

# Static Program Analysis

## Part 4 – flow sensitive analyses

<http://cs.au.dk/~amoeller/spa/>

Anders Møller & Michael I. Schwartzbach  
Computer Science, Aarhus University

# Agenda

- **Live variables analysis**
- Available expressions analysis
- Very busy expressions analysis
- Reaching definitions analysis
- Constant propagation analysis

# Liveness analysis

- A variable is *live* at a program point if its current value may be read in the remaining execution
- This is clearly undecidable, but the property can be conservatively approximated
- The analysis must only answer “*dead*” if the variable is really dead
  - no need to store the values of dead variables

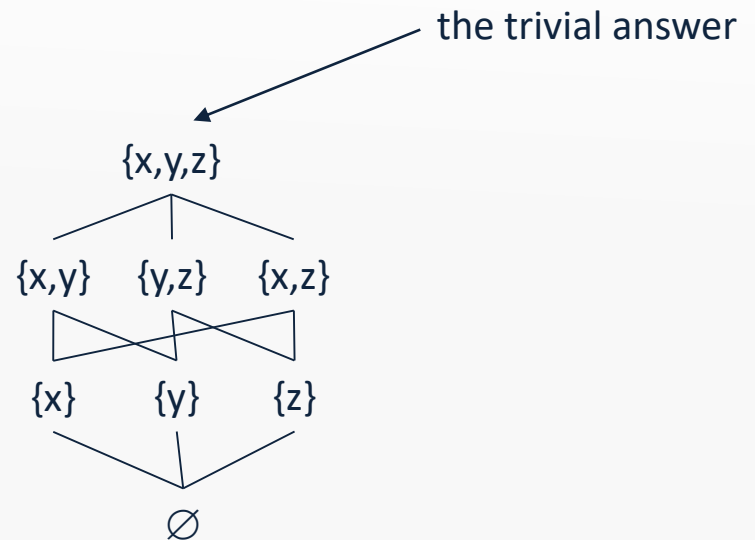


# A lattice for liveness

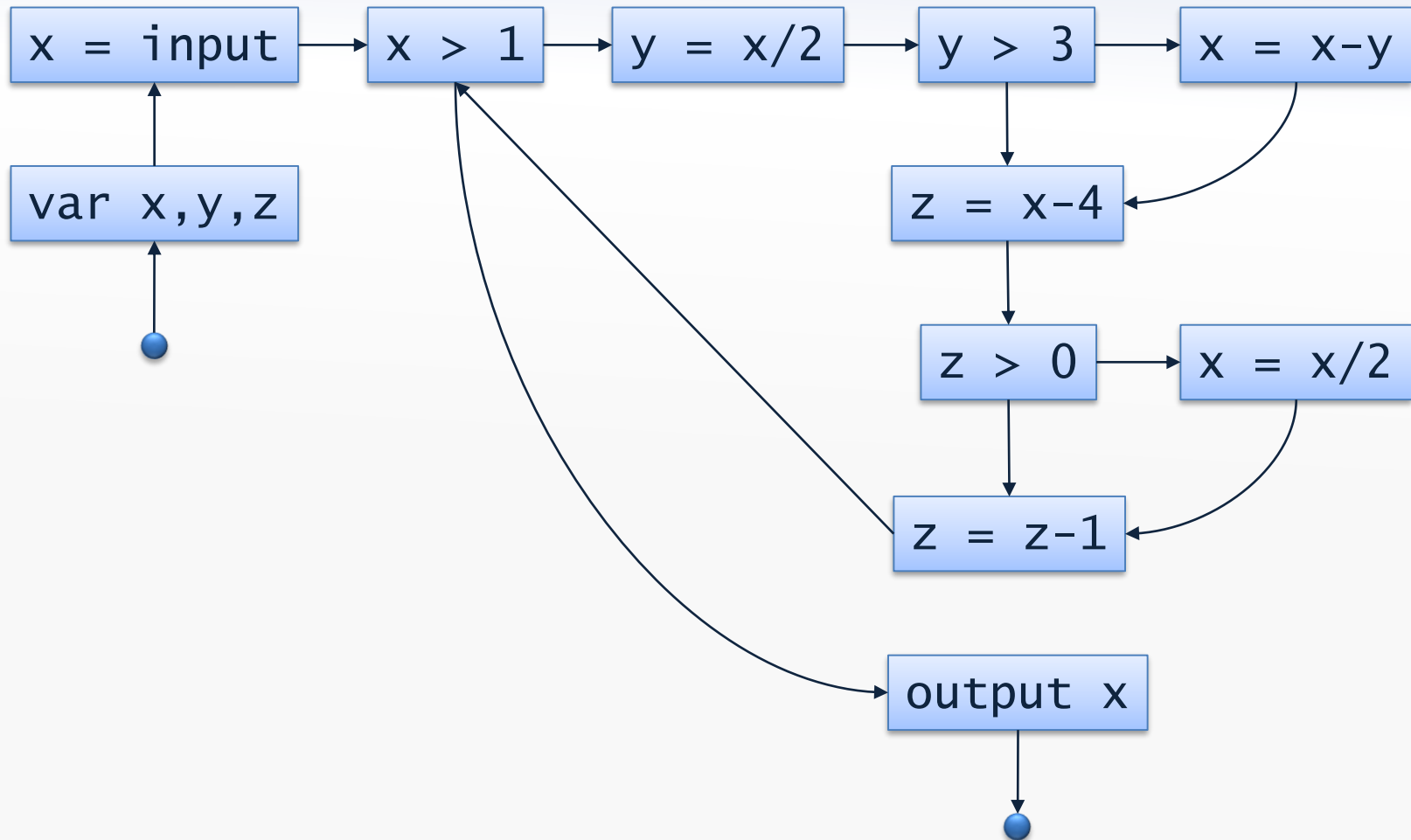
A subset lattice of program variables

```
var x,y,z;  
x = input;  
while (x>1) {  
  y = x/2;  
  if (y>3) x = x-y;  
  z = x-4;  
  if (z>0) x = x/2;  
  z = z-1;  
}  
output x;
```

