SSA Form & Dead Code Elimination Using SSA

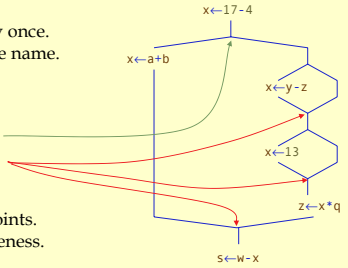
Advanced Compiler Techniques
2005
Erik Stenman
Virtutech

What is SSA?

SSA-form:
- Each name is defined exactly once.
- Each use refers to exactly one name.

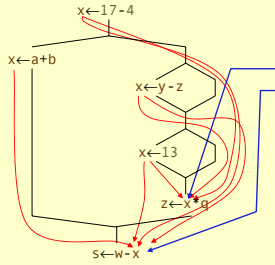
What's hard?
- Straight-line code is trivial.
- Splits in the CFG are trivial.
- Joins in the CFG are hard.

Building SSA Form:
- Insert Φ-functions at birth points.
- Rename all values for uniqueness.



Birth Points (*a notion due to Tarjan*)

Consider the flow of values in this example

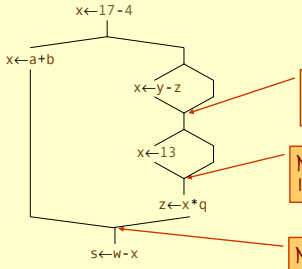


The value x appears everywhere.
It takes on several values.
- Here, x can be 13, y-z, or 17-4.
- Here, it can also be a+b.

If each value has its own name …
- Need a way to merge these distinct values.
- Values are "born" at merge points.

Birth Points (cont)

Consider the flow of values in this example



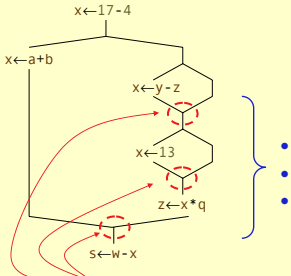
New value for x here
17 - 4 or y - 2

New value for x here
13 or (17 - 4 or y - 2)

New value for x here
a+b or ((13 or (17-4 or y-2))

Birth Points (cont)

Consider the flow of values in this example



- All birth points are join points
- Not all join points are birth points
- Birth points are value-specific …

These are all birth points for values

Static Single Assignment Form

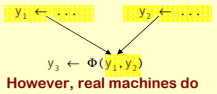
SSA-form:
- Each name is defined exactly once.
- Each use refers to exactly one name.

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.
- 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.



However, real machines do not implement a Φ-function 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 …

SSA Construction Algorithm (Less high-level)

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*)

Reaching Definitions

The equations

$\text{REACHES}(\mathcal{N}_0) = \emptyset$

$\text{REACHES}(\mathcal{N}) = \cup_{\mathcal{P} \in preds(\mathcal{N})} \text{DEFOUT}(\mathcal{P}) \cup (\text{REACHES}(\mathcal{P}) \cap \text{SURVIVED}(\mathcal{P}))$

Domain is |DEFINITIONS|, same as number of operations

- REACHES($\mathcal{N}$) is the set of definitions that reach block $\mathcal{N}$
- DEFOUT($\mathcal{N}$) is the set of definitions in $\mathcal{N}$ that reach the end of $\mathcal{N}$
- SURVIVED($\mathcal{N}$) is the set of definitions not obscured by a new def in $\mathcal{N}$

Computing REACHES($\mathcal{N}$)
- Use any data-flow method (*i.e., the iterative method*)
- This particular problem has a very-fast solution (*Zadeck*)

F.K. Zadeck, "Incremental data-flow analysis in a structured program editor," *Proceedings of the SIGPLAN 84 Conf. on Compiler Construction*, June, 1984, pages 132-143.

SSA Construction Algorithm (Less high-level)

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.

SSA Construction Algorithm (Less high-level)

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
   ∀ global name n
   ∀ block $\mathcal{B}$ in which n is defined — Compute list of blocks where each name is assigned & use as a worklist
   ∀ block $\mathcal{D}$ in $\mathcal{B}$'s dominance frontier — This adds to the worklist !
   insert a Φ-function for n in $\mathcal{D}$
   add $\mathcal{D}$ to n's list of defining blocks

Creates the iterated dominance frontier

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

SSA Construction Algorithm (Less high-level)

2. Rename variables in a pre-order walk over dominator tree
   (use an array of stacks, one stack per global name)
   Staring with the root block, $\mathcal{B}$
   a.) generate unique names for each Φ-function and push them on the appropriate stacks — 1 counter per name for subscripts
   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 — Need the end-of-block name for this path
   d.) recurse on $\mathcal{B}$'s children in the dominator tree
   e.) <on exit from block $\mathcal{B}$> pop names generated in $\mathcal{B}$ from stacks

Reset the state

Aside on Terminology: Dominators

Definitions

$\mathcal{X}$ dominates $\mathcal{Y}$ if and only if every path from the entry of the control-flow graph to the node for $\mathcal{Y}$ includes $\mathcal{X}$

- By definition, $\mathcal{X}$ dominates $\mathcal{X}$
- We associate a set of dominators (Dom) with each node
- $|\text{Dom}(x)| \geq 1$

Immediate dominators

- For any node $\mathcal{X}$, there must be a $\mathcal{Y}$ in Dom($\mathcal{X}$) closest to $\mathcal{X}$
- We call this $\mathcal{Y}$ the immediate dominator of $\mathcal{X}$
- As a matter of notation, we write this as IDom($\mathcal{X}$)

Dominators (cont)

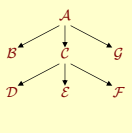
Dominators have many uses in program analysis & transformation:

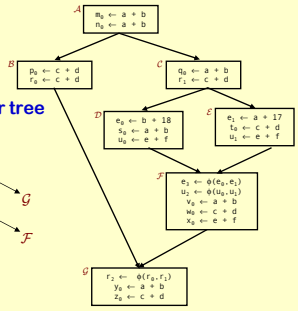
- Finding loops.
- Building SSA form.
- Making code motion decisions.

Dominator sets

Block	Dom	IDom
$\mathcal{A}$	$\mathcal{A}$	–
$\mathcal{B}$	$\mathcal{A},\mathcal{B}$	$\mathcal{A}$
$\mathcal{C}$	$\mathcal{A},\mathcal{C}$	$\mathcal{A}$
$\mathcal{D}$	$\mathcal{A},\mathcal{C},\mathcal{D}$	$\mathcal{C}$
$\mathcal{E}$	$\mathcal{A},\mathcal{C},\mathcal{E}$	$\mathcal{C}$
$\mathcal{F}$	$\mathcal{A},\mathcal{C},\mathcal{F}$	$\mathcal{C}$
$\mathcal{G}$	$\mathcal{A},\mathcal{G}$	$\mathcal{A}$

Dominator tree





Let's look at how to compute dominators...

