

# Lecture 11: Foundations of static analysis

John Wickerson

Compilers

# Static analysis

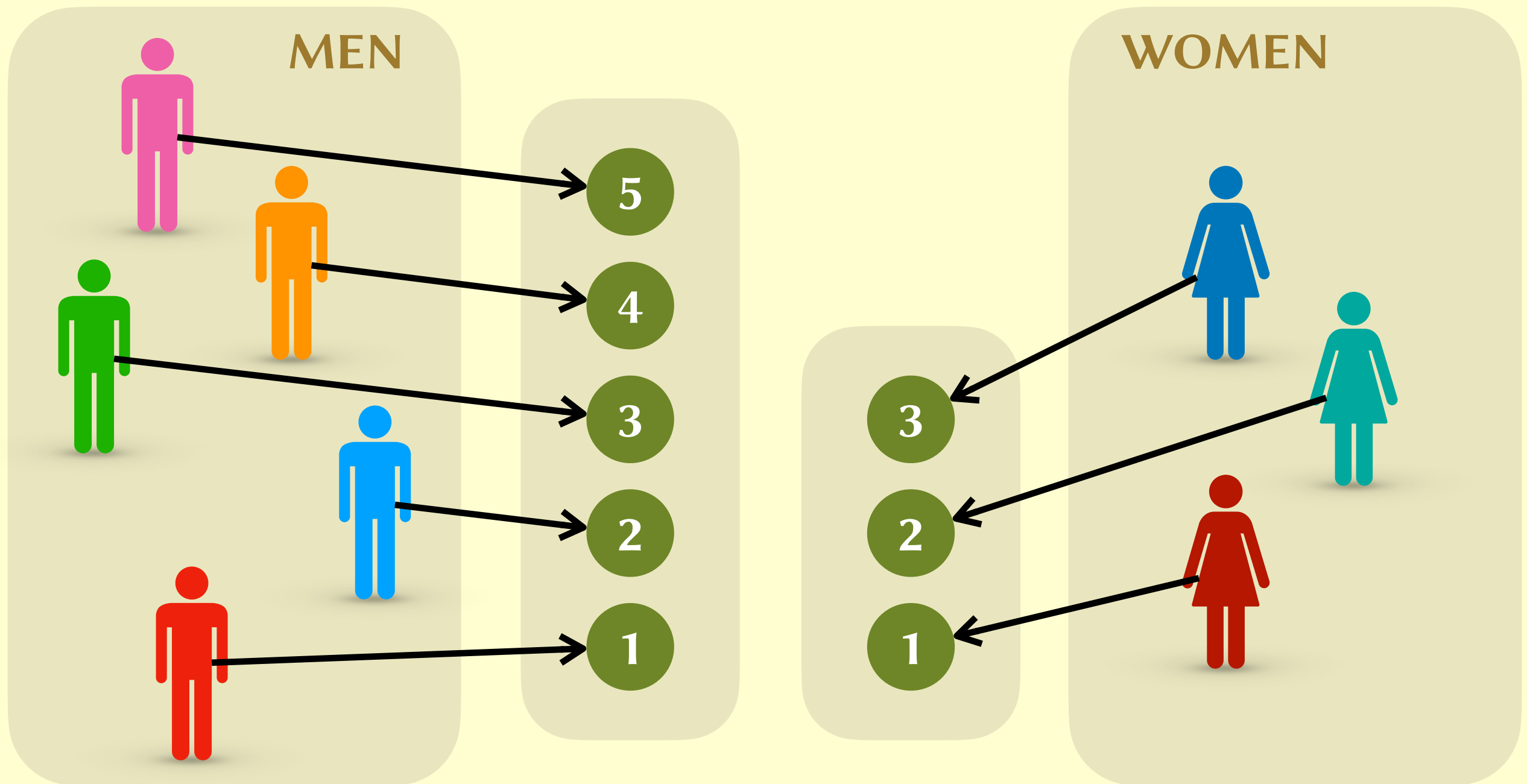
- An **analysis** aims to answer questions about a program, such as:
  - How much memory does it need?
  - How long will it take to run?
  - Which variables can be mapped to the same register?
  - Which instructions can be safely deleted?
- A **static** analysis is done without running the program – it just examines the source code. (A **dynamic** analysis is done while the program is actually running.)

# This lecture

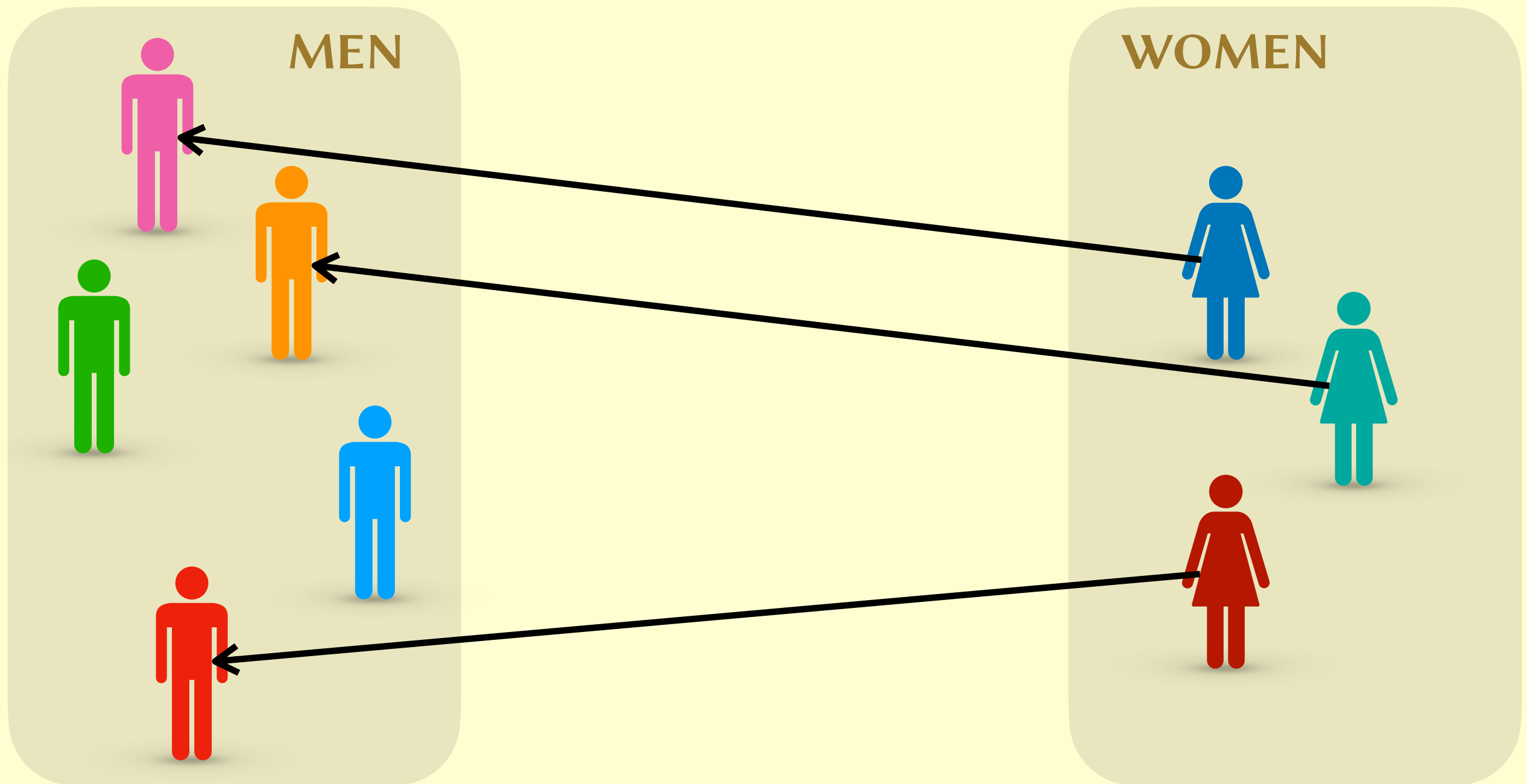
- What are the *fundamental limits* of static analysis?

