

Static Program Analysis

Yue Li and Tian Tan



2020 Spring

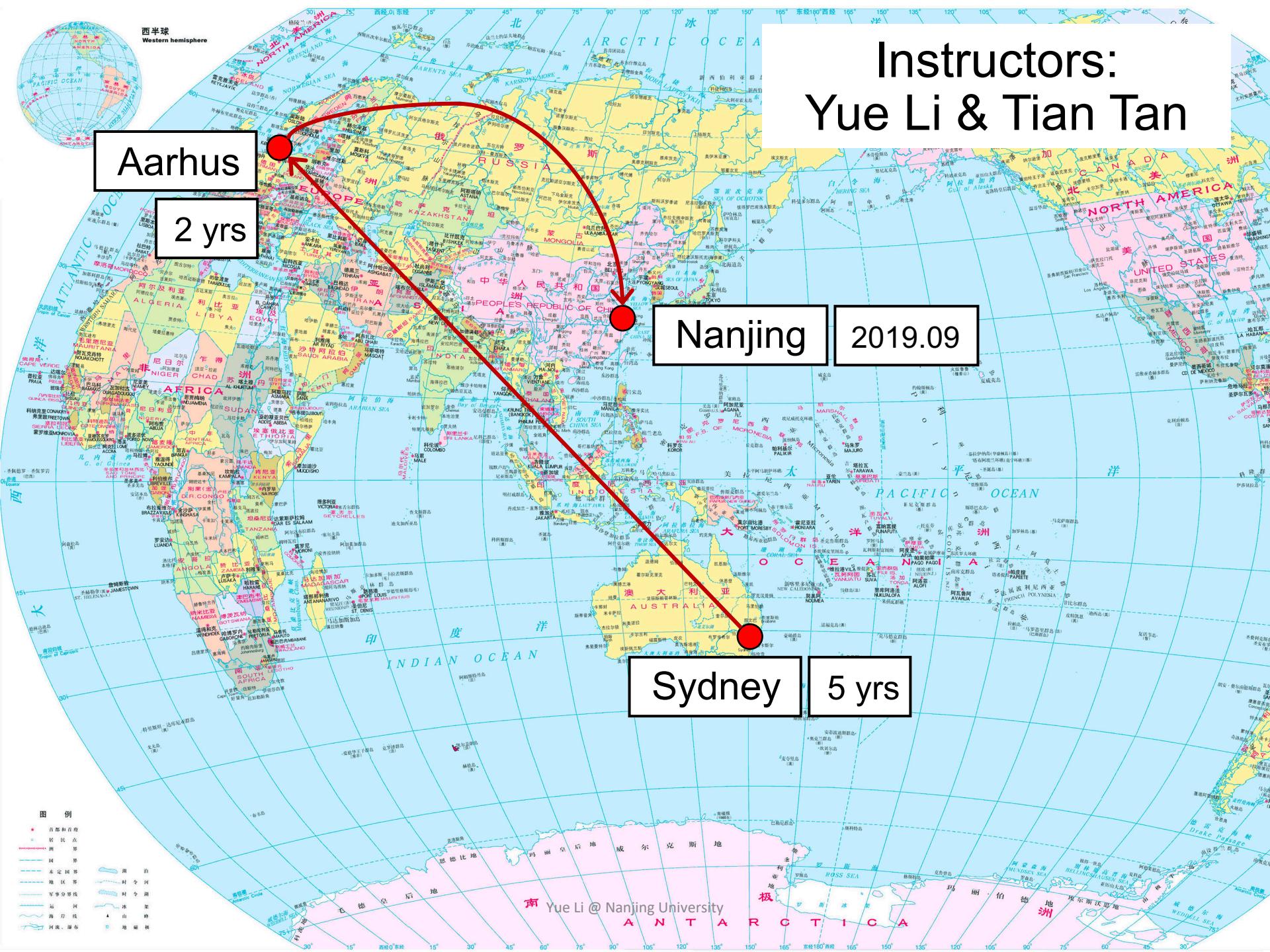
Static Program Analysis

Introduction

Nanjing University

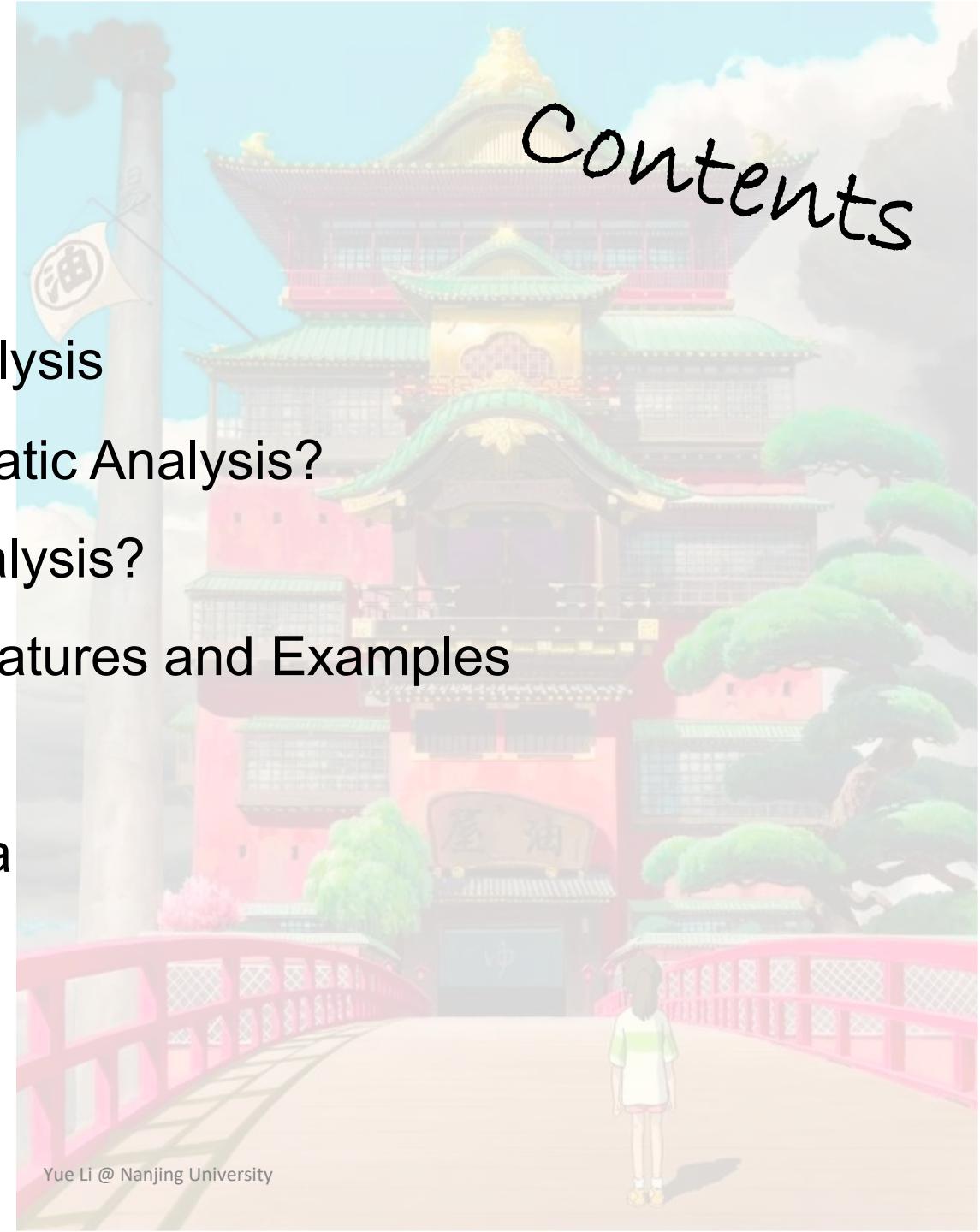
Yue Li

2020



Contents

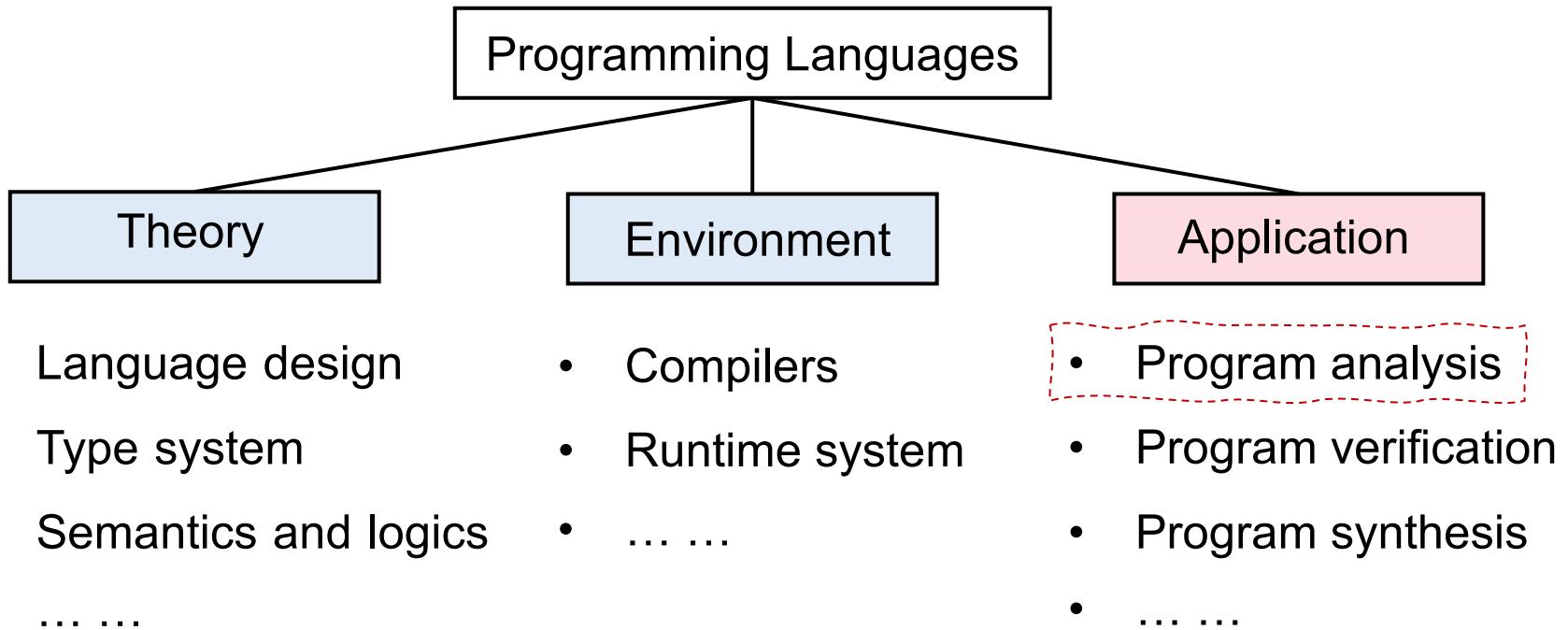
1. PL and Static Analysis
2. Why We Learn Static Analysis?
3. What is Static Analysis?
4. Static Analysis Features and Examples
5. Teaching Plan
6. Evaluation Criteria



