



LUND
UNIVERSITY

EDAP15: Program Analysis

DATAFLOW ANALYSIS 3

Christoph Reichenbach



Welcome back!

- ▶ No new homework this week
- ▶ Questions?

Monotonicity Revisited

- ▶ f is monotonic (wrt \sqsubseteq) iff:

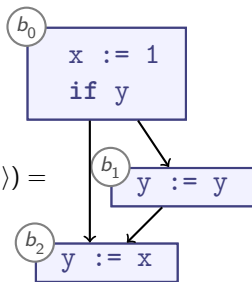
$$x \sqsubseteq y \implies f(x) \sqsubseteq f(y)$$

- ▶ What does this tell us about $f(f(x))$ vs. $f(x)$?
- ▶ No direct connection to fixpoints!

Naïve Iteration Revisited

Analysis on
 $\mathbb{Z}_{\perp}^T \times \mathbb{Z}_{\perp}^T$

$$trans_{all}(\langle \mathbf{in}_0, \mathbf{out}_0, \mathbf{out}_1, \mathbf{out}_2 \rangle) = \left\langle \begin{array}{l} \mathbf{in}_0, \\ trans_0(\mathbf{out}_0), \\ trans_1(\mathbf{out}_1), \\ trans_2(\mathbf{out}_0 \sqcup \mathbf{out}_1) \end{array} \right\rangle$$



$$trans_0(\{x \mapsto v_x, y \mapsto v_y\}) = \{x \mapsto \mathbf{1}, y \mapsto v_y\}$$

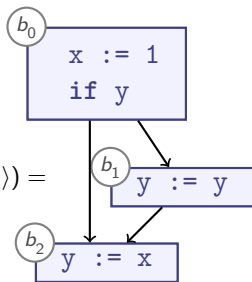
$$trans_1(S) = S$$

$$trans_2(\{x \mapsto \mathbf{v}_x, y \mapsto v_y\}) = \{x \mapsto v_x, y \mapsto \mathbf{v}_x\}$$

	\mathbf{l}	$trans_{all}^1(\mathbf{l})$	$trans_{all}^2(\mathbf{l})$	$trans_{all}^3(\mathbf{l})$
\mathbf{in}_0	\perp	\perp	\perp	\perp
\mathbf{out}_0	\perp	$x \mapsto \mathbf{1}$	$x \mapsto \mathbf{1}$	$x \mapsto \mathbf{1}$
\mathbf{out}_1	\perp	\perp	$x \mapsto \mathbf{1}$	$x \mapsto \mathbf{1}$
\mathbf{out}_2	\perp	\perp	$x \mapsto \mathbf{1}, y \mapsto \mathbf{1}$	$x \mapsto \mathbf{1}, y \mapsto \mathbf{1}$

Naïve Iteration Revisited

Analysis on
 $\mathbb{Z}_{\perp}^T \times \mathbb{Z}_{\perp}^T$



$$\begin{aligned} trans_0(\{x \mapsto v_x, y \mapsto v_y\}) \\ = \{x \mapsto \mathbf{1}, y \mapsto v_y\} \end{aligned}$$

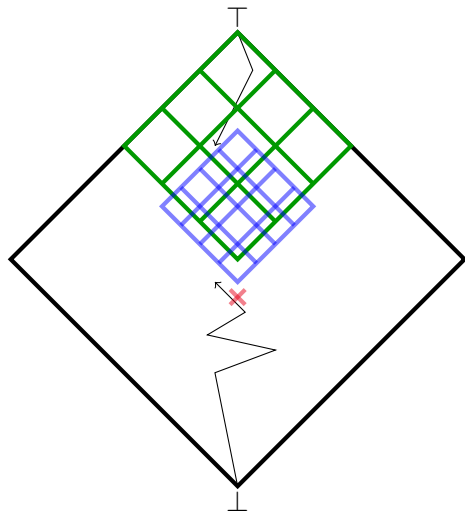
$$trans_{all}(\langle \mathbf{in}_0, \mathbf{out}_0, \mathbf{out}_1, \mathbf{out}_2 \rangle) = \left\langle \begin{array}{l} \mathbf{in}_0, \\ trans_0(\mathbf{out}_0), \\ trans_1(\mathbf{out}_1), \\ trans_2(\mathbf{out}_0 \sqcup \mathbf{out}_1) \end{array} \right\rangle$$

$$trans_1(S) = S$$

$$\begin{aligned} trans_2(\{x \mapsto \mathbf{v}_x, y \mapsto v_y\}) \\ = \{x \mapsto v_x, y \mapsto \mathbf{v}_x\} \end{aligned}$$

