CS412/413

Introduction to Compilers

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Lecture 22: Control Flow Graphs

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Optimizations

- Code transformations to improve program
  - Mainly: improve execution time
  - Also: reduce program size
- Can be done at high level or low level
  - E.g. constant folding
- Optimizations must be safe
  - Execution of transformed code must yield same results as the original code for all possible executions

Optimization Safety

- Safety of code transformations usually requires certain information which may not explicit in the code
- Example: dead code elimination

```
(1)   x = y + 1;
(2)   y = 2 * z;
(3)   x = y + z;
(4)   z = 1;
(5)   z = x;
```

- What statements are dead and can be removed?

Optimization Safety

- Safety of code transformations usually requires certain information which may not explicit in the code
- Example: dead code elimination

```
(1)   x = y + 1;
(2)   y = 2 * z;
(3)   x = y + z;
(4)   z = 1;
(5)   z = x;
```

- Need to know what values assigned to x at (1) is never used later (i.e. x is dead at statement (1))
  - Obvious for this simple example (with no control flow)
  - Not obvious for complex flow of control

Dead Code Example

- Add control flow:

```
x = y + 1;
y = 2 * z;
if (d)   x = y+z;
z = 1;
z = x;
```

- Is 'x = y+1' dead code? Is 'z = 1' dead code?

Dead Code Example

- Add control flow to example:

```
x = y + 1;
y = 2 * z;
if (d)   x = y+z;
z = 1;
z = x;
```

- Statement x = y+1 is not dead code!
- On some executions, value is used later

Dead Code Example

- More complex control flow:

```
while (c) {
      x = y + 1;
      y = 2 * z;
      if (d)  x = y+z;
      z = 1;
}
z = x;
```

- Is ‘x = y+1’ dead code? Is ‘z = 1’ dead code?

Dead Code Example

- Add a while loop:

```
while (c) {
      x = y + 1;
      y = 2 * z;
      if (d)  x = y+z;
      z = 1;
}
z = x;
```

- Statement ‘x = y+1’ not dead (as before)
- Statement ‘z = 1’ not dead either!
- On some executions, value from ‘z=1’ is used later

Three-Address Code

- Much harder to understand code in three-address form:

```
label L1
fjump c L2
x = y + 1;
y = 2 * z;
fjump d L3
x = y+z;
label L3
z = 1;
jump L1
label L2
z = x;
```

Are these statements dead?

