

FUNWAVE-TVD Code Analysis Using SciTools *Understand*

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Abstract

How can a static analysis tool enhance development of the open source code FUNWAVE? Here we select the tool *Understand* and display different aspects of the code analysis; the results are invaluable. Should more time be devoted to a closer examination with this tool?

1 Conclusions

The reports from *Understand* paint a picture of a healthy, disciplined development project and suggest guidelines to keep the project healthy moving forward.

The information generated by the static analysis can greatly streamline debugging and accelerate development, and is an essential set of tools. Certainly this substantially aids development. The question is whether to select *Understand* or a comparable package to provide the toolkit.

2 Summary Report

The application generates a summary report as shown in figure 1. Below we pictorially survey the html form; a text file version is included in the zip file.

The subreports linked in the summary report provide a host of insights. In particular, it presents a set of maps and inverse maps. For example, if we encounter a variable and wish to check it's definition, we would consult the data dictionary. If we want to jump to a subroutine, we find a hyperlink in the data dictionary. If we encounter an object and wish to check it's where it is defined, set, and used, consult the object cross reference.

The following pages survey some of the 777 diagrams generated in the analysis of the code.

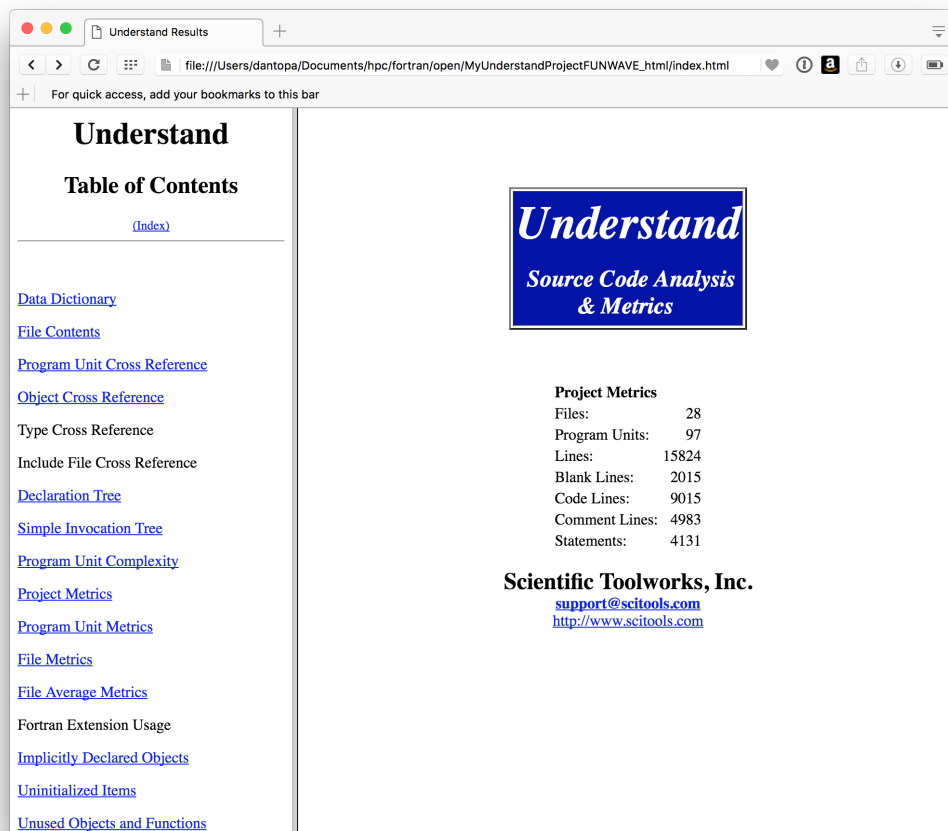


Figure 1: The splash page of the summary report.