	I	$trans_{all}^1(\mathbf{I})$	$trans_{all}^2(\mathbf{I})$	$trans_{all}^3(\mathbf{I})$
in₀	T	T	T	T
out₀	T	$x \mapsto \mathbf{1}, y \mapsto \top$	$x \mapsto \mathbf{1}, y \mapsto \top$	$x \mapsto \mathbf{1}, y \mapsto \top$
out₁	T	T	$x \mapsto \mathbf{1}, y \mapsto \top$	$x \mapsto \mathbf{1}, y \mapsto \top$
out₂	T	T	T	$x \mapsto \mathbf{1}, y \mapsto \mathbf{1}$

Least Fixed Point vs MFP



MFP

Naïve Iteration

MOP

Summary

- ▶ **MFP**

- ▶ Efficient
- ▶ Fixpoint \sqsubseteq starting point

- ▶ **Naïve fixpoint iteration**

- ▶ Fixpoint may be *above* or *below* starting point

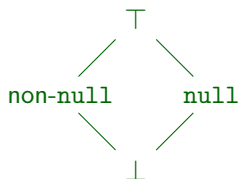
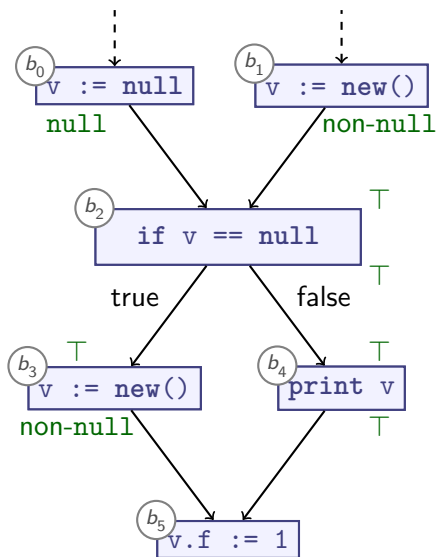
- ▶ **MOP**

- ▶ One fixpoint, no “starting point”
- ▶ Maximal Precision
- ▶ Undecidable in general
- ▶ This list of fixpoint algorithms is not exhaustive
- ▶ Different fixpoint lattices per algorithm
- ▶ All fixpoints are sound overapproximations

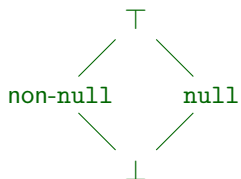
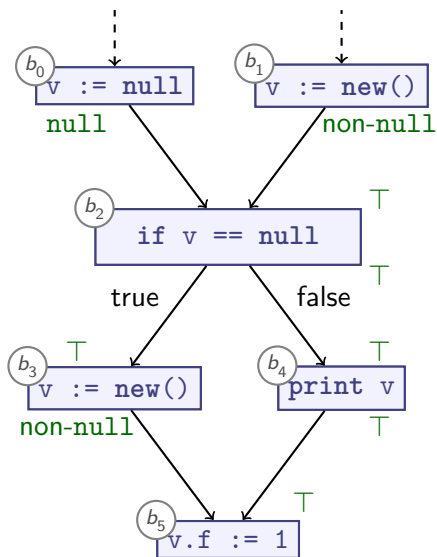
Dimensions of Data Flow

- ▶ Data Flow analysis is highly versatile
- ▶ Scalable by adjusting:
 - ▶ Lattice and transfer functions
 - ▶ Treatment of subroutine calls
 - ▶ Data representation
- ▶ Today we explore four dimensions of scalability:
 - ▶ **More precision:** Control- and Path sensitivity
 - ▶ **More speed:** Gen/Kill sets
 - ▶ **Infinite lattices:** Widening
 - ▶ **Subroutines**

Control Sensitivity

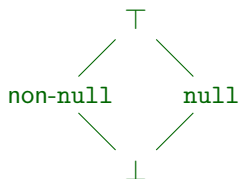
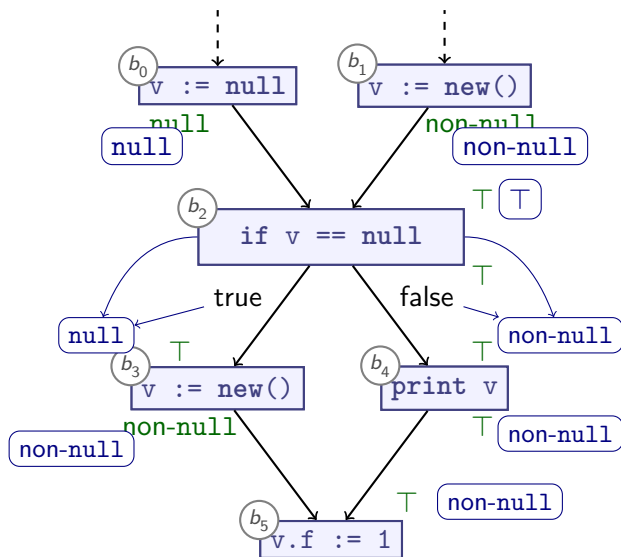


