

# Galois Transformers and Modular Abstract Interpreters

Reusable Metatheory for Program Analysis

**David Darais**

University of Maryland

Matthew Might

University of Utah

David Van Horn

University of Maryland

# Program Analysis

# Program Analysis

- Lots of choices when designing a program analysis

# Program Analysis

- Lots of choices when designing a program analysis
- Choices make tradeoffs between *precision* and *performance*

# Program Analysis

- Lots of choices when designing a program analysis
- Choices make tradeoffs between *precision* and *performance*
- Implementations are brittle and difficult to change

# Program Analysis

- Lots of choices when designing a program analysis
- Choices make tradeoffs between *precision* and *performance*
- Implementations are brittle and difficult to change
- **Galois Transformers:**

Reusable components for building program analyzers

# Program Analysis

- Lots of choices when designing a program analysis
- Choices make tradeoffs between *precision* and *performance*
- Implementations are brittle and difficult to change

- **Galois Transformers:**

Reusable components for building program analyzers

- **Bonus:**

Variations in path/flow sensitivity of your analyzer for free

# Let's Design an Analysis

*(in the paradigm of abstract interpretation)*



# Let's Design an Analysis

## Program

```
0: int x y; // global state
1: void safe_fun(int N) {
2:     if (N≠0) {x := 0;}
3:     else      {x := 1;}
4:     if (N≠0) {y := 100/N;}
5:     else      {y := 100/x;}}
```

# Let's Design an Analysis

Program

```
0: int x y; // global stat  
1: void safe_fun(int N) {  
2:   if (N≠0) {x := 0;}  
3:   else  
4:     if (N≠0)  
5:     else
```

**Analysis Property**

$x/0$

# Let's Design an Analysis

Program

Analysis Property

**Abstract Values**

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else
4:     if (N≠0)
5:       else
```

$$\mathbb{Z} \sqsubseteq \{-, 0, +\}$$

# Let's Design an Analysis

Program

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else
4:   if (N≠0)
5:   else
```

Analysis Property

**Implement**

Abstract Values

analyze : exp → results

analyze( $x := \mathfrak{x}$ ) :=

..  $x$  ..  $\mathfrak{x}$  ..

analyze(IF( $\mathfrak{x}$ ){ $e_1$ }{ $e_2$ }) :=

..  $\mathfrak{x}$  ..  $e_1$  ..  $e_2$  ..

# Let's Design an Analysis

Program

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else
4:   if (N≠0)
5:   else
```

Analysis Property

## Get Results

Abstract Values

$N \in \{-, 0, +\}$

$x \in \{0, +\}$

$y \in \{-, 0, +\}$

**UNSAFE**:  $\{100/N\}$

**UNSAFE**:  $\{100/x\}$

Impl

```
analyze : e
analyze(x :
  .. x ..
analyze(IF(
  .. æ ..
```

# Let's Design an Analysis

Program

Analysis Property

Abstract Values

**Prove Correct**

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else
4:   if (N≠0)
5:   else
```

$x / 0$

$\mathbb{Z} \setminus \{0, +\}$

Impl

$$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$$

```
analyze : e → A
analyze(x : T) : A
  .. x ..
analyze(IF(
  .. æ ..
```

# Let's Design an Analysis

## Program

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

## Analysis Property

$$x/0$$

## Abstract Values

$$\mathbb{Z} \sqsubseteq \{-, 0, +\}$$

## Implement

```
analyze : exp → results
analyze(x := æ) :=
  .. x .. æ ..
analyze(IF(æ){e1}{e2}) :=
  .. æ .. e1 .. e2 ..
```

## Get Results

```
N ∈ {-, 0, +}
x ∈ {0, +}
y ∈ {-, 0, +}

UNSAFE: {100/N}
UNSAFE: {100/x}
```

## Prove Correct

$$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$$

# Let's Design an Analysis

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

*Flow-insensitive*

$N \in \{-, 0, +\}$   
 $x \in \{0, +\}$   
 $y \in \{-, 0, +\}$

**UNSAFE**:  $\{100/N\}$   
**UNSAFE**:  $\{100/x\}$

results :

$\text{var} \mapsto \mathcal{P}(\{-, 0, +\})$



# Let's Design an Analysis

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

*Flow-sensitive*

results :

$\text{loc} \mapsto (\text{var} \mapsto \mathcal{P}(\{-, 0, +\}))$

Source: <https://www.youtube.com/watch?v=8mKd8mKd8mK>

# Let's Design an Analysis

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

4:     x ∈ {0, +}  
4.T:   N ∈ {-, +}  
5.F:   x ∈ {0, +}

N, y ∈ {-, 0, +}

**UNSAFE**: {100/x}

*Flow-sensitive*

results :  
loc ↦ (var ↦  $\mathcal{P}(\{-, 0, +\})$ )

# Let's Design an Analysis

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

*Path-sensitive*

results :  
 $\text{loc} \mapsto \mathcal{P}(\text{var} \mapsto \mathcal{P}(\{-, 0, +\}))$

# Let's Design an Analysis

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

*Path-sensitive*

```
4: N ∈ { -, + }, x ∈ { 0 }
4: N ∈ { 0 }, x ∈ { + }
```

```
N ∈ { -, + }, y ∈ { -, 0, + }
N ∈ { 0 }, y ∈ { 0, + }
```

**SAFE**

results :

$\text{loc} \mapsto \mathcal{P}(\text{var} \mapsto \mathcal{P}(\{-, 0, +\}))$

# Let's Design an Analysis

## Program

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

## Analysis Property

$$x/0$$

## Abstract Values

$$\mathbb{Z} \sqsubseteq \{-, 0, +\}$$

## Implement

```
analyze : exp → results
analyze(x := æ) :=
  .. x .. æ ..
analyze(IF(æ){e1}{e2}) :=
  .. æ .. e1 .. e2 ..
```

## Get Results

```
4: NE{-, +}, x ∈ {0}
4: NE{0}, x ∈ {+}

NE{-, +}, y ∈ {-, 0, +}
NE{0}, y ∈ {0, +}

SAFE
```

## Prove Correct

$$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$$

# Let's Design an Analysis

## Program

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else    {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else    {y := 100/x;}}
```

## Analysis Property

$x/0$

## Abstract Values

$\mathbb{Z} \sqsubseteq \{-, 0, +\}$  

## Implement

```
analyze : exp → results
analyze(x := e) :=
  .. x ..
analyze(if (e) {e1} {e2}) :=
  .. æ .. e1 .. e2 ..
```

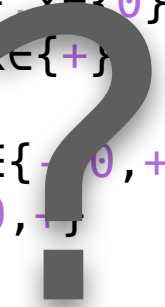


## Get Results

```
4: NE{-, +}, xE{0}
4: NE{0}, xE{+}

NE{-, +}, yE{-, 0, +}
NE{0}, yE{0, +}

SAFE
```



## Prove Correct

$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$



# Let's Design an Analysis

## Program

safe\_?fun.js

## Analysis Property

$x/0$

## Abstract Values

$\mathbb{Z} \sqsubseteq \{-, 0, +\}$

## Implement

```
analyze : exp → results
analyze(x := æ) :=
  .. x .. æ ..
analyze(IF(æ){e1}{e2}) :=
  .. æ .. e1 .. e2 ..
```

## Get Results

```
4: NE{-, +}, x ∈ {0}
4: NE{0}, x ∈ {+}

NE{-, +}, y ∈ {-, 0, +}
NE{0}, y ∈ {0, +}

SAFE
```

## Prove Correct

$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$

# Let's Design an Analysis

## Program

safe\_?fun.js

## Analysis Property

$x/0$

## Abstract Values

$\mathbb{Z} \sqsubseteq \{ -, 0, + \}$

## Implement

```
analyze : exp → results
analyze(x : exp) :=
  .. x ..
analyze(If(e){e1}{e2}) :=
  .. æ .. e1 .. e2 ..
```

## Get Results

