice, d(G) is small

(<3)

◆ For most CFGs, d(G) is independent of the specific *DFST* 



#### What does all this mean?

- Reverse postorder
  - ◆ Easily computed order that increases propagation per pass
- Round-robin iterative algorithm
  - ♦ Visit all the nodes in a consistent order (RPO)
  - ◆ Do it again until the sets stop changing
- Rapid condition
  - ◆ Most classic global data-flow problems meet this condition

### These conditions are easily met

- ◆ Admissible framework, rapid function space
- ◆ Round-robin, reverse-postorder, iterative algorithm
- ⇒ The analysis runs in (*effectively*) linear time

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### Almost all of the classic global data-flow problems are admissible and rapid

- Equations have form and properties similar to AVAIL
  - Live variables, reaching definitions, reachable uses
  - Some, such as dominance, have simpler equations
- Iterative algorithm will generate the correct answer quickly

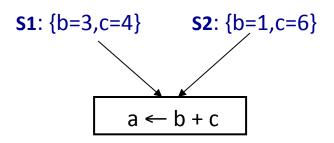
### The iterative algorithm is your "desert island" data-flow algorithm

- One algorithm for almost all problems
- Easy to formulate, easy to implement, easy to understand

# Some problems are not admissible



### **Global constant propagation**



- Function "f" models block's effects
- f(S1) = {a=7,b=3,c=4}
- f(S2) = {a=7,b=1,c=6}
- $f(S1 \land S2) = \emptyset$
- First condition in admissibility  $\forall f \in F, \ \forall \ x,y \in L, f(x \land y) = f(x) \land f(y)$
- Constant propagation is not admissible
  - Kam & Ullman time bound does not hold
  - ◆ There are tight time bounds, however, based on lattice height
  - ◆ Require a variable-by-variable formulation ...
- Fixed point is not unique

(no guarantee that LFP = MFP = MOP)

# Some admissible problems are not rapid



### **Interprocedural May Modify Sets**

```
shift(a,b,c,d,e,f)
{
   local t;
   ...
   call shift(t,a,b,c,d,e);
   f = 1;
   ...
}
```

- Assume call-by-reference
- Compute the set of variables (in shift) that can be modified by a call to shift
- How long does it take?
- Iterations proportional to number of parameters
  - ◆ Not a function of the call graph
  - ◆ Can make example arbitrarily bad
- Proportional to length of chain of bindings...





Nothing to do with d(G)