

Script generated by TTT

Title: Seidl: Programoptimierung (24.10.2012)

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Pages: 58

Helmut Seidl

Program Optimization



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$$\llbracket R = M[e]; \rrbracket (\rho, \mu) = (\rho \oplus \{R \mapsto \mu(\llbracket e \rrbracket \rho)\}, \mu)$$

$$\llbracket M[e_1] = e_2; \rrbracket (\rho, \mu) = (\rho, \mu \oplus \{\llbracket e_1 \rrbracket \rho \mapsto \llbracket e_2 \rrbracket \rho\})$$

Example:

$\llbracket x = x + 1; \rrbracket (\{x \mapsto 5\}, \mu) = (\rho, \mu)$ where:

$$\begin{aligned} \rho &= \{x \mapsto 5\} \oplus \{x \mapsto \llbracket x + 1 \rrbracket \{x \mapsto 5\}\} \\ &= \{x \mapsto 5\} \oplus \{x \mapsto 6\} \\ &= \{x \mapsto 6\} \end{aligned}$$

32

A path $\pi = k_1 k_2 \dots k_m$ is a **computation** for the state s if:

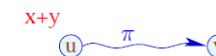
$$s \in \text{def} (\llbracket k_m \rrbracket \circ \dots \circ \llbracket k_1 \rrbracket)$$

The **result** of the computation is:

$$\llbracket \pi \rrbracket s = (\llbracket k_m \rrbracket \circ \dots \circ \llbracket k_1 \rrbracket) s$$

Application:

Assume that we have computed the value of $x + y$ at program point u :



We perform a computation along path π and reach v where we evaluate again $x + y \dots$

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$$\llbracket ; \rrbracket (\rho, \mu) = (\rho, \mu)$$

$$\llbracket \text{Pos}(e) \rrbracket (\rho, \mu) = (\rho, \mu) \quad \text{if } \llbracket e \rrbracket \rho \neq 0$$

$$\llbracket \text{Neg}(e) \rrbracket (\rho, \mu) = (\rho, \mu) \quad \text{if } \llbracket e \rrbracket \rho = 0$$

// $\llbracket e \rrbracket$: evaluation of the expression e , e.g.

$$// \llbracket x + y \rrbracket \{x \mapsto 7, y \mapsto -1\} = 6$$

$$// \llbracket \!(x == 4) \rrbracket \{x \mapsto 5\} = 1$$

$$\llbracket R = e; \rrbracket (\rho, \mu) = (\rho \oplus \{R \mapsto \llbracket e \rrbracket \rho\}, \mu)$$

// where “ \oplus ” modifies a mapping at a given argument

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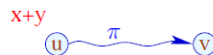
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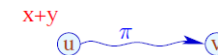
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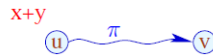
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Idea:

If x and y have not been modified in π , then evaluation of $x + y$ at v must return the same value as evaluation at u :-)

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More generally:


Assume that the values of the expressions $A = \{e_1, \dots, e_r\}$ are available at u .

Every edge k transforms this set into a set $\llbracket k \rrbracket^\# A$ of expressions whose values are available **after** execution of $k \dots$

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$\pi = k_1 \dots k_r$:

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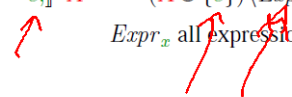
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$$\begin{aligned}
 [::]^\# A &= A \\
 [[Pos(e)]^\# A &= [[Neg(e)]^\# A = A \cup \{e\} \\
 [[x = e;]^\# A &= (A \cup \{e\}) \setminus Expr_x \quad \text{where} \\
 &\quad \uparrow \quad \uparrow \quad \uparrow \\
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$$[[x = x + n;]]^\# A = A \setminus Expr_x$$

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A given program may admit several paths :-)

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⇒ We require the set:

$$\mathcal{A}[v] = \bigcap \{ \llbracket \pi \rrbracket^\sharp \emptyset \mid \pi : start \rightarrow^* v \}$$