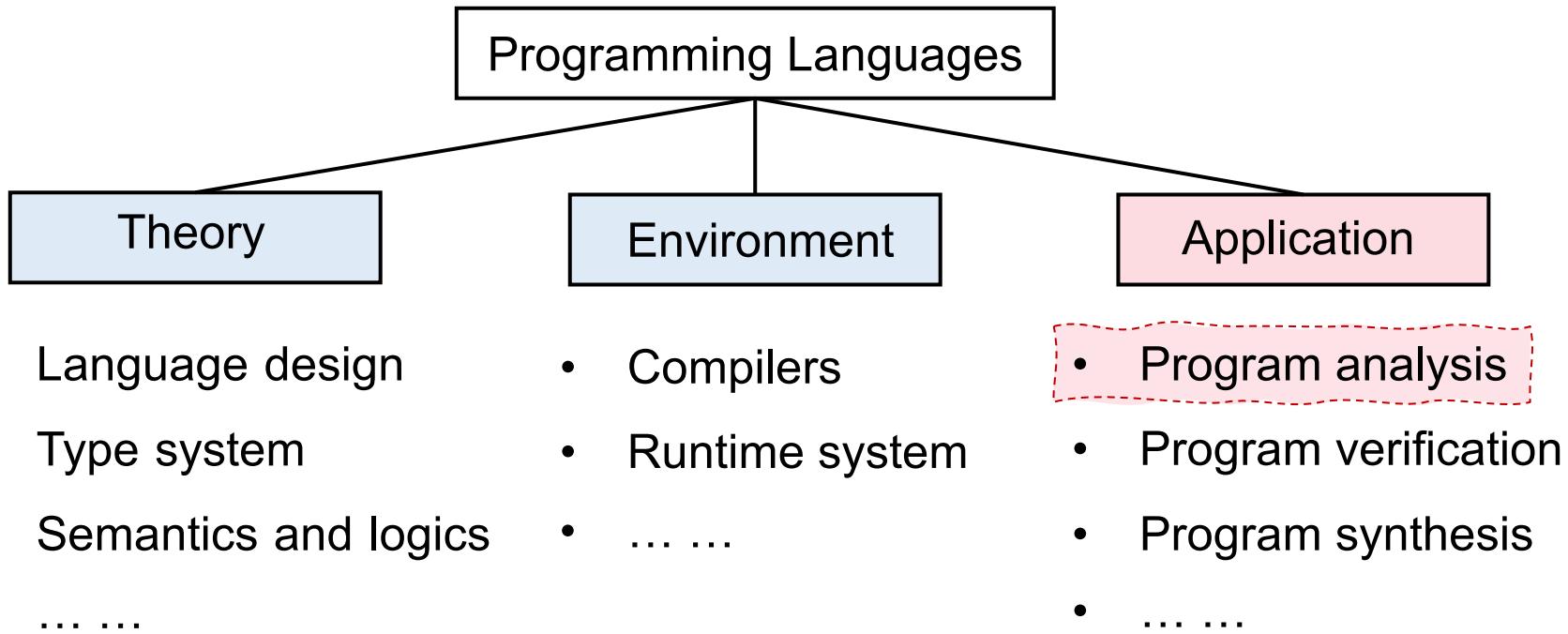
Static Program Analysis (Static Analysis)

Programming Languages

Static Program Analysis (Static Analysis)



Static Program Analysis (Static Analysis)



Background: In the last decade, the language cores had few changes, but the programs became significantly larger and more complicated.

Challenge: How to ensure the reliability, security and other promises of large-scale and complex programs?

Why We Need Static Analysis?

Why We Need Static Analysis?

- Program Reliability
 - Null pointer dereference, memory leak, etc.

Examples

Why We Need Static Analysis?

- Program Reliability

Null pointer dereference, memory leak, etc.

Examples

- Program Security

Private information leak, injection attack, etc.

Examples

Why We Need Static Analysis?

- Program Reliability
 - Null pointer dereference, memory leak, etc.

Examples
- Program Security
 - Private information leak, injection attack, etc.

Examples
- Compiler Optimization
 - Dead code elimination, code motion, etc.

Examples

Why We Need Static Analysis?

- Program Reliability
 - Null pointer dereference, memory leak, etc.
- Program Security
 - Private information leak, injection attack, etc.
- Compiler Optimization
 - Dead code elimination, code motion, etc.
- Program Understanding
 - IDE call hierarchy, type indication, etc.

Market of Static Analysis

Academia

Programming Languages

Software Engineering

Systems

Security

....

Any directions that
rely on programs

Industries



Microsoft



facebook

IBM Research



Uber Semmle™



Market of Static Analysis

Academia

Programming Languages

Software Engineering

Systems

Sec

... ...

Any directions that
rely on programs

Industries



Microsoft



ORACLE



HUAWEI



IBM Research



Uber



Static Analysis

Static analysis analyzes a program P to reason about its behaviors and determines whether it satisfies some properties **before running** P .

- Does P contain any private information leaks?
- Does P dereference any null pointers?
- Are all the cast operations in P safe?
- Can $v1$ and $v2$ in P point to the same memory location?
- Will certain *assert* statements in P fail?
- Is this piece of code in P dead (so that it could be eliminated)?
- ...

Static Analysis

Static analysis analyzes a program P to reason about its behaviors and determines whether it satisfies some properties **before running** P .

- Does P contain any private information leaks?
- Does P dereference any null pointers?
- Are all the cast operations in P safe?
- Can $v1$ and $v2$ in P point to the same memory location?
- Will certain *assert* statements in P fail?
- Is this piece of code in P dead (so that it could be eliminated)?
- ...

Unfortunately, by **Rice's Theorem**, there is no such approach to determine whether P satisfies such non-trivial properties, i.e., giving ***exact answer***: Yes or No

Rice's Theorem

“Any **non-trivial** property of the behavior of programs in a r.e. language is **undecidable**.”

r.e. (recursively enumerable) = recognizable by a Turing-machine

Rice's Theorem

“Any **non-trivial** property of the behavior of programs in a r.e. language is **undecidable**.”

r.e. (recursively enumerable) = recognizable by a Turing-machine

A property is trivial if either it is not satisfied by any r.e. language, or if it is satisfied by all r.e. languages; otherwise it is **non-trivial**.

non-trivial properties
~= **interesting** properties
~= the properties related with **run-time behaviors** of programs

Rice's Theorem

“Any **non-trivial** property of the behavior of programs in a r.e. language is **undecidable**.”

r.e. (recursively enumerable) = recognizable by a Turing-machine

A property is trivial if either it is not satisfied by any r.e. language, or if it is satisfied by all r.e. languages; otherwise it is **non-trivial**.

non-trivial properties

~= interesting properties

~= the properties related with run-time behaviors of programs

- Does P contain any private information leaks?
- Does P dereference any null pointers?
- Are all the cast operations valid?
- Can $v1$ and $v2$ both point to the same memory location?
- Will certain assert statements in P fail?
- Is this piece of code in P dead (so that it could be eliminated)?

Non-trivial Properties

Can determine whether P satisfies such non-trivial properties, i.e., giving *exact answer*: Yes or No

Perfect static analysis

Can determine whether P satisfies such non-trivial properties, i.e., giving *exact answer*: Yes or No

Perfect static analysis



Can determine whether P satisfies such non-trivial properties, i.e., giving *exact answer*: Yes or No

Perfect static analysis

AND

- Sound
- Complete

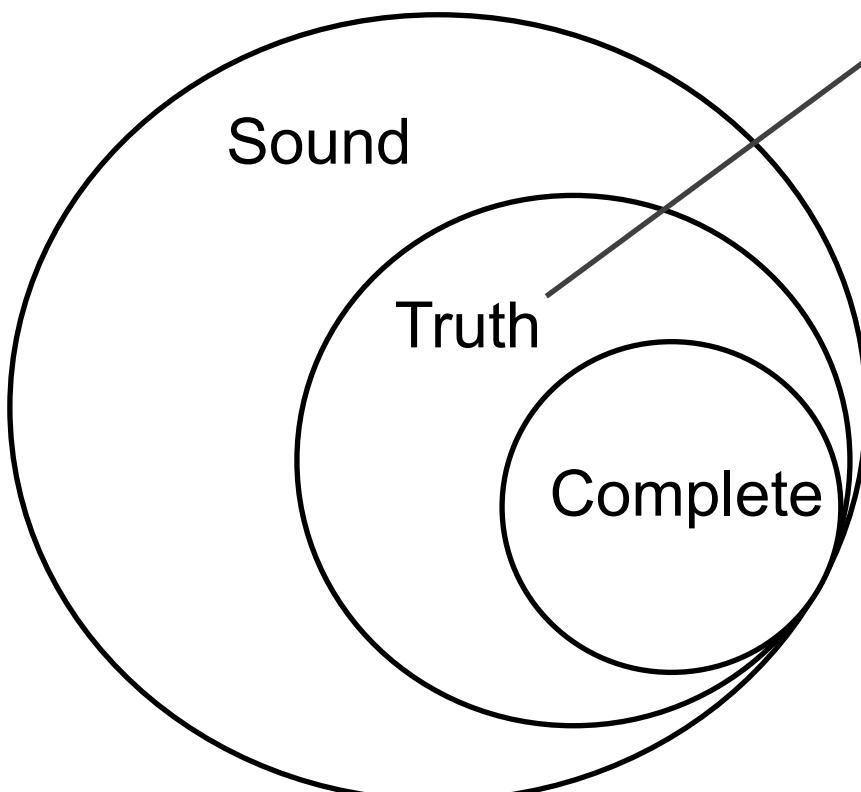


Can determine whether P satisfies such non-trivial properties, i.e., giving *exact answer*: Yes or No

Perfect static analysis

AND

- Sound
- Complete



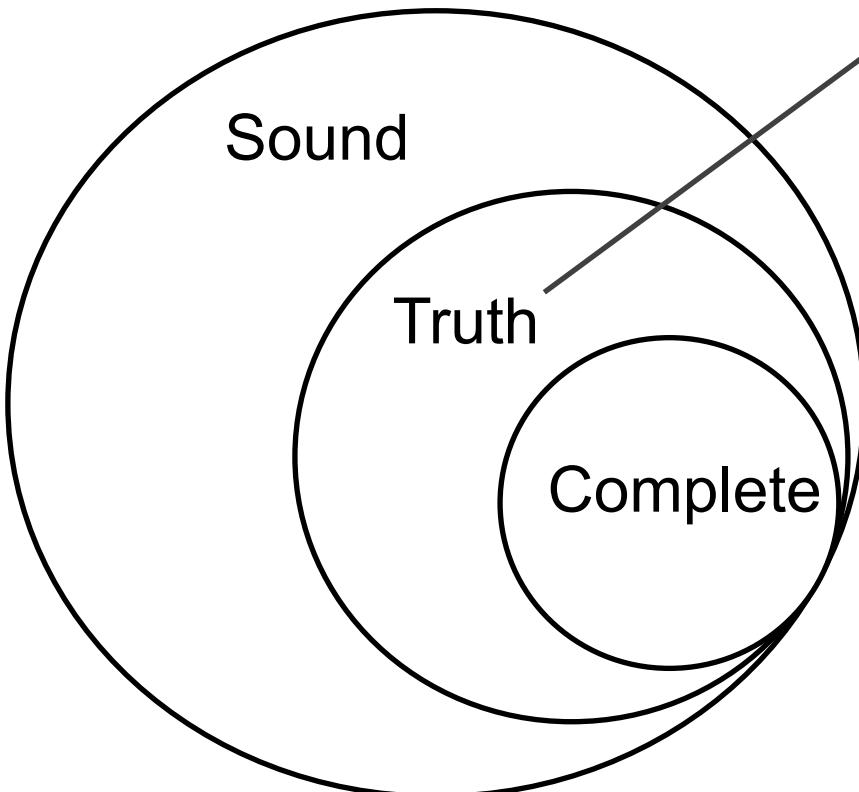
Sound & Complete

Can determine whether P satisfies such non-trivial properties, i.e., giving *exact answer*: Yes or No

