

Principles of Abstract Interpretation

Program Analysis

A technique to check if a program satisfies a semantic property

Useful for optimisation and **verification**

What to Analyse:

Target Programs

- Domain-specific vs Non-domain-specific analyses
- Program-level vs Model-level analyses

Target Properties

- Safety properties: some behavior observable in finite time will never occur.
- Liveness properties: some behavior observable after infinite time will never occur.
- Information flow properties

When to Analyse:

Dynamic vs Static techniques

What to Analyse: Safety Properties

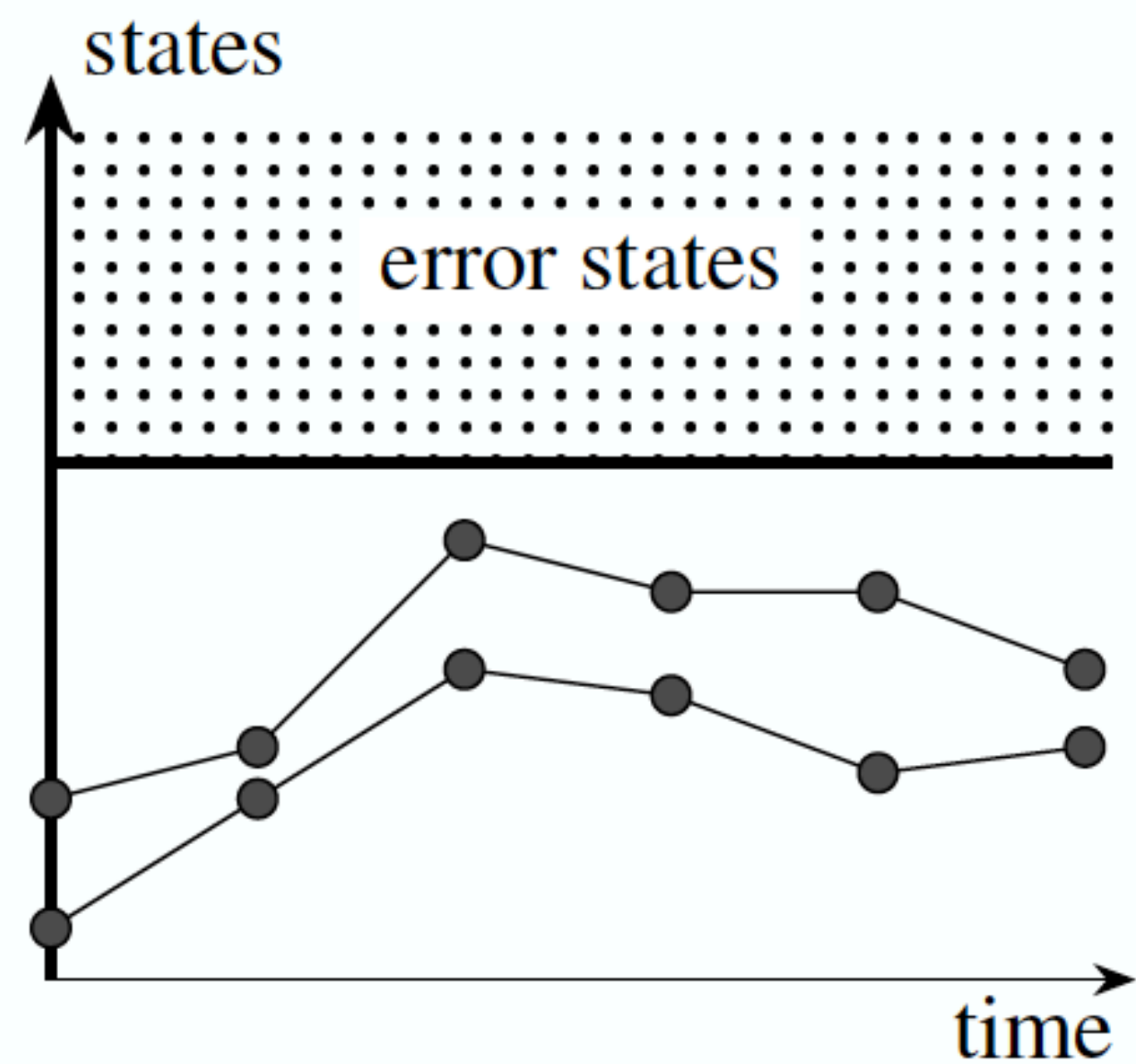
Some behaviors observable in finite time will never occur.