```
4: NE{ -, + }, xE{ 0 }
4: NE{ 0 }, xE{ + }

NE{ -, + }, yE{ -, 0, + }
NE{ 0 }, yE{ 0, + }

SAFE
```

## Prove Correct

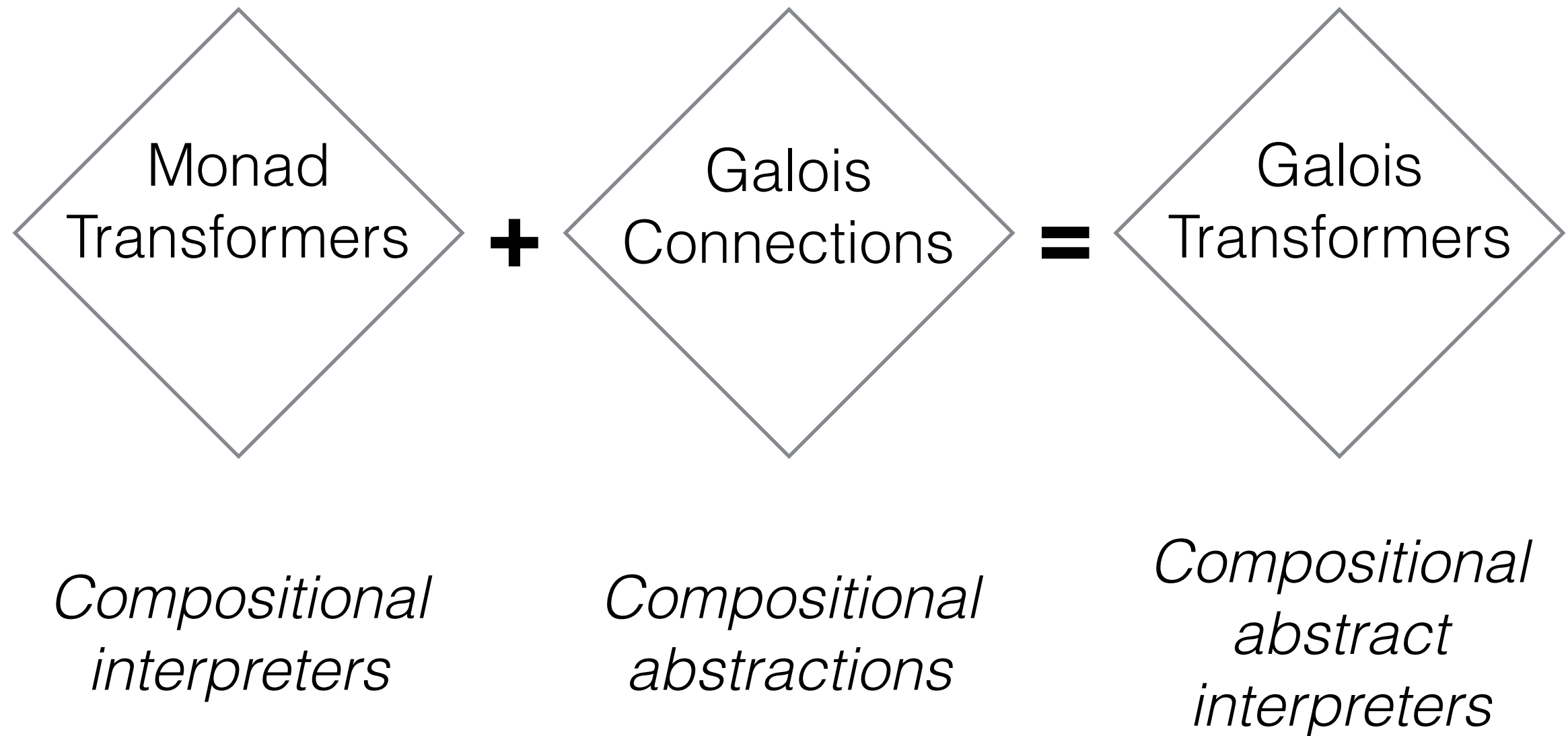
$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$



# Problems Worth Solving

- How to change path/flow sensitivity without redesigning from scratch?
- How to reuse machinery between analyzers for different languages?
- How to translate proofs between different analysis designs?

# Solution



# Galois Transformers

- What's a Monad?
- What are Transformers?
- What are Galois Connections?

# Galois Transformers

- What's a Monad?
- What are Transformers?
- What are Galois Connections?

# A Monad

type  $M(t)$

op  $x \leftarrow e_1 ; e_2$

op  $\text{return}(e)$

op  $\text{get}$

op  $\text{put}(e)$

op  $\text{fail}$

op  $\dots$

- A module with:
  - a type operator  $M$
  - a semicolon operator (bind)
  - effect operation
- $M(t)$ :
  - "A computation that performs some effects, then returns  $t$ "

# A Monadic Interpreter

## Program

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else    {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else    {y := 100/x;}}
```

## Analysis Property

$$x/0$$

## Abstract Domain

$$\mathbb{Z} \sqsubseteq \{-, 0, +\}$$

## Implement

```
analyze : exp → results
analyze(x := æ) :=
  .. x .. æ ..
analyze(IF(æ){e1}{e2}) :=
  .. æ .. e1 .. e2 ..
```

## Get Results

```
N ∈ {-, 0, +}
x ∈ {0, +}
y ∈ {-, 0, +}

UNSAFE: {100/N}
UNSAFE: {100/x}
```

## Prove Correct

$$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$$

# A Monadic Interpreter

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

# A Monadic Interpreter

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

$value := \mathbb{Z} \cup \mathbb{B}$   
 $\rho \in env := var \mapsto value$



# A Monadic Interpreter

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else    {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else    {y := 100/x;}}
```

$\text{value} := \mathbb{Z} \cup \mathbb{B}$   
 $\rho \in \text{env} := \text{var} \mapsto \text{value}$

type  $M(t)$

op  $x \leftarrow e_1 ; e_2$

op  $\text{return}(e)$

op  $\text{getEnv}$

op  $\text{putEnv}(e)$

op  $\text{fail}$

# A Monadic Interpreter

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else    {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else    {y := 100/x;}}
```

step :  $\text{exp} \rightarrow M(\text{exp})$

value :=  $\mathbb{Z} \cup \mathbb{B}$   
 $\rho \in \text{env} := \text{var} \mapsto \text{value}$

type  $M(t)$

op  $x \leftarrow e_1 ; e_2$

op return(e)

op getEnv

op putEnv(e)

op fail

# A Monadic Interpreter

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

```
step : exp → M(exp)
step(x := æ) := do
  v ← [[æ]]
  ρ ← getEnv
  putEnv(ρ[x↦v])
  return(SKIP)
```

value :=  $\mathbb{Z} \cup \mathbb{B}$   
 $\rho \in \text{env} := \text{var} \mapsto \text{value}$

$\llbracket \_ \rrbracket : \text{atom} \rightarrow M(\text{value})$

type  $M(t)$

op  $x \leftarrow e_1 ; e_2$

op return(e)

op getEnv

op putEnv(e)

op fail

# A Monadic Interpreter

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

```
step : exp → M(exp)
step(x := æ) := do
  v ← [[æ]]
  ρ ← getEnv
  putEnv(ρ[x↦v])
  return(SKIP)
step(IF(æ){e1}{e2}) := do
  v ← [[æ]]
  case v of
    True → return(e1)
    False → return(e2)
    _ → fail
```

value :=  $\mathbb{Z} \cup \mathbb{B}$   
 $\rho \in \text{env} := \text{var} \mapsto \text{value}$

$\llbracket \_ \rrbracket : \text{atom} \rightarrow M(\text{value})$

type M(t)

op x ← e<sub>1</sub> ; e<sub>2</sub>

op return(e)

op getEnv

op putEnv(e)

op fail

# Abstractify

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

```
step : exp → M(exp)
step(x := æ) := do
  v ← [[æ]]
  ρ ← getEnv
  putEnv(ρ[x↦v])
  return(SKIP)
step(IF(æ){e1}{e2}) := do
  v ← [[æ]]
  case v of
    True → return(e1)
    False → return(e2)
    _ → fail
```

value :=  $\mathbb{Z} \cup \mathbb{B}$   
 $\rho \in \text{env} := \text{var} \mapsto \text{value}$

$\llbracket \_ \rrbracket : \text{atom} \rightarrow M(\text{value})$

type M(t)

op x ← e<sub>1</sub> ; e<sub>2</sub>

op return(e)

op getEnv

op putEnv(e)

op fail

# Abstractify

```

0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}

```

```

step : exp → M#(exp)
step(x := æ) := do
  v ← [[æ]]#
  ρ ← getEnv
  putEnv(ρ[x↦v])
  return(SKIP)
step(IF(æ){e1}{e2}) := do
  v ← [[æ]]#
  case v of
    True → return(e1)
    False → return(e2)
    _ → fail

```

➔  $value^{\#} := \mathcal{P}(\{-, 0, +\}) \cup \mathcal{P}(\mathbb{B})$   
 $\rho \in env^{\#} := var \mapsto value^{\#}$

$\llbracket \_ \rrbracket^{\#} : atom \rightarrow M^{\#}(value^{\#})$

type  $M^{\#}(t)$

op x ← e<sub>1</sub> ; e<sub>2</sub>

op return(e)

op getEnv

op putEnv(e)

op fail

# Abstractify

```

0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}

```

```

step : exp → M#(exp)
step(x := æ) := do
  v ← [[æ]]#
  ρ ← getEnv
  putEnv(ρ ⊔ [x↦v])
  return(SKIP)
step(IF(æ){e1}{e2}) := do
  v ← [[æ]]#
  case v of
    True → return(e1)
    False → return(e2)
    _ → fail

```

$value^{\#} := \mathcal{P}(\{-, 0, +\}) \cup \mathcal{P}(\mathbb{B})$   
 $\rho \in env^{\#} := var \mapsto value^{\#}$

$\llbracket \_ \rrbracket^{\#} : atom \rightarrow M^{\#}(value^{\#})$



```

type M#(t)

op x ← e1 ; e2
op return(e)

op getEnv
op putEnv(e)

op fail

```

# Abstractify

```

0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}

```

```

step : exp → M#(exp)
step(x := æ) := do
  v ← [[æ]]#
  ρ ← getEnv
  putEnv(ρ ⊔ [x↦v])
  return(SKIP)
step(IF(æ){e1}{e2}) := do
  v ← [[æ]]#
  b ← chooseBool(v)
  case b of
    True → return(e1)
    False → return(e2)

```

$value^{\#} := \mathcal{P}(\{-, 0, +\}) \cup \mathcal{P}(\mathbb{B})$   
 $\rho \in env^{\#} := var \mapsto value^{\#}$

