Pointer analysis

Pointer Analysis

- Outline:
  - What is pointer analysis
  - Intraprocedural pointer analysis
  - Interprocedural pointer analysis
    - Andersen and Steensgaard

Pointer and Alias Analysis

- Aliases: two expressions that denote the same memory location.
- Aliases are introduced by:
  - pointers
  - call-by-reference
  - array indexing
  - C unions

Useful for what?

- Improve the precision of analyses that require knowing what is modified or referenced (eg const prop, CSE …)
- Eliminate redundant loads/stores and dead stores.

```
x := *p;
...
y := *p; // replace with y := x?
```

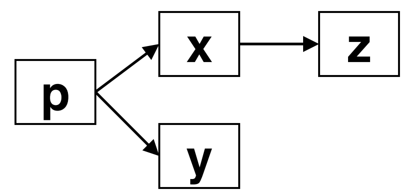
```
*x := ...;
// is *x dead?
```

- Parallelization of code
  - can recursive calls to quick_sort be run in parallel? Yes, provided that they reference distinct regions of the array.
- Identify objects to be tracked in error detection tools

```
x.lock();
...
y.unlock(); // same object as x?
```

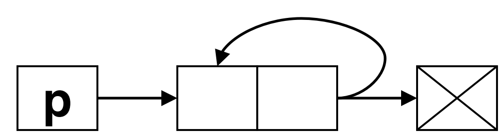
Kinds of alias information

- Points-to information (must or may versions)
  - at program point, compute a set of pairs of the form p **!** x, where p points to x.
  - can represent this information in a **points-to graph**



- Alias pairs
  - at each program point, compute the set of of all pairs (e_1,e_2) where e_1 and e_2 must/may reference the same memory.

- Storage shape analysis
  - at each program point, compute an abstract description of the pointer structure.



Intraprocedural Points-to Analysis

- Want to compute may-points-to information

- Lattice: $D = 2^{\{x \to y \mid x \in Var,\ y \in Var\}}$

$\sqcup = \cup$

$\sqsubseteq = \subseteq$

$\bot = \emptyset$

$\top = \{x \to y \mid x \in Var,\ y \in Var\}$

a
b
c

a -> a
a -> b
a -> c

$\top$ $\{\ldots\}$

$\{\bullet, \bullet\}$

$\{\bullet\}$

$\bot$ $\emptyset$

V^2

Flow functions

$x = \&y$

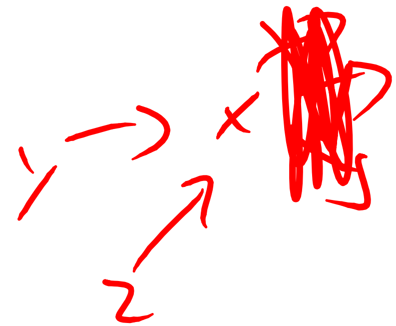
$\bullet\ x \rightarrow \{y\}$

in

`x := k`

out

$F_{x := k}(in) = in - \{x \rightarrow *\}$



in

`x := a + b`

out

$F_{x := a+b}(in) = in - \{x \rightarrow *\}$

Flow functions

$kill(x) = \{x \to *\}$

in

`x := y`

out

$F_{x := y}(in) =$ $in - kill(x) \cup \{x \to z \mid y \to z \in in\}$

$y \to a$

$y \to b$

$y \to c$

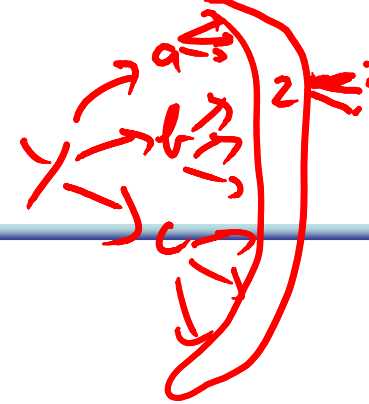
in

`x := &y`

out

$F_{x := \&y}(in) =$ $in - kill(x) \cup \{x \to y\}$

Flow functions



in ↓

`x := *y`

out ↓

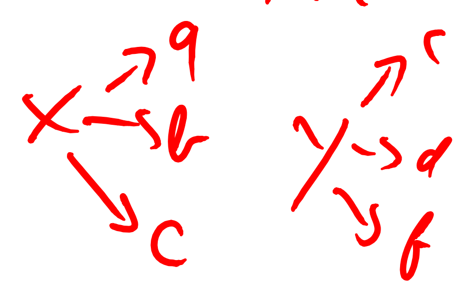
$F_{x := *y}(\text{in}) = \text{in} - \text{kill}(x) \cup \{ x \to z \mid \exists t.\ y \to t \in \text{in} \wedge t \to z \in \text{in} \}$

in ↓

`*x := y`

out ↓

$F_{*x := y}(\text{in}) = \text{in} \cup \{ z \to t \mid x \to z \in \text{in} \wedge y \to t \in \text{in} \}$



Intraprocedural Points-to Analysis

- Flow functions:

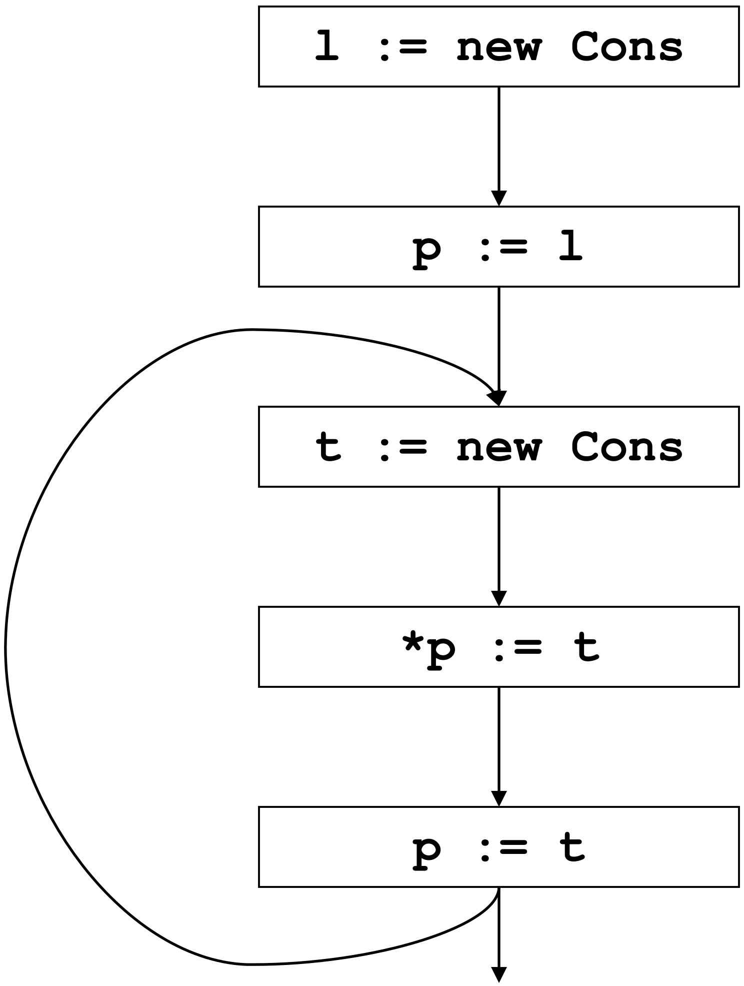
$$
\begin{aligned}
kill(x) &= \bigcup_{v \in Vars} \{(x, v)\} \\
F_{x:=k}(S) &= S - kill(x) \\
F_{x:=a+b}(S) &= S - kill(x) \\
F_{x:=y}(S) &= S - kill(x) \cup \{(x, v) \mid (y, v) \in S\} \\
F_{x:=\&y}(S) &= S - kill(x) \cup \{(x, y)\} \\
F_{x:=*y}(S) &= S - kill(x) \cup \{(x, v) | \exists t \in Vars.[(y, t) \in S \wedge (t, v) \in S]\} \\
F_{*x:=y}(S) &= \textbf{let } V := \{v \mid (x, v) \in S\} \textbf{ in} \\
&\quad S - (\textbf{if } V = \{v\} \textbf{ then } kill(v) \textbf{ else } \emptyset) \\
&\qquad \cup \{(v, t) \mid v \in V \wedge (y, t) \in S\}
\end{aligned}
$$

Pointers to dynamically-allocated memory

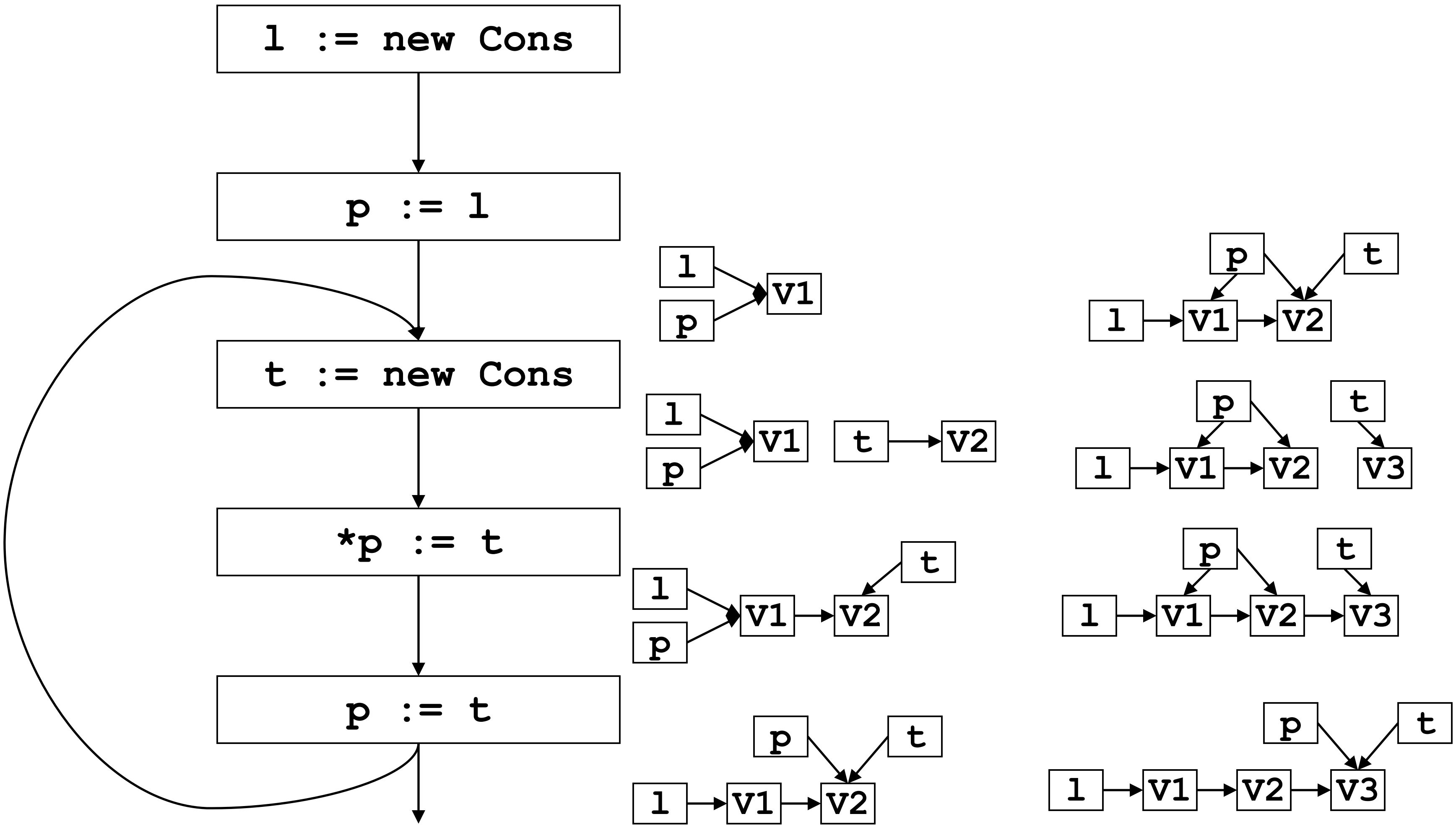
- Handle statements of the form: **`x := new T`**
- One idea: generate a new variable each time the new statement is analyzed to stand for the new location:

$$F_{x:=new\ \ T}(S) \;\; = \;\; S - kill(x) \cup \{(x, newvar())\}$$

Example



Example solved



What went wrong?

