


# CSE 401/M501 – Compilers

SSA

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# Administrivia

- CSE 401 codegen due Thursday night
  - How's it going? Been pretty quiet lately
- Once codegen is done we'll do an overall evaluation of your compiler, all phases, and rerun a comprehensive set of tests. This final evaluation is *the* major part of the project grade. So you need to fix any remaining bugs, all the way back to the scanner! 
  - Everyone ok for getting things fixed by Thursday?
- Project report for CSE 401 due next Monday, no late submissions. Details posted now.
  - Short writeup: what works, extensions (if any), who did what, etc.
- CSE M 501 extra work, different schedule, report similar

# Administrivia (added Wed.)

- Codegen due tomorrow night
  - New: all groups can use 2 late days on codegen, no matter how many used previously.
- CSE 401 project final report due next Monday, 11 pm, no late submissions – details posted now
  - Short writeup: what works, extensions (if any), who did what, etc.
- CSE M 501 deadlines: compiler + M501 extras due next Saturday, 11 pm; combined report next Sunday 11 pm
  - No late submissions for either of these
  - Replaces regular CSE 401 deadlines for codegen and report
  - Details added to the CSE M 501 extras project page now
  - *Still* haven't heard from some groups...
- Sections tomorrow: dataflow and SSA problems
- HW4 (last assignment): dataflow, SSA
  - Due last Thursday of quarter (next week!)

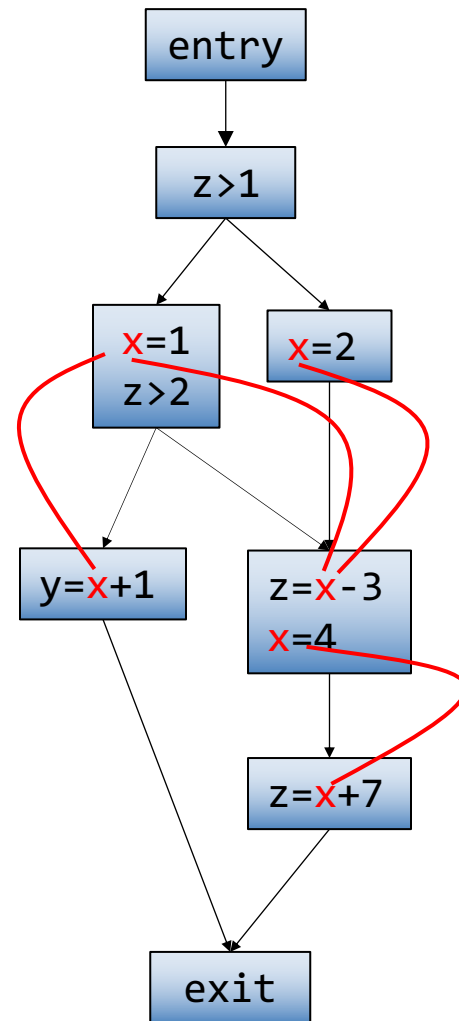
# Agenda

- Overview of SSA IR
  - Constructing SSA graphs
  - Sample of SSA-based optimizations
  - Converting back from SSA form
  
- Sources: Appel ch. 19, also an extended discussion in Cooper-Torczon sec. 9.3; Mike Ringenburt's CSE 401 slides

# Def-Use (DU) Chains

- Common dataflow analysis problem: Find all sites where a variable is used, or find the definition site(s) of a variable used in an expression
- Traditional solution: def-use chains – additional data structure on top of the dataflow graph
  - Link each statement defining a variable to all statements that use it
  - Link each use of a variable to its definition

# Def-Use (DU) Chains



In this example, two DU chains intersect

# DU-Chain Drawbacks

- Expensive: if a typical variable has  $N$  uses and  $M$  definitions, the total cost *per-variable* is  $O(N * M)$ , i.e.,  $O(n^2)$ 
  - Would be nice if cost were proportional to the size of the program
- Unrelated uses of the same variable are mixed together
  - Complicates analysis – variable looks live across all uses even if unrelated

# SSA: Static Single Assignment

- IR where each variable has only one definition in the program text
  - This is a single *static* definition, but that definition can be in a loop, function, or other code that is executed dynamically many times
- Makes many analyses (and related optimizations) more efficient
- Separates values from memory storage locations
- Complementary to CFG/DFG – better for some things, but cannot do everything

# SSA in Basic Blocks

Idea: for each original variable  $v$ , create a new variable  $v_n$  at the  $n^{\text{th}}$  definition of the original  $v$ . Subsequent uses of  $v$  use  $v_n$  until the next definition point.

- Original

$a := x + y$

$b := a - 1$

$a := y + b$

$b := x * 4$

$a := a + b$

- SSA

$a_1 := x + y$

$b_1 := a_1 - 1$

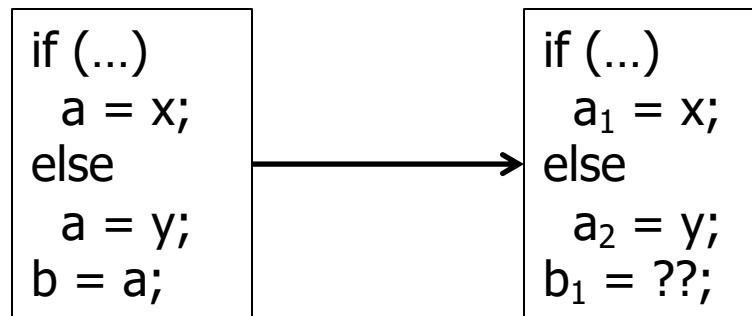
$a_2 := y + b_1$

$b_2 := x * 4$

$a_3 := a_2 + b_2$

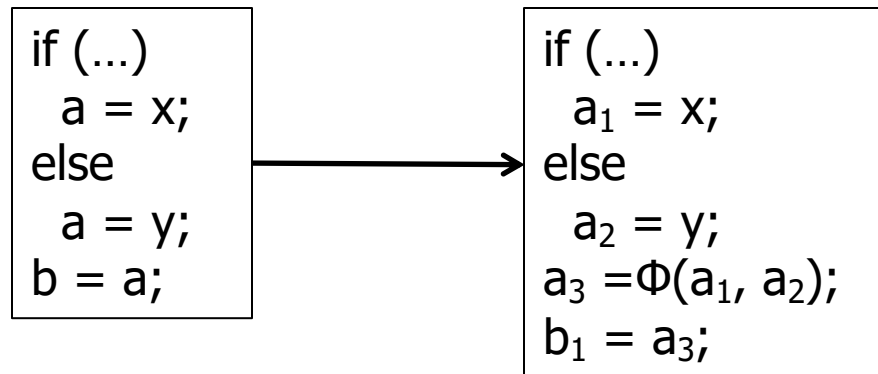
# Merge Points

- The issue is how to handle merge points



# Merge Points

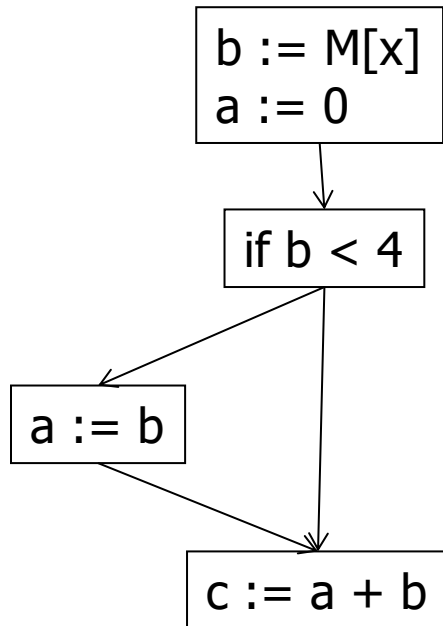
- The issue is how to handle merge points



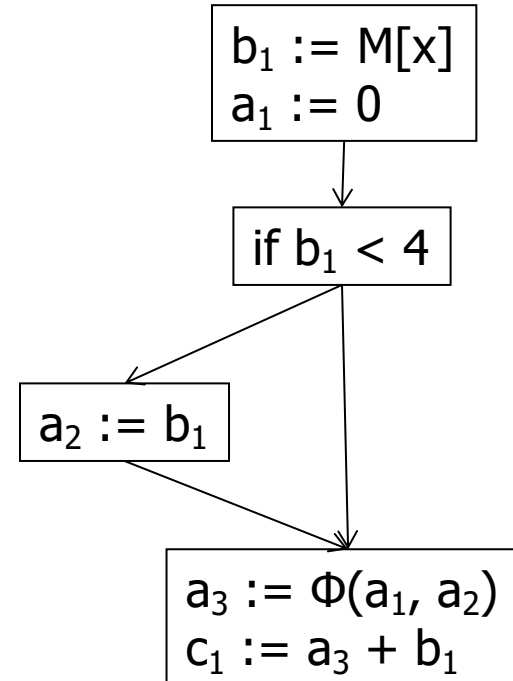
- Solution: introduce a  $\Phi$ -function  
 $a_3 := \Phi(a_1, a_2)$
- Meaning:  $a_3$  is assigned either  $a_1$  or  $a_2$  depending on which control path is used to reach the  $\Phi$ -function

# Another Example

Original



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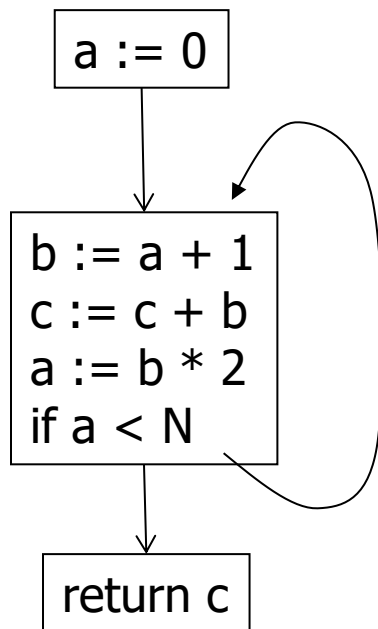


# How Does $\Phi$ “Know” What to Pick?

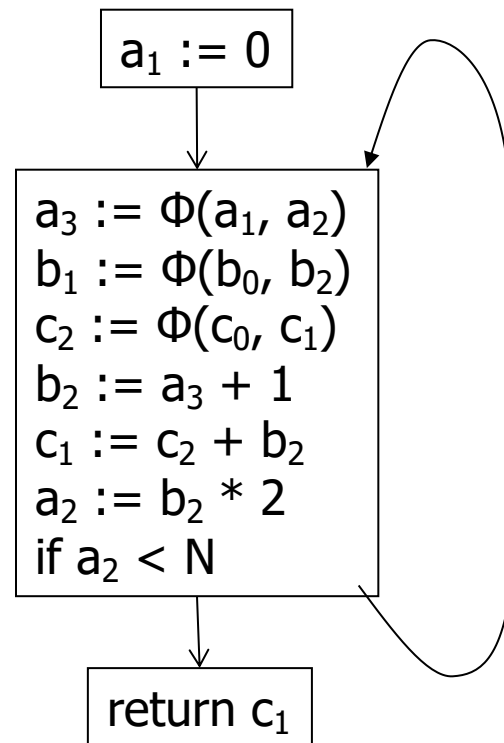
- It doesn't !
- $\Phi$ -functions don't actually exist at runtime
  - When we're done using the SSA IR, we translate back out of SSA form, removing all  $\Phi$ -functions
    - Basically by adding code to copy all SSA  $x_i$  values to the single, non-SSA variable  $x$
  - For analysis, all we typically need to know is the connection of uses to definitions – no need to “execute” anything
    - So  $\Phi$ -functions are (only) compile-time bookkeeping

