

# Abstract Interpretation

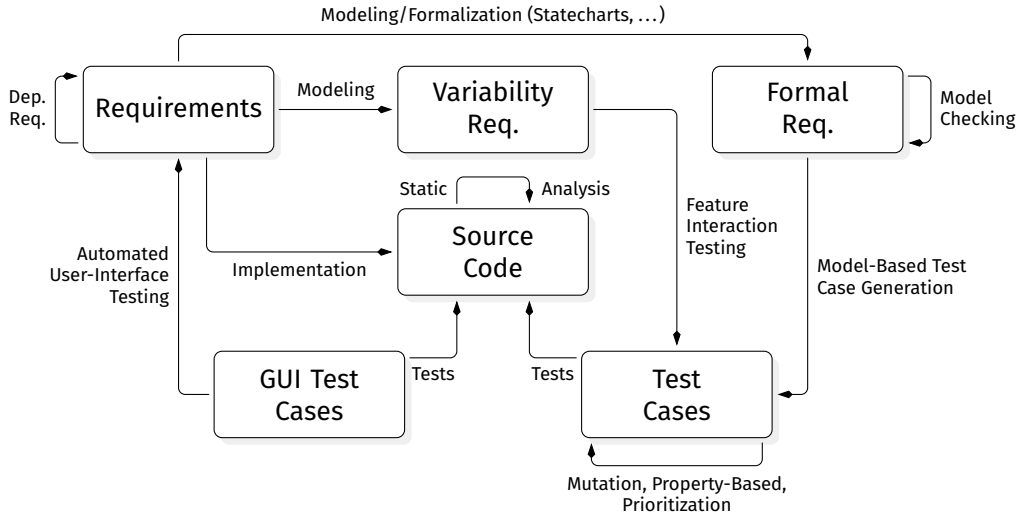
Software Quality Assurance — Static Code Analysis, II | Florian Sihler | December 10, 2025

# 1. The Why

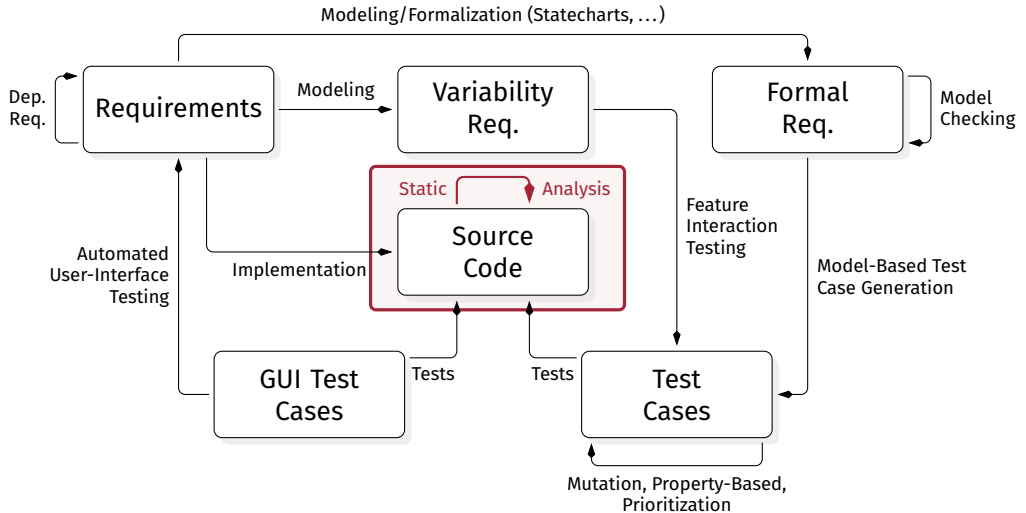
Why am I even here?

# Embedding a Landscape

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Discover *syntactic/semantic properties* of programs  
**without** running them.<sup>[RY20]</sup>





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Today, we learn how to...

- describe semantic properties
- compare, refine, and combine properties
- describe and map language semantics to properties
- deal with the cost of abstraction (and the fun)