- Lattice infinitely tall!
- We were essentially running the program
- Instead, we need to summarize the infinitely many allocated objects in a finite way
- **New Idea**: introduce summary nodes, which will stand for a whole class of allocated objects.

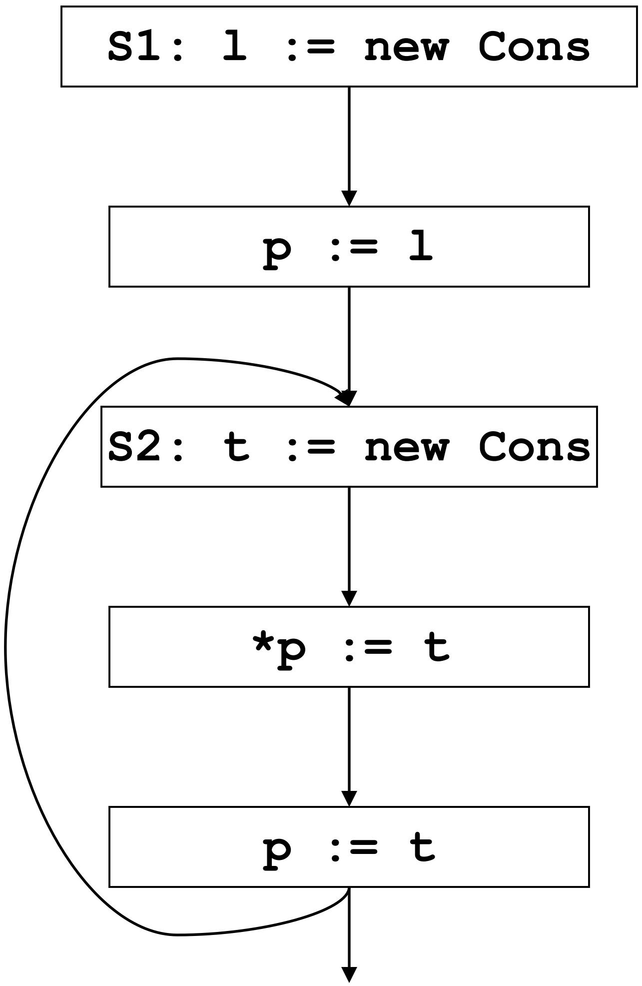
What went wrong?

- Example: For each new statement with label L, introduce a summary node loc_L , which stands for the memory allocated by statement L.

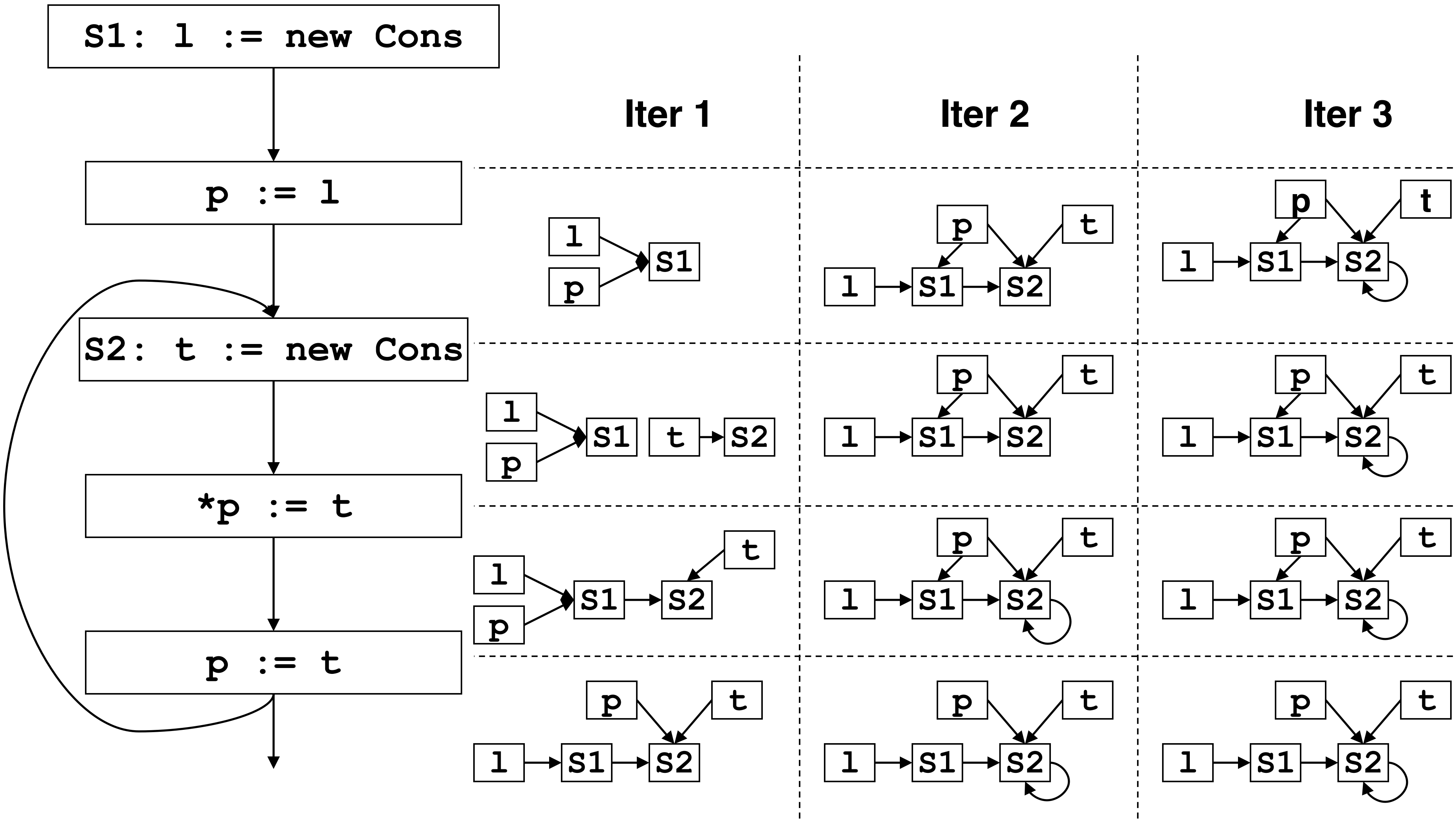
$$F_{L:\ x:=new\ T}(S) \;\; = \;\; S - kill(x) \cup \{(x, loc_L)\}$$

- Summary nodes can use other criterion for merging.

Example revisited



Example revisited & solved



Array aliasing, and pointers to arrays

- Array indexing can cause aliasing:
  - **`a[i]`** aliases **`b[j]`** if:
    - a aliases b and i = j
    - a and b overlap, and i = j + k, where k is the amount of overlap.
- Can have pointers to elements of an array
  - **`p := &a[i]; ...; p++;`**
- How can arrays be modeled?
  - Could treat the whole array as one location.
  - Could try to reason about the array index expressions: array dependence analysis.

Fields

- Can summarize fields using per field summary
  - for each field F, keep a points-to node called F that summarizes all possible values that can ever be stored in F
- Can also use allocation sites
  - for each field F, and each allocation site S, keep a points-to node called (F, S) that summarizes all possible values that can ever be stored in the field F of objects allocated at site S.

Summary

- We just saw:
  - intraprocedural points-to analysis
  - handling dynamically allocated memory
  - handling pointers to arrays
- But, intraprocedural pointer analysis is not enough.
  - Sharing data structures across multiple procedures is one the big benefits of pointers: instead of passing the whole data structures around, just pass pointers to them (eg C pass by reference).
  - So pointers end up pointing to structures shared across procedures.
  - If you don't do an interproc analysis, you'll have to make conservative assumptions functions entries and function calls.

Conservative approximation on entry

- Say we don’t have interprocedural pointer analysis.
- What should the information be at the input of the following procedure:

```
global g;
void p(x,y) {

   ...

}
```

x	y	g

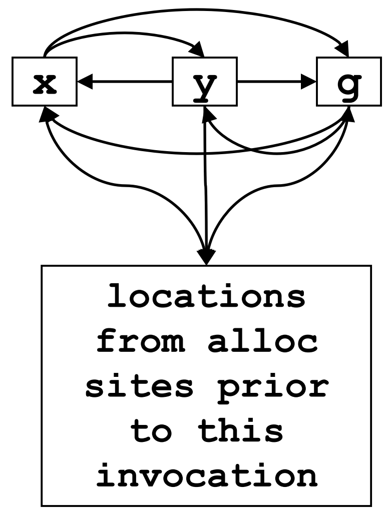
Conservative approximation on entry

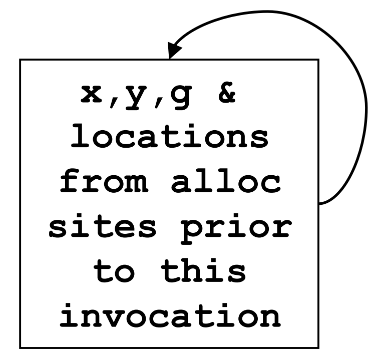
- Here are a few solutions:

```
global g;
void p(x,y) {

   ...

}
```





