

Chaotic Iterations, Termination, Optimality, Correctness, JOP vs. LFP

cs264
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slides by Mooly Sagiv

Outline

- familiar constant propagation
- mathematical background: posets and lattices
- chaotic iterations
- termination
- precision

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A Simple Example Program

```

      [x ← 0, y ← 0, z ← 0]
z = 3 [x ← 0, y ← 0, z ← 3]
x = 1 [x ← 1, y ← 0, z ← 3]
while (x > 0) ( [x ← 1, y ← 0, z ← 3]
  if (x = 1) then y = 7 [x ← 1, y ← 7, z ← 3]
    else y = z + 4 [x ← 1, y ← 7, z ← 3]
  x = 3 [x ← 3, y ← 7, z ← 3]
  print y [x ← 3, y ← 7, z ← 3]
)

```

3

A Simple Example Program

```

      [x ← 0, y ← 0, z ← 0]
z = 3 [x ← 0, y ← 0, z ← 3]
x = 1 [x ← 1, y ← 0, z ← 3]
while (x > 0) ( [x ← τ, y ← 0, z ← 3]
  if (x = 1) then y = 7 [x ← 1, y ← 7, z ← 3]
    else y = z + 4 [x ← 1, y ← 7, z ← 3]
  x = 3 [x ← 3, y ← 7, z ← 3]
  print y [x ← 3, y ← 7, z ← 3]
)

```

4

A Simple Example Program

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      [x ← 0, y ← 0, z ← 0]
z = 3 [x ← 0, y ← 0, z ← 3]
x = 1 [x ← 1, y ← 0, z ← 3]
while (x > 0) ( [x ← τ, y ← 0, z ← 3]
  if (x = 1) then y = 7 [x ← τ, y ← 7, z ← 3]
    else y = z + 4 [x ← 1, y ← 7, z ← 3]
  x = 3 [x ← 3, y ← 7, z ← 3]
  print y [x ← 3, y ← 7, z ← 3]
)

```

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A Simple Example Program

```

      [x ← 0, y ← 0, z ← 0]
z = 3 [x ← 0, y ← 0, z ← 3]
x = 1 [x ← 1, y ← 0, z ← 3]
while (x > 0) ( [x ← τ, y ← 0, z ← 3]
  if (x = 1) then y = 7 [x ← τ, y ← 7, z ← 3]
    else y = z + 4 [x ← τ, y ← 7, z ← 3]
  x = 3 [x ← 3, y ← 7, z ← 3]
  print y [x ← 3, y ← 7, z ← 3]
)

```

6

A Simple Example Program

```

      [x ↦ 0, y ↦ 0, z ↦ 0]
z = 3  [x ↦ 0, y ↦ 0, z ↦ 3]
x = 1  [x ↦ 1, y ↦ 0, z ↦ 3]
while (x > 0) (
  if (x = 1) then y = 7 [x ↦ 1, y ↦ 7, z ↦ 3]
  else y = z + 4 [x ↦ 1, y ↦ 7, z ↦ 3] [x ↦ 1, y ↦ 7, z ↦ 3]
  x = 3 [x ↦ 3, y ↦ 7, z ↦ 3]
  print y [x ↦ 3, y ↦ 7, z ↦ 3]
)

```

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A Simple Example Program

