



**SNS COLLEGE OF TECHNOLOGY**  
(Autonomous )  
COIMBATORE-35



***The DAG representation of basic blocks  
& Generating Code from DAG***



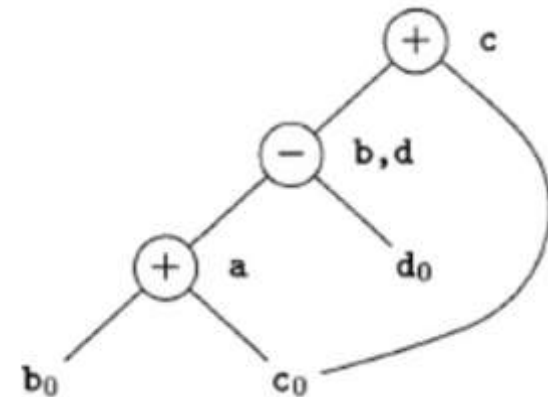
# *The DAG representation of basic blocks*



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

1. Leaves are labeled by unique identifiers, either variable names or constants.
2. Interior nodes are labeled by an operator symbol.
3. Nodes are also optionally given a sequence of identifiers for labels to store the computed values.

```
a = b + c
b = a - d
c = b + c
d = a - d
```





# *The DAG representation of basic blocks*



## **Algorithm for construction of DAG**

Input: A basic block

Output: A DAG for the basic block containing the following information:

1. A label for each node. For leaves, the label is an identifier. For interior nodes, an operator symbol.
2. For each node a list of attached identifiers to hold the computed values.

Case (i)  $x := y \text{ OP } z$

Case (ii)  $x := \text{OP } y$

Case (iii)  $x := y$



# *The DAG representation of basic blocks*



## **Method:**

### **Step 1:**

If  $y$  is undefined then create  $\text{node}(y)$ .

If  $z$  is undefined, create  $\text{node}(z)$  for case(i).

### **Step 2:**

For the case(i), create a  $\text{node}(\text{OP})$  whose left child is  $\text{node}(y)$  and right child is  $\text{node}(z)$ . (Checking for common sub expression). Let  $n$  be this node.

For case(ii), determine whether there is  $\text{node}(\text{OP})$  with one child  $\text{node}(y)$ . If not create such a node.

For case(iii),  $n$  will be  $\text{node}(y)$ .

### **Step 3:**

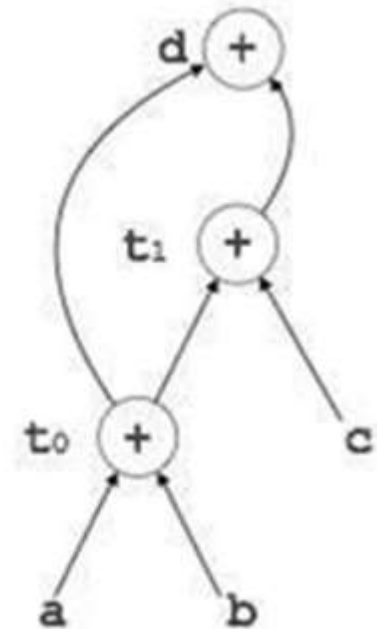
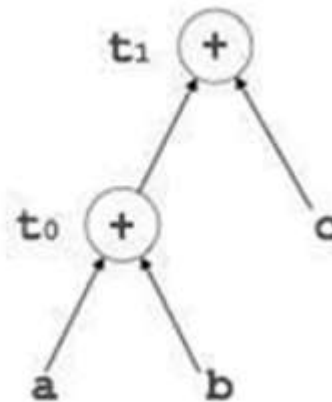
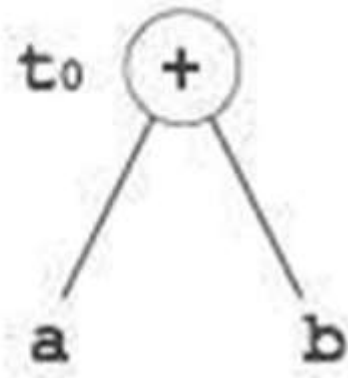
Delete  $x$  from the list of identifiers for  $\text{node}(x)$ . Append  $x$  to the list of attached identifiers for the node  $n$  found in step 2 and set  $\text{node}(x)$  to  $n$ .



