

CS738: Advanced Compiler Optimizations

Foundations of Data Flow Analysis

Amey Karkare

karkare@cse.iitk.ac.in

<http://www.cse.iitk.ac.in/~karkare/cs738>

Department of CSE, IIT Kanpur



Agenda

- ▶ Poset, Lattice, and Data Flow Frameworks: Review
- ▶ Connecting Tarski Lemma with Data Flow Analysis
- ▶ Solutions of Data Flow Analysis constraints

Knaster-Tarski Fixed Point Theorem

- ▶ Let f be a monotonic function on a complete lattice (S, \wedge, \vee) . Define
 - ▶ $\text{red}(f) = \{v \mid v \in S, f(v) \leq v\}$, pre fix-points
 - ▶ $\text{ext}(f) = \{v \mid v \in S, f(v) \geq v\}$, post fix-points
 - ▶ $\text{fix}(f) = \{v \mid v \in S, f(v) = v\}$, fix-points

Then,

- ▶ $\bigwedge \text{red}(f) \in \text{fix}(f)$. Further, $\bigwedge \text{red}(f) = \bigwedge \text{fix}(f)$
- ▶ $\bigvee \text{ext}(f) \in \text{fix}(f)$. Further, $\bigvee \text{ext}(f) = \bigwedge \text{fix}(f)$
- ▶ $\text{fix}(f)$ is a complete lattice

Application of Fixed Point Theorem

- ▶ $f : S \rightarrow S$ is a **monotonic** function
- ▶ (S, \wedge) is a **finite height** semilattice
- ▶ \top is the top element of (S, \wedge)
- ▶ Notation: $f^0(x) = x, f^{i+1}(x) = f(f^i(x)), \forall i \geq 0$
- ▶ The greatest fixed point of f is

$$f^k(\top), \text{ where } f^{k+1}(\top) = f^k(\top)$$

Fixed Point Algorithm

```
// monotonic function f on a meet semilattice  
x :=  $\top$ ;  
while (x  $\neq$  f(x)) x := f(x);  
return x;
```

Resemblance to Iterative Algorithm (Forward)

$\text{OUT}[Entry] = \text{Info} \circ Entry ;$

Resemblance to Iterative Algorithm (Forward)

```
OUT[Entry] = InfoEntry;  
for (other blocks B) OUT[B] = T;
```

Resemblance to Iterative Algorithm (Forward)

```
OUT[Entry] = InfoEntry;  
for (other blocks B) OUT[B] = T;  
while (changes to any OUT) {
```

Resemblance to Iterative Algorithm (Forward)

```
OUT[Entry] = InfoEntry;  
for (other blocks B) OUT[B] = T;  
while (changes to any OUT) {  
    for (each block B) {
```

Resemblance to Iterative Algorithm (Forward)

```
OUT[Entry] = InfoEntry;  
for (other blocks B) OUT[B] = T;  
while (changes to any OUT) {  
    for (each block B) {  
        IN(B) =  $\bigwedge_{P \in \text{PRED}(B)} \text{OUT}(P)$ ;  
    }
```

Resemblance to Iterative Algorithm (Forward)

```
OUT[Entry] = InfoEntry;  
for (other blocks  $B$ ) OUT[ $B$ ] =  $\top$ ;  
while (changes to any OUT) {  
    for (each block  $B$ ) {  
        IN( $B$ ) =  $\bigwedge_{P \in \text{PRED}(B)} \text{OUT}(P)$ ;  
        OUT( $B$ ) =  $f_B(\text{IN}(B))$ ;  
    }  
}
```

Iterative Algorithm

▶ $f_B(X) = X - \text{KILL}(B) \cup \text{GEN}(B)$

Iterative Algorithm

- ▶ $f_B(X) = X - \text{KILL}(B) \cup \text{GEN}(B)$
- ▶ Backward:

Iterative Algorithm

- ▶ $f_B(X) = X - \text{KILL}(B) \cup \text{GEN}(B)$
- ▶ Backward:
 - ▶ Swap IN and OUT everywhere

