



Static Program Analysis

Lecture 21: Shape Analysis & Final Remarks

Winter Semester 2016/17

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<https://moves.rwth-aachen.de/teaching/ws-1617/spa/>

Recap: Pointer Analysis

The Shape Analysis Approach

- **Goal:** determine the **possible shapes of a dynamically allocated data structure** at given program point
- **Interesting information:**
 - **data types** (to avoid type errors, such as dereferencing `nil`)
 - **aliasing** (different pointer variables having same value)
 - **sharing** (different heap pointers referencing same location)
 - **reachability** of nodes (garbage collection)
 - **disjointness** of heap regions (parallelisability)
 - **shapes** (lists, trees, absence of cycles, ...)
- **Concrete questions:**
 - Does `x.next` point to a shared element?
 - Does a variable `p` point to an allocated element every time `p` is dereferenced?
 - Does a variable point to an acyclic list?
 - Does a variable point to a doubly-linked list?
 - Can a loop or procedure cause a memory leak?
- **Here:** basic outline; details in [Nielson/Nielson/Hankin 2005, Sct. 2.6]

Recap: Pointer Analysis

Extending the Syntax

Syntactic categories:

Category	Domain	Meta variable
Arithmetic expressions	$AExp$	a
Boolean expressions	$BExp$	b
Selector names	Sel	sel
Pointer expressions	$PExp$	p
Commands (statements)	Cmd	c

Context-free grammar:

$$a ::= z \mid x \mid a_1 + a_2 \mid \dots \mid p \mid \text{nil} \in AExp$$
$$b ::= t \mid a_1 = a_2 \mid b_1 \wedge b_2 \mid \dots \mid \text{is-nil}(p) \in BExp$$
$$p ::= x \mid x.sel$$
$$c ::= [\text{skip}]' \mid [p := a]' \mid c_1; c_2 \mid \text{if } [b]' \text{ then } c_1 \text{ else } c_2 \text{ end} \mid \\ \text{while } [b]' \text{ do } c \text{ end} \mid [\text{malloc } p]' \in Cmd$$

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Shape Graphs I

Approach: representation of (infinitely many) concrete heap states by (finitely many) abstract **shape graphs**

- **abstract nodes** X = sets of variables
- interpretation: $x \in X$ iff x points to concrete node represented by X
- \emptyset represents all concrete nodes that are **not directly addressed** by pointer variables
- $x, y \in X$ (with $x \neq y$) indicate **aliasing** (as x and y point to the same concrete node)
- if $x.sel$ and y refer to the same heap address and if X, Y are abstract nodes with $x \in X$ and $y \in Y$, this yields **abstract edge** $X \xrightarrow{sel} Y$ (similarly for $X = \emptyset$ or $Y = \emptyset$)
- **transfer functions** transform (sets of) shape graphs

Recap: Pointer Analysis

Shape Graphs II

Definition (Shape graph)

A **shape graph**

$$G = (Abs, \Longrightarrow)$$

consists of

- a set $Abs \subseteq 2^{Var}$ of **abstract locations** and
- an **abstract heap** $\Longrightarrow \subseteq Abs \times Sel \times Abs$
 - notation: $X \xrightarrow{sel} Y$ for $(X, sel, Y) \in \Longrightarrow$

with the following properties:

Disjointness: $X, Y \in Abs \Longrightarrow X = Y$ or $X \cap Y = \emptyset$

(a variable can refer to at most one heap location)

Determinacy: $X \neq \emptyset$ and $X \xrightarrow{sel} Y$ and $X \xrightarrow{sel} Z \Longrightarrow Y = Z$

(target location is unique if source node is unique)

SG denotes the set of all shape graphs.

Recap: Pointer Analysis

From Heap Configurations to Shape Graphs

Definition

Given a heap configuration $H = (Nod, Sel, Var, \sigma, \longrightarrow)$, the **corresponding shape graph** $G = (Abs, \Longrightarrow)$ is defined by

- $Abs := \{\sigma^{-1}(n) \mid n \in Nod\}$
= $\{\{x \in Var \mid \sigma(x) = n\} \mid n \in Nod\}$
- For all $X, Y \in Abs$ and $sel \in Sel$:

$$X \xrightarrow{sel} Y \iff \exists n_X, n_Y \in Nod : \sigma^{-1}(n_X) = X, \sigma^{-1}(n_Y) = Y, n_X \xrightarrow{sel} n_Y$$

Remark: yields **Galois connection** between sets of heap configurations and sets of shape graphs, both ordered by \subseteq

Recap: Pointer Analysis

Shape Graphs and Concrete Heap Properties

Example

Let $G = (Abs, \implies)$ be a shape graph. Then the following concrete heap properties can be expressed as conditions on G :

