

# Type inference for PHP

## The value of annotations in a dynamic language

Ruud van der Weijde

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**Supervisor:** Jurgén Vinju  
**Host organisation:** Werkspot, <http://www.werkspot.nl>  
**Host supervisor:** Winfred Peereboom



WERKSPOT  
KLUS • KLIK • KLAAR  
HEERENGRACHT 496, AMSTERDAM  
<http://www.werkspot.nl>



UNIVERSITEIT VAN AMSTERDAM  
FACULTEIT DER NATUURWETENSCHAPPEN, WISKUNDE EN INFORMATICA  
MASTER SOFTWARE ENGINEERING  
<http://www.software-engineering-amsterdam.nl>

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# Abstract

Dynamic language are generally hard to statically analyse because of their run-time dependencies, which cannot be determinated without running the program. Because dynamic languages are PHP are widely used, the need for decent analysis tool grow. This research examines the value of adding annotations to PHP code to improve the analysability. In the results we see that annotations improve the analysability of software code. Here I should state something about the correctness of the annotations. And end with a general conclusion.

# Preface

In this section I will thank everyone who has helped me. Maybe also introduce some anecdote on how this research came to be.

# Chapter 1

## Introduction

### 1.1 PHP

PHP<sup>1</sup> is a server-side scripting language created by Rasmus Lerdorf in 1995. The original name ‘Personal Home Page’ changed to ‘PHP: Hypertext Preprocessor’ in 1998. PHP source files are executed using the PHP Interpreter. The language is dynamically typed, which means that the behaviour of the source code will be examined during run-time. Statically typed languages would apply these modification during compile type. PHP supports duck-typing, which allows transformation expressions to different types at a certain point during execution.

**Evolution** The programming language PHP evolved after its creation in 1995. In the year 2000 Object-Oriented (OO) language structures were added to the langue with the release of PHP 4.0. The 5th version of PHP was release in 2004 and provided an improved OO structure. Namespace were added in PHP 5.3 in 2009, to be able to resolve class naming conflicts between library and create better readable class names. Namespaces are comparable to packages in JAVA. The most recent stable version is 5.5 in which the OPcache extension is added. OPcache speeds up the performance of including files on run-time by storing precompiled script bytecode in shared memory.

**Popularity** According to the Tiobe Index<sup>2</sup> of July 2014, PHP is the 7th most popular programming language. The language has been in the top 10 since its introduction in the Tiobe Index in 2001. More than 80 percent of the websites have a php backend<sup>3</sup>. The majority of these websites use PHP version 5, rather than version 4 or older versions. It is therefor wise to focus on PHP version from 5 and discard the older unsupported versions.

**Analysability** Although the popularity for more than a decade, there is still a lack of good PHP code analysis tools. Tools can help to reveal security vulnerabilities or find vulnerabilities or bugs in source code. The tools can also provide code completions or do automatic transformations which can be used to execute refactoring patterns. Source code analysis can be performed statically or dynamically or a combination of the two. More information on the analysability of php can be found in section 2.1.

### 1.2 Position

This research focusses on how we can improve the analysability of source code. Annotations can be validated by analysing the source code.

Todo: explain here why it is important to analyse programs: for security analysis and compiler optimisations. The next stuff needs to be rewritten.

As far as we know, there is no constraint based type inference research like this one performed for PHP.

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<sup>1</sup><http://php.net>

<sup>2</sup><http://www.tiobe.com/index.php/content/paperinfo/tpci/index.html>, July 2014

<sup>3</sup><http://w3techs.com/technologies/details/pl-php/all/all>, July 2014

That makes this research unique. There have been similar analysis for other dynamic languages, like smalltalk, ruby and javascript.

## 1.3 Contribution

TODO Review this part when the result of the analysis are performed.

- Created an M3 for php.
- Constraint system.
- Show the value of annotations for analysis.

Some idea's are that this analysis can help IDE tools to perform transformations on the source code. (But the performance may not be sufficient.)

The creation of the M3 model can help to compare researchers compare PHP programs with other programming languages. For now only Java is implemented, but more can follow (unchecked statement).

## 1.4 Plan

The rest of this thesis is as follows: chapter 2 contains background and related work. Here we will explain important language constructs and explain similar research. In the next chapter 3 the research method is explained, which will explain the steps taken in this the research.

## Chapter 2

# Background and related work

This chapter explains language constructs that are important for this research. The next section explains Rascal and  $M^3$ . The final section of this chapter describes the related work.

### 2.1 PHP Language Constructs

This section presents important language constructs for this research. Explanations of these constructs should help to understand the performed analysis.

**Scoping** In PHP, all classes and functions are globally accessible once they are declared. All classes and functions are implicitly public, inner classes are not allowed, and conditional functions (see paragraph about conditional classes and functions) will be available in the global scope. If a class or function is declared inside a namespace, their name will be prefixed with the namespace name. Closures (anonymous functions in PHP) have the same scoping rules as variables, but they can inherit variables from outside their scope by providing them in the use statement. In this research we will not support closures because they are fairly new and not much used in practice.

For variables there are three scopes: global-, function-, and method-scope. There is an exception for some predefined global variables which are available everywhere. Examples are `$GLOBALS`, `$_POST`, and `$_GET`. Variables inside a function or method can be aliased to a global variable by adding the keyword `GLOBAL` in front of the variable name. The variable will then be linked to the global variable in the symbol table<sup>1</sup>.

**Includes** In PHP it is possible to include other PHP-files during execution of the program. These files will be loaded inline. This means that if you use an include in the middle of a file, the source code of this file will be inserted virtually at that place. In this research we will not perform an include analysis. Instead we will assume that all files in the project are included during execution.

According to the coding standard that is used in the php community<sup>2</sup>, function- and class-name classes should not appear when using namespaces and autoloading. When a class which is not loaded in memory is instantiated, the autoloading will try to include a file and load the class. The structure of the autoloading is meant to include classes, interfaces, traits and functions and should not have inline code executions which would lead to side-effects.

**Conditional classes and functions** Once a file is included in the execution, all the classes and functions in the top scope are declared. All class and function declarations within condition statements or within a method or function scope are only declared when the code is executed.

An example of an conditional statement can be found in listing 2.1. If the class `Foo` or function `bar` to not exist before the statements is executed, then the class and function will not yet be declared. When you try to use the class or function, the script will die with a fatal error (if the class or function was not defined before).

---

<sup>1</sup><http://php.net/manual/en/language.variables.scope.php>, July 2014

<sup>2</sup><http://www.php-fig.org/psr/psr-0/>, July 2014



```

1 if (!class_exists("Foo"))
2     class Foo { /* ... */ }
3
4 if (!function_exists("bar"))
5     function bar() { /* ... */ }

```

Listing 2.1: Conditional class and function definitions

Listing 2.2 shows when functions and classes will be available. If the first call is `g()` as you can see in line 7, the script will result in a fatal error. When function `f` is executed, function `g` will be declared, but not yet class `C`. The class `C` will be declared once function `g` is executed. Once the functions and classes are declared, they are available in the top scope, possibly prefixed with the name of the namespace.

```

1 function f() {
2     function g() {
3         class C {}
4     }
5 }
6
7 g(); f(); // will fail because 'g();' is not declared yet
8 f(); g(); // will work because 'g();' is declared when calling 'f();'
9 f(); new C(); // will fail because 'g();' needs to be called first
10 f(); g(); new C(); // will work because 'g();' is called and has declared 'f();'

```

Listing 2.2: Conditional function declaration

**Dynamic features** PHP includes some dynamic features like: include dynamic variables, dynamic class instantiations, dynamic function calls, dynamic function creation, reflection, and `eval`. A previous study by Mark Hills[HKV13] has shown that the dynamic features are not used too much. (please double check this!!) Our focus will not be on trying to analyse these features, because we would need constant propagation. The downside of these dynamic features is that it will probably lower our precision. (please check this, and move this to another section)

**Late static binding** Late static binding<sup>3</sup> is implemented in PHP since version 5.3 by adding the keyword `static` to the language. It is similar to the keyword `self`, but it does not refer to the class it is declared in. The main difference is that `self` can be resolved statically, because it refers to the class it is declared in. `static` can only be resolved on runtime and represents the exact class that is instantiated.