$$L = (2^{\{x,y,z\}}, \subseteq)$$



# The control flow graph

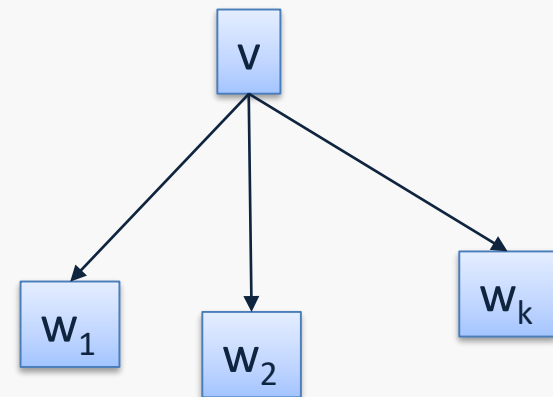


# Setting up

- For every CFG node,  $v$ , we have a variable  $\llbracket v \rrbracket$ :
  - the subset of program variables that are live at the program point *before*  $v$
- Since the analysis is conservative, the computed sets may be *too large*

- Auxiliary definition:

$$JOIN(v) = \bigcup_{w \in succ(v)} \llbracket w \rrbracket$$



# Liveness constraints

- For the exit node:

$vars(E) = \text{variables occurring in } E$

$$\llbracket exit \rrbracket = \emptyset$$

- For conditions and output:

$$\llbracket \text{if } (E) \rrbracket = \llbracket \text{output } E \rrbracket = JOIN(v) \cup vars(E)$$

- For assignments:

$$\llbracket x = E \rrbracket = JOIN(v) \setminus \{x\} \cup vars(E)$$

- For variable declarations:

$$\llbracket \text{var } x_1, \dots, x_n \rrbracket = JOIN(v) \setminus \{x_1, \dots, x_n\}$$

- For all other nodes:

$$\llbracket v \rrbracket = JOIN(v)$$

right-hand sides are monotone  
since  $JOIN$  is monotone, and ...

# Generated constraints

$$\llbracket \text{var } x, y, z \rrbracket = \llbracket z = \text{input} \rrbracket \setminus \{x, y, z\}$$

$$\llbracket x = \text{input} \rrbracket = \llbracket x > 1 \rrbracket \setminus \{x\}$$

$$\llbracket x > 1 \rrbracket = (\llbracket y = x/2 \rrbracket \cup \llbracket \text{output } x \rrbracket) \cup \{x\}$$

$$\llbracket y = x/2 \rrbracket = (\llbracket y > 3 \rrbracket \setminus \{y\}) \cup \{x\}$$

$$\llbracket y > 3 \rrbracket = \llbracket x = x - y \rrbracket \cup \llbracket z = x - 4 \rrbracket \cup \{y\}$$

$$\llbracket x = x - y \rrbracket = (\llbracket z = x - 4 \rrbracket \setminus \{x\}) \cup \{x\}$$

