Static Program Analysis

Part 4 – flow sensitive analyses

http://cs.au.dk/~amoeller/spa/

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Agenda

- **Constant propagation analysis**
- Live variables analysis
- Available expressions analysis
- Very busy expressions analysis
- Reaching definitions analysis
- Initialized variables analysis

Constant propagation optimization

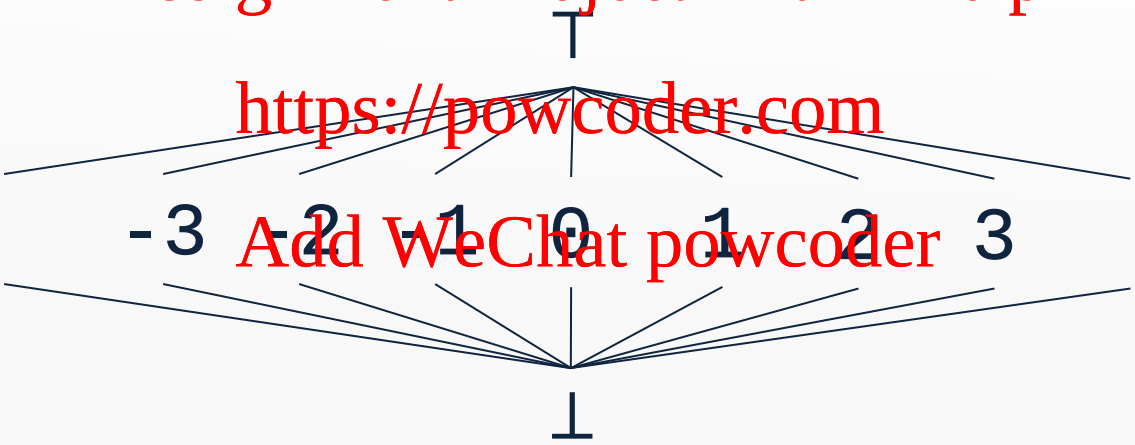
```
var x,y,z;
x = 27;
y = input,
z = 2*x+y;
if (x<0) { y=z-3; } else { y=12; }
output y;
```


```
var x,y,z;
x = 27;
y = input;
z = 54+y;
if (0) { y=z-3; } else { y=12; }
output y;
```

```
var y;
y = input;
output 12;
```

Constant propagation analysis

- Determine variables with a constant value
- Flat lattice:



Constraints for constant propagation

- Essentially as for the Sign analysis…
- Abstract operator for addition:

$$\overline{+}(n,m) = \begin{cases} \bot & \text{if } n=\bot \vee m=\bot \\ \top & \text{else if } n=\top \vee m=\top \\ n=m & \text{otherwise} \end{cases}$$

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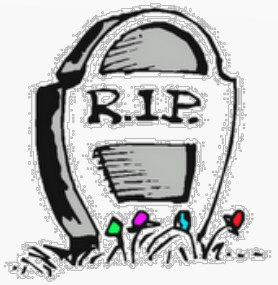
Liveness analysis

- A variable is *live* at a program point if its current value may be read in the remaining execution

- This is clearly undecidable, but the property can be conservatively approximated

- The analysis must only answer *"dead"* if the variable is really dead
  - no need to store the values of dead variables

