

# Global Value Numbering

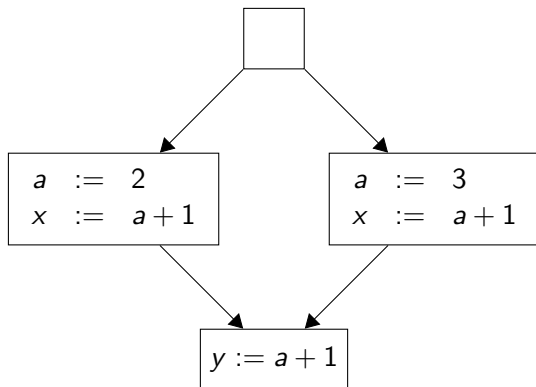
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## Value Numbering



- Replace second computation of  $a + 1$  with a copy from  $x$

# Value Numbering

- Goal: Eliminate redundant computations
- Find out if two variables have the same value at given program point
  - In general undecidable
- Potentially replace computation of latter variable with contents of the former
- Resort to Herbrand equivalence:
  - Do not consider the interpretation of operators
  - Two expressions are equal if they are structurally equal
- This lecture: A costly program analysis which finds all Herbrand equivalences in a program and a “light-weight” version that is often used in practice.

# Herbrand Interpretation

- The Herbrand interpretation  $\mathcal{I}$  of an  $n$ -ary operator  $\omega$  is given as

$$\mathcal{I}(\omega) : T^n \rightarrow T \quad \mathcal{I}(\omega)(t_1, \dots, t_n) := \omega(t_1, \dots, t_n)$$

Especially, constants are mapped to themselves

- With a state  $\sigma$  that maps variables to terms

$$\sigma : V \rightarrow T$$

- we can define the **Herbrand semantics**  $\langle t \rangle_\sigma$  of a term  $t$

$$\langle t \rangle_\sigma := \begin{cases} \sigma(v) & \text{if } t = v \text{ is a variable} \\ \mathcal{I}(\omega)(\langle x_1 \rangle_\sigma, \dots, \langle x_n \rangle_\sigma) & \text{if } t = \omega(x_1, \dots, x_n) \end{cases}$$

# Programs with Herbrand Semantics

- We now interpret the program with respect to the Herbrand semantics
- For an assignment

$$x \leftarrow t$$

the semantics is defined by:

$$\llbracket x \leftarrow t \rrbracket \sigma := \sigma [\langle t \rangle \sigma / x]$$

- The state after executing a path  $p : \ell_1, \dots, \ell_n$  starting with state  $\sigma_0$  is then:

$$\llbracket p \rrbracket \sigma_0 := (\llbracket \ell_n \rrbracket \circ \dots \circ \llbracket \ell_1 \rrbracket) \sigma_0$$

- Two expressions  $t_1$  and  $t_2$  are **Herbrand equivalent** at a program point  $\ell$  iff

$$\forall p : r, \dots, \ell. \langle t_1 \rangle \llbracket p \rrbracket \sigma_0 = \langle t_2 \rangle \llbracket p \rrbracket \sigma_0$$

# Kildall's Analysis

- Track Herbrand equivalences with a **forward** data flow analysis
- A lattice element is an equivalence class of the terms **and** variables of the program
- The equivalence relation is a **congruence relation** w.r.t. to the operators in our expression language.