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Concretely:

- We consider all paths π which reach v .
- For every path π , we determine the set of expressions which are available along π .
- Initially at program start, nothing is available :-)
- We compute the intersection ⇒ safe information

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Concretely:

- We consider **all** paths π which reach v .
- For every path π , we determine the set of expressions which are available along π .
- Initially at program start, **nothing** is available :-)
- We compute the **intersection** \implies **safe information**

How do we exploit this information ???

$$\llbracket x = M[e]; \rrbracket^{\sharp} A = (A \cup \{e\}) \setminus Expr_x$$

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\implies We require the set:

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$x = y + z;$
 $\{ \}$
 $x = 1;$

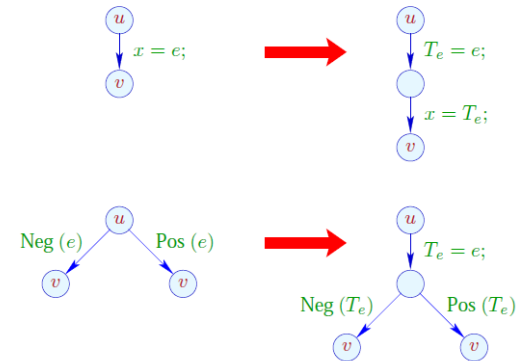
Transformation 1.1:

We provide novel registers T_e as **storage** for the e :



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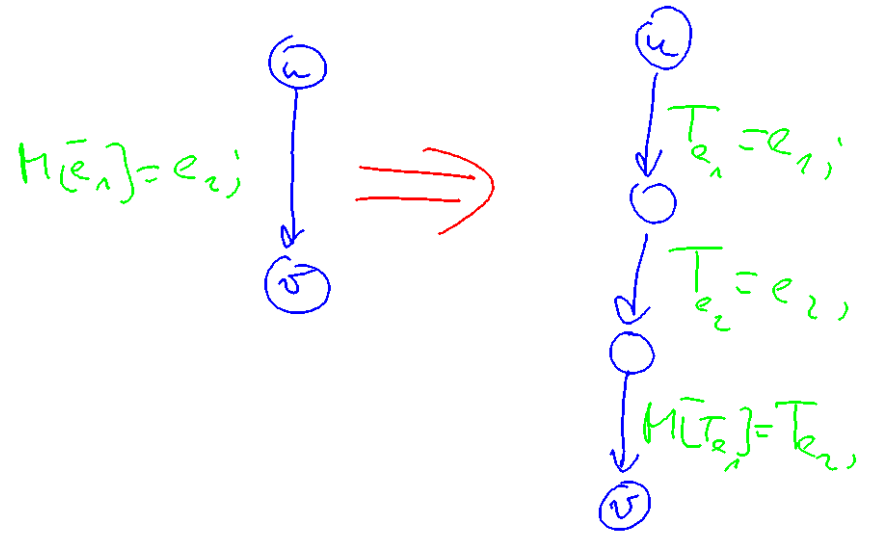
... analogously for $R = M[e];$ and $M[e_1] = e_2;$

Transformation 1.2:

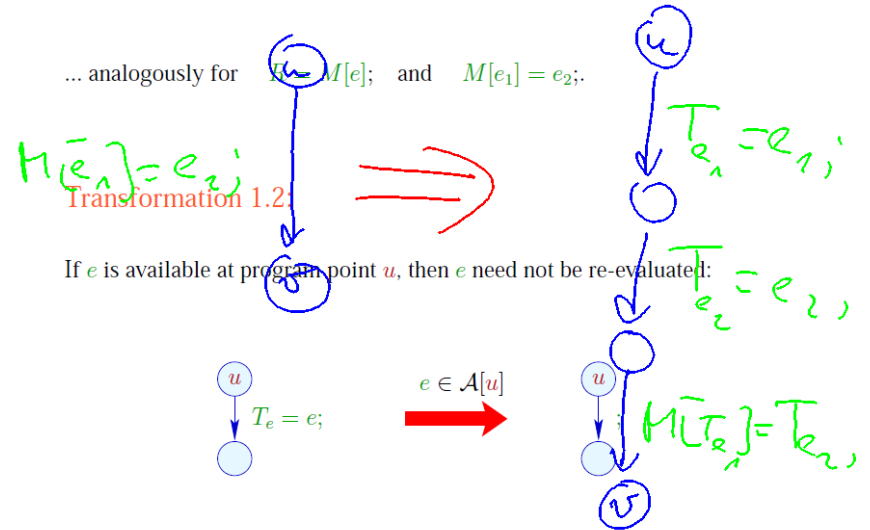
If e is available at program point u , then e need not be re-evaluated:



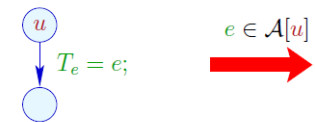
We replace the assignment with *Nop* :-)



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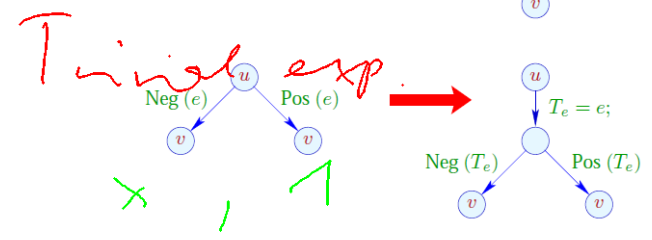
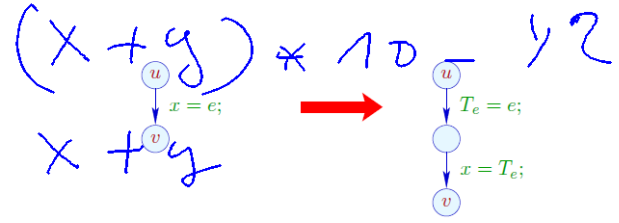
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*Handwritten: Transformation 1.1: $(x+y) * 10 - y^2$*

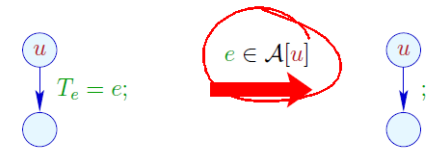
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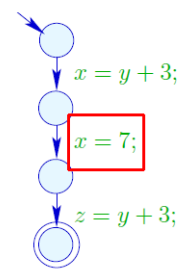
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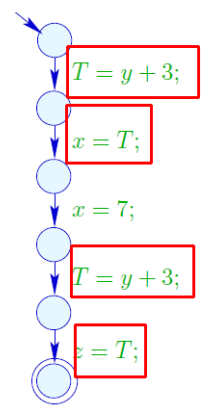
Example:

$x = y + 3;$
 $x = 7;$
 $z = y + 3;$



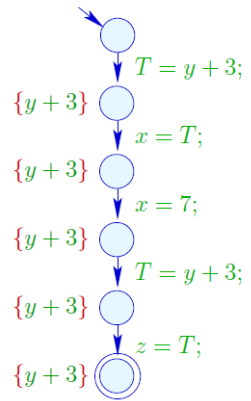
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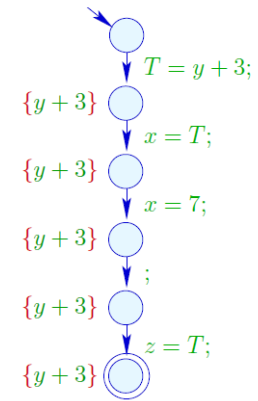
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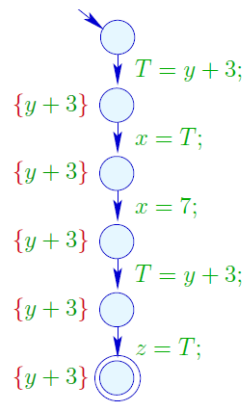
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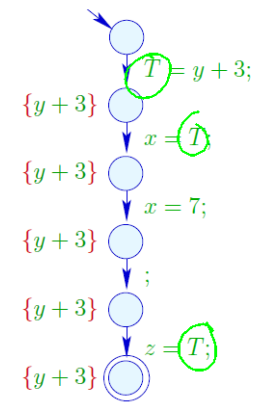
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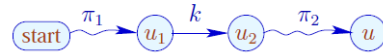
Correctness: (Idea)

