



Compiler

Static Analysis:

Control Flow Graph (CFG)

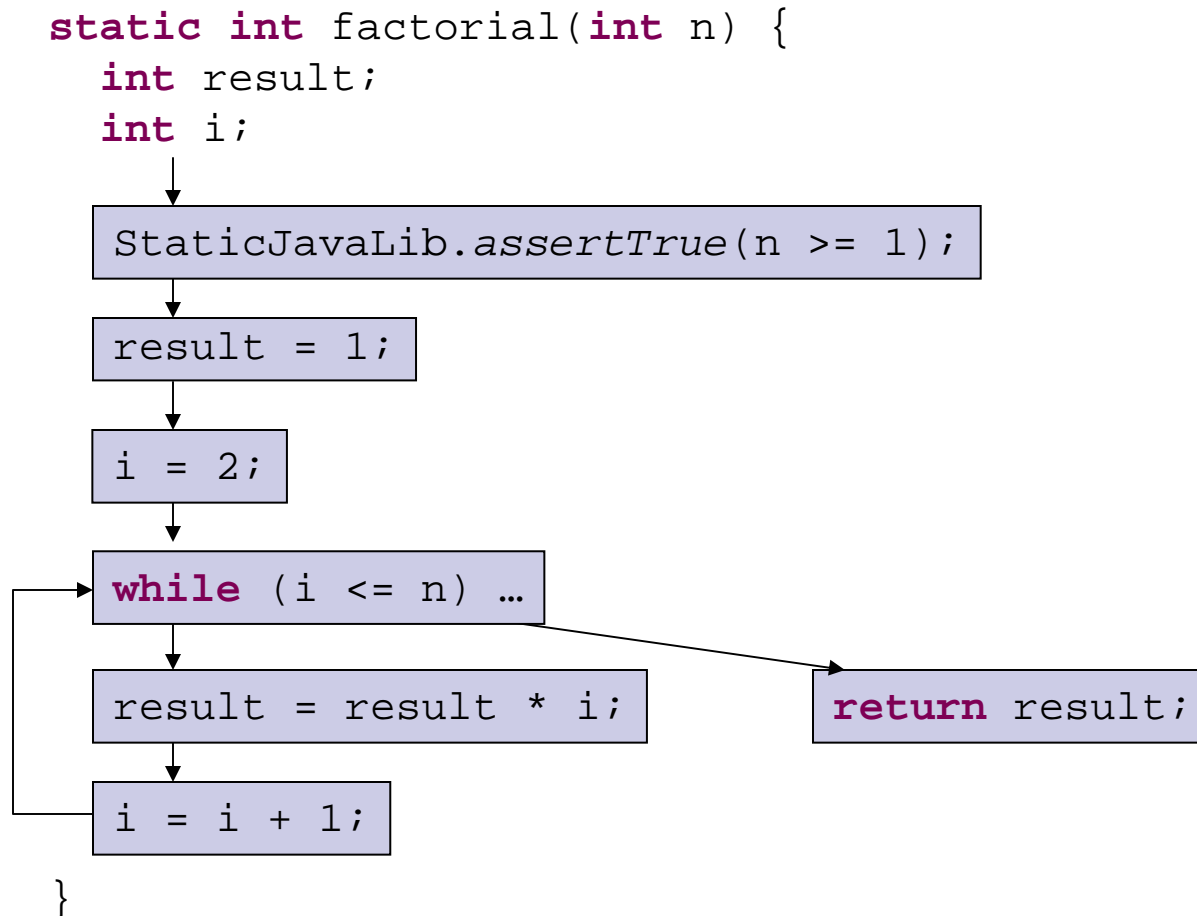
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Control Flow Graph — Motivation

- We want a better program representation in addition to AST for describing program flow in a method body
 - initial statement
 - last statement
 - given a statement s , we want to be able get
 - next statements (successors) of s
 - previous statements (predecessors) of s