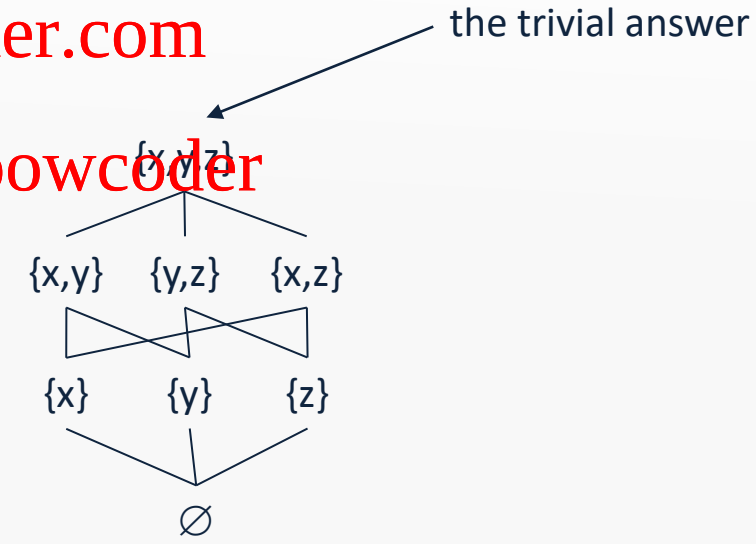


A lattice for liveness

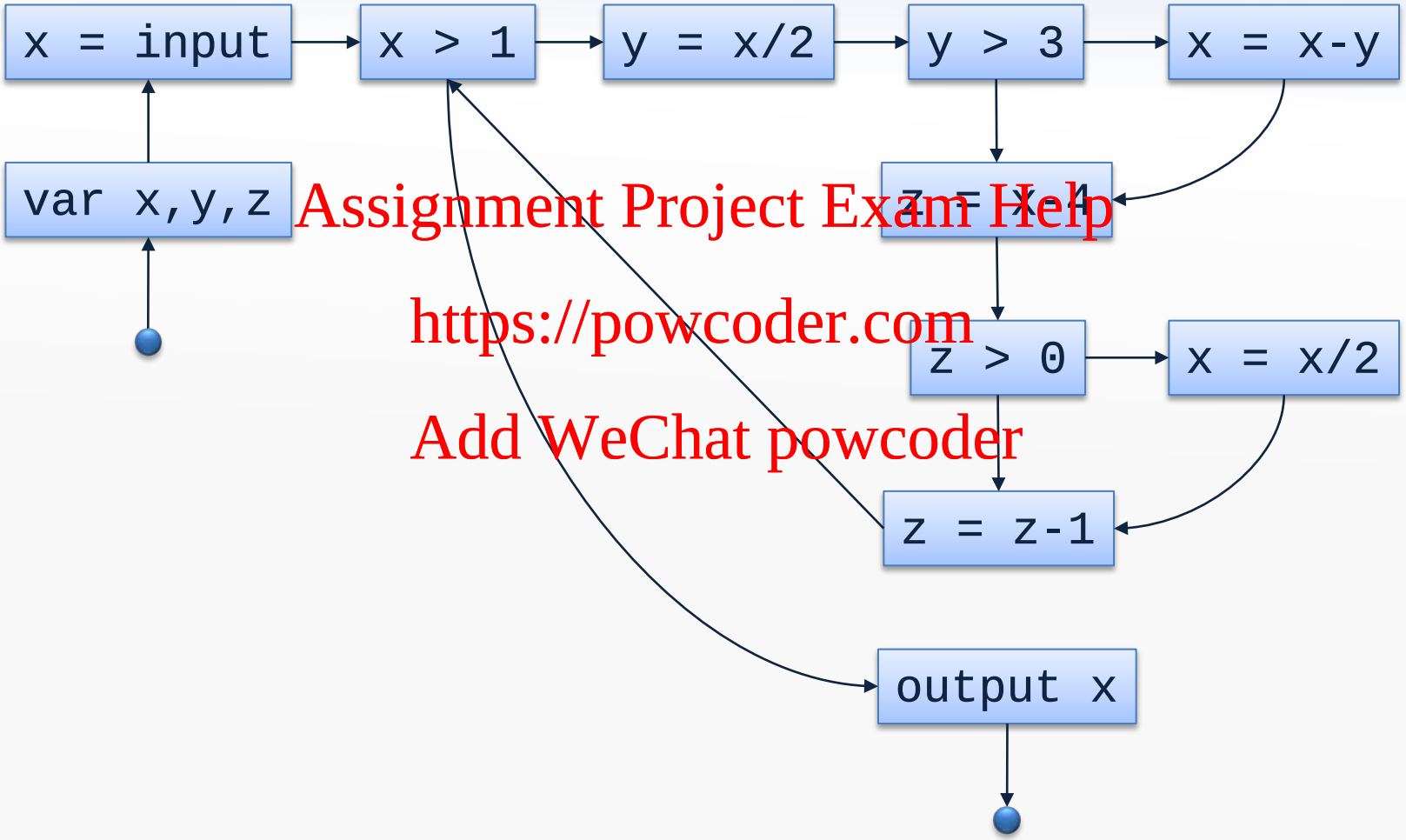
A powerset lattice of program variables

```
var x,y,z;
x = input;
while (x>1) {
  y = x/2;
  if (y>3) x = x-y;
  z = x-4;
  if (z>0) x = x/2;
  z = z-1;
}
output x;
```

