

# Dimensions of Precision in Reference Analysis of Object-oriented Programming Languages

Dr. Barbara G. Ryder  
Rutgers University

<http://www.cs.rutgers.edu/~ryder>

<http://prolangs.rutgers.edu/>

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# Outline

- What is reference analysis of OOPs and what is it used for?
- Examples of reference analyses
  - Hierarchy-based: CHA, RTA
  - Incorporating flow: FieldSens
  - Context-sensitive: 1-CFA
- Dimensions of analysis
  - More examples and categorization of analysis algorithm choices
- Conclusions

# Object-oriented PL

- Characterized by data abstraction, inheritance, polymorphism
- Allows dynamic binding of method calls
- Allows dynamic loading of classes
- Allows querying of program semantics at run-time through reflection

# Reference Analysis

- *Determines information about the set of objects to which a reference variable or field may point during program execution*

# Reference Analysis enables...

- Construction of possible calling structure of program
  - Dynamic dispatch of methods based on runtime type of receiver     $x.f();$
- Understanding of possible dataflow in program
  - Indirect side effects through reference variables and fields     $r.g=$

# Uses of Reference Analysis Information in Compilers

- Side-effect analysis, dependence analysis (flow)
- Devirtualization & inlining (hierarchy)
- Synchronization removal (flow)
- Stack-based object allocation (flow)

# Uses of Reference Analysis Information in Software Tools

- Program understanding tools (flow)
  - Semantic browsers
  - Program slicers
- Software maintenance tools (hier, flow)
  - Change impact analysis tools
- Testing tools (flow)
  - Coverage metrics

# Example Analyses

- Hierarchy-based
  - CHA, RTA
- Incorporating flow
  - FieldSens (Andersen-based points-to)
- Incorporating flow and calling context
  - 1-CFA

# Example

cf Frank Tip, OOPSLA'00

```
static void main(){
    B b1 = new B();
    A a1 = new A();
    f(b1);
    g(b1);
}

static void f(A a2){
    a2.foo();
}

static void g(B b2){
    B b3 = b2;
    b3 = new C();
    b3.foo();
}
```

```
class A {
    foo(){...}
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class B extends A{
    foo() {...}
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class C extends B{
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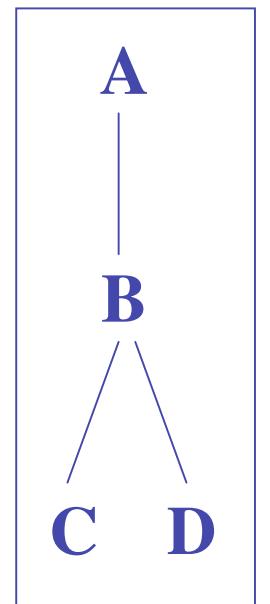
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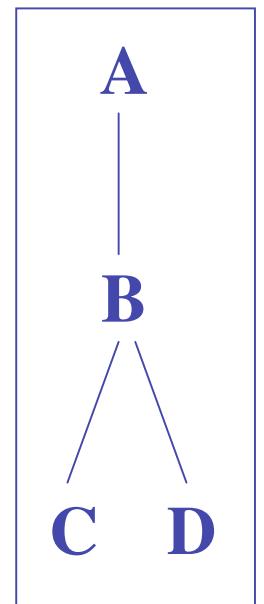
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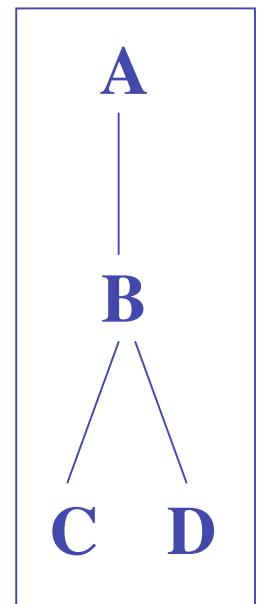
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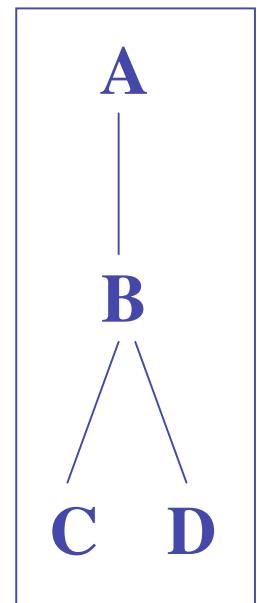
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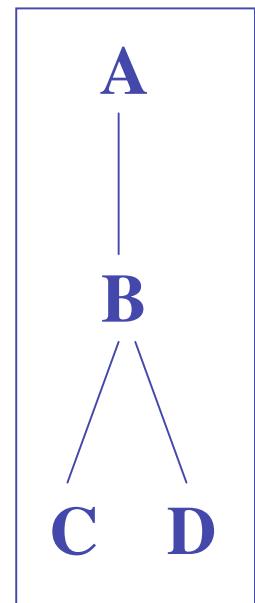
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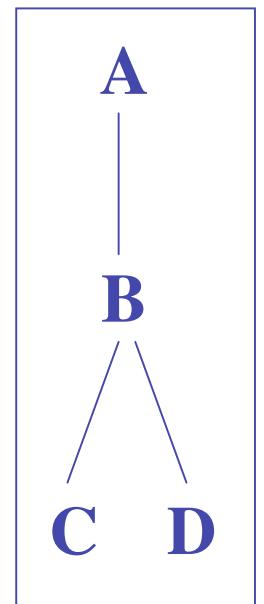
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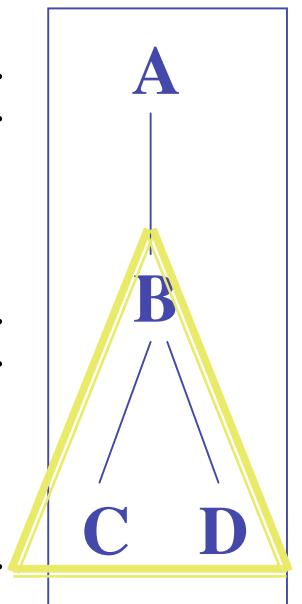


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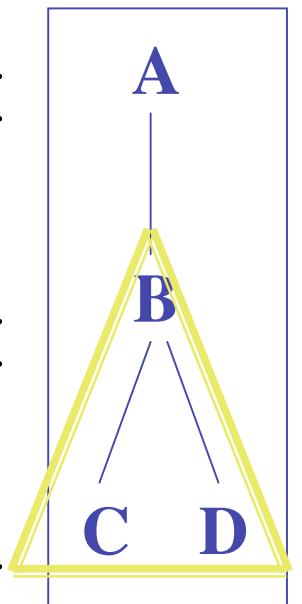


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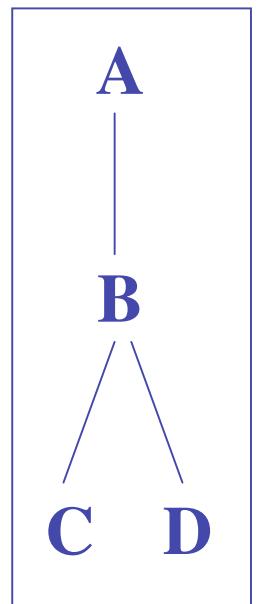


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Cone(Declared\_type(receiver))

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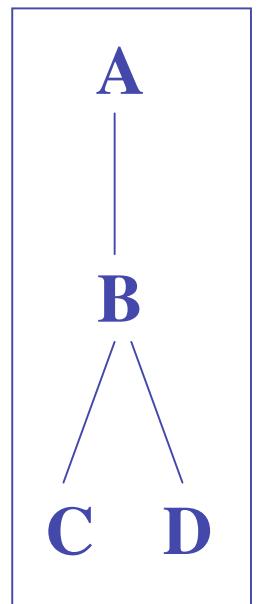
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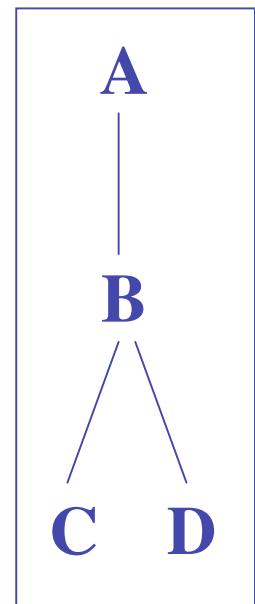
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The diagram illustrates the call graph for the code. It starts with a dashed red arrow pointing from the `f(b1);` call in the `main()` function to the `foo()` method in class `A`. From there, a solid red arrow points to the `foo()` method in class `B`. Another dashed red arrow points from the `a2.foo();` call in the `f()` function to the `foo()` method in class `C`. Finally, a dashed red arrow points from the `b3.foo();` call in the `g()` function to the `foo()` method in class `D`.



Cone(Declared\_type(receiver))

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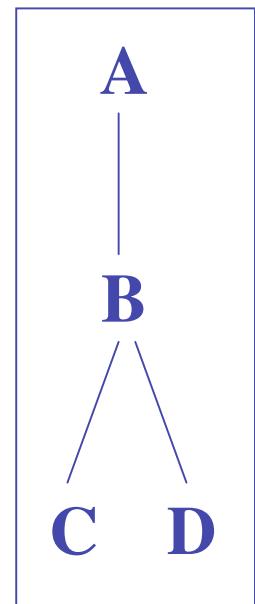
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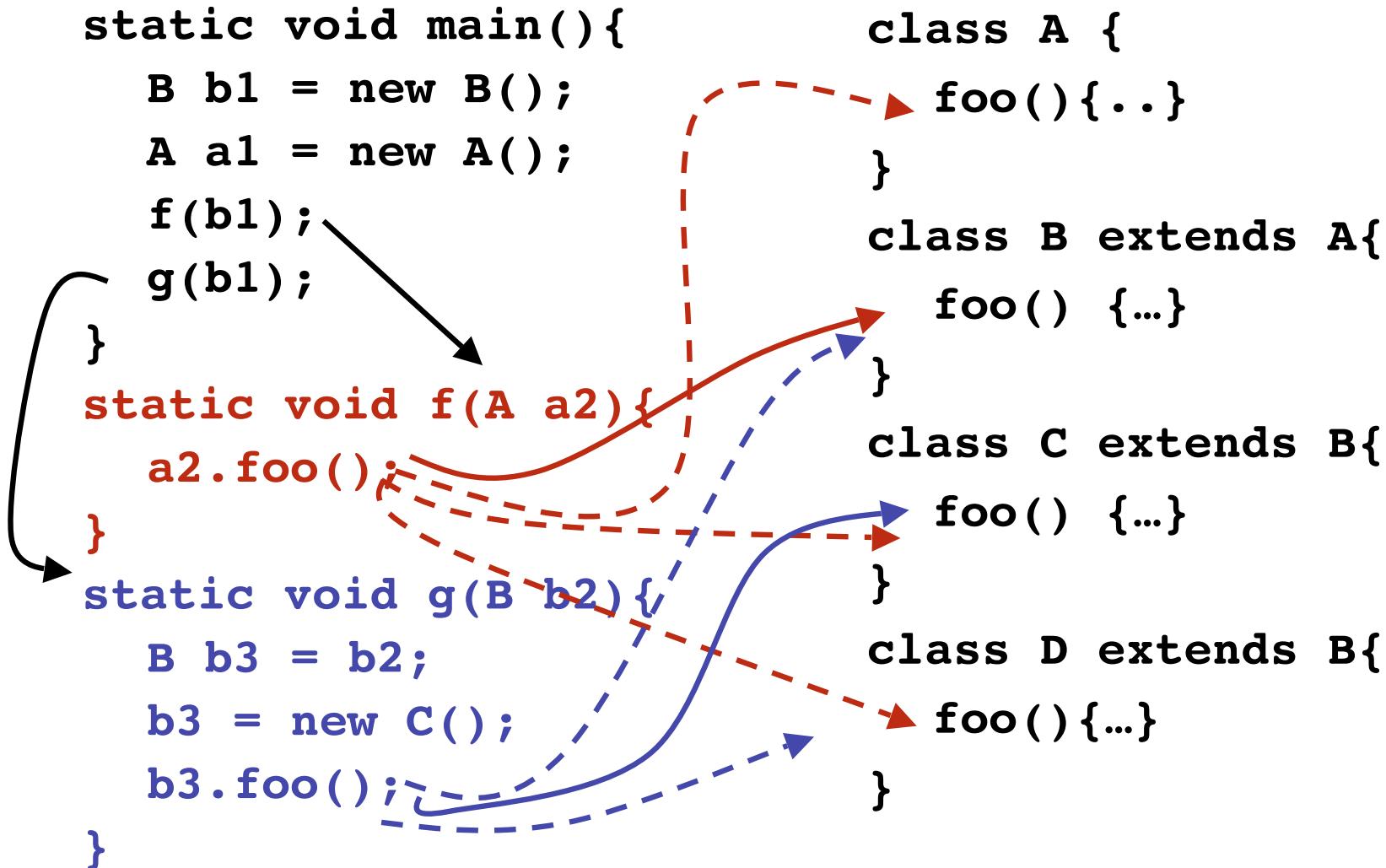
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Cone(Declared\_type(receiver))

# CHA Characteristics

- Ignores program flow
- Calculates types that a reference variable can point to
- Uses 1 abstract reference variable per class throughout program
- Uses 1 abstract object to represent all possible instantiations of a class

J. Dean, D. Grove, C. Chambers, *Optimization of OO Programs Using Static Class Hierarchy*, ECOOP'95

# RTA Example

cf Frank Tip, OOPSLA'00

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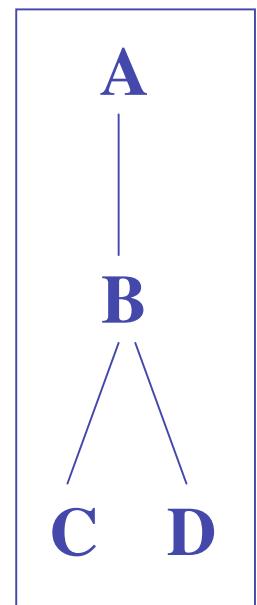
class D extends B{
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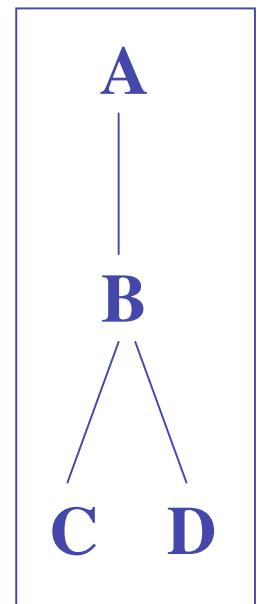
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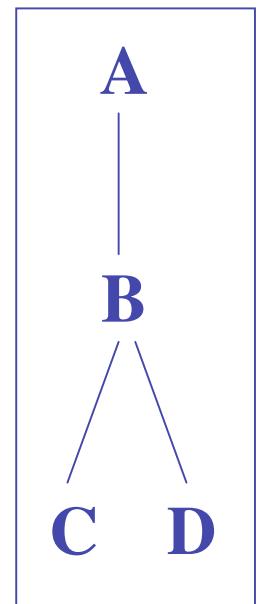


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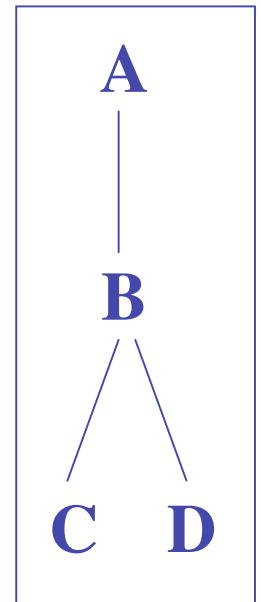


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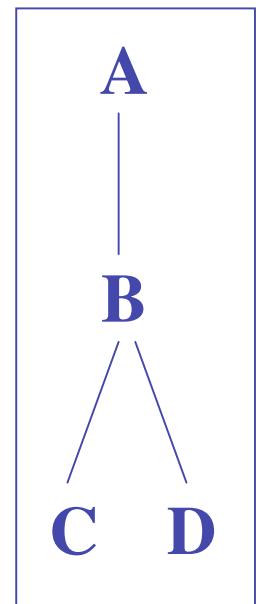


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# RTA Characteristics

- Only analyzes methods *reachable* from `main()`, on-the-fly
- Ignores classes which have not been instantiated as possible receiver types
- Uses 1 abstract reference variable per class throughout program
- Uses 1 abstract object to represent all possible instantiations of a class

D. Bacon and P. Sweeney, “Fast Static Analysis of C++ Virtual Function Calls”, OOPSLA’96

# FieldSens Example

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Points-to Graph  
summarizes  
reference/object  
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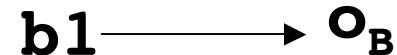
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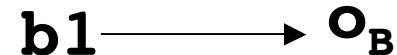
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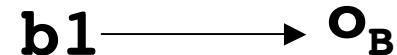
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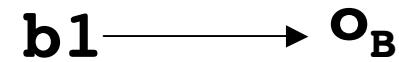
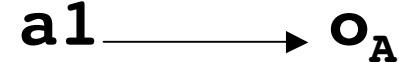
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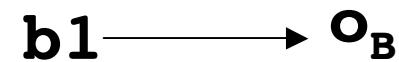
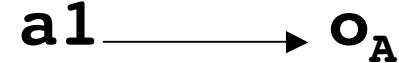
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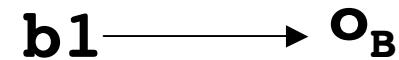
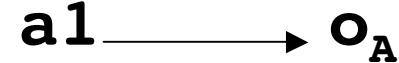
Points-to Graph  
summarizes  
reference/object  
relationships

# FieldSens Example

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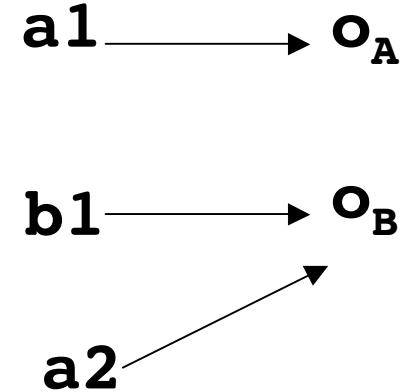
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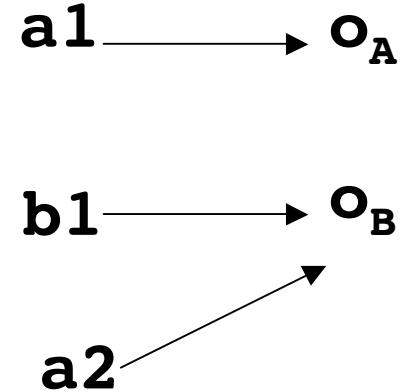
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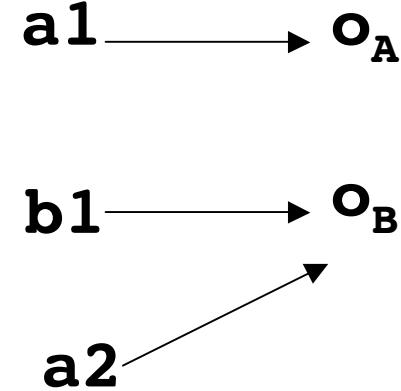
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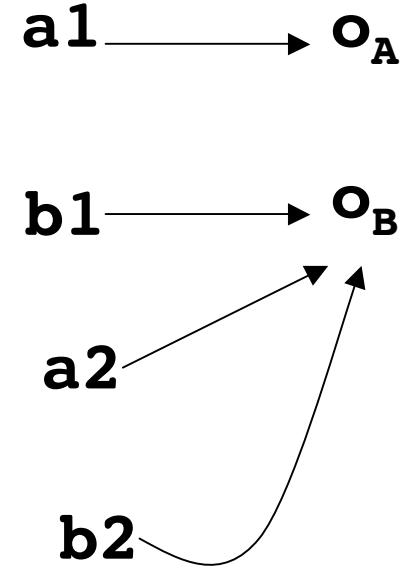
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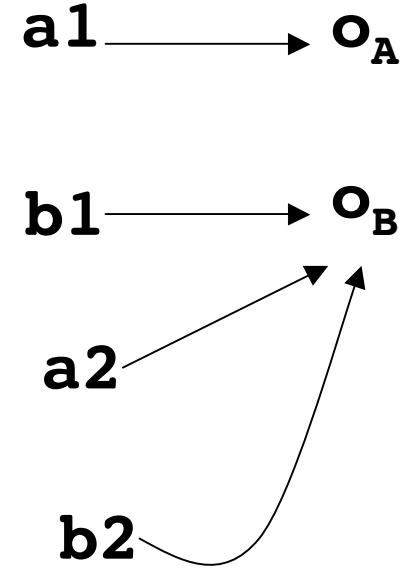
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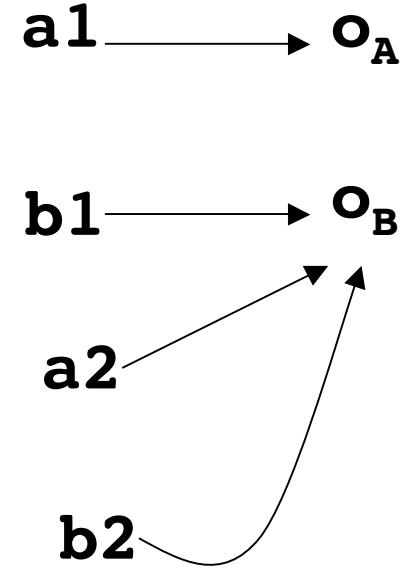
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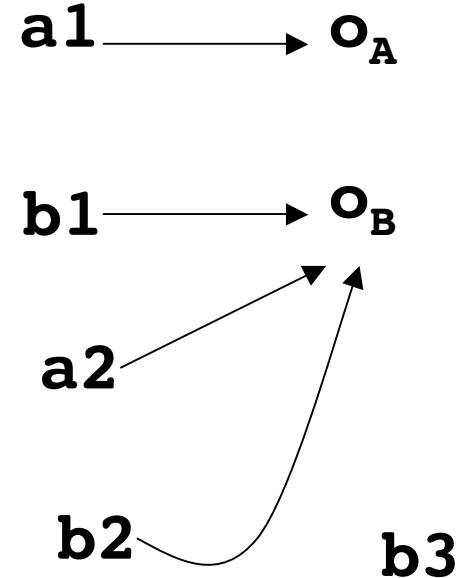
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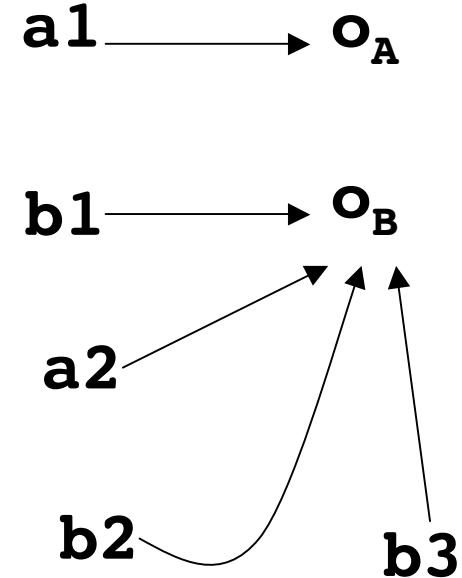
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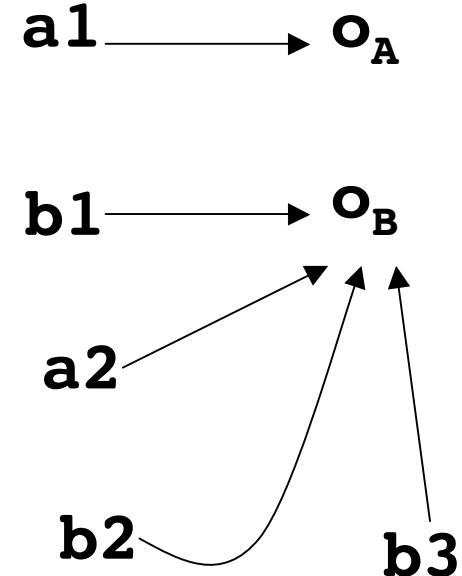
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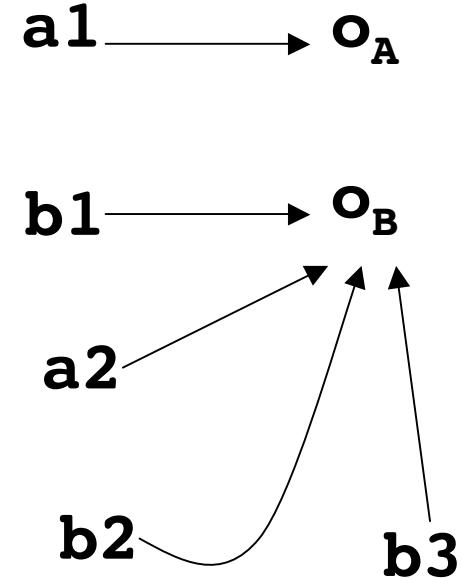
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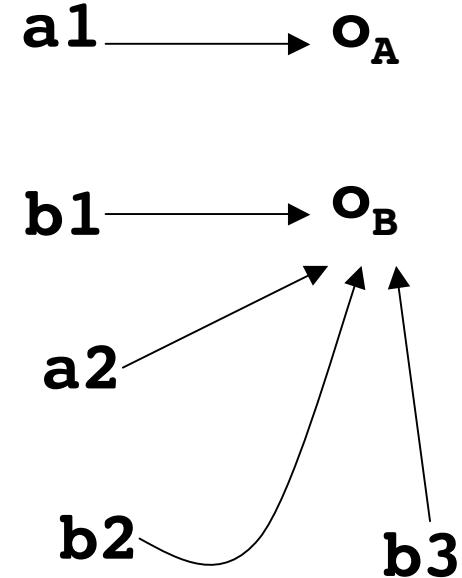
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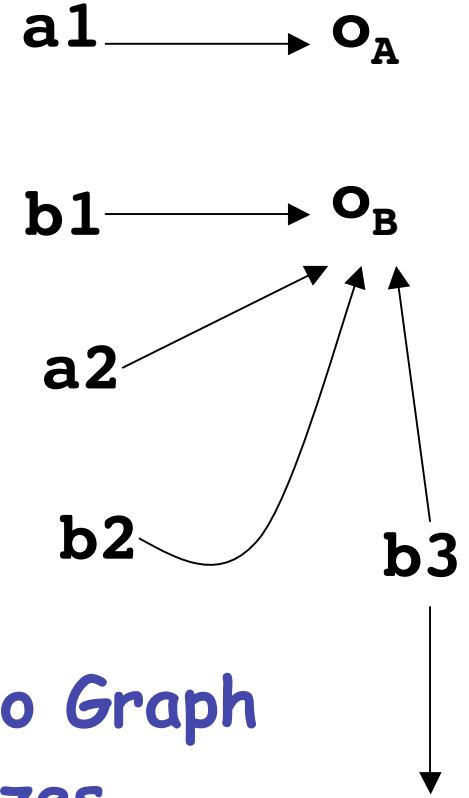
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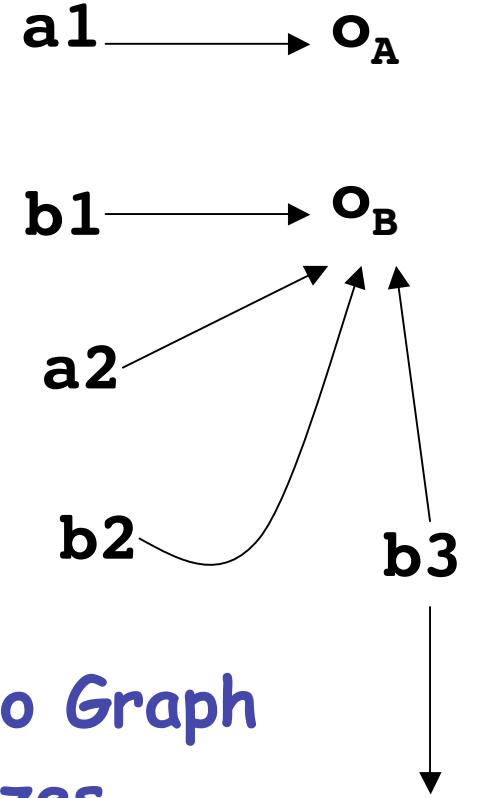
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cf Frank Tip, OOPSLA'00