# Example With a Loop

Original



SSA



Notes:

- Loop-back edges are also merge points, so require  $\Phi$ -functions
- Convention:  $a_0, b_0, c_0$  are initial values of  $a, b, c$  on entry to initial block
- $b_1$  is dead – can delete later
- $c$  is live on entry – either input parameter or uninitialized

# What does SSA “buy” us?

- No need for DU or UD chains – implicit in SSA
- Compact representation
- SSA is “recent” (i.e., 80s)
- Prevalent in real compilers for { } languages

# Converting To SSA Form

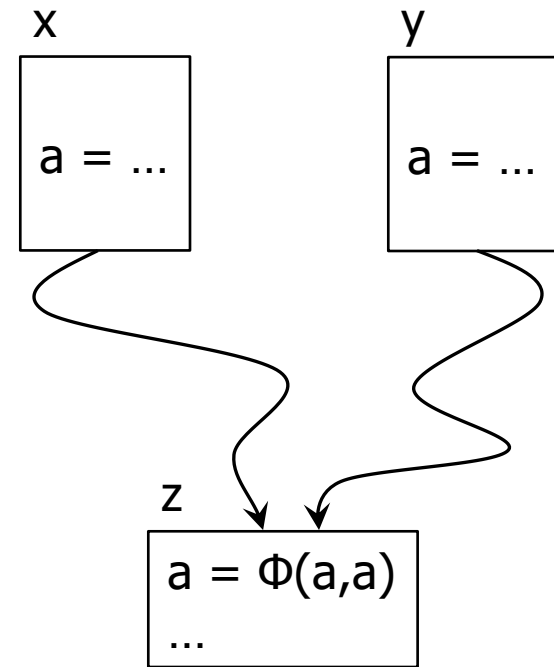
- Basic idea
  - First, add  $\Phi$ -functions
  - Then, rename all definitions and uses of variables by adding subscripts

# Inserting $\Phi$ -Functions

- Could simply add  $\Phi$ -functions for every variable at every join point(!)
- Called “maximal SSA”
- But
  - Wastes *way* too much space and time
  - Not needed in many cases

# Path-convergence criterion

- Insert a  $\Phi$ -function for variable  $a$  at point  $z$  when:
  - There are blocks  $x$  and  $y$ , both containing definitions of  $a$ , and  $x \neq y$
  - There are nonempty paths from  $x$  to  $z$  and from  $y$  to  $z$
  - These paths have no common nodes other than  $z$



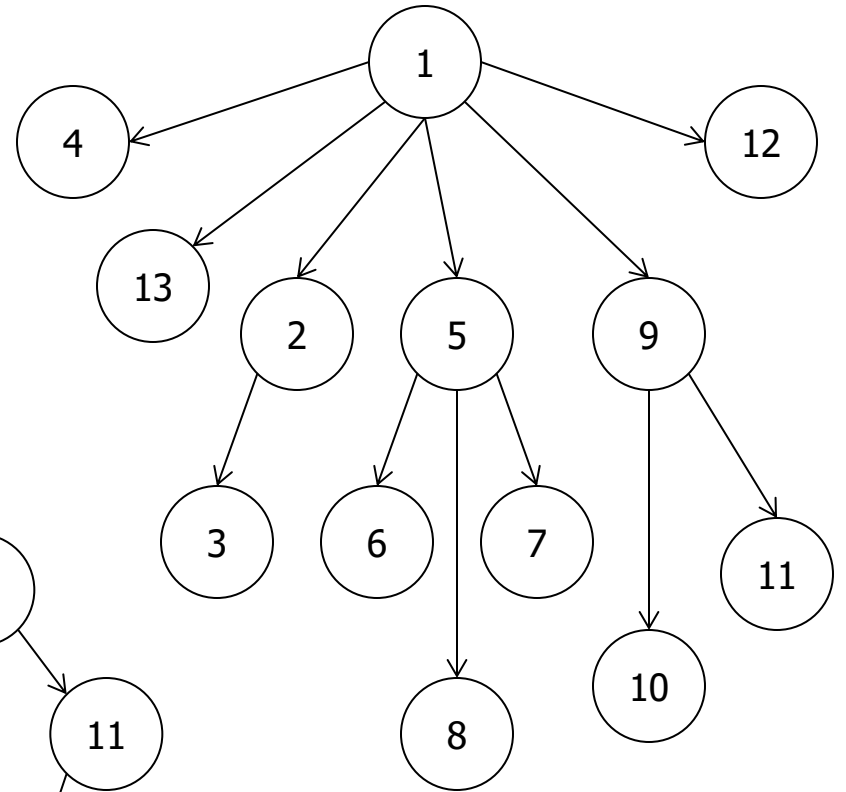
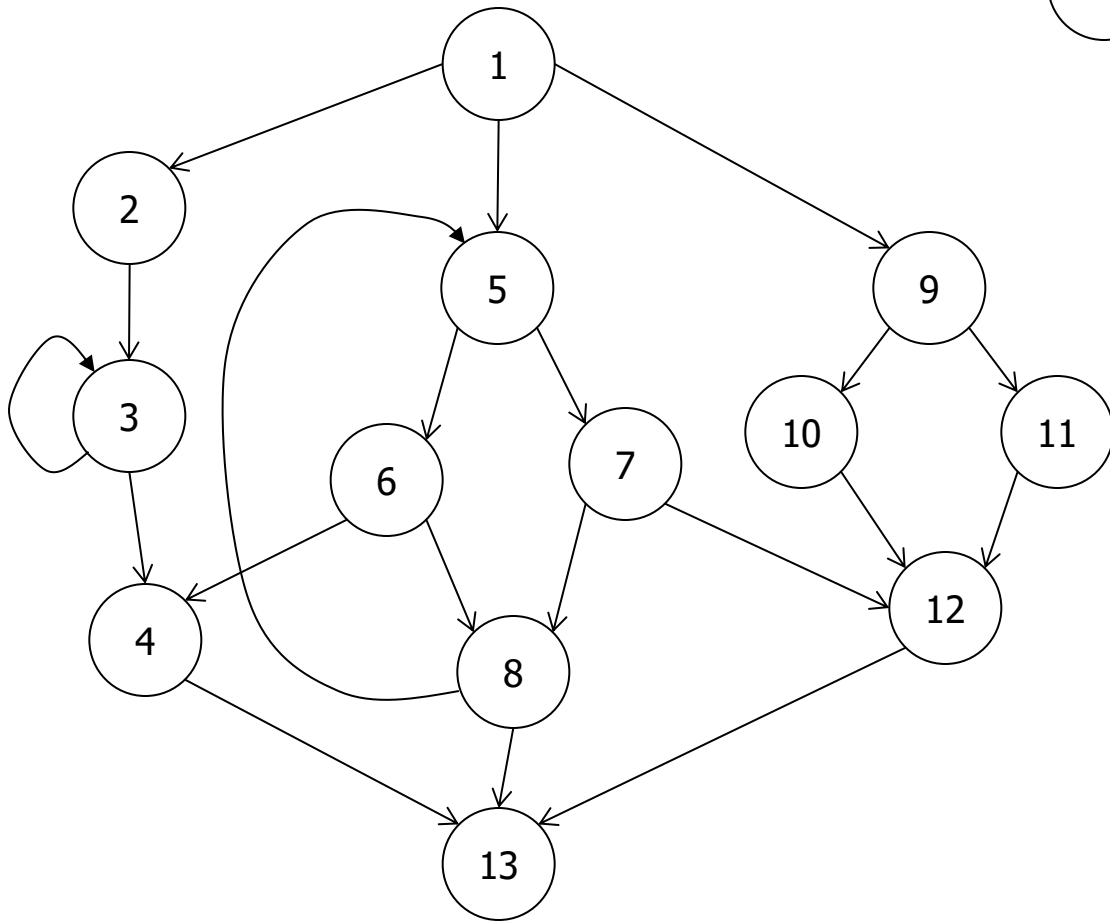
# Details

- The start node of the flow graph is considered to define every variable (even if “undefined”)
- Each  $\Phi$ -function itself defines a variable, which may create the need for a new  $\Phi$ -function
  - So we need to keep adding  $\Phi$ -functions until things converge
- How can we do this efficiently?  
Use a new concept: dominance frontiers

# Dominators

- Definition: a block  $x$  *dominates* a block  $y$  iff every path from the entry of the control-flow graph to  $y$  includes  $x$
- So, by definition,  $x$  dominates  $x$
- We can associate a Dom(inator) set with each CFG node  $x$  – set of all blocks dominated by  $x$ 
  - $| \text{Dom}(x) | \geq 1$
- Properties:
  - Transitive: if  $a \text{ dom } b$  and  $b \text{ dom } c$ , then  $a \text{ dom } c$
  - There are no cycles, thus can represent the dominator relationship as a tree

# Example



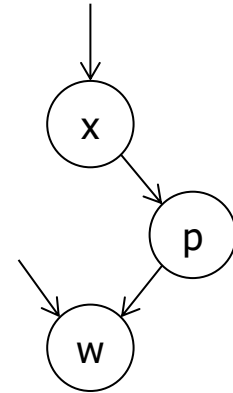
# Dominators and SSA

- One property of SSA is that definitions dominate uses; more specifically:
  - If  $x := \Phi(\dots, x_i, \dots)$  is in block  $b$ , then the definition of  $x_i$  dominates the  $i^{\text{th}}$  predecessor of  $b$
  - If  $x$  is used in a non- $\Phi$  statement in block  $b$ , then the definition of  $x$  dominates block  $b$