$\llbracket \_ \rrbracket^{\#} : atom \rightarrow M^{\#}(value^{\#})$   
 $chooseBool : value^{\#} \rightarrow M^{\#}(\mathbb{B})$

type M<sup>#</sup>(t)

op x ← e<sub>1</sub> ; e<sub>2</sub>

op return(e)

op getEnv

op putEnv(e)

op fail





# Abstractify

```

0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}

```

```

step : exp → M#(exp)
step(x := æ) := do
  v ← [[æ]]#
  ρ ← getEnv
  putEnv(ρ ⊔ [x↦v])
  return(SKIP)
step(IF(æ){e1}{e2}) := do
  v ← [[æ]]#
  b ← chooseBool(v)
  case b of
    True → return(e1)
    False → return(e2)

```

$value^{\#} := \mathcal{P}(\{-, 0, +\}) \cup \mathcal{P}(\mathbb{B})$   
 $\rho \in env^{\#} := var \mapsto value^{\#}$

$\llbracket \_ \rrbracket^{\#} : atom \rightarrow M^{\#}(value^{\#})$   
 $chooseBool : value^{\#} \rightarrow M^{\#}(\mathbb{B})$

type  $M^{\#}(t)$

op x ← e<sub>1</sub> ; e<sub>2</sub>

op return(e)

op getEnv

op putEnv(e)

op fail/e<sub>1</sub> ⊞ e<sub>2</sub>



# Monadic Abs. Interpreters

- Start with a *concrete* monadic interpreter
- Abstract value space ( $\text{value}^\#$ ,  $\llbracket \_ \rrbracket^\#$ )
- Join results when updating  $\text{env}^\#$  ( $\_ \sqcup \_$ )
- Branch nondeterministically (**chooseBool**)

# Why Monads

- A monadic interpreter can be simpler than a state machine or constraint system
- Two effects, **State**[ $s$ ] and **Nondet**
  - Encode arbitrary small-step state machine relations
- Don't commit to a single implementation of  $M^\#$ 
  - Different choices for  $M^\#$  yield different analyses

# Galois Transformers

- What's a Monad?
- What are Transformers?
- What are Galois Connections?

# Galois Transformers

- What's a Monad?
- What are Transformers?
- What are Galois Connections?



```
type M(t)
```

```
op x ← e1 ; e2
```

```
op return(e)
```

# Galois Transformers

- What's a Monad?
- What are Transformers?
- What are Galois Connections?



```
type M(t)
```

```
op x ← e1 ; e2
```

```
op return(e)
```

# Why Monads

- A monadic interpreter can be simpler than a state machine or constraint system
- Two effects, **State**[ $s$ ] and **Nondet**
  - Encode arbitrary small-step state machine relations
- Don't commit to a single implementation of  $M^\#$ 
  - Different choices for  $M^\#$  yield different analyses

# Monad Transformers

State[ $\mathcal{S}$ ]

get :  $M(\mathcal{S})$

put :  $\mathcal{S} \rightarrow M(1)$

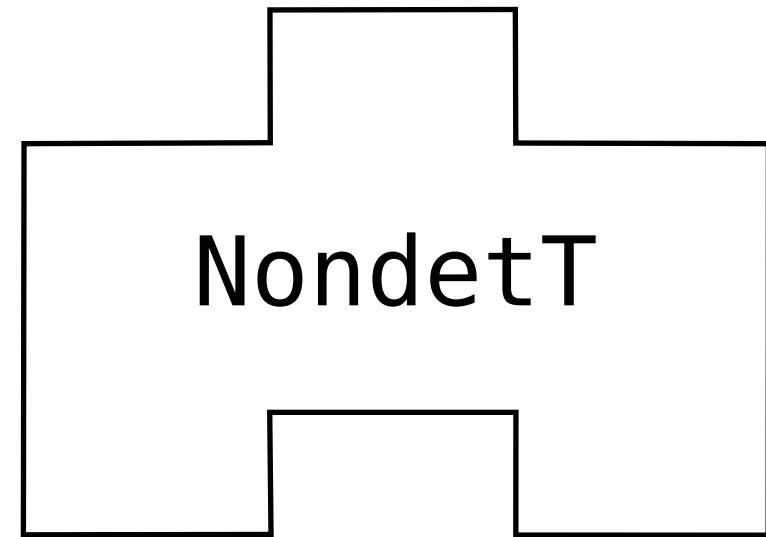
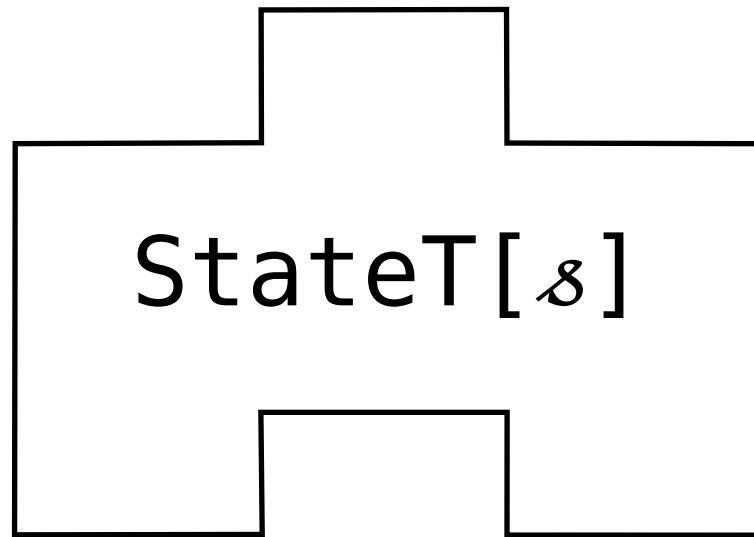
Nondet

fail :  $\forall A. M(A)$

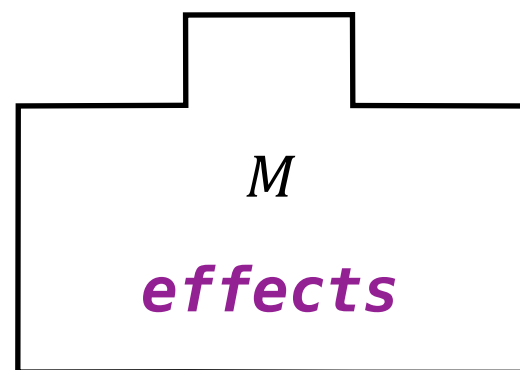
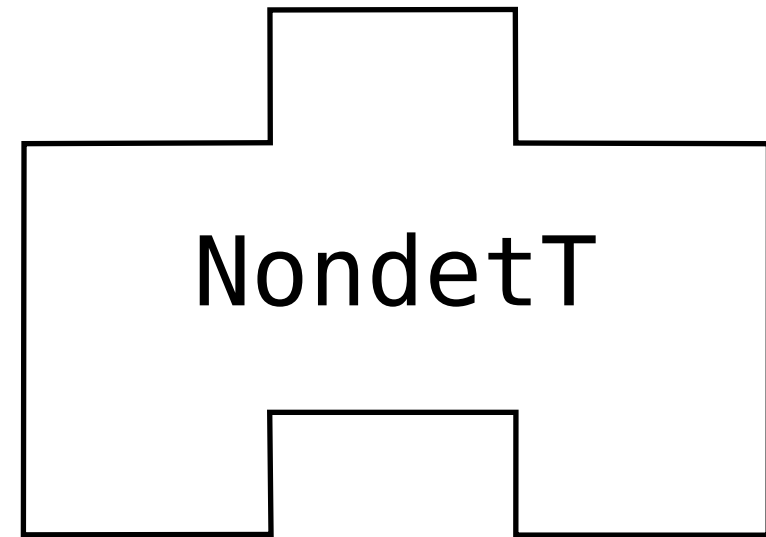
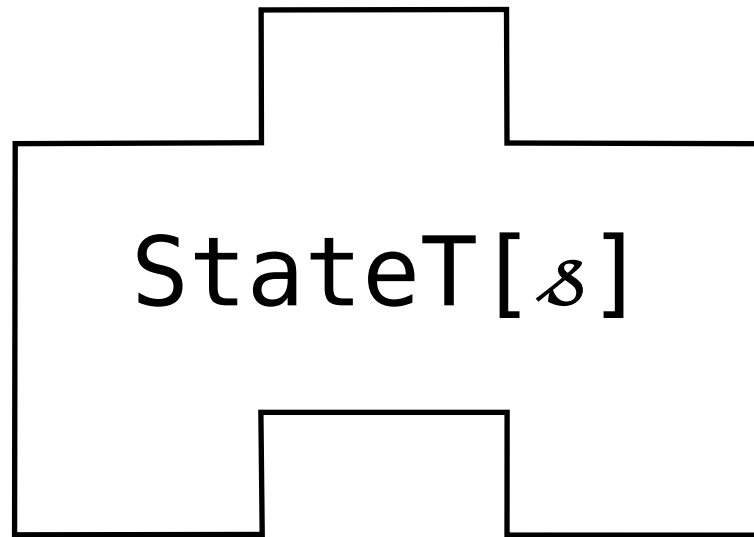
$\_ \boxplus \_$  :  $\forall A. M(A) \times M(A) \rightarrow M(A)$