Iterative Algorithm

- ▶ $f_B(X) = X - \text{KILL}(B) \cup \text{GEN}(B)$
- ▶ Backward:
 - ▶ Swap IN and OUT everywhere
 - ▶ Replace *Entry* by *Exit*

Iterative Algorithm

- ▶ $f_B(X) = X - \text{KILL}(B) \cup \text{GEN}(B)$
- ▶ Backward:
 - ▶ Swap IN and OUT everywhere
 - ▶ Replace *Entry* by *Exit*
 - ▶ Replace predecessors by successors

Iterative Algorithm

- ▶ $f_B(X) = X - \text{KILL}(B) \cup \text{GEN}(B)$
- ▶ Backward:
 - ▶ Swap IN and OUT everywhere
 - ▶ Replace *Entry* by *Exit*
 - ▶ Replace predecessors by successors
- ▶ In other words: just “invert” the flow graph!!

Acknowledgement

Rest of the slides based on the material at

`http://infolab.stanford.edu/~ullman/dragon/w06/w06.html`

Solutions

- ▶ **IDEAL solution** = meet over all executable paths from entry to a point (ignore unrealizable paths)

Solutions

- ▶ **IDEAL solution** = meet over all executable paths from entry to a point (ignore unrealizable paths)
- ▶ **MOP** = meet over all paths from entry to a given point, of the transfer function along that path applied to $\text{Info}_{\text{Entry}}$.

Solutions

- ▶ **IDEAL solution** = meet over all executable paths from entry to a point (ignore unrealizable paths)
- ▶ **MOP** = meet over all paths from entry to a given point, of the transfer function along that path applied to $\text{Info}_{\text{Entry}}$.
- ▶ **MFP** (*maximal fixedpoint*) = result of iterative algorithm.

Maximum Fixedpoint

- ▶ **Fixedpoint** = solution to the equations used in the iteration:

$$\text{IN}(B) = \bigwedge_{P \in \text{PRED}(B)} \text{OUT}(P)$$

$$\text{OUT}(B) = f_B(\text{IN}(B))$$

Maximum Fixedpoint

- ▶ **Fixedpoint** = solution to the equations used in the iteration:

$$\text{IN}(B) = \bigwedge_{P \in \text{PRED}(B)} \text{OUT}(P)$$

$$\text{OUT}(B) = f_B(\text{IN}(B))$$

- ▶ **Maximum Fixedpoint** = any other solution is \leq the result if the iterative algorithm (MFP)

Maximum Fixedpoint

- ▶ **Fixedpoint** = solution to the equations used in the iteration:

$$\text{IN}(B) = \bigwedge_{P \in \text{PRED}(B)} \text{OUT}(P)$$

$$\text{OUT}(B) = f_B(\text{IN}(B))$$

- ▶ **Maximum Fixedpoint** = any other solution is \leq the result if the iterative algorithm (MFP)
- ▶ \leq : carries less information.

MOP and IDEAL

- ▶ All solutions are really meets of the result of starting with $\text{Info}_{\text{Entry}}$ and following some set of paths to the point in question.

MOP and IDEAL

- ▶ All solutions are really meets of the result of starting with $\text{Info}_{\text{Entry}}$ and following some set of paths to the point in question.
- ▶ If we don't include **at least the IDEAL paths**, we have an error.

MOP and IDEAL

- ▶ All solutions are really meets of the result of starting with $\text{Info}_{\text{Entry}}$ and following some set of paths to the point in question.
- ▶ If we don't include **at least the IDEAL paths**, we have an error.
- ▶ But try not to include too many more.

MOP and IDEAL

- ▶ All solutions are really meets of the result of starting with $\text{Info}_{\text{Entry}}$ and following some set of paths to the point in question.
- ▶ If we don't include **at least the IDEAL paths**, we have an error.
- ▶ But try not to include too many more.
- ▶ Less “ignorance,” but we “know too much.”