# Dominance Frontier (1)

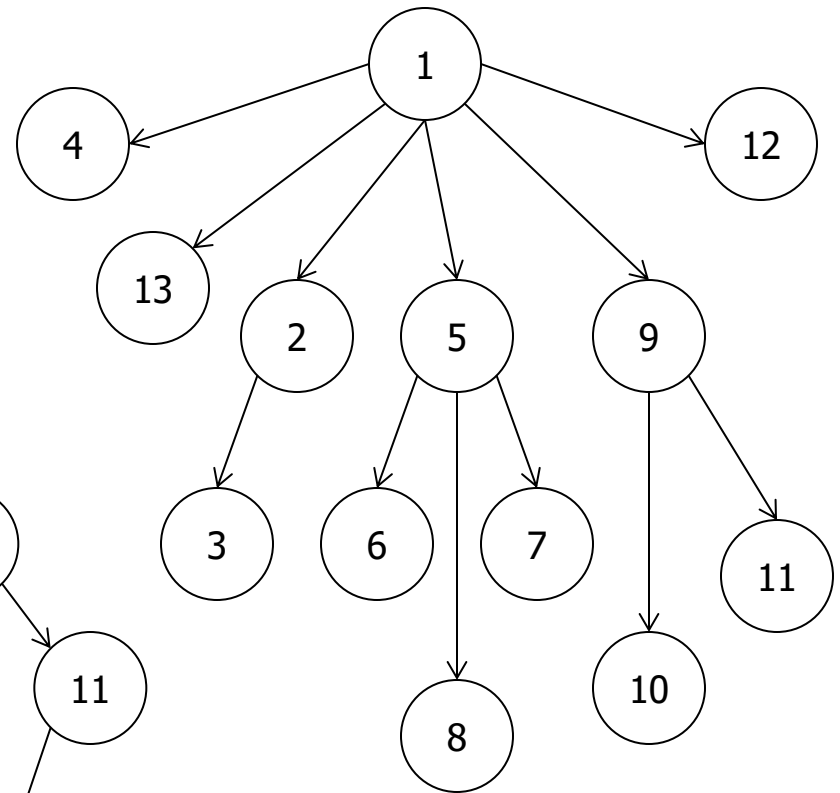
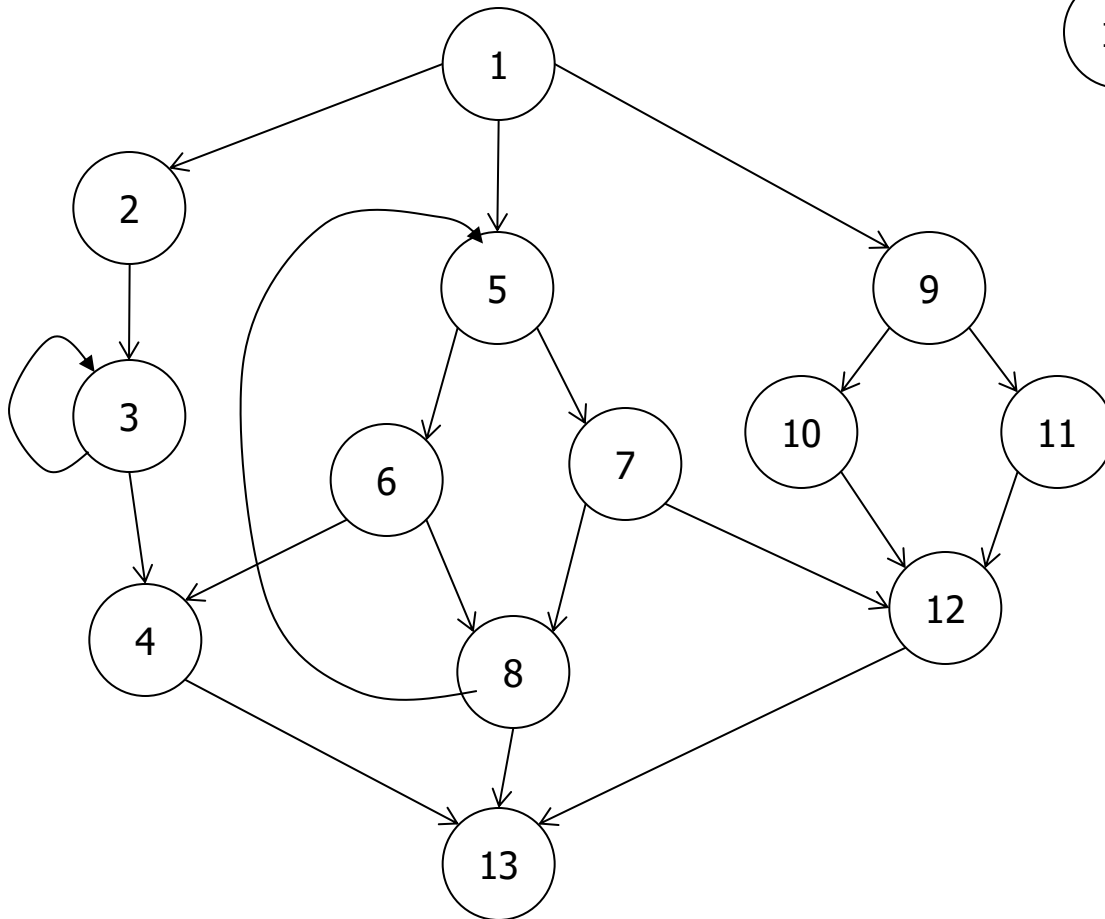
- To get a practical algorithm for placing  $\Phi$ -functions, we need to avoid looking at all combinations of nodes leading from  $x$  to  $y$
- Instead, use the dominator tree in the flow graph


# Dominance Frontier (2)



- Definitions
  - $x$  *strictly dominates*  $y$  if  $x$  dominates  $y$  and  $x \neq y$
  - The *dominance frontier* of a node  $x$  is the set of all nodes  $w$  such that  $x$  dominates a predecessor  $p$  of  $w$ , but  $x$  does not strictly dominate  $w$ 
    - $\therefore$  if  $x$  and  $w$  are different, then  $x$  does not dominate  $w$  – there is some other path to  $w$  that does not go through  $x$
    - But  $x$  can be in *it's own* dominance frontier! That can happen if there is a back edge to  $x$  from some node that  $x$  dominates (i.e.,  $x$  is the head of a loop)
- Essentially, the dominance frontier is the border between dominated and undominated nodes

# Example

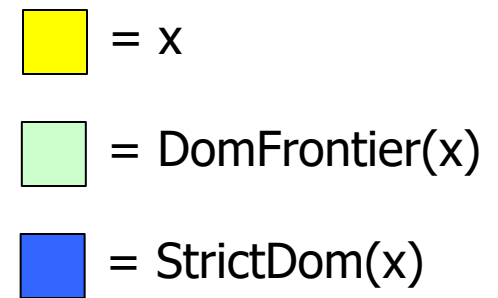
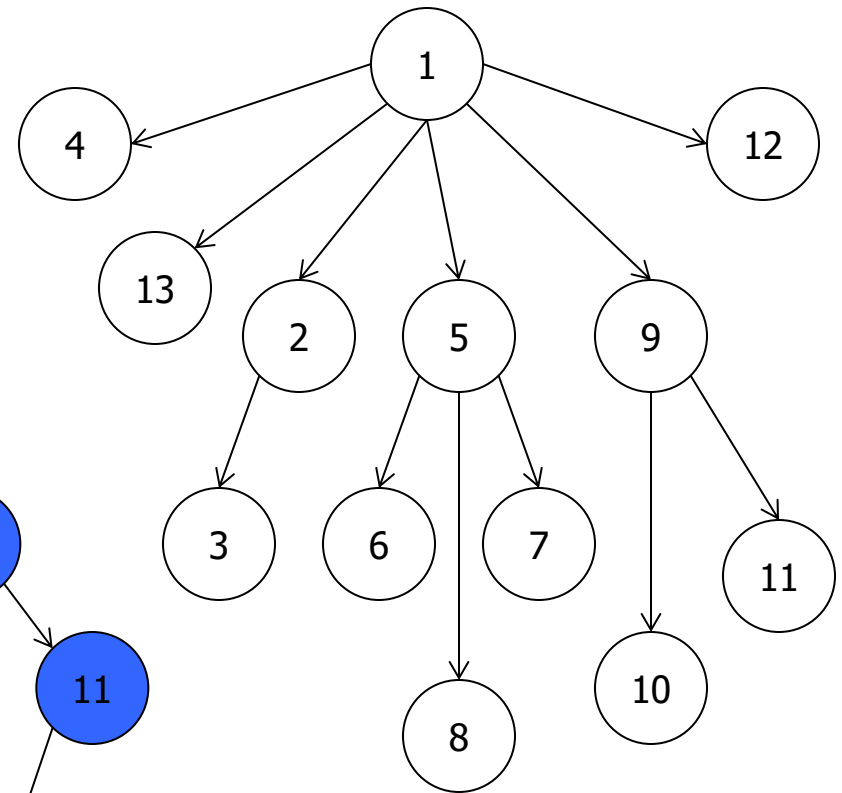
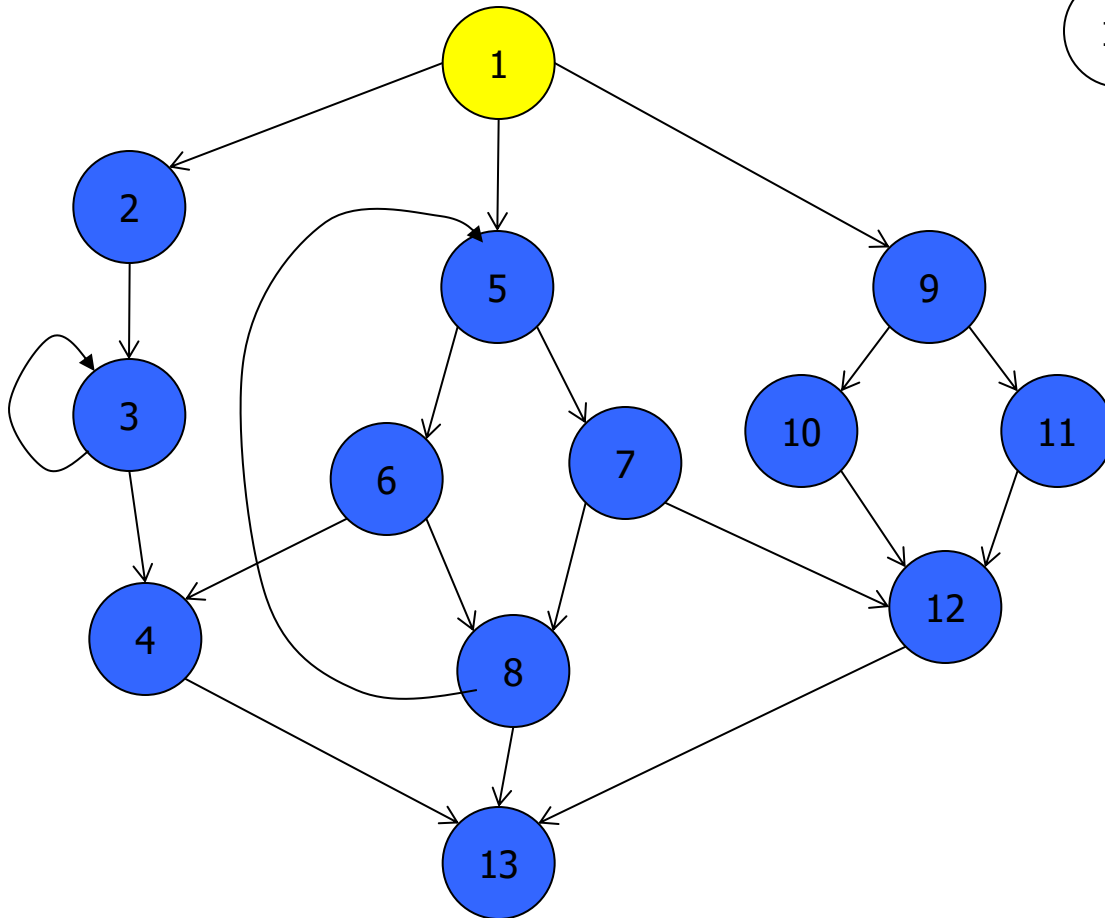


