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TreeKs: A Functor to Make Numerical Abstract Domains Scalable

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Abstract

Relational numerical abstract domains do not scale up. To ensure a linear cost of abstract domains, abstract interpretation-based tools analyzing large programs generally split the set of variables into independent smaller sets, sometimes sharing some non-relational information. We present a way to gain precision by keeping fully expressive relations between the subsets of variables, whilst retaining a linear complexity ensuring scalability.

*Keywords:* Abstract interpretation, abstract numerical domains, weakly relational domains.

# Motivation

Abstract interpretation [[4](#_bookmark16)] is a theory of sound approximation of semantics of pro- gramming languages, mainly used in static analysis and verification of programs. A crucial point when designing an abstract interpretation-based analyzer is the choice of suitable abstract domains.

The domain of *intervals* was presented as one of the first abstract domains [[3](#_bookmark17)]. Although, even when the properties of interest are expressible with intervals, rela- tional properties may be needed to compute them precisely. Shortly after, some of the limitations of intervals were overcome thanks to the domain of *polyhedra* [[6](#_bookmark19)]. While very precise, polyhedra are too costly and cannot be reasonably used to an- alyze programs with more than a few variables. Since then, numerous numerical abstract domains were designed to capture various properties, among them linear inequalities. Weakly relational domains restrict the shape of representable relations to achieve better computation times than polyhedra.

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Between intervals and polyhedra, one can now find: pentagons [[11](#_bookmark24)], zones (or DBM) [[12](#_bookmark25)], weighted hexagons [[8](#_bookmark21)], octagons [[13](#_bookmark26)], logahedra [[9](#_bookmark22)], TVPI [[16](#_bookmark27)], octahe-

dra [[2](#_bookmark15)], and templates [[14](#_bookmark28)].

Even the operations of the pentagon domain have a quadratic cost [2](#_bookmark2) , which does not scale up [[1](#_bookmark14),[5](#_bookmark18)]. Only a cost close to linear is acceptable when it comes to analyzing large programs.

Instead of looking for other shapes of relations, an orthogonal axis of research to the everlasting cost-precision trade-off is to modify the constraint graph (Def. [3.3](#_bookmark8)), i.e., to restrain the set of variables between which there can be relations.

This idea has already been applied in Astree [[1](#_bookmark14),[5](#_bookmark18)] and in C Global Surveyor [[17](#_bookmark29)], both analyzing large avionic and aerospace C programs. The set of variables is divided into several subsets called packs on which operators of the octagon domain are applied independently. However only non-relational information (i.e., intervals) are shared between packs.

The paper makes the following contributions:

* Several existing numerical domains are grouped together and generalized into a theoretical framework of linear inequality domains (Sect. [2](#_bookmark1)).
* A domain functor (TreeKs, Sect. [3](#_bookmark3)) is defined. It can be applied to any linear inequality domain to make a new scalable domain. The set of relations expressible in the new domain is a subset of those expressible in the underlying domain. The restriction is not made on the shape of the relations but on the variables between which the relations are defined.
* Taking advantage of the specific shape of the relation graph, an efficient comple- tion algorithm (Sect. [4](#_bookmark9)) for TreeKs domains is presented, along with its correctness proof. If packs are kept bounded, the cost of the domain remains linear.
* Finally, efficient algorithms (Sect. [5](#_bookmark13)) are given for other operations required by abstraction interpretation.

# Linear Inequality Domains

In this section we present theoretical properties of linear inequality domains, on which we will be able to apply our functor in the next section. This generalizes the work of Simon, King, and Howe on TVPI [[16](#_bookmark27)]

Let *V* d=ef *{X*1*,..., X*N *}* be a finite set of variables over Q. Let Q٨ d=ef Q *\ {*0*}*

denote non-zero and Q٨

+

d=ef *{x ∈* Q *| x >* 0*}* positive rational numbers.

