

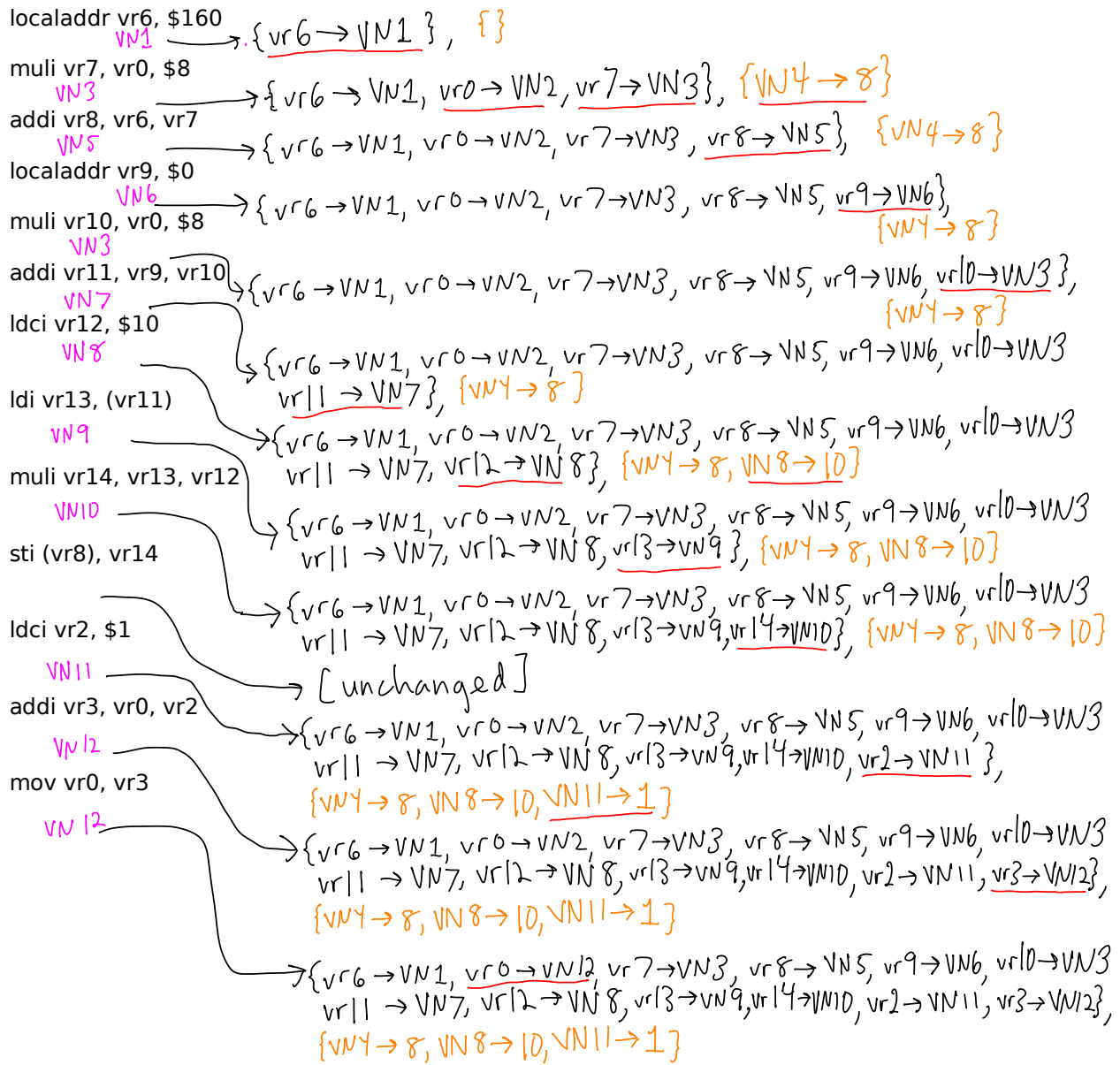
**Question 1.**

(a)

Identities:  
 $VN3 = VN2 \times VN4$   
 $VN5 = VN1 + VN3$   
 $VN7 = VN6 + VN3$   
 $VN10 = VN8 \times VN9$   
 $VN12 = VN2 + VN11$

Changed/added entries underlined in red

Defs shown in magenta  
 Value numbers to constants mapping in orange



(b) The instruction `mulr vr10, vr0, $8` can be replaced with `mov vr10, vr7`. This substitution is possible because `vr7` contains `VN3`, which is the product of `VN2` (the value in `vr0`) and `VN4` (the constant value 8.)