Examples:

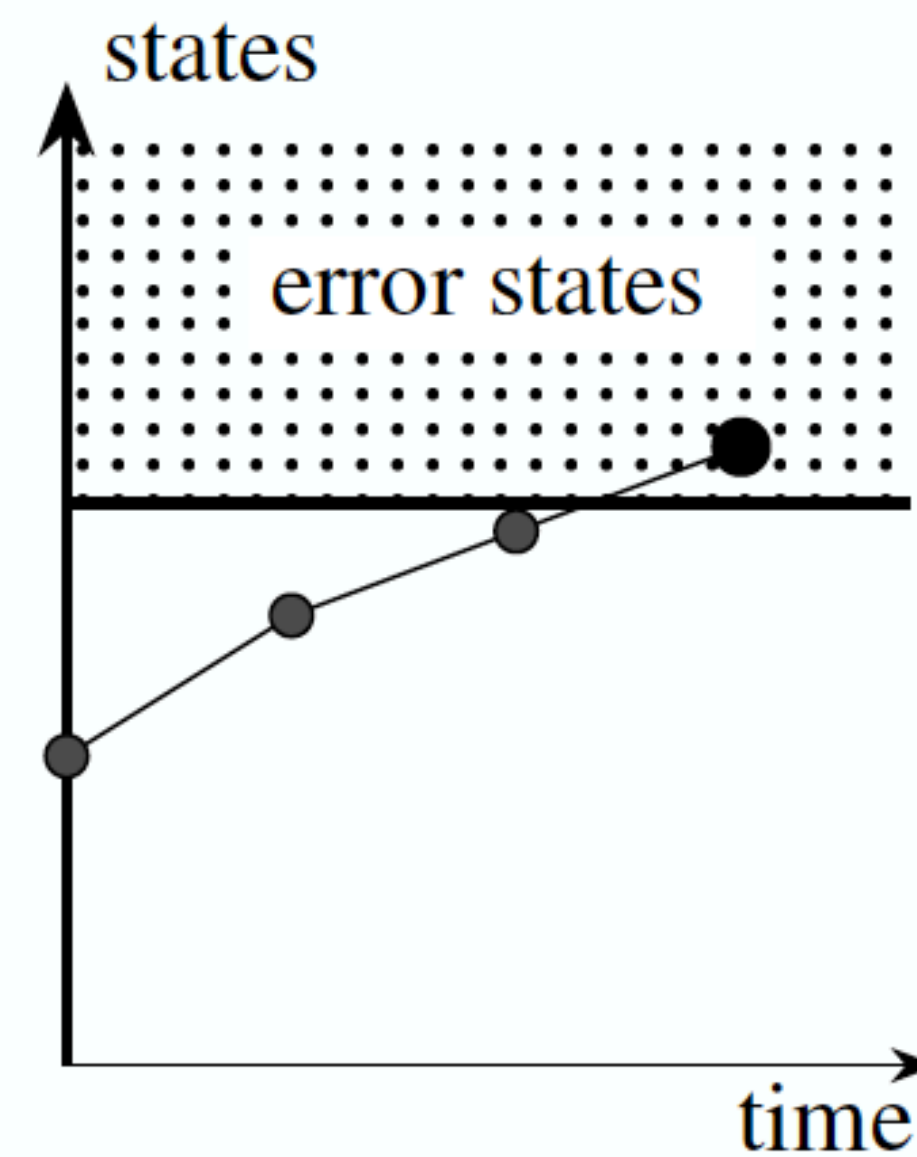
- No crashing error — e.g., no divide by zero, no uncaught exceptions, etc
- No invariant violation
 - Loop invariant: assertion that holds at the beginning of every loop iteration