**Magic methods** In PHP it is allowed to call methods or use properties that do not exist. Normally this would result in a fatal error, but not with the use of magic methods. One of the magic methods is the constructor method `__call`. This method is called when a non-accessible or non-existing method is called.

**Dynamic class properties** Although it is a good practice to define your class properties, it is not required. On runtime it is possible to add properties to classes, even without the implementation of magic methods. In listing 2.3 you can see a code sample of adding a property after instantiation of a class. The access of the non-existing property `nonExistingProperty` will result in a warning, but code execution will continue and will just return `NULL`. The code on line 5 is where the property is written. The object `$c` will have the `nonExistingProperty` publicly available now. But in a new class instantiation, like you can see on line 6, will not have the property there.

```

1 class C {}
2 $c = new C();
3 var_dump($c->nonExistingProperty); // NULL
4 $p = $c->nonExistingProperty = "property now exists";

```

<sup>3</sup><http://php.net/manual/en/language.oop5.late-static-bindings.php>, July 2014

```

5 var_dump($p); // string(19) "property now exists"
6 $d = new C;
7 var_dump($d->nonExistingProperty); // NULL

```

Listing 2.3: Dynamic class property

## 2.2 Annotations

PHP has no native support for annotations. But PHP has a `getDocComment`<sup>4</sup> method in the `ReflectionClass`.

This `getDocComment` method returns the complete doc block of a certain element as a string. A doc block in php has the format `/**...*/`. Listing 2.4 shows an example of a doc block in PHP.

```

1 namespace Thesis;
2
3 /**
4  * Class Example
5  * @package Thesis
6  */
7 class Example
8 {
9     /**
10     * This is a description of the method getSomething
11     *
12     * @param SomeTypeHint $someTypeHint
13     * @return bool
14     * @throws CustomException
15     */
16     public function getSomething(SomeTypeHint $someTypeHint)
17     {
18         if ($someTypeHint->getType() == 'something') {
19             throw new CustomException(sprintf('%s is not supported', $someTypeHint
20                 ->getType()));
21         }
22         return true;
23     }
24 }

```

Listing 2.4: PHP DocBlock

In PHP Annotations are not part of the official language. They are however widely used. For instance in ZEND, Symfony and Doctrine you can write business logic rules in the form of annotations. These annotations will be parsed and used in real code.

Other annotations are placed on top of classes, methods, functions, and variables. These annotations will help the developers to better understand what the code does. For example you can see what kind of input and output is expected for a method. IDE's will also use this information to better analyse the source code.

Writing annotations is not yet in the PSR standards for PHP, but there is a proposal<sup>5</sup>. For this research we will only focus on the `@param`, `@return`, `@var`, and `@inheritDoc` annotations. The annotations `@return` and `@param` are only useful for functions and class methods. Type hints are described with `@var` and can be used on all structures, but mainly occur on variables and class fields.

There is no official standard for the use of annotations, but most projects follow the `phpDocumentor` syntax. For this research the following annotations are parsed:

$$\text{@return} = \left\{ \text{@return } type, \text{ unconditionally read @return } type. \right. \quad (2.1)$$

<sup>4</sup><http://php.net/manual/en/reflectionclass.getdoccomment.php>

<sup>5</sup><https://github.com/php-fig/fig-standards/pull/169/files>, July 2014

$$\text{@param} = \begin{cases} \text{@param } type \text{ } \$var, & \text{if ' @param } type \text{ } \$var \text{' occurs at least once.} \\ \text{@param } \$var \text{ } type, & \text{else if ' @param } \$var \text{ } type \text{' occurs at least once.} \\ \text{@param } type, & \text{otherwise try to match ' @param } type \text{'}. \end{cases} \quad (2.2)$$

$$\text{@var} = \begin{cases} \text{@var } type \text{ } \$var, & \text{if ' @var } type \text{ } \$var \text{' occurs at least once.} \\ \text{@var } \$var \text{ } type, & \text{else if ' @var } \$var \text{ } type \text{' occurs at least once.} \\ \text{@var } type, & \text{otherwise try to match ' @var } type \text{'}. \end{cases} \quad (2.3)$$

$$type = \begin{cases} type|type, & \text{if '|' in } type. \\ type, & \text{otherwise} \end{cases} \quad (2.4)$$

## 2.3 Rascal

[Rascal](#) is a meta programming language developed by the Centrum Wiskunde & Informatica (CWI)[[KSV09](#)]. Rascal is designed to analyse, transform and visualise source code. The language is build on top of JAVA and implements various constructs of existing programming languages. In this research, most of our code is implement in rascal.

## 2.4 $M^3$

The  $M^3$ -model is a model which can hold information of source code[[Izm+13](#)]. This model is created to analyse one single JAVA program or compare two or more JAVA systems with each other. The core of the  $M^3$ -model contains containment, declarations, document $M^3$ ation, modifiers, names, types, uses, messages.

The **declarations** relation contains class, method, variable- information with their logical name and their real location. The type of the relation are **locations** and represent the logical name of the declaration and will be used in the rest of the  $M^3$ . The **containment** relation has information on what declarations are contained in each other. For example a package can contain a class; a class can contain fields and methods or an inner class; a method can contain variables. The **documentation** relation contains all comments from the source code. The **modifiers** relation has information on the modifiers of declarations. Modifiers are abstract, final, public, protected or private. The **names** relation contains a simplified name of the full declarations. The **types** relation has information about the type of the source code elements. The **uses** relation describes what reference is using which object. For instance when a field of a class is used in some expression, the **uses** relation links the field in the expression to the declaration of the field in the class. And lastly, **messages** contains errors, warnings or info statements.

## 2.5 Type checking

Type checking of dynamic languages differs from static languages. In dynamic languages, most type checking is performed during run-time. The down side here is that you actually have to run the program to get feedback on incorrect usage of types. For example when you divide an integer by a boolean with value true. In PHP these operations are (most of the times) valid and will return you a value. In this case, the boolean will be internally concerted to the integer 1. This can result in unexpected behaviour and is discouraged to do.

On the other hand we have static type systems which allow type checking without executing the code. Most analysis can be performed during compile time. These systems can catch programming errors related to typing issues and can avoid overhead of runtime type checks. In dynamic languages the type checking is done during run time, and this will decrease the performance.

## 2.6 Type inference

In the previous section we explained the type checking. In order to check the types of variables and expression, we need to know the types of the variables and expressions first. The process of resolving the type of a variable or expressions is called type inference. In dynamic languages like PHP it can be difficult to resolve the type of a variable or expression without running the program. When you are able to resolve the type before running the program, you are able to optimise the execution code. This allows you to make performance improvements or avoid memory usage.

In this research we use constraint based type inference. Every tapeable language construct will have a set of possible types. At the start of the analysis everything will have all possible types, we call this **Universe**. Then we will read all the constraints and will try to solve them. Every time a constraint is solved, the number of possible types for one variable will decrease. This process will be repeated until we have solved all the constraints and can no longer limit the number of types for a variable.

Other forms of type inference are  $k$ -CFA ( $k$ -control flow analysis) and CPA (cartesian product algorithm). The analysis we perform is flow insensitive, which means that we do not analyse the flows of the program. We do take the context of the programs into account, making the analysis context sensitive.