Control Sensitivity



control insensitive

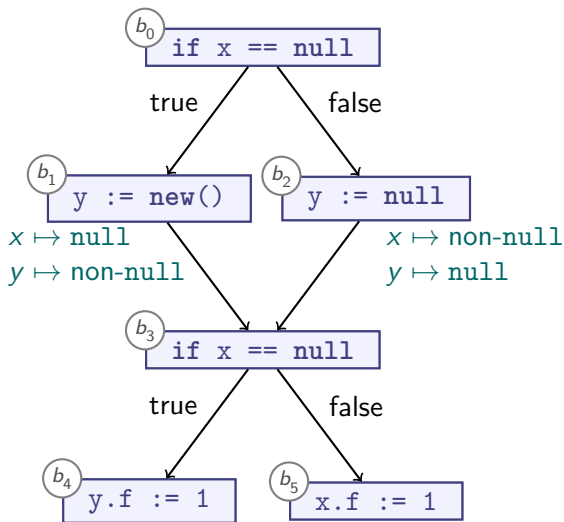
Control Sensitivity



control insensitive

control sensitive

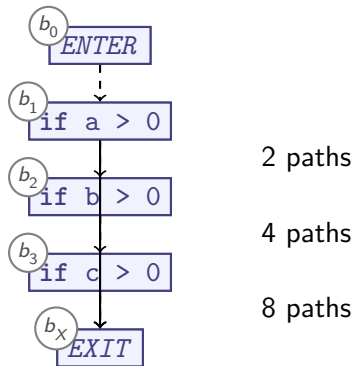
Multiple Conditionals



Should we carry path information across merge points?

Path Sensitivity

proc f(a, b, c)

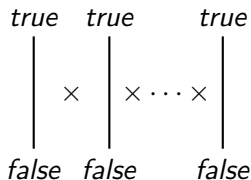


Number of paths grows exponentially

Summary

- ▶ **Control sensitive** analysis considers conditionals:
 - ▶ May propagate different information along different edges:
 - ▶ **if** P :
 - ▶ Special transfer function for '**assert** P ' on 'true' edge
 - ▶ Special transfer function for '**assert** not P ' on 'false' edge
- ▶ **Path sensitive** analysis considers one sequence of CFG edges (execution path) at a time:
 - ▶ May propagate different information along different paths
 - ▶ High precision possible, but must cover *all* paths
 - ▶ Number of paths $O(\# \text{ of conditionals})$
 - ▶ Avoid exponential blow-up by merging (as before)
 - ▶ Path-sensitive procedure summaries might require exponential number of cases
 - ▶ *Usually* not practical

Product Lattices over Binary Lattices



- ▶ Recall binary lattices:
 - ▶ $\top = \text{true}$
 - ▶ $\perp = \text{false}$
 - ▶ $\sqcup = \text{logical "or"}$
 - ▶ $\sqcap = \text{logical "and"}$
- ▶ Computer hardware can compute \sqcup , \sqcap of multiple lattices in parallel:
 - ▶ Bitwise or/and
 - ⇒ Highly efficient
- ▶ Can represent other lattices efficiently, too

Give rise to highly efficient *Gen-/Kill-Set* based program analysis

Dataflow Analysis

Analyse properties of variables or basic blocks

Examples in practice:

▶ *Live Variables*

Is this variable ever read?

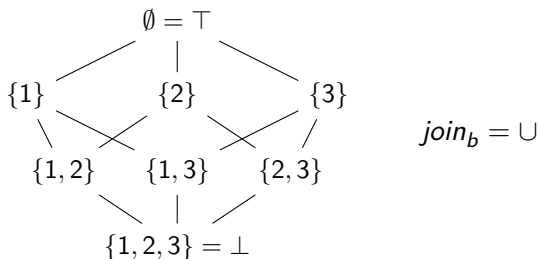
▶ *Reaching Definitions*

What are the possible values for this variable?

▶ *Available Expressions*

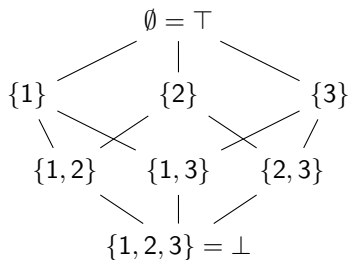
What variable definitely has which expression?

