

The Lengauer Tarjan Algorithm  
for Computing the  
Immediate Dominator Tree  
of a Flowgraph

*by*

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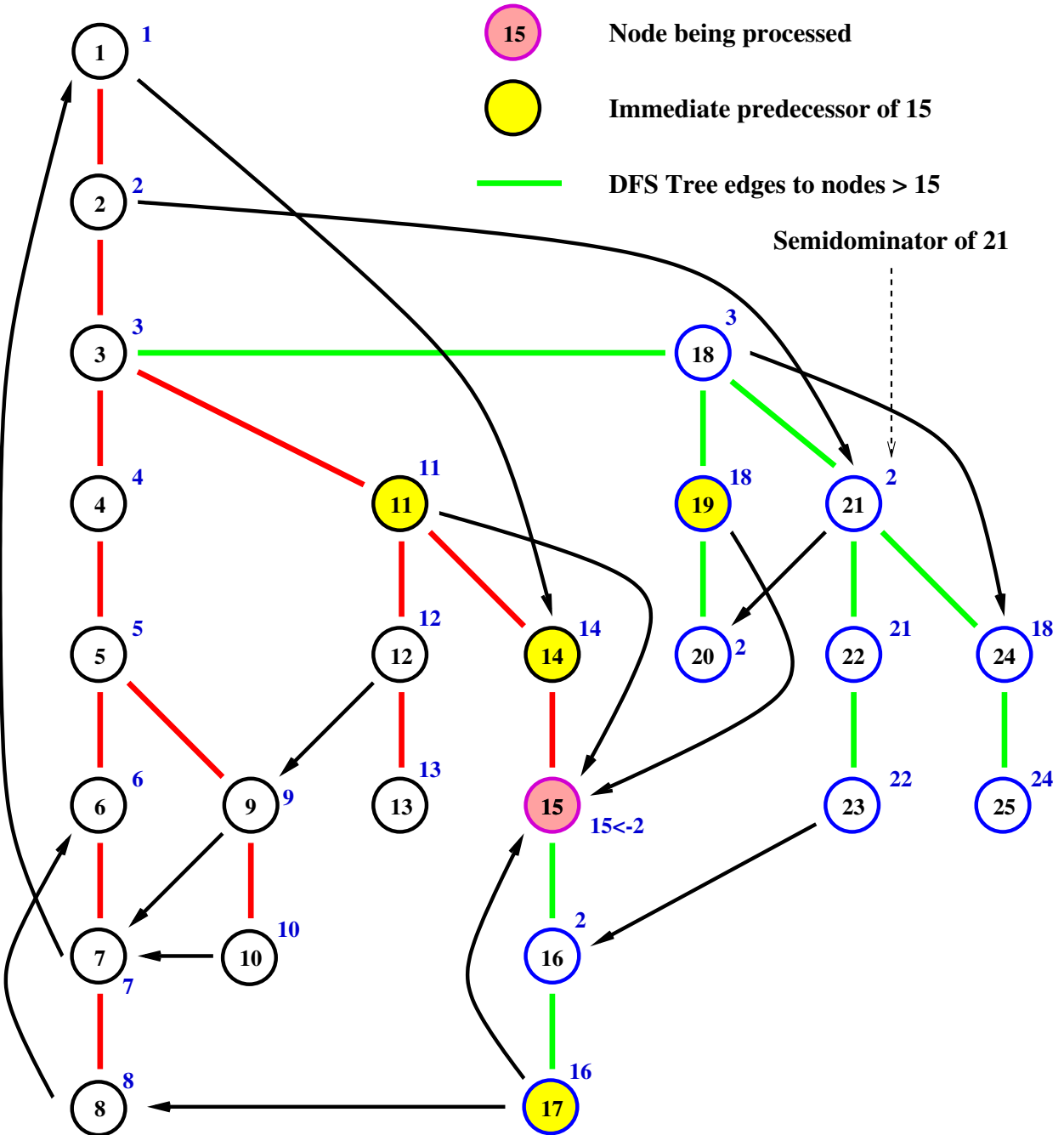
<http://www.cl.cam.ac.uk/~mr10>

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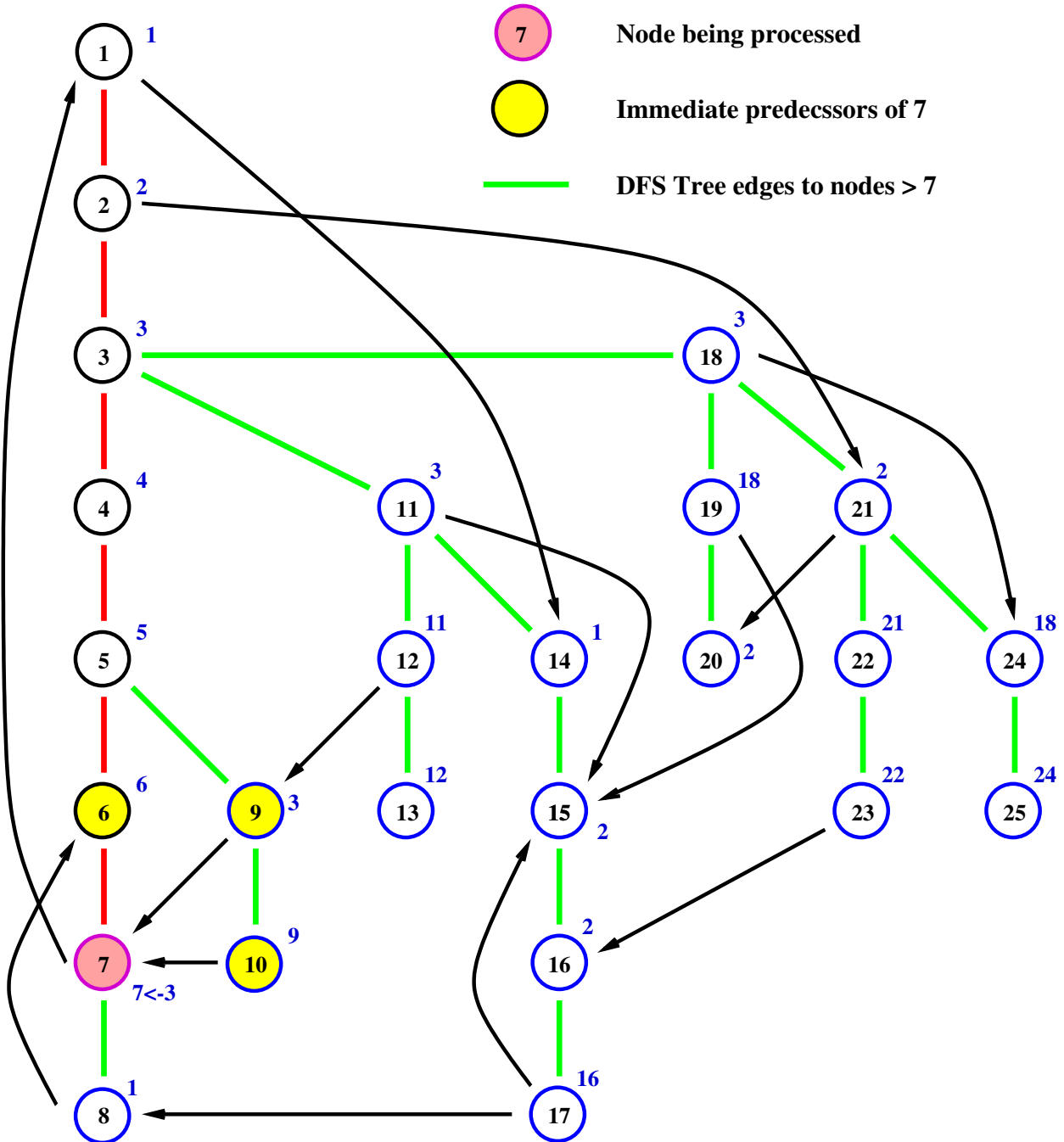
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# Processing Node 15