## 2.7 Related work

Describe these:

- ‘The HipHop Compiler for PHP’[Zha+12] (not much information available on their type inference, only source code)
- ‘Phantom: PHP analyzer for type mismatch’[KSK10a; KSK10b] (investigate this in more details, their focus is on finding type errors)
- PHPLint <sup>6</sup>(uses a different kind of annotations, not the java like phpdocs)
- ‘Soft typing and analyses on PHP programs’[], code implementations: <https://github.com/henkerik/typing> and <https://github.com/marcelosousa/soft-typing-PHP5> (created for php4, code for php5, should check this out, might be able to compare results with this)
- ‘Design and Implementation of an Ahead-of-Time Compiler for PHP’[Big10] (to check in detail)

Also describe their differences with my research.

---

<sup>6</sup><http://www.icosaedro.it/phplint>, july 2014

# Chapter 3

## Research Method

In this research we will try to answer research questions. The questions will be described in section 3.1. The research context is described in section ??

### 3.1 Research question

The research question will be something like:

Will the use of annotations<sup>1</sup> provide more resolution for constraint based type inference?

Subquestions:

- Where do the differences come from?
- Which differences have a positive influence on the results?
- Which differences have a negative influence on the results?
- Can we say something about the reliability of the annotations? (What is the accuracy of the results: recall and precision)

\* These questions need to be more concrete, making them ‘testable’.  
Explain the subquestions here.

### 3.2 Research context

[sec:research\_context] In order to let our research take place, we need to make sure that some environment variables are constant.

**Program Correctness** In order to be able to execute this research we will need to assume that the program is correct and works as intended. We will assume that the system contains no bugs.

**File includes** In this research we will assume that all file are included during runtime. When a PHP system is constructed of classes with namespaces, the files will be logically loaded using PHP’s autoloader. Because most recent systems use namespaces, we will assume that all files are included. For legacy systems, this can influence the results of this research.

**Register globals** Register globals allows variables to be magically be created from GET and POST values. Since it is discouraged to use this setting, we will assume that all software products have this setting disabled.

---

<sup>1</sup>The annotations are limited to: @param, @return, @var, and @inheritDoc.

**PHP Warnings** For this research we will ignore all warnings

The following items should be wrapped in a piece of text. (Design decisions??)

- We assume that the program is correct. This means that warnings can happen, but fatal errors not.
- We assume that all files are included.
- We assume that register globals is off! (maybe add some other runtime environments)
- Ignore warnings (because most production code has them off)
- Our analysis is flow-, control-, and context-insensitive (explain what this means)

These items will not be covered by the analysis (maybe add this to threats/future work)

- Analysis is flow insensitive
- Closure
- References
- Variable constructs (variable -variable, -method/function calls, -class instantiation, eval) :: todo: explain WHY not.
- Yields

# Chapter 4

## Research

### 4.1 Introduction

<< Todo: properly introduction of this chapter >> Explain the next paragraphs: M3 (why do we need it?). Types, subtype relations. Fact extractions

### 4.2 $M^3$ for PHP

We have constructed a similar  $M^3$  for PHP as was already done for JAVA. Some language constructs are different and are therefor not applicable for PHP and the other way around. For the overlapping constructs we created a similar structure. The model will be used to query the system for information. The following steps are performed to create an  $M^3$  for a system.

- Parse all PHP files, resulting in an [AST](#).
- For each file, create an independent  $M^3$  from the ast.
- Combine all the m3s into one  $M^3$  for the project.
- For each file, add additional informationNow run more analysis when all facts are collected in the m3.
- Done. M3 is finished!

\*Maybe add this section to the next chapter, for the research methods. Many aspects will be useful for the type inference analysis

Our goals is to provide the results in an M3 model. Future research can use this to compare different programming languages.

The following core items are filled for M3:

- Containment
- Declarations (need to explain in more details)
- Modifiers
- Extends
- Uses (explain in details what is and what is NOT covered)

The following php specific items are added:

- Extends (class or interface and their extended class or interface)
- Implements (which class implements which interfaces)
- TraitUses (which class uses which trait)
- Parameters (methods and functions and their parameters)
- Constructors (which class uses which constructor, explain this more)
- Aliases (class aliases, for example the usage of `class_alias`)
- Annotations (constraints annotations on classes, methods, fields and variables)

Todo, explain in more details...

The type inference analysis will be performed in this order:

- M3 stuff...
- Resolve types
- Resolve sub type relations
- Extract facts from the source code
- Extract constraints from source code
- Solve the constraints
- Add result to m3 (all decls)

In the next step, annotations will be added to see how the results be like.

## 4.3 Types

PHP is dynamically typed and allow coercions and duck-typing. Coercion make it possible for variables to hold different types Duck-typing checks the object instead of the class)

```
module lang::php::m3::TypeSymbol
```

```
data TypeSymbol
= \any()      | array(TypeSymbol arrayType)
| boolean()   | class(loc decl)
| float()     | integer()
| null()      | object()
| resource()  | string()
;
```

### 4.3.1 PHP types

PHP has a similar class inheritance structure and interface implementation as Java. The main difference is that in PHP all class are public and that inner classes are not allowed in PHP.

The basis types in PHP are integers, floats (similar to doubles and reals), booleans, strings, arrays, resources and null. When variables are initialised without a values, they are null. The recourse type is a special one which is not important for this research.

### 4.3.2 Subtypes

Explain something about subtypes here. For now, only this figure4.1

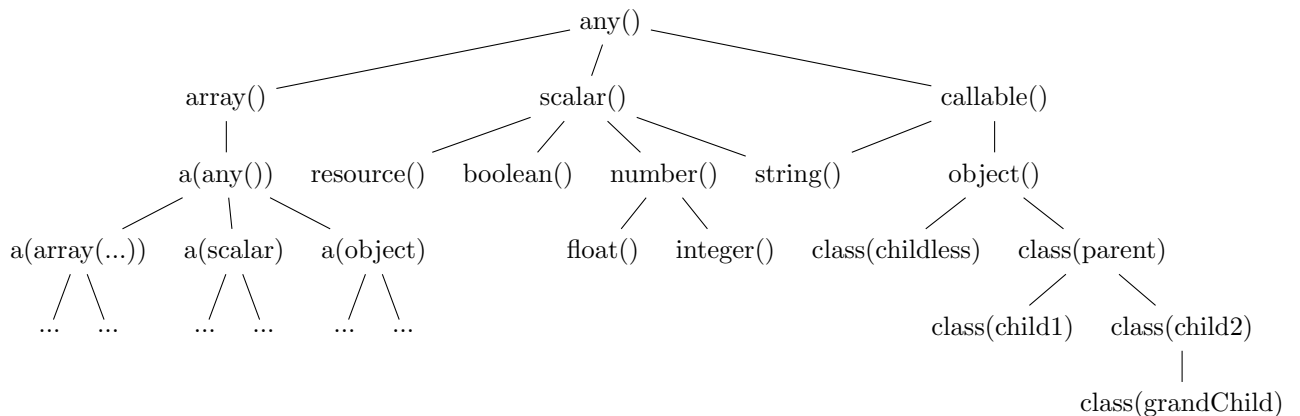


Figure 4.1: Subtype hierarchy

The subtype relation of class inheritance is a [reflexive transitive closure](#) relation. A class extension of class A on class C will define class A as a subtype of class C in our analysis, as you can see in figure 4.2. If a class does not extend another class, it will implicitly extend the `stdClass` class. You can see that this happens with class D in the example. The `stdClass` is represented as the type `object()` in our analysis.

The basic PHP types also contain a subtype relation. Integers are subtypes of floats.



