

Merging Equivalent Contexts for Scalable Heap-Cloning- Based Context-Sensitive Points-to Analysis

Work of Guoqing Xu and Atanas Rountev

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Background

- BDD
 - provides an effective representation for context-sensitive points-to relationships
 - automatically merges *equivalent contexts*

Motivation

- BDD
 - is slower than non-BDD analysis (2x)
 - is not effective as much with heap-cloning

Goal

- develop a technique for
 - merging equivalent contexts explicitly
- application to points-to analysis with heap-cloning

Equivalent Contexts

- a coarse-grained (procedure-level) def.
- for a method m

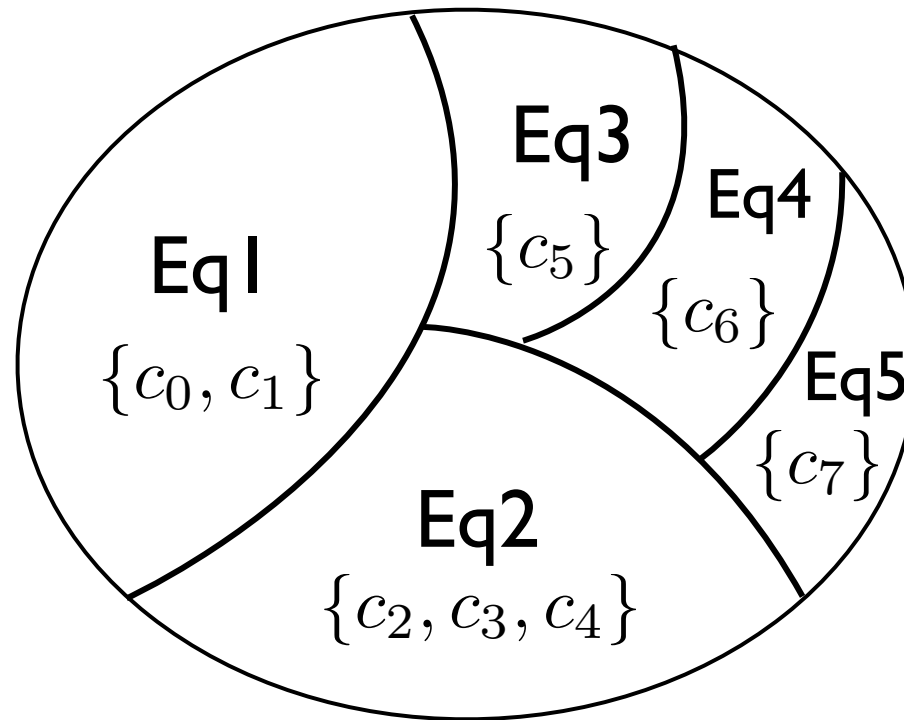
c_0 and c_1 are equivalent iff

$$\forall p \in Ptr_m. pt(p, c_0) = pt(p, c_1)$$

Equivalent Contexts

(for a method m)

set of all contexts

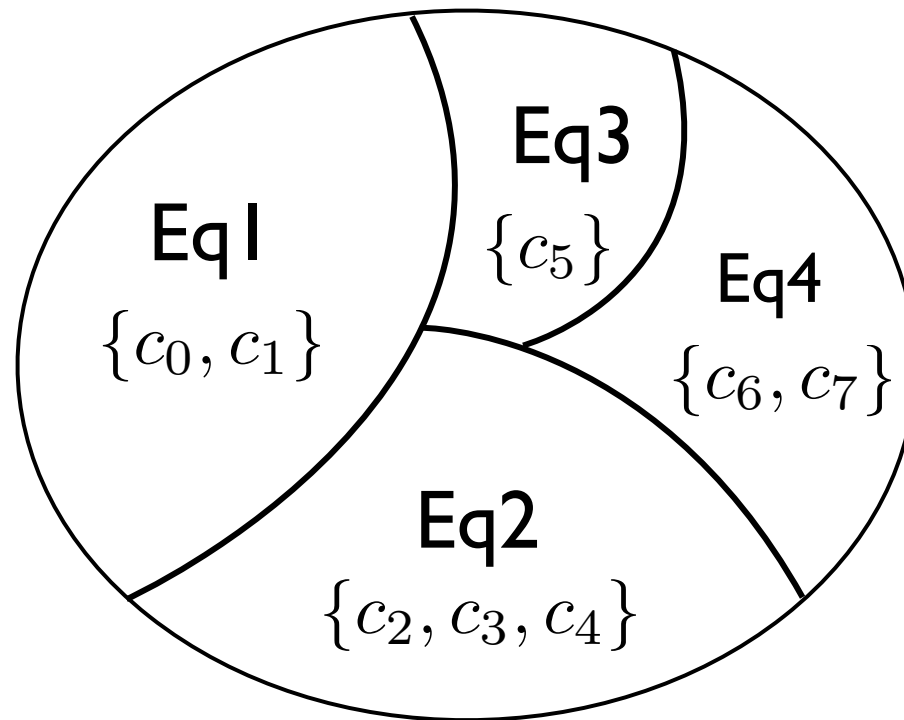


$$(c_0, c_1) \in R_{eq}^m \text{ iff } \forall p \in Ptr_m. pt(p, c_0) = pt(p, c_1)$$