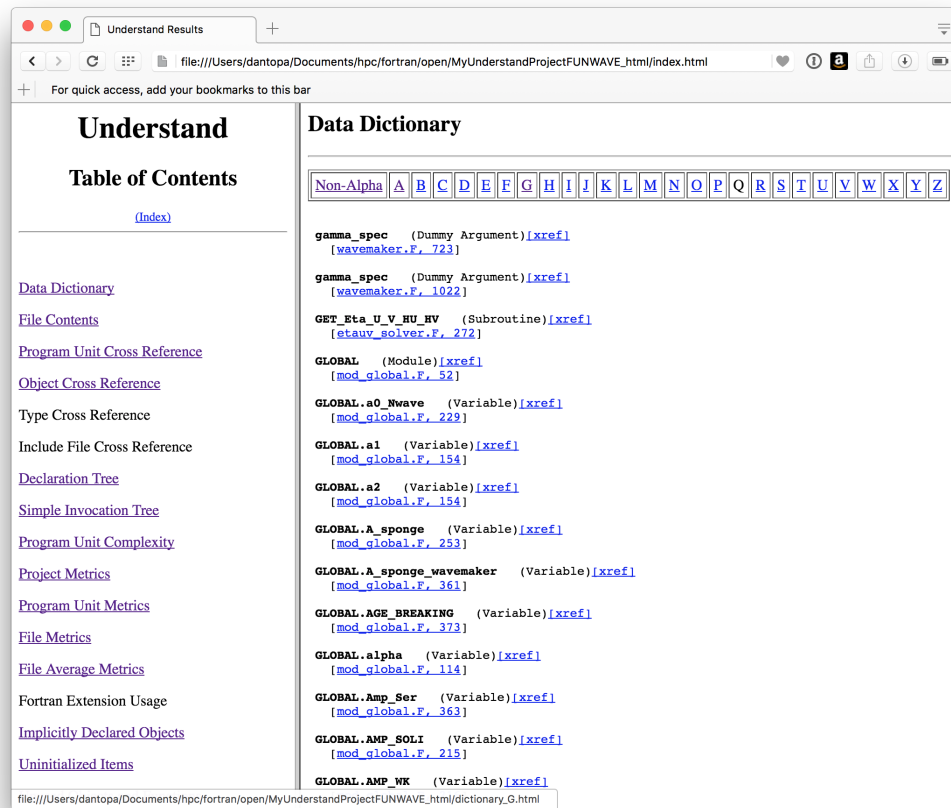


Figure 2: The data dictionary characterizes the variables by showing the type and pointing to the declaration.

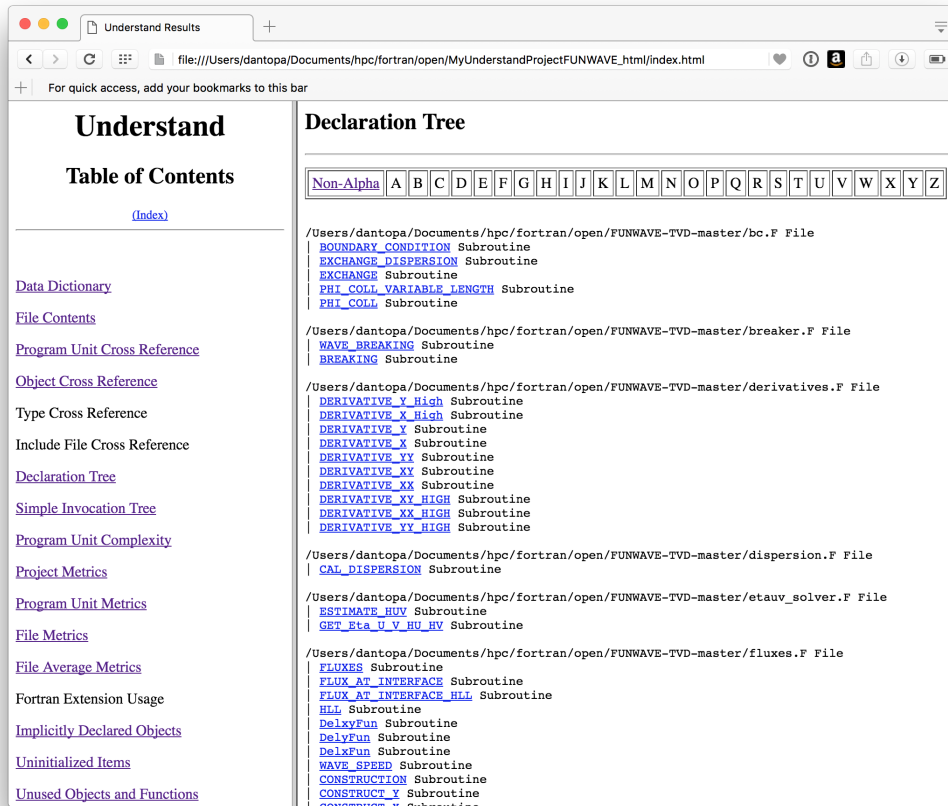
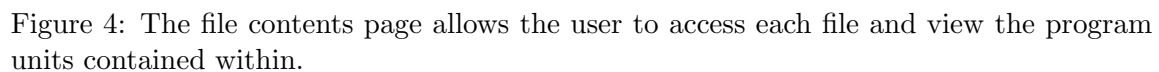


