Lecture 19: Liveness analysis

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- InstructionSequence and ControlFlowGraph
- Determining liveness (high-level and low-level)
- Using liveness information

InstructionSequence and ControlFlowGraph

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InstructionSequence: represents a linear sequence of Instructions (high-level or low-level)

ControlFlowGraph: a graph of BasicBlocks

- A BasicBlock is just an InstructionSequence with a little bit of additional information
- ► A branch or function call can only be the last instruction in the basic block
- Instructions that are a control flow target must always be the first instruction in a basic block
- Edges of graph represent control flow possibilities

// High-level InstructionSequence to high-level CFG
std::shared_ptr<InstructionSequence> hl_iseq = /* ... */
HighLevelControlFlowGraphBuilder hl_builder(hl_iseq);
std::shared_ptr<ControlFlowGraph> hl_cfg = hl_builder.build();

// Low-level InstructionSequence to low-level CFG std::shared_ptr<InstructionSequence> ll_iseq = /* ... */ LowLevelControlFlowGraphBuilder ll_builder(ll_iseq); std::shared_ptr<ControlFlowGraph> ll_cfg = ll_builder.build();

// Works for either high-level or low-level CFG
std::shared_ptr<ControlFlowGraph> cfg = /* ... */
std::shared_ptr<InstructionSequence> iseq =
 cfg->create_instruction_sequence();

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std::shared_ptr<ControlFlowGraph> hl_cfg = /* ... */; LiveVregs live_vregs(hl_cfg); live_vregs.execute();

// live_vregs now has liveness information for virtual registers
// used in basic blocks of the control flow graph

The best way to make use of liveness analysis results (or results from any other dataflow analysis) is to derive a class from ControlFlowGraphTransform:

- Your derived class's constructor executes the liveness analysis (and potentially other dataflow analyses) on the ControlFlowGraph
- Override the transform_basic_block member function to implement a local (basic-block scope) code transformation
- Within transform_basic_block, you can use the analysis's get_fact_before_instruction and/or get_fact_after_instruction functions to get the dataflow fact at the location immediately before or after a specified instruction in the basic block
- For liveness analysis, the dataflow fact is a std::bitset containing the register numbers of live virtual or machine registers

```
class MyTransform : public ControlFlowGraphTransform {
  private:
    LiveVregs m_live_vregs;
    // ...other analyses if needed...
```

public:

```
MyTransform(const std::shared_ptr<ControlFlowGraph> &cfg);
```

```
virtual std::shared_ptr<InstructionSequence>
    transform_basic_block(const InstructionSequence *orig_bb);
};
```

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MyTransform::MyTransform(const std::shared_ptr<ControlFlowGraph &cfg)</pre>

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- : ControlFlowGraphTransform(cfg)
- , m_live_vregs(cfg) {

```
m_live_vregs.execute(); // compute vreg liveness
```

}

CFG transform: basic block transform

std::shared_ptr<InstructionSequence>
MyTransform::transform_basic_block(const InstructionSequence *orig_bb) {
 std::shared_ptr<InstructionSequence> result_iseq(new InstructionSequence());

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```
for (auto i = orig bb->cbegin(); i != orig bb->cend(); ++i) {
 Instruction *orig_ins = *i;
 11 ...
 // Determine live vregs after instruction executes
 LiveVregs::FactType fact
   m_live_vregs.get_fact_after_instruction(orig_ins);
 11 ...
 result_iseq->append(/* transformed instruction */);
}
```

```
return result_iseq;
}
```

LiveMregs computes liveness for machine registers. It works the same way as LiveVregs, except that the dataflow facts are bitsets of machine registers containing live values.

The bitset values are the ordinal values of members of the MachineReg enumeration (i.e., MREG_RAX, etc.)

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See Assignment 5 for more details