# The Why

```
public static void main(String[] args) {  
    int a = 1;  
    double r = Math.random() * 10;  
    if (r > 5) {  
        a = 2;  
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java

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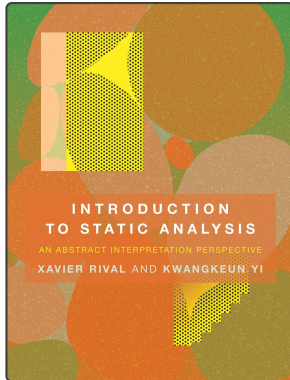
- We want to proof, that a program satisfies certain properties
- Abstract Interpretation is one (/the) technique to do so

# Recommended Resources

And for an overview: “Tutorial on Static Inference of Numeric Invariants by Abstract Interpretation” [Min17]

# Recommended Resources

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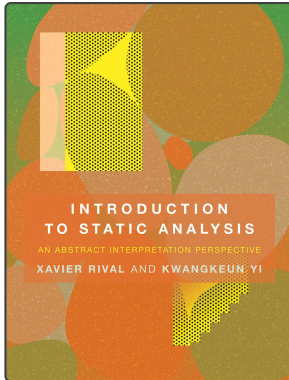


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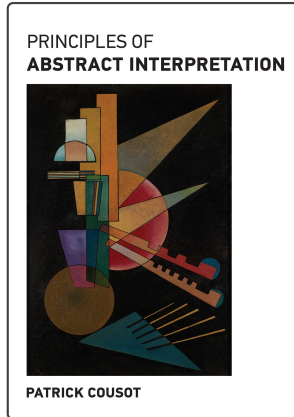


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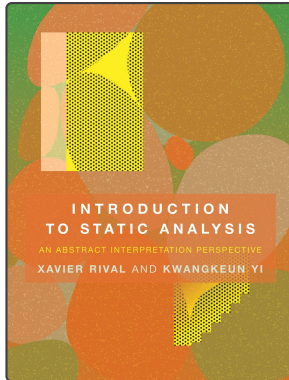
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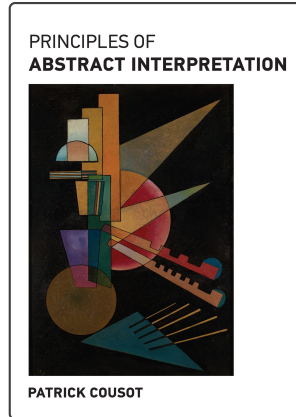
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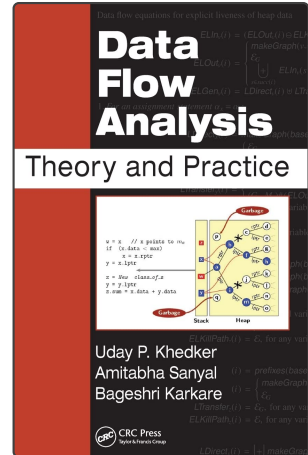
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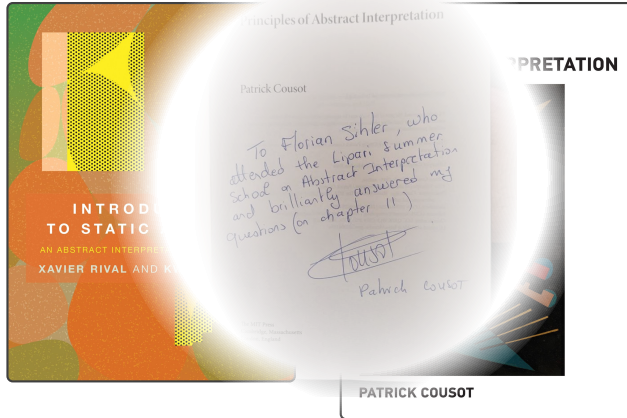
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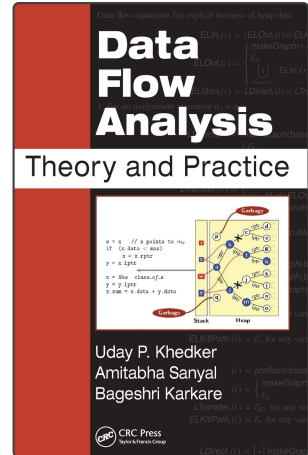
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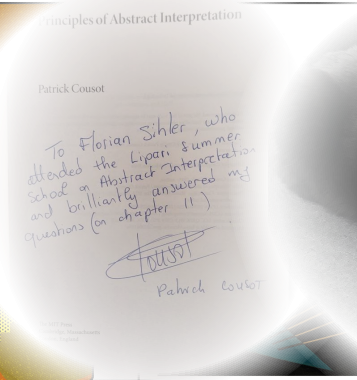
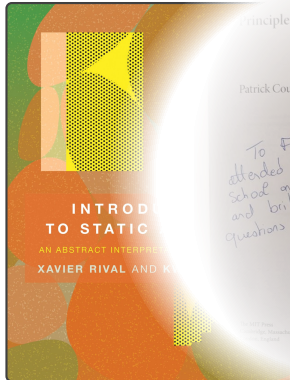
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PATRICK COUSOT



And for an overview: "Tutorial on Static Inference of Numeric Invariants by Abstract Interpretation" [Min17]

## 2. The How

Gimme properties, gimme abstractions!

# Abstract Interpretation



See "A casual introduction to Abstract Interpretation" [Cou12]

# Concrete Interpretation



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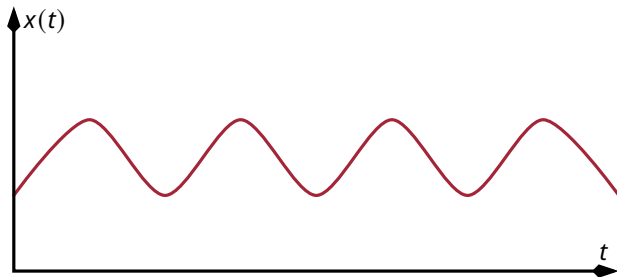
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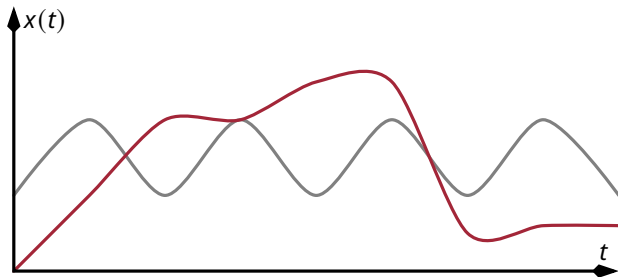


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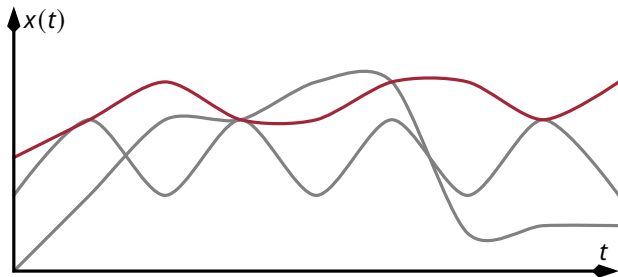
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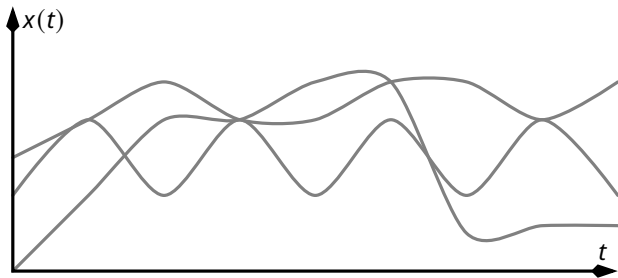
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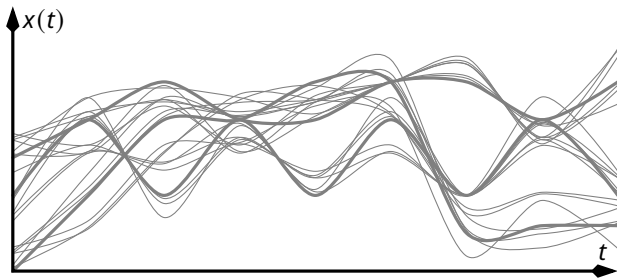
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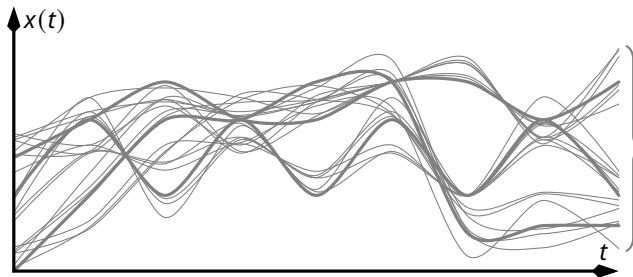
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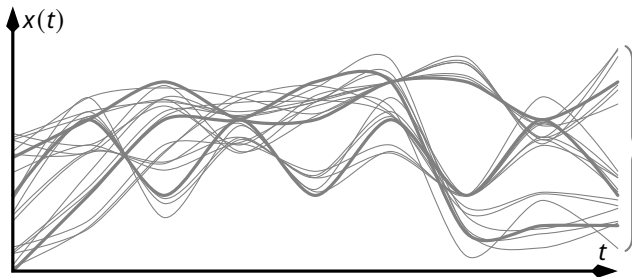
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Collecting Semantics<sup>[Cou21, p. 91]</sup>

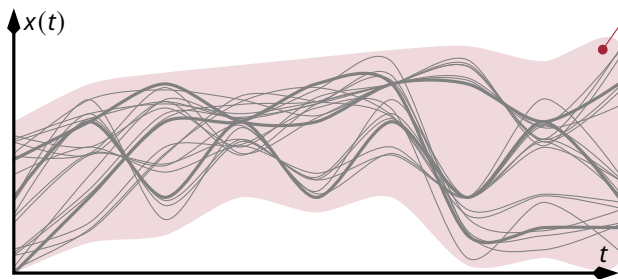
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- Maybe impossible to compute statically
- Each trace is a single execution (test, ...)
- ... or very expensive (► *dynamic*)
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## (Trace) Abstraction<sup>[Cou21, p. 92]</sup>

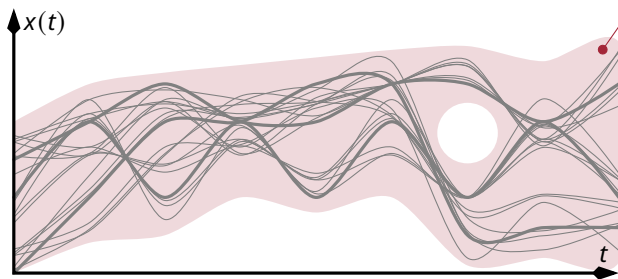
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this **must** include all concrete traces!  
(over-approximate)

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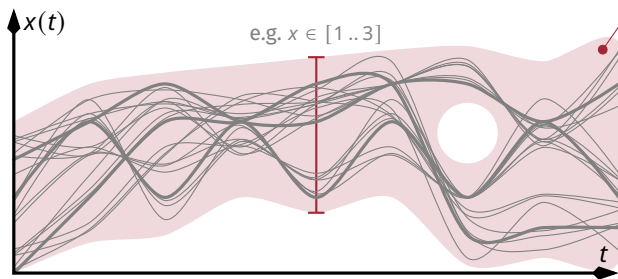
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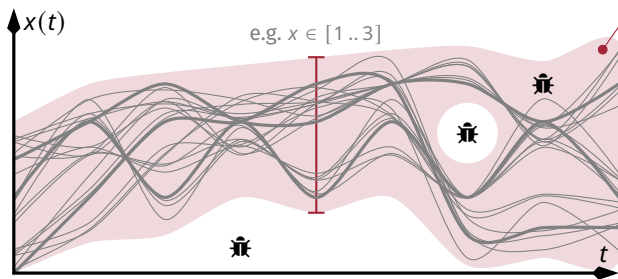
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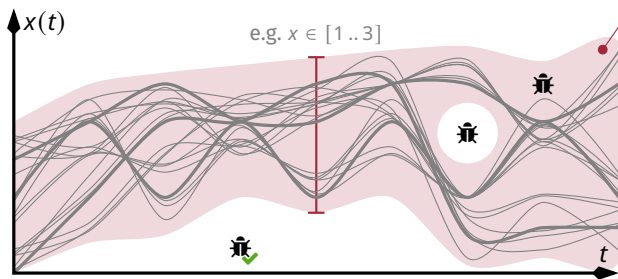


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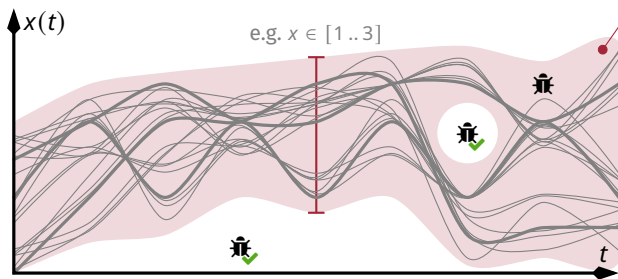


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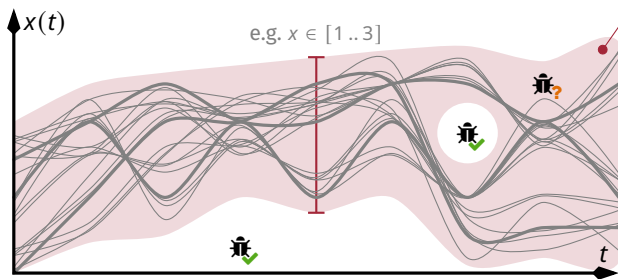


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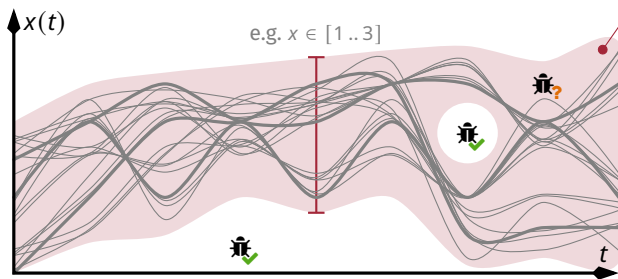
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Radhia Cousot (1947–2014)  
Patrick Cousot



Patrick Cousot (1948)  
Personal Website



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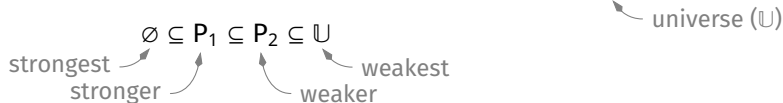
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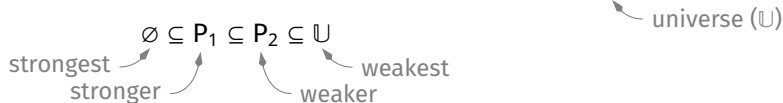




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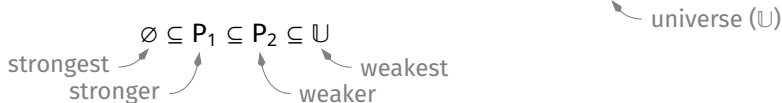


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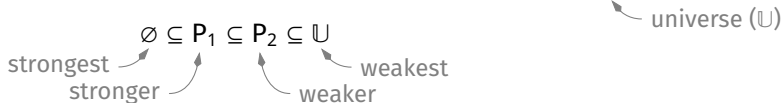


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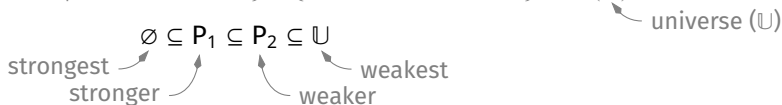
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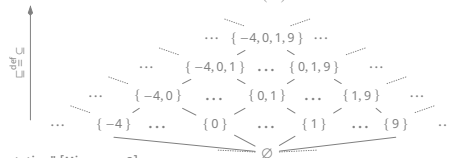
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Hasse Diagram of  
 $(\mathcal{P}(\mathbb{Z}), \subseteq)$





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Consider the Poset  $(\mathcal{P}(\{0, 3, -2\}), \subseteq)$ .

Draw its Hasse diagram.

Indicate the greatest and smallest element.

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**Hasse Diagram:**

A directed graph, with edges from  $a$  to  $b$  ( $a \neq b$ ) indicating that  $a \sqsubseteq b$  without a  $c$  with  $a \sqsubseteq c \sqsubseteq b$ .

# A Task In-Between



Helmut Hasse (1898–1979)

© 2.0 Oberwolfach  
Photo Collection

## Task:

Consider the Poset  $(\mathcal{P}(\{0, 3, -2\}), \subseteq)$ .  
Draw its Hasse diagram.  
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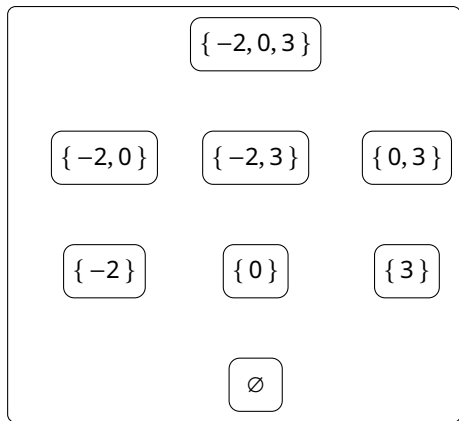
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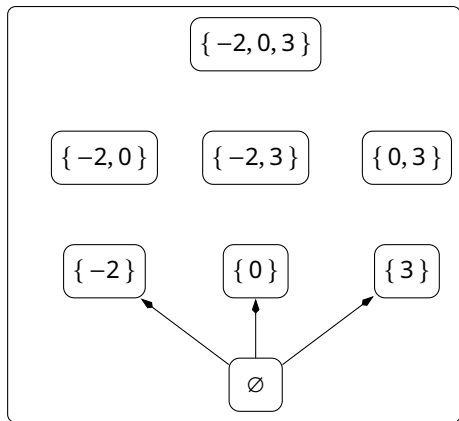
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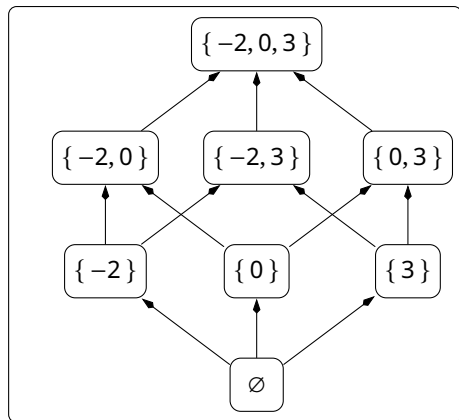
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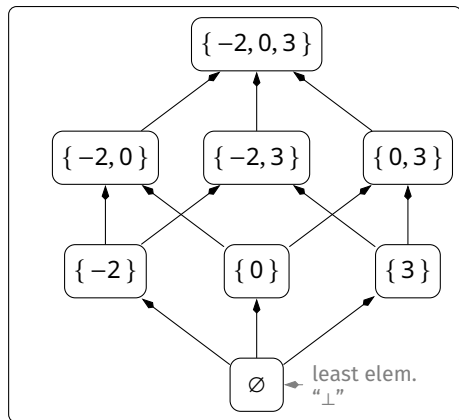
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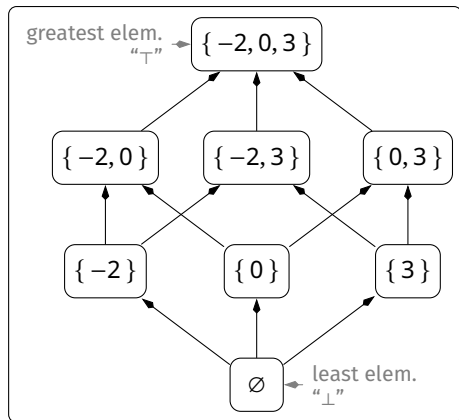
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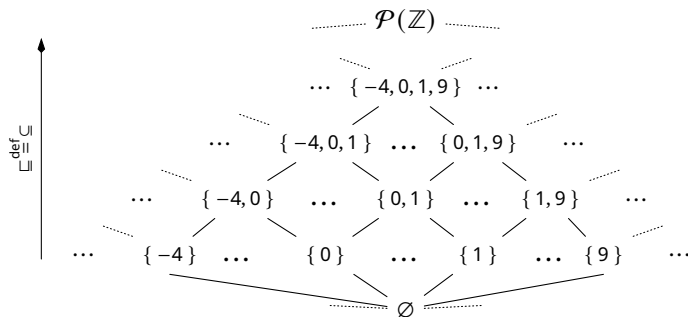
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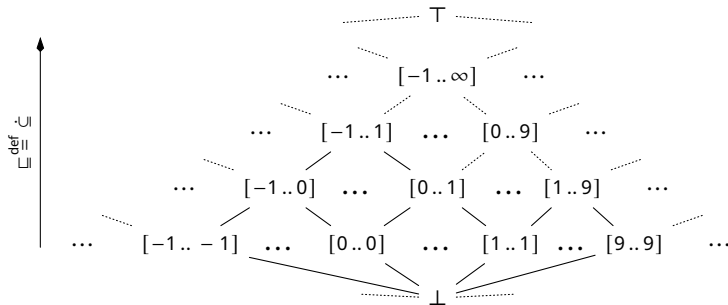


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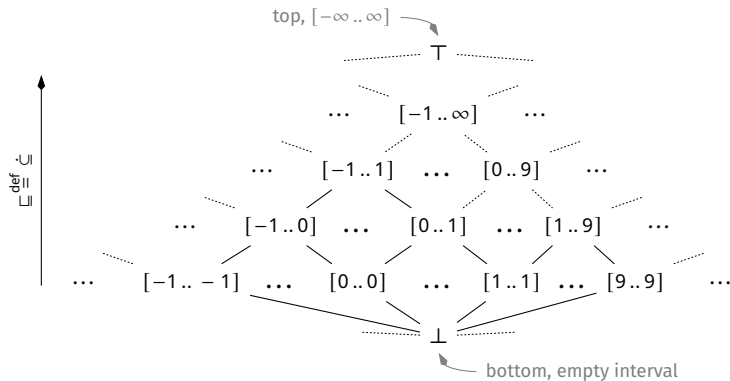
# Posets, Lattices, and Chains



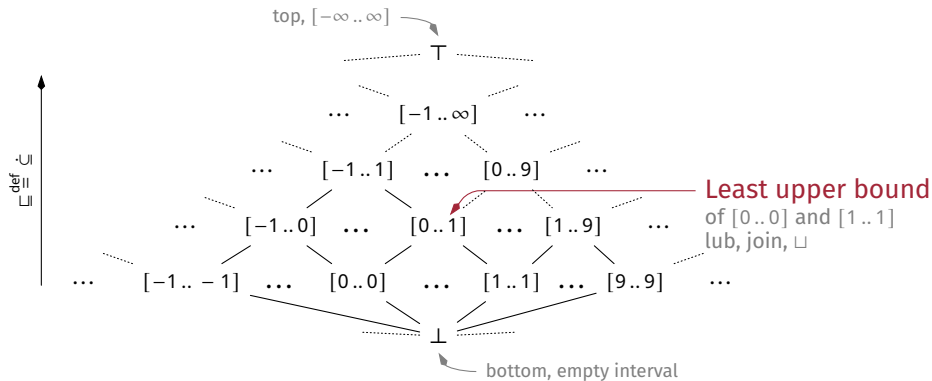
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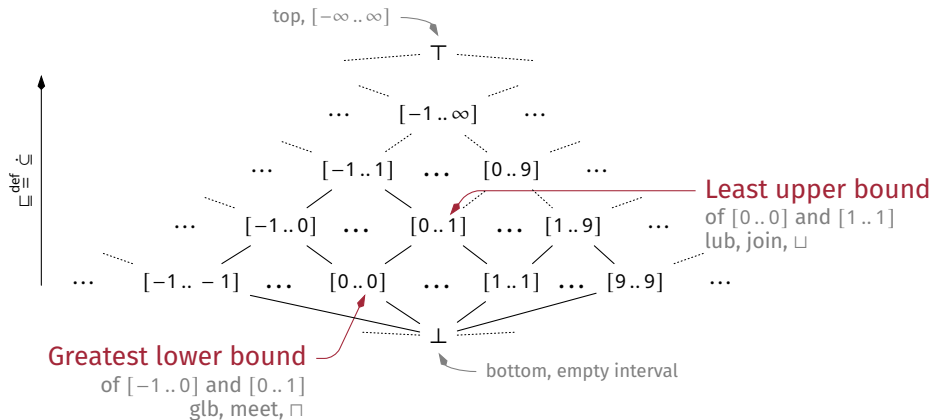
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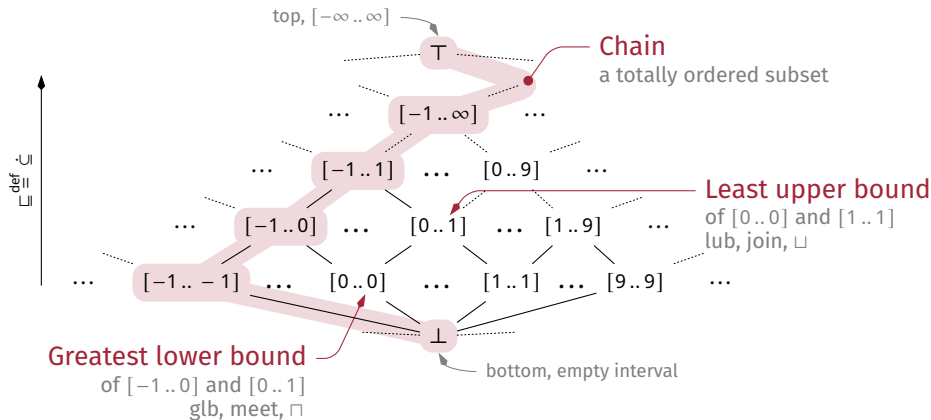