Figure 3: The declaration tree sweeps through each file and lists its methods: subroutines and functions.



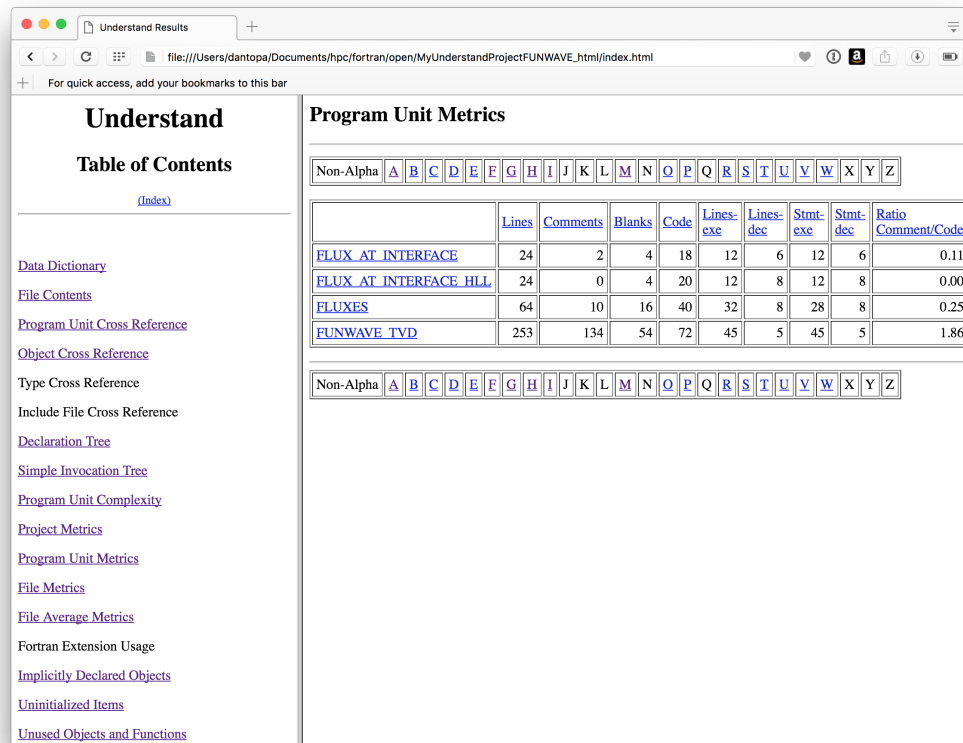


Figure 5: The program unit metrics provides line counts for code and comments for each routine.