### Question 2.

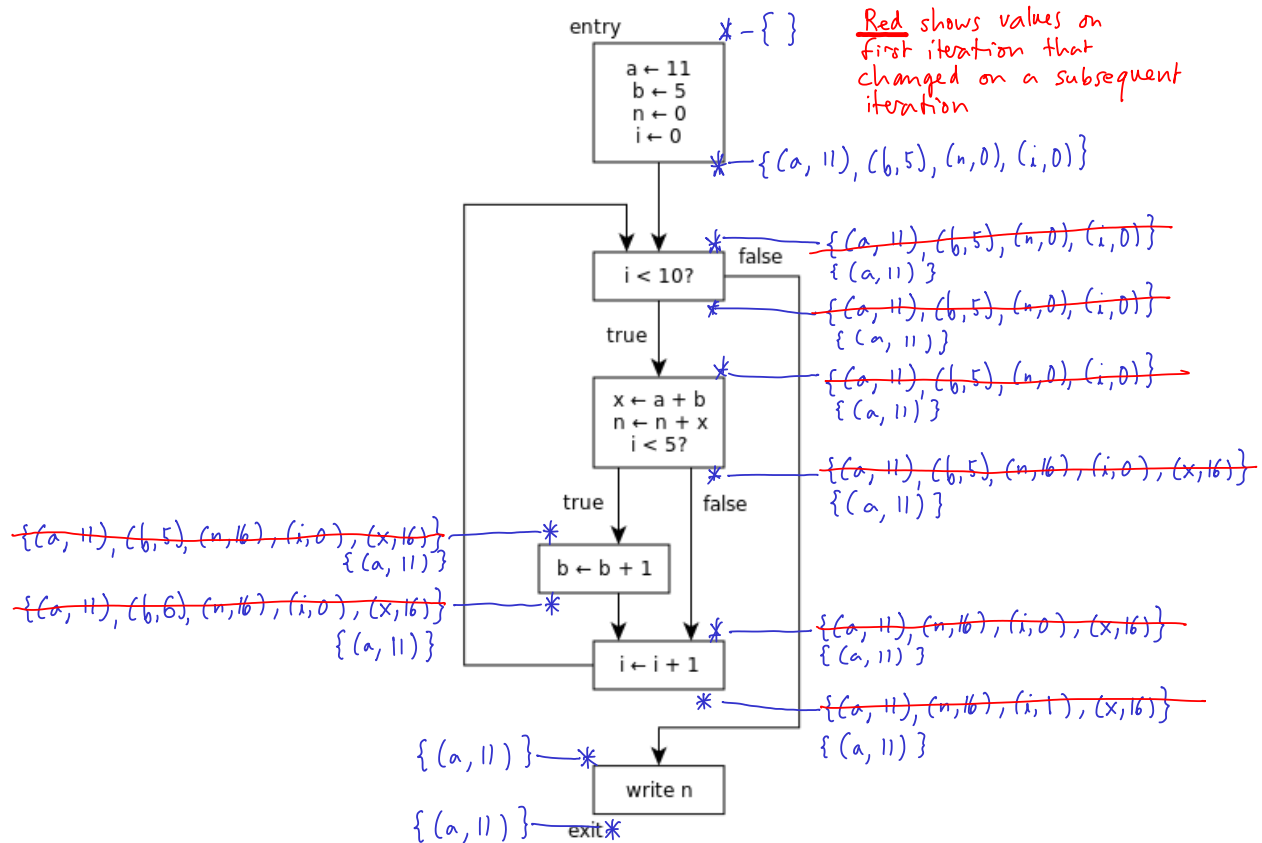
		<i>spills/restores in orange</i>	<i>underlined in magenta: vr will not be used again, MR can be reclaimed</i>
<code>localaddr vr19, \$4000000</code>	<code>vr19 → MR0</code>		
<code>mulr vr20, vr0, \$4000</code>	<code>vr19 → MR0, vr20 → MR1</code>		
<code>addi vr21, <u>vr19</u>, <u>vr20</u></code>	<code>vr19 → MR0, vr20 → MR1, vr21 → MR2</code>		
<code>mulr vr22, vr1, \$8</code>	<code>vr21 → MR2, vr22 → MR0</code>		
<code>addi vr23, <u>vr21</u>, <u>vr22</u></code>	<code>vr21 → MR2, vr22 → MR0, vr23 → MR1</code>		
<code>ldi vr4, (<u>vr23</u>)</code>	<code>vr23 → MR1, vr4 → MR0</code>		
<code>localaddr vr24, \$2000000</code>	<code>vr4 → MR0, vr24 → MR1</code>		
<code>mulr vr25, vr2, \$4000</code>	<code>vr4 → MR0, vr24 → MR1, vr25 → MR2</code>		
<code>addi vr26, <u>vr24</u>, <u>vr25</u></code>	<code>vr24 → MR1, vr25 → MR2, vr26 → MR0</code>	<i>* spill vr4/MR0, loc 1</i>	
<code>mulr vr27, vr1, \$8</code>	<code>vr26 → MR0, vr27 → MR1</code>		
<code>addi vr28, <u>vr26</u>, <u>vr27</u></code>	<code>vr26 → MR0, vr27 → MR1, vr28 → MR2</code>		
<code>ldi vr29, (<u>vr28</u>)</code>	<code>vr28 → MR2, vr29 → MR0</code>		
<code>mulr vr30, vr3, <u>vr29</u></code>	<code>vr29 → MR0, vr30 → MR1</code>		
<code>addi vr31, <u>vr4</u>, <u>vr30</u></code>	<code>vr30 → MR1, vr4 → MR0, vr31 → MR2</code>	<i>* restore vr4, MR0, loc 1</i>	
<code>mov vr4, <u>vr31</u></code>	<code>vr31 → MR2, vr4 → MR0</code>		
<code>localaddr vr32, \$4000000</code>	<code>vr4 → MR0, vr32 → MR1</code>		
<code>mulr vr33, vr0, \$4000</code>	<code>vr4 → MR0, vr32 → MR1, vr33 → MR2</code>		
<code>addi vr34, <u>vr32</u>, <u>vr33</u></code>	<code>vr32 → MR1, vr33 → MR2, vr34 → MR0</code>	<i>* spill vr4/MR0, loc 1</i>	
<code>mulr vr35, vr1, \$8</code>	<code>vr34 → MR0, vr35 → MR1</code>		
<code>addi vr36, <u>vr34</u>, <u>vr35</u></code>	<code>vr34 → MR0, vr35 → MR1, vr36 → MR2</code>	<i>* restore vr4, MR0, loc 1</i>	
<code>sti (<u>vr36</u>), <u>vr4</u></code>	<code>vr36 → MR2, vr4 → MR0</code>		
<code>ldci vr5, \$1</code>	<code>vr5 → MR0</code>		
<code>addi vr6, vr1, <u>vr5</u></code>	<code>vr5 → MR0, vr6 → MR1</code>		
<code>mov vr1, vr6</code>	<code>vr6 → MR1</code>		

