# Data Flow Analysis

Example, Method, Lattice, Precision, Sensitivity

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Lecture #7 out of 10 90 minutes

All videos are in this YouTube playlist.

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**Motivating Example** 

Method

Sensitivities

Most Common Types

Further Reading/Watching

Chapter #1:

Motivating Example

#### Unassigned Variable

Which code snippet has an error ("use of unassigned variable")?

```
int f(int x) {
  int a;
  if (x > 10)
    a = 42;
  while (x++ < 5)
    a = x;
  return a + 1;
}

int f(int x) {
  int a;
  if (x > 3)
    a = 42;
  while (x++ < 12)
    a = x;
  return a + 1;
}</pre>
```

#### ChatGPT vs. Clang Tidy

```
Do you see any problems in this C++ code:
       int f(int x) {
        int a;
        if (x > 10) \{ a = 42; \}
        while (x++ < 5) \{ a = x; \}
                                                                                                 ₽ €
Yes, there is a problem with this C++ code.
        The variable \hat{a} is not initialized if the condition \hat{x} > 10 is not met, which means that its
       value is undefined in the `while` loop. This can lead to undefined behavior in the
       In C++, uninitialized variables can have unpredictable values, so it's important to always
       initialize them before they are used.
       To fix this issue, we can initialize `a` to a default value before the `if` statement:
                                                                                  Copy code
           int f(int x) {
           if (x > 10) \{ a = 42; \}
           while (x++ < 5) \{ a = x; \}
        With this change, the code should behave as expected without any undefined behavior.
```

#### UndefinedBehaviorSanitizer

Clang <u>UndefinedBehaviorSanitizer</u> (the dynamic analyzer) can detect the issue in runtime:

```
rultor@m2262:~$ cat > a.cpp
int f(int x) {
  int a;
  if (x > 10) \{ a = 42; \}
  while (x++ < 5) \{ a = x; \}
  return a + 1;
int main() {
 return f(7);
rultor@m2262:~$ clang -fsanitize=memory a.cpp -g
rultor@m2262:~$ ./a.out
==1494430==WARNING: MemorySanitizer: use-of-uninitialized-value
    #0 0x4950e4 in main /home/rultor/a.cpp:8:2
    #1 0x7fa900daf082 in __libc_start_main (/lib/x86_64-linux-gnu/libc.so.6+0x24082)
    #2 0x41c26d in _start (/home/rultor/a.out+0x41c26d)
SUMMARY: MemorySanitizer: use-of-uninitialized-value /home/rultor/a.cpp:8:2 in main
Exiting
```

#### IntelliJ IDE

IntelliJ IDEA doesn't see the difference:

```
int f(int x) {
   int a;
   if (x > 3) { a = 42; }
   while (x++ < 12) { a = x; }
   return a + 1;
}

Variable 'a' might not have been initialized
   initialize variable 'a' \\Co\color More actions... \\Color
   int a
   int a
   eo-maven-plugin
  :</pre>
```

#### Java Compiler

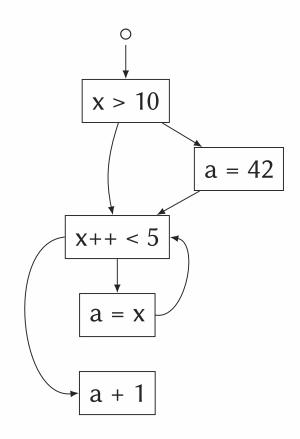
javac doesn't see the difference either:



### Control Flow Graph

First, we represent the program as a Control Flow Graph (CFG):

```
int f(int x) {
  int a;
  if (x > 10)
    a = 42;
  while (x++ < 5)
    a = x;
  return a + 1;
}</pre>
```

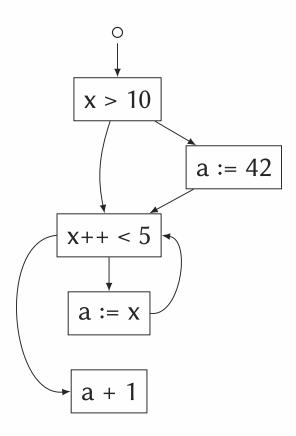


# Six Properties of Data Flow Analysis

Data flow analysis <u>propagates</u> information (<u>data</u>) along the control flow graph, with the following six properties in mind:

- 1. Domain (of data flow facts)
- 2. Direction (forward or backward)
- 3. Transfer Function (sometimes with GEN and KILL sets)
- 4. Confluence Operator ("meet" or "join")
- 5. Boundary Condition (start data for the entry node)
- 6. Initial Values (start data for each node)

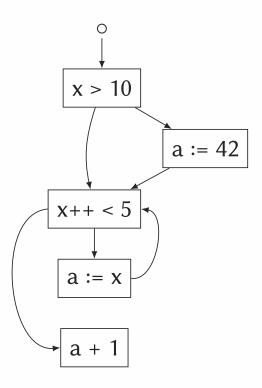
# Over-approximation

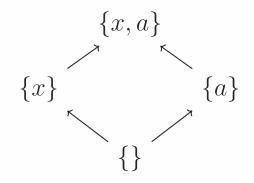


- 1. Domain: variable names
- 2. Direction: forward
- 3. Transfer Function: add on ":="
- 4. Confluence Operator: meet, intersection
- 5. Boundary Condition:  $\{x\}$
- 6. Initial Values: empty sets

### Meet Operator

The <u>meet operator</u> is coming from the lattice that abstracts the data that flows (remember abstract interpretation?):