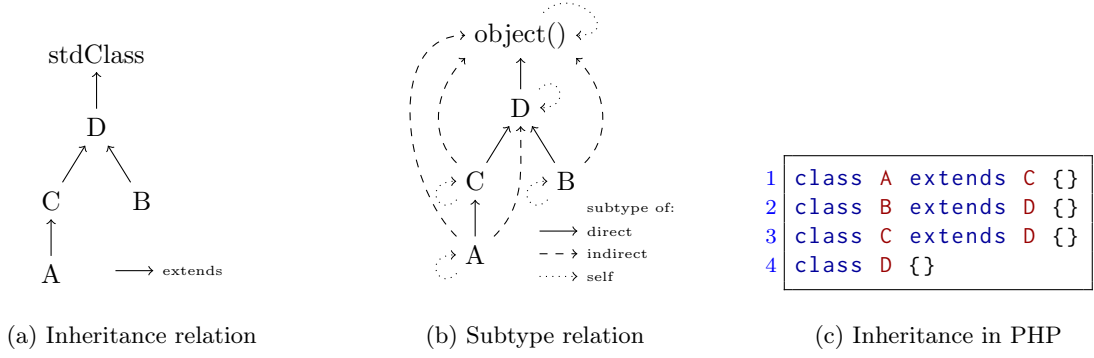


Figure 4.2: Relation of subtypes among classes

## 4.4 Fact extraction

We can extract fact about classes, class-constants/fields/methods, functions, parameters. For these facts, we can use a relation, so we have a many-to-many relation. On the left side we will have the class, function or method. On the right side we have their attribute.

Other facts that will be used:

```
alias PhpParams = lrel[loc decl, set[loc] typeHints, bool isRequired, bool byRef];
data Annotation = returnType(set[TypeSymbol]) | parameterType(loc var, set[TypeSymbol])
| varType(loc var, set[TypeSymbol]);

anno rel[loc from, loc to] M3@containment;           // 'from' directly contains 'to'
anno rel[loc from, loc to] M3@extends;               // 'from' extends 'to'
anno rel[loc from, loc to] M3@implements;           // 'from' implements 'to'
anno rel[loc decl, PhpParams params] M3@parameters; // formal parameters of functions/methods
anno rel[loc decl, loc to] M3@constructors;          // 'decl' and its constructor 'to'
anno rel[loc decl, Annotation annotation] M3@annotations; // result of parsed php docs
```

### 4.4.1 Type extraction

In order to define the subtype relations in class extensions, we will need to declare all existing class types. We can do this in rascal like is done in the example below:

```
visit (system) {
  case c:class(_, _, _, _, _): types += class(c@decl);
}
```

Once all types are defined, we can add the subtype relation. We will need to have the subtype of `int()` and `float()` and the class extensions. You can see that in the code below:

```
public rel[TypeSymbol, TypeSymbol] getSubTypes(M3 m3, System system)
{
  rel[TypeSymbol, TypeSymbol] subtypes
    // add int() as subtype of float()
    = { <\int(), float(> }
    // use the extends relation from M3
    + { <class(c), class(e)> | <c,e> <- m3@extends }
    // add subtype of object for all classes which do not extends a class
    + { <class(c@decl), object(> | 1 <- system, /c:class(n,_,noName(),_,_) <- system[1] };

  // compute reflexive transitive closure and return the result
  return subtypes*;
}
```

## 4.4.2 Constraint extraction

(based on these rules, we can add constraints to the source code)

Introduction is needed here... for now I will just list the types that I have found. Maybe this needs to be moved to a different chapter.

**This is a list of items which are not supported (yet):**

- References (in PHP they are symbol table aliases)
  - on expression assignments ::  $\$a = \&\$b$
  - on functions :: `function &f() {...}`
  - on parameters :: `function f(&\$a) {...}`
- Variable structures:
  - ~~Variable variables~~ ::  $\$ \$a$ ;
  - ~~Variable class instantiation~~ :: `new \$a`;
  - ~~Variable method or function calls~~ ::  $\$a()$ ;
- List assign :: `list(\$a, \$b) = array("one", "two");` (we can assume that the rhs is of type array, when the program is correct)
- ~~Method or function parameters (including type hints)~~
- ~~Class structures, method calls~~
- ~~Class Constants~~
- ~~The global statement~~ (should be resolved by the usage relation from M3)
- ~~Casts of expressions~~
- Parameters
- ~~Predefined variables~~ ( $\$this$ ,  $self$ ,  $parent$ ,  $static$ )
- ~~Eval~~ (will not be supported)
- ~~Closures~~ (not used much in production code)
- ~~Traits~~ (not used much in production code)
- ~~Callable~~ (introduced in 5.4 as typehint, not used much in production code)
- `Foreach(\$a as ... (=> ...)) =>`  $\$a$  is an array or an object;
- ~~`return; ==>`~~ `return` type is null (is added to the situation when there are no return statements)
- add predefined globals (and their type:  $\$[GLOBALS, _SERVER, _GET, _POST, _REQUEST, _COOKIE, _ENV, _SESSION, php_errormsg]$  (all in global scope))
- add magic constants:  $__[DIR, FILE, LINE, NAMESPACE, FUNCTION, CLASS, METHOD]__$
- ~~predefined constants:  $TRUE(b), FALSE(b), NAN(f), INF(f), NULL(n), STDIN(r), STDOUT(r), STDERR(r)$~~
- `define("name", value)` mixed with constants (?out of scope?)
- ~~keywords: `self, parent, static` in a class~~ (is included in method and property calls )
- ADD CONSTANTS! RECORD THE TYPE OF THE DEFINED CONSTANTS AND TRY TO READ THEIR TYPE.

---

### Legend

$=$	=	Equal to (type)	$C$	=	A class
$<:$	=	Is subTypeOf	$\rightarrow c$	=	A class constant
$E_k$	=	An expression	$\rightarrow p$	=	A class property
$[E_k]$	=	Type of some expression	$\rightarrow m$	=	A class method
$f$	=	A function	$[m]$	=	(Return) type of a method call
$[f]$	=	(Return) type of a function	$(A_n)$	=	The n'th actual argument
$:: c$	=	Static property fetch	$(P_n)$	=	The n'th formal parameter
$:: m$	=	Static method call	$th$	=	Type hint
$:: p$	=	Static property fetch	$v$	=	Default value
Mfs	=	Modifiers	$\Gamma$	=	Whole program

Table 4.1: Constraint legend

A list of predefined items can be found here:

- [Constants](#)
- [Variables](#)
- todo: functions
- todo: classes

## Expressions

Normal assignment

$$\frac{E \equiv (E_1 = E_2)}{[E_2] <: [E_1], \\ [E_1] <: [E]}$$

```
1 $a = $b; // [$b] <: [$a], [$a] <: [$a=$b]
2 $c = $d = $e; // [$e] <: [$d], [$d] <: [$c],
3           // [$d] <: [$d=$e], [$c] <: [$c=$d=$e]
```

Listing 4.1: Normal assignment

---

Ternary

$$\frac{E \equiv (E_1 ? E_2 : E_3)}{[E] <: [E_2] \vee [E] <: [E_3]}$$
$$\frac{E \equiv (E_1 ? : E_3)}{[E] <: [E_1] \vee [E] <: [E_3]}$$

```
1 $expr ? $b : $c; // typeOf(E) is subtypeOf($b) or subtypeOf($c)
2 $expr ? : $c; // typeOf(E) is subtypeOf($expr) or subtypeOf($c)
```

Listing 4.2: Ternary

---

Assignments with operators (1) always resulting in ints

$$\begin{aligned} E_1 \&= E_2 \\ E_1 \mid = E_2 \\ E_1 \wedge = E_2 \\ E_1 <<= E_2 \\ E_1 >>= E_2 \\ \frac{E_1 \% = E_2}{[E_1] = integer()} \end{aligned}$$

```
1 $a &= $b; /* $a = integer() */
2 $a |= $b; /* $a = integer() */
3 $a ^= $b; /* $a = integer() */
4 $a <<= $b; /* $a = integer() */
5 $a >>= $b; /* $a = integer() */
6 $a %= $b; /* $a = integer() */
```

Listing 4.3: Assignments with operators (1)

---

Assignments with operators (2) string concat (.=)

$$\frac{E_1 .= E_2}{[E_1] = string(), \\ if([E_2] <: object()) => hasMethod([E_2], \_\_toString')}$$

```
1 $a .= $b; /* $a = string() */
2 // An error occurs when $b is of type object() and
3 // __toString is not defined or does not return a string
```

Listing 4.4: Assignments with operators (2)