```

      [x ↦ 0, y ↦ 0, z ↦ 0]
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while (x > 0) (
  if (x = 1) then y = 7 [x ↦ 1, y ↦ 7, z ↦ 3]
  else y = z + 4 [x ↦ 1, y ↦ 7, z ↦ 3] [x ↦ 1, y ↦ 7, z ↦ 3]
  x = 3 [x ↦ 3, y ↦ 7, z ↦ 3]
  print y [x ↦ 3, y ↦ 7, z ↦ 3]
)

```

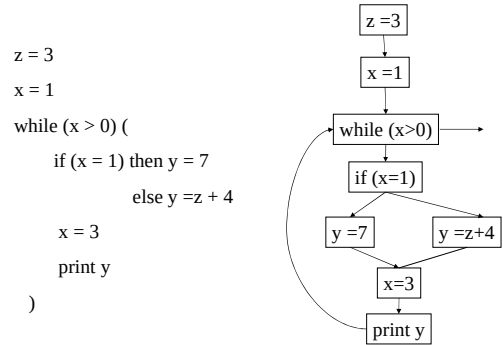
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Computing Constants

- Construct a control flow graph (CFG)
- Associate transfer functions with control flow graph edges
- Iterate until a solution is found
- The solution is unique
 - But order of evaluation may affect the number of iterations

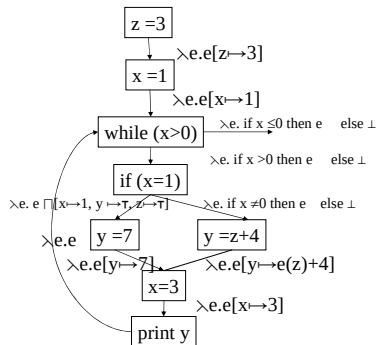
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Constructing CFG



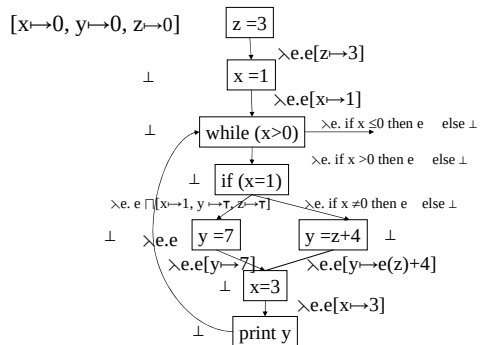
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Associating Transfer Functions



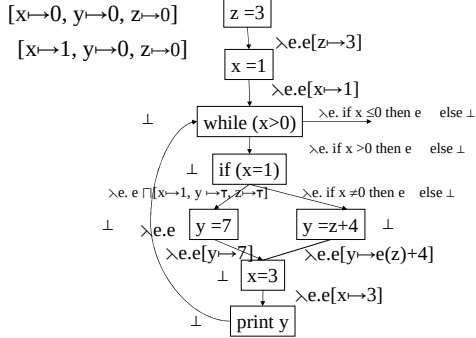
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Iterative Computation

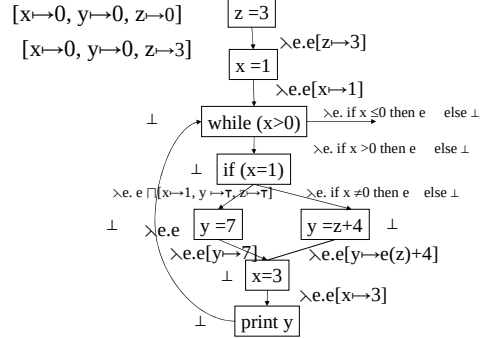


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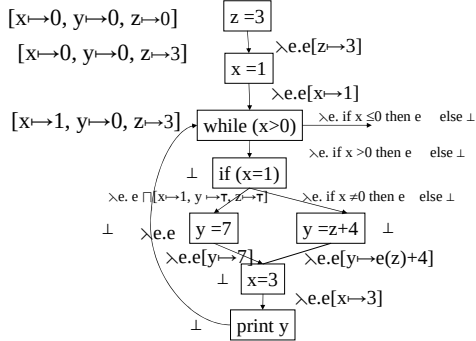
Iterative Computation



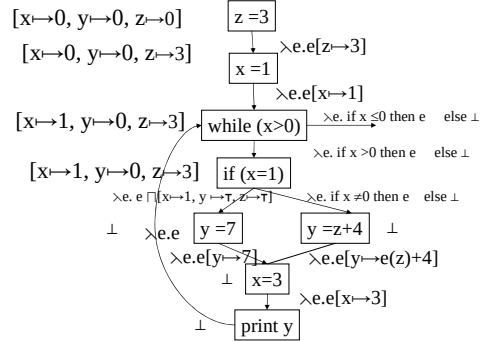
Iterative Computation



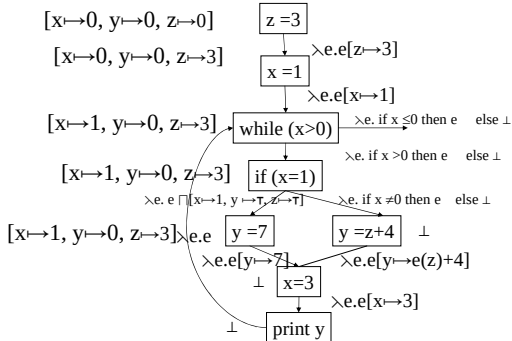
Iterative Computation



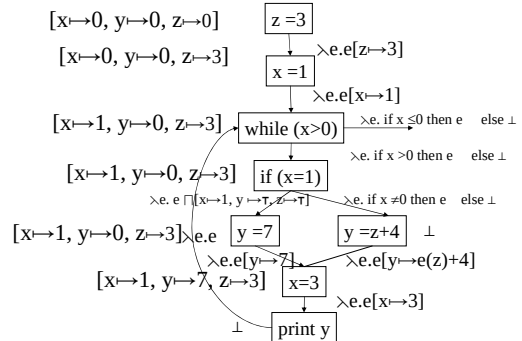
Iterative Computation



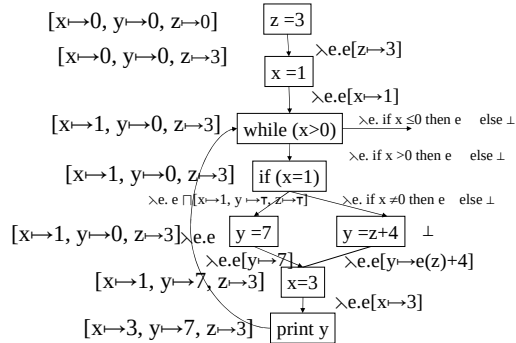
Iterative Computation



Iterative Computation

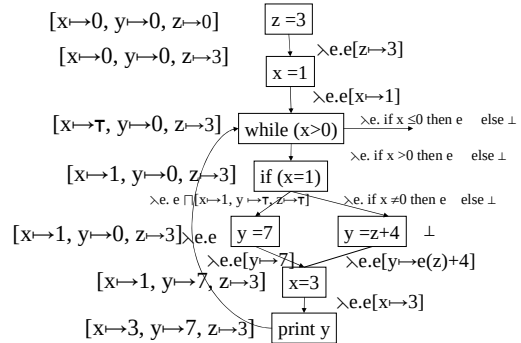


Iterative Computation



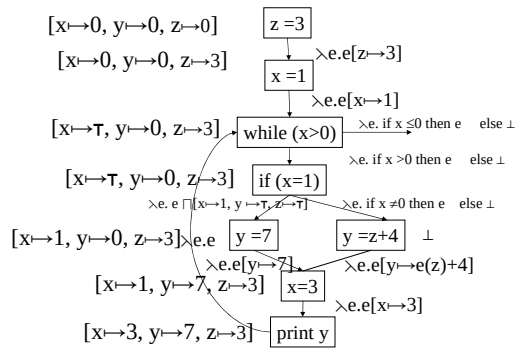
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Iterative Computation



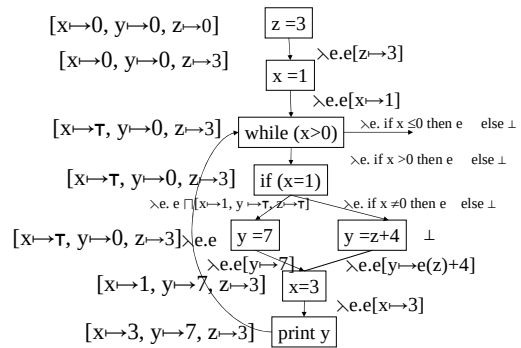
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Iterative Computation



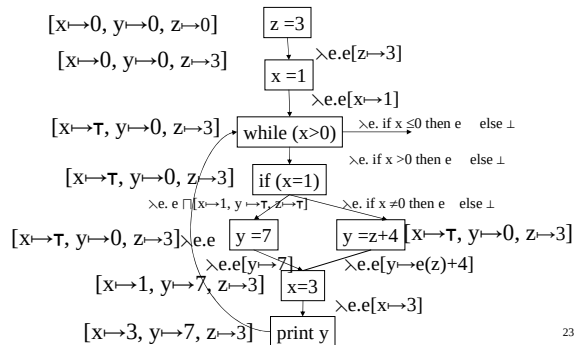
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Iterative Computation



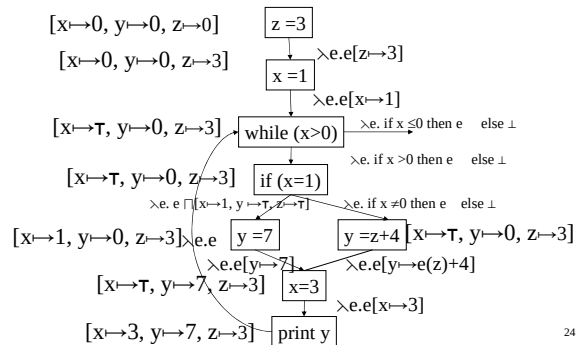
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Iterative Computation



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Iterative Computation



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Mathematical Background

- Declaratively define
 - The result of the analysis
 - The exact solution
 - Allow comparison

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Posets

- A partial ordering is a binary relation
 - $\sqsubseteq : L \times L \rightarrow \{\text{false}, \text{true}\}$
 - For all $l \in L : l \sqsubseteq l$ (Reflexive)
 - For all $l_1, l_2, l_3 \in L : l_1 \sqsubseteq l_2, l_2 \sqsubseteq l_3 \Rightarrow l_1 \sqsubseteq l_3$ (Transitive)
 - For all $l_1, l_2 \in L : l_1 \sqsubseteq l_2, l_2 \sqsubseteq l_1 \Rightarrow l_1 = l_2$ (Anti-Symmetric)

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Posets