# Class exercise

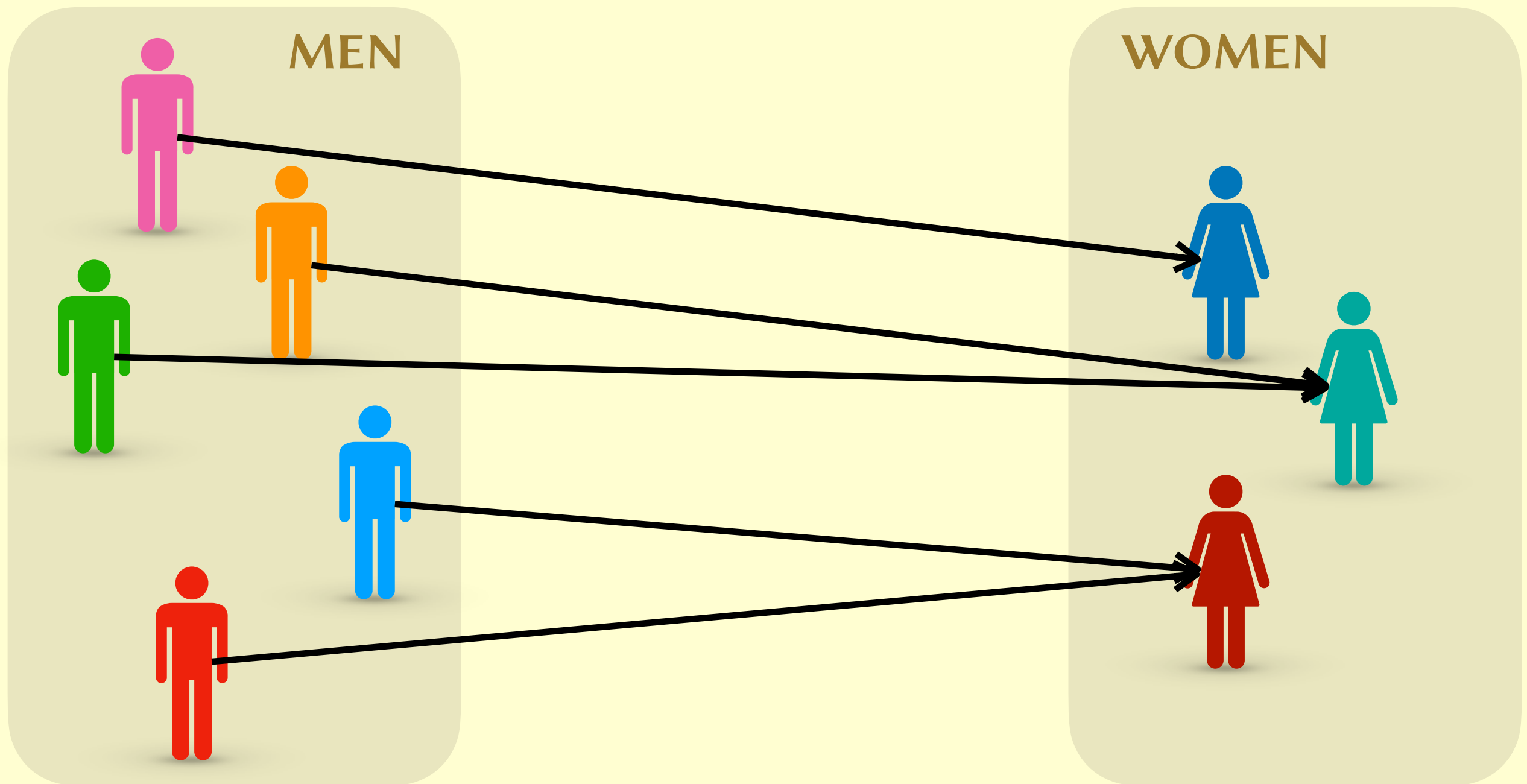
# How to count



# How to count



# How to count

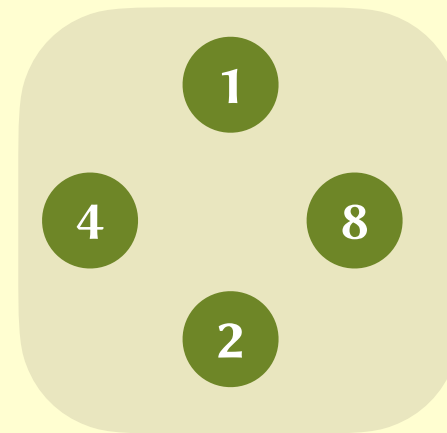


# Terminology



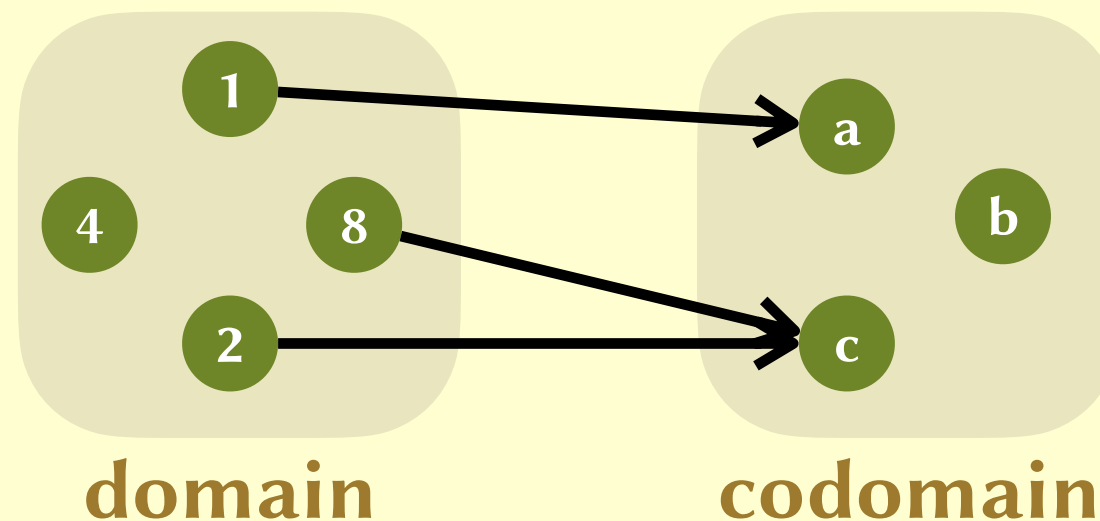
# A set

- ... is an *unordered collection of elements*.
- The set  $\{1,2,4,8\}$  can be drawn as:



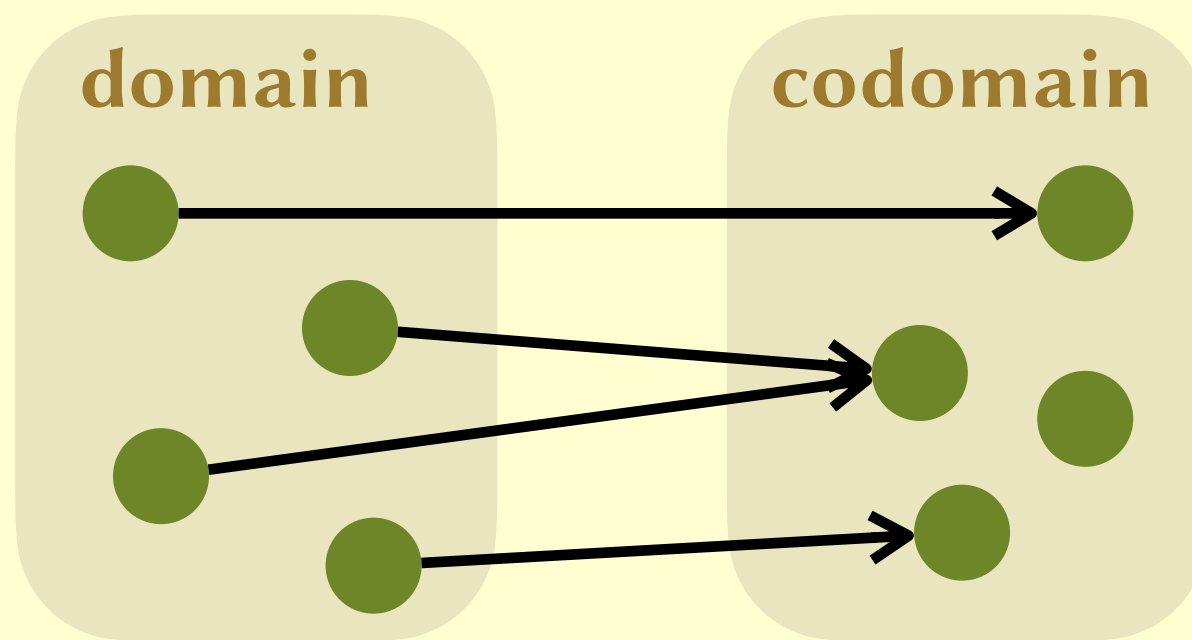
# A relation

- ... between two sets is a *set of pairs*.
- The first item in each pair is taken from the first set, and the second item in each pair is taken from the second set.
- For instance, one relation between the sets  $\{1,2,4,8\}$  and  $\{a,b,c\}$  is  $\{(1,a), (2,c), (8,c)\}$ .
- It can be drawn as:

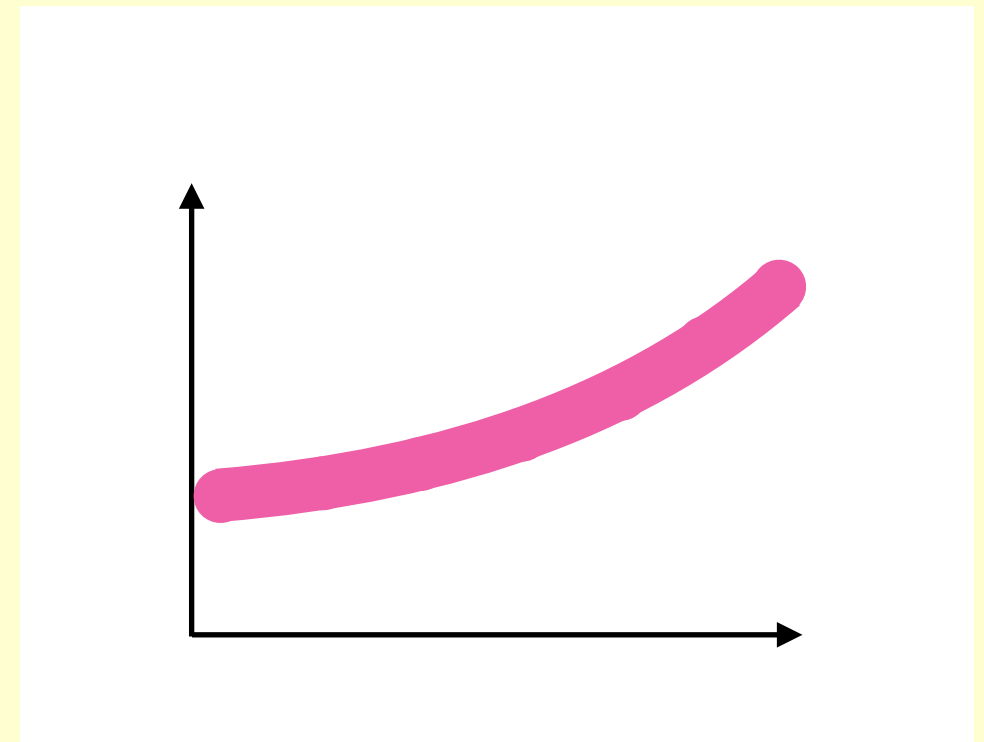


# A function

- ... is a relation where every element of the **domain** is mapped to one (and only one) element of the **codomain**.