Let *S{*n*}* denote the set of *n*-tuples made of members of *S*. If *S* is a set of tuples, let Q٨*S* d=ef *{⟨qx*1*,..., qx ⟩| ⟨x*1*,...,x ⟩∈ S, q ∈* Q٨*}* denote the scalar multiplica-

k k

tion of all members of *S* by a scalar of Q٨.

S

**Definition 2.1** A *base set D* of a linear inequality domain is a subset of i*≥*1(Q٨)*{*i*}*

closed by subset and closed by multiplication by a positive scalar of Q٨ . It is said

+

2 The cost of a domain is the amortized complexity, in the number of variables, of its operations. For weakly relational domain, this cost is dominated by the cost of the completion.

to be *k*-relational if it is a subset of Sk

i=1

(Q٨)*{*i*}*.

Base sets of known linear inequality domains are the following:

*Intervals* d=ef (Q٨)*{*1*}*

*Zones* d=ef (Q٨)*{*1*} ∪* Q٨ *{⟨*1*, −*1*⟩}*

*Octagons* d=ef (Q٨)*{*1*} ∪* Q٨ *{⟨*1*, −*1*⟩ , ⟨*1*,* 1*⟩}*

*Logahedra*B = (Q٨)*{*1*} ∪* Q٨ *±*1*, ±*2k *−B ≤ k ≤ B*, with *B ∈* N *∪ {*+*∞}*

def

*TVPI* d=ef (Q٨)*{*1*} ∪* (Q٨)*{*2*}*

*Octahedra* d=ef Q٨ *{−*1*,* 1*}{*k*}*

k*≥*1

*Polyhedra* d=ef (Q٨)*{*k*}*

k*≥*1

**Definition 2.2** The set of *inequalities* (or relations, or constraints) *of a domain*

based on *D* over the set of variables *V* is defined:

*D* d=ef *{*True*,* False*}∪*

Σk

*a x ≤ d*

*⟨a ,...,a ⟩∈ D,x ∈ V,d ∈* Q

*V*

k*≥*1

i i 1 k i

i=1

with True d=ef 0 *≤* 1 and False d=ef 0 *≤ −*1.

**Definition 2.3** The set of *values of a domain* based on *D* over the set of variables

*V* is defined by *DV* d=ef *P*f (*DV* ), the finite sets of constraints of *DV* .

**Definition 2.4** If *c* = Σn *a*i*x*i *≤ d*, and if *c /≡* True and *c /≡* False, then the

i=1

*concretization* of *c* is a half-space of QN , the set of values satisfying the constraint

*c*:

〚*c*〛 d=ef (*U ,...,U* ) *∈* QN Σ *a u ≤ d, x* = *X ⇒ u* = *U*

n

1 N i i

i=1

j i j i

〚*∅*〛 = 〚*{*True*}*〛 = 〚True〛 d=ef QN 〚False〛 d=ef *∅*

The concretization of a value *C* = *{c*1*,..., c*n*}* is the intersection of the con-

cretization of its members 〚*C*〛 d=ef n 〚*c*i〛.

i=1

**Definition 2.5** The set of values *DV* is ordered by *entailment* : *C*1 ▶ *C*2 *⇐*d*⇒*ef

〚*C*1〛 *⊆*

〚*C*2〛. Equivalence is defined as *C*1 *≡ C*2 *⇐*d*⇒*ef

*C*1 ▶ *C*2 and *C*2 ▶ *C*1.

**Definition 2.6** The *variables* of a linear inequality is the set of variables for which the coefficient is not zero. If *c* = *a*0*X*0 + *...* + *a*N *X*N *≤ d*, then *vars*(*c*) d=ef

*{X*i *∈V | a*i */*= 0*}*. For a set of linear inequalities, *vars*(*C*) d=ef S

c*∈*C

*vars*(*c*).