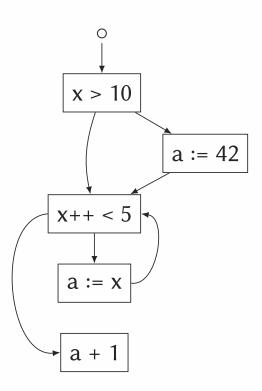
$$\{x,a\} \sqcap \{x\} \to \dots$$

$$\{a\} \sqcap \{\} \rightarrow \dots$$

$$\{a\} \cap \{x\} \rightarrow \dots$$

# GEN and KILL Functions

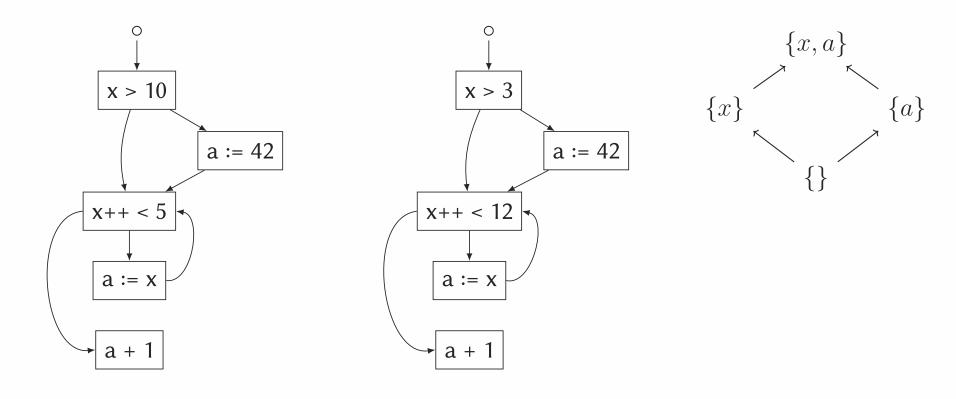
A transfer function may be defined by defining GEN and KILL functions:



S	$\operatorname{GEN}(s)$	KILL(s)
x > 10 $a := 42$ $x++ < 5$	{} {a} {}	{} {} {}
a := x a + 1	{a} {}	<pre>{} {}</pre>

# Over-approximation = Low Precision

From the perspective of <u>path insensitive</u> data flow analysis, there are bugs in both CFGs, but it's wrong:



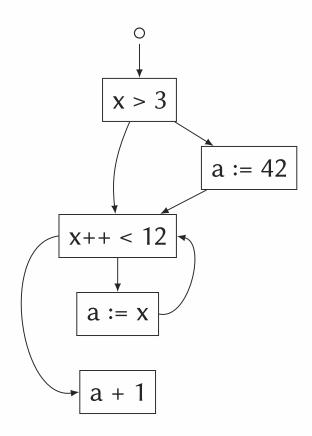
Chapter #3:

Sensitivities

[ Path-Sensitive Analysis Flow-Sensitive Analysis Context-Sensitive Analysis ]

## Path-Sensitive Analysis

A <u>path-sensitive</u> analysis computes different pieces of analysis information dependent on the predicates at conditional branch instructions.



[ Path-Sensitive Analysis Flow-Sensitive Analysis Context-Sensitive Analysis ]

### Flow-Sensitive Analysis

A <u>flow-sensitive</u> analysis takes into account the order of statements in a program.

The analysis we did before was flow sensitive. Flow <u>insensitive</u> analysis example:

```
a = 0;
a = 5;
a = a + 1;
// What is a possible value of 'a'?
```

[ Path-Sensitive Analysis Flow-Sensitive Analysis Context-Sensitive Analysis ]

## Context-Sensitive Analysis

A <u>context-sensitive</u> analysis is an interprocedural analysis that considers the calling context when analyzing the target of a function call.

```
f(5, 6); // call-site #1
f(6, 5); // call-site #2
void f(x, y) {
    // Is it possible to have x == y?
}
```

Chapter #4:

Most Common Types

# Reaching Definitions Analysis

Reaching definitions is a data-flow analysis which statically determines which definitions may reach a given point in the code.

```
float price(int book) {
  float p = load_from_database();
  if (book < 100)
    p = 14.99;
  if (book > 50)
    p = 9.99;
  float discount = 0.90;
  return p * discount;
}
```

Do you see any problems with this code?

### Liveness Analysis

Live variable analysis calculates the variables that are live at each point in the program (they hold values that may be needed in the future).

```
int price(int book_id) {
  int p;
  int discount;
  if (book_id > 400)
    discount = 10;
  p = load_price_from_database(book_id);
  p = ( p * 95 ) / 100;
  return p;
}
```

Do you see any problems in the code?

# Definite Assignment Analysis

Definite assignment analysis conservatively ensures that a variable or location is always assigned before it is used.

```
int salary(int user_id) {
  int s;
  if (user_id > 400) {
    s = get_salary_from_mysql(user_id);
  } else if (user_id < 400) {
    s = 0;
  }
  return s;
}</pre>
```

Is there an error in this code?

# Available Expression Analysis

Available expression analysis determines for each point in the program the set of expressions that need not be recomputed.

```
int price(int book_id) {
  int p = 14;
  if (stock(book_id) < 100) {
    p = 19;
  } else if (stock(book_id) > 1000) {
    p = 9;
  }
  return p;
}
```

Shall we computer stock(book\_id) twice?

# Constant Propagation Analysis

Constant propagation analysis at every statement tells which variables is a constant: every execution that reaches that point, gives that variable the same value.

```
float discount(float price) {
  float d = 0.8;
  if (price < 14.99)
    d = 0.93;
  else
    d = d + 0.13;
  return price * d;
}</pre>
```

Is there an error in this code?

Chapter #5:

Further Reading/Watching

Book and slides by Anders Møller et al.

Lectures of Michael Pradel on YouTube.