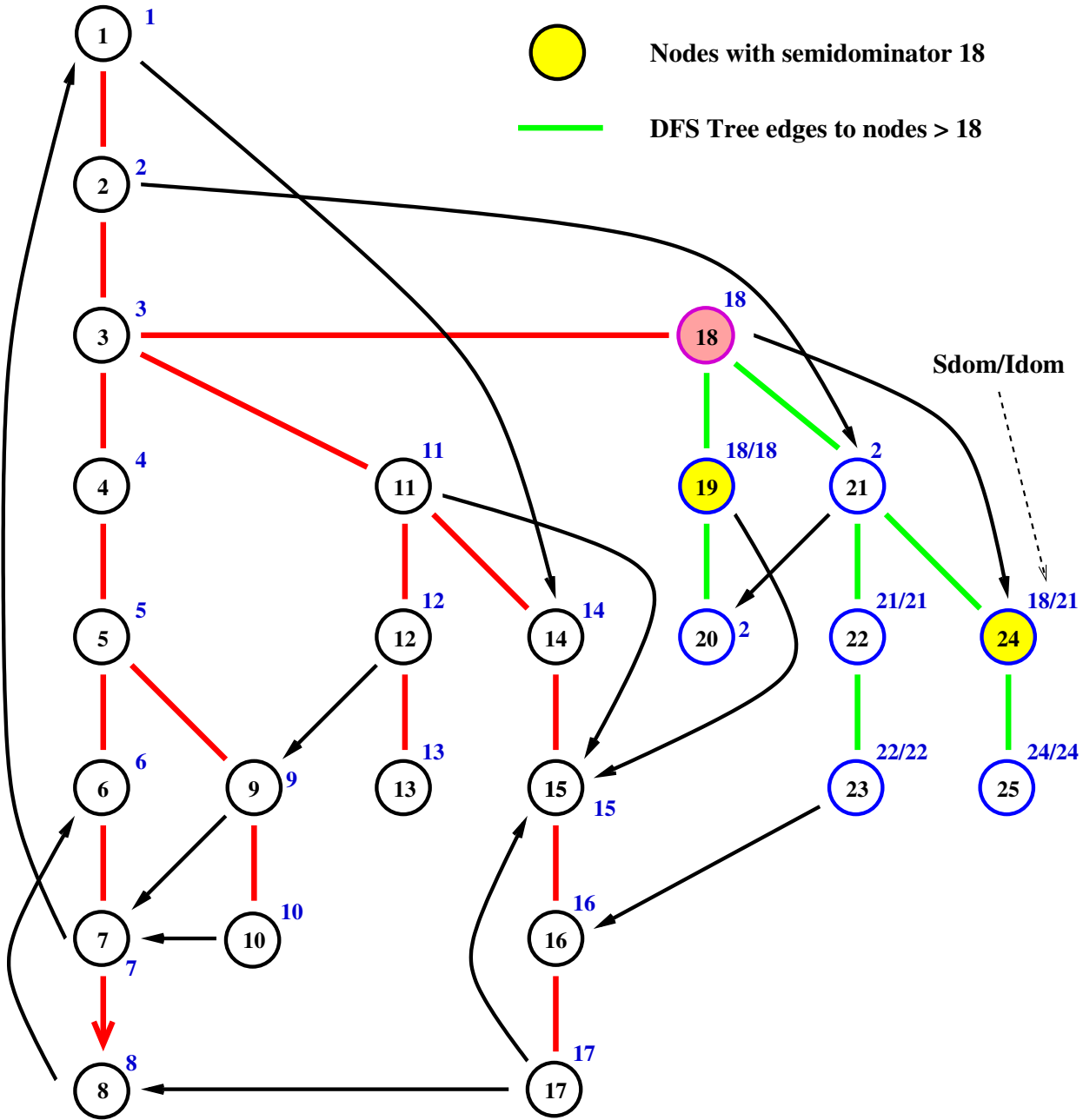


# Processing Node 7

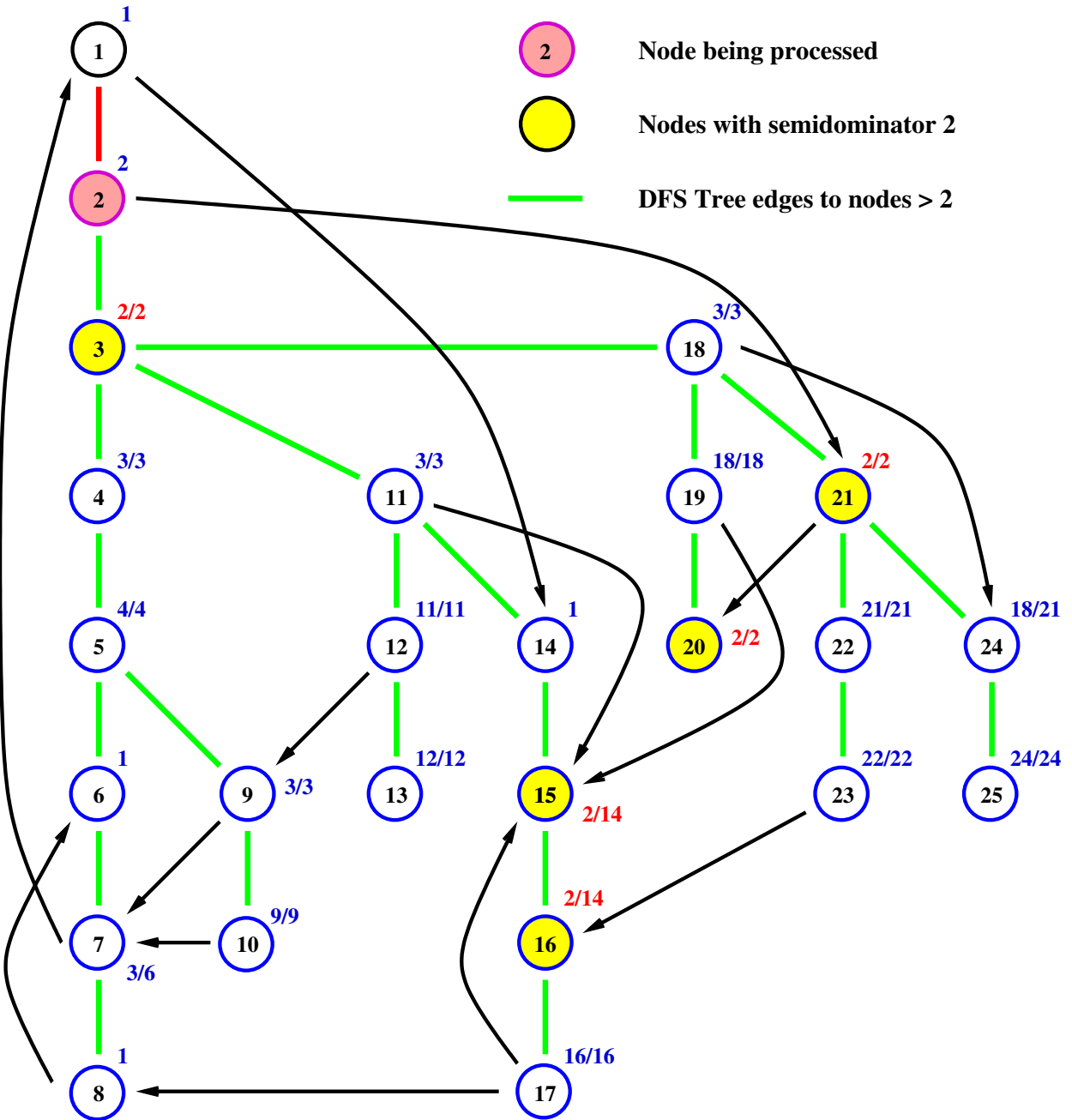




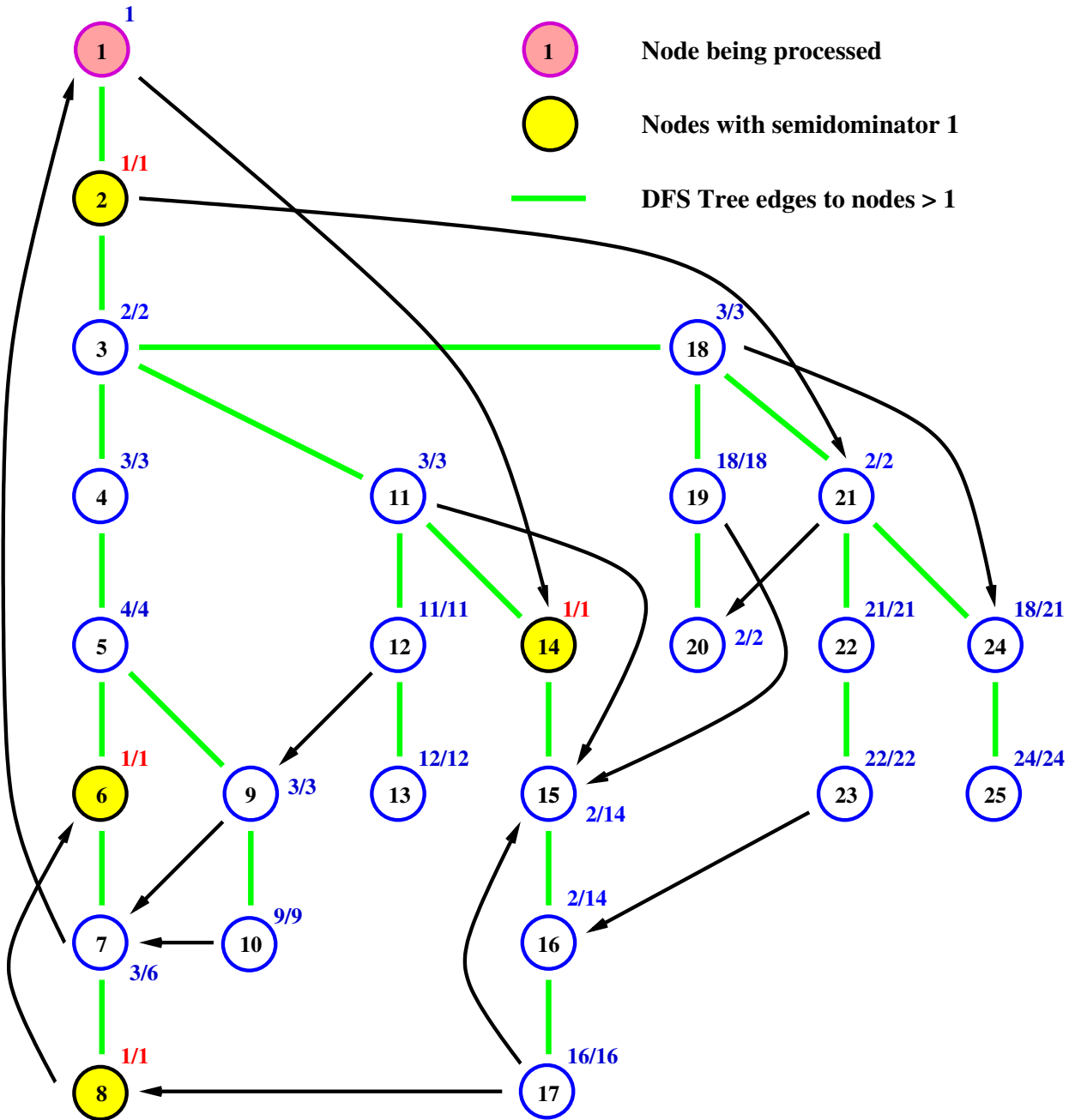
# Nodes with Semidominator 18



## Nodes with Semidominator 2

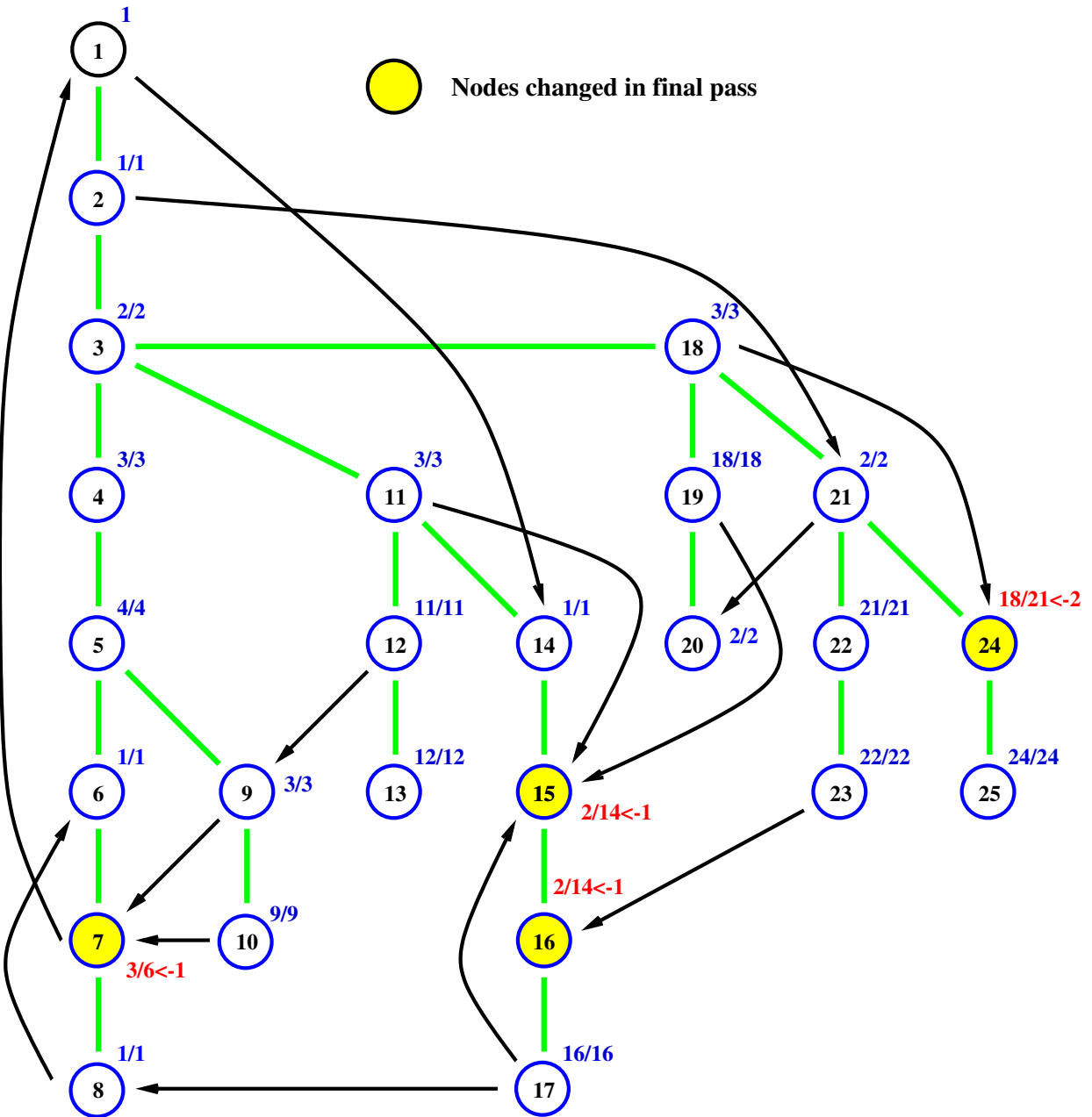


# Nodes with Semidominator 1





# Final Phase



## Step 1: Initialisation

Vertices in depth first search discovery order from 1 to  $n$ .

For each vertex  $v$  from 1 to  $n$  set:

<code>parent[v]</code>	<code>:=</code>	DFS tree parent of $v$
<code>succs[v]</code>	<code>:=</code>	the given list of successors