Perfect static analysis

AND

- Sound
- Complete



Sound & Complete
All possible true
program behaviors

Can determine whether P satisfies such non-trivial properties, i.e., giving *exact answer*: Yes or No

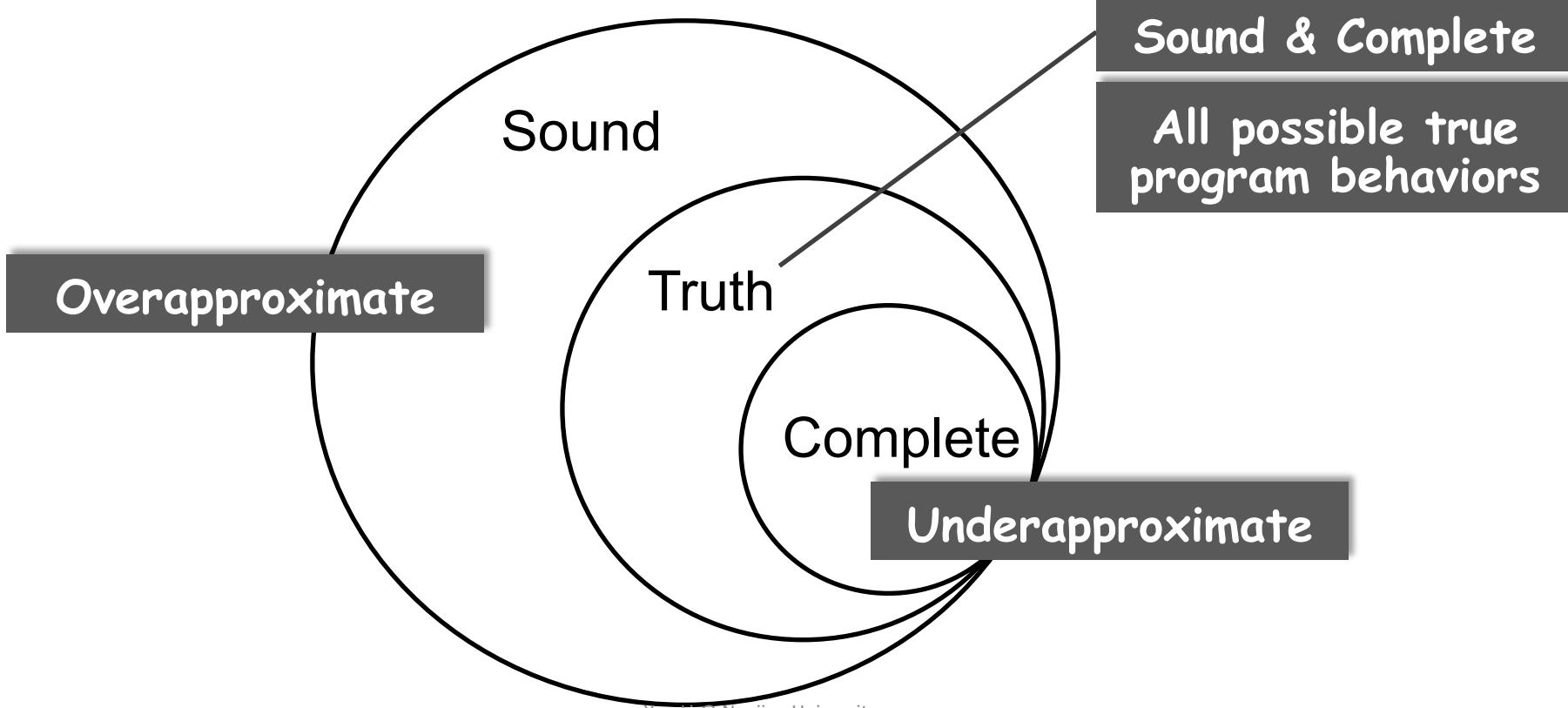
Perfect static analysis

AND

- Sound
- Complete



Rice



Can determine whether P satisfies such non-trivial properties, i.e., giving *exact answer*: Yes or No

Perfect static analysis

AND

- Sound
- Complete



Rice

Sound & Complete

Sound

NO perfect static analysis!

The end of story ???

Complete

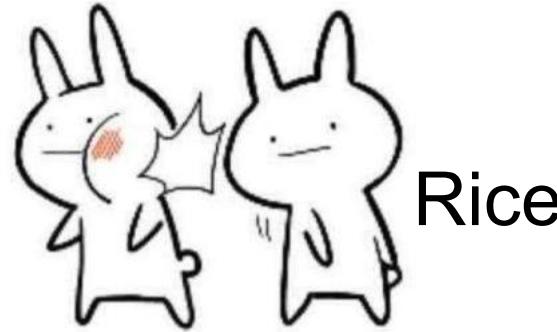
Underapproximate



Perfect static analysis

AND

- Sound
- Complete



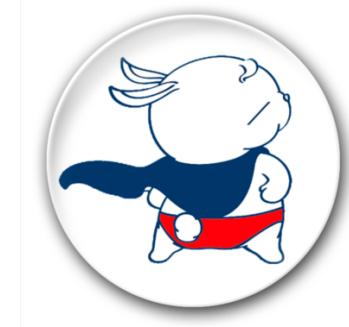
Useful static analysis

OR



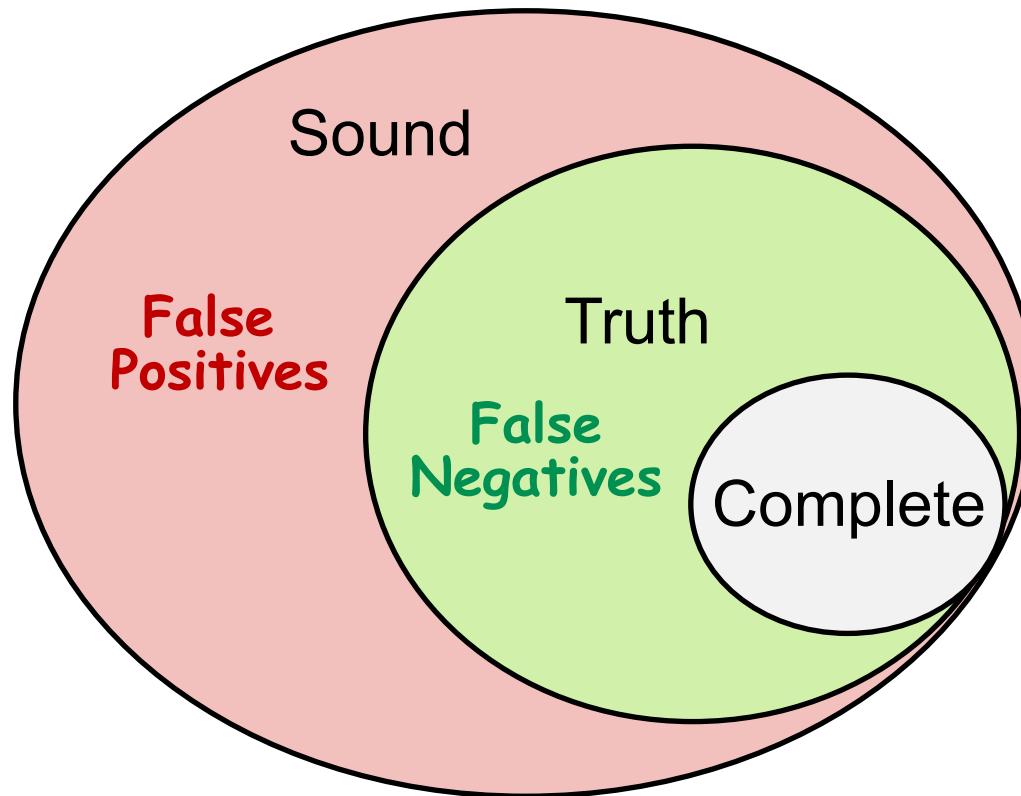
- Compromise soundness (false negatives)
- Compromise completeness (false positives)

Useful static analysis

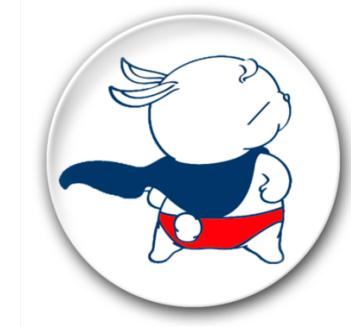


OR

- Compromise soundness (**false negatives**)
- Compromise completeness (**false positives**)

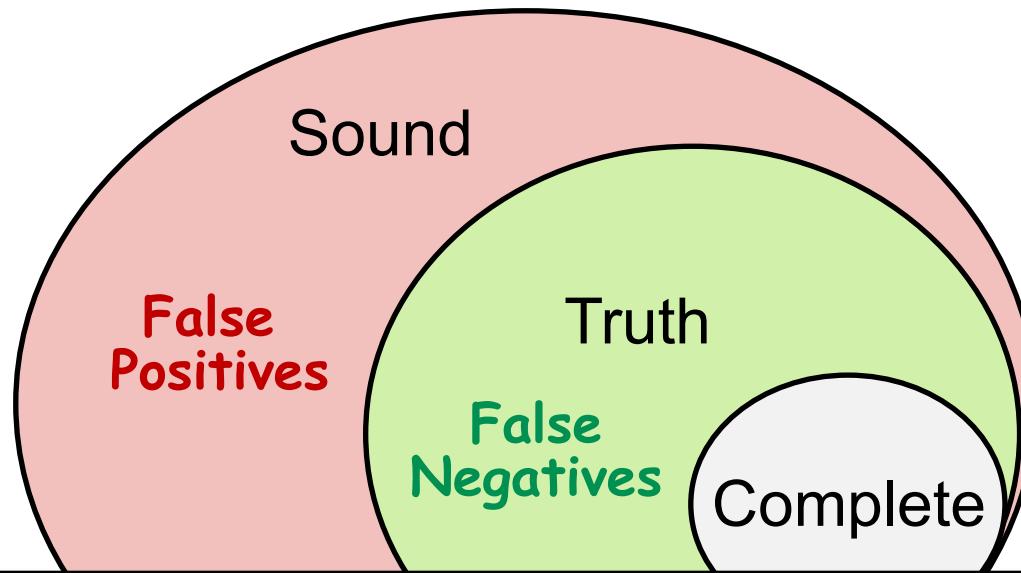


Useful static analysis



OR

- Compromise soundness (**false negatives**)
- Compromise completeness (**false positives**)