Three-Address Code

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x = y + 1;
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label L3
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jump L1
label L2
z = x;
```

It is harder to analyze flow of control in low level code

Optimizations and Control Flow

- Applying optimizations requires information
  - Dead code elimination: need to know if variables are dead when assigned values
- Required information:
  - Not explicit in the program
  - Must compute it statically (at compile-time)
  - Must characterize all dynamic (run-time) executions
- Control flow makes it hard to extract information
  - Branches and loops in the program
  - Different executions = different branches taken, different number of loop iterations executed

Control Flow Graphs

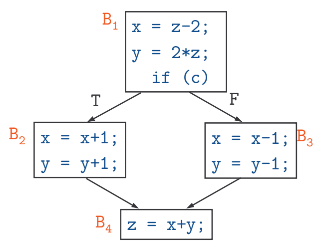
- Control Flow Graph (CFG) = graph representation of computation and control flow in the program
  - framework to statically analyze program control-flow
- Nodes are single instructions, edges describe flow of control.
  - Common optimization: use basic blocks as CFG nodes
  - basic blocks = sequences of consecutive non-branching statements

CFG Example

Program

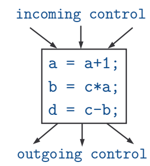
```
x = z - 2 ;
y = 2 *z;
if (c)  {
   x = x+1;
   y = y+1;
}
else {
   x = x-1;
   y = y-1;
}
z = x+y;
```

Control Flow Graph



Basic Blocks

- Basic block = sequence of consecutive statements such that:
  - Control enters only at beginning of sequence
  - Control leaves only at end of sequence

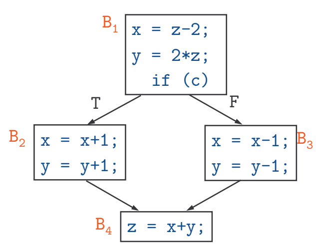


- No branching in or out in the middle of basic blocks

Computation and Control Flow

- Basic Blocks = Nodes in the graph = computation in the program
- Edges in the graph = control flow in the program

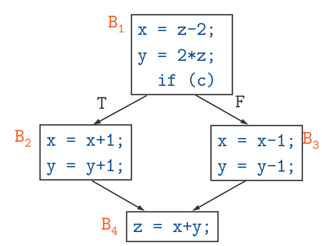
Control Flow Graph



Multiple Program Executions

- CFG models all program executions
- Possible execution= path in the graph
- Multiple paths = multiple possible program executions

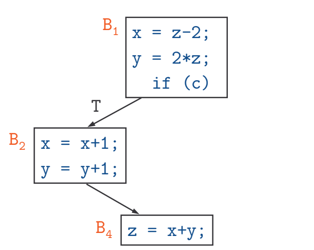
Control Flow Graph



Execution 1

- CFG models all program executions
- Possible execution= path in the graph
- Execution 1:
  - C is true
  - Program executes basic blocks B_1, B_2, B_4

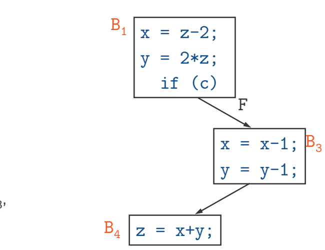
Control Flow Graph



Execution 2

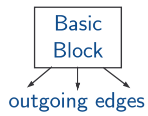
- CFG models all program executions
- Possible execution= path in the graph
- Execution 2:
  - C is false
  - Program executes basic blocks B_1, B_3, B_4

Control Flow Graph



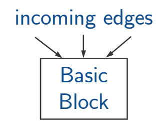
Edges Going Out

- Multiple outgoing edges
- Basic block executed next may be one of the successor basic blocks
- Each outgoing edge = outgoing flow of control in some execution of the program



Edges Coming In

- Multiple incoming edges
- Control may come from any of the successor basic blocks
- Each incoming edge = incoming flow of control in some execution of the program

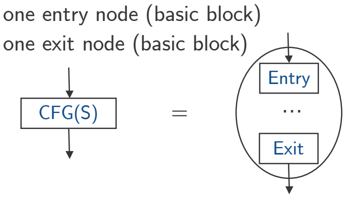


Building the CFG

- Build CFG from AST / High IR
  - Construct CFG for each High IR node
- Build CFG for three-address IR code
  - Analyze jump and label statements

From AST to CFG

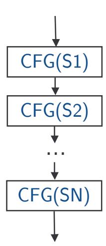
- CFG(S)= flow graph of AST statement S
- CFG (S) is single-entry, single-exit graph:
  - one entry node (basic block)
  - one exit node (basic block)



- Recursively define CFG(S)

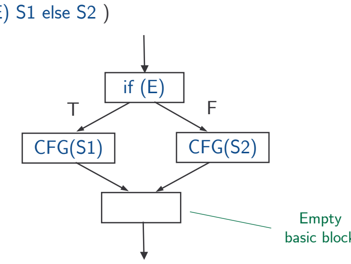
CFG for Block Statement

- CFG(S1; S2; ...; SN) =



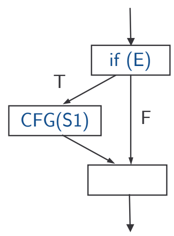
CFG for If-then-else Statement

- CFG (if (E) S1 else S2)



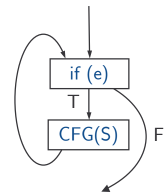
CFG for If-then Statement

- CFG(if (E) S)



CFG for While Statement

- CFG for: while (e) S



Recursive CFG Construction

- Nested statements: recursively construct CFG while traversing IR nodes
- Example:

```
while (c) {
      x = y + 1;
      y = 2 * z;
      if (d)  x = y+z;
      z = 1;
}
z = x;
```


Recursive CFG Construction

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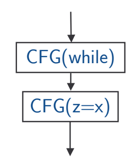

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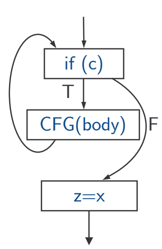

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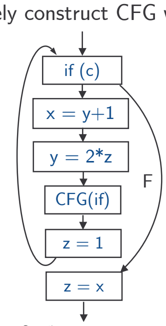

Building Basic Blocks

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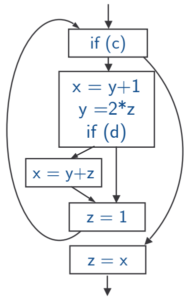

From Three-Address Code to CFG

- Identify control in three-address code:
  - Identify label and jump instructions

```
label L1
fjump c L2
x = y + 1;
y = 2 * z;
fjump d L3
x = y+z;
label L3
z = 1;
jump L1
label L2
z = x;
```


From Three-Address Code to CFG

- Group together to form CFG nodes:
  - Labels and successor instructions
  - Unconditional jumps and predecessor instructions
  - Otherwise, one instruction per node

```
label L1
fjump c L2
```
```
x = y + 1;
```
```
y = 2 * z;
```
```
fjump d L3
```
```
x = y+z;
```
```
label L3
z = 1;
jump L1
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label L3
z = 1;
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