```
class A {
    foo(){...}
}

class B extends A{
    foo() {...}
}

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    foo() {...}
}

class D extends B{
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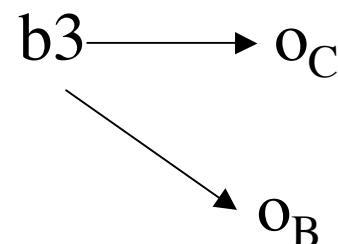
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b3 → o<sub>C</sub>

o<sub>B</sub>

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# FieldSens Characteristics

- Only analyzes methods *reachable* from `main()`
- Keeps track of individual reference variables and fields
- Groups objects by their creation site
- Incorporates reference value flow in assignments and method calls

Rountev, A. Milnova, B. Ryder, “Points-to Analysis for Java Using Annotated Constraints”  
OOPSLA’01

# 1-CFA Analysis

- Improves on FieldSens by keeping track of calling context

```
static void main(){
    B b1 = new B(); //OB
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public static A f(A a4){return a4;}
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Points-to Graph

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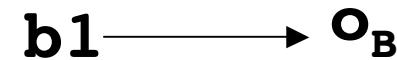
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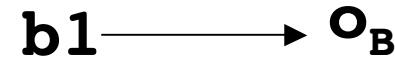


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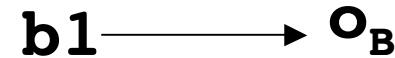


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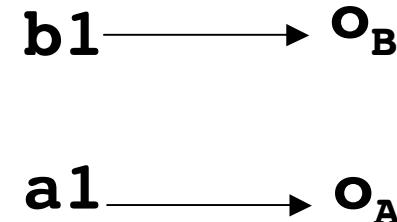


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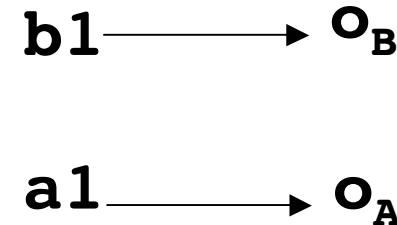


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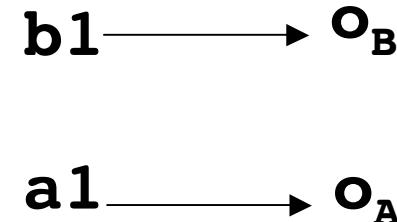


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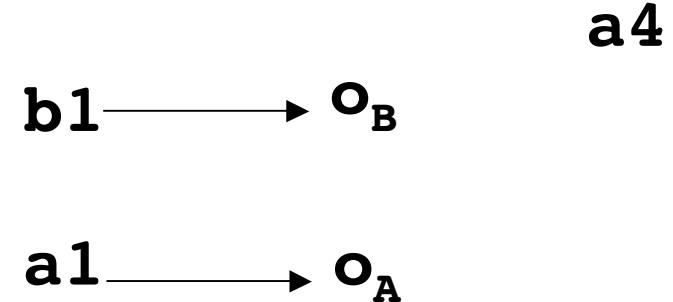


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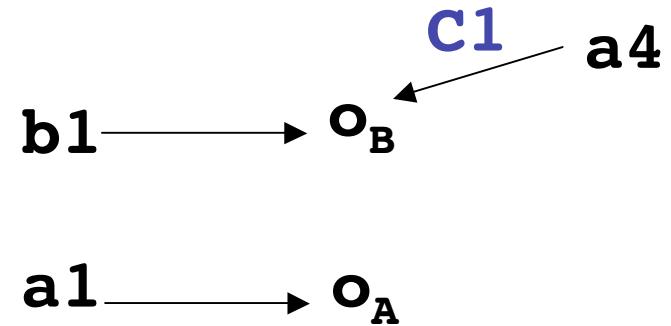


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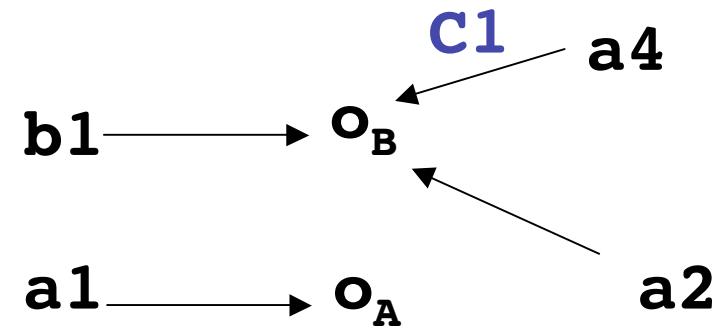


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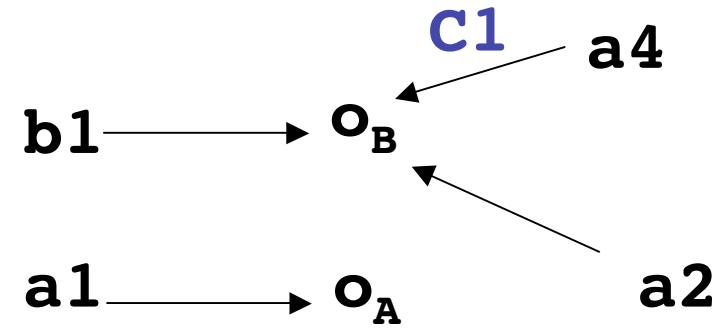


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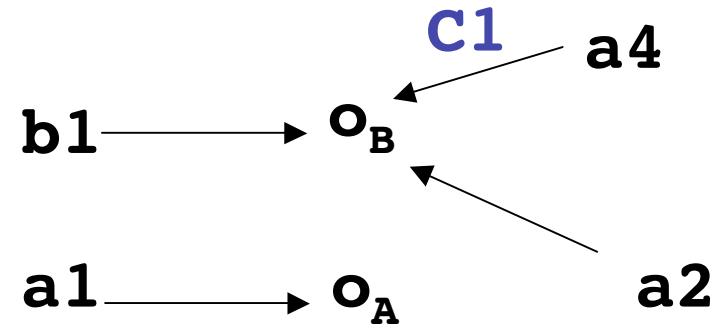


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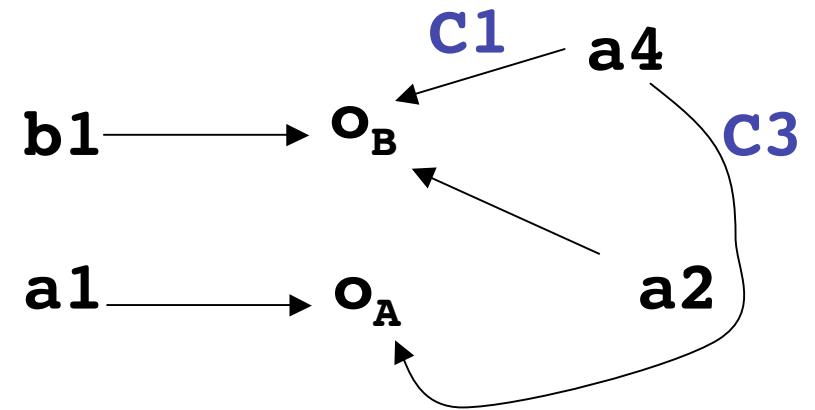


Points-to Graph

# 1-CFA Analysis

- Improves on FieldSens by keeping track of calling context

```
static void main(){
    B b1 = new B(); // OB
    A a1 = new A(); // OA
    A a2, a3;
C1:   a2 = f(b1);
C2:   a2.foo();
C3:   a3 = f(a1); // C3
C4:   a3.foo();
}
public static A f(A a4){return a4;}
```



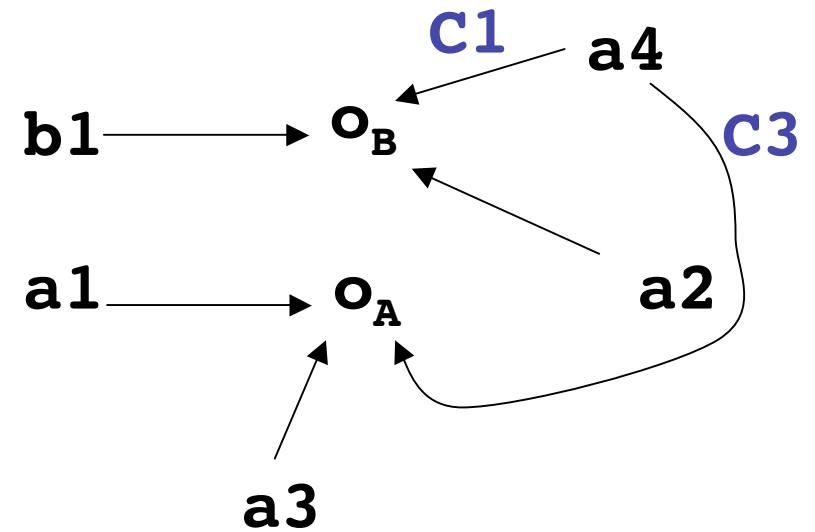
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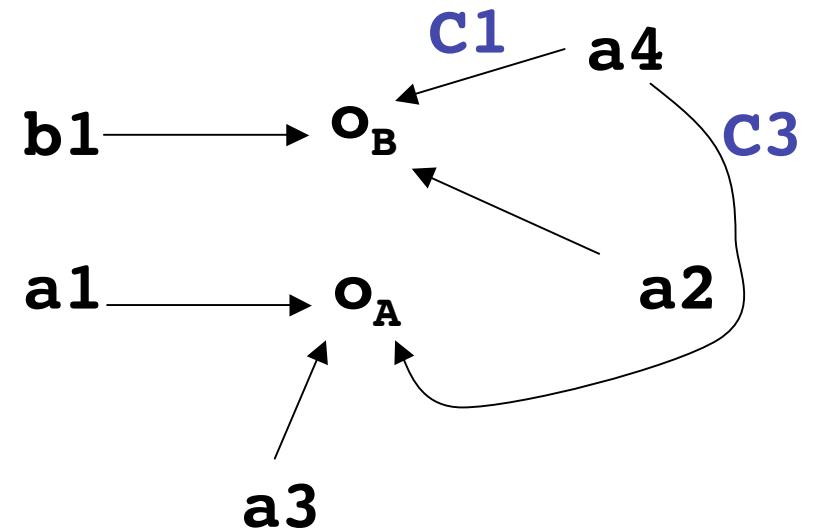
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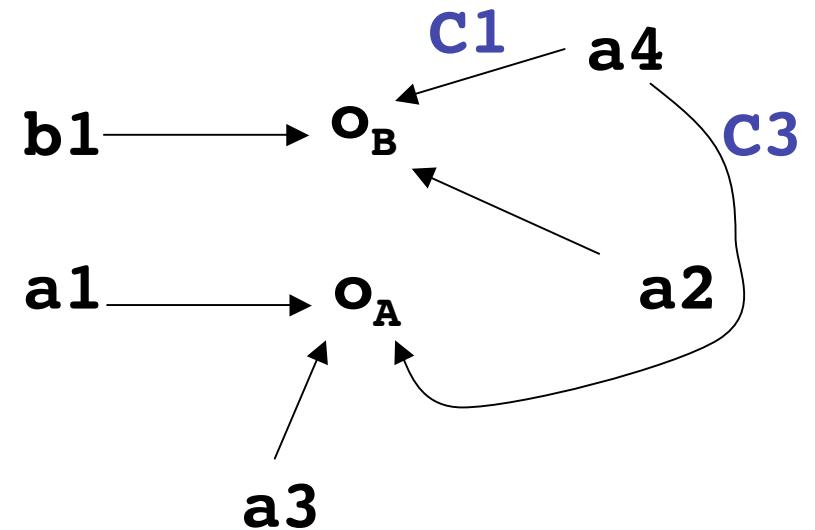
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- Improves on FieldSens by keeping track of calling context

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C2:  a2.foo();
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C4:  a3.foo();
}

public static A f(A a4){return a4;}
```