**Mostly compromising completeness:
Sound but not fully-precise static analysis**

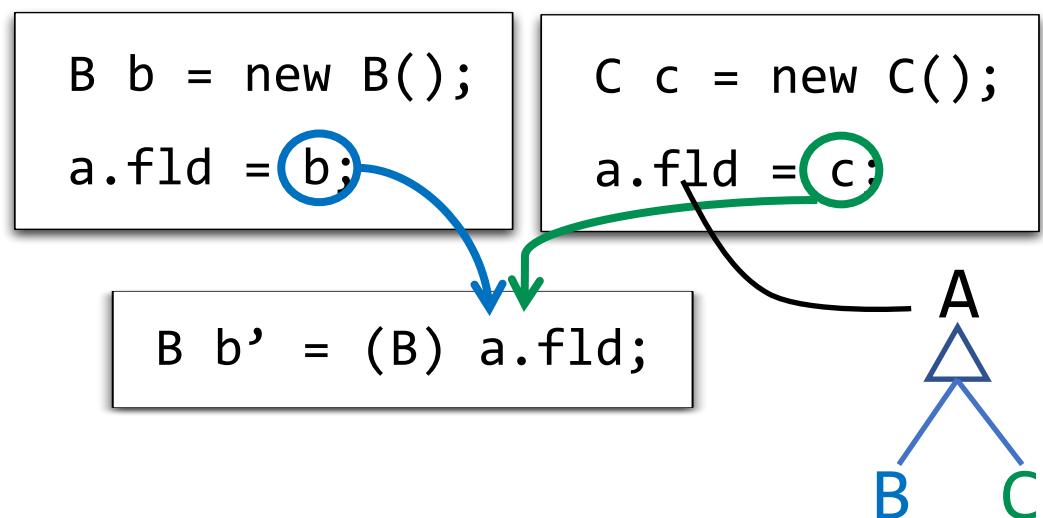
Necessity of Soundness

- Soundness is **critical** to a collection of important (static-analysis) applications such as *compiler optimization* and *program verification*.

Necessity of Soundness

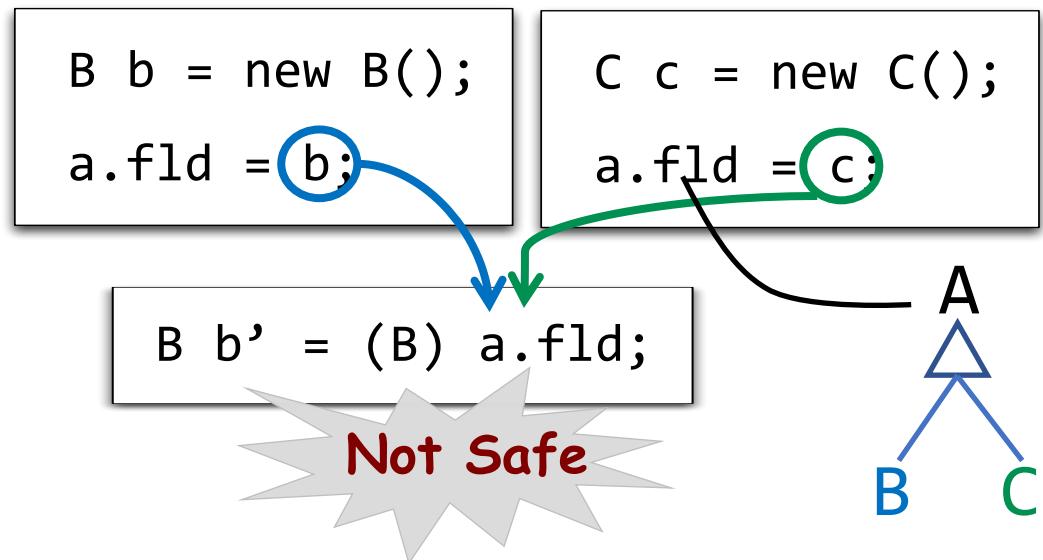
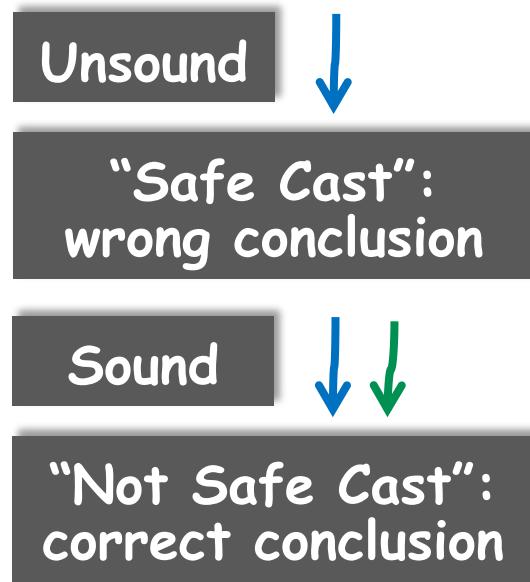
- Soundness is **critical** to a collection of important (static-analysis) applications such as *compiler optimization* and *program verification*.

Unsound
↓
“Safe Cast”: wrong conclusion



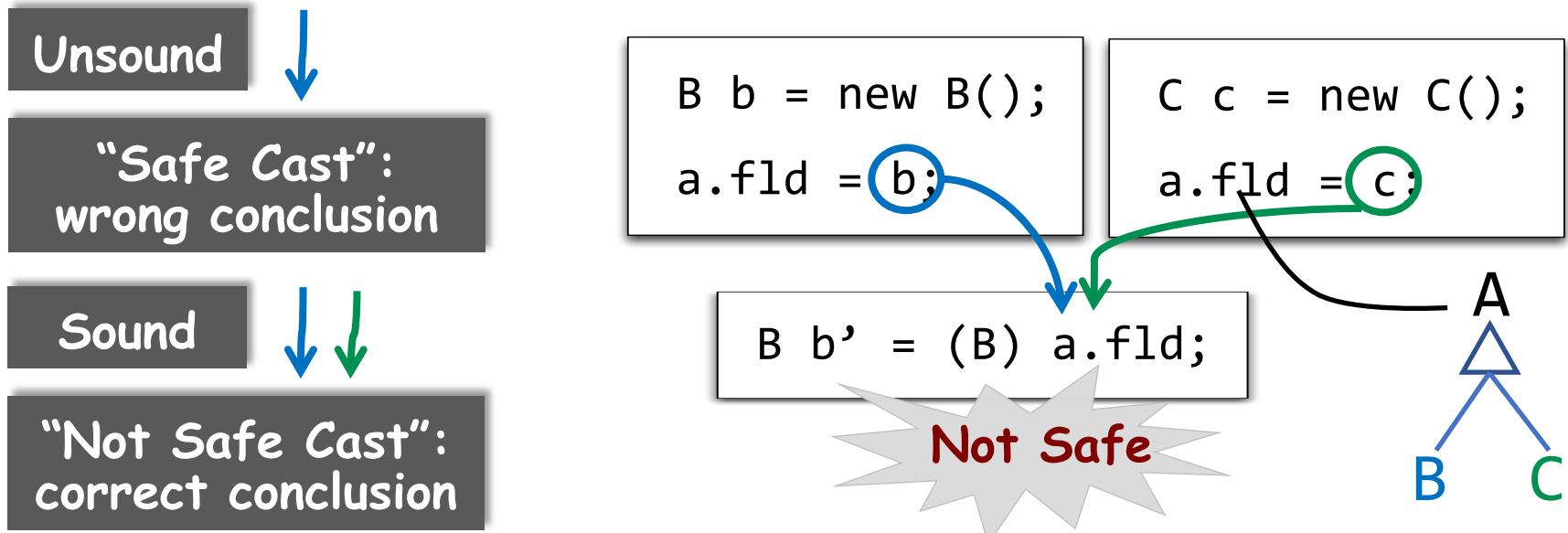
Necessity of Soundness

- Soundness is **critical** to a collection of important (static-analysis) applications such as *compiler optimization* and *program verification*.



Necessity of Soundness

- Soundness is **critical** to a collection of important (static-analysis) applications such as *compiler optimization* and *program verification*.



- Soundness is also **preferable** to other (static-analysis) applications for which soundness is not demanded, e.g., *bug detection*, as better soundness implies more bugs could be found.

Static Analysis — Bird's Eye View

```
if(input)  
    x = 1;  
else  
    x = 0;  
→ x = ?
```

Static Analysis — Bird's Eye View

```
if(input)
    x = 1;
else
    x = 0;
→ x = ?
```

Two analysis results:

1. when input is *true*, $x = 1$
when input is *false*, $x = 0$
2. $x = 1$ or $x = 0$

Static Analysis — Bird's Eye View

```
if(input)
    x = 1;
else
    x = 0;
→ x = ?
```

Two analysis results:

1. when input is *true*, $x = 1$
when input is *false*, $x = 0$

Sound, precise, expensive

2. $x = 1$ or $x = 0$

Sound, imprecise, cheap

Static Analysis — Bird's Eye View

```
if(input)
    x = 1;
else
    x = 0;
→ x = ?
```

Two analysis results:

1. when input is *true*, $x = 1$
when input is *false*, $x = 0$

Sound, precise, expensive

2. $x = 1$ or $x = 0$

Sound, imprecise, cheap

Static Analysis: ensure (or get close to) **soundness**, while making good trade-offs between analysis **precision** and analysis **speed**.

*For most static analyses
(may analysis)*

Two Words to Conclude Static Analysis

Abstraction + Over-approximation

Static Analysis — An Example

Determine the sign (+, -, or 0) of all the variables of a given program.

