

## Week 6.1

Tuesday, February 13, 2024 4:58 PM

$x \in \text{Variable}$

$c \in \text{Constructor}$

$t \in \text{Term} ::= x \mid c(t_1, \dots, t_n)$

$e \in \text{Exp} ::= t \mid c^i(x)$

$s \in \text{Stmt} ::= e_1 ; e_2$

$$f(X, Y) \subseteq A \quad h \subseteq f^{-1}(B)$$

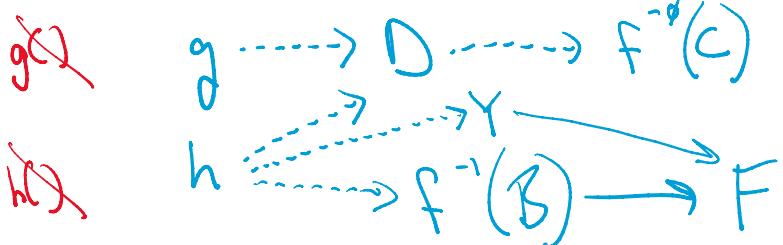
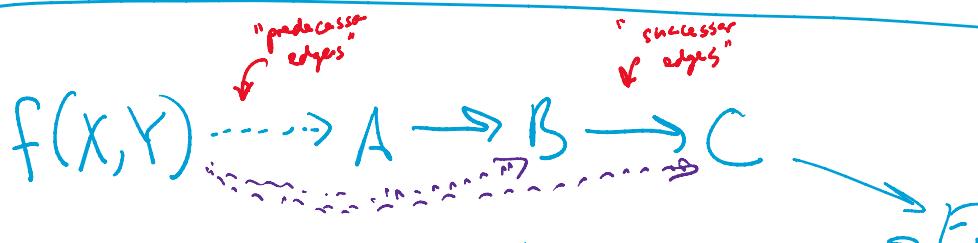
$$A \subseteq B \quad D \subseteq f^{-\phi}(C)$$

$$B \subseteq C$$

$$C \subseteq E \quad f^{-\phi}(C) \subseteq E$$

$$g \subseteq D \quad f^{-1}(B) \subseteq F$$

$$h \subseteq D$$



predecessor edge if  $f$ :  
 - from constructor call  
 - to projection  
 otherwise successor edge

Solving alg.

## Solving alg.

- worklist initialized w/ all set variable nodes that have a pred. edge
- while worklist isn't empty :
  - pop set variable  $X$
  - propagate  $X$ 's pred. edges along its succ. edges
    - ↳ if dest. node's pred edges change, put on worklist
  - for each projection node  $P$  of  $X$  :
    - let  $\Upsilon = \text{value } P$
    - for each predecessor  $p_i$  of  $P$  and successor  $s_i$  of  $P$  and each  $y_i \in \Upsilon$  :
      - ↳ add edge  $p_i \rightarrow y_i$
      - ↳ add edge  $y_i \rightarrow s_i$
    - if  $p_i, s_i, y_i$  has new edges, add to worklist

what if we're adding an edge between constructor calls?

$$\text{foo}(X, Y) \longrightarrow W \longrightarrow \text{foo}(A, B)$$

$$c(t_1, \dots, t_n) \subseteq c(t'_1, \dots, t'_n)$$

↳ if  $i$  is covariant:  $t_i \subseteq t'_i$

↳ if  $i$  is contravariant:  $t'_i \subseteq t_i$

what if we have  $c(\dots) \subseteq d(\dots)$  ?

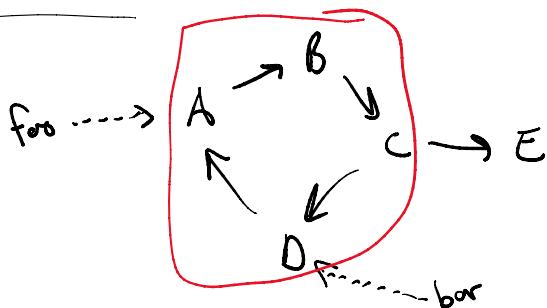
↳ technically an error

What it means

- ↳ technically an error
- ↳ usually ignored

## optimizing solver

Cycles



## defining a program analysis

two steps:

1. define universe of discourse

2. defining constraint generation

## Andersen-style pointer analysis

↳ for a given pointer access what  
object might be accessed?

### Memory abstraction

↳ static allocation site

$x = \$alloc \langle op \rangle [id]$

$y = \$copy x$

$z = \$alloc \langle op \rangle [id_2]$

## Universe of discourse

- a constant is a set variable for each program variable
  - L constant : represents the <sup>program</sup> variable
  - L setvariable : represents the program variable's points-to set

- a  $\text{ref}(2)$  constructor

arity 2

L 1<sup>st</sup> arg is a constant

L 2<sup>nd</sup> arg is a set variable

} connect program variable w/ its points-to set

ex  $\text{ref}(x, X)$

this is sufficient for all but indirect calls

## generation

- (we only care about ptrs, so ignore all instructions whose lhs is not a pointer)
- (ignore null ptrs)
- notation : given program variable X
  - $[X]$  to mean the set variable for X
  - $\text{const}(X)$  to mean the constant for X

•  $x = \text{\$copy } y$   
 $[y] \subseteq [x]$