

# **CSC2/455 Software Analysis and Improvement**

## **Abstract Interpretation - II**

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URCS

Introduction

A Tiny Language and Its Semantics

To be continued ...

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A Tiny Language and Its Semantics

To be continued ...

## Previous lecture

- We learnt about program analysis tools beyond iterative dataflow analysis
- Abstract Interpretation
  - Maps concrete states of programs to abstract states
  - Abstract states belong to an abstract domain: signs, intervals, convex polyhedra, ...
  - Define transfer functions to convert pre-condition (input) states to post-condition (output) states
  - Union for alternate paths
  - Widen for loops
- This lecture:
  - Concrete Semantics for a small language

## A note on the presentation

- This lecture defines a number of formal concepts and is notation-heavy.
- I also provide an equivalent formal notation in (Python) code to hopefully make it easier

Introduction

A Tiny Language and Its Semantics

To be continued ...

# A Tiny Language: Grammar

$$n \in \mathbb{V}$$

$$x \in \mathbb{X}$$

$$\odot ::= + \mid - \mid * \mid \dots$$

$$\ominus ::= < \mid \leq \mid > \mid == \mid \dots$$

- $n$  is a set of concrete values, here we shall treat  $\mathbb{V} = \mathbb{Z}$ 
  - All values are integers
- $x$  is the name of a variable. The set  $\mathbb{X}$  contains all variable names.
- $\odot$  represents arithmetic binary operators
- $\ominus$  represents boolean binary operators

# A Tiny Language: Expressions

$$E ::= n \mid x \mid E \odot E$$

$$B ::= x \ominus n$$

- An arithmetic expression  $E$  is:
  - a number, or
  - a variable name,
  - or a binary expression
- A boolean expression  $B$  is:
  - a variable,
  - a boolean operator
  - a constant  $n$



# Python AST

```
from typing import Union
from typing_extensions import Literal

BinaryOps = Literal['+', '-', '*', '/']
ComparisonOps = Literal['<', '>', '==', '<=', '>=', '!=']

Scalar = int # restrict Scalars to ints in this implementation

class Node(object):
    pass

class Var(Node):
    def __init__(self, name: str):
        self.name = name

    def __str__(self):
        return self.name

Expr = Union[Scalar, Var, 'BinOp']
```

- This is Python 3 augmented with types
  - Union stands for a union type

# AST for BinOp and BoolExpr

```
class BinOp(Node):
    def __init__(self, op: BinaryOps, left: Expr, right: Expr):
        self.op = op
        self.left = left
        self.right = right

    ...

class BoolExpr(Node):
    def __init__(self, op: ComparisonOps, left: Var, right: Scalar):
        self.op = op
        self.left = left
        self.right = right

    ...
```

- Nothing special here, each component of the grammar is stored in the respective AST nodes
- I'm eliding implementations of `__str__`, indicated by '...'

## Commands in the language

$C ::=$

- skip
- |  $C; C$
- |  $x := E$
- |  $\text{input}(x)$
- |  $\text{if}(B)\{C\} \text{ else } \{C\}$
- |  $\text{while}(B)\{C\}$

$P ::= C$

# AST nodes for commands

```
class Cmd(Node):
    pass

class Skip(Cmd):
    def __init__(self):
        pass

class Seq(Cmd):
    def __init__(self, cmd0: Cmd, cmd1: Cmd):
        self.cmd0 = cmd0
        self.cmd1 = cmd1

class Assign(Cmd):
    def __init__(self, left: Var, right: Expr):
        self.left = left
        self.right = right

class Input(Cmd):
    def __init__(self, var: Var):
        self.var = var

    def __str__(self):
        return f"input({self.var})"

class IfThenElse(Cmd):
    def __init__(self, cond: BoolExpr, then_: Cmd, else_: Cmd):
        self.cond = cond
        self.then_ = then_
        self.else_ = else_

class While(Cmd):
    def __init__(self, cond: BoolExpr, body: Cmd):
        self.cond = cond
        self.body = body

class Program(Node):
    def __init__(self, cmd: Cmd):
        self.program = cmd
```

# Representing Programs

```
if(x > 7) {  
    y := (x - 7)  
} else {  
    y := (7 - x)  
}
```

can be represented using the AST as:

```
x = Var('x')  
y = Var('y')  
  
t = Program(IfThenElse(BoolExpr('>', x, 7),  
                        Assign(y, BinOp('-', x, 7)),  
                        Assign(y, BinOp('-', 7, x))  
                    )  
            )
```

# Executing programs

To execute programs represented as ASTs, we need the following:

- Storage/Memory: to track values of variables
- Semantics: to express what each command does, usually mathematical
  - Denotational semantics (“input/output” semantics)
  - Operational semantics
  - Axiomatic semantics
  - and many others...