MOP Versus IDEAL

- ▶ Any solution that is \leq IDEAL accounts for all executable paths (and maybe more paths)

MOP Versus IDEAL

- ▶ Any solution that is \leq IDEAL accounts for all executable paths (and maybe more paths)
 - ▶ and is therefore conservative (safe)

MOP Versus IDEAL

- ▶ Any solution that is \leq IDEAL accounts for all executable paths (and maybe more paths)
 - ▶ and is therefore conservative (safe)
 - ▶ even if not accurate.

MFP vs MOP

- ▶ If $MFP \leq MOP$?

MFP vs MOP

- ▶ If $MFP \leq MOP$?
 - ▶ If so, then $MFP \leq MOP \leq IDEAL$, therefore MFP is safe.

MFP vs MOP

- ▶ If $MFP \leq MOP$?
 - ▶ If so, then $MFP \leq MOP \leq IDEAL$, therefore MFP is safe.
- ▶ Yes, but ...

MFP vs MOP

- ▶ If $MFP \leq MOP$?
 - ▶ If so, then $MFP \leq MOP \leq IDEAL$, therefore MFP is safe.
- ▶ Yes, but . . .
- ▶ Requires two assumptions about the framework:

MFP vs MOP

- ▶ If $MFP \leq MOP$?
 - ▶ If so, then $MFP \leq MOP \leq IDEAL$, therefore MFP is safe.
- ▶ Yes, but . . .
- ▶ Requires two assumptions about the framework:
 - ▶ “Monotonicity.”

MFP vs MOP

- ▶ If $MFP \leq MOP$?
 - ▶ If so, then $MFP \leq MOP \leq IDEAL$, therefore MFP is safe.
- ▶ Yes, but . . .
- ▶ Requires two assumptions about the framework:
 - ▶ “Monotonicity.”
 - ▶ Finite height

MFP vs MOP

- ▶ If $MFP \leq MOP$?
 - ▶ If so, then $MFP \leq MOP \leq IDEAL$, therefore MFP is safe.
- ▶ Yes, but ...
- ▶ Requires two assumptions about the framework:
 - ▶ “Monotonicity.”
 - ▶ Finite height
no infinite chains $\dots < x_2 < x_1 < x < \dots$

MFP vs MOP

- ▶ **Intuition:** If we computed the MOP directly, we would compose functions along all paths, then take a big meet.

MFP vs MOP

- ▶ **Intuition:** If we computed the MOP directly, we would compose functions along all paths, then take a big meet.
- ▶ But the MFP (iterative algorithm) alternates compositions and meets arbitrarily.

Good News

- ▶ The frameworks we've studied so far are all monotone.

Good News

- ▶ The frameworks we've studied so far are all monotone.
 - ▶ Easy proof for functions in Gen-Kill form.