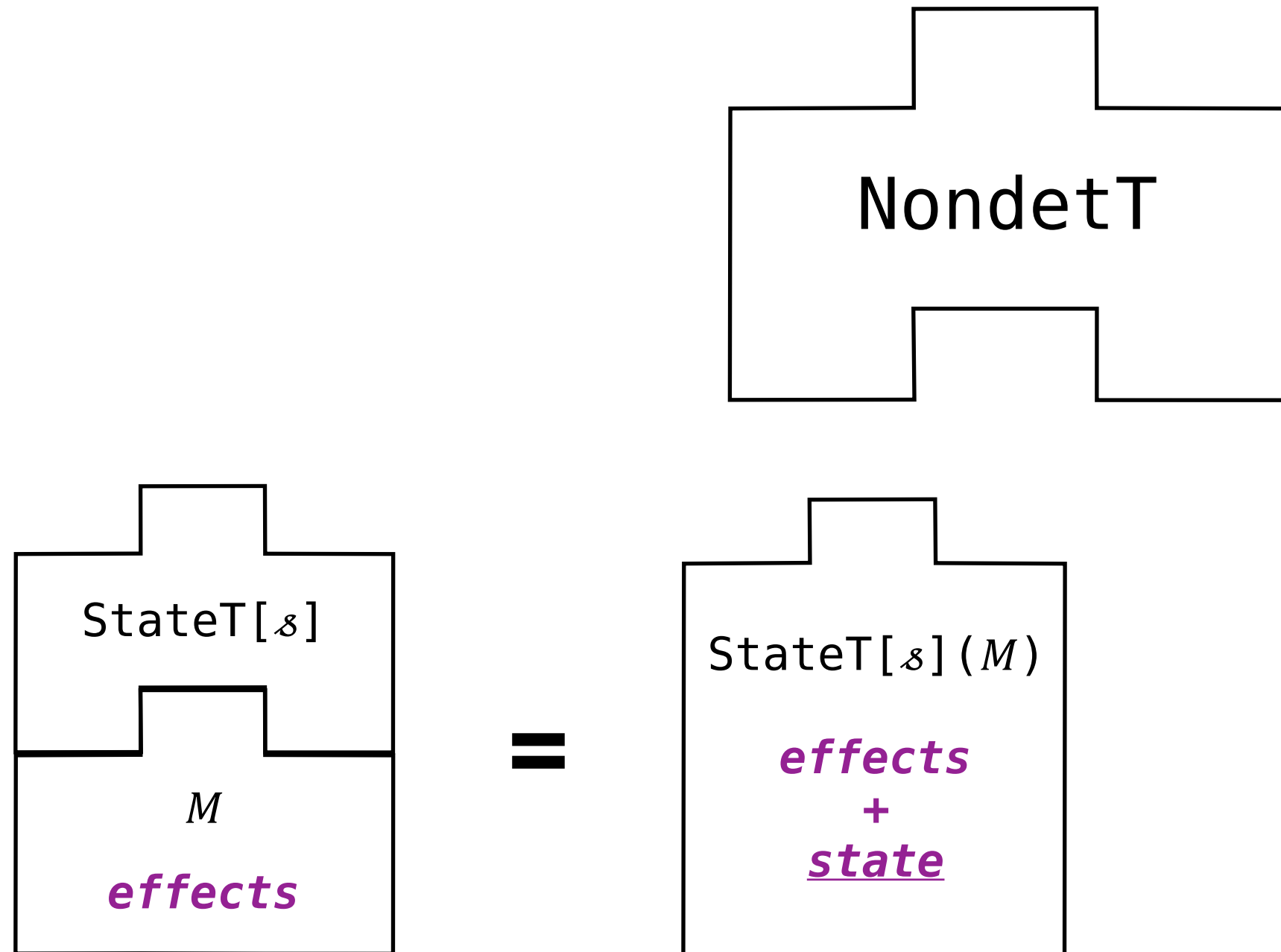
# Monad Transformers



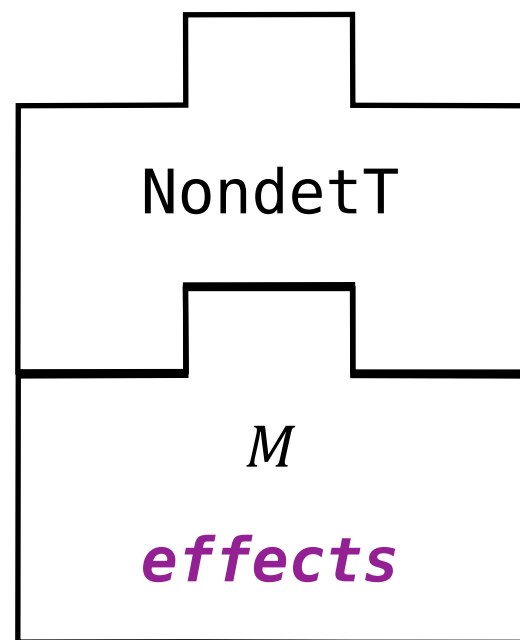
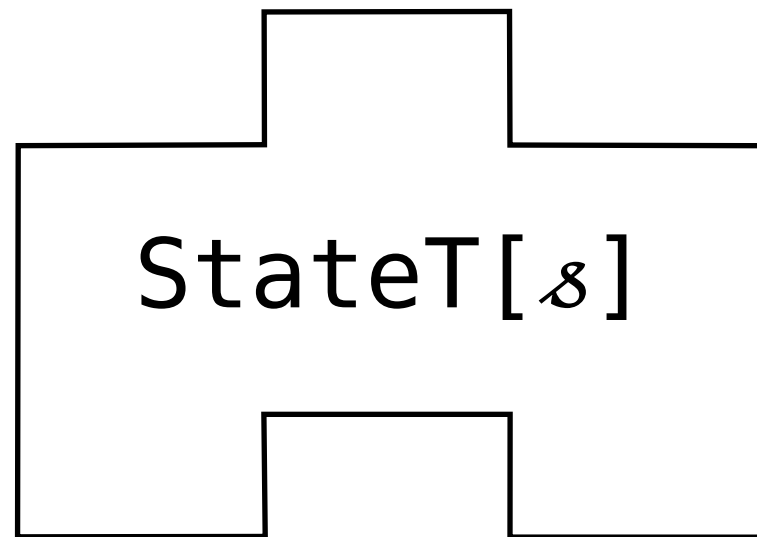
# Monad Transformers



