

## CSE 6341, Written Assignment 4

Due Friday, March 22, 11:59 pm (8 points)

Your submissions should be uploaded via Carmen. Create your answers using a text editor and upload the file (e.g., plain text, Word, PDF). Alternatively, you can write your answers by hand and take a photo (or scan), but please ensure that (1) your handwriting is *clear and legible*, and (2) your photo or scan has *high resolution*, to allow the grader to read and understand your submission.

**Q1** (2 points): Consider the abstract interpretation defined in slides 1-19. Show the derivation tree for  $\langle \text{if } (x > 0) \ x = -3 * y \ \text{else } x = z * 8, \sigma_a \rangle \rightarrow \sigma'_a$  where  $\sigma_a = [x \mapsto \text{Neg}, y \mapsto \text{Pos}, z \mapsto \text{Pos}]$

First determine and show the new abstract state  $\sigma'_a$ . Then show the entire derivation tree for this triple. Every level of the tree should correspond to one of the inference rules (slides 1-19).

**Q2** (3 points): Consider the abstract interpretation defined in slides 1-19. Suppose we wanted to “abstractly execute” the following loop, with initial abstract state  $\sigma_a = [x \mapsto \text{Pos}]$ :

```
while (...) { x = -x; }
```

The loop condition is not relevant for this question.

Show the abstract state  $\sigma_{a1}$  after 1 iteration of the loop. Show the abstract state  $\sigma_{a2}$  after 2 iterations of the loop. Show the abstract state  $\sigma_{a3}$  after 3 iterations of the loop. You do **not** need to show the derivation trees, just show the abstract states.

As discussed, the final abstract state  $\sigma'_a$  is the merge of the infinite number of intermediate states  $\sigma_a, \sigma_{a1}, \sigma_{a2}$ , etc. This merge can be computed by a finite sequence of merge steps. For the example above, show the four merged states  $\sigma'_{a0}, \sigma'_{a1}, \sigma'_{a2}, \sigma'_{a3}$  defined on slide 19.

**Q3** (3 points): Consider the following context-free grammar

```
<program> ::= <assignList>
<assignList> ::= <assign> | <assign> ; <assignList>_2
<assign> ::= id = intconst | id = floatconst | id_1 = id_2
```

In some languages, instead of asking programmers to declare the types of variables, the compiler attempts to infer types from the code. For example, assignment  $x=5$  implies that  $x$  is of type *int*, while assignment  $y=3.14$  implies that  $y$  is of type *float*. Further, for  $x=5; z=x$  the compiler can conclude that both  $x$  and  $z$  are of type *int*. Inference is not always possible: for example,  $x=5; x=3.14$  does not allow a unique type to be associated with  $x$ .

One way to achieve this *type inferencing* is to construct and analyze a directed graph  $G=(N,E)$  as follows. The set of nodes  $N$  is the union of three disjoint sets:  $N = \text{IDS} \cup \text{INTC} \cup \text{FLC}$ .  $\text{IDS}$  contains a graph node for each *id.lexval* that appears in the program. For example, for program  $x=5; z=x; x=6$  we have  $\text{IDS} = \{x, z\}$ .  $\text{INTC}$  contains a graph node for each *intconst.lexval* that appears in the program. For the same example program, we have  $\text{INTC} = \{5, 6\}$ . Set  $\text{FLC}$  is defined similarly for *floatconst.lexval*.

The set  $E$  of graph edges is defined as follows. For every  $id = \text{intconst}$  in the program,  $E$  contains an edge from the node for  $id$  to the node for  $\text{intconst}$  (and similarly for  $id = \text{floatconst}$ ). For every  $id_1 = id_2$  there is an edge from the node for  $id_1$  to the node for  $id_2$ . For example, for program  $x=5; z=x; x=6$  we have  $E = \{ x \rightarrow 5, z \rightarrow x, x \rightarrow 6 \}$ .

*Part 1.* Show graph  $G$  for the following program:  $a = 8; b = a; c = b; c = 3.14; d = c; b = d$

*Part 2.* Suppose you are given  $G$  for some program. Your goal is to determine, for each node in  $IDS$ , one element of set  $\{ \text{int}, \text{float}, \text{not-typable} \}$ . For example, if you analyze the graph for  $x=5; z=x; x=6; z=2.3$ ,  $x$  would be determined to be *int* and  $z$  would be determined to be *not-typable*. Describe at a high level how to compute this information for all nodes  $n \in IDS$  for any given  $G$ . You do **not** need to show detailed algorithms. *Hint:* Your solution can use graph properties such as “there exists a path in  $G$  from node ... to node ...”.

Explain how your approach would work on the program from Part 1. Show the analysis output for that program.