Transformation 1.1 preserves the semantics and $\mathcal{A}[u]$ for all program points u :-)

Assume $\pi : start \rightarrow^* u$ is the path taken by a computation.

If $e \in \mathcal{A}[u]$, then also $e \in \llbracket \pi \rrbracket^\# \emptyset$.

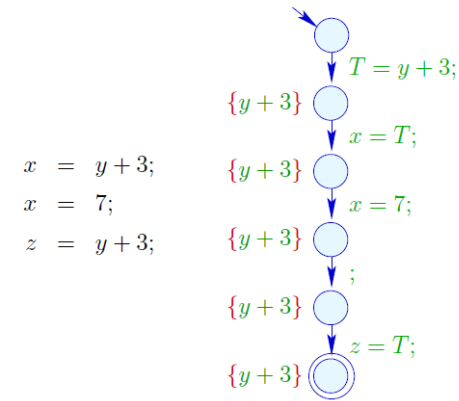
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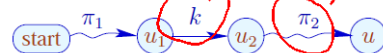
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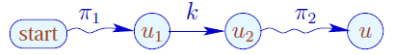
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- $x \notin Vars(e)$;
- $e \notin Vars$;
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Which leaves us with the following question ...

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Question:

How can we compute $\mathcal{A}[u]$ for every program point u ??

We collect all restrictions to the values of $\mathcal{A}[u]$ into a system of constraints:

$$\begin{aligned} \mathcal{A}[start] &\subseteq \emptyset \\ \mathcal{A}[v] &\subseteq \llbracket k \rrbracket^\#(\mathcal{A}[u]) \quad k = (u, _, v) \text{ edge} \end{aligned}$$

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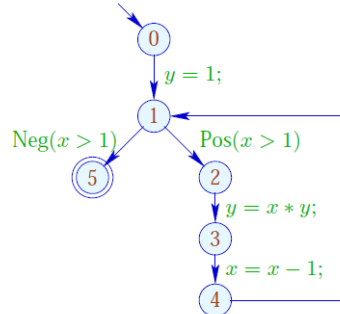
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Wanted:

- a maximally large solution (??)
- an algorithm which computes this :-)