$$\llbracket z > 0 \rrbracket = \llbracket x = x/2 \rrbracket \cup \llbracket z = z - 1 \rrbracket \cup \{z\}$$

$$\llbracket x = x/2 \rrbracket = (\llbracket z = z - 1 \rrbracket \setminus \{x\}) \cup \{z\}$$

$$\llbracket \text{output } x \rrbracket = \llbracket \text{exit} \rrbracket \cup \{x\}$$

$$\llbracket \text{exit} \rrbracket = \emptyset$$



# Least solution

$$\llbracket \text{entry} \rrbracket = \emptyset$$

$$\llbracket \text{var } x, y, z \rrbracket = \emptyset$$

$$\llbracket x = \text{input} \rrbracket = \emptyset$$

$$\llbracket x > 1 \rrbracket = \{x\}$$

$$\llbracket y = x/2 \rrbracket = \{x\}$$

$$\llbracket y > 3 \rrbracket = \{x, y\}$$

$$\llbracket x = x - y \rrbracket = \{x, y\}$$

$$\llbracket z = x - 4 \rrbracket = \{x\}$$

$$\llbracket z > 0 \rrbracket = \{x, z\}$$

$$\llbracket x = x/2 \rrbracket = \{x, z\}$$

$$\llbracket z = z - 1 \rrbracket = \{x, z\}$$

$$\llbracket \text{output } x \rrbracket = \{x\}$$

$$\llbracket \text{exit} \rrbracket = \emptyset$$

Many non-trivial answers!

# Optimizations

- Variables  $y$  and  $z$  are never simultaneously live  
⇒ they can share the same variable location
- The value assigned in  $z=z-1$  is never read  
⇒ the assignment can be skipped

```
var x,yz;  
x = input;  
while (x>1) {  
    yz = x/2;  
    if (yz>3) x = x-yz;  
    yz = x-4;  
    if (yz>0) x = x/2;  
}  
output x;
```

- better register allocation
- a few clock cycles saved

# Time complexity (for the naive algorithm)

- With  $n$  CFG nodes and  $k$  variables:
  - the lattice  $L^n$  has height  $k \cdot n$
  - so there are at most  $k \cdot n$  iterations
- Subsets of Vars (the variables in the program) can be represented as bitvectors:
  - each element has size  $k$
  - each  $\cup, \setminus, =$  operation takes time  $O(k)$
- Each iteration uses  $O(n)$  bitvector operations:
  - so each iteration takes time  $O(k \cdot n)$
- Total time complexity:  $O(k^2 n^2)$
- Exercise: what is the complexity for the worklist algorithm?

# Agenda

- Live variables analysis
- **Available expressions analysis**
- Very busy expressions analysis
- Reaching definitions analysis
- Constant propagation analysis

# Available expressions analysis

- A (nontrivial) expression is *available* at a program point if its current value has already been computed earlier in the execution
- The approximation generally includes *too few* expressions
  - the analysis can only report “*available*” if the expression is definitely available
  - no need to re-compute available expressions (e.g. common subexpression elimination)