 =  $x$

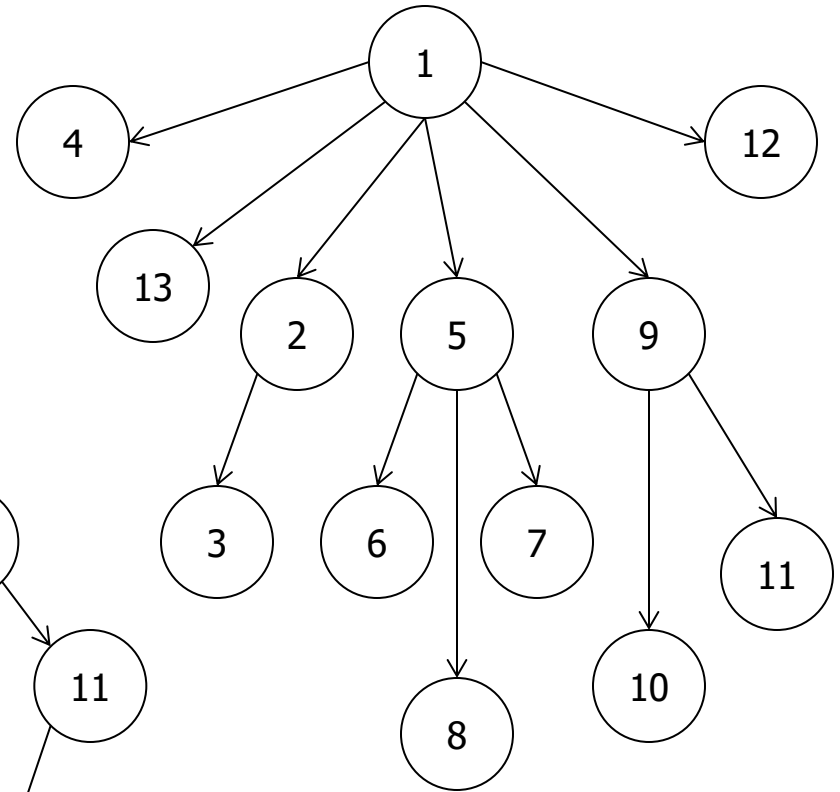
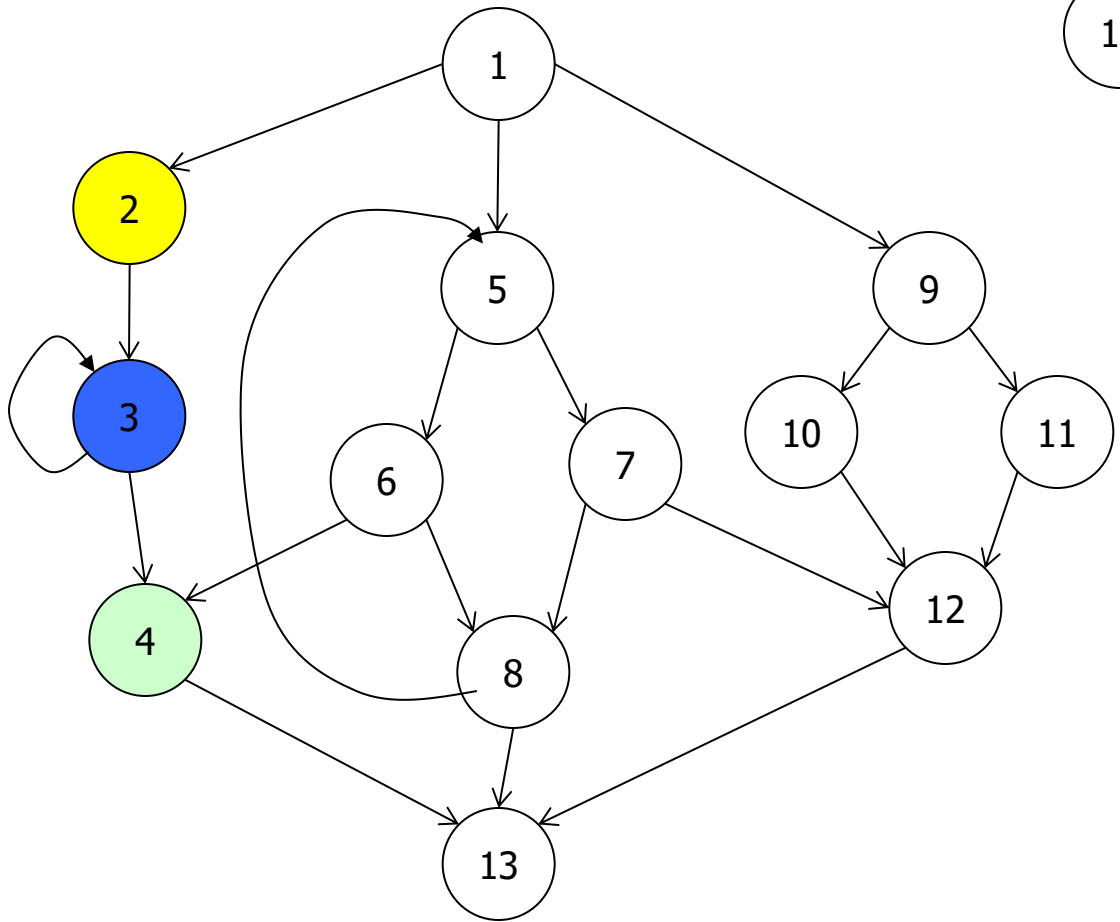
 =  $\text{DomFrontier}(x)$




 =  $\text{StrictDom}(x)$

# Example

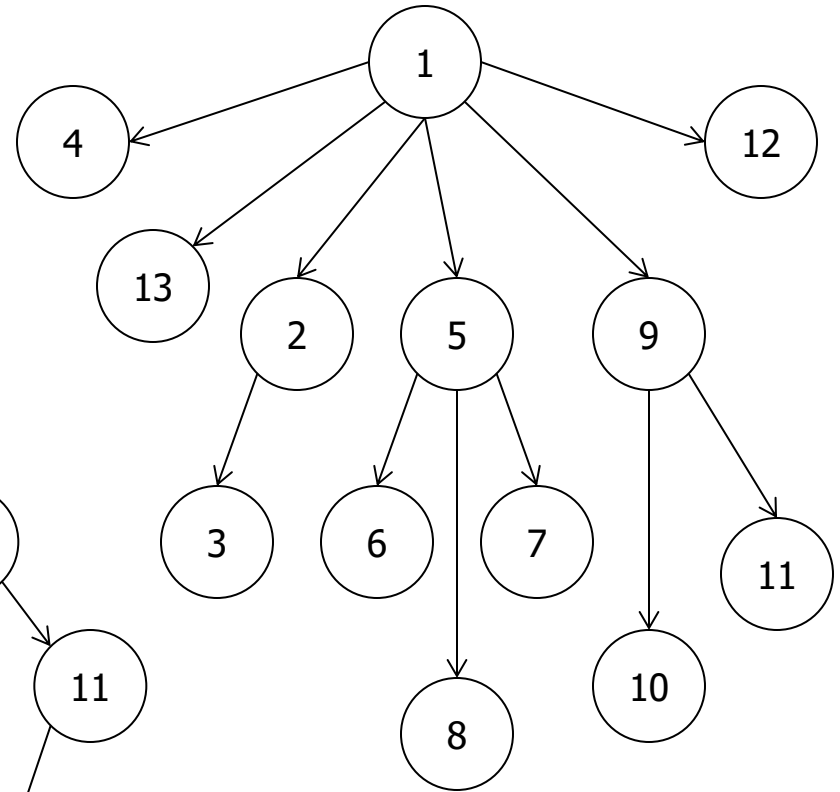
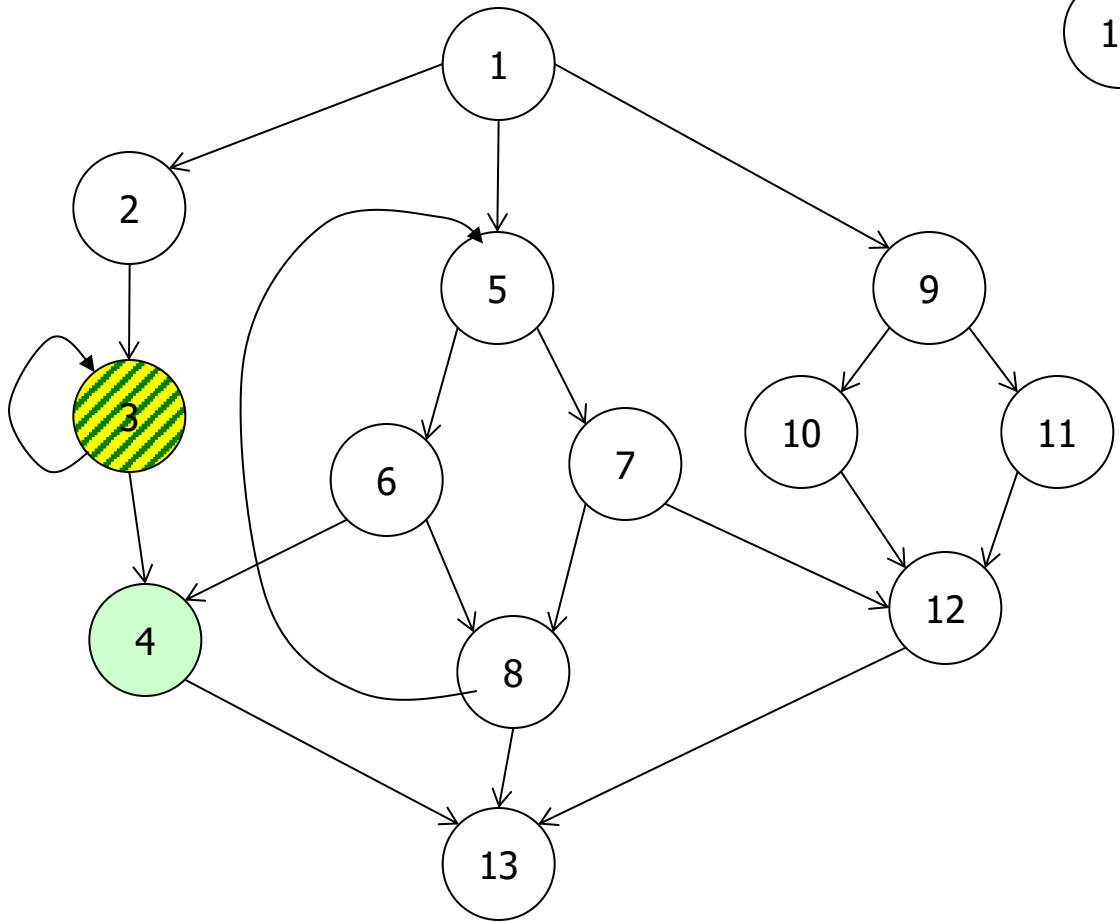