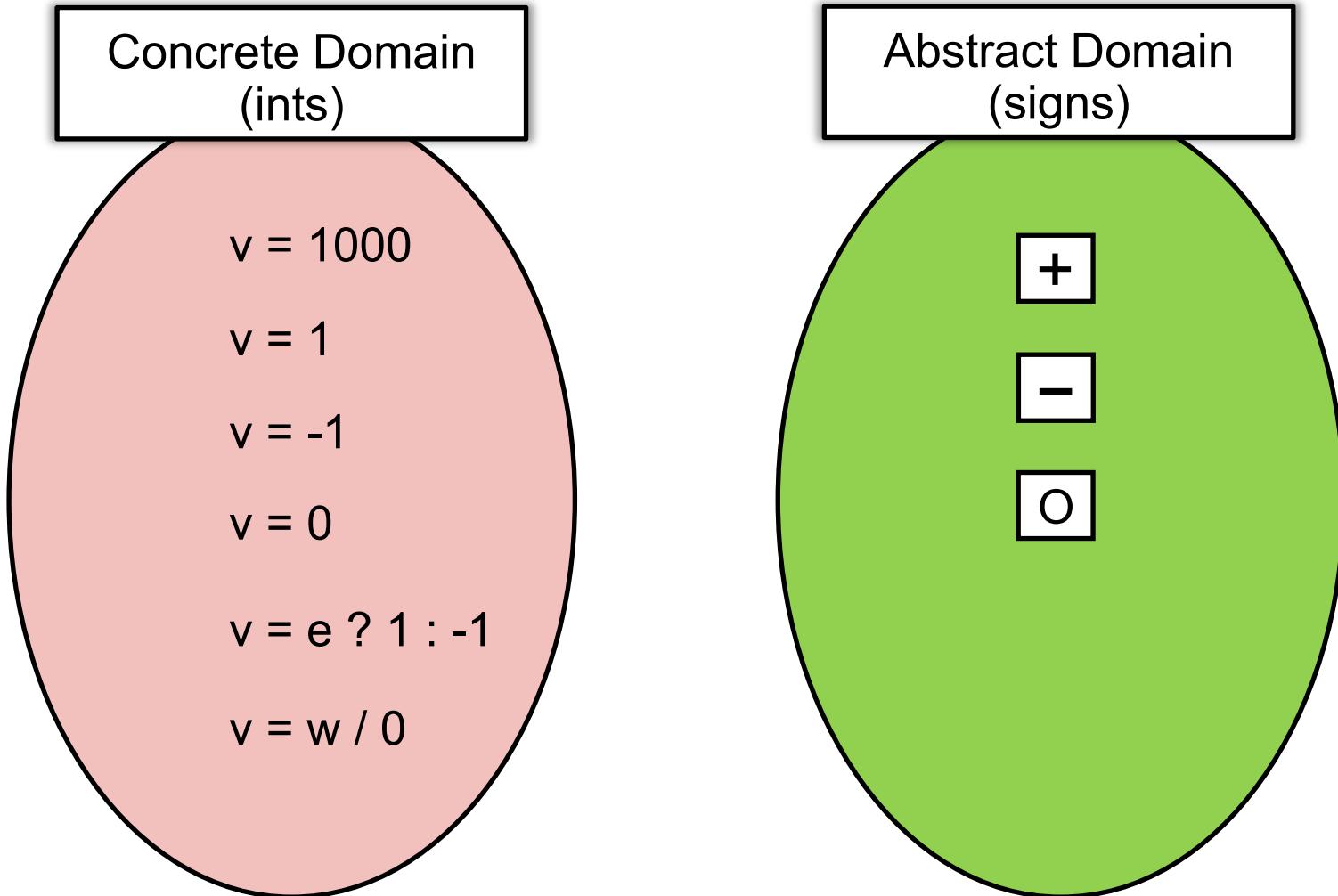
- Abstraction
- Over-approximation
 - Transfer functions
 - Control flows

To check divided
by zero error

To check negative
array indices

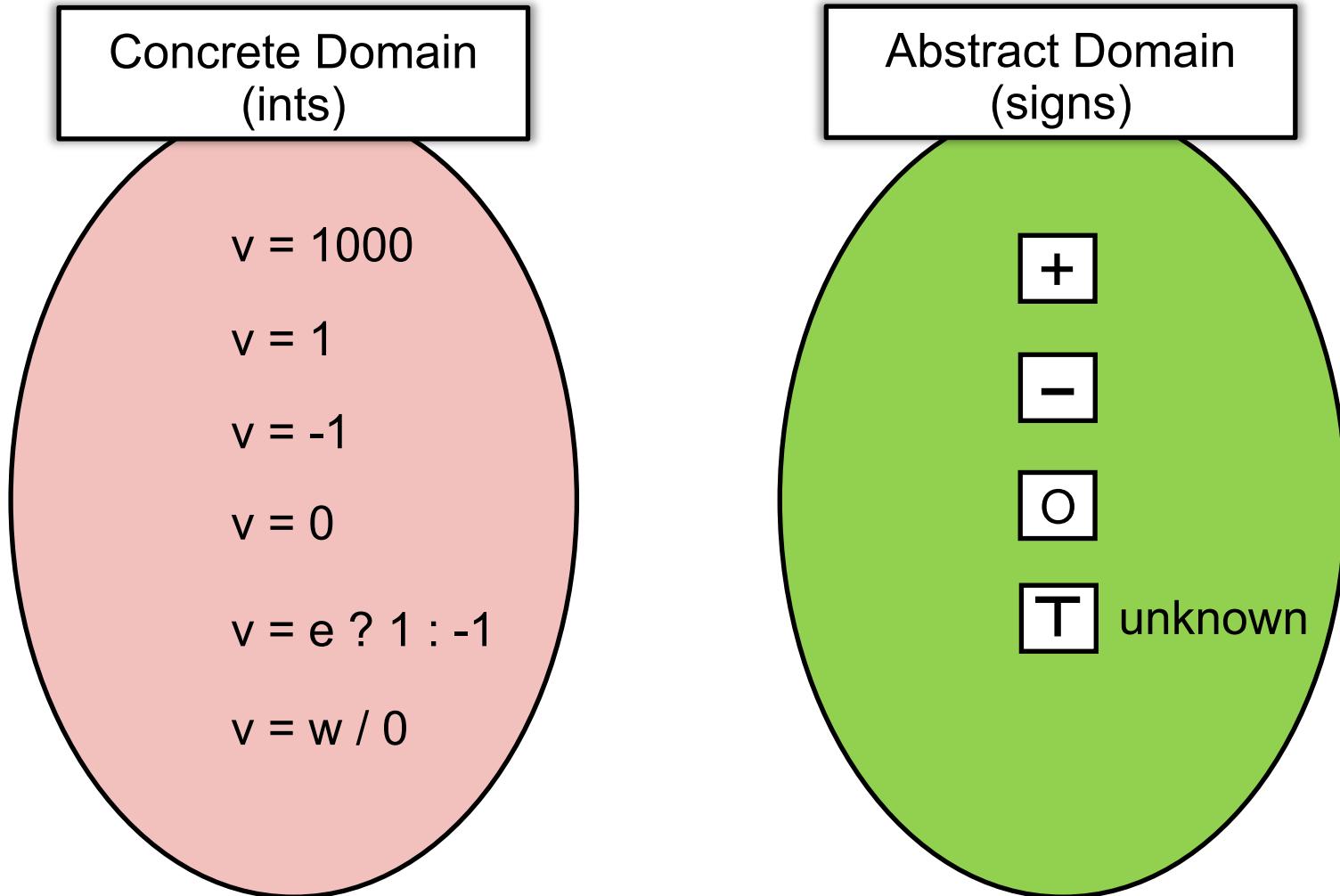
Abstraction

Determine the sign (+, -, or 0) of all the variables of a given program.



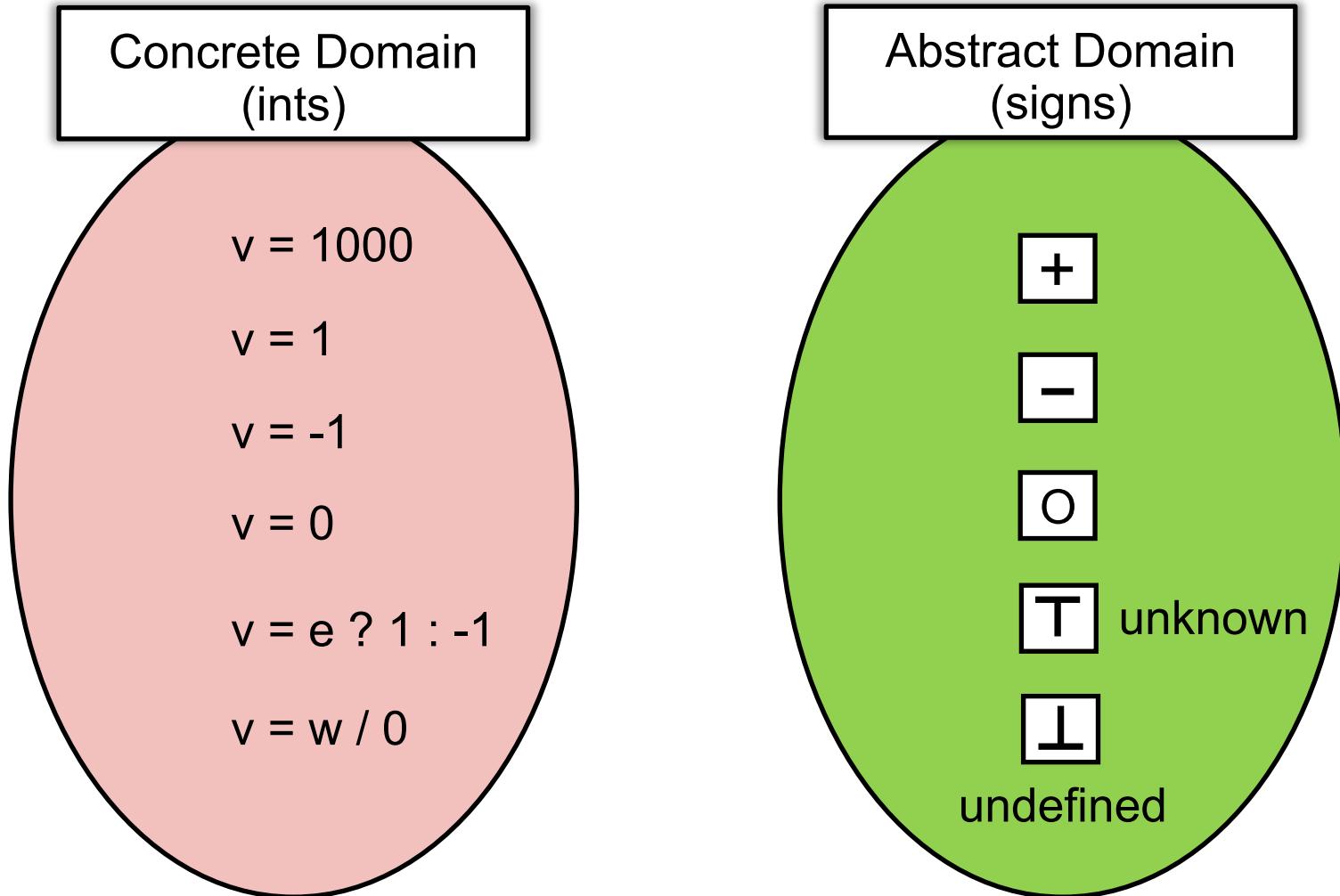
Abstraction

Determine the sign (+, -, or 0) of all the variables of a given program.