# Memory/Storage

$$\mathbb{M} = \mathbb{X} \rightarrow \mathbb{V}$$

- A *store* (from storage) is a map/function from variables to values
- We'll represent it as (assuming  $\mathbb{X} = \{x, y\}$ ):

$$m = \{x \rightarrow 3, y \rightarrow 4\}$$

- Store (or memory)  $m$  maps  $x$  to 3 and  $y$  to 4.
- So,  $m(x) = 3$ , and  $m(y) = 4$

# Memory/Storage (Python)

```
from typing import Dict, List

# using str instead of Var, with Var.name as the key.
# This is accidental.
Memory = Dict[str, int]

x = Var('x')
y = Var('y')

m = {x.name: 3, y.name: 4}

print(m[x.name])
print(m[y.name])
```



# Semantics of Arithmetic Expressions

- The semantics of an expression  $E$  depend on the memory store  $m$
- We use  $\llbracket E \rrbracket(m)$  to denote its semantics
- We'll define  $\llbracket E \rrbracket(m)$  over its grammar as:

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

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

$$\llbracket E_0 \odot E_1 \rrbracket(m) = f_{\odot}(\llbracket E_0 \rrbracket(m), \llbracket E_1 \rrbracket(m))$$

- Here  $f_{\odot}$  is the function that implements  $\odot$ , for example:
  - $f_{+}(a, b) = a + b$

# Arithmetic Expression Semantics in Python

```
def f_binop(op: BinaryOps, left: Scalar, right: Scalar) -> Scalar:
    if op == '+':
        return left + right
    elif op == '-':
        return left - right
    elif op == '*':
        return left * right
    elif op == '/':
        return left // right
    else:
        raise NotImplementedError(f"Unknown operator: {op}")

def evaluate_Expr(E: Expr, m: Memory) -> Scalar:
    if isinstance(E, Scalar):
        return E
    elif isinstance(E, Var):
        return m[E.name]
    elif isinstance(E, BinOp):
        return f_binop(E.op,
                       evaluate_Expr(E.left, m),
                       evaluate_Expr(E.right, m))
```

# Semantics of Boolean Expressions

- Let  $\mathbb{B}$  be the set  $\{\text{true}, \text{false}\}$
- The semantics of a boolean expression is then  $\llbracket B \rrbracket : M \rightarrow \mathbb{B}$

$$\llbracket x \ominus n \rrbracket(m) = f_{\ominus}(m(x), n)$$

which can be expressed in Python as:

```
def f_cmpop(op: ComparisonOps, left: Scalar, right: Scalar) -> bool:
    if op == '<':
        return left < right
    elif op == '>':
        return left > right
    ...

def evaluate_BoolExpr(B: BoolExpr, m: Memory) -> bool:
    return f_cmpop(B.op, m[B.left.name], B.right)
```

## Semantics of other commands

- Both  $\llbracket E \rrbracket$  and  $\llbracket B \rrbracket$  are building blocks for the semantics of other commands
- While they were defined on a single memory store  $m$ , we're going to define the semantics for commands on a *set* of memory states  $M$ 
  - So,  $m \in M$ , and  $M \in \wp(\mathbb{M})$
  - where  $\wp(\mathbb{M})$  denotes the powerset of memory stores
- This way, our semantics for commands  $\llbracket \cdot \rrbracket_{\wp}$  will convert a set of input states to a set of output states

# Command Semantics – #1

$$\llbracket C \rrbracket_{\mathcal{P}} : \wp(\mathbb{M}) \rightarrow \wp(\mathbb{M})$$

$$\llbracket \text{skip} \rrbracket_{\mathcal{P}}(M) = M$$

$$\llbracket C_0; C_1 \rrbracket_{\mathcal{P}}(M) = \llbracket C_1 \rrbracket_{\mathcal{P}}(\llbracket C_0 \rrbracket_{\mathcal{P}}(M))$$

$$\llbracket x := E \rrbracket_{\mathcal{P}}(M) = \{m[x \mapsto \llbracket E \rrbracket(m)] \mid m \in M\}$$

$$\llbracket \text{input}(x) \rrbracket_{\mathcal{P}}(M) = \{m[x \mapsto n] \mid m \in M, n \in \mathbb{V}\}$$