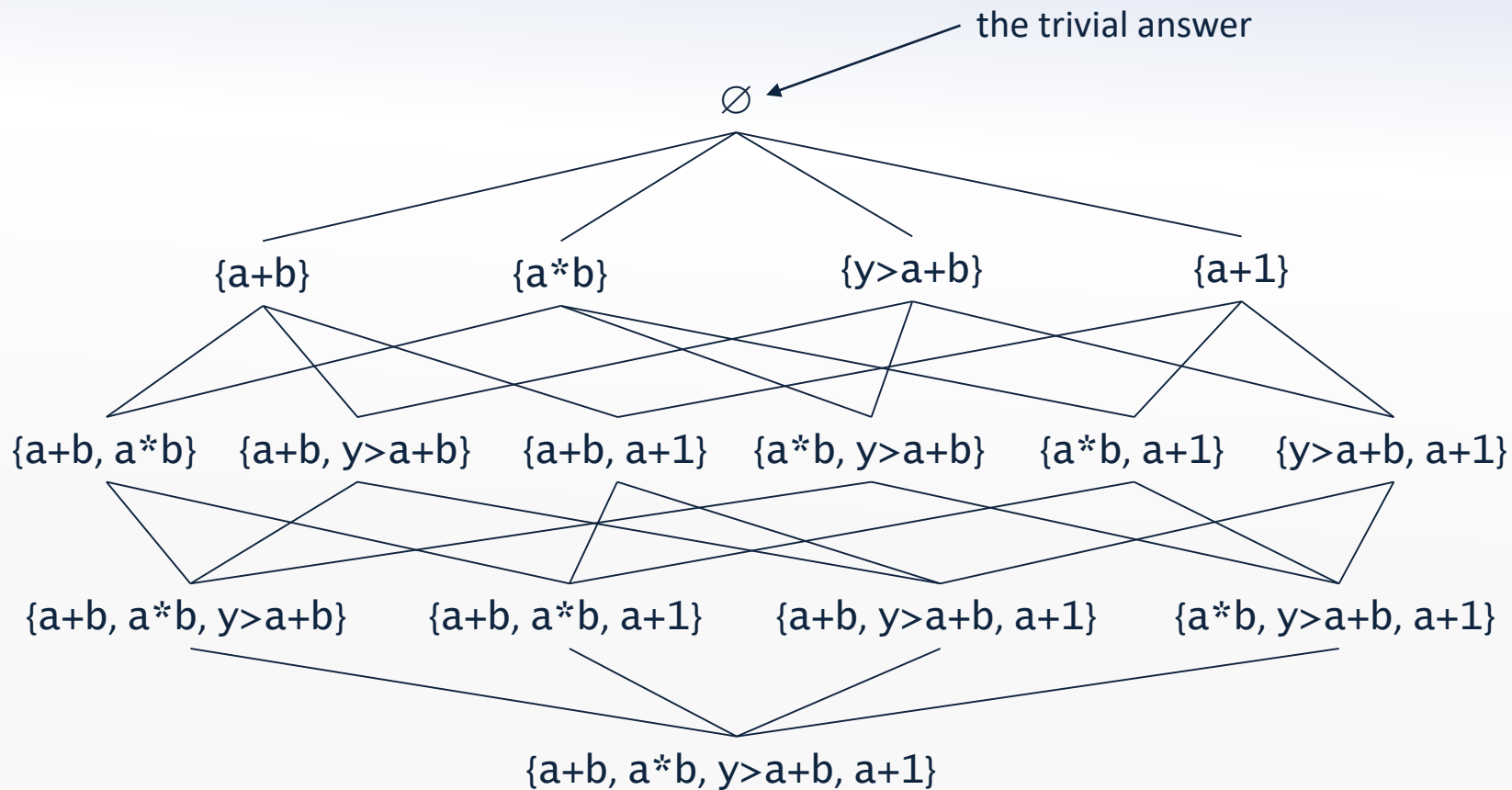
# A lattice for available expressions

A reverse subset-lattice of nontrivial expressions

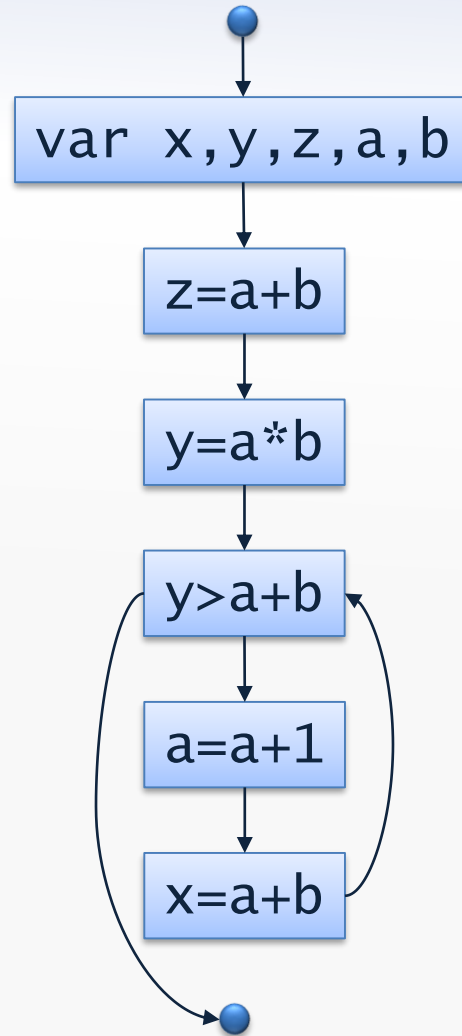
```
var x,y,z,a,b;  
z = a+b;  
y = a*b;  
while (y > a+b) {  
    a = a+1;  
    x = a+b;  
}
```

