

Building SSA Form

Slides based on Keith Cooper's set of slides
(COMP 512 class at Rice University, Fall 2002).
Used with kind permission.

Review

SSA-form

- Each name is defined exactly once
- Each use refers to exactly one name

What's hard

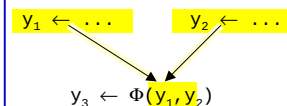
- Straight-line code is trivial
- Splits in the CFG are trivial
- Joins in the CFG are hard

Building SSA Form

- Insert Φ -functions at birth points of values
- Rename all values for uniqueness

A Φ -function is a special kind of copy that selects one of its parameters.

The choice of parameter is governed by the CFG edge along which control reached the current block.



Few machines implement a Φ -function directly in hardware.

SSA Construction Algorithm (High-level sketch)

1. Insert Φ -functions
2. Rename values

... *that's all* ...

... *of course, there is some bookkeeping to be done* ...

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SSA Construction Algorithm (Less high-level sketch)

1. Insert Φ -functions at every join for every name
2. Solve *reaching definitions*
3. Rename each use to the def that reaches it (*will be unique*)

Builds maximal SSA

What's wrong with this approach

- Too many Φ -functions (*precision*)
- Too many Φ -functions (*space*)
- Too many Φ -functions (*time*)
- Need to relate edges to Φ -functions parameters (*bookkeeping*)

To do better, we need a more complex approach

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SSA Construction Algorithm (Less high-level sketch)

1. Insert Φ -functions

a.) calculate dominance frontiers ← Moderately complex

b.) find global names
for each name, build a list of blocks that define it

c.) insert Φ -functions
Compute list of blocks where each name is assigned & use as a worklist

$\forall$ global name n

$\forall$ block b in which n is assigned

$\forall$ block d in b 's dominance frontier

Creates the iterated dominance frontier

{ insert a Φ -function for n in d
add d to n 's list of defining blocks

This adds to the worklist !

Use a checklist to avoid putting blocks on the worklist twice;
keep another checklist to avoid inserting the same Φ -function twice.

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SSA Construction Algorithm (Less high-level sketch)

2. Rename variables in a pre-order walk over dominator tree

(use an array of stacks, one stack per global name)

Starting with the root block, b ← 1 counter per name for subscripts

a.) generate unique names for each Φ -function
and push them on the appropriate stacks

b.) rewrite each operation in the block

i. Rewrite uses of global names with the current version
(from the stack)

ii. Rewrite definition by inventing & pushing new name

c.) fill in Φ -function parameters of successor blocks

d.) recurse on b 's children in the dominator tree ← Reset the state

e.) <on exit from block b > pop names generated in b from stacks

Need the end-of-block name for this path

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SSA Construction Algorithm (Low-level detail)

Computing Dominance

- First step in Φ -function insertion computes dominance
- Recall that n dominates m iff n is on every path from n_0 to m
 - > Every node dominates itself
 - > n 's immediate dominator is its closest dominator, $IDOM(n)^\dagger$

$$DOM(n_0) = \{n_0\}$$

$$DOM(n) = \{n\} \cup \left(\bigcap_{p \in preds(n)} DOM(p) \right)$$

Initially, $DOM(n) = n$,
 $\forall n \neq n_0$

Computing DOM

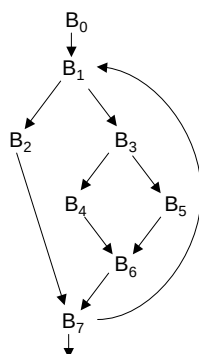
- These equations form a rapid data-flow framework
- Iterative algorithm will solve them in $d(G) + 3$ passes
 - > Each pass does N unions & E intersections,
 - > E is $O(N^2) \Rightarrow O(N^2)$ work

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$^\dagger IDOM(n) \neq n$, unless n is n_0 , by convention.

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Example



Flow Graph

Progress of iterative solution for Dom

Iteration	DOM(n)							
	0	1	2	3	4	5	6	7
0	0	N	N	N	N	N	N	N
1	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
2	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7

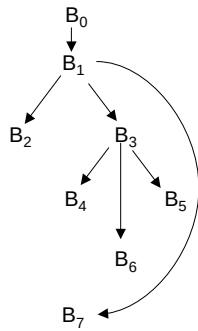
Results of iterative solution for Dom

	0	1	2	3	4	5	6	7
DOM	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
IDOM	0	0	1	1	3	3	3	1

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Example



Dominance Tree

Progress of iterative solution for Dom

Iteration	DOM(n)							
	0	1	2	3	4	5	6	7
0	0	N	N	N	N	N	N	N
1	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
2	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7

Results of iterative solution for Dom

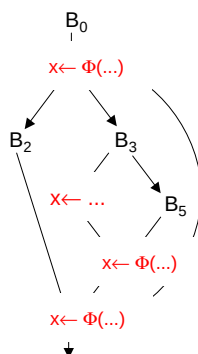
	0	1	2	3	4	5	6	7
DOM	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
IDOM	0	0	1	1	3	3	3	1

There are asymptotically faster algorithms.
With the right data structures, the iterative algorithm can be made faster.
See Cooper, Harvey, & Kennedy.