What to Analyse: Safety Properties

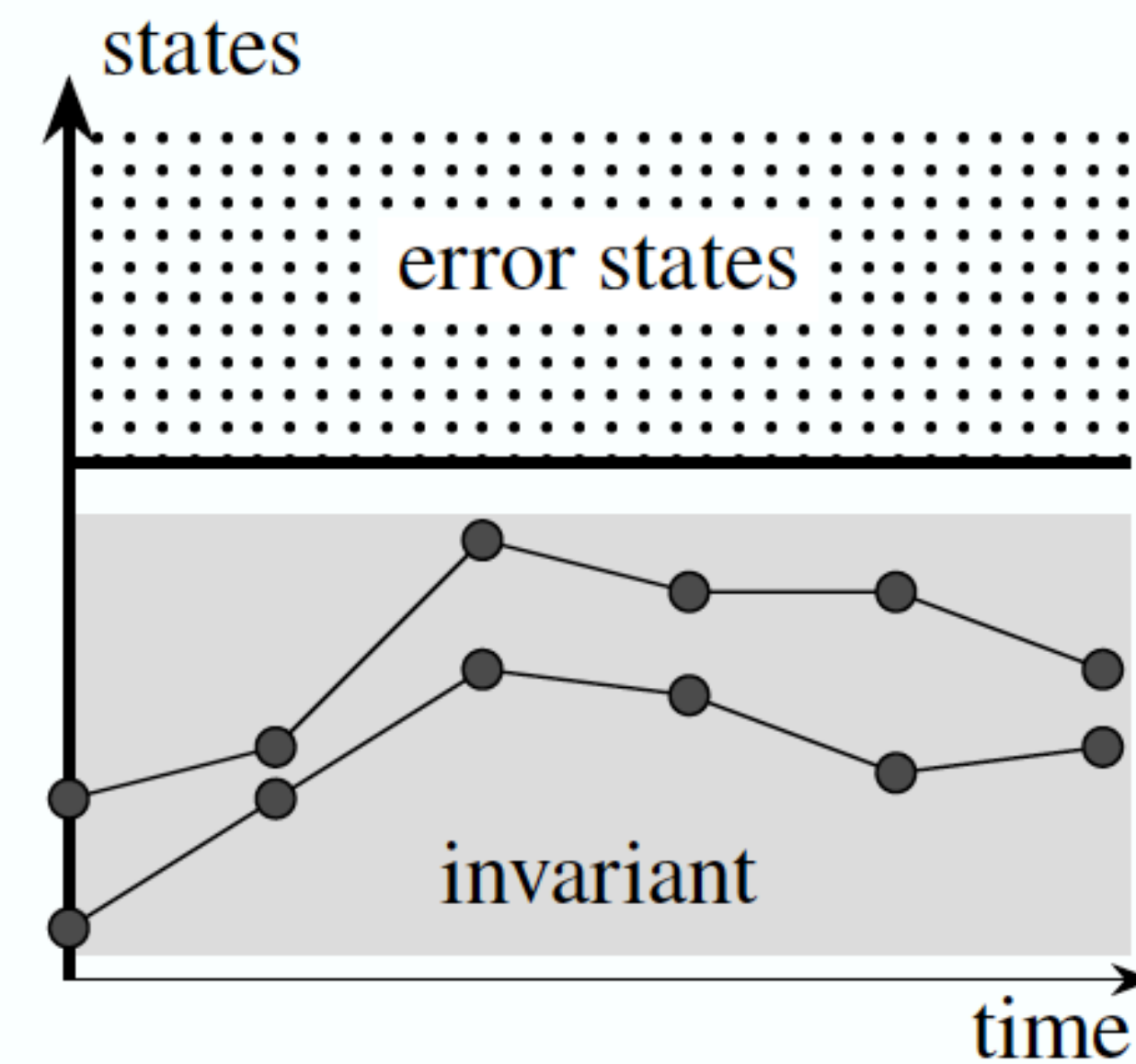
```
x = 0;  
while (x < 10) “x is an integer”  
  { x = x + 1; } “0 ≤ x < 10”
```



(a) Correct executions



(b) An incorrect execution



(c) Proof by invariance

What to Analyse: Liveness Properties

Some behaviors observable after infinite time will never occur

Examples:

- No unbounded repetition of a given behavior
- No non-termination

What to Analyse: Liveness Properties

```
x = read_int ();  
while ( x > 0 )  
    { x = x - 1; }
```

- If x is initially a negative integer \Rightarrow the program terminates
- If x is initially a positive integer $\Rightarrow x$ strictly decreases every iteration
 \Rightarrow the program terminates

Undecidability in the way

Rice theorem.

Let L be a Turing-complete language, and let P be a nontrivial semantic property of programs of L .

There exists no algorithm such that,

for every program $p \in L$, it returns true if and only if p satisfies the semantic property P

```
while (x>0)
    x=x+1;
print("27");
```


Limitations of the analysis

We need to give something up:

automation: machine-assisted techniques

the **universality** "for all programs": targeting only a restricted class of programs

claim to find **exact** answers: introduce approximations

Approximation: Soundness and Completeness

Given a semantic property P and a program $p \in L$. An analysis is perfectly accurate iff