Analyses on Powersets (1/2)

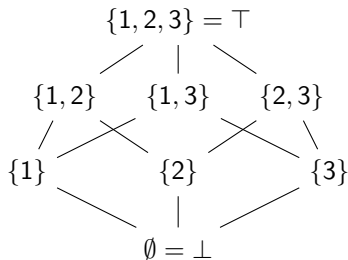


- ▶ Common: 'Which elements of S are possible / necessary?'
 - ▶ $S \subseteq \mathbb{Z}$ (*Reaching Definitions*)
 - ▶ $S = \text{Numeric Constants in code} \cup \{0, 1\}$
 - ▶ $S = \text{Variables}$ (*Live Variables*)
 - ▶ $S = \text{Program Locations}$ (*alt. Reaching Definitions*)
 - ▶ $S = \text{Types}$
- ▶ Abstract Domain: Powerset $\mathcal{P}(S)$
 - ▶ Finite iff S is finite

Analyses on Powersets (2/2)



$$\text{join}_b = \cup$$



$$\text{join}_b = \cap$$

- ▶ join_b can be \cup or \cap
- ▶ \cup :
 - ▶ Property that is true over *any* path
 - ▶ **May**-analysis (e.g., Reaching Definitions)
- ▶ \cap :
 - ▶ Property that is true over *all* paths
 - ▶ **Must**-analysis

Gen-Sets and Kill-Sets

- ▶ Many transfer functions $trans_b$ have the following form:
 - ▶ Remove set of options $kill_{x,b}$ from each variable x
 - ▶ Add set of options $gen_{x,b}$ to each variable x
 - ▶ Don't depend on other variables

$$trans_b(\{x \mapsto A, \dots\}) = \{x \mapsto (A \setminus kill_{x,b}) \cup gen_{x,b}, \dots\}$$

- ▶ Bit-vector implementation:
 - ▶ $A \setminus B$: bitwise-AND and bitwise-NOT
 - ▶ $A \cup B$: bitwise-OR
- ▶ Examples:
 - ▶ *Reaching Definitions* on finite domain
 - ▶ *gen*: assignment to var in current basic block
 - ▶ *kill*: other existing assignments to same var
 - ▶ *Live Variables*
 - ▶ *gen*: used variables
 - ▶ *kill*: overwritten variables

Gen/Kill: Available Expressions

“Which expressions do we currently have evaluated and stored?”

C

```
int x = 3 + z;  
int y = 2 + z;  
if (z > 0) {  
    x = 4;  
}  
f(2 + z); // Can re-use y here!
```

- ▶ Forward analysis
- ▶ *gen*: any expression assigned to the variable
- ▶ *kill*: any other expression
- ▶ $join_b = \cap$

Gen/Kill: Very Busy Expressions

“Which expression do we definitely need to evaluate at least once?”

C

```
// (x / 42) is very busy: (A),(B)
if (z > 0) {
    x = 4 + x / 42; // (A)
    y = 1;
} else {
    x = x / 42; // (B)
}
g(x);
```

- ▶ Backward analysis
- ▶ *gen*: any expression assigned to the variable
- ▶ *kill*: any other expression
- ▶ $join_b = \cap$

Summary

- ▶ Common: Abstract Domain is powerset of some set S
- ▶ Transfer function $trans_b$:

$$trans_b(\{x \mapsto A, \dots\}) = \{x \mapsto (A \setminus kill_{x,b}) \cup gen_{x,b}, \dots\}$$

- ▶ $kill$: 'Kill set': Entries of S to remove
- ▶ gen : 'Gen set': Entries of S to add
- ▶ $join_b$ is \cup or \cap
- ▶ Often admits very efficient implementation

	May	Must
Forward	Reaching Definitions	Available Expressions
Backward	Live Variables	Very Busy Expressions

Numerical Domains

Teal

```
// valid index range: [0, 2]
var a := [1, 2, 3];
var i := 0;
var result = 0;
while i <= 3 {
  result += a[i];
  i := i + 1;
}
```

- ▶ Bug: i may be 3, and out of bounds for a
- ▶ Analysis: Compute bounding intervals $[min, max]$
 - ▶ **Interval Abstract Domain**
- ▶ $i : [0, 3]$

Numerical Domains

Teal

```
var a := [1, 2, 3];
var i := 0;
var r i: [0,2] new array[int](3);
while i < 3 {
  var j := 0;
  var c : j: [0,2]
  while j < 3 - i {
    c := c + a[i + j];
    i + j: [0,4]
    j := j + 1;
  }
  result[i] := c;
  i := i + 1;
}
```

Out of bounds?

- ▶ Guarantee: $j < 3 - i$
 $\implies j + i < 3$
- ▶ Array access is safe!
- ▶ Analysis must capture relations between variables
 - ▶ **Octagon Abstract Domain**

