

CS-UH 3260 Static Program Analysis

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Previously

- Inter-Procedural Data-Flow
- Inherited vs Synthesized Analysis Info
- Caller-Callee Relationships
- Valid/Invalid Paths
- Staircase of Calls and Returns
- Demand-Driven Analysis
- Types of Contexts
- Important Language Features

How can we conduct context-sensitive analyses?

```
int i = 0;
int j = inc(i);
int k = inc(j);
```

```
int inc(x){
  int y = x+1;
  return y;
}
int i = 0;
int j = inc(i);
int k = inc(j);
```

```
int inc1(x){
  int y = x+1;
  return y;
int inc2(x){
  int y = x+1;
  return y;
```

```
int i = 0;
int j = inc1(i);
int k = inc2(j);
```

- Inefficient: too many copies for real programs
- Expensive operation
- * Recursion!
- Yet simple and easy to understand

```
int inc1(x){
  int y = x+1;
  return y;
int inc2(x){
  int y = x+1;
  return y;
int i = 0;
int j = inc1(i);
int k = inc2(j);
```

```
int i = 0;
int j = inc(i);
int k = inc(j);
```

```
int inc(x){
  int y = x+1;
  return y;
}
int i = 0;
int j = inc(i);
int k = inc(j);
```

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```
int inc(x){
  int y = x+1;
  return y;
}

int x1 = i;
  int y1 = x1+1;
  int j = y1;

int k = inc(j);
```

```
int i = 0;
int x1 = i;
int y1 = x1+1;
int j = y1;
int x2 = j;
int y2 = x2+1;
int k = y2;
```

- Lost procedure abstraction
- Exponential blowup
- * Recursion!
- One procedure => intra-procedural

```
int i = 0;
int x1 = i;
int y1 = x1+1;
int j = y1;
int x2 = j;
int y2 = x2+1;
int k = y2;
```

... so what do we do?

Call Strings

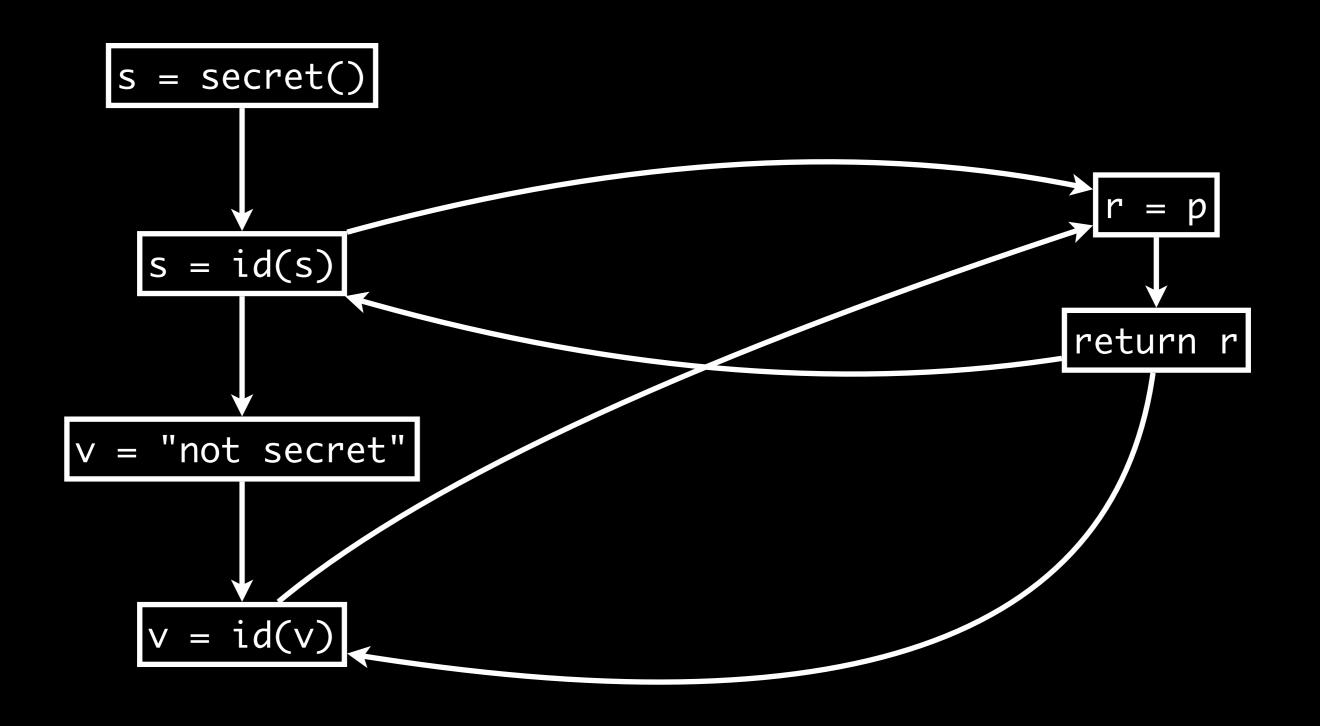
Functional

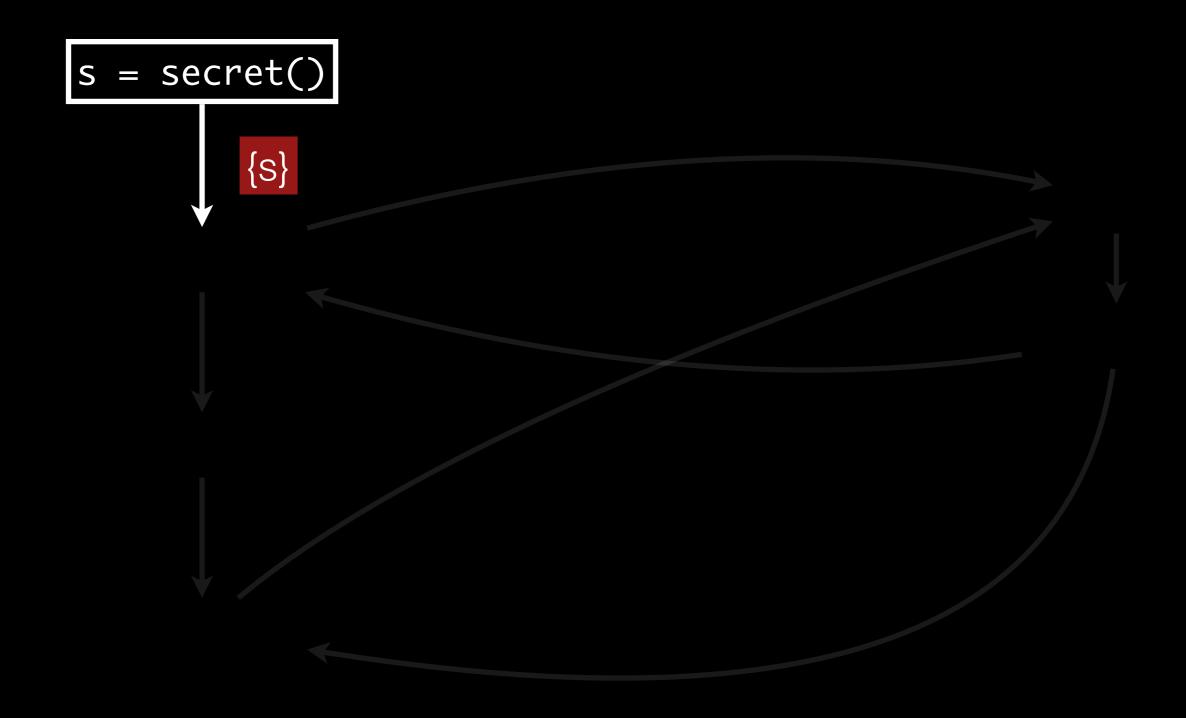
Call Strings

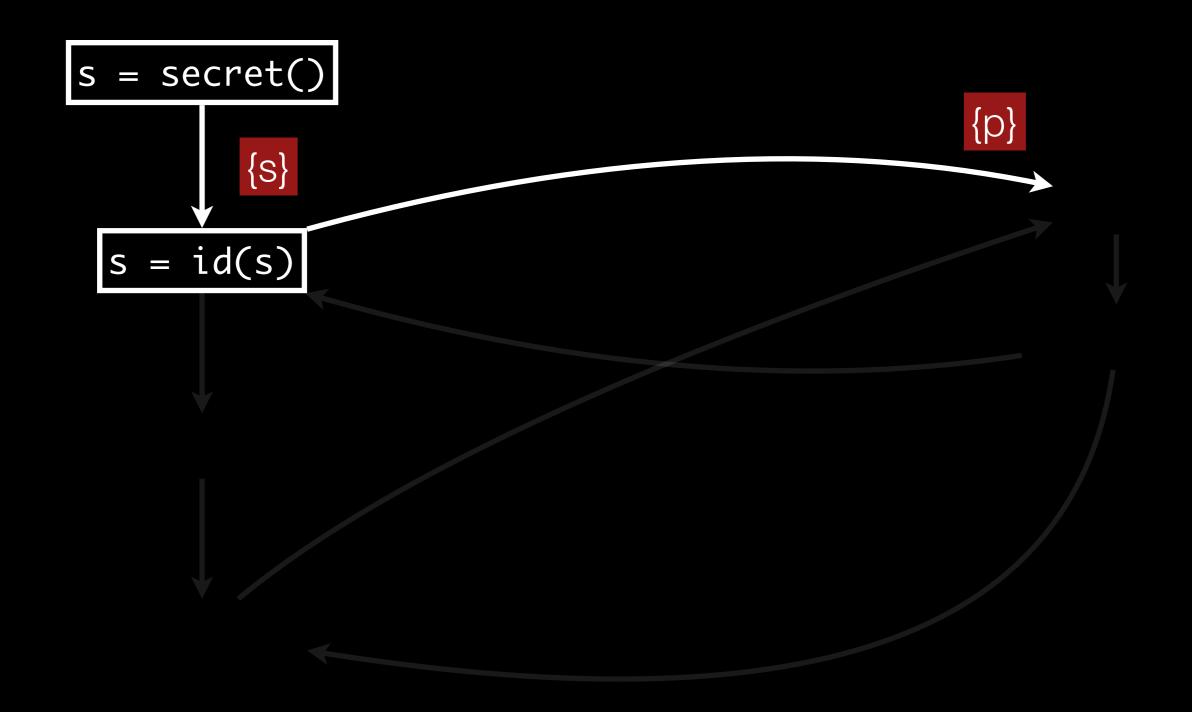
- Extend facts with context strings
- Re-evaluate procedure for each extension
- Universally applicable
- Recursion!