$L = (\mathcal{P}(\{x,y,z\}), \subseteq)$



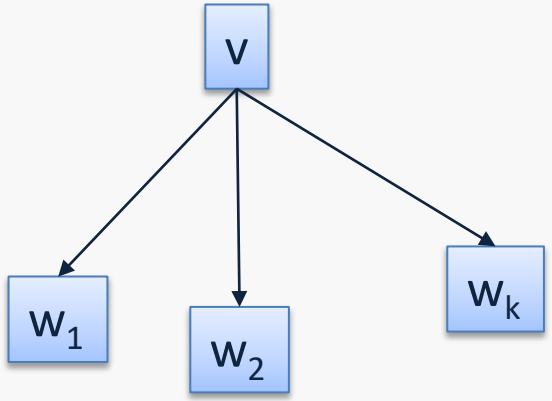
The control flow graph



Setting up

- For every CFG node, v, we have a variable ⟦v⟧:
  - the set of program variables that are live at the program point *before* v
- Since the analysis is conservative, the computed sets may be *too large*
- Auxiliary definition:

$$JOIN(v) = \bigcup_{w \in succ(v)} [\![w]\!]$$



Liveness constraints

- For the exit node:

  $[\![exit]\!] = \varnothing$

- For conditions and output:

  $[\![\texttt{if (}E\texttt{)}]\!] = [\![\texttt{output } E]\!] = JOIN(\text{v}) \cup vars(E)$

- For assignments:

  $[\![x = E]\!] = JOIN(\text{v}) \setminus \{x\} \cup vars(E)$

- For variable declarations:

  $[\![\texttt{var } x_1, \ldots, x_n]\!] = JOIN(\text{v}) \setminus \{x_1, \ldots, x_n\}$

- For all other nodes:

  $[\![\text{v}]\!] = JOIN(\text{v})$

$vars(E)$ = variables occurring in E

right-hand sides are monotone since *JOIN* is monotone, and …

Generated constraints

$[\![\texttt{var x,y,z}]\!] = [\![\texttt{x=input}]\!] \setminus \{x,y,z\}$

$[\![\texttt{x=input}]\!] = [\![\texttt{x>1}]\!] \setminus \{x\}$

$[\![\texttt{x>1}]\!] = ([\![\texttt{y=x/2}]\!] \cup [\![\texttt{output x}]\!]) \cup \{x\}$

$[\![\texttt{y=x/2}]\!] = ([\![\texttt{y>3}]\!] \setminus \{y\}) \cup \{x\}$

$[\![\texttt{y>3}]\!] = [\![\texttt{x=x-y}]\!] \cup [\![\texttt{z=x-4}]\!] \cup \{y\}$

$[\![\texttt{x=x-y}]\!] = ([\![\texttt{z=x-4}]\!] \setminus \{x\}) \cup \{x,y\}$

$[\![\texttt{z=x-4}]\!] = ([\![\texttt{z>0}]\!] \setminus \{z\}) \cup \{x\}$

$[\![\texttt{z>0}]\!] = [\![\texttt{x=x/2}]\!] \cup [\![\texttt{z=z-1}]\!] \cup \{z\}$

$[\![\texttt{x=x/2}]\!] = ([\![\texttt{z=z-1}]\!] \setminus \{x\}) \cup \{x\}$

$[\![\texttt{z=z-1}]\!] = ([\![\texttt{x>1}]\!] \setminus \{z\}) \cup \{z\}$

$[\![\texttt{output x}]\!] = [\![\textit{exit}]\!] \cup \{x\}$

$[\![\textit{exit}]\!] = \varnothing$

Least solution

⟦*entry*⟧ = ∅

⟦var x,y,z⟧ = ∅

⟦x=input⟧ = ∅

⟦x>1⟧ = {x}

⟦y=x/2⟧ = {x}

⟦y>3⟧ = {x,y}

⟦x=x-y⟧ = {x,y}

⟦z=x-4⟧ = {x}

⟦z>0⟧ = {x,z}

⟦x=x/2⟧ = {x,z}

⟦z=z-1⟧ = {x,z}

⟦output x⟧ = {x}

⟦*exit*⟧ = ∅

Many non-trivial answers!