---

Assignments with operators (3) resulting in int where rhs is no array

$$\frac{E_1 / = E_2}{\frac{E_1 - = E_2}{[E_1] = integer(), [E_2] \neq array(any())}}$$

```

1 $a /= $b; /* $a = integer() */
2 $a -= $b; /* $a = integer() */
3 // An error occurs when $b is of type array() for /= and -=
4 // Fatal error: Unsupported operand types

```

Listing 4.5: Assignments with operators (3)

---

Assignments with operators (4) resulting in int or float

$$\frac{E_1 * = E_2}{\frac{E_1 + = E_2}{[E_1] <: float()}}$$

```

1 $a *= $b; /* when $b == (boolean()|integer()|null()) */ /* $a = integer() */
2 $a *= $b; /* when $b != (boolean()|integer()|null()) */ /* $a = float() */
3 $a += $b; /* when $b == (boolean()|integer()|null()) */ /* $a = integer() */
4 $a += $b; /* when $b != (boolean()|integer()|null()) */ /* $a = float() */

```

Listing 4.6: Assignments with operators (4)

---

Unary operators

$$\frac{E \equiv (+E_1) \vee (-E_1)}{[E] <: float(), [E_1] \neq array(\backslash any())}$$

$$\frac{E \equiv (!E_1)}{[E] = boolean()}$$

$$\frac{E \equiv (\sim E_1)}{[E_1] = float() \vee [E_1] = integer() \vee [E_1] = string(), [E] = integer() \vee [E] = string()}$$

$$\frac{E \equiv (E_1 ++ ) \vee (E_1 -- )}{\begin{aligned} & if([E_1] <: array(\backslash any()) => [E] <: array(\backslash any()), \\ & if([E_1] = boolean()) => [E] = boolean(), \\ & if([E_1] = float()) => [E] = float(), \\ & if([E_1] = integer()) => [E] = integer(), \\ & if([E_1] = null()) => [E] = integer() \vee [E] = null, \\ & if([E_1] <: object()) => [E] <: object(), \\ & if([E_1] = resource()) => [E] = resource(), \\ & if([E_1] = string()) => [E] = integer() \vee [E] = float() \vee [E] = string() \end{aligned}}$$

$$\frac{E \equiv (++ E_1) \vee (-- E_1)}{\begin{aligned} & if([E_1] <: array(\backslash any()) => [E] <: array(\backslash any()), \\ & if([E_1] = boolean()) => [E] = boolean(), \\ & if([E_1] = float()) => [E] = float(), \\ & if([E_1] = integer()) => [E] = integer(), \\ & if([E_1] = null()) => [E] = null, \\ & if([E_1] <: object()) => [E] <: object(), \\ & if([E_1] = resource()) => [E] = resource(), \\ & if([E_1] = string()) => [E] = integer() \vee [E] = float() \vee [E] = string() \end{aligned}}$$

```

1 +$a // positive
2 -$a // negation
3 !$a // not
4 ~$a // bitwise not
5 $a++ // post increase
6 $a-- // post decrease
7 ++$a // pre increase
8 --$a // pre decrease

```

Listing 4.7: Unary operators

---

#### Binary operators

$$\frac{E \equiv (E_1 + E_2)}{[E] <: \text{array}(\_) \vee [E] <: \text{float}(),}$$

$$\text{if}([E_1] <: \text{array}(\_) \wedge [E_2] <: \text{array}(\_)) \Rightarrow [E] <: \text{array}(\_),$$

$$\text{if}([E_1]! <: \text{array}(\_) \vee [E_2]! <: \text{array}(\_)) \Rightarrow [E] <: \text{float}()$$

$$\frac{E \equiv (E_1 - E_2) \vee (E_1 * E_2) \vee (E_1 / E_2)}{[E] <: \text{float}(),}$$

$$[E_1] \neq \text{array}(\_),$$

$$[E_2] \neq \text{array}(\_)$$

$$\frac{E \equiv (E_1 \% E_2) \vee (E_1 << E_2) \vee (E_1 >> E_2)}{[E] = \text{integer}()}$$

$$\frac{E \equiv (E_1 \& E_2) \vee (E_1 | E_2) \vee (E_1 \wedge E_2)}{[E] = \text{string}() \vee [E] = \text{integer}(),}$$

$$\text{if}([E_1] = \text{string}() \wedge [E_2] = \text{string}()) \Rightarrow [E] = \text{string}(),$$

$$\text{if}([E_1] \neq \text{string}() \vee [E_2] \neq \text{string}()) \Rightarrow [E] = \text{integer}()$$

```

1 $a + $b // addition
2 $a - $b // subtraction
3 $a * $b // multiplication
4 $a / $b // division
5 $a \% $b // modulus
6 $a & $b // bitwise And
7 $a | $b // bitwise Or
8 $a ^ $b // bitwise Xor
9 $a << $b // bitwise shift left
10 $a >> $b // bitwise shift right

```

Listing 4.8: Binary operators

---

#### Comparison operators

$$E \equiv (E_1 == E_2)$$

$$E \equiv (E_1 === E_2)$$

$$E \equiv (E_1 != E_2)$$

$$E \equiv (E_1 <> E_2)$$

$$E \equiv (E_1 !== E_2)$$

$$E \equiv (E_1 < E_2)$$

$$E \equiv (E_1 > E_2)$$

$$E \equiv (E_1 <= E_2)$$

$$E \equiv (E_1 >= E_2)$$

$$\frac{E \equiv (E_1 >= E_2)}{[E] = \text{boolean}()}$$

```

1 $a == $b /* boolean() */
2 $a === $b /* boolean() */
3 $a != $b /* boolean() */
4 $a <> $b /* boolean() */
5 $a !== $b /* boolean() */
6 $a < $b /* boolean() */
7 $a > $b /* boolean() */
8 $a <= $b /* boolean() */
9 $a >= $b /* boolean() */

```

Listing 4.9: Comparison operators

---

#### Logical operators

$$E \equiv (E_1 \text{ and } E_2)$$

$$E \equiv (E_1 \text{ or } E_2)$$

$$E \equiv (E_1 \text{ xor } E_2)$$

$$E \equiv (E_1 \&\& E_2)$$

$$E \equiv (E_1 || E_2)$$

$$\frac{}{[E] = \text{boolean()}}$$

```

1 $a and $b /* boolean() */
2 $a or $b /* boolean() */
3 $a xor $b /* boolean() */
4 $a && $b /* boolean() */
5 $a || $b /* boolean() */

```

Listing 4.10: Logical operators

---

### Array

#### Array value fetch

$$\frac{E \equiv E_1[E_2]}{[E_1] \neq \text{object()},}$$

$$\text{if}([E_1] = \text{string()}) \Rightarrow [E] = \text{string()},$$

$$\text{if}([E_1] = \text{array}(\{\text{types}\})) \Rightarrow [E] <: \{\text{types}\},$$

$$\text{if}([E_1] \neq \text{string()} \wedge [E_1] \neq \text{array}(\_)) \Rightarrow [E] = \text{null()}$$

```

1 $a[0];
2 // typeof($a) != object()
3 // when typeof($a) == string() => typeof($a[/...*/]) is string()
4 // when typeof($a) == array() => typeof($a[/...*/]) is mixed()
5 // when typeof($a) != string|array => typeof($a[/...*/]) is null()

```

Listing 4.11: Array value fetch

---

#### Array declaration

$$\frac{E', \text{ where } E' \text{ is an array declaration}}{[E'] <: \text{array}(\text{any}())}$$

```

1 array(/...*/); // typeof() = array();
2 // Rascal: array(_) => array(\any())

```

Listing 4.12: Array declaration

## Scalars

Scalars

$$\frac{E, E \text{ is a string}}{[E] = \text{string()}}$$
$$\frac{E, E \text{ is a float}}{[E] = \text{float()}}$$
$$\frac{E, E \text{ is a integer}}{[E] = \text{integer()}}$$

```
1 "Str" // string()
2 'abc' // string()
3 100 // integer()
4 1.4 // float()
```