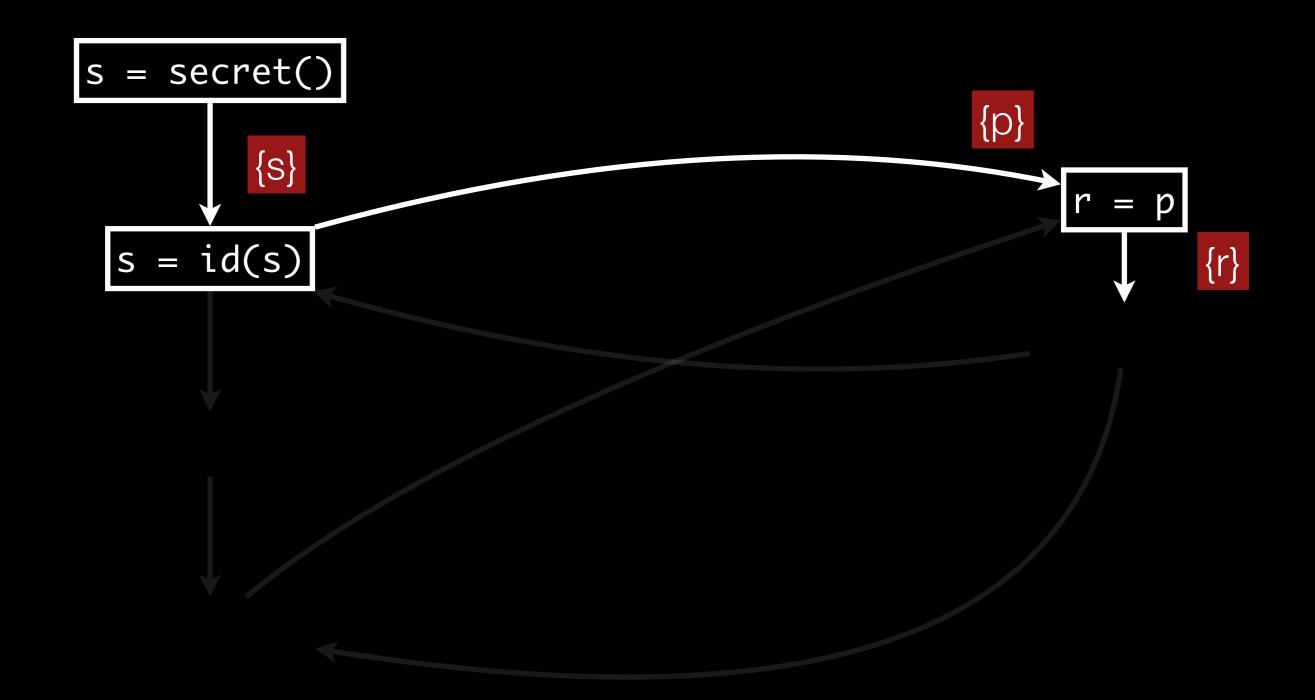
Functional

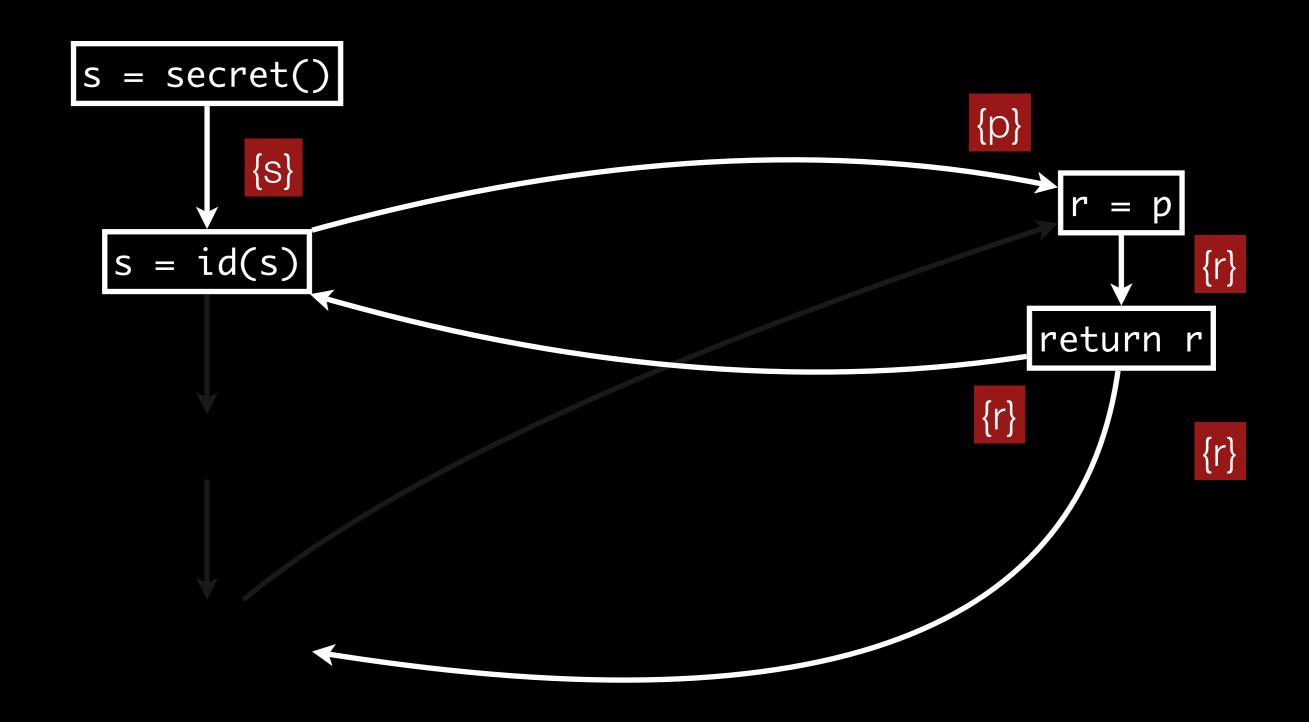
- Compute summary function per callee
- Apply summary to each context
- Recursion!
- Not always applicable

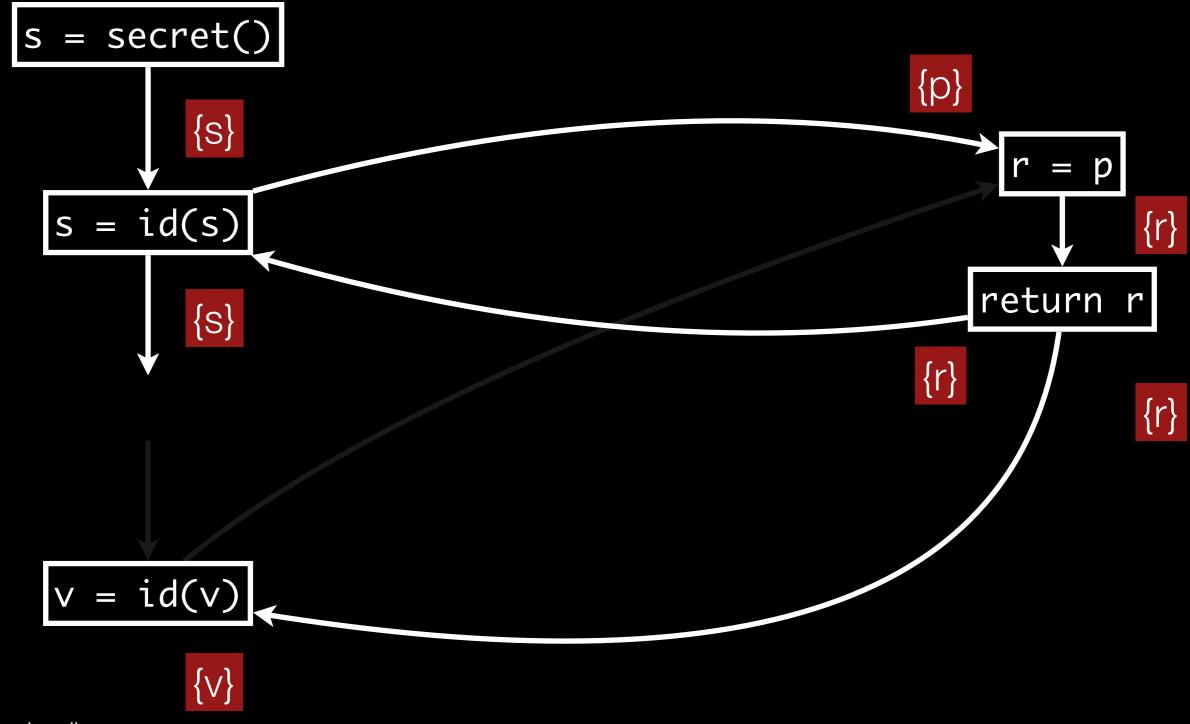


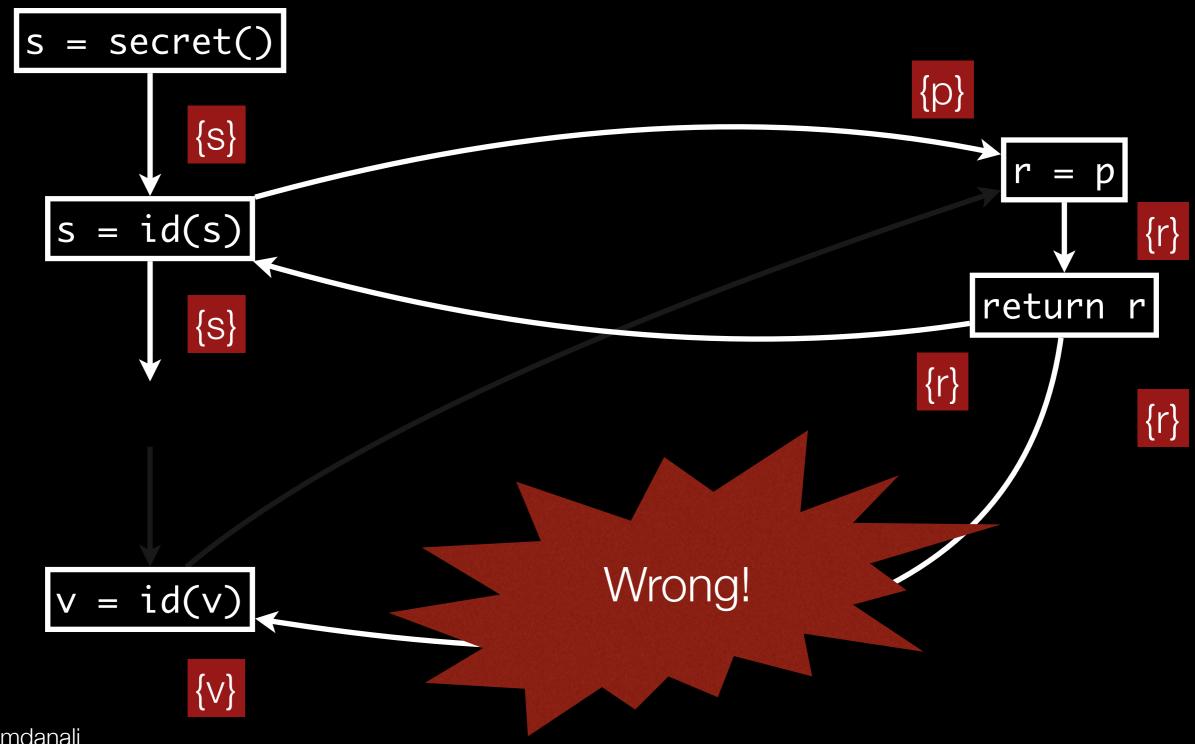


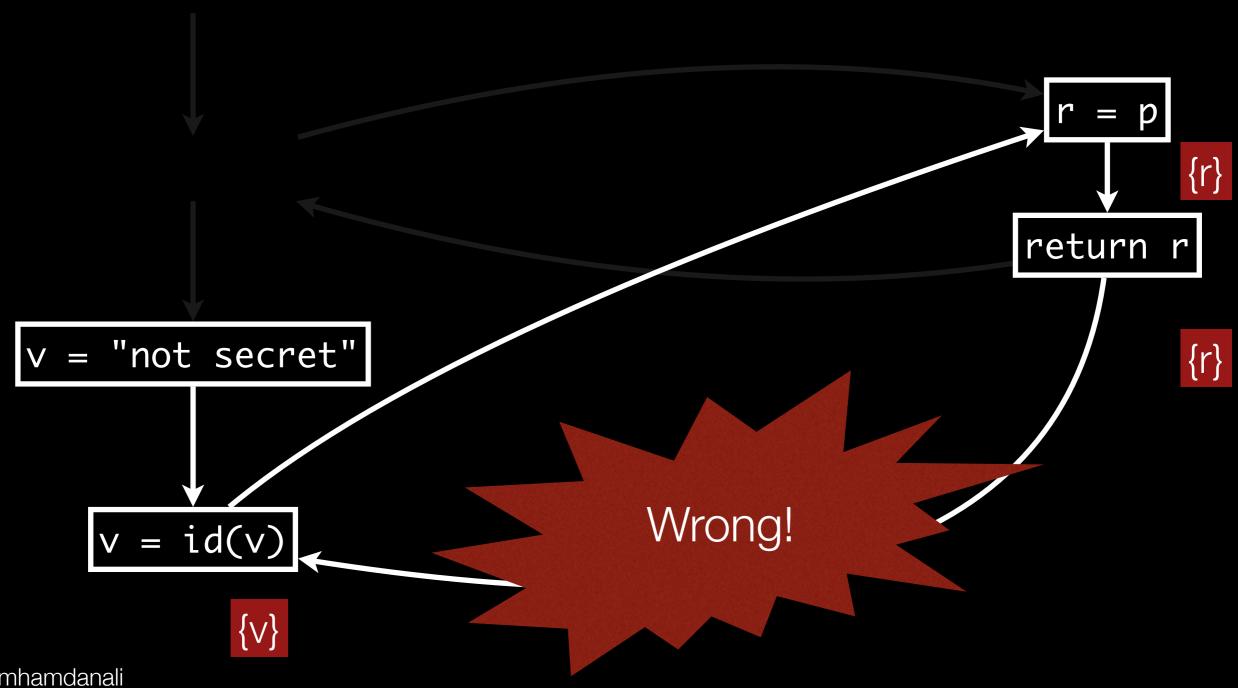


