CS293S Redundancy Removal: SVN & DVN

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Review of Last Class

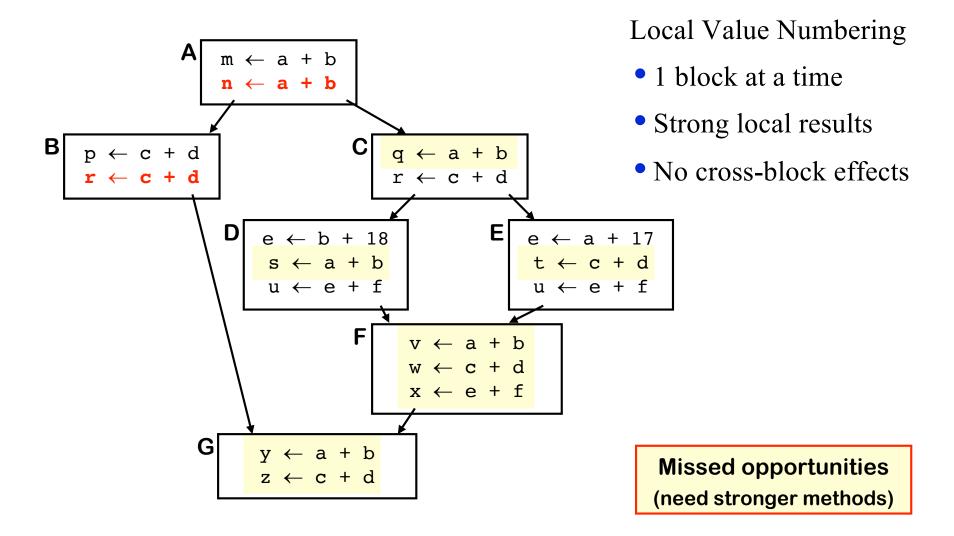
Redundancy Elimination

Goal: Removing redundant expressions

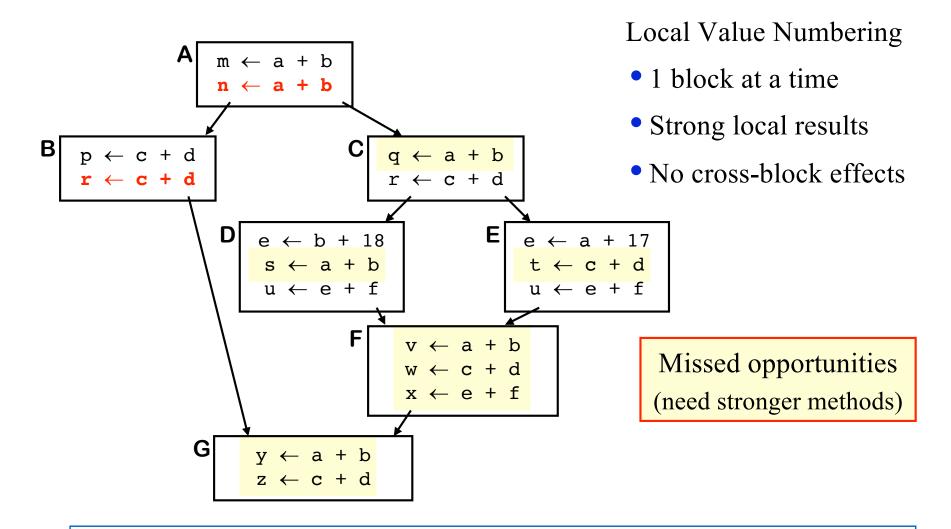
Data Structure to encode our target program: types of intermediate representations

Two methods for removing redundant expressions DAG: version tracking Linear representation: value numbering

Local Value Numbering <-> Linear IR



Local Value Numbering <-> Linear IR



Can we find set of blocks that also ensures the sequential execution order in the basic block?

Topics of This Class

Scope of optimization

Basic block -> Local value numbering

Extended basic block -> Superlocal value numbering (SVN)

Dominator -> Dominator-based value numbering (DVN)

Global Common Subexpression Elimination (GCSE)

More close to DAG-based methods

Work on lexical notation instead of expression values.

