# Static & dynamic analysis

CSE 503

# Selecting an abstract domain

⟨ x = 2; y = 5 ⟩

```
y = x++;
```

⟨ x = 3; y = 2 ⟩

⟨ x = { 3, 5, 7 }; y = { 9, 11, 13 } ⟩

```
y = x++;
```

⟨ x = { 4, 6, 8 }; y = { 3, 5, 7 } ⟩

⟨ x is odd; y is odd ⟩

```
y = x++;
```

⟨ x is even; y is odd ⟩

⟨x=3, y=11⟩, ⟨x=5, y=9⟩, ⟨x=7, y=13⟩

```
y = x++;
```

⟨x=4, y=3⟩, ⟨x=6, y=5⟩, ⟨x=8, y=7⟩

⟨ x is prime; y is prime ⟩

```
y = x++;
```

⟨ x is anything; y is prime ⟩

⟨ $x_n = f(a_{n-1},\ldots,z_{n-1})$; $y_n = f(a_{n-1},\ldots,z_{n-1})$ ⟩

```
y = x++;
```

⟨ $x_{n+1} = x_n + 1$; $y_{n+1} = x_n$ ⟩

# Analysis result:  positive and negative

Ideal analysis outputs:  “program is wrong” or “program is right”

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Ideal analysis outputs:  “program is wrong” or “program is right”

Actual analysis outputs:

- “Program might be wrong” or “program is right”
- “Program is wrong” or “program might be right”

# Analysis result:  positive and negative

Ideal analysis outputs:  “program is wrong” or “program is right”

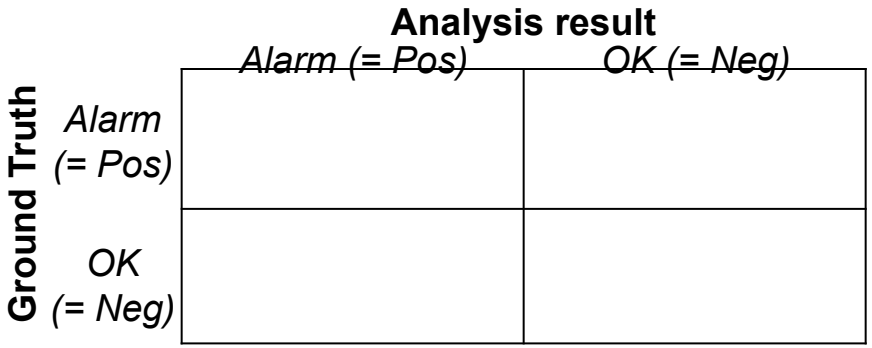
Actual analysis outputs:

- “Program might be wrong” or “program is right”  verification
- “Program is wrong” or “program might be right”  linting

“Positive” = “alarm” = “program might be wrong”

“Negative” = “OK” = “program is right”