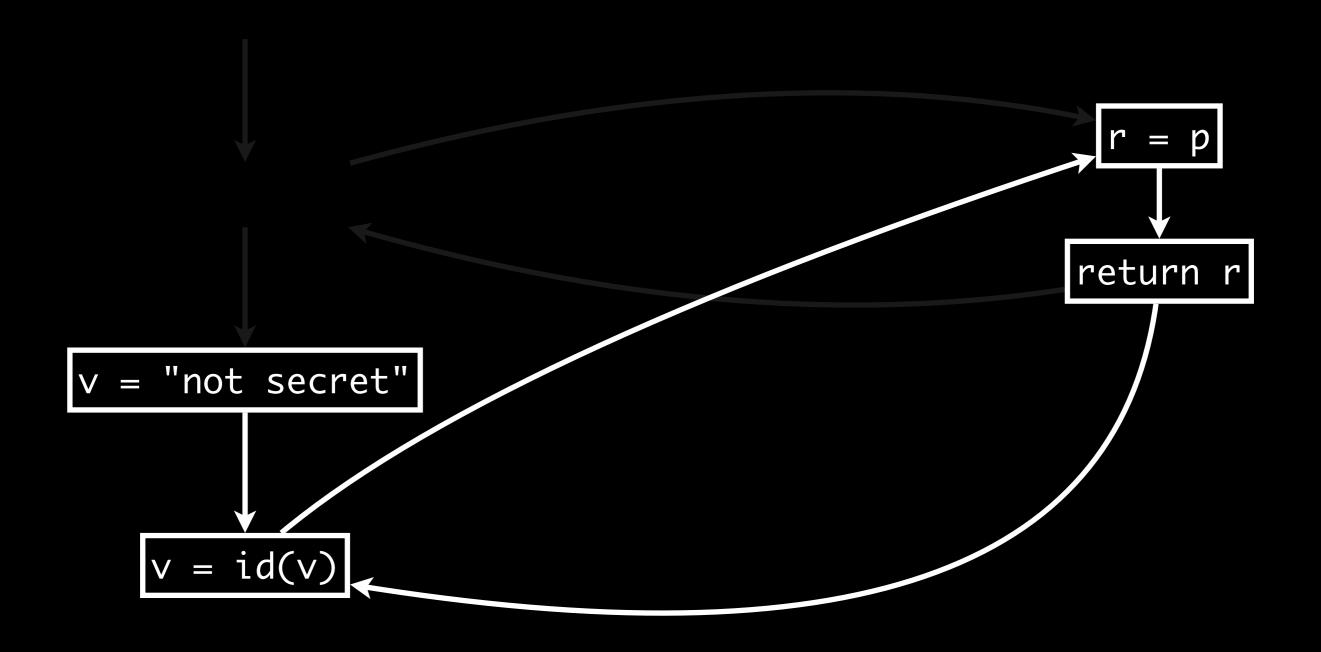


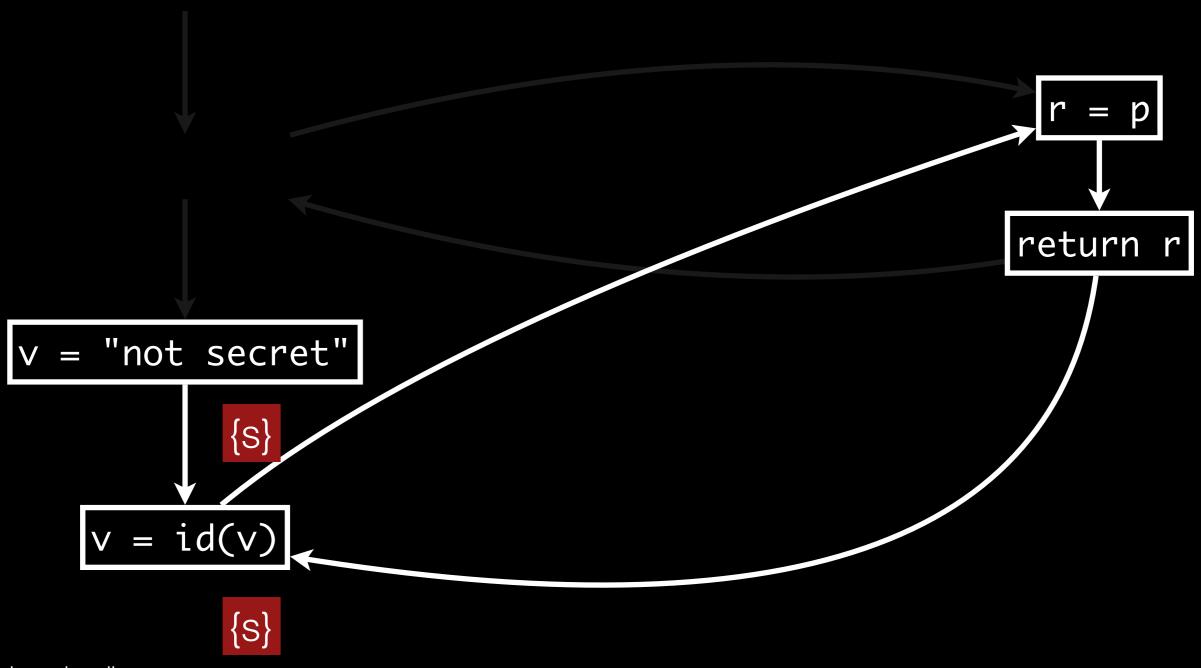


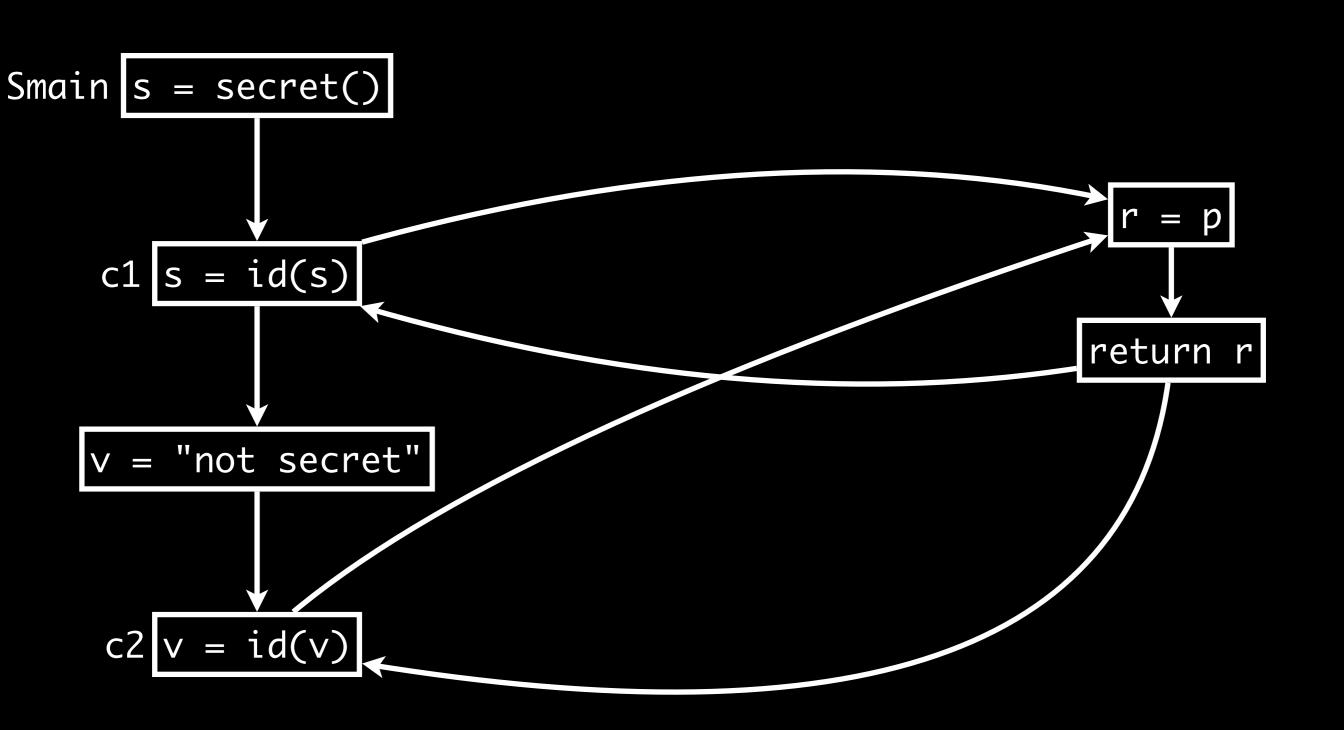


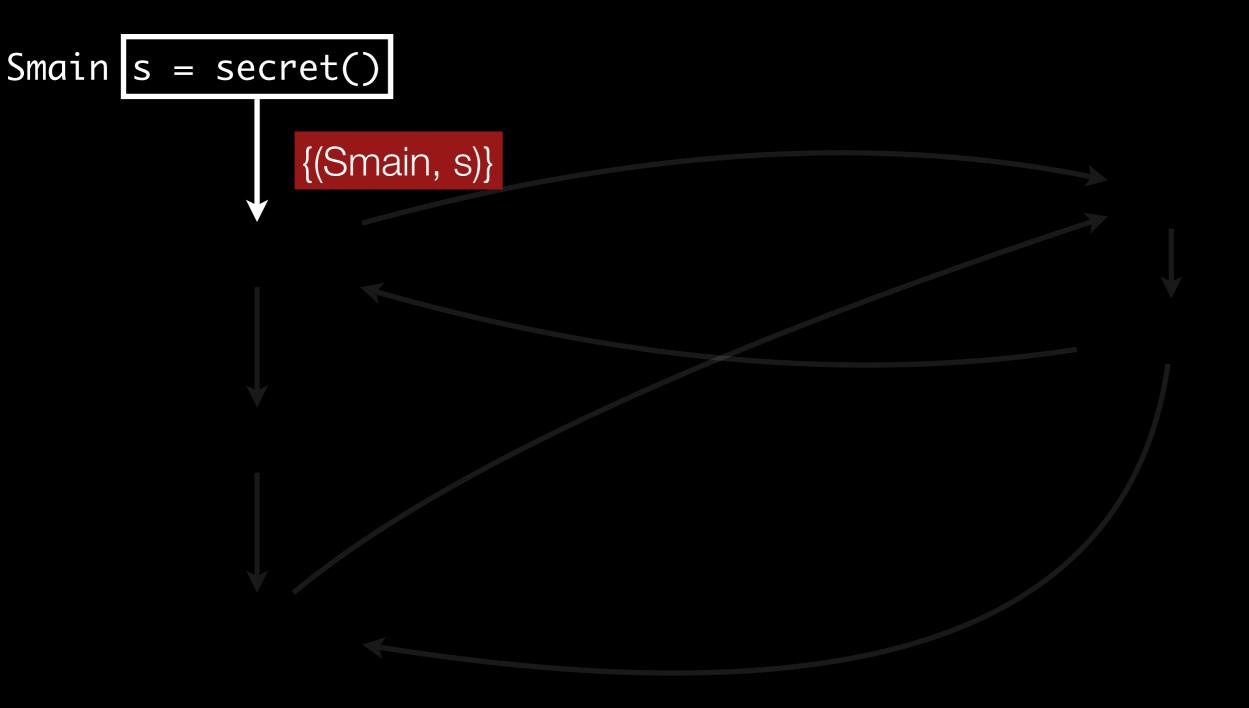


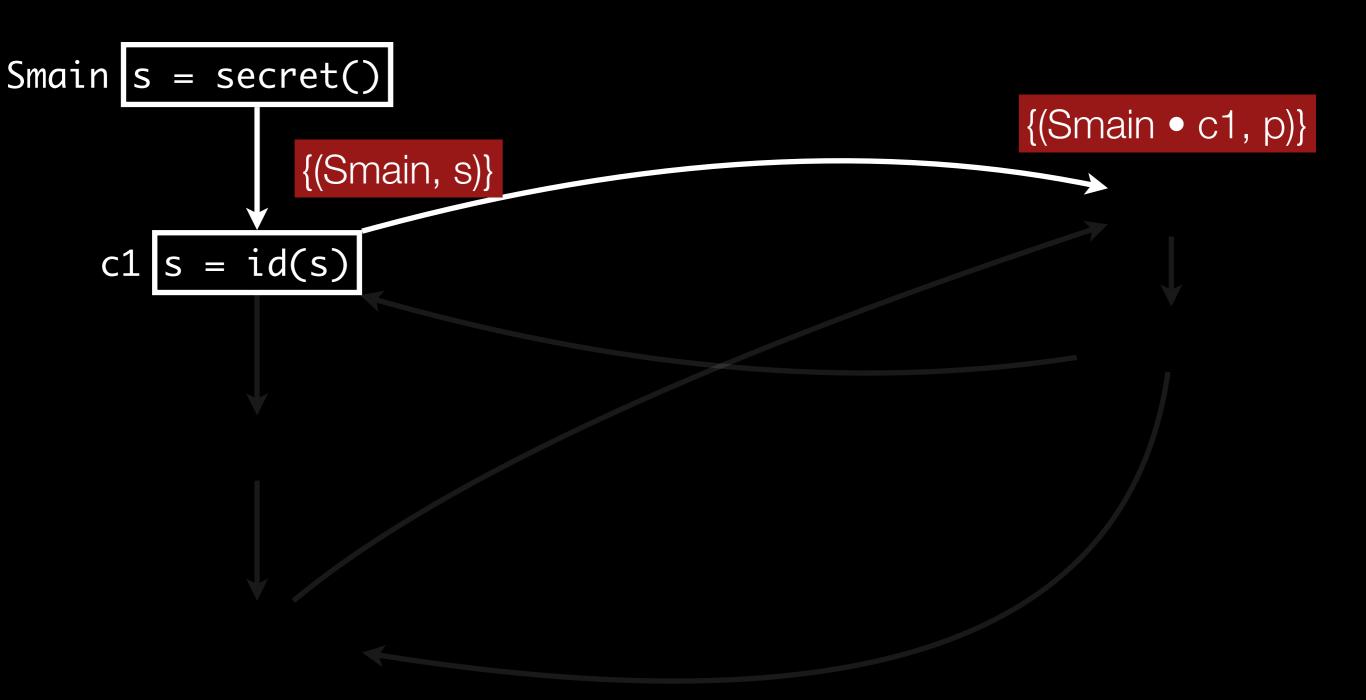


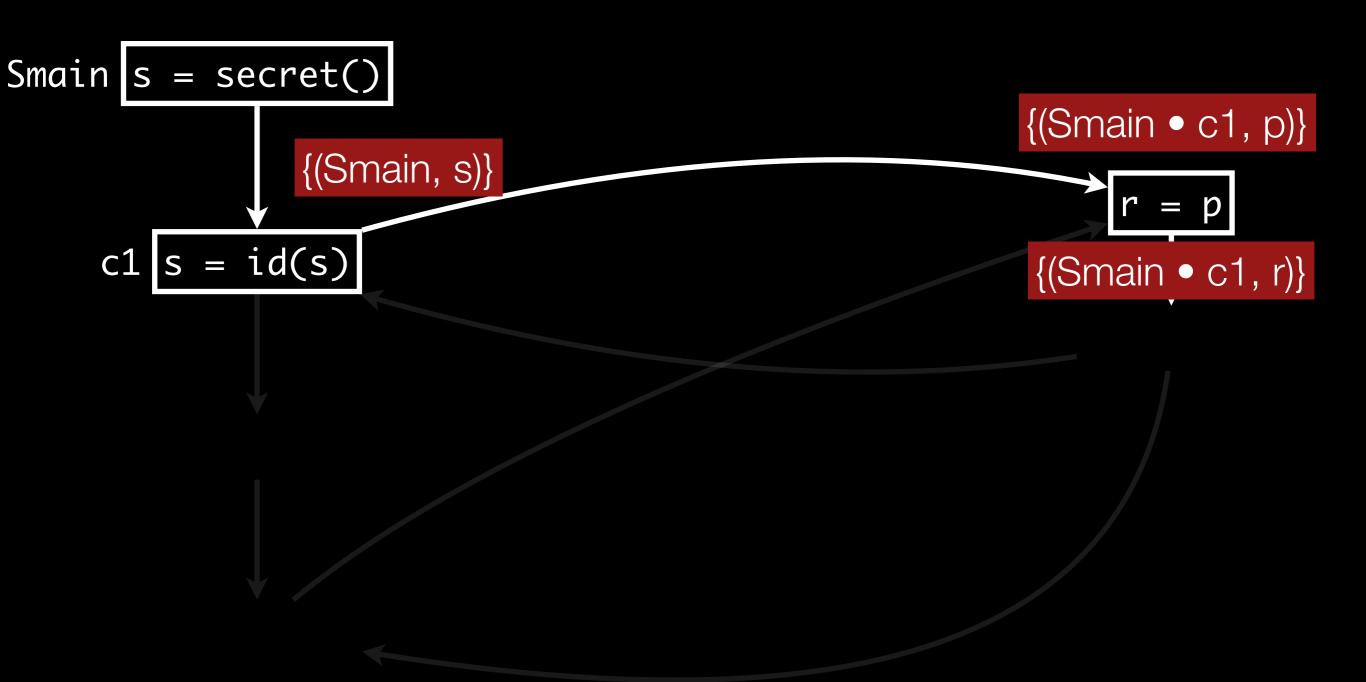


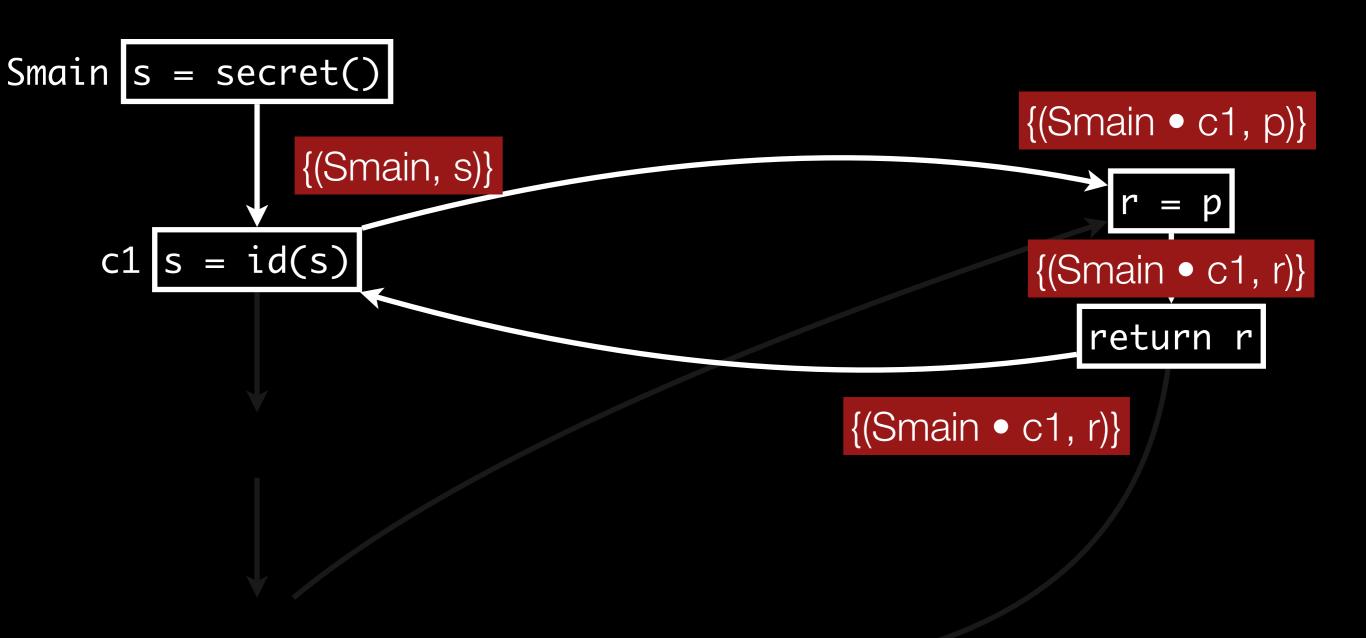