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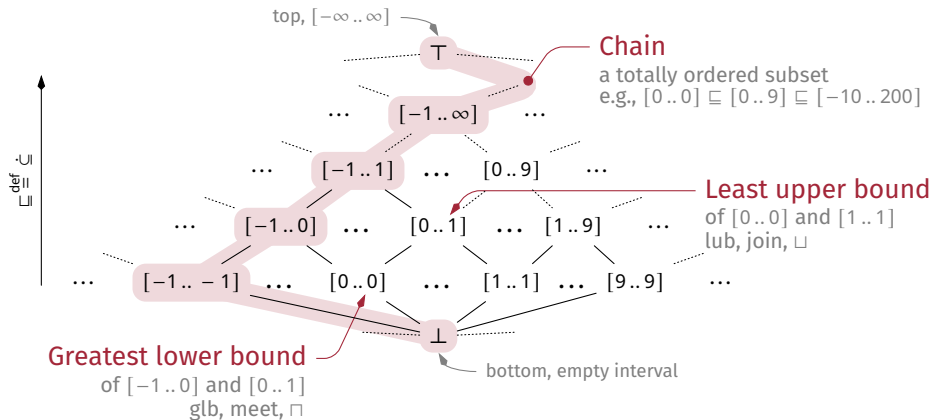
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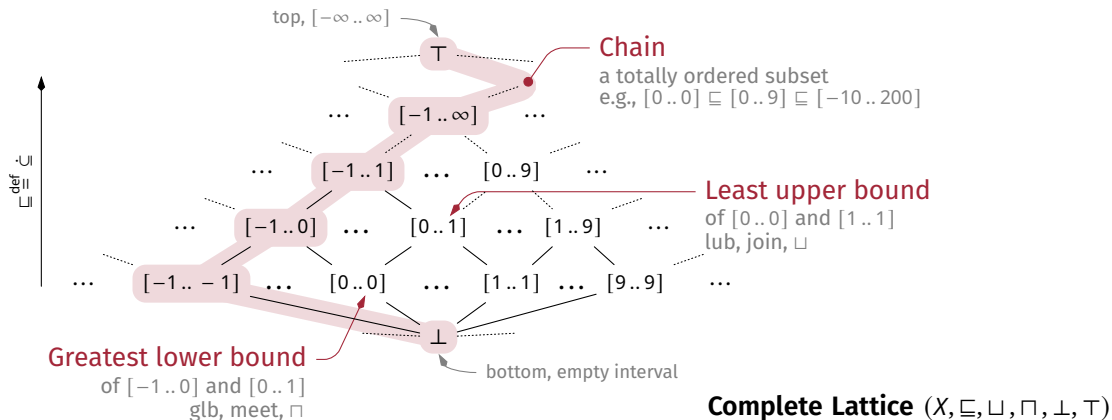


# Posets, Lattices, and Chains

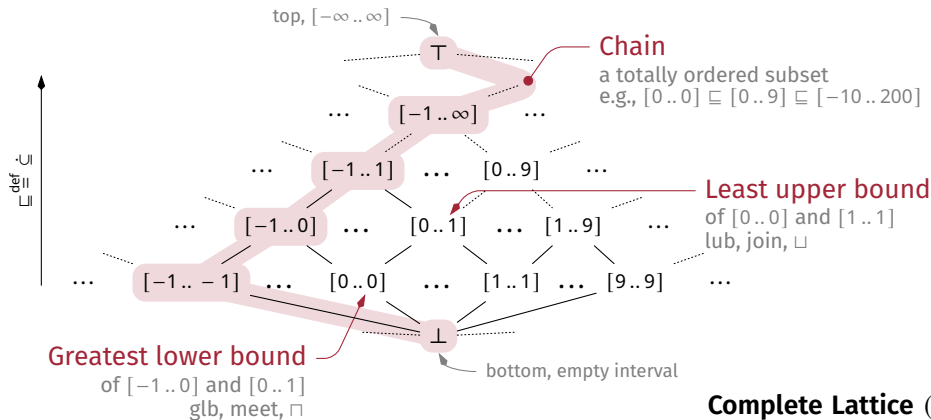




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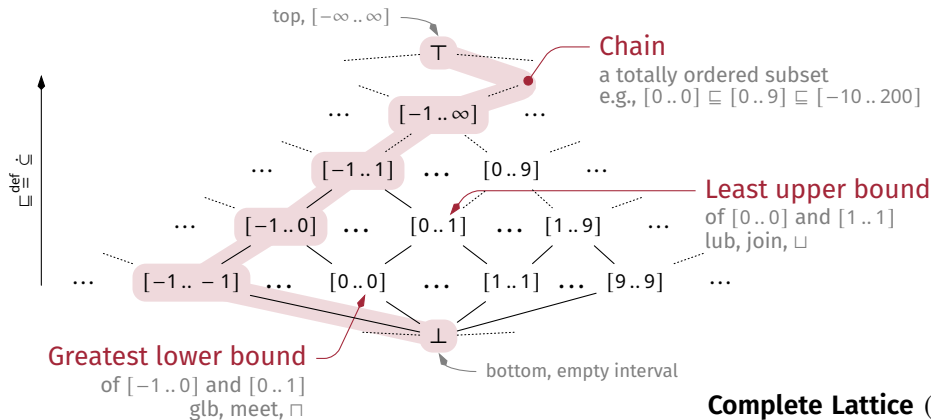
# Posets, Lattices, and Chains



**Complete Lattice**  $(X, \sqsubseteq, \sqcup, \sqcap, \perp, \top)$

- $(X, \sqsubseteq)$  is a partial order

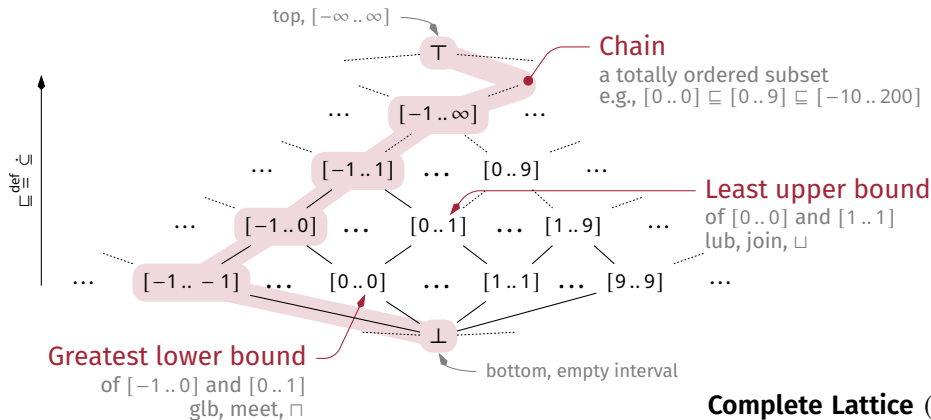
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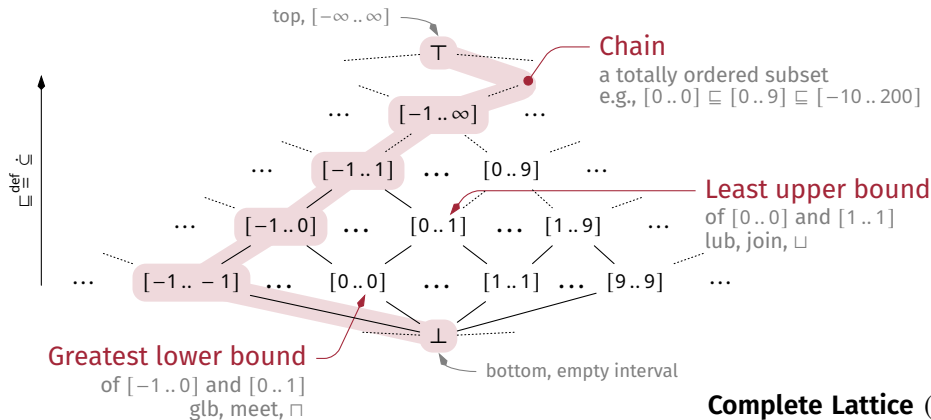
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# Posets, Lattices, and Chains



“Lattice elements (e.g.  $[0 .. 1]$ ) define — per variable — the abstract state (the abstraction) at a given time or program point!”

“Lattice theory” [Bir67], see also sublattices [Min17, p. 25]

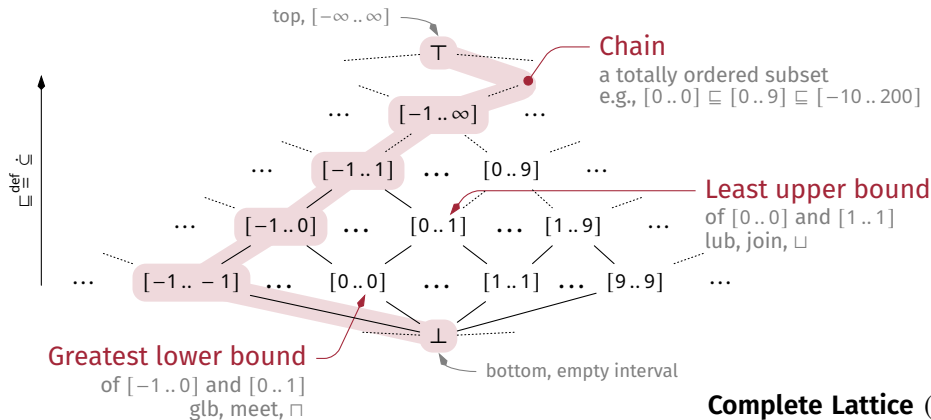
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# Posets, Lattices, and Chains



Garrett Birkhoff (1911–96)  
Paul Halmos



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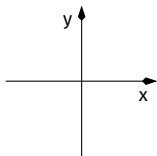
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# Abstract Domains

Pick Your Favorite Lattice!

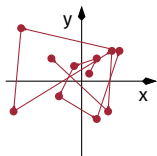
# Numerical



# Abstract Domains

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# Numerical



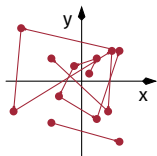
"Principles of Abstract Interpretation" [Cou21], "Pentagons: a weakly relational abstract domain for the efficient validation of array accesses" [LF08, p. 25]



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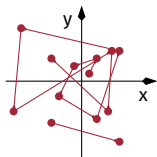


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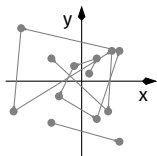


Collecting Semantics

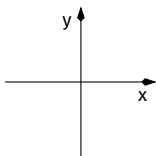
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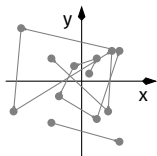
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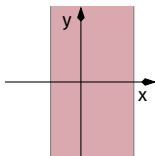
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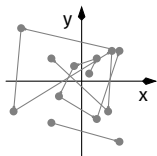
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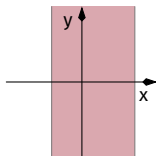
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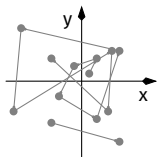


Intervals  $x \in [a..b]$   
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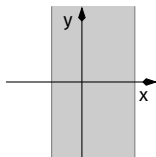
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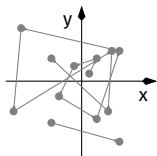


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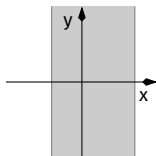
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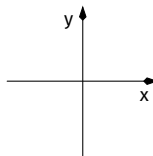
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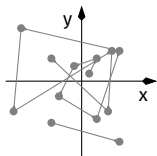
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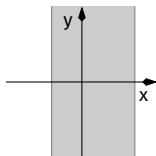
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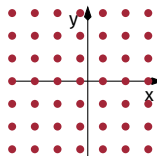
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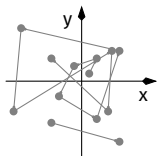
Simple Congruences



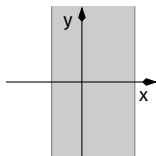
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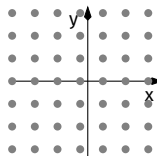
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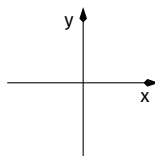
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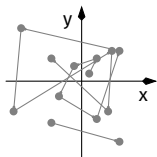
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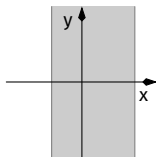
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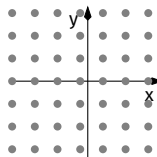
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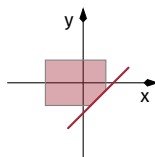
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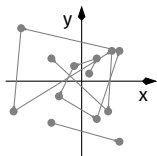


Pentagons

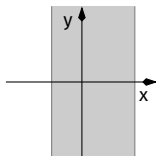
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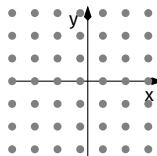
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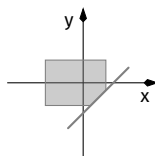
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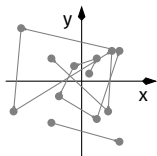


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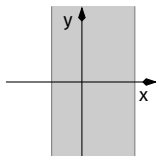
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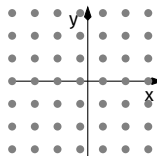
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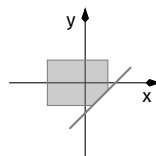
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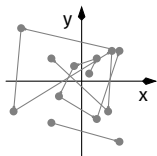
Pentagons

- Octagons

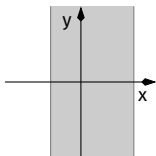
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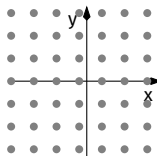
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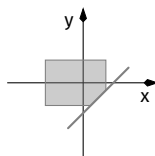
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Simple Congruences



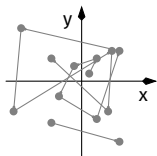
Pentagons

- Octagons
- Ellipses

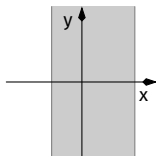
# Abstract Domains

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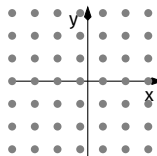
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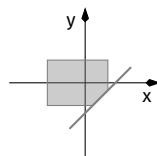
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Simple Congruences



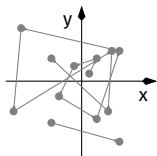
Pentagons

- Octagons
- Ellipses
- Exponentials

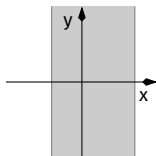
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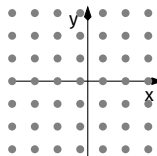
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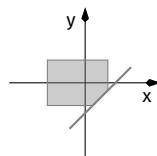
Collecting Semantics



Intervals  $x \in [a..b]$   
 $y \in [-\infty.. \infty]$



Simple Congruences



Pentagons

- Octagons

- Ellipses

- Exponentials

- Signs

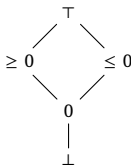
# Sign Analysis

# Simple Sign Domain



# Sign Analysis

## Simple Sign Domain



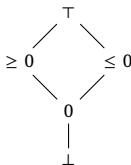
# Sign Analysis

## Simple Sign Domain

- We still have no program semantics, but we can try...