Points-to Graph

at C2, main calls B.foo()  
at C4, main calls A.foo()

# 1-CFA Characteristics

- Only analyzes methods *reachable* from `main()`
- Keeps track of individual reference variables and fields
- Groups objects by their creation site
- Incorporates reference value flow in assignments and method calls
- Differentiates points-to relations for different calling contexts

# Dimensions of Precision

- Independent characteristics of a reference analysis which determines its precision
- Different combinations of these dimensions have already been explored in algorithms
- Need to understand what choices are available to design new analyses of appropriate precision for clients

# Dimensions of Precision

- Program representation - Call graph
  - Use hierarchy-based approximation
    - Do reference analysis based on an already built approximate call graph - Palsberg'91, Chatterjee'99, Sundaresan'00, Liang'01
  - Lazy on-the-fly construction
    - Only explore methods which are statically reachable from the main() (especially library methods)
    - Interleave reference analysis and call graph construction - Oxhoj'92, Razafimahefa'99, Rountev'01, Grove'01, Liang'01, Milanova'02, Whaley'02

# Dimensions of Precision

- **Object Representation**
  - Use one abstract object per class -  
Hierarchy-based analyses: Dean'95, Bacon'96; Flow-based analyses:  
Diwan'96, Palsberg'91, Sundaresan'00, Tip'00
  - Group object instantiations by creation site - Points-to analyses: Grove'01, Liang'01, Rountev'01,  
Milanova'02, Whaley'02
  - Finer-grained object naming - Oxhoj'92,  
Plevyak'94, Grove'01, Liang'02, Milanova'02
- **Field Sensitivity**
  - May or may not distinguish fields - Rountev'01

# Dimensions of Precision

- Reference representation
  - Use one abstract reference per class - Dean'95, Bacon'96, Sundaresan'00
  - Use one abstract reference for each class per method - Tip'00
  - Represent reference variables or fields by their names program-wide - Sundaresan'00, Liang'01, Rountev'01, Milanova'02
  - **XTA**: example of one abstract reference for each class per method

# XTA Analysis

- Calculates set of classes that reach a method, incorporating (limited) flow
- Uses an on-the-fly constructed call graph
- Uses one abstract object per class with distinct fields
- Uses one abstract reference per class in each method

Tip and Palsberg, “Scalable Propagation-based Call Graph Construction Algorithms”, OOPSLA’00

# Example of XTA

cf Frank Tip, OOPSLA'00

```
static void main(){
    B b1 = new B();
    A a1 = new A();
    f(b1);
    g(b1);
}

static void f(A a2){
    a2.foo();
}

static void g(B b2){
    B b3 = b2;
    b3 = new C();
    b3.foo();
}
```

```
class A {
    foo(){...}
}

class B extends A{
    foo() {...}
}

class C extends B{
    foo() {...}
}

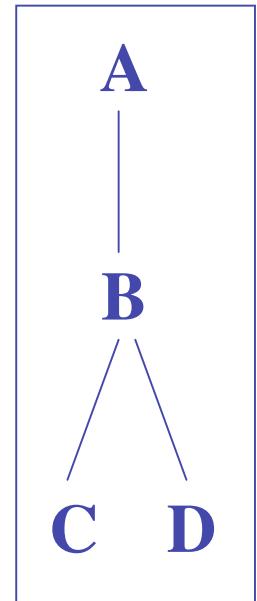
class D extends B{
    foo(){...}
}
```

# Example of XTA

cf Frank Tip, OOPSLA'00

```
static void main(){
    B b1 = new B();
    A a1 = new A();
    f(b1);
    g(b1);
}
static void f(A a2){
    a2.foo();
}
static void g(B b2){
    B b3 = b2;
    b3 = new C();
    b3.foo();
}
```

```
class A {
    foo() {...}
}
class B extends A{
    foo() {...}
}
class C extends B{
    foo() {...}
}
class D extends B{
    foo() {...}
}
```

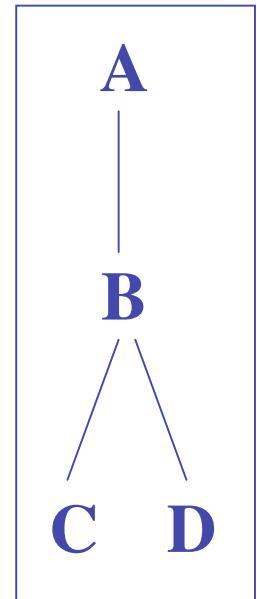


# Example of XTA

```
{A,B}  
static void main(){  
    B b1 = new B();  
    A a1 = new A();  
    f(b1);  
    g(b1);  
}  
  
static void f(A a2){  
    a2.foo();  
}  
  
static void g(B b2){  
    B b3 = b2;  
    b3 = new C();  
    b3.foo();  
}
```

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}  
  
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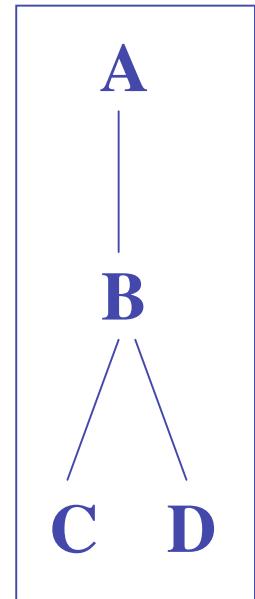


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{A,B}  
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    B b1 = new B();  
    A a1 = new A();  
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    a2.foo();  
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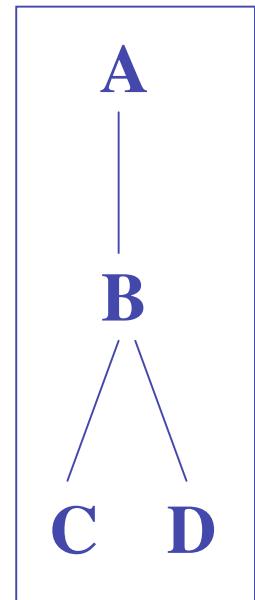


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    g(b1);  
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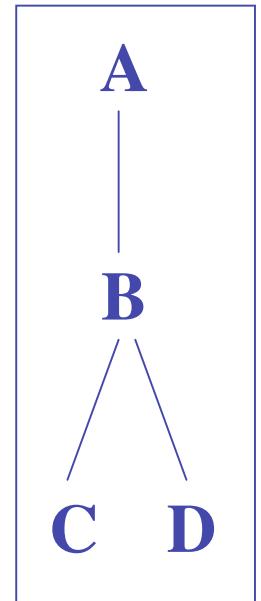


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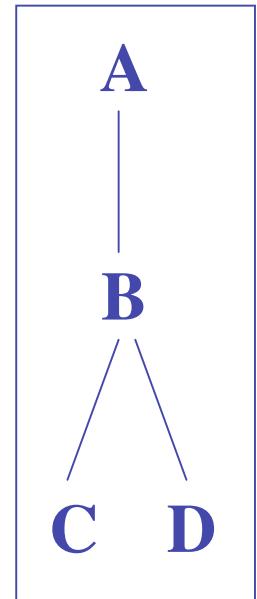
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}

```



# Dimensions of Precision

- **Directionality**
  - How flow in reference assignments ( $r=s$ ) is interpreted by the analysis
    - Symmetric (Unification):  $r$  and  $s$  have same points-to set after the assignment - Ruf'00, Liang'01
    - Directional (Inclusion):  $r$ 's points-to set includes  $s$ 's points-to set after the assignment - Sundarasen'00, Rountev'01, Liang'01, Milanova'02, Whaley'02

# Dimensions of Precision

- Flow sensitivity
  - Analyses which capture the sequential order of execution of program statements - Diwan'96, Chatterjee'99, Whaley'02
  - E.G.,
    - 1. A s,t;
    - 2. s = new A(); //o<sub>1</sub>
    - 3. t = s;
    - 4. s = new A(); //o<sub>2</sub>

flow-sensitive:

at 2., s refers to o<sub>1</sub>  
at 3., s,t refer to o<sub>1</sub>  
at 4., s refers to o<sub>2</sub>  
t refers to o<sub>1</sub>

flow-insensitive:

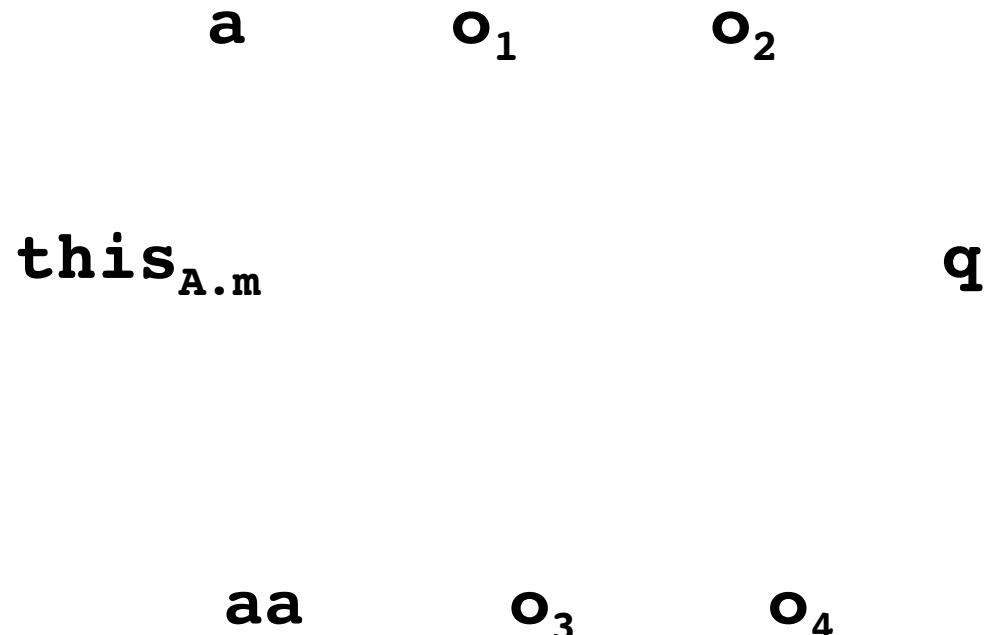
s,t refer to {o<sub>1</sub> o<sub>2</sub>}

# Imprecision of Context Insensitivity

```
class Y extends X{ ... }
```

```
class A{
    x f;
    void m(x q)
    { this.f=q; }
}
```

```
A a = new A(); // o1
a.m(new X()); // o2
A aa = new A(); // o3
aa.m(new Y()); // o4
```



# Imprecision of Context

## Insensitivity

```
class Y extends X{ ... }
```

```
class A{
    x f;
    void m(x q)
    { this.f=q; }
}
```

a               $\bullet_1$                $\bullet_2$   
 $\text{this}_{A.m}$               q

