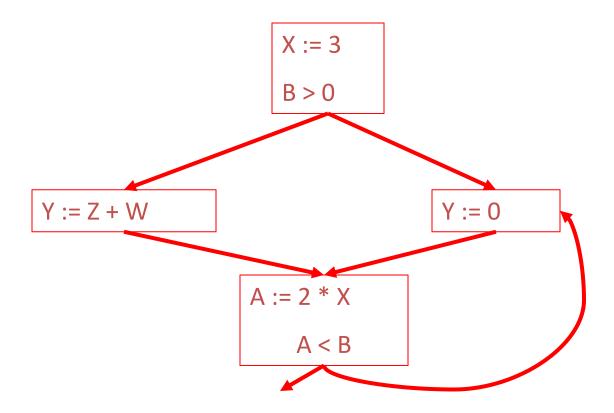


Compilers

Analysis of Loops

To understand why we need ⊥, look at a loop

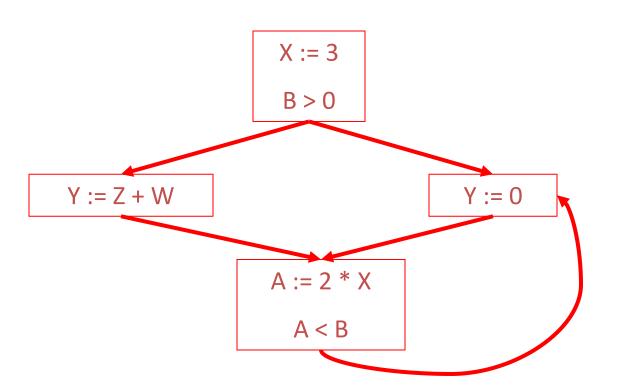


- Consider the statement Y := 0
- To compute whether X is constant at this point, we need to know whether X is constant at the two predecessors
 - X := 3
 - A := 2 * X

 But info for A := 2 * X depends on its predecessors, including Y := 0!

 Because of cycles, all points must have values at all times

 Intuitively, assigning some initial value allows the analysis to break cycles



After running the constant propagation algorithm to completion, choose the correct dataflow information

completion, choose the correct dataflow information for X, Y, and Z at the program point labeled at right.



Analysis of Loops

