

CS406: Compilers

Spring 2020

Week 13: Control Flow Graphs
(Slides courtesy: Prof. Milind Kulkarni)

Moving beyond basic blocks

- Up until now, we have focused on single basic blocks
- What do we do if we want to consider larger units of computation
 - Whole procedures?
 - Whole program?
- Idea: capture *control flow* of a program
 - How control transfers between basic blocks due to:
 - Conditionals
 - Loops

Representation

- Use standard three-address code
- Jump targets are labeled
- Also label beginning/end of functions
- Want to keep track of *targets of jump statements*
 - Any statement whose execution may immediately follow execution of jump statement
 - *Explicit* targets: targets mentioned in jump statement
 - *Implicit* targets: statements that follow conditional jump statements
 - The statement that gets executed if the branch is not taken

Running example

```
A = 4
t1 = A * B
repeat {
  t2 = t1/C
  if (t2 ≥ W) {
    M = t1 * k
    t3 = M + I
  }
  H = I
  M = t3 - H
} until (T3 ≥ 0)
```

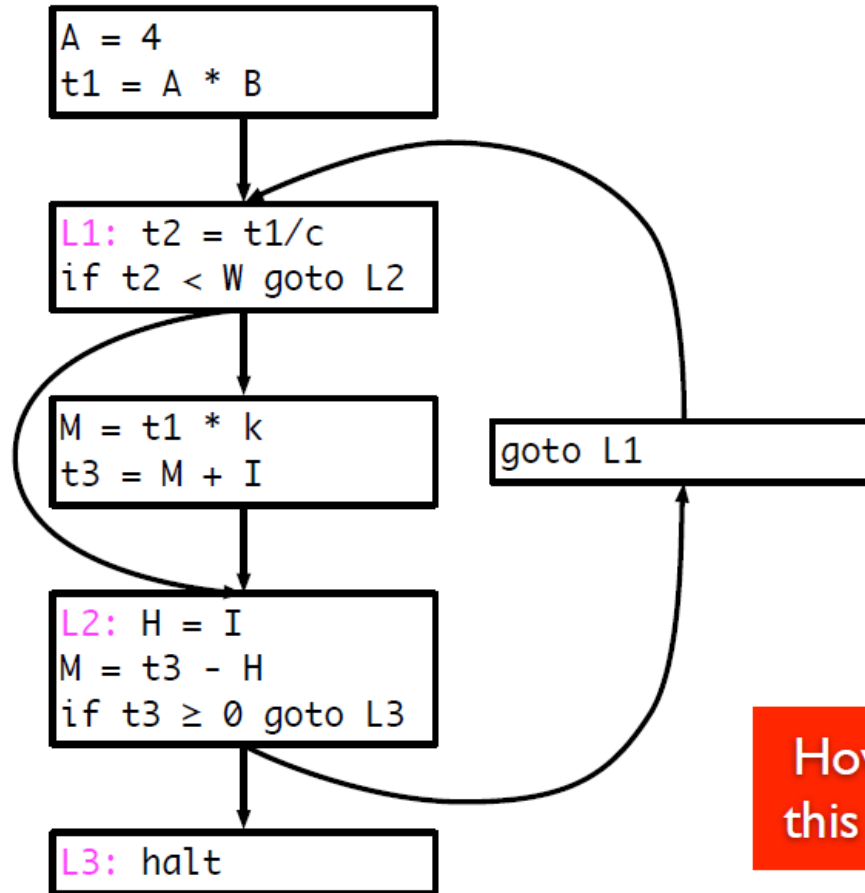
Running example

```
1      A = 4
2      t1 = A * B
3  L1:  t2 = t1 / C
4      if t2 < W goto L2
5      M = t1 * k
6      t3 = M + I
7  L2:  H = I
8      M = t3 - H
9      if t3 ≥ 0 goto L3
10     goto L1
11  L3:  halt
```

Control flow graphs

- Divides statements into *basic blocks*
- Basic block: a maximal sequence of statements $l_0, l_1, l_2, \dots, l_n$ such that if l_j and l_{j+1} are two adjacent statements in this sequence, then
 - The execution of l_j is always immediately followed by the execution of l_{j+1}
 - The execution of l_{j+1} is always immediately preceded by the execution of l_j
- Edges between basic blocks represent potential flow of control

CFG for running example



How do we build
this automatically?