SSA Construction Algorithm (Low-level detail)

Computing Dominance

- First step in Φ-function insertion computes dominance.
- A node $\mathcal{N}$ dominates $\mathcal{M}$ iff $\mathcal{N}$ is on every path from $\mathcal{N}_0$ to $\mathcal{M}$
  - Every node dominates itself
  - $\mathcal{N}$'s immediate dominator is its closest dominator, IDOM($\mathcal{N}$)†

$$\text{DOM}(\mathcal{N}_0) = \{\mathcal{N}_0\}$$

Initially, DOM(n) = $\mathbb{N}$, $\forall\ n \neq n_0$

$$\text{DOM}(\mathcal{N}) = \{\mathcal{N}\} \cup (\cap_{\mathcal{P} \in preds(\mathcal{N})}\ \text{DOM}(\mathcal{P}))$$

Computing DOM

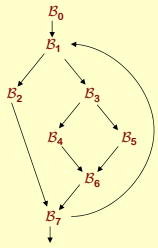
- These equations form a rapid data-flow framework
- Iterative algorithm will solve them in d(𝔾) + 3 passes
  - Each pass does $|\mathbb{N}|$ unions & $|\mathbb{E}|$ intersections,
  - $\mathbb{E}$ is $O(\mathbb{N}^2) \Rightarrow O(\mathbb{N}^2)$ work

d(G) is the loop-connectedness of the graph w.r.t a DFST
- Maximal number of back edges in an acyclic path.
- Several studies suggest that, in practice, **d(G)** is small. (<3)
- For most CFGs, **d(G)** is independent of the specific DFST.

†IDOM($\mathcal{N}$) ≠ $\mathcal{N}$, unless $\mathcal{N}$ is $\mathcal{N}_0$, by convention.

Example

Control Flow Graph



Progress of iterative solution for DOM

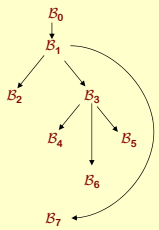
Iter-ation	DOM(n)							
	0	1	2	3	4	5	6	7
0	0	N	N	N	N	N	N	N
1	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
2	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7

Results of iterative solution for DOM & IDOM

	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

Example

Dominance Tree



Progress of iterative solution for DOM

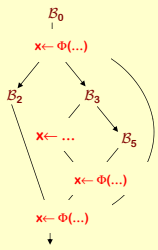
Iter-ation	DOM(n)							
	0	1	2	3	4	5	6	7
0	0	N	N	N	N	N	N	N
1	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
2	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7

Results of iterative solution for DOM & IDOM

	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

Example

Dominance Frontiers



Dominance Frontiers & Φ-Function Insertion

- A definition at $\mathcal{N}$ forces a Φ-function at $\mathcal{M}$ iff $\mathcal{N} \notin$ DOM($\mathcal{M}$) but $\mathcal{N} \in$ DOM($\mathcal{P}$) for some $\mathcal{P} \in$ *preds*($\mathcal{M}$)
- DF($\mathcal{N}$) is the fringe just beyond the region that $\mathcal{N}$ dominates.

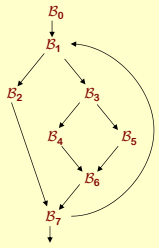
	0	1	2	3	4	5	6	7
DOM	0	0,1	0,1,2	0,1,3	0,1,3,4	0,1,3,5	0,1,3,6	0,1,7
DF	–	–	7	7	6	6	7	1

- DF($\mathcal{B}_4$) is {$\mathcal{B}_6$}, so ← in $\mathcal{B}_4$ forces a Φ-function in $\mathcal{B}_6$
- ← in $\mathcal{B}_6$ forces a Φ-function in DF($\mathcal{B}_6$) = {$\mathcal{B}_7$}
- ← in $\mathcal{B}_7$ forces a Φ-function in DF($\mathcal{B}_7$) = {$\mathcal{B}_1$}
- ← in $\mathcal{B}_1$ forces a Φ-function in DF($\mathcal{B}_1$) = ∅ (*halt*)

For each assignment, we insert the Φ-functions

Example

Dominance Frontiers



Computing Dominance Frontiers

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

	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($\mathcal{N}$)**
  - **Just dominance on the reverse CFG**
  - **Reverse the edges & add unique exit node**
- **We will use these in dead code elimination**

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

∀ global name n
  ∀ block $\mathcal{B}$ in which n is defined
    ∀ block $\mathcal{D}$ in $\mathcal{B}$'s dominance frontier
      insert a Φ-function for n in $\mathcal{D}$
      add $\mathcal{D}$ to n's list of defining blocks

SSA Construction Algorithm

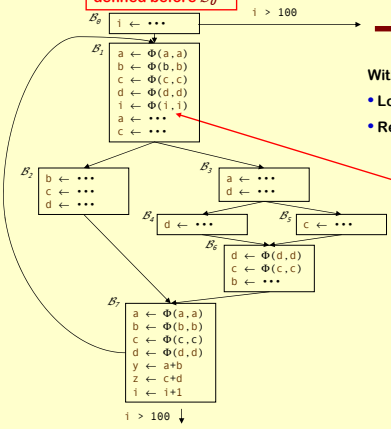
Finding global names

- 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
  - $\mathcal{B}$ defines x implies a Φ-function for x in every $\mathcal{C} \in$ DF($\mathcal{B}$)

Otherwise, we do not need a Φ-function

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

Assume a, b, c, & d defined before $\mathcal{B}_0$



Example

With all the Φ-functions

- **Lots of new ops**
- **Renaming is next**

Excluding local names avoids Φ's for y & z

SSA Construction Algorithm (Less high-level)

2. Rename variables in a pre-order walk over dominator tree
   (use an array of stacks, one stack per global name)
   Staring with the root block, $\mathcal{B}$
   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 $\mathcal{B}$'s children in the dominator tree
   e.) <on exit from block $\mathcal{B}$> pop names generated in $\mathcal{B}$ from stacks

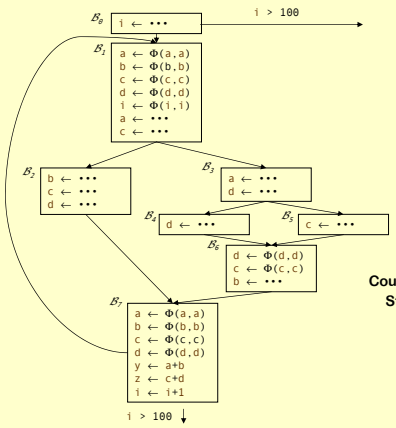
SSA Construction Algorithm (Less high-level)

Adding all the details ...

```
for each global name i
    counter[i] ← 0
    stack[i] ← Ø
call Rename(B0)
```

```
NewName(v)
    i ← counter[v]
    counter[v] ← counter[v] + 1
    push vi onto stack[v]
    return vi
```

```
Rename(B)
    for each Φ-function in B, x ← Φ(…)
        rename x as NewName(x)
    for each operation "x←y 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 Φ parameters
    for each successor S of B in dom. tree
        Rename(S)
    for each operation "x←y op z" in B
        pop(stack[x])
```