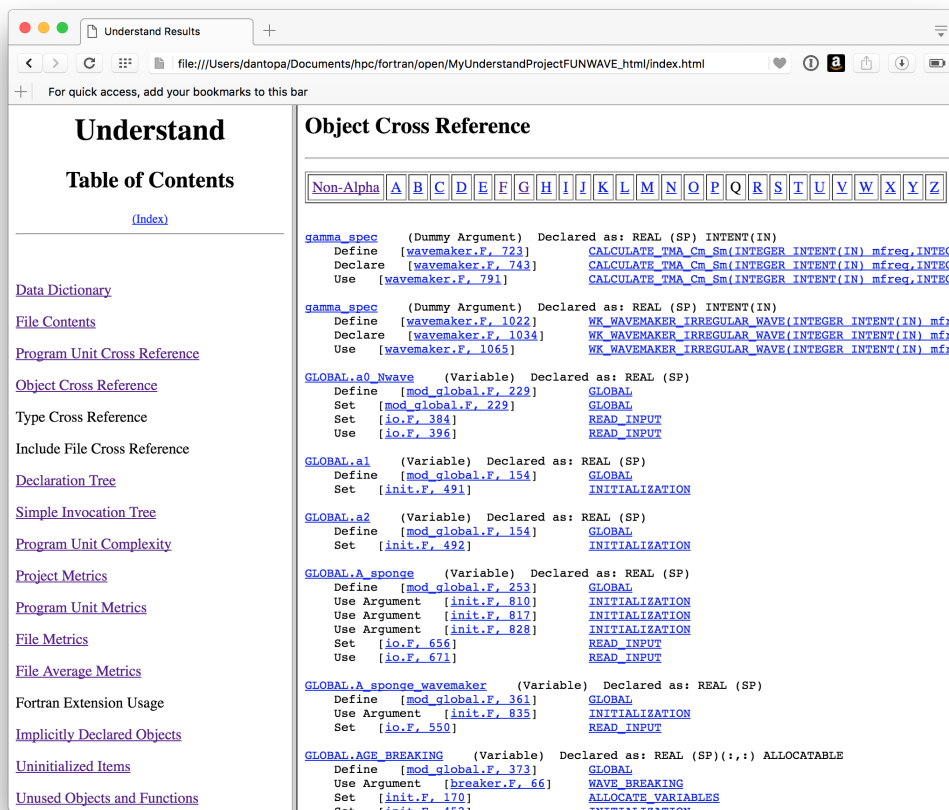


Figure 6: The object cross reference page displays where variables are declared, defined and used.

