Algorithm 1: Modification Reachability

Input: entity: a Class entity with a transaction entry point. **Output:** \mathbb{M}_{t} : a whitelist , i.e., the set of fields that are modification reachable from entity's entry point.

```
1: procedure MAIN(entity)
 2:
            \mathbb{M}_{\mathsf{t}} \leftarrow \{\emptyset\}
            \mathbb{F} \leftarrow \{ \text{ all member fields in } entity \}
 3:
            \mathbb{I} \leftarrow \mathbb{F} \setminus \{ \text{ unmodifiable constant fields } \}
 4:
            \triangleright \mathbb{I} contains variable of modification interest
 5:
            entryPoint \leftarrow the entry point in entity
 6:
 7:
            HANDLEMTHD(entryPoint)
 8: function HANDLEMTHD(method)
 9:
            \mathbb{I}_{loc} \leftarrow \{\emptyset\}
                                                 \mathbb{M}_{loc} \leftarrow \{\emptyset\}
                                                   > method-local modified variables
10:
11:
            methodBody \leftarrow all instructions in method
12:
            for instr in methodBody do
                  if instr is an Assignment Statement then
13:
14:
                        if instr.leftSide \in \mathbb{I} then
                              \mathbb{M}_t \leftarrow \mathbb{M}_t \ \cup \ \mathit{instr.leftSide}
15:
                        if instr.leftSide \in \mathbb{I}_{loc} then
16:
                              \mathbb{M}_{loc} \leftarrow \mathbb{M}_{loc} \cup instr.leftSide
17:
                        if instr.rightSide \in \mathbb{I} \cup \mathbb{I}_{loc} then
18:
                              \mathbb{I}_{loc} \leftarrow \mathbb{I}_{loc} \ \cup \ instr.rightSide
19:
                  if instr contains a Method Invocation then
20:
                        invoc \leftarrow \text{method invoked by } instr
21:
                        \mathbb{C}, \mathbb{L} \leftarrow \text{HANDLEMTHD}(invoc.method)
22:
23:
                        > propagate all variables of interest and
24:
                           modified variables up from the method
25:
                        \mathbb{M}_{loc} \leftarrow \mathbb{M}_{loc} \cup invoc.base \mid \mathsf{this} \in \mathbb{C}
                        \mathbb{M}_{loc} \leftarrow \mathbb{M}_{loc} \cup instr.leftSide \mid \mathtt{return} \in \mathbb{C}
26:
                        \mathbb{M}_{loc} \leftarrow \mathbb{M}_{loc} \cup invoc.param \# \mid param \# \in \mathbb{C}
27:
                        \mathbb{I}_{loc} \leftarrow \mathbb{I}_{loc} \cup invoc.base \mid \mathtt{this} \in \mathbb{L}
28:
                        \mathbb{I}_{loc} \leftarrow \mathbb{I}_{loc} \cup instr.leftSide \mid \mathtt{return} \in \mathbb{L}
29:
                        \mathbb{I}_{loc} \leftarrow \mathbb{I}_{loc} \cup invoc.param \# \mid param \# \in \mathbb{L}
30:
                        \mathbb{M}_{\mathsf{t}} \leftarrow \mathbb{M}_{\mathsf{t}} \cup \{m : \mathbb{M}_{loc} \mid m \in \mathbb{I}\}\
31:
                        \mathbb{I}_{loc} \leftarrow \mathbb{I}_{loc} \cup \{l : \mathbb{L} \mid l \in (\mathbb{I} \cup \mathbb{I}_{loc})\}
32:
            return \mathbb{M}_{loc}, \mathbb{I}_{loc} as this, param#, return
33:
```