Basic blocks

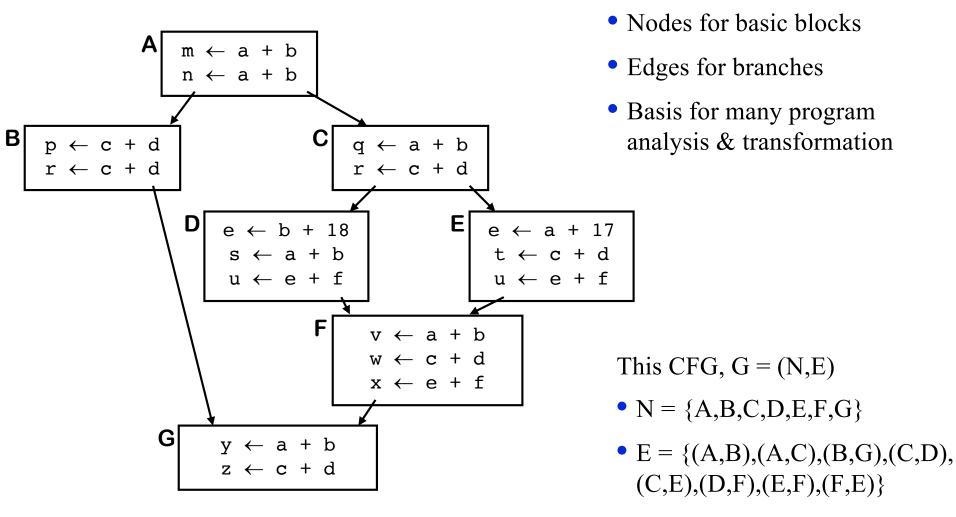
A basic block is a maximal-length segment of straight-line, unpredicated code. In another word, it has one entry point (i.e., no code within it is the destination of a jump instruction), one exit point and no jump instructions contained within it.

Example

m = 2;
L2:
$$c = m + n;$$

if(c>0) goto L1;
 $d = 4;$
goto L2;
L1: $c = 5;$

CFG



• |N| = 7, |E| = 8

Control-flow graph (CFG)

Extended basic block (EBB)

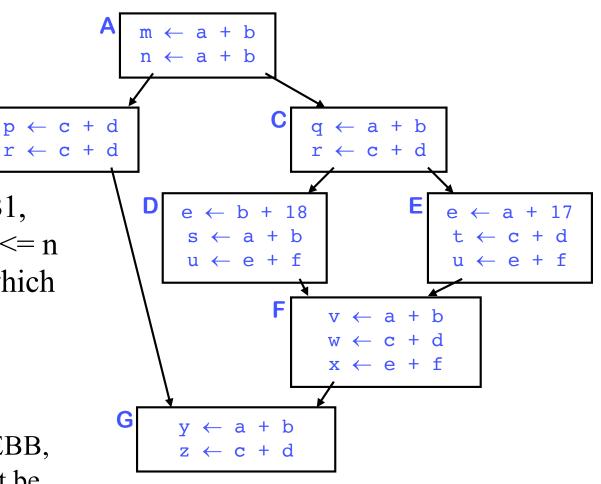
В

An EBB is a set of blocks B1, B2, ..., Bn, where Bi, $2 \le i \le n$ has a unique predecessor, which is in the EBB.

May have multiple exits

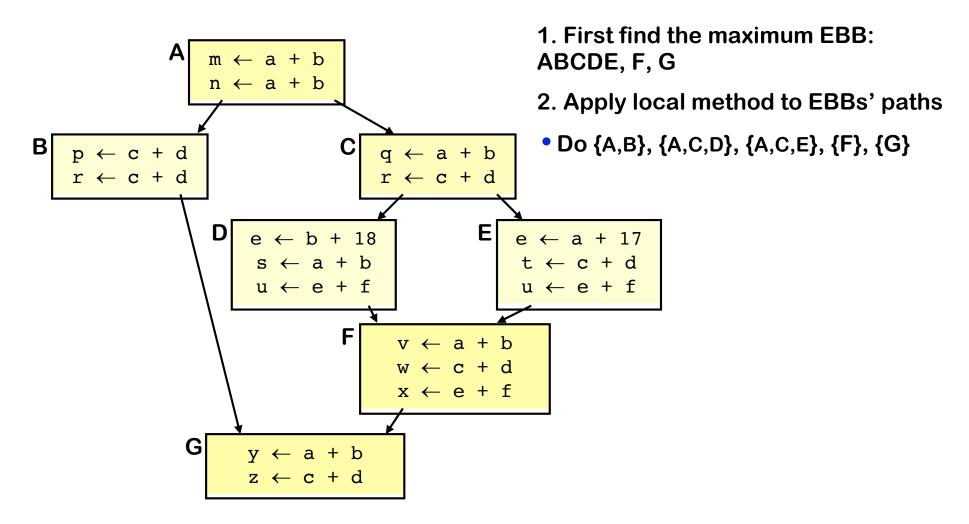
A tree structure

If a block is added to the EBB, all of its predecessors must be included. Bi is the one with on predecessor, i.e., the root of the EBB.