- Denoted by $(L, \sqsubseteq)$
- In program analysis:
 - $l_1 \sqsubseteq l_2 \Leftrightarrow$
 l_1 is more precise than $l_2 \Leftrightarrow$
 l_1 represents fewer concrete states than l_2
- Examples
 - Total orders $(N, \leq)$
 - Powersets $(P(S), \subseteq)$
 - Powersets $(P(S), \supseteq)$
 - Constant propagation

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Upper and Lower Bounds

- Consider a poset $(L, \sqsubseteq)$
- A subset $L' \subseteq L$ has a lower bound $l \in L$ if for all $l' \in L' : l \sqsubseteq l'$
- A subset $L' \subseteq L$ has an upper bound $u \in L$ if for all $l' \in L' : l' \sqsubseteq u$

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Bounds

- A greatest lower bound of a subset $L' \subseteq L$ is a lower bound $l_0 \in L$ such that $l \sqsubseteq l_0$ for any lower bound l of L'
- A lowest upper bound of a subset $L' \subseteq L$ is an upper bound $u_0 \in L$ such that $u_0 \sqsubseteq u$ for any upper bound u of L'
- For every subset $L' \subseteq L$:
 - The greatest lower bound of L' is unique if at all exists
 - $\sqcap L'$ (meet) $a \sqcap b$
 - The lowest upper bound of L' is unique if at all exists
 - $\sqcup L'$ (join) $a \sqcup b$

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Complete Lattices

- A poset $(L, \sqsubseteq)$ is a complete lattice if every subset has least and upper bounds
- $L = (L, \sqsubseteq) = (L, \sqsubseteq, \sqcup, \sqcap, \perp, \top)$
 - $\perp = \sqcup \emptyset = \sqcap L$
 - $\top = \sqcup L = \sqcap \emptyset$
- Examples
 - Total orders $(N, \leq)$
 - Powersets $(P(S), \subseteq)$
 - Powersets $(P(S), \supseteq)$
 - Constant propagation

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Complete Lattices

- **Lemma** For every poset $(L, \sqsubseteq)$ the following conditions are equivalent
 - L is a complete lattice
 - Every subset of L has a least upper bound
 - Every subset of L has a greatest lower bound

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Cartesian Products

- **A complete lattice**
 $(L_1, \sqsubseteq_1) = (L_1, \sqsubseteq, \sqcup_1, \sqcap_1, \perp_1, \top_1)$
- **A complete lattice**
 $(L_2, \sqsubseteq_2) = (L_2, \sqsubseteq, \sqcup_2, \sqcap_2, \perp_2, \top_2)$
- **Define a Poset $L = (L_1 \times L_2, \sqsubseteq)$ where**
 - $(x_1, x_2) \sqsubseteq (y_1, y_2)$ if
 - $x_1 \sqsubseteq y_1$ and
 - $x_2 \sqsubseteq y_2$
- **L is a complete lattice**

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Finite Maps

- **A complete lattice**
 $(L_1, \sqsubseteq_1) = (L_1, \sqsubseteq, \sqcup_1, \sqcap_1, \perp_1, \top_1)$
- **A finite set V**
- **Define a Poset $L = (V \rightarrow L_1, \sqsubseteq)$ where**
 - $e_1 \sqsubseteq e_2$ if for all $v \in V$