CFG Example





Control Flow Graph — Definition

- A *CFG* is a 4-tuple $(B, E, b_{init}, b_{last})$
 - B : is a set of basic blocks,
 - a basic block is a straight-line piece of code without any jumps (e.g., a statement or a sequence of statements)
 - i.e., granularity of basic block is not fixed - it need not be maximal
 - in SJ/ESJ, we consider statements as basic blocks
 - E : $B \times B$, is a relation on B
 - $(b_1, b_2) \in E$ means that the b_2 is a next (successor) basic block of b_1
 - b_{init} and b_{last} are the unique initial basic block and the last basic block of the *CFG*
 - if there is no unique basic block, we can create a “virtual” one
 - in SJ/ESJ, we always create a virtual last basic block

CFG Example

```
static int factorial(int n) {  
    int result;  
    int i;  
    [StaticJavaLib.assertTrue(n >= 1);]1  
    [result = 1;]2  
    [i = 2;]3  
    [while (i <= n) {  
        [result = result * i;]5  
        [i = i + 1;]6  
    }]4  
    [return result;]7  
}
```

CFG for factorial

- $B = \{ 1, 2, 3, 4, 5, 6, 7 \}$
- $E = \{ (1, 2), (2, 3), (3, 4), (4, 5), (4, 7), (5, 6), (6, 4), (7, b_{last}) \}$
- $b_{init} = 1$
- b_{last} (virtual)



CFG API

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SUMMARY: [NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#)

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DETAIL: [FIELD](#) | [CONSTR](#) | [METHOD](#)

sjc.analysis

Class CFG

java.lang.Object
└─ sjc.analysis.CFG

```
public class CFG
    extends java.lang.Object
```

This class is used to represent a Control Flow Graph (CFG) of a MethodDeclaration.

Author:

[Robby](#)

Field Summary

org.eclipse.jdt.core.dom.Statement	end	Holds the end Statement of the CFG.
org.eclipse.jdt.core.dom.MethodDeclaration	md	Holds the MethodDeclaration of this CFG.
java.util.Map<org.eclipse.jdt.core.dom.Statement, java.util.Set<org.eclipse.jdt.core.dom.Statement>>	preds	Holds the mappings of Statements to their predecessors.
org.eclipse.jdt.core.dom.Statement	start	Holds the start Statement of the CFG.
java.util.Map<org.eclipse.jdt.core.dom.Statement, java.util.Set<org.eclipse.jdt.core.dom.Statement>>	succs	Holds the mappings of Statements to their successors.



Building CFG – Auxiliary Functions

- Suppose we have two functions *first* and *last* on a sequence of statements
 - $first([]) = \perp$ (undefined)
 - $last([]) = \perp$ (undefined)
 - $first([s_1, s_2, s_3, \dots, s_N]) = s_1$
 - $last([s_1, s_2, s_3, \dots, s_N]) = s_N$
 - $first([s]) = s$
 - $last([s]) = s$
- Notes
 - Convention: *S* denotes a sequence of statements, and *s* denotes an individual statement
 - *first* and *last* are called undefined (\uparrow) if the given sequence is empty, otherwise they are defined (\downarrow) as above



Running Example

```
static void running(boolean b1,  
    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [if (b2) {  
            [return;]4  
        } else {  
            [while (b3) {  
                [b3 = !b3;]6  
            }]5  
        }]3  
    }]2  
}
```




Building CFG – Init and Last Statements

- For a method m whose body is a sequence of statements S

$$b_{init} = \begin{cases} first(S), & \text{if } first(S) \downarrow \\ b_{last}, & \text{otherwise} \end{cases}$$

Building CFG – Init and Last Statements (Impl.)

```
// we model E as a function that maps statement to set of
// statements instead of as relations
Map<Statement, Set<Statement>> E = new HashMap<Statement, Set<Statement>>();
Statement b_init; Statement b_last;
public boolean visit(MethodDeclaration node) {
    List l = node.getBody().statements();
    b_last = node.getBody(); // use method's body as virtual last
    if (l.size() == 0) {
        b_init = b_last; return false; // empty body
    }
    int i = 0; // we need to find the first actual SJ statement
    while (l.size() != i && l.get(i) instanceof VariableDeclarationStatement)
        { i++; }
    if (l.size() == i) {
        b_init = b_last; // no SJ statements in body
    } else {
        b_init = (Statement) l.get(i); // first SJ statement
        // add edge from last statement in method body to virtual b_last
        addEdge(last(l), b_last);
    }
    return true; }
}
```

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

Method Declaration

- $E = \{ \}$ (initially)

- add (2, b_{last})