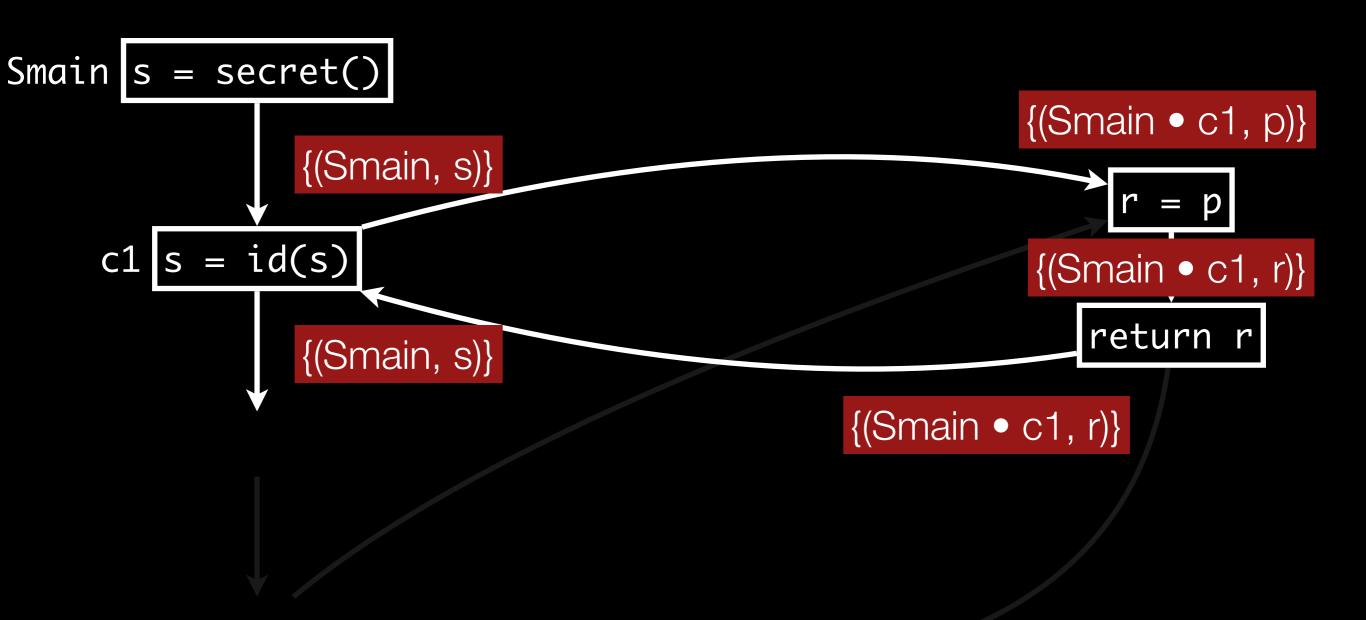


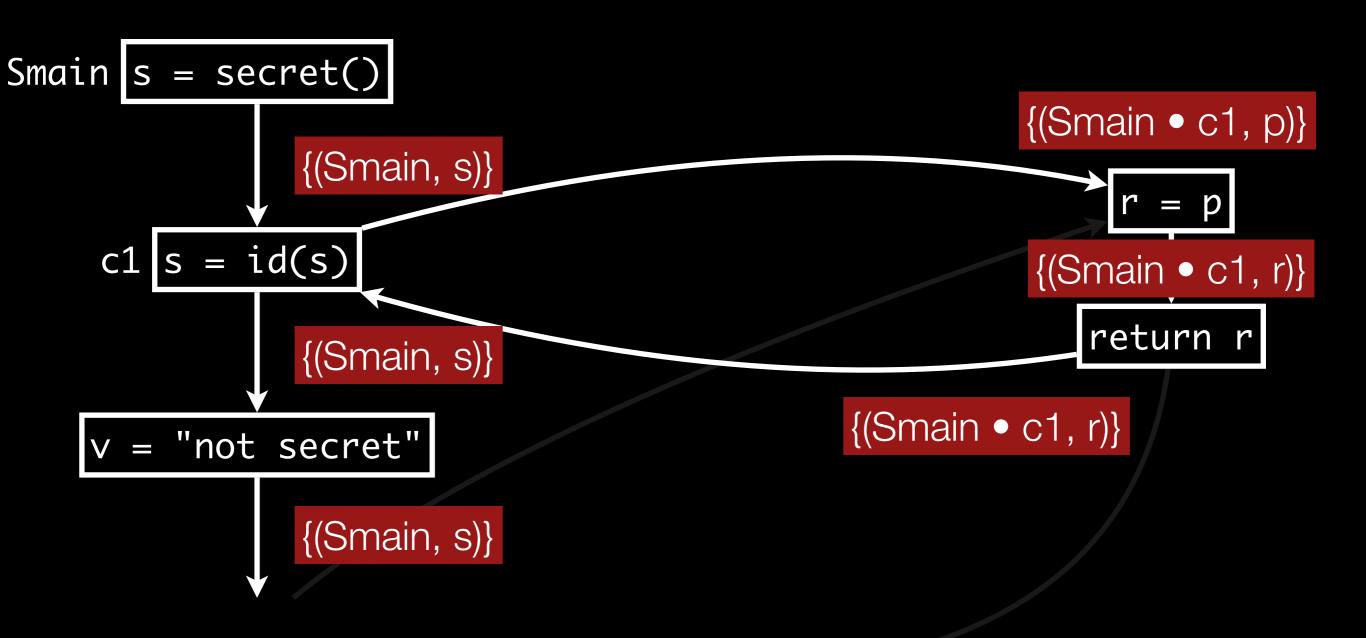


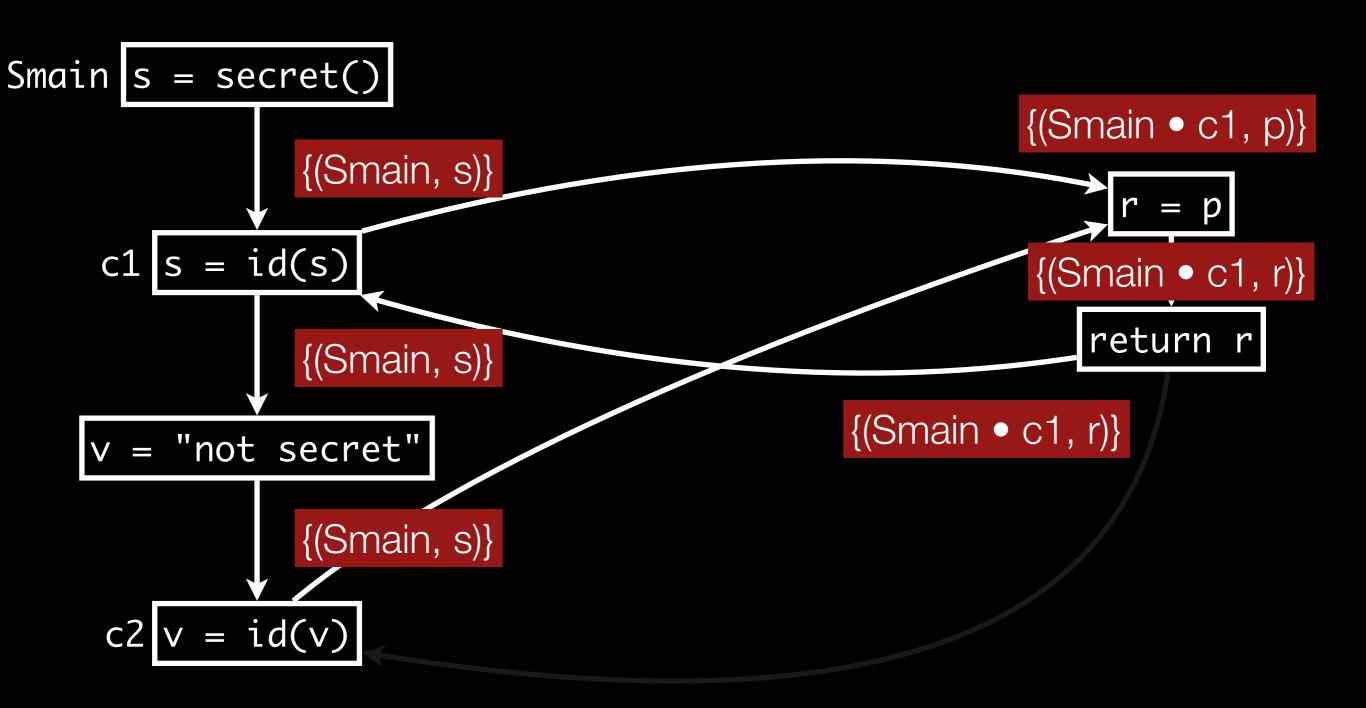


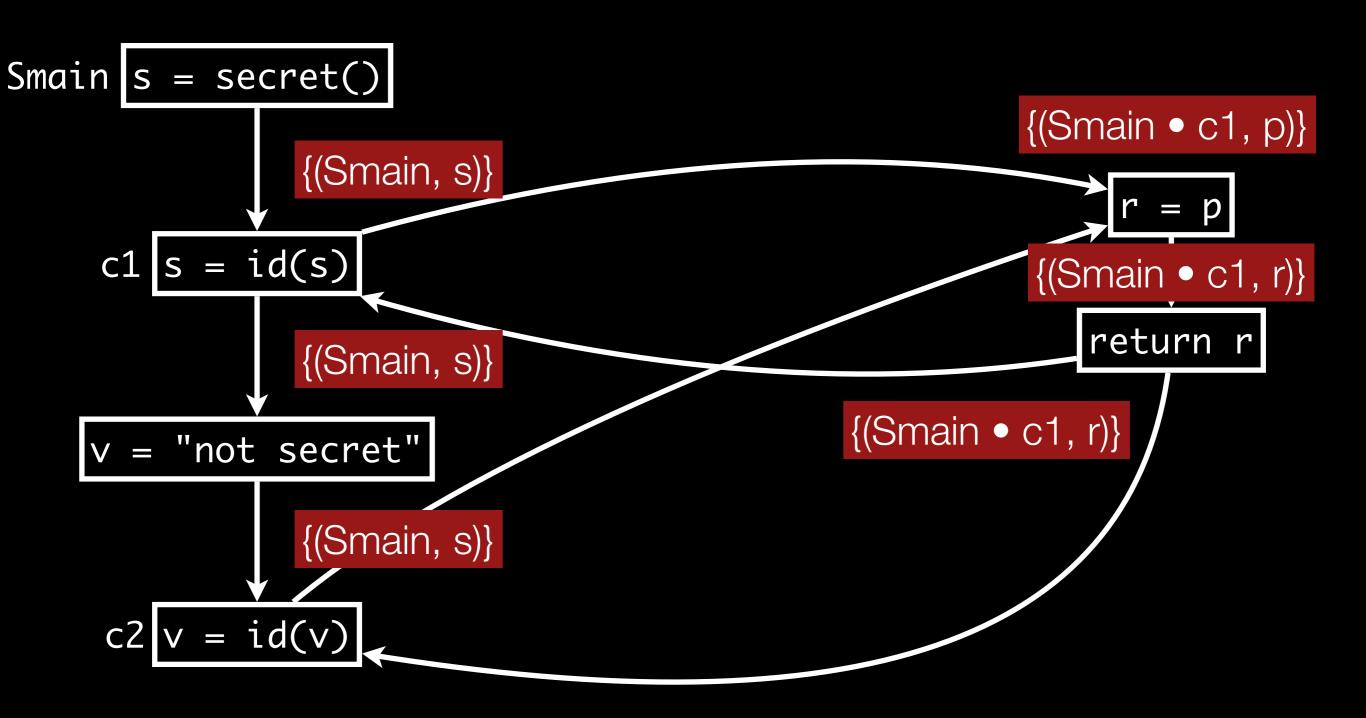


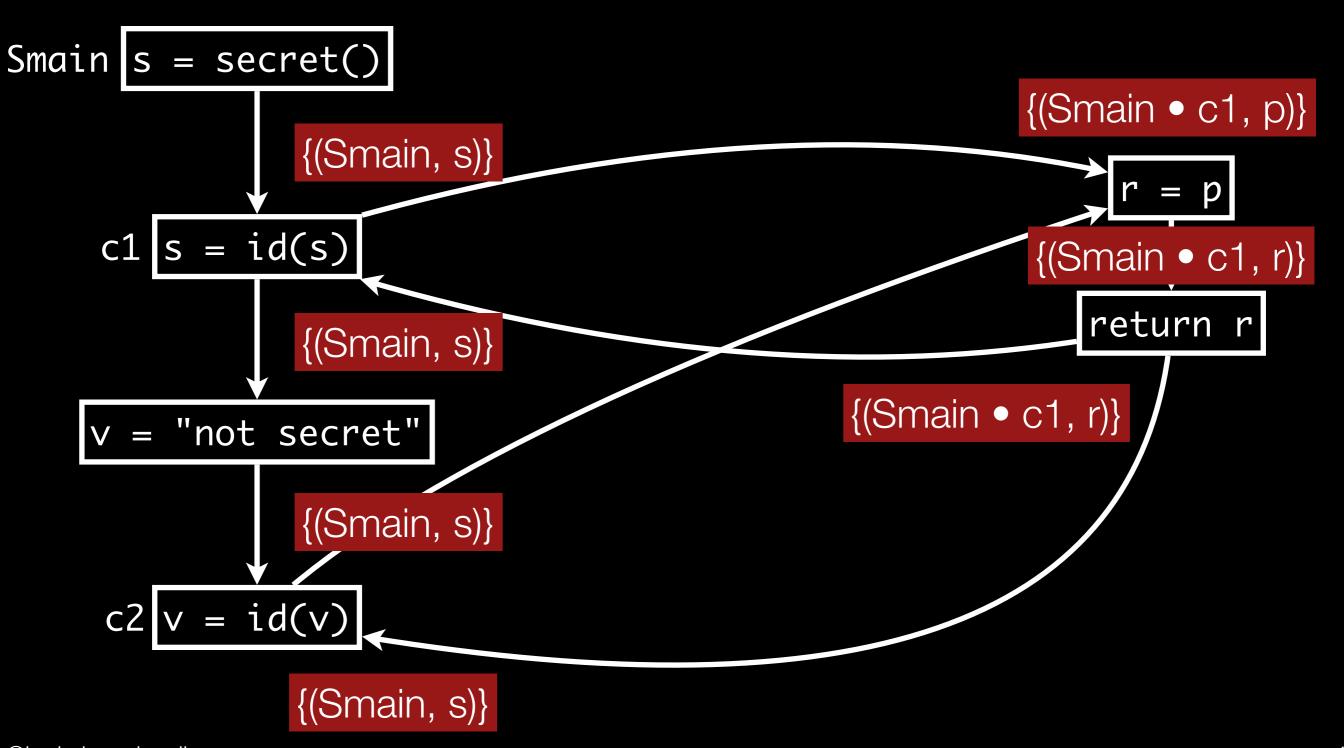












Call Strings General Algorithm

- Call edges push call site to the stack of calling contexts of each propagated value
- Return edges return only to method on top of the stack of calling contexts
- Handle merge points

Call Strings Merging Facts

$$X \uplus Y = \{ < \sigma, x \sqcup y > | < \sigma, x > \in X, < \sigma, y > \in Y \} \cup$$

$$\{ < \sigma, x > | < \sigma, x > \in X, \forall z \in L, < \sigma, z > \notin Y \} \cup$$

$$\{ < \sigma, y > | < \sigma, y > \in Y, \forall z \in L, < \sigma, z > \notin X \}$$



Not quite...

Problem: context length!

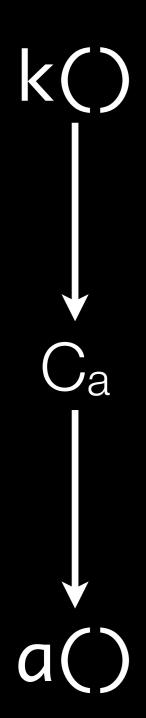
Small k => imprecise

Solution: k-limiting

large k => poor performance

... but how does it work anyways?