**Definition 2.7** Let *X ⊆ V* be a set of variables, the *restriction* of a value to this set of variables is defined: *πX* (*C*) d=ef *{c ∈ C | vars*(*c*) *⊆ X}*.

**Definition 2.8** A *forget operator* (or *projection operator* ) of *ÐV* is a mapping *E* :

*P*(*u*) *—→ ÐV DV* such that *6 C*1 *∈ ÐV* , *6F* = *{X*i *,..., X*i *}⊆ u*, we have *EX* (*C*1)=

1

*n*

*C*2 such that *vars*(*C*2) *⊆u \ F* and

〚*C*2〛 = *{*(*u*1*,..., u*i1*−*1*, a*1*, u*i1+1*,..., u*i*n−*1*, a*n*, u*i*n*+1*,..., u*N )

*| a*1*,..., a*n *∈* Q*,* (*u*1*,..., u*N ) *∈* 〚*C*1〛*}*

**Definition 2.9** A domain *ÐV* is *stable by elimination of variables* if *6 c*1*, c*2 *∈ ÐV*

such that *c*1 = ΣN *a*i*X*i *≤ d*1, *c*2 = ΣN *b*i*X*i *≤ d*2 and if *E j* such that 1 *≤ j ≤ N* ,

i=1

i=1

*a*j *<* 0 and *b*j *>* 0, we have (*b*j*c*1 + *a*j*c*2) *∈ ÐV* .

The domains *Intervals*, *Zones*, *&ctagons*, *Logahedra∞*, *f VPI* as well as

*Polyhedra* are stable by elimination of variables.

If *|u| ≥* 3 then the domains *&ctahedra* and *Logahedra*B with 1 *≤ B < ∞* are not stable by elimination of variables [3](#_bookmark4) [4](#_bookmark5) .

If *ÐV* is stable by elimination of variables then Fourier-Motzkin elimination is a forget operator.

## Abstraction

There is no best abstraction on Q (e.g., for *X × X ≤* 2). We will call *α*¯ the partial abstraction defined, when it makes sense, by the topological closure of the convex hull.

**Definition 2.10** The *intersection* between values of *ÐV* is exact and is defined by the union of the inequalities set: *C*1 *HDV C*2 d=ef *C*1 *∪ C*2.

The *union* between values is defined as the best abstraction: *C*1 *HDV C*2 d=ef

*α*¯(〚*C*1〛 *∪* 〚*C*2〛) [5](#_bookmark6) .

The set (*ÐV / ≡,* ▶*, HDV , HDV ,* False*,* True) is a lattice.

# The Domain Functor

In this section we build a new numerical abstract domain [6](#_bookmark7) based on an existing relational numerical domain, such as zones, octagons, logahedra, TVPI, octahedra, or polyhedra. Note that our construction will also work for other numerical domains that fall within the framework of the previous section.

* 1. *Underlying Domain Properties*

Suppose that the underlying domain is a numerical abstract domain over Q, that is, it provides the following mathematical objects:

3 Indeed X1 + X2 *≤* 0 and *−*X1 + X2 + X3 *≤* 0 are in *Octahedra* but their sum 2X2 + X3 *≤* 0 is not.

4 Indeed X1 *−* 2*B*X2 *≤* 0 and X2 *−* 2X3 *≤* 0 are in *LogahedraB* but their normalized sum X1 *−* 2*B*+1X3 *≤* 0

is in *LogahedraB*+1 but not in *LogahedraB* .

5 Note that α¯ is always defined for such an input since the union of a finite number of polyhedra has a finite number of vertices and generators.

6 Our domain is called TreeKs since, for a 2-relational underlying domain, the relation graph (Def. [3.3](#_bookmark8)) is a tree of complete graphs (generally denoted by K).

* a base set *D e ⟨*1*, —*1*⟩*, i.e., the domain contains zones, in particular equalities are representable,
* its associated domain *ÐV* , with a computer representation D of its members,
* an effective algorithm to compare abstract values,
* effective algorithms to compute: exact variable elimination *EDV* and intersection

*HDV* , sound abstraction of union *HDV* , widening o*DV* and possibly narrowing Δ*DV* .