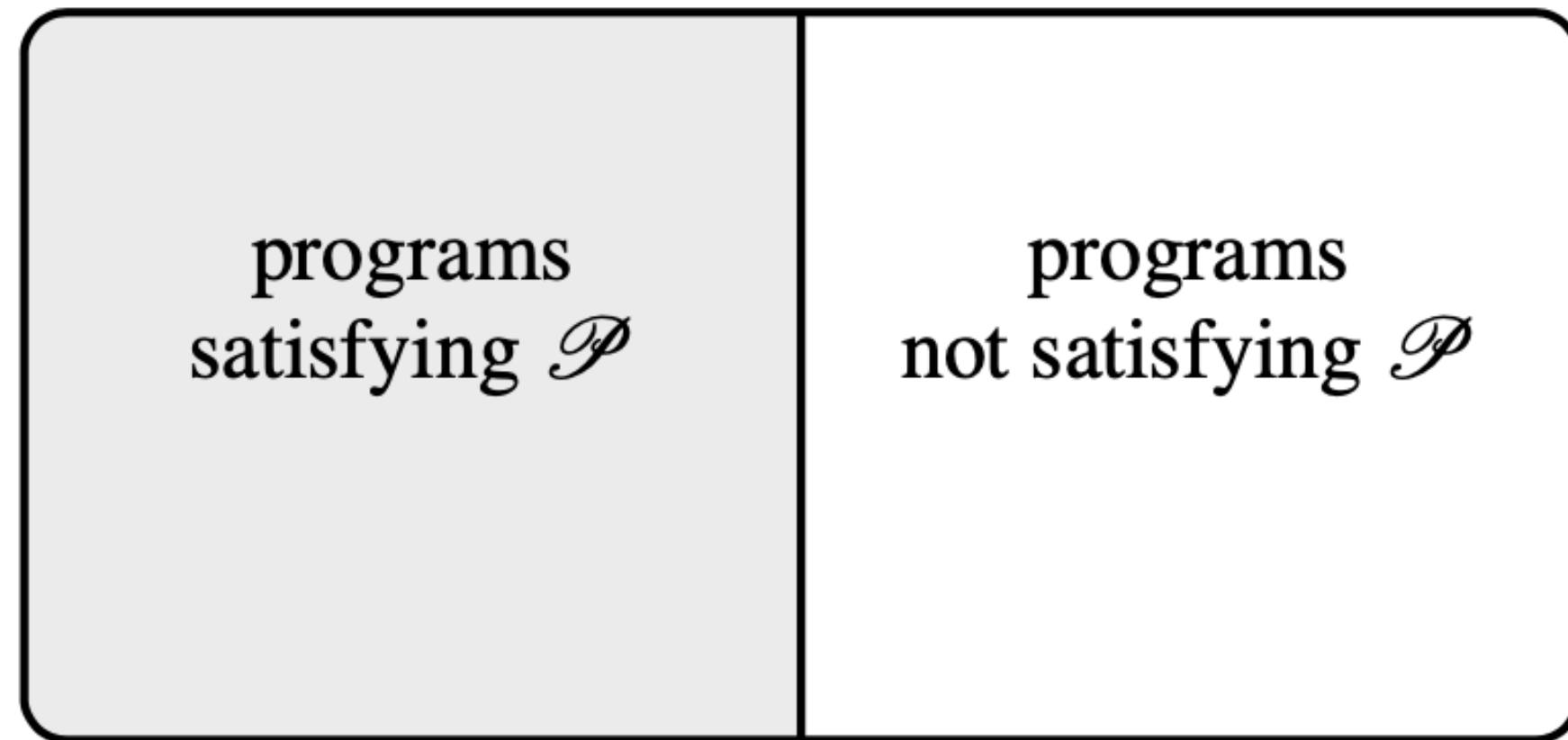
for all program p , $\text{analysis}(p) = \text{true} \iff p$ satisfies the property P