Constructing a CFG

- To construct a CFG where each node is a basic block
 - Identify *leaders*: first statement of a basic block
 - In program order, construct a block by appending subsequent statements up to, but not including, the next leader
- Identifying leaders
 - First statement in the program
 - Explicit target of any conditional or unconditional branch
 - Implicit target of any branch

Partitioning algorithm

- Input: set of statements, $stat(i)$ = i^{th} statement in input
- Output: set of *leaders*, set of basic blocks where $block(x)$ is the set of statements in the block with leader x
- Algorithm

```
leaders = {1}           //Leaders always includes first statement
for i = 1 to |n|       //|n| = number of statements
    if  $stat(i)$  is a branch, then
        leaders = leaders  $\cup$  all potential targets
end for
worklist = leaders
while worklist not empty do
    x = remove earliest statement in worklist
    block(x) = {x}
    for (i = x + 1; i  $\leq$  |n| and i  $\notin$  leaders; i++)
        block(x) = block(x)  $\cup$  {i}
    end for
end while
```

Running example

```
1      A = 4
2      t1 = A * B
3  L1:  t2 = t1 / C
4      if t2 < W goto L2
5      M = t1 * k
6      t3 = M + I
7  L2:  H = I
8      M = t3 - H
9      if t3 ≥ 0 goto L3
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11  L3:  halt
```

Leaders =

Basic blocks =

Running example

```
1      A = 4
2      t1 = A * B
-----
3  L1:  t2 = t1 / C
4      if t2 < W goto L2
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5      M = t1 * k
6      t3 = M + I
-----
7  L2:  H = I
8      M = t3 - H
9      if t3 ≥ 0 goto L3
-----
10     goto L1
-----
11  L3:  halt
```

Leaders = {1, 3, 5, 7, 10, 11}

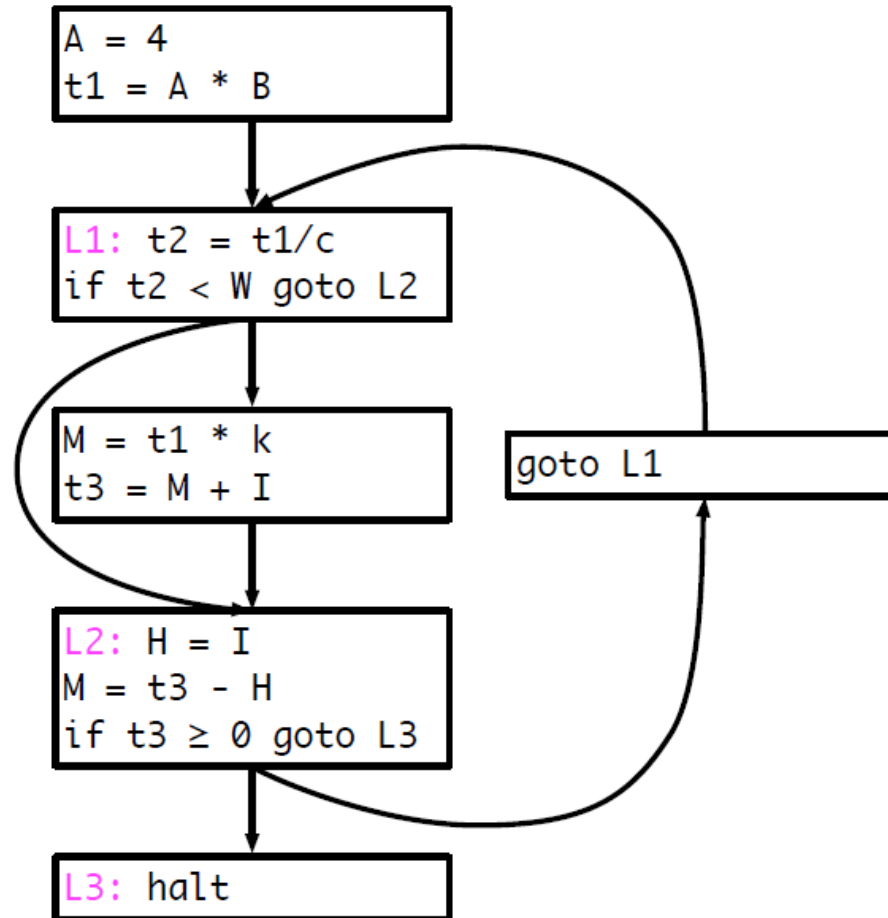
Basic blocks = { {1, 2}, {3, 4}, {5, 6}, {7, 8, 9}, {10}, {11} }

Putting edges in CFG

- There is a directed edge from B_1 to B_2 if
 - There is a branch from the last statement of B_1 to the first statement (leader) of B_2
 - B_2 immediately follows B_1 in program order and B_1 does not end with an unconditional branch
- Input: *block*, a sequence of basic blocks
- Output: The CFG

```
for i = 1 to |block|
  x = last statement of block(i)
  if stat(x) is a branch, then
    for each explicit target y of stat(x)
      create edge from block i to block y
    end for
  if stat(x) is not unconditional then
    create edge from block i to block i+1
end for
```

Result



Discussion

- Some times we will also consider the *statement-level* CFG, where each node is a statement rather than a basic block
 - Either kind of graph is referred to as a CFG
- In statement-level CFG, we often use a node to explicitly represent *merging* of control
 - Control merges when two different CFG nodes point to the same node
- Note: if input language is *structured*, front-end can generate basic block directly
 - “GOTO considered harmful”

Statement level CFG