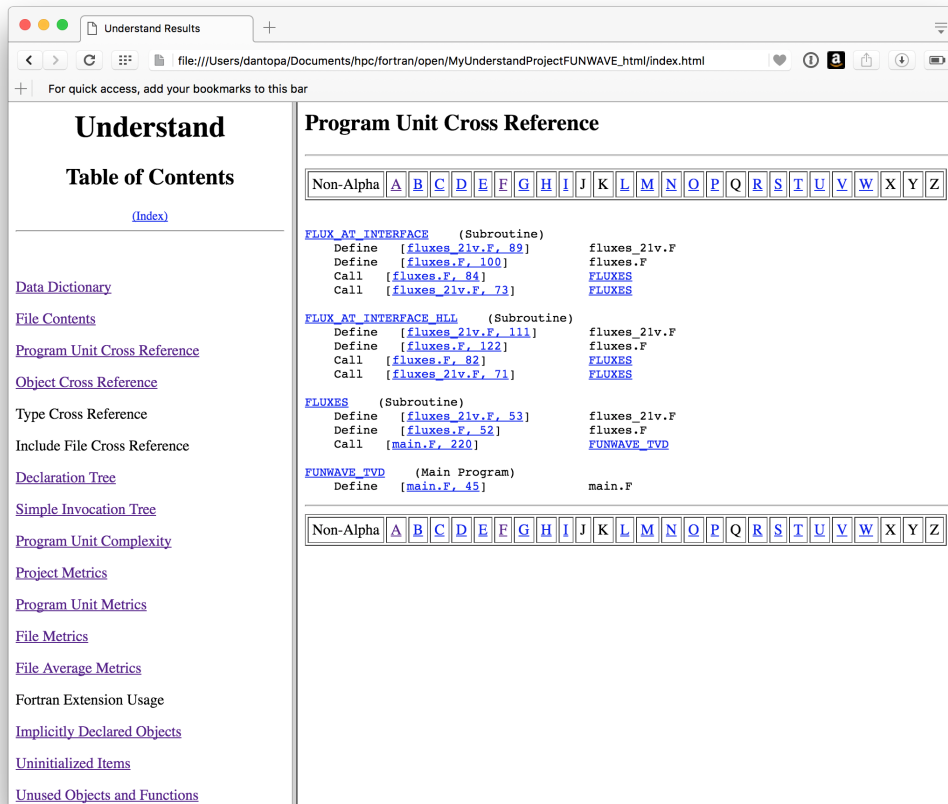


Figure 7: The program unit cross reference sweeps through all function and subroutine calls, listing the line number and the call arguments.

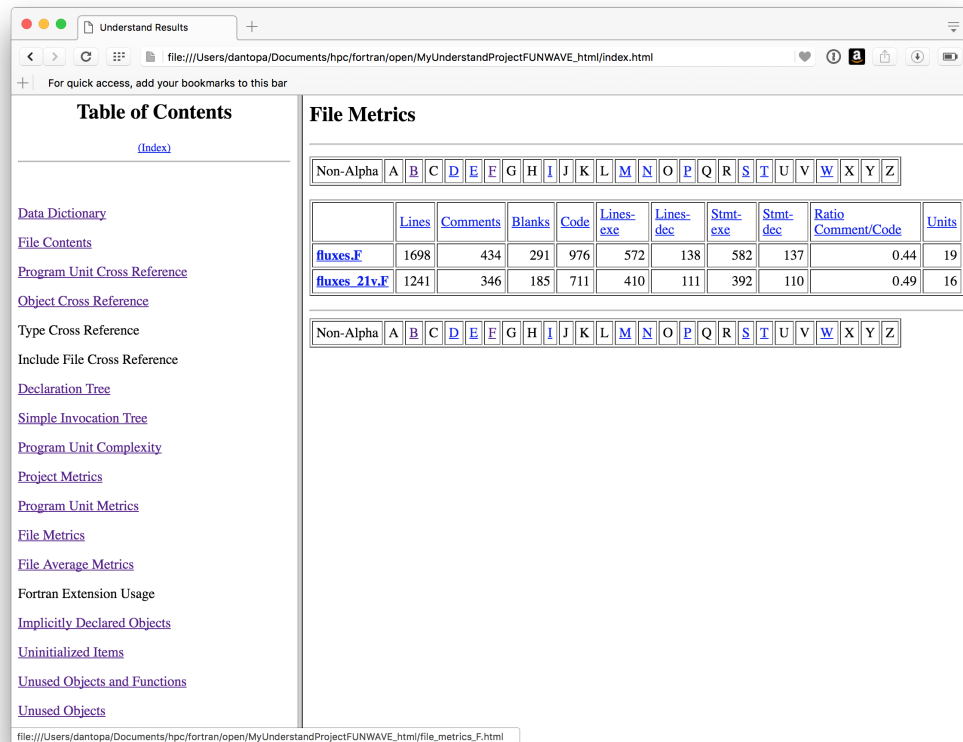


Figure 8: The file metrics page summarizes the lines count in terms of code and comments.



3 Diagrams

Analysis of the FUNWAVE code produced over 770 diagrams. A brief survey follows.

The primary chart, figure 10, displays the main dependencies showing the plumbing connecting the files.