```
A a = new A(); // $\bullet_1$ 
a.m(new X()); // $\bullet_2$ 
A aa = new A(); // $\bullet_3$ 
aa.m(new Y()); // $\bullet_4$ 
```

aa               $\bullet_3$                $\bullet_4$

# Imprecision of Context

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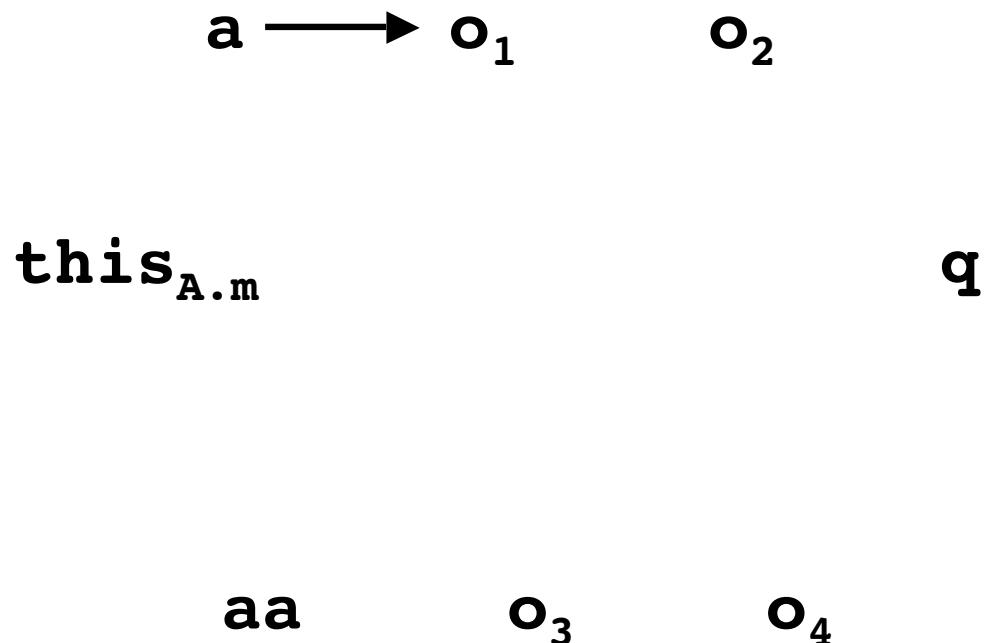
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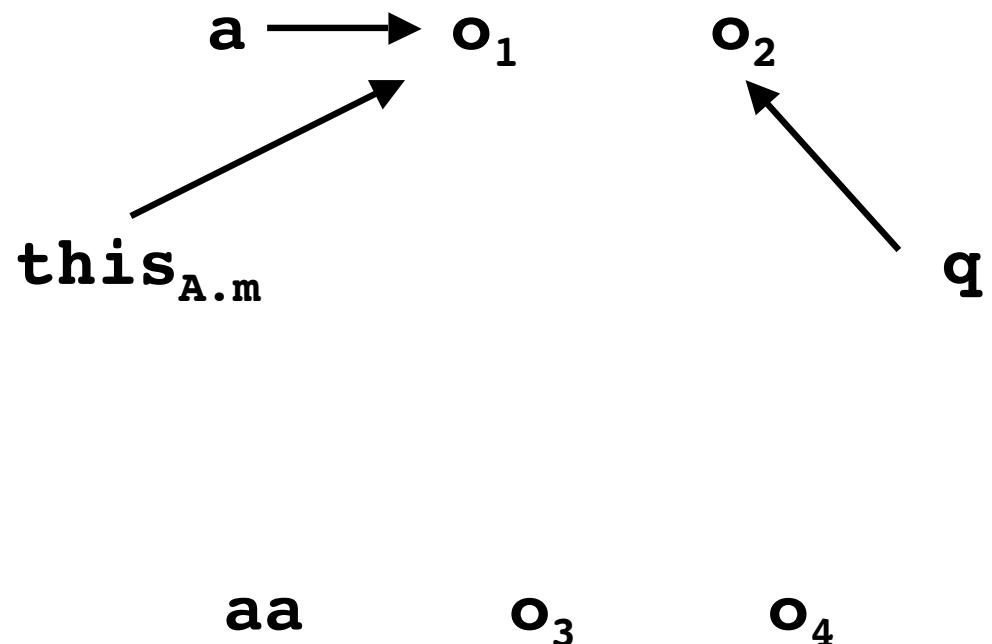
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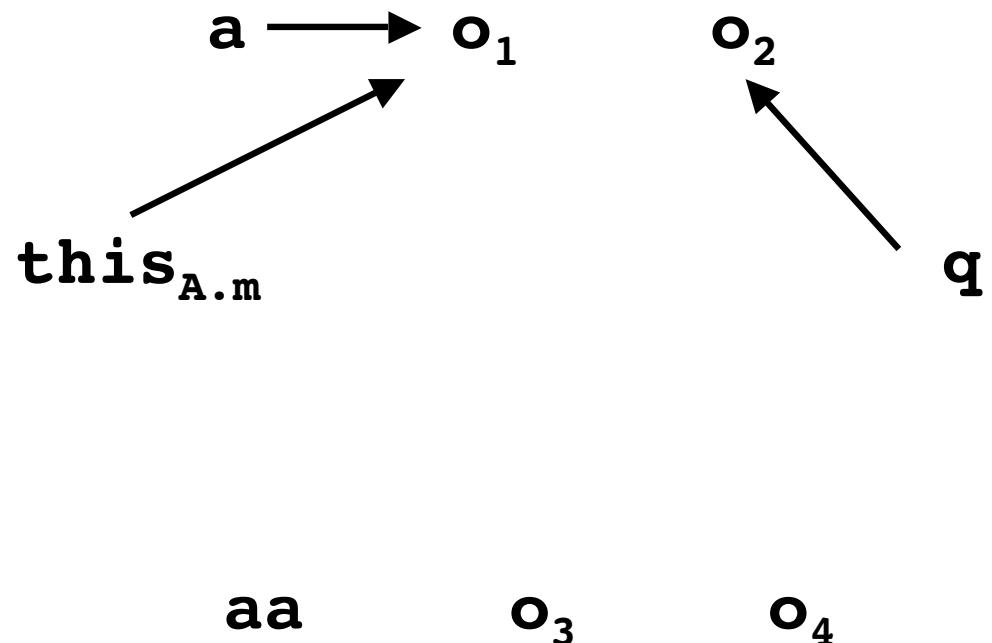


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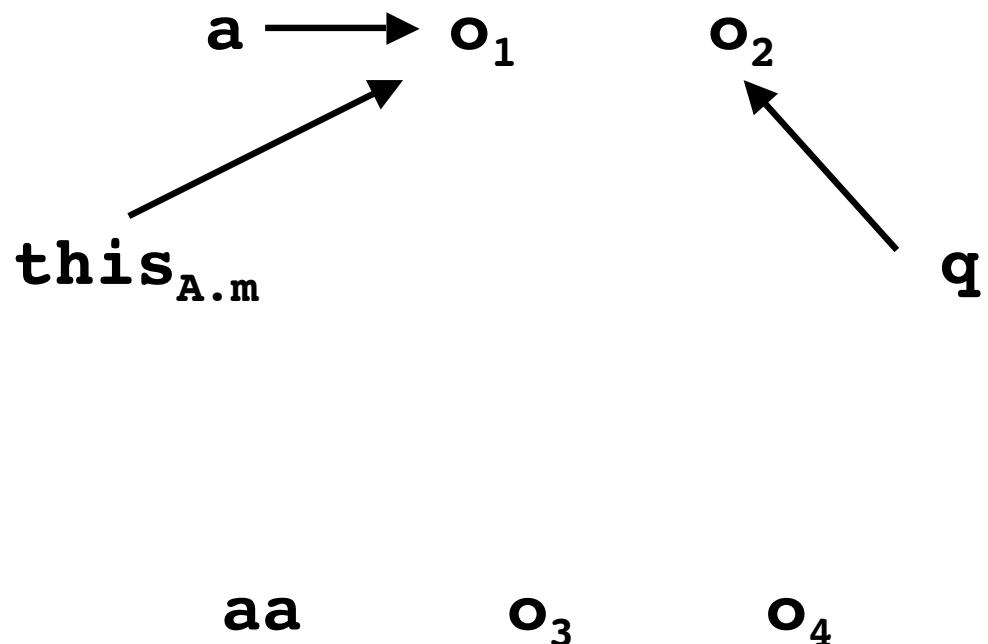


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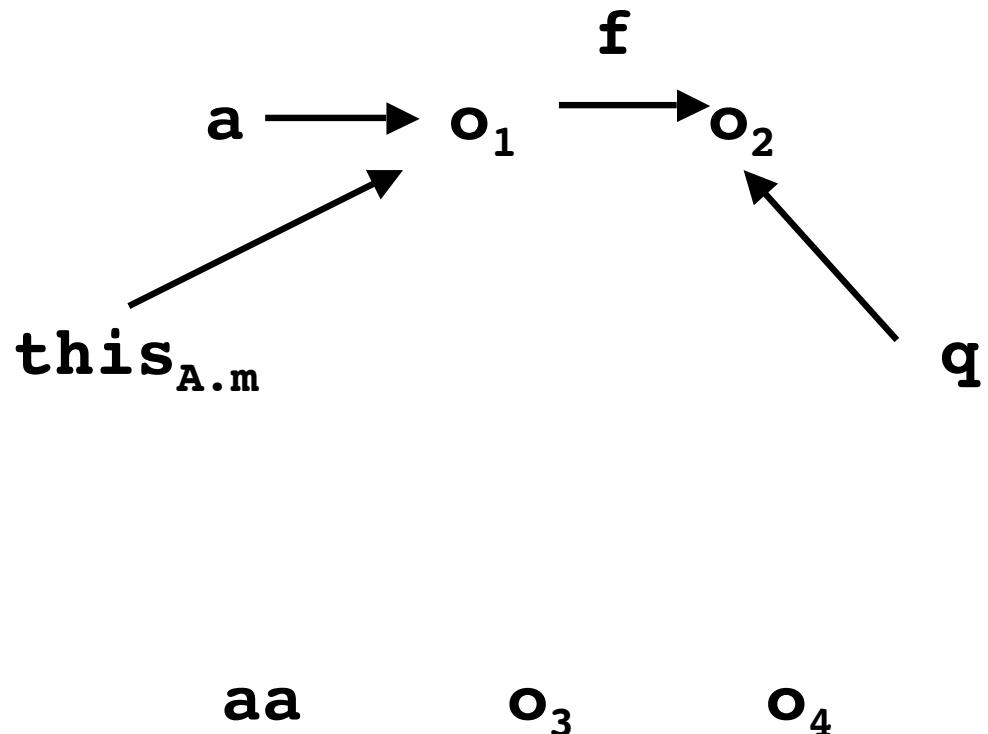


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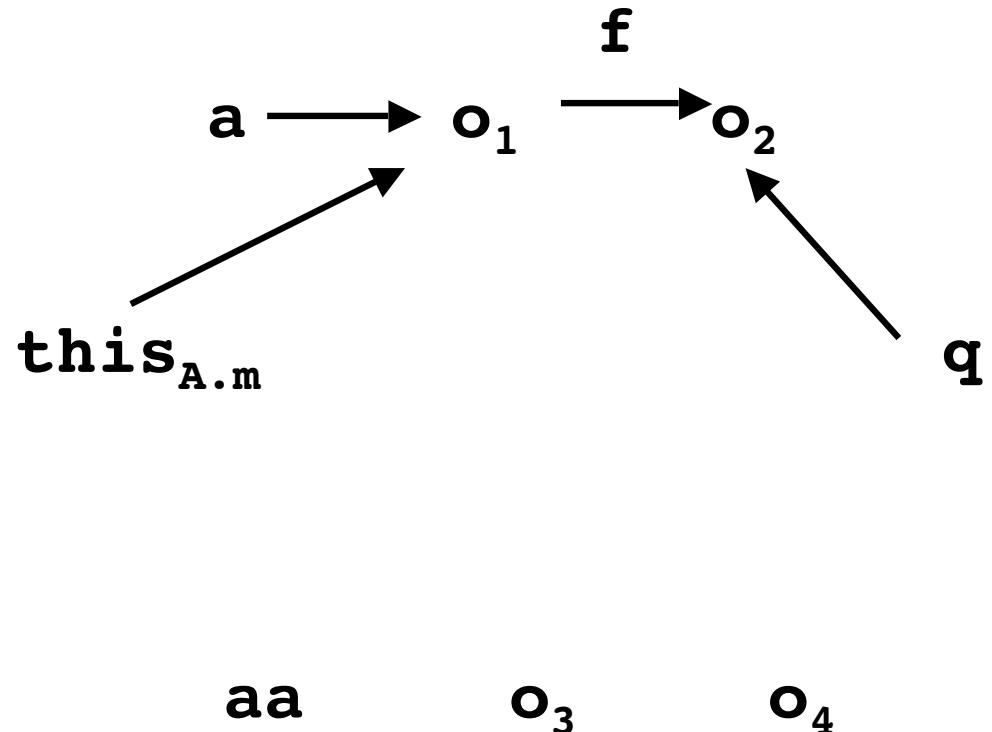
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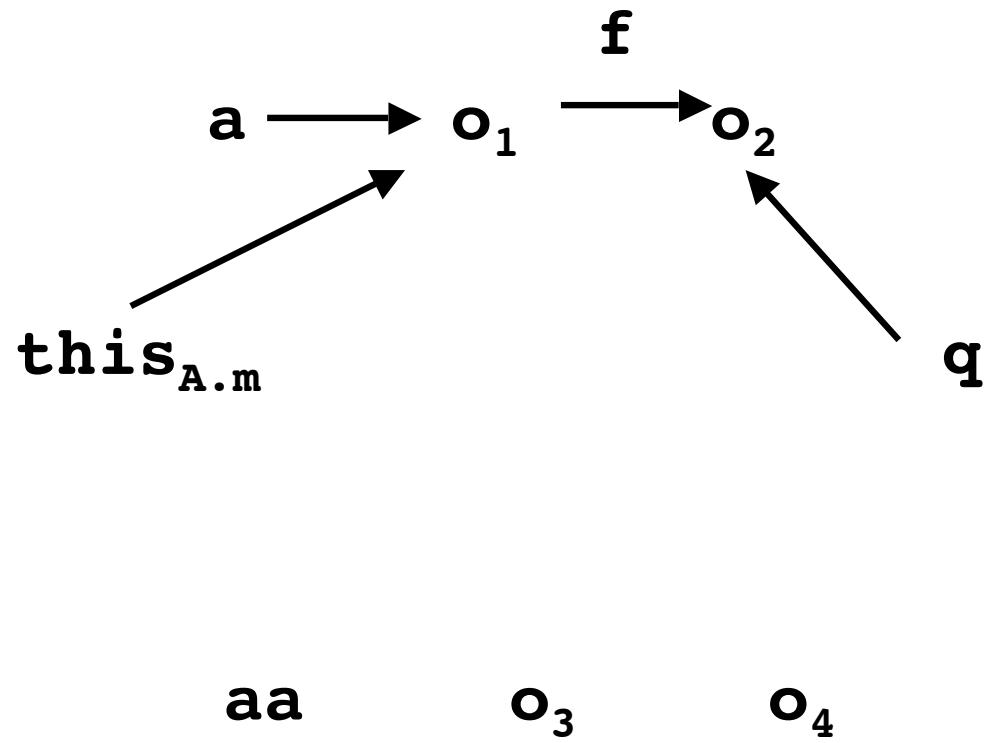
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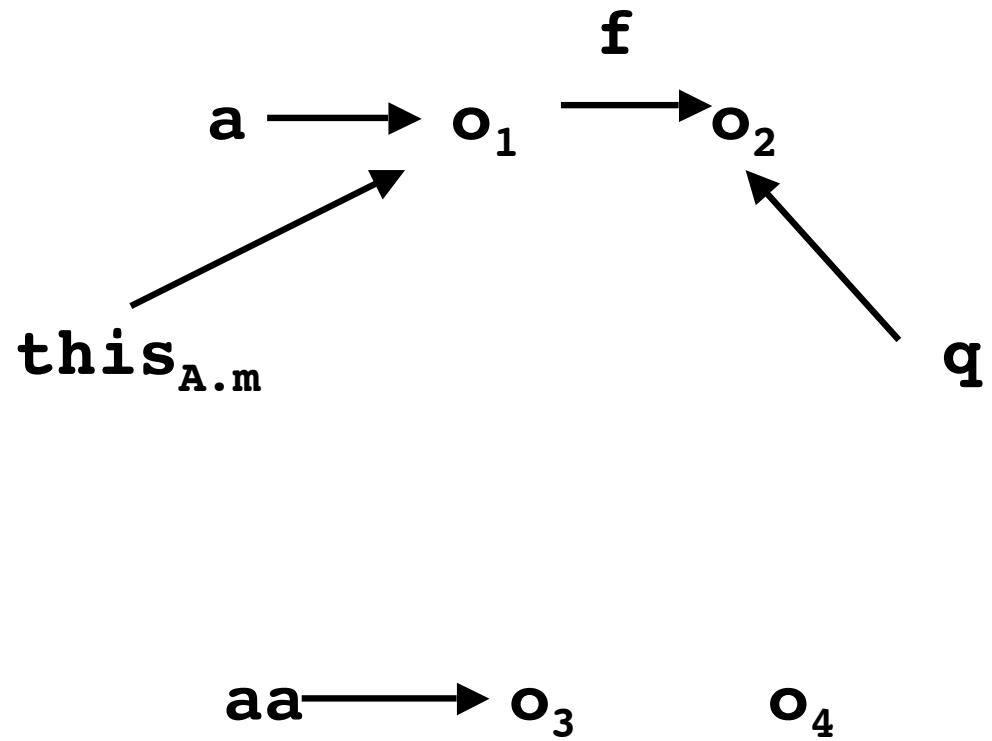
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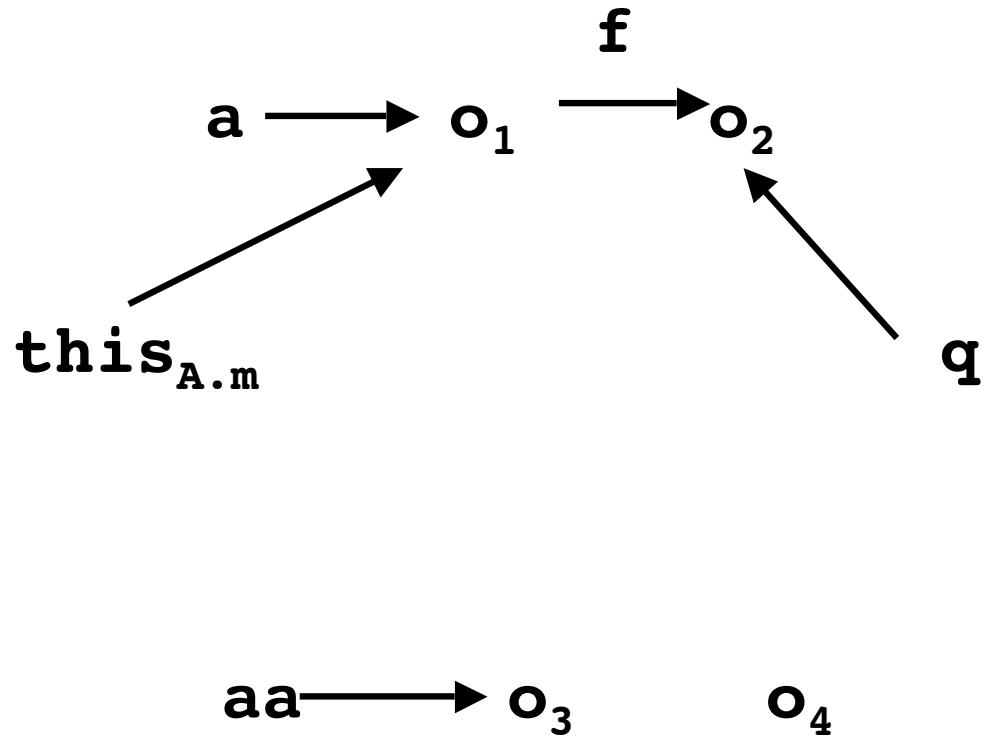


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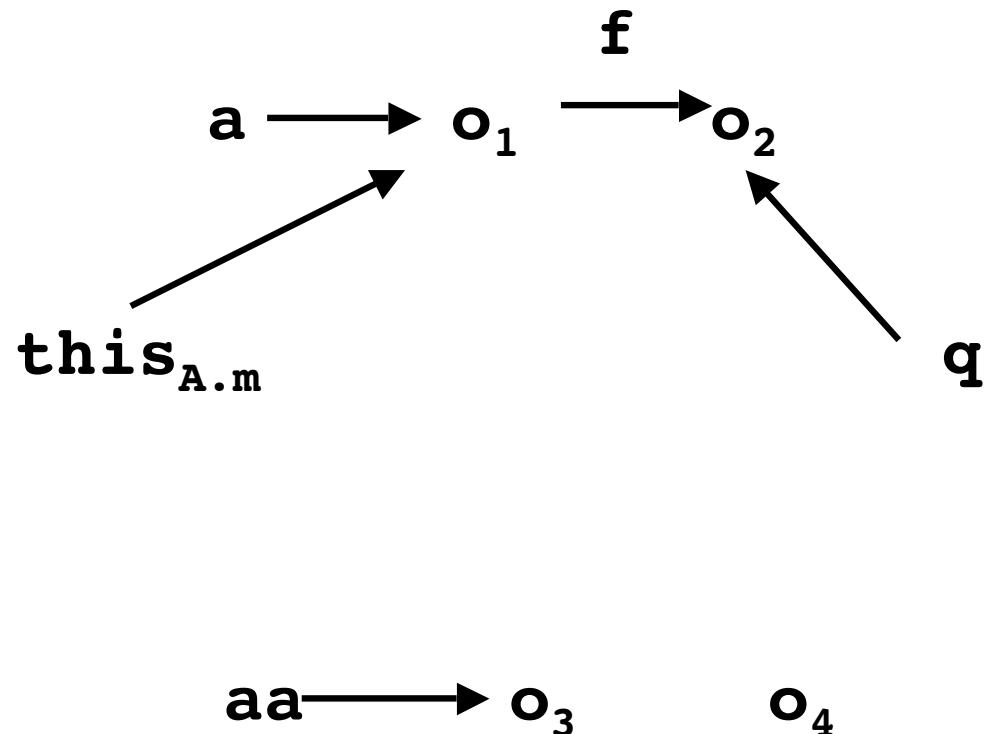


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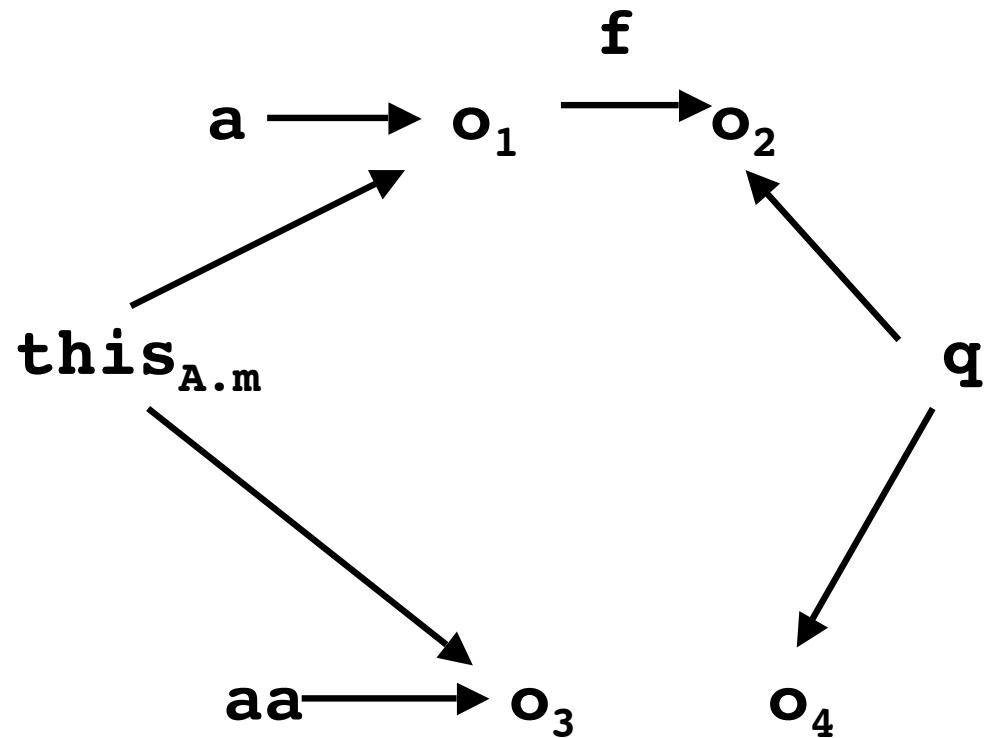


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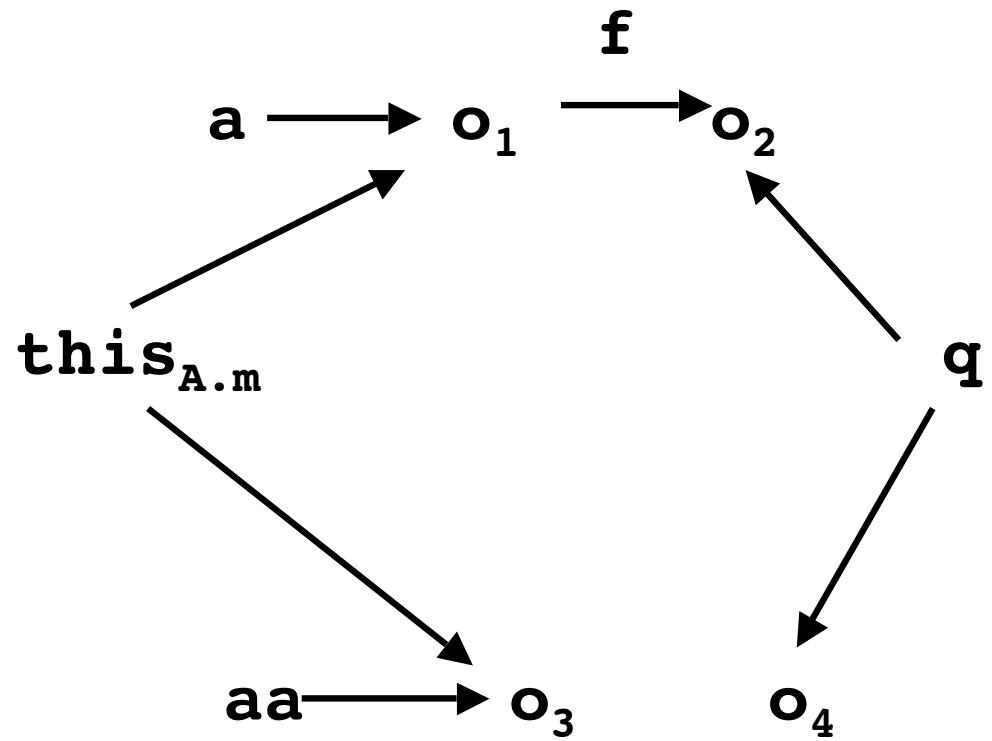


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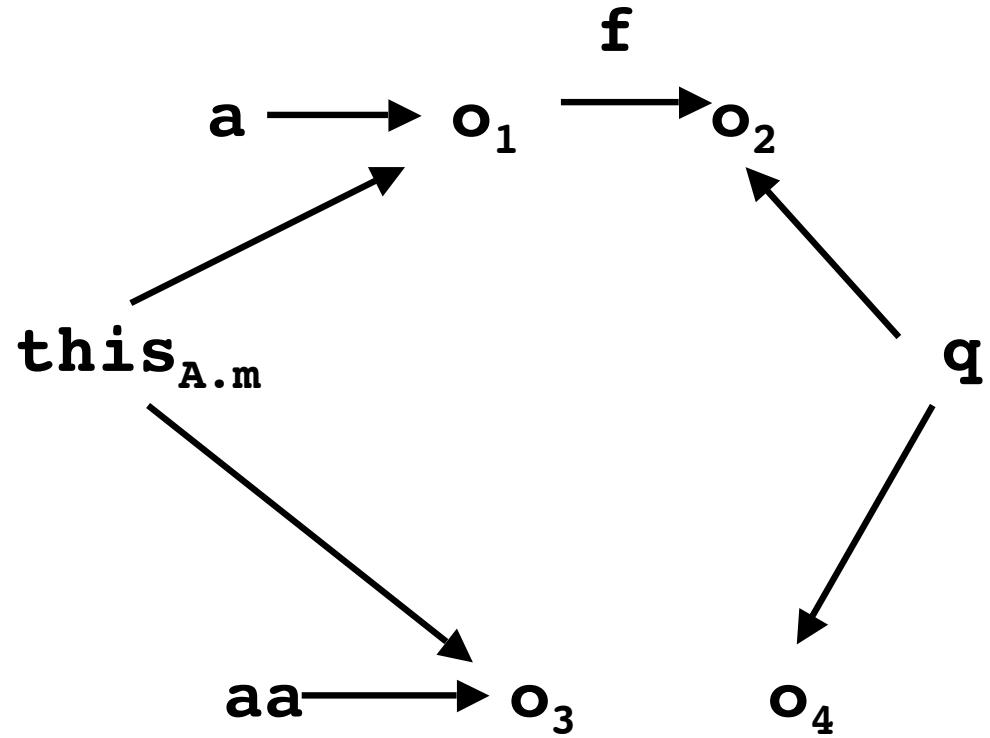


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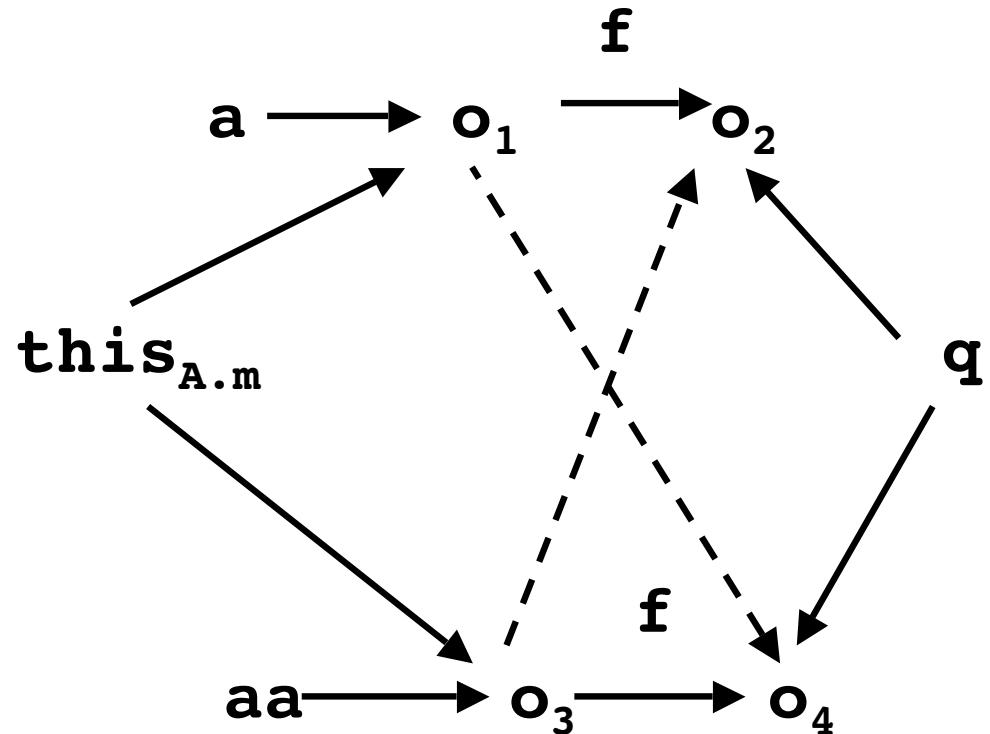


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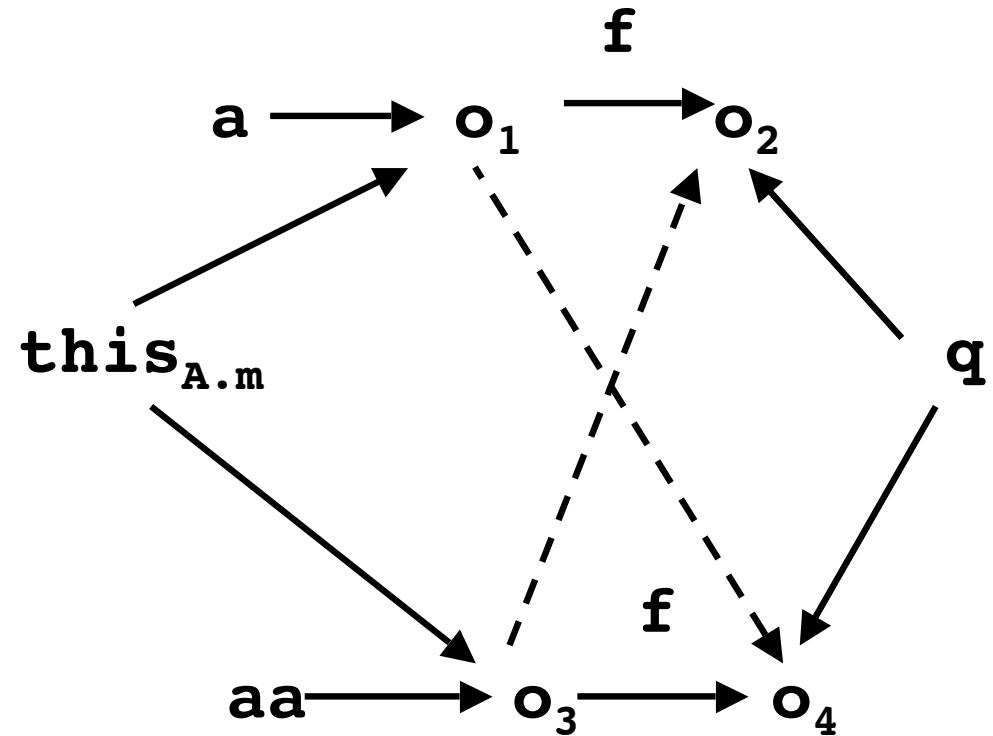


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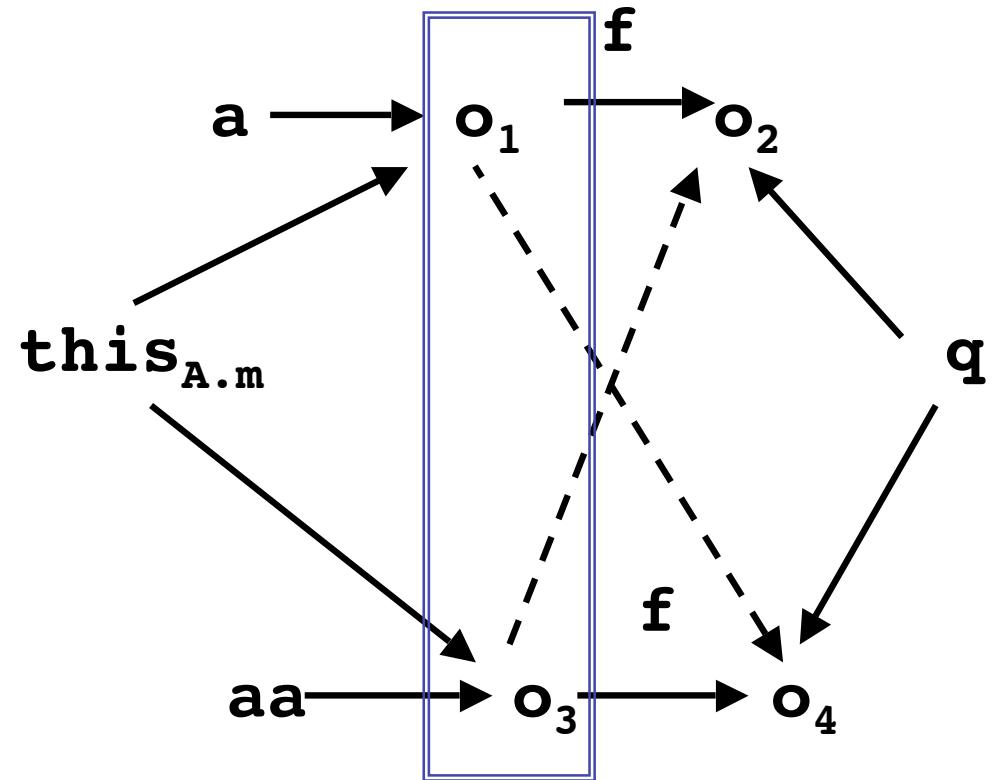


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# Dimensions of Precision

- **Context sensitivity**
  - Analyses which distinguish different calling contexts - Sharir/Pnueli'81
    - Call string - Palsberg'91, Grove'01
    - Functional approach - Plevyak'94, Agesen'95, Milanova'02
  - **1-CFA**, example of call string approach
  - **ObjSens**, example of functional approach

# ObjSens Analysis

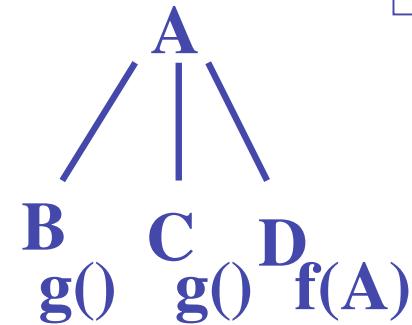
- Based on Andersen's points-to for C
- Uses receiver object to distinguish different calling contexts
- Groups objects by creation sites
- Represents reference variables and fields by name program-wide
- Flow-insensitive

Milanova, Rountev, Ryder, "Parameterized Object-sensitivity for Points-to and Side-effect Analyses for Java" ISSTA '02

# 1-CFA more precise than ObjSens

