

Handout

2025/02/28

1 Configurable Program Analysis

1.1 Semi-Lattice

Semi-lattice $\mathcal{E} = (E, \sqsubseteq, \sqcup, \top)$ over elements of a set E , if:

- $\sqsubseteq: E \times E$ partial order over E ,
- every subset $M \subseteq E$ has a least upper bound $e \in E$,
- $\sqcup: E \times E \rightarrow E$ denotes the least upper bound of two elements,
- top element \top is the least upper bound of E .

1.2 CPAs

A CPA $\mathbb{D} = (D, \rightsquigarrow, \text{merge}, \text{stop})$ for a CFA (L, l_0, G) consists of the following components:

- Abstract domain $D = (C, \mathcal{E}, \llbracket \cdot \rrbracket)$ with concrete states C , semi-lattice $\mathcal{E} = (E, \sqsubseteq, \sqcup, \top)$, and concretization function $\llbracket \cdot \rrbracket: E \rightarrow 2^C$
- Abstract transfer relation $\rightsquigarrow: E \times G \times E$ assigns to each abstract state $e \in E$ possible abstract successors $e' \in E$, labelled with a corresponding CFA edge $g \in G$.
- Merge operator $\text{merge}: E \times E \rightarrow E$ combines two abstract states into a new one
- Termination check $\text{stop}: E \times 2^E \rightarrow \mathbb{B}$ checks whether an abstract state is already covered by a set of given abstract states

Some CPAs you should know:

1. Location CPA
2. Observer Analysis
3. Value Abstraction
4. Predicate Abstraction

1.3 CPA Algorithm

Algorithm 2 $CPA(\mathbb{D}, e_0)$

Input: a CPA $\mathbb{D} = (D, \rightsquigarrow, \text{merge}, \text{stop})$,

an initial abstract state $e_0 \in E$, where E denotes the set of elements of the lattice of D

Output: a set of reachable abstract states

Variables: a set $\text{reached} \subseteq E$, a set $\text{waitlist} \subseteq E$

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1: waitlist := {e0}
2: reached := {e0}
3: while waitlist ≠ {} do
4:   choose  $e$  from waitlist
5:   waitlist := waitlist \ {e}
6:   for each  $e'$  with  $e \rightsquigarrow e'$  do
7:     for each  $e'' \in \text{reached}$  do
8:       // combine with existing abstract state
9:        $e_{\text{new}} := \text{merge}(e', e'')$ 
10:      if  $e_{\text{new}} \neq e''$  then
11:        waitlist := (waitlist ∪ {enew}) \ {e''}
12:        reached := (reached ∪ {enew}) \ {e''}
13:      if  $\neg \text{stop}(e', \text{reached})$  then
14:        waitlist := waitlist ∪ {e'}
15:        reached := reached ∪ {e'}
16: return reached
```