Can you find the maximum EBB?

Superlocal Value Numbering



Implementation

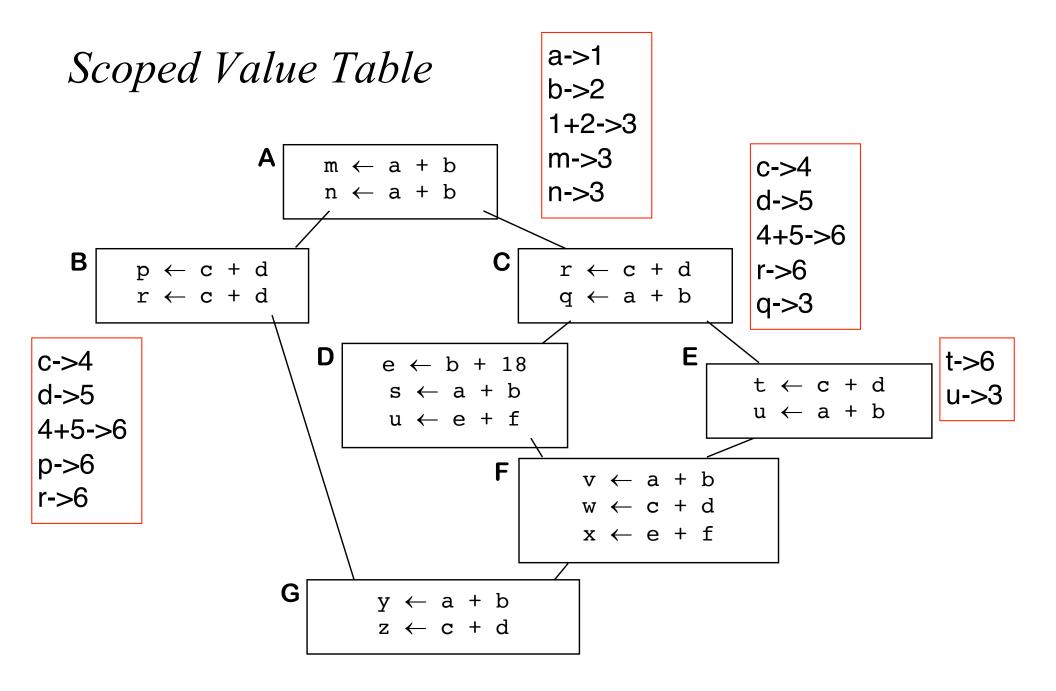
Reuse the value numbering results of some common blocks for efficiency

Which necessitates the undoing of a block's effect

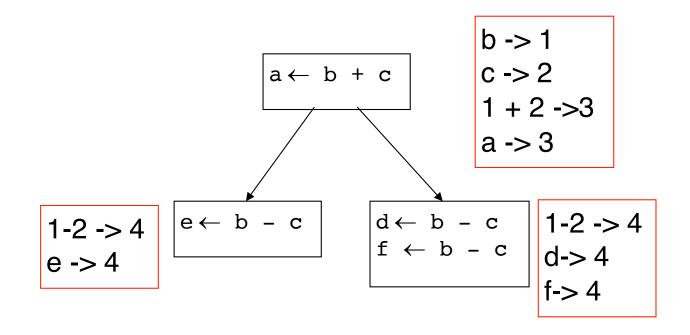
After $\{A,C,D\}$, it must recreate the state of $\{A,C\}$ before processing E.