 - $e_1 v \sqsubseteq e_2 v$
- **L is a complete lattice**

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Chains

- **A subset $Y \subseteq L$ in a poset $(L, \sqsubseteq)$ is a chain** if every two elements in Y are ordered
 - For all $l_1, l_2 \in Y: l_1 \sqsubseteq l_2$ or $l_2 \sqsubseteq l_1$
- **An ascending chain is a sequence of values**
 - $l_1 \sqsubseteq l_2 \sqsubseteq l_3 \sqsubseteq \dots$
- **A strictly ascending chain is a sequence of values**
 - $l_1 \sqsubset l_2 \sqsubset l_3 \sqsubset \dots$
- **A descending chain is a sequence of values**
 - $l_1 \supseteq l_2 \supseteq l_3 \supseteq \dots$
- **A strictly descending chain is a sequence of values**
 - $l_1 \supset l_2 \supset l_3 \supset \dots$
- **L has a finite height** if every chain in L is finite
- **Lemma** A poset $(L, \sqsubseteq)$ has finite height if and only if every strictly decreasing and strictly increasing chains are finite

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Monotone Functions

- **A poset $(L, \sqsubseteq)$**
- **A function $f: L \rightarrow L$ is monotone** if for every $l_1, l_2 \in L$:
 - $l_1 \sqsubseteq l_2 \Rightarrow f(l_1) \sqsubseteq f(l_2)$

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Galois Connection

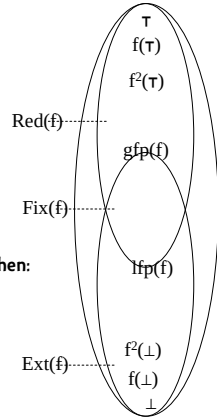
- **Lattices C and A and functions $\alpha: C \rightarrow A$ and $\gamma: A \rightarrow C$**
- **The pair of functions (α, γ) form Galois connection** if
 - α and γ are monotone
 - $\forall a \in A: \alpha(\gamma(a)) \sqsubseteq a$
 - $\forall c \in C: c \sqsubseteq \gamma(\alpha(c))$
- **Alternatively if:**
 - $\forall c \in C, \forall a \in A$

$$\alpha(c) \sqsubseteq a \text{ iff } c \sqsubseteq \gamma(a)$$
- **α and γ uniquely determine each other**

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Fixed Points

- A monotone function $f: L \rightarrow L$ where $(L, \sqsubseteq, \sqcup, \sqcap, \perp, \top)$ is a complete lattice
- $\text{Fix}(f) = \{l: l \in L, f(l) = l\}$
- $\text{Red}(f) = \{l: l \in L, f(l) \sqsubseteq l\}$
- $\text{Ext}(f) = \{l: l \in L, l \sqsubseteq f(l)\}$
 - $l_1 \sqsubseteq l_2 \Rightarrow f(l_1) \sqsubseteq f(l_2)$
- Tarski's Theorem 1955: if f is monotone then:
 - $\text{lfp}(f) = \sqcap \text{Fix}(f) = \sqcap \text{Red}(f) \in \text{Fix}(f)$
 - $\text{gfp}(f) = \sqcup \text{Fix}(f) = \sqcup \text{Ext}(f) \in \text{Fix}(f)$



Chaotic Iterations

- A lattice $L = (L, \sqsubseteq, \sqcup, \sqcap, \perp, \top)$ with finite strictly increasing chains
- $L^n = L \times L \times \dots \times L$
- A monotone function $f: L^n \rightarrow L^n$
- Compute $\text{lfp}(f)$
- The simultaneous least fixed of the system $\{x[i] = f_i(x) : 1 \leq i \leq n\}$

