Lab Assignment 7

Course: CS202 Software Tools and Techniques for CSE **Lab Topic:** Reaching Definitions Analyzer for C Programs

Date: 15th September 2025

Objective

The purpose of this lab is to implement program analysis techniques taught. Students will construct Control Flow Graphs (CFGs) and perform Reaching Definitions Analysis on non-trivial programs. This assignment is designed to make students go beyond toy examples and engage in structured program analysis that a software tool performs behind the scenes.

Learning Outcomes

By the end of this lab, students will be able to:

- ✓ Construct and visualize CFGs for small-to-medium programs.
- ✓ Implement Reaching Definitions Analysis using data-flow equations.

Lab Requirements

- Any Operating System (Windows, Linux, MacOS, etc.).
- Programming Language: Python 3.10 or later
- Read <u>Lecture 7</u> slides carefully.
- Required Tools:
 - Graphviz (for CFG visualization)
 - Matplotlib (for plotting graphs)

Lab Activities:

1. Program Corpus Selection:

Choose <u>three</u> C programs (200-300 LOC each). The source files should be standalone source files for ease of analyses. This means each program is exactly one .c file with a main() function).

- Programs should include:
 - Conditionals (if/else).
 - Loops (while, for).
 - Multiple variables with reassignments.

List the chosen programs with a **short justification** (why selected).

2. CFG (Control Flow Graph) Construction:

- Rules to find leaders (the first instructions of basic blocks):
 - The **first instruction** of the program is a leader.
 - Any instruction that is the target of a branch/jump/loop is a leader.
 - Any instruction that comes **immediately after a branch/jump/loop** is also a leader.
 - Example C code:

```
int main() {
    int x = 0;
    int y = 5;
```

```
if (y > 0) {
    x = y + 1;
} else {
    x = y - 1;
}
printf("%d", x);
return 0;
}

1. First instruction (int x = 0;) → leader.
2. if (y > 0) → leader.
3. x = y + 1; (target of if true) → leader.
4. x = y - 1; (target of else) → leader.
5. printf("%d", x); (immediately after if/else) → leader.
```

- Identify Basic Blocks:
 - A **basic block** is a maximal sequence of instructions that:

Has exactly one entry point.

Has exactly one exit point.

Grouping into basic blocks (Example based on the above C code):

```
    B0: int x = 0; int y = 5;
    B1: if (y > 0)
    B2: x = y + 1;
    B3: x = y - 1;
    B4: printf("%d", x); return 0;
```

- Construct the CFG:
 - Each basic block corresponds to one node in the CFG.
 - Add edges according to control flow:

Sequential flow → edge from block to the next.

If/else → branch from condition block to each branch body.

While/for loop → edge from condition block to loop body and to exit; edge from loop body back to condition (back edge).

- Adding Edges (Example based on the above C code):
 - 1. Sequential: B0 → B1
 - 2. If condition: $B1 \rightarrow B2$ (true branch), $B1 \rightarrow B3$ (false branch)
 - 3. After if/else: $B2 \rightarrow B4$, $B3 \rightarrow B4$
- Use **Graphviz** to draw the CFG. To do this, first store CFG information in .dot format (a plain text graph description language used by **Graphviz**).
- Each node in the .dot file should be labeled with the actual code of the basic block. Then, render the .dot file into an image (PNG/PDF) using the dot command.
- For example,

For each **basic block**, create a node in DOT with a label showing its code. B0 [label="B0:\nint x=0;\nint y=5;"];

For each control flow edge, add a directed edge in DOT.

```
B1 -> B2 [label = "true"];
B1 -> B3 [label = "false"];
```

Save the description with . dot extension and use **Graphviz** to generate the corresponding CFG.

• Provide **CFG diagrams** for each program.

3. Compute Cyclometric Metric Complexity Metrics:

- For each program, extend your **CFG construction tool** to automatically calculate the following metrics:
 - N (Number of Nodes) = Number of basic blocks.
 - **E (Number of Edges)** = Number of control flow edges.

Note: These metrics must be computed **automatically by your tool**, not manually.

- Cyclomatic Complexity (CC): E N + 2
 (This is a well-known measure of program complexity. Higher CC → more complex control flow.)
- Provide a metrics table:

| Program No. | No. Of Nodes (N) | No. Of Edges (E) | Cyclomatic Complexity (CC) | |
|-------------|------------------|------------------|----------------------------|--|
| | | | | |
| | | | | |

4. Reaching Definitions Analysis:

- Identify Definitions:
 - A **definition** is any assignment statement (e.g., x = 5;)
 - Give each definition a unique ID (D1, D2, D3, ...).
 - Write down the mapping between each definition ID and the corresponding code line.
- Compute gen[B] and kill[B] for Each Basic Block B:
 - gen[B] (generated definitions):

All definitions that are created inside block B.

• kill[B] (killed definitions):

All other definitions of the same variables that exist outside block B.

- Apply dataflow equations:
 - For each basic block B, compute:

```
in[B] = U out[P] where P = predecessors of B.
out[B] = gen[B] U (in[B] - kill[B]). Where,
```

- The set in[B]: all definitions that can reach block B from its predecessors.
- The set **out[B]**: definitions created in B plus the ones from predecessors that are not overwritten in B.
- Iterative Computation Until Convergence:
 - Initialize all sets (in[B], out[B]) as empty.
 - Apply the equations repeatedly.
 - Stop when the sets stop changing (this is called **convergence**).
- > Produce results in a **tabular format for each iteration**:

| Basic-Block | gen[B] | kill[B] | in[B] | out[B] |
|-------------|--------|---------|-------|--------|
| | | | ••• | |
| ••• | ••• | ••• | ••• | |

Interpretation of Results:

Based on in[B] and out[B] sets and explain:

Which variables may have **multiple possible reaching definitions** at the same program point?

Resources

- Lecture 7 Slides
- https://en.wikipedia.org/wiki/Data-flow_analysis
- https://graphviz.org/
- https://pygraphviz.github.io/
- https://dl.acm.org/doi/pdf/10.1109/ICSE-SEIP58684.2023.00025