- The notation  $m[x \mapsto n]$  is a memory update, it creates a new store identical to  $m$  except that  $x$  is updated to  $n$ 
  - $\text{input}(x)$  updates variable  $x$  with a non-deterministic value  $n$

## Command Semantics – Python

```
def evaluate_Cmd(C: Cmd, M: List[Memory]) -> List[Memory]:
    def update_memories(var, value_lambda):
        out = []
        for m in M:
            m_out = dict(m)
            m_out[var] = value_lambda(m)
            out.append(m_out)

        return out

    if isinstance(C, Skip):
        return M
    elif isinstance(C, Program):
        return evaluate_Cmd(C.program, M)
    elif isinstance(C, Assign):
        return update_memories(C.left.name,
                               lambda m: evaluate_Expr(C.right, m))
    elif isinstance(C, Input):
        n = random.randint(0, 100) # could be anything, actually
        return update_memories(C.var.name, lambda _: n)
    elif isinstance(C, Seq):
        return evaluate_Cmd(C.cmd1, evaluate_Cmd(C.cmd0, M))
    ...
```

- I've chosen  $M$  to be a list of memories (recall `Memory` is a `Dict[str, int]`)

## Example of using evaluate\_Cmd

```
x = Var('x')
y = Var('y')

m1 = {x.name: 3, y.name: 4}
m2 = {x.name: 5, y.name: 6}

M_in = [m1, m2]

M_out = evaluate_Cmd(Assign(x, 7), M_in)

# M_out = [{'x': 7, 'y': 4}, {'x': 7, 'y': 3}]
```

## Command Semantics for If - #1

$$\llbracket \text{if}(B)\{C_0\} \text{ else } \{C_1\} \rrbracket_{\mathcal{F}}(M) = ?$$

- $C_0$  (the code executing when  $B$  is true) must only operate on  $m \in M$  where  $\llbracket B \rrbracket(m)$  evaluates to true.
- $C_1$  (the code executing when  $B$  is false) must only operate on  $m \in M$  where  $\llbracket B \rrbracket(m)$  evaluates to false.
- Define a filter function  $\mathcal{F}_B(M)$  such that

$$\mathcal{F}_B(M) = \{m \in M \mid \llbracket B \rrbracket(m) = \text{true}\}$$

- Note:  $\mathcal{F}_{\neg B}$  will give us the memories where  $B$  is false.



## Command Semantics for If - #2

$$\llbracket \text{if}(B)\{C_0\} \text{ else } \{C_1\} \rrbracket_{\mathcal{D}}(M) = \llbracket C_0 \rrbracket_{\mathcal{D}}(\mathcal{F}_B(M)) \cup \llbracket C_1 \rrbracket_{\mathcal{D}}(\mathcal{F}_{\neg B}(M))$$

- Find stores where  $B$  is true, evaluate  $C_0$  over them
- Find stores where  $B$  is false, evaluate  $C_1$  over them
- Combine the two results using  $\cup$

# Command Semantics for If in Python

```
def filter_memory(B: BoolExpr, M: List[Memory], res = True) -> List[Memory]:
    out = [m for m in M if evaluate_BoolExpr(B, m) == res]
    return list(out)

def evaluate_Cmd(C: Cmd, M: List[Memory]) -> List[Memory]:
    ...

    elif isinstance(C, IfThenElse):
        then_memory = evaluate_Cmd(C.then_, filter_memory(C.cond, M))
        else_memory = evaluate_Cmd(C.else_, filter_memory(C.cond, M,
                                                         res = False))

        return union_memories(then_memory, else_memory)

    ...

def union_memories(M0: List[Memory], M1: List[Memory]) -> List[Memory]:
    # this implementation is, of course, ridiculous

    # convert everything to sets
    M0_set = set([frozenset(m.items()) for m in M0])
    M1_set = set([frozenset(m.items()) for m in M1])

    M_set = M0_set.union(M1_set)

    # convert back to lists of dicts
    return list([dict(m) for m in M_set])
```