- $b_{init} = 1$

Building CFG – Sequence of Statement

- For $S = [s_1 \dots s_N]$, $(s_i, s_{i+1}) \in E$
 - where $0 < i < N$ and s_i is not an if-statement or a return statement

```
public boolean visit(Block node) {  
    List l = node.statements();  
    int size = l.size();  
    for (int i = 0; i < size - 1; i++) {  
        Statement s = (Statement) l.get(i);  
        if (s instanceof VariableDeclarationStatement) {  
            continue;  
        }  
        // temporarily add edge for if-statement  
        // addEdge doesn't really add if s is a return statement  
        // and its successor is not equal to last  
        addEdge(s, (Statement) l.get(i + 1));  
    }  
    return true; }  
}
```

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

Method Body

- $E = \{ (2, b_{last}) \}$
 - add (1, 2)

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
  [b1 = true;]1  
  [while (b1) {  
    [b2 = !b2;]3  
    [if (b2) {  
      [return;]5  
    } else {  
      [while (b3) {  
        [b3 = !b3;]7  
      }]6  
    }]4  
  }]2  
}
```

Assignment

- $E = \{ (1, 2), (2, b_{last}) \}$
 - ignored (already done when processing Block)

Building CFG – While Statement

■ For $s = \text{while } (e) \{ S_1 \}$

□ if $\text{first}(S_1) \downarrow$

■ $(s, \text{first}(S_1)) \in E,$

■ if $\text{last}(S_1)$ is not a return statement, $(\text{last}(S_1), s) \in E$

□ otherwise, $(s, s) \in E$

```
public boolean visit(WhileStatement node) {  
    List l = ((Block) node.getBody()).statements();  
    if (l.isEmpty()) {  
        addEdge(node, node);  
    } else {  
        addEdge(node, first(l));  
        addEdge(last(l), node);  
    }  
    return true;  
}
```

Running Example

```
static void running(boolean b1,
                    boolean b2, boolean b3) {
    [b1 = true;]1
    [while (b1) {
        [b2 = !b2;]3
        [if (b2) {
            [return;]5
        } else {
            [while (b3) {
                [b3 = !b3;]7
            }]6
        }]4
    }]2
}
```

While Statement

- $E = \{ (1, 2), (2, b_{last}) \}$
 - add (2, 3)
 - add (4, 2)

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

While Body

- $E = \{ (1, 2), (2, b_{last}), (2, 3), (4, 2) \}$
 - add (3, 4)

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

Assignment

■ $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 2) \}$

□ ignored

Building CFG – If-Statement

- For [..., $s = \text{if } (e) \{ S_1 \} \text{ else } \{ S_2 \}, S_3$],
 - if $\text{first}(S_1) \downarrow$
 - $(s, \text{first}(S_1)) \in E$,
 - if $\text{last}(S_1)$ not ret. stmt.
 - $(\text{last}(S_1), s') \in E$
 - otherwise
 - $(s, s') \in E$
 - if $\text{first}(S_2) \downarrow$
 - $(s, \text{first}(S_2)) \in E$,
 - if $\text{last}(S_2)$ not ret. stmt.
 - $(\text{last}(S_2), s') \in E$
 - otherwise
 - $(s, s') \in E$
- where
$$s' = \begin{cases} \text{first}(S_3), & \text{if } \text{first}(S_3) \downarrow \\ \text{next of } s \text{ from its parent,} & \text{otherwise} \end{cases}$$



Building CFG – If-Statement (Impl.)

```
public boolean visit(IfStatement node) {
    Set<Statement> set = getStatements(E, node);
    assert set.size() == 1;
    Statement next = set.iterator().next();
    E.remove(node); // remove temporary edge for if-statement
    List thenList = ((Block) node.getThenStatement()).statements();
    if (thenList.isEmpty()) { addEdge(node, next); }
    else {
        addEdge(node, first(thenList));
        addEdge(last(thenList), node);
    }
    List elseList = ((Block) node.getElseStatement()).statements();
    if (elseList.isEmpty()) { addEdge(node, next); }
    else {
        addEdge(node, first(elseList));
        addEdge(last(elseList), node);
    }
    return true;
}
```

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

If Statement

- $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 2) \}$
 - next is 2, *from* (4, 2)
 - remove (4, 2)
 - add (4, 5); *then*
 - add (4, 6), (6, 2); *else*

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

If-Then Body

■ $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 5), (4, 6), (6, 2) \}$

□ nothing to be added
(there is only one stmt)



Building CFG – Return Statement

- For $s = \text{return} (e)? ;$

$$\square (s, b_{last}) \in E$$