Optimizations

- Variables y and z are never simultaneously live
  ⇒ they can share the same variable location
- The value assigned in z = z - 1 is never read
  ⇒ the assignment can be skipped


```
var x,yz;
x = input;
while (x>1) {
  yz = x/2;
  if (yz>3) x = x-yz;
  yz = x-4;
  if (yz>0) x = x/2;
}
output x;
```

- better register allocation
- a few clock cycles saved

Time complexity (for the naive algorithm)

- With n CFG nodes and k variables:
  - the lattice L^n has height $k \cdot n$
  - so there are at most $k \cdot n$ iterations
- Subsets of Vars (the variables in the program) can be represented as bitvectors:
  - each element has size k
  - each $\cup$, \, = operation takes time $O(k)$
- Each iteration uses $O(n)$ bitvector operations:
  - so each iteration takes time $O(k \cdot n)$
- Total time complexity: $O(k^2 n^2)$

- Exercise: what is the complexity for the worklist algorithm?

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- Constant propagation analysis
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- **Available expressions analysis**
- Very busy expressions analysis
- Reaching definitions analysis
- Initialized variables analysis

Available expressions analysis

- A (nontrivial) expression is *available* at a program point if its current value has already been computed earlier in the execution
- The approximation generally includes *too few* expressions
  - the analysis can only report *"available"* if the expression is definitely available
  - no need to re-compute available expressions (e.g. common subexpression elimination)

