EC4219: Software Engineering

Lecture 18 — Abstract Interpretation (3) Implementation of Sign Analysis

> Sunbeom So 2024 Spring

Language

The full implementation can be found at:

https://github.com/gist-pal/ec4219-software-engineering/ blob/main/code-examples/sign-analysis/signAnalysis.ml

```
a \rightarrow n \mid x \mid a_1 + a_2 \mid a_1 \star a_2 \mid a_1 - a_2
b \rightarrow \text{true} \mid \text{false} \mid a_1 = a_2 \mid a_1 \leq a_2 \mid \neg b \mid b_1 \wedge b_2
c \rightarrow x := a \mid \text{skip} \mid c_1; c_2 \mid \text{if } b \mid c_1 \mid c_2 \mid \text{ while } b \mid c
```

```
type aexp =
2
      I Int of int
     | Var of var
     | Plus of aexp * aexp
     | Mul of aexp * aexp
     | Sub of aexp * aexp
7
8
   and var = string
```

Abstract Domain for Booleans

Recall Lecture 16:

The truth values $T = \{true, false\}$ are abstracted by the complete lattice $(\widehat{\mathbf{T}}, \Box)$:

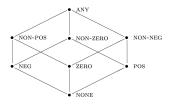
```
\widehat{\mathsf{T}} = \{\top, \bot, \widehat{\mathit{true}}, \widehat{\mathit{false}}\}
```

```
module AbsBool = struct
 2
       type t = Top | Bot | True | False
 3
 4
       let porder : t -> t -> bool
 5
       = fun b1 b2 \rightarrow
         if b1 = b2 then true
         else
           match b1.b2 with
 9
           | Bot,_ -> true
10
           | _,Top -> true
11
           | _ -> false
12
13
    end
```

Abstract Domain for Arithmetics

The abstract domain is defined as a pair (**Sign**, \square):

 $Sign = \{\top, \bot, Pos, Neg, Zero, Non-Pos, Non-Neg, Non-Zero\}$ where $\top = ANY$, $\bot = NONE$, and the partial order (\Box) is defined as:



```
module Sign = struct
     type t = Top | Bot | Pos | Neg | Zero | NonPos | NonNeg | NonZero
     let porder : t -> t -> bool
4
     = fun s1 s2 \rightarrow
5
       match s1.s2 with
6
        | _ when s1 = s2 -> true | Bot,_ -> true | _,Top -> true
        | Neg,NonPos -> true | Neg,NonZero -> true | Zero,NonPos -> true
         . . .
```

Abstract Memory State

The value abstraction is extended to the memory abstraction. The complete lattice of abstract states (**State**, \square):

$$\widehat{\mathsf{State}} = \mathit{Var} o \mathsf{Sign}$$

with the pointwise ordering:

$$\hat{s}_1 \sqsubseteq \hat{s}_2 \iff \forall x \in Var. \ \hat{s}_1(x) \sqsubseteq \hat{s}_2(x).$$

```
module AbsMem = struct
     module Map = Map.Make(String) (* key domain: variable *)
     type t = Sign.t Map.t (* map domain: var -> Sign.t *)
     let porder : t -> t -> bool
6
     = fun m1 m2 \rightarrow
       Map.for_all (fun x v -> Sign.porder v (find x m2)) m1
8
      . . .
9
   end
```

Abstract Semantics for Arithmetics

```
\widehat{\mathcal{A}} \llbracket a \rrbracket : \widehat{\mathsf{State}} \to \mathsf{Sign}
                       \widehat{\mathcal{A}} \mathbb{I} n \mathbb{I}(\hat{s}) = \alpha_{\mathsf{Sign}}(\{n\})
                        \widehat{\mathcal{A}} \llbracket x \rrbracket (\hat{s}) = \hat{s}(x)
\widehat{\mathcal{A}} \llbracket a_1 + a_2 \rrbracket (\hat{s}) = \widehat{\mathcal{A}} \llbracket a_1 \rrbracket (\hat{s}) +_{\mathsf{Sign}} \widehat{\mathcal{A}} \llbracket a_2 \rrbracket (\hat{s})
  \widehat{\mathcal{A}} \llbracket a_1 \star a_2 \rrbracket (\hat{s}) = \widehat{\mathcal{A}} \llbracket a_1 \rrbracket (\hat{s}) \star_{\mathsf{Sign}} \widehat{\mathcal{A}} \llbracket a_2 \rrbracket (\hat{s})
\widehat{\mathcal{A}} \llbracket a_1 - a_2 \rrbracket (\hat{s}) = \widehat{\mathcal{A}} \llbracket a_1 \rrbracket (\hat{s}) -_{\mathsf{Sign}} \widehat{\mathcal{A}} \llbracket a_2 \rrbracket (\hat{s})
```

```
let rec eval_a : aexp -> AbsMem.t -> Sign.t
    = fin a m ->
 3
     match a with
     | Int n -> Sign.alpha' n
 5
      | Var x -> AbsMem.find x m
 6
      | Plus (a1, a2) -> Sign.add (eval_a a1 m) (eval_a a2 m)
 8
    module Sign = struct
 9
      let add : t \rightarrow t \rightarrow t
10
      = fun s1 s2 ->
11
        match s1.s2 with
12
        13
        | Neg, Neg -> Neg | Neg, Zero -> Neg | Neg, NonPos -> Neg ...
```