```

x := (⊥, ⊥, ..., ⊥)
while (f(x) ≠ x) do
    x := f(x)
    
```

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Chaotic Iterations

```

for i := 1 to n do
    x[i] = ⊥
WL = {1, 2, ..., n}
while (WL ≠ ∅) do
    select and remove an element i ∈ WL
    new := fi(x)
    if (new ≠ x[i]) then
        x[i] := new;
        Add all the indexes that directly depends on i to WL
    
```

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Precision

Least fixed point gives us

- Minimum number of non-constant
- Maximum number of $\perp$

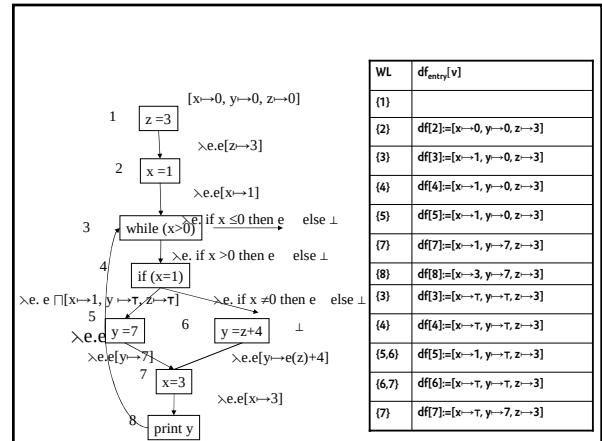
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Specialized Chaotic Iterations