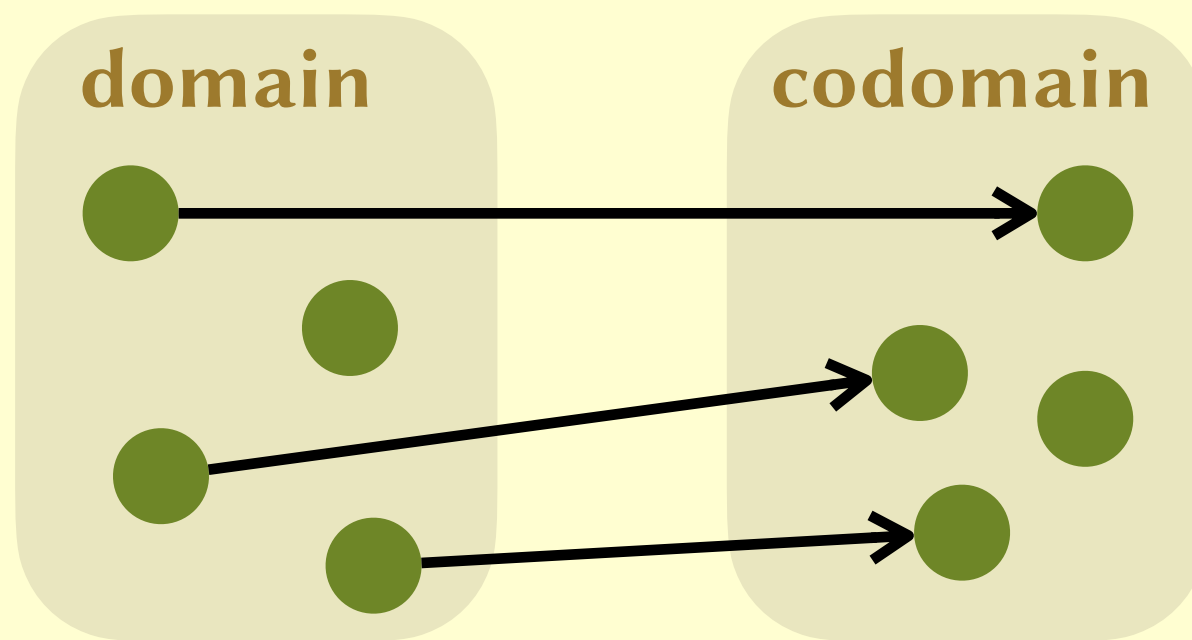


function: ✓

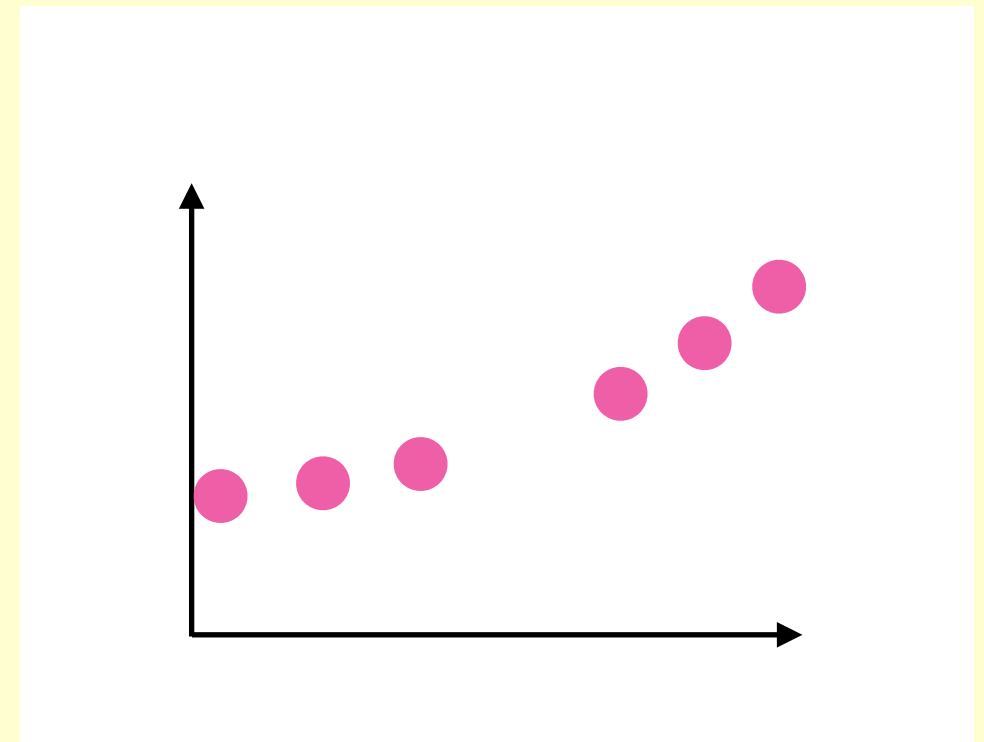


# A function

- ... is a relation where every element of the **domain** is mapped to one (and only one) element of the **codomain**.

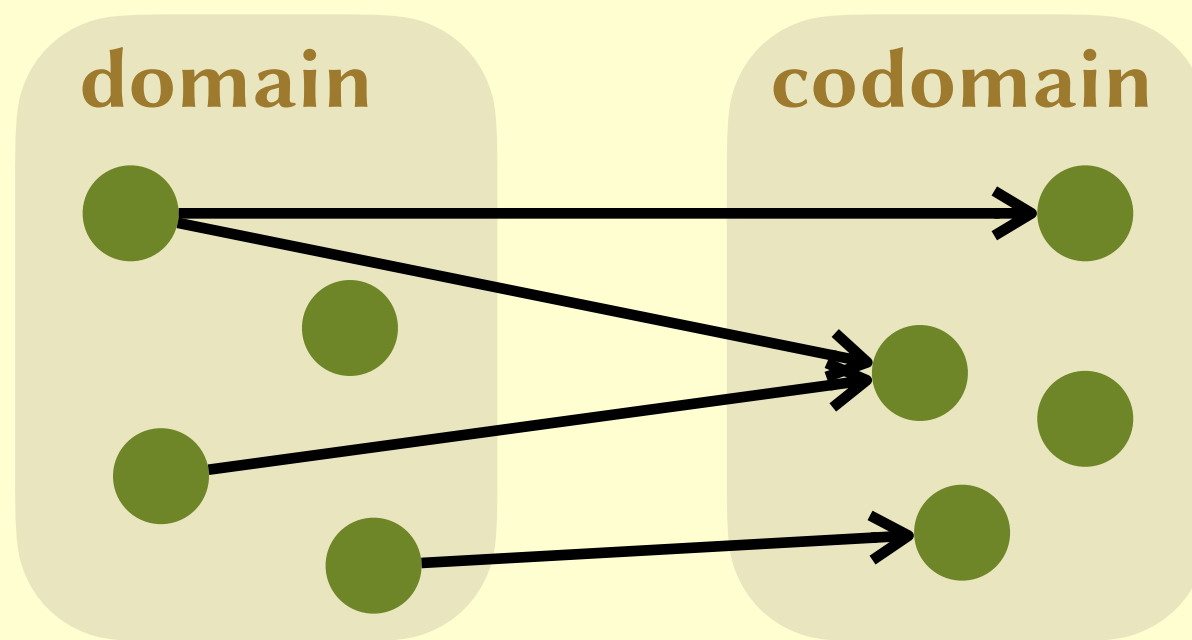


function: **✗**

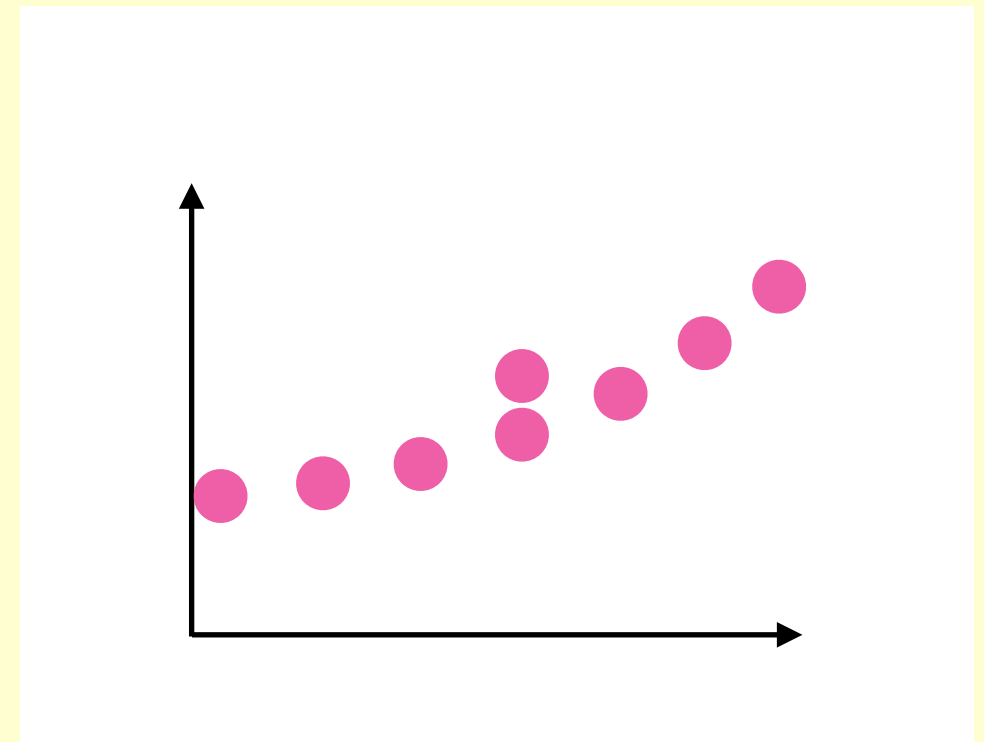


# A function

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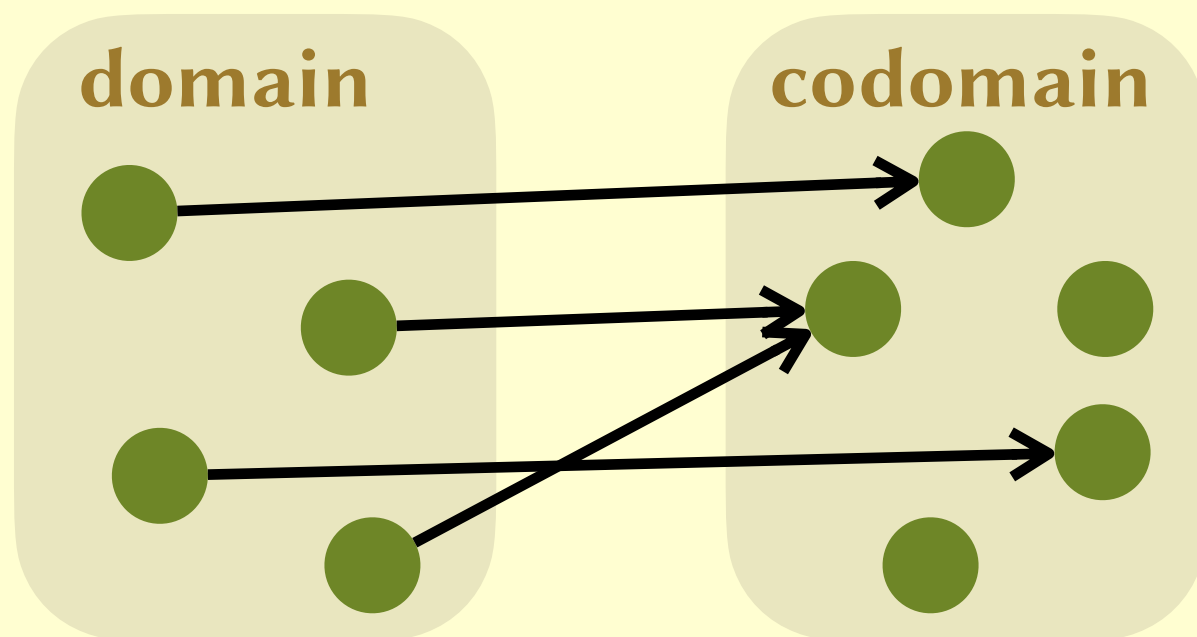


