```
MODULE KWALA-SYNTAX
    Syntax
  SYNTAX #Id ::= object
                    main
                    null
  SYNTAX Variable ::= #Int
  SYNTAX TypeNameBase ::= \#Id
                               #Id / TypeNameBase
  SYNTAX TypeName ::= L TypeNameBase
                         | A TypeNameBase
  {\tt SYNTAX} \quad \textit{TypeReference} ::= < \# \textit{Id} \; , \; \textit{TypeName} >
  {\tt SYNTAX} \quad \textit{FieldReference} ::= \textit{<\#Id} \; , \; \textit{TypeName} \; , \; \textit{\#Id} \; , \; \textit{TypeReference} > \\
  SYNTAX Params ::= List{Variable,","}
  SYNTAX NewInstructionBase ::= Variable = new TypeReference @ #Int
  SYNTAX NewInstruction ::= NewInstructionBase
                              | NewInstructionBase ( Params )[]i
  SYNTAX GetInstruction ::= Variable =getfield FieldReference Variable
                             | Variable =getstatic FieldReference
  SYNTAX PutInstruction ::= putfield Variable = Variable FieldReference
                            | putstatic Variable FieldReference
  SYNTAX PhiInstruction ::= Variable =phi( Params)
  SYNTAX Instruction ::= NewInstruction
                           GetInstruction
                           PutInstruction
                           PhiInstruction
  SYNTAX BBEdge := \#Id \rightarrow \#Id;
  SYNTAX BlockBody ::= List{Instruction,";"}
  SYNTAX Block ::= #Id : { BlockBody }
  SYNTAX TaskUnit ::= BBEdge
                       Block
  SYNTAX \quad Task ::= TaskUnit
                   | Task Task
END MODULE
MODULE KWALA
  IMPORTS KWALA-SYNTAX
    Semantics
    Configuration
  CONFIGURATION:
                             class *
                                                       method *
                                                                                                     basicBlock *
                                                                                                                                                                                                 task
                                                                                                                                                               heapAbstraction
                             className
                                                        methodName
                                                                                                      blockName
                                                                                                                            block
                                                                                                                                                                                                 $PGM
                                                                                                          null
                               object
    Processing Basic Blocks
  RULE T_1 T_2 \Rightarrow T_1 \curvearrowright T_2
  SYNTAX ListItem := [ \#Id , \#Id ]
                                      edges
  RULE
             BB_1 \rightarrow BB_2;
                                    [ BB_1 , BB_2 ]
                                       method
             BB:\{\;Bl\;\}
  RULE
                  •
                                         basicBlock
                                          blockName
                                                                block
                                               BB
                                                                   Bl
```

Results