Numerical Domains

- ▶ **Interval Abstract Domain**

- ▶ Constraints: $x \in [min_x, max_x]$

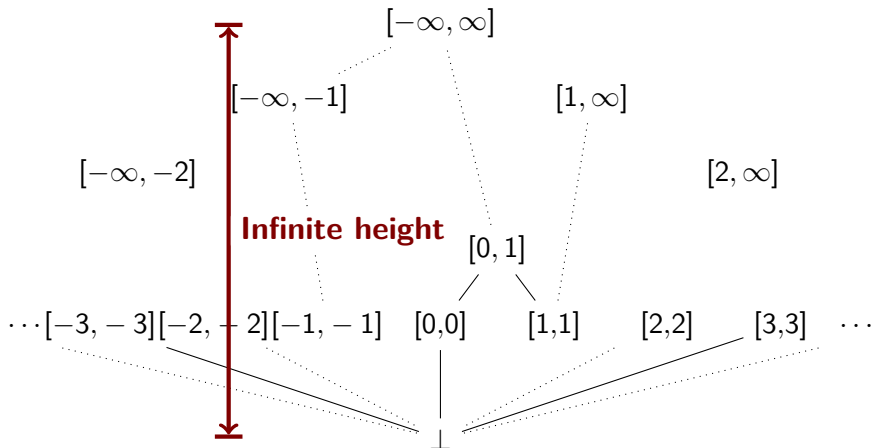
- ▶ **Octagon Abstract Domain**

- ▶ Constraints: $\pm x \pm y \leq c$
- ▶ (x, y variables, c constant number)

- ▶ **Polyhedra Abstract Domain**

- ▶ $c_1x_1 + c_2x_2 + \dots + c_nx_n \leq c_0$
 - ▶ $c_1x_1 + c_2x_2 + \dots + c_nx_n = c_0$
- ▶ Increasingly powerful, increasingly expensive to analyse

Interval Domain

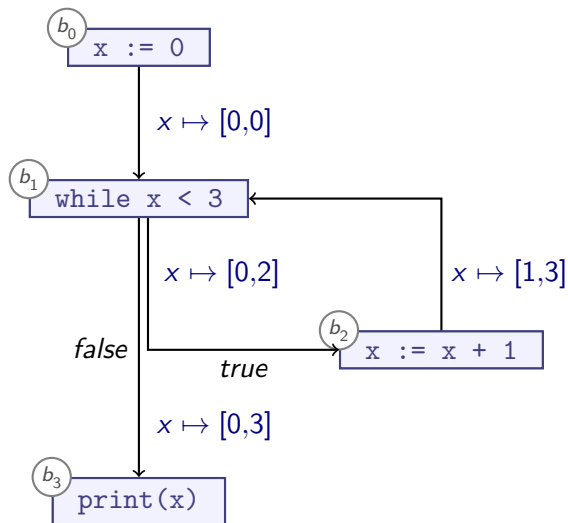


- ▶ $\top = [-\infty, \infty]$
- ▶ $[l_1, r_1] \sqcup [l_2, r_2] = [\min(l_1, l_2), \max(r_1, r_2)]$

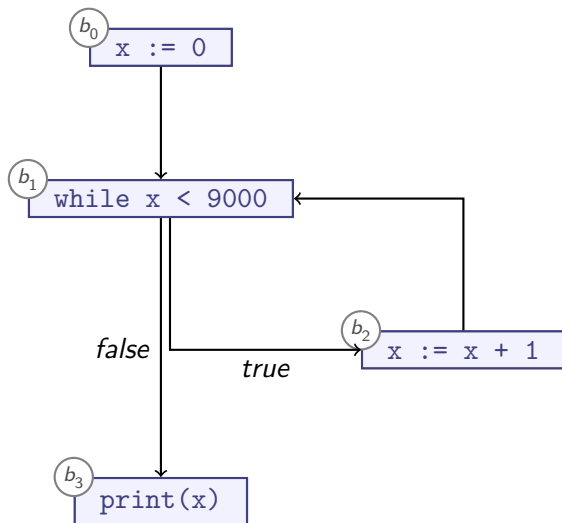
Summary

- ▶ Numerical Abstract Domains capture linear relations between variables and constants
 - ▶ **Interval Abstract Domain:** $x \in [min_x, max_x]$
 - ▶ Octagon Abstract Domain: $\pm x \pm y \leq c$
 - ▶ Polyhedra Abstract Domain: Arbitrary linear relationships
- ▶ Infinite Domain height: No termination guarantee with our current tools

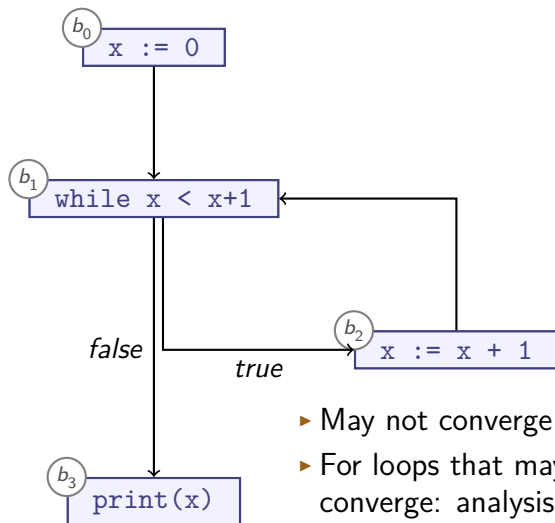
Applying the Interval Domain



Applying the Interval Domain

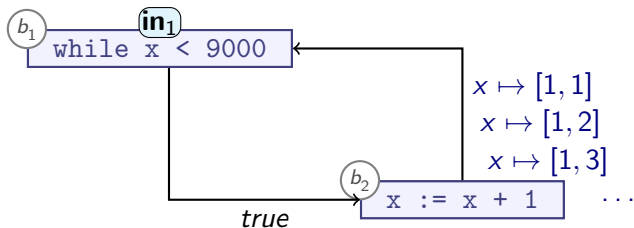


Applying the Interval Domain



- ▶ May not converge
- ▶ For loops that may take long to converge: analysis is slow