Example

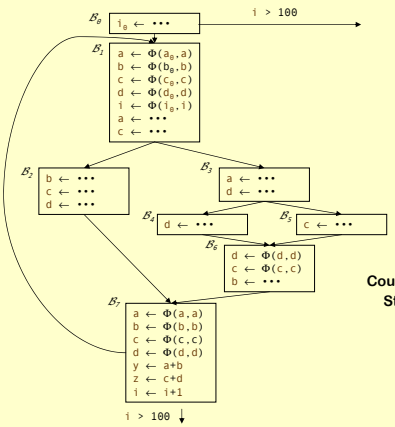
Before processing $\mathcal{B}_0$

Assume a, b, c, & d defined before $\mathcal{B}_0$

Counters / Stacks

a	b	c	d	i
1	1	1	1	0
a_0	b_0	c_0	d_0	

i has not been defined

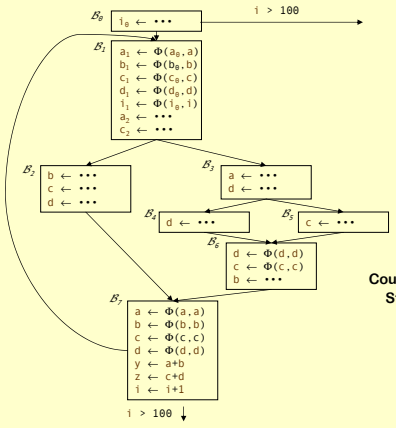


Example

End of B_0

Counters / Stacks

a	b	c	d	i
1	1	1	1	1
a_0	b_0	c_0	d_0	i_0

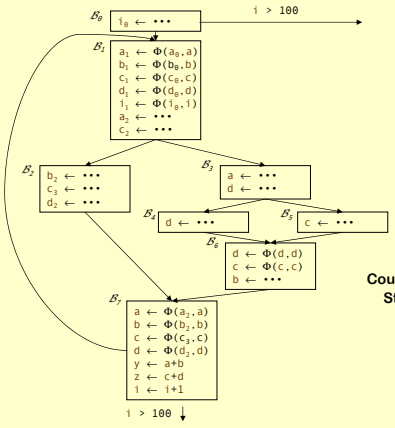


Example

End of B_1

Counters / Stacks

a	b	c	d	i
3	2	3	2	2
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2		c_2		

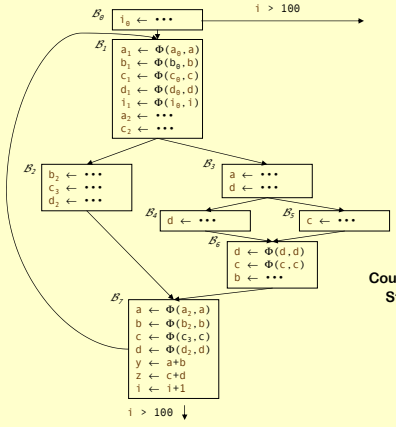


Example

End of B_2

Counters / Stacks

a	b	c	d	i
3	3	4	3	2
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2	b_2	c_2	d_2	
		c_3		

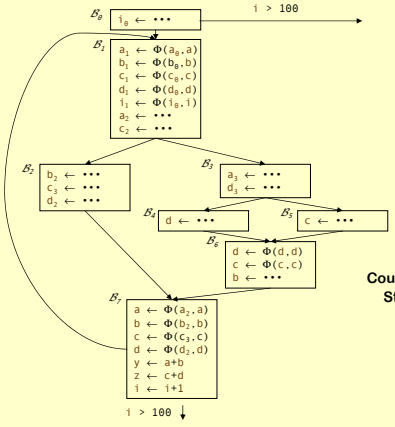


Example

Before starting $\mathcal{B}_3$

Counters / Stacks

a	b	c	d	i
3	3	4	3	2
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2		c_2		



Example

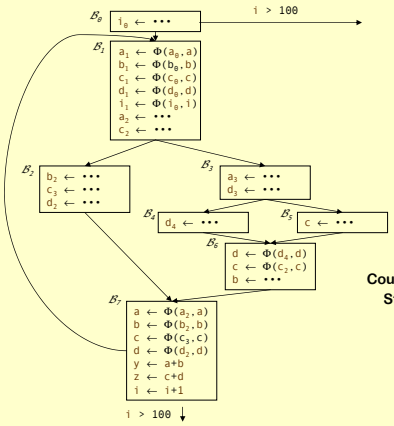
End of $\mathcal{B}_3$

Counters / Stacks

a	b	c	d	i
4	3	4	4	2
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2		c_2	d_3	
a_3				

Example

End of B_4

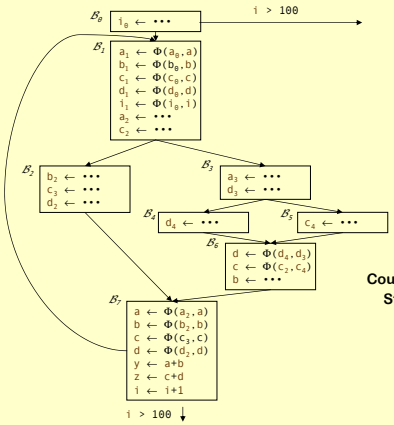


Counters / Stacks

a	b	c	d	i
4	3	4	5	2
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2		c_2	d_3	
a_3			d_4	

Example

End of B_5

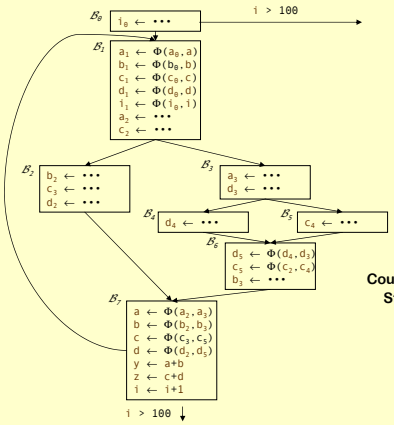


Counters / Stacks

a	b	c	d	i
4	3	5	5	2
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2		c_2	d_3	
a_3		c_4		

Example

End of B_6

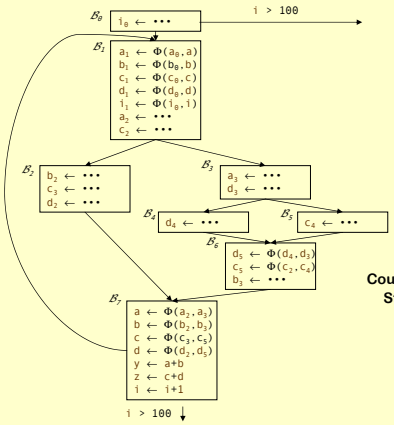


Counters / Stacks

a	b	c	d	i
4	4	6	6	2
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2	b_3	c_2	d_3	
a_3		c_5	d_5	