1. Butterfly plot: traces call chain to a function 11
2. Called by plot: shows immediate call to a function 12
3. Calls by plot: shows immediate calls by a routine 13
4. Cluster calls by plot: shows where a program unit is defined and which routines have access 14
5. Cluster control flow by plot: enhanced flow chart 15
6. Control flow by plot: classic flow chart 16
7. Declaration plot: upstream and downstream dependencies 17
8. Declaration file plot: dependent sub units 18

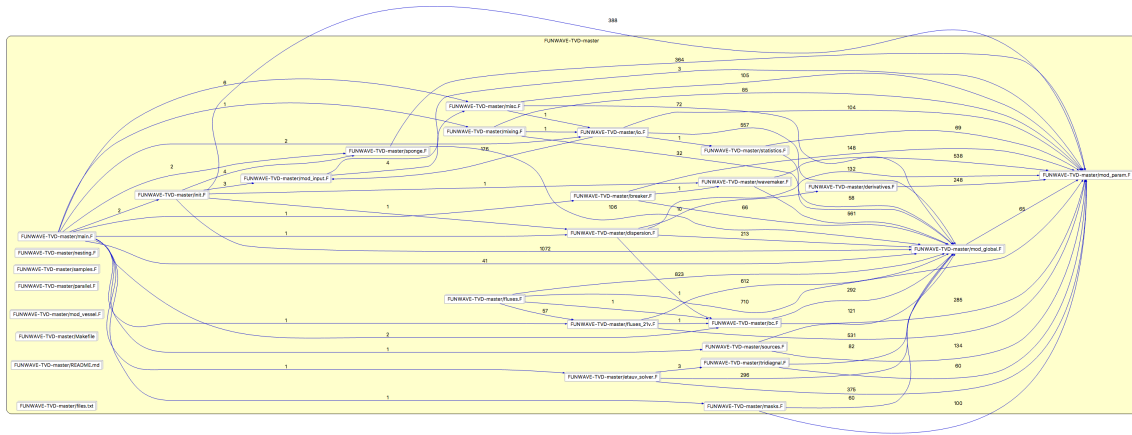


Figure 10: Internal dependencies between the files.

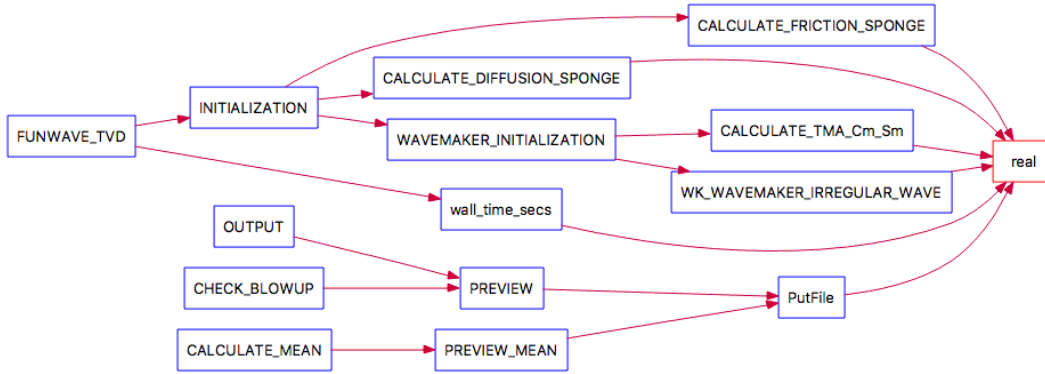


Figure 11: The butterfly plot traces call chain to a function, here the function REAL.

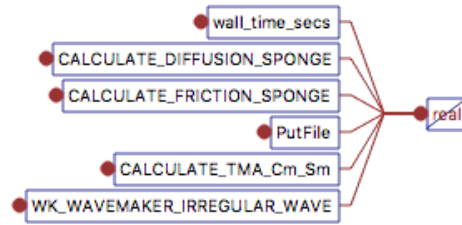


Figure 12: The called by plot shows the immediate routines to call a function, here the function REAL.

