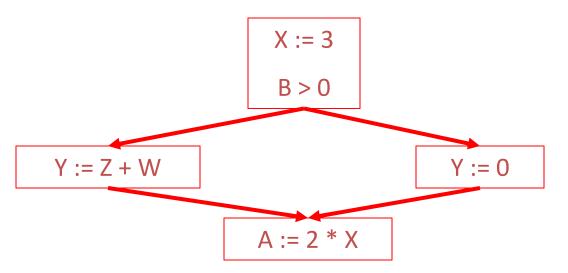


# Compilers

**Liveness Analysis** 

Once constants have been globally propagated, we would like to eliminate dead code

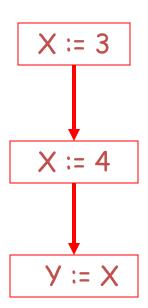


After constant propagation, X := 3 is dead (assuming X not used elsewhere)

 The first value of x is dead (never used)

 The second value of x is live (may be used)

Liveness is an important concept



#### A variable x is live at statement s if

There exists a statement s' that uses x

There is a path from s to s'

That path has no intervening assignment to x

 A statement x := ... is dead code if x is dead after the assignment

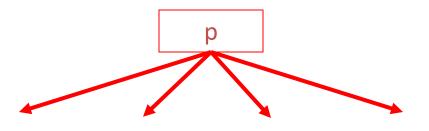
Dead statements can be deleted from the program

• But we need liveness information first . . .

 We can express liveness in terms of information transferred between adjacent statements, just as in copy propagation

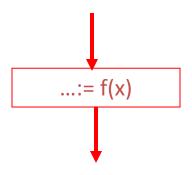
• Liveness is simpler than constant propagation, since it is a boolean property (true or false)

#### Rule 1



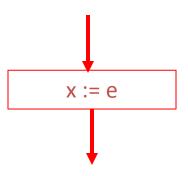
$$L(p, x, out) = \bigvee \{ L(s, x, in) \mid s \text{ a successor of } p \}$$

#### Rule 2



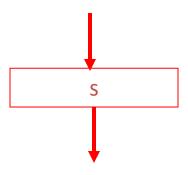
L(s, x, in) = true if s refers to x on the rhs

#### Rule 3



L(x := e, x, in) = false if e does not refer to x

#### Rule 4



L(s, x, in) = L(s, x, out) if s does not refer to x

1. Let all L(...) = false initially

2. Repeat until all statements s satisfy rules 1-4
Pick s where one of 1-4 does not hold and update
using the appropriate rule

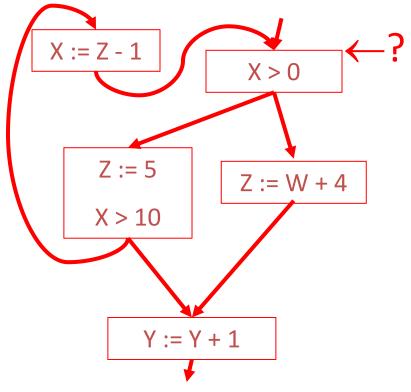
 A value can change from false to true, but not the other way around

Each value can change only once, so termination is guaranteed

 Once the analysis is computed, it is simple to eliminate dead code After running the liveness analysis algorithm to completion, which of W, X, Y, and Z are live at the program point labeled at right? Assume all variables are dead on exit.

- $\square$  W
- \_ Y

# Liveness Analysis



We've seen two kinds of analysis:

Constant propagation is a *forwards* analysis: information is pushed from inputs to outputs

Liveness is a *backwards* analysis: information is pushed from outputs back towards inputs

There are many other global flow analyses

Most can be classified as either forward or backward

 Most also follow the methodology of local rules relating information between adjacent program points