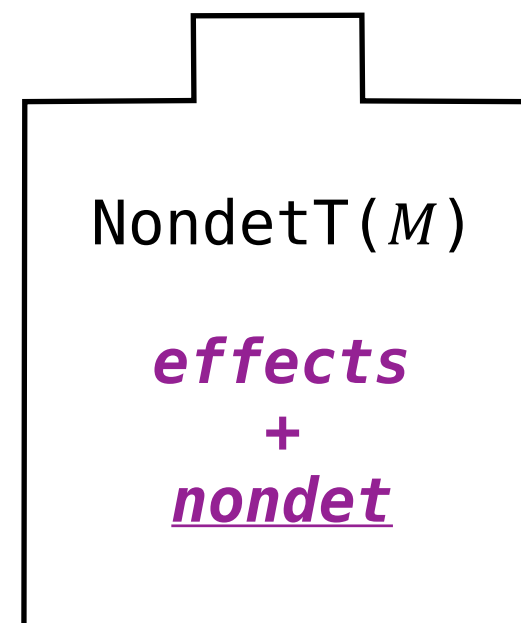
# Monad Transformers



# Monad Transformers



=



# Monad Transformers

```
type M(t)
```

```
op x ← e1 ; e2
```

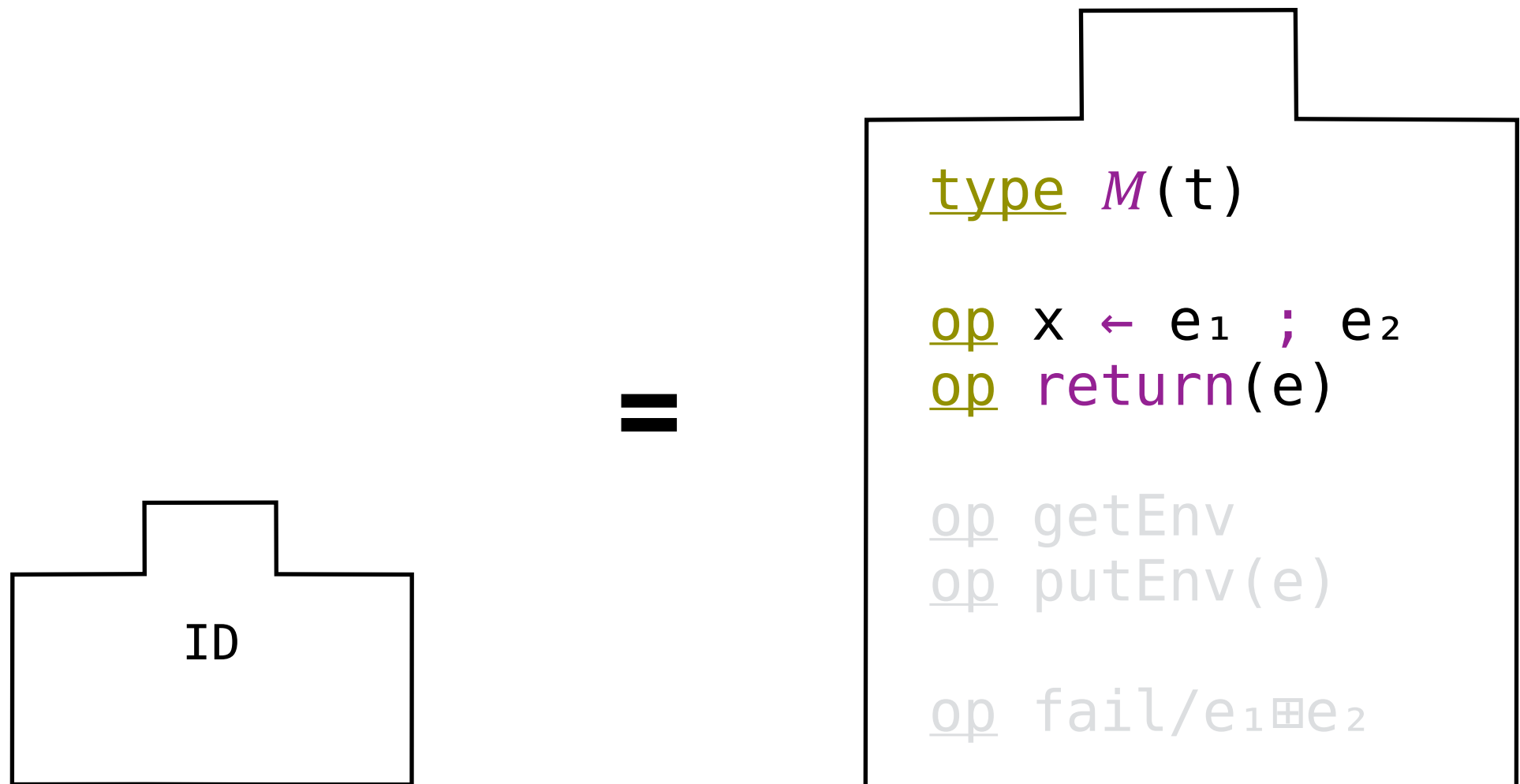
```
op return(e)
```

```
op getEnv
```

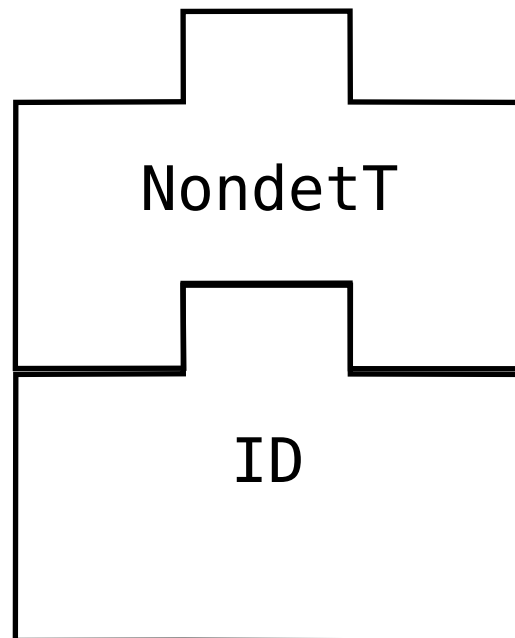
```
op putEnv(e)
```

```
op fail / e1 ⊞ e2
```