$$L = (2^{\{a+b, a*b, y>a+b, a+1\}}, \supseteq)$$

# Reverse subset lattice



# The flow graph



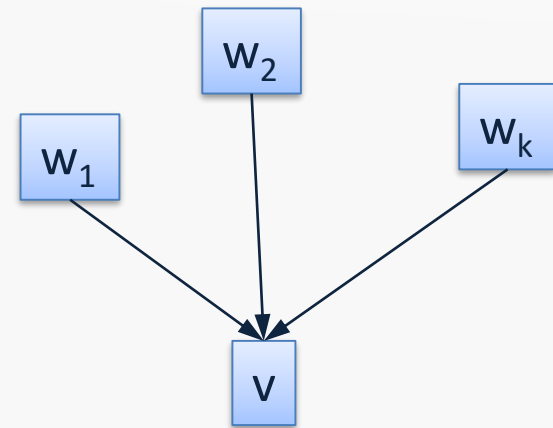


# Setting up

- For every CFG node,  $v$ , we have a variable  $\llbracket v \rrbracket$ :
  - the subset of program variables that are available at the program point *after*  $v$
- Since the analysis is conservative, the computed sets may be *too small*

- Auxiliary definition:

$$JOIN(v) = \bigcap_{w \in pred(v)} \llbracket w \rrbracket$$



# Auxiliary functions

- The function  $X \downarrow x$  removes all expressions from  $X$  that contain a reference to the variable  $x$
- The function  $exps(E)$  is defined as:
  - $exps(intconst) = \emptyset$
  - $exps(x) = \emptyset$
  - $exps(input) = \emptyset$
  - $exps(E_1 \text{ op } E_2) = \{E_1 \text{ op } E_2\} \cup exps(E_1) \cup exps(E_2)$   
but don't include expressions containing  $input$

# Availability constraints

- For the *entry* node:

$$\llbracket \text{entry} \rrbracket = \emptyset$$

- For conditions and output:

$$\llbracket \text{if } (E) \rrbracket = \llbracket \text{output } E \rrbracket = \text{JOIN}(v) \cup \text{exps}(E)$$

- For assignments:

$$\llbracket x = E \rrbracket = (\text{JOIN}(v) \cup \text{exps}(E)) \downarrow x$$

- For any other node  $v$ :

$$\llbracket v \rrbracket = \text{JOIN}(v)$$

# Generated constraints

$$\llbracket entry \rrbracket = \emptyset$$

$$\llbracket var\ x, y, z, a, b \rrbracket = \llbracket entry \rrbracket$$

$$\llbracket z=a+b \rrbracket = \text{exps}(a+b) \downarrow z$$

$$\llbracket y=a*b \rrbracket = (\llbracket z=a+b \rrbracket \cup \text{exps}(a*b)) \downarrow y$$

$$\llbracket y>a+b \rrbracket = (\llbracket y=a*b \rrbracket \cap \llbracket x=a+b \rrbracket) \cup \text{exps}(y>a+b)$$

$$\llbracket a=a+1 \rrbracket = (\llbracket y>a+b \rrbracket \cup \text{exps}(a+1)) \downarrow a$$

$$\llbracket x=a+b \rrbracket = (\llbracket a=a+1 \rrbracket \cup \text{exps}(a+b)) \downarrow x$$

$$\llbracket exit \rrbracket = \llbracket y>a+b \rrbracket$$

# Least solution

$$\llbracket \textit{entry} \rrbracket = \emptyset$$

$$\llbracket \textit{var } x, y, z, a, b \rrbracket = \emptyset$$

$$\llbracket z = a + b \rrbracket = \{a + b\}$$

$$\llbracket y = a * b \rrbracket = \{a + b, a * b\}$$

$$\llbracket y > a + b \rrbracket = \{a + b, y > a + b\}$$

$$\llbracket a = a + 1 \rrbracket = \emptyset$$

$$\llbracket x = a + b \rrbracket = \{a + b\}$$

$$\llbracket \textit{exit} \rrbracket = \{a + b\}$$

Again, many nontrivial answers!