Example

Before B_7

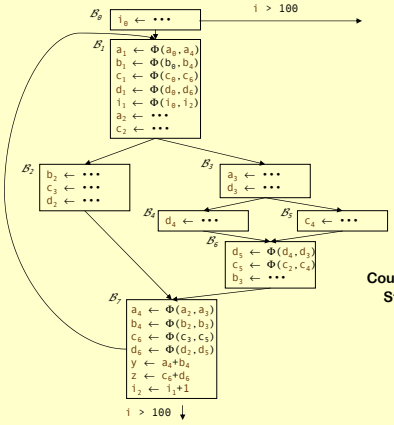


Counters / Stacks

a	b	c	d	i
4	4	6	6	2
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2		c_2		

Example

End of B_7



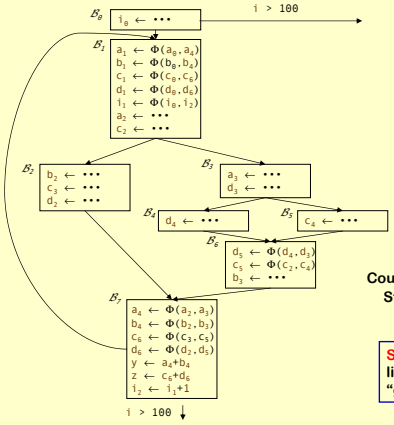
Counters / Stacks

a	b	c	d	i
5	5	7	7	3
a_0	b_0	c_0	d_0	i_0
a_1	b_1	c_1	d_1	i_1
a_2	b_4	c_2	d_5	i_2
a_4		c_6		

Example

After renaming

- Semi-pruned SSA form
- We're done …



Counters / Stacks

Semi-pruned ⇒ only names live in 2 or more blocks are "global names".

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.

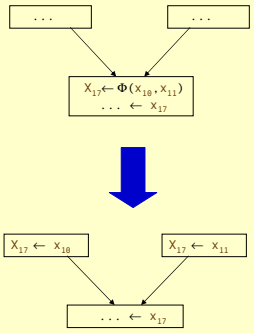
SSA Construction Algorithm

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 $\mathcal{B}$, use $\mathcal{B}$'s thread.

This is a 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.

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.

Dead Code Elimination Using SSA

Dead code elimination
- Conceptually similar to mark-sweep garbage collection:
  - Mark *useful* operations.
  - Everything not marked is useless.
- Need an efficient way to find and to mark useful operations.
  - Start with critical operations.
  - Work back up SSA edges to find their antecedents.
- Operations defined as critical:
  - I/O statements,
  - linkage code (*entry & exit blocks*),
  - return values,
  - calls to other procedures.

Algorithm will use post-dominators & reverse dominance frontiers.

Dead Code Elimination Using SSA

Mark
```
for each op i
    clear i's mark
    if i is critical then
        mark i
        add i to WorkList
while (Worklist ≠ Ø)
    remove i from WorkList
        (i has form "x←y op z")
    if def(y) is not marked then
        mark def(y)
        add def(y) to WorkList
    if def(z) is not marked then
        mark def(z)
        add def(z) to WorkList
    for each b ∈ RDF(block(i))
        mark the block-ending
            branch in b
        add it to WorkList
```

Sweep
```
for each op i
    if i is not marked then
        if i is a branch then
            rewrite with a jump to
                i's nearest useful
                post-dominator
        if i is not a jump then
            delete i
```

Notes:
- Eliminates some branches.
- Reconnects dead branches to the remaining live code.
- Find useful post-dominator by walking post-dominator tree.
  - > Entry & exit nodes are useful

Dead Code Elimination Using SSA

Handling Branches
- When is a branch useful?
  - When another useful operation depends on its existence

> **In the CFG, *j* is control dependent on *i* if**
>
> **1. ∃ a non-null path *p* from *i* to *j* such that *j* post-dominates every node on *p* after *i***
>
> **2. *j* does not strictly post-dominate *i***

- *j* control dependent on *i* ⇒ one path from *i* leads to *j*, one doesn't
- This is the reverse dominance frontier of *j* (RDF(j))

Algorithm uses RDF(*n*) to mark branches as live

Dead Code Elimination Using SSA

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  while (Worklist ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
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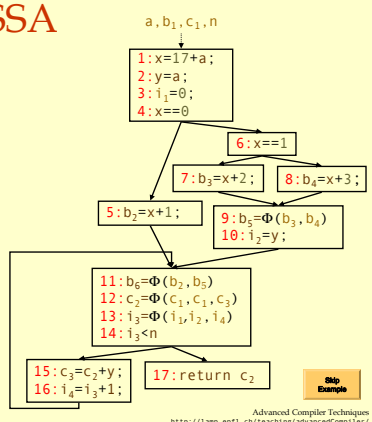
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```



Dead Code Elimination Using SSA

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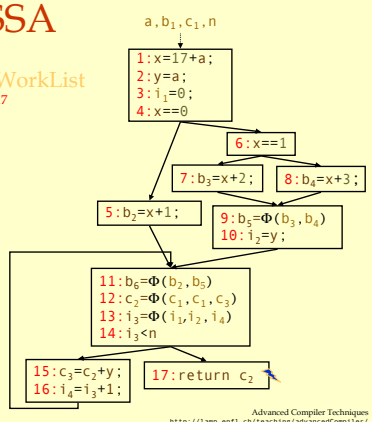
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```

WorkList
17



Dead Code Elimination Using SSA

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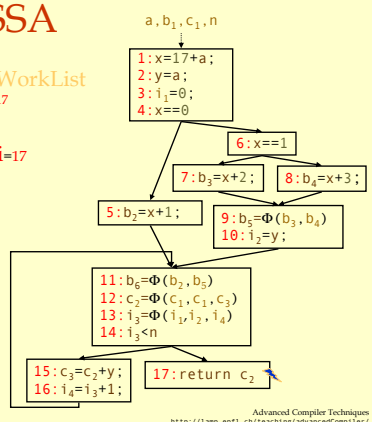
WorkList
17

i=17



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WorkList
17

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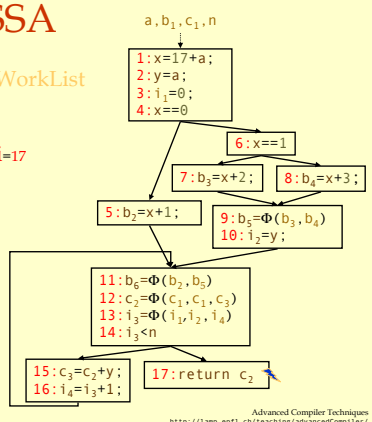