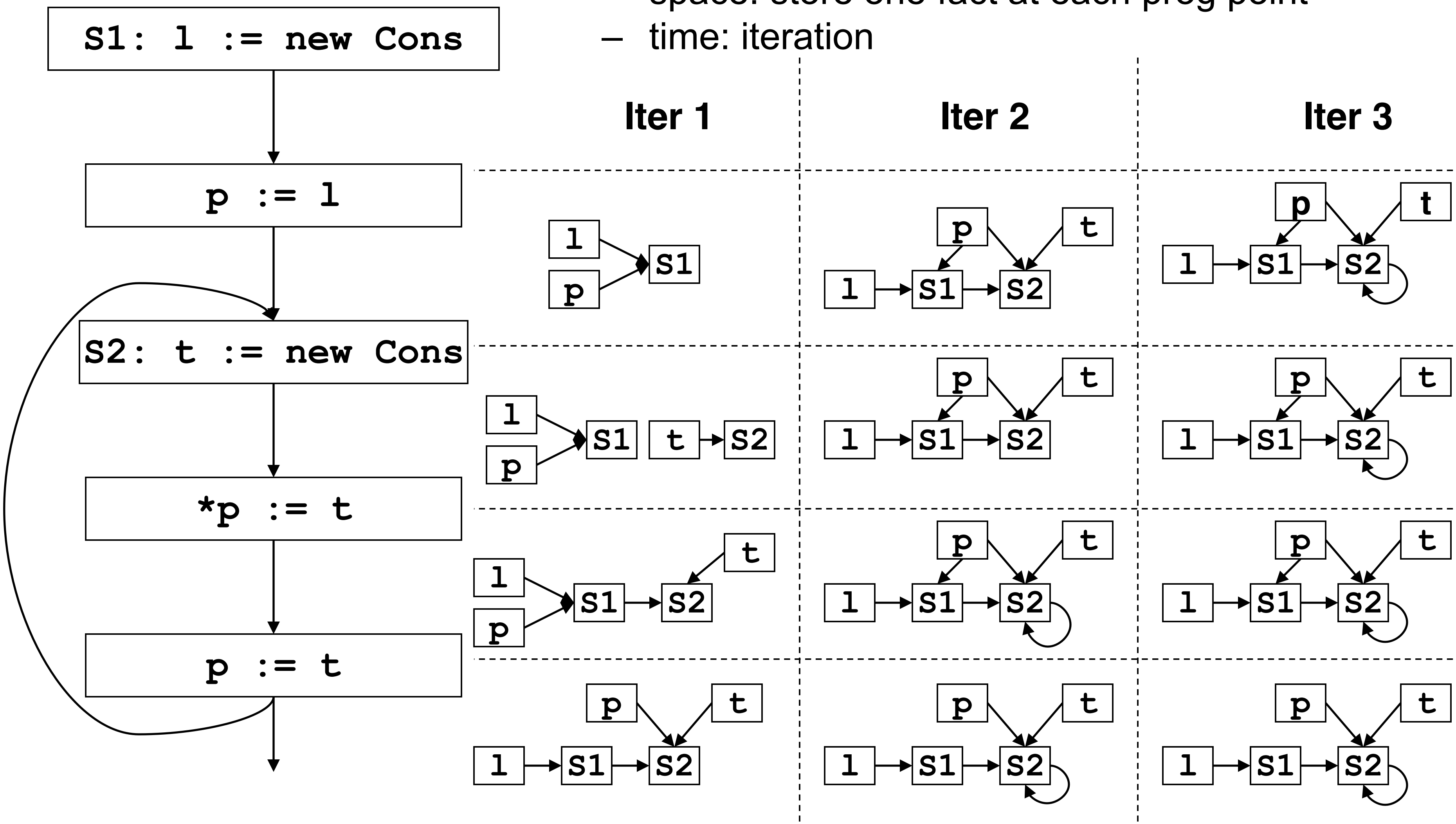
- They are all very conservative!
- We can try to do better.

Interprocedural pointer analysis

- Main difficulty in performing interprocedural pointer analysis is scaling
- One can use a top-down summary based approach (Wilson & Lam 95), but even these are hard to scale

Example revisited

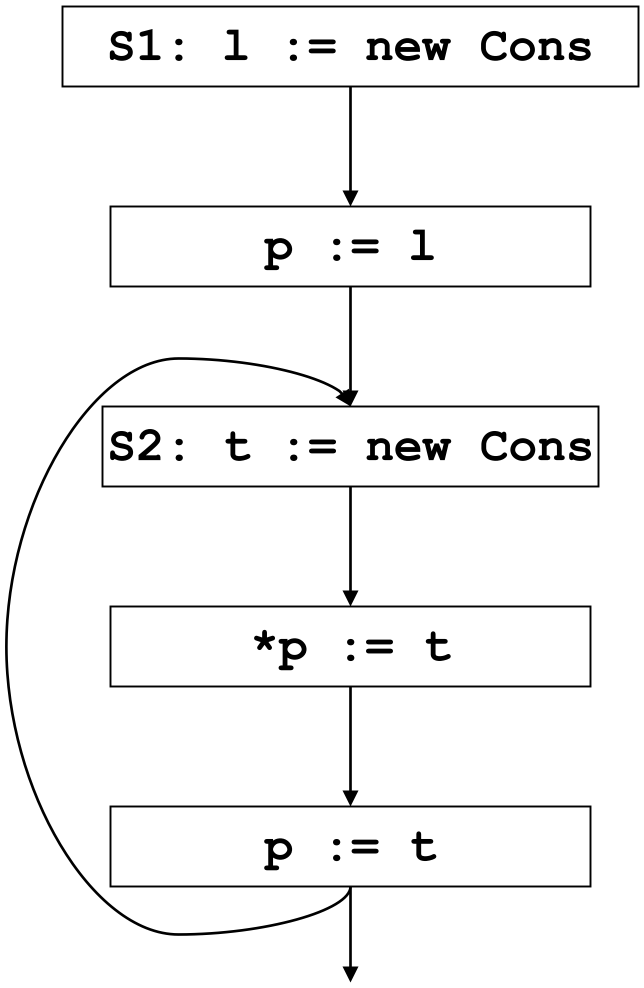
- Cost:
  - space: store one fact at each prog point
  - time: iteration



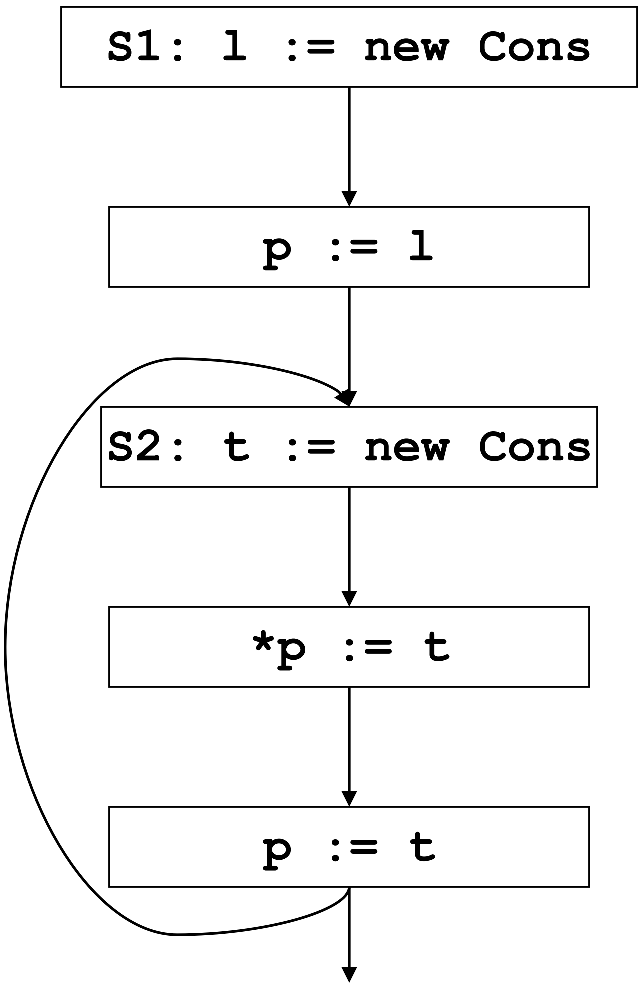
New idea: store one dataflow fact

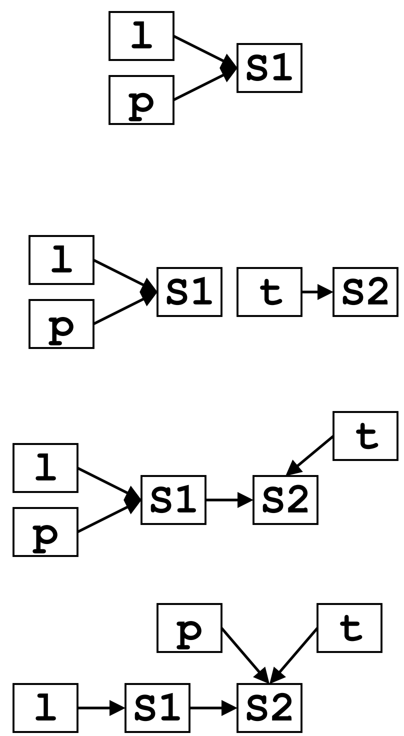
- Store one dataflow fact for the whole program
- Each statement updates this one dataflow fact
  - use the previous flow functions, but now they take the whole program dataflow fact, and return an updated version of it.
- Process each statement once, ignoring the order of the statements
- This is called a flow-insensitive analysis.

