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## 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

$$
S: \Sigma \xrightarrow{\phi} \Sigma
$$

where $\phi$ represents the effect of the execution of $S$; in an annotated type system we have

$$
S: \Sigma_{1} \rightarrow \Sigma_{2}
$$

describing that state properties have been transformed

Program Analysis, Winter 2018/19

## Data Flow Analysis

## Intraprocedural Analysis

## Definition (initial and final labels)

we define mappings init: Stmt $\rightarrow \mathbf{L a b}$ and final: Stmt $\rightarrow \mathcal{P}(\mathbf{L a b})$ as follows

$$
\begin{array}{rlrl}
\operatorname{init}\left([x:=a]^{\ell}\right) & =\ell & \text { final }\left([x:=a]^{\ell}\right) & =\{\ell\} \\
\operatorname{init}\left([\mathbf{s k i p}]^{\ell}\right) & =\ell & \text { final }\left([\text { skip }]^{\ell}\right) & =\{\ell\} \\
\operatorname{init}\left(S_{1} ; S_{2}\right) & =\operatorname{init}\left(S_{1}\right) & \text { final }\left(S_{1} ; S_{2}\right)=\text { final }\left(S_{2}\right) \\
\operatorname{init}\left(\text { if }[b]^{\ell} \text { then } S_{1} \text { else } S_{2}\right) & =\ell & \text { final }\left(\mathbf{i f}[b]^{\ell} \text { then } S_{1} \text { else } S_{2}\right)=\text { final }\left(S_{1}\right) \cup \text { final }\left(S_{2}\right) \\
\left.\operatorname{init}(\text { while })[b]^{\ell} \text { do } S\right) & =\ell & \text { final } \left.(\mathbf{w h i l e})[b]^{\ell} \text { do } S\right)=\{\ell\}
\end{array}
$$

## Definition (blocks)

we define the mapping blocks: Stmt $\rightarrow \mathcal{P}$ (Blocks) as follows

$$
\begin{aligned}
\operatorname{blocks}\left([x:=a]^{\ell}\right) & =\left\{[x:=a]^{\ell}\right\} \\
\operatorname{blocks}\left([\mathbf{s k i p}]^{\ell}\right) & =\left\{[\mathbf{s k i p}]^{\ell}\right\} \\
\operatorname{blocks}\left(S_{1} ; S_{2}\right) & =\operatorname{blocks}\left(S_{1}\right) \cup \operatorname{blocks}\left(S_{2}\right)
\end{aligned}
$$

$\operatorname{blocks}\left(\right.$ if $[b]^{\ell}$ then $S_{1}$ else $\left.S_{2}\right)=\left\{[b]^{\ell}\right\} \cup \operatorname{blocks}\left(S_{1}\right) \cup \operatorname{blocks}\left(S_{2}\right)$

$$
\left.\operatorname{blocks}(\text { while })[b]^{\ell} \text { do } S\right)=\left\{[b]^{\ell}\right\} \cup \operatorname{blocks}(S)
$$

and the set of labels in a program

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

## Definition (flows and reverse flows)

we define the function flow: Stmt $\rightarrow \mathcal{P}(\mathbf{L a b} \times \mathbf{L a b})$ as follows

$$
\begin{aligned}
\text { flow }\left([x:=a]^{\ell}\right) & =\varnothing \\
\text { flow }\left([\text { skip }]^{\ell}\right) & =\varnothing \\
\text { flow }\left(S_{1} ; S_{2}\right) & =\operatorname{flow}\left(S_{1}\right) \cup \text { flow }\left(S_{2}\right) \cup\left\{\left(\ell, \operatorname{init}\left(S_{2}\right)\right) \mid \ell \in \operatorname{final}\left(S_{1}\right)\right\}
\end{aligned}
$$

flow $\left(\right.$ if $[b]^{\ell}$ then $S_{1}$ else $\left.S_{2}\right)=$ flow $\left(S_{1}\right) \cup$ flow $\left(S_{2}\right) \cup\left\{\left(\ell\right.\right.$, init $\left.\left.\left(S_{1}\right)\right)\right\} \cup\left\{\left(\ell\right.\right.$, init $\left.\left.\left(S_{2}\right)\right)\right\}$ flow $($ while $)[b]^{\ell}$ do $\left.S\right)=$ flow $(S) \cup\{(\ell, \operatorname{init}(S))\} \cup\left\{\left(\ell^{\prime}, \ell\right) \mid \ell^{\prime} \in\right.$ final $\left.(S)\right\}$

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## Example

$$
[z:=1]^{1} ; \text { while }[x>0]^{2} \text { do }\left([z:=z * y]^{3} ;[x:=x-1]^{4}\right)
$$

## Definition (reverse flows)

we define the function flow ${ }^{\text {R }: ~ S t m t ~} \rightarrow \mathcal{P}(\mathbf{L a b} \times \mathbf{L a b})$ as follows

$$
\operatorname{flow}^{\mathrm{R}}(S)=\left\{\left(\ell, \ell^{\prime}\right) \mid\left(\ell^{\prime}, \ell\right) \in \operatorname{flow}(S)\right\}
$$

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$$

## 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
- $\mathbf{A E x p}_{*}$ represents the non-trivial arithemetic subexpressions in $S_{*}$
- we also write $\operatorname{FV}(a)$ for the set of variables occuring in a


## Available Expression Analysis

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

$$
[x:=a+b]^{1} ;[y:=a * b]^{2} ; \text { while }[y>a+b]^{3} \text { do }\left([a:=a+1]^{4} ;[x:=a+b]^{5}\right)
$$

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

## Example (continued)

$$
\begin{aligned}
\operatorname{kill}_{\mathrm{AE}}\left([x:=a]^{\ell}\right) & =\left\{a^{\prime} \in \operatorname{AExp}_{*} \mid x \in \mathrm{FV}\left(a^{\prime}\right)\right\} \\
\operatorname{kill}_{\mathrm{AE}}\left([\mathbf{s k i p}]^{\ell}\right) & =\varnothing \\
\operatorname{kill}_{\mathrm{AE}}\left([b]^{\ell}\right) & =\varnothing \\
\operatorname{gen}_{\mathrm{AE}}\left([x:=a]^{\ell}\right) & =\left\{a^{\prime} \in \operatorname{AExp}(a) \mid x \notin \mathrm{FV}\left(a^{\prime}\right)\right\} \\
\operatorname{gen}_{\mathrm{AE}}\left([\mathbf{s k i p}]^{\ell}\right) & =\varnothing \\
\operatorname{gen}_{\mathrm{AE}}\left([b]^{\ell}\right) & =\mathbf{A E x p}(b) \\
\operatorname{AE}_{\text {entry }}(\ell) & = \begin{cases}\varnothing & \text { if } \ell=\operatorname{init}\left(S_{*}\right) \\
\bigcap\left\{\operatorname{AE}_{\text {exit }}\left(\ell^{\prime}\right) \mid\left(\ell^{\prime}, \ell\right) \in \operatorname{flow}\left(S_{*}\right)\right\} & \text { otherwise }\end{cases} \\
\operatorname{AE}_{\text {exit }}(\ell) & =\left(\operatorname{AE}_{\text {entry }}(\ell) \backslash \operatorname{kill}_{\mathrm{AE}}\left(B^{\ell}\right)\right) \cup \operatorname{gen}_{\mathrm{AE}}\left(B^{\ell}\right)
\end{aligned} \$
$$