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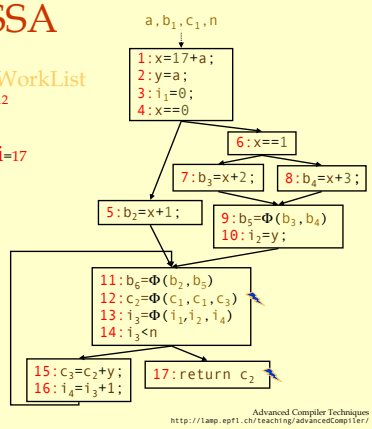
```

WorkList
12

i=17



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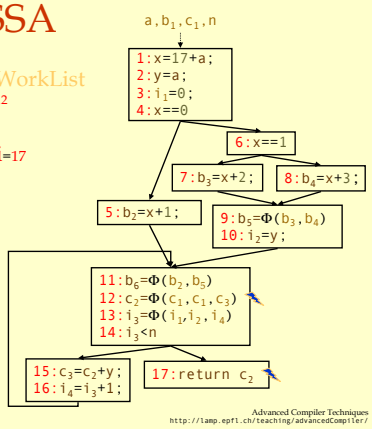
WorkList
12

i=17



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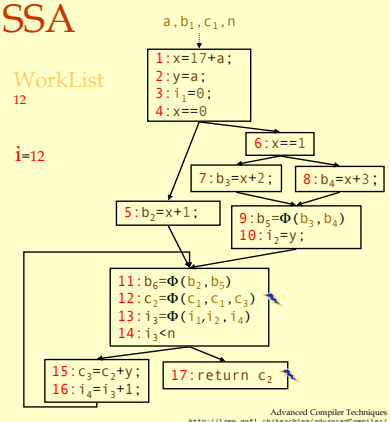
WorkList
12

i=12



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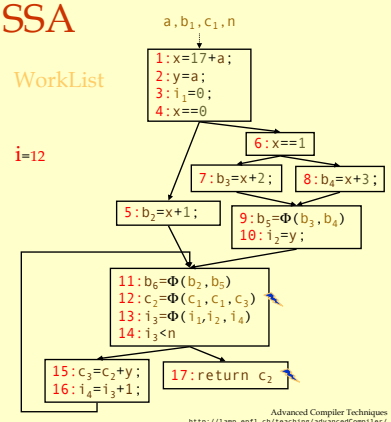
WorkList

i=12



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WorkList

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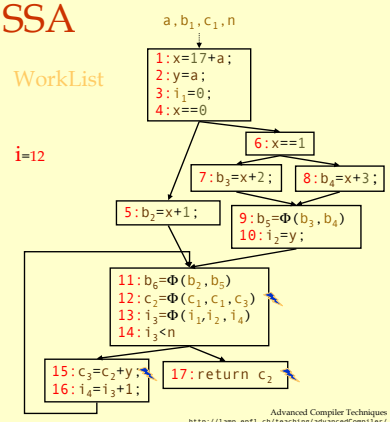

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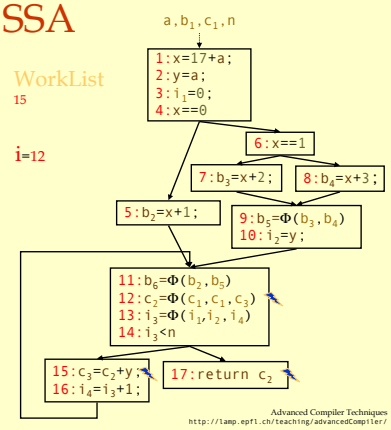
WorkList
15

i=12



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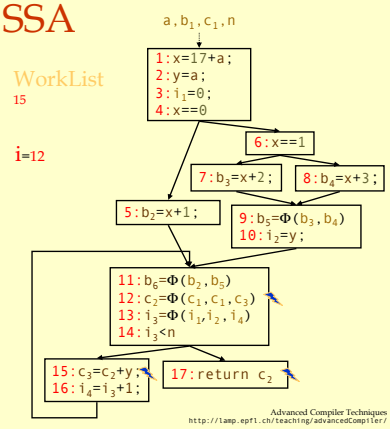
WorkList
15

i=12



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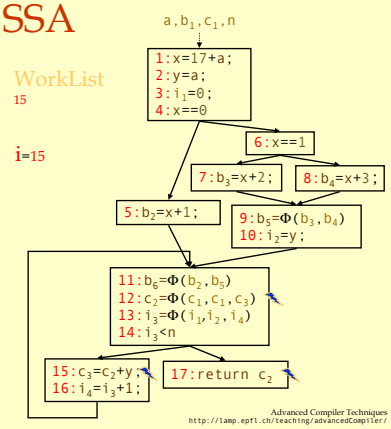
WorkList
15

i=15



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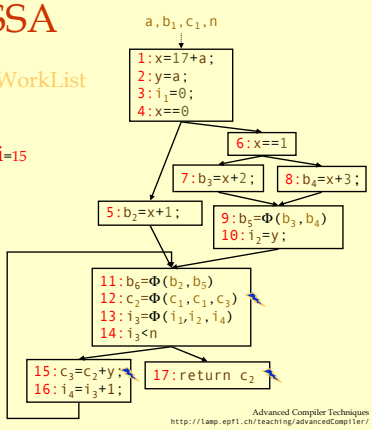
```

WorkList

i=15



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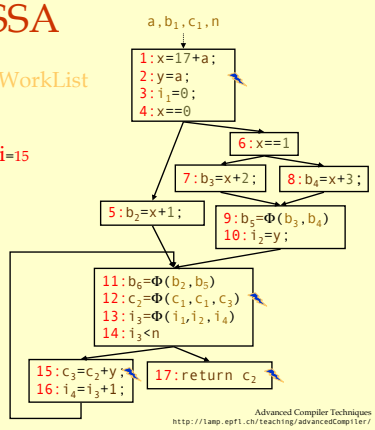
WorkList

i=15



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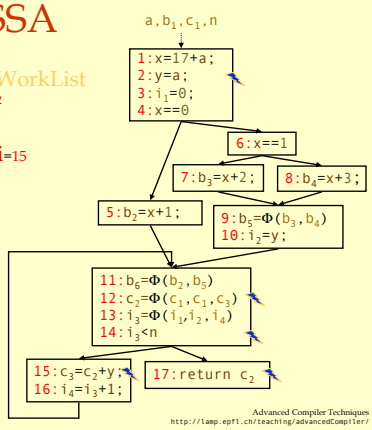
```

WorkList

2

i=15



Dead Code Elimination Using SSA

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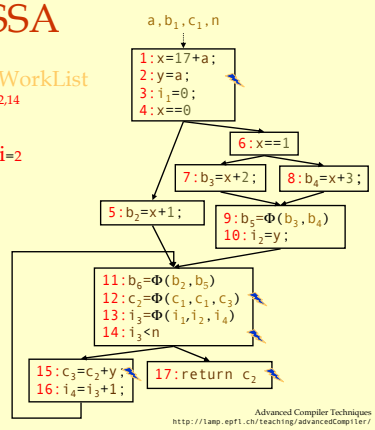
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```

WorkList

2,14

i=2



Dead Code Elimination Using SSA

```
Mark
  for each op i
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      mark i
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    remove i from WorkList
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    if def(y) is not marked then
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      add def(y) to WorkList
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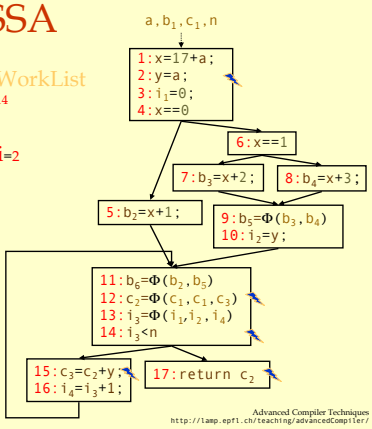
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```

WorkList

14

i=2



Dead Code Elimination Using SSA

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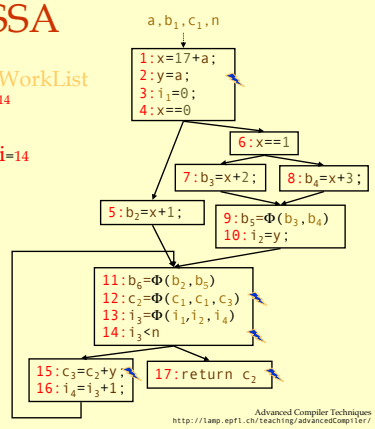
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```

