

18-V

$$P \Rightarrow A$$

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$P \equiv P'$  semantic equivelence

$P$  and  $P'$  "do the same thing"

$$P' \Rightarrow A$$

discovering  $P'$  optimizer

$P \leq P'$

optimization metric

"low-level languages" have fewer optimizations

Meaning : program  $\rightarrow$  ans

ans = state  $\rightarrow$  state

$$\text{meaning} \left( \begin{array}{l} \text{movg \%rax, \%rcx} \\ \text{addg \%rcx, \$8} \end{array} \right) = \lambda s. s[\text{rcx} \mapsto s(\text{rax}) + 8]$$

$\text{pc} \mapsto \text{pc} + 2$

flags  $\mapsto \text{FLAGS}(s(\text{rax}) + 8)$

$$\text{meaning } (\lambda x. x + 8) = \square$$

$$(\lambda x. x + 4 + 4) =$$

$$(\lambda x. \text{if } x == 8 \text{ then } x \ll 2) = \\ \text{orw } x + 8$$

$$(\lambda x. x + \text{fib}(6))$$

Inlining

$$(\lambda x. A) B \equiv A[x \mapsto B] \quad \text{Inlining (B-rule)}$$

most languages use  $B_v$ , add  $B$  must be a value

$$+(n, m) \Rightarrow n+m \quad n, m \in \mathbb{N} \quad (\text{s-rule for } +)$$

$$(\text{if true } A \text{ } B) \Rightarrow A \quad (\text{dead-code-elim}) \quad (\text{if-rule for true})$$

$$(\lambda x. (+ x 8)) \text{if } \xrightarrow{B} (+ \text{if } 8) \xrightarrow{\delta} 25$$

$$(\lambda x. A) B \equiv B_e ; A[x \leftarrow B_v]$$

18-2)

(while c B)  $\Rightarrow$  (if c (B; while c B) void)

$(\lambda x. A) B$

$(\text{let } f = \lambda x. A)$   
 $(f B)$

let  $x = e$  in  $b$

$= (\lambda x. b) e$

let clo = (vector -fun22 3 u) in

((vector-ref clo 0) cloB)

(first-class fun)

control-flow

= data-flow

in C, Racket but not

(what code runs)

(what values are produced)

Pascal

Waddell inlining algorithm from 1997

$e = (\text{const } c)$	$ $	$(\text{ref } x)$	$ $	$(\text{primref } p)$	
$ $	$(\text{if } e_1 e_2 e_3)$	$ $	$(\text{seq } e_1 e_2)$	$ $	$(\text{assign } x e)$
$ $	$(\text{lambda } (x) e)$	$ $	$(\text{letrec } ([x_1 e_1] \dots [x_n e_n]) e_b)$	$ $	
$ $	$(\text{call } e_0 e_1)$	$ $			No TYPES

C-if (1 false, all else true)

I :  $e \rightarrow (\text{Context} \times \text{Env} \times \text{Kont} \times \text{Store}) \rightarrow e$

Context = Test | Effect | Value | App (Operand, context, Loc<sub>x</sub>)

Operand = Opnd (e, Env, Loc<sub>x</sub>)

Env = Var  $\rightarrow$  Var

Var = (Identifier, Operand  $\cup$  null $\{\}$ , VarFlags, Loc<sub>x</sub>)

VarFlags  $\subseteq \{\text{ref}, \text{assign}\}$

Kont = e  $\rightarrow$  Store  $\rightarrow$  e

Store = (Loc<sub>x</sub>  $\rightarrow$  VarFlags)

ContextFlags  $\subseteq \{\text{marked}\}$

$\times$  (Loc<sub>x</sub>  $\rightarrow$  ContextFlags)

$\times$  (Loc<sub>e</sub>  $\rightarrow$  e  $\cup$  unvisited $\{\}$ )

18-3/

$I(\text{const } c) (r, p, K, \sigma)$

if  $r = \text{Effect}$ ,  $K(\text{const void}) \sigma$

if  $r = \text{Test}$  and  $c \neq \text{false}$ ,

$K(\text{const true}) \sigma$

o.w.  $K(\text{const } c) \sigma$

$\text{result}(e) =$

$I(\text{seg } e_1 \ e_2) (r, p, K, \sigma)$

$e_2 \text{ if } e = \text{seg } e_1 e_2$   
e o.w.

$I e_1 (\text{Effect}, p,$

$(\lambda e'_1. I e_2 (r, p,$

$(\lambda e'_2. \sigma'_2 \circ K(\text{seg } e'_1 \ e'_2) \sigma'_2), \sigma')), \sigma)$

Suppose  $e'_1 = (\text{const void})$ , return  $K e'_2 \sigma'_2$

$I(\text{if } e_1 \ e_2 \ e_3) (r, p, K, \sigma) =$

$I e_1 \text{ Test } p \ K_1$

$K_1 e'_1 \sigma'_1 = \text{if result}(e'_1) = \text{const true} =$

$I e_2 r p (\lambda e'_2. K(\text{seg } e'_1, e'_2) \sigma'_2) \sigma'_1$

if  $\text{result}(e'_1) = \text{const false} =$

$I e_3 r p (\lambda e'_3. \sigma'_3, K(\text{seg } e'_1 \ e'_3) \sigma'_3)) \sigma'_1$

o.w.

$I e_2 r_1 p (\lambda e'_2. \sigma'_2,$

$I e_3 r_1 p K_2 \sigma'_2) \sigma'_1$

$K_2 e'_3 \sigma'_3 = \text{if } e'_2 = e'_3 = \text{constc},$

$K(\text{seg } e'_1 \ e'_2) \sigma'_3$

o.w.  $K(\text{if } e'_1 \ e'_2 \ e'_3) \sigma'_3$

$r_1 = \text{Value if } r = \text{App}(\text{op}, r_x, l_r)$

$r \text{ o.w.}$