<code>preds[v]</code>	<code>:=</code>	list of predecessors
<code>semi[v]</code>	<code>:=</code>	$v$
<code>idom[v]</code>	<code>:=</code>	0
<code>ancestor[v]</code>	<code>:=</code>	0
<code>best[v]</code>	<code>:=</code>	$v$
<code>bucket[v]</code>	<code>:=</code>	0

## Steps 2, 3 and 4

```
FOR w = n TO 2 BY -1 DO
{   LET p = parent[w]

step2: FOR each v in preds[w] DO
    { LET u = EVAL(v)
      IF semi[w] > semi[u] DO
        semi[w] := semi[u]
      }
    add w to bucket[semi[w]]
    LINK(p, w)

step3: FOR each v in bucket[p]
    { LET u = EVAL(v)
      idom[v] := semi[u] < semi[v] -> u, p
    }
    bucket[p] := 0
}

step4: FOR w = 2 TO n DO
    UNLESS idom[w] = semi[w] DO
        idom[w] := idom[idom[w]]
    idom[1] := 0
```

## Very Simple LINK and EVAL

```
LET LINK(v, w) BE ancestor[w] := v
```

```
LET EVAL(v) = VALOF
```

```
{ LET a = ancestor[v]
```

```
  WHILE ancestor[a] DO
```

```
  { IF semi[v] > semi[a] DO v := a
```

```
    a := ancestor[a]
```

```
  }
```

```
  // v is now the vertex
```

```
  //   with earliest semidominator
```

```
  //   of any in the ancestor chain.
```

```
  RESULTIS v
```

```
}
```