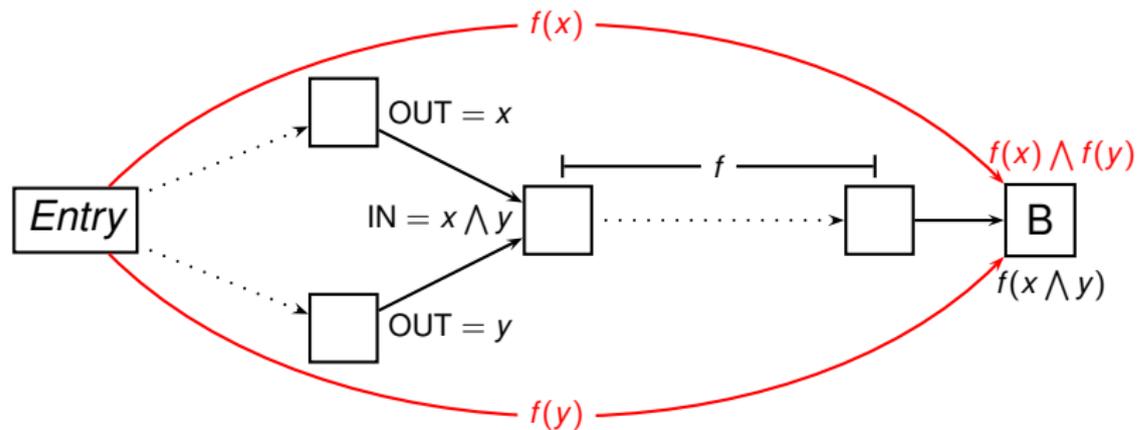
Good News

- ▶ The frameworks we've studied so far are all monotone.
 - ▶ Easy proof for functions in Gen-Kill form.
- ▶ And they have finite height.

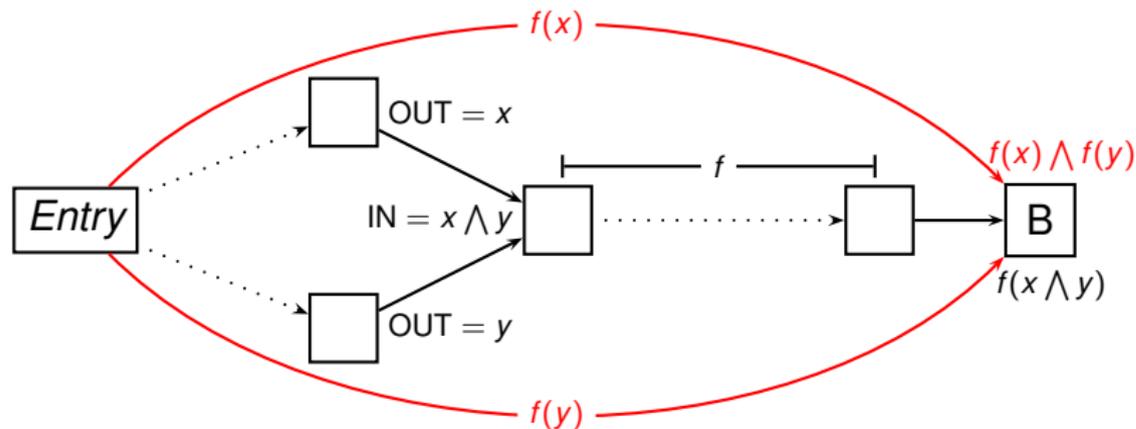
Good News

- ▶ The frameworks we've studied so far are all monotone.
 - ▶ Easy proof for functions in Gen-Kill form.
- ▶ And they have finite height.
 - ▶ Only a finite number of defs, variables, etc. in any program.