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Example



Dominance Frontiers

Dominance Frontiers & Φ -Function Insertion

- A definition at n forces a Φ -function at m iff $n \notin \text{Dom}(m)$ but $n \in \text{Dom}(p)$ for some $p \in \text{preds}(m)$
- $\text{DF}(n)$ is fringe just beyond region n dominates

	0	1	2	3	4	5	6	7
DOM	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
DF	-	-	7	7	6	6	7	1

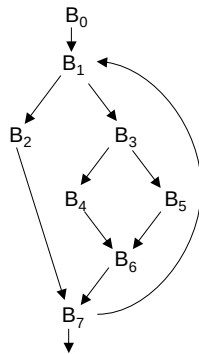
- $\text{DF}(4)$ is $\{6\}$, so $\leftarrow$ in 4 forces Φ -function in 6
- $\leftarrow$ in 6 forces Φ -function in $\text{DF}(6) = \{7\}$
- $\leftarrow$ in 7 forces Φ -function in $\text{DF}(7) = \{1\}$
- $\leftarrow$ in 1 forces Φ -function in $\text{DF}(1) = \emptyset$ (halt)

For each assignment, we insert the Φ -functions

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Example



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Computing Dominance Frontiers

- Only join points are in $DF(n)$ for some n
- Leads to a simple, intuitive algorithm for computing dominance frontiers
 - For each join point x (i.e., $|preds(x)| > 1$)
 - For each CFG predecessor of x
 - Run up to $IDOM(x)$ in the dominator tree, adding x to $DF(n)$ for each n between x and $IDOM(x)$

	0	1	2	3	4	5	6	7
DOM	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
DF	–	–	7	7	6	6	7	1

- For some applications, we need post-dominance, the post-dominator tree, and reverse dominance frontiers, $RDF(n)$
 - > Just dominance on the reverse CFG
 - > Reverse the edges & add unique exit node
- We will use these in dead code elimination

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SSA Construction Algorithm (Reminder)

1. Insert Φ -functions at every join for every name

a.) calculate dominance frontiers

b.) find global names

Needs a little more detail

for each name, build a list of blocks that define it

c.) insert Φ -functions

$\forall$ global name n

$\forall$ block b in which n is defined

$\forall$ block d in b 's dominance frontier

insert a Φ -function for n in d

add d to n 's list of defining blocks

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SSA Construction Algorithm

Finding global names

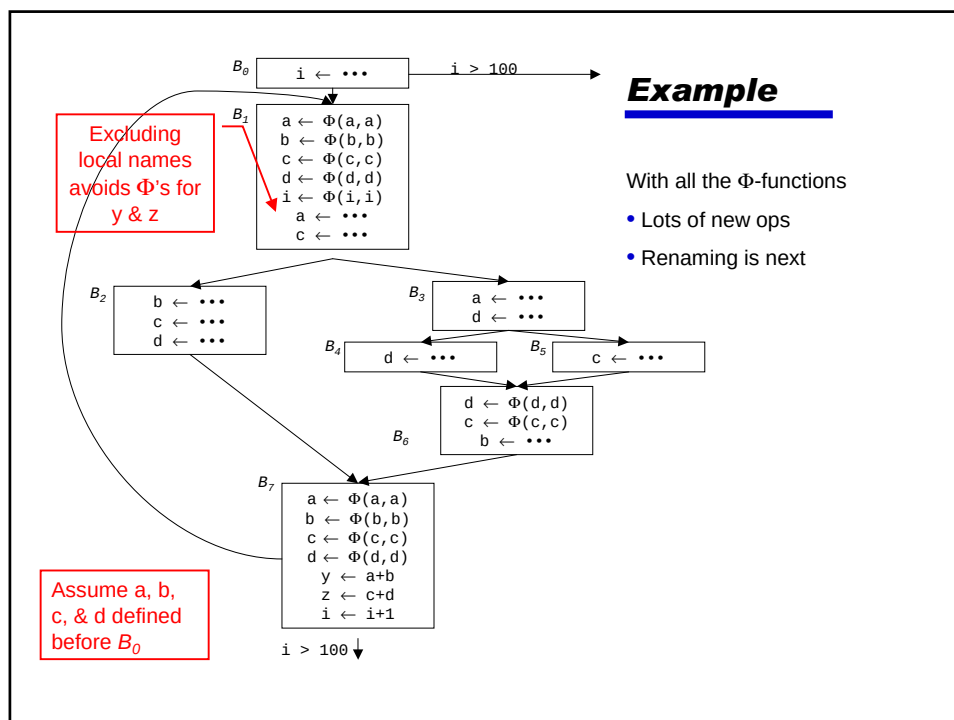
- Different between two forms of SSA
- Minimal uses all names
- Semi-pruned SSA uses names that are *live* on entry to some block
 - > Shrinks name space & number of Φ -functions
 - > Pays for itself in compile-time speed
- For each "global name", need a list of blocks where it is defined
 - > Drives Φ -function insertion
 - > b defines x implies a Φ -function for x in every $c \in \text{DF}(b)$