WorkList

14

i=14



Dead Code Elimination Using SSA

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  for each op i
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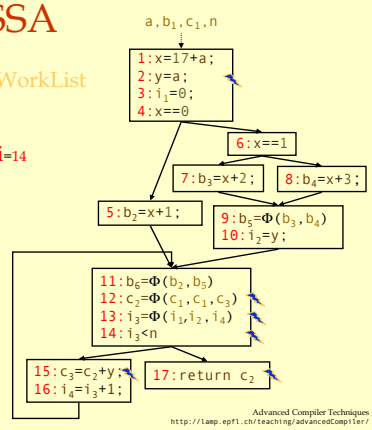
    if i is critical then
      mark i
      add i to WorkList
  while (Worklist ≠ Ø)
    remove i from WorkList
      (*i has form "x←y op z"*)
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(*block*(i))
      mark the block-ending
        branch in b
      add it to WorkList

WorkList

i=14



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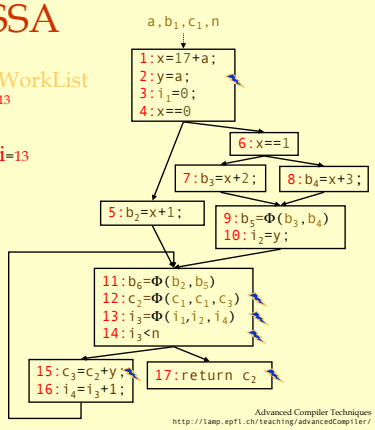
    for each b ∈ RDF(*block*(i))
      mark the block-ending
        branch in b
      add it to WorkList

WorkList
13

i=13

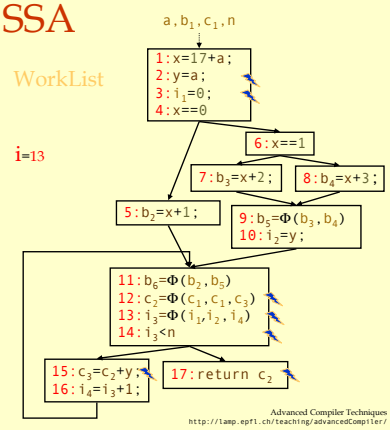


Dead Code Elimination Using SSA

Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (Worklist ≠ Ø)
    remove i from WorkList
      (*i has form "x←y op z"*)
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(*block*(i))
      mark the block-ending
        branch in b
      add it to WorkList

WorkList

i=13

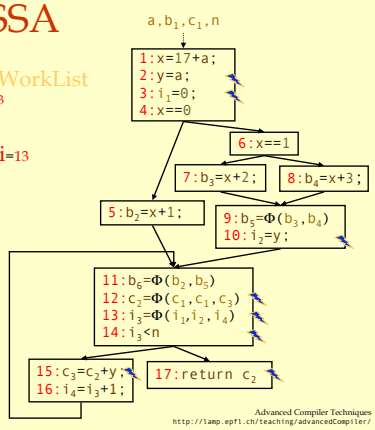


Dead Code Elimination Using SSA

Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (Worklist ≠ Ø)
    remove i from WorkList
      (*i has form "x←y op z"*)
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(*block*(i))
      mark the block-ending
        branch in b
      add it to WorkList

WorkList
3

i=13

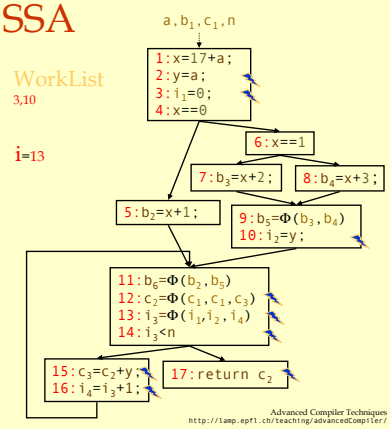


Dead Code Elimination Using SSA

Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (Worklist ≠ Ø)
    remove i from WorkList
      (*i has form "x←y op z"*)
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(*block*(i))
      mark the block-ending
        branch in b
      add it to WorkList

WorkList
3,10

i=13

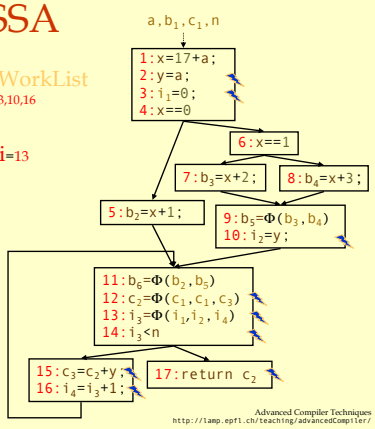


Dead Code Elimination Using SSA

Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (Worklist ≠ Ø)
    remove i from WorkList
      (*i has form "x←y op z"*)
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(*block*(i))
      mark the block-ending
        branch in b
      add it to WorkList

WorkList
3,10,16

i=13

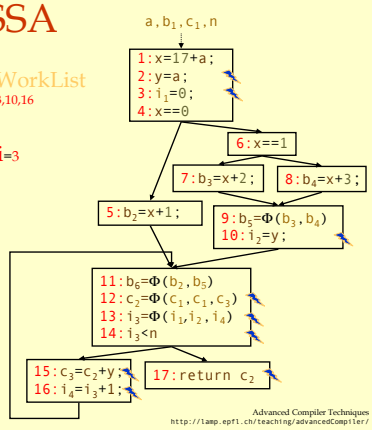


Dead Code Elimination Using SSA

```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (WorkList ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```

WorkList
3,10,16

i=3



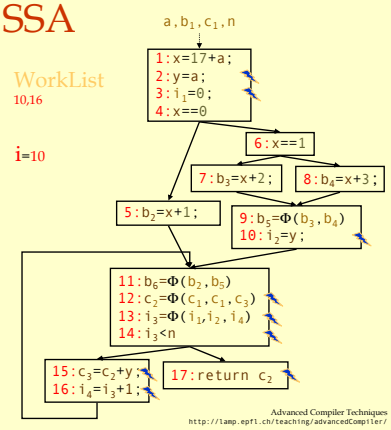
Dead Code Elimination

Dead Code Elimination Using SSA


```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (WorkList ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```


WorkList
10,16

i=10



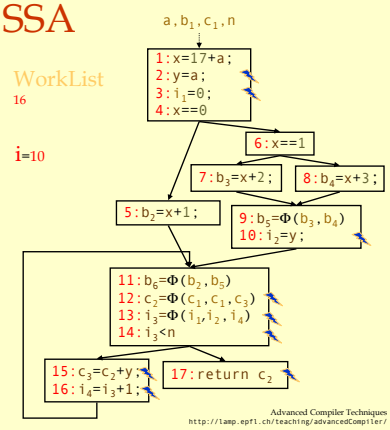
Dead Code Elimination

Dead Code Elimination Using SSA


```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (WorkList ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```


WorkList
16

i=10



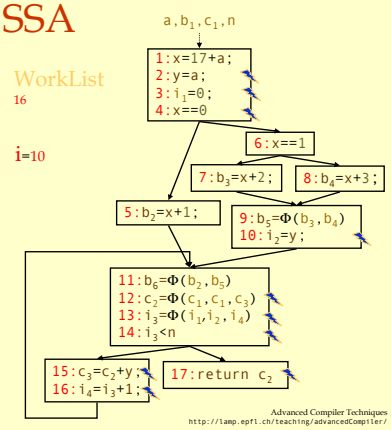
Dead Code Elimination

Dead Code Elimination Using SSA