```

Chaotic(G(V, E): Graph, s: Node, L: Lattice, v: L, f: E → (L → L)) {
    for each v in V to n do dfentry[v] := ⊥
    df[v] = ⊥
    WL = {s}
    while (WL ≠ ∅) do
        select and remove an element u ∈ WL
        for each v, such that. (u, v) ∈ E do
            temp = fe(dfentry[u])
            new := dfentry(v) ⊔ temp
            if (new ≠ dfentry[v]) then
                dfentry[v] := new;
                WL := WL ∪ {v}
    }
    
```

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Specialized Chaotic Iterations: System of Equations

$$S = \left\{ \begin{array}{l} df_{entry}[s] = \perp \\ df_{entry}[v] = \sqcup \{ f(u, v) (df_{entry}[u]) \mid (u, v) \in E \} \end{array} \right\}$$

$$F_S: L^n \rightarrow L^n$$

$$F_S(X)[s] = \perp$$

$$F_S(X)[v] = \sqcup \{ f(u, v)(X[u]) \mid (u, v) \in E \}$$

$$lfp(S) = lfp(F_S)$$

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Complexity of Chaotic Iterations

- **Parameters:**
 - n the number of CFG nodes
 - k is the maximum outdegree of edges
 - A lattice of height h
 - c is the maximum cost of
 - applying $f_{(e)}$
 - $\sqcup$
 - L comparisons
- **Complexity:** $O(n * h * c * k)$

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Soundness, Completeness

- **Soundness:**
 - Every detected constant is indeed such
 - Every error will be detected
 - The least fixed point contains all occurring runtime states
- **Completeness:**
 - Every constant is indeed detected as such
 - Every detected error is real
 - Every state contained in the least fixed point is reachable for some input

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The Abstract Interpretation Technique

- **The foundation of program analysis**
- **Goals**
 - Establish soundness of (find faults in) a given program analysis algorithm
 - Design new program analysis algorithms
- **The main ideas:**
 - Relate each step in the algorithm to a step in a structural operational semantics
 - Establish global correctness using a general theorem
- **Not limited to a particular form of analysis**

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Soundness in Constant Propagation

- Every detected constant is indeed such
- May include fewer constants
- May miss $\perp$
- At every CFG node l
 - All constants in $df_{entry}(l)$ are indeed constants
- At every CFG node l $df_{entry}(l)$ "represents" all the possible concrete states arising when the structural operational semantics reaches l

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Proof of Soundness

- Define an "appropriate" structural operational semantics
- Define "collecting" structural operational semantics
- Establish a Galois connection between collecting states and reaching definitions
- (Local correctness) Show that the abstract interpretation of every atomic statement is sound w.r.t. the collecting semantics
- (Global correctness) Conclude that the analysis is sound CC1976

$$\gamma(lfp(S)[v, entry]) \supseteq REACH[v, entry]$$

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Structural Semantics for While

axioms

$$[\text{ass}_{\text{sos}}] \langle x := a, s \rangle \Rightarrow s[x \mapsto \mathbf{A}[\![a]\!]]s$$

$$[\text{skip}_{\text{sos}}] \langle \text{skip}, s \rangle \Rightarrow s$$

rules

$$[\text{comp}^1_{\text{sos}}] \frac{\langle S_1, s \rangle \Rightarrow \langle S'_1, s' \rangle}{\langle S_1; S_2, s \rangle \Rightarrow \langle S'_1; S_2, s' \rangle}$$

$$[\text{comp}^2_{\text{sos}}] \frac{\langle S_1, s \rangle \Rightarrow s'}{\langle S_1; S_2, s \rangle \Rightarrow \langle S_2, s' \rangle}$$

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Structural Semantics for While if construct

$$[\text{ift}_{\text{sos}}] \langle \text{if } b \text{ then } S_1 \text{ else } S_2, s \rangle \Rightarrow \langle S_1, s \rangle \quad \text{if } \mathbf{B}[\![b]\!]s = \text{tt}$$

$$[\text{iff}_{\text{os}}] \langle \text{if } b \text{ then } S_1 \text{ else } S_2, s \rangle \Rightarrow \langle S_2, s \rangle \quad \text{if } \mathbf{B}[\![b]\!]s = \text{ff}$$

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Structural Semantics for While while construct

$$[\text{while}_{\text{sos}}] \langle \text{while } b \text{ do } S, s \rangle \Rightarrow \langle \text{if } b \text{ then } (S; \text{while } b \text{ do } S) \text{ else skip}, s \rangle$$

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Collecting Semantics

- The input state is not known at compile-time
- “Collect” all the states for all possible inputs to the program
- No lost of precision

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A Simple Example Program

```

    {[x↦0, y↦0, z↦0]}
z = 3
x = 1
while (x > 0) (
    {[x↦1, y↦0, z↦3]}
    if (x = 1) then y = 7
    else y = z + 4
    x = 3
    print y
)
    {[x↦3, y↦7, z↦3]}

```

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Another Example