**Question 3.**

(a.1) Combining  $\{(p, 2), (q, 3), (r, 5)\}$  and  $\{(p, 2), (q, 4)\}$  yields  $\{(p, 2)\}$ . I.e., only “p” has a specific known constant value. The variable “q” could be either 3 or 4, and “r” could be either 5 or some unknown value.

(a.2) The only members retained in the result set are the ones where the same variable is mapped to the same constant value. All other members are discarded. So, this is a *must* analysis.

(b)



Due to the loop, the values of variables “b”, “n”, and “i” change, while the value of “a” remains constant.

**Question 4 (628 only).**

When dataflow values are combined, variables which have different values can be downgraded to special “positive” and “negative” values, if the original values were both positive or both negative.

For example, the dataflow values  $\{(a, 1), (b, 2), (c, -3), (d, 4)\}$  and  $\{(a, 1), (b, 5), (c, -6), (d, -7)\}$  could be combined to produce the value  $\{(a, 1), (b, \text{positive}), (c, \text{negative})\}$ .

When modeling the effect of instructions in a basic block, the analysis must make conservative assumptions. For example, if the instruction  $n \leftarrow n + 1$  is modeled, and the variable “n” currently has the value “positive”, the analysis should remove the entry for “n”, because integer overflow might cause “n” to become negative.