

SNU 4541.664A Program Analysis Spring 2005 Note 13

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요약해석으로 디자인 한 실제 분석기의 사례
Airac: C 프로그램의 배열 인덱스 오류 분석기

C 프로그램의 배열 인덱스 오류

```
int *c = (int *)malloc(sizeof(int)*10);  
c[i] = 1; c[i+f()] = 1; c[*k + (*g)()] = 1;  
x = c; x[1] = 1;  
y = c+f(); y[i] = 1;  
z->a = c; (z->a)[i] = 1;  
foo(c+2); int foo(int *d) { ... d[i] = 1; ...}
```

의미구조: 상태 전이

$$\begin{aligned} \text{Pointer} &= \text{BaseAddr} \times \text{Size} \times \text{Offset} \\ \text{Machine} &= \text{Stack} \times \text{Env} \times \text{Mem} \times \text{Cmd} \times \text{Dump} \end{aligned}$$

For program “ $dec^+ e$ ”, its semantics is $lfp F$

$$\begin{aligned} F : 2^{(\text{Machine}^\omega)} &\rightarrow 2^{(\text{Machine}^\omega)} \\ F(X) &= \{ \langle \emptyset, \emptyset, \emptyset, dec^+ e, \emptyset \rangle \} \\ &\quad \cup \{ s_0 s_1 \dots s_{n+1} \mid s_0 s_1 \dots s_n \in X, s_n \rightarrow s_{n+1} \} \end{aligned}$$

The transition relation \rightarrow is defined for each C construct.

요약된 의미구조: 요약 상태 전이

$$\begin{aligned}
2^{Pointer} & \xleftrightarrow[\alpha]{\gamma} 2^{Pointer} \\
Pointer & = AllocCite \times \hat{\mathbb{Z}} \times \hat{\mathbb{Z}} \\
\hat{\mathbb{Z}} & = \{\perp\} \cup \{[a, b] \mid a, b \in \mathbb{Z} \cup \{-\infty, \infty\}, a \leq b\} \\
\alpha P & = \{\alpha' p \mid p \in P\} \\
\alpha' \langle a, s, o \rangle & = \langle \ell, [s, s], [o, o] \rangle \quad a \in \text{allocated-at}(\ell)
\end{aligned}$$

$$\hat{Machine} = \hat{Stack} \times \hat{Mem} \times \hat{Cmd} \times \hat{Dump}$$

For program $dec^+ e$, its abstract semantics is $lfp \hat{F}$:

$$\begin{aligned} \hat{F} &: 2^{(Machine^\omega)} \rightarrow 2^{(Machine^\omega)} \\ \hat{F}(X) &= \{ \langle \perp, \perp, \perp, dec^+ e, \perp \rangle \} \\ &\quad \cup \{ s_0 s_1 \dots s_{n+1} \mid s_0 s_1 \dots s_n \in X, s_n \rightarrow^\# s_{n+1} \} \end{aligned}$$

The abstract transition relation $\rightarrow^\#$ is defined for each C construct.

고정점 알고리즘: 요약 상태 전이의 계산

프로그램의 요약 의미:

$$\left\{ \begin{array}{l} \langle l_0, X_0 \rangle \rightarrow^\# \dots \rightarrow^\# \langle l_n, X_n \rangle \rightarrow^\# \langle l, Y \rangle \rightarrow^\# \dots, \\ \langle l_0, X_0 \rangle \rightarrow^\# \dots \rightarrow^\# \langle l_n, X_n \rangle \rightarrow^\# \langle l', Y' \rangle \rightarrow^\# \dots, \\ \dots \end{array} \right\}$$

- The equations that we solve are about the abstract program states $T(l \rightarrow l')$ at each flow edge $l \rightarrow l'$.
- A flow edge $l \rightarrow l'$ is between two program points l and l' that are linked by the evaluation:

$$\langle l, X \rangle \rightarrow^\# \langle l', X' \rangle.$$

- Suppose there are two edges $l_1 \rightarrow l$ and $l_2 \rightarrow l$ flowing into l . The equation for edge $l \rightarrow l'$ is

$$T(l \rightarrow l') = X \quad \text{where} \quad \langle l, T(l_1 \rightarrow l) \sqcup T(l_2 \rightarrow l) \rangle \rightarrow^\# \langle l', X \rangle.$$

- The fixpoint algorithm is a working set algorithm.
 - The working set consists of equations whose right-hand-side we have to re-evaluate.
 - On behalf of the equation for $T(l \rightarrow l')$, we only use the program point l for the working set element.
 - When a computed machine state for $T(l \rightarrow l')$ is moved, we add the next program point l' to the working set.
- The fixpoint algorithm consists of two parts: widening iterations followed by narrowing iterations.

분석 정확도 향상을 위해 적용된 기술들

- Unique renaming: variable names are used for abstract locations
- Narrowing after widening
- Context pruning (backward analysis): precise information is extracted from conditional expressions of branch expression.
- Polyvariant analysis: function-inlining effect by labeling function-body expressions uniquely to each call-site.
- Static loop unrolling: loop-unrolling effect by labeling loop-body expressions uniquely to each iteration.

분석의 속도 향상을 위해 적용된 기술들

- Selective join: the abstract machine join (or the partial order operation) consider only those parts that have been moved.
- Stack obviation: the abstract machine's stack component is not used when joining abstract machines.
- Wait-at-join: a way of controlling the order of selecting things to do from the worklist.