```
static void main(){
    D d1 = new D();
    if (...)C1: (d1.f(new B())).g();
    else   C2: (d1.f(new C())).g();
}
public class D
{ public A f(A a1){return a1;}
}
```

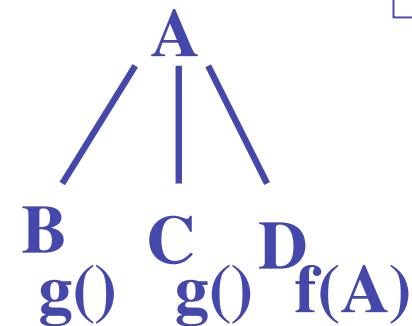
1-CFA



# 1-CFA more precise than ObjSens

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1-CFA

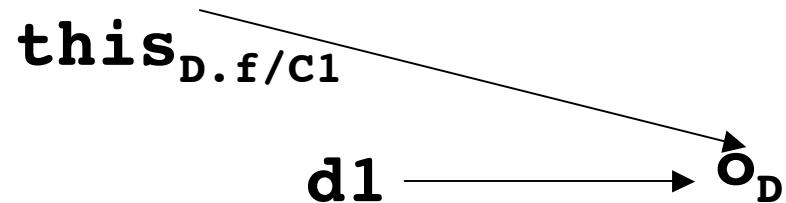
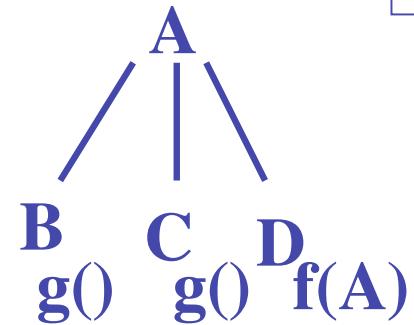


$d1 \longrightarrow O_D$

# 1-CFA more precise than ObjSens

```
static void main(){
    D d1 = new D();
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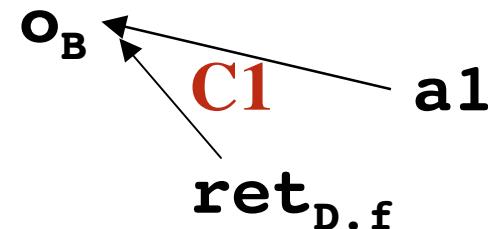
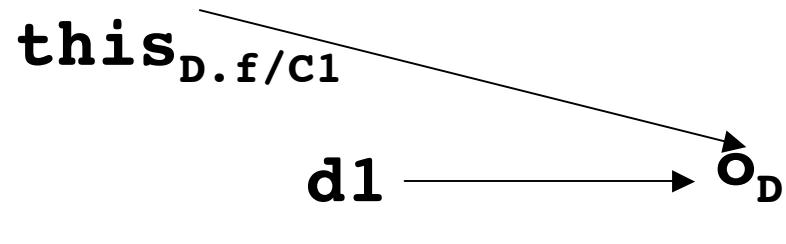
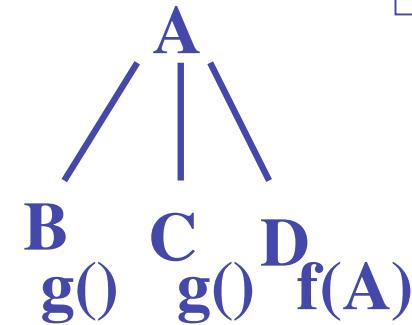
1-CFA



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}
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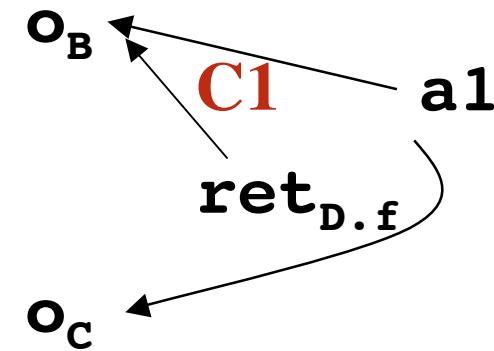
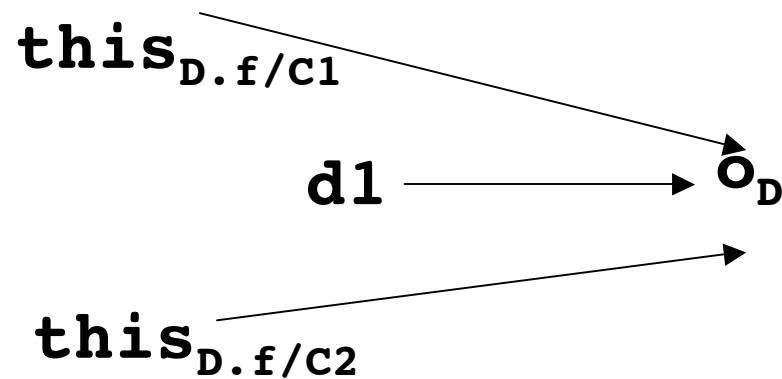
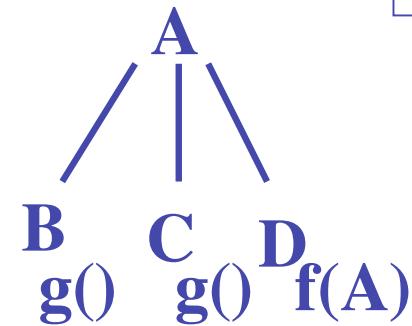
1-CFA



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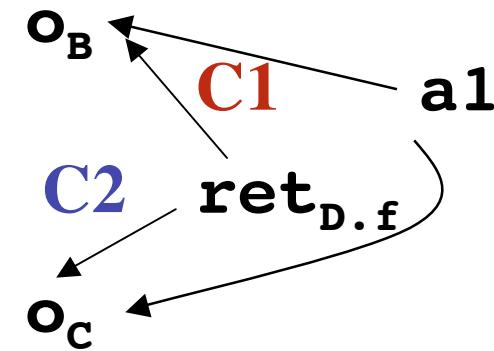
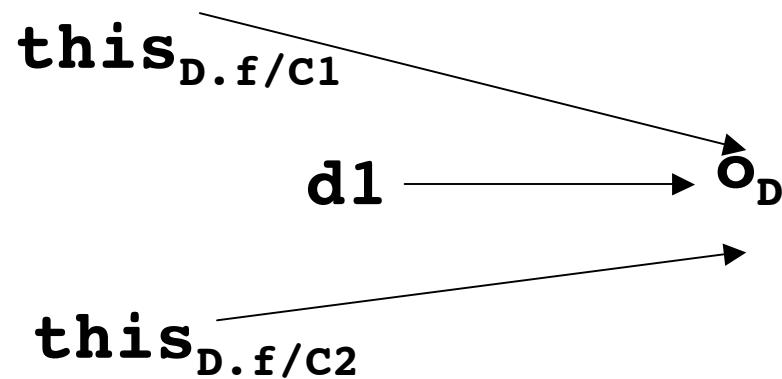
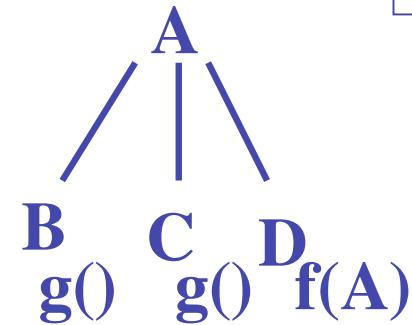
1-CFA



# 1-CFA more precise than ObjSens

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}
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```

1-CFA

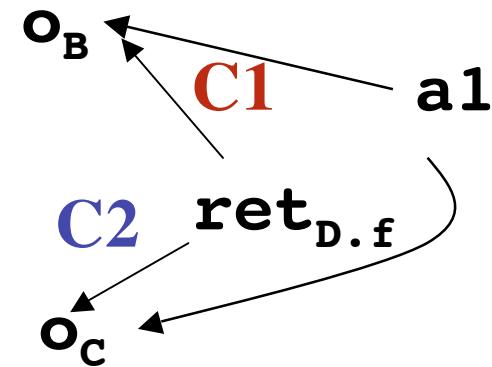
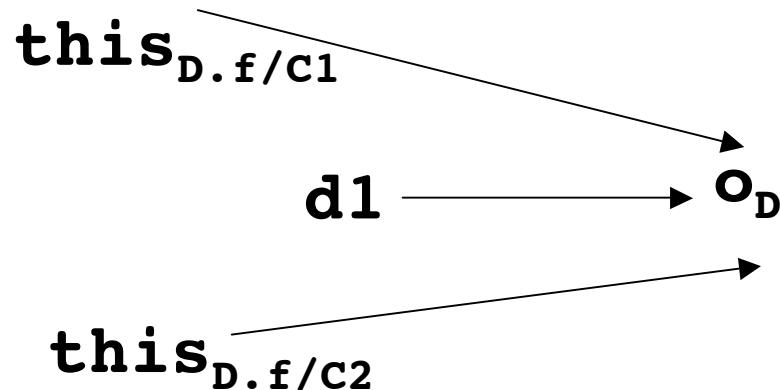


# 1-CFA more precise than ObjSens

```
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    if (...) C1: (d1.f(new B())).g();
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}
public class D
{ public A f(A a1){return a1;}
}
```

1-CFA

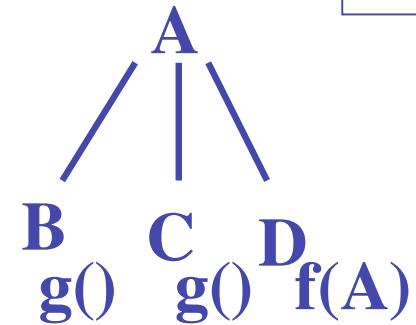
1-CFA distinguishes the two calling contexts of D.f at C1 and C2;  
At C1, B.g() called;  
At C2, C.g() called;



# 1-CFA more precise than ObjSens

```
static void main(){
    D d1 = new D();
    if (...)C1: (d1.f(new B())).g();
    else   C2: (d1.f(new C())).g();
}
public class D
{ public A f(A a1){return a1;}
}
```

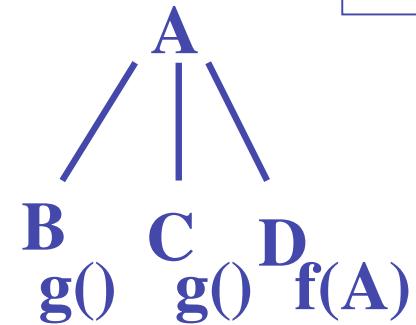
ObjSens



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}
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```