Flow insensitive pointer analysis

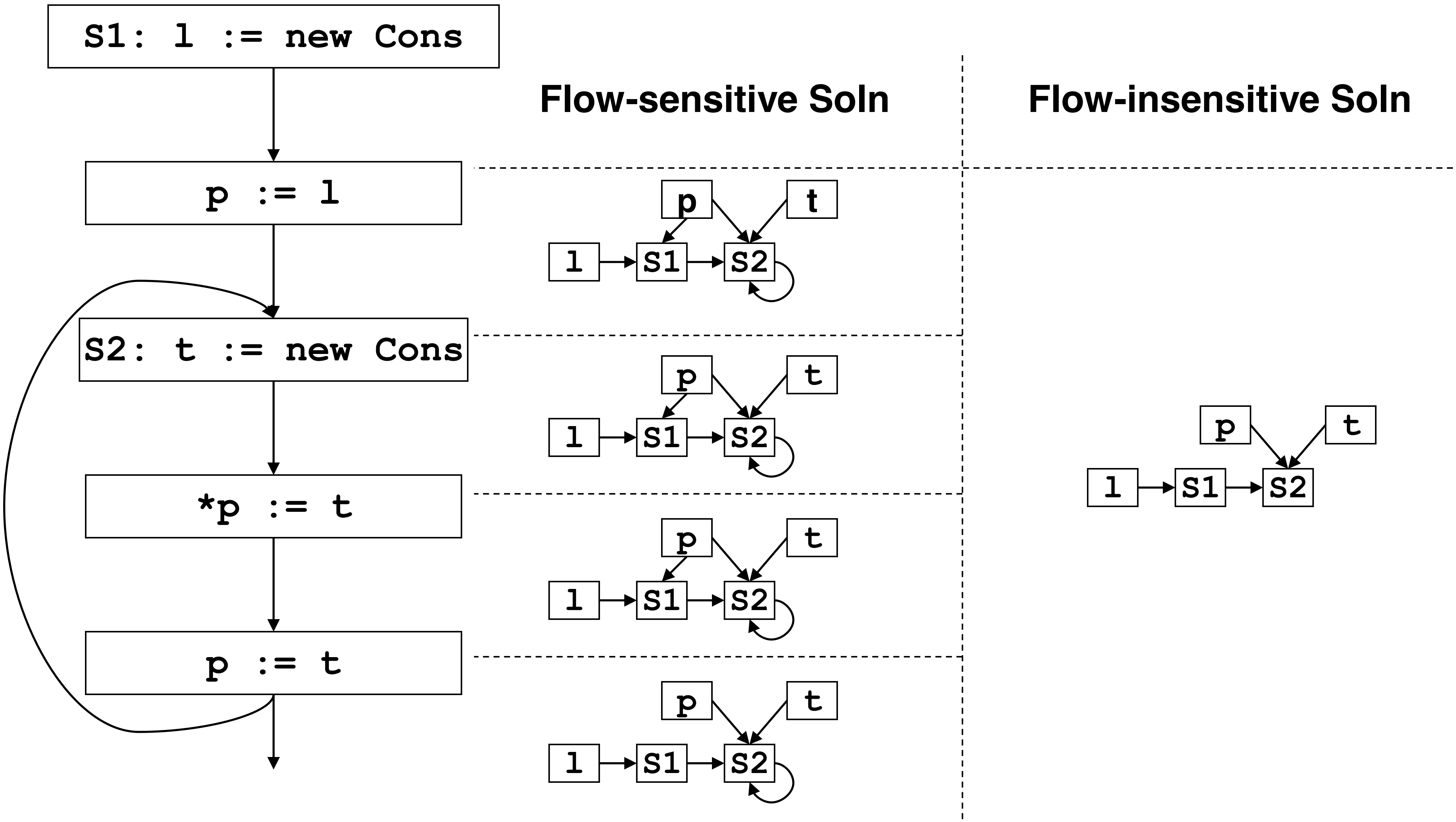


Flow insensitive pointer analysis





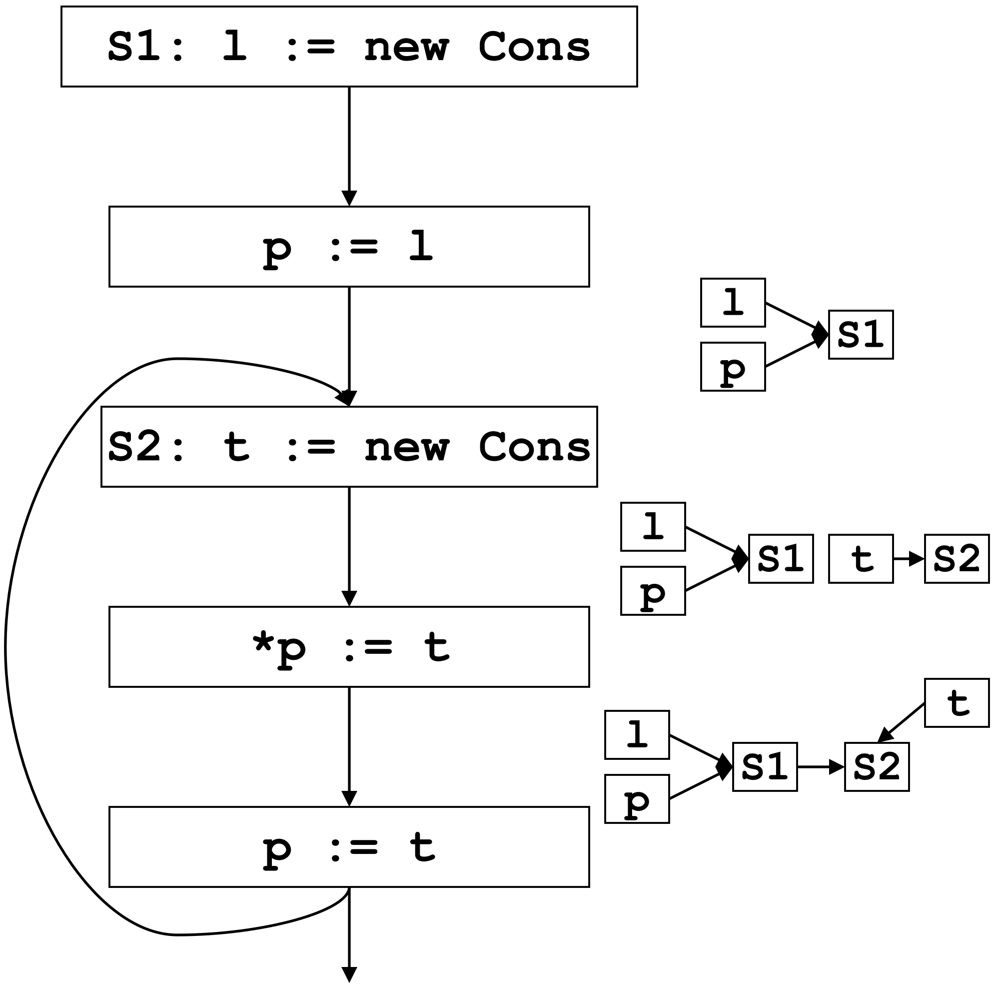
Flow sensitive vs. insensitive



What went wrong?

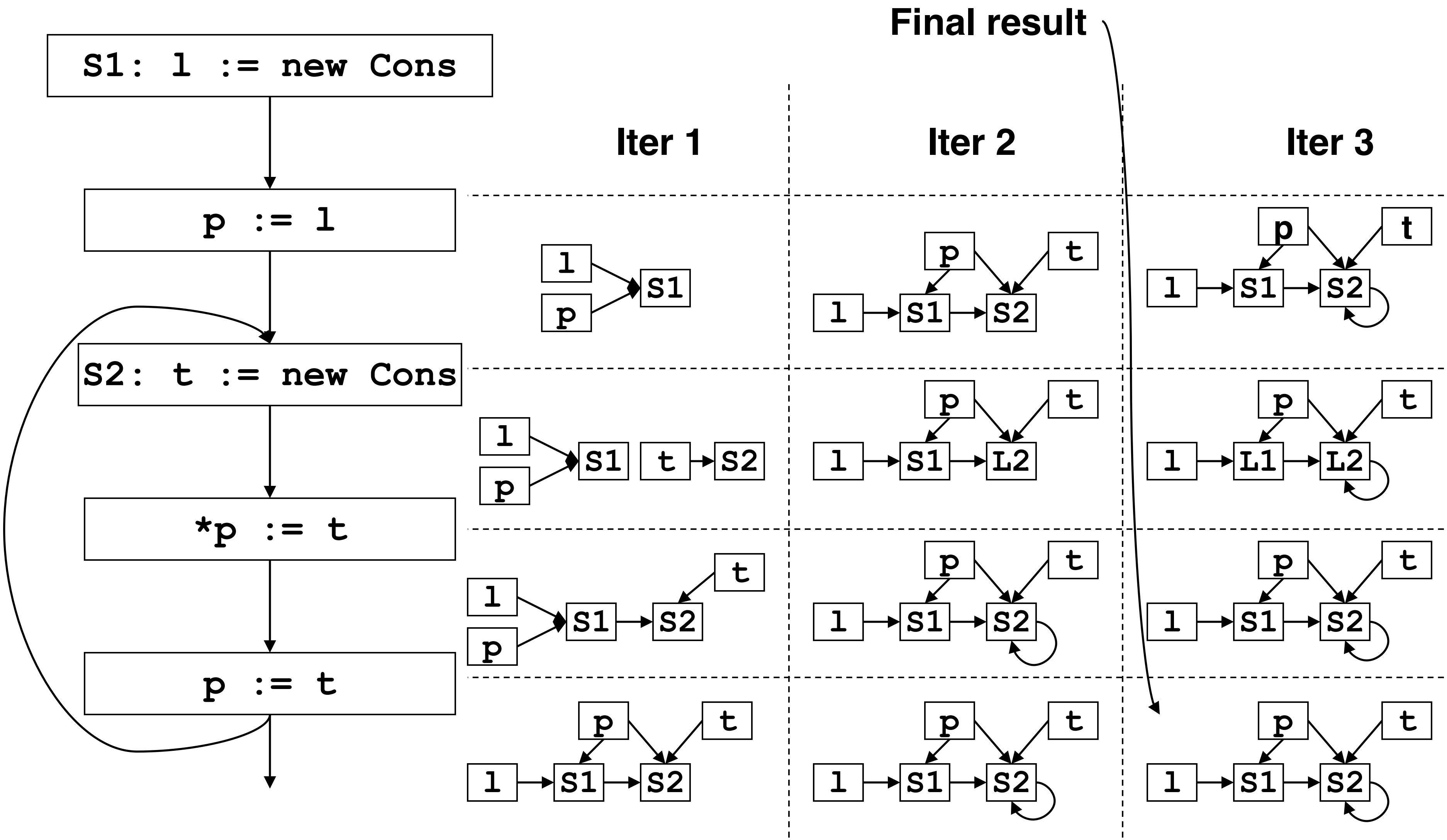
- What happened to the link between p and S1?
  - Can’t do strong updates anymore!
  - Need to remove all the kill sets from the flow functions.
- What happened to the self loop on S2?
  - We still have to iterate!