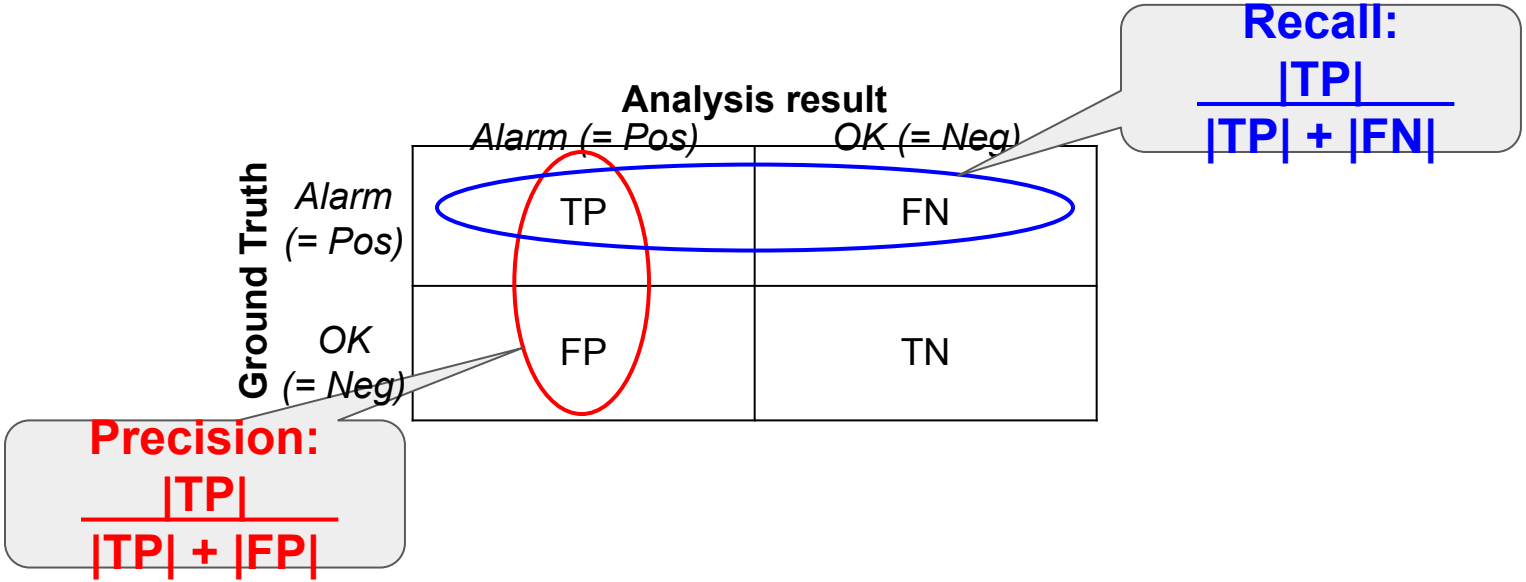
# True/false and positive/negative



# True/false and positive/negative

| | | Analysis result: *Alarm (= Pos)* | Analysis result: *OK (= Neg)* |
|---|---|---|---|
| **Ground Truth** | *Alarm (= Pos)* | TP | FN |
| | *OK (= Neg)* | FP | TN |