```
int a = 0;  
int b = 12;  
int c = a + b;  
int d = c - b;
```

java



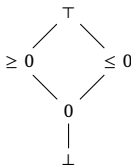
# Sign Analysis

## Simple Sign Domain

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int b = 12;  
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int d = c - b;
```

java



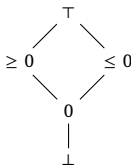
# Sign Analysis

## Simple Sign Domain

- We still have no program semantics, but we can try...

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int a = 0;           { a = 0 }  
int b = 12;          { b ≥ 0 }  
int c = a + b;  
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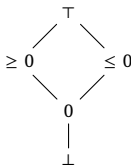
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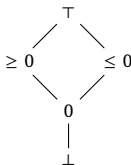
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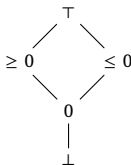
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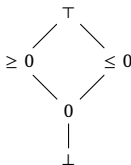
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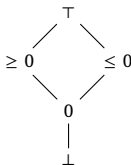
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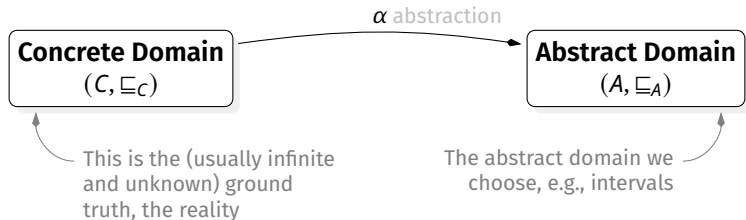
The abstract domain we  
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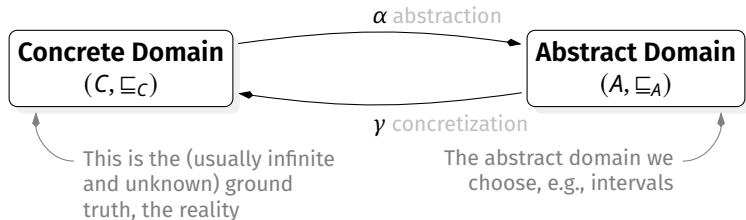
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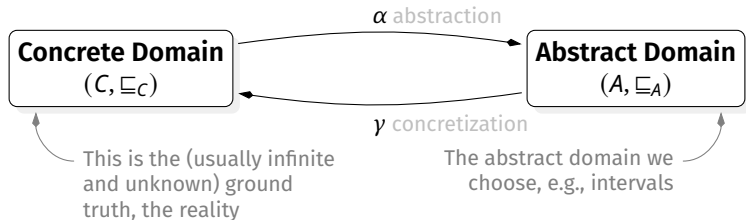
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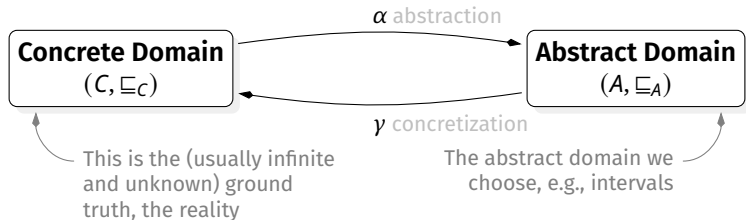


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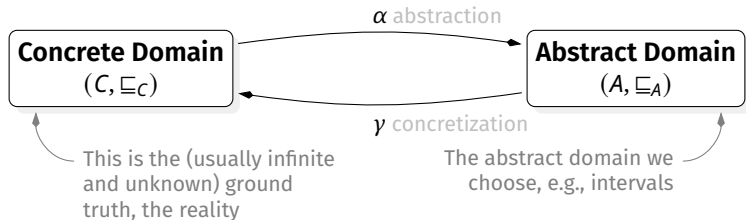
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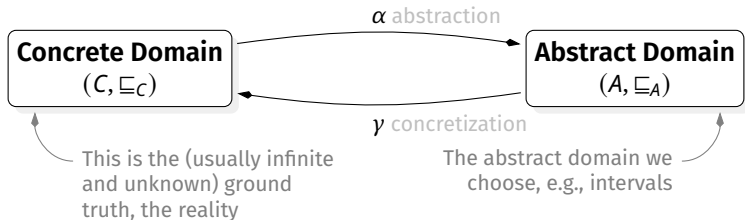
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Public Domain  
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- But, how do we handle loops? Recursion?



# Fixpoints

"A lattice-theoretical fixpoint theorem and its applications." [Tar55], "Introduction to metamathematics" [Kle52], "Principles of Abstract Interpretation" [Cou21, p. 165]

# Fixpoints

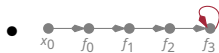
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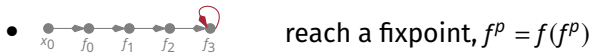
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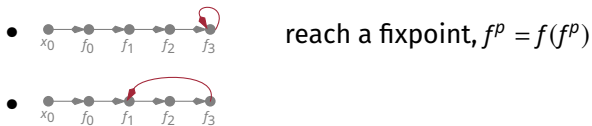
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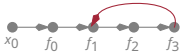
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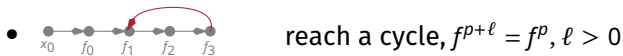
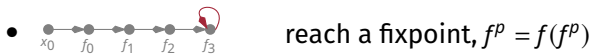
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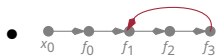


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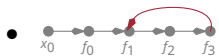
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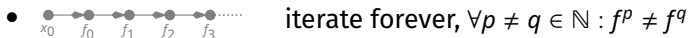
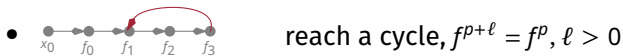
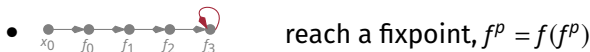
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Alfred Tarski (1901–83)

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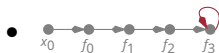
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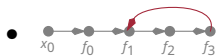
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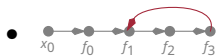
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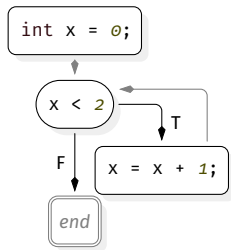
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- You may know fixpoints from tools like  $\text{\LaTeX}$  or the  $\lambda$ -calculus

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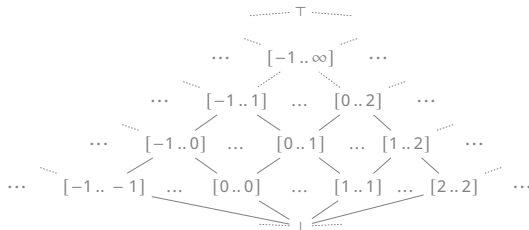
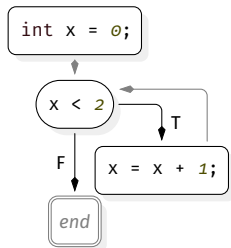
# Interval Analysis, I

(the intuitive approach)



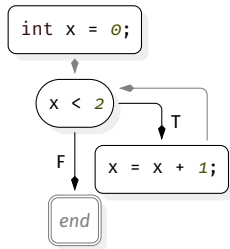
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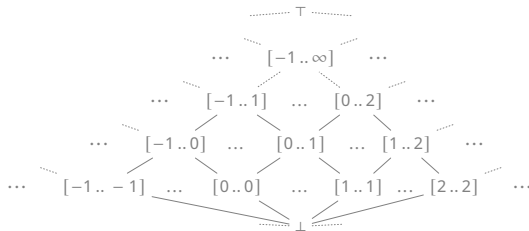




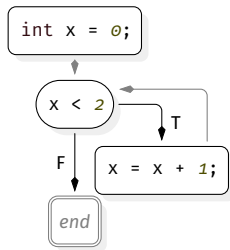
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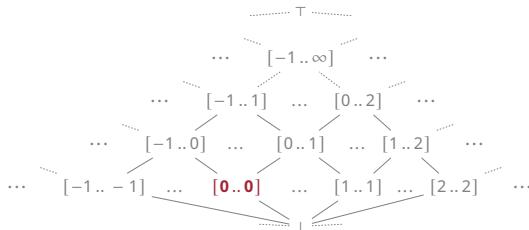
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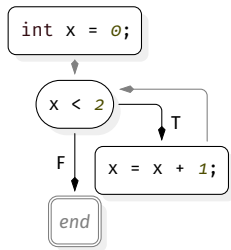
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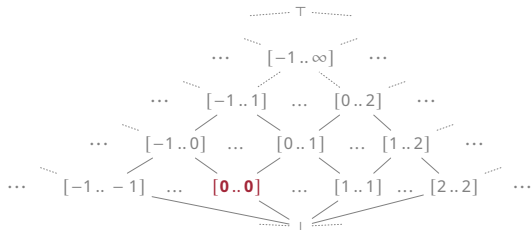


# Interval Analysis, I (the intuitive approach)

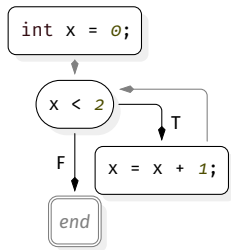


$\{ x_0 \in [0..0] \}$

$\{ [\text{pre}] x_1 \in [0..0] \}$



# Interval Analysis, I (the intuitive approach)

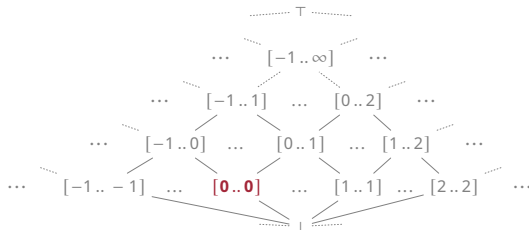


$\{ x_0 \in [0 .. 0] \}$

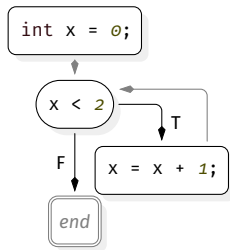
$\{ [\text{pre}] x_1 \in [0 .. 0] \}$

$\{ [\text{in}] x_2 \in [0 .. 0] \quad ([0 .. 0] \cap (-\infty .. 1]) \}$

if we are inside the loop we know that  $x < 2$  holds!