```
public boolean visit(ReturnStatement node) {  
    addEdge(node, b_last);  
    return false;  
}
```

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

Return Statement

- $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 5), (4, 6), (6, 2) \}$
 - add (5, b_{last})

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

If-Else Body

■ $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 5), (4, 6), (5, b_{last}), (6, 2) \}$

□ nothing to be added
(there is only one stmt)

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

While Statement

■ $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 5), (4, 6), (5, b_{last}), (6, 2) \}$

□ add (6, 7)

□ add (7, 6)

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

While Body

■ $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 5), (4, 6), (5, b_{last}), (6, 2), (6, 7), (7, 6) \}$

□ nothing to be added
(there is only one stmt)

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

Assignment

■ $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 5), (4, 6), (5, b_{last}), (6, 2), (6, 7), (7, 6) \}$

□ ignored

Running Example

```
static void running(boolean b1,  
                    boolean b2, boolean b3) {  
    [b1 = true;]1  
    [while (b1) {  
        [b2 = !b2;]3  
        [if (b2) {  
            [return;]5  
        } else {  
            [while (b3) {  
                [b3 = !b3;]7  
            }]6  
        }]4  
    }]2  
}
```

Done!

■ $E = \{ (1, 2), (2, b_{last}), (2, 3), (3, 4), (4, 5), (4, 6), (5, b_{last}), (6, 2), (6, 7), (7, 6) \}$

For You To Do

- Try building the *CFG* for the Factorial example
- Try building the *CFG* for the following methods

```
int foo(int x) {  
    [return x;]1  
    [x = x + 1;]2  
    [x = x - 1;]3  
}
```

```
void bar(boolean b) {  
    [if (b) { [return;]2 }  
    else { [return;]3 }]1  
    [return;]4  
}
```

```
void bazzzzz() {  
    [if (true) {  
        [return;]2  
    } else {  
        [return;]3  
    }]1  
}
```



Statements Reachability

To compute the reachable statements from a particular statement s :

$$reachable(s) = \{ s \} \cup E^+(s)$$

$$unreachable(b_{init}) = B / reachable(b_{init})$$

Note that for a relation R , its transitive closure (+)

$$R^+ = \bigcup_{i \in \mathbb{N}} R^i$$

■ i.e., $R^+(e) = R(e) \cup (\bigcup_{e' \in R(e)} R(e')) \cup \dots$



Statements Reachability (Impl.)

```
public void endVisit(MethodDeclaration node) {  
    Set<Statement> reachableSet = new HashSet<Statement>();  
    reachable(reachableSet, b_init);  
    ...  
}  
  
protected void reachable(Set<Statement> set, Statement s) {  
    if (set.contains(s)) { return; }  
    set.add(s);  
    for (Statement s2 : getStatements(E, s)) {  
        reachable(set, s2);  
    }  
}
```


Building CFG — Cleaning Up

- We want to restrict E so it only relates reachable statements

$$E' = E / \{ (b_1, b_2) \mid b_1 \text{ or } b_2 \in \text{unreachable}(b_{init}) \}$$