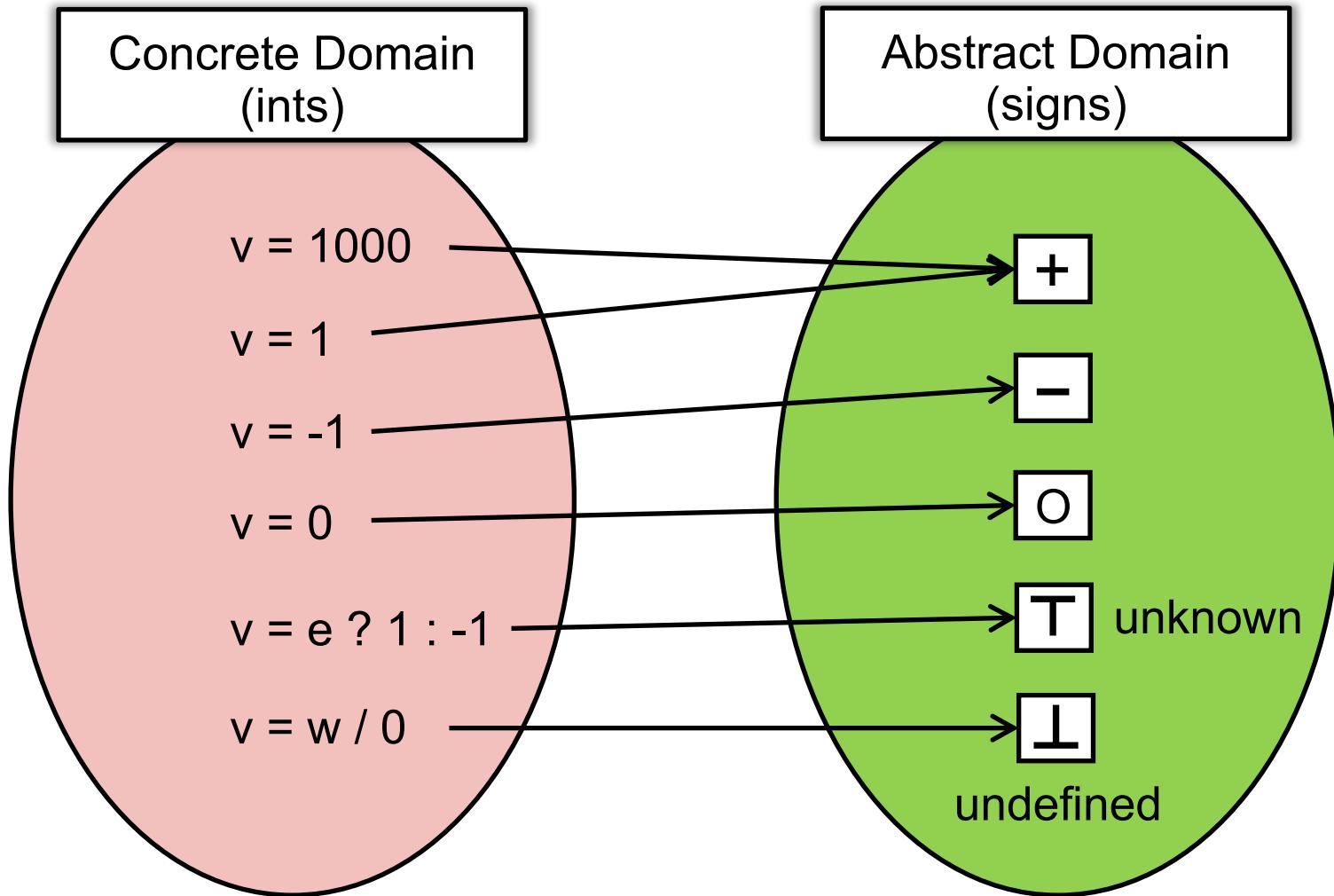
Abstraction

Determine the sign (+, -, or 0) of all the variables of a given program.



Abstraction

Determine the sign (+, -, or 0) of all the variables of a given program.



Over-approximation: Transfer Functions

- In static analysis, transfer functions define how to evaluate different program statements on abstract values.
- Transfer functions are defined according to “analysis problem” and the “semantics” of different program statements.

Over-approximation: Transfer Functions

- In static analysis, transfer functions define how to evaluate different program statements on abstract values.
- Transfer functions are defined according to “analysis problem” and the “semantics” of different program statements.

$$\boxed{+} \textcolor{blue}{+} \boxed{+} =$$

$$\boxed{+} \textcolor{blue}{/} \boxed{+} =$$

$$\boxed{-} \textcolor{blue}{+} \boxed{-} =$$

$$\boxed{-} \textcolor{blue}{/} \boxed{-} =$$

$$\boxed{o} \textcolor{blue}{+} \boxed{o} =$$

$$\boxed{T} \textcolor{blue}{/} \boxed{o} =$$

$$\boxed{+} \textcolor{blue}{+} \boxed{-} =$$

$$\boxed{+} \textcolor{blue}{/} \boxed{-} =$$

Over-approximation: Transfer Functions

- In static analysis, transfer functions define how to evaluate different program statements on abstract values.
- Transfer functions are defined according to “analysis problem” and the “semantics” of different program statements.

$$\boxed{+} \textcolor{blue}{+} \boxed{+} = \boxed{+}$$

$$\boxed{+} \textcolor{blue}{/} \boxed{+} = \boxed{+}$$

$$\boxed{-} \textcolor{blue}{+} \boxed{-} = \boxed{-}$$

$$\boxed{-} \textcolor{blue}{/} \boxed{-} = \boxed{+}$$

$$\boxed{o} \textcolor{blue}{+} \boxed{o} = \boxed{o}$$

$$\boxed{T} \textcolor{blue}{/} \boxed{o} =$$

$$\boxed{+} \textcolor{blue}{+} \boxed{-} =$$

$$\boxed{+} \textcolor{blue}{/} \boxed{-} = \boxed{-}$$

Over-approximation: Transfer Functions

- In static analysis, transfer functions define how to evaluate different program statements on abstract values.
- Transfer functions are defined according to “analysis problem” and the “semantics” of different program statements.

$$\boxed{+} \textcolor{blue}{+} \boxed{+} = \boxed{+}$$

$$\boxed{+} \textcolor{blue}{/} \boxed{+} = \boxed{+}$$

$$\boxed{-} \textcolor{blue}{+} \boxed{-} = \boxed{-}$$

$$\boxed{-} \textcolor{blue}{/} \boxed{-} = \boxed{+}$$

$$\boxed{o} \textcolor{blue}{+} \boxed{o} = \boxed{o}$$

$$\boxed{T} \textcolor{blue}{/} \boxed{o} =$$

$$\boxed{+} \textcolor{blue}{+} \boxed{-} = \boxed{T}$$

$$\boxed{+} \textcolor{blue}{/} \boxed{-} = \boxed{-}$$

Over-approximation: Transfer Functions

- In static analysis, transfer functions define how to evaluate different program statements on abstract values.
- Transfer functions are defined according to “analysis problem” and the “semantics” of different program statements.

$$\boxed{+} \textcolor{blue}{+} \boxed{+} = \boxed{+}$$

$$\boxed{+} \textcolor{blue}{/} \boxed{+} = \boxed{+}$$

$$\boxed{-} \textcolor{blue}{+} \boxed{-} = \boxed{-}$$

$$\boxed{-} \textcolor{blue}{/} \boxed{-} = \boxed{+}$$

$$\boxed{o} \textcolor{blue}{+} \boxed{o} = \boxed{o}$$

$$\boxed{T} \textcolor{blue}{/} \boxed{o} = \boxed{\perp}$$

$$\boxed{+} \textcolor{blue}{+} \boxed{-} = \boxed{T}$$

$$\boxed{+} \textcolor{blue}{/} \boxed{-} = \boxed{-}$$

$$\boxed{+} + \boxed{+} = \boxed{+}$$

$$\boxed{-} + \boxed{-} = \boxed{-}$$

$$\boxed{o} + \boxed{o} = \boxed{o}$$

$$\boxed{+} + \boxed{-} = \boxed{T}$$

$$\boxed{+} / \boxed{+} = \boxed{+}$$

$$\boxed{-} / \boxed{-} = \boxed{+}$$

$$\boxed{T} / \boxed{o} = \boxed{\perp}$$

$$\boxed{+} / \boxed{-} = \boxed{-}$$

$$\boxed{o} / \boxed{-} = \boxed{o}$$

.....

$$\boxed{+} + \boxed{+} = \boxed{+}$$

$$\boxed{-} + \boxed{-} = \boxed{-}$$

$$\boxed{o} + \boxed{o} = \boxed{o}$$

$$\boxed{+} + \boxed{-} = \boxed{T}$$

$$\boxed{+} / \boxed{+} = \boxed{+}$$

$$\boxed{-} / \boxed{-} = \boxed{+}$$

$$\boxed{T} / \boxed{o} = \boxed{\perp}$$

$$\boxed{+} / \boxed{-} = \boxed{-}$$

$$\boxed{o} / \boxed{-} = \boxed{o}$$

....

```
x = 10;  
y = -1;  
z = 0;  
a = x + y;  
b = z / y;  
c = a / b;  
p = arr[y];  
q = arr[a];
```

```
x =  
y =  
z =  
a =  
b =  
c =  
p =  
q =
```

$$\boxed{+} + \boxed{+} = \boxed{+}$$

$$\boxed{-} + \boxed{-} = \boxed{-}$$

$$\boxed{O} + \boxed{O} = \boxed{O}$$

$$\boxed{+} + \boxed{-} = \boxed{T}$$

$$\boxed{+} / \boxed{+} = \boxed{+}$$

$$\boxed{-} / \boxed{-} = \boxed{+}$$

$$\boxed{T} / \boxed{O} = \boxed{\perp}$$

$$\boxed{+} / \boxed{-} = \boxed{-}$$

$$\boxed{O} / \boxed{-} = \boxed{O}$$

....

x = 10;
y = -1;
z = 0;

a = x + y;
b = z / y;
c = a / b;
p = arr[y];
q = arr[a];

x =
y =
z =

a =
b =
c =
p =
q =

$$\boxed{+} + \boxed{+} = \boxed{+}$$

$$\boxed{-} + \boxed{-} = \boxed{-}$$

$$\boxed{O} + \boxed{O} = \boxed{O}$$

$$\boxed{+} + \boxed{-} = \boxed{T}$$

$$\boxed{+} / \boxed{+} = \boxed{+}$$

$$\boxed{-} / \boxed{-} = \boxed{+}$$

$$\boxed{T} / \boxed{O} = \boxed{\perp}$$

$$\boxed{+} / \boxed{-} = \boxed{-}$$

$$\boxed{O} / \boxed{-} = \boxed{O}$$

....

x = 10;
y = -1;
z = 0;
a = x + y;
b = z / y;
c = a / b;
p = arr[y];
q = arr[a];

x =
y =
z =
a =
b =
c =
p =
q =

$$\boxed{+} + \boxed{+} = \boxed{+}$$

$$\boxed{-} + \boxed{-} = \boxed{-}$$

$$\boxed{O} + \boxed{O} = \boxed{O}$$

$$\boxed{+} + \boxed{-} = \boxed{T}$$

$$\boxed{+} / \boxed{+} = \boxed{+}$$

$$\boxed{-} / \boxed{-} = \boxed{+}$$

$$\boxed{T} / \boxed{O} = \boxed{\perp}$$

$$\boxed{+} / \boxed{-} = \boxed{-}$$

$$\boxed{O} / \boxed{-} = \boxed{O}$$

....

x = 10;
y = -1;
z = 0;
a = x + y;
b = z / y;
c = a / b;
p = arr[y];
q = arr[a];

x =
y =
z =
a =
b =
c =
p =
q =

$$\boxed{+} + \boxed{+} = \boxed{+}$$

$$\boxed{-} + \boxed{-} = \boxed{-}$$

$$\boxed{O} + \boxed{O} = \boxed{O}$$

$$\boxed{+} + \boxed{-} = \boxed{T}$$

$$\boxed{+} / \boxed{+} = \boxed{+}$$

$$\boxed{-} / \boxed{-} = \boxed{+}$$

$$\boxed{T} / \boxed{O} = \boxed{\perp}$$

$$\boxed{+} / \boxed{-} = \boxed{-}$$

$$\boxed{O} / \boxed{-} = \boxed{O}$$

....