Listing 4.13: Scalars

---

Encapsulated strings

$$\frac{E, E \text{ is an encapsulated string}^*}{[E] = \text{string()}}$$

\* When a string contains expression(/variables), it is processed as encapsped.

```
1 "$var"
```

Listing 4.14: Encapsulated strings

## Casts

Casts

Note: PHP Warnings are ignored

$$\frac{E \equiv (\text{array})E_1}{[E] <: \text{array}(\text{any}())}$$
$$\frac{E \equiv (\text{bool})E_1 \vee (\text{boolean})E_1}{[E] = \text{boolean()}}$$
$$\frac{E \equiv (\text{float})E_1 \vee (\text{double})E_1 \vee (\text{real})E_1}{[E] = \text{float()}}$$
$$\frac{E \equiv (\text{int})E_1 \vee (\text{integer})E_1}{[E] = \text{integer()}}$$
$$\frac{E \equiv (\text{object})E_1}{[E] <: \text{object()}}$$
$$\frac{E \equiv (\text{string})E_1}{[E] = \text{string()},}$$
$$\text{if}([E_1] <: \text{object()}) \Rightarrow \text{hasMethod}([E_1], \text{'__toString'})$$
$$\frac{E \equiv (\text{unset})E_1}{[E] = \text{null()}}$$

```
1 (array)$a // <: array(\any())
2 (bool)$a // boolean()
3 (float)$a // float()
4 (int)$a // integer()
5 (object)$a // object()
6 (string)$a // string(), when $a == object() the object needs to have __toString()
7 (unset)$a // null()
```

Listing 4.15: Casts

## Clone

Clone

$$\frac{E \equiv \text{clone}(E_1)}{[E] <: \text{object}(), [E_1] <: \text{object}()}$$

```
1 clone($a) // typeof($a) = object, typeof(clone($a)) = object
```

Listing 4.16: Clone

## Class

Class instantiation (1) matching the class name

$$\frac{E \equiv \text{new } C_1()}{[E] = \text{class}(C.\text{decl})}$$

```
1 new C;
```

Listing 4.17: Class instantiation (1)

Class instantiation (2) of an expression

$$\frac{E \equiv \text{new } E_1}{[E] <: \text{object}(), [E_1] <: \text{object}() \vee [E_1] = \text{string}()}$$

```
1 $c = "C";
2 new $c;
```

Listing 4.18: Class instantiation (2)

Special keywords self parent static

$$\begin{aligned} & \frac{E \equiv \$this \in C}{[E] <: \text{object}()} \\ & [E] = \text{class}(C) \vee [E] :> \text{class}(C) \\ & \frac{E \equiv \text{self} \in C}{[E] <: \text{object}()} \\ & [\text{self}] = \text{class}(C) \\ & \frac{E \equiv \text{parent} \in C}{[E] <: \text{object}()} \\ & [E] :> \text{class}(C) \\ & \frac{E \equiv \text{static} \in C}{[E] <: \text{object}()} \\ & ( [E] <: \text{class}(C) \vee [E] :> \text{class}(C) ) \end{aligned}$$

```
1 // $this can only be used within a class
2 $this // in class C -> class(C)
3 self // in class C -> class(C)
4 parent // in class C -> parentOf(class(C))
5 static // in class C -> class(C) or parentOf(class(C))
```

Listing 4.19: Special keywords

Class property fetch

\* Possible add fact that the field E is declared in class C, when it is on the left side of an assignment.



$$\begin{array}{c}
\frac{\$this \rightarrow E_1 \subseteq C_1}{[E_1] = C_1.\text{hasProperty}(E_1.\text{name}, \text{static} \notin \text{Mfs}) \vee} \\
[E_1] = C_1.\text{parent}.\text{hasProperty}(E_1.\text{name}, \text{public|protected} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs}) \vee \\
[E_1] = C_1[\text{parent}].\text{hasMethod}(\_\_\text{get}) \\
\\
\frac{self :: E_1 \subseteq C_1}{[E_1] = C_1.\text{hasProperty}(E_1.\text{name}, \text{static} \in \text{Mfs})} \\
\\
\frac{parent :: E_1 \subseteq m}{[E_1] = C.\text{parent}.\text{hasProperty}(E_1.\text{name}, \text{static} \in \text{Mfs})} \\
\\
\frac{E_1 \rightarrow E_2 \subseteq C_1^*}{[E_1] = C_1.\text{hasProperty}(E_2.\text{name}, \text{static} \notin \text{Mfs}) \vee} \\
[E_1] = C_1.\text{parent}.\text{hasProperty}(E_2.\text{name}, \text{public|protected} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs}) \vee \\
[E_1] = C.\text{hasProperty}(E_2.\text{name}, \text{public} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs})
\end{array}$$

\*The same goes for static property fetches, except for the ‘static  $\notin$  Mfs’ part: ‘static  $\in$  Mfs’.

$$\frac{E_1 \rightarrow E_2 \not\subseteq C \subseteq \Gamma^*}{[E_1] = C.\text{hasProperty}(E_2.\text{name}, \text{public} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs})}$$

\*Property fetch outside a class scope, also for static properties.

```

1 $this->prop // name = prop, vis = public|protected, !static || mm
2 self::$prop // static property in class
3 parent::$prop // static property in the parent(s)
4 $a->prop // non-static property fetch
5 $a::$pro // static property fetch

```

Listing 4.20: Class property fetch

Class property fetch variable

$$\frac{E \equiv E_1 \rightarrow E_2, E_2 \text{ is an expression}}{[E_1] <: \text{object}()}$$

```

1 $b = "b";
2 $a->$b

```

Listing 4.21: Class property fetch variable

Class method call

$$\begin{array}{c}
\frac{E \equiv \$this \rightarrow E_1 \subseteq C_1}{[\$this] <: \text{object}(), [\$this] = \text{class}(C) \vee [E] >: \text{class}(C),} \\
[E_1] \text{ isMethod}(), [E_1] \text{ hasName}(E_1.\text{name} \vee \_\_\text{call}), \\
[E_1] = C_1.\text{hasMethod}(E_1.\text{name}, \text{static} \notin \text{Mfs}) \vee \\
[E] <: [E_1] \\
\\
\frac{E \equiv self :: E_1 \subseteq C_1}{[E_1] = C_1.\text{hasMethod}(E_1.\text{name}, \text{static} \in \text{Mfs}) \vee} \\
[E_1] = C_1.\text{parent}.\text{hasMethod}(E_1.\text{name}, \text{public|protected} \in \text{Mfs} \wedge \text{static} \in \text{Mfs}) \vee \\
[E_1] = C_1.\text{hasMethod}(\_\_\text{callStatic}) \\
\\
\frac{E \equiv parent :: E_1 \subseteq C_1}{[E_1] = C_1.\text{parent}.\text{hasMethod}(E_1.\text{name}, \text{public|protected} \in \text{Mfs}) \vee} \\
[E_1] = C_1.\text{parent}.\text{hasMethod}(\_\_\text{callStatic}) \\
\\
\frac{E \equiv E_1 \rightarrow E_2 \subseteq C_1^*}{[E_1] = C_1.\text{hasMethod}(E_2.\text{name}, \text{static} \notin \text{Mfs}) \vee} \\
[E_1] = C_1.\text{parent}.\text{hasMethod}(E_2.\text{name}, \text{public|protected} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs}) \vee \\
[E_1] = C.\text{hasMethod}(E_2.\text{name}, \text{public} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs})
\end{array}$$

\*The same goes for static method calls, except for the ‘static  $\notin$  Mfs’ part: ‘static  $\in$  Mfs’.

$$\frac{E \equiv E_1 \rightarrow E_2 \not\subseteq C \subseteq \Gamma^*}{[E_1] = C.\text{hasMethod}(E_2.\text{name}, \text{public} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs})}$$

\*method call outside a class scope, also for static methods.