function: **X**



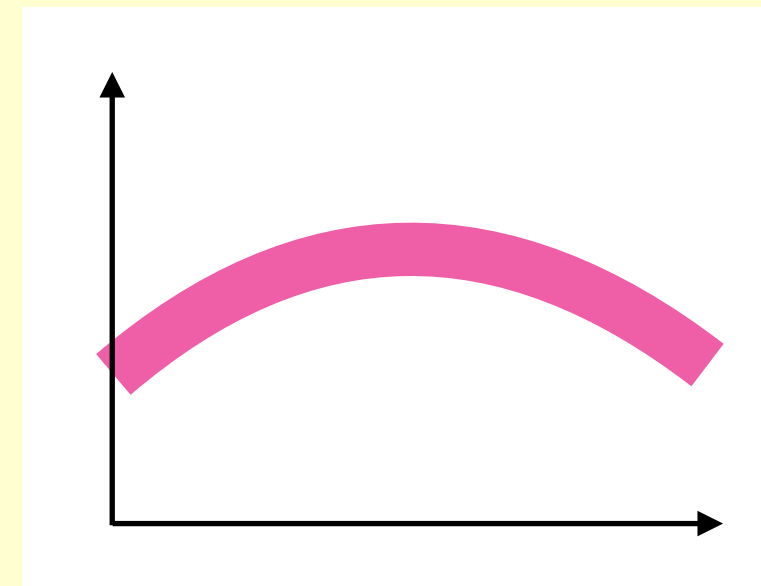
# An injective function

- ... is a function where every element of the domain is mapped to a different element of the codomain. Also called an **injection**.



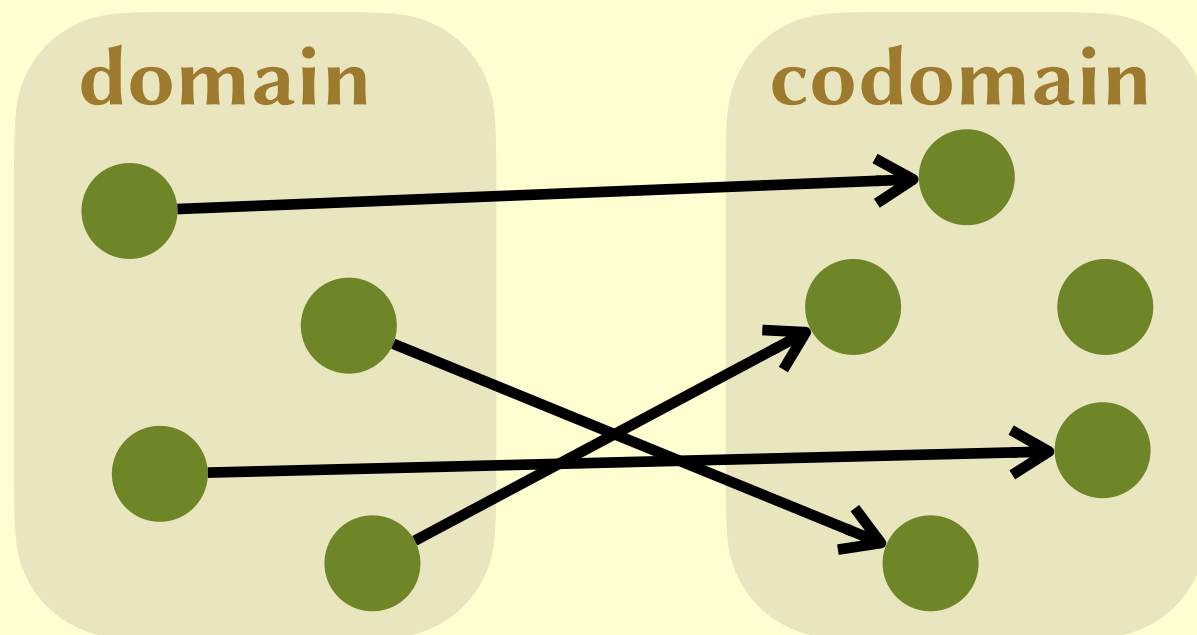
function: ✓

injective: ✗



# An injective function

- ... is a function where every element of the domain is mapped to a different element of the codomain. Also called an **injection**.

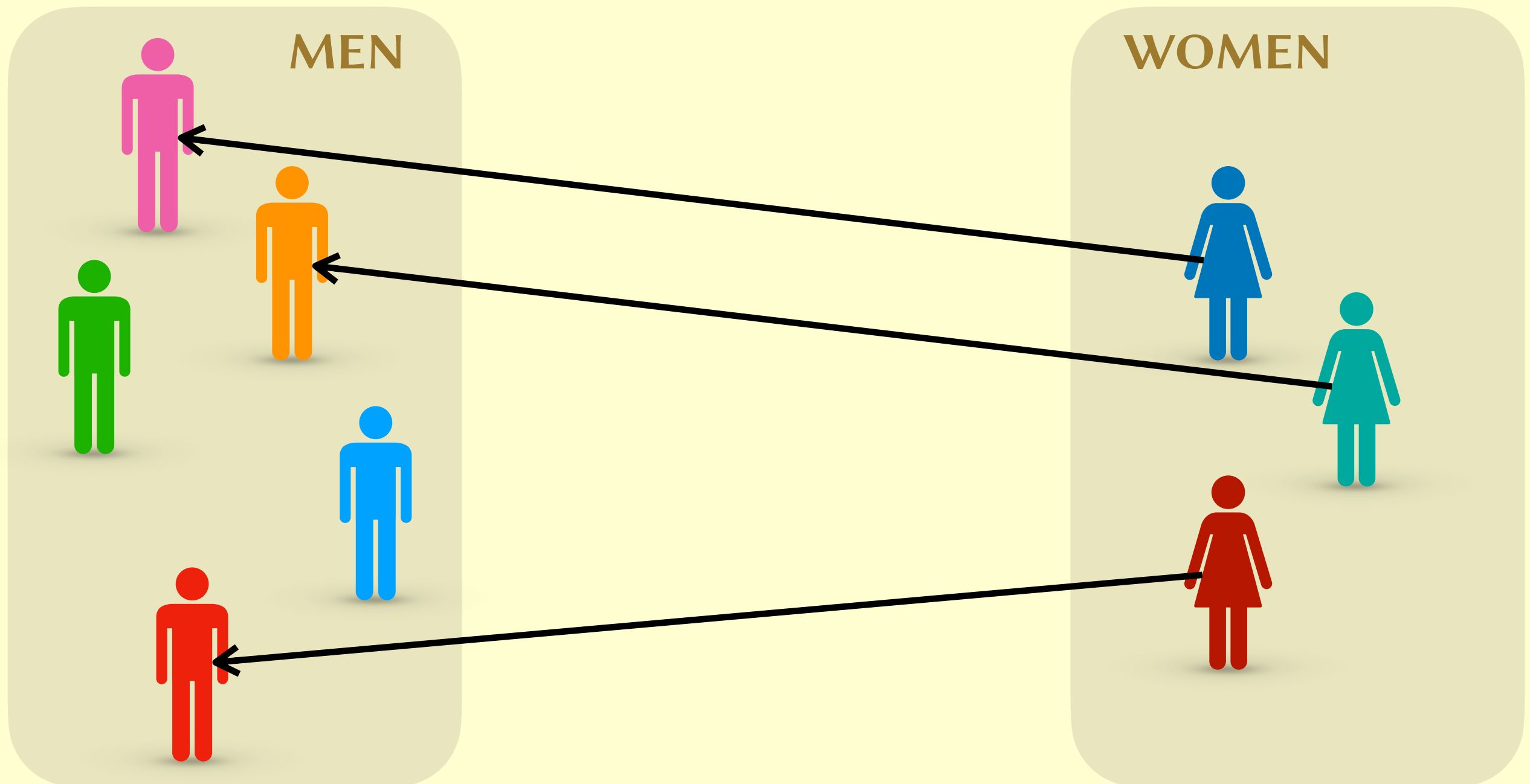


function: ✓

injective: ✓

- Intuition.** If I can construct an injection, then the codomain is at least as large as the domain.

# How to count

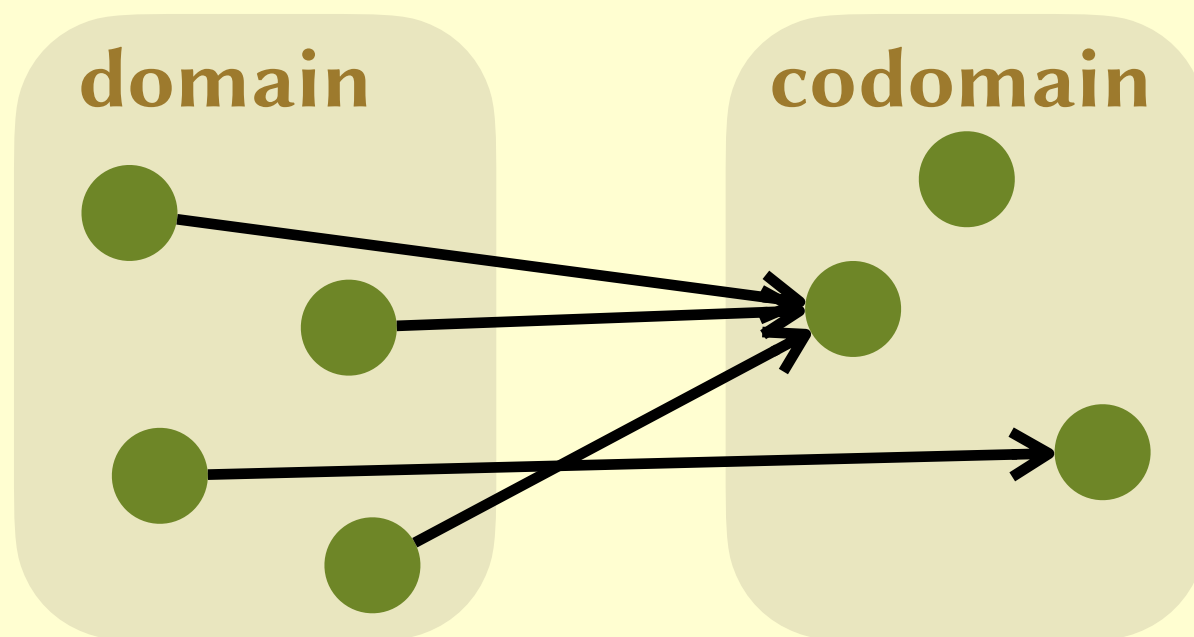


*"There is an **injection** from the set of women to the set of men, so there are at least as many men as there are women."*