Two Paths to B that Meet Early

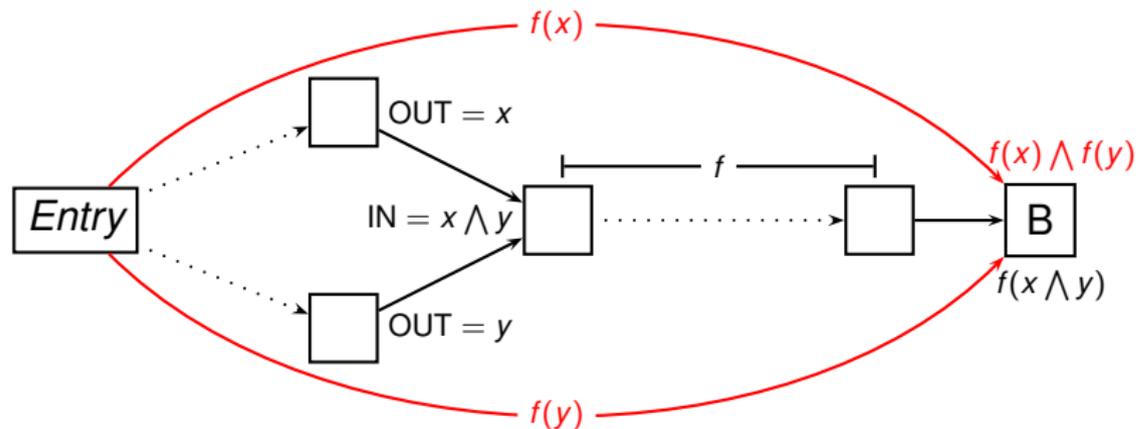


Two Paths to B that Meet Early



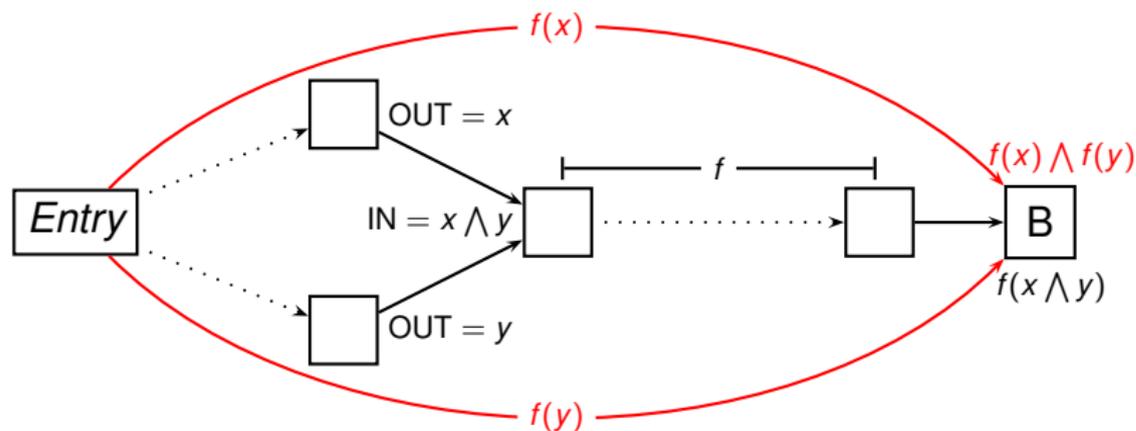
- ▶ MOP considers paths independently and combines at the last possible moment.

Two Paths to B that Meet Early



- ▶ MOP considers paths independently and combines at the last possible moment.
- ▶ In MFP, Values x and y get combined too soon.

Two Paths to B that Meet Early



- ▶ **MOP considers paths independently and combines at the last possible moment.**
- ▶ In MFP, Values x and y get combined too soon.
- ▶ Since $f(x \wedge y) \leq f(x) \wedge f(y)$, it is as we added non-existent paths.

Distributive Frameworks

- ▶ Distributivity:

$$f(x \wedge y) = f(x) \wedge f(y)$$

Distributive Frameworks

- ▶ Distributivity:

$$f(x \wedge y) = f(x) \wedge f(y)$$

- ▶ Stronger than Monotonicity

Distributive Frameworks

- ▶ Distributivity:

$$f(x \wedge y) = f(x) \wedge f(y)$$

- ▶ Stronger than Monotonicity
 - ▶ Distributivity \Rightarrow Monotonicity

Distributive Frameworks

- ▶ Distributivity:

$$f(x \wedge y) = f(x) \wedge f(y)$$

- ▶ Stronger than Monotonicity
 - ▶ Distributivity \Rightarrow Monotonicity
 - ▶ But the reverse is not true

Even More Good News!

- ▶ The 4 example frameworks are distributive.

Even More Good News!

- ▶ The 4 example frameworks are distributive.
- ▶ If a framework is distributive, then combining paths early doesn't hurt.

Even More Good News!

- ▶ The 4 example frameworks are distributive.
- ▶ If a framework is distributive, then combining paths early doesn't hurt.
 - ▶ $MOP = MFP$.

Even More Good News!

- ▶ The 4 example frameworks are distributive.
- ▶ If a framework is distributive, then combining paths early doesn't hurt.
 - ▶ MOP = MFP.
 - ▶ That is, the iterative algorithm computes a solution that takes into account all and only the physical paths.