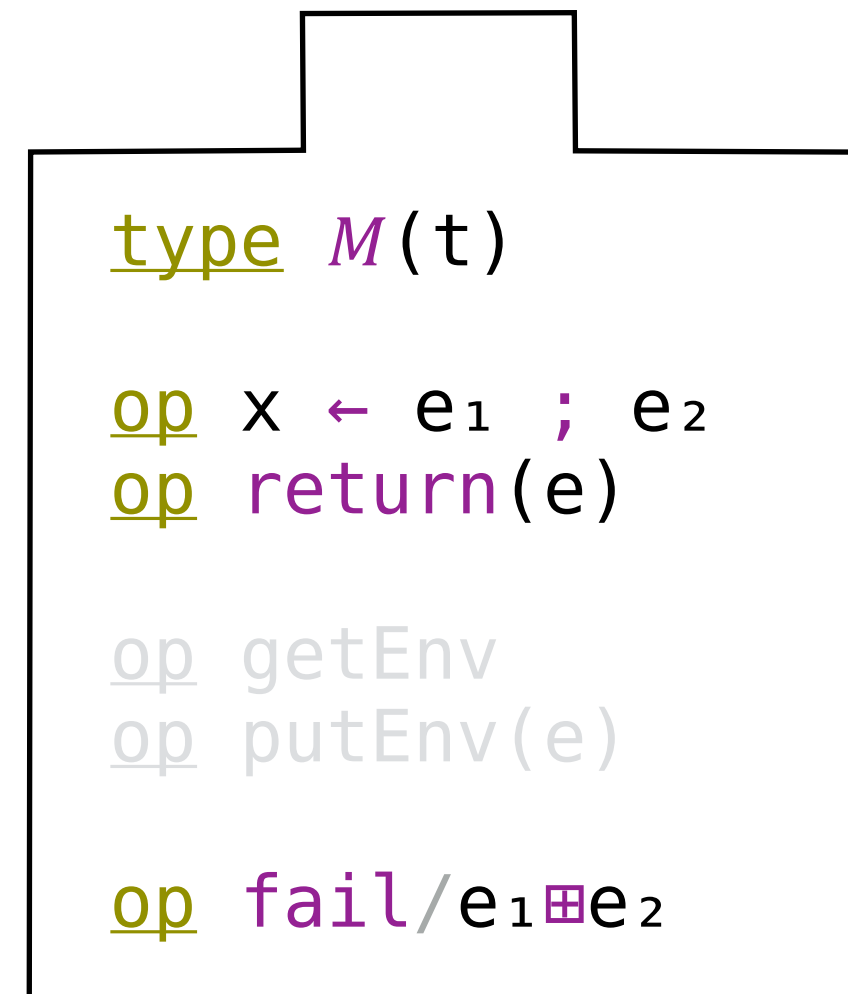
# Monad Transformers



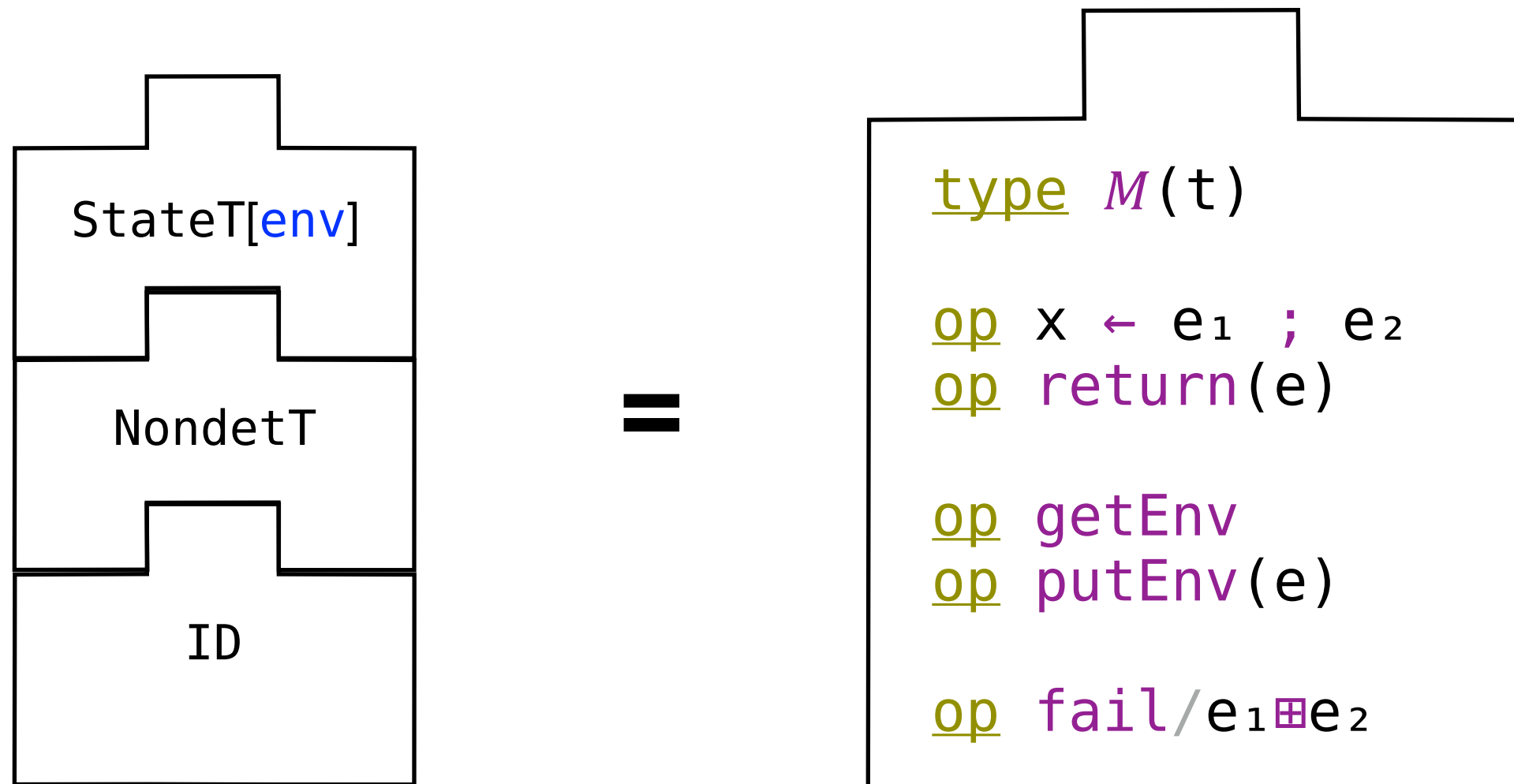
# Monad Transformers



=

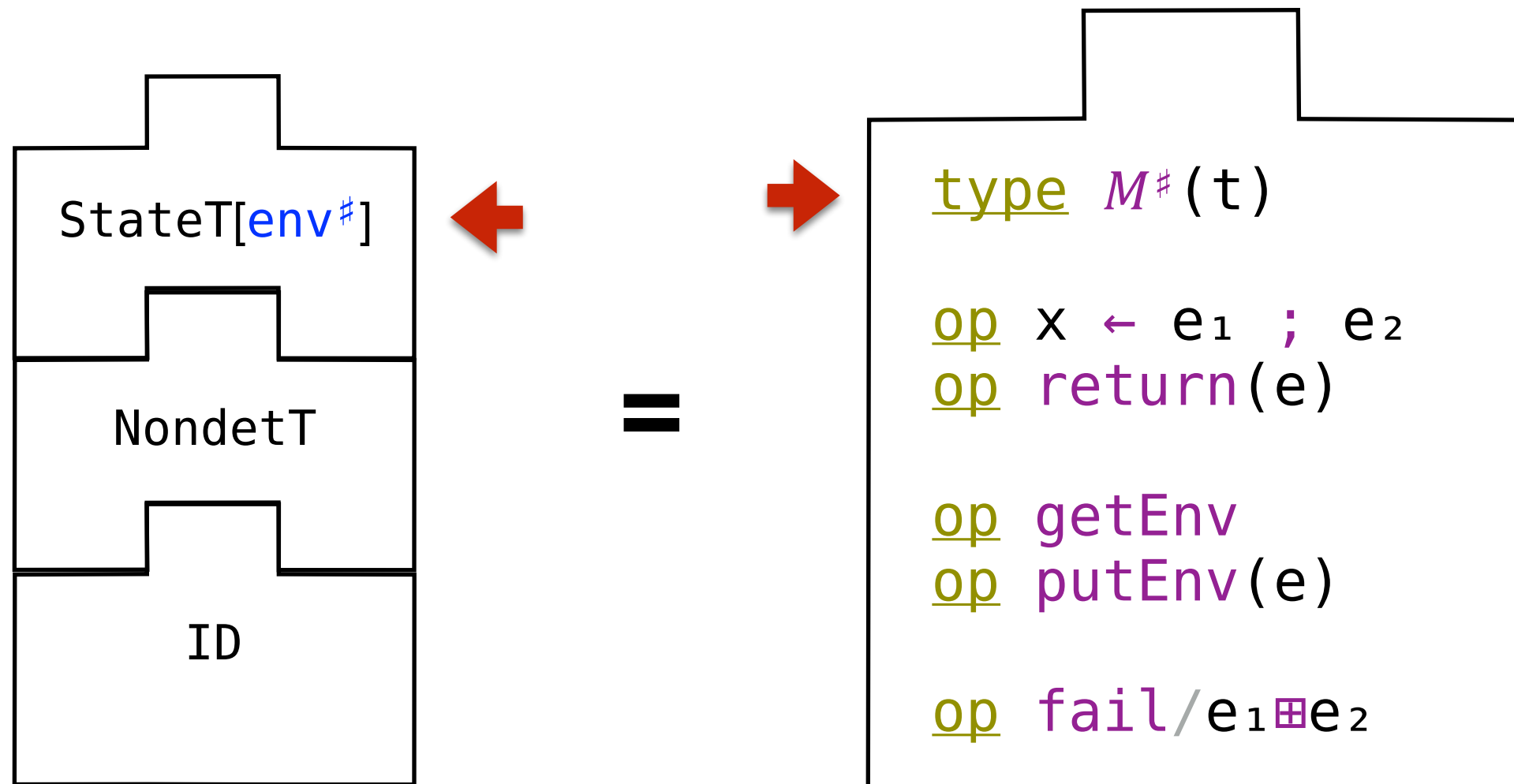


# Monad Transformers

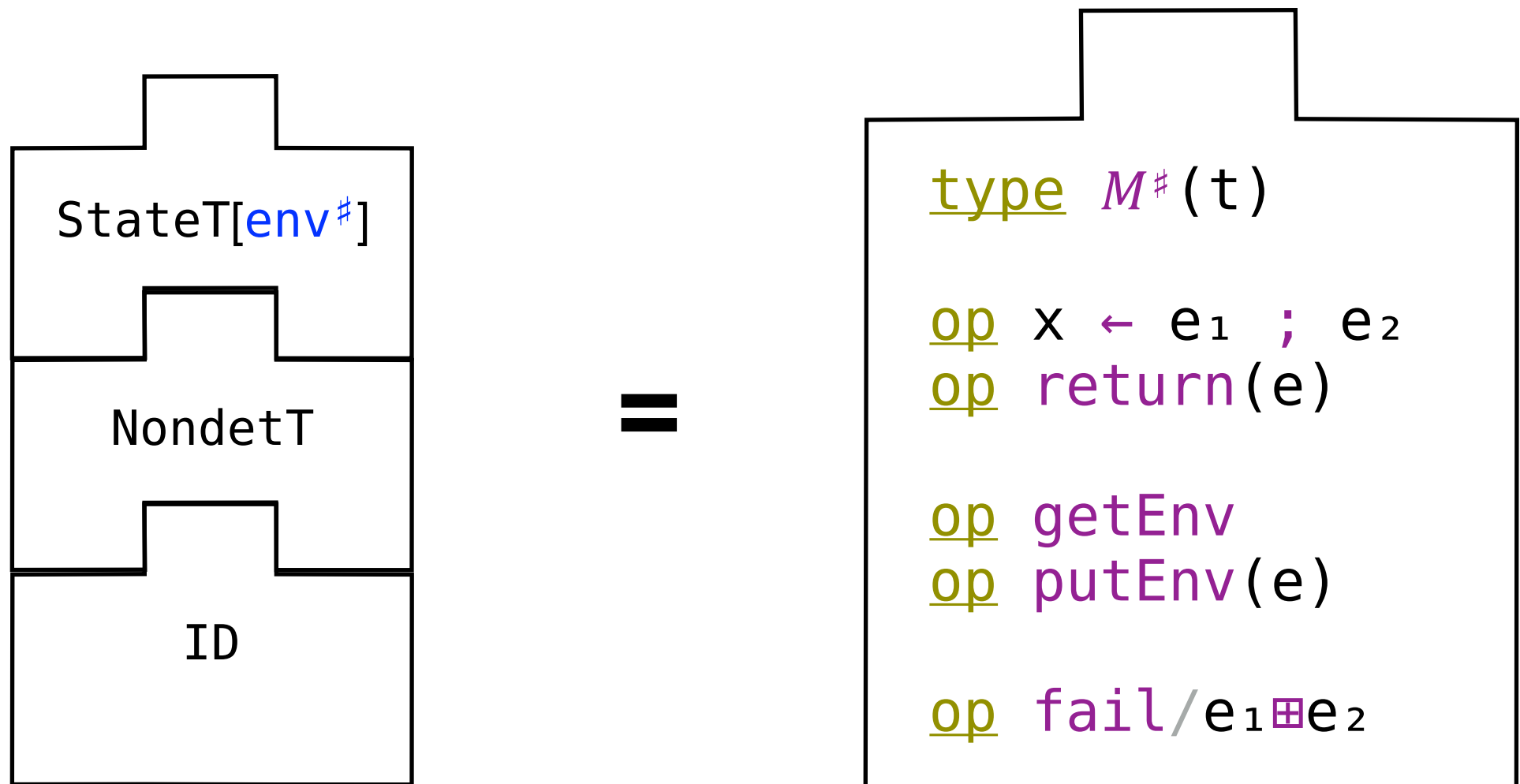




# Monad Transformers

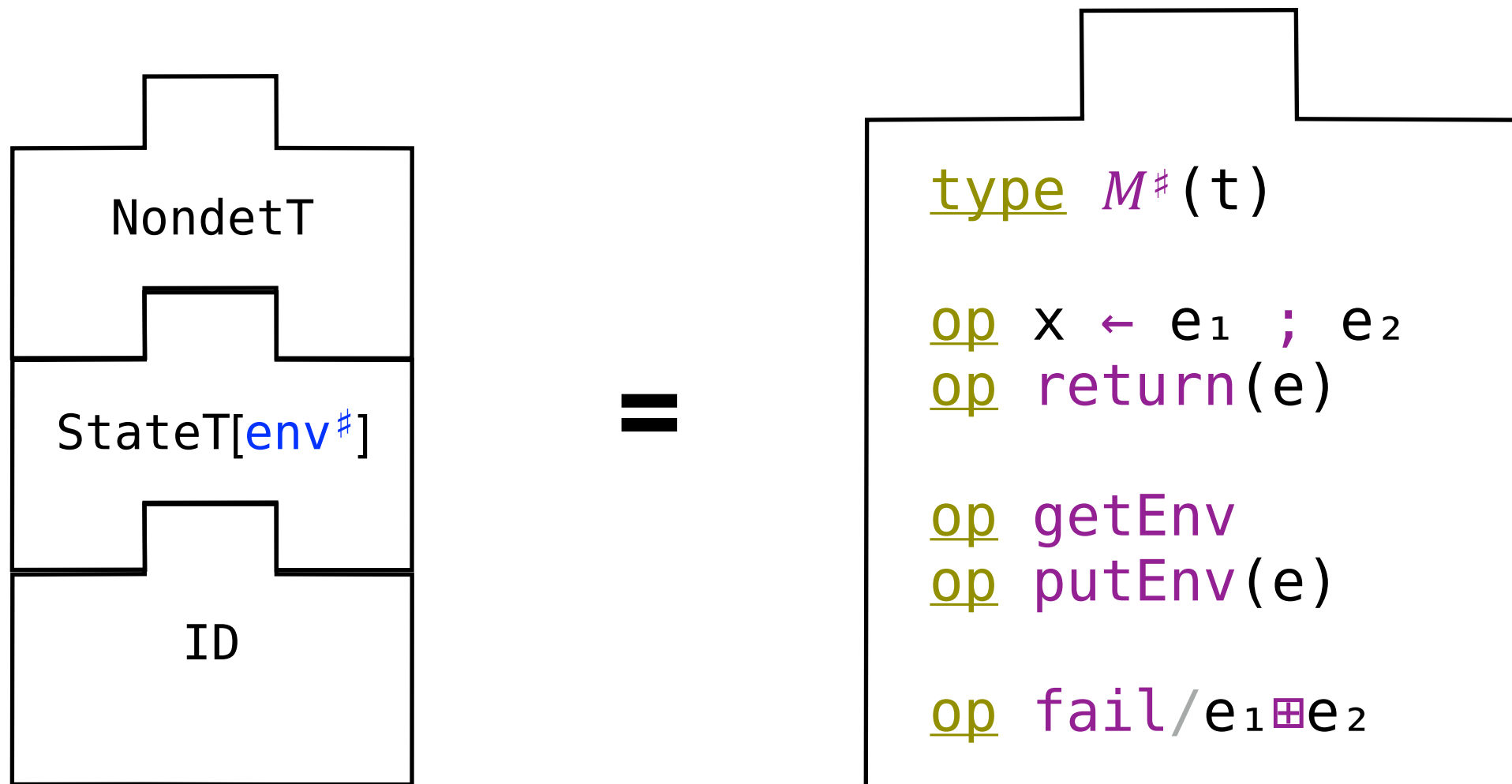


# Monad Transformers



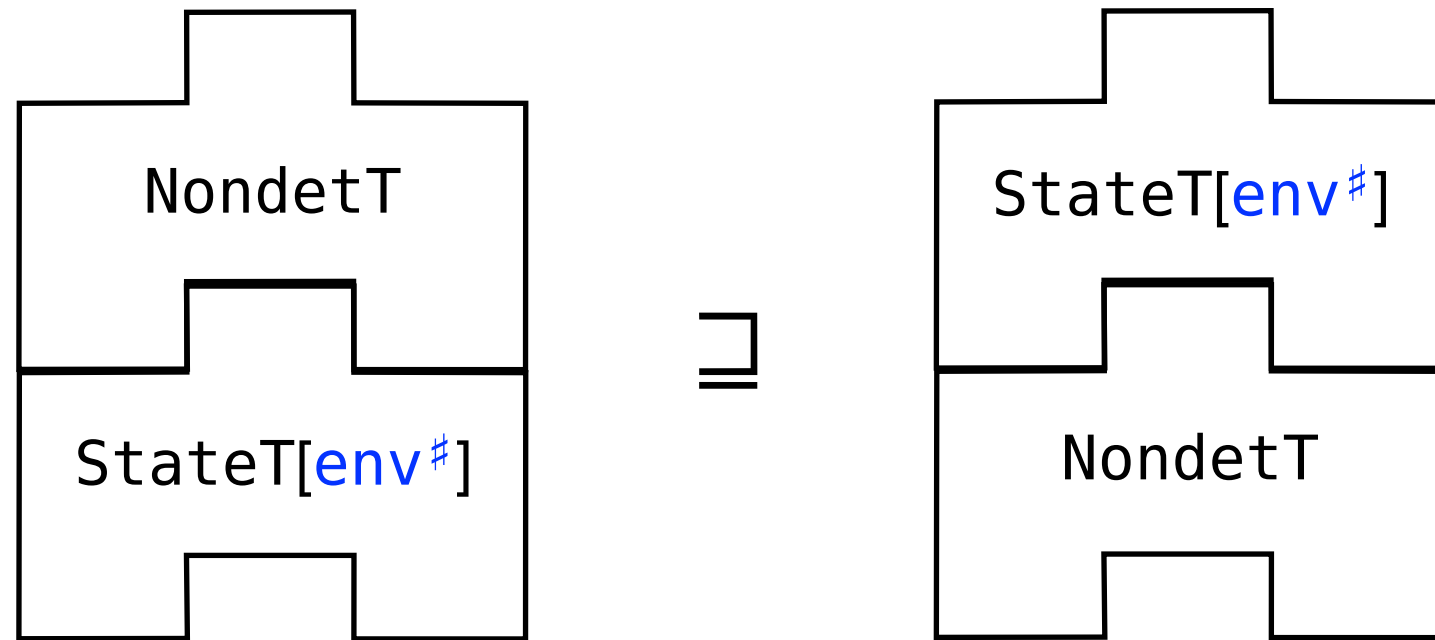
*Path-sensitive*

# Monad Transformers



*Flow-insensitive*

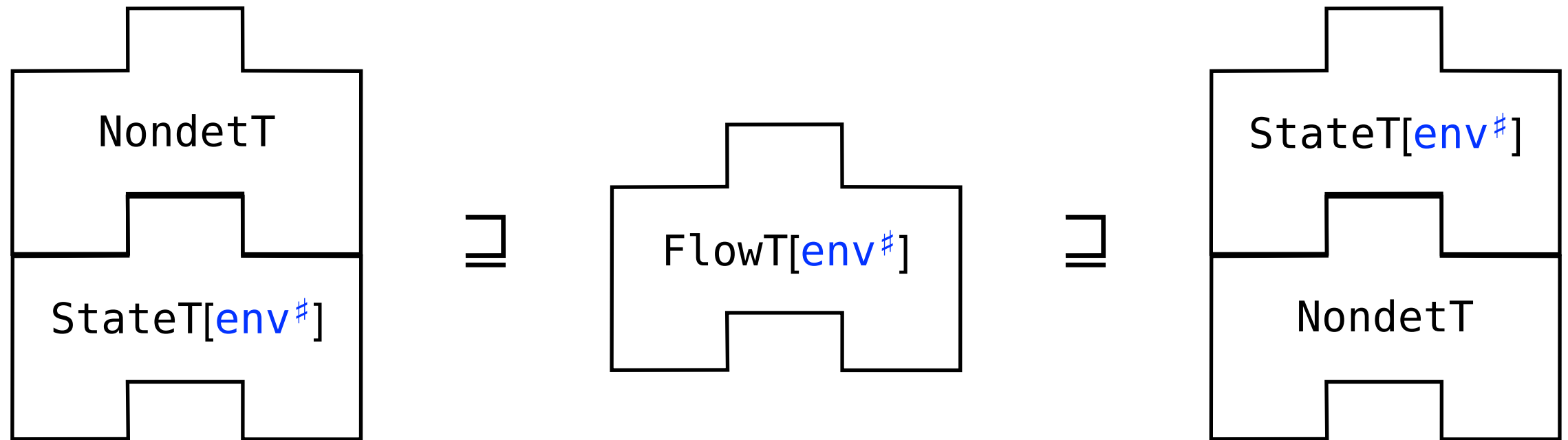
# Monad Transformers



*Flow-insensitive*

*Path-sensitive*

# Monad Transformers

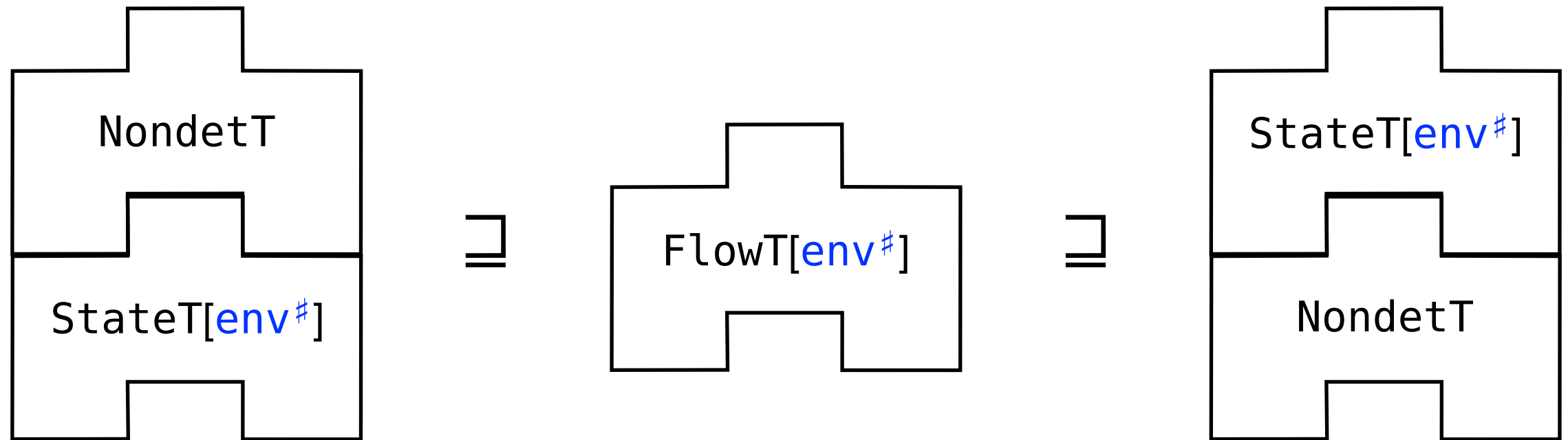


*Flow-insensitive*

*Flow-sensitive*

*Path-sensitive*

# Monad Transformers



*Flow-insensitive*

*Flow-sensitive*

*Path-sensitive*

$\mathcal{P}(\text{exp}) \times \text{env\#}$

$\text{exp} \mapsto \text{env\#}$

$\text{exp} \mapsto \mathcal{P}(\text{env\#})$

# Monad Transformers

*Flow-insensitive*

*Flow-sensitive*

*Path-sensitive*

$\mathcal{P}(\text{exp}) \times \text{env}^\#$

$\text{exp} \mapsto \text{env}^\#$

$\text{exp} \mapsto \mathcal{P}(\text{env}^\#)$

$N \in \{-, 0, +\}$   
 $x \in \{0, +\}$   
 $y \in \{-, 0, +\}$

UNSAFE:  $\{100/N\}$   
UNSAFE:  $\{100/x\}$

4:  $x \in \{0, +\}$   
 4.T:  $N \in \{-, +\}$   
 5.F:  $x \in \{0, +\}$

$N, y \in \{-, 0, +\}$

UNSAFE:  $\{100/x\}$

4:  $N \in \{-, +\}, x \in \{0\}$   
 4:  $N \in \{0\}, x \in \{+\}$

$N \in \{-, +\}, y \in \{-, 0, +\}$   
 $N \in \{0\}, y \in \{0, +\}$

SAFE

# Building Monads

- Construct a monad using `StateT[s]`, `FlowT[s]` and `NondetT`
- Order matters, yielding different analyses
- Rapidly prototype precision performance tradeoffs



# Why Transformers

- Semantics independent building blocks for writing interpreters—also apply to abstract interpreters!