# A surjective function

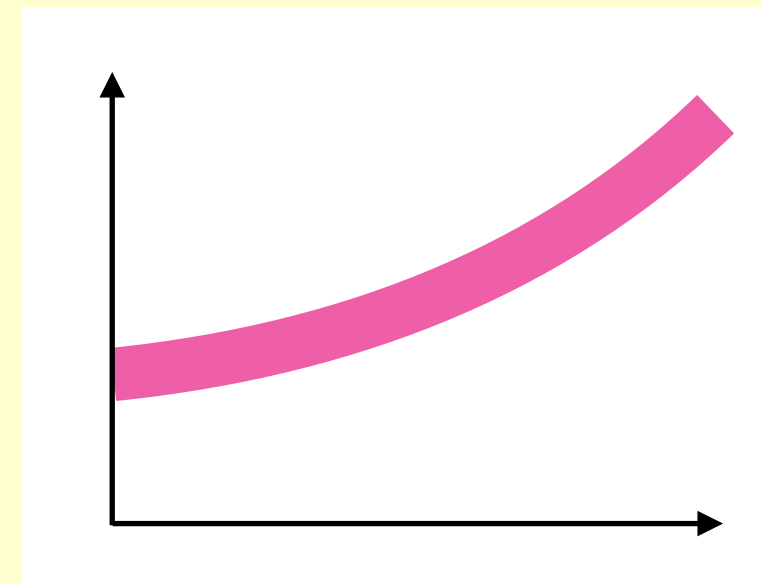
- ... is a function where every element of the codomain is mapped to. Also called a **surjection**.



function: ✓

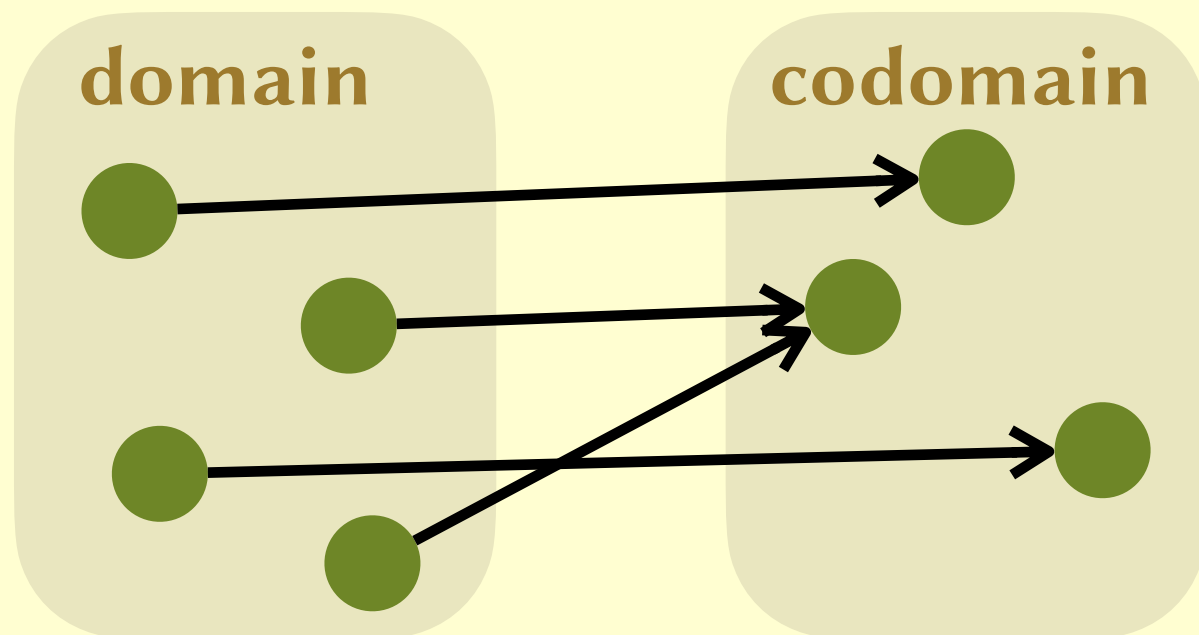
injective: ✗

surjective: ✗



# A surjective function

- ... is a function where every element of the codomain is mapped to. Also called a **surjection**.



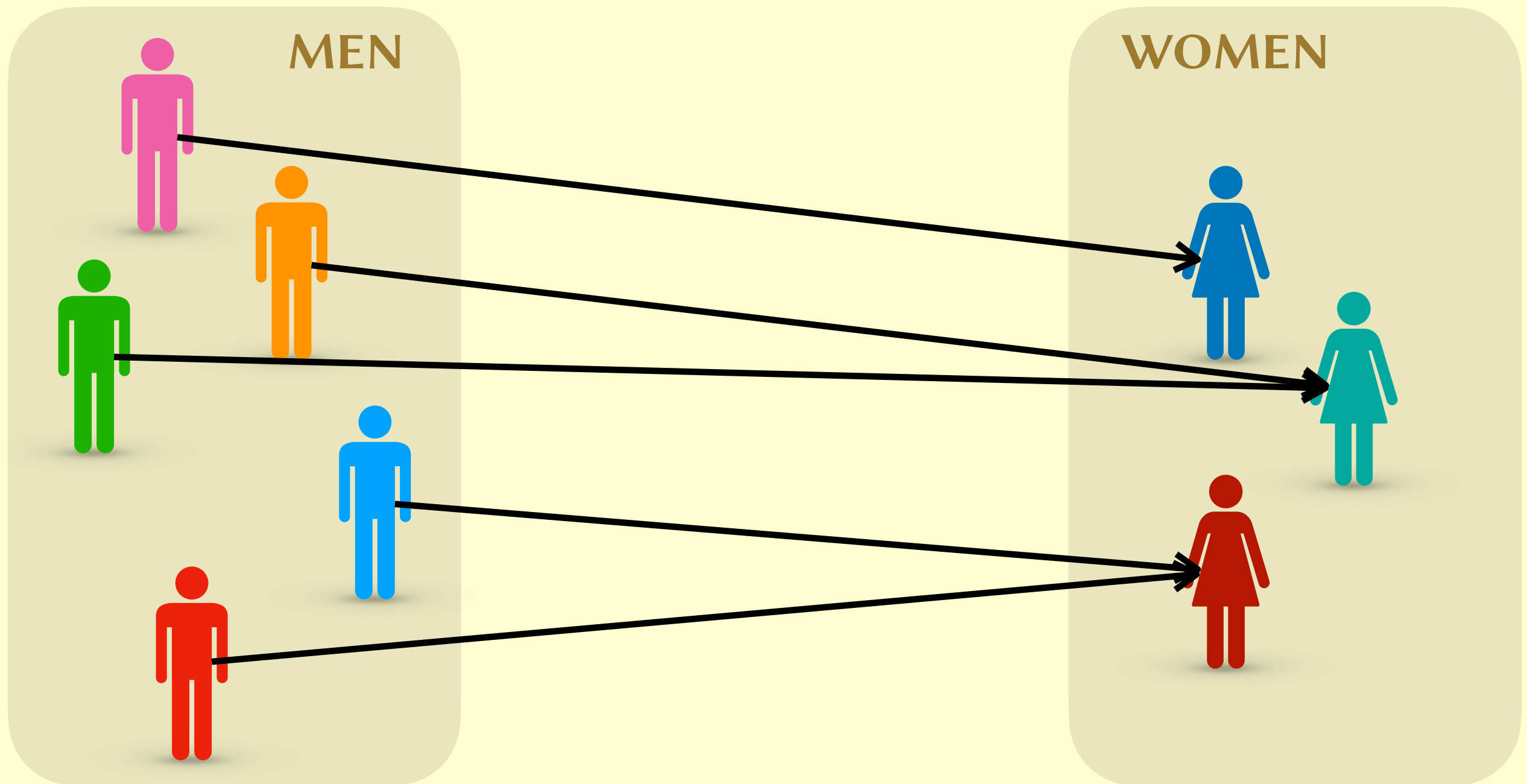
function: ✓

injective: ✗

surjective: ✓

- Intuition.** If I can construct a surjection, then the domain is at least as large as the codomain.

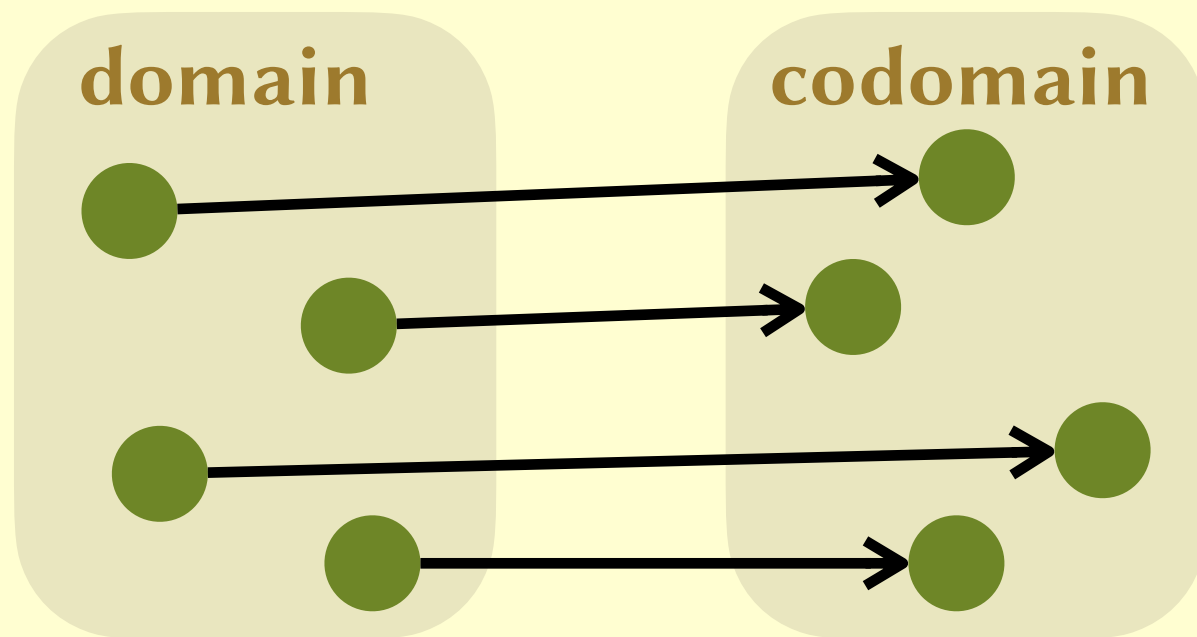
# How to count



*"There is a **surjection** from the set of men to the set of women, so there are at least as many men as there are women."*

# A bijective function

- ... is a function that is both injective and surjective. Also called a **bijection**.



function: ✓

injective: ✓

surjective: ✓

bijection: ✓

- Intuition.** If I can construct a bijection, then the domain and the codomain are the same size.