Otherwise, cannot need a Φ -function

Pruned SSA adds a test to see if x is live at insertion point

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SSA Construction Algorithm (Less high-level sketch)

2. Rename variables in a pre-order walk over dominator tree
(use an array of stacks, one stack per global name)

Starting with the root block, b

1 counter per name for subscripts

- a.) generate unique names for each Φ -function
and push them on the appropriate stacks
- b.) rewrite each operation in the block
 - i. Rewrite uses of global names with the current version
(from the stack)
 - ii. Rewrite definition by inventing & pushing new name
- c.) fill in Φ -function parameters of successor blocks
- d.) recurse on b 's children in the dominator tree
- e.) <on exit from block b > pop names generated in b from stacks

Reset the state

Need the end-of-block name for this path

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SSA Construction Algorithm (Less high-level sketch)

Adding all the details ...

```
for each global name i
  counter[i] ← 0
  stack[i] ← ∅
call Rename( $n_0$ )
```

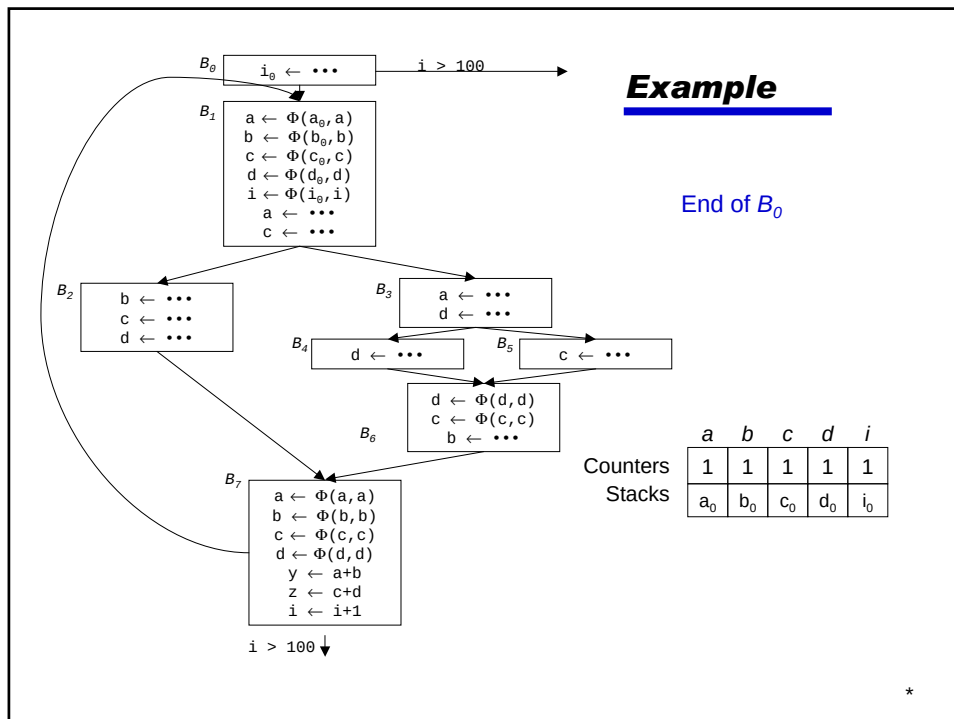
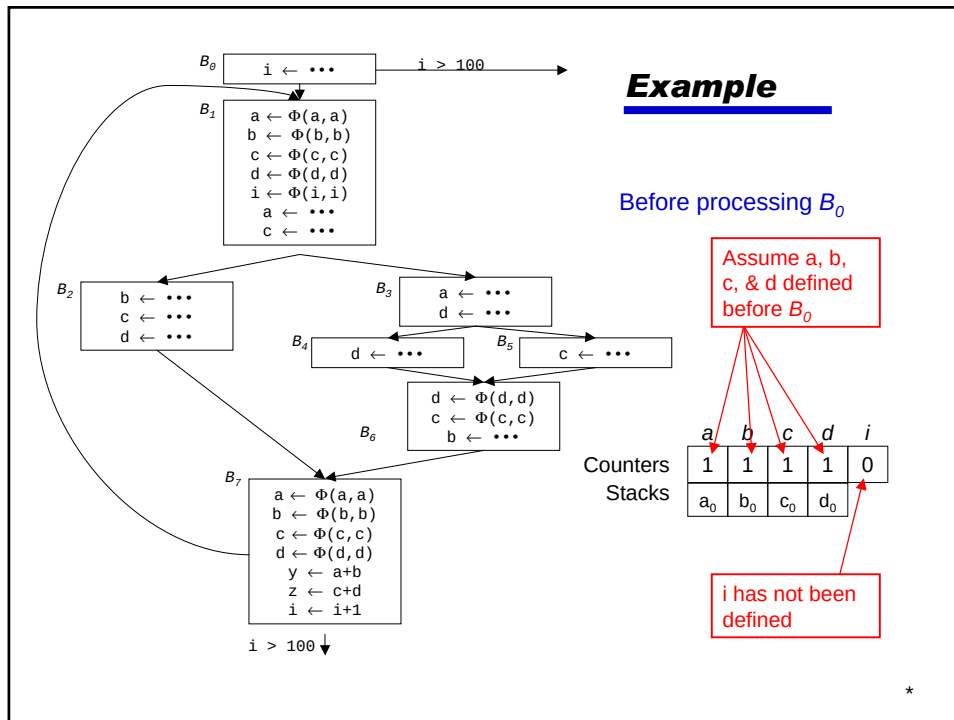
```
NewName( $n$ )
  i ← counter[ $n$ ]
  counter[ $n$ ] ← counter[ $n$ ] + 1
  push  $n_i$  onto stack[ $n$ ]
  return  $n_i$ 
```