```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (WorkList ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```


WorkList
16

i=10



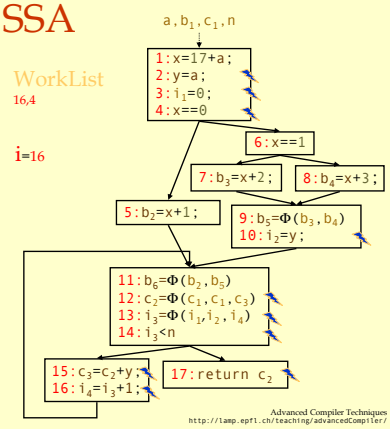
Dead Code Elimination

Dead Code Elimination Using SSA


```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (WorkList ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```


WorkList
16,4

i=16



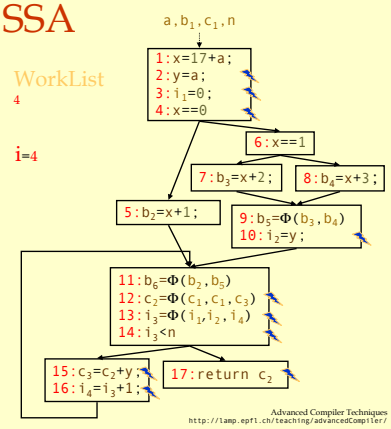
Dead Code Elimination

Dead Code Elimination Using SSA


```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (WorkList ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```


WorkList
4

i=4



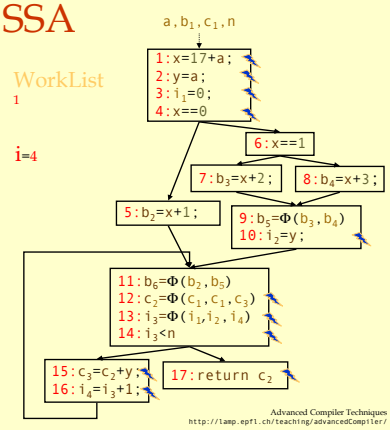
Dead Code Elimination Using SSA

```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (Worklist ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```

WorkList

1

i=4



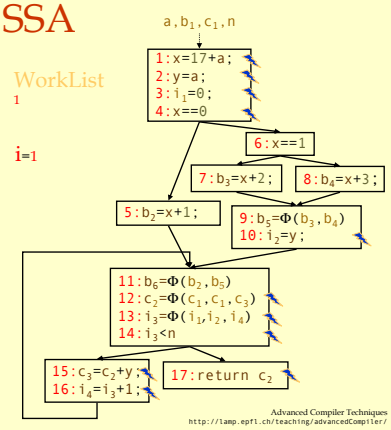
Dead Code Elimination Using SSA

```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (Worklist ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```

WorkList

1

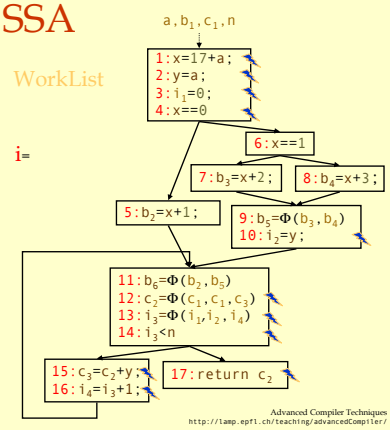
i=1



Dead Code Elimination Using SSA

```
Mark
  for each op i
    clear i's mark
    if i is critical then
      mark i
      add i to WorkList
  while (                ≠ Ø)
    remove i from WorkList
      (i has form "x←y op z")
    if def(y) is not marked then
      mark def(y)
      add def(y) to WorkList
    if def(z) is not marked then
      mark def(z)
      add def(z) to WorkList
    for each b ∈ RDF(block(i))
      mark the block-ending
        branch in b
      add it to WorkList
```

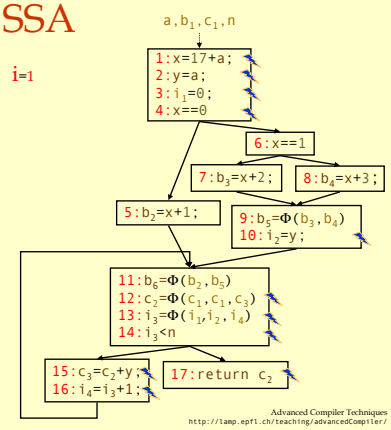
i=



Dead Code Elimination Using SSA

```
Sweep
  for each op i
    if i is not marked then
      if i is a branch then
        rewrite with a jump to
          i's nearest useful
          post-dominator
      if i is not a jump then
        delete i
```

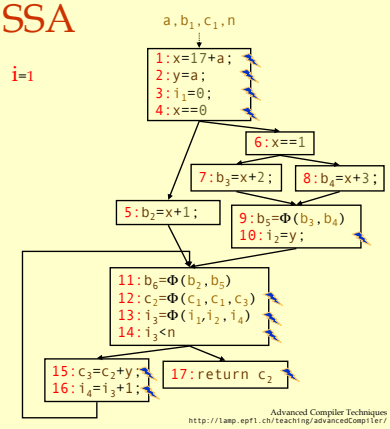
i=1



Dead Code Elimination Using SSA

```
Sweep
  for each op i
    if i is not marked then
      if i is a branch then
        rewrite with a jump to
          i's nearest useful
          post-dominator
      if i is not a jump then
        delete i
```

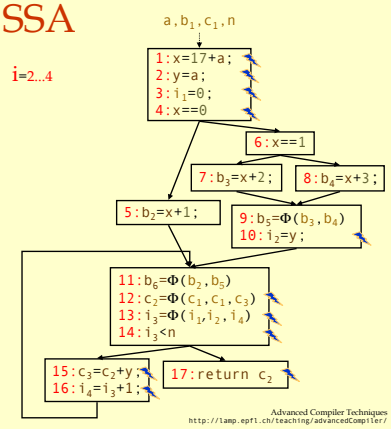
i=1



Dead Code Elimination Using SSA

```
Sweep
  for each op i
    if i is not marked then
      if i is a branch then
        rewrite with a jump to
          i's nearest useful
          post-dominator
      if i is not a jump then
        delete i
```