# Why is this important?

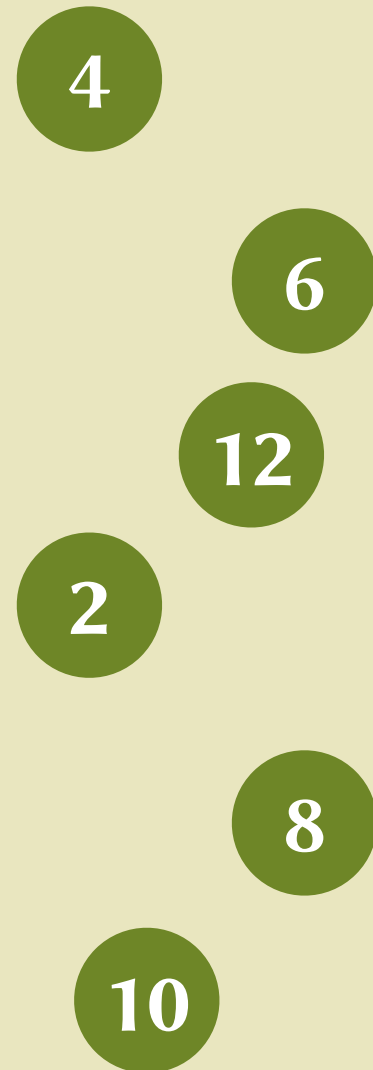
- Conventional counting only works on **finite** sets.
- Injections and surjections work even with **infinite** sets.

# Counting infinite sets

naturals



evens

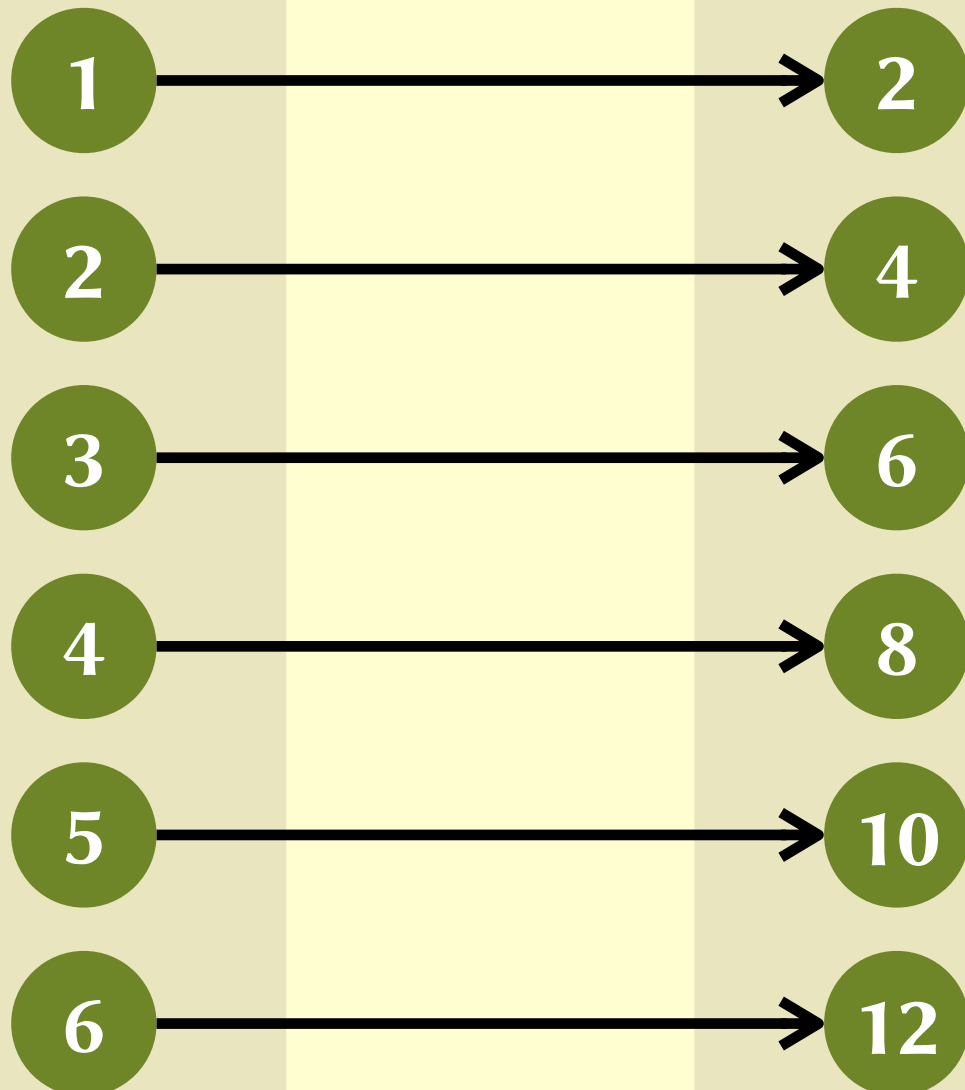


# Counting infinite sets

$$f(n) = 2n$$

naturals

evens



- $f$  is an **injection** because if  $m$  and  $n$  are different, then  $2m$  and  $2n$  will also be different.
- $f$  is a **surjection** because every even number can be written in the form  $2n$  for some  $n$ .
- So  $f$  is a **bijection**.
- So there are the same number of **naturals** and **evens**!

# How many pairs?

naturals

1

2

3

4

5

6

pairs of naturals

1,1

1,5

4,3

2,4

2,5

3,3

5,1

6,1

1,3

2,2

1,4

3,2

5,2

3,4

4,2

3,1

1,6

4,1

2,3

1,2

2,1



# How many pairs?

naturals

1

2

3

4

5

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pairs of naturals

1,1

1,2

1,3

1,4

1,5

1,6

2,1

2,2

2,3

2,4

2,5

3,1

3,2

3,3

3,4

4,1

4,2

4,3

5,1

5,2

6,1

# How many pairs?

naturals

1

2

3

4

5

6

pairs of naturals

1,1

1,2

2,1

1,3

2,2

3,1

1,4

2,3

3,2

4,1

1,5

2,4

3,3

4,2

5,1

1,6

2,5

3,4

4,3

5,2

6,1

# How many pairs?

$$f(n) = \left( n - \frac{d^2 + d}{2}, \frac{d^2 + 3d + 4}{2} - n \right) \quad \text{where } d = \left\lfloor \frac{\sqrt{1 + 7n} - 1}{2} \right\rfloor$$

naturals

1

2

3

4

5

6

pairs of naturals

1,1

1,2

2,1

1,3

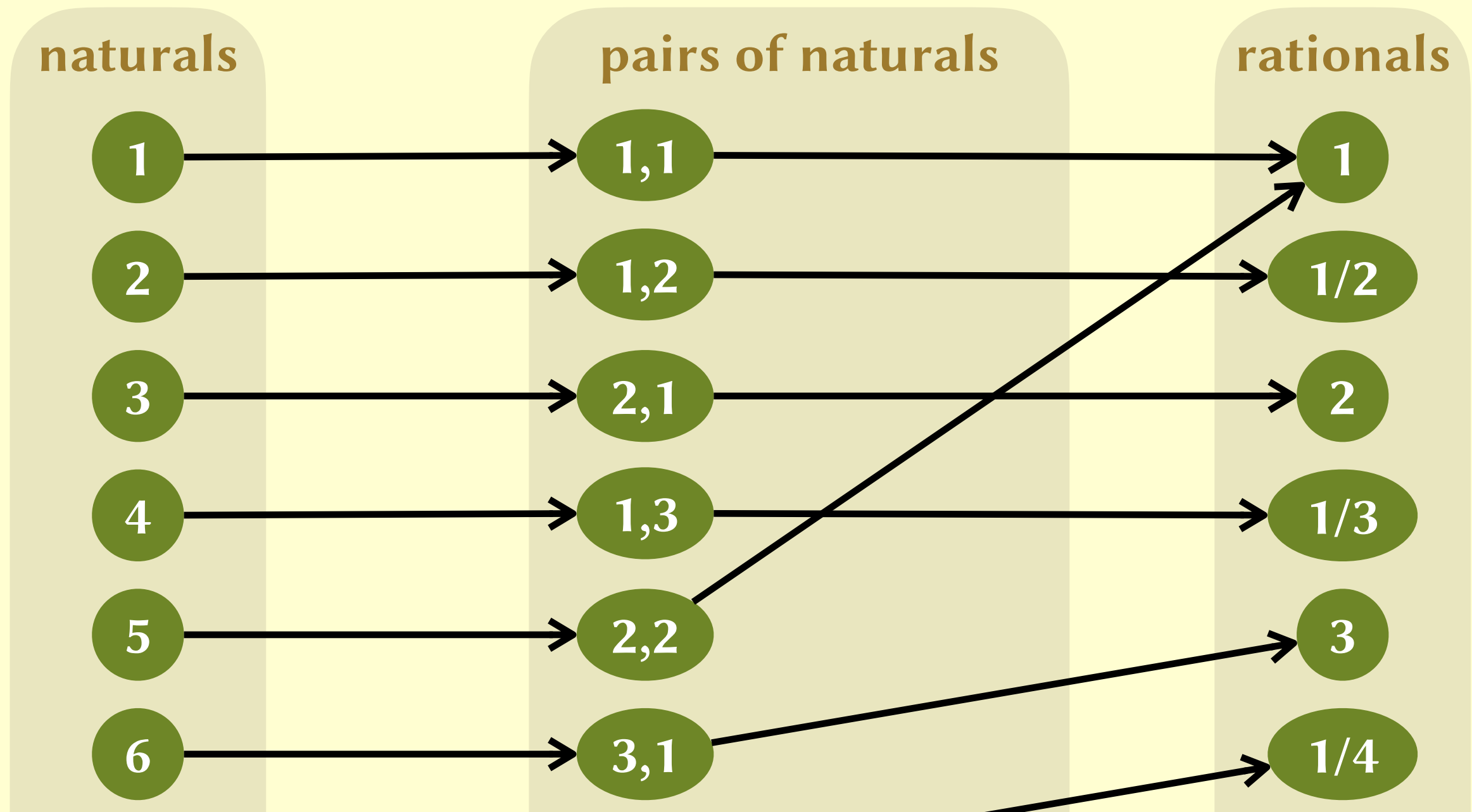
2,2

3,1

- $f$  is a **bijection**.
- So there are the same number of **naturals** and **pairs of naturals**!