## Simple LINK and EVAL

```
LET LINK(v, w) BE ancestor[w] := v

LET EVAL(v) = VALOF
{ UNLESS ancestor[v] RESULTIS v
  COMPRESS(v)
  RESULTIS best[v]
}

AND COMPRESS(v) BE
{ LET a = ancestor[v]

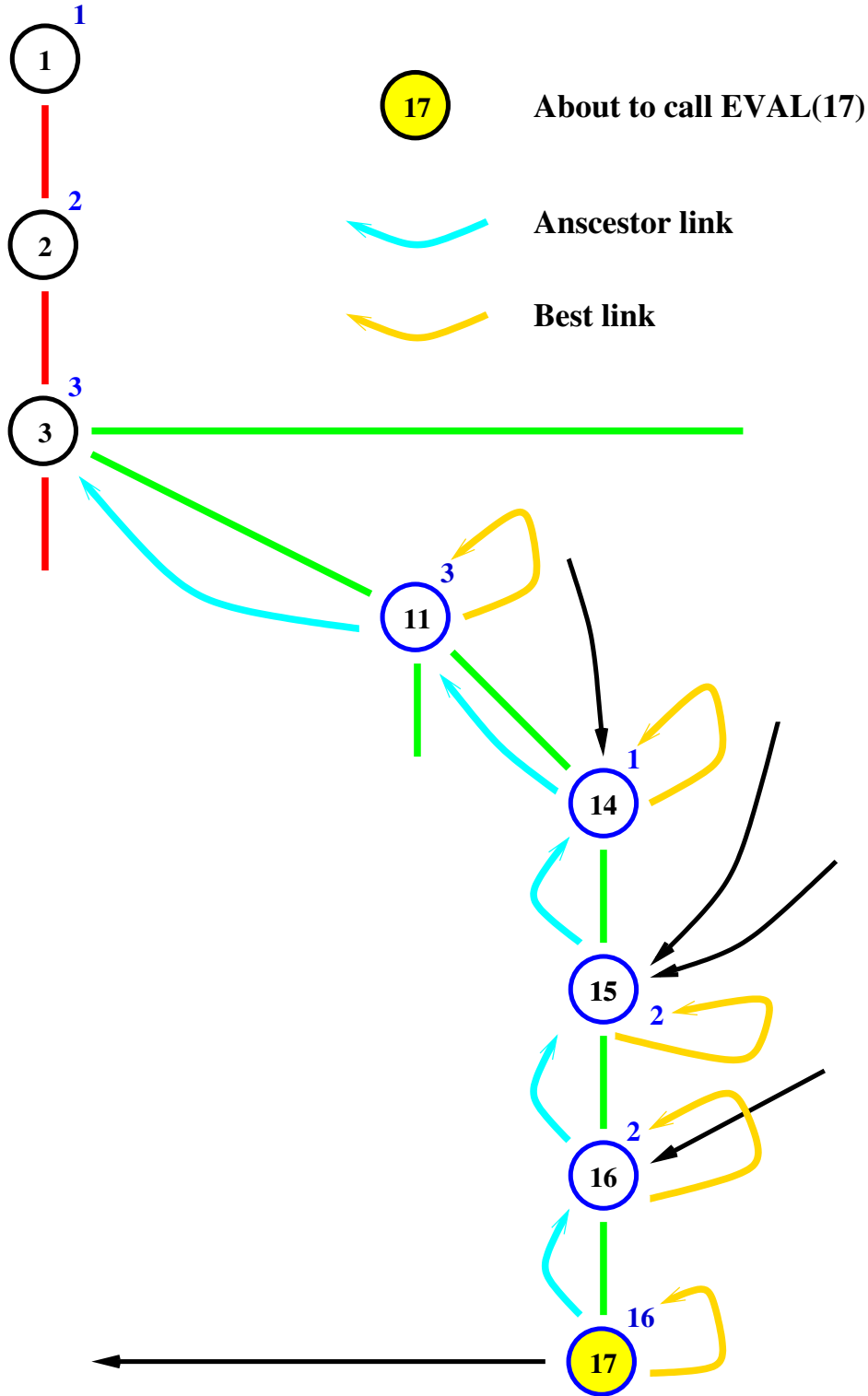
  UNLESS ancestor[a] RETURN

  COMPRESS(a)

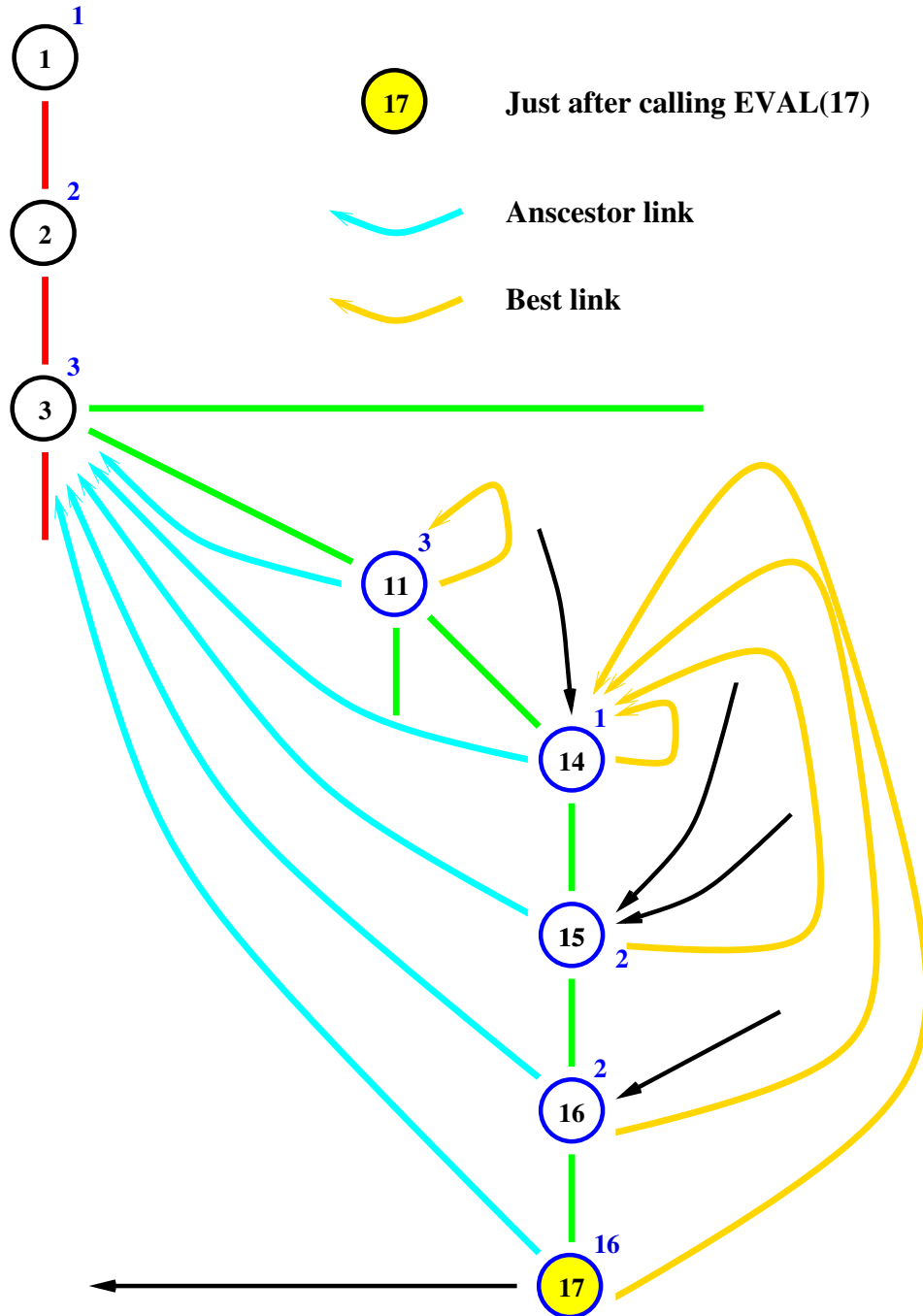
  IF semi[best[v]] > semi[best[a]] DO
    best[v] := best[a]

  ancestor[v] := ancestor[a]
}
```