which consists of

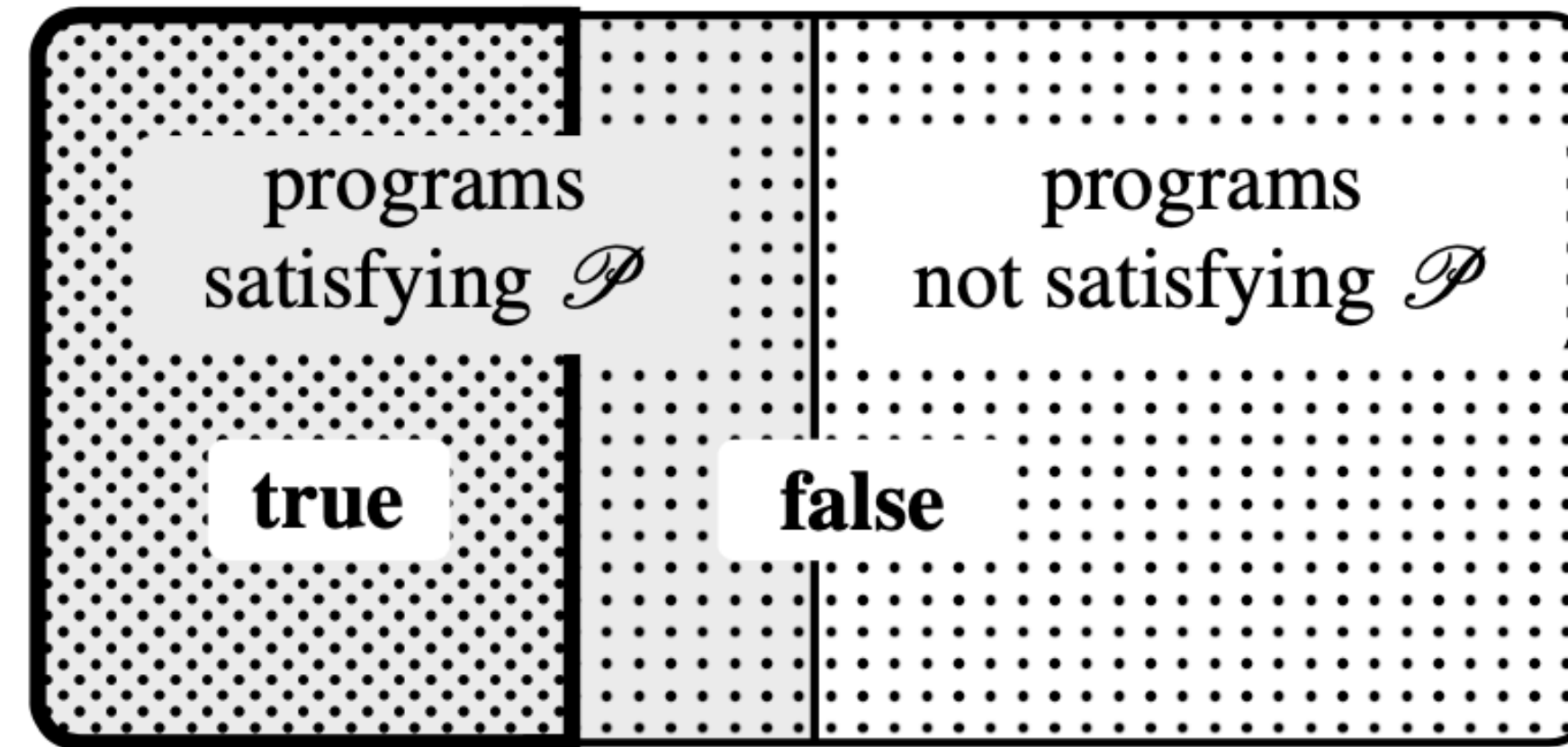
1) for all program $p \in L$, $\text{analysis}(p) = \text{true} \implies p$ satisfies P (soundness)

2) for all program $p \in L$, $\text{analysis}(p) = \text{true} \impliedby p$ satisfies P (completeness)

