Principles of Programming Languages [PLP] **Exercises** on Code Generation and Optimization

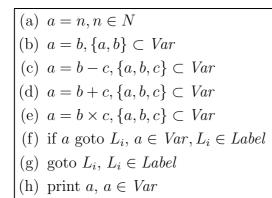
- 1. Consider the three address code fragment to the right
 - a. Partition it in basic blocks showing the resulting Control Flow Graph
 - b. Show the dominator tree

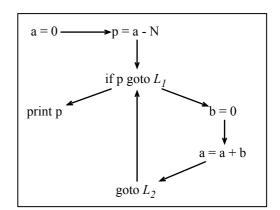
	k := 4
	n := 1
	i := k + 7
	if $k > 0$ goto L2
L1:	i := i - 1
	n := 2 * n
	if i != 0 goto L1
	goto L3
L2:	n := 2*k
L3:	halt

- 2. Consider the pseudo code program to the right
 - a. Draw the Control Flow Graph representation of the program
 - b. Apply (global) liveness analysis to the CFG
 - c. Draw the *conflict graph* of the variables based on the live ranges, and determine the minimum number of registers needed execute the program without spilling during runtime
 - d. Assign registers to the variables **a** to **f**

begin a := readint(); b := readint(); c := a + b;if (a > b)d := c; e := 2; f := d + e;else d := 0;if (a == b) d := 1; endif e := 1; f := d + e; endif writeint(e); writeint(f); end

- 4. A simple data flow analysis allows one to detect the arithmetic sign of the numeric variables in a program. This analysis associates each variable with an element in the set $\{+, -, 0\}$. For example, if a variable can only assume the values 0, 1, 2 and 3 during the execution of a program, then its *abstract state* is $\{0, +\}$.
 - a. Design a set of transfer functions to compute this analysis. Assume that your underlying programming language has the instructions listed below to the left.
 - b. Show the result of the sign analysis you defined to the CFG below to the right.





- 5. On the control flow graph to the right,
 - a. execute *reaching definition analysis,* showing the resulting IN[B] and OUT[B] sets for each block B
 - b. execute *available expression analysis,* showing the resulting IN[B] and OUT[B] sets for each block B.

