CS738: Advanced Compiler Optimizations Constant Propagation

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Agenda

- Using data flow analysis to identify "constant expressions" in a program
- Identify similarity/differences with bit-vector data flow analyses discussed earlier
- Other properties of constant propagation

Constant Propagation

CP: Replace expressions that evaluate to same constant "c" every time they are executed, by the value "c"

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 - If variable is inferred not to be a constant
 - Multiple (different valued) defs, non-const defs, assigned an "un-interpreted" value, ...
- Undef: No definition of the variable is seen yet nothing known!

NAC vs Undef

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- NAC ⇒ too many definitions seen for a variable v to declare v is NOT a constant
- ► Undef ⇒ too few definitions seen to declare anything about the variable
- ▶ \top is *Undef*; \bot is *NAC*

► Recall the requirement

$$\top \bigwedge x = x$$
$$\bot \bigwedge x = \bot$$

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$$Undef \land c = c$$

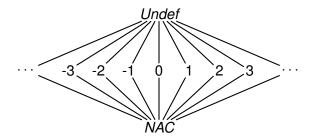
 $NAC \land c = NAC$

Recall the requirement

$$op \langle x=x
angle$$
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angle$ $op \langle x=x
angle$ Undef $extstyle c=c$ $extstyle NAC \wedge c=NAC$ $extstyle c_1 \wedge c_2=NAC$ when $c_1
eq c_2$

Recall the requirement

CP Semilattice for an integer variable



▶ Infinite domain, but finite height

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Previous figure was semilattice for one variable of one type

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- CP Semilattice = Product of such lattices for all variables (of all types)
- Each semilattice has a finite height

Statement	GEN
x = c // const	
x = y + z	
x = complicated	
expr	

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$\{x \to c\}$

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if $\{y \rightarrow c_1, z \rightarrow c_2\}$ in IN then $\{x \rightarrow c_1 + c_2\}$

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Case analysis on transfer function f

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Monotonicity of CP

- Case analysis on transfer function f
- ► NAC < c < Undef</p>
- \triangleright x = c has constant transfer function.
- ightharpoonup x = complicated expr also has constant transfer function
- See the next slide for x = y + z (and similar statements)

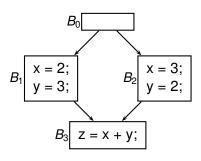
► Fix z to be one of *Undef*, c₂, *NAC*

- Fix z to be one of *Undef*, c_2 , *NAC*
- ► Vary y over Undef, c₁, NAC

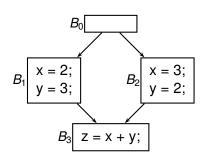
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- Do this for all z choices.
- Similarly, fix y and vary z.

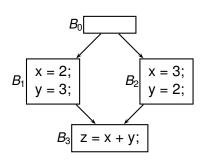


► All paths:



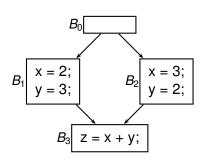
All paths:

$$\blacktriangleright B_0 \to B_1 \to B_3$$

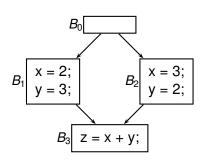


All paths:

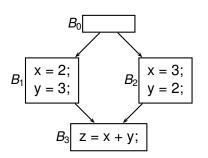
- $\blacktriangleright \ B_0 \to B_1 \to B_3$
- $\blacktriangleright \ B_0 \to B_2 \to B_3$



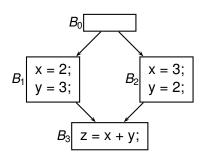
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- MFP value for z is NAC. (Exercise)



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- ► MOP value for z is 5.
- MFP value for z is NAC. (Exercise)
- MFP value ≠ MOP value (MFP < MOP)</p>