Equivalent Contexts

(for a pointer p in m)

set of all contexts (for a pointer p in m)



$$(c_0, c_1) \in R_{eq}^{p,m} \text{ iff } pt(p, c_0) = pt(p, c_1)$$

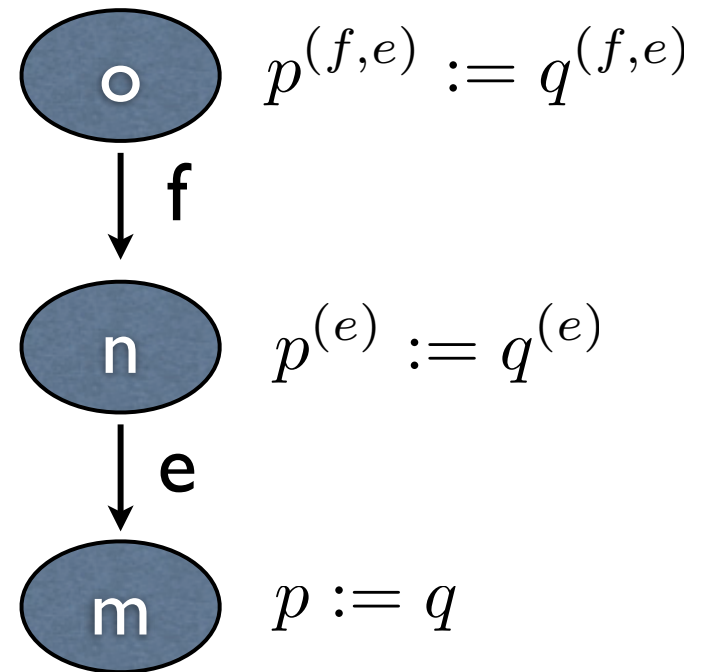
Points-to Relationships with Heap-Cloning

- (p, cp, o, co) , a fully context-sensitive rep.
 - cp : from main to the p -defining method
 - co : from main to the o -creating method

Inlining-based Analysis

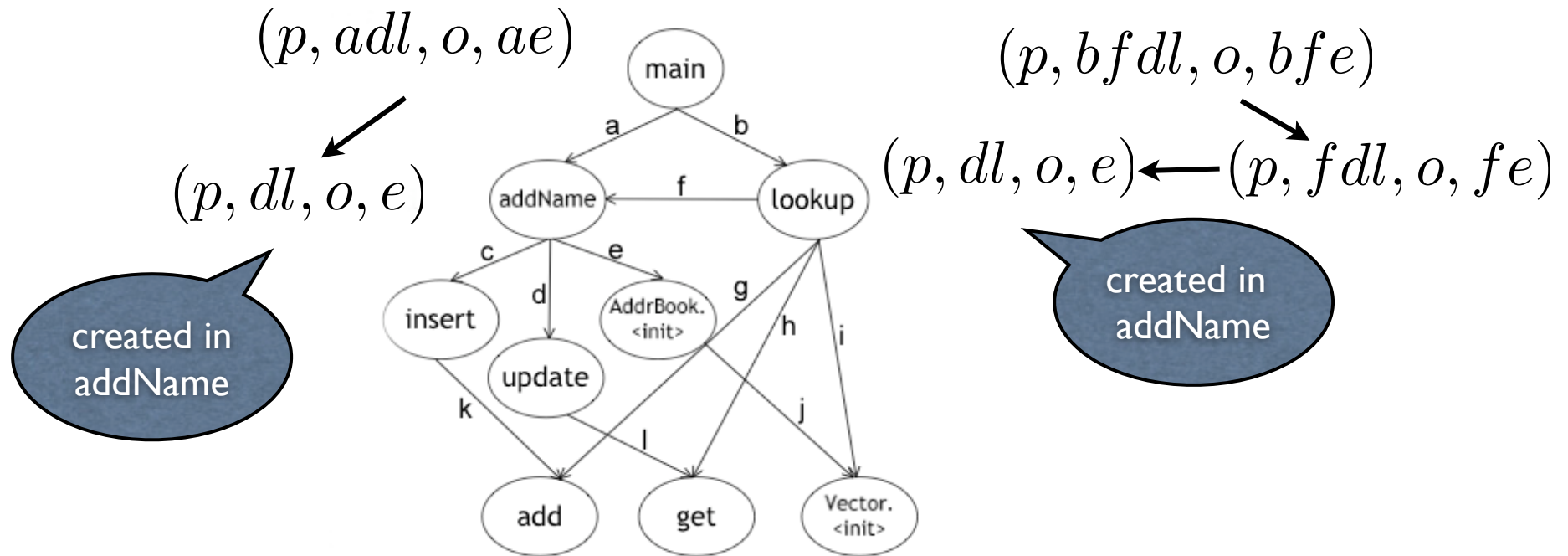
- By bottom-up, inline each method with
 - variable renaming
 - parameter passing
- At main, apply intraprocedural analysis

$$p^{(a,d,l)} := \dots := \mathit{malloc}_o^{(a,e)}(p, adl, o, ae)$$



Key Idea of Merging

(p, adl, o, ae) is equivalent to $(p, bfdl, o, bfe)$?

