

Program Slicing:

Definition & Elementary Techniques

source

A Survey of Program Slicing,
Binkley and Gallagher
Advances in Computers, 1996.

available on class web site

Preliminaries

- **State:** Variables \Rightarrow Values
- **Statement:** State \Rightarrow State
- **Program:** Sequence of statements
- **Slicing criterion $\langle v, n \rangle$ (of program P)**
 - **v** variable
 - **n** statement number

Finally!

- **Program Slice, S , (of P) at $\langle v, n \rangle$**
 - Only those statements needed to *capture the behaviour* of v at n .
- **Every program has itself as a slice on any criteria.**
- So what does “capture the behaviour” mean?

Formally

- **Executable Program Slice, S, (of P)**
 - S can be obtained from deleting 0 or more statements from P
 - If P halts on input I, then the value of v at statement s each time s is executed is the same in P and S.
- This is **static**
- This is also **backward**
- Look at slices from last lecture

But..

- Slices do not need to be executable
 - Executable / non-executable
 - Compliant or not.
- Slices do not need to be static
 - Static / Dynamic
 - All inputs or 1 input
- Slices do not need to be backward
 - Forward / backward
 - Or both!

Background (jargon)

- Graph: $N(\text{odes})$; $E(\text{dges})$. Digraphs
- “Immediate predecessor”
- “Immediate successor”
- Path
- Dominators
- Restrict to single-entry, single-exit

More...

- Change programs into graphs
 - Statements are nodes
 - Edges show control
- At each node:
 - **Refs(n)**, the variables referenced at n
 - **Defs(s)**, the variables defined at n

How to compute relevant sets (and slices)

1. .
2. ..
3. ...
4.
5.
6.
7. more???

Compute Relevant Sets for <a, 8>

n	stmt	defs(n)	refs(n)	relevant
1.	c = 4;	c		
2.	b = c;	b	c	
3.	a = b + c;	a	b, c	
4.	d = a + c;	d	a, c	
5.	f = d + b;	f	d, b	
6.	a = d + 8;	a	_____	
7.	b = f + 30;	b	_____	
8.	a = b + c;	—	_____	

Computing (and using) Control Sets

- $\text{control}(n)$: the set of predicate statements that directly control the execution of statement n .
- Whenever n is added to a slice, so are the members of $\text{control}(n)$.
- **and** $\langle \text{refs}(\text{control}(n)), \text{control}(n) \rangle$ is added to criteria.
- At joins, $\text{relevant}(k) = \text{relevant}(\text{succ}(k))$

Control Sets

n	stmt	defs(n)	refs(n)	control(n)	rel(n)
1.	b = 4;				
2.	c = 2;				
3.	d = 3;				
3.	a = d;				
5.	if (a) then				
6.	d = b + d				
7.	c = b + d				
8.	else				
9.	b = b + 1				
10.	d = d + 1				
11.	endif				
12.	a = b + c;				
13.	print a				

def ref cont rel slice

```
while(X) {  
    e = d;  
    d = c;  
    c = b ;  
    b = a;  
}
```


Loops

- For loops, iterate until slice & relevant sets stabilize.
- What is (worst case) running time of this approach?
 - Call it homework.....
- What about **return**, **break**, **exit**, **goto**?
 - Call it more homework.....
- And procedure/method calls?