

# Program Analysis (70020)

## Overview

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Spring 2026

Lectures: 13 January until 26 February 2026

Lecture Theatre 144 on Tuesday (4pm-6pm)  
and Thursday (2pm-4pm).

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Coursework Test II: Tue 17 February, 16:00

Examination: Week 11, 16–20 March 2026

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- ▶ Security Analysis

Unfortunately, the achieving the aims of (static) program analysis tend to be computationally extremely hard.

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**Rice Theorem** Any **non-trivial** program property is undecidable.

The approach is to find terminating algorithms for program analysis while not always finding a “meaningful” solution.

# Fermat's Program – Terminates?

```
1: try ← true;  
2: x ← 1;  
3: while try do  
4:     y ← 1;  
5:     while  $y \leq x$  && try do  
6:         z ← 1;  
7:         while  $z \leq y$  && try do  
8:             try ←  $x^3 + y^3 \neq z^3$   
9:             z ← z + 1;  
10:            end while  
11:            y ← y + 1;  
12:        end while  
13:        x ← x + 1;  
14:    end while
```

## Collatz Problem – Unknown

Take an integer  $x$  and compute a sequence of updates:

```
1: while  $x \neq 1$  do
2:   if  $x \bmod 2 = 0$  then
3:      $x \leftarrow x/2;$ 
4:   else
5:      $x \leftarrow 3 \times x + 1$ 
6:   end if
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Currently it is unknown whether this terminates for **all**  $x$ .

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## A First Example

Consider the following fragment in *some* procedural language.

```
1:  $m \leftarrow 2;$ 
2: while  $n > 1$  do
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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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1:  $m \leftarrow 2;$   
2: **while**  $n > 1$  **do**  
3:      $m \leftarrow m \times n;$   
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5: **end while**  
6: **stop**

$[m \leftarrow 2]^1;$   
**while**  $[n > 1]^2$  **do**  
     $[m \leftarrow m \times n]^3;$   
     $[n \leftarrow n - 1]^4$   
**end while**  
**[stop]**<sup>5</sup>

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

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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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- ▶ **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**.

```
1: m  $\leftarrow$  2;  
2: while n  $>$  1 do  
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Important: We can restart the loop!

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The first program computes 2 times the factorial for any positive value of **n**. Replacing '2' by '1' in the first statement gives:

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2: while n > 1 do                      ▷  $\text{odd}(m) - \text{unknown}(n)$   
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6: stop                                     ▷ odd(m) – unknown(n)
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i.e. the factorial – but then the program analysis is unable to tell us anything about the parity of **m** at the end of the execution.

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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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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.

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- ▶ **yes** means *definitely yes*,
- ▶ **no** means *maybe no*.

## Data Flow Analysis

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.

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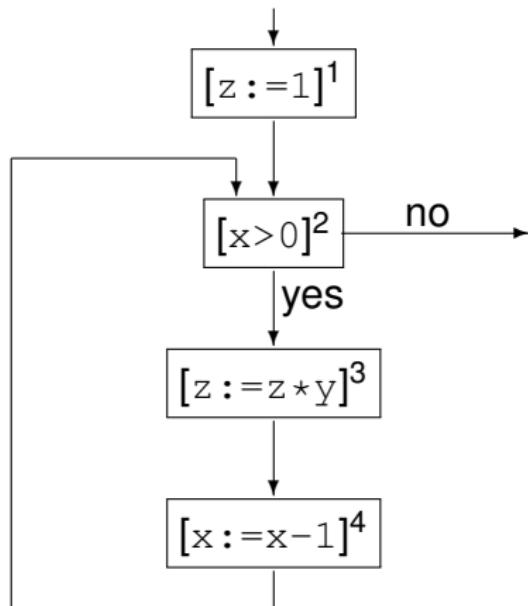
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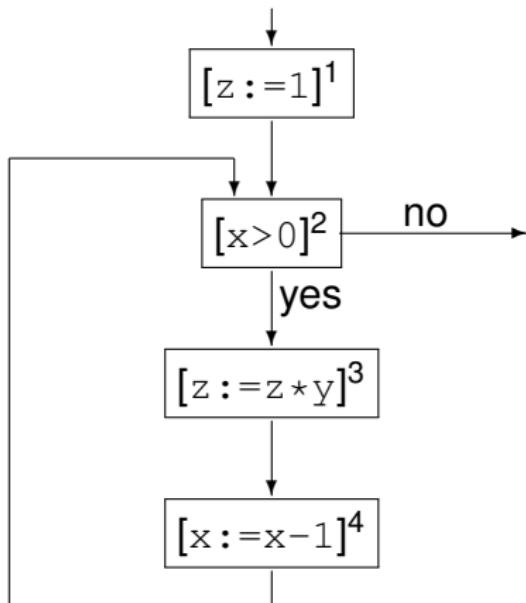
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When the control flow graph is not explicitly given, we need a preliminary **control flow analysis**

# Control Flow Information



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

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

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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:

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

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

## Analysis Information

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

# Equations & Solutions

For our initial program fragment