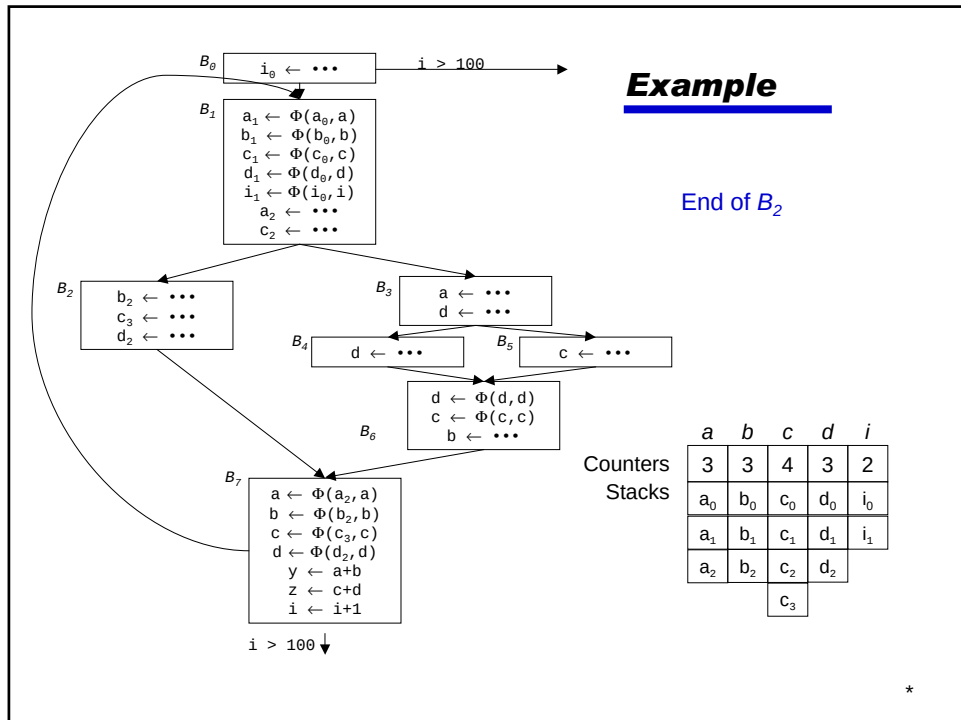
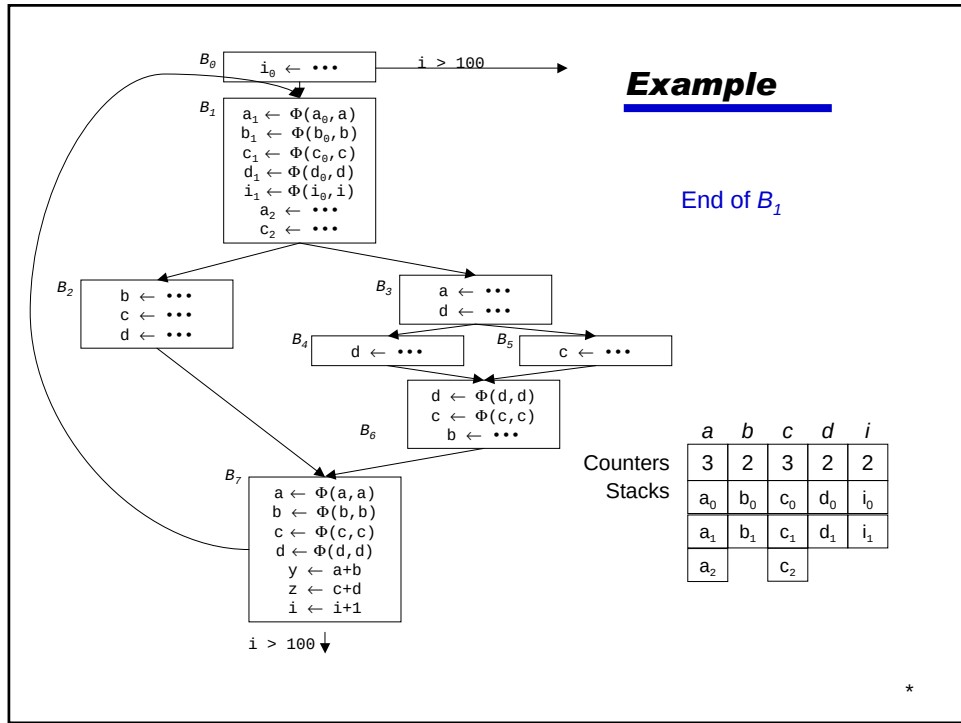
```
Rename( $b$ )
```