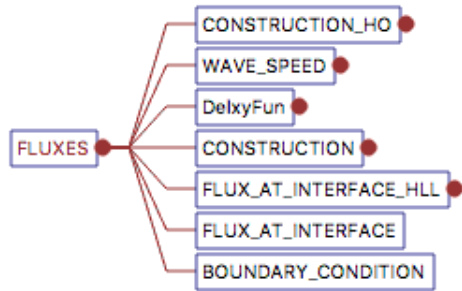


Figure 13: The calls by plot shows functions and subroutines called by a program unit, here the function FLUXES.

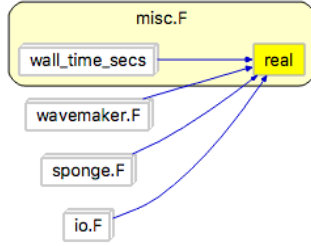


Figure 14: The cluster calls by plot shows where a program unit is defined and which routines have access, here the function REAL.

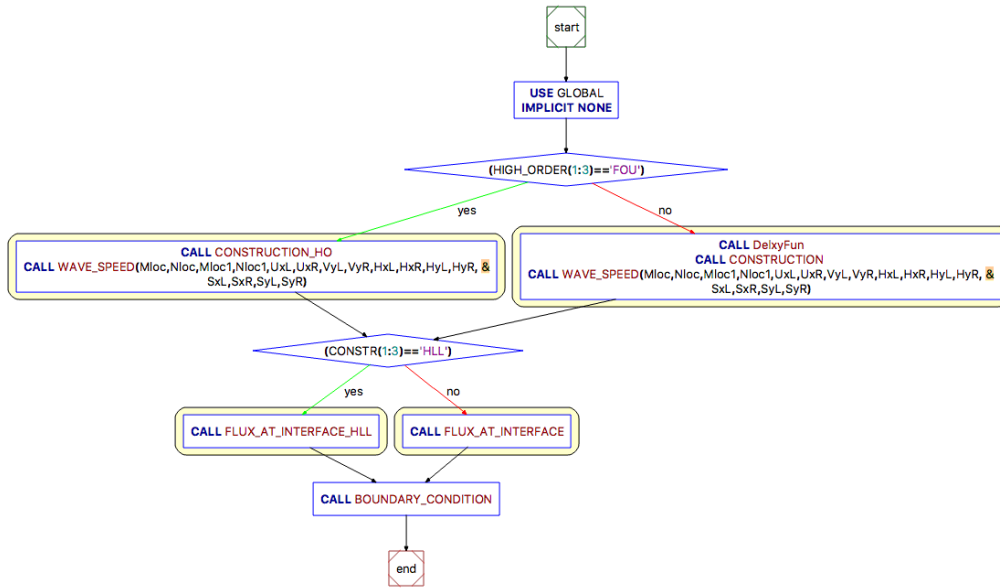


Figure 15: The cluster control flow plot presents an enhanced flow chart for each program unit, here FLUXES.