```
[ $m \leftarrow 2$ ]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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# Equations & Solutions

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some of the *RD* equations we get are:

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

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	$\text{RD}_{\text{entry}}$	$\text{RD}_{\text{exit}}$
1	$\{(\textcolor{blue}{m}, ?), (\textcolor{blue}{n}, ?)\}$	$\{(\textcolor{blue}{m}, 1), (\textcolor{blue}{n}, ?)\}$
2	$\{(\textcolor{blue}{m}, 1), (\textcolor{blue}{m}, 3), (\textcolor{blue}{n}, ?), (\textcolor{blue}{n}, 4)\}$	$\{(\textcolor{blue}{m}, 1), (\textcolor{blue}{m}, 3), (\textcolor{blue}{n}, ?), (\textcolor{blue}{n}, 4)\}$
3	$\{(\textcolor{blue}{m}, 1), (\textcolor{blue}{m}, 3), (\textcolor{blue}{n}, ?), (\textcolor{blue}{n}, 4)\}$	$\{(\textcolor{blue}{m}, 3), (\textcolor{blue}{n}, ?), (\textcolor{blue}{n}, 4)\}$
4	$\{(\textcolor{blue}{m}, 3), (\textcolor{blue}{n}, ?), (\textcolor{blue}{n}, 4)\}$	$\{(\textcolor{blue}{m}, 3), (\textcolor{blue}{n}, 4)\}$
5	$\{(\textcolor{blue}{m}, 1), (\textcolor{blue}{m}, 3), (\textcolor{blue}{n}, ?), (\textcolor{blue}{n}, 4)\}$	$\{(\textcolor{blue}{m}, 1), (\textcolor{blue}{m}, 3), (\textcolor{blue}{n}, ?), (\textcolor{blue}{n}, 4)\}$

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METHOD: Step 1: Initialisation  
Step 2: Iteration

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- ▶ *Shape Analysis — Pointer Analysis — etc.*

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## Code Optimisation

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.

# Constant Folding I

$$RD \vdash [ \ x := a ]^\ell \triangleright [ \ x := a[y \mapsto n] ]^\ell$$

$$\text{if } \left\{ \begin{array}{l} y \in FV(a) \wedge (y, ?) \notin RD_{entry}(\ell) \wedge \\ \forall (y', \ell') \in RD_{entry}(\ell) : \\ \quad y' = y \Rightarrow [\dots]^{\ell'} = [y := n]^{\ell'} \end{array} \right.$$

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$$RD \vdash [x := a]^\ell \triangleright [x := n]^\ell$$

$$\text{if } \begin{cases} FV(a) = \emptyset \wedge a \text{ is not constant} \wedge \\ a \text{ evaluates to } n \end{cases}$$