# *The DAG representation of basic blocks*



$$t_0 = a + b \quad t_1 = t_0 + c \quad d = t_0 + t_1$$



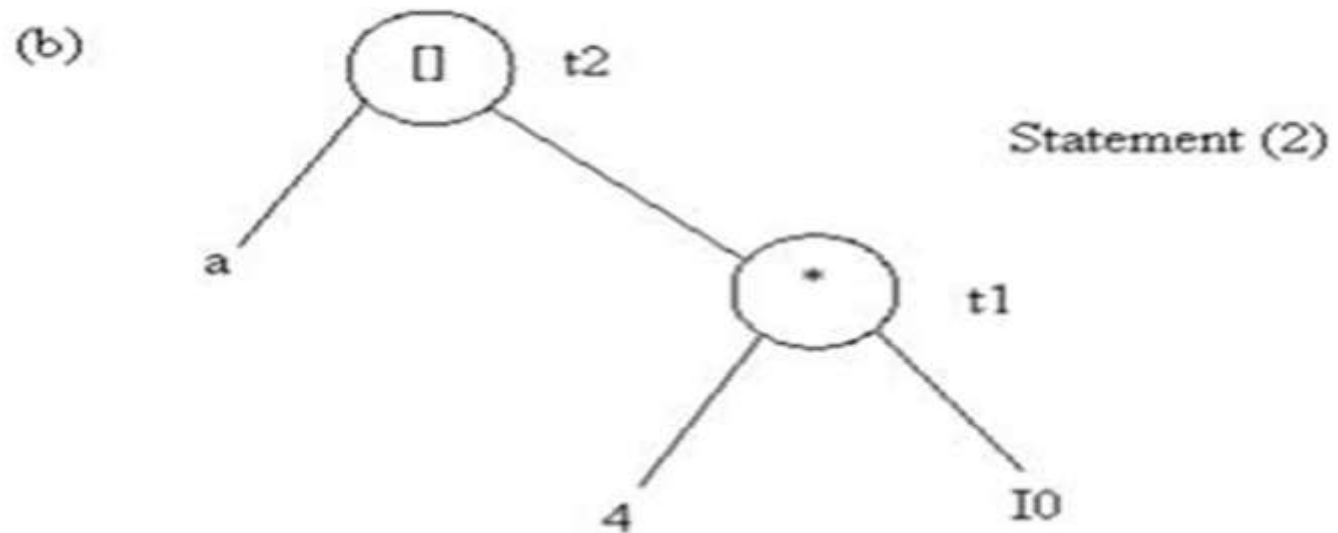
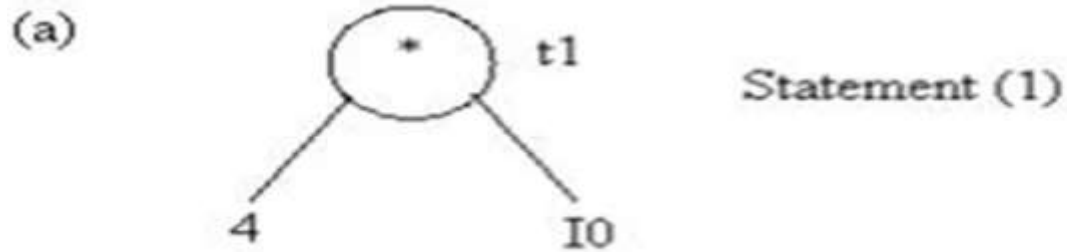


## *The DAG representation of basic blocks*

```
1. t1 := 4* i
2. t2 := a[t1]
3. t3 := 4* i
4. t4 := b[t3]
5. t5 := t2*t4
6. t6 := prod+t5
7. prod := t6
8. t7 := i+1
9. i := t7
10. if i<=20 goto (1)
```