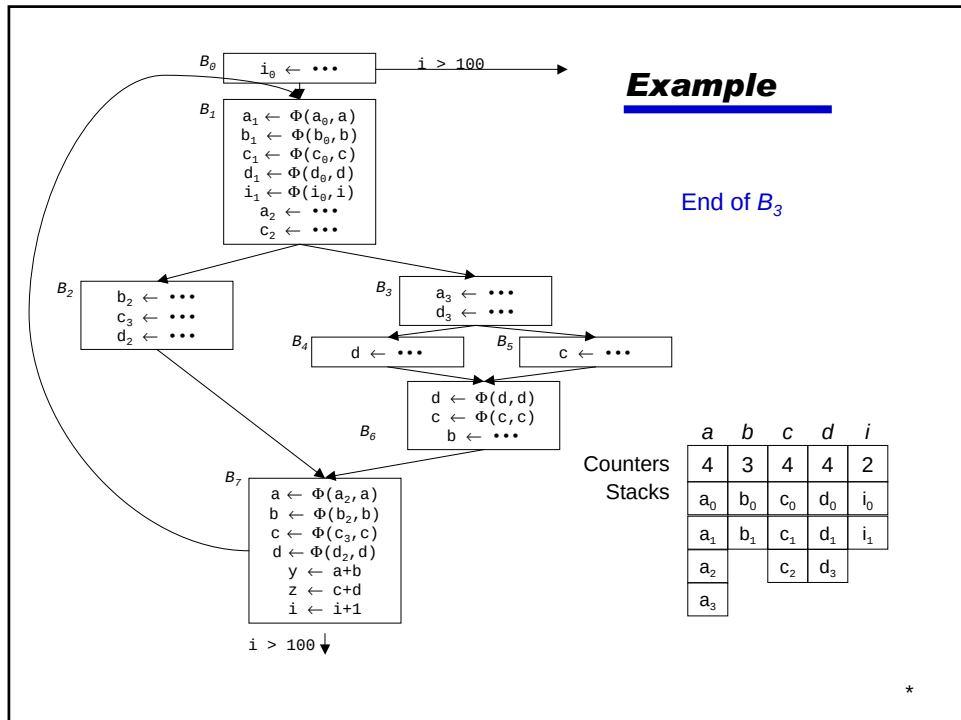
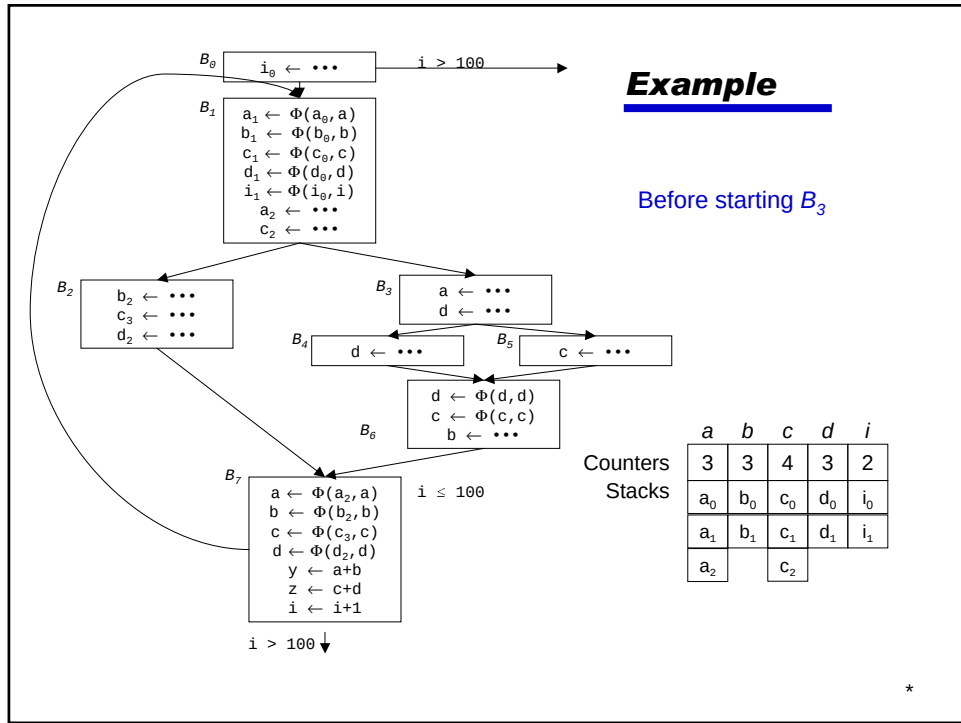
```
  for each  $\Phi$ -function in  $b$ ,  $x \leftarrow \Phi(\dots)$ 
    rename  $x$  as NewName( $x$ )
  for each operation " $x \leftarrow y \text{ op } z$ " in  $b$ 
    rewrite  $y$  as top(stack[ $y$ ])
    rewrite  $z$  as top(stack[ $z$ ])
    rewrite  $x$  as NewName( $x$ )
  for each successor of  $b$  in the CFG
    rewrite appropriate  $\Phi$  parameters
  for each successor  $s$  of  $b$  in dom. tree
    Rename( $s$ )
  for each operation " $x \leftarrow y \text{ op } z$ " in  $b$ 
    pop(stack[ $x$ ])
```