# Optimizations

- We notice that  $a+b$  is available before the loop
- The program can be optimized (slightly):

```
var x,y,x,a,b,aplusb;  
aplusb = a+b;  
z = aplusb;  
y = a*b;  
while (y > aplusb) {  
    a = a+1;  
    aplusb = a+b;  
    x = aplusb;  
}
```

# Agenda

- Live variables analysis
- Available expressions analysis
- **Very busy expressions analysis**
- Reaching definitions analysis
- Constant propagation analysis

# Very busy expressions analysis

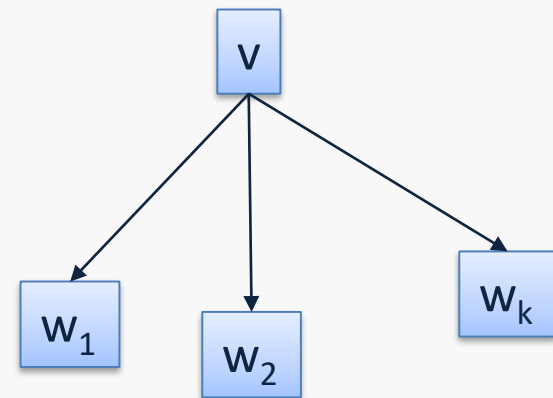
- A (nontrivial) expression is *very busy* if it will definitely be evaluated before its value changes
- The approximation generally includes *too few* expressions
  - the answer “*very busy*” must be the true one
  - very busy expressions may be pre-computed (e.g. loop hoisting)
- Same lattice as for available expressions



# Setting up

- For every CFG node,  $v$ , we have a variable  $\llbracket v \rrbracket$ :
  - the subset of program variables that are very busy at the program point *before*  $v$
- Since the analysis is conservative, the computed sets may be *too small*
- Auxiliary definition:

$$JOIN(v) = \bigcap_{w \in succ(v)} \llbracket w \rrbracket$$



# Very busy constraints

- For the *exit* node:

$$\llbracket \text{exit} \rrbracket = \emptyset$$

- For conditions and output:

$$\llbracket \text{if } (E) \rrbracket = \llbracket \text{output } E \rrbracket = \text{JOIN}(v) \cup \text{exps}(E)$$

- For assignments:

$$\llbracket x = E \rrbracket = \text{JOIN}(v) \downarrow x \cup \text{exps}(E)$$

- For all other nodes:

$$\llbracket v \rrbracket = \text{JOIN}(v)$$

# An example program

```
var x,a,b;  
x = input;  
a = x-1;  
b = x-2;  
while (x > 0) {  
    output a*b-x;  
    x = x-1;  
}  
output a*b;
```

The analysis shows that  $a*b$  is very busy

# Code hoisting

```
var x,a,b;  
x = input;  
a = x-1;  
b = x-2;  
while (x > 0) {  
    output a*b-x;  
    x = x-1;  
}  
output a*b;
```



```
var x,a,b,atimesb;  
x = input;  
a = x-1;  
b = x-2;  
atimesb = a*b;  
while (x > 0) {  
    output atimesb-x;  
    x = x-1;  
}  
output atimesb;
```

# Agenda

- Live variables analysis
- Available expressions analysis
- Very busy expressions analysis
- **Reaching definitions analysis**
- Constant propagation analysis

# Reaching definitions analysis

- The *reaching definitions* for a program point are those assignments that may define the current values of variables
- The conservative approximation may include *too many* possible assignments

# A lattice for reaching definitions

The subset lattice of assignments

$$L = (2^{\{x=\text{input}, y=x/2, x=x-y, z=x-4, x=x/2, z=z-1\}}, \subseteq)$$

```
var x,y,z;  
x = input;  
while (x > 1) {  
    y = x/2;  
    if (y>3) x = x-y;  
    z = x-4;  
    if (z>0) x = x/2;  
    z = z-1;  
}  
output x;
```

# Reaching definitions constraints

- For assignments:

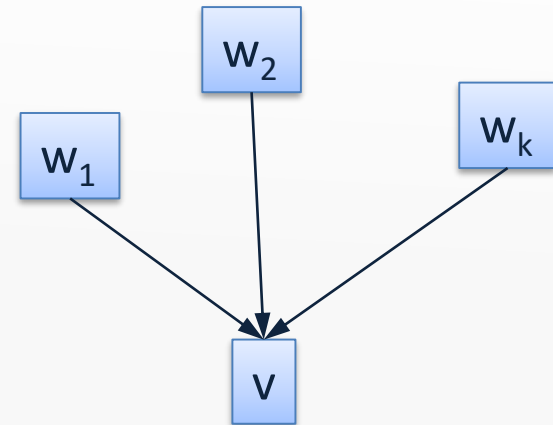
$$\llbracket x = E \rrbracket = JOIN(v) \downarrow x \cup \{ x = E \}$$

