G $\{B u,u , C u,v\}$ $A u,v$

C   {X   X}   C

C   {c(se$_1$

The construction encodes each node u in the initial CFL graph G

Constraints	New Constraint	

4.2 Complexity

```c
int id(int y1) { int y2 = y1; return y2; }

int main(void)
{
    tainted int x1;
    int z1, x2;
    untainted int z2;
    z1 = id(x1);  // call site 1
    z2 = id(x2);  // call site 2
}
```

$$tainted \xrightarrow{\;s\;} x_1 \qquad\qquad z_1$$

$$(_1 \qquad\qquad)_1 \quad /$$

$$y_1 \xrightarrow{\;s\;} y_2$$

$$)_2$$
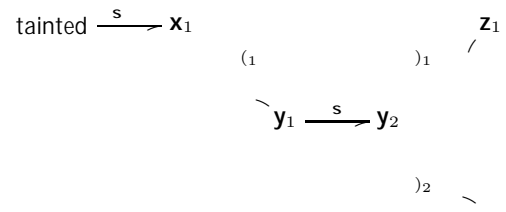
is one wrinkle, however: the $)_i$ edges that form P paths are represented as projections in the constraint system. There is no term representation of a $)_i$ edge as there is with a $(_i$ edge. The solution is straightforward: we simply add a term representation for these edges. We modify the reduction so that   y

Benchmark		LOC	Preproc	Nodes	Edges	Indices	banshee(s)	+ cycle elim(s)