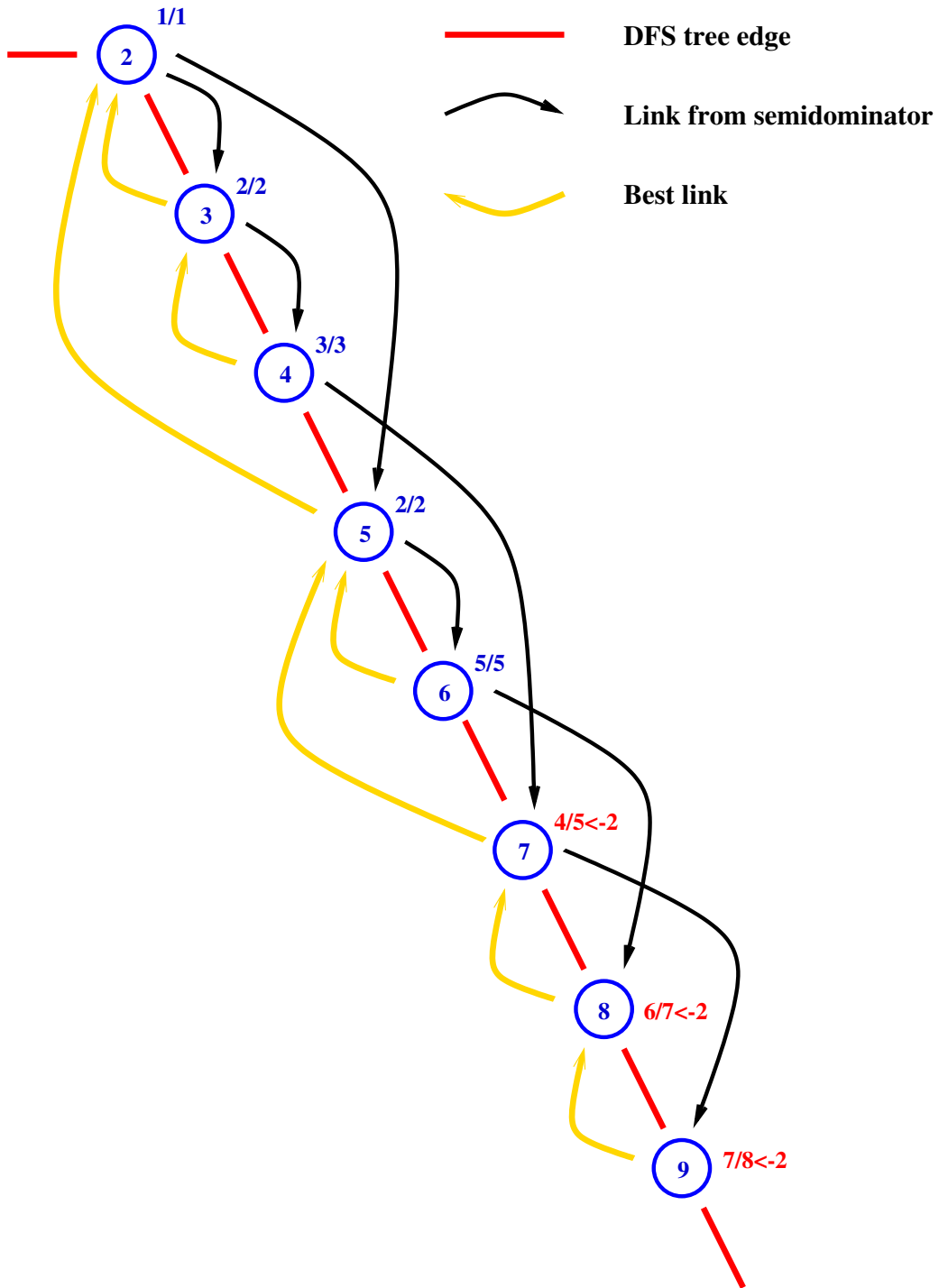
# Before calling EVAL(17)



# After calling EVAL(17)



## Step 4 Example





## Sophisticated EVAL

This version of EVAL calls COMPRESS to perform the following optimisation of the ancestor chain wherever possible.

If there is an ancestor link from x to y and one from y to z, then the link from x to y is replaced by one from x to z updating the Best field of x if necessary.

The effect of this optimisation is to modify the ancestor links so that the ancestor chain length is less than 2 for every vertex in the original chain. This clearly increases the efficiency of later calls of EVAL.

```
LET EVAL(v) = VALOF TEST Ancestor!v
THEN { RESULTIS Best!v
      }
ELSE { COMPRESS(v)
      RESULTIS Semi!(Best!(Ancestor!v)) < Semi!(Best!v) ->
              Best!(Ancestor!v),          Best!v
      }
```

## Sophisticated LINK

```
LET LINK(v, w) BE
{ LET s = w

  { LET cs = Child!s           // cs = child(s)
    LET bcs = cs -> Best!cs, 0 // bcs = best(child(s))

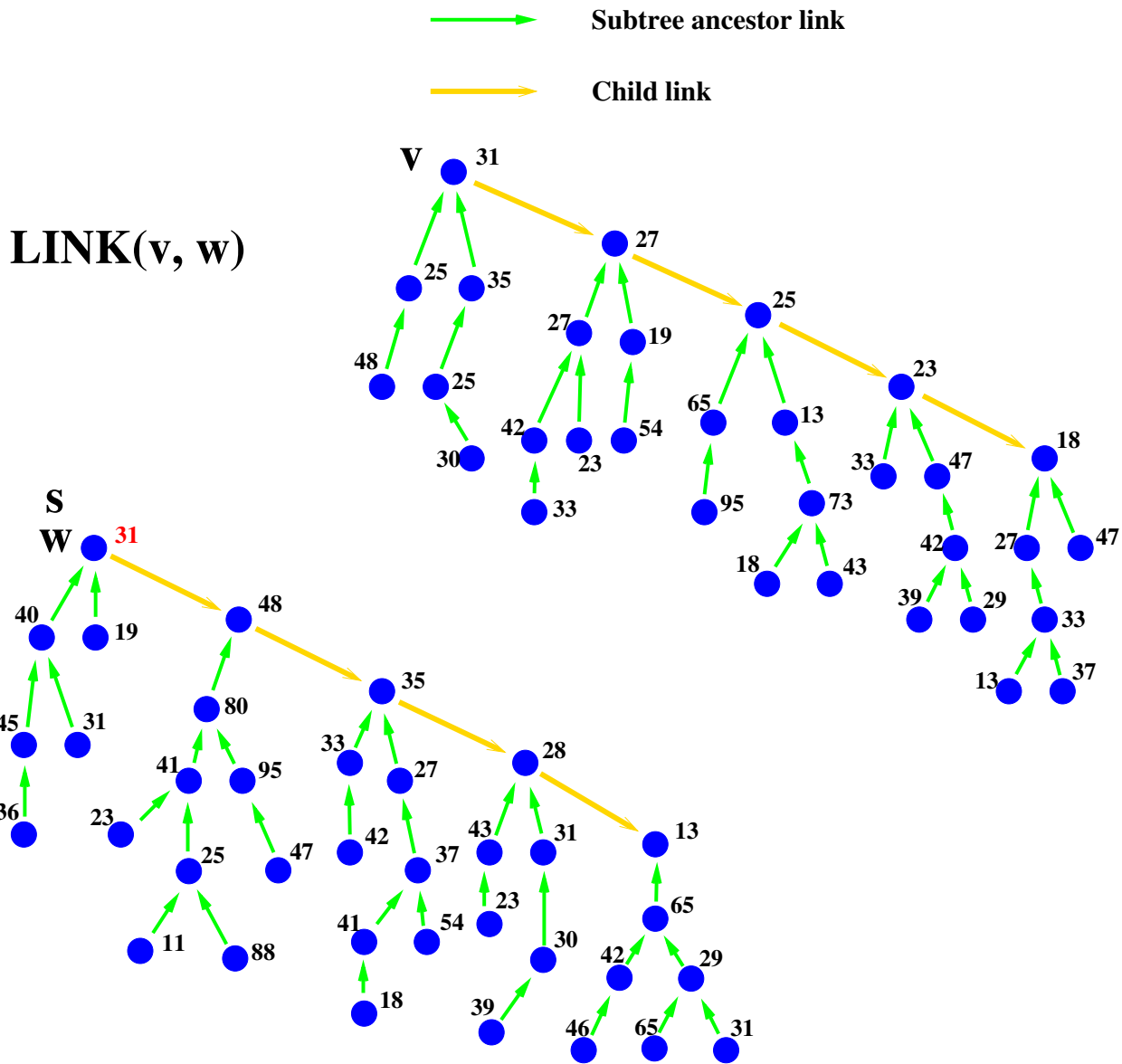
    TEST cs &
      Semi!(Best!w) < Semi!bcs // bcs=0 only when cs=0
    THEN { // Combine the first two trees in the child chain,
          // making the larger one the combined root.
          LET ccs = Child!cs // ccs = child(child(s))
          LET ss = Size!s // sc = size(s)
          LET scs = Size!cs // scs = size(child(s))
          LET sccs = ccs -> Size!ccs, 0 // sccs = size(child(child(s)))
          TEST ss-scs >= scs-sccs // Compare first two tree sizes.
          THEN { Ancestor!cs := s // The first is larger or equal.
                Child!s := ccs
              }
          ELSE { Size!cs := ss // The second is larger.
                Ancestor!s := cs
                s := cs
              }
        }
    ELSE { BREAK }
  } REPEAT

  // Now combine the two forests giving the combination the
  // child chain of the smaller forest. The other child chain is
  // then collapsed, giving all its trees ancestor links to v.
  Best!s := Best!w
  IF Size!v < Size!w DO { LET t = s; s := Child!v; Child!v := t }
  Size!v := Size!v + Size!w
  WHILE s DO { Ancestor!s := v; s := Child!s }
}
```