* 1. *Packs and Graphs*

In order to ensure scalability to large variable sets, we want to restrain the domain

*Ð* to some chosen relations instead of all relations expressible in the domain.

**Definition 3.1** A *pack set P* = *{P*1*,..., P*m *| P*i *⊆ u}* is a set of subsets of variables

of *u*, such that Sm *P*i = *u*, and for all *i /*= *j*, we have *P*i ¢ *P*j.

i=1

**Definition 3.2** The *pack graph* is defined by *G*P d=ef (*P, F* ) where (*P*i*, P*j) *∈ F* if and only if *i /*= *j* and *P*i *∩ P*j */*= *∅*. We will call any non-empty set *P*i *∩ P*j a *frontier*.

Moreover we demand that the graph pack is a tree, i.e., there exists exactly one path from a pack to another pack in this graph.

This implies that a variable only appears in at most two packs. To make a variable appear in three packs *P*1, *P*2, *P*3 (in the pack graph *P*1—*P*2—*P*3), we can make a copy of it in *P*2 and keep an equality constraint between these two instances. We will use the following variables: *m* d=ef *|P| ≤ N* the number of packs; *p* d=ef max1*≤*i*≤*m *|P*i*|≤ N* the size of the largest pack; *f* d=ef max1*≤*i<j*≤*m *|P*i *∩ P*j*|≤ p* the

size of the largest frontier; and *d ≤ m* the diameter of the pack tree.

* 1. *The Functor*

Given a underlying domain *D* and a pack set *P* , inequalities and values of our new domain are respectively defined:

*TreeKsD* d=ef *{c ∈ DV |E i, vars*(*c*) *⊆ P*i*} freeKsD* d=ef *P*f (*TreeKsD* )

P P P

The set (*freeKsD/ ≡,* ▶*, HTreeKsD , HDV ,* False*,* True) is a lattice.

P *P*

**Definition 3.3** The *constraint hypergraph* of a value *C* of *freeKsD* is representa- tion with constraints stored in edges. It is defined by *H*P (*C*) d=ef (*u, E, l*) where

P

non-oriented hyperedges are *E* d=ef Sm *{F ⊆ P*i *|E c ∈ ÐV , vars*(*c*)= *F}* and *l* is a

i=1

labelling of the hyperedges *l*(*e*) d=ef *{c ∈ C | vars*(*c*)= *e}*.

* 1. *The Representation Functor*

Representing values as constraint hypergraphs could be well suited if the operations of the underlying domain are working on a dense graph representation, e.g., TVPI. However, for octagons, it is preferable to keep the original representation [[13](#_bookmark26)] where

each variable uses two vertices and constraints are stored in a half adjacency matrix. In order to make our functor independant of the underlying domain, we will keep the value representation of the underlying domain, associating an abstract value to each pack.

Thus, relations will appear twice at frontiers, our representation will be redun- dant but more efficient to use in algorithms.

We define this new domain representation as the cartesian product of the repre- sentation D of the underlying domain, restricted to subsets of variables corresponding to the packs of *P* , where all *⊥* are merged into a single one:

DP d=ef (DP *\ {⊥*D*P*1 *}*) *× ... ×* (DP *\ {⊥*D*Pm }*) *∪ {⊥*D *}*

1 *m P*

The set (DP */ ≡*D*P , ±*D*P , H*D*P , H*D*P , ⊥*D*P , T*D*P* ) is a lattice.