Widening



- ▶ Inefficient: no reason to assume 2, 3, ... will help us converge
- ▶ Detection: when updating `in1`:
 - ▶ Check if we have converged
 - ▶ Otherwise, **widen**

$$v_1 \nabla v_2 = \begin{cases} v_1 & \iff v_1 = v_2 \\ \mathbf{widen}(v_1 \sqcup v_2) & \iff v_1 \neq v_2 \end{cases}$$

- ▶ For a suitable **widen** function

Widening Functions

- ▶ For convergence: satisfy Ascending Chain Condition on:

$$v_{i+1} = \mathbf{widen}(v_i)$$

- ▶ Suitable functions for Interval Domain?

- ▶ $\mathbf{widen}_{\top}(v) = \top$
 - ▶ Very conservative
 - ▶ Ensures convergence
- ▶ $\mathbf{widen}_{10000}([l,r]) = [l - 10000, r + 10000]$
 - ▶ *No convergence*: still allows infinite ascending chain
- ▶ $\mathbf{widen}_{\mathcal{K}}([l,r]) = [\max(\{v \in \mathcal{K} \mid v < l\}), \min(\{v \in \mathcal{K} \mid v > r\})]$
 - ▶ Ensures convergence *iff* \mathcal{K} is finite
 - ▶ Must pick “good” \mathcal{K}
 - ▶ Common strategy:
 $\mathcal{K} = \{-\infty, \infty\} \cup$ all numeric literals in program
Our example: $\mathcal{K} = \{-\infty, 0, 1, 9000, \infty\}$

```
var x := 0;
while x < 9000 {
    x := x + 1;
}
```


Summary

- ▶ **Widening** allows us to use infinite domains \mathcal{L}
- ▶ Use **widen** function
 - ▶ **widen** must satisfy Ascending Chain Condition on \mathcal{L}
 - ▶ **widen**(\mathcal{L}) generates finite lattice
- ▶ Widening operator ∇ applies **widen** function iff needed
- ▶ Approach:
 - 1 Before analysis runs: we design analysis on infinite-height lattice
 - 2 When analysis runs on concrete program:
 - 3 **widen** constructs finite-height lattice specific to program
 - 4 ∇ applies **widen** on demand
 - ▶ MFP: When updating: $\mathbf{in}_i := \mathbf{in}_i \nabla \mathbf{out}_j$

Inter- vs. Intra-Procedural Analysis

- ▶ **Intra**procedural: Within one procedure
 - ▶ Data flow analysis so far
- ▶ **Inter**procedural: Across multiple procedures
 - ▶ Type Analysis, especially. with polymorphic type inference

Limitations of Intra-Procedural Analysis

Teal-0

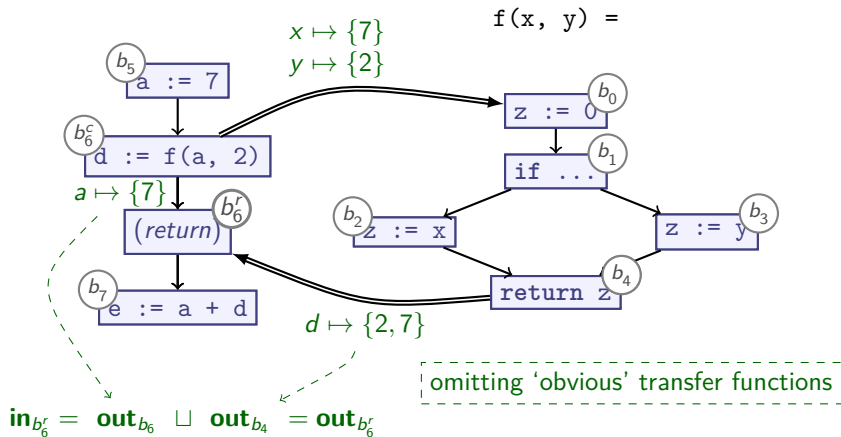
```
a := 7;  
d := f(a, 2);  
e := a + d;
```

Teal-0

```
fun f(x, y) = {  
  z := 0;  
  if x > y {  
    z := x;  
  } else {  
    z := y;  
  }  
  return z;  
}
```

How can we compute Reachable Definitions here?