ObjSens

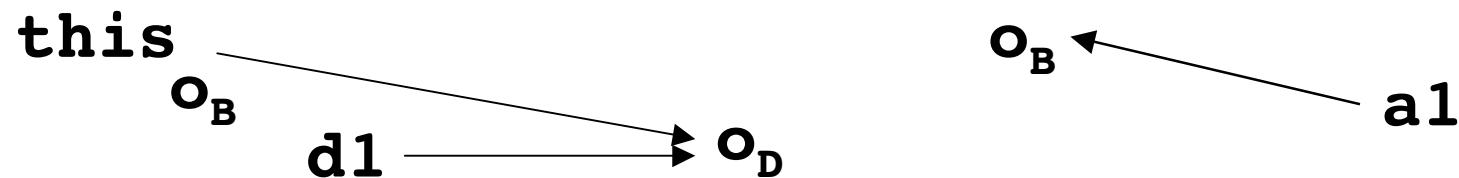
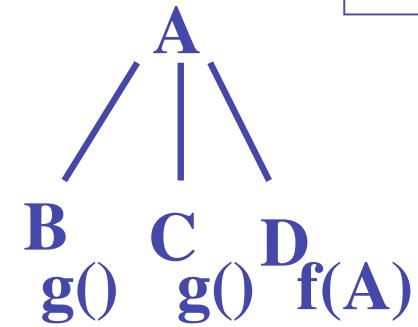


$d1 \longrightarrow O_D$

# 1-CFA more precise than ObjSens

```
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}
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}
```

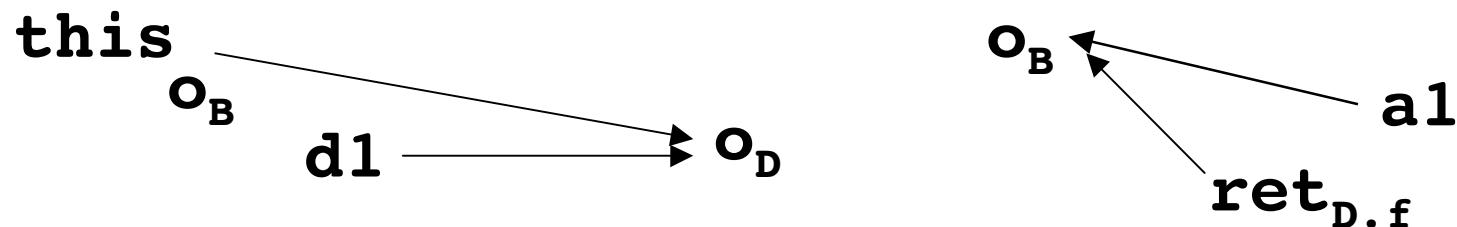
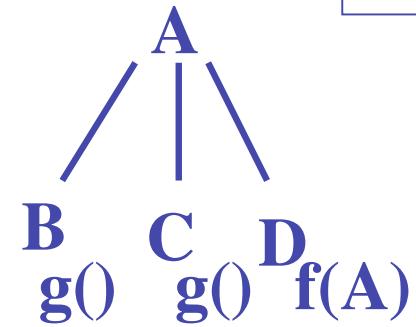
ObjSens



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    D d1 = new D();
    if (...) C1: (d1.f(new B())).g();
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}
public class D
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}
```

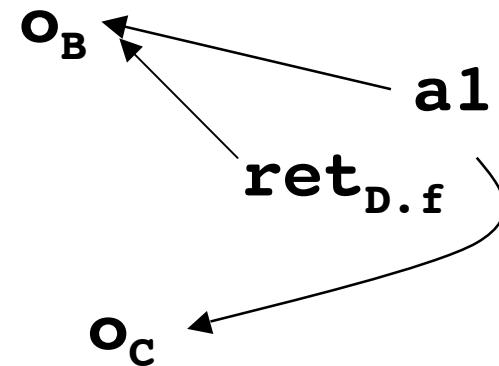
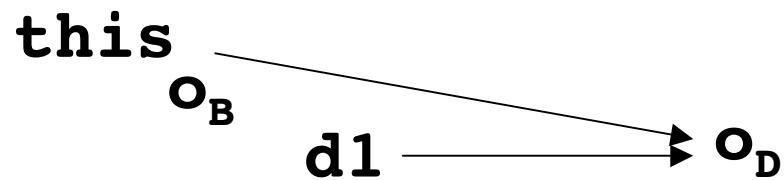
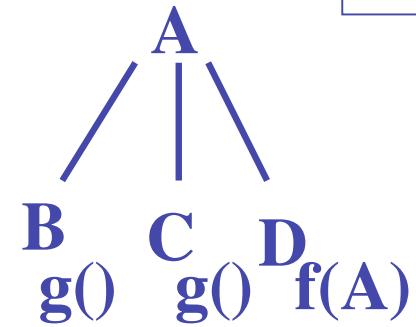
ObjSens



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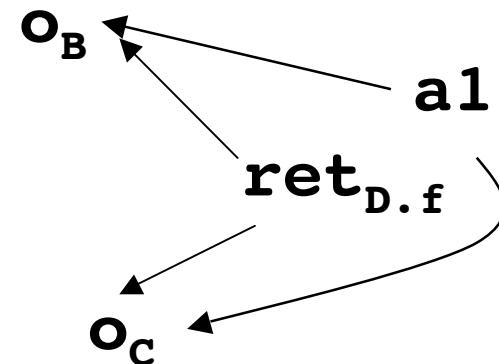
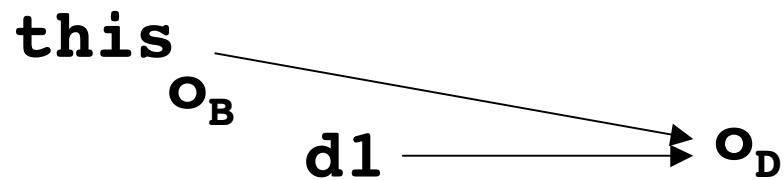
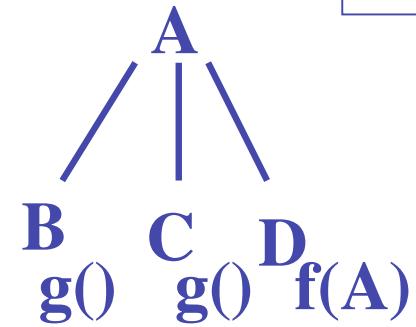
ObjSens



# 1-CFA more precise than ObjSens

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ObjSens

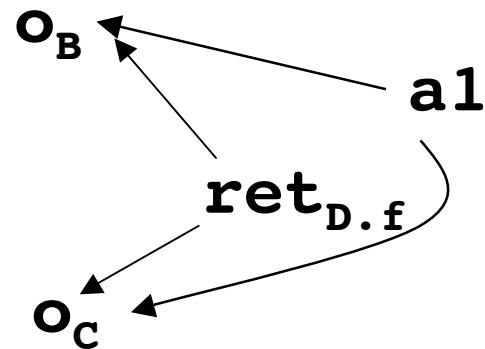
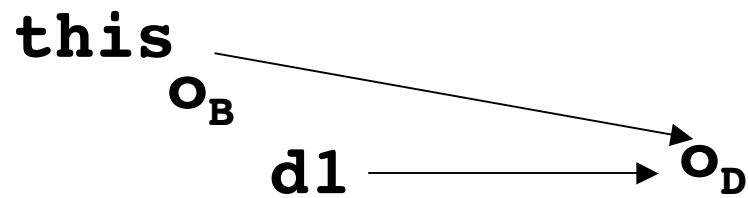


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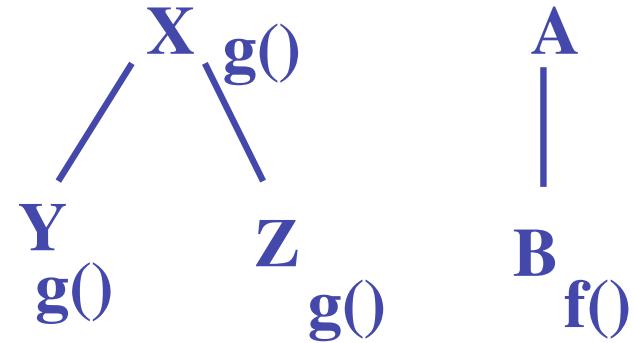
ObjSens

ObjSens groups the two calling contexts of D.f with the same receiver at C1 and C2;  
Both B.g(), C.g() are called at C1 and C2;



# ObjSens more precise than 1-CFA

```
public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
  C1: B b1 = new B(new Y());//OB1
  C2: B b2 = new B(new Z());//OB2
}
```



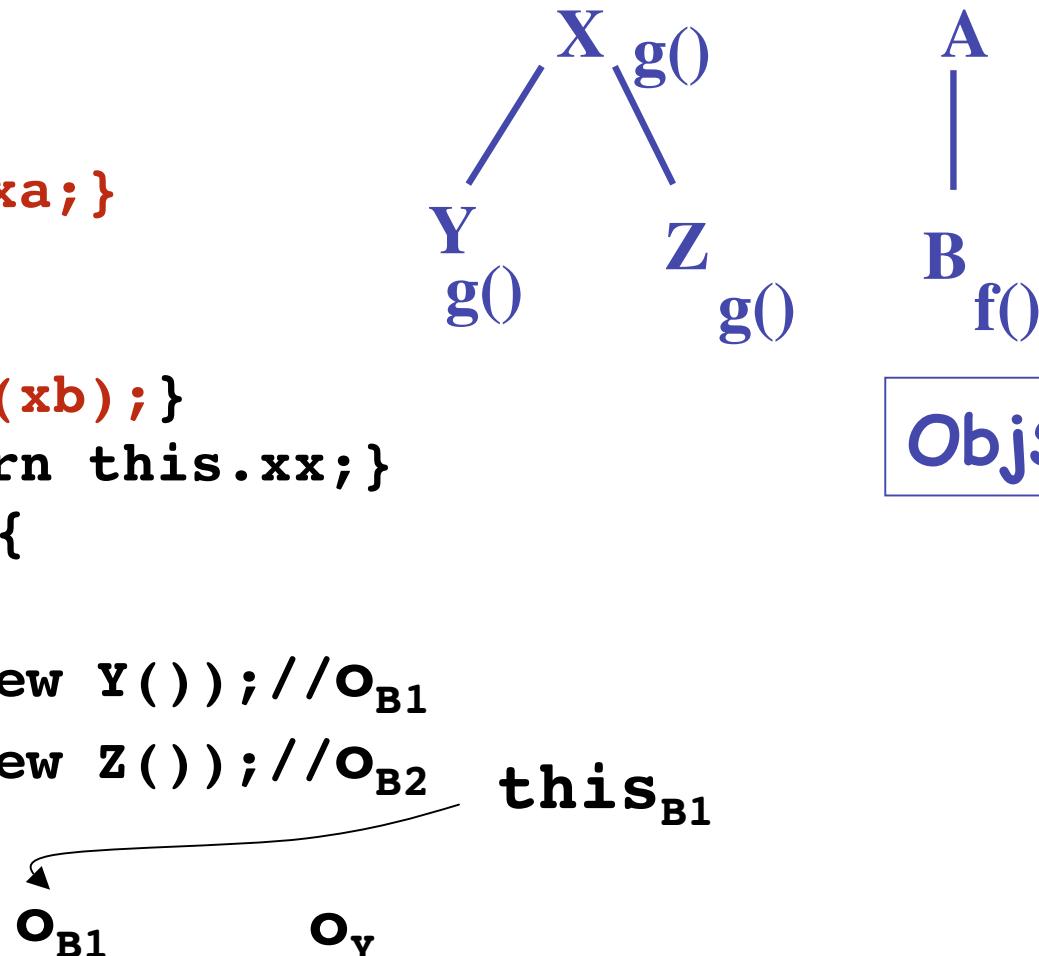
ObjSens

O<sub>B1</sub> O<sub>Y</sub>

O<sub>B2</sub> O<sub>Z</sub>

# ObjSens more precise than 1-CFA

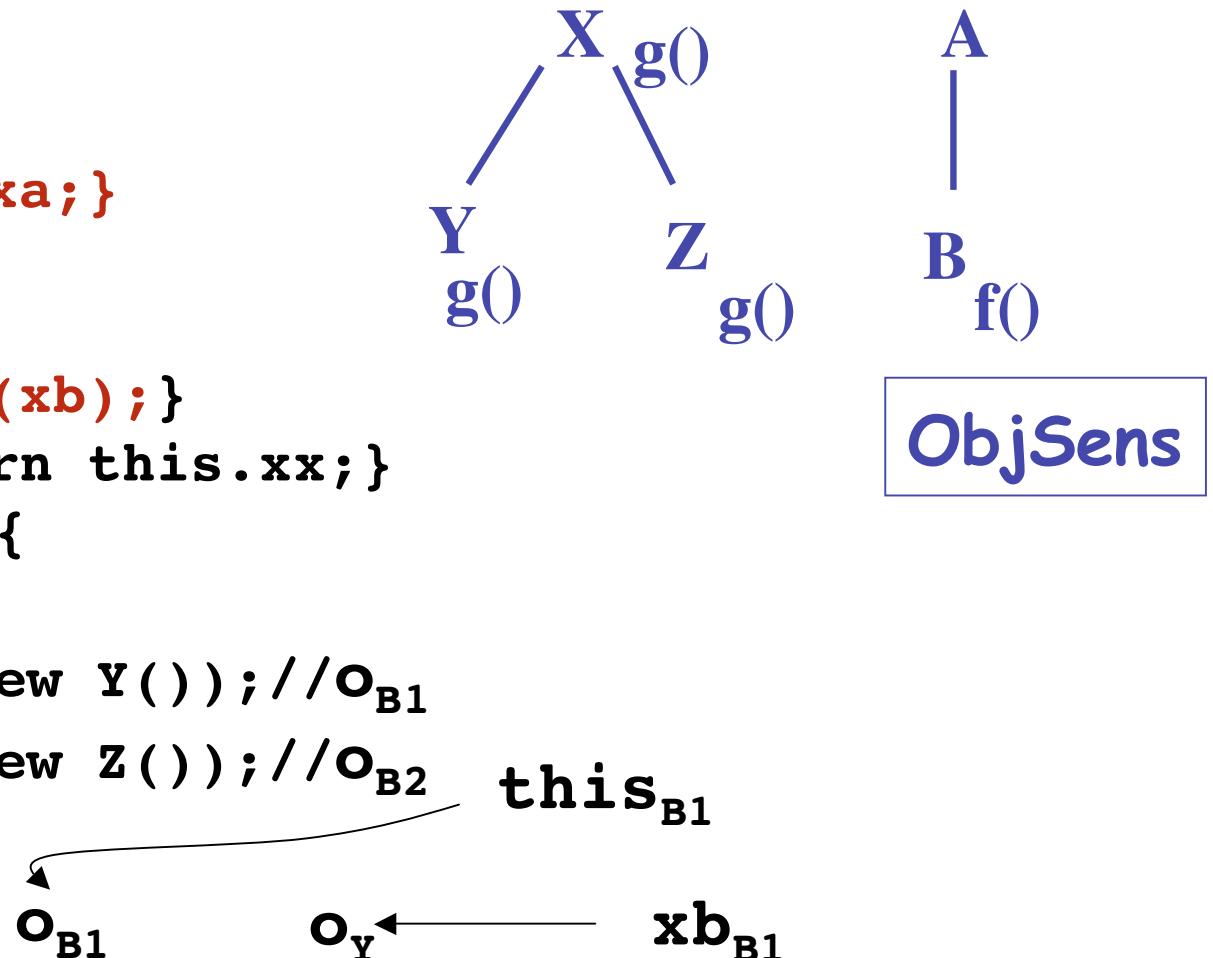
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  static void main(){
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  C1: B b1 = new B(new Y());//OB1
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```



ObjSens

# ObjSens more precise than 1-CFA

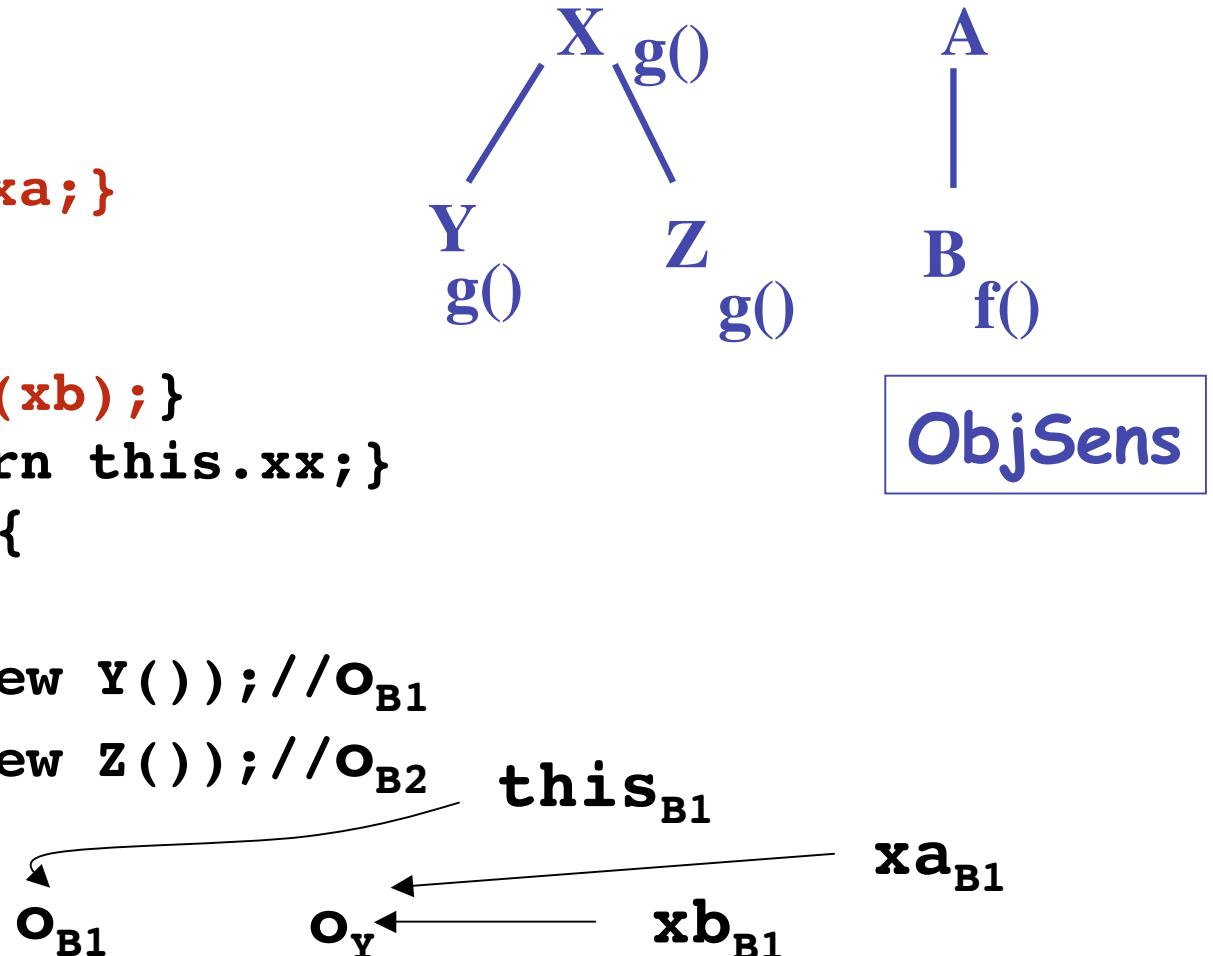
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# ObjSens more precise than 1-CFA