# Semantics for While - #1

$$\llbracket \text{while}(B)\{C\} \rrbracket_{\mathcal{D}}(M)$$

- $B$  must be true in  $m \in M$  to execute  $C$  once
  - $(\llbracket C \rrbracket_{\mathcal{D}} \circ \mathcal{F}_B)(M)$
- Executing  $C$  twice is similar:
  - $(\llbracket C \rrbracket_{\mathcal{D}} \circ \mathcal{F}_B)((\llbracket C \rrbracket_{\mathcal{D}} \circ \mathcal{F}_B)(M))$
- Let  $F$  be  $\llbracket C \rrbracket_{\mathcal{D}} \circ \mathcal{F}_B$ , then execution  $i$  times is represented as
  - $F^i(M)$ , i.e.  $F(F(F(M)))$  for  $i = 3$
- If the loop executes  $i$  times and exits, the memory stores are:
  - $M_i = \mathcal{F}_{\neg B}(F^i(M))$ , because  $B$  must be false when we exit the loop

## Semantics for While - #2

- Let  $M_i = \mathcal{F}_{\neg B}(F^i(M))$  represent executions of the loop body exactly  $i$  times,  $i \geq 0$
- Then we can define the semantics of those  $i$  executions as:

$$\begin{aligned}\bigcup_{i \geq 0} M_i &= \bigcup_{i \geq 0} \mathcal{F}_{\neg B}(F^i(M)) \\ &= \mathcal{F}_{\neg B}\left(\bigcup_{i \geq 0} F^i(M)\right)\end{aligned}$$

$$\llbracket \text{while}(B)\{C\} \rrbracket_{\mathcal{F}}(M) = \mathcal{F}_{\neg B}\left(\bigcup_{i \geq 0} (\llbracket C \rrbracket_{\mathcal{F}} \circ \mathcal{F}_B)^i(M)\right)$$

- The semantics of a non-terminating loop are undefined.

## While semantics, Python implementation

```
def evaluate_Cmd(C: Cmd, M: List[Memory]) -> List[Memory]:
    ...
    elif isinstance(C, While):
        # L0
        out = [m for m in M] # copy all input states

        pre_iter_memories = filter_memory(C.cond, out)
        accum: List[Memory] = []
        while len(pre_iter_memories):
            after_iter_memories = evaluate_Cmd(C.body, pre_iter_memories)
            accum = union_memories(accum, after_iter_memories)

            # only keep memories where the condition is true
            pre_iter_memories = filter_memory(C.cond, after_iter_memories)

        # This computes L0 U (L1 U L2...) and retains only those
        # memory states where the loop has terminated.
        out = filter_memory(C.cond, union_memories(out, accum), res=False)
        return out
```

## Example of While execution

```
while(x < 7) {  
  y := (y + 1);  
  x := (x + 1)  
}
```

START        [{x: 4, y: 0}, {x: 5, y: 0}, {x: 8, y: 0}]

pre:        [{x: 4, y: 0}, {x: 5, y: 0}]

after:      [{x: 5, y: 1}, {x: 6, y: 1}]

accum:      [{x: 5, y: 1}, {x: 6, y: 1}]

pre:        [{x: 5, y: 1}, {x: 6, y: 1}]

after:      [{x: 6, y: 2}, {x: 7, y: 2}]

accum:      [{x: 5, y: 1}, {x: 6, y: 1}, {x: 7, y: 2},  
              {x: 6, y: 2}]

pre:        [{x: 6, y: 2}]

after:      [{x: 7, y: 3}]

accum:      [{x: 7, y: 3}, {x: 6, y: 2}, {x: 5, y: 1},  
              {x: 6, y: 1}, {x: 7, y: 2}]

END         [{x: 7, y: 3}, {x: 7, y: 2}, {x: 8, y: 0}]

# Wrapping up the semantics

- $\llbracket C \rrbracket_{\mathcal{S}}(\emptyset) = \emptyset$ 
  - Starting from an empty set of states leads to an empty set of states
- Key ideas:
  - Grammar  $\rightarrow$  AST
  - AST  $\rightarrow$  Semantics
  - Semantics  $\rightarrow$  Interpreter

Introduction

A Tiny Language and Its Semantics

To be continued ...



## Next lecture

- Abstraction, and building an abstract interpreter
- This lecture was based on material from Chapter 3 in Rival and Yi
- You can find the Python code on GitHub
  - This lecture covered `tinyast.py` and `sem.py`