



Program Analysis

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Summary of Last Lecture

Definition (type and effect system)

a type and effect system is conceivable as a combination of a

- effect system
- annotated type system

in an effect system we have judgements of the form $S \cdot \Sigma \xrightarrow{\phi} \Sigma$

where ϕ represents the effect of the execution of S; in an annotated type system we have

$$S \colon \Sigma_1 \to \Sigma_2$$

describing that state properties have been transformed

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Data Flow Analysis

Definition (initial and final labels)

we define mappings init: **Stmt** \rightarrow **Lab** and final: **Stmt** $\rightarrow \mathcal{P}(\text{Lab})$ as follows

 $\operatorname{init}([x := a]^{\ell}) = \ell$ $\operatorname{final}([x := a]^{\ell}) = \{\ell\}$

$$\operatorname{init}([\mathbf{skip}]^{\ell}) = \ell$$
 final $([\mathbf{skip}]^{\ell}) = \{\ell\}$

$$init(S_1; S_2) = init(S_1)$$
 final $(S_1; S_2) = final(S_2)$

 $\operatorname{init}(\operatorname{if}[b]^{\ell} \operatorname{then} S_1 \operatorname{else} S_2) = \ell \quad \operatorname{final}(\operatorname{if}[b]^{\ell} \operatorname{then} S_1 \operatorname{else} S_2) = \operatorname{final}(S_1) \cup \operatorname{final}(S_2)$

 $\operatorname{init}(\operatorname{while})[b]^{\ell} \operatorname{do} S) = \ell$ final $(\operatorname{while})[b]^{\ell} \operatorname{do} S) = \{\ell\}$

Definition (blocks)

we define the mapping blocks: **Stmt** $\rightarrow \mathcal{P}($ **Blocks**) as follows blocks($[x := a]^{\ell}$) = { $[x := a]^{\ell}$ } blocks($[skip]^{\ell}$) = { $[skip]^{\ell}$ } $blocks(S_1; S_2) = blocks(S_1) \cup blocks(S_2)$ blocks(**if** $[b]^{\ell}$ **then** S_1 **else** S_2) = { $[b]^{\ell}$ } \cup blocks(S_1) \cup blocks(S_2) $blocks(while)[b]^{\ell} do S = \{[b]^{\ell}\} \cup blocks(S)$ and the set of labels in a program

 $\mathsf{labels}(S) = \{\ell \mid [B]^\ell \in \mathsf{blocks}(S)\}$

Definition (flows and reverse flows)

we define the function flow: **Stmt** $\rightarrow \mathcal{P}(\text{Lab} \times \text{Lab})$ as follows

$$\begin{aligned} \mathsf{flow}([x := a]^{\ell}) &= \varnothing \\ \mathsf{flow}([\mathsf{skip}]^{\ell}) &= \varnothing \\ \mathsf{flow}(S_1; S_2) &= \mathsf{flow}(S_1) \cup \mathsf{flow}(S_2) \cup \{(\ell, \mathsf{init}(S_2)) \mid \ell \in \mathsf{final}(S_1)\} \\ \mathsf{flow}(\mathsf{if} \ [b]^{\ell} \ \mathsf{then} \ S_1 \ \mathsf{else} \ S_2) &= \mathsf{flow}(S_1) \cup \mathsf{flow}(S_2) \cup \{(\ell, \mathsf{init}(S_1))\} \cup \{(\ell, \mathsf{init}(S_2))\} \\ \end{aligned}$$

 $\mathsf{flow}(\mathbf{while})[b]^{\ell} \mathsf{ do } S) = \mathsf{flow}(S) \cup \{(\ell, \mathsf{init}(S))\} \cup \{(\ell', \ell) \mid \ell' \in \mathsf{final}(S)\}$

Definition (flows and reverse flows)

we define the function flow: **Stmt** $\rightarrow \mathcal{P}(\text{Lab} \times \text{Lab})$ as follows

$$\mathsf{flow}([x:=a]^\ell) = arnothing$$

 $\mathsf{flow}([\mathsf{skip}]^\ell) = arnothing$

 $\mathsf{flow}(S_1; S_2) = \mathsf{flow}(S_1) \cup \mathsf{flow}(S_2) \cup \{(\ell, \mathsf{init}(S_2)) \mid \ell \in \mathsf{final}(S_1)\}$

 $\mathsf{flow}(\mathsf{if} [b]^{\ell} \mathsf{then} S_1 \mathsf{else} S_2) = \mathsf{flow}(S_1) \cup \mathsf{flow}(S_2) \cup \{(\ell, \mathsf{init}(S_1))\} \cup \{(\ell, \mathsf{init}(S_2))\}$

 $flow(while)[b]^{\ell} do S) = flow(S) \cup \{(\ell, init(S))\} \cup \{(\ell', \ell) \mid \ell' \in final(S)\}$

Example

$$[z := 1]^1$$
; while $[x > 0]^2$ do $([z := z * y]^3; [x := x - 1]^4)$

Definition (reverse flows)

we define the function flow^R: **Stmt** $\rightarrow \mathcal{P}(\textbf{Lab} \times \textbf{Lab})$ as follows flow^R(S) = {(ℓ, ℓ') | (ℓ', ℓ) \in flow(S)}

Definition (reverse flows)

we define the function $\operatorname{flow}^{\mathsf{R}} \colon \mathbf{Stmt} \to \mathcal{P}(\mathbf{Lab} \times \mathbf{Lab})$ as follows $\operatorname{flow}^{\mathsf{R}}(S) = \{(\ell, \ell') \mid (\ell', \ell) \in \operatorname{flow}(S)\}$

Convention

- we use S_{*} to represent the program of interest
- Lab_{*}, Var_{*}, Blocks_{*} refer to the (finite) labels, variables, blocks in the program of interest
- **AExp**_{*} represents the non-trivial arithemetic subexpressions in S_{*}
- we also write FV(a) for the set of variables occuring in a

For each program point, which expression must have already been computed, and not later modified, on all paths to the program pont

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Example

$$[x := a + b]^1$$
; $[y := a * b]^2$; while $[y > a + b]^3$ do $([a := a + 1]^4; [x := a + b]^5)$

the expression a + b is available every time the execution reaches label 3

Example (continued)

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\mathsf{kill}_{\mathsf{AF}}([x := a]^{\ell}) = \{a' \in \mathsf{AExp}_* \mid x \in \mathsf{FV}(a')\}
      kill_{AF}([skip]^{\ell}) = \emptyset
                \text{kill}_{AE}([b]^{\ell}) = \emptyset
\operatorname{gen}_{AE}([x := a]^{\ell}) = \{a' \in \operatorname{AExp}(a) \mid x \notin \operatorname{FV}(a')\}
    \operatorname{gen}_{AE}([\mathbf{skip}]^{\ell}) = \emptyset
              \operatorname{den}_{AE}([b]^{\ell}) = \operatorname{AExp}(b)
                 \mathsf{AE}_{\mathsf{entry}}(\ell) = \begin{cases} \varnothing & \text{if } \ell = \mathsf{init}(S_*) \\ \bigcap \{\mathsf{AE}_{\mathsf{exit}}(\ell') \mid (\ell', \ell) \in \mathsf{flow}(S_*)\} & \text{otherwise} \end{cases}
                     \mathsf{AE}_{\mathsf{exit}}(\ell) = \left(\mathsf{AE}_{\mathsf{entry}}(\ell) \setminus \mathsf{kill}_{\mathsf{AE}}(B^{\ell})\right) \cup \mathsf{gen}_{\mathsf{AE}}(B^{\ell})
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where $B^{\ell} \in blocks(S_*)$

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