```

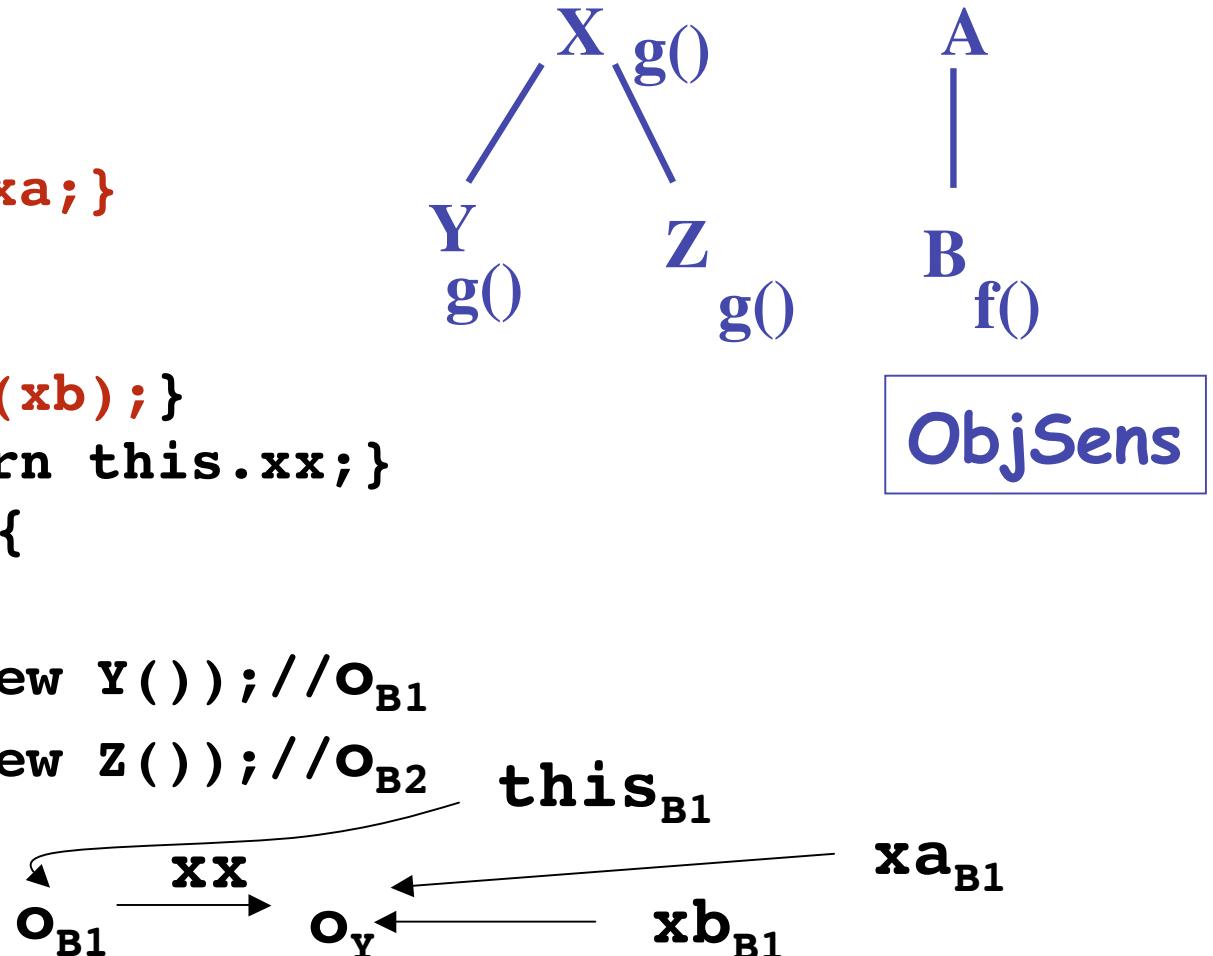
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  static void main(){
    X x1,x2;
    C1: B b1 = new B(new Y());//OB1
    C2: B b2 = new B(new Z());//OB2
  }
}
  
```



# ObjSens more precise than 1-CFA

```

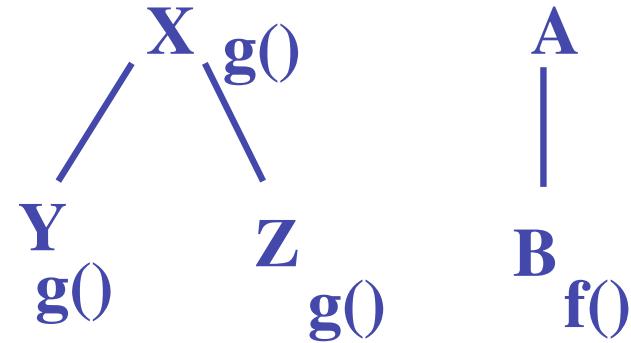
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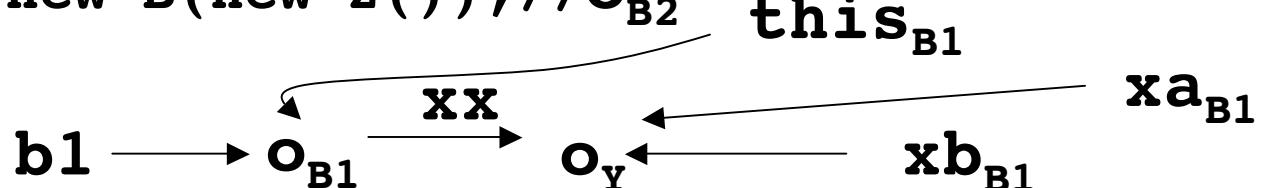
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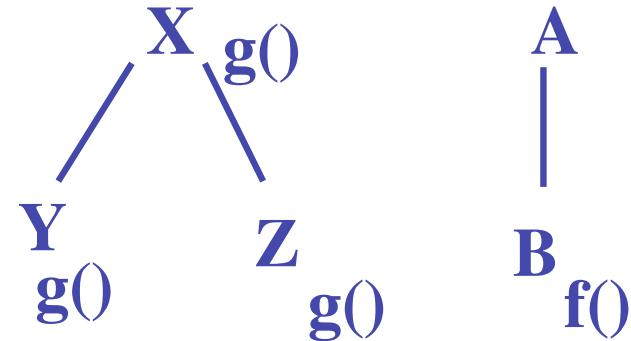
**ObjSens**



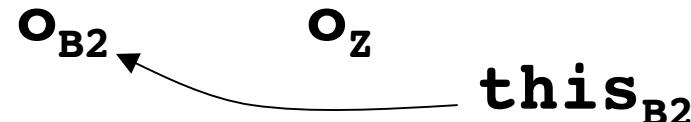
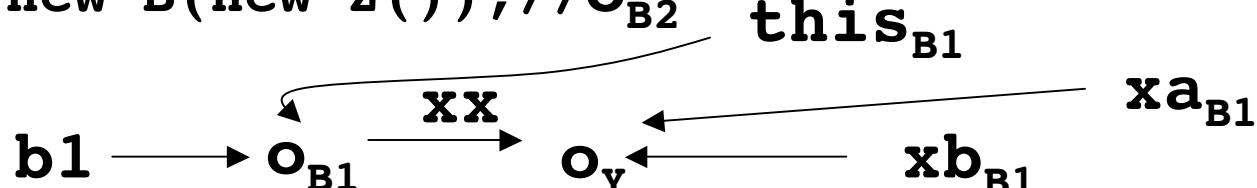
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  }
}
  
```



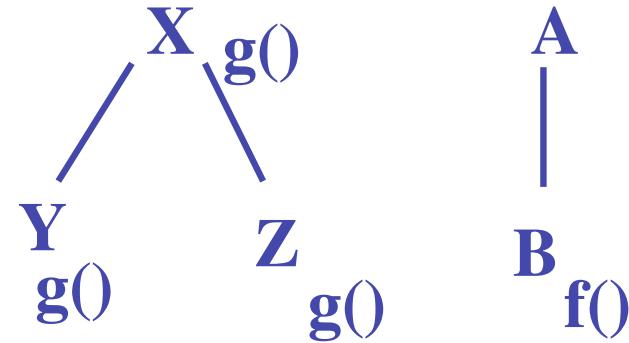
**ObjSens**



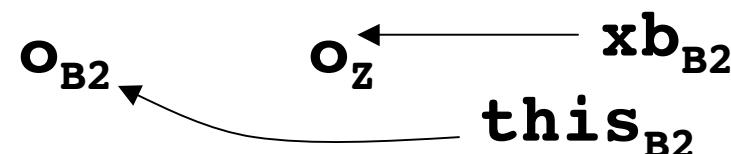
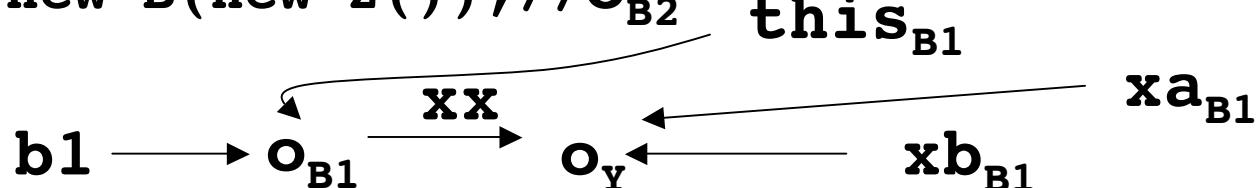
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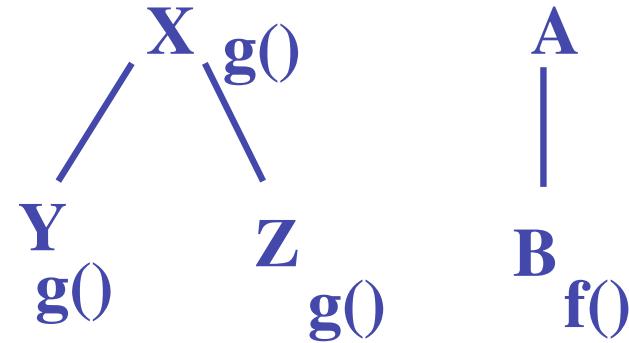
ObjSens



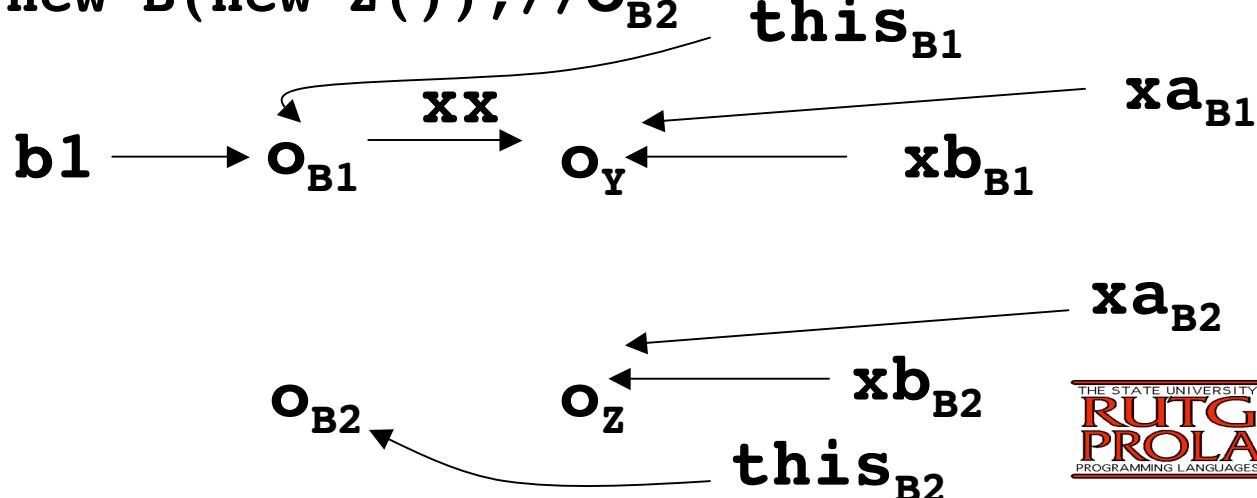
# ObjSens more precise than 1-CFA

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    C2: B b2 = new B(new Z());//OB2
  }
}
  
```



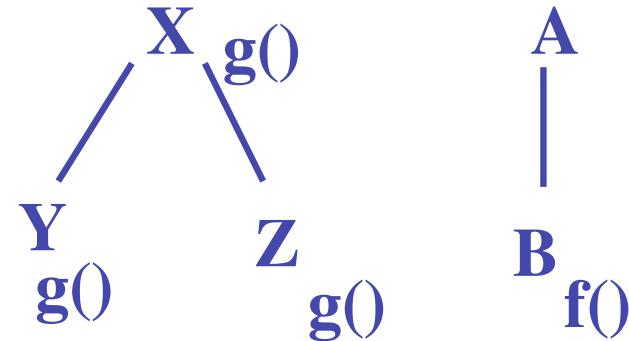
**ObjSens**



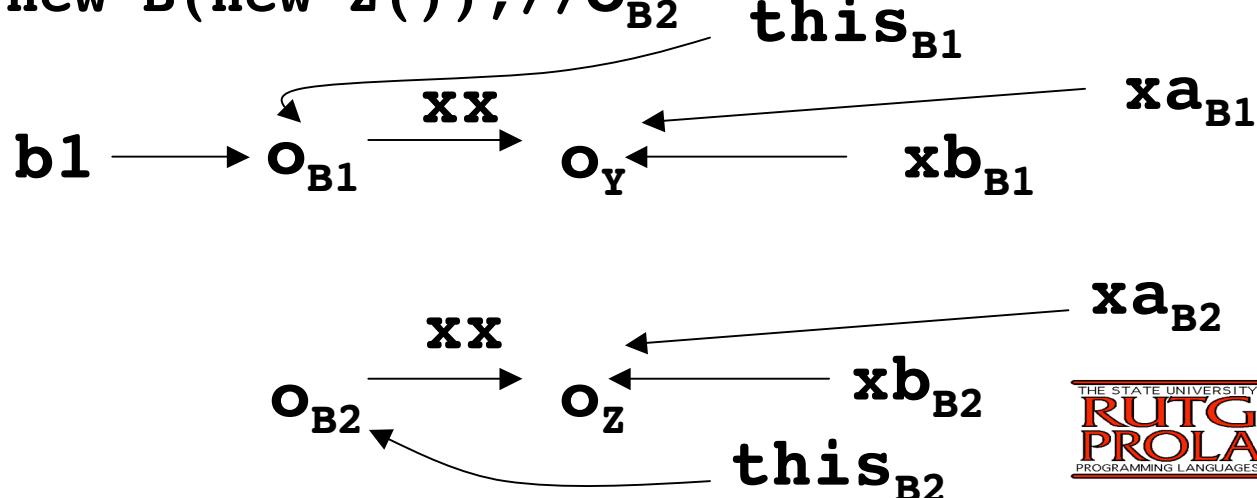
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    C2: B b2 = new B(new Z());//OB2
  }
}
  
```



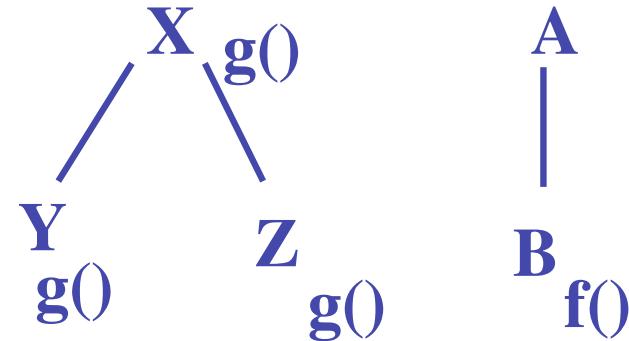
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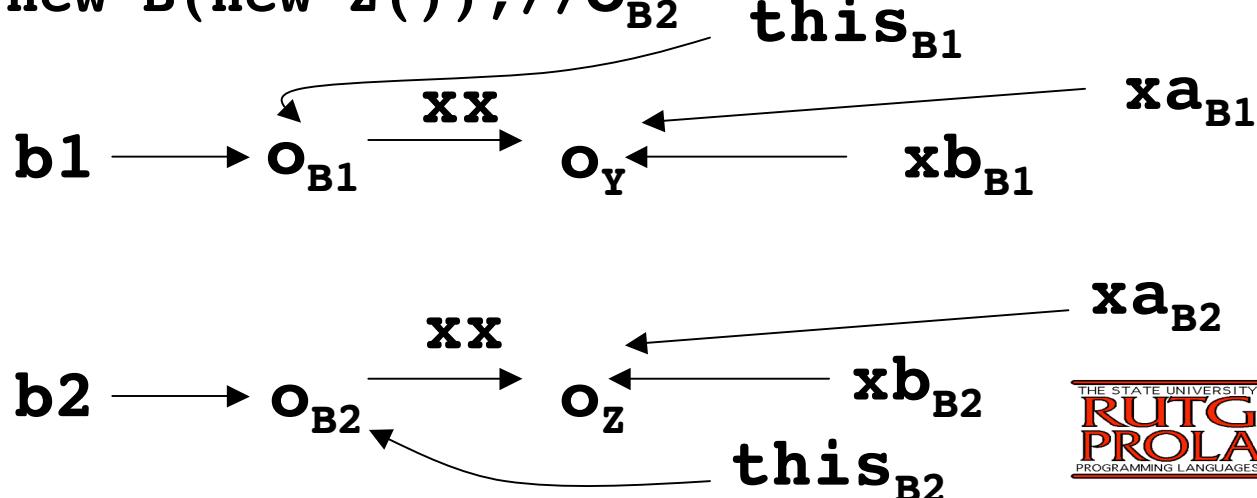
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  }
}
  