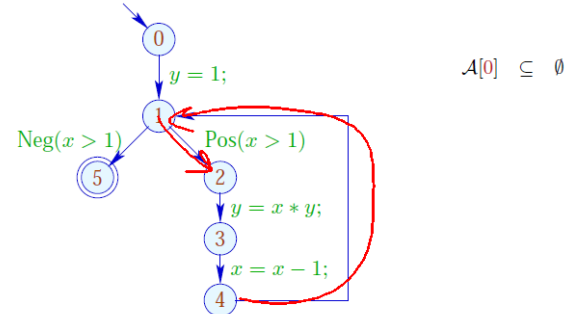
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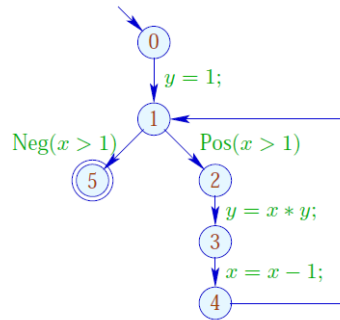
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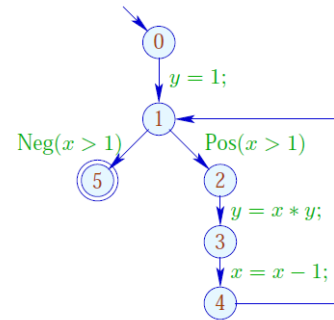
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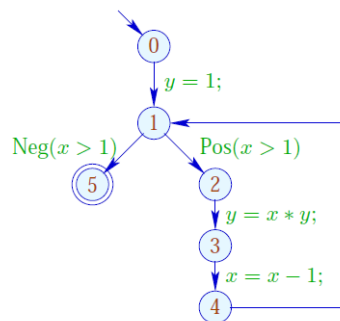
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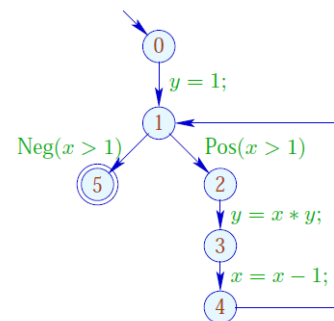
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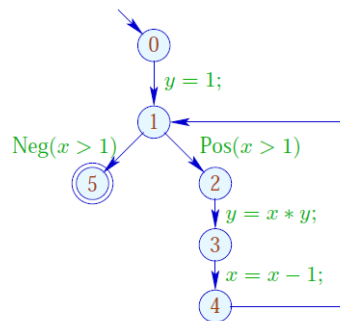
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Example:



Solution:

- $\mathcal{A}[0] = \emptyset$
- $\mathcal{A}[1] = \{1\}$
- $\mathcal{A}[2] = \{1, x > 1\}$
- $\mathcal{A}[3] = \{1, x > 1\}$
- $\mathcal{A}[4] = \{1\}$
- $\mathcal{A}[5] = \{1, x > 1\}$

Observation:

- The possible values for $\mathcal{A}[u]$ form a complete lattice:

$$\mathbb{D} = 2^{Expr} \text{ with } B_1 \sqsubseteq B_2 \text{ iff } B_1 \supseteq B_2$$

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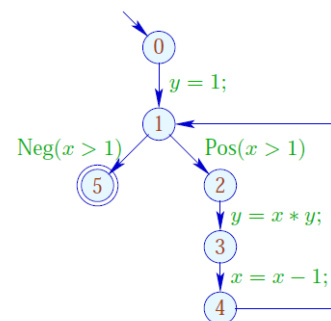
- The functions $[k]^\sharp : \mathbb{D} \rightarrow \mathbb{D}$ are monotonic, i.e.,

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 $[[k]]^\sharp(B_1) \sqsubseteq [[k]]^\sharp(B_2)$ whenever $B_1 \sqsubseteq B_2$

Observation:

- The possible values for $\mathcal{A}[u]$ form a **complete lattice**:
 $\mathbb{D} = 2^{Expr}$ with $B_1 \sqsubseteq B_2$ iff $B_1 \supseteq B_2$
- The functions $[[k]]^\sharp : \mathbb{D} \rightarrow \mathbb{D}$ are **monotonic**, i.e.,
 $[[k]]^\sharp(B_1) \sqsubseteq [[k]]^\sharp(B_2)$ whenever $B_1 \sqsubseteq B_2$

Background 2: Complete Lattices

A set \mathbb{D} together with a relation $\sqsubseteq \subseteq \mathbb{D} \times \mathbb{D}$ is a **partial order** if for all $a, b, c \in \mathbb{D}$,

- $a \sqsubseteq a$ *reflexivity*
- $a \sqsubseteq b \wedge b \sqsubseteq a \implies a = b$ *anti-symmetry*
- $a \sqsubseteq b \wedge b \sqsubseteq c \implies a \sqsubseteq c$ *transitivity*

Examples:

- $\mathbb{D} = 2^{\{a,b,c\}}$ with the relation " \sqsubseteq ":