This stuff is old!!!!!!

$$\begin{aligned} & \frac{\$this \rightarrow E_1 \subseteq C_1}{[E_1] = C_1.\text{hasMethod}(E_1.\text{name}, \text{static} \notin \text{Mfs}) \vee} \\ & [E_1] = C_1.\text{parent}.\text{hasMethod}(E_1.\text{name}, \text{public|protected} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs}) \vee \\ & \quad [E_1] = C_1[\text{parent}].\text{hasMethod}(\_\_\text{call}) \\ & \frac{self :: E_1 \subseteq C_1}{[E_1] = C_1.\text{hasMethod}(E_1.\text{name}, \text{static} \in \text{Mfs}) \vee} \\ & [E_1] = C_1.\text{parent}.\text{hasMethod}(E_1.\text{name}, \text{public|protected} \in \text{Mfs} \wedge \text{static} \in \text{Mfs}) \vee \\ & \quad [E_1] = C_1.\text{hasMethod}(\_\_\text{callStatic}) \\ & \frac{parent :: E_1 \subseteq C_1}{[E_1] = C_1.\text{parent}.\text{hasMethod}(E_1.\text{name}, \text{public|protected} \in \text{Mfs}) \vee} \\ & \quad [E_1] = C_1.\text{parent}.\text{hasMethod}(\_\_\text{callStatic}) \\ & \frac{E_1 \rightarrow E_2 \subseteq C_1^*}{[E_1] = C_1.\text{hasMethod}(E_2.\text{name}, \text{static} \notin \text{Mfs}) \vee} \\ & [E_1] = C_1.\text{parent}.\text{hasMethod}(E_2.\text{name}, \text{public|protected} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs}) \vee \\ & \quad [E_1] = C.\text{hasMethod}(E_2.\text{name}, \text{public} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs}) \end{aligned}$$

\*The same goes for static method calls, except for the ‘static  $\notin$  Mfs’ part: ‘static  $\in$  Mfs’.

$$\frac{E_1 \rightarrow E_2 \not\subseteq C \subseteq \Gamma^*}{[E_1] = C.\text{hasMethod}(E_2.\text{name}, \text{public} \in \text{Mfs} \wedge \text{static} \notin \text{Mfs})}$$

\*method call outside a class scope, also for static methods.

```
1 $this->methodCall();
2 self::methodCall();
3 parent::methodCall();
4 $a->methodCall();
5 $a::methodCall();
```

Listing 4.22: Class method call

Class method call variable

$$\frac{E \equiv E_1 \rightarrow E_2(), E_2 \text{ is an expression}}{[E_1] <: \text{object}()}$$

```
1 $a->$methodCall()
```

Listing 4.23: Class method call variable

Class constants (needs to be reviewed)

$$\begin{aligned} & \frac{self::c_1 \subseteq \Gamma}{[self::c_1] = C_1.\text{hasConstant}(E_2.\text{name}) \vee} \\ & [self::c_1] = C_1.\text{parent}.\text{hasConstant}(E_2.\text{name}, \text{public|protected} \in \text{Mfs}) \\ & \frac{parent::c_1 \subseteq \Gamma}{[self::c_1] = C_1.\text{parent}.\text{hasConstant}(E_2.\text{name}, \text{public|protected} \in \text{Mfs})} \\ & \frac{E_1::c_1 \subseteq \Gamma}{[E_1] = \text{object}()} \end{aligned}$$

```
1 self::CONST
2 parent::CONST
3 SOMECLASS::CONST
```

Listing 4.24: Class constants (needs to be reviewed)

## Parameters

Parameters in class instantiation

\*These parameters are just examples for what happens if they have typeHints (*th*), default values(*v*) or none \*The constructor can be found in the m3 model (@constructors(loc classDecl, loc constructorMethodDecl))

$$\frac{\begin{array}{l} new\ C_1\ (A_1, A_2, \dots, A_k) \subseteq \Gamma \\ \$a \rightarrow m()\ (A_1, A_2, \dots, A_k) \subseteq \Gamma \\ function_1\ (A_1, A_2, \dots, A_k) \subseteq \Gamma \end{array}}{[P_1] <: [A_1], [A_1] <: [th_1], [P_1] <: [th_1], hasRequiredParam(P_1), hasRequiredParam(P_k)}$$

$$\frac{\begin{array}{l} class\ C\ (th_1\ P_1, P_2 = v, \dots, P_k) \subseteq \Gamma \\ public\ function\ m()\ (th_1\ P_1, P_2 = v, \dots, P_k) \subseteq \Gamma \\ function\ (th_1\ P_1, P_2 = v, \dots, P_k) \subseteq \Gamma \end{array}}{[P_1] <: [A_1], [A_1] <: [th_1], [P_1] <: [th_1], hasRequiredParam(P_1), hasRequiredParam(P_k)}$$

```
1 new C($foo);
```

Listing 4.25: Parameters in class instantiation

## Scope

Type of a certain variable within some scope

this applies to global- class- function- and method- scope

$$\frac{E, E', E'', E''' \dots etc \subseteq f \quad E \text{ is a variable}}{[E] = [E] \vee [E'] \vee [E''] \vee [E'''] \dots etc}$$

```
1 function f() {
2   $a = 1;
3   $a = "true";
4 }
5 // typeOf($a) is typeOf($a1, $a2, ..., $an);
```

Listing 4.26: Type of a certain variable within some scope

Return type of function or method (1) having no return statements or return;

$$\frac{\text{return} \not\subseteq f \vee \text{return}; \subseteq f}{[f] = \text{null}()}$$

```
1 function f() {} // no return = null()
2 function f() { return; } // return; = null()
```

Listing 4.27: Return type of function or method (1)

Return type of function or method (2) every exit path ends with a return statement

$$\frac{(\text{return}\ E_1) \vee (\text{return}\ E_2) \vee \dots \vee (\text{return}\ E_k) \subseteq f}{[f] <: [E_1] \vee [E_2] \vee \dots \vee [E_k]}$$

```
1 function f() {
2   if (rand(0,1))
3     return $a;
4   else
5     return $b;
6 }
7 // returns typeOf($a) or typeOf($b)
```

Listing 4.28: Return type of function or method (2)

Return type of function or method (3) possible no return value

$$\frac{(\text{return}\ E_1) \vee (\text{return}\ E_2) \vee \dots \vee (\text{return}\ E_k) \vee (\neg \text{return}) \subseteq f}{[f] <: [E_1] \vee [E_2] \vee \dots \vee [E_k] \vee \text{null}()}$$

```

1 function f() {
2   if (rand(0,1))
3     return $a;
4   else if (rand(0,1))
5     return $b;
6 }
7 // returns typeOf($a) or typeOf($b) or null()

```

Listing 4.29: Return type of function or method (3)

## Function calls

Function call

$$\frac{f() \subseteq \Gamma}{[f()] <: \text{return of } [f]}$$

```

1 function f() {}
2 f();

```

Listing 4.30: Function call

Function call variable

$$\frac{E \equiv E_1() \subseteq \Gamma}{[E] = \text{any}(),}$$

$$[E_1] <: \text{object}() \vee [E_1] = \text{string}(),$$

$$\text{if}([E_1] <: \text{object}()) \Rightarrow \text{hasMethod}(\text{"__invoke"})$$

```

1 function f() {}
2 $f = "f";
3 $f(); // unknown what function will be called
4 // [$f] <: object(with __invoke method) | [$f] = string()

```

Listing 4.31: Function call variable

How to resolve expressions:

- Find all expressions which are defined above and annotate them with @type.
- Annotate the rest of the expressions with @type = any(); (should only be for relevant expressions)

## 4.5 Annotations

Explain how the annotations are added to the constraints.

## 4.6 Constraint solving

Explain how we will solve constraints.

We use the least upper bound between variables. We use the least common ancestor (<https://class.coursera.org/compilers/lecture/preview>, subtyping). First check if one is a subset of the other.