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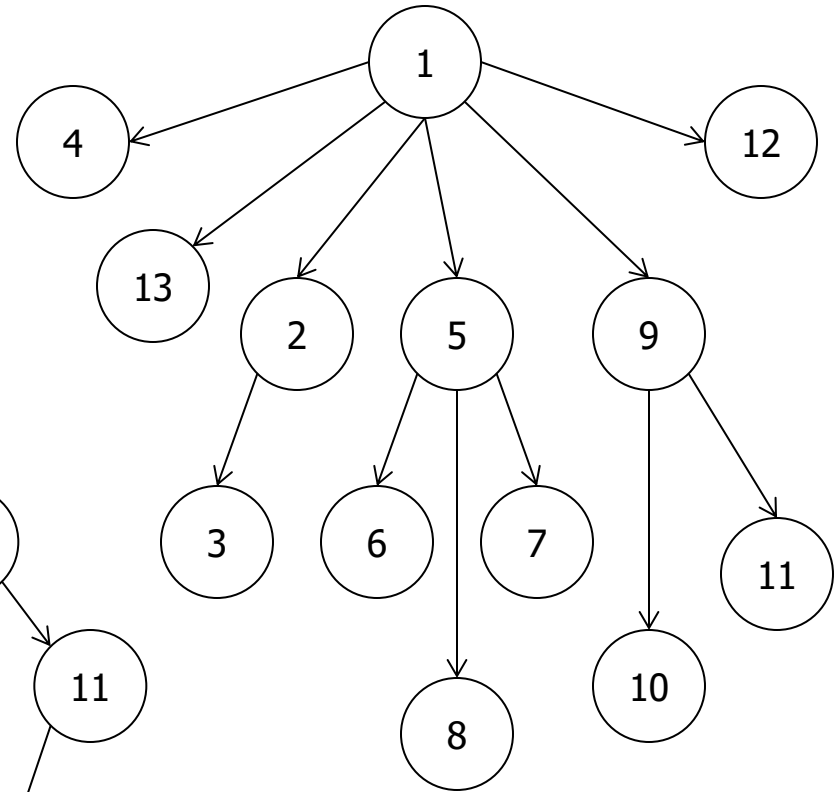
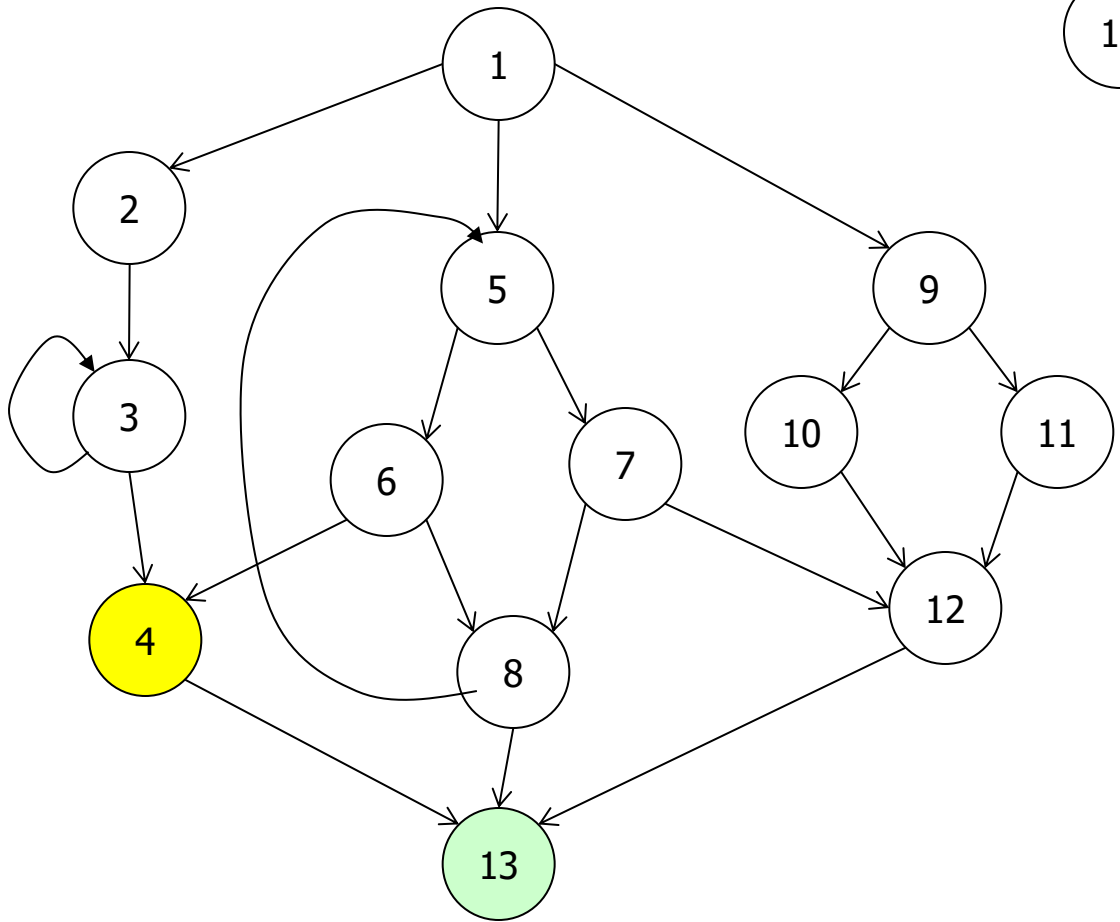
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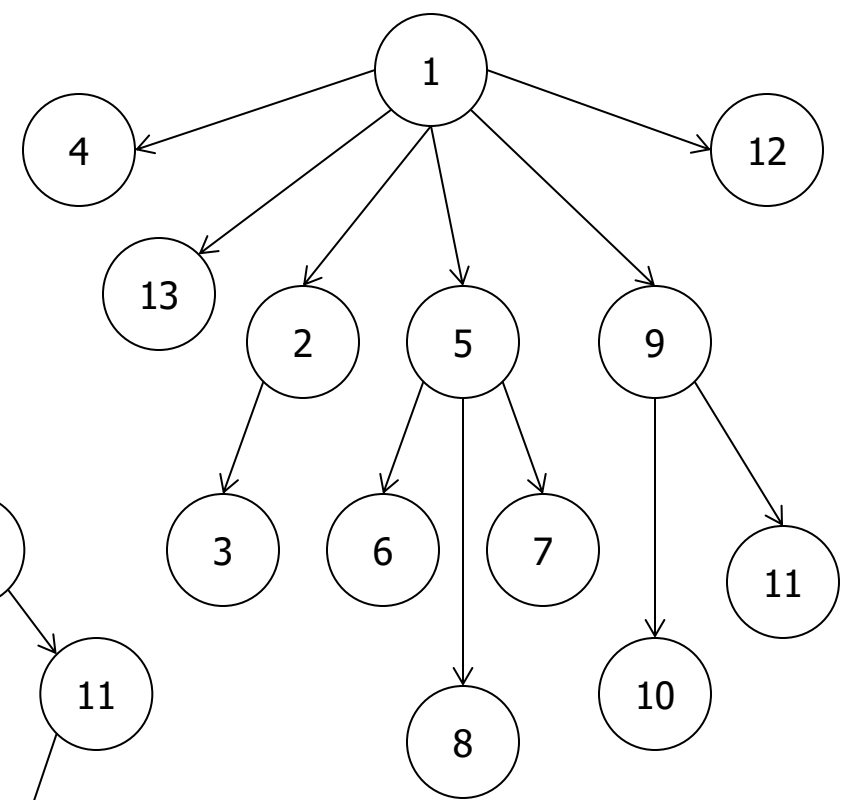
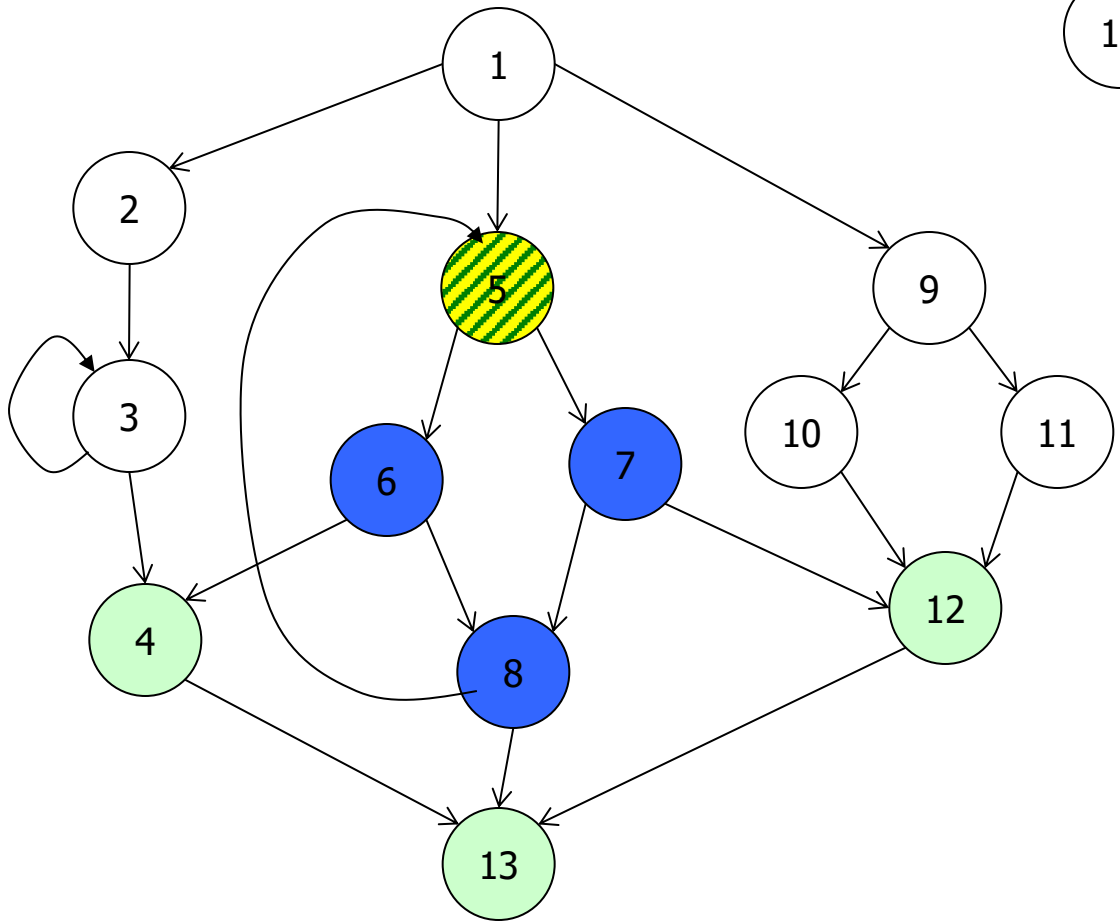
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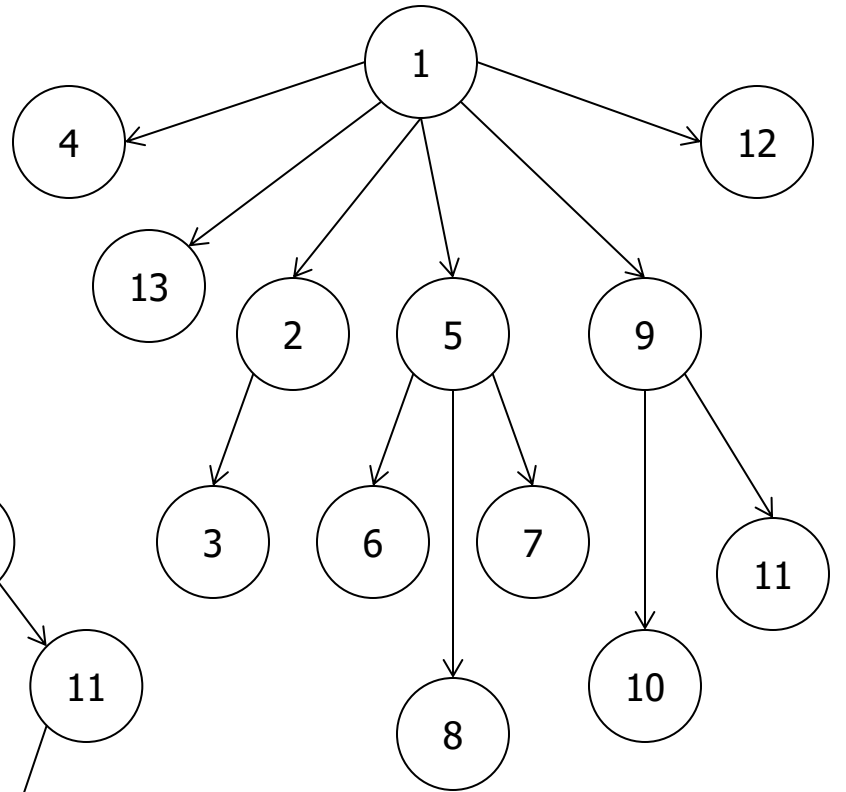
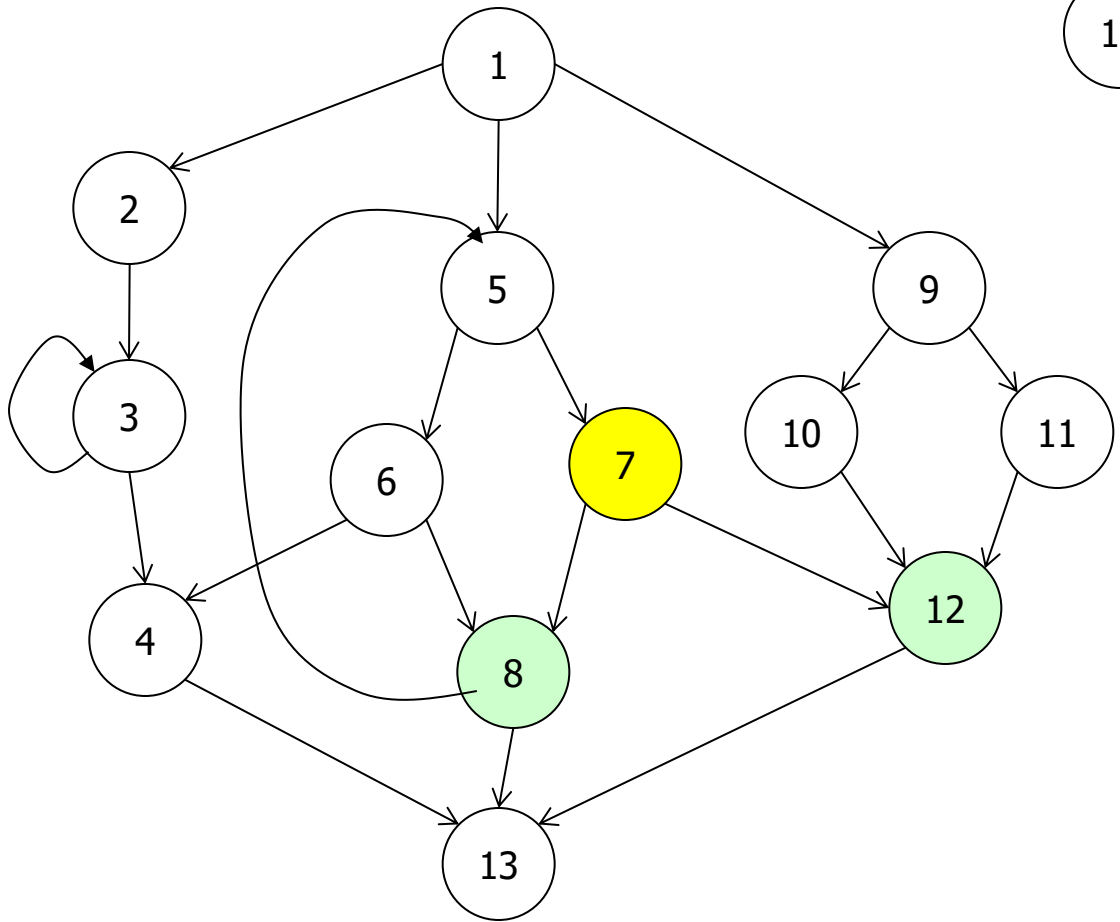
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


