

Program Analysis (470)

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Program analysis is an automated technique for finding out properties of programs **without** having to execute them.

Static Analysis vs Dynamic Testing

- Compiler Optimisation
- Program Verification
- Security Analysis

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A First Example

Consider the following fragment in *some* procedural language.

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1:  $m \leftarrow 2$ ;  
2: while  $n > 1$  do  
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6: stop
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 $[m \leftarrow 2]^1$ ;  
while  $[n > 1]^2$  do  
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 $[\text{stop}]^5$ 
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We annotate a program such that it becomes clear about what **program point** we are talking about.

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We annotate a program such that it becomes clear about what **program point** we are talking about.

A Parity Analysis

Claim: This program fragment always returns an **even** m , independently of the initial values of m and n .

We can **statically** determine that in any circumstances the value of m at the last statement will be **even** for any input n .

A **program analysis**, so-called parity analysis, can determine this by propagating the even/odd or *parity* information *forwards* from the start of the program.

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Properties

We will assign to each variable one of three properties:

- **even** — the value is known to be even
- **odd** — the value is known to be odd
- **unknown** — the parity of the value is unknown

For both variables m and n we record its parity at each stage of the computation (beginning of each statement).

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Executing the program with *abstract* values, parity, for m and n .

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Important: We can restart the loop!

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Loss of Precision

The analysis of the new program does not give a satisfying result because:

- m could be **even** — if the input $n > 1$, or
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However, even if we fix/require the input to be positive and **even** — e.g. by some suitable conditional assignment — the program analysis still might not be able to accurately predict that m will be **even** at statement **5**.

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Safe Approximations

Such a loss of precision is a common feature of program analysis: many properties that we are interested in are essentially **undecidable** and therefore we cannot hope to detect (all of) them accurately.

We only aim to ensure that the answers/results we obtain by program analysis are at least **safe**, i.e.

- **yes** means *definitely* yes,
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We can identify the following facets of program analysis which we will mostly cover in this course:

- specification,
- implementation,
- correctness,
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The starting point for **data flow analysis** is a representation of the control flow graph of the program: the nodes of such a graph may represent individual statements – as in a flowchart – or sequences of statements; arcs specify how control may be passed during program execution.

The data flow analysis is usually specified as a set of **equations** which associate analysis information with program points which correspond to the nodes in the control flow graph. This information may be propagated *forwards* through the program (e.g. parity analysis) or *backwards*.

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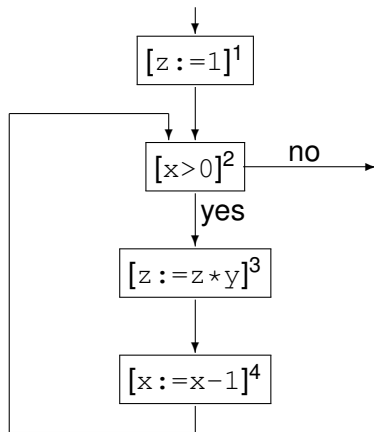
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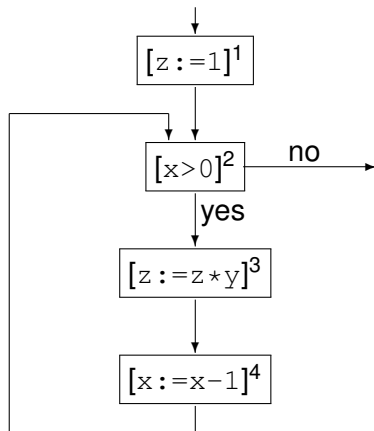
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This allows us to determine the predecessors *pred* and successors *succ* of each statement, e.g. $pred(2) = \{1, 4\}$.

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Reaching Definition (RD) analysis determines which set of definitions (i.e. assignments) are current when control reaches a certain **program point** p .