# Balanced Trees 1

Just before LINK is called the best value of  $q$  may have been reduced possibly requiring its child chain to be modified to reinstate its monotonicity.

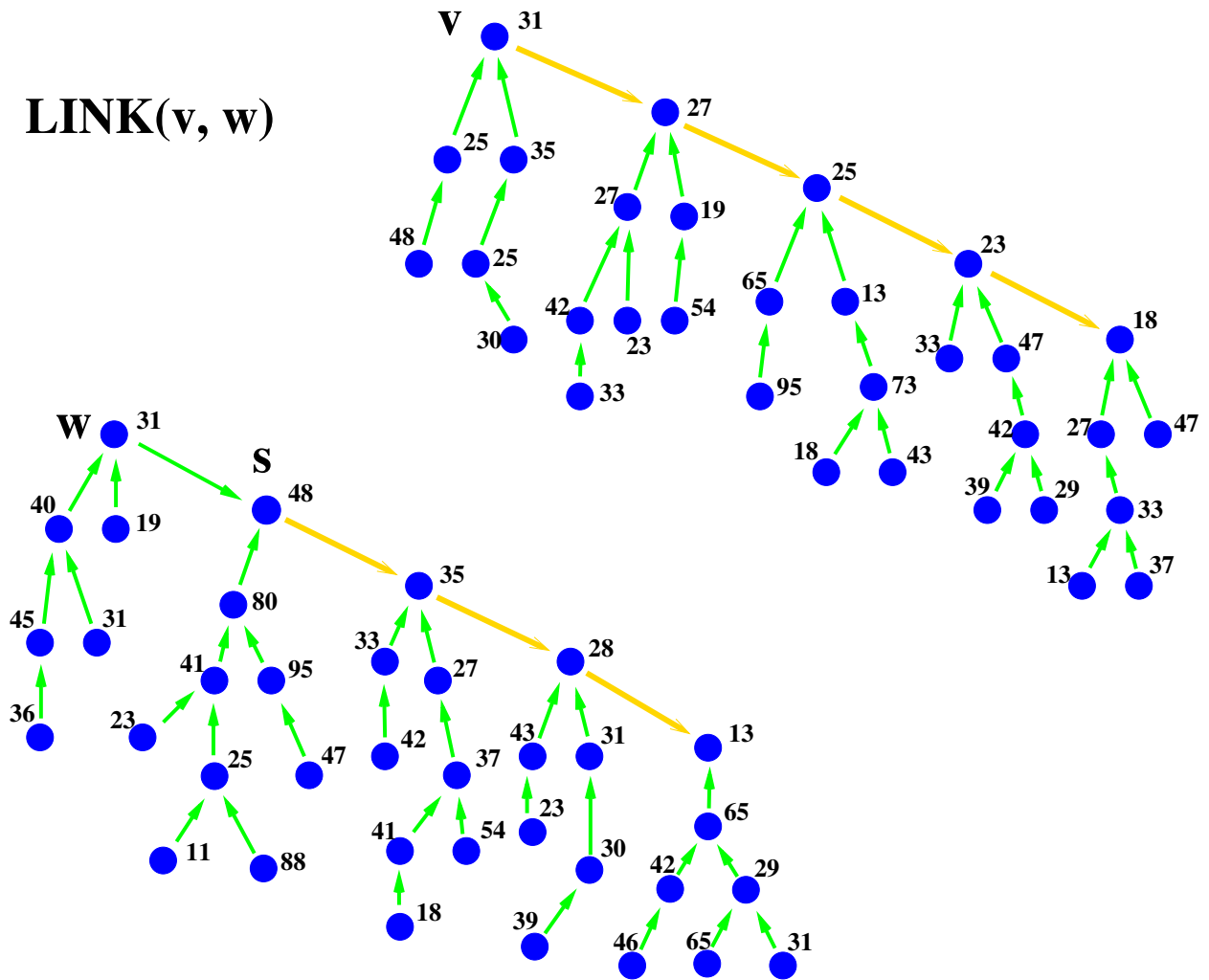


## Balanced Trees 2

 Subtree ancestor link

 Child link

**LINK(v, w)**

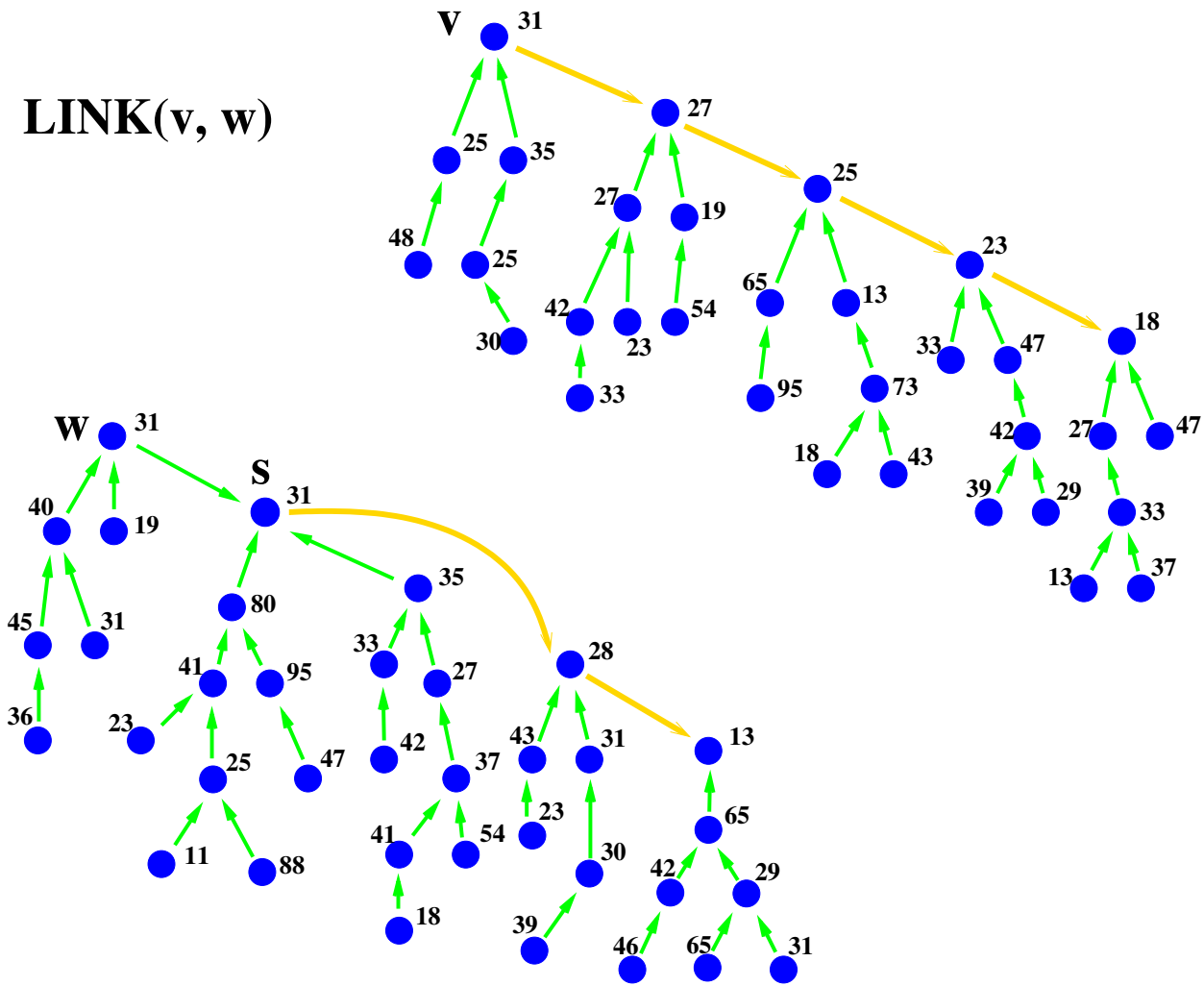


# Balanced Trees 3

→ Subtree ancestor link

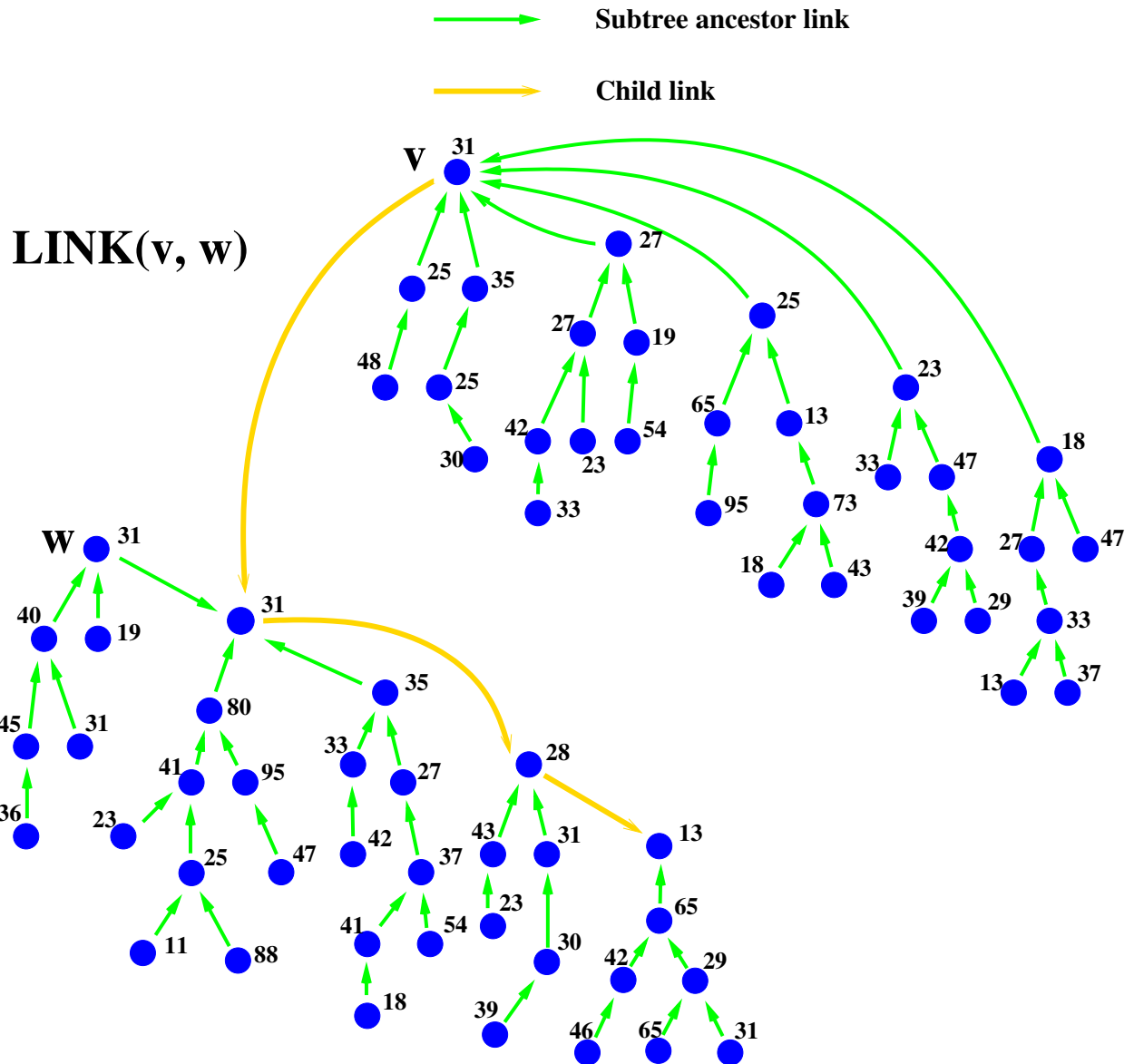
→ Child link

LINK(v, w)



## Balanced Trees 4a

The following is the result if the forest rooted at  $v$  had fewer vertices than the forest that was rooted at  $w$ .







## Experimental Results

Results from running the BCPL program `bcplprogs/dom/lt.b` which applies the three variants of the algorithm to random graphs.

Random Graph			Cintcode Instruction Counts		
Nodes	Edges	Seed	v.simple	simple	sophisticated
1000	1500	1	284819	272331	321589
1000	2000	1	455097	317233	358262
1000	2500	1	1180722	376698	388822
1000	3000	1	2440849	445055	416713
1000	5000	1	5680947	630373	542251
1000	10000	1	12848479	1049128	850692
10000	50000	1	334315826	6614589	5432695
10000	100000	1	949583241	10928097	8541841
100000	400000	1	-	56932784	48589754
100000	123289	1 f	24592148	25380561	32042239