- For all other nodes:

$$\llbracket v \rrbracket = JOIN(v)$$

- Auxiliary definition:

$$JOIN(v) = \bigcup_{w \in pred(v)} \llbracket w \rrbracket$$



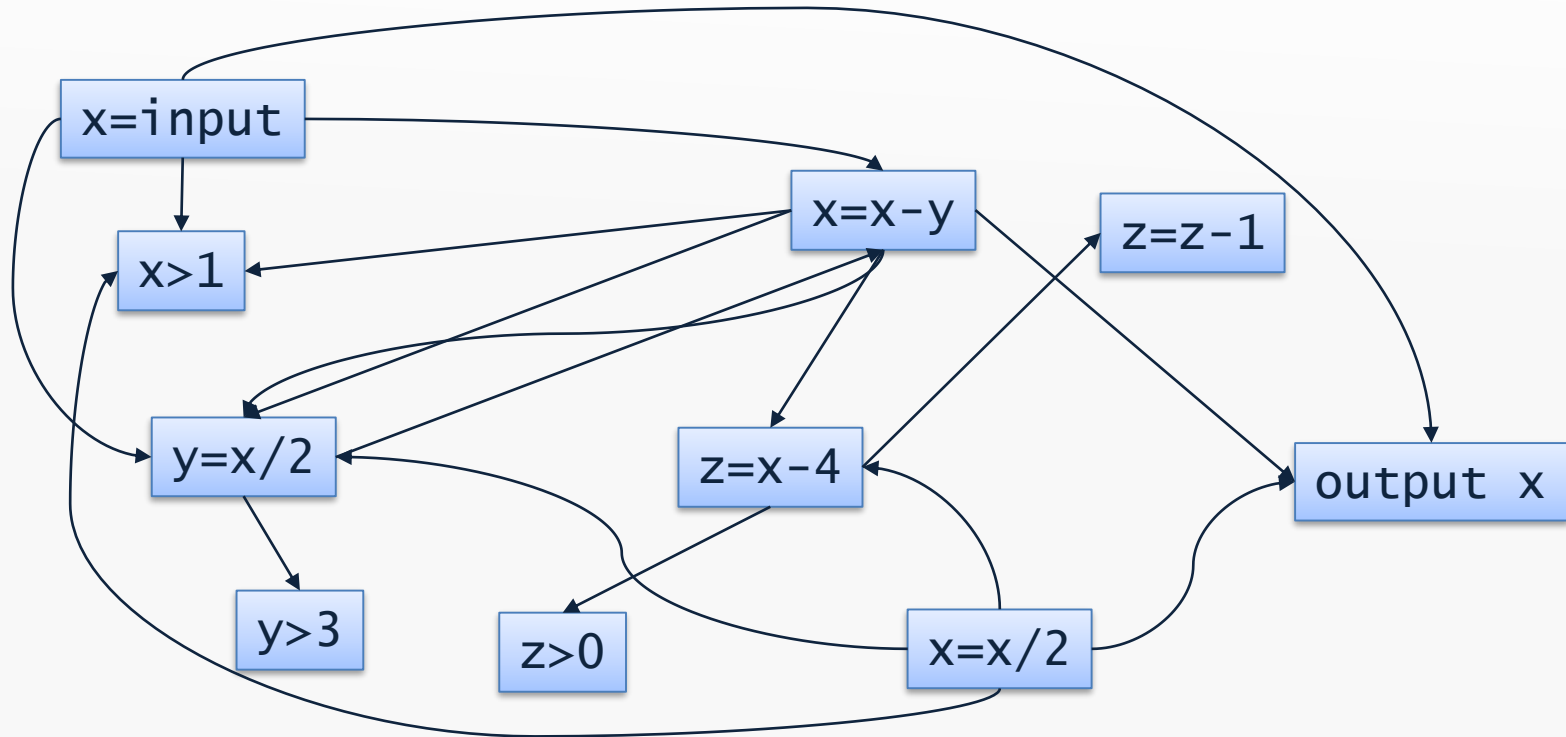
- The function  $X \downarrow x$  removes assignments to  $x$  from  $X$



# Def-use graph

Reaching definitions define the def-use graph:

- like a CFG but with edges from *def* to *use* nodes
- basis for *dead code elimination* and *code motion*



# Forward vs. backward

- *A forward analysis:*
  - computes information about the *past* behavior
  - examples: available expressions, reaching definitions
- *A backward analysis:*
  - computes information about the *future* behavior
  - examples: liveness, very busy expressions

# May vs. must

- *A may* analysis:
  - describes information that is *possibly* true
  - an *over*-approximation
  - examples: liveness, reaching definitions
- *A must* analysis:
  - describes information that is *definitely* true
  - an *under*-approximation
  - examples: available expressions, very busy expressions