```

x = 0
while (true) do
    x = x + 1

```

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An "Iterative" Definition

- Generate a system of monotone equations
- The least solution is well-defined
- The least solution is the collecting interpretation
- But may not be computable

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Equations Generated for Collecting Interpretation

- Equations for elementary statements
 - [skip]

$$CS_{exit}(1) = CS_{entry}(l)$$
 - [b]

$$CS_{exit}(1) = \{\sigma; \sigma \in CS_{entry}(l), \llbracket b \rrbracket \sigma = tt\}$$
 - [x := a]

$$CS_{exit}(1) = \{\sigma[x \mapsto A[a]]s \mid s \in CS_{entry}(l)\}$$
- Equations for control flow constructs

$$CS_{entry}(l) = \bigcup CS_{exit}(l') \text{ / immediately precedes } l \text{ in the control flow graph}$$
- An equation for the entry

$$CS_{entry}(1) = \{\sigma \mid \sigma \in Var. \rightarrow Z\}$$

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Specialized Chaotic Iterations System of Equations (Collecting Semantics)

$$S = \left\{ \begin{array}{l} CS_{entry}[s] = \{\sigma_0\} \\ CS_{entry}[v] = \bigcup \{f(e)(CS_{entry}[u]) \mid (u, v) \in E\} \\ \text{where } f(e) = \lambda X. \{ \llbracket st(e) \rrbracket \sigma \mid \sigma \in X \} \text{ for atomic statements} \\ f(e) = \lambda X. \{ \sigma \mid \llbracket b(e) \rrbracket \sigma = tt \} \end{array} \right\}$$

$$F_S: L^a \rightarrow L^a$$

$$F_S(X)[v] = \bigcup \{f(e)[u] \mid (u, v) \in E\}$$

$$lfp(S) = lfp(F_S)$$

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The Least Solution

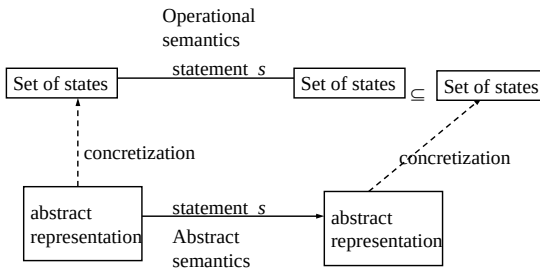
- 2n sets of equations

$$CS_{entry}(1), \dots, CS_{entry}(n), CS_{exit}(1), \dots, CS_{exit}(n)$$
- Can be written in vectorial form

$$\vec{CS} = F_{cs}(\vec{CS})$$
- The least solution $lfp(F_{cs})$ is well-defined
- Every component is minimal
- Since F_{cs} is monotone such a solution always exists
- $CS_{entry}(v) = \{s \mid \exists s_0. \langle P, s_0 \rangle \Rightarrow^* (S', s), \text{init}(S')=v\}$
- Simplify the soundness criteria

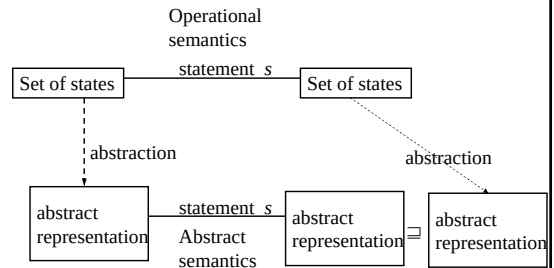
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Abstract (Conservative) interpretation



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Abstract (Conservative) interpretation



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The Abstraction Function

- Map collecting states into constants
- The abstraction of an individual state
 $\beta_{CP}: [\text{Var.} \rightarrow Z] \rightarrow [\text{Var.} \rightarrow Z \cup \{\perp, \tau\}]$
 $\beta_{CP}(\sigma) = \sigma$
- The abstraction of set of states
 $\alpha_{CP}: P([\text{Var.} \rightarrow Z]) \rightarrow P([\text{Var.} \rightarrow Z \cup \{\perp, \tau\}])$
 $\alpha_{CP}(CS) = \sqcup \{ \beta_{CP}(\sigma) \mid \sigma \in CS \} = \sqcup \{ \sigma \mid \sigma \in CS \}$
- Soundness
 $\alpha_{CP}(CS_{\text{entry}}(v)) \sqsubseteq df_{\text{entry}}(v)$
- Completeness

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The Concretization Function

- Map constants into collecting states
- The formal meaning of constants
- The concretization
 $\gamma_{CP}: [\text{Var.} \rightarrow Z \cup \{\perp, \tau\}] \rightarrow P([\text{Var.} \rightarrow Z])$
 $\gamma_{CP}(df) = \{ \sigma \mid \beta_{CP}(\sigma) \sqsubseteq df \} = \{ \sigma \mid \sigma \sqsubseteq df \}$
- Soundness
 $CS_{\text{entry}}(v) \sqsubseteq \gamma_{CP}(df_{\text{entry}}(v))$
- Optimality

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Galois Connection

- α_{CP} is monotone
- γ_{CP} is monotone
- $\forall df \in [\text{Var.} \rightarrow Z \cup \{\perp, \tau\}]$
 $\alpha_{CP}(\gamma_{CP}(df)) \sqsubseteq df$
- $\forall c \in P([\text{Var.} \rightarrow Z])$
 $c_{CP} \sqsubseteq \gamma_{CP}(\alpha_{CP}(c))$

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Local Concrete Semantics

- For every atomic statement S
 - $\llbracket S \rrbracket : [\text{Var.} \rightarrow Z] \rightarrow [\text{Var.} \rightarrow Z]$
 - $\llbracket x := a \rrbracket s = s[x \mapsto A[a]s]$
 - $\llbracket \text{skip} \rrbracket s = s$
- For Boolean conditions ...

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Local Abstract Semantics

- For every atomic statement S
 - $\llbracket S \rrbracket^* : \text{Var.} \rightarrow L \rightarrow \text{Var.} \rightarrow L$
 - $\llbracket x := a \rrbracket^*(e) = e[x \mapsto \llbracket a \rrbracket^*(e)]$
 - $\llbracket \text{skip} \rrbracket^*(e) = e$
- For Booleans ...

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Local Soundness

- For every atomic statement S show one of the following
 - $\alpha_{CP}(\llbracket S \rrbracket \sigma \mid \sigma \in CS) \sqsubseteq \llbracket S \rrbracket^*(\alpha_{CP}(CS))$
 - $\llbracket S \rrbracket \sigma \mid \sigma \in \gamma_{CP}(df) \sqsubseteq \gamma_{CP}(\llbracket S \rrbracket^*(df))$
 - $\alpha(\llbracket S \rrbracket \sigma \mid \sigma \in \gamma_{CP}(df)) \sqsubseteq \llbracket S \rrbracket^*(df)$
- The above condition implies global soundness [Cousot & Cousot 1976]
 $\alpha(CS_{\text{entry}}(l)) \sqsubseteq df_{\text{entry}}(l)$
 $CS_{\text{entry}}(l) \sqsubseteq \gamma(df_{\text{entry}}(l))$

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Lemma 1

Consider a lattice L .

$f: L \rightarrow L$ is monotone iff
for all $X \subseteq L: \sqcup \{f(z) \mid z \in X\} \sqsubseteq f(\sqcup \{z \mid z \in X\})$

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Assignments in constant propagation

- **Monotone**

- $df_1 \sqsubseteq df_2 \rightarrow \llbracket x := e \rrbracket^\#(df_1) \sqsubseteq \llbracket x := e \rrbracket^\#(df_2)$

- **Local Soundness**

- $\alpha(\llbracket x := e \rrbracket^\# \sigma \mid \sigma \in \mathbf{CS}) \sqsubseteq \llbracket x := e \rrbracket^\#(\alpha(\mathbf{CS}))$

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Soundness Theorem(1)

1. Let (α, γ) form Galois connection from C to A
2. $f: C \rightarrow C$ be a monotone function
3. $f^\# : A \rightarrow A$ be a monotone function
4. $\forall a \in A: f(\gamma(a)) \sqsubseteq \gamma(f^\#(a))$

$$\text{lfp}(f) \sqsubseteq \gamma(\text{lfp}(f^\#))$$

$$\alpha(\text{lfp}(f)) \sqsubseteq \text{lfp}(f^\#)$$

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Soundness Theorem(2)

1. Let (α, γ) form Galois connection from C to A
2. $f: C \rightarrow C$ be a monotone function
3. $f^\# : A \rightarrow A$ be a monotone function
4. $\forall c \in C: \alpha(f(c)) \sqsubseteq f^\#(\alpha(c))$

$$\alpha(\text{lfp}(f)) \sqsubseteq \text{lfp}(f^\#)$$

$$\text{lfp}(f) \sqsubseteq \gamma(\text{lfp}(f^\#))$$

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Soundness Theorem(3)

1. Let (α, γ) form Galois connection from C to A
2. $f: C \rightarrow C$ be a monotone function
3. $f^\# : A \rightarrow A$ be a monotone function
4. $\forall a \in A: \alpha(f(\gamma(a))) \sqsubseteq f^\#(a)$

$$\alpha(\text{lfp}(f)) \sqsubseteq \text{lfp}(f^\#)$$

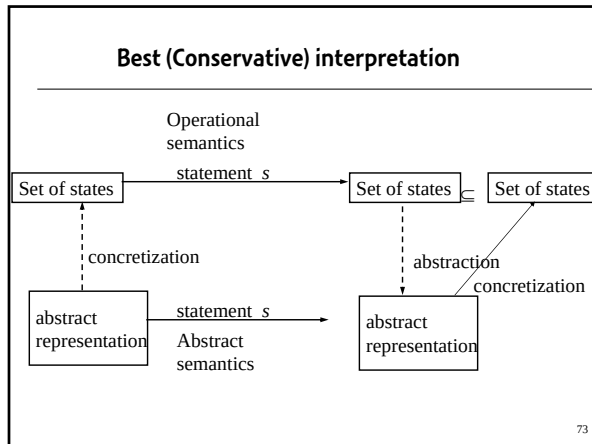
$$\text{lfp}(f) \sqsubseteq \gamma(\text{lfp}(f^\#))$$

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Proof of Soundness (Summary)

- Define an "appropriate" structural operational semantics
- Define "collecting" structural operational semantics
- Establish a Galois connection between collecting states and reaching definitions
- (Local correctness) Show that the abstract interpretation of every atomic statement is sound w.r.t. the collecting semantics
- (Global correctness) Conclude that the analysis is sound

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Induced Analysis (Relatively Optimal)

- It is sometimes possible to show that a given analysis is not only sound but optimal w.r.t. the chosen abstraction
 - but not necessarily optimal!
- Define $\llbracket S \rrbracket^* (df) = \alpha(\{ \llbracket S \rrbracket \sigma \mid \sigma \in \gamma(df) \})$
- But this $\llbracket S \rrbracket^*$ may not be computable
- Derive (at compiler-generation time) an alternative form for $\llbracket S \rrbracket^*$
- A useful measure to decide if the abstraction must lead to overly imprecise results

Example Dataflow Problem

- Formal available expression analysis
- Find out which expressions are available at a given program point
- Example program