# Chapter 5

## Analysis

In order to validate the performed research we have tested them on the most popular packages of Packagist<sup>1</sup>, which are listed in table 5.1. The statistics are generated using phploc<sup>2</sup>. All packages have between 2 and 6 million downloads. Packagist is a repository for Composer<sup>3</sup> projects. Composer is a dependency manager for PHP projects. All external plugins for PHP projects can be managed via a composer.json file. You only need know the name and a version of the external package in the repository of your project.

Product			Files		Objects			Lines of code			
Vendor	Project*	Version	D <sup>1</sup>	F <sup>2</sup>	C <sup>3</sup>	I <sup>4</sup>	T <sup>5</sup>	Total ↑	Logical	Global <sup>6</sup>	
doctrine	lexer	v1.0	2	7	3	0	0	733	128 (17.46%)	13 (10.16%)	
phpunit	php-timer	1.0.5	5	11	5	0	0	740	117 (15.81%)	17 (14.53%)	
phpunit	php-text-template	1.2.2	5	11	5	0	0	768	125 (16.28%)	15 (12.00%)	
doctrine	inflector	v1.0	2	7	3	0	0	853	130 (15.24%)	13 (10.00%)	
psr-fig	log	1.0.0	3	15	8	2	2	1 039	155 (14.92%)	22 (14.19%)	
phpunit	php-file-iterator	1.3.4	5	13	7	0	0	1 071	176 (16.43%)	15 (8.52%)	
symfony	filesystem	v2.5.3	3	11	5	2	0	1 090	193 (17.71%)	19 (9.84%)	
symfony	yaml	v2.5.3	3	16	11	1	0	2 270	509 (22.42%)	28 (5.50%)	
phpunit	php-token-stream	1.2.2	6	13	169	0	0	2 360	377 (15.97%)	15 (3.98%)	
doctrine	collections	v1.2	3	18	11	3	0	2 504	394 (15.73%)	33 (8.38%)	
symfony	process	v2.5.3	3	19	14	1	0	3 198	604 (18.89%)	37 (6.13%)	
symfony	finder	v2.5.3	8	43	36	3	0	4 976	909 (18.27%)	80 (8.80%)	
symfony	dom-crawler	v2.5.3	12	63	53	6	0	7 825	1 296 (16.56%)	157 (12.11%)	
symfony	translation	v2.5.3	21	121	97	20	0	12 345	2 299 (18.62%)	257 (11.18%)	
symfony	console	v2.5.3	17	84	66	13	2	13 546	2 556 (18.87%)	246 (9.62%)	
symfony	http-foundation	v2.5.3	16	90	76	10	0	14 179	2 262 (15.95%)	154 (6.81%)	
twig	twig	v1.16.0	18	172	148	19	0	14 689	2 630 (17.90%)	15 (0.57%)	
symfony	event-dispatcher	v2.5.3	27	170	133	31	3	20 230	3 629 (17.94%)	418 (11.52%)	
swiftmailer	swiftmailer	v5.2.1	37	238	170	52	0	28 965	4 645 (16.04%)	144 (3.10%)	
phpunit	php-code-coverage	2.0.1	62	259	381	24	0	50 371	6 579 (13.06%)	87 (1.32%)	
phpunit	phpunit	4.2.2	65	270	388	26	0	51 516	6 764 (13.13%)	129 (1.91%)	
phpunit	phpunit-mock-objects	2.2.0	66	271	393	27	0	51 735	6 801 (13.15%)	132 (1.94%)	
doctrine	annotations	v1.2.0	69	306	423	28	0	57 325	7 718 (13.46%)	188 (2.44%)	
doctrine	common	v2.4.2	76	337	440	45	0	62 406	8 326 (13.34%)	298 (3.58%)	
symfony	http-kernel	v2.5.3	96	565	471	90	3	79 294	14 169 (17.87%)	1 449 (10.23%)	
doctrine	cache	1.3.0	152	687	729	102	2	103 024	16 667 (16.18%)	1 355 (8.13%)	
doctrine	dbal	v2.4.2	121	557	628	63	0	104 630	15 234 (14.56%)	1 033 (6.78%)	
guzzle	guzzle	v3.9.2	150	832	828	141	7	117 699	19 772 (16.80%)	1 787 (9.04%)	
doctrine	orm	v2.4.4	175	1007	875	119	2	158 530	27 932 (17.62%)	2 866 (10.26%)	
monolog	monolog	1.10.0	350	1911	1 904	135	2	288 507	31 415 (10.89%)	4 221 (13.44%)	
werkspot	old-Website	07-2014	928	6225	4 907	224	0	1 054 686	167 978 (15.93%)	22 693 (13.51%)	

\*This is a list of the 30 most popular packages of packagist ordered by total lines of code, in July 2014.

<sup>1</sup> = Directories, <sup>2</sup> = Files, <sup>3</sup> = Classes, <sup>4</sup> = Interfaces, <sup>5</sup> = Traits, <sup>6</sup> = Not in class or function

Table 5.1: List of analysed projects.

To collect the source code for each project, we have executed the following steps:

1. `git clone` the github repo.

<sup>1</sup><https://packagist.org/explore/popular>, July 2014

<sup>2</sup><https://github.com/sebastianbergmann/phploc>, July 2014

<sup>3</sup><https://getcomposer.org/>, July 2014

2. Run `composer install`, and the source code including dependencies will be downloaded in the `/vendor` folder.
3. Remove the `autoload.php` and `composer` folder, as we don't need them.
4. Remove the test folders by removing all folders matching `Tests` or `tests`.

To measure the coverage:

1. `git clone` the github repo.
2. Run `composer install`, and the source code including dependencies will be downloaded in the `/vendor` folder.
3. Run the unittests and use `xdebug` to resolve the types.
4. Compare the results.

# Chapter 6

## Results

For the results we picked X software products to see how it performs. For each product we performed the type inference with and without reading annotations from the doc blocks.

### 6.1 Results

Show the results...

### 6.2 Validation of the results (or something)

Say something about:

- Soundness (what we measured, is it correct?)
- Completeness (how much did we measure?)
- Accuracy (how precise are the results?)

### 6.3 Annotations

The results of the analysis when adding the annotations to the analysis. Compare the results with the results of the analysis without the annotation information.

# Chapter 7

## Case Study

Explain how the case study is performed.

This chapter will show the case study, but I just need to place this information somewhere.

A list of the 40 most popular packages from packages.

- create composer file
- composer install
- mkdir phploc
- list all packages: `find ./vendor/* -maxdepth 1 -mindepth 1 -type d -exec ls -d ""`
- prefix the list with "phploc" and postfix with " > phploc/<file>.phploc"



# Chapter 8

## Conclusion

Summary of the whole work, with conclusions. T.B.A.

### 8.1 Conclusion

### 8.2 Future work

Explain something about combining this analysis to other analysis (like dead code elimination, constant folding/propagation resolve, alias analysis, array analysis) to gain more precise results.

Something about performance optimisations... Explain what is already done to boost the performance and what still can be done.

Use a bigger corpus to gains better results of the analysis by doing analysis on more programs.

# Glossary

## **AST**

Abstract Syntax Tree, explain... .

## **Rascal**

Rascal is a meta-programming language developed by SWAT (Software analyse and transformation) team at CWI in the Netherlands. See <http://www.rascal-mpl.org/> for more information.

## **reflexive transitive closure**

A relation is transitive if  $\langle a, b \rangle \in R$  then  $\langle b, a \rangle \in R$ .

A relation is reflexive if  $\langle a, b \rangle \in R$  and  $\langle b, c \rangle \in R$  then  $\langle a, c \rangle \in R$ .

A reflexive transitive closure can be established by creating direct paths for all indirect paths and adding self references, until a fixed point is reached.

## **stdClass**

A predefined class in the PHP library. The class is the root of the class hierarchy. It is comparable to the Object class in Java.

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