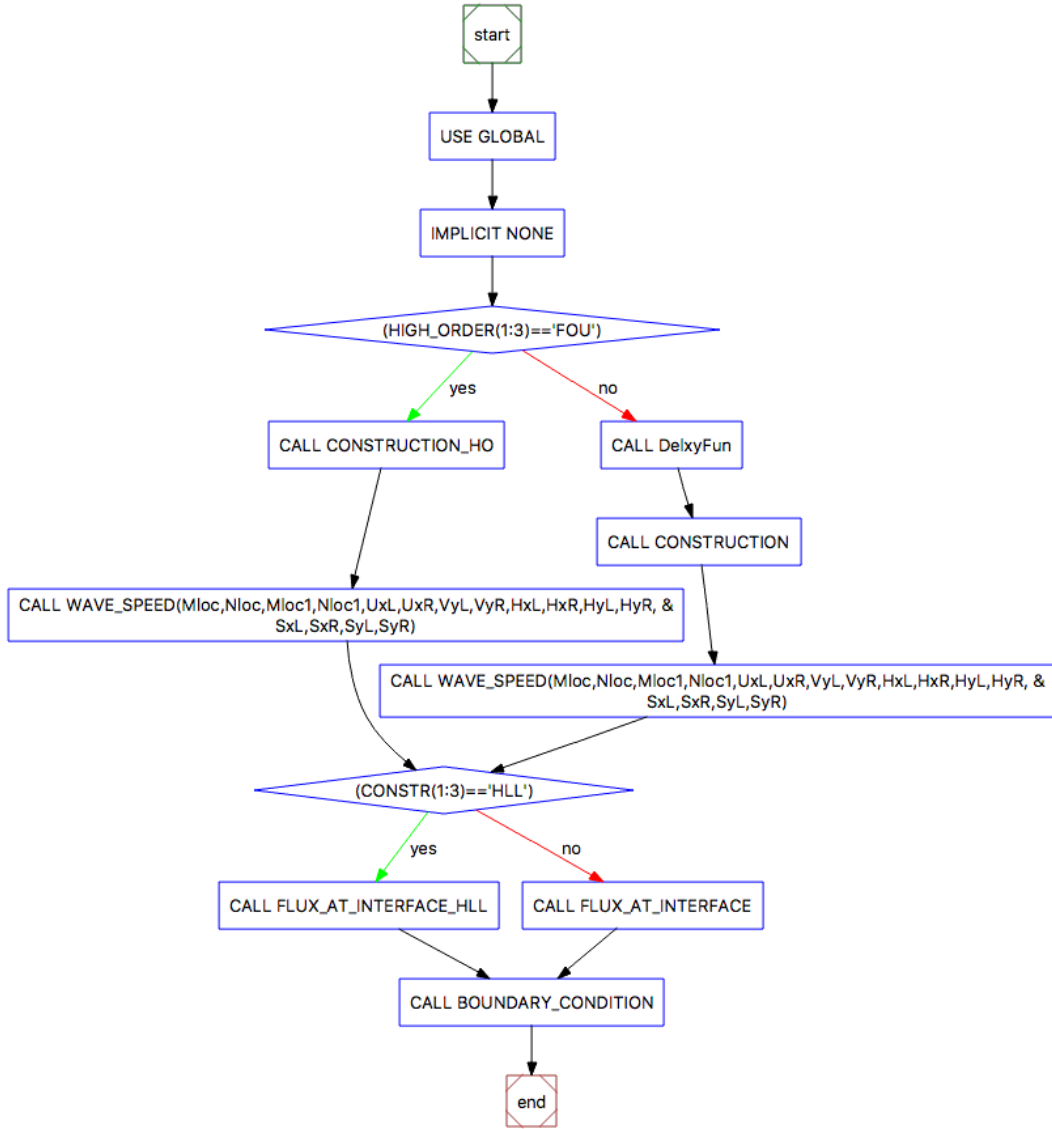


Figure 16: The control flow plot presents an enhanced flow chart for each program unit, here FLUXES.

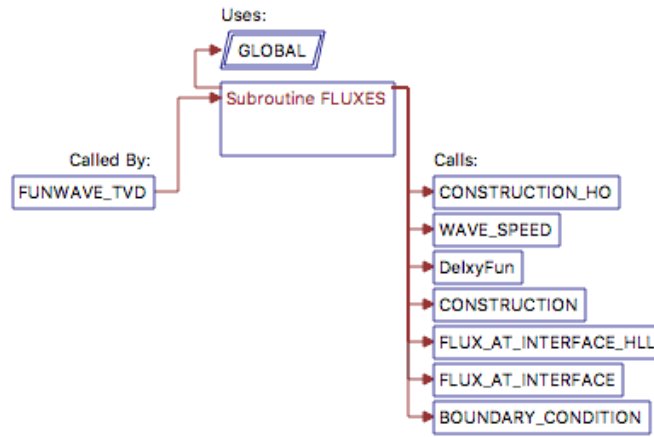


Figure 17: The declaration plot shows the upstream and downstream calls, here for FLUXES.



Figure 18: The declaration file plot shows the dependent program units, here for FLUXES.