

Graph Traversal for Flow Analysis

CS502

Compiler

What graphs?

- During intra-procedural flow analysis, we propagate information through the flow graph
- During inter-procedural flow analysis, we need to also propagate information through the call graph
- The order in which we traverse the graph can have an impact on how fast the analysis converges, i.e. reaches a fixed point that gives us the final result
- To discuss graph traversal in flow analysis, we begin by reviewing several basic graph algorithms that are useful in compilers

Depth-first search

- Depth-first search (DFS) visits nodes in the following manner:

```
main {  
  counter = 1;  
  dfsearch(root);  
}
```

```
function dfsearch(n) {  
  n->visited = true;  
  n->dfn = counter;  
  for each successor, s, of n,
```

```
    if not s->visited {  
      counter = counter+1;  
      dfsearch(s);  
    }  
}
```

NOTE: if an edge exists from node a to node b, b is called a *successor* of a.

- The number $n \rightarrow \text{dfn}$ is called the depth-first number for node n .
- Notice that in routine `dfsearch`, the order in which we choose a successor in the statement “for each successor, s , ...” is left unspecified. A different choice may lead to a different depth-first numbering

DFST

- Under a specific DF numbering, we can define a spanning tree for the given graph, called depth-first spanning tree, DFST.
- To draw the DFST under a specific DF numbering, we insert a pseudo statement in routine `dfsearch(n)`, i.e.
 - if not `s->visited` {
 - **draw edge (n, s)**
 - `counter = counter+1;`
 - `dfsearch(s); }`

Edge classification under a DFST

- Given a specific DFST for rooted graph G , we classify edges in G as follows:
 - tree edges: edges in the DFST
 - forward edges: all edges (a, b) such that b is a *descendant* of a in DFST and (a, b) is not a tree edge
 - retreating edges: all edges (a, b) such that a is a descendant of b in the DFST; and
 - cross edges: all edges not belonging to the above
- (In general, since dfn is non-unique, DFST is also non-unique. Tree classification is valid only for the specific DFST, in general.)

Traversal order

- When we apply a procedure to each node in a graph G , there are two issues:
 - The search order (the order in which we visit the nodes)
 - The traversal order (when do we apply the procedure).
- The following traversal schemes are particularly common:
 - Preorder traversal: each node is processed **before** its descendants, as defined by a specific DFST.
 - Postorder traversal: each node is processed **after** its descendants, as defined by a specific DFST.

Breadth-first search

- Sometimes breadth-first search is useful

```
bfsearch{
  counter = 1;
  root->visited = true;
  worklist = {root};
  while worklist is
  nonempty do {
    remove first node, n,
    from worklist;
    n->bfm = counter;
    counter = counter + 1;
```

```
    for each successor, s, of n,
      if not s->visited {
        s->visited = true;
        worklist = union
        (worklist, s);
      }
  } \\ while
}
```

In the above, the “visited” fields are assumed to have initial value of false.

topsort

- If a flow graph is a DAG, then the nodes are often processed by following a topological sort, or a topsort, traversal
- In a topsort traversal, a node is always processed before any of its successors.
- NOTE: In general, topsort is nonunique.

Relationship between traversals

- Given a DAG, G , clearly a post-order traversal is not a topsort traversal
- But a pre-order traversal may also not necessarily be a topsort traversal
 - See an example
- How to we find a topsort traversal then?

Reversed postorder numbering (rPost numbering)

```
main {  
    counter = number_of_nodes;  
    dfsearch(root);  
}
```

```
function dfsearch(n) {  
    n->visited = true;  
    for each successor, s, of n {  
        if not s->visited {  
            dfsearch(s);  
        }  
        n->rpost = counter;  
        counter = counter - 1 ;  
    }  
}
```

NOTE: $n \rightarrow rpost$ is called the reversed post-order number, or rpost number of n

Rpost number is assigned following a postorder traversal of G under a DFST

Properties of rPost numbering

- It maintains topological sort for any DAG, G
 - If (a, b) is an edge in G , we have $\text{rPostNum}(a) < \text{rPostNum}(b)$
 - We leave the proof of this property as a homework question
- It maintains the dominance relationship
 - If $a \text{ dom } b$, then we have $\text{rPostNum}(a) < \text{rPostNum}(b)$
- In the following we introduce the concept of dominance relationship in a flow graph

Dominators and Postdominators

- In a flow graph G , if every path from the entry to b must contain a , then a is said to *dominate* b , written as $a \text{ dom } b$.
 - By definition, we have $a \text{ dom } a$.
- If every path from a to the exit must contain b , then a is said to be post-dominated by b , written as $b \text{ pdom } a$.
 - In most literature, a is defined as $\text{pdom } a$.
 - Hence, $b \text{ pdom } a$ in G if and only if $b \text{ dom } a$ in the reversed graph of G .

The dominator tree

- The dominance relationship is transitive
- Hence the nodes in a flow graph G form a tree under the dominance relationship
 - Called the dominator tree, or the dom tree
 - (a, b) is an edge in the dom tree if and only if a is the *immediate dominator* of b
 - Node a strictly dominates b , if $a \text{ dom } b$, and $a \neq b$

A simple algorithm to compute dominators

- For each node n in flow graph G , initialize $\text{dom}(n) = \{n\}$?
Would this work?
- Until no change, do {
 - For each n in G , do {
 - $\text{Old_dom} = \text{dom}(n)$
 - $\text{dom}(n) = \{n\} \cup (\bigcap_{\text{all predecessor } p} \text{dom}(p))$
 - If $\text{Old_dom} \neq \text{dom}(n)$, set change to true
 - }
- }
- Consider implementing this based on a worklist
- How do we prove that this will compute the exact DOM set for each node? [This will be a thought exercise. We will discuss again in the next lecture.]

Back edges

- If $a \rightarrow b$ is an edge such that b dominates a (a and b are not identical), $a \rightarrow b$ is called a back edge
- A back edge must be a retreating edge regardless what DFST we build for the given graph.
- A back edge uniquely defines a “natural loop”
 - Textbook gives an algorithm to find all instructions belonging to a natural loop
- Concepts of
 - Structured programs
 - Irreducible graphs
 - Strongly connected components
 - Cycles