## 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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$$\frac{RD \vdash S_1 \triangleright S'_1}{RD \vdash \mathbf{if} [b]^\ell \mathbf{then} S_1 \mathbf{else} S_2 \triangleright \mathbf{if} [b]^\ell \mathbf{then} S'_1 \mathbf{else} S_2}$$

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$$\frac{RD \vdash S \triangleright S'}{RD \vdash \mathbf{while} [b]^\ell \mathbf{do} S \triangleright \mathbf{while} [b]^\ell \mathbf{do} S'}$$

## An Example

To illustrate the use of the transformation consider:

[  $x := 10$  ]<sup>1</sup>; [  $y := x + 10$  ]<sup>2</sup>; [  $z := y + 10$  ]<sup>3</sup>

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

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

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

$$RD_{entry}(2) = \{(\textcolor{blue}{x}, 1), (\textcolor{blue}{y}, ?), (\textcolor{blue}{z}, ?)\}$$

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$$RD_{entry}(3) = \{(\textcolor{blue}{x}, 1), (\textcolor{blue}{y}, 2), (\textcolor{blue}{z}, ?)\}$$

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

$$RD \vdash [x := 10]^1; [y := x + 10]^2; [z := y + 10]^3 \triangleright [x := 10]^1; [y := 10 + 10]^2; [z := y + 10]^3$$

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after which no more steps are possible.

## Additional Issues

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

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It could also be the case that different sequences of transformations either lead to different end results or are of very different length.

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It requires formal (mathematical) proof whether an **analysis** (or **program transformation**) is **correct** with respect to some model of execution or semantics.

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This course will mostly be concerned with intuitive or light-weight semantics when it comes to the “meaning” of a program and the correctness of a program analysis.

# Modelling and Specification

## Architecture and Structural Engineering

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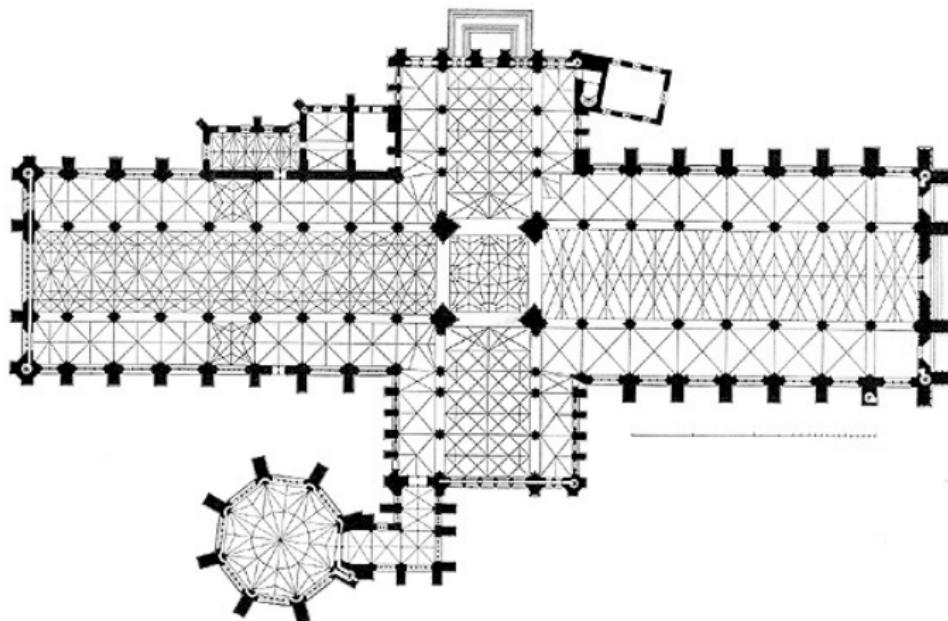


Figure: York Minster

## Topics Covered – Executive Summary

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