**v** *±*D*P* **w v** *≡*D*P* **w**

*⇐*d*⇒*ef

*⇐*d*⇒*ef

*6i, v*i *±*D *w*i (*T*D )i d=ef *T*D

**v** *±*D*P* **w** *±*D*P* **v** *⊥*D*P ±*D*P* **x**

*Pi P Pi*

(**v** *H*D **w**)i d=ef *v*i *H*D *w*i *⊥*D *H*D **x** d=ef **x** *H*D *⊥*D d=ef **x**

*P Pi P P P P*

(**v** *H*D **w**)i d=ef *v*i *H*D *w*i *⊥*D *H*D **x** d=ef **x** *H*D *⊥*D d=ef *⊥*D

*P Pi P P P P P*

**Definition 3.4** Since this representation is redundant, we will say that a value **v** = *⟨v*1*,..., v*m*⟩* is *coherent* if and only if constraints coincide at frontiers, i.e., for all *i, j*, we have *π*P*i∩*P*j* (*v*i) *≡ π*P*i∩*P*j* (*v*j).

If *EQ* and *∩Q* are exact then for any value **v**, a coherent value *coh*(**v**) can be

built such that **v** *≡ coh*(**v**). Indeed, simply do for all *i, j*, *v*i *→ v*i *∩Q π*P *∩*P (*v*j).

*i j*

# Completion

The completion operation aims at making explicit the implicit relations. For weakly relational domains, it is needed for most of the other operations, that is why its cost dominates the efficiency of the domain.

In our case, completion has an extra goal: to transfer information between the different packs.

**Definition 4.1** A value *C* of *PolyhedraU* is said to be *D* -*complete* if for all *c ∈ DU* ,

*C* ▶ *c* implies *π*vars(c)(*C*) ▶ *c*.

**Definition 4.2** A domain *Ð* is said to be *completable* if for all value *C* of *ÐU* , there exists *Cj ∈ ÐU* such that *Cj ≡ C* and *Cj* is *D* -complete.

If *Ð* is completable, let *Ðj* denote the set of its *D* -complete values. If *Ð* owns a completion operation, let complete denote this function. Otherwise, let *Ðj* equal *Ð* and complete be the identity function.

An easy way to complete a value *V* = *⟨C*1*,..., C*m*⟩∈* DP is to use the completion

of *ÐU* . Let *V* ٨ = complete*QV* (*C*1 *∪...∪C*m). Then *V j* = *⟨π*P (*V* ٨)*,..., π*P

1

*m*

(*V* ٨)*⟩∈*

*j* and *V j ≡ V* . While this completion is correct, it is more expensive than the

D

P

completion of the underlying domain so there would be no point in restricting to a subgraph of relations.

However a pointwise completion is not sufficient: suppose that *⟨C*1*, C*2*⟩ ∈ Zones{*P1,P2*}, P*1 = *{x, y, z} , P*2 = *{y, z, t} , C*1 = *{x ≤ y, z ≤ x}* and *C*2 = *{y ≤ t}*. complete(*C*1) = *{x ≤ y, z ≤ x, z ≤ y}* and complete(*C*2) = *{y ≤ t}*. Whereas complete(*C*1 *∪ C*2) = *{x ≤ y, y ≤ t, z ≤ x, z ≤ y, z ≤ t}*. Completion over *P*1 pro- vides information that must be injected into *C*2 and vice versa.

Theorem [4.4](#_bookmark12), whose proof is based on Farkas’ lemma, shows that nevertheless exchanges between packs can be kept limited.

**Lemma 4.3 *(Generalized Farkas’ Lemma)***

*Let E be a finite-dimensional affine space on a field* K*. Let f*1*,..., f*k *and g be affine functionals on E, such that {x ∈ E | f*1(*x*) *≥* 0*,..., f*k(*x*) *≥* 0*} is non empty.*

*Then {x ∈ E | f*1(*x*) *≥* 0*,..., f*k(*x*) *≥* 0*}⊆ {x ∈ E | g*(*x*) *≥* 0*} if and only if there*