x = 10;
y = -1;
z = 0;
a = x + y;
b = z / y;
c = a / b;
p = arr[y];
q = arr[a];

x =
y =
z =
a =
b =
c =
p =
q =

$$\boxed{+} + \boxed{+} = \boxed{+}$$

$$\boxed{-} + \boxed{-} = \boxed{-}$$

$$\boxed{O} + \boxed{O} = \boxed{O}$$

$$\boxed{+} + \boxed{-} = \boxed{T}$$

$$\boxed{+} / \boxed{+} = \boxed{+}$$

$$\boxed{-} / \boxed{-} = \boxed{+}$$

$$\boxed{T} / \boxed{O} = \boxed{\perp}$$

$$\boxed{+} / \boxed{-} = \boxed{-}$$

$$\boxed{O} / \boxed{-} = \boxed{O}$$

....

```
x = 10;  
y = -1;  
z = 0;  
a = x + y;  
b = z / y;  
c = a / b;  
p = arr[y];  
q = arr[a];
```

```
x = 

|   |
|---|
| + |
|---|

  
y = 

|   |
|---|
| - |
|---|

  
z = 

|   |
|---|
| O |
|---|

  
a = 

|   |
|---|
| T |
|---|

  
b = 

|   |
|---|
| O |
|---|

  
c = 

|   |
|---|
| ⊥ |
|---|

  
p = 

|   |
|---|
| ⊥ |
|---|

  
q =
```

$$\boxed{+} + \boxed{+} = \boxed{+}$$

$$\boxed{-} + \boxed{-} = \boxed{-}$$

$$\boxed{O} + \boxed{O} = \boxed{O}$$

$$\boxed{+} + \boxed{-} = \boxed{T}$$

$$\boxed{+} / \boxed{+} = \boxed{+}$$

$$\boxed{-} / \boxed{-} = \boxed{+}$$

$$\boxed{T} / \boxed{O} = \boxed{\perp}$$

$$\boxed{+} / \boxed{-} = \boxed{-}$$

$$\boxed{O} / \boxed{-} = \boxed{O}$$

....

```
x = 10;  
y = -1;  
z = 0;  
a = x + y;  
b = z / y;  
c = a / b;  
p = arr[y];  
q = arr[a];
```

```
x = 

|   |
|---|
| + |
|---|

  
y = 

|   |
|---|
| - |
|---|

  
z = 

|   |
|---|
| O |
|---|

  
a = 

|   |
|---|
| T |
|---|

  
b = 

|   |
|---|
| O |
|---|

  
c = 

|   |
|---|
| ⊥ |
|---|

  
p = 

|   |
|---|
| ⊥ |
|---|

  
q = 

|   |
|---|
| ⊥ |
|---|


```

$$+ + = +$$

$$- - = -$$

$$o o = o$$

$$+ - = \top$$

$$+ / + = +$$

$$- / - = +$$

$$\top / o = \perp$$

$$+ / - = -$$

$$o / - = o$$

....

1 x = 10;
 y = -1;
 z = 0;
 a = x + y;
 b = z / y;
 c = a / b;
 p = arr[y];
 q = arr[a];

x = +
y = -
z = o
a = \top
b = o
c = \perp
p = \perp
q = \perp

Divided
by zero

$$+ + = +$$

$$- - = -$$

$$o + o = o$$

$$+ - = \perp$$

$$+ / + = +$$

$$- / - = +$$

$$T / o = \perp$$

$$+ / - = -$$

$$o / - = o$$

....

x = 10;
y = -1;
z = 0;
a = x + y;
b = z / y;
c = a / b;
p = arr[y];
q = arr[a];

- 1
- 2
- 3

x = +
y = -
z = O
a = T
b = O
c = \perp
p = \perp
q = \perp

Divided by zero
negative array index

$$+ + = +$$

$$- - = -$$

$$o + o = o$$

$$+ - = \perp$$

$$+ / + = +$$

$$- / - = +$$

$$T / o = \perp$$

$$+ / - = -$$

$$o / - = o$$

....

x = 10;
y = -1;
z = 0;
a = x + y;
b = z / y;
c = a / b;
p = arr[y];
q = arr[a];

1

2

3

x = +
y = -
z = o
a = T
b = o
c = ⊥
p = ⊥
q = ⊥

Divided
by zero

negative
array index

1 2

Static analysis is useful

$$+ + = +$$

$$- - = -$$

$$o + o = o$$

$$+ - = \perp$$

$$+ / + = +$$

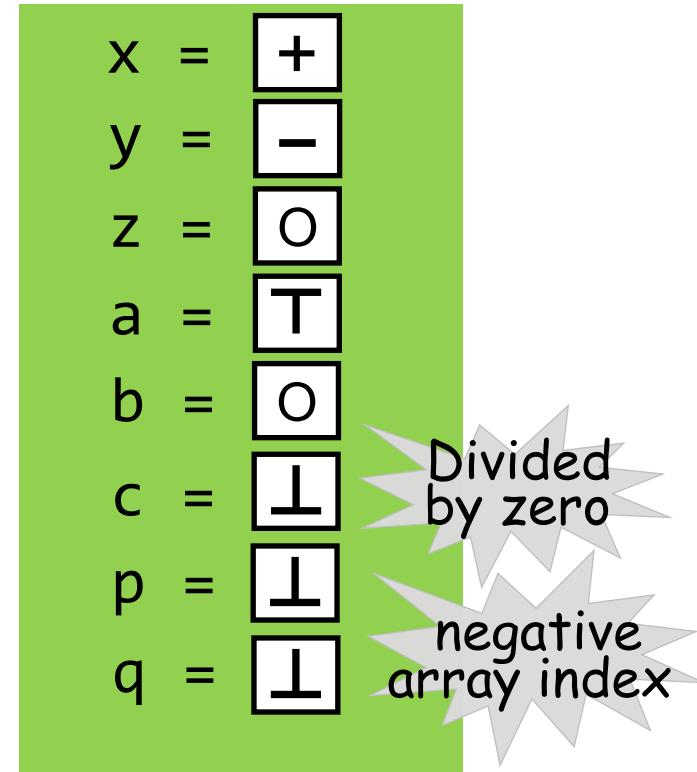
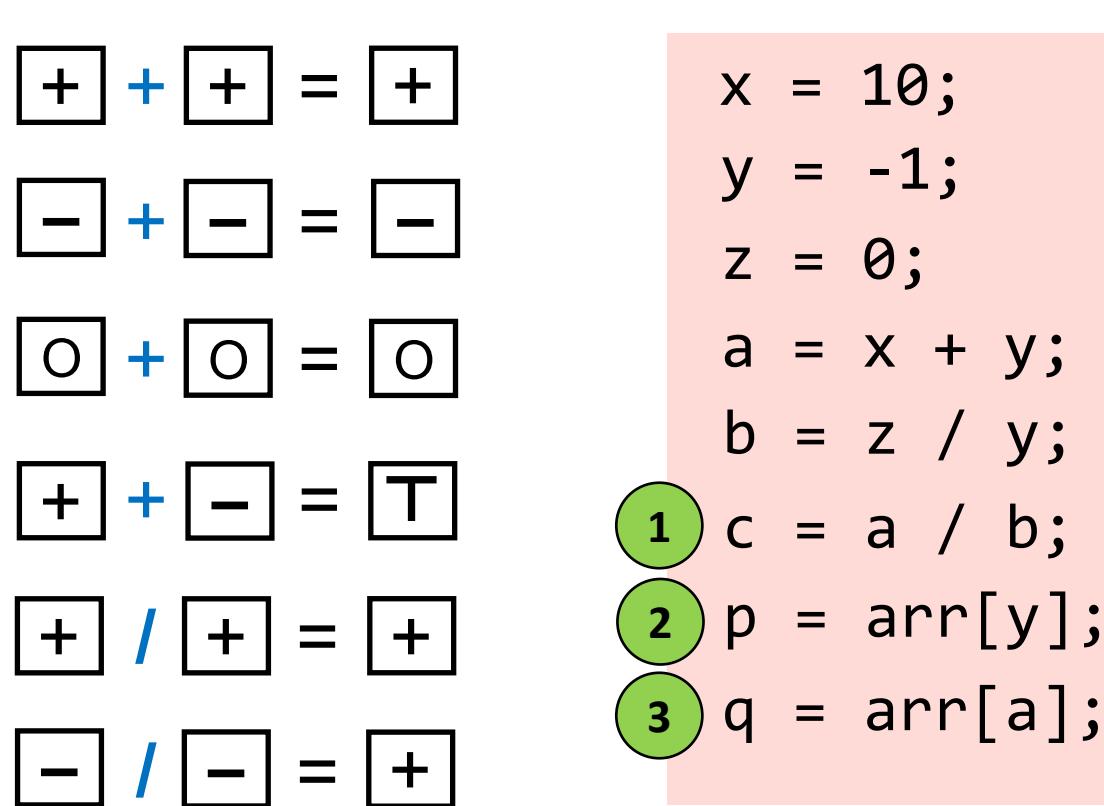
$$- / - = +$$

$$T / o = \perp$$

$$+ / - = -$$

$$o / - = o$$

....