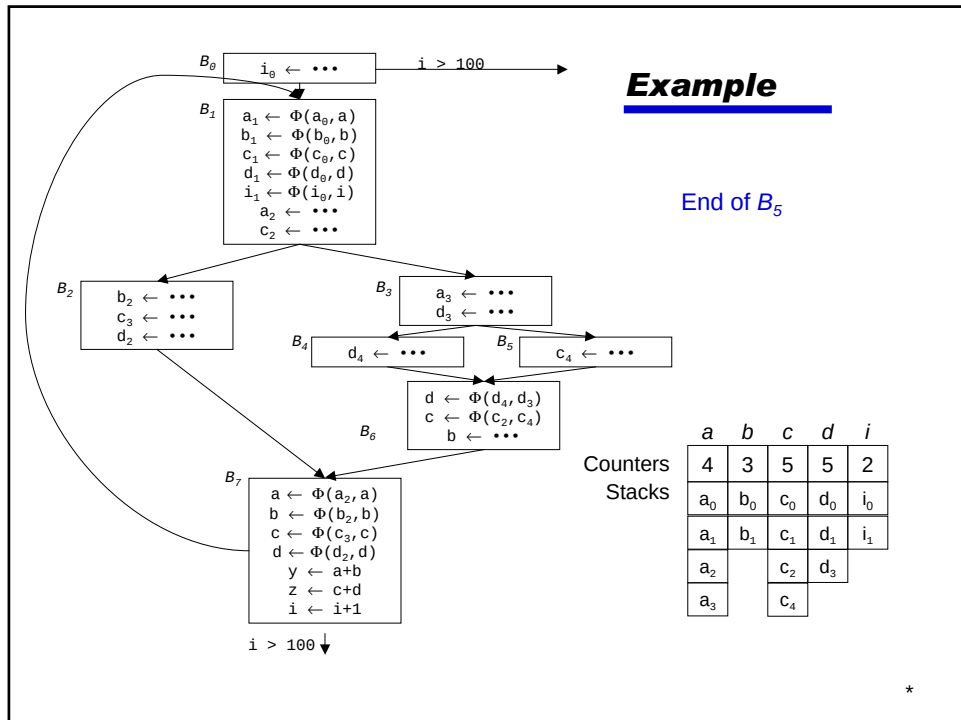
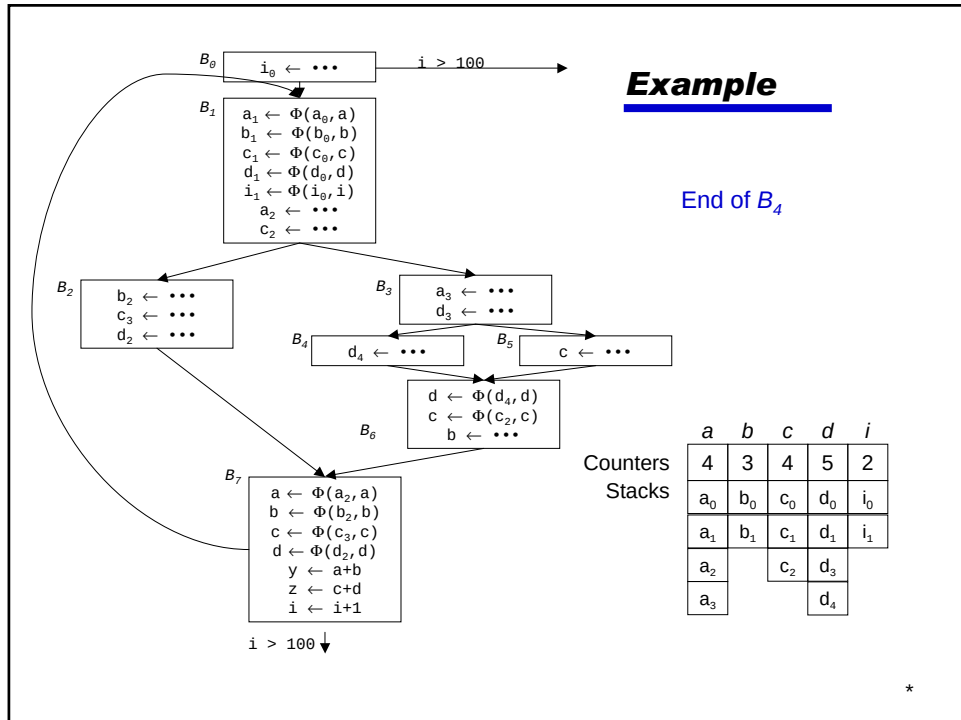
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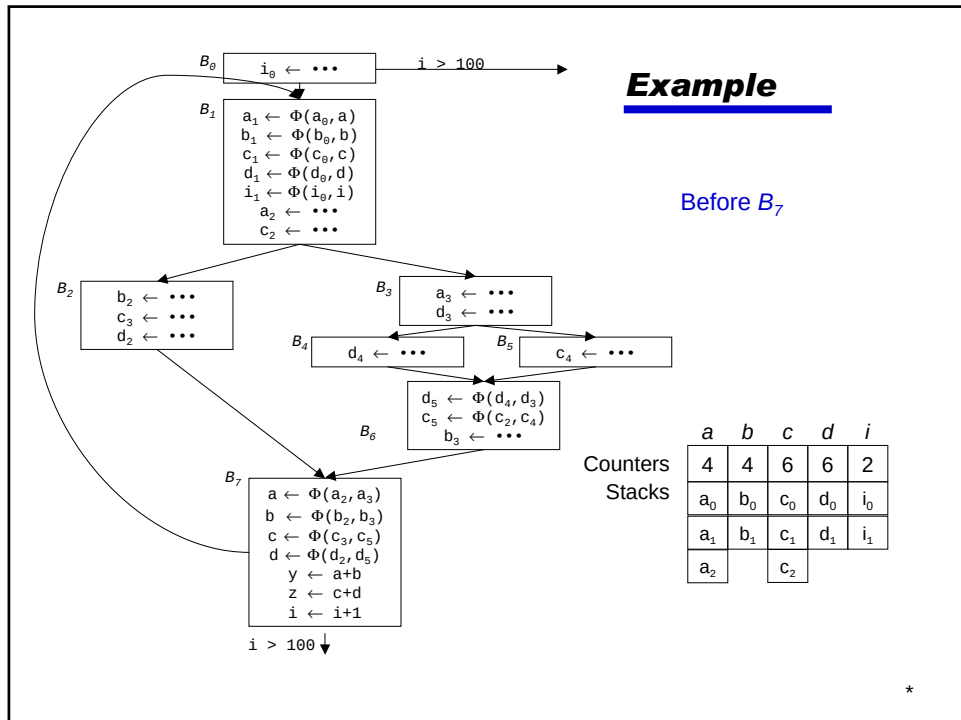