*exists α*1*,..., α*k*,β ≥* 0 *such that g* = Σk *α*i*f*i + *β.*

i=0

*A proof can be found in standard references [*[*15*](#_bookmark30)*].*

**Theorem 4.4** *Let C ∈ Ðj .*

*U*

*Let F ⊆ u.*

*Let C*+ *∈ ÐF such that* (*πF* (*C*) *∪ C*+) *∈ Ðj .*

*F*

*Let C∪* = *C ∪ C*+*.*

*Let Cj ∈ Ðj such that Cj ≡ C∪, e.g., Cj* = complete(*C∪*)*.*

*U*

*Then for all Y ⊆ F, πY* (*Cj*) *≡ πY* (*C∪*)*.*

**Proof** On one side, we have *Cj* ▶ *C∪*, in particular *Cj* ▶ *πY* (*C∪*). But *Cj* is

*D* -complete and *πY* (*C∪*) *∈ ÐU* , hence *πY* (*Cj*) ▶ *πY* (*C∪*) (from Def. [4.1](#_bookmark10)).

On the other side, the case *C∪ ≡∅* is trivial, so let suppose that *C∪ /≡ ∅*. Let *CF* = *πF* (*C∪*)= *πF* (*C*) *∪ C*+ and *C—* = *C∪ \ C∪ ⊆ C*.

*F*

Let *c ∈ DY* such that *πY* (*Cj*) ▶ *c*. In particular *Cj* ▶ *c* and *C∪* ▶ *c*.

From Lemma [4.3](#_bookmark11), there exists *α*0*,..., α*n*, β*1*,..., β*m *∈* Q+, *cF ,..., cF ∈ CF* ,

1 n

and *c—,..., c— ∈ C—* such that *c* = *cF* + *c—* with *cF* = Σn *α*i*cF* , *cF* = True, and

*c* = Σ

1

*—* m

j=1

m

*β*j*c—*.

i=0

i

0

j

We successively have *C—* ▶ *c—*, *C* ▶ *c—*, *πF* (*C*) ▶ *c—* (from Def. [4.1](#_bookmark10), since *C* is *D* -complete and *vars*(*c—*) *⊆ vars*(*c*) *∪ vars*(*cF* ) *⊆ Y ∪ F* = *F* ), and finally *CF* ▶ *c—*. Moreover *CF* ▶ *cF* ; summing gives *CF* ▶ *c*, and *πY* (*CF* ) ▶ *c* because *CF* is *D* -complete. Thus for all *c ∈ DY* , *πY* (*Cj*) ▶ *c* implies *πY* (*C∪*) ▶ *c*.

And we get *πY* (*C∪*) ▶ *πY* (*Cj*) from:

〚*πY* (*C∪*)〛 *⊆*

c*∈DY*

*πY* (C*∪*)▶c

〚*c*〛 *⊆*

c*∈DY*

*πY* (C*′*)▶c

〚*c*〛 *⊆*

c*∈DY* c*∈πY* (C*′*)

〚*c*〛 = 〚*πY* (*Cj*)〛

*2*

This theorem means that if we add new constraints *C*+ to a complete value *C*, such that the result is complete on a subset of variables *F* , and the result *C∪* is

completed again, giving *Cj*, then contraints on *F* cannot be improved. The following algorithm uses this theorem to build completions efficiently.

## Completion Algorithm

Let us choose arbitrarily a root in the pack tree and direct this tree such that arcs are directed from the root to the leaves. Suppose that the root is *P*1 and that if there is an arc from *P*i to *P*j then *i < j*. Let father(*i*) denote the pack father of *P*i in this directed tree (undefined for *P*1).