Options:

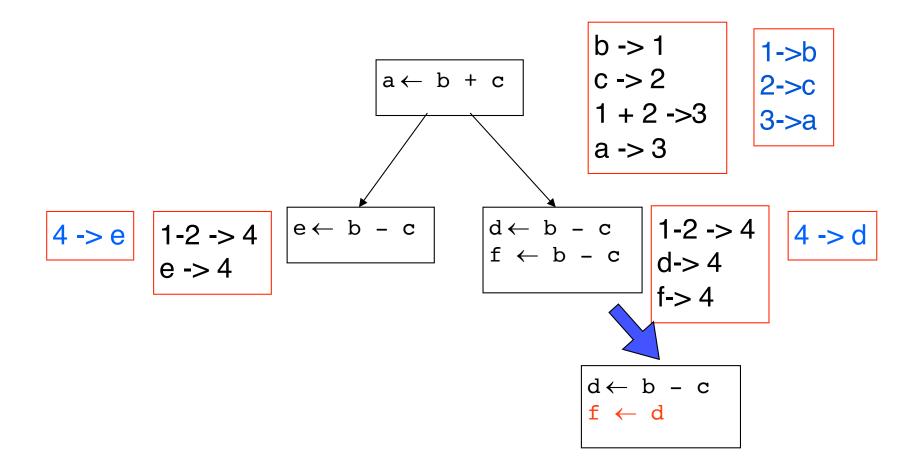
- 1. Record the state of the tables at each block boundary, and restore the state when needed
- 2. Walking backward and undo the effect. Need record the "lost" information.
- 3. Scoped hash tables (Lowest cost) keep the table produced at the current block



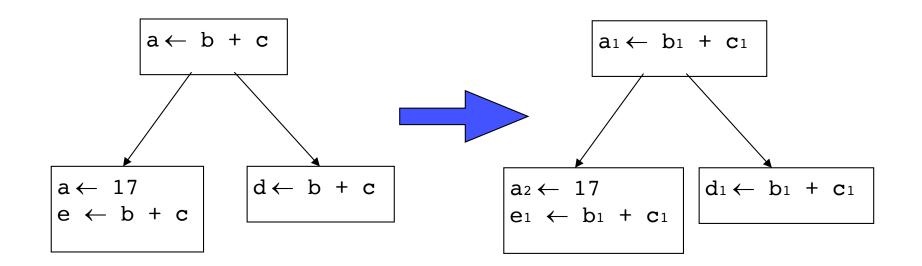
Scoped Value Table



Rewritten

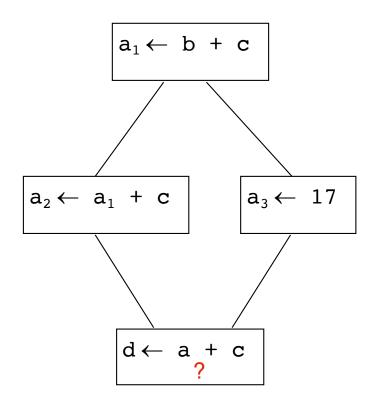


Rewritten



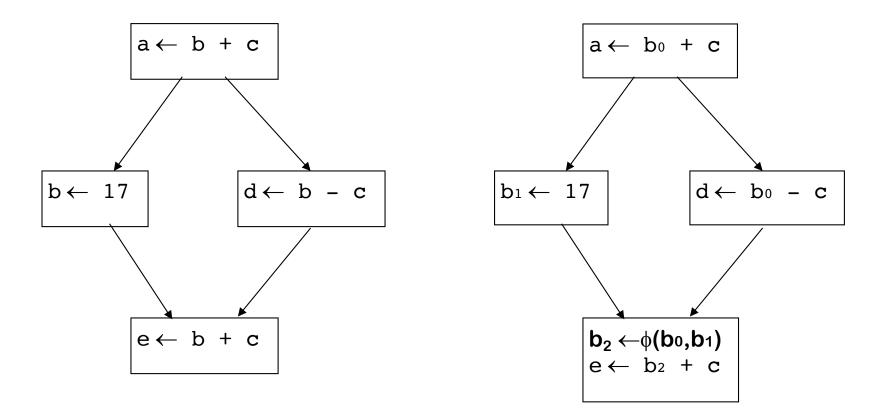
Renaming is still needed. But does it work in all scenarios?