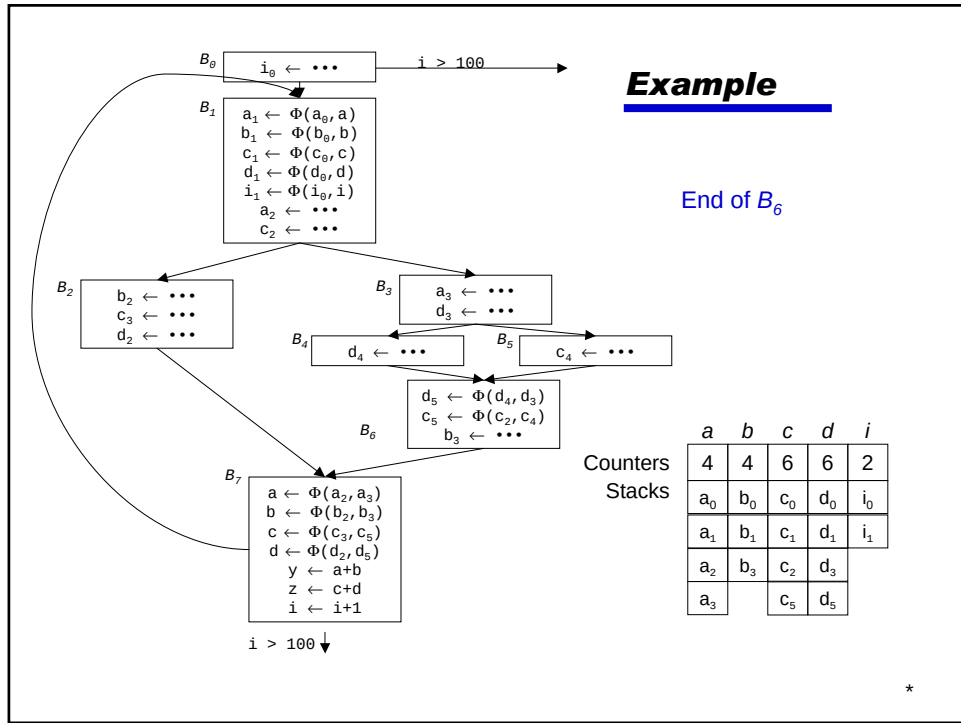
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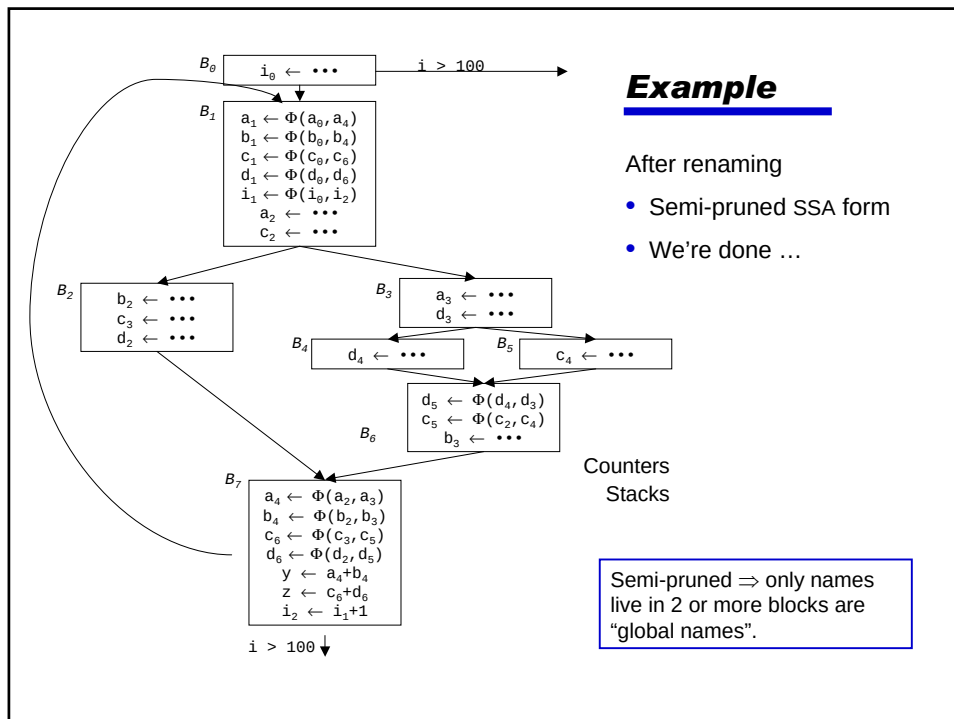
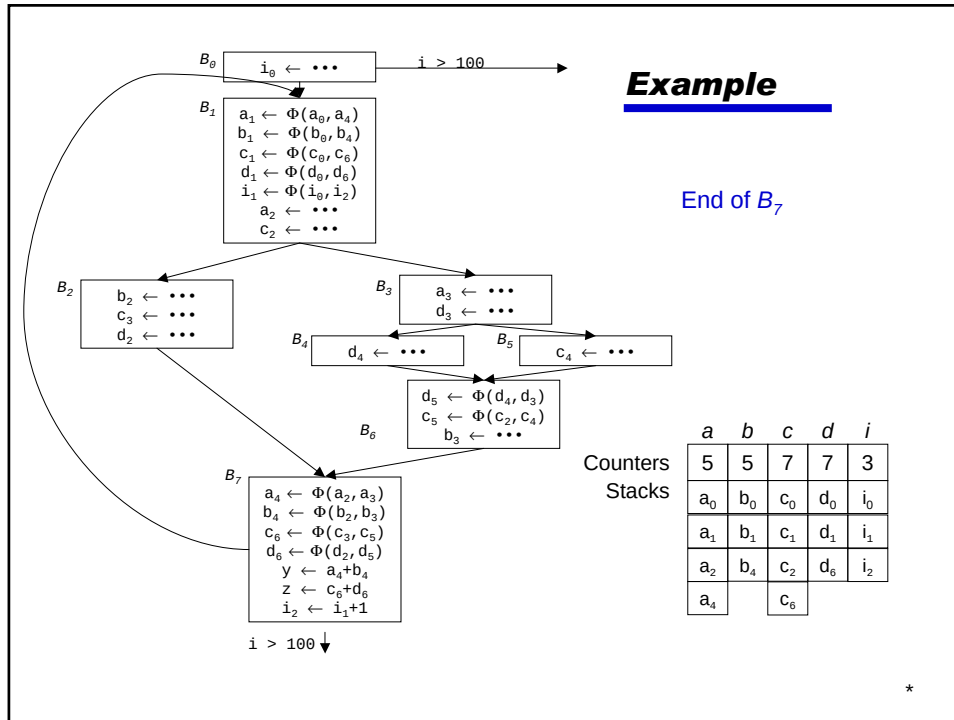