Flow insensitive pointer analysis: fixed

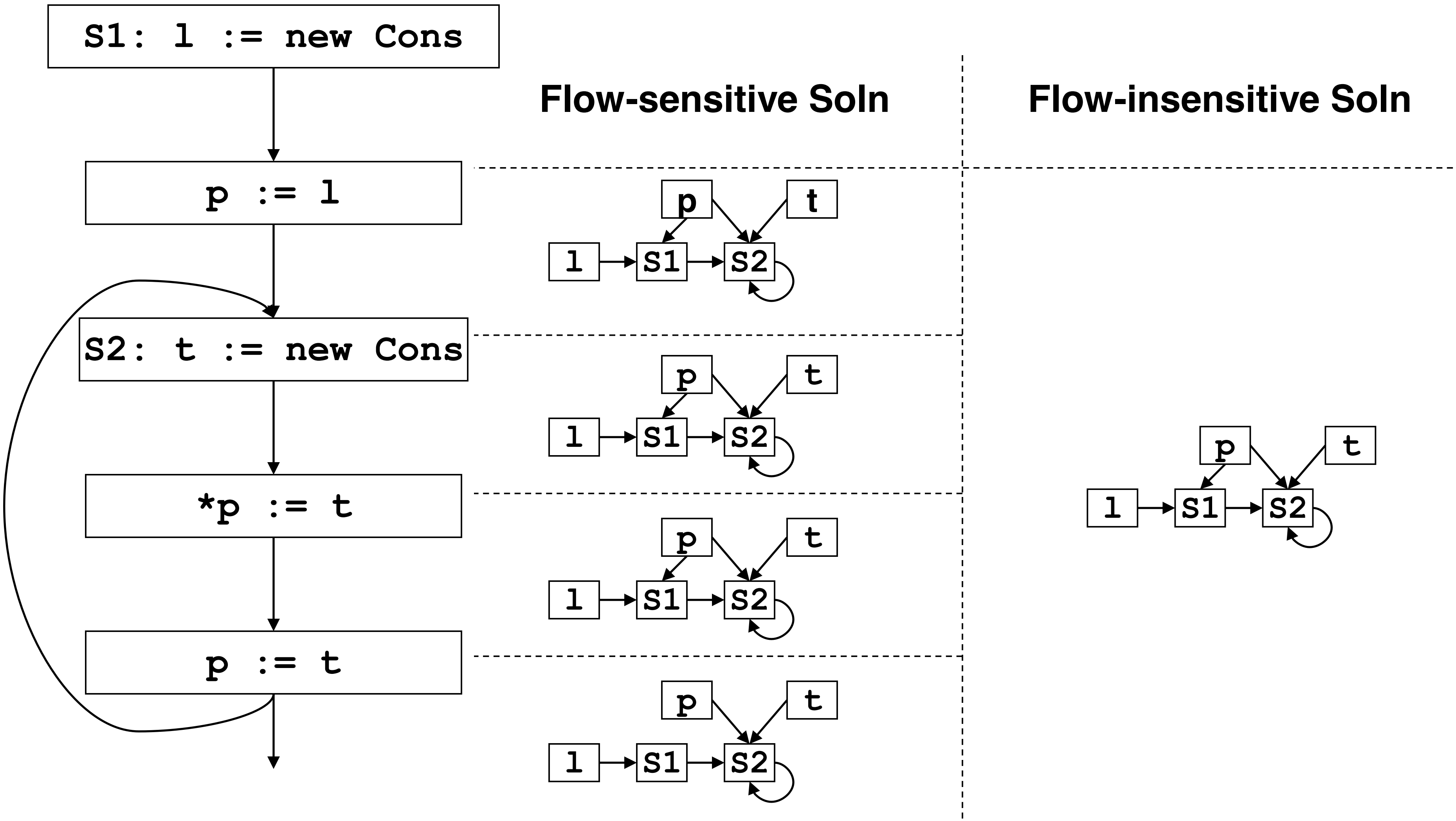


Flow insensitive pointer analysis: fixed

This is Andersen's algorithm '94



Flow sensitive vs. insensitive, again



Flow insensitive loss of precision

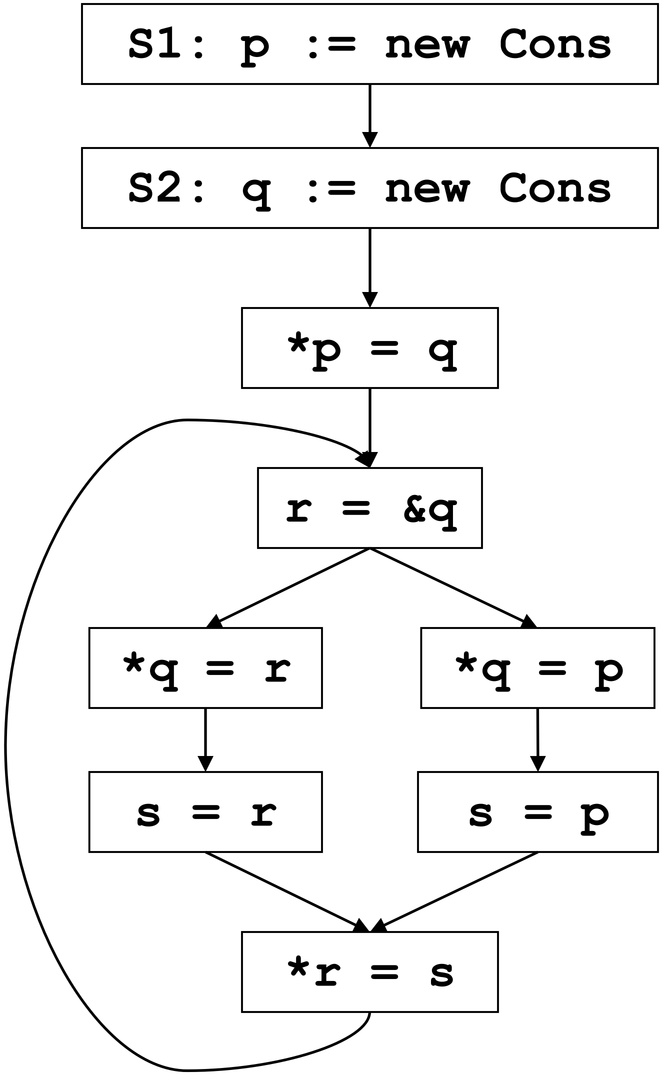
- Flow insensitive analysis leads to loss of precision!

```
main() {
    x := &y;

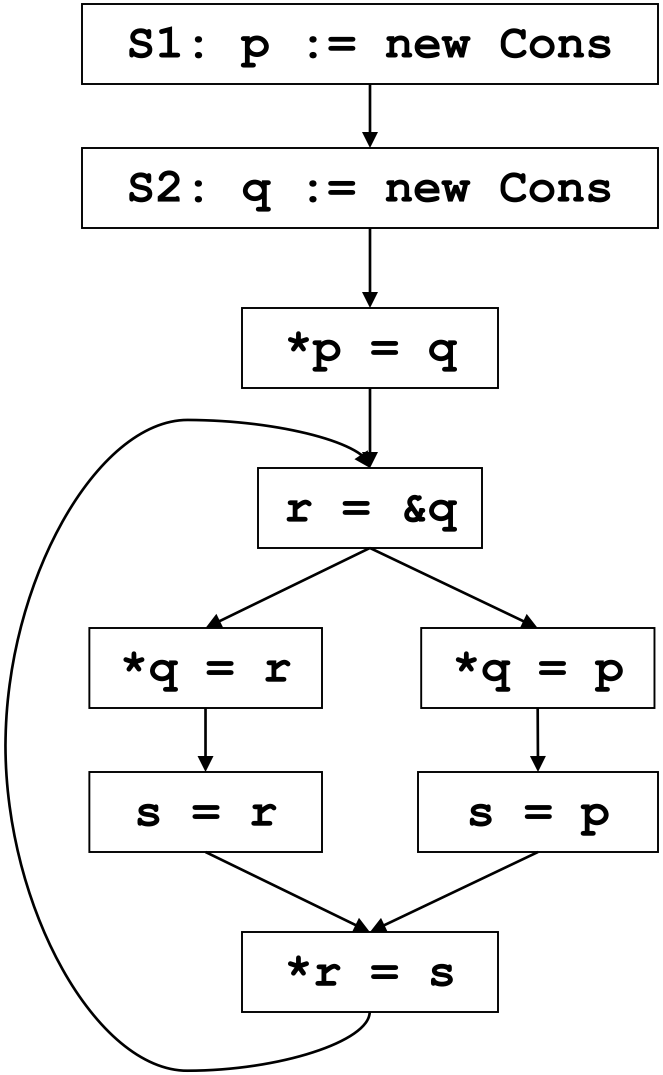
    ...          <----------   Flow insensitive analysis tells us that x
                               may point to z here!
    x := &z;
}
```

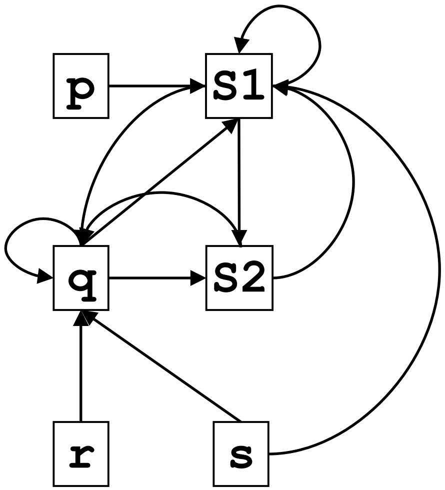
- However:
  - uses less memory (memory can be a big bottleneck to running on large programs)
  - runs faster

In Class Exercise!

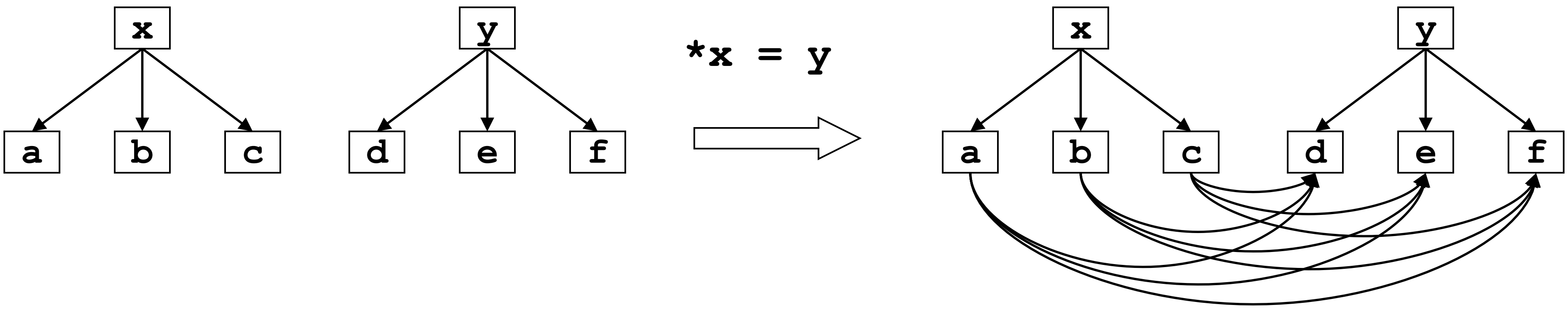


In Class Exercise! solved





Worst case complexity of Andersen

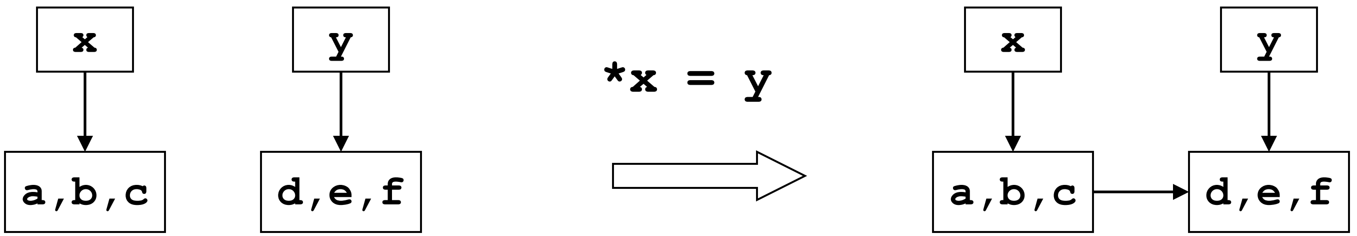


Worst case: N^2 per statement, so at least N^3 for the whole program. Andersen is in

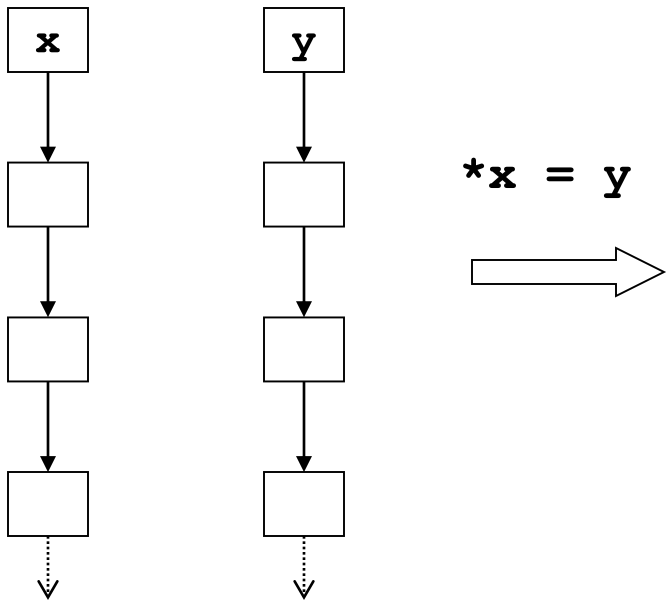
fact $O(N^3)$

New idea: one successor per node

- Make each node have only one successor.
- This is an invariant that we want to maintain.