Abstract Semantics for Booleans

```
\widehat{\mathcal{B}} \llbracket b \rrbracket : \widehat{\mathsf{State}} \to \widehat{\mathsf{T}}
                 \widehat{\mathcal{B}} true \|(\hat{s})\| = \widehat{true}
             \widehat{\mathcal{B}} \llbracket \text{ false } \rrbracket (\hat{s}) = \widehat{false}
\widehat{\mathcal{B}} \llbracket \ a_1 = a_2 \ \rrbracket (\hat{s}) \quad = \quad \widehat{\mathcal{A}} \llbracket \ a_1 \ \rrbracket (\hat{s}) =_{\mathsf{Sign}} \widehat{\mathcal{A}} \llbracket \ a_2 \ \rrbracket (\hat{s})
\widehat{\mathcal{B}} \llbracket \ a_1 < a_2 \ \rrbracket (\hat{s}) = \widehat{\mathcal{A}} \llbracket \ a_1 \ \rrbracket (\hat{s}) <_{\mathsf{Sign}} \widehat{\mathcal{A}} \llbracket \ a_2 \ \rrbracket (\hat{s})
                       \widehat{\mathcal{B}}\llbracket \neg b \rrbracket (\hat{s}) = \neg_{\widehat{\tau}} \widehat{\mathcal{B}} \llbracket b \rrbracket (\hat{s})
    \widehat{\mathcal{B}} \llbracket \ b_1 \wedge b_2 \ \rrbracket (\hat{s}) \quad = \quad \widehat{\mathcal{B}} \llbracket \ b_1 \ \rrbracket (\hat{s}) \wedge_{\widehat{\mathsf{T}}} \widehat{\mathcal{B}} \llbracket \ b_2 \ \rrbracket (\hat{s})
```

```
1
    let rec eval_b : bexp -> AbsMem.t -> AbsBool.t
    = fin b m ->
      match b with
 4
      | True -> AbsBool.True | False -> AbsBool.False
 5
      | Eq (a1, a2) -> Sign.eq (eval_a a1 m) (eval_a a2 m)
 6
      | Leq (a1, a2) -> Sign.leq (eval_a a1 m) (eval_a a2 m)
      | Not b -> AbsBool.not (eval b b m)
      | And (b1, b2) -> AbsBool.band (eval_b b1 m) (eval_b b2 m)
 9
    . . .
10
    module Sign = struct ... let eq = ... end
11
    module AbsBool = struct ... let not = ... end
```

Abstract Semantics for Commands

$$\widehat{\mathsf{cond}}(f,g,h)(\hat{s}) = \left\{ \begin{array}{ll} \bot & \cdots f(\hat{s}) = \bot \\ g(\hat{s}) & \cdots f(\hat{s}) = \widehat{\mathit{true}} \\ h(\hat{s}) & \cdots f(\hat{s}) = \widehat{\mathit{false}} \\ g(\hat{s}) \sqcup h(\hat{s}) & \cdots f(\hat{s}) = \top \end{array} \right.$$

Abstract Semantics for Commands (Cont'd)

```
let rec eval c : cmd -> AbsMem.t -> AbsMem.t
= fun c m \rightarrow
  match c with
   | Assign (x,a) -> AbsMem.add x (eval_a a m) m
   | Seq (c1,c2) \rightarrow eval_c c2 (eval_c c1 m)
   | If (b, c1, c2) -> cond (eval_b b, eval_c c1, eval_c c2) m
   | While (b, c) ->
     let filter p x =
       if AbsBool.porder AbsBool.True (eval_b p x) then x
      else AbsMem.empty in
     let onestep x = AbsMem.join m (eval_c c (filter b x)) in
     let rec fix f x i =
     let x' = f x in
      if AbsMem.porder x' x then x
      else fix f x' (i+1)
     in
     filter (Not b) (fix onestep m 1)
and cond (f,g,h) m =
  match f m with
  | AbsBool.Bot -> AbsMem.empty | AbsBool.True -> g m
  | AbsBool.False -> h m | AbsBool.Top -> AbsMem.join (g m) (h m)
```

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