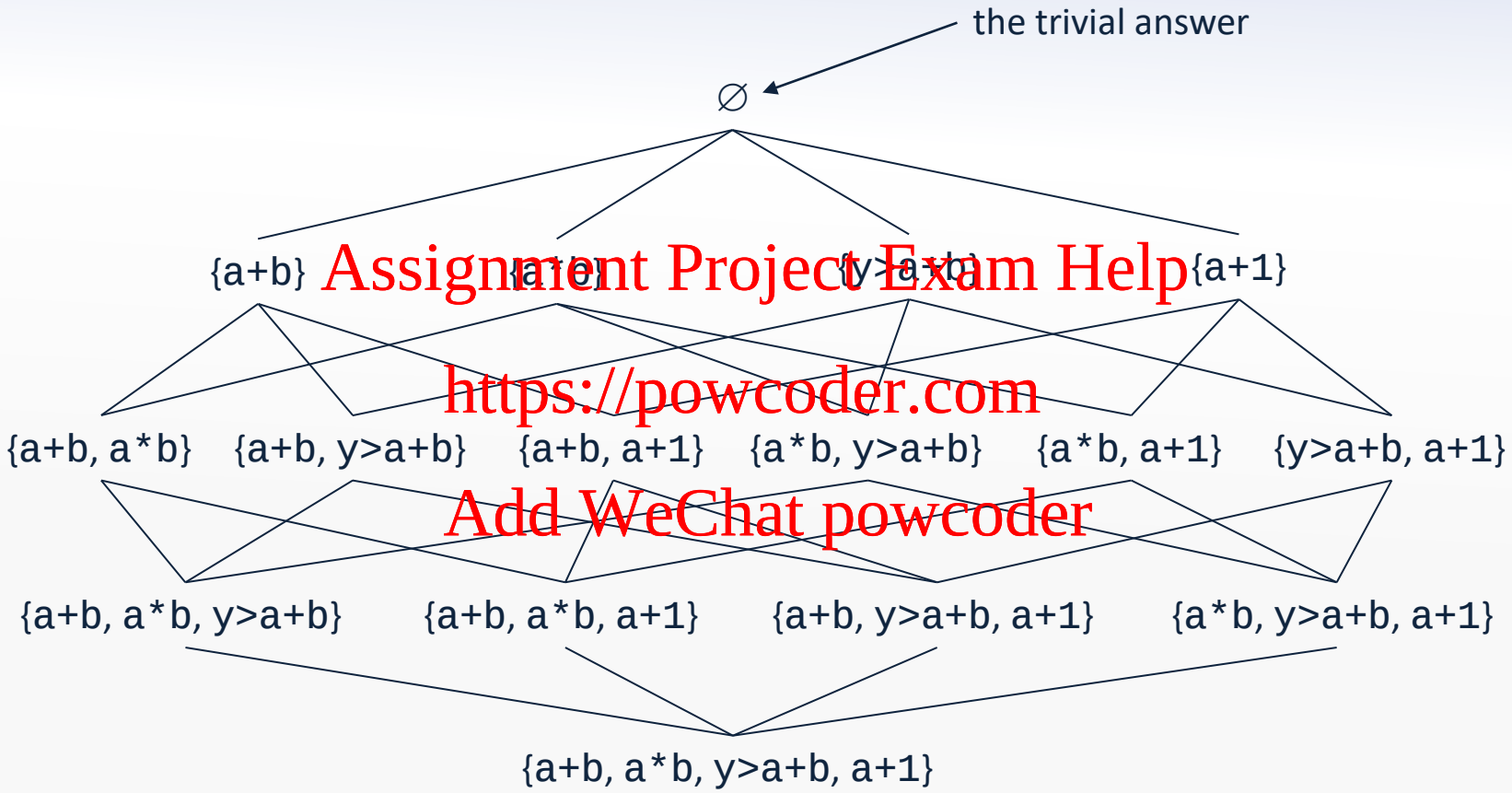
A lattice for available expressions

A reverse powerset lattice of nontrivial expressions

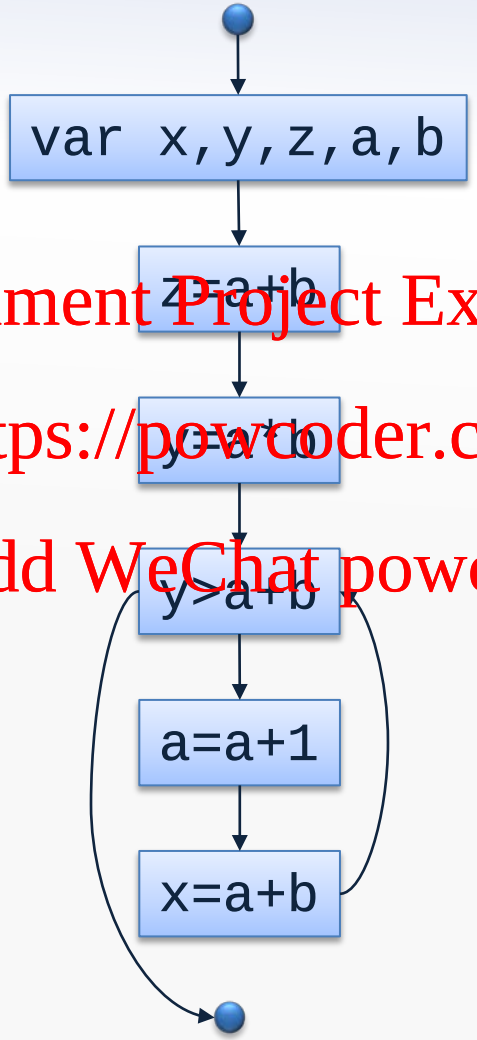
```
var x,y,z,a,b;
z = a+b;
y = a*b;
while (y > a+b) {
  a = a+1;
  x = a+b;
}
```


$L = (\mathcal{P}(\{a+b, a*b, y>a+b, a+1\}), \supseteq)$

Reverse powerset lattice



The control flow graph



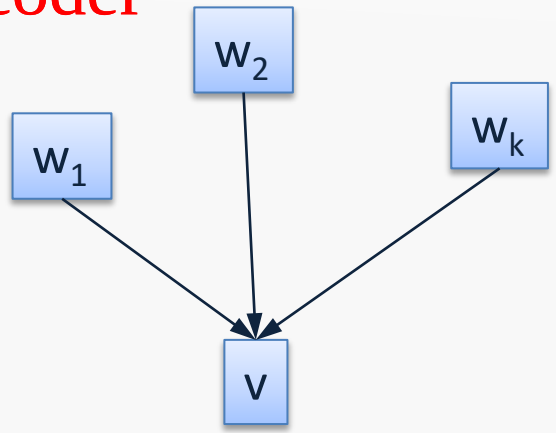
Setting up

- For every CFG node, v, we have a variable ⟦v⟧:
  - the set of expressions that are available at the program point *after* v

- Since the analysis is conservative, the computed sets may be *too small*

- Auxiliary definition:

$$JOIN(v) = \bigcap_{w \in pred(v)} ⟦w⟧$$



Auxiliary functions

- The function $S{\downarrow}x$ removes all expressions that contain the variable *x* from the set S