Call Strings k-limiting



$$(C_0 \bullet C_1 \bullet \dots \bullet C_k)$$

maintain suffix of length k

$$(C_1 \bullet \dots \bullet C_k \bullet C_a)$$

Call Strings k-limiting

- K = length of longest non-recursive call sequence
- |L| = lattice height
- # contexts = $K^*(|L| + 1)^2$
- Khedker and Karkare [CC '08] improved this bound to K * (|L| + 1)

Call Strings Recap

- Cloning vs inlining
- Context as string
- Merging call strings
- Context length
- K-limiting

... but why bother?

```
h.f = myPassword();
  i.f = myPhoneNo();
  j.f = myCreditCardNo();
                             foo(a,b) {
c1 foo(h,x);
                                c = a.f;
c2 foo(i,y);
                                b.g = c;
c3 foo(j,z);
  print(x.g);
  print(y.g);
  print(z.g);
```

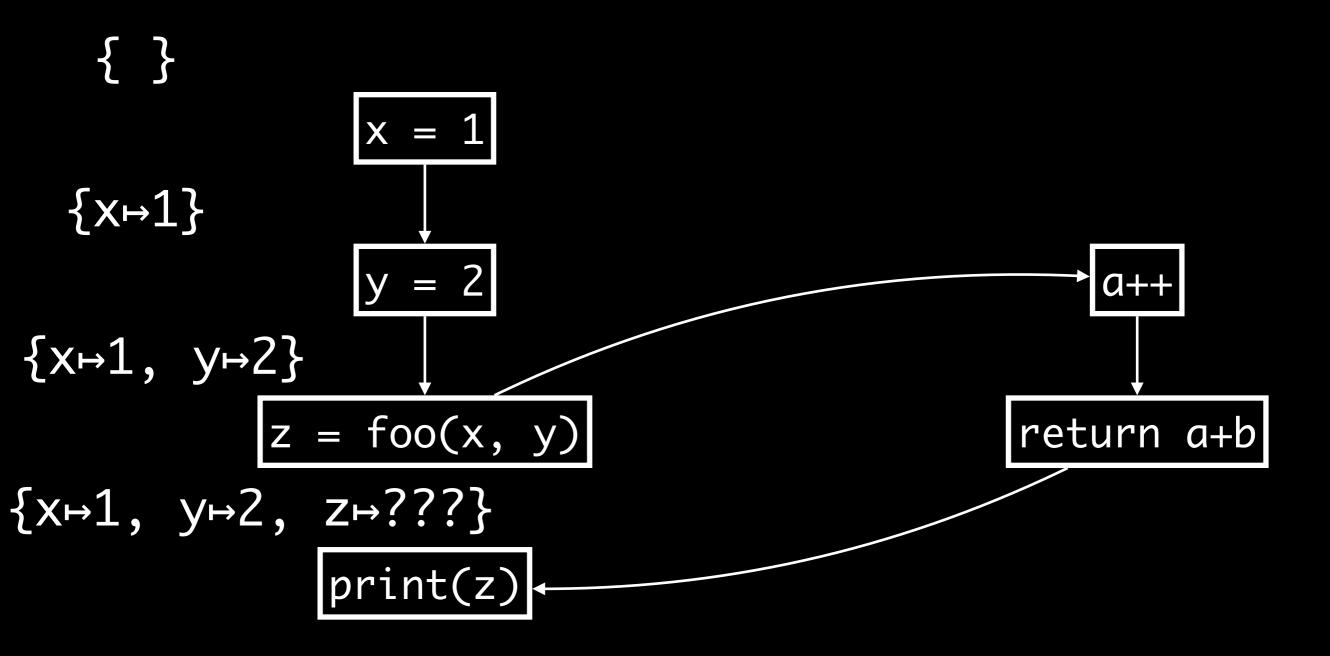
```
h.f = myPassword();
  i.f = myPhoneNo();
  j.f = myCreditCardNo();
                                            (a.f, c1)
                              foo(a,b) {
c1 foo(h,x);
                                c = a.f;
c2 foo(i,y); x
                                b.g = c;
c3 foo(j,z);
                                            (b.g, c1)
  print(x.g);
  print(y.g);
  print(z.g);
```

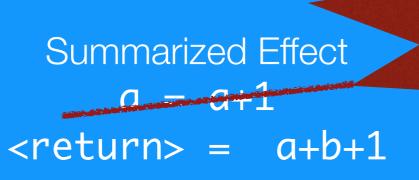
```
h.f = myPassword();
  i.f = myPhoneNo();
  j.f = myCreditCardNo();
                                            (a.f, c2)
                              foo(a,b) {
c1 foo(h,x);
                                c = a.f;
c2 foo(i,y); x