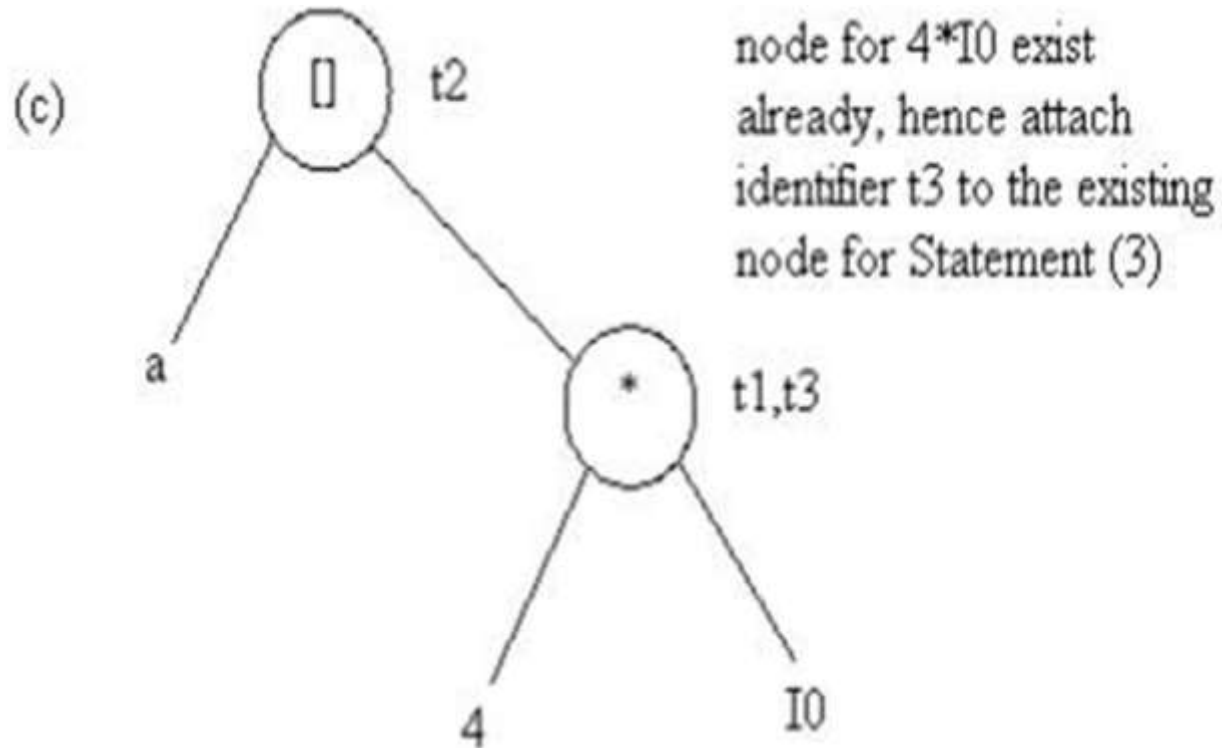


# The DAG representation of basic blocks





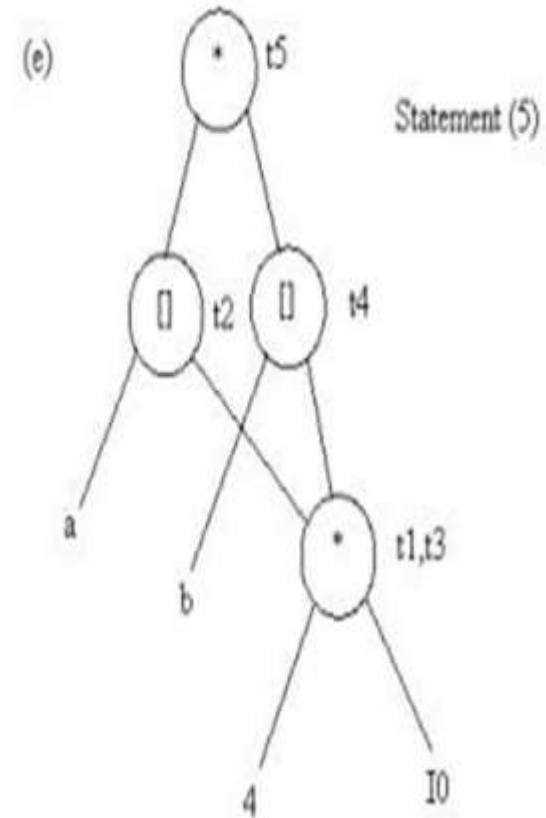
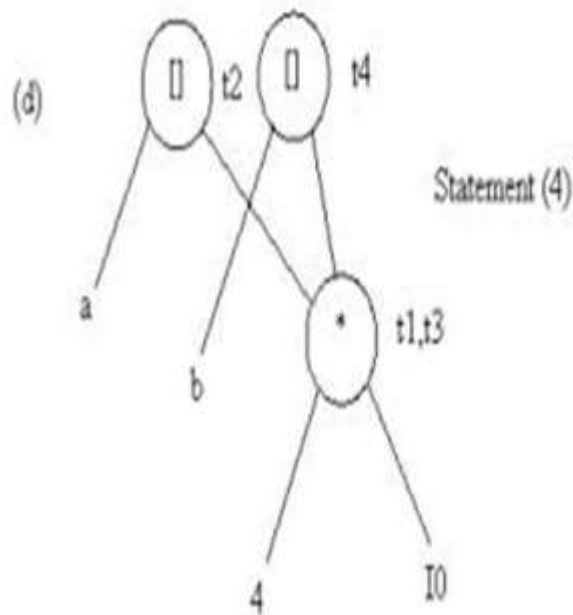
# The DAG representation of basic blocks