- Reuse of analysis machinery
  - Different abs. interpreters use the same transformers
- Variations in analysis
  - Different transformer stacks fit into the same interpreter

# Galois Transformers

- What's a Monad?
- What are Transformers?
- What are Galois Connections?



```
type M(t)
```

```
op x ← e1 ; e2
```

```
op return(e)
```

# Galois Transformers

- What's a Monad?
- What are Transformers?
- What are Galois Connections?



type  $M(t)$

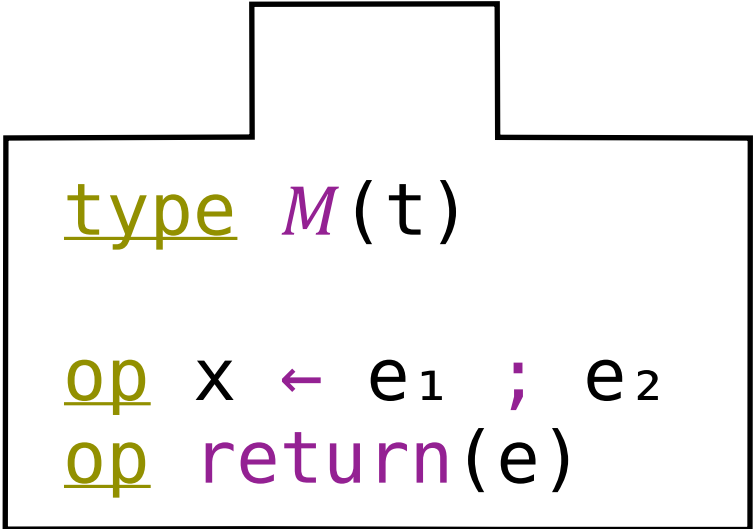
op  $x \leftarrow e_1 ; e_2$   
op  $\text{return}(e)$



$\text{FlowT}[\mathcal{S}]$

# Galois Transformers

- What's a Monad?
- What are Transformers?
- What are Galois Connections?



```
type M(t)  
  
op x ← e1 ; e2  
op return(e)
```

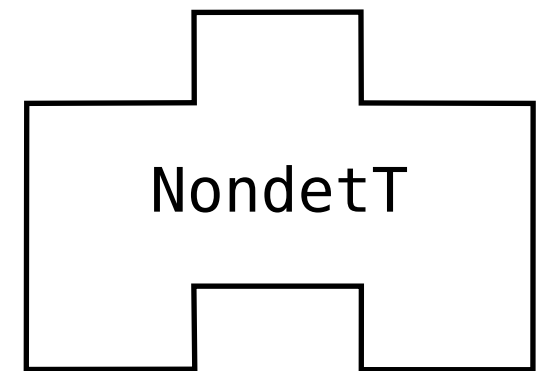
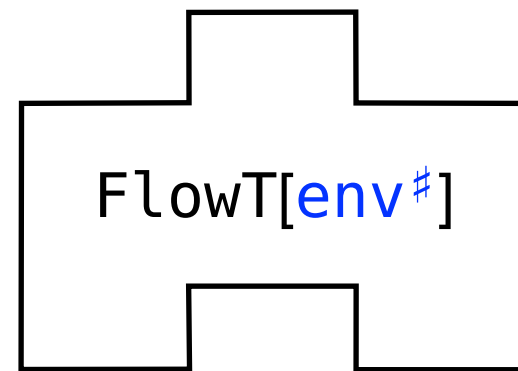
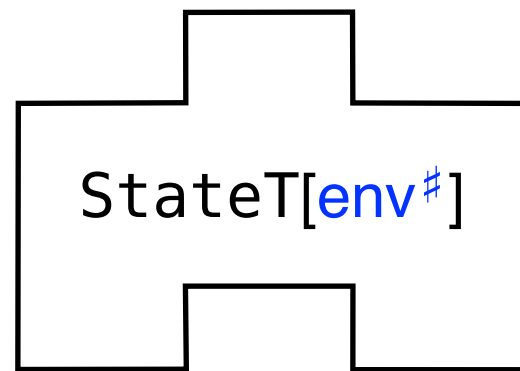


FlowT[s]

# Galois Connections

- Compositional framework for proving correctness
- We build two sets of GCs alongside transformers
- **Code**: Enables execution of monadic analyzers
- **Proofs**: Large number of proofs built automatically
- (See the paper)

# Galois Transformers



- GTs = Monad Transformers + Galois connections
- Galois connections are necessary for execution and proof of correctness for abstract interpreter

# Putting it All Together

- You design a monadic abstract interpreter
- Instantiate with monad transformers
- Change underlying monad to change results
- Galois connections synthesized for free:
  - **Code**: Execution engine for running the analysis
  - **Proofs**: Large part of correctness argument

# Implementation

- Haskell package: `cabal install maam`