# Classifying analyses

|      | forward   | backward   |
|------|---|--|
| may  | <p>example: reaching definitions</p> <p><math>\llbracket v \rrbracket</math> describes state after <math>v</math></p> $\text{JOIN}(v) = \bigsqcup_{w \in \text{pred}(v)} \llbracket w \rrbracket = \bigcup_{w \in \text{pred}(v)} \llbracket w \rrbracket$  | <p>example: liveness</p> <p><math>\llbracket v \rrbracket</math> describes state before <math>v</math></p> $\text{JOIN}(v) = \bigsqcup_{w \in \text{succ}(v)} \llbracket w \rrbracket = \bigcup_{w \in \text{succ}(v)} \llbracket w \rrbracket$              |
| must | <p>example: available expressions</p> <p><math>\llbracket v \rrbracket</math> describes state after <math>v</math></p> $\text{JOIN}(v) = \bigsqcup_{w \in \text{pred}(v)} \llbracket w \rrbracket = \bigcap_{w \in \text{pred}(v)} \llbracket w \rrbracket$ | <p>example: very busy expressions</p> <p><math>\llbracket v \rrbracket</math> describes state before <math>v</math></p> $\text{JOIN}(v) = \bigsqcup_{w \in \text{succ}(v)} \llbracket w \rrbracket = \bigcap_{w \in \text{succ}(v)} \llbracket w \rrbracket$ |

# Initialized variables analysis

- Compute for each program point those variables that have *definitely* been initialized in the *past*
- (Called *definite assignment* analysis in Java and C#)
- $\Rightarrow$  *forward must analysis*
- Reverse subset lattice of all variables

$$JOIN(v) = \bigcap_{w \in pred(v)} \llbracket w \rrbracket$$

- For assignments:  $\llbracket x = E \rrbracket = JOIN(v) \cup \{x\}$
- For all others:  $\llbracket v \rrbracket = JOIN(v)$

# Agenda

- Live variables analysis
- Available expressions analysis
- Very busy expressions analysis
- Reaching definitions analysis
- **Constant propagation analysis**

# Constant propagation optimization

```
var x,y,z;  
x = 27;  
y = input,  
z = 2*x+y;  
if (x<0) { y=z-3; } else { y=12 }  
output y;
```



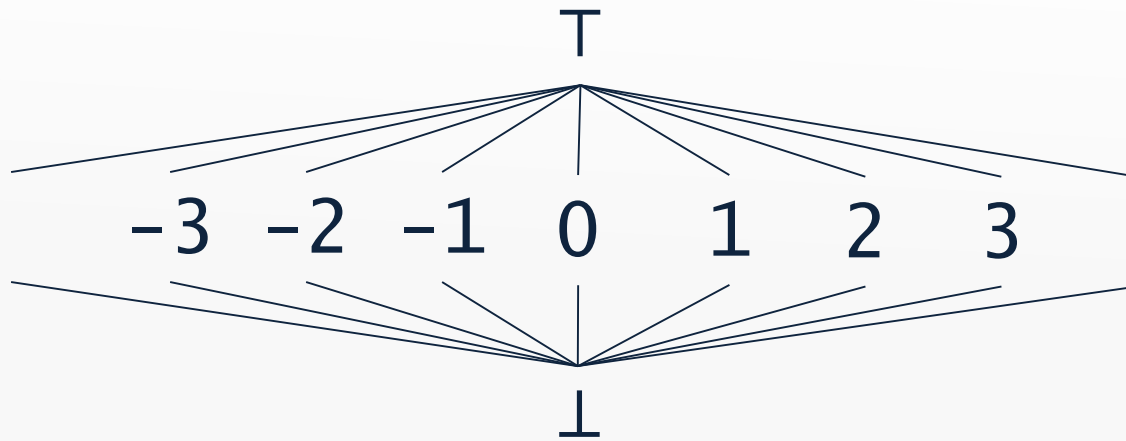
```
var x,y,z;  
x = 27;  
y = input;  
z = 54+y;  
if (0) { y=z-3; } else { y=12 }  
output y;
```



```
var y;  
y = input;  
output 12;
```

# Constant propagation analysis

- Determine variables with a constant value
- Flat lattice:





# Constraints for constant propagation

- Essentially as for the Sign analysis...
- Abstract operator for addition:

$$\overline{+}(n,m) = \begin{cases} \perp & \text{if } n=\perp \vee m=\perp \\ T & \text{else if } n=T \vee m=T \\ n+m & \text{otherwise} \end{cases}$$