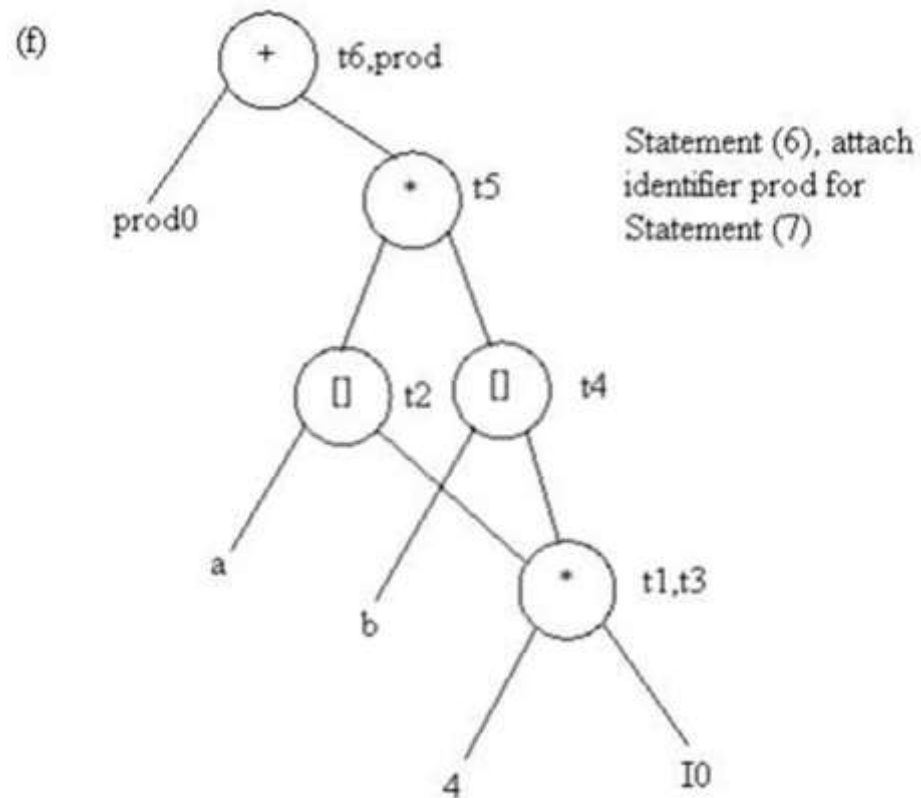


# The DAG representation of basic blocks



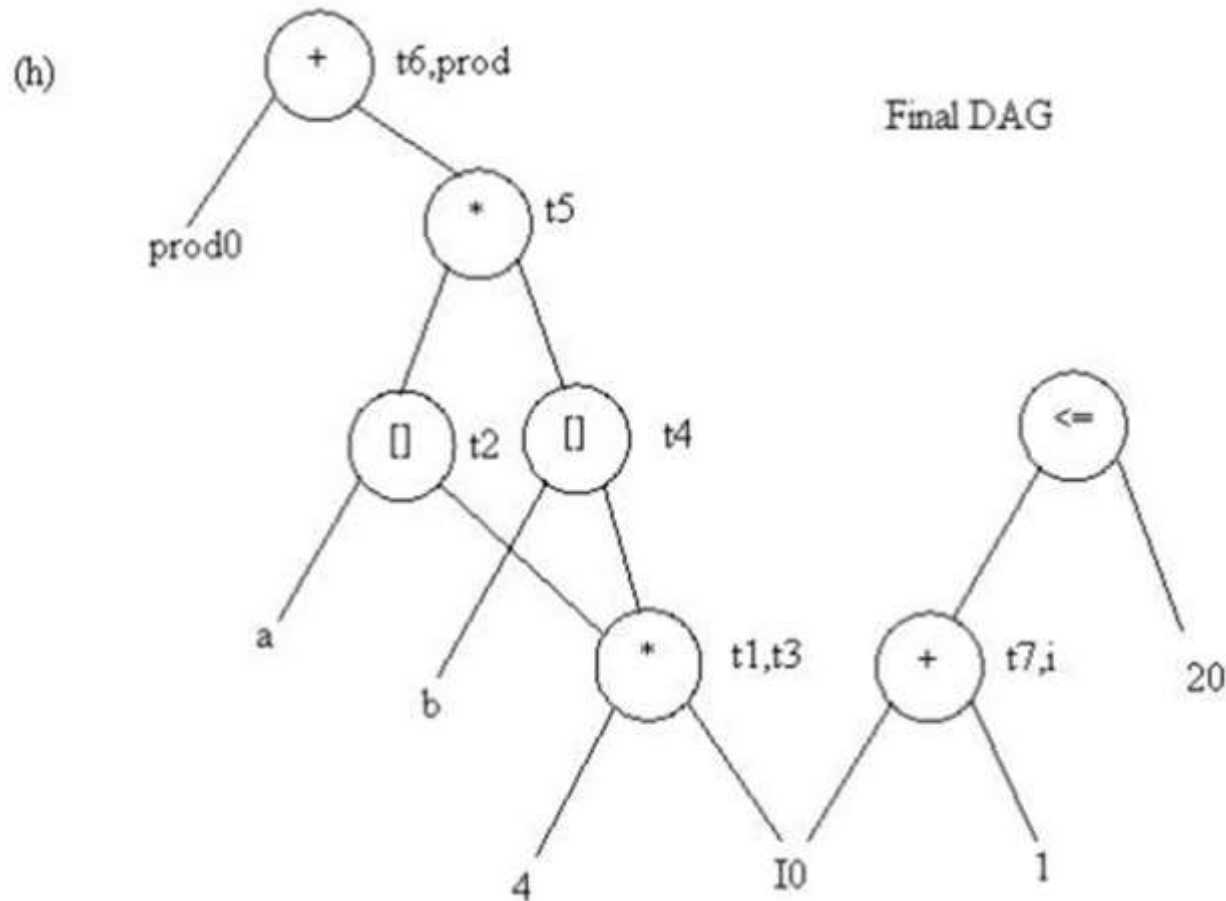


# The DAG representation of basic blocks





# The DAG representation of basic blocks





# *Generating code from DAG*



## *Generating code from DAG*



The advantage of generating code for a basic block from its dag representation is that from a dag we can easily see how to rearrange the order of the final computation sequence than we can start from a linear sequence of three-address statements or quadruples.

### **Rearranging the order**

The order in which computations are done can affect the cost of resulting object code. For example, consider the following basic block:

$t1 := a + b$

$t2 := c + d$

$t3 := e - t2$

$t4 := t1 - t3$



## *Generating code from DAG*



### **Generated code sequence for basic block:**

MOV a , R0

ADD b , R0

MOV c , R1

ADD d , R1

MOV R0 , t1

MOV e , R0

SUB R1 , R0

MOV t1 , R1

SUB R0 , R1

MOV R1 , t4



# Generating code from DAG



- **Rearranged basic block:**
  - Now t1 occurs immediately before t4.
  - $t2 := c + d$
  - $t3 := e - t2$
  - $t1 := a + b$
  - $t4 := t1 - t3$
- **Revised code sequence:**
  - `MOV c , R0`
  - `ADD d , R0`
  - `MOV a , R0`
  - `SUB R0 , R1`
  - `MOV a , R0`
  - `ADD b , R0`
  - `SUB R1 , R0`
  - `MOV R0 , t4`

In this order, two instructions **MOV R0 , t1** and **MOV t1 , R1** have been saved.



# Generating code from DAG



## A Heuristic ordering for Dags

The heuristic ordering algorithm attempts to make the evaluation of a node the evaluation of its leftmost argument. The algorithm shown below produces the ordering in reverse.

### Algorithm:

```
1) while unlisted interior nodes remain do begin
2)   leaf do      select an unlisted node n, all of whose parents have
begin           been listed;
3)   list n;
4)   while the leftmost child m of n has no unlisted parents
end             and is not a
end
end
```





## *Generating code from DAG*



- **Example: Consider the DAG shown below**
- Initially, the only node with no unlisted parents is 1 so set  $n=1$  at line (2) and list 1 at line (3).
- Now, the left argument of 1, which is 2, has its parents listed, so we list 2 and set  $n=2$  at line (6).
- Now, at line (4) we find the leftmost child of 2, which is 6, has an unlisted parent 5. Thus we select a new  $n$  at line (2), and node 3 is the only candidate.
- list 3 and proceed down its left chain, listing 4, 5 and 6. This leaves only 8 among the interior nodes so list that. The resulting list is 1234568 and the order of evaluation is 8654321.