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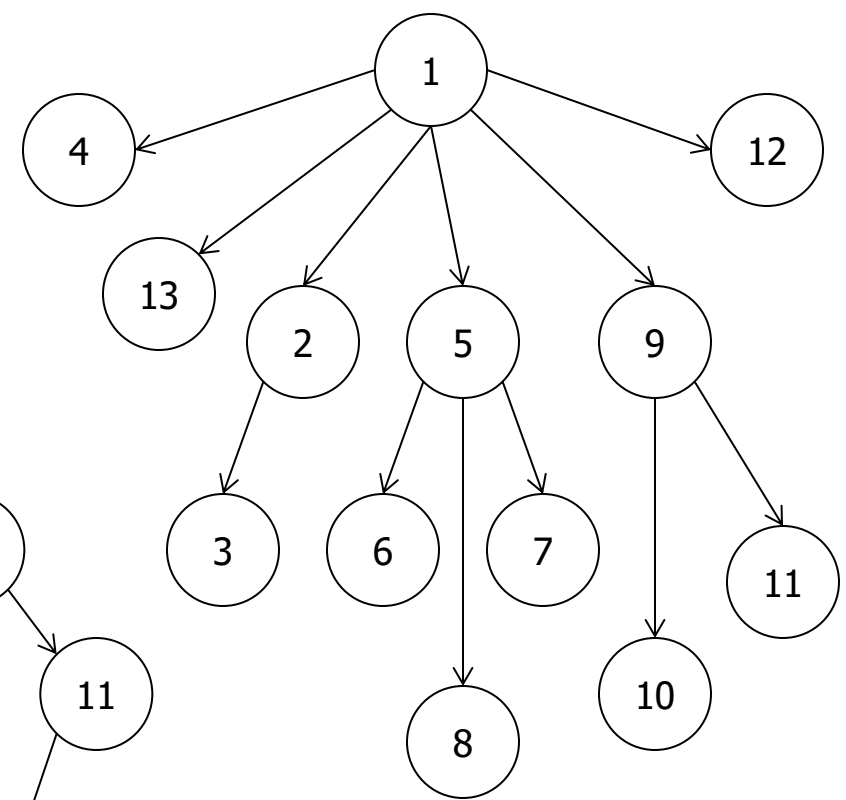
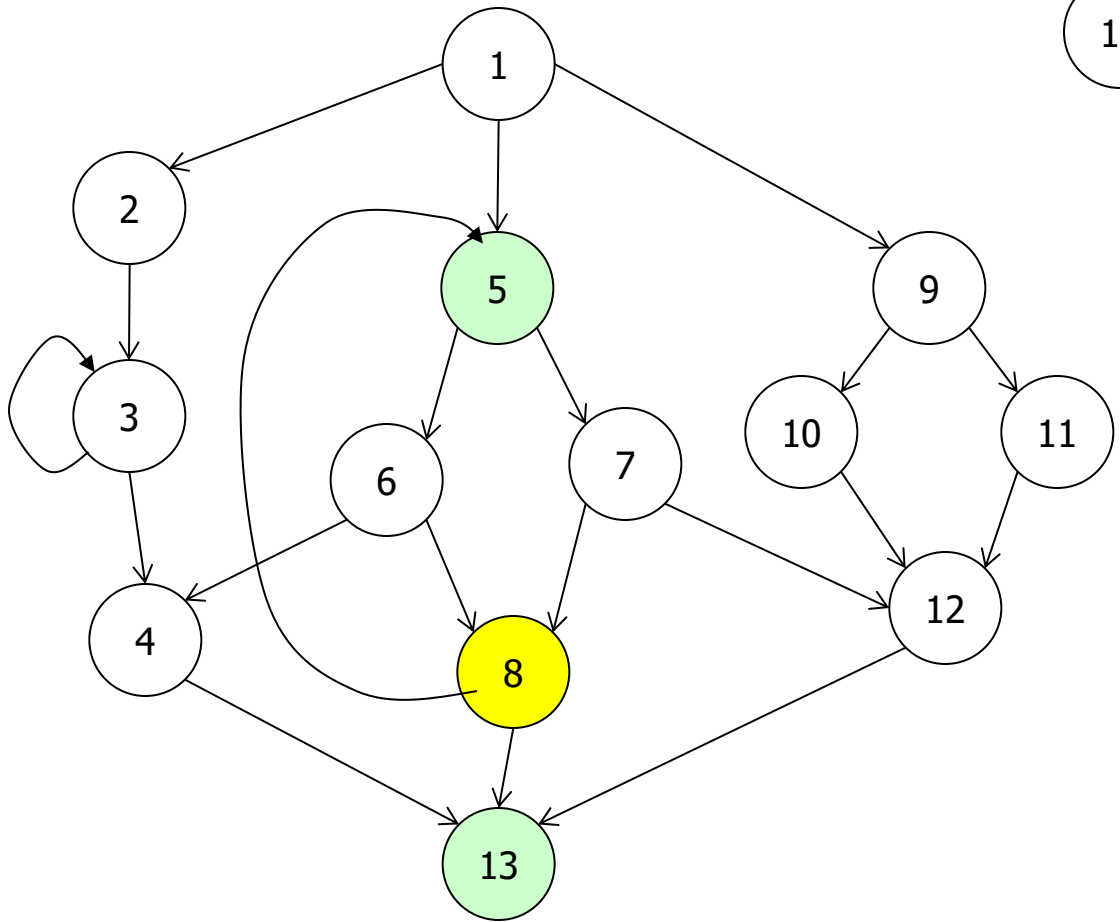
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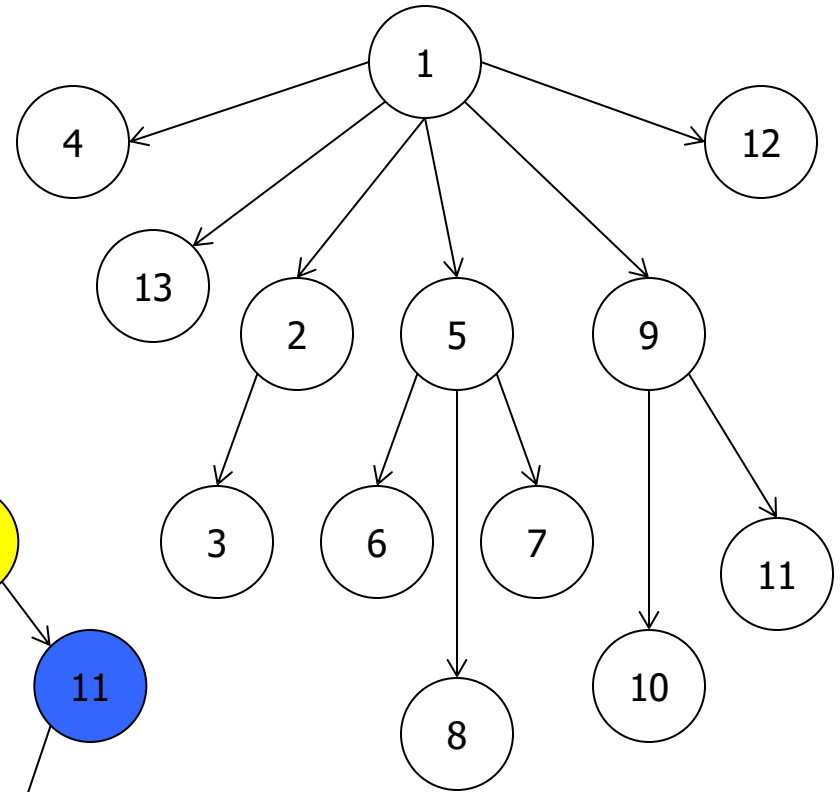
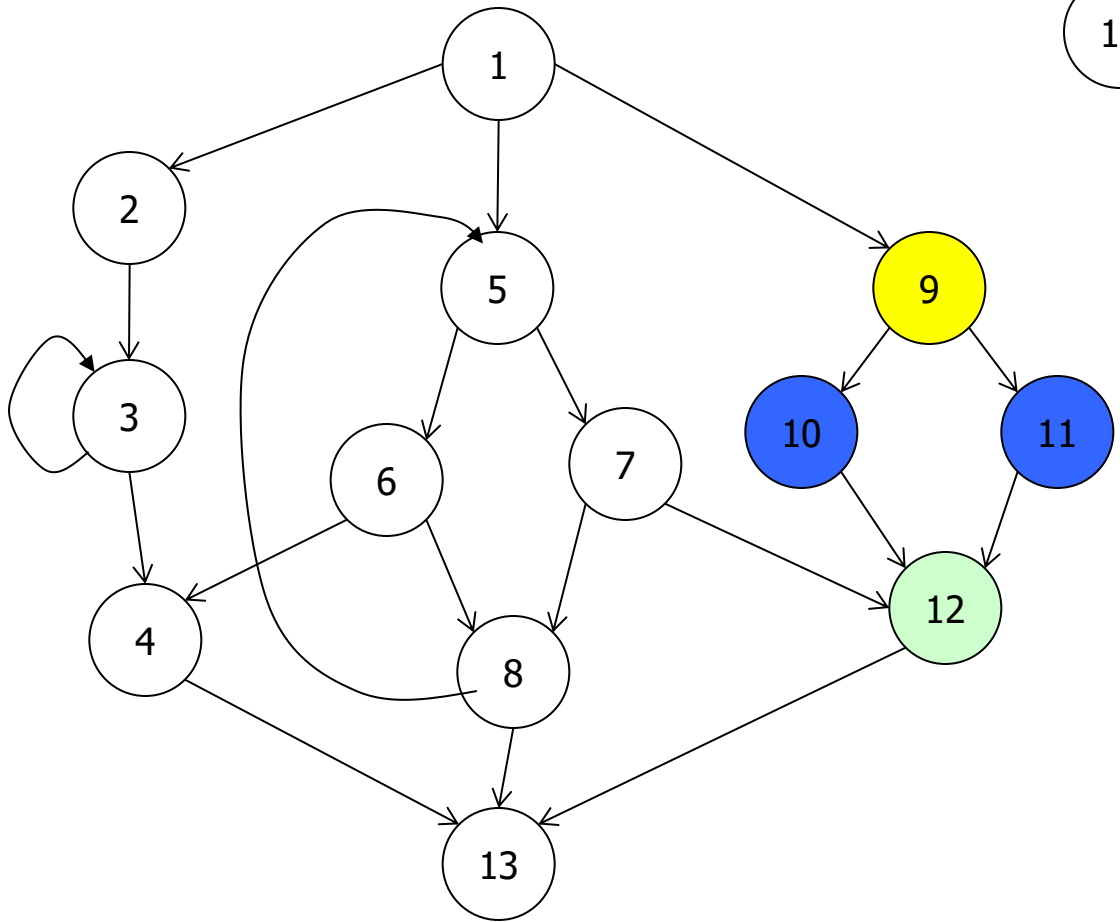
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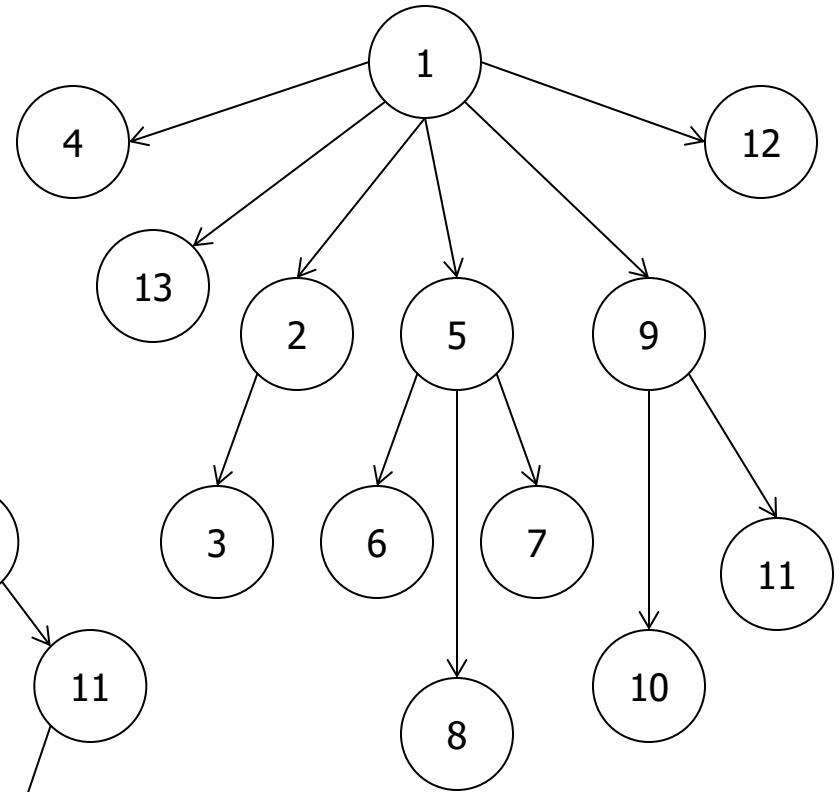
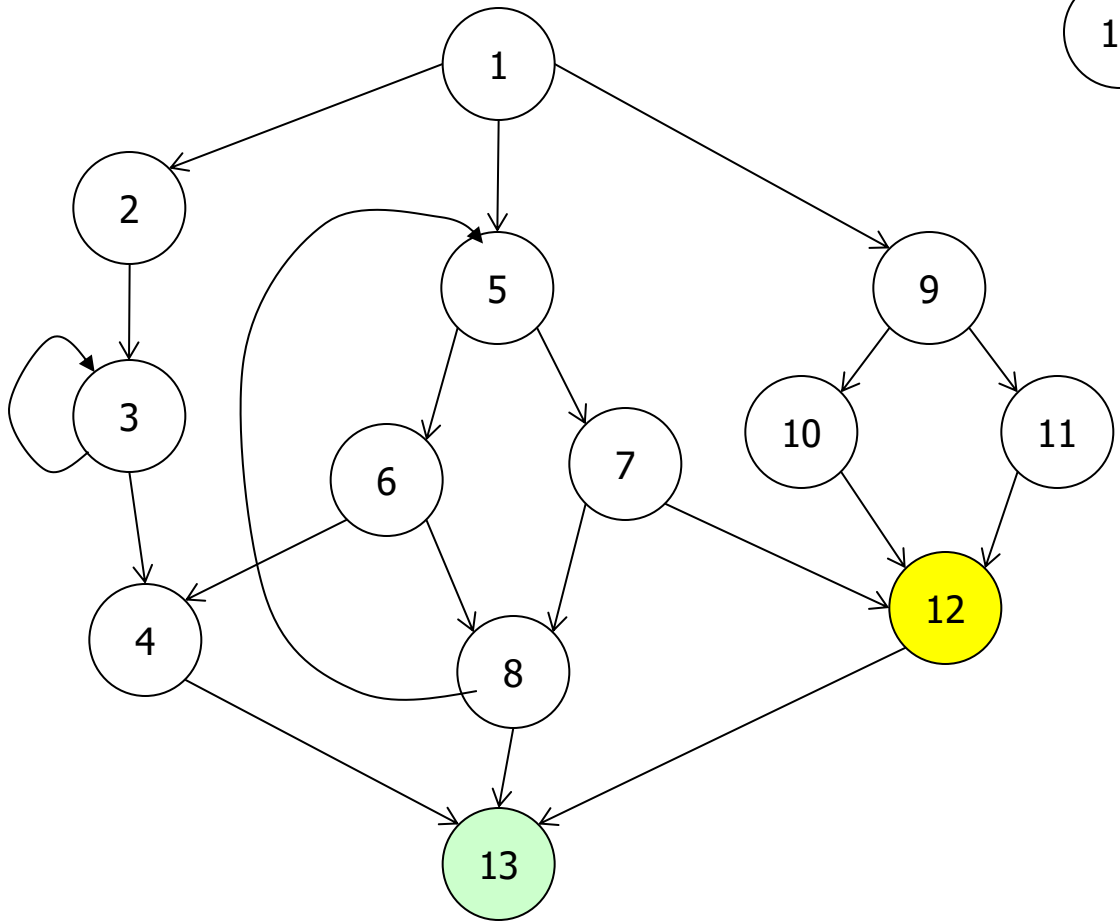
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