- The function *exps*(*E*) is defined as:

  - *exps*(*intconst*) = ∅
  - *exps*(*x*) = ∅

  - *exps*(`input`) = ∅
  - *exps*(E_1 *op* E_2) = {E_1 *op* E_2} ∪ *exps*(E_1) ∪ *exps*(E_2)
    but don't include expressions containing `input`

Availability constraints

- For the *entry* node:

  $[\![entry]\!] = \varnothing$

- For conditionals and output:

  $[\![\texttt{if } (E)]\!] = [\![\texttt{output } E]\!] = JOIN(\text{v}) \cup exps(E)$

- For assignments:

  $[\![x = E]\!] = (JOIN(\text{v}) \cup exps(E))\downarrow x$

- For any other node v:

  $[\![\text{v}]\!] = JOIN(\text{v})$

Generated constraints

$[\![entry]\!] = \emptyset$

$[\![\texttt{var x,y,z,a,b}]\!] = [\![entry]\!]$

$[\![\texttt{z=a+b}]\!] = exps(\texttt{a+b})\downarrow\texttt{z}$

$[\![\texttt{y=a*b}]\!] = ([\![\texttt{z=a+b}]\!] \cup exps(\texttt{a*b}))\downarrow\texttt{y}$

$[\![\texttt{y>a+b}]\!] = ([\![\texttt{y=a*b}]\!] \cap [\![\texttt{x=a+b}]\!]) \cup exps(\texttt{y>a+b})$

$[\![\texttt{a=a+1}]\!] = ([\![\texttt{y>a+b}]\!] \cup exps(\texttt{a+1}))\downarrow\texttt{a}$

$[\![\texttt{x=a+b}]\!] = ([\![\texttt{a=a+1}]\!] \cup exps(\texttt{a+b}))\downarrow\texttt{x}$

$[\![exit]\!] = [\![\texttt{y>a+b}]\!]$

Least solution

⟦*entry*⟧ = ∅

⟦var x,y,z,a,b⟧ = ∅

⟦z=a+b⟧ = {a+b}

⟦y=a*b⟧ = {a+b, a*b}

⟦y>a+b⟧ = {a+b, y>a+b}

⟦a=a+1⟧ = ∅

⟦x=a+b⟧ = {a+b}

⟦*exit*⟧ = {a+b}

Again, many nontrivial answers!

Optimizations

- We notice that a+b is available before the loop
- The program can be optimized (slightly):

```
var x,y,x,a,b,aplusb;
aplusb = a+b;
z = aplusb;
y = a*b;
while (y > aplusb) {
  a = a+1;
  aplusb = a+b;
  x = aplusb;
}
```

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- Constant propagation analysis
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- **Very busy expressions analysis**
- Reaching definitions analysis
- Initialized variables analysis

Very busy expressions analysis

- A (nontrivial) expression is *very busy* if it will definitely be evaluated before its value changes

- The approximation generally includes *too few* expressions

  - the answer "*very busy*" must be the true one
  - very busy expressions may be pre-computed (e.g. loop hoisting)

- Same lattice as for available expressions

An example program

```
var x,a,b;
x = input;
a = x-1;
b = x-2;
while (x > 0) {
  output a*b-x;
  x = x-1;
}
output a*b;
```


The analysis shows that `a*b` is very busy right before the while loop

Code hoisting

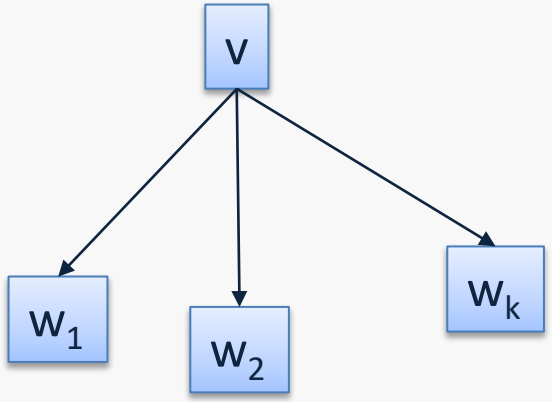
```
var x,a,b;
x = input;
a = x-1;
b = x-2;
while (x > 0) {
  output a*b-x;
  x = x-1;
}
output a*b;
```

```
var x,a,b,atimesb;
x = input;
a = x-1;
b = x-2;
atimesb = a*b;
while (x > 0) {
  output atimesb-x;
  x = x-1;
}
output atimesb;
```