```

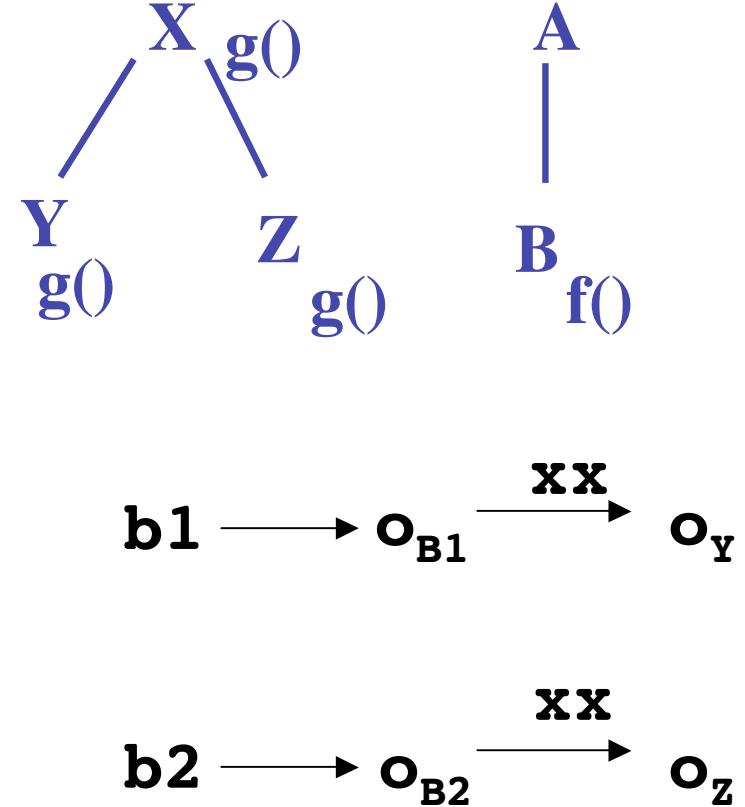


ObjSens



# ObjSens more precise than 1-CFA

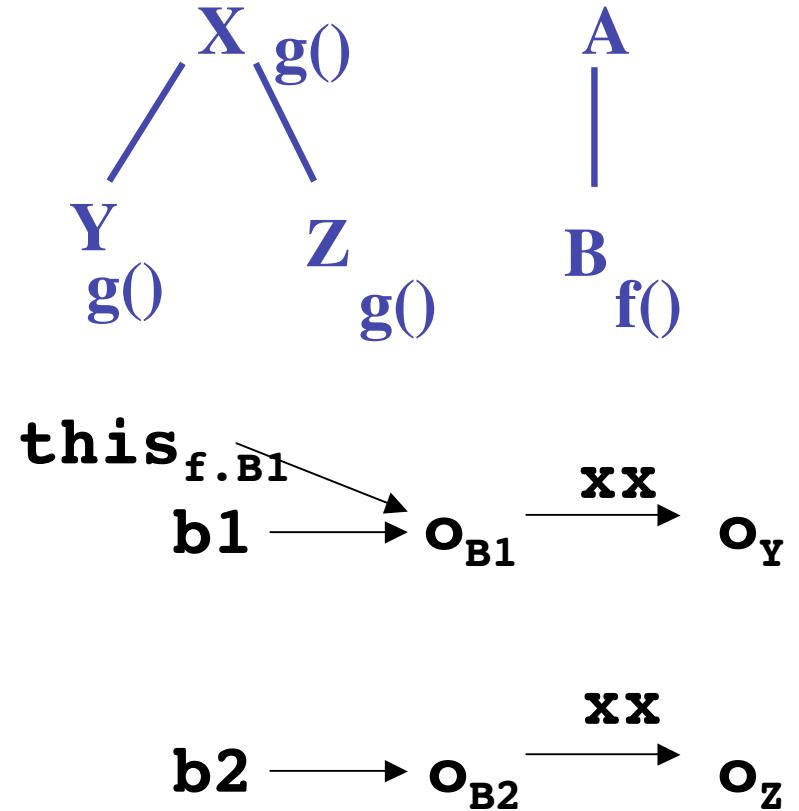
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}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
    C1: B b1 = new B(new Y());//oB1
    C2: B b2 = new B(new Z());//oB2
    x1=b1.f();
C4: x1.g();
    x2=b2.f();
C5: x2.g();
}
```



ObjSens

# ObjSens more precise than 1-CFA

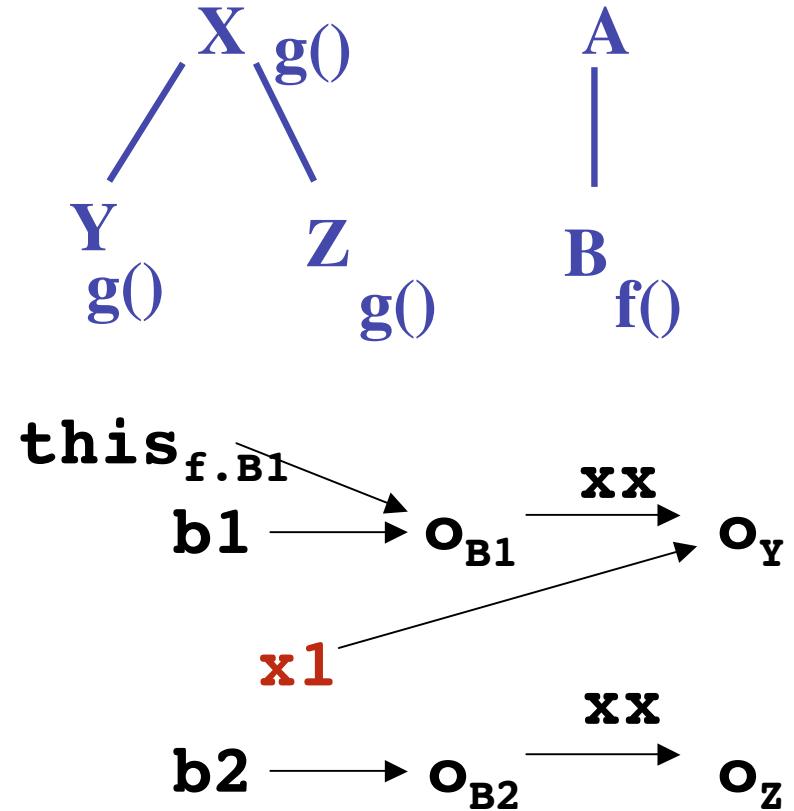
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    x1=b1.f();
C4: x1.g();
    x2=b2.f();
C5: x2.g();
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```



ObjSens

# ObjSens more precise than 1-CFA

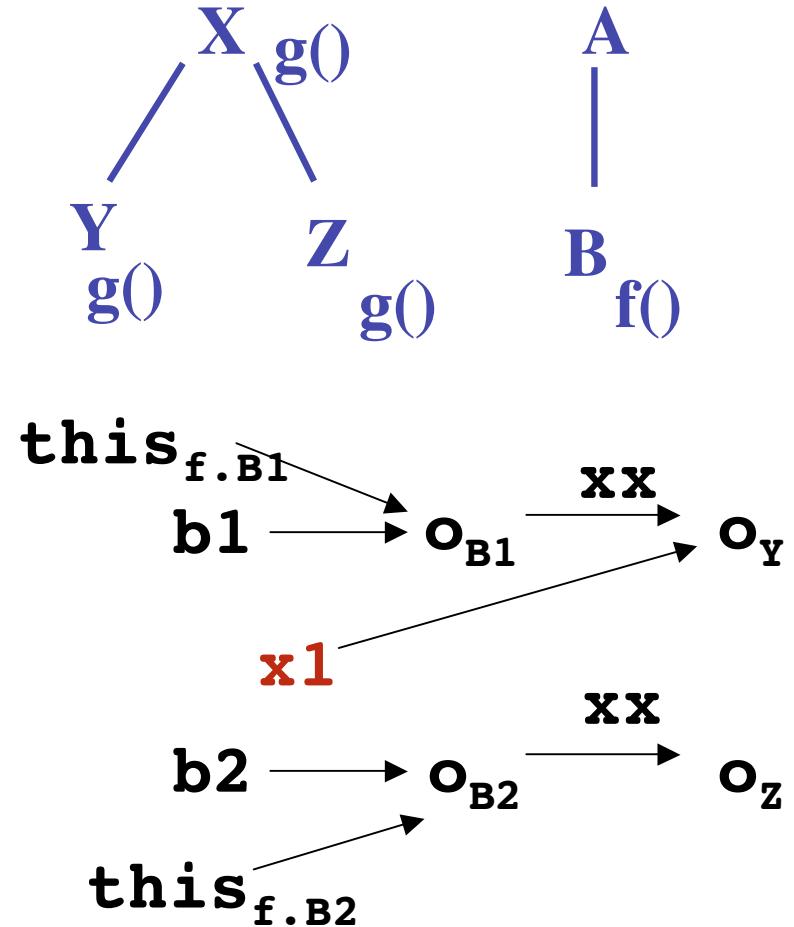
```
public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
    C1: B b1 = new B(new Y());//oB1
    C2: B b2 = new B(new Z());//oB2
    x1=b1.f();
    C4: x1.g();
    x2=b2.f();
    C5: x2.g();
  }
}
```



ObjSens

# ObjSens more precise than 1-CFA

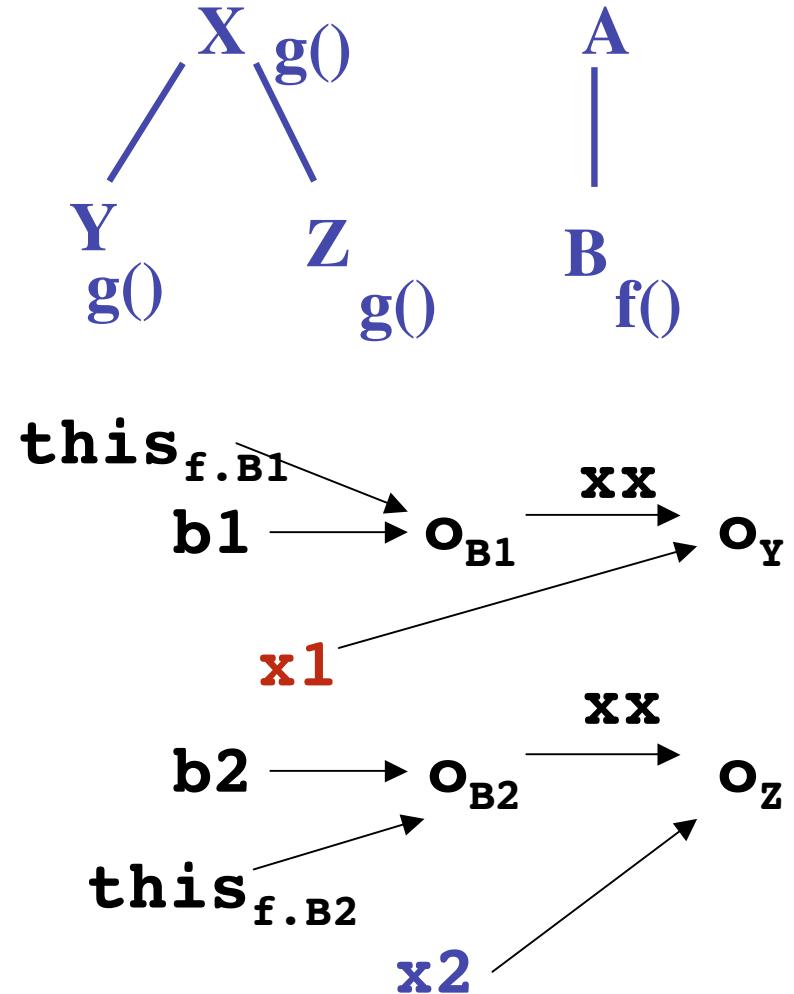
```
public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
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    x1=b1.f();
    C4: x1.g();
    x2=b2.f();
    C5: x2.g();
  }
}
```



ObjSens

# ObjSens more precise than 1-CFA

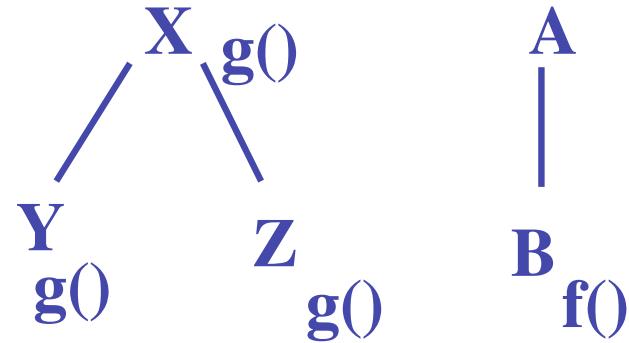
```
public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
    C1: B b1 = new B(new Y());//oB1
    C2: B b2 = new B(new Z());//oB2
    x1=b1.f();
C4: x1.g();
    x2=b2.f();
C5: x2.g();
}
```



ObjSens

# ObjSens more precise than 1-CFA

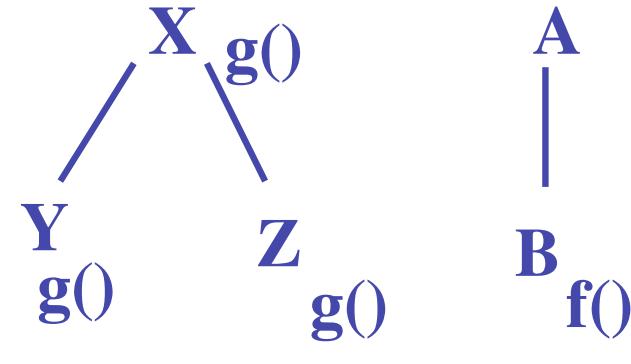
```
public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
    C1: B b1 = new B(new Y());//oB1
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    x1=b1.f();
C4: x1.g();
    x2=b2.f();
C5: x2.g();
}
```



ObjSens finds  
**C4** calls Y.g()  
**C5** calls Z.g()

# ObjSens more precise than 1-CFA

```
public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
    C1: B b1 = new B(new Y());//OB1
    C2: B b2 = new B(new Z());//OB2
  }
}
```



1-CFA

O<sub>B1</sub>

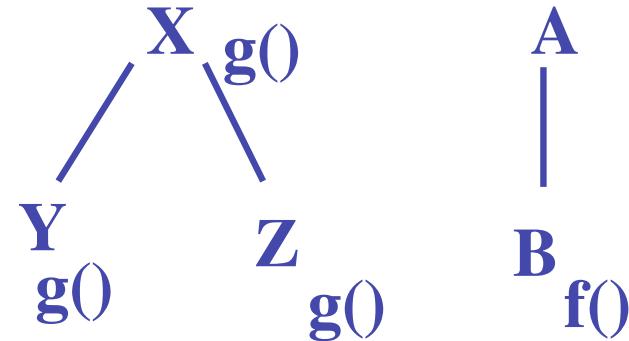
O<sub>Y</sub>

O<sub>B2</sub>

O<sub>Z</sub>

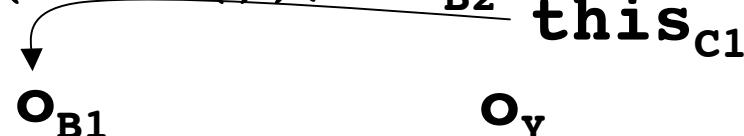
# ObjSens more precise than 1-CFA

```
public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
```



C1: B b1 = new B(new Y()); //  $O_{B1}$

C2: B b2 = new B(new Z()); //  $O_{B2}$



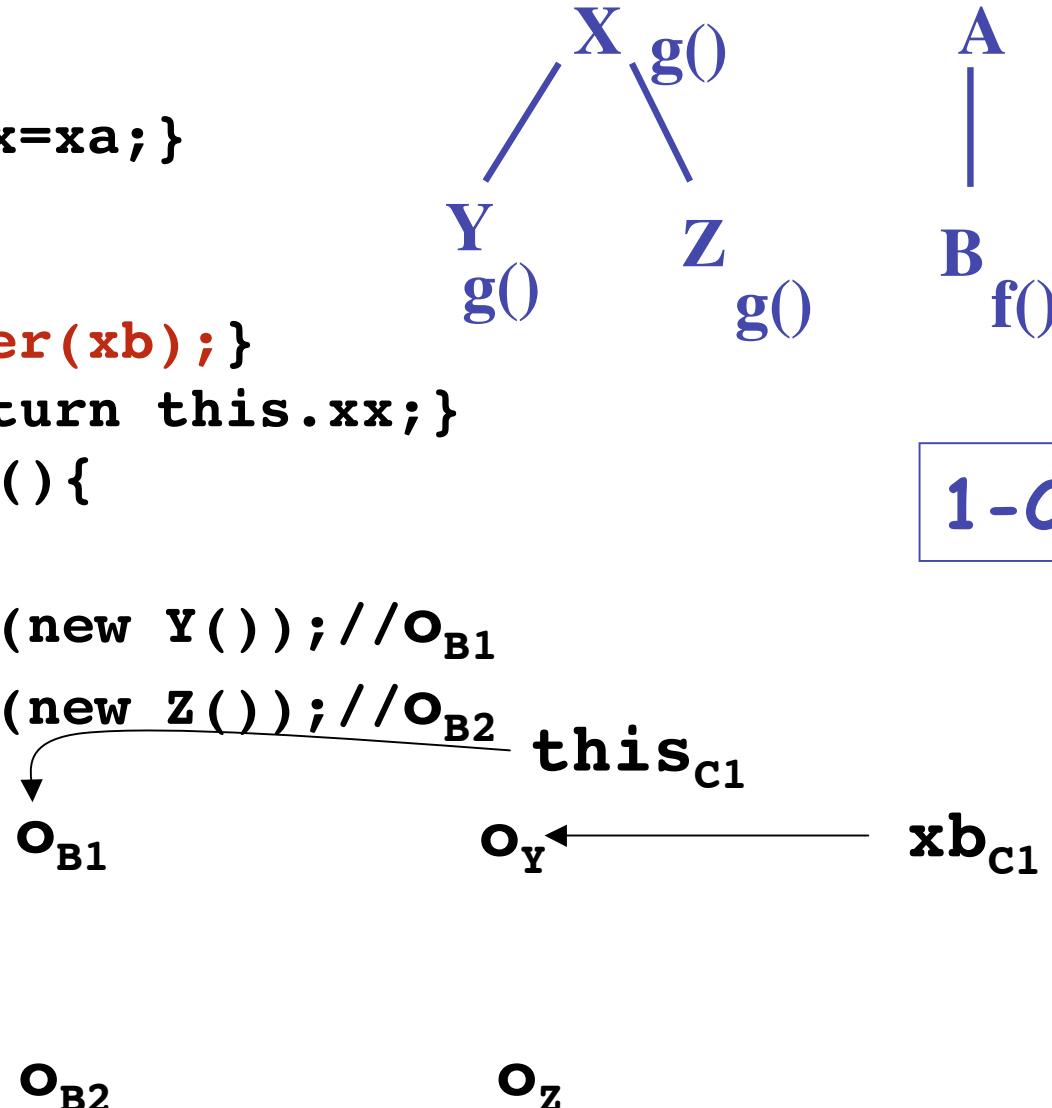
1-CFA

# ObjSens more precise than 1-CFA

```

public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
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{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
  C1: B b1 = new B(new Y());//OB1
  C2: B b2 = new B(new Z());//OB2
}

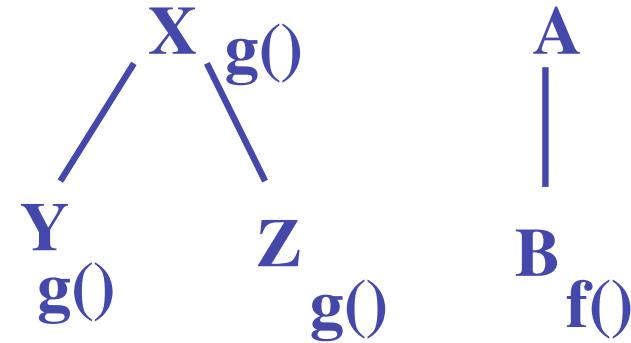
```



# ObjSens more precise than 1-CFA

```

public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
  }
}
  
```



1-CFA

C1: B b1 = new B(new Y()); //  $O_{B1}$

C2: B b2 = new B(new Z()); //  $O_{B2}$

$b1 \rightarrow O_{B1}$        $O_Y \leftarrow$        $xb_{C1}$

$O_{B2}$

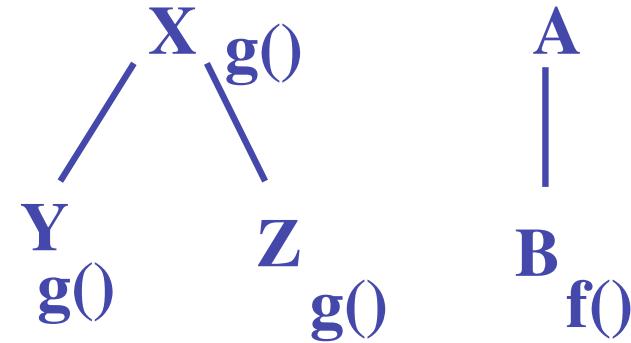
$O_Z$

# ObjSens more precise than 1-CFA

```

public class A
{ X xx;
  A (X xa){ this.xx=xa; }
}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
  }

```



C1: B b1 = new B(new Y()); //  $O_{B1}$

C2: B b2 = new B(new Z()); //  $O_{B2}$

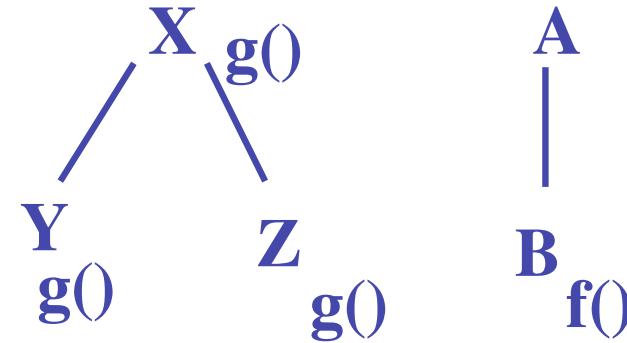


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```

public class A
{ X xx;
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}
public class B
{ B (X xb){C3: super(xb);}
  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
  }

```



C1: B b1 = new B(new Y()); //  $O_{B1}$

C2: B b2 = new B(new Z()); //  $O_{B2}$

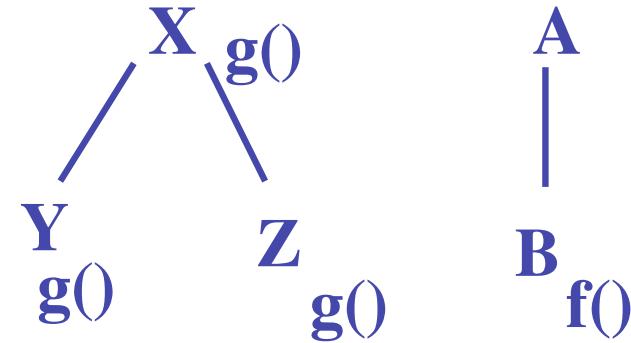


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  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
  }

```