                                b.g = c;
c3 foo(j,z);
                                            (b.g, c2)
  print(x.g);
  print(y.g);
  print(z.g);
```

```
h.f = myPassword();
  i.f = myPhoneNo();
  j.f = myCreditCardNo();
                                            (a.f, c3)
                              foo(a,b) {
c1 foo(h,x);
                                c = a.f;
c2 foo(i,y); x
                                b.g = c;
c^3 foo(j,z);
                                            (b.g, c3)
  print(x.g);
  print(y.g);
  print(z.g);
```

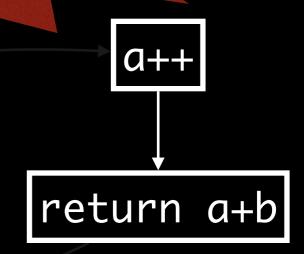
```
h.f = myPassword();
i.f = myPhoneNe
                                             (a.f, c1)
                                             (a.f, c2)
                              foo(a,b) {
                                             (a.f, c3)
       Same method
    analyzed 3 times!!
                                 c = a.f;
                                 b.g =
                                             (b.g, c3)
                                             (b.g, c2)
                                             (b.g, c1)
print(x.g);
print(y.g);
print(z.g);
```

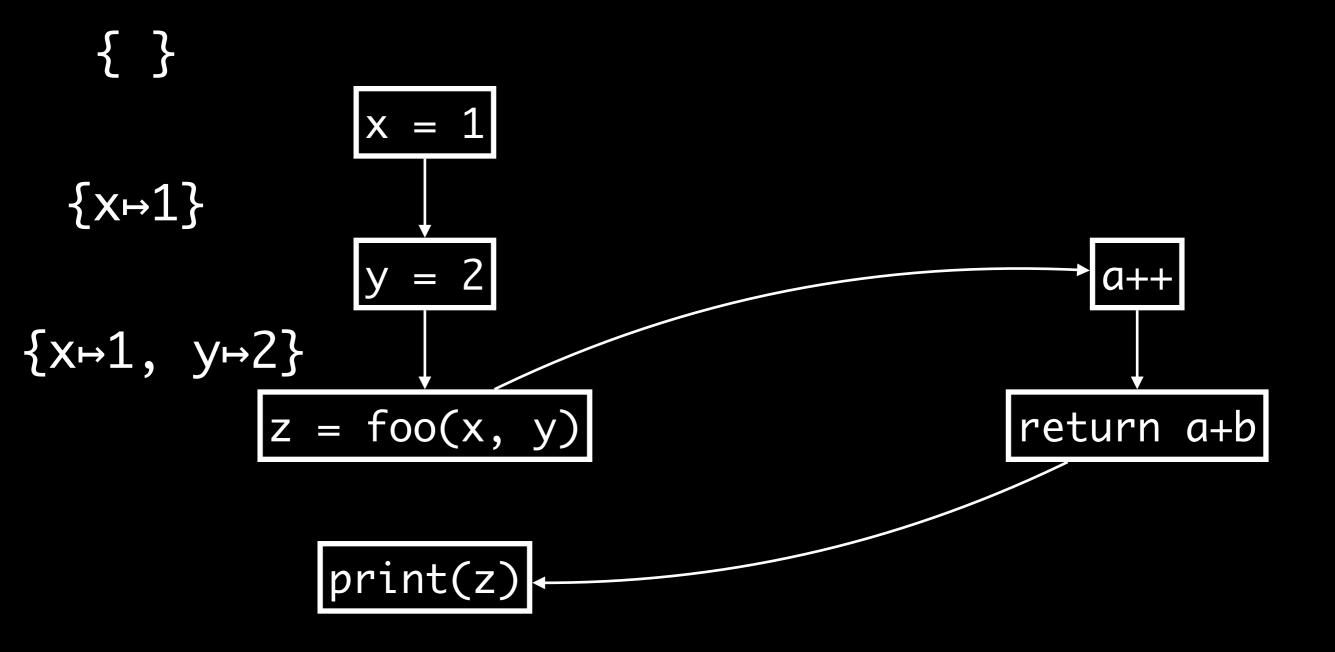
```
foo(a,b) {
    a++;
    return a+b;
}
```

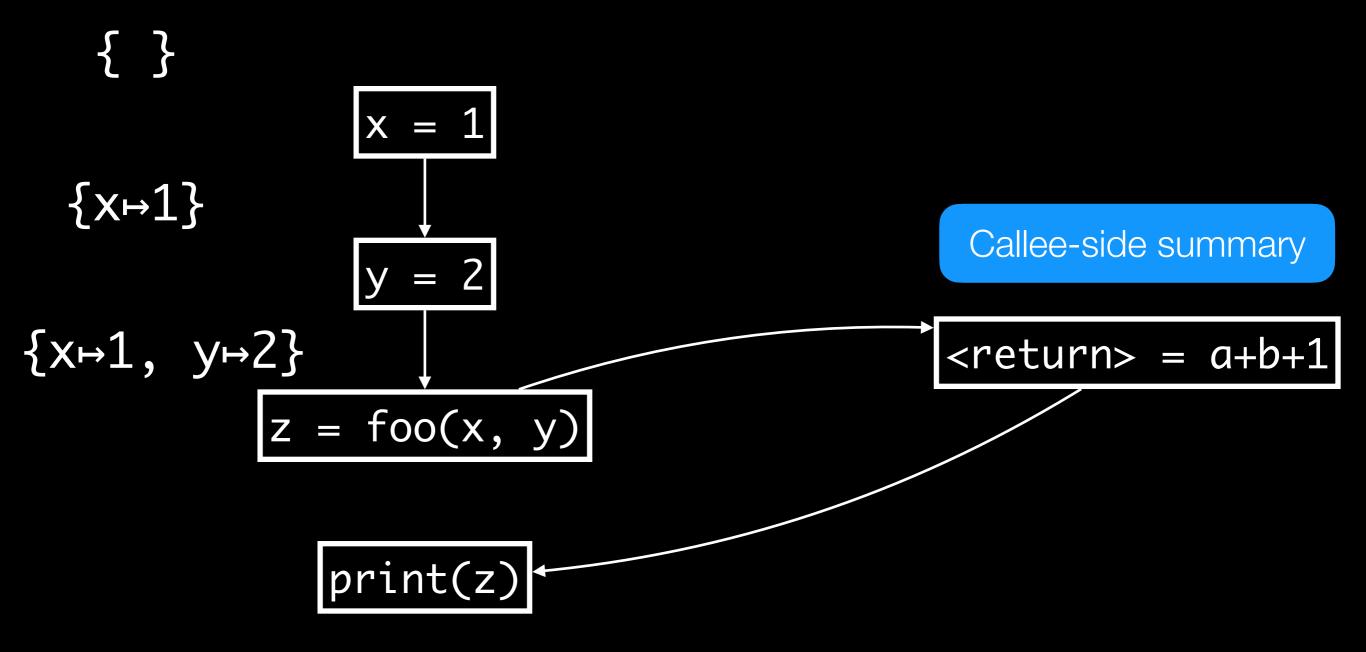


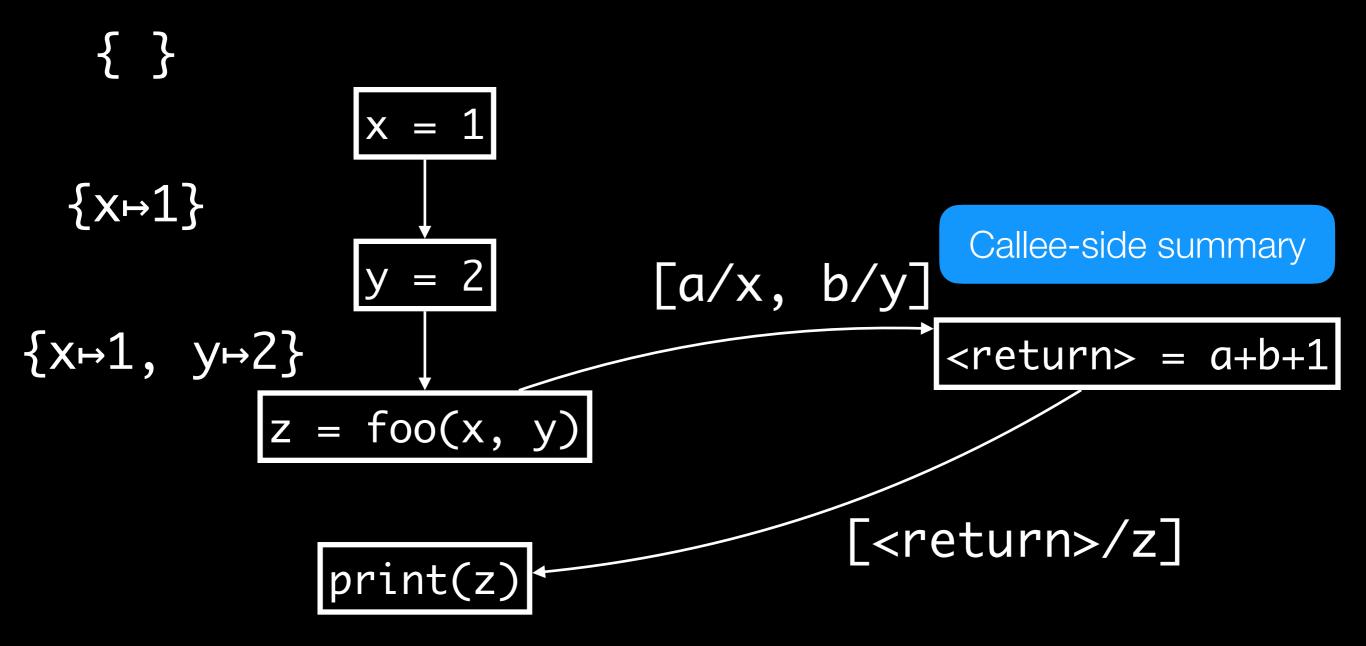


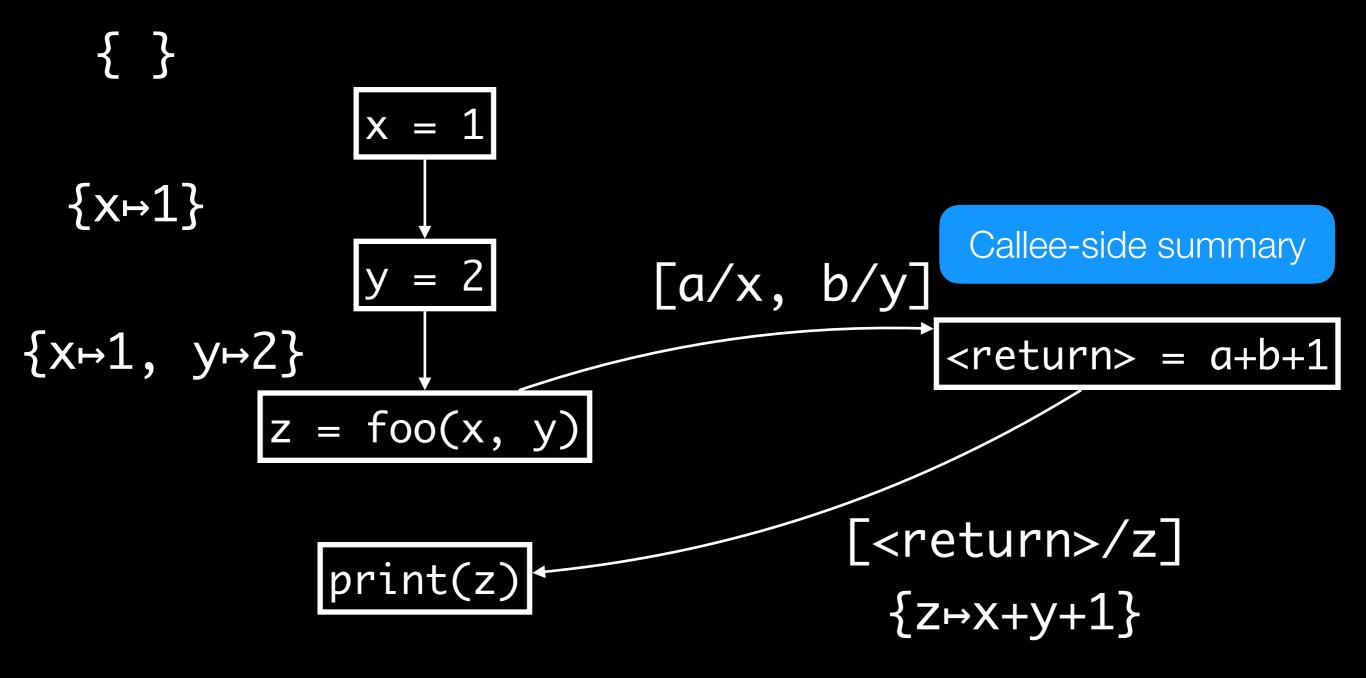
a is not visible to the caller

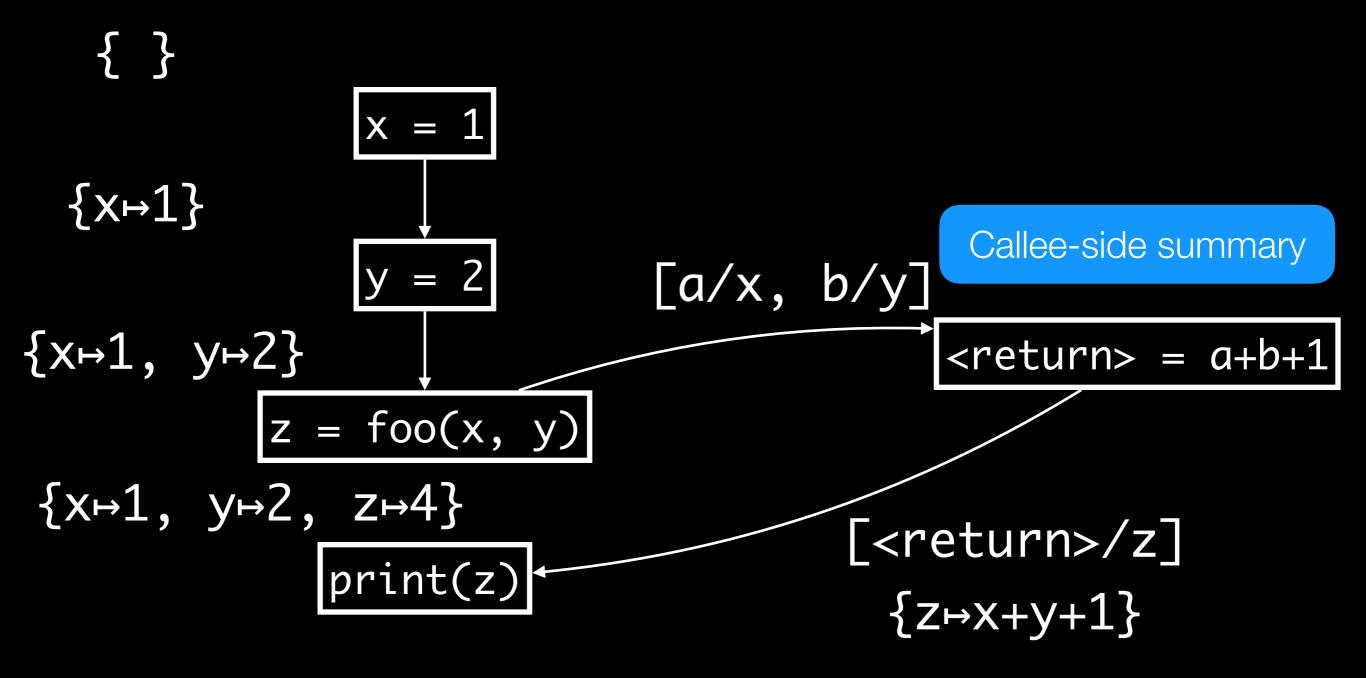












Next

• IFDS