Setting up

- For every CFG node, v, we have a variable ⟦v⟧:
  - the set of expressions that are very busy at the program point *before* v
- Since the analysis is conservative, the computed sets may be *too small*
- Auxiliary definition:

$$JOIN(v) = \bigcap_{w \in succ(v)} [\![w]\!]$$



Very busy constraints

- For the *exit* node:

  $[\![exit]\!] = \varnothing$

- For conditionals and output:

  $[\![\texttt{if (}E\texttt{)}]\!] = [\![\texttt{output } E]\!] = JOIN(\text{v}) \cup exps(E)$

- For assignments:

  $[\![x = E]\!] = JOIN(\text{v}) \downarrow x \cup exps(E)$

- For all other nodes:

  $[\![\text{v}]\!] = JOIN(\text{v})$

same $\downarrow$ operator as for available expressions analysis

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Reaching definitions analysis

- The *reaching definitions* for a program point are those assignments that may define the current values of variables
- The conservative approximation may include *too many* possible assignments

A lattice for reaching definitions

The powerset lattice of assignments

$L = (\mathcal{P}(\{x=input, y=x/2, x=x-y, z=x-4, x=x/2, z=z-1\}), \subseteq)$


```
var x,y,z;
x = input;
while (x > 1) {
  y = x/2;
  if (y>3) x = x-y;
  z = x-4;
  if (z>0) x = x/2;
  z = z-1;
}
output x;
```

Reaching definitions constraints

- For assignments:

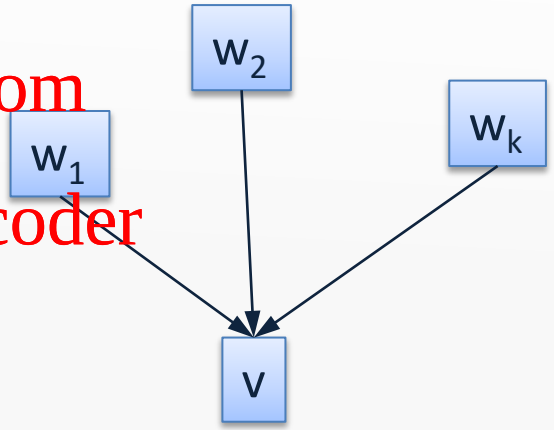
$$[\![x = E]\!] = JOIN(v)\downarrow x \cup \{ x = E \}$$

- For all other nodes:

$$[\![v]\!] = JOIN(v)$$

- Auxiliary definition:

$$JOIN(v) = \bigcup_{w \in pred(v)} [\![w]\!]$$

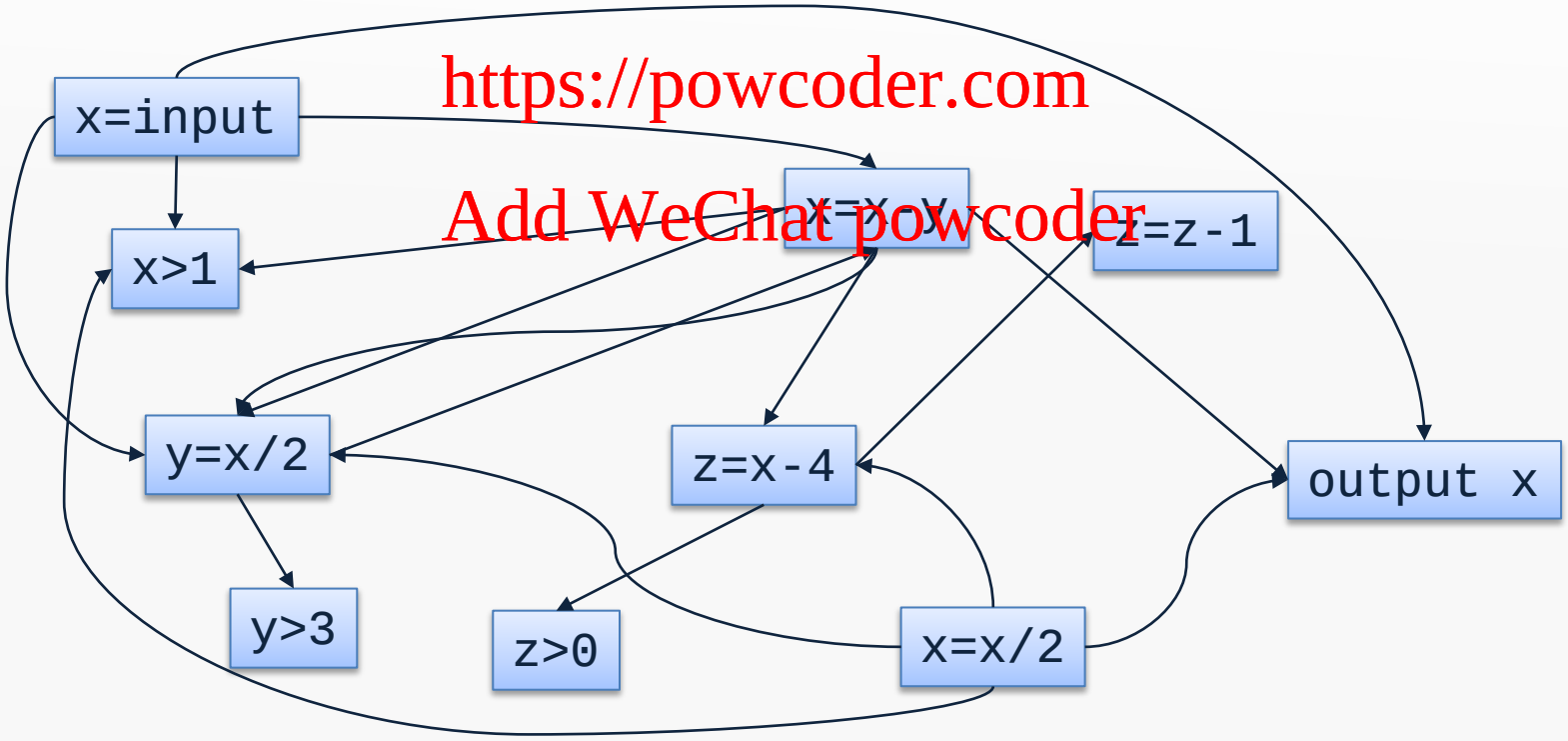


- The function $S\downarrow x$ removes assignments to x from the set S

Def-use graph

Reaching definitions define the def-use graph:

- like a CFG but with edges from *def* to *use* nodes
- basis for dead code elimination and code motion



Forward vs. backward

- A *forward* analysis:
  - computes information about the *past* behavior
  - examples: available expressions, reaching definitions
- A *backward* analysis:
  - computes information about the *future* behavior
  - examples: liveness, very busy expressions

May vs. must

- A *may* analysis:
  - describes information that is *possibly* true
  - an *over*-approximation
  - examples: liveness, reaching definitions
- A *must* analysis:
  - describes information that is *definitely* true
  - an *under*-approximation
  - examples: available expressions, very busy expressions

Classifying analyses

	forward	backward
may	example: reaching definitions ⟦v⟧ describes state after v JOIN(v) = $\bigsqcup_{w \in pred(v)} ⟦w⟧ = \bigcup_{w \in pred(v)} ⟦w⟧$	example: liveness ⟦v⟧ describes state before v JOIN(v) = $\bigsqcup_{w \in succ(v)} ⟦w⟧ = \bigcup_{w \in succ(v)} ⟦w⟧$
must	example: available expressions ⟦v⟧ describes state after v JOIN(v) = $\bigsqcup_{w \in pred(v)} ⟦w⟧ = \bigcap_{w \in pred(v)} ⟦w⟧$	example: very busy expressions ⟦v⟧ describes state before v JOIN(v) = $\bigsqcup_{w \in succ(v)} ⟦w⟧ = \bigcap_{w \in succ(v)} ⟦w⟧$

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- **Initialized variables analysis**

Initialized variables analysis

- Compute for each program point those variables that have *definitely* been initialized in the *past*
- (Called *definite assignment* analysis in Java and C#)
- $\Rightarrow$ *forward must analysis*
- Reverse powerset lattice of all variables

$$JOIN(v) = \bigcap_{w \in pred(v)} [\![w]\!]$$

- For assignments: $[\![x = E]\!] = JOIN(v) \cup \{x\}$
- For all others: $[\![v]\!] = JOIN(v)$