## *Generating code from DAG*



Code sequence:

$t8 := d + e$

$t6 := a + b$

$t5 := t6 - c$

$t4 := t5 * t8$

$t3 := t4 - e$

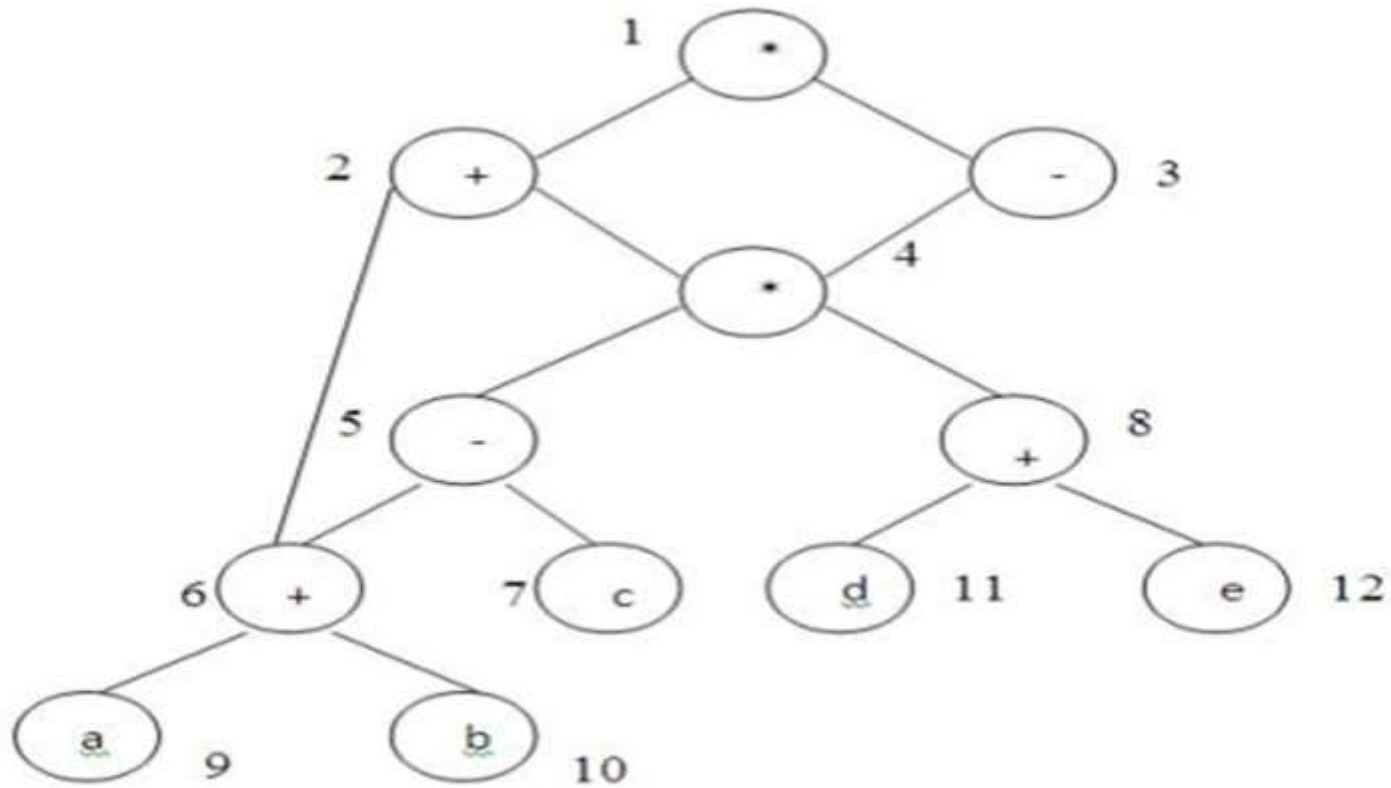
$t2 := t6 + t4$

$t1 := t2 * t3$

This will yield an optimal code for the DAG on machine whatever be the number of registers.



# Generating code from DAG



**A DAG**



# *Summarization*