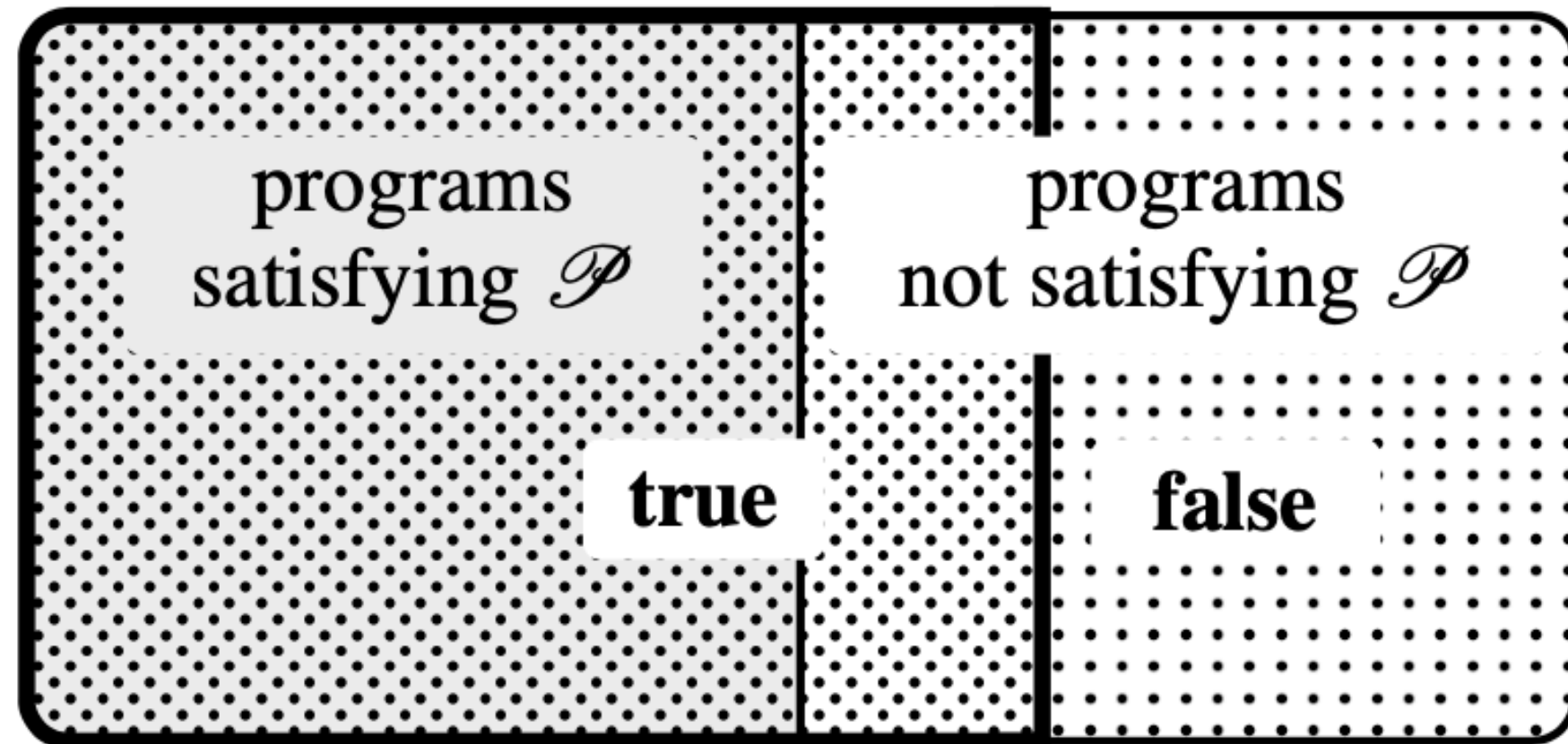
Approximation: Soundness and Completeness



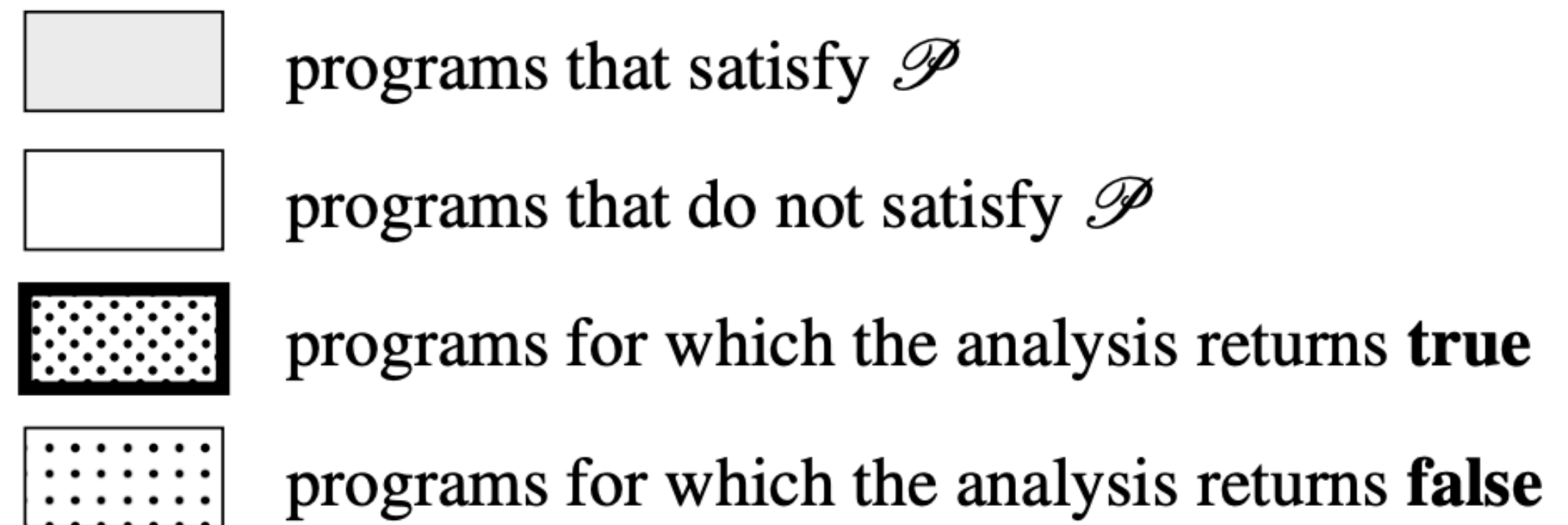
(a) Programs



(b) Sound, incomplete analysis



(c) Unsound, complete analysis



(d) Legend

Spectrum of Program Analysis Techniques

Testing

Machine-assisted proving

Finite-state model checking

Conservative static analysis

Bug-finding

Comparison

	automatic	sound	complete
testing	yes	no	yes
machine-assisted proving	no	yes	yes/no
finite-state model checking	yes	yes/no	yes/no
conservative static analysis	yes	yes	no
bug-finding	yes	no	no