More general case for `*x = y`



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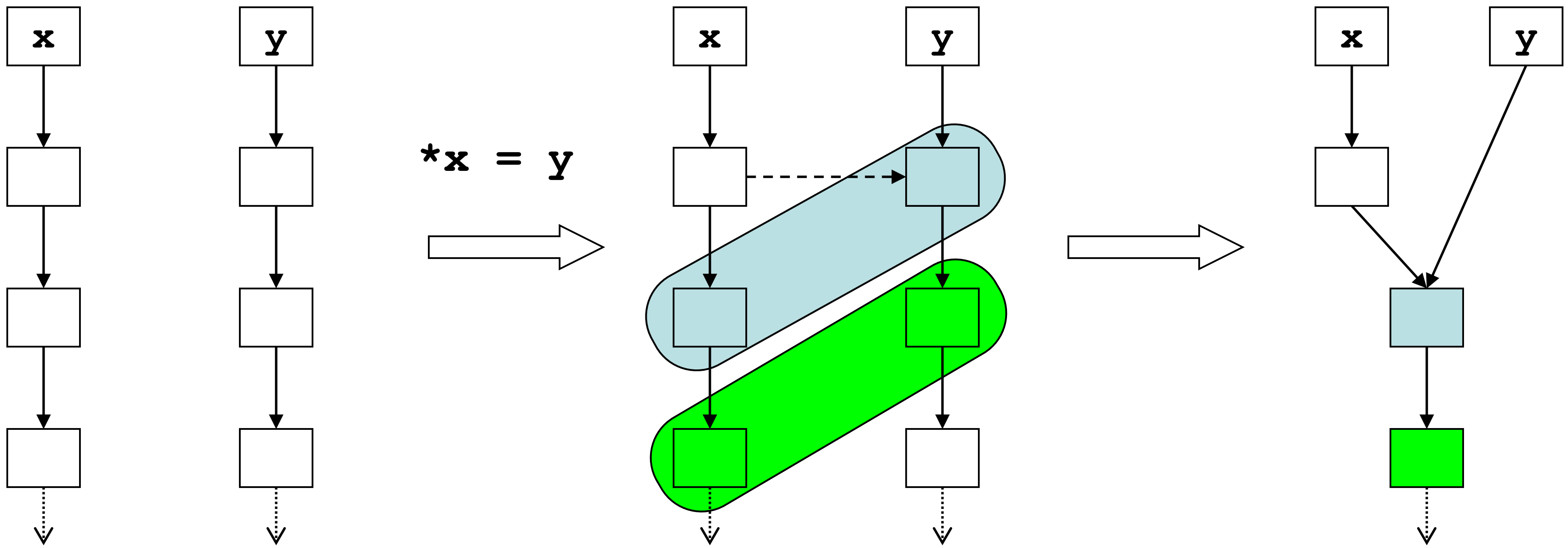
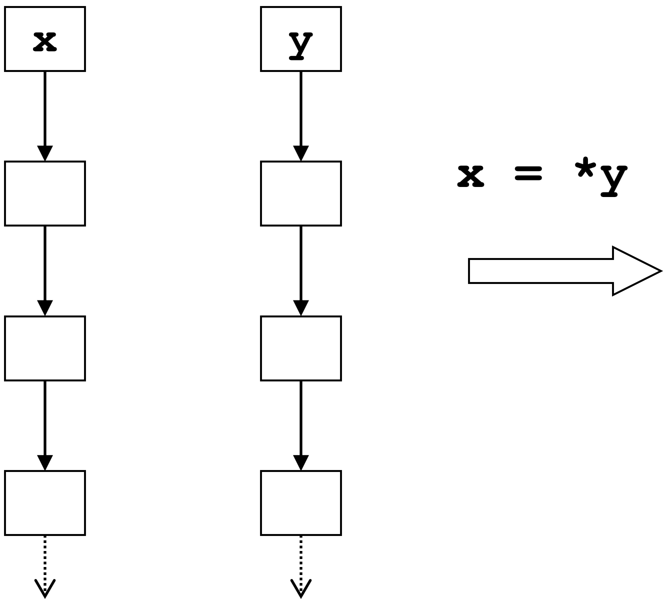


Handling: `x = *y`



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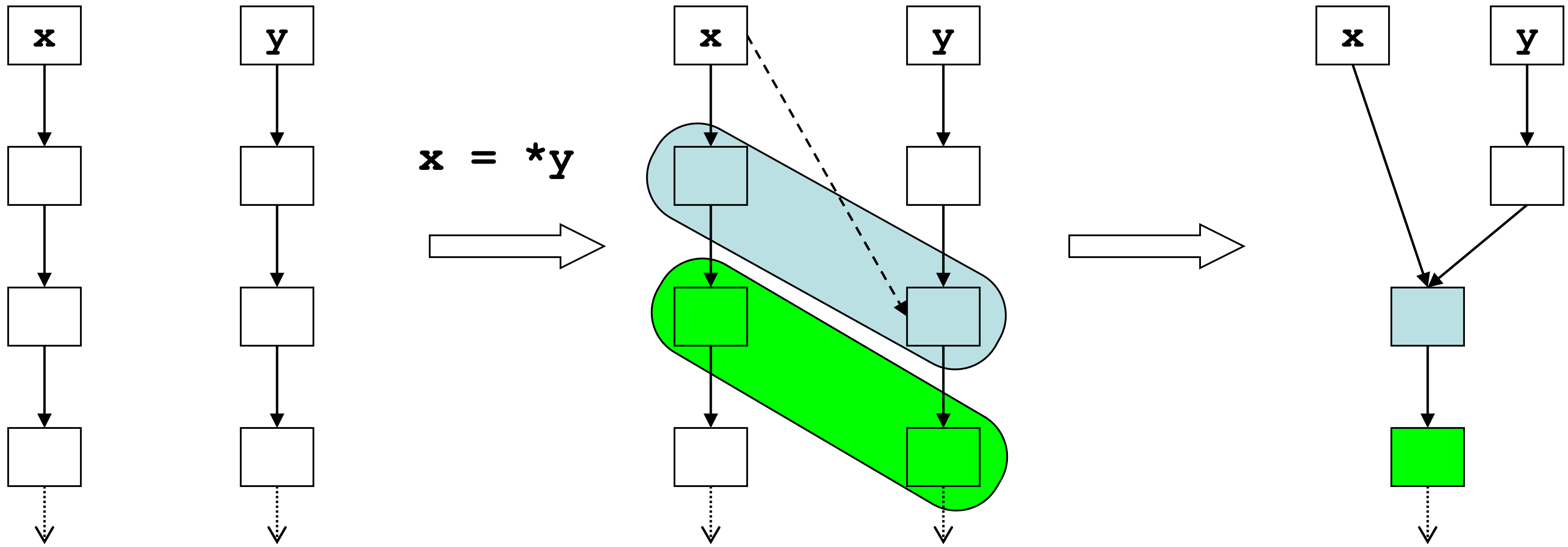
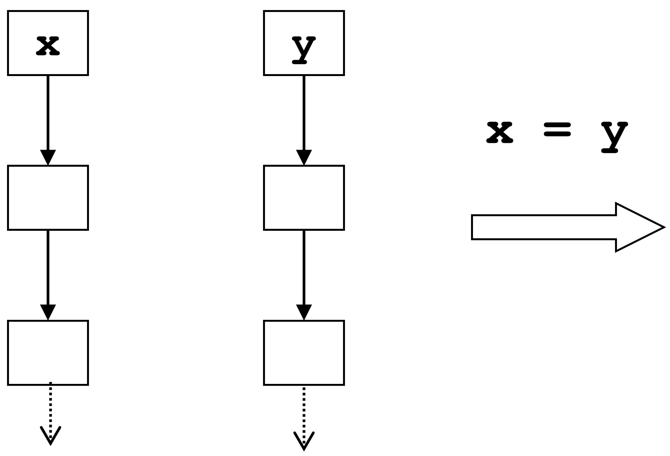
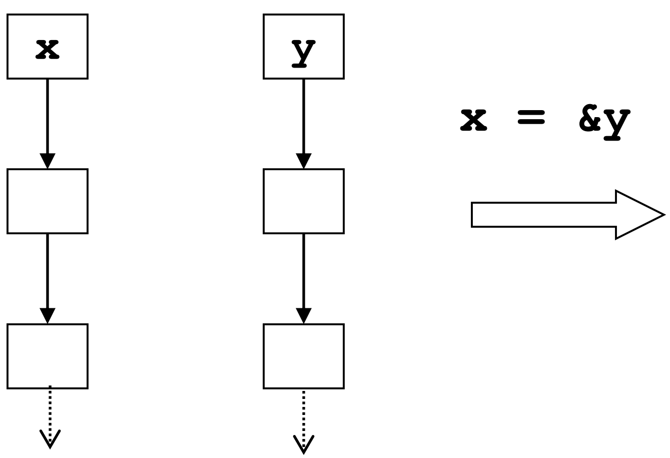


Handling: x = y (what about y = x?)