SSA Construction Algorithm (Pruned SSA)

What's this "pruned SSA" stuff?

- Minimal SSA still contains extraneous Φ -functions
- Inserts some Φ -functions where they are dead
- Would like to avoid inserting them

Two ideas

- *Semi-pruned SSA*: discard names used in only one block
 - > Significant reduction in total number of Φ -functions
 - > Needs only local liveness information (*cheap to compute*)
- *Pruned SSA*: only insert Φ -functions where their value is live
 - > Inserts even fewer Φ -functions, but costs more to do
 - > Requires global live variable analysis (*more expensive*)

In practice, both are simple modifications to step 1.

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SSA Construction Algorithm

We can improve the stack management

- Push at most one name per stack per block (save push & pop)
- Thread names together by block
- To pop names for block b , use b 's thread

This is another good use for a scoped hash table

- Significant reductions in pops and pushes
- Makes a minor difference in SSA construction time
- Scoped table is a clean, clear way to handle the problem

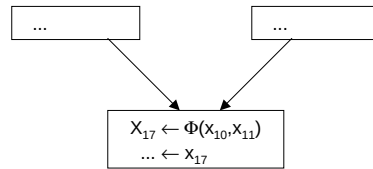
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SSA Deconstruction

At some point, we need executable code

- Few machines implement Φ operations
- Need to fix up the flow of values



Basic idea

- Insert copies Φ -function pred's
- Simple algorithm
 - > Works in most cases
- Adds lots of copies
 - > Most of them coalesce away