# Interval Analysis, I (the intuitive approach)



$\{ x_0 \in [0 .. 0] \}$

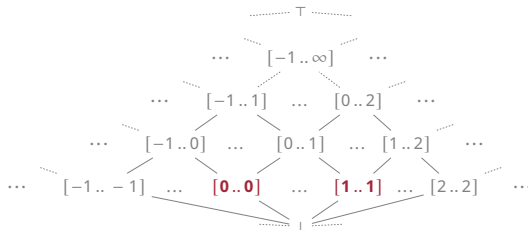
$\{ [\text{pre}] x_1 \in [0 .. 0] \}$

$\{ [\text{in}] x_2 \in [0 .. 0] \quad ([0 .. 0] \cap (-\infty .. 1]) \}$

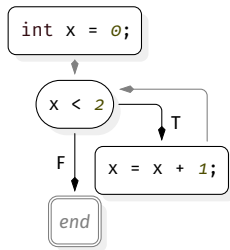
if we are inside the loop we know that  $x < 2$  holds!

$\{ x_3 \in [1 .. 1] \quad ([0 .. 0] \oplus [1 .. 1]) \}$

we have to know how to add intervals here



# Interval Analysis, I (the intuitive approach)



$\{ x_0 \in [0 .. 0] \}$

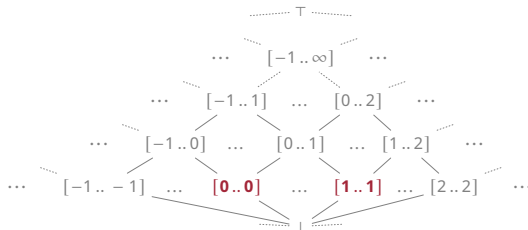
$\{ [\text{pre}] x_1 \in [0 .. 0] \}$

$\{ [\text{in}] x_2 \in [0 .. 0] \quad ([0 .. 0] \cap (-\infty .. 1]) \}$

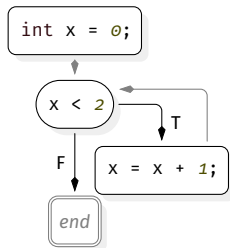
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we have to know how to add intervals here



# Interval Analysis, I (the intuitive approach)



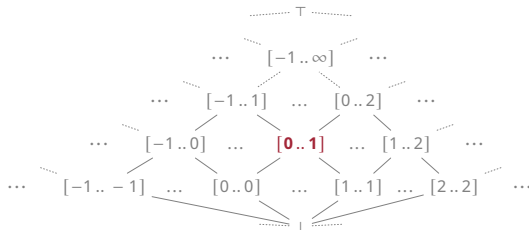
$\{ x_0 \in [0 .. 0] \}$

$\{ [\text{pre}] x_1 \in [0 .. 1] \quad ([0 .. 0] \cup [1 .. 1]) \}$

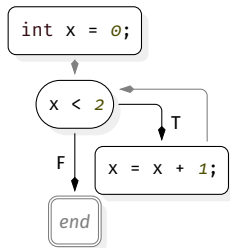
$\{ [\text{in}] x_2 \in [0 .. 0] \quad ([0 .. 0] \cap (-\infty .. 1]) \}$

$\{ x_3 \in [1 .. 1] \quad ([0 .. 0] \oplus [1 .. 1]) \}$

we join on loops because, at this point x can have any of the values



# Interval Analysis, I (the intuitive approach)



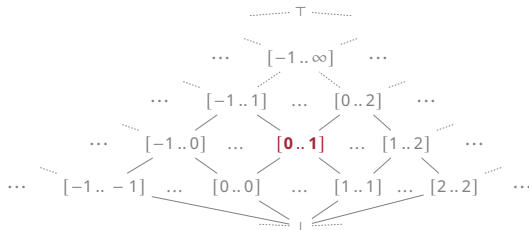
$\{ x_0 \in [0 .. 0] \}$

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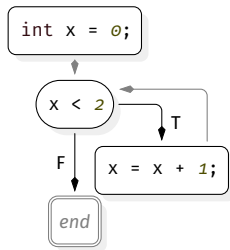
$\{ x_3 \in [1 .. 1] \quad ([0 .. 0] \oplus [1 .. 1]) \}$

we join on loops because, at this point  $x$  can have any of the values





# Interval Analysis, I (the intuitive approach)



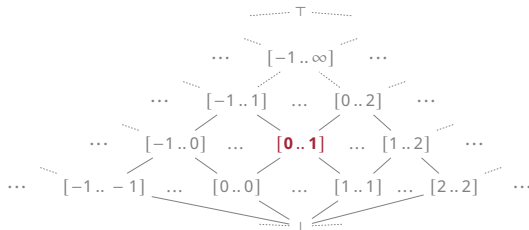
$\{ x_0 \in [0 .. 0] \}$

$\{ [\text{pre}] x_1 \in [0 .. 1] \quad ([0 .. 0] \cup [1 .. 1]) \}$

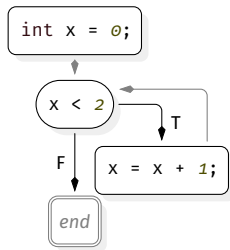
$\{ [\text{in}] x_2 \in [0 .. 1] \quad ([0 .. 1] \cap (-\infty .. 1]) \}$

$\{ x_3 \in [1 .. 2] \quad ([0 .. 1] \oplus [1 .. 1]) \}$

we join on loops because, at this point x can have any of the values



# Interval Analysis, I (the intuitive approach)

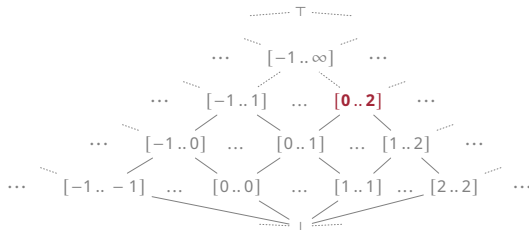


$\{ x_0 \in [0 .. 0] \}$

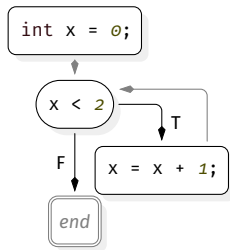
$\{ [\text{pre}] \mathbf{x}_1 \in [0 .. 2] \quad ([0 .. 1] \cup [1 .. 2]) \}$

$\{ [\text{in}] \mathbf{x}_2 \in [0 .. 1] \quad ([0 .. 1] \cap (-\infty .. 1]) \}$

$\{ \mathbf{x}_3 \in [1 .. 2] \quad ([0 .. 1] \oplus [1 .. 1]) \}$



# Interval Analysis, I (the intuitive approach)



$\{ x_0 \in [0..0] \}$

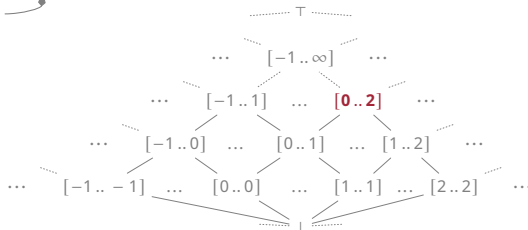
$\{ [\text{pre}] x_1 \in [0..2] \quad ([0..1] \cup [1..2]) \}$

$\{ [\text{in}] x_2 \in [0..1] \quad ([0..1] \cap (-\infty..1]) \}$

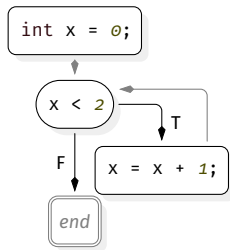
$\{ x_3 \in [1..2] \quad ([0..1] \oplus [1..1]) \}$

$\{ [\text{post}] x_4 \in [2..2] \quad ([0..2] \cap [2..\infty)) \}$

after the loop we know that  $\neg(x < 2) = x \geq 2$  holds!



# Interval Analysis, I (the intuitive approach)



Intervals

$\{ x_0 \in [0 .. 0] \}$

$\{ [\text{pre}] x_1 \in [0 .. 2] \quad ([0 .. 1] \cup [1 .. 2]) \}$

$\{ [\text{in}] x_2 \in [0 .. 1] \quad ([0 .. 1] \cap (-\infty .. 1]) \}$

$\{ x_3 \in [1 .. 2] \quad ([0 .. 1] \oplus [1 .. 1]) \}$

$\{ [\text{post}] x_4 \in [2 .. 2] \quad ([0 .. 2] \cap [2 .. \infty)) \}$

after the loop we know that  $\neg(x < 2) = x \geq 2$  holds!

Signs

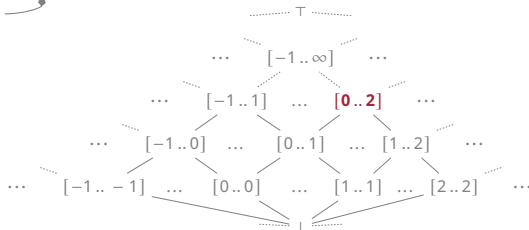
$\{ x_0 = 0 \}$

$\{ [\text{pre}] x_1 \geq 0 \}$

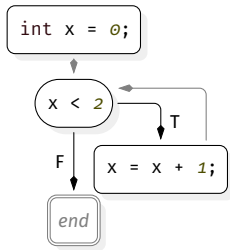
$\{ [\text{in}] x_2 \geq 0 \}$

$\{ x_3 \geq 0 \}$

$\{ [\text{post}] x_4 \geq 0 \}$



(the intuitive approach)

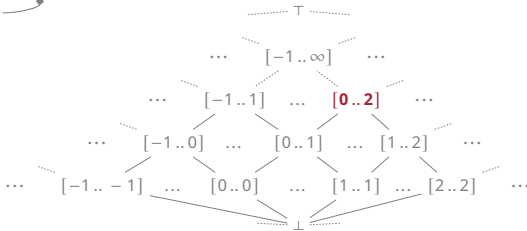
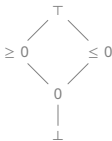


## Intervals

$$\{x_0 \in [0..0]\}$$
$$\{ [\text{pre}] \ x_1 \in [0..2] \quad ([0..1] \cup [1..2]) \}$$
$$\{ [in] x_2 \in [0..1] \quad ([0..1] \cap (-\infty..1]) \}$$
$$\{x_3 \in [1..2] \quad ([0..1] \oplus [1..1])\}$$
$$\{ \text{[post]} x_4 \in [2..2] \quad ([0..2] \cap [2..\infty)) \}$$

after the loop we know that  $\neg(x < 2) = x \geq 2$  holds!

## Signs

$$\{x_0 = 0\}$$
$$\{ [\text{pre}] \ x_1 \geq 0 \}$$
$$\{ \text{[in]} \ x_2 \geq 0 \}$$
$$(x_3 \geq 0)$$
$$\{ \text{[post]} \ x_4 \geq 0 \}$$


# 3. Semantics

What does my program mean?