**Function** completeD*P* (*⟨C*1*,..., C*m*⟩*)

**for** *i → m* **to** 2 **do** {from the leaves to the root}

*C*i *→* complete*QPi* (*C*i)

**if** *C*i = *⊥QPi* **then return** *⊥*D*P*

*C*father(i) *→ C*father(i) *∪ π*Pfather(*i*) (*C*i)

*C*1 *→* complete*QP*1 (*C*1)

**if** *C*1 = *⊥QP*1 **then return** *⊥*D*P*

**for** *i →* 2 **to** *m* **do** {from the root to the leaves}

*C*i *→ C*i *∪ π*P*i* (*C*father(i))

*C*i *→* complete*QPi* (*C*i)

**if** *C*i = *⊥QPi* **then return** *⊥*D*P*

**return** *⟨C*1*,..., C*m*⟩*

## Correctness

On one hand, Theorem [4.4](#_bookmark12) shows that completing packs back and forth only once is enough to ensure saturation. Any further complete*QPi* on a pack will have no effect. This is why we chose a tree-shaped relation graph.

On the other hand, for all *C ∈* DP , completeD*P* (*C*) *≡ C*. This holds at every step of the algorithm: this is obvious for complete*QPi* steps; union steps do not change the concretization of a value since the union is made with constraints already present in the value; and checks for *⊥* only make implicit *⊥* explicit.

## Complexity

Let *A*p denote the cost of completing a pack of size *≤ p* and *B*p,f denote the cost of the projection and union of a pack of size *≤ p* on a pack of size *≤ p*, with a frontier of size *≤ f* .

The cost *C*p,f of the completion algorithm is bounded by:

m m

*A|*P1*|* +2 Σ *A|*P*i|* +2 Σ *B*max(*|*P*i|*,*|*Pfather(*i*)*|*),*|*P*i∩*Pfather(*i*)*| ≤* 2*m*(*A*p + *B*p,f )

i=2

i=2

For a bounded pack size, our completion algorithm has a linear complexity in the number of variables, whatever the underlying domain is. If the underlying domain owns an incremental completion [[10](#_bookmark23)], it can be used to replace the global

completion in the second loop. The algorithm will be faster but its complexity remains unchanged.

# Abstract Operators

In this section we provide domain operations needed by abstract interpretation. Generally, operators on DP will be easily defined from operators on *Ð*. However, for operators on *Ð*, each time a completion is needed, our completion will actually have to be used.

* 1. *Operators on sets*

In this section, operator arguments will be considered completed.

*Inclusion and equality tests* are pointwise on complete arguments. If they are exact on *Ð* then they are exact on DP too.

*Intersection* being exact (it is a constraint union), it is extented pointwisely on each pack and remains exact.

If *HQ* is the best abstraction of *union* in *Ð* then *H*D*P* , pointwise extension of *HQ*

on each pack of *P* , is the best abstraction of union in DP .

The *forget operator* is a projection on a space not containing some given variables.

From a complete value, just remove all constraints involving these variables.

* 1. *Widenings, Narrowings*

Widenings of the underlying domain can be applied to each pack independently. Convergence of increasing chains in finite time is immediately ensured. However so formed values can be uncoherent or incomplete. But trying to make them coherent or complete can jeopardize converge [[13](#_bookmark26)]. Indeed widening relaxes constraints towards

+*∞* whereas completion has an opposite goal, the same applies to coherence because

it is obtained by intersection.

Similarily, narrowings of the underlying domain can be applied to each pack independently.

* 1. *Constraint Extraction and Addition*

We also provide two operations that are useful to build abstract interpretation-based analysis tools and that cannot be pointwisely extended from the underlying domain.

## Constraint Extraction

Let *⟨C*1*,..., C*m*⟩* denote a complete value. Suppose that we want to extract the set of constraints existing between variables from a set *F ⊆ u*, 1 *≤ |F| ≤ N* . If all these variables are in the same pack (e.g., *|F |* = 1 for interval extraction) then a simple projection is sufficient. Otherwise, things are more complicated. For each

pack *P*i, let *F* d=ef *F ∩ P*i, and suppose that *F /*= *∅*.