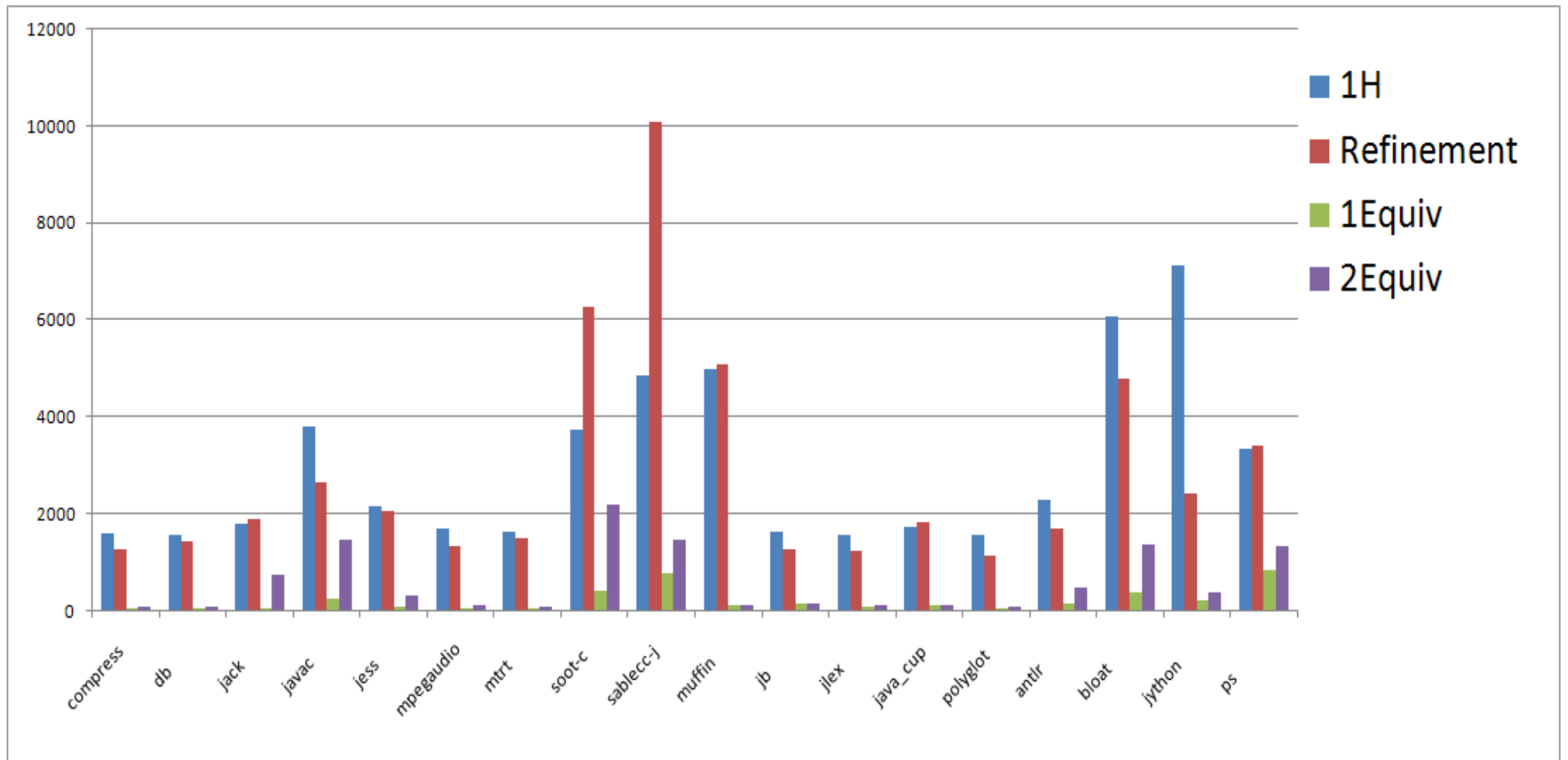


creation of (p, dl, o, e) is not related to callers of addName
=> we can merge call-paths a, bf for (p, dl, o, e) : URC

Points-to Analysis

- clone pointers and targets only for URCs

Performance



Conclusion

- Non-BDD-based technique that merges equivalent contexts with heap-cloning
- Faster than BDD-implementation when cloning heaps