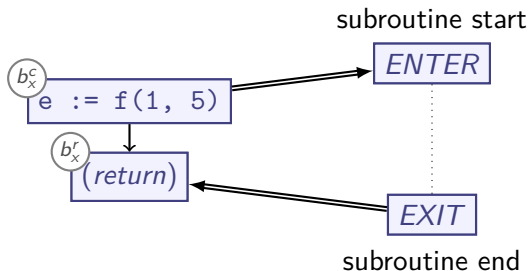
A Naïve Inter-Procedural Analysis



► $\text{out}_{b_7}: e \mapsto \{9, 14\}$

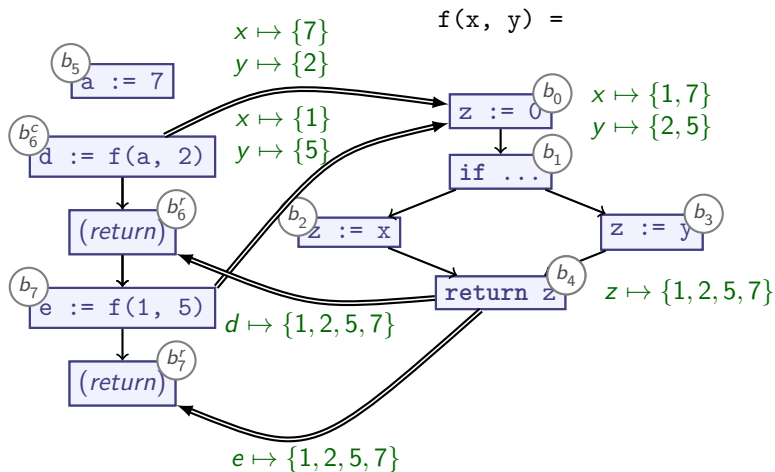
Works rather straightforwardly!

Inter-Procedural Data Flow Analysis



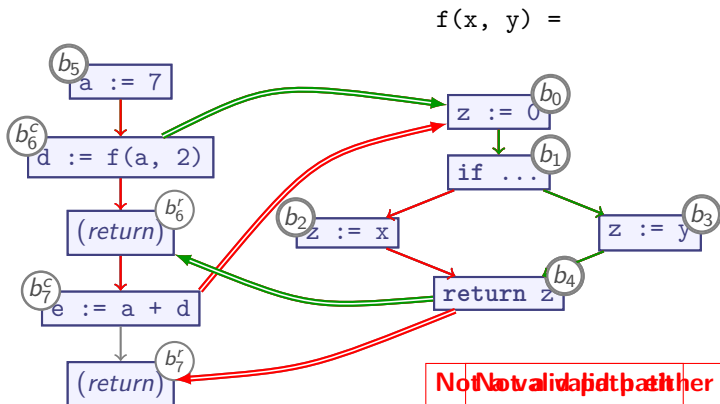
- ▶ Split call sites b_x into *call* (b_x^c) and *return* (b_x^r) nodes
- ▶ Intra-procedural edge $b_x^c \rightarrow b_x^r$ carries environment/store
- ▶ Inter-procedural edge (\Rightarrow):
 - ▶ Caller \Rightarrow subroutine, substitutes parameters (for pass-by-value)
 - ▶ Caller \Leftarrow return, substitutes result (for pass-by-result)
 - ▶ Otherwise as intra-procedural data flow edge

A Naïve Inter-Procedural Analysis



Imprecision!

Valid Paths



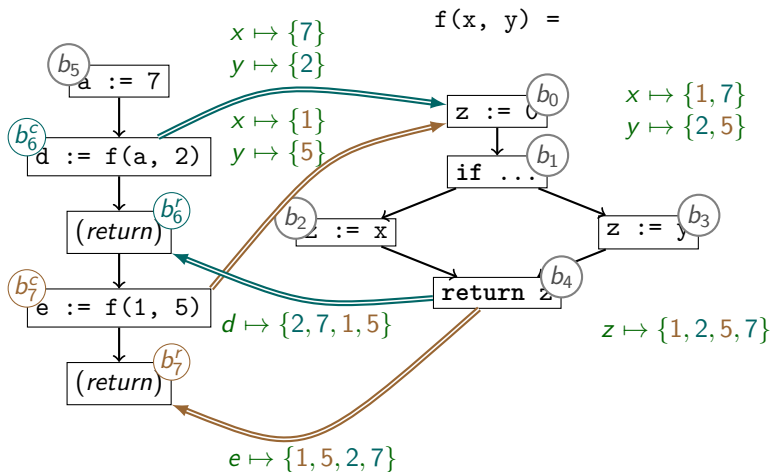
► $[b_5, b_6^c, b_0, b_1, b_3, b_4, b_6^r]$