(i) (1)

**Function** extractD*P* (*⟨C*1*,..., C*m*⟩ , F* )

*V*1..m *→∅*

*D*1..m *→∅*

**for** *i → m* **to** 2 **do**

*V*i *→ V*i *∪ F*(i)

**if** *V*i */*= *∅* **then**

*V*father(i) *→ V*father(i) *∪ V*i

*D*father(i) *→ D*father(i) *∪ π*V *∪*(P *∩*P )(complete*Q*(*Pi∪Vi*) (*C*i *∪ D*i))

*i i* father(*i*)

**return** *πF* (complete*Q*(*P*1*∪X* ) (*C*1 *∪ D*1))

This function has a cost bounded by *D*p,f = *m*(*A*p+*|F|* + *B*(p+*|F|*),(f+*|F|*)). For a bounded pack size and a bounded number of variables of interest, this function has a linear complexity in the total number of variables. If *|F |* = 2, its cost can even

be bounded by *Dj* = *d*(*A*p+2 + *B*(p+2),(f+2)), which is linear in the diameter of the

p,f

pack tree.

## Adding Constraints

Given a complete value *⟨C*1*,..., C*m*⟩*, suppose that we want to add new con- straints *C*+. If all the variables of the constraints to add are in a single pack then we can add the constraints to this pack only. Otherwise, we need to extract from *C*+ other constraints that can be independently added to the packs, precisely all constraints that we can get from *C*+ expressible in *freeKsQ*. We keep the same notations, but now *F* = *vars*(*C*+).

**Function** addD*P* (*⟨C*1*,..., C*m*⟩ , C*+) *V*1..m *→∅*

*D*1..m *→∅*

**for** *i → m* **to** 2 **do**

*V*i *→ V*i *∪ F*(i)

**if** *V*i */*= *∅* **then**

*V*i *→ V*i *∪* (*P*i *∩ P*father(i)) *V*father(i) *→ V*father(i) *∪ V*i

*D*father(i) *→ D*father(i) *∪ π*V (complete*Q*(*Pi∪Vi*) (*C*i *∪ D*i)) *D*0 *→ π*V (complete*Q*(*P*1*∪V*1) (*C*1 *∪ D*1 *∪ C*+))

*i*

1

**for** *i →* 1 **to** *m* **do**

**if** *V*i */*= *∅* **then** *C*i *→ C*i *∪ π*P*i* (*D*0)

**return** *⟨C*1*,..., C*m*⟩*

This function has a worst-case cost bounded by *E*p,f = *m*(*A*N*′* + *B*N*′*,N *′* ) where

*Nj* = *min*(*N, mf* + *p* + *|F |*). If *|F |* = 2 then this cost is generally linear in the

diameter of the graph and is bounded by *Ej* = *d*(*A*df+p + *B*df+p). Therefore,

p,f

adding constraints between distant variables should be avoided as much as possible.

# Conclusion and Future Work

This paper has introduced TreeKs, a functor to make numerical abstract domain scalable, by restraining the relation graph to a specific shape allowing efficient algo- rithms for completion and abstract operations.

Like related work [[1](#_bookmark14),[17](#_bookmark29),[5](#_bookmark18)], it relies on packs of variables. Whereas they did not share relational information in previous work, it is made possible with TreeKs whilst retaining scalable.

Implementations are warmly welcome and comparisons with existing domains would be interesting. Theoretically, the domain obtained by applying TreeKs lies, for both precision and cost, between packs with only non-relational sharing and the underlying domain itself.

This paper does not describe how to generate packs. Astree [[1](#_bookmark14),[5](#_bookmark18)] uses a syn-

tactic criterion whereas C Global Surveyor [[17](#_bookmark29)] build them dynamically. Different software systems may require different packing strategies and coming to a decision will demand experimental comparisons.

Extensions for domains like pentagons and weighted hexagons, or generally any convex domain (e.g., ellipsoids [[7](#_bookmark20)]), seem conceivable with a more general framework. However it is unclear how TreeKs could efficiently be applied to non-convex domains.

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