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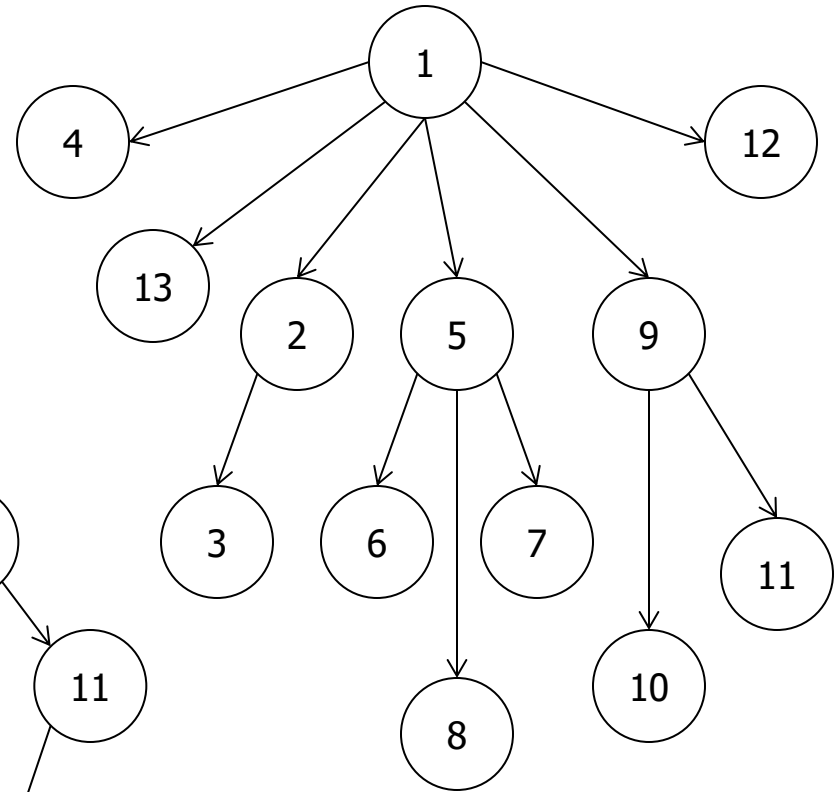
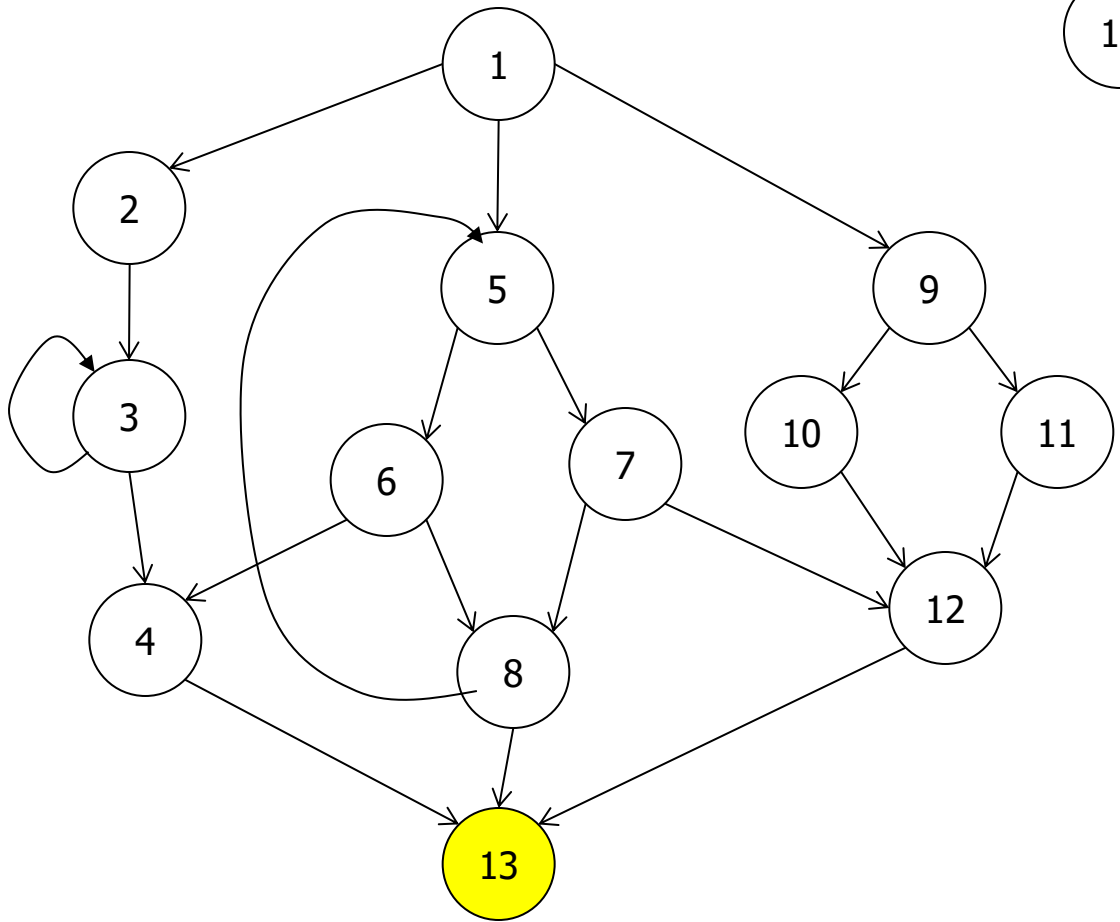
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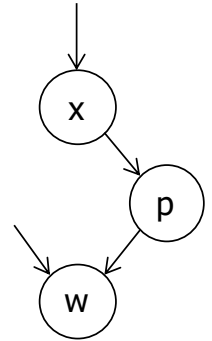
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# Example