Handling: x = &y



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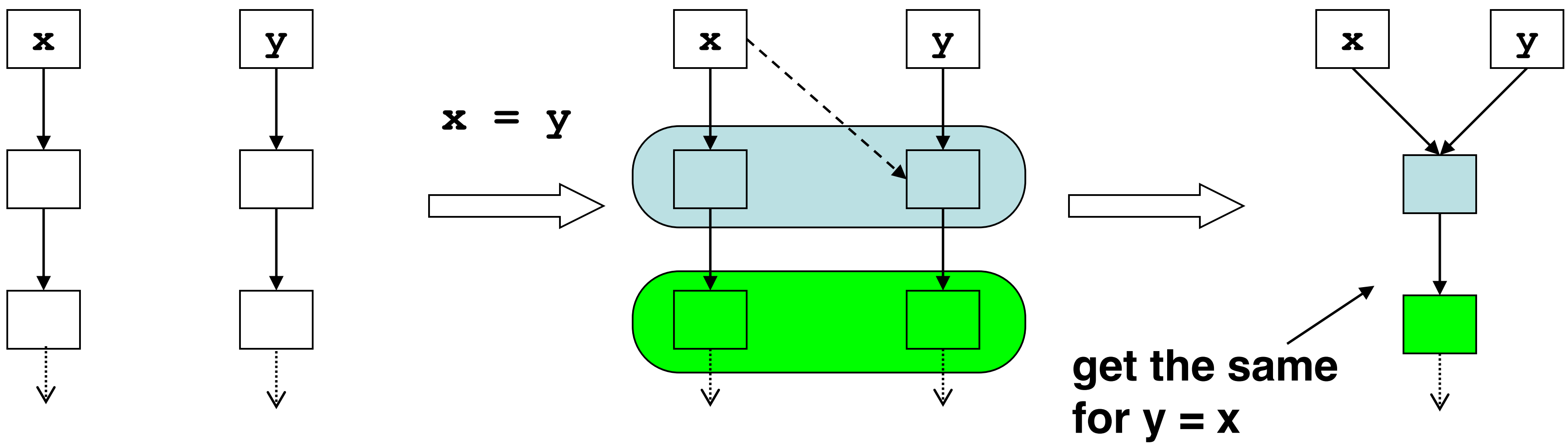
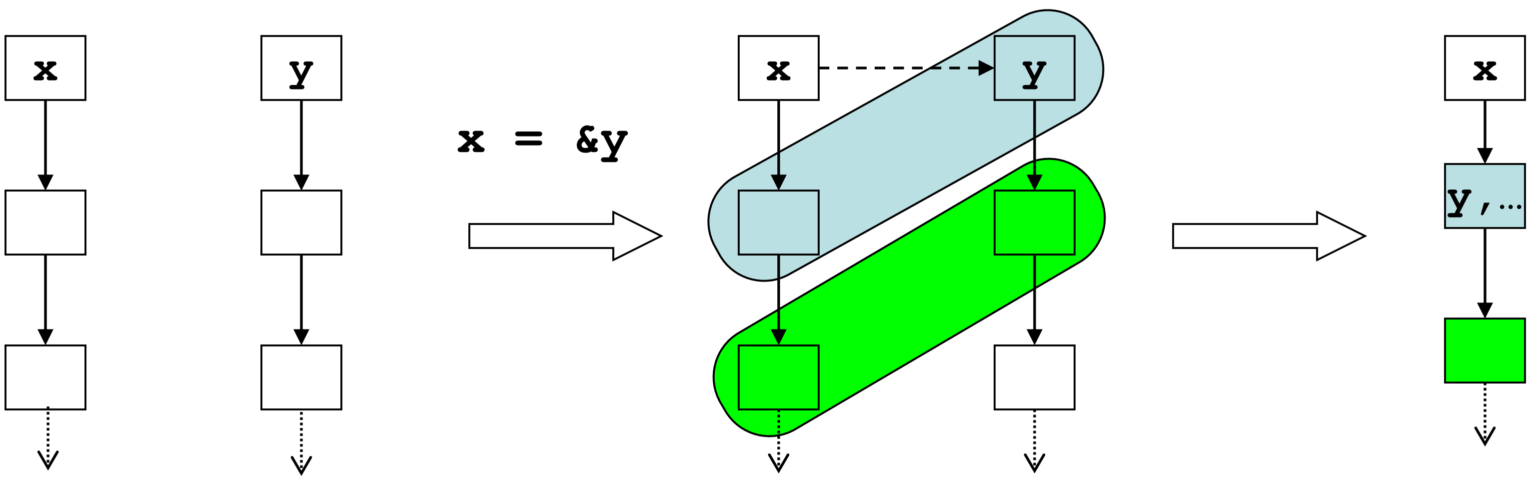
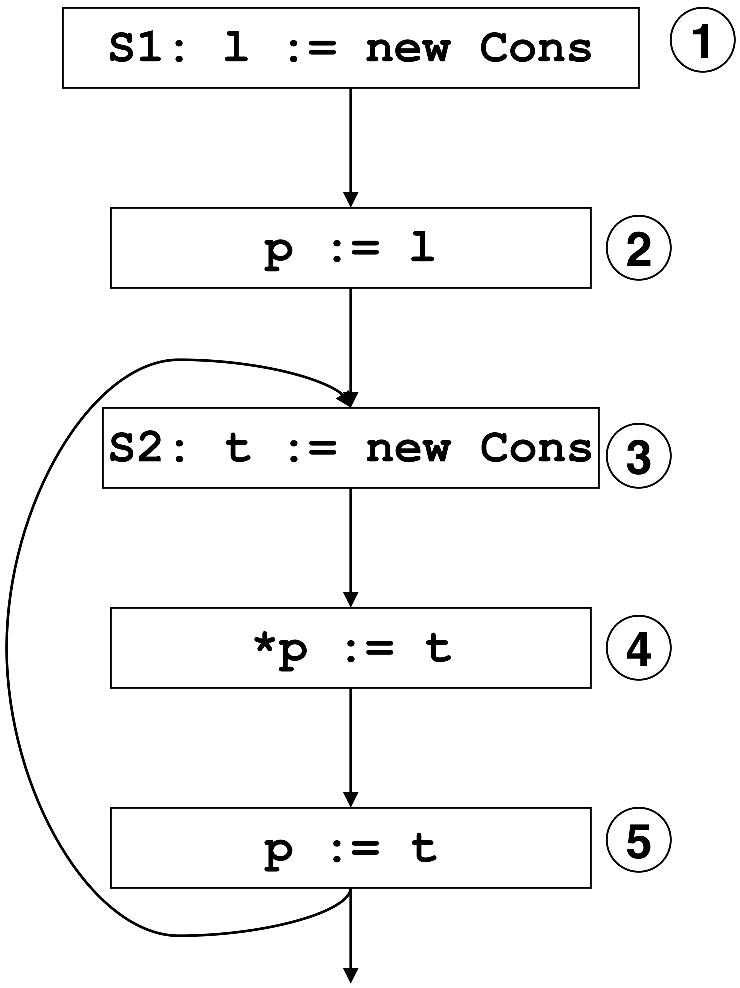


Handling: x = &y



Our favorite example, once more!



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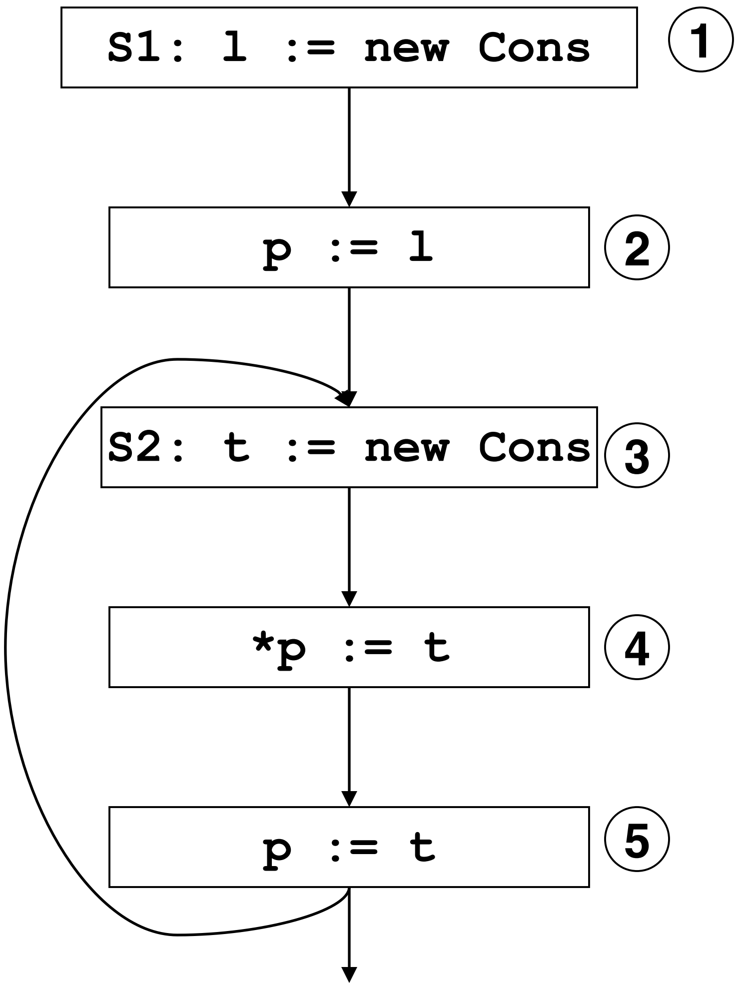
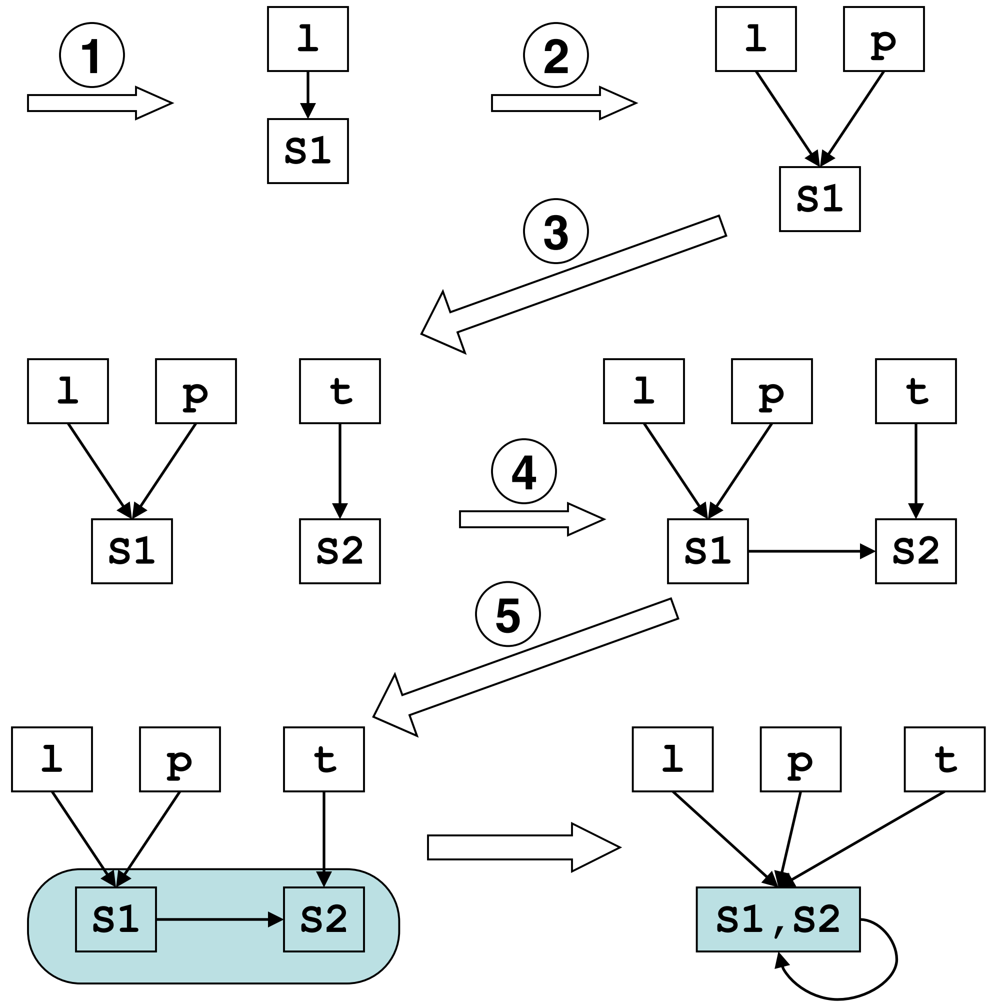
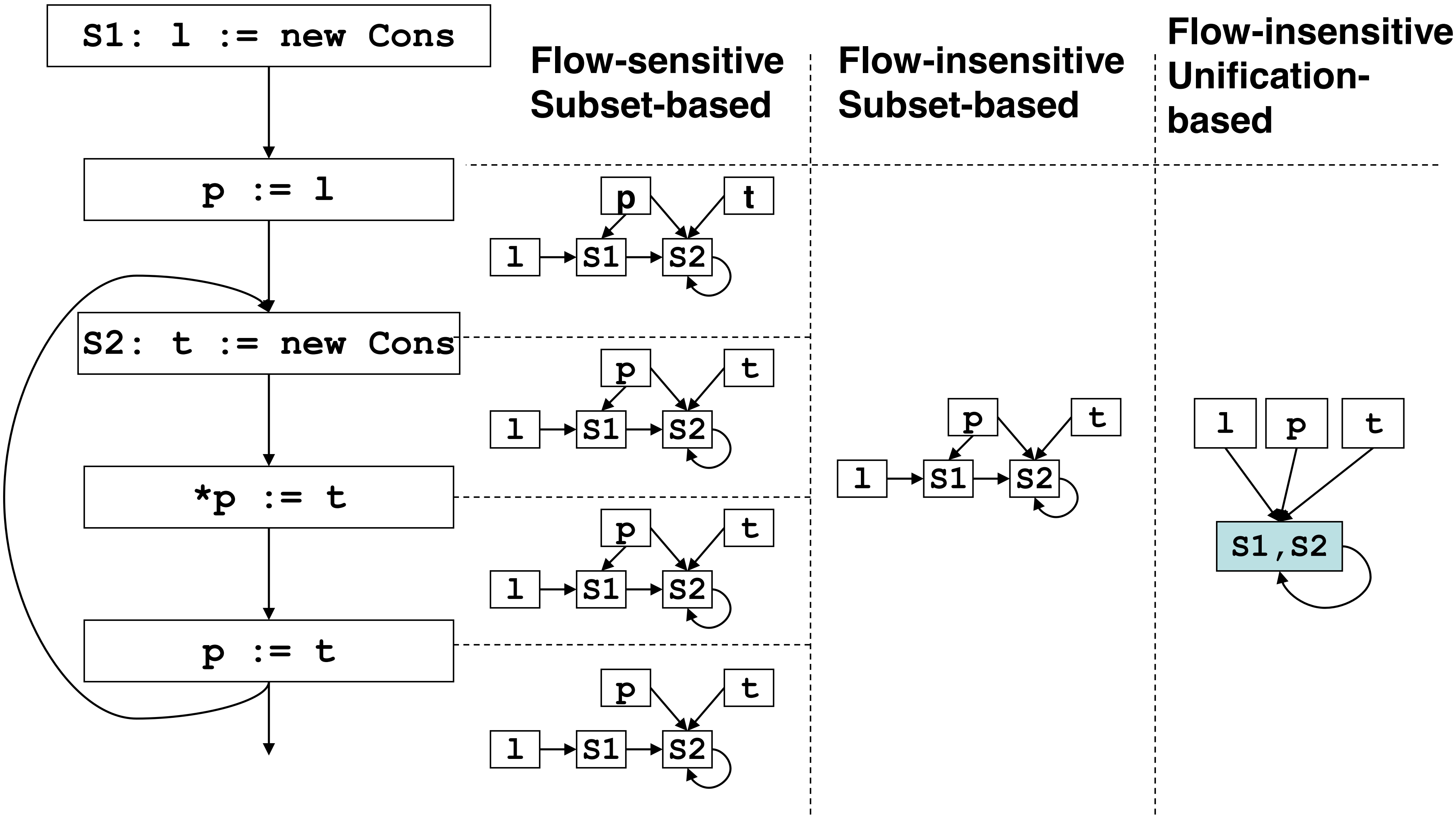