# Semantics





```
int x = 0;  
  
while(x < 2) {  
  
    x = x + 1;  
  
}
```

java

# Semantics

# Program Syntax (simplified)

Variable  $v \in \mathbb{V}$

```
int x = 0;  
  
while(x < 2) {  
  
    x = x + 1;  
  
}
```

java

# Semantics

# Program Syntax (simplified)

Variable  $v \in \mathbb{V}$   
Assignment

```
int x = 0;
```

```
while(x < 2) {
```

```
    x = x + 1;
```

```
}
```

java

# Semantics

# Program Syntax (simplified)

```
int x = 0;  
  
while(x < 2) {  
  
    x = x + 1;  
  
}
```

Variable  $v \in \mathbb{V}$

Assignment

Numeric Constant  $c \in \mathbb{I}$

java

# Semantics

# Program Syntax (simplified)

Variable  $v \in \mathbb{V}$   
Assignment  
Sequence  
Numeric Constant  $c \in \mathbb{I}$

```
int x = 0;  
  
while(x < 2) {  
  
    x = x + 1;  
  
}
```

java

# Semantics

# Program Syntax (simplified)

```
int x = 0;  
while(x < 2) {  
    x = x + 1;  
}
```

Variable  $v \in \mathbb{V}$

Assignment

Sequence

Loop

Numeric Constant  $c \in \mathbb{I}$

java

# Semantics

# Program Syntax (simplified)

Variable  $v \in \mathbb{V}$   
Assignment  
Sequence  
Numeric Constant  $c \in \mathbb{I}$   
Loop  
Comparison  $\bowtie \in \{\leq, <, \dots\}$

```
int x = 0;  
while(x < 2) {  
    x = x + 1;  
}
```

java

# Semantics

# Program Syntax (simplified)

Variable  $v \in \mathbb{V}$   
Assignment  
Sequence  
Numeric Constant  $c \in \mathbb{I}$   
Loop  
Comparison  $\bowtie \in \{\leq, <, \dots\}$   
Binary Expression

```
int x = 0;  
while(x < 2) {  
    x = x + 1;  
}
```

java



# Semantics

# Program Syntax (simplified)

Variable  $v \in \mathbb{V}$   
Assignment  
Sequence  
Numeric Constant  $c \in \mathbb{I}$   
Loop  
Comparison  $\bowtie \in \{\leq, <, \dots\}$   
Binary Expression

```
int x = 0;  
while(x < 2) {  
    x = x + 1;  
}
```

<i>stm</i>	$::=$	$V \leftarrow \textit{expr}$	(assignment, $V \in \mathbb{V}$ )	java
	$ $	$\textit{stm}_1; \textit{stm}_2$	(sequence)	
	$ $	<b>while</b> ( <i>cond</i> ) { <i>stm</i> }	(loop)	
<i>expr</i>	$::=$	$V$	(variable, $V \in \mathbb{V}$ )	
	$ $	$c$	(constant, $c \in \mathbb{I}$ )	
	$ $	$\textit{expr}_1 \diamond \textit{expr}_2$	(bin. expr., $\diamond \in \{+, -, \dots\}$ )	
<i>cond</i>	$::=$	$b$	(boolean, $b \in \mathbb{B}$ )	
	$ $	$\textit{expr}_1 \bowtie \textit{expr}_2$	(comparison, $\bowtie \in \{\leq, <, \dots\}$ )	

# Atomic Expression Semantics

```
int x = 0;  
while(x < 2) {  
    x = x + 1;  
}
```

java

<i>expr</i>	$::=$	$V$	(variable, $V \in \mathbb{V}$ )
	$ $	$c$	(constant, $c \in \mathbb{I}$ )
	$ $	$expr_1 \diamond expr_2$	(bin. expr., $\diamond \in \{+, -, \dots\}$ )

# Atomic Expression Semantics

```
int x = 0;  
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}
```

java

<i>expr</i>	$::=$	$V$	(variable, $V \in \mathbb{V}$ )
	$ $	$c$	(constant, $c \in \mathbb{I}$ )
	$ $	$expr_1 \diamond expr_2$	(bin. expr., $\diamond \in \{+, -, \dots\}$ )

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

# Atomic Expression Semantics

```
int x = 0;  
while(x < 2) {  
    x = x + 1;  
}
```

java

<i>expr</i>	::=	$V$	(variable, $V \in \mathbb{V}$ )
		$c$	(constant, $c \in \mathbb{I}$ )
		$expr_1 \diamond expr_2$	(bin. expr., $\diamond \in \{+, -, \dots\}$ )

Variable

def

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

# Atomic Expression Semantics

```
int x = 0;  
while(x < 2) {  
    x = x + 1;  
}
```

java

<i>expr</i>	::=	$V$	(variable, $V \in \mathbb{V}$ )
		$c$	(constant, $c \in \mathbb{I}$ )
		$expr_1 \diamond expr_2$	(bin. expr., $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $expr_1 \diamond expr_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

$\mathbb{V}$	$\mathbb{I}$
$x$	0
$c$	5

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $\text{expr}_1 \diamond \text{expr}_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state
- Now we can define  $\text{evalExpr}(\text{expr}, \text{env})$  for an environment  $\text{env} \in \mathcal{E}$

$\mathbb{V}$	$\mathbb{I}$
$x$	$0$
$c$	$5$

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $expr_1 \diamond expr_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

Usually written as  $\mathbb{E} \llbracket expr \rrbracket \rho$

- Now we can define  $\text{evalExpr}(expr, env)$  for an environment  $env \in \mathcal{E}$

$\mathbb{V}$	$\mathbb{I}$
$x$	0
$c$	5



# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::= V (variable,  $V \in \mathbb{V}$ )  
 | c (constant,  $c \in \mathbb{I}$ )  
 | *expr*<sub>1</sub>  $\diamond$  *expr*<sub>2</sub> (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

Usually written as  $\mathbb{E}[\![ \text{expr} ]\!] \rho$

- Now we can define  $\text{evalExpr}(\text{expr}, \text{env})$  for an environment  $\text{env} \in \mathcal{E}$

$\text{evalExpr}(V, \text{env}) \stackrel{\text{def}}{=} \text{env}(V)$

$\mathbb{V}$	$\mathbb{I}$
x	0
c	5

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $expr_1 \diamond expr_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

Usually written as  $\mathbb{E} \llbracket expr \rrbracket \rho$

- Now we can define  $\text{evalExpr}(expr, env)$  for an environment  $env \in \mathcal{E}$

$\text{evalExpr}(V, env) \stackrel{\text{def}}{=} env(V)$  ← Value of  $V \in \mathbb{V}$  in Environment  $env$

$\mathbb{V}$	$\mathbb{I}$
$x$	0
$c$	5

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $expr_1 \diamond expr_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

Usually written as  $\mathbb{E}[\![ expr ]\!]\rho$

- Now we can define  $\text{evalExpr}(\text{expr}, env)$  for an environment  $env \in \mathcal{E}$

$\text{evalExpr}(V, env)$

$\stackrel{\text{def}}{=}$

$env(V)$

Value of  $V \in \mathbb{V}$  in Environment  $env$

$\text{evalExpr}(c, env)$

$\stackrel{\text{def}}{=}$

$c$

$\mathbb{V}$	$\mathbb{I}$
$x$	0
$c$	5

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $\text{expr}_1 \diamond \text{expr}_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

Usually written as  $\mathbb{E}[\![ \text{expr} ]\!] \rho$

- Now we can define  $\text{evalExpr}(\text{expr}, \text{env})$  for an environment  $\text{env} \in \mathcal{E}$

$\text{evalExpr}(V, \text{env}) \stackrel{\text{def}}{=} \text{env}(V)$  ← Value of  $V \in \mathbb{V}$  in Environment  $\text{env}$   
 $\text{evalExpr}(c, \text{env}) \stackrel{\text{def}}{=} c$   
 $\text{evalExpr}(\text{expr}_1 + \text{expr}_2, \text{env}) \stackrel{\text{def}}{=} \text{evalExpr}(\text{expr}_1, \text{env}) + \text{evalExpr}(\text{expr}_2, \text{env})$

$\mathbb{V}$	$\mathbb{I}$
$x$	0
$c$	5

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $\text{expr}_1 \diamond \text{expr}_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

Usually written as  $\mathbb{E}[\![ \text{expr} ]\!] \rho$

- Now we can define  $\text{evalExpr}(\text{expr}, \text{env})$  for an environment  $\text{env} \in \mathcal{E}$

$\text{evalExpr}(V, \text{env}) \stackrel{\text{def}}{=} \text{env}(V)$  ← Value of  $V \in \mathbb{V}$  in Environment  $\text{env}$   
 $\text{evalExpr}(c, \text{env}) \stackrel{\text{def}}{=} c$   
 $\text{evalExpr}(\text{expr}_1 + \text{expr}_2, \text{env}) \stackrel{\text{def}}{=} \text{evalExpr}(\text{expr}_1, \text{env}) + \text{evalExpr}(\text{expr}_2, \text{env})$   
 $\vdots$

$\mathbb{V}$	$\mathbb{I}$
$x$	0
$c$	5

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
    x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $\text{expr}_1 \diamond \text{expr}_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

Usually written as  $\mathbb{E}[\![ \text{expr} ]\!] \rho$

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$\text{evalExpr}(V, \text{env}) \stackrel{\text{def}}{=} \text{env}(V)$  ← Value of  $V \in \mathbb{V}$  in Environment  $\text{env}$   
 $\text{evalExpr}(c, \text{env}) \stackrel{\text{def}}{=} c$   
 $\text{evalExpr}(\text{expr}_1 + \text{expr}_2, \text{env}) \stackrel{\text{def}}{=} \text{evalExpr}(\text{expr}_1, \text{env}) + \text{evalExpr}(\text{expr}_2, \text{env})$   
 $\vdots$

$\mathbb{V}$	$\mathbb{I}$
$x$	0
$c$	5

- Additionally, we can define  $\text{evalCond}(\text{cond}, \text{envs})$  and  $\text{evalStm}(\text{stm}, \text{envs})$

# Atomic Expression Semantics

```
int x = 0;
while(x < 2) {
  x = x + 1;
}
```

java

*expr* ::=  $V$  (variable,  $V \in \mathbb{V}$ )  
 |  $c$  (constant,  $c \in \mathbb{I}$ )  
 |  $\text{expr}_1 \diamond \text{expr}_2$  (bin. expr.,  $\diamond \in \{+, -, \dots\}$ )

Variable

Integer Values

- We use an environment  $\mathcal{E} \stackrel{\text{def}}{=} \mathbb{V} \rightarrow \mathbb{I}$  to represent the current program state

Usually written as  $\mathbb{E}[\![ \text{expr} ]\!] \rho$

- Now we can define  $\text{evalExpr}(\text{expr}, \text{env})$  for an environment  $\text{env} \in \mathcal{E}$

$\text{evalExpr}(V, \text{env}) \stackrel{\text{def}}{=} \text{env}(V)$  ← Value of  $V \in \mathbb{V}$  in Environment  $\text{env}$   
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$\mathbb{C} \llbracket cond \rrbracket \mathcal{D}$

$\mathbb{S} \llbracket stm \rrbracket \mathcal{D}$



# Denotational Semantics

## while loops

# Denotational Semantics

## while loops

**while**(*cond*) { *stm* }

Suppose we start the loop with states *Start*

↓  
**while**(*cond*) { *stm* }

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$$\text{while}(\text{cond}) \{ \text{stm} \} \overset{\text{def}}{=} F(X) \text{ } \text{iterate to find the least fixpoint [Min17, p. 52]}$$


Suppose we start the loop with states *Start*

$$\text{while}(\text{cond}) \{ \text{stm} \} \quad F(X) \stackrel{\text{def}}{=} \text{Start} \cup \text{evalStm}(\text{stm}, \text{evalCond}(\text{cond}, X))$$

iterate to find the least fixpoint [Min17, p. 52]

Try to map this to the *Interval Analysis*, I example!

Suppose we start the loop with states  $Start$

$$\text{while}(\text{cond}) \{ \text{stm} \} \quad \begin{array}{l} \downarrow \\ F(X) \stackrel{\text{def}}{=} Start \cup \text{evalStm}(\text{stm}, \text{evalCond}(\text{cond}, X)) \\ \downarrow \end{array}$$

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Keep only states  $S$  with  $\text{evalCond}(\neg \text{cond}, S)$

Suppose we start the loop with states *Start*

$$\text{while}(\textcolor{red}{cond}) \{ \textcolor{red}{stm} \} \quad \begin{array}{l} \downarrow \\ F(X) \stackrel{\text{def}}{=} \text{Start} \cup \text{evalStm}(\textcolor{red}{stm}, \text{evalCond}(\textcolor{red}{cond}, X)) \\ \downarrow \end{array} \quad \begin{array}{l} \text{iterate to find the least fixpoint [Min17, p. 52]} \\ \text{Try to map this to the Interval Analysis, I example!} \end{array}$$

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There are alternatives (e.g., equation systems, [Cou21, part 7])

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We achieve their abstract counterpart using  
the same principles but for abstract domains!



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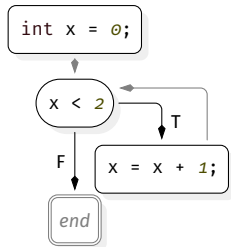
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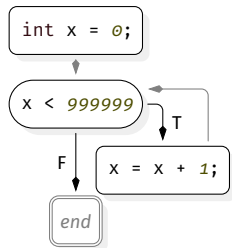
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Usually written as  $S^\#, C^\#, E^\#, \dots$

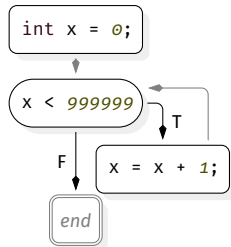
# Interval Analysis, II



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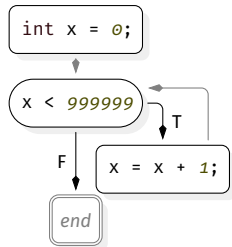


# Interval Analysis, II



$\{ x_0 \in [0..0] \}$

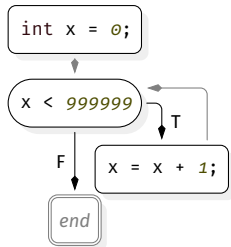
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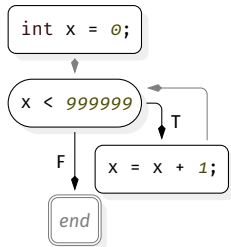


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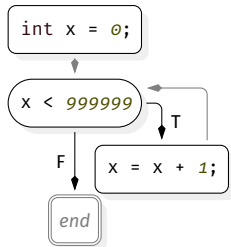
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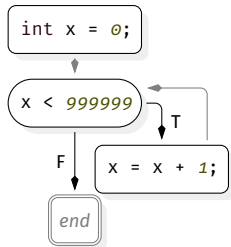
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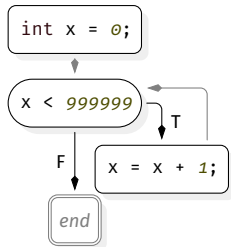
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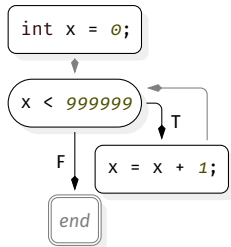
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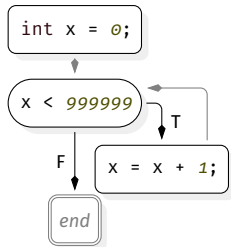
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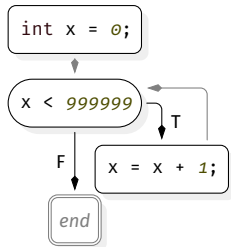
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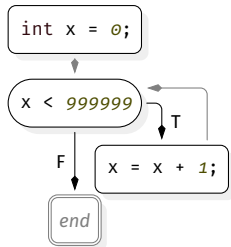
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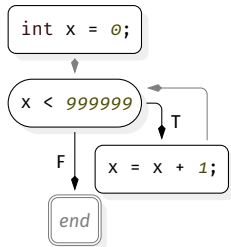
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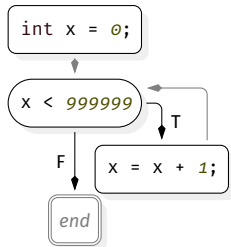
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(We only need widening if the lattice has an infinite ascending chain!)

