

15-745 Lecture 2

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My Background

- UC Berkeley PhD - compiler for reconfigurable computing
 - one-person compiler team - not recommended
 - IR: SUIF plus home-brew graph
- SRC Computers - compiler for Pentium + Xilinx FPGA
 - IR: Commercial front end plus home-brew graph
- CMU (Phoenix) - compiler for spatial computing
 - IR: SUIF plus home-brew graph: Pegasus

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Outline

- IRs
- Graphs
- Control flow
 - Dominators
- Local data flow
- Global data flow
 - Reaching Definitions
 - Liveness

- Task 0

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IRs (Intermediate Representations)

- Typically starts similar to source language, and eventually gets ``lowered'' to something close to assembly.
- Contains all semantic information necessary to execute the program
- Even `hello_world()` is messier than you think...
- Always remember what is your essential IR, versus what are the auxilliary / side data structures...

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IRs (Intermediate Representations)

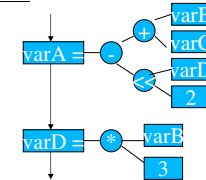
- Starting point: AST (abstract syntax tree)
 - typically retains artifacts from source language
 - see SUIF hierarchy for example

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IRs (Intermediate Representations)

- Dismantle high-level control structures to get control flow graph
 - are we losing something by throwing away this information?
- Basic blocks contain lists of statements:
 - LHS is a variable
 - RHS is an expression tree

A = (B+C)-(D<<2);
D = A*3;



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IRs (Intermediate Representations)

- Even lower: tuples: one operation
- Introduce "compiler temporaries", or "pseudoregisters"

A = (B+C)-(D<<2); T1 = B+C;
D = A*3; T2 = D<<2;
 A = T1 - T2;
 D = A * 3;

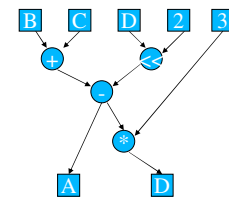
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IRs (Intermediate Representations)

- But you can go in the other direction too - build up the DAG for each basic block:

A = (B+C)-(D<<2);
D = A*3;

T1 = B+C;
T2 = D<<2;
A = T1 - T2;
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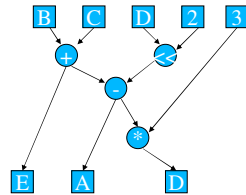
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IRs (Intermediate Representations)

- But you can go in the other direction too - build up the DAG for each basic block:

$A = (B+C)-(D \ll 2);$
 $D = A * 3;$
 $E = B + C;$

$T1 = B+C;$
 $T2 = D \ll 2;$
 $A = T1 - T2;$
 $D = A * 3;$
 $E = B + C;$



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Control Flow Graph (CFG)

- One per procedure
- Special Entry and Exit nodes
- Dominators:
 $x \text{ dom } y$ if every possible execution path from the entry to y includes x .
- Reflexive: $x \text{ dom } x$

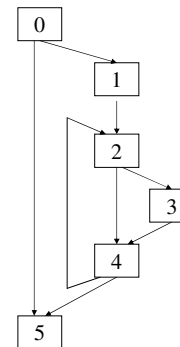
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Computing Dominators

- One per procedure
- Special Entry and Exit nodes
- Dominators:
 $x \text{ dom } y$ if every possible execution path from the entry to y includes x .
- Reflexive: $x \text{ dom } x$

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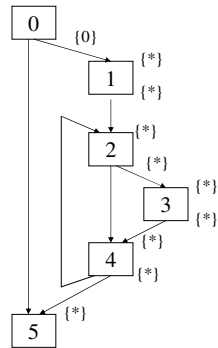
Computing dominators



- Initialize:
 $\bullet 0\{0\}, \text{rest}\{*\}$
- Meet function: intersect
- Transfer function: add self
- Iterate until no change...

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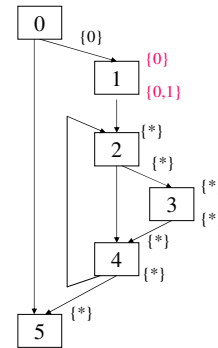
Computing dominators



- Initialize:
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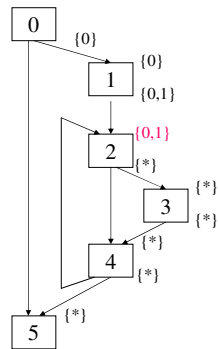
Computing dominators



- Initialize:
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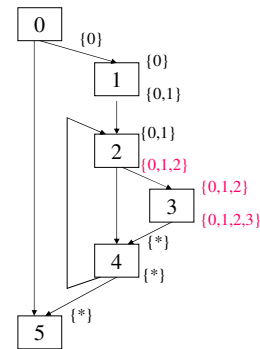
Computing dominators



- Initialize:
 - 0{0}, rest {*}
 - Meet function: intersect
 - Transfer function: add self
 - Iterate until no change...
- What if we had initialized to empty sets?

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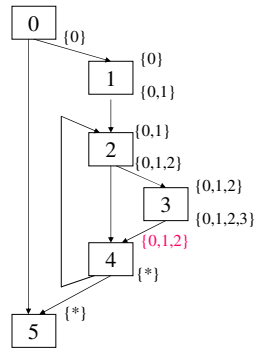
Computing dominators



- Initialize:
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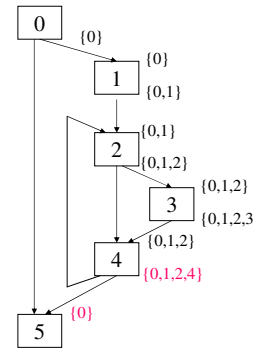
Computing dominators



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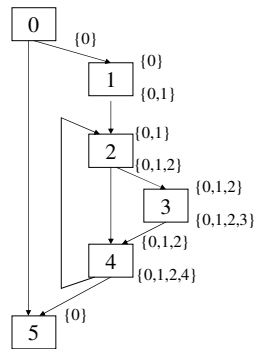
Computing dominators



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Computing dominators



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