Context-sensitive interprocedural analyses consider only valid paths

Summary

- ▶ **Intraprocedural** Data Flow Analysis is highly imprecise with subroutine calls
- ▶ **Interprocedural** Data Flow Analysis is more precise:
 - ▶ Split call site into call site + return site
 - ▶ Add flow edges between call sites, subroutine entry
 - ▶ Add flow edges between subroutine return, return site
 - ▶ Carry environment from call site to return site
- ▶ Interprocedural analysis must typically consider the entire program
 - ⇒ **whole-program analysis**
- ▶ Naïve interprocedural analysis is **call-site insensitive**
 - ▶ Merge all callers into one
 - ▶ Analyses paths that are not **valid** ⇒ imprecision

Interprocedural Data Flow Analysis

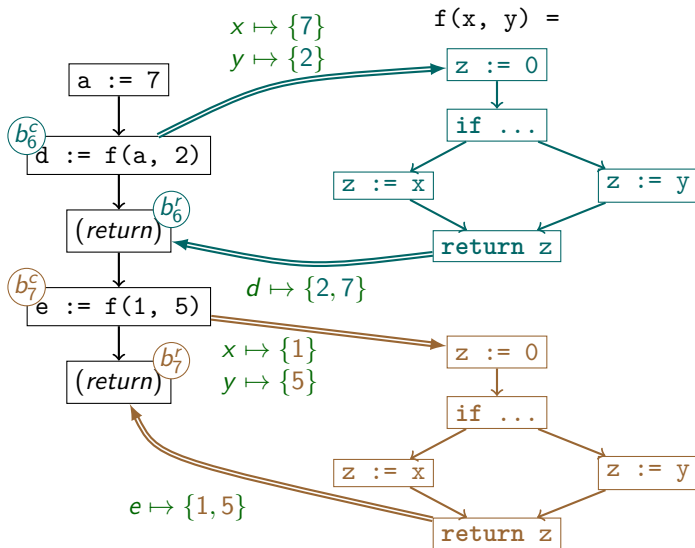


Call-site insensitive: analysis merges all callers to $f()$

Interprocedural Data Flow Analysis

- ▶ Call-site insensitive
- ▶ Call-site sensitive
 - 1 Via **Inlining** or **AST cloning**
 - 2 Via Call Strings

Inlining

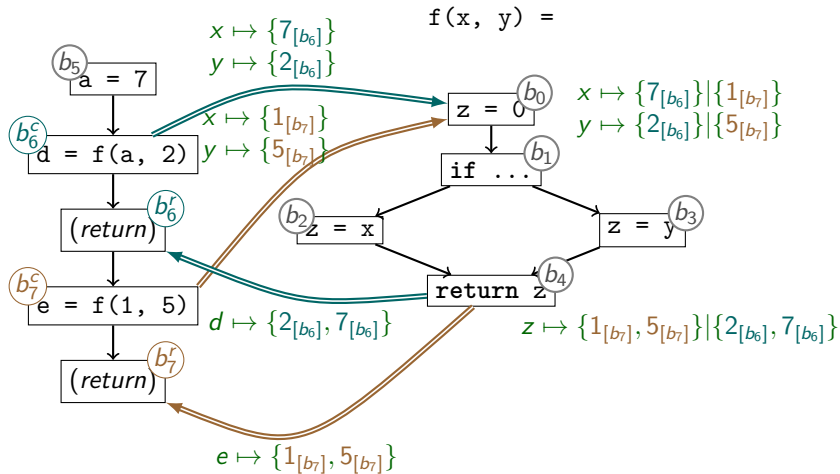


Clone subroutine IRs for each *calling context*

Interprocedural Data Flow Analysis

- ▶ Call-site insensitive
- ▶ Call-site sensitive
 - 1 Via Inlining
 - 2 Via **Call Strings**

Call Strings of Length 1



Degrees of Call-Site Sensitivity

- ▶ We used call sites to make call sites explicit:
 - ▶ $[b_6]$ in $2_{[b_6]}$
- ▶ Generalisation:
 - ▶ *Call Strings* support deeper nesting
 - ▶ Examples: $[b_0, b_6]$, $[b_1, b_6]$

Teal

```
fun g(y: int): int = { return y }
fun f(x: int): int = {
  return g(x) // b6
             + g(5); // b7
}
...
f(1); // b0
f(2); // b1
```

Must bound length of call strings to ensure termination

Summary

- ▶ Strategies for call-site sensitive analysis
- ▶ **Inlining**
 - ▶ Copy subroutine bodies for each caller
 - ▶ Not usually efficient, unless part of compiler backend (which has already decided to inline)
 - ▶ Problematic with recursion
- ▶ **Call Strings**
 - ▶ Call string length:
 - ▶ Unbounded: Maximum precision, may not terminate with recursion
 - ▶ Bounded to length k : k degrees of call site sensitivity (speed/precision trade-off)

Outlook

- ▶ No new homework this week
- ▶ Next Week: Heap Analysis

`http://cs.lth.se/EDAP15`