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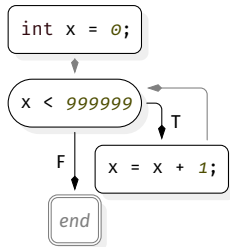
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# Sign Analysis

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*drawing the hasse diagram is enough for us here*

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$\oplus$	$\perp$	$0$	$\leq$	$\geq$	$\top$
	$\perp$	$\perp$	$\perp$	$\perp$	$\perp$
	$0$	$0$	$\leq$	$\geq$	$\top$
	$\leq$		$\leq$	$\top$	$\top$
	$\geq$			$\geq$	$\top$
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	$\perp$	$\perp$	$\perp$	$\perp$	$\perp$
	0	0	$\leq$	$\geq$	$\top$
	$\leq$		$\leq$	$\top$	$\top$
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$$\gamma(0) = \{0\}, \quad \gamma(\leq 0) = \{n \in \mathbb{Z} \mid n \leq 0\}$$

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$\oplus$	$\perp$	$0$	$\leq$	$\geq$	$\top$
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$0$		$0$	$\leq$	$\geq$	$\top$
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$$\llbracket c \rrbracket \rho \stackrel{\text{def}}{=} \begin{cases} \geq 0 & \text{if } c > 0 \\ 0 & \text{if } c = 0 \\ \leq 0 & \text{if } c < 0 \end{cases}$$

$$\llbracket a + b \rrbracket \rho \stackrel{\text{def}}{=} \llbracket a \rrbracket \rho \oplus \llbracket b \rrbracket \rho$$

3. Provide an integer concretization for  $\gamma(0)$  and  $\gamma(\leq 0)$ !

$$\gamma(0) = \{0\}, \quad \gamma(\leq 0) = \{n \in \mathbb{Z} \mid n \leq 0\}$$

4. Do we need widening? If so, define  $\nabla$ !

*We do not need widening here as our lattice is finite*

*and our semantics do not introduce new elements. (We will concretize this next week.)*

$\oplus$	$\perp$	$0$	$\leq$	$\geq$	$\top$
$\perp$	$\perp$	$\perp$	$\perp$	$\perp$	$\perp$
$0$		$0$	$\leq$	$\geq$	$\top$
$\leq$			$\leq$	$\top$	$\top$
$\geq$				$\geq$	$\top$
$\top$					$\top$

$$x \oplus y = y \oplus x$$

# 4. Outlook and Comments

This is incredible, I need more!

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- However, we have only looked at single variables and single domains so far!

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column names

#rows	id	name	score
	...	...	...
	...	...	...
#columns			

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Category theory is amazing!

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[Ger25] Oliver Gerstl. Tracking the shape of data frames in R programs using abstract interpretation (Ulm University, 2025)

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Domains can also capture relations between variables (e.g. *polyhedra*), their provenance, and much more!

However, this implies trade-offs which we discuss next time.



# Back to the Questions

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1. How would you capture what a *property* is?
2. How would you phrase that one property is “better” than another?
3. For what operations would you *not* use a control-flow graph?
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# **And... Back to the Real World?**



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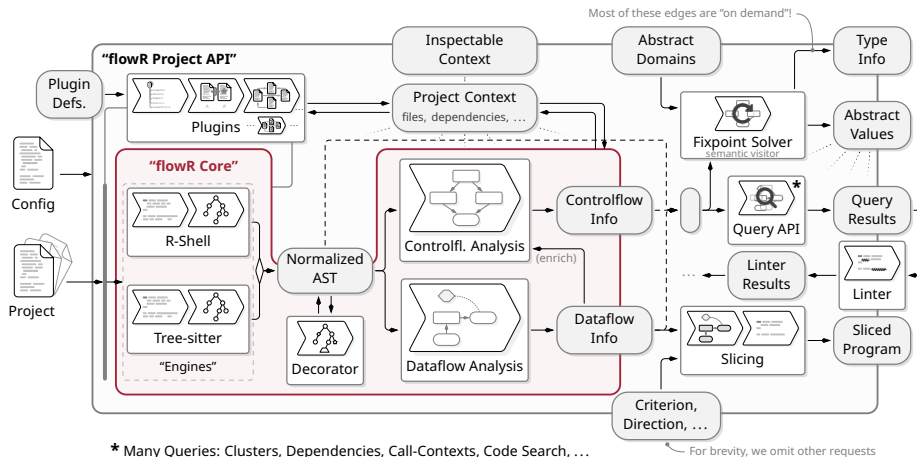
In case you like/are intrigued by what you see, join the horde: [florian.sihler@uni-ulm.de](mailto:florian.sihler@uni-ulm.de)

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flower



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- [Tur49] Alan Turing. "Checking a large routine". In: *Report of a Conference on High Speed Automatic Calculating Machines*. 1949, pp. 67–69.

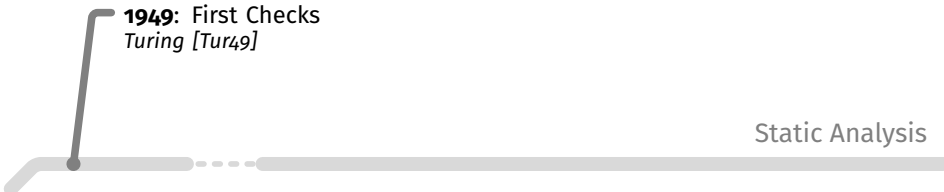


## **A Little Bit of History**



## Static Analysis

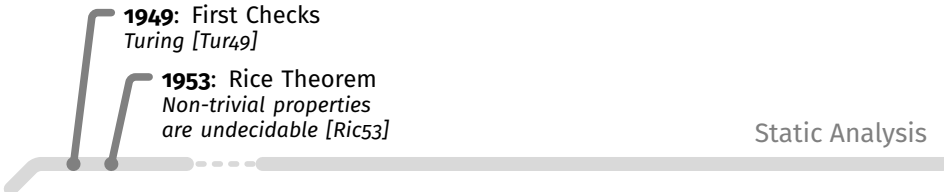
Based on the amazing “Tutorial on Static Inference of Numeric Invariants by Abstract Interpretation” by Miné [Min17], <https://www.di.ens.fr/~cousot/AI/>, and [Bal+18; GR22]



A horizontal timeline with a light gray background. A dark gray line starts from the left, goes down, then right, then up to a point marked with a black dot. From this dot, a horizontal line extends to the right, with a dashed segment in the middle. The text '1949: First Checks' and 'Turing [Tur49]' is positioned above the first solid segment. The text 'Static Analysis' is positioned above the end of the timeline.

**1949:** First Checks  
*Turing [Tur49]*

Static Analysis

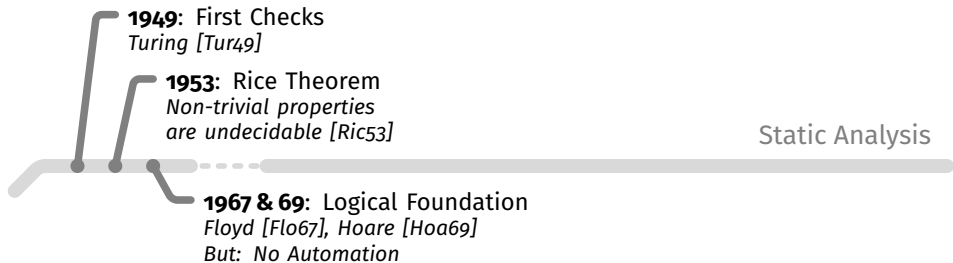


A horizontal timeline with a light gray bar. Two vertical lines branch off the bar at different points, each ending in a dot. The first branch is longer and points to the text '1949: First Checks Turing [Tur49]'. The second branch is shorter and points to the text '1953: Rice Theorem Non-trivial properties are undecidable [Ric53]'. The timeline continues to the right, ending in a rounded rectangle labeled 'Static Analysis'.

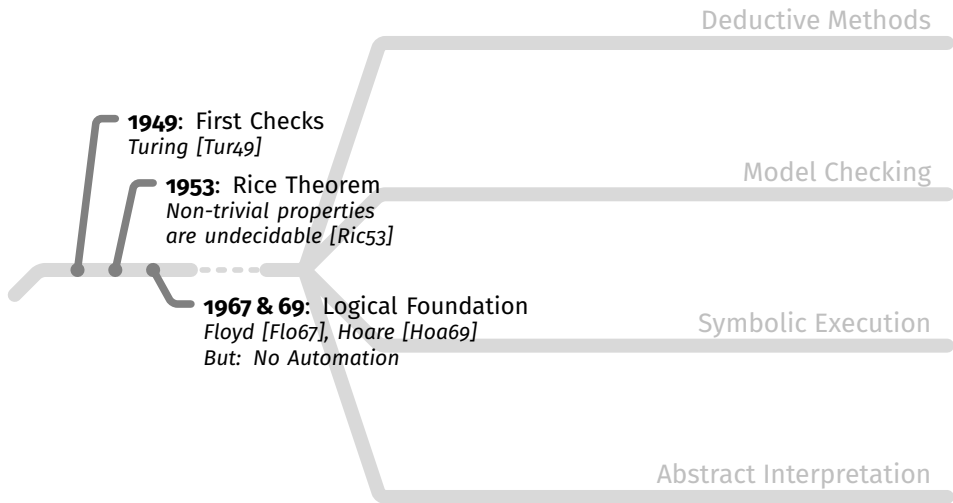
**1949:** First Checks  
*Turing [Tur49]*