# Precision vs recall (and FP/FN/TP/TN)

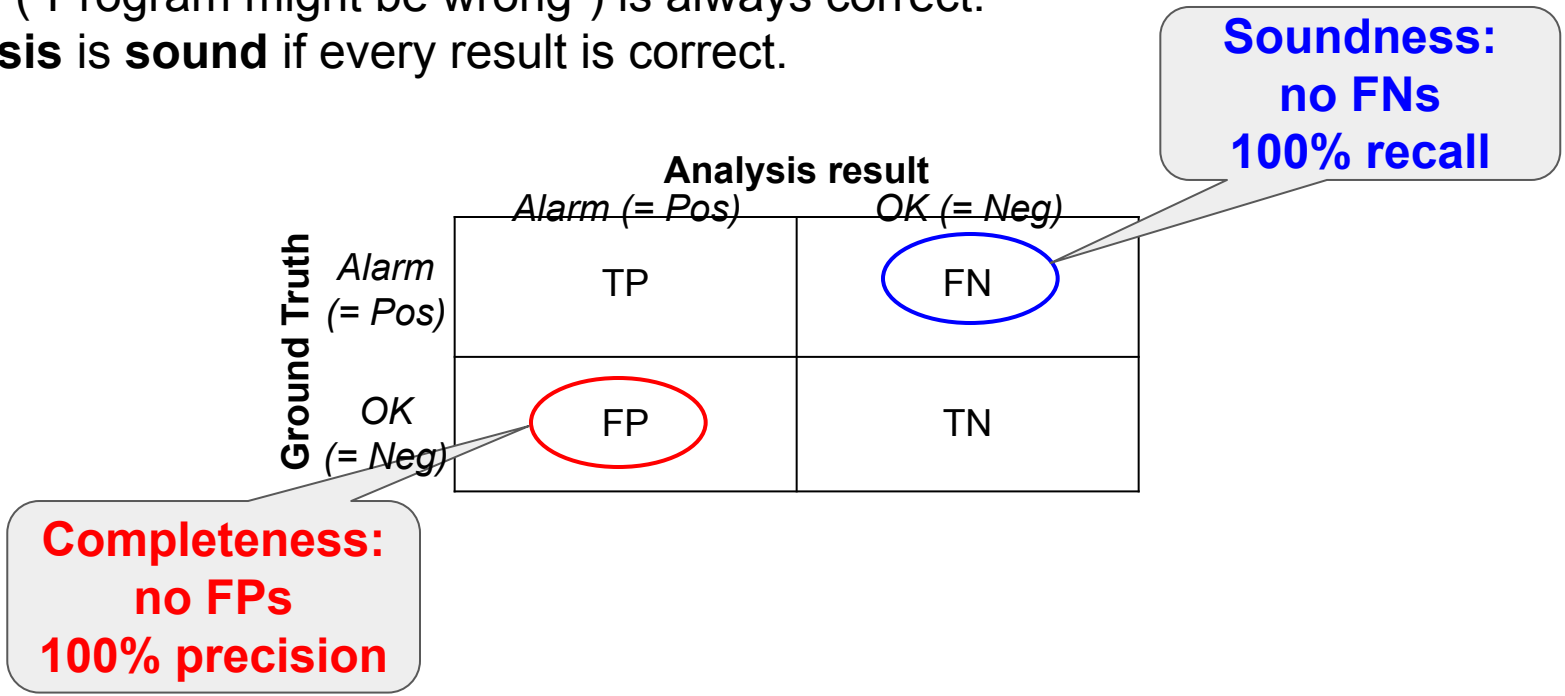


# Soundness vs. completeness

| Ground Truth \ Analysis result | *Alarm (= Pos)* | *OK (= Neg)* |
|---|---|---|
| *Alarm (= Pos)* | TP | FN |
| *OK (= Neg)* | FP | TN |

# Soundness vs. completeness

A **result** is correct or incorrect (or is a TP/FP/FN/TN).
An **alarm** ("Program might be wrong") is always correct.
An **analysis** is **sound** if every result is correct.



# Concrete domain vs. abstract domain

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**Concrete domain**

0, 1, 2, 3, 4, …

**Abstract domain**

*even, odd*

# Accuracy vs. precision


Accuracy = correct estimate (guaranteed if sound analysis)
Precision = small estimate

# Any analysis can be done statically or dynamically

- Type safety:  no memory corruption or operations on wrong types of values
  - Static type-checking
  - Dynamic type-checking

- Slicing:  what computations could affect a value
  - Static:  reachability over dependence graph
  - Dynamic:  tracing

# Memory checking

Goal: find array bound violations, uses of uninit. memory

Purify [Hastings 92], Valgrind: run-time instrumentation

- Tagged memory: 2 bits (allocated, initialized) per byte
- Each instruction checks/updates the tags
  - Allocate: set “A” bit, clear “I” bit
  - Write: require “A” bit, set “I” bit
  - Read: require “I” bit
  - Deallocate: clear “A” bit

LCLint [Evans 96]: compile-time dataflow analysis

- Abstract state contains allocated and initialized bits
- Each transfer function checks/updates the state

Identical analyses!

Another example: atomicity checking [Flanagan 2003]

# Specifications

- Specification checking
  - Statically:  theorem-proving
  - Dynamically:  **assert** statement

- Specification generation
  - Statically:  by hand or abstract interpretation [Cousot 77]
  - Dynamically:  by invariant detection [Ernst 99], reporting unfalsified properties

# More analogous analyses

When you have a problem, consider both static and dynamic approaches