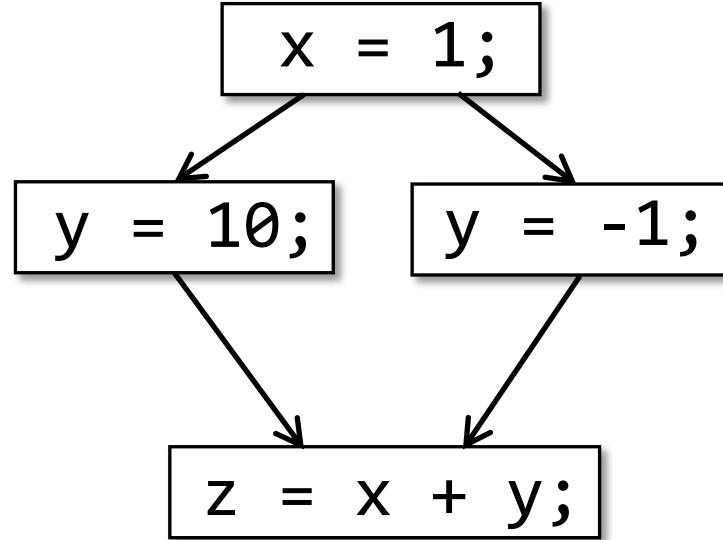


1 2 Static analysis is useful

3 But (over-approximated) static analysis produces false positives

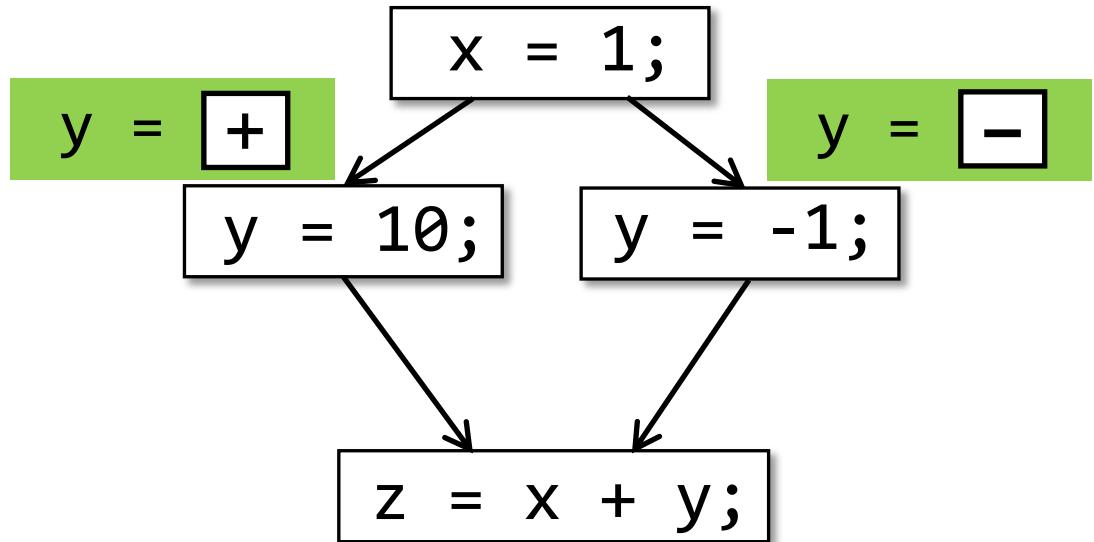
Over-approximation: Control Flows

```
x = 1;  
if(input)  
    y = 10;  
else  
    y = -1;  
z = x + y;
```



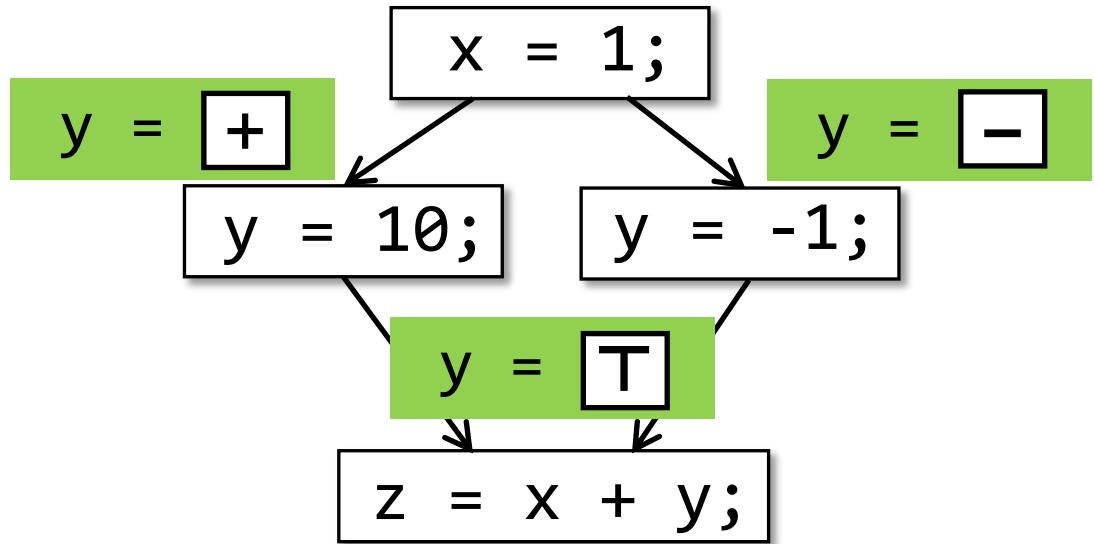
Over-approximation: Control Flows

```
x = 1;  
if(input)  
    y = 10;  
else  
    y = -1;  
z = x + y;
```



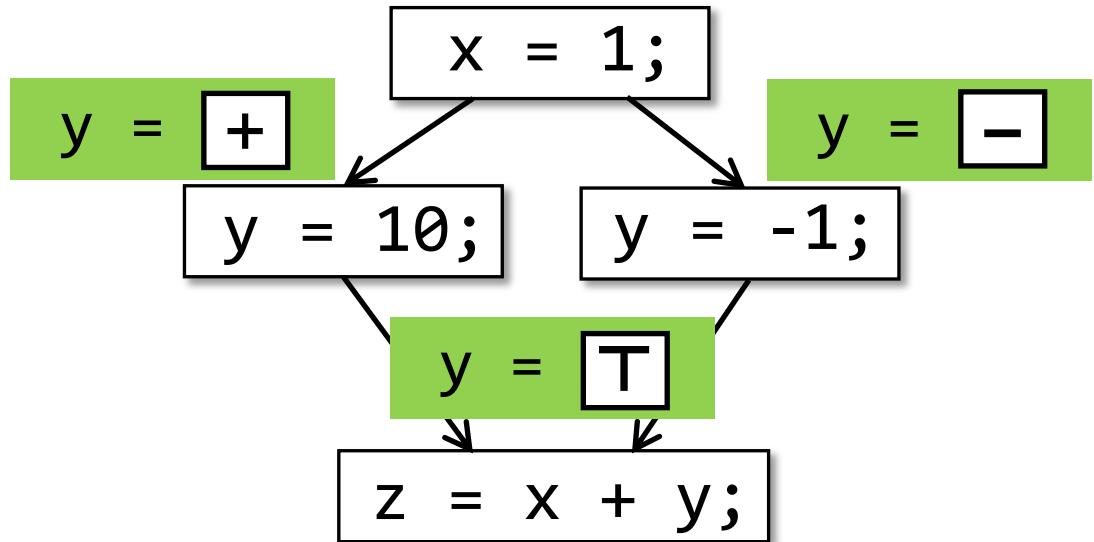
Over-approximation: Control Flows

```
x = 1;  
if(input)  
    y = 10;  
else  
    y = -1;  
z = x + y;
```



Over-approximation: Control Flows

```
x = 1;  
if(input)  
    y = 10;  
else  
    y = -1;  
z = x + y;
```



As it's impossible to enumerate all paths in practice, flow merging (as a way of over-approximation) is taken for granted in most static analyses.

Teaching Plan (Tentative)

- | | |
|---|--|
| 1. Introduction | 9. Pointer Analysis – Foundations (I) |
| 2. Intermediate Representation | 10. Pointer Analysis – Foundations (II) |
| 3. Data Flow Analysis – Applications (I) | 11. Pointer Analysis – Context Sensitivity |
| 4. Data Flow Analysis – Applications (II) | 12. Static Analysis for Security |
| 5. Data Flow Analysis – Foundations (I) | 13. CFL-Reachability and IFDS |
| 6. Data Flow Analysis – Foundations (II) | 14. Soundness and Soundiness |
| 7. Inter-procedural Analysis | 15. Abstract Interpretation |
| 8. Pointer Analysis | 16. Course Summary |

Evaluation Criteria

- Coding Assignments 50%
- Final Exam 50%

Coding Assignments (Tentative)

- Assignment 1: Constant Propagation (CP, 10 points)
 - Statically compute and propagate constant values in program
 - Intra-procedural analysis

Coding Assignments (Tentative)

- Assignment 1: Constant Propagation (CP, 10 points)
 - Statically compute and propagate constant values in program
 - Intra-procedural analysis
- Assignment 2: Dead Code Elimination (DCE , 14 points)
 - Based on constant propagation, eliminate dead code in program
 - `b =true; if (b) { ... } else { /* dead code */ }`

Coding Assignments (Tentative)

- Assignment 1: Constant Propagation (CP, 10 points)
 - Statically compute and propagate constant values in program
 - Intra-procedural analysis
- Assignment 2: Dead Code Elimination (DCE , 14 points)
 - Based on constant propagation, eliminate dead code in program
 - `b =true; if (b) { ... } else { /* dead code */ }`
- Assignment 3: Class Hierarchy Analysis (CHA, 8 points)
 - Build a call graph via class hierarchy analysis
 - Enable inter-procedural constant propagation

Coding Assignments (Tentative)

- Assignment 1: Constant Propagation (CP, 10 points)
 - Statically compute and propagate constant values in program
 - Intra-procedural analysis
- Assignment 2: Dead Code Elimination (DCE , 14 points)
 - Based on constant propagation, eliminate dead code in program
 - `b =true; if (b) { ... } else { /* dead code */ }`
- Assignment 3: Class Hierarchy Analysis (CHA, 8 points)
 - Build a call graph via class hierarchy analysis
 - Enable inter-procedural constant propagation
- Assignment 4: Pointer Analysis (PTA, 12 points)
 - Build a call graph via pointer analysis (more precise than CHA)
 - Enable more precise inter-procedural constant propagation

Coding Assignments (Tentative)

- Assignment 1: Constant Propagation (CP, 10 points)
 - Statically compute and propagate constant values in program
 - Intra-procedural analysis
- Assignment 2: Dead Code Elimination (DCE , 14 points)
 - Based on constant propagation, eliminate dead code in program
 - `b =true; if (b) { ... } else { /* dead code */ }`
- Assignment 3: Class Hierarchy Analysis (CHA, 8 points)
 - Build a call graph via class hierarchy analysis
 - Enable inter-procedural constant propagation
- Assignment 4: Pointer Analysis (PTA, 12 points)
 - Build a call graph via pointer analysis (more precise than CHA)
 - Enable more precise inter-procedural constant propagation
- Assignment 5: Context-Sensitive Pointer Analysis (CSPTA, 6 points)
 - Build a call graph via C.S. pointer analysis (more precise than PTA)
 - Enable more precise inter-procedural constant propagation

The X You Need To Understand in This Lecture

- What are the differences between static analysis and (dynamic) testing?
- Understand soundness, completeness, false negatives, and false positives.
- Why soundness is usually required by static analysis?
- How to understand abstraction and over-approximation?

注意注意！
划重点了！



Our PASCAL Research Group @Nanjing University



Programming L_Anguages
and S_Tatic A_NaLysis Group

Home

People

Publications

Code

The **PASCAL Research Group** is affiliated with [Institute of Computer Software](#) and [Department of Computer Science and Technology](#) at [Nanjing University](#). We develop effective static program analysis techniques and tools for solving the problems in programming languages, software engineering, system and security.

News

October 15, 2019

[Yue Li](#) and [Tian Tan](#) start the **PASCAL Research Group** at Nanjing University!

[Older posts...](#)



People



Chenxi Zhang
Ph.D., 2017 — (co-supervised with [Prof. Chang Xu](#))



Ganlin Li
Undergraduate, 2018 —



Hao Ling
Undergraduate, 2016 —



Shengyuan Yang
Undergraduate, 2017 —



Tian Tan
Assistant Research Professor



Yue Li
Associate Professor



Weiyu Ye
Ph.D., 2017 — (co-supervised with [Prof. Xiaoxing Ma](#))



Yuying Yuan
Undergraduate, 2017 —



536

回

李 楠

Yue Li

回

谭 添

Tian Tan



HULTORIN OSHITA

软件分析

南京大学

计算机科学与技术系

程序设计语言与
静态分析研究组

李樾 谭添