**1953:** Rice Theorem  
*Non-trivial properties  
are undecidable [Ric53]*

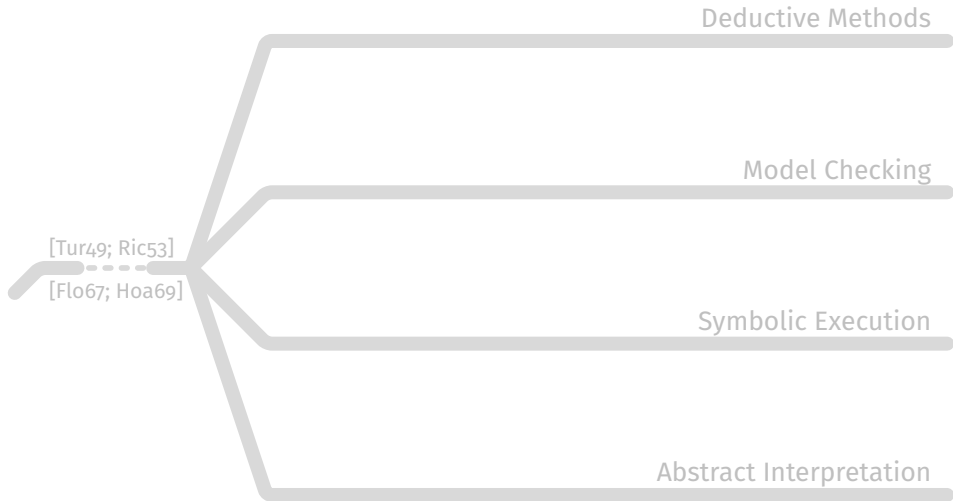
Static Analysis



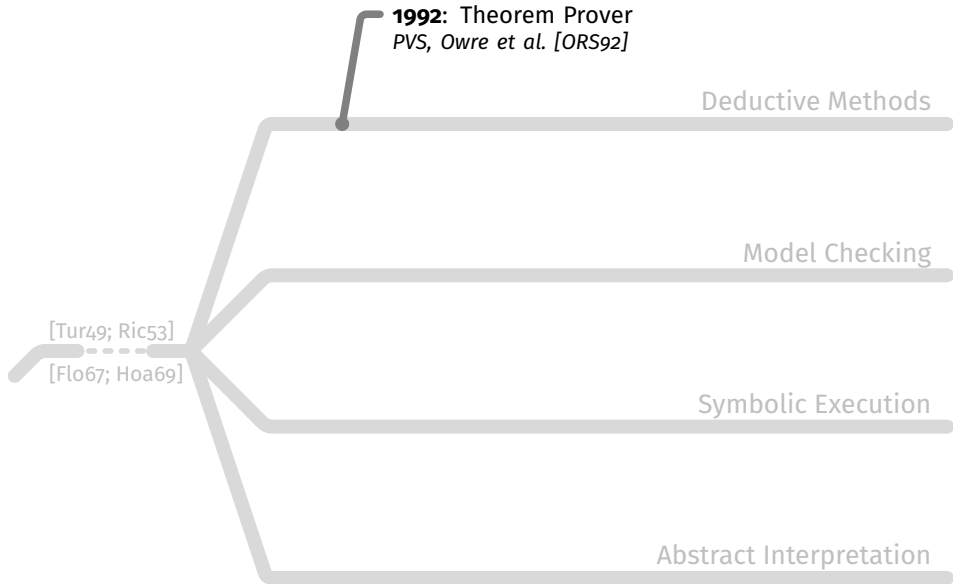
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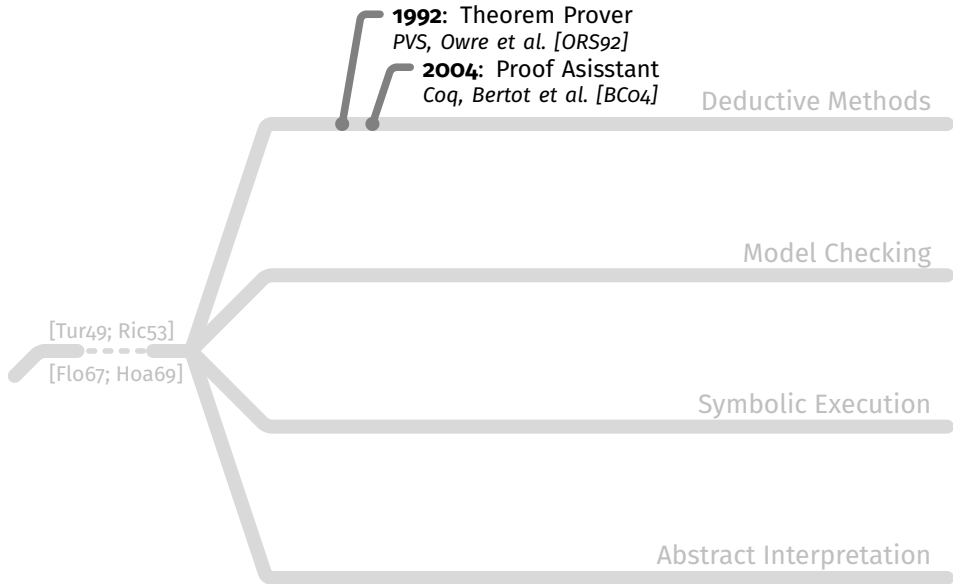


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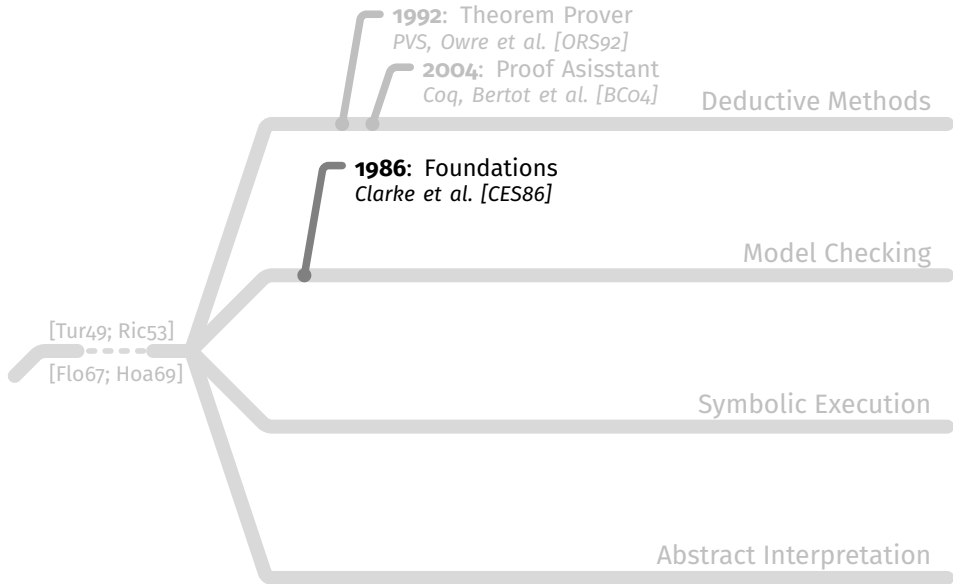


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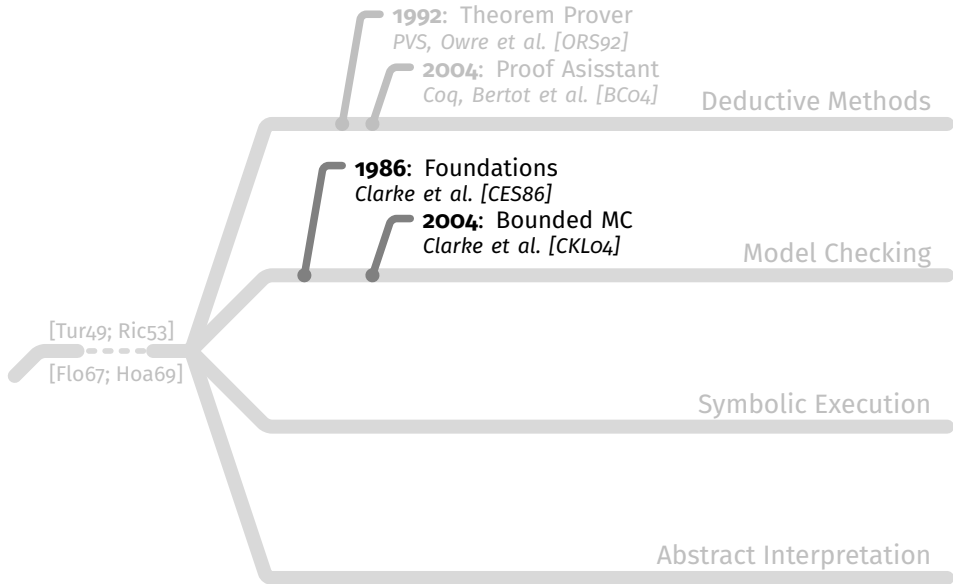




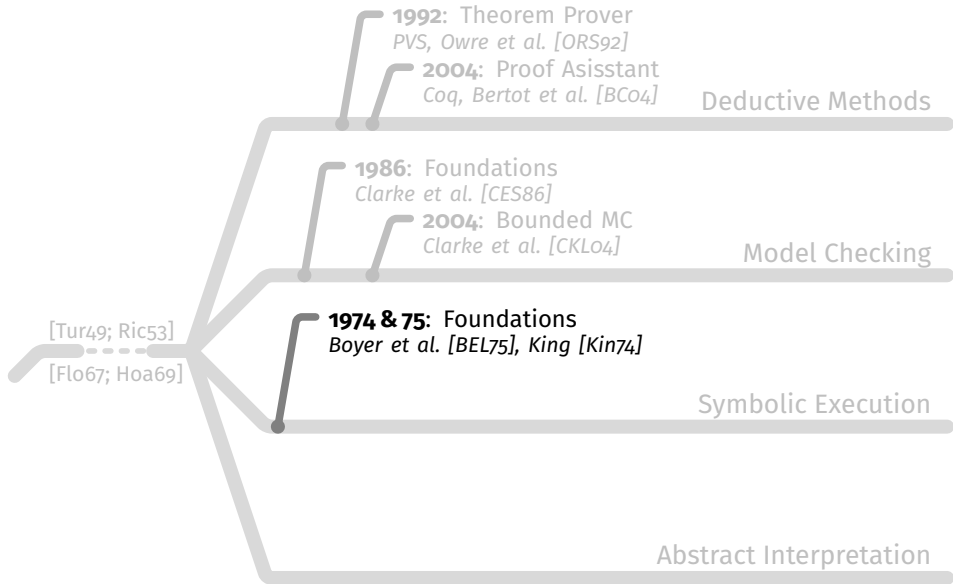
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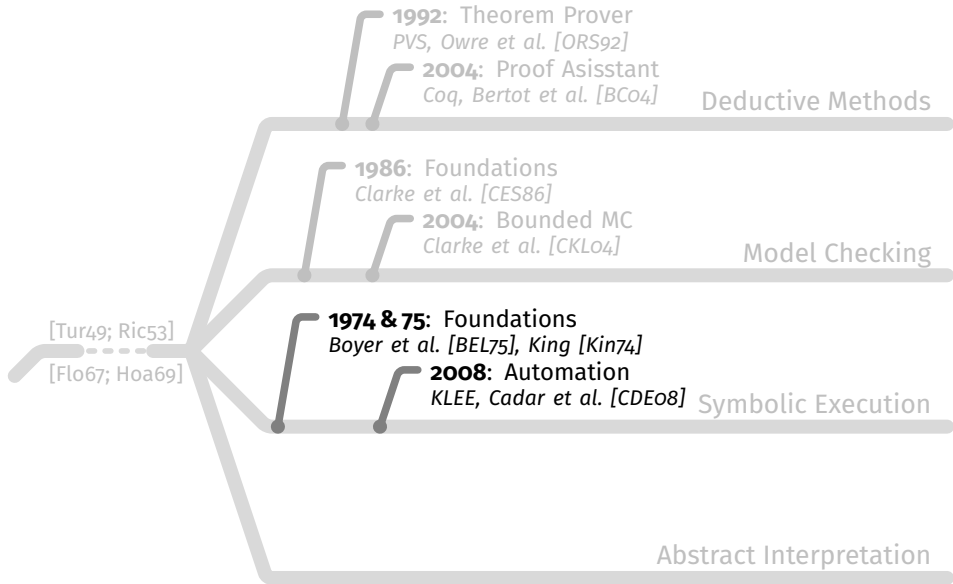
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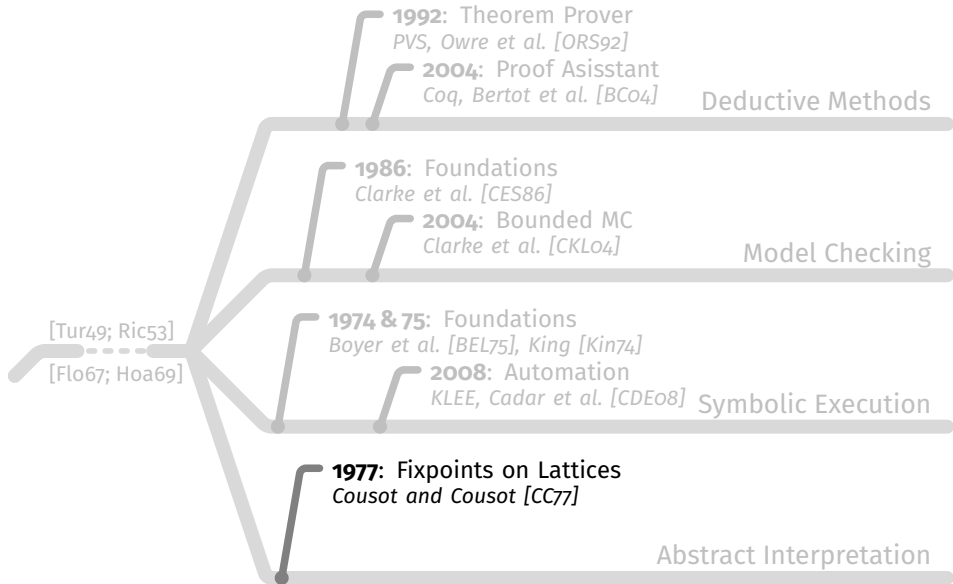
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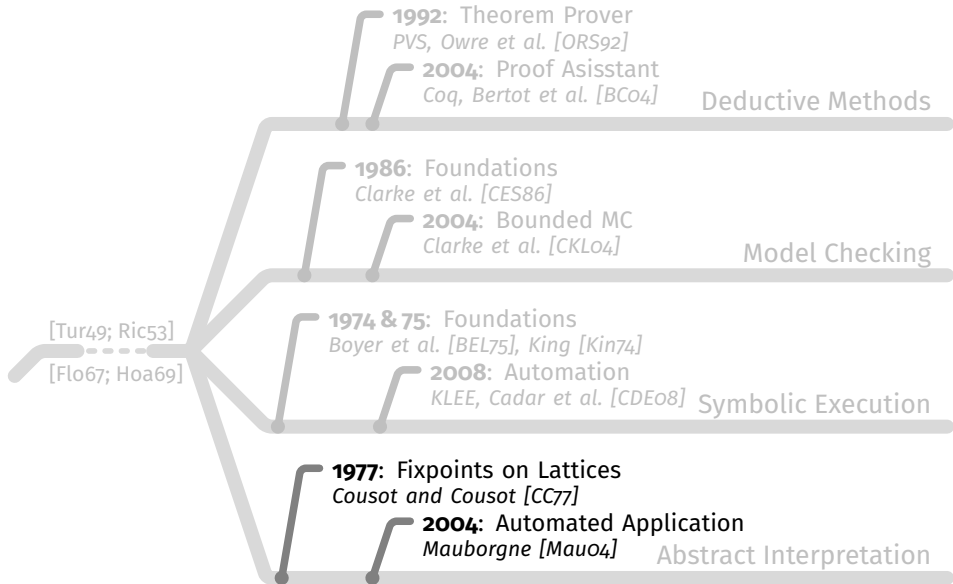
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