Extra Complexity



Key: SSA Resolves Name Conflicts

SSA Resolves Name Conflicts



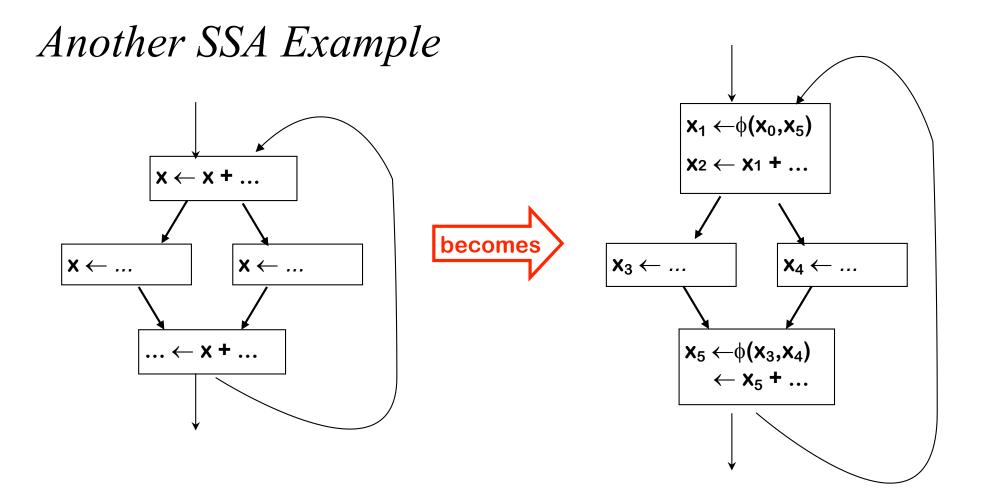
SSA (Single Static Assignment) Name Space

Two principles

Each name is defined by exactly one operation Each operand refers to exactly one definition

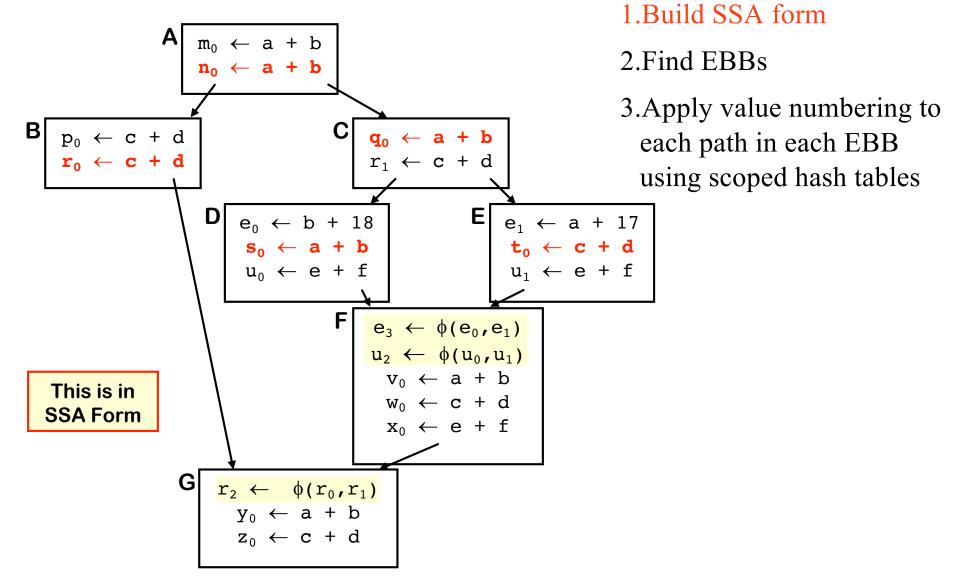
To reconcile these principles with real code Insert ϕ -functions at merge points to reconcile name space



