

SNS COLLEGE OF TECHNOLOGY COIMBATORE -35



(An Autonomous Institution)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DAG representation for basic blocks

A DAG for basic block is a directed acyclic graph with the following labels on nodes:

- 1. The leaves of graph are labeled by unique identifier and that identifier can be variable names or constants.
- 2. Interior nodes of the graph is labeled by an operator symbol.
- 3. Nodes are also given a sequence of identifiers for labels to store the computed value.
- DAGs are a type of data structure. It is used to implement transformations on basic blocks.
- o DAG provides a good way to determine the common sub-expression.
- It gives a picture representation of how the value computed by the statement is used in subsequent statements.

Algorithm for construction of DAG

Input: It contains a basic block

Output: It contains the following information:

- o Each node contains a label. For leaves, the label is an identifier.
- Each node contains a list of attached identifiers to hold the computed values.
- 1. Case (i) x:= y OP z
- 2. Case (ii) x:= OP y
- 3. Case (iii) x:= y

Method:

Step 1:

sIf y operand is undefined then create node(y).

If z operand is undefined then for case(i) create node(z).

Step 2:

For case(i), create node(OP) whose right child is node(z) and left child is node(y).

For case(ii), check whether there is node(OP) with one child node(y).

For case(iii), node n will be node(y).

Output:

For node(x) delete x from the list of identifiers. Append x to attached identifiers list for the node n found in step 2. Finally set node(x) to n.

Example:

Consider the following three address statement:

```
1. S1:= 4 * i
```

2.
$$S2:= a[S1]$$

3.
$$S3:= 4 * i$$

4.
$$S4:=b[S3]$$

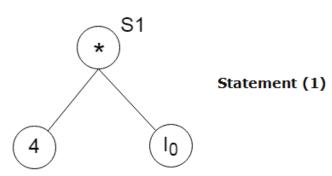
7.
$$Prod:= s6$$

8.
$$S7:=i+1$$

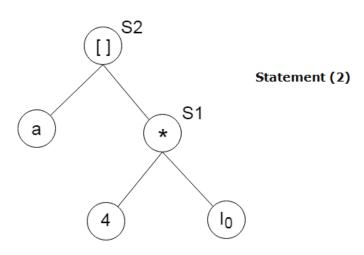
10. **if**
$$i < = 20$$
 goto (1)

Stages in DAG Construction:

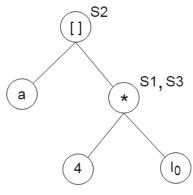
(a)



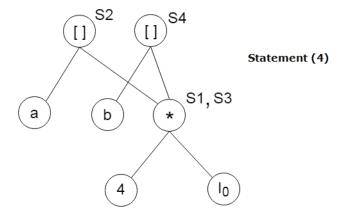
(b)



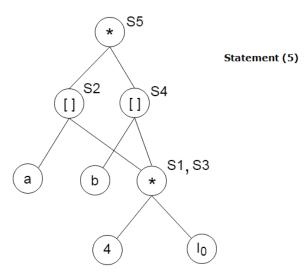
(c)



4 * I0 node exist already hence attach identifier S3 to the existing node for statement (3)



(e)



(f)