# How many pairs?

$$f(n) = \left( n - \frac{d^2 + d}{2}, \frac{d^2 + 3d + 4}{2} - n \right) \quad \text{where } d = \left\lfloor \frac{\sqrt{1 + 7n} - 1}{2} \right\rfloor$$



# Summary so far

- These sets are all the same size:
  - The set of all natural numbers
  - The set of all even numbers
  - The set of all pairs of natural numbers
  - The set of all rational numbers
- We say these sets are **countably infinite** or just **countable**.

# How many sets?

naturals

1

2

3

4

5

6

sets of naturals

$\emptyset$

1, 2, 3

6

2, 4, 7, 10

523, 721

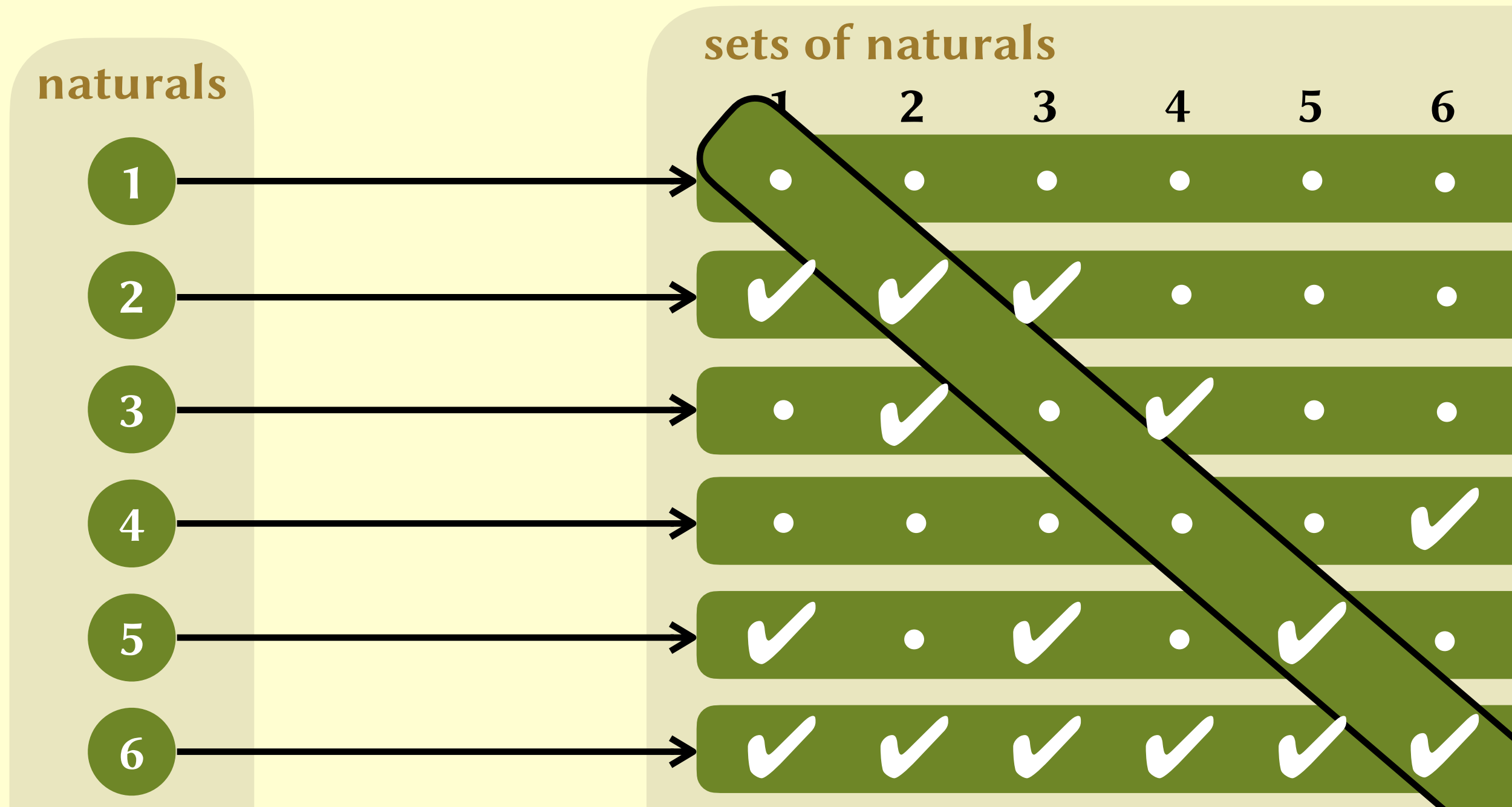
28, 30, 31, 6409, 411393422

all odd numbers

all primes

all naturals

# How many sets?

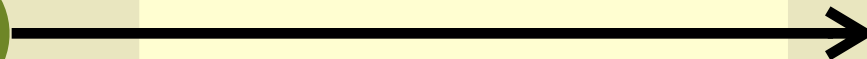


# How many sets?

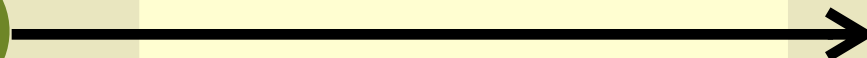


naturals

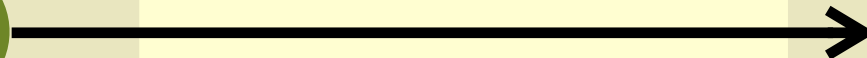
1



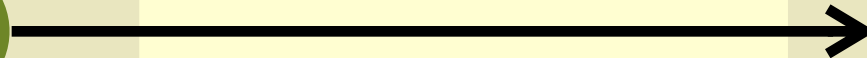
2



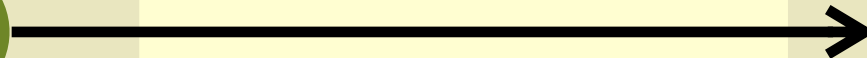
3



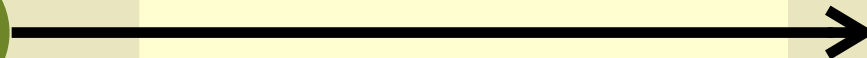
4



5



6



sets of naturals

1

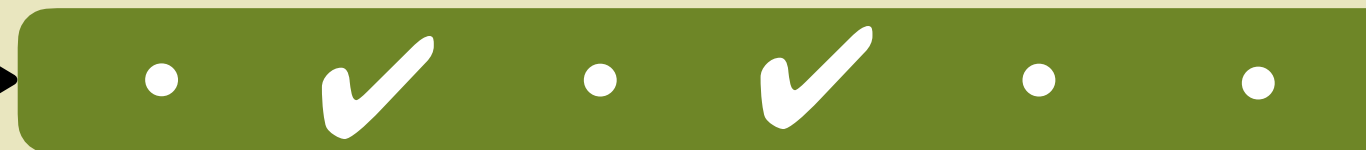
2

3

4

5

6



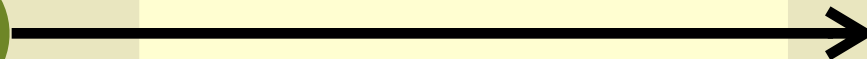


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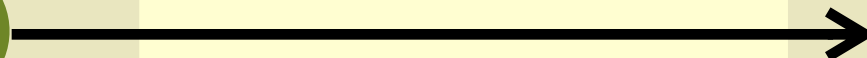


naturals

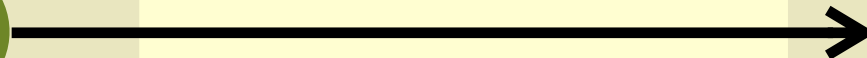
1



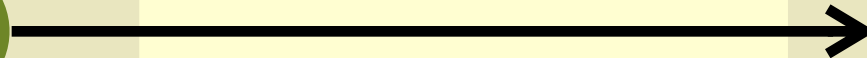
2



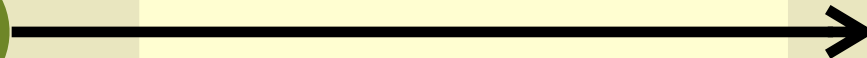
3



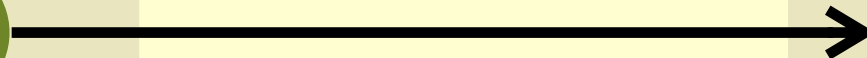
4



5



6



sets of naturals

1

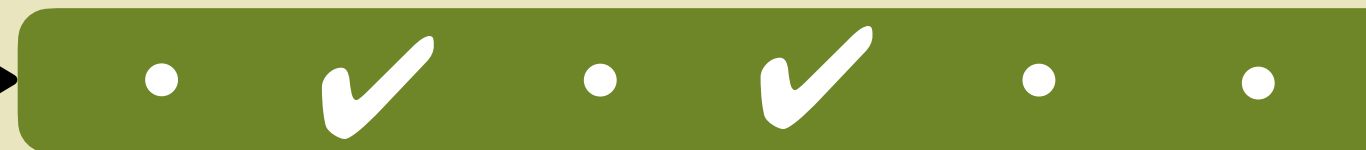
2

3

4

5

6



# Uncountability

- There are more **sets of natural numbers** than there are natural numbers.
- We say that the set of all sets of natural numbers is **uncountably infinite** or **uncountable**.
- We can do a similar trick with the **real numbers**...

# How many reals?

naturals

1

2

3

4

5

6

reals between 0 and 1

1 4 1 5 9 2

5 2 8 5 4 0

1 2 0 1 9 3

9 2 6 7 7 6

0 0 7 3 3 8

2 2 1 0 8 9

# How many reals?

1 3 0 8 4 9

naturals

1

2

3

4

5

6

reals between 0 and 1

1 4 1 5 9 2

5 2 8 5 4 0

1 2 0 1 9 3

9 2 6 7 7 6

0 0 7 3 3 8

2 2 1 0 8 9

# How many reals?

2 3 1 8 4 0

naturals

1

2

3

4

5

6

reals between 0 and 1

1 4 1 5 9 2

5 2 8 5 4 0

1 2 0 1 9 3

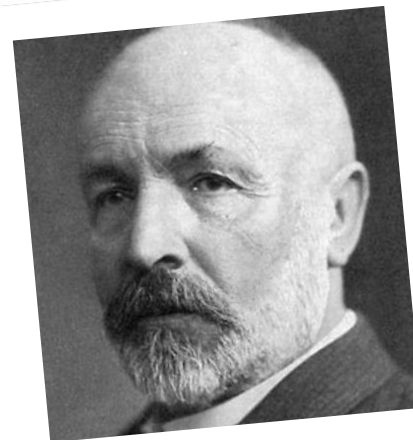
9 2 6 7 7 6

0 0 7 3 3 8

2 2 1 0 8 9

# Uncountability

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- We can do a similar trick with the **real numbers**...