- Galois Transformers are implemented as a semantics independent library
- Haskell's support for monadic programming was helpful, but not necessary



# Let's Design an Analysis

## Program

```
0: int x y; // global state
1: void safe_fun(int N) {
2:   if (N≠0) {x := 0;}
3:   else     {x := 1;}
4:   if (N≠0) {y := 100/N;}
5:   else     {y := 100/x;}}
```

## Analysis Property

$x/0$

## Abstract Values

$\mathbb{Z} \sqsubseteq \{-, 0, +\}$

## Implement

```
analyze : exp → results
analyze(x := a) :=
  .. x := a ..
analyze(If {e1}{e2}) :=
  .. a .. e1 .. e2 ..
```

## Get Results

```
4: NE{-, +}, xE{0}
4: NE{0}, xE{+}

NE{-, +}, yE{-, 0, +}
NE{0}, yE{0, +}

SAFE
```

## Prove Correct

$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$

# Let's Design an Analysis

## Program

safe\_?un.js

## Analysis Property

$x/0$

## Abstract Values

$\mathbb{Z} \sqsubseteq \{-, 0, +\}$

## Implement

```
analyze : exp → results
analyze(x := a) :=
  .. x := a ..
analyze(If {e1}{e2}) :=
  .. a .. e1 .. e2 ..
```

## Get Results

```
4: NE{-, +}, xE{0}
4: NE{0}, xE{+}

NE{-, +}, yE{-, 0, +}
NE{0}, yE{0, +}

SAFE
```

## Prove Correct

$\llbracket e \rrbracket \in \llbracket \text{analyze}(e) \rrbracket$

# Future Work

- Benchmark interaction between flow sensitivity and other design choices, like context or object sensitivity
- Explore uses of **NondetT** and **FlowT**[*s*] outside analysis
- Other methods for executing monadic abstract interpreters; might relate to pushdown analysis
- Steps toward modular *verified* abstract interpreters in Coq or Agda using Galois Transformer proof framework
  - First step, mechanizing Galois connections
  - Draft: *Mechanically Verified Computational Abstract Interpretation* (w/Van Horn)