```
int foo(int x) {  
    [return x;]1  
    [x = x + 1;]2  
    [x = x - 1;]3  
}
```

$$E = \{ (1, b_{last}), (2, 3), (3, b_{last}) \}$$

$$E' = \{ (1, b_{last}) \}$$



CFG succs/preds

For a $CFG (B, E, b_{init}, b_{last})$

- $succs(b) = \{ b' \mid (b, b') \in E' \}$

- a function that given a basic block b , it returns b 's set of next basic blocks

- $preds(b) = \{ b' \mid (b', b) \in E' \}$

- a function that given a basic block b , it returns b 's set of previous basic blocks

succs/preds Example

CFG for factorial

- $B = \{ 1, 2, 3, 4, 5, 6, 7 \}$
- $E' = \{ (1, 2), (2, 3), (3, 4), (4, 5), (4, 7), (5, 6), (6, 4), (7, b_{last}) \}$
- $b_{init} = 1$
- b_{last} (virtual)
- successors
 - $succs(1) = \{ 2 \}$
 - $succs(2) = \{ 3 \}$
 - $succs(3) = \{ 4 \}$
 - $succs(4) = \{ 5, 7 \}$
 - $succs(5) = \{ 6 \}$
 - $succs(6) = \{ 4 \}$
 - $succs(7) = \{ b_{last} \}$
- predecessors
 - $preds(1) = \{ \}$
 - $preds(2) = \{ 1 \}$
 - $preds(3) = \{ 2 \}$
 - $preds(4) = \{ 3, 6 \}$
 - $preds(5) = \{ 4 \}$
 - $preds(6) = \{ 5 \}$
 - $preds(7) = \{ 4 \}$

succs⁺/preds⁺ Example

■ successors

- $succs(1) = \{ 2 \}$
- $succs(2) = \{ 3 \}$
- $succs(3) = \{ 4 \}$
- $succs(4) = \{ 5, 7 \}$
- $succs(5) = \{ 6 \}$
- $succs(6) = \{ 4 \}$
- $succs(7) = \{ b_{last} \}$

■ predecessors

- $preds(1) = \{ \}$
- $preds(2) = \{ 1 \}$
- $preds(3) = \{ 2 \}$
- $preds(4) = \{ 3, 6 \}$
- $preds(5) = \{ 4 \}$
- $preds(6) = \{ 5 \}$
- $preds(7) = \{ 4 \}$

■ successors (transitive closure)

- $succs^+(1) = \{ 2, 3, 4, 5, 6, 7 \}$
- $succs^+(2) = \{ 3, 4, 5, 6, 7 \}$
- $succs^+(3) = \{ 4, 5, 6, 7 \}$
- $succs^+(4) = \{ 4, 5, 6, 7 \}$
- $succs^+(5) = \{ 4, 5, 6, 7 \}$
- $succs^+(6) = \{ 4, 5, 6, 7 \}$
- $succs^+(7) = \{ b_{last} \}$

■ predecessors (transitive closure)

- $preds^+(1) = \{ \}$
- $preds^+(2) = \{ 1 \}$
- $preds^+(3) = \{ 1, 2 \}$
- $preds^+(4) = \{ 1, 2, 3, 4, 5, 6 \}$
- $preds^+(5) = \{ 1, 2, 3, 4, 5, 6 \}$
- $preds^+(6) = \{ 1, 2, 3, 4, 5, 6 \}$
- $preds^+(7) = \{ 1, 2, 3, 4, 5, 6, 7 \}$



succs/preds Implementation

```
public void endVisit(MethodDeclaration node) {
    Set<Statement> reachableSet = new HashSet<Statement>();
    computeSuccsPreds(reachableSet, b_init);
}

protected void computeSuccsPreds(Set<Statement> set, Statement s) {
    if (set.contains(s)) { return; }
    set.add(s);
    for (Statement succS : getStatements(E, s)) {
        getStatements(succs, s).add(succS);
        getStatements(preds, succS).add(s);
        computeSuccsPreds(set, succS);
    }
}
```

For You To Do

- Give the *CFG*, and its *succs*, *preds*, *succs*⁺, and *preds*⁺ for

```
int foo(int x) {  
    [return x;]1  
    [x = x + 1;]2  
    [x = x + 1;]3  
}
```

```
void bar(boolean b) {  
    [if (b) { [return;]2 }  
    else { [return;]3 }]1  
    [return;]4  
}
```

```
void bazzz() {  
    [if (true) {  
        [return;]2  
    } else {  
        [return;]3  
    }]1  
}
```

- Is $\text{foo.2} \in \text{succs}^+(\text{foo.1})$?
- Is $\text{bar.4} \in \text{succs}^+(\text{bar.1})$?
- Is $\text{bazzz.3} \in \text{succs}^+(\text{bazzz.1})$?



Assessment

Control Flow Graph

- This is (relatively) trivial to calculate for SJ
- It is easy to determine very approximate control flow info for Java
- It is hard to determine accurate info for Java and higher-order languages (e.g., where functions can be passed as arguments, exceptions)

■ Often times control flow information is