



LUND
UNIVERSITY

EDAP15: Program Analysis

WHY POINTER ANALYSIS

Christoph Reichenbach



Our Memory Modelling Until Now

- ▶ Our analyses so far have considered:
 - ▶ Static Variables
 - ▶ Local (stack-dynamic) Variables
 - ▶ (Stack-dynamic) parameters

Our Memory Modelling Until Now

- ▶ Our analyses so far have considered:
 - ▶ Static Variables
 - ▶ Local (stack-dynamic) Variables
 - ▶ (Stack-dynamic) parameters

Missing: heap variables!

Example Program

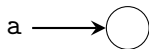
Example

```
a := new();  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```

Example Program

Example

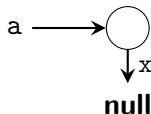
```
a := new(); // ←  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```



Example Program

Example

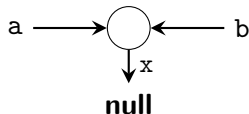
```
a := new();  
a.x := null; // ←  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```



Example Program

Example

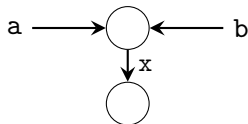
```
a := new();  
a.x := null;  
b := a;      // ←  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```



Example Program

Example

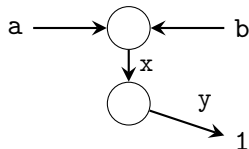
```
a := new();  
a.x := null;  
b := a;  
b.x := new(); // ←  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```



Example Program

Example

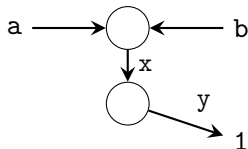
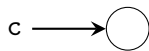
```
a := new();  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1; // ←  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```



Example Program

Example

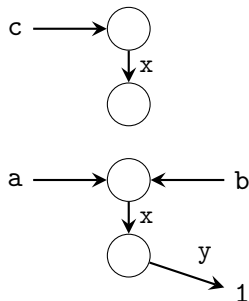
```
a := new();  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new(); // ←  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```



Example Program

Example

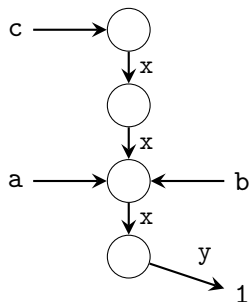
```
a := new();  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new(); // ←  
c.x.x := a;  
c := a.x;  
// A
```



Example Program

Example

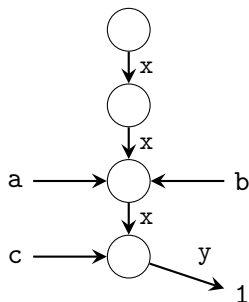
```
a := new();  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a; // ←  
c := a.x;  
// A
```



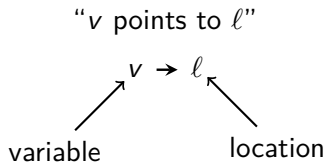
Example Program

Example

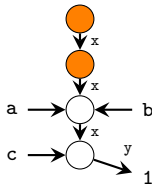
```
a := new();  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;      // ←  
// A
```



Concrete Heap Graph



- ▶ Heap graph connects memory locations
- ▶ Represents all heap-allocated objects and their points-to relationships
- ▶ Edges labelled with field names
- ▶ **Some objects** not reachable from variables



Aliasing

Example

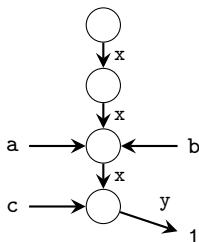
```
a := new();  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```

Aliases at *// A*:

- ▶ a and b represent the same object
- ⇒ a and b are *aliased*

$$a \stackrel{\textit{alias}}{=} b$$

- ▶ c and a.x are *aliased*



Aliasing

Example

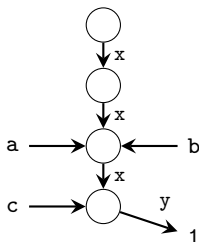
```
a := new();  
a.x := null;  
b := a;  
b.x := new();  
a.x.y := 1;  
c := new();  
c.x := new();  
c.x.x := a;  
c := a.x;  
// A
```

Aliases at *// A*:

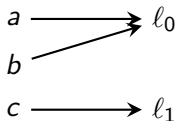
- ▶ a and b represent the same object
- ⇒ a and b are *aliased*

$$a \stackrel{\text{alias}}{=} b$$

- ⇒ a.x and b.x are *aliased*
- ▶ c and a.x and b.x are *aliased*



Pointer Analysis



- ▶ *Points-To Analysis:*

- ▶ Analyse *heap usage*
- ▶ Which *variables* may/must point to which *heap locations*?

$$a \rightarrow l_0$$

- ▶ *Alias Analysis:*

- ▶ Analyse *address sharing*
- ▶ Which *pair/set of variables* may/must point to the same address?

$$a \underline{\underline{\textit{alias}}} b$$

Summary: Pointer Analysis

- ▶ Class of analyses to model dynamic heap allocation
- ▶ **Points-To Analysis:** computes mapping
 - ▶ From *variables*
 - ▶ To *pointees* (other variables)
 - ▶ More general than Alias Analysis
- ▶ **Alias Analysis:** computes
 - ▶ *Sharing information* between variables
 - ▶ Implicitly produced by points-to analysis

$$a \stackrel{\text{alias}}{=} b \iff a \rightarrow \ell \leftarrow b$$