Georg Cantor  
1845–1918

# The Halting Problem

- **Task.** Write a program `halts` with the following declaration:

```
int halts(char *P, char *D);
```

If the program represented by the string `P` always terminates when run on the input string `D`, then `halts` should return 1. Otherwise it should return 0.

- **Examples:**

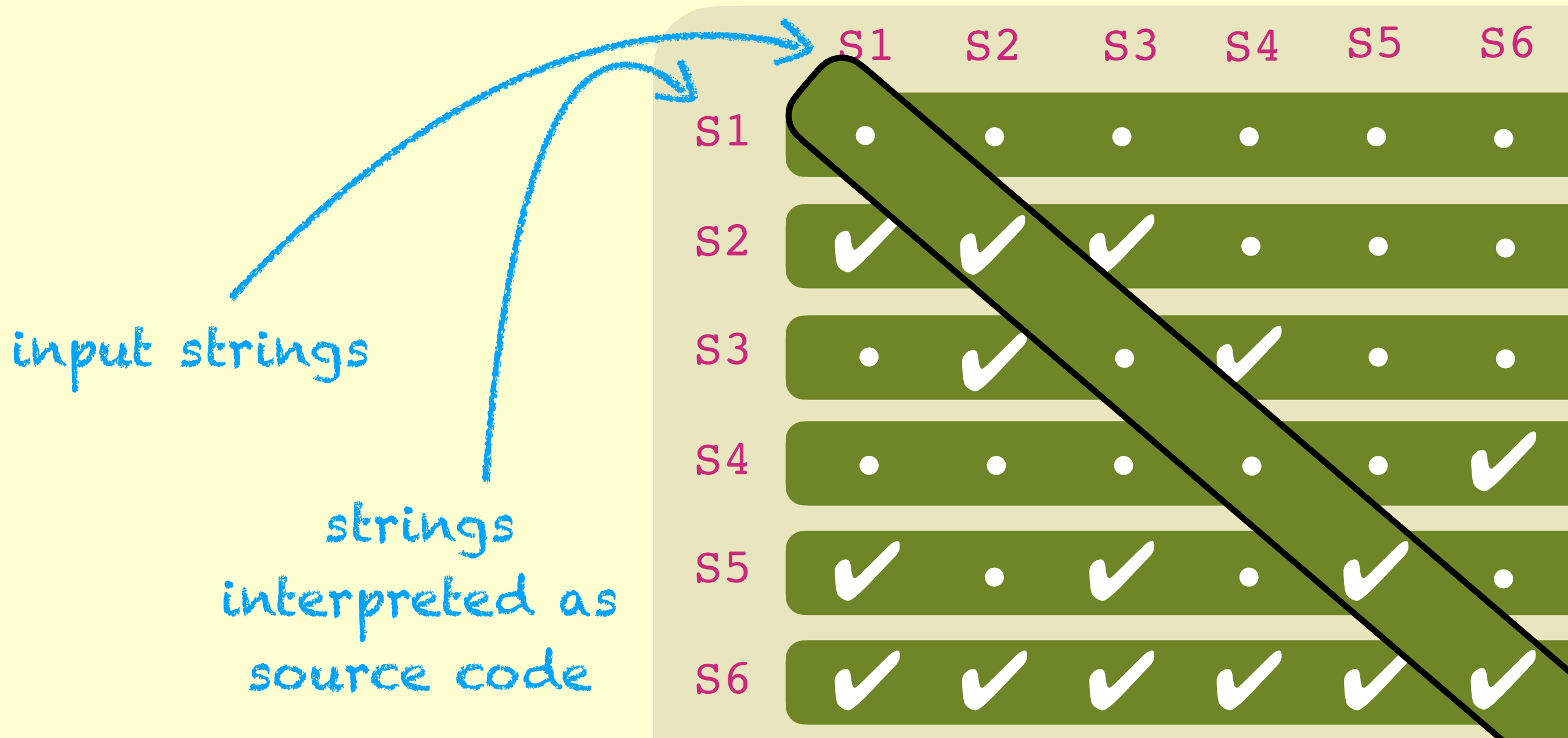
```
S1 = "int s1(char *D) {  
    while(1);  
}"
```

`halts(S1, _) = 0`

```
S6 = "int s6(char *D) {  
    return 42;  
}"
```

`halts(S6, _) = 1`

# The Halting Problem





# The Halting Problem



input strings

strings interpreted as source code

	S1	S2	S3	S4	S5	S6
S1	.	.	.	.	.	.
S2	✓	✓	✓	.	.	.
S3	.	✓	.	✓	.	.
S4	.	.	.	.	.	✓
S5	✓	.	✓	.	✓	.
S6	✓	✓	✓	✓	✓	✓

# The Halting Problem

```
S =  
"int s(char *D) {  
    if (halts(D, D))  
        while(1);  
    else  
        return 42;  
}"
```

input strings

strings  
interpreted as  
source code

S



S1

S2

S3

S4

S5

S6

S1



S2



S3



S4



S5



S6

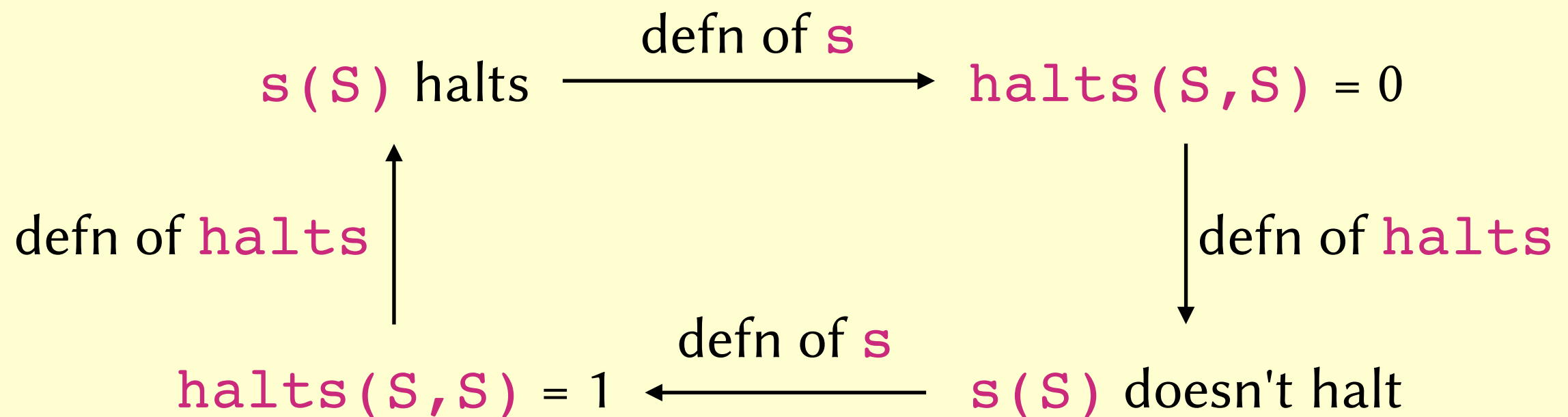


# The Halting Problem

```
S =  
"int s(char *D) {  
    if (halts(D, D))  
        while(1);  
    else  
        return 42;  
}"
```

**Key question:**

What happens if we run  $s(S)$ ?

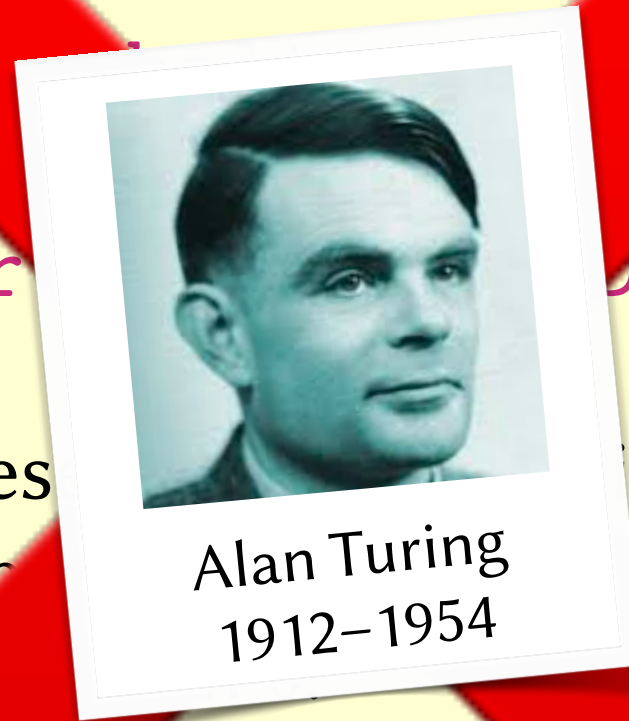


# The Halting Problem

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If the program represented by `P` always terminates when run on the input `D`, then `halts` should return 1. Otherwise it should return 0.



- **Examples:**

```
S1 = "int s1(char *D) {  
    while(1);  
}"
```

`halts(S1, _) = 0`

```
S6 = "int s6(char *D) {  
    return 42;  
}"
```

`halts(S6, _) = 1`

# Why is this important?

- Is **a** live?

```
int main() {  
    int a = 42;  
    while(1);  
    return a;  
}
```

- Is **a** live?

```
int main(int n) {  
    int a = 42;  
    while(n > 1) {  
        if (n % 2 == 0)  
            n = n / 2;  
        else  
            n = 3 * n + 1;  
    }  
    return a;  
}
```

# Why is this important?

- **Key message.** There are some questions about programs (e.g. "will it halt?") that compilers cannot always answer.
- **NB.** This doesn't mean that compilers can *never* tell if a program will halt. Rather, they *cannot always* tell if a program will halt.
- For instance, the TERMINATOR tool can "usually" tell whether a program will halt.

# Summary

- We can compare the sizes of two sets by constructing **injections**, **surjections**, or **bijections** between them.
- The sets of natural numbers, even numbers, pairs of natural numbers, and rational numbers are all "**countably infinite**".
- But the set of all sets of natural numbers is "**uncountably infinite**". (Proof by **diagonalisation**.)
- The **halting problem** is "**undecidable**". (Proof also by diagonalisation.) So there are some questions that static analysis cannot <sup>^</sup>answer.  
always