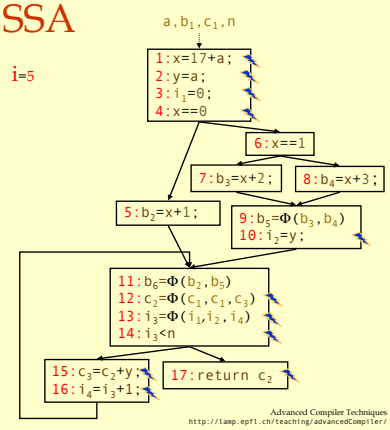
i=2...4



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

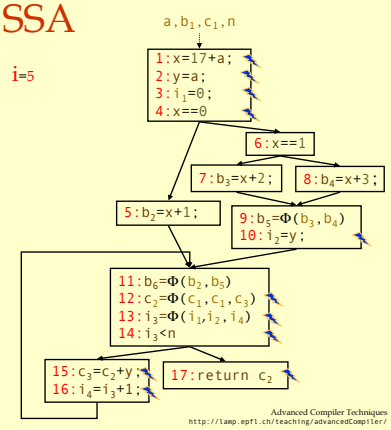
i=5



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

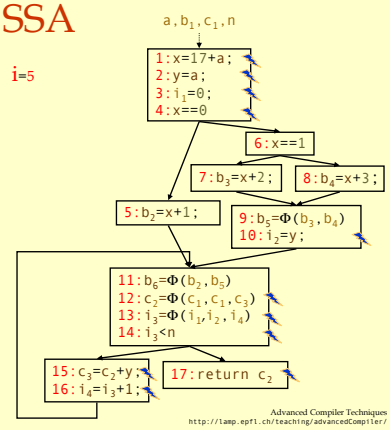
i=5



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

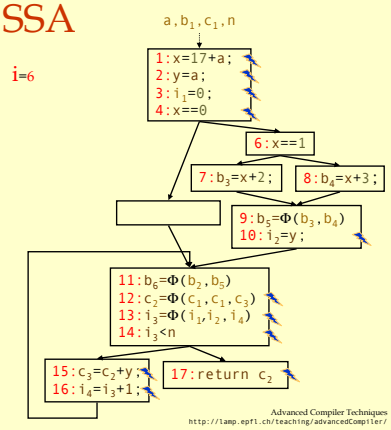
i=5



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

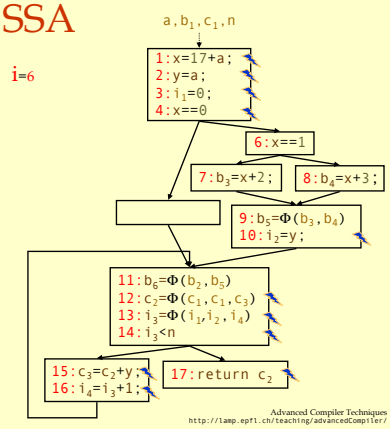
i=6



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

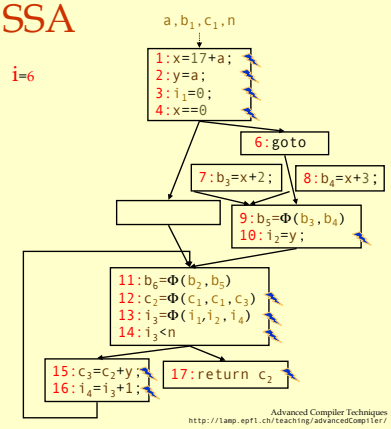
i=6



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

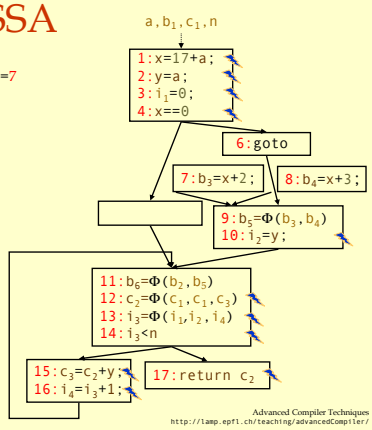
i=6



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

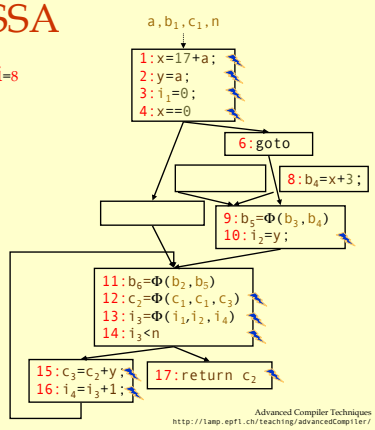
i=7



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

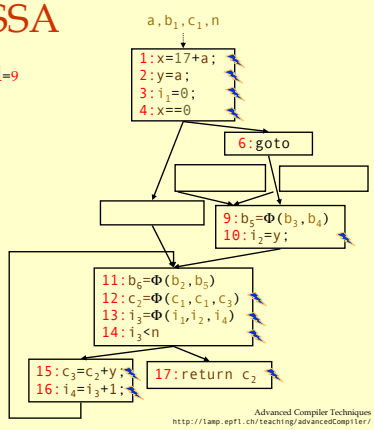
i=8



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

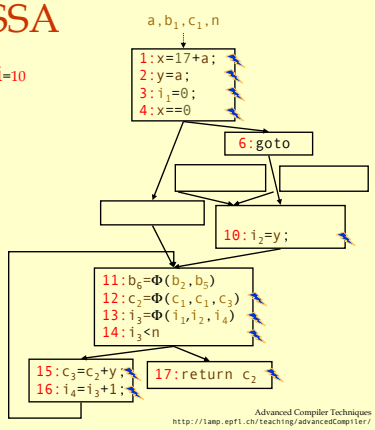
i=9



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

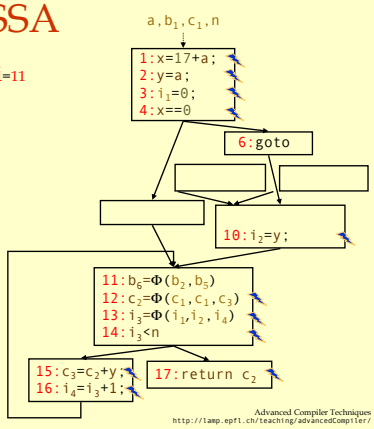
i=10



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

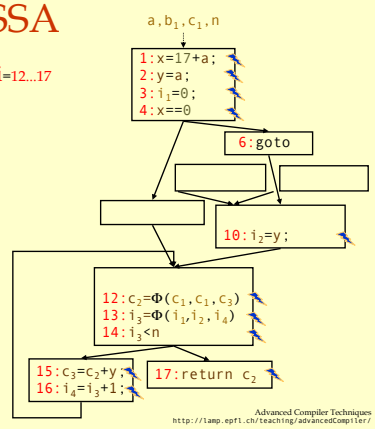
i=11



Dead Code Elimination Using SSA

Sweep
for each op i
if i is not marked then
if i is a branch then
rewrite with a jump to
i's nearest useful
post-dominator
if i is not a jump then
delete i

i=12...17



Dead Code Elimination Using SSA

What's left?

- Algorithm eliminates useless definitions & some useless branches
- Algorithm leaves behind empty blocks & extraneous control-flow

Algorithm from: Cytron, Ferrante, Rosen, Wegman, & Zadeck, *Efficiently Computing Static Single Assignment Form and the Control Dependence Graph*, ACM TOPLAS 13(4), October 1991

with a correction due to Rob Shillner

Two more issues

- Simplifying control-flow
- Eliminating unreachable blocks

Both are CFG transformations (no need for SSA)