The analysis can be specified by equations of the form:

$$RD_{entry}(p) = \begin{cases} RD_{init} & \text{if } p \text{ is initial} \\ \bigcup_{p' \in pred(p)} RD_{exit}(p') & \text{otherwise} \end{cases}$$

$$RD_{exit}(p) = (RD_{entry}(p) \setminus kill_{RD}(p)) \cup gen_{RD}(p)$$

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A suitable representation for properties are sets of pairs, where each pair contains a variable x and a program point p : the meaning of the pair (x, p) is that the assignment to x at point p is the current one. The initial value in this case is:

$$RD_{init} = \{(x, ?) \mid x \text{ is a variable in the program}\}$$

Reaching Definitions is a forward analysis and we require the least (most precise) solutions to the set of equations.

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A suitable representation for properties are sets of pairs, where each pair contains a variable x and a program point p : the meaning of the pair (x, p) is that the assignment to x at point p is the current one. The initial value in this case is:

$$RD_{init} = \{(x, ?) \mid x \text{ is a variable in the program}\}$$

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Equations & Solutions

For our initial program fragment

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[ $m \leftarrow 2$ ]1;  
while [ $n > 1$ ]2 do  
    [ $m \leftarrow m \times n$ ]3;  
    [ $n \leftarrow n - 1$ ]4  
end while  
[stop]5
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some of the *RD* equations we get are:

$$RD_{entry}(1) = \{(m, ?), (n, ?)\}$$

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	RD_{entry}	RD_{exit}
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2	$\{(m, 1), (m, 3), (n, ?), (n, 4)\}$	$\{(m, 1), (m, 3), (n, ?), (n, 4)\}$
3	$\{(m, 1), (m, 3), (n, ?), (n, 4)\}$	$\{(m, 3), (n, ?), (n, 4)\}$
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Solving Equations

How can we construct solution to the data flow equations?
Answer: Iteratively, by improving approximations/guesses.

INPUT: Control Flow Graph
i.e. $\text{initial}(p)$, $\text{pred}(p)$.

OUTPUT: Reaching Definitions RD .

METHOD: Step 1: Initialisation
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Some Examples

Some examples of data flow analyses — and the possible applications and optimisations they allow for — are:

- Reaching Definitions — Constant Folding
- Available Expressions — Avoid Re-computations
- Very Busy Expressions — Hoisting
- Live Variables — Dead Code Elimination

- *Information Flow — Computer Security*
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To illustrate the ideas we shall show how Reaching Definitions can be used to perform Constant Folding.

There are two ingredients to this:

- Replace the use of a variable in some expression by a constant if it is known that the value of that variable will always be a constant.
- Simplify an expression by partially evaluating it: subexpressions that contain no variables can be evaluated.

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Constant Folding I

$$RD \vdash [x := a]^\ell \triangleright [x := a[y \mapsto n]]^\ell$$
$$\text{if } \begin{cases} y \in FV(a) \wedge (y, ?) \notin RD_{\text{entry}(\ell)} \wedge \\ \forall (y', \ell') \in RD_{\text{entry}(\ell)} : \\ y' = y \Rightarrow [\dots]^{\ell'} = [y := n]^{\ell'} \end{cases}$$

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Constant Folding II

$$\frac{RD \vdash S_1 \triangleright S'_1}{RD \vdash S_1; S_2 \triangleright S'_1; S_2}$$

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An Example

To illustrate the use of the transformation consider:

$$[x := 10]^1; [y := x + 10]^2; [z := y + 10]^3$$

The (least) solution to the Reaching Definition analysis is:

$$RD_{entry}(1) = \{(x, ?), (y, ?), (z, ?)\}$$

$$RD_{exit}(1) = \{(x, 1), (y, ?), (z, ?)\}$$

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We have for example the following:

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and therefore the rules for sequential composition allow us to do the following transformation:

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Transformation

We can continue this kind of transformation and obtain:

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Additional Issues

The above example shows that optimisation is in general the result of a number of successive transformations.

$$RD \vdash S_1 \triangleright S_2 \triangleright \dots \triangleright S_n.$$

This could be costly because once S_1 has been transformed into S_2 we might have to *re-compute* the Reaching Definition analysis before the next transformation step can be done.

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- Abstract Interpretation
- Further Topics

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Examination: Sometime in Week 11

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