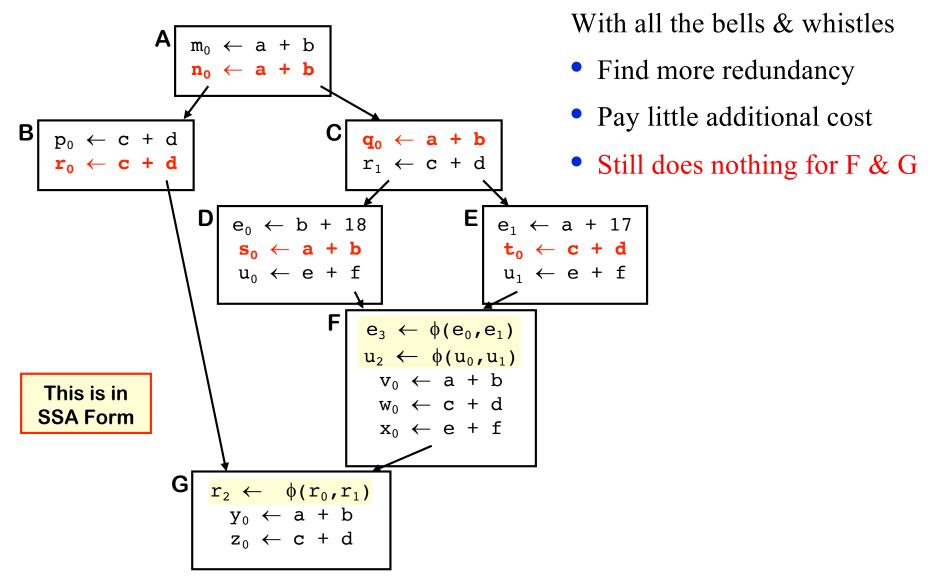


Detail: CT-2ndEd: Section 5.4.2; CT-1stEd: Section 5.5.

Superlocal Value Numbering



Superlocal Value Numbering



Dominator-Based Value Numbering

Regional (Dominator-based) Methods

Dominators of b: all blocks that dominate b

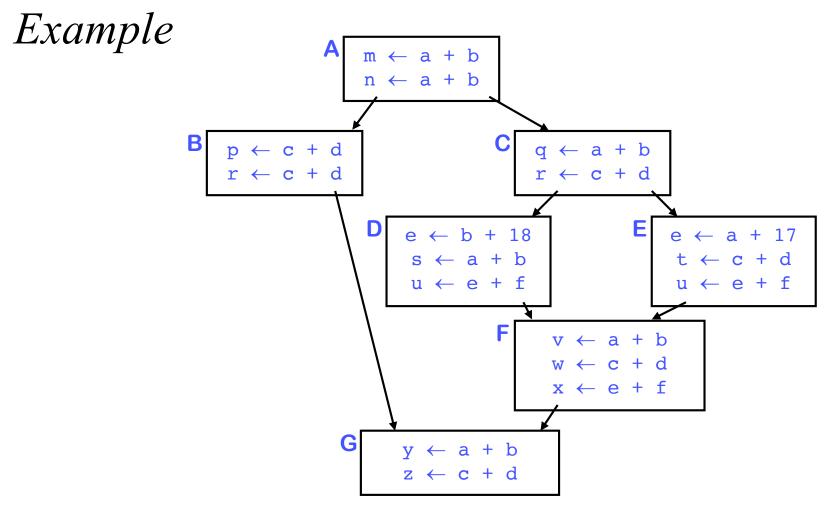
if every path from the entry of the graph to b goes through a, then a is one of b's dominator.

The full set of dominators for b is denoted by DOM(b).

Strict Dominators:

If a dominators b and $a \neq b$, then we say a strictly dominates b. Immediate Dominator:

The immediate dominator of b is the strict dominator of b that is closest to b. It is denoted IDOM(b).



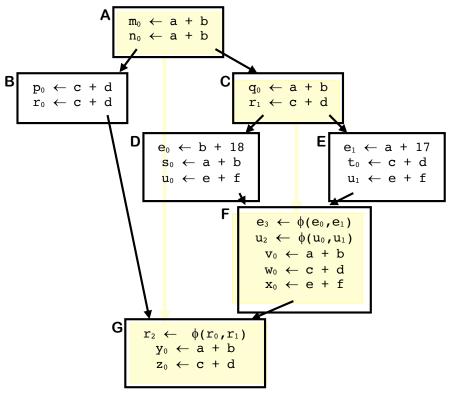
BLOCK	A	В	С	D	E	F	G
DOM							
IDOM							

Dominator-Based Value Numbering

Basic strategy: use table from IDom(x) to start value numbering x

Use C for F and A for G

Imposes a Dom-based application order



Summary

Two methods in a scope beyond a basic block Superlocal value numbering (SVN) Value numbering across basic blocks Dominator-based value numbering (DVN) Uses dominance information to handle join points in CFG They can be used together First Build SSA Do SVN Do DVN with the value tables built in SVN reused

Build SSA form is the prerequisite for both!

Examples with redundancy can not be eliminated?