- =  $x$
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# Dominance Frontier Criterion for Placing $\Phi$ -Functions



- If a node  $x$  contains the definition of variable  $a$ , then every node in the dominance frontier of  $x$  needs a  $\Phi$ -function for  $a$ 
  - Idea: Everything dominated by  $x$  will see  $x$ 's definition of  $a$ . The dominance frontier represents the first nodes we could have reached via an alternative path, which *will* have an alternate reaching definition of  $a$  (recall the convention that the entry node defines all variables with version 0 -  $a_0$ )
    - Why is this right for loops? Hint: strict dominance...
  - Since the  $\Phi$ -function itself is a definition, this placement rule needs to be iterated until it reaches a fixed-point
- Theorem: this algorithm places exactly the same set of  $\Phi$ -functions as the path convergence criterion (above)

# Placing $\Phi$ -Functions: Details

- See the book for the full construction, but the basic steps are:
  1. Compute the dominance frontiers for each node in the flowgraph
  2. Insert just enough  $\Phi$ -functions to satisfy the criterion. Use a worklist algorithm to avoid reexamining nodes unnecessarily
  3. Walk the dominator tree and rename the different definitions of each variable  $a$  to be  $a_1, a_2, a_3, \dots$

# SSA Optimizations

- Why go to the trouble of translating to SSA?
- The advantage of SSA is that it makes many optimizations and analyses simpler and more efficient
  - We'll give a couple of examples
- But first, what do we know? (i.e., what information is stored in the compiler SSA graph data structures?)

# SSA Data Structures

For each ...

- Statement: links to containing block, next and previous statements, variables defined, variables used
- Variable: link to its (single) definition and (possibly multiple) use sites
- Block: List of contained statements, ordered list of predecessor(s) & successor(s) blocks

# Dead-Code Elimination

- A variable is live  $\Leftrightarrow$  its list of uses is not empty(!)
  - That's it! Nothing further to compute
- Algorithm to delete dead code:
  - while there is some variable  $v$  with no uses
    - if the statement that defines  $v$  has no other side effects, then delete it and remove this statement from list of uses for its operand variables - which may cause those variables to become dead

# Simple Constant Propagation

- If  $c$  is a constant in  $v := c$ , any use of  $v$  can be replaced by  $c$ 
  - So update every use of  $v$  to use constant  $c$
- If the  $c_i$ 's in  $v := \Phi(c_1, c_2, \dots, c_n)$  are all the same constant  $c$ , we can replace this with  $v := c$
- Incorporate copy propagation, constant folding, and others in the same worklist algorithm

# Simple Constant Propagation

W := list of all statements in SSA program  
while W is not empty  
    remove some statement S from W  
    if S is  $v := \Phi(c, c, \dots, c)$ , replace S with  $v := c$   
    if S is  $v := c$   
        delete S from the program  
        for each statement T that uses v  
            substitute c for v in T  
            add T to W

# Converting Back from SSA

- Unfortunately, real machines do not include a  $\Phi$  instruction
- So after analysis, optimization, and transformation, need to convert back to a “ $\Phi$ -less” form for execution
  - (Also sometimes needed for different kinds of analysis or transformation. A production optimizer might convert the IR into and out of SSA form multiple times)

# Translating $\Phi$ -functions

- The meaning of  $x := \Phi(x_1, x_2, \dots, x_n)$  is “set  $x = x_1$  if arriving on predecessor block edge 1, set  $x = x_2$  if arriving on edge 2, etc.”
- So, for each  $i$ , insert  $x = x_i$  at the end of predecessor block  $i$
- Rely on copy propagation and coalescing in register allocation to eliminate redundant copy instructions

# SSA Wrapup

- More details needed to fully and efficiently implement SSA, but these are the main ideas
  - See recent compiler books (but not the Dragon book!)
- Allows efficient implementation of many optimizations
- SSA is used in most modern optimizing compilers (llvm is based on it) and has been retrofitted into many older ones (gcc is a major example)
- Not a silver bullet – some optimizations still need non-SSA forms – but very effective for many