Abstract Interpretation

A general technique, for any programming language L and safety property S , that checks, for input program P in L , if $\llbracket P \rrbracket$ is contained in S

automatic (software)

finite (terminating)

sound (guarantee)

malleable for arbitrary precision

Denotational Semantics

Semantics

What is the meaning of a program "1 + 2" ?

Meaning = what it "denotes":

"3" (Denotational semantics)

Meaning = how to compute the result:

"add 1 into 2 and get 3" (Operational semantics)

Different approaches for different purposes and languages

Denotational Semantics

Mathematical meaning of a program (no machine states or transitions)

Program semantics is a function from input states to output states

The semantics of a program is determined by that of each component (compositionality principle)

Semantics of a Simple Language (WHILE)

$C \rightarrow$ skip
| $x := E$
| if $E C C$
| $C; C$
| while $E C$

$E \rightarrow n \quad (n \in \mathbb{Z})$
| x
| $E + E$
| $- E$

The semantics of C is a function from memories to memories

Memory = Function from memory locations to values

Semantic Domain

A set of objects used to define program semantics (i.e., semantic objects)

$$x \in X = \textit{ProgramVariables}$$

$$V = \mathbb{Z}$$

$$m \in M = X \rightarrow V$$

Memories

Meaning of commands

$$[[C]] : M \rightarrow (M \cup \perp)$$

Meaning of expressions

$$[[E]] : M \rightarrow V$$

may diverge

Denotational Semantics of Expressions

$$\llbracket x \rrbracket m = m(x)$$

$$\llbracket n \rrbracket m = n$$

$$\llbracket E_1 + E_2 \rrbracket m = (\llbracket E_1 \rrbracket m) + (\llbracket E_2 \rrbracket m)$$

$$\llbracket - E \rrbracket m = -(\llbracket E \rrbracket m)$$

$$\begin{aligned} \llbracket 3 + x \rrbracket \{x \mapsto 2, y \mapsto 1\} &= \llbracket 3 \rrbracket \{x \mapsto 2, y \mapsto 1\} + \llbracket x \rrbracket \{x \mapsto 2, y \mapsto 1\} \\ &= 3 + 2 = 5 \end{aligned}$$

Compositional!

(i.e., the semantics of an expression is determined by that of its sub-expressions)

Denotational Semantics of Commands

$$\llbracket \text{skip} \rrbracket m = m$$

$$\llbracket x := E \rrbracket m = m \{x \mapsto \llbracket E \rrbracket m\}$$

$$\llbracket \text{if } E \text{ } C_1 \text{ } C_2 \rrbracket m = \text{if } \llbracket E \rrbracket m \neq 0 \text{ then } \llbracket C_1 \rrbracket m \text{ else } \llbracket C_2 \rrbracket m$$

$$\llbracket C_1 ; C_2 \rrbracket m = \llbracket C_2 \rrbracket (\llbracket C_1 \rrbracket m)$$

memory update

may diverge

$$\llbracket C \rrbracket \perp = \perp$$

E.g., $\llbracket x := 7 ; y := 3 \rrbracket \{\} = \{x \mapsto 7, y \mapsto 3\}$

Compositional!

(i.e., the semantics of a program is determined by that of its sub-components)

Semantics of Loops

The semantics of `while E C`

$$\llbracket \text{while } E \ C \rrbracket m$$
$$= \text{if } \llbracket E \rrbracket m \neq 0 \text{ then } \llbracket \text{while } E \ C \rrbracket (\llbracket C \rrbracket M) \text{ else } m$$

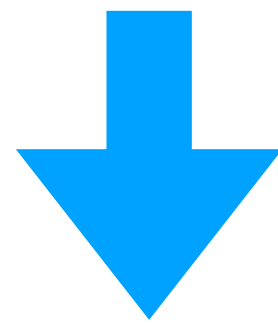
is not compositional!