```

x = y + t
z = y + r
while (...) {
  t = t + (y + r)
}
      
```
- Lattice
- Galois connection
- Basic statements
- Soundness

Example: May-Be-Garbage

- A variable x may-be-garbage at a program point v if there exists a execution path leading to v in which x 's value is unpredictable:
 - Was not assigned
 - Was assigned using an unpredictable expression
- Lattice
- Galois connection
- Basic statements
- Soundness

Points-To Analysis

- Determine if a pointer variable p may point to q on some path leading to a program point
- "Adapt" other optimizations
 - Constant propagation


```

x = 5; *p = 7; ... x ...
          
```
- Pointer aliases
 - Variables p and q are may-aliases at v if the points-to set at v contains entries (p, x) and (q, x)
- Side-effect analysis


```

*p = *q + **t
      
```

The PWhile Programming Language Abstract Syntax

$$a := x \mid *x \mid \&x \mid n \mid a_1 \text{ op}_a a_2$$

$$b := \text{true} \mid \text{false} \mid \text{not } b \mid b_1 \text{ op}_b b_2 \mid a_1 \text{ op}_r a_2$$

$$S := x := a \mid *x := a \mid \text{skip} \mid S_1; S_2 \mid \text{if } b \text{ then } S_1 \text{ else } S_2 \mid \text{while } b \text{ do } S$$

Concrete Semantics 1 for PWhile

State1 = [Loc $\rightarrow$ Loc $\cup$ Z]

For every atomic statement S

$\llbracket S \rrbracket : \text{States1} \rightarrow \text{States1}$

$\llbracket x := a \rrbracket(\sigma) = \sigma[\text{loc}(x) \mapsto \mathbf{A}[\llbracket a \rrbracket \sigma]]$

$\llbracket x := \&y \rrbracket(\sigma)$

$\llbracket x := *y \rrbracket(\sigma)$

$\llbracket x := y \rrbracket(\sigma)$

$\llbracket *x := y \rrbracket(\sigma)$

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Points-To Analysis

- Lattice $L_{pt} =$
- Galois connection

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Abstract Semantics for PWhile

• For every atomic statement S

$\llbracket S \rrbracket^\# : P(\text{Var}^* \times \text{Var}^*) \rightarrow P(\text{Var}^* \times \text{Var}^*)$

$\llbracket x := \&y \rrbracket^\#$

$\llbracket x := *y \rrbracket^\#$

$\llbracket x := y \rrbracket^\#$

$\llbracket *x := y \rrbracket^\#$

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Example

```
t := &a;
y := &b;
z := &c;

if x > 0;
  then p := &y;
  else p := &z;

*p := t;
```

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Example

```
/*  $\emptyset$  */ t := &a; /* {(t, a)} */
/* {(t, a)} */ y := &b; /* {(t, a), (y, b)} */
/* {(t, a), (y, b)} */ z := &c; /* {(t, a), (y, b), (z, c)} */
if x > 0;
  then p := &y; /* {(t, a), (y, b), (z, c), (p, y)} */

  else p := &z; /* {(t, a), (y, b), (z, c), (p, z)} */
/* {(t, a), (y, b), (z, c), (p, y), (p, z)} */
*p := t;
/* {(t, a), (y, b), (y, c), (p, y), (p, z), (y, a), (z, a)} */
```

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Flow-insensitive points-to-analysis Steengard '96

- Ignore control flow
- One set of points-to per program
- Can be represented as a directed graph
- Conservative approximation
 - Accumulate pointers
- Can be computed in almost linear time

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Example

```
t := &a;
y := &b;
z := &c;
if x > 0;
  then p := &y;
  else p := &z;
*p := t;
```

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Precision

- We cannot usually have
 - $\alpha(\text{CS}) = \text{DF}$ on all programs
- But can we say something about precision in all programs?

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The Join-Over-All-Paths (JOP)

- Let $\text{paths}(v)$ denote the potentially infinite set paths from start to v (written as sequences of labels)
- For a sequence of edges $[e_1, e_2, \dots, e_n]$ define $f[e_1, e_2, \dots, e_n]: L \rightarrow L$ by composing the effects of basic blocks
$$f[e_1, e_2, \dots, e_n](l) = f(e_n)(\dots (f(e_2)(f(e_1)(l)) \dots))$$
- $\text{JOP}[v] = \sqcup \{f[e_1, e_2, \dots, e_n](l) \mid [e_1, e_2, \dots, e_n] \in \text{paths}(v)\}$

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JOP vs. Least Solution

- The DF solution obtained by Chaotic iteration satisfies for every l :
 - $\text{JOP}[v] \sqsubseteq \text{DF}_{\text{entry}}(v)$
- A function f is additive (distributive) if
 - $f(\sqcup \{x \mid x \in X\}) = \sqcup \{f(x) \mid x \in X\}$
- If every f_i is additive (distributive) for all the nodes v
 - $\text{JOP}[v] = \text{DF}_{\text{entry}}(v)$

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Conclusions

- Chaotic iterations is a powerful technique
- Easy to implement
- Rather precise
- But expensive
 - More efficient methods exist for structured programs
- Abstract interpretation relates runtime semantics and static information
- The concrete semantics serves as a tool in designing abstractions
 - More intuition will be given in the sequel

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