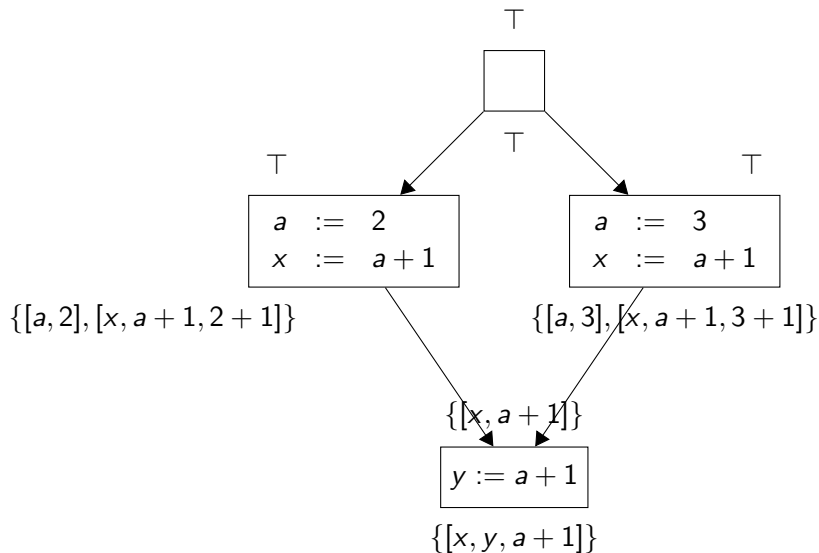
For each operator  $\omega$ , each eq. relation  $R$ , and  $e, e_1, \dots \in V \cup T$ :

$$e R (e_1 \omega e_2) \implies e_1 R e'_1 \implies e_2 R e'_2 \implies e R (e'_1 \omega e'_2)$$

- Two equivalence classes are joined by intersecting them  
 $R \sqcup S := R \cap S := \{(a, b) \mid a R b \wedge a S b\}$
- $\perp = \{(x, y) \mid x, y \in V \cup T\}$ 
  - ☞ optimistically assume all variables/terms are equivalent
- Initialize with  $\top = \{(x, x) \mid x \in V \cup T\}$ 
  - ☞ at the beginning, nothing is equivalent

# Kildall's Analysis

## Example



# Kildall's Analysis

## Transfer Functions

... of an assignment

$$\ell : x \leftarrow t$$

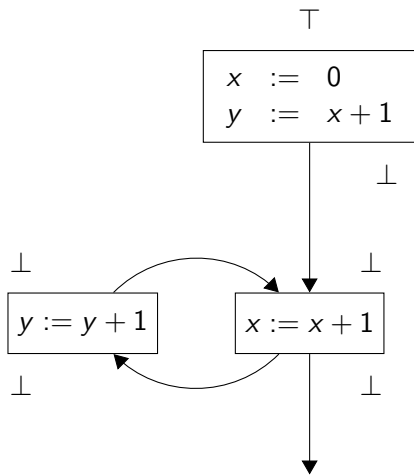
- Compute a new partition checking (in the old partition) who is equivalent if we replace  $x$  by  $t$

$$\llbracket x \leftarrow t \rrbracket^\# R := \{(t_1, t_2) \mid t_1[t/x] R t_2[t/x]\}$$



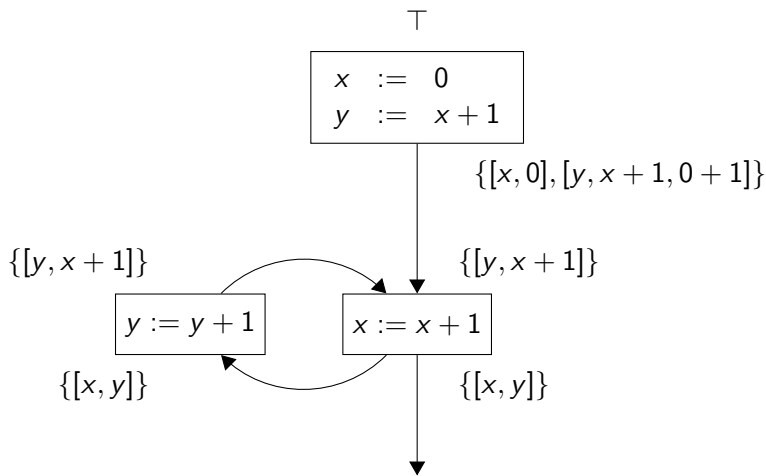
# Kildall's Analysis

## Example



# Kildall's Analysis

## Example



# Kildall's Analysis

## Comments

- Kildall's Analysis is **sound** and **complete**  
it discovers **all** Herbrand equivalences in the program
- Naïve implementations suffer from exponential explosion (pathological):
  - Because the equivalence relation must be congruence, size of eq. classes can explode:

$$R = \{[a, b], [c, d], [e, f], [x, a + c, a + d, b + c, b + d], \\ [y, x + e, x + f, (a + c) + e, \dots, (b + d) + f]\}$$

