

SNU 4541.664A Program Analysis, Spring 2009

Final Exam

06/15/2009, 19:00-22:00

Problem 1 (5 pts) 아래 기초적인 분석 알고리즘의 빈 칸을 메꾸시오

```

Tabulate( $\hat{\mathcal{F}}: (Code \rightarrow \hat{D}) \rightarrow (Code \rightarrow \hat{D}), C: Code$ )
T, T':  $Code \rightarrow \hat{D}$ ;
begin
   $\forall C_i$  of  $C: T(C_i) := T'(C_i) := \perp_{\hat{D}}$ ;
  repeat
     $T' := T$ ;
     $\forall C_i$  of  $C: T(C_i) := \square$ 
  until  $T \sqsubseteq T'$  (* no more increase *)
end

```

Problem 2 (10 pts) 아래 분석 알고리즘의 빈 칸을 메꾸시오. 넓히기(widening)과 좁히기(narrowing)를 사용해야 하는 경우이다.

```

Tabulate $_{\Delta}^{\nabla}$ ( $\hat{\mathcal{F}}: (Code \rightarrow \hat{D}) \rightarrow (Code \rightarrow \hat{D}), C: Code$ )
T, T':  $Code \rightarrow \hat{D}$ ;
d:  $\hat{D}$ ;
begin
   $\forall C_i$  of  $C: T(C_i) := T'(C_i) := \perp_{\hat{D}}$ ;
  repeat
     $T' := T$ ;
     $\forall C_i$  of  $C$ :
       $d := \hat{\mathcal{F}}(\lambda x. T(x)) C_i$ ;
       $\square$ 
  until  $T \sqsubseteq T'$  (* no more increase *)
  repeat
     $T' := T$ ;
     $\forall C_i$  of  $C: T(C_i) := \square$ 
  until  $T' \sqsubseteq T$  (* no more decrease *)
end

```

Problem 3 (10 pts) 아래 분석 알고리즘의 빈 칸을 메꾸시오. 할일만 하기(worklist) 방식이고, 넓히기(widening)과 좁히기(narrowing)를 사용할 필요가 없는 경우이다.

$Tabulate(\hat{\mathcal{F}}: (Code \rightarrow \hat{D}) \rightarrow (Code \rightarrow \hat{D}), C: Code)$
 $T: Code \rightarrow \hat{D}, y: \hat{D}, W: 2^{Code}, w: Code$

```

f(c: Code):  $\hat{D}$ 
begin
  record that evaluation of w requires that of c;
  return T(c)

begin
   $\forall C_i \text{ of } C : T(C_i) := T'(C_i) := \perp_{\hat{D}}$ ;
   $W := \{C_i \mid C_i \in C\}$ 
  repeat
    w := Select(W)
    y := 
    if  then
      T(w) := y
       $\forall w' \text{ whose evaluation needs that of } w :$ 
      W := Add(W, w')
  until W = {}
end

```

Problem 4 (20 pts) 다음의 언어로 정의되는 프로그램의 요약해석을

$$e \rightarrow z \mid e+e \mid -e \mid \text{if } e \text{ e e}$$

아래의 요약공간

$$2^{\mathbb{Z}} \xrightleftharpoons[\alpha]{\gamma} \hat{A} = \{\perp, +, -, 0, 0+, -0, \top\}$$

에서 정의하고 그 정의가 실제 의미를 모두 포섭한다는 것을 요약해석의 틀에서 증명하라.

$$\begin{aligned}
\gamma \perp &= \emptyset \\
\gamma 0 &= \{0\} \\
\gamma - &= \{z \in \mathbb{Z} \mid z < 0\} \\
\gamma + &= \{z \in \mathbb{Z} \mid z > 0\} \\
\gamma -0 &= \{z \in \mathbb{Z} \mid z \leq 0\} \\
\gamma 0+ &= \{z \in \mathbb{Z} \mid z \geq 0\} \\
\gamma \top &= \mathbb{Z}
\end{aligned}$$

Problem 5 (85 pts) Consider the following imperative language C--:

```

program    pgm  →  c
command    c    →  x := e | x * := e | c ; c
              |  if e then c else c
              |  repeat c until e
expression e    →  z | true | false
              |  x | x * | e + e | e - e
              |  x < e | x * < e | malloc | readint

```

Command changes the memory. Expression computes a value. Command assigns a value to a memory location denoted (x) or dereferenced (x*) by a variable, does a sequence of

commands, branches based on a boolean condition, and repeats until a condition is true. Expression value is either an integer, a location, or a boolean. Expression reads an integer (`readint`) from the outside world, is a constant integer, is the value at a location denoted (`x`) or dereferenced (`x*`) by a variable, is the result of the usual integer or boolean operations, or is a freshly allocated (`malloc`) integer-sized location.

The C-- has been used to program the inertia navigation system of the Korean liquid-fuel rocket KSR-XII. The C-- program controls the KSR-XII rocket until it reaches its orbit.

Because KSR-XII's engineers have experienced many failures of the predecessor rockets solely because of software errors, this time they want to make sure that their software is completely bug-free. KSR-XII's definition of bug-freeness is:

- every integer variable must have values within particular ranges. For example, some variable that determines the rocket's throttle valve must not exceed some limit.
- every location variable must store at most one location throughout the program execution.

Your company offered them the software technology for the problem: static analysis. Design your analyzer(25 pts) including the three semantics (standard/collecting/abstract semantics), prove that the design is correct(30 pts), and roughly show the fixpoint steps(30) for the following example programs to demonstrate its reasonable accuracy.

- Example 1

```
x := 0;
repeat
  x := x+1;
until x < 1000
```

- Example 2

```
x := malloc; x* := 0; y := x
repeat
  x* := x* - 1; y* := y* + 3
until x < 1000
```

- Example 3

```
x := malloc; x* := 1; y := x; z := 0; i := readint;
if i < 0
then x* := x* + y*; z := 1 else (x* := x* - y*; z := 3)
x* := x* + z
```

- Example 4

```
x := malloc; x* = 0; y := malloc; y* = 1; i := readint;
repeat
  if i < 0
  then y := x else x := y;
  x* := y*+1;
until x* < 10
```

END