Flow insensitive loss of precision



Another example

```
bar() {
①  i := &a;
②  j := &b;
③  foo(&i);
④  foo(&j);
   // i pnts to what?
   *i := ...;

}

void foo(int* p) {
   printf("%d",*p);
}
```

Another example

```
bar() {
 ① i := &a;
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 ③ foo(&i);
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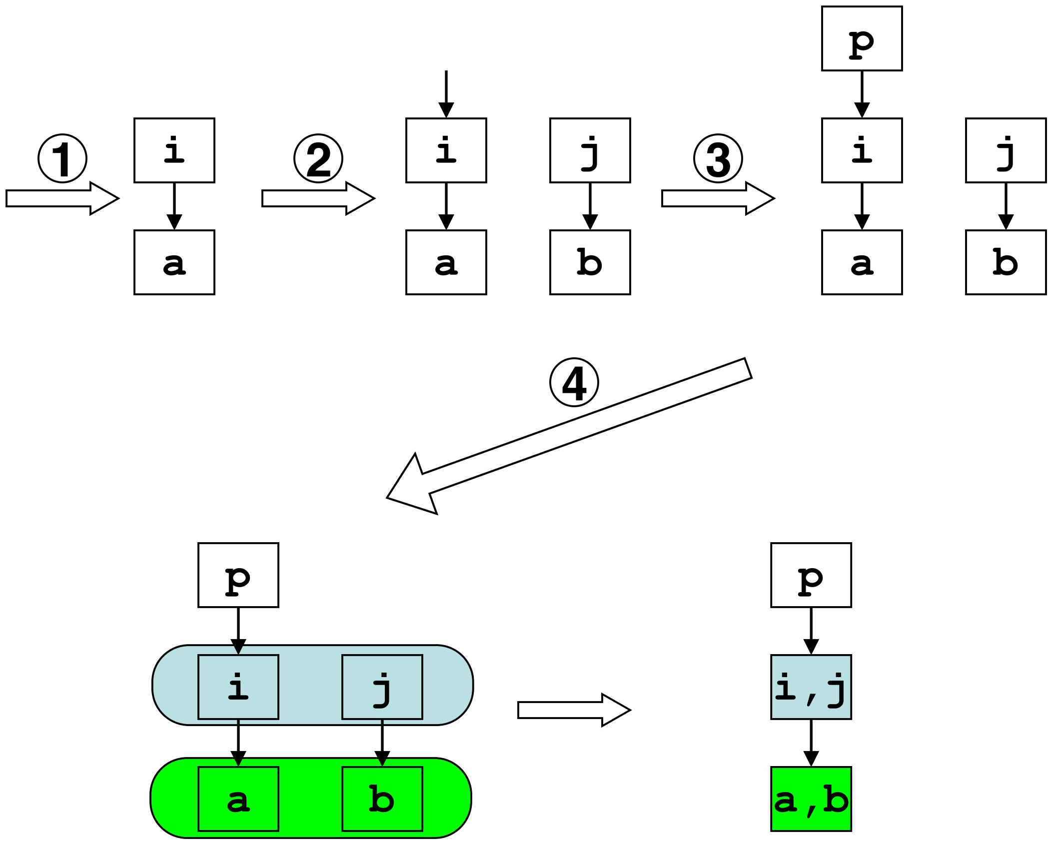


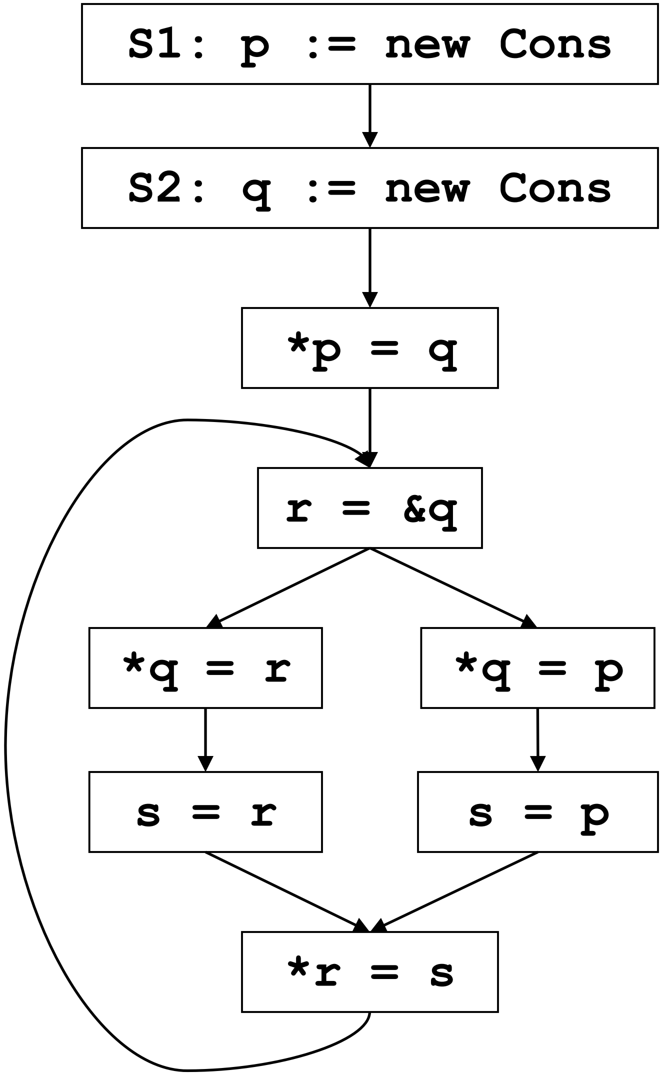
Almost linear time

- Time complexity: $O(N\alpha(N, N))$

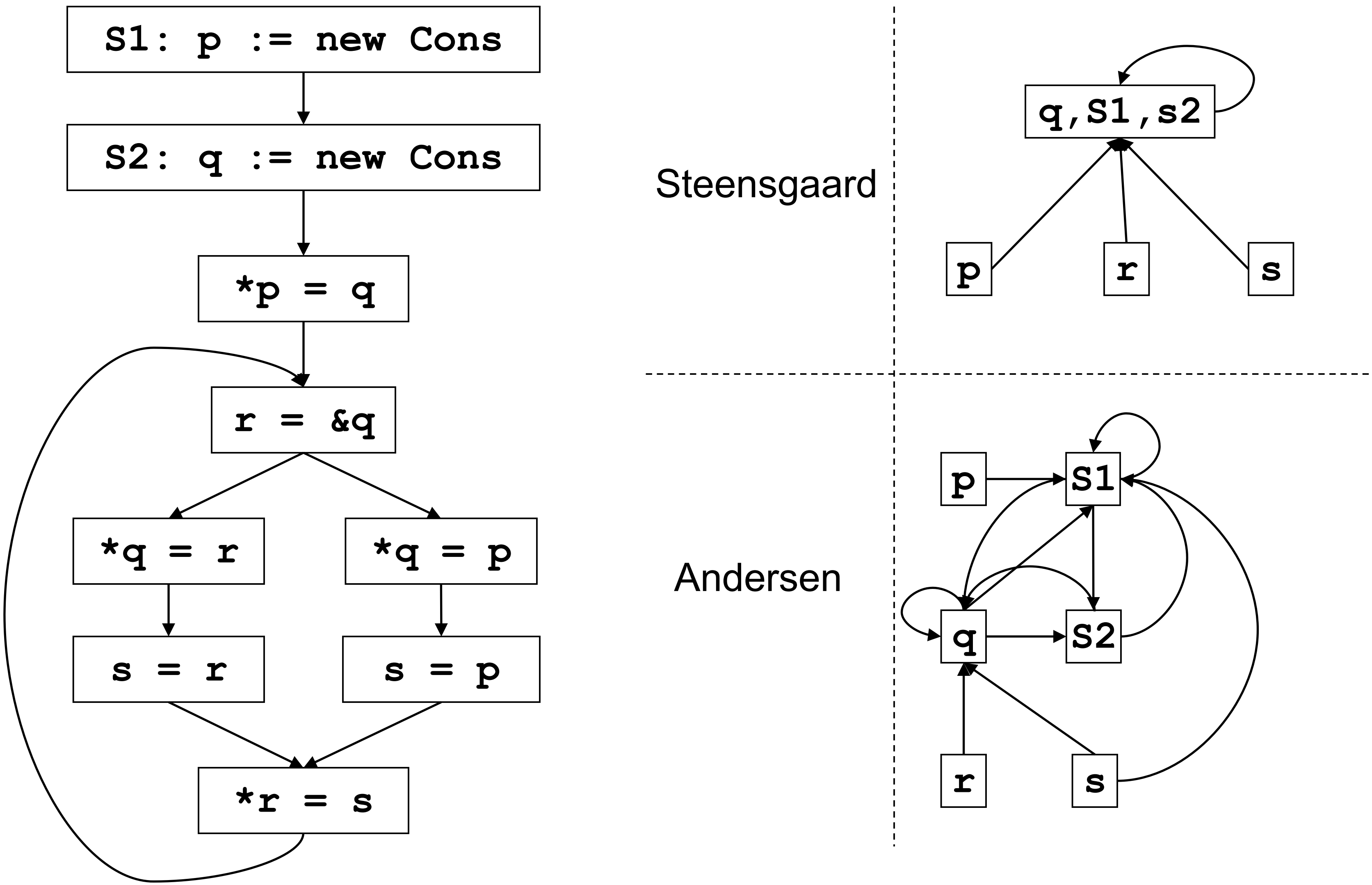
inverse Ackermann function

- So slow-growing, it is basically linear in practice
- For the curious: node merging implemented using UNION-FIND structure, which allows set union with amortized cost of $O(\alpha(N, N))$ per op. Take CSE 202 to learn more!

In Class Exercise!



In Class Exercise! solved



Advanced Pointer Analysis

- Combine flow-sensitive/flow-insensitive
- Clever data-structure design
- Context-sensitivity