- In practice: Use **value graph**.  
Do not make congruence explicit in representation.
- Theoretical results (Gulwani & Necula 2004):
  - Even in acyclic programs, detecting all equivalences can lead to exponential-sized value graphs
  - Detecting only equivalences among terms in the program is polynomial (linear-sized representation of equivalences per program point)

## Strong Equivalence DAGs (SED)

A **SED**  $G$  is a DAG  $(N, E)$ . Let  $N$  be the set of nodes of the graph. Every node  $n$  is a pair  $(V, t)$  of a set of variables and a type

$$t ::= \perp \mid c \mid \oplus(n_1, \dots, n_k)$$

A type  $\oplus(n_1, \dots, n_k)$  indicates, that

$$\{(n, n_1), \dots, (n, n_k)\} \in E$$

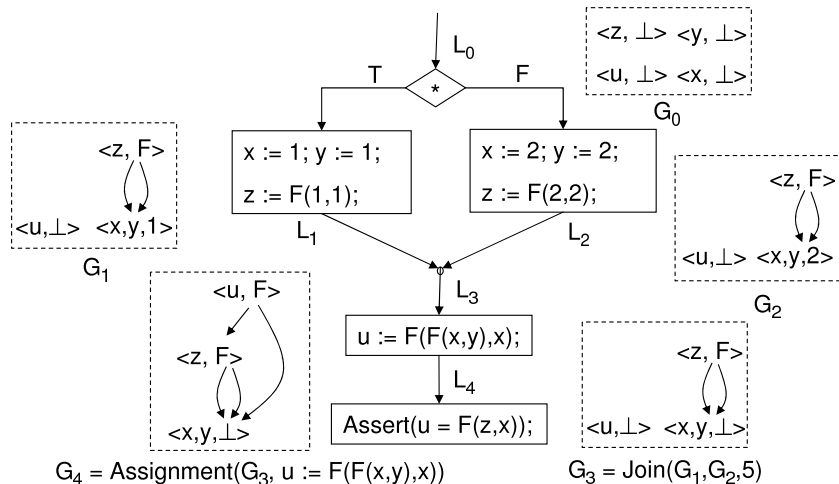
A node  $n$  in the SED stands for a set of terms  $T(V, t)$

$$T(V, \perp) = V$$

$$T(V, c) = V \cup \{c\}$$

$$T(V, \oplus(n_1, \dots, n_k)) = V \cup \{\oplus(e_1, \dots, e_k) \mid e_i \in T(V, n_i)\}$$

# Strong Equivalence DAGs (SED)



From: Gulwani & Necula. A Polynomial-Time Algorithm for Global Value Numbering. SAS 2004

# The Alpern, Wegman, Zadeck (AWZ) Algorithm

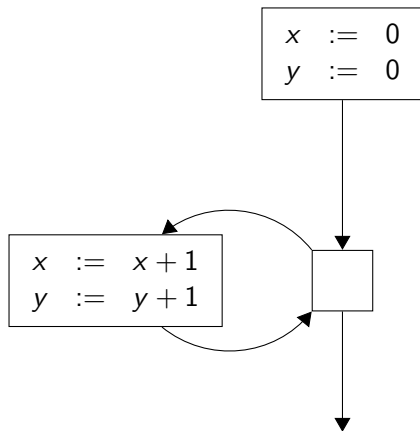
- Incomplete
- Flow-insensitive
  - does not compute the equivalences for every program point but sound equivalences for the whole program
- Uses SSA
  - Control-flow joins are represented by  $\phi$ s
  - Treat  $\phi$ s like every other operator (cause for incompleteness)
  - Source of imprecision
- Interpret the SSA data dependence graph as a finite automaton and minimize it
  - Refine partitions of “equivalent states”
  - Using Hopcroft’s algorithm, this can be done in  $O(e \cdot \log e)$

# The AWZ Algorithm

- In contrast to finite automata, do not create two partitions but a class for every operator symbol
  - Note that the  $\phi$ 's block is part of the operator
  - Two  $\phi$ s from different blocks have to be in different classes
- Optimistically place all nodes with the same operator symbol in the same class
  - Finds the least fixpoint
  - You can also start with singleton classes and merge but this will (in general) not give the least fixpoint
- Successively split class when two nodes in the class are detected not equivalent

# The AWZ Algorithm

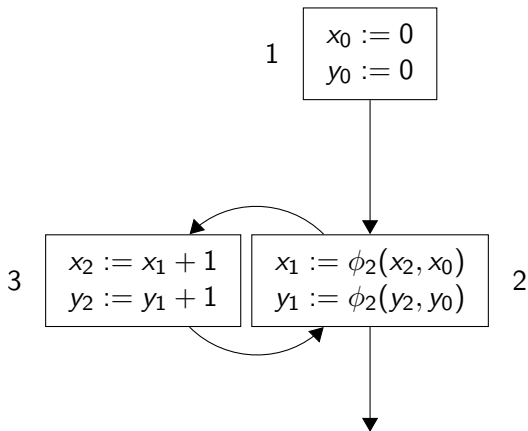
## Example





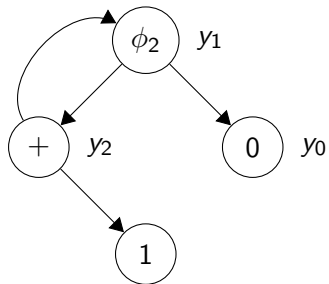
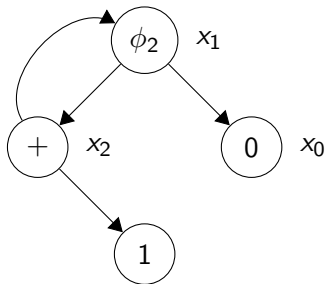
# The AWZ Algorithm

## Example



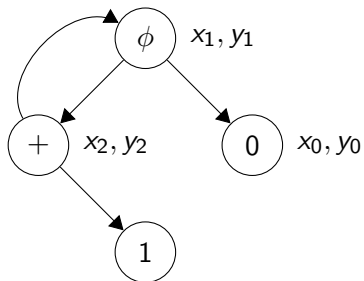
# The AWZ Algorithm

## Example

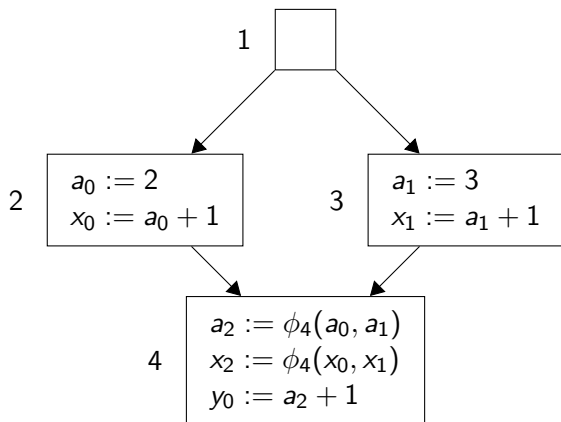


# The AWZ Algorithm

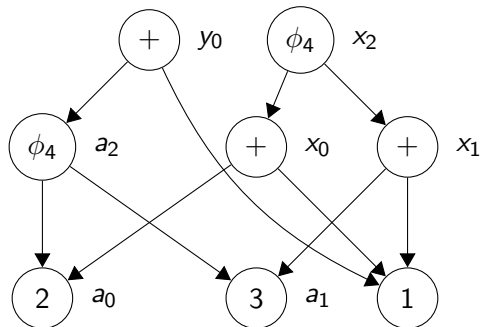
## Example



## Kildall compared to AWZ



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