Not a definition, but a **recursive equation!**

Semantics of Loops

$\llbracket \text{while } E \ C \rrbracket m$

$= \text{if } \llbracket E \rrbracket m \neq 0 \text{ then } \llbracket \text{while } E \ C \rrbracket (\llbracket C \rrbracket m) \text{ else } m$



how to denote functions:

$\lambda x . \text{function body}$

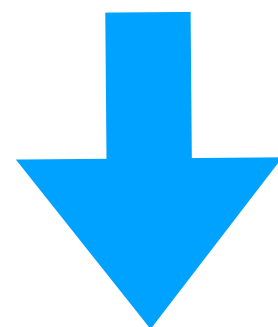
where x is the parameter

e.g. $\text{inc}(x) = x + 1$ vs

$\text{inc} = \lambda x . x + 1$

$\llbracket \text{while } E \ C \rrbracket =$

$\lambda m . \text{if } \llbracket E \rrbracket m \neq 0 \text{ then } \llbracket \text{while } E \ C \rrbracket (\llbracket C \rrbracket m) \text{ else } m$



$F_{E,C}(X) = \lambda m . \begin{cases} X(\llbracket C \rrbracket m) & \text{if } \llbracket E \rrbracket m \neq 0 \\ m & \text{otherwise} \end{cases}$

$\llbracket \text{while } E \ C \rrbracket = F_{E,C}(\llbracket \text{while } E \ C \rrbracket)$

Semantics of Loops

Semantics of a loop: a solution of this equation

$$\llbracket \text{while } E \ C \rrbracket = F_{E,C}(\llbracket \text{while } E \ C \rrbracket)$$

Semantics of Loops

Semantics of a loop: a solution of this equation

$$\llbracket \text{while } E \ C \rrbracket = F_{E,C}(\llbracket \text{while } E \ C \rrbracket)$$

Solution: a fixed point of $F_{E,C}$

$$F_{E,C}(X) = \lambda m. \begin{cases} X(\llbracket C \rrbracket m) & \text{if } \llbracket E \rrbracket m \neq 0 \\ m & \text{otherwise} \end{cases}$$

Domain for Commands

$$\llbracket C \rrbracket : \mathbb{M} \rightarrow \mathbb{M}_\perp \quad \text{where} \quad \forall m \in \mathbb{M}, \perp \sqsubseteq m$$

$$\llbracket \text{while } E \ C \rrbracket = F_{E,C}(\llbracket \text{while } E \ C \rrbracket)$$

$$(\mathbb{M} \rightarrow \mathbb{M}_\perp)$$

A partial function,
Sets of pairs (m, m')

$$F_{E,C}(X) = \lambda m. \begin{cases} X(\llbracket C \rrbracket m) & \text{if } \llbracket E \rrbracket m \neq 0 \\ m & \text{otherwise} \end{cases}$$

$$F_{E,C} : (\mathbb{M} \rightarrow \mathbb{M}_\perp) \rightarrow (\mathbb{M} \rightarrow \mathbb{M}_\perp)$$

It is monotone and continuous on the domain of partial functions

Semantics of while

By applying Kleene's theorem

$$\llbracket \text{while } E \ C \rrbracket = \text{fix } F_{E,C} = \bigsqcup_n F_{E,C}^n(\perp_{\mathbb{M} \rightarrow \mathbb{M}})$$

$\perp_{\mathbb{M} \rightarrow \mathbb{M}}$
 $\lambda \sigma. \perp$

$$\text{while } \underbrace{x > 1}_E \text{ do } \underbrace{x := x - 1}_C$$

$$F_{E,C}(X) = \lambda m. \begin{cases} (m, X(m[m(x) - 1/x])) & m(x) > 1 \\ (m, m) & m(x) \leq 1 \end{cases}$$

$$F_{E,C}(X) = \lambda m. \begin{cases} (m, m') & m(x) > 1, (m[m(x) - 1/x], m') \in X \\ (m, m) & m(x) \leq 1 \end{cases}$$

$$F_{E,C}^0(\emptyset) = \emptyset$$

$$F_{E,C}^1(\emptyset) = \{(m, m) \mid m(x) \leq 1\} \supseteq \{(m[1/x], m[1/x])\}$$

$$F_{E,C}^2(\emptyset) = F_{E,C}^1(\emptyset) \cup \{(m, m[1/x]) \mid m(x) = 2\}$$

$$F_{E,C}^3(\emptyset) = F_{E,C}^2(\emptyset) \cup \{(m, m[1/x]) \mid m(x) = 3\}$$

...

$$F_{E,C}^n(\emptyset) = \{(m, m) \mid m(x) \leq 1\} \cup \{(m, m[1/x]) \mid 1 < m(x) \leq n\}$$

...

$$\text{fix } F_{E,C} = \{(m, m) \mid m(x) \leq 1\} \cup \{(m, m[1/x]) \mid 1 < m(x)\}$$