- $x \neq \text{nil}$
 $\iff \exists X \in Abs : x \in X$
- $x = y \neq \text{nil}$ (**aliasing**)
 $\iff \exists Z \in Abs : x, y \in Z$
- $x.\text{sel1} = y.\text{sel2} \neq \text{nil}$ (**sharing**)
 $\implies \exists X, Y, Z \in Abs : x \in X, y \in Y, X \xrightarrow{\text{sel1}} Z \xleftarrow{\text{sel2}} Y$
 (“ $\xleftarrow{\text{sel2}}$ ” only valid if $Z \neq \emptyset$)

Shape Analysis

The Goal

Shape Analysis

The goal of **Shape Analysis** is to determine, for each program point, a set of **shape graphs** that together represent **all concrete heap configurations** which can occur during program execution at that point.

- **Forward** analysis
- **Domain:** $(D, \sqsubseteq) := (2^{SG}, \subseteq)$ (Var, Sel finite $\implies SG$ finite $\implies 2^{SG}$ finite $\implies ACC$)
- **Extremal value:** $\iota := \{\text{shape graphs for possible initial values of } Var\}$

Example 21.1 (List reversal; cf. Example 20.5)

- Variables: $Var = \{x, y, z\}$
- Assumption: x points to any (finite, non-cyclic) list, $y = z = nil$

$$\Rightarrow \iota = \left\{ \underbrace{(\emptyset, \emptyset)}_{\text{empty}}, \underbrace{\boxed{\{x\}}}_{1 \text{ elem.}}, \underbrace{\boxed{\{x\}} \xrightarrow{\text{next}} \boxed{\emptyset}}_{2 \text{ elem.}}, \underbrace{\boxed{\{x\}} \xrightarrow{\text{next}} \boxed{\emptyset} \xrightarrow{\text{next}} \boxed{\emptyset}}_{\geq 3 \text{ elem.}} \right\}$$

The Transfer Functions

Transform each single shape graph into a set of shape graphs: for each $l \in Lab$,

$$\varphi_l : 2^{SG} \rightarrow 2^{SG} : \{G_1, \dots, G_n\} \mapsto \bigcup_{i=1}^n \varphi_l(G_i)$$

Definition 21.2 (Transfer functions for shape analysis)

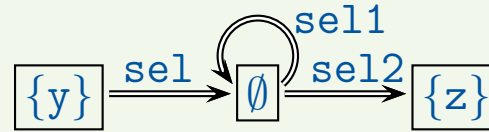
$\varphi_l(G) \subseteq SG$ is determined by B^l (where $G = (Abs, \implies)$):

- $[skip]^l$: $\varphi_l(G) := \{G\}$
- $[b]^l$: $\varphi_l(G) := \{G\}$
- $[p := a]^l$: case-by-case analysis w.r.t. p and a
 - [Nielson/Nielson/Hankin 2005, Sct. 2.6.3]: 12 cases on 11 p.
 - may involve (high degree of) non-determinism
 - see example on following slide
- $[malloc\ x]^l$: $\varphi_l(G) := \{(Abs' \cup \{\{x\}\}, \implies')\}$ with
 - $Abs' := \{X \setminus \{x\} \mid X \in Abs\}$
 - $\forall X, Y \in Abs, sel \in Sel :$
 $X \setminus \{x\} \xrightarrow{sel} Y \setminus \{x\}$ iff $X \xrightarrow{sel} Y$
- $[malloc\ x.sel]^l$: equivalent to $[malloc\ t]^l; [x.sel := t]^l; [t := nil]^l$ (with fresh $t \in Var$ and $l_1, l_2, l_3 \in Lab$)
- Fixpoint solution yields $SG_l \subseteq SG$ for each $l \in Lab$

Shape Analysis

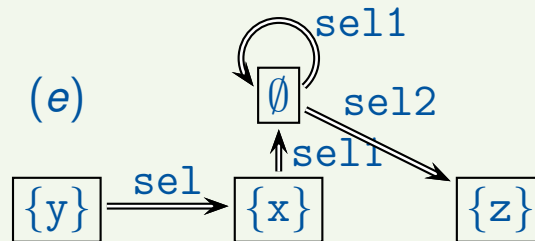
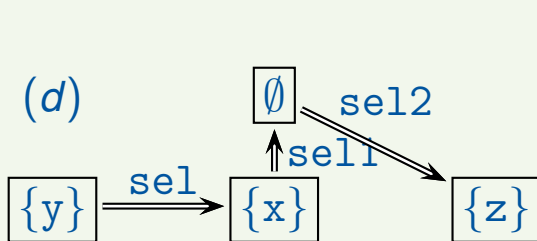
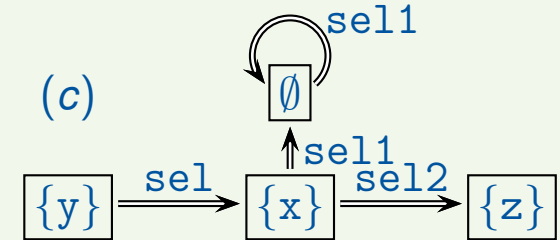
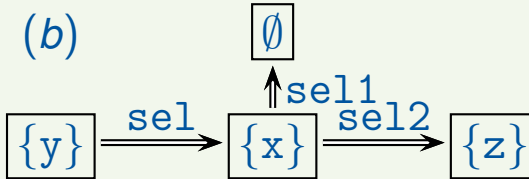
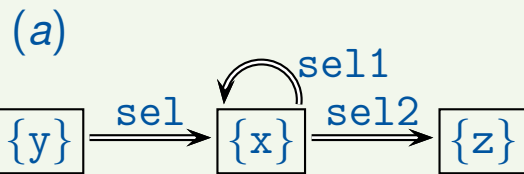
An Example

Example 21.3 (Transfer function for pointer assignment)



(justification:
on the board)

$\downarrow \varphi_x := y.sel$



Soundness of Abstraction

Theorem 21.4 (Safety of approximation)

Let H be a heap configuration with corresponding shape graph G (according to Definition 20.7), and let $I \in \text{Lab}$. If B^I maps H to heap configuration H' , then there exists a shape graph $G' \in \varphi_I(G)$ that corresponds to H' .

Proof.

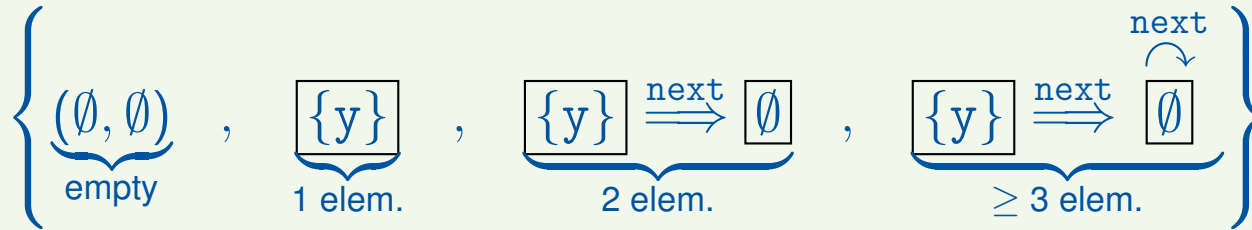
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Shape Analysis

Application to List Reversal

Example 21.5 (List reversal; cf. Example 20.5)

Shape analysis of list reversal program yields **final result**



Interpretation:

- + Result again a **finite list**
- but potentially **cyclic** (may be a “lasso”, but not a ring)
- also **“reversal” property** not guaranteed
 - result could be in wrong order or have more/less entries

Dedicated Algorithms for Pointer Analysis

- **nil Pointer Analysis:** checks whether dereferencing operations possibly involve `nil` pointers
 - with shape analysis: $x = \text{nil}$ possible for $x \in \text{Var}$ at $l \in \text{Lab}$ if there exists $G = (\text{Abs}, \implies) \in \text{SG}_l$ such that $x \notin \bigcup_{X \in \text{Abs}} X$
- **Points-To Analysis:** yields function pt that for each $x \in \text{Var}$ returns set $pt(x) \subseteq \text{Nod}$ of possible pointer targets
 - x and y may be aliases if $pt(x) \cap pt(y) \neq \emptyset$
 - with shape analysis: there exists $G = (\text{Abs}, \implies) \in \text{SG}_l$ and $Z \in \text{Abs}$ such that $x, y \in Z$
- Usually **faster** and sometimes **more precise** than shape analysis, but **less general** (only “shallow” properties)
- Fastest algorithms are **flow-insensitive** (points-to edges only added but never removed)

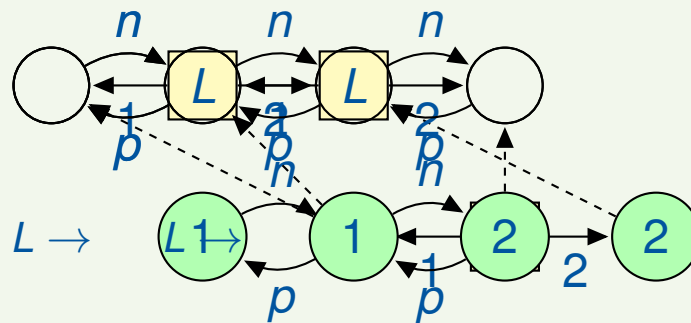
Further Topic in Program Analysis

Graph Grammar Approaches to Pointer Analysis

- E.g., J. Heinen, C. Jansen, J.-P. Katoen, T. Noll: *Verifying Pointer Programs using Graph Grammars*. Science of Computer Programming 97, 157–162, 2015
- Idea: specify data structures by **graph production rules**
- **Concretisation** by forward application
- **Abstraction** by backward application
- All pointer operations remain **concrete**

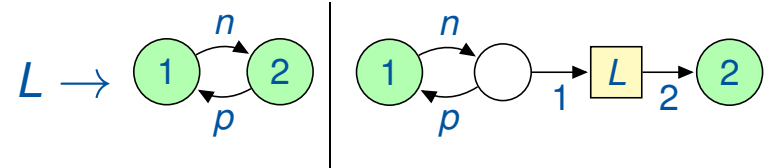
⇒ Avoids involved definition of transfer functions

Example 21.6 (Doubly-linked lists)

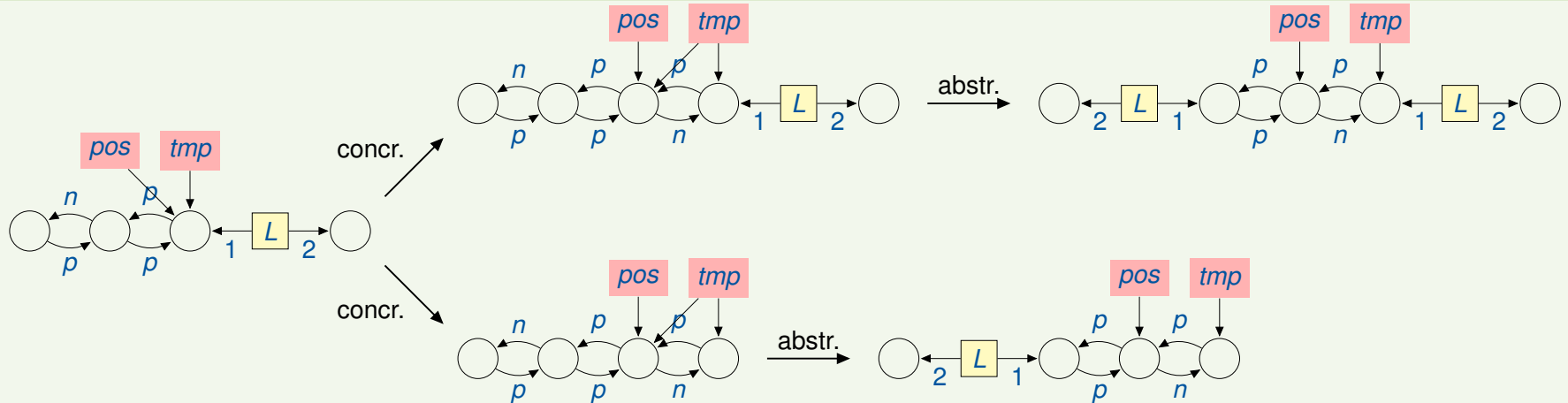


Further Topic in Program Analysis

Abstract Execution Using Graph Grammars



Example 21.7 (`tmp := pos.next;`)



Principle

Concretise whenever **necessary**; abstract whenever **possible**.

Correctness of Dataflow Analyses

- **So far:** **semantics** and **dataflow analysis** of programs considered independently (formal soundness proofs only for abstract interpretation; cf. Lecture 12/13)
- Of course both are (and should be) related!
- To this aim: compare results of **concrete semantics** (Definition 11.9) with **outcome of analysis**
- See [Nielson/Nielson/Hankin 2005, Sct. 2.2] for details

Example 21.8 (Correctness of Constant Propagation)

Let $c \in \text{Cmd}$, $l \in \text{Lab}_c$, $x \in \text{Var}$, and $z \in \mathbb{Z}$ such that $\text{CP}_l(x) = z$.
Then for all $\sigma_0, \sigma \in \Sigma$ such that $\langle \text{init}(c), \sigma_0 \rangle \rightarrow^* \langle l, \sigma \rangle$, $\sigma(x) = z$.

Final Remarks

Written Exam

- **Dates:**
 - Tue 21 Feb, 15:00–17:00, AH 2/3
 - Thu 23 Mar, 10:00–12:00, AH 2
- **Q&A session** on Wed 08 Feb (12:00, AH 3)
 - please submit questions beforehand to Christina Jansen or Christoph Matheja

Forthcoming Course in SS 2017

Compiler Construction [Noll; V3 Ü2]

1. Lexical analysis of programs (Scanner)
2. Syntactic analysis of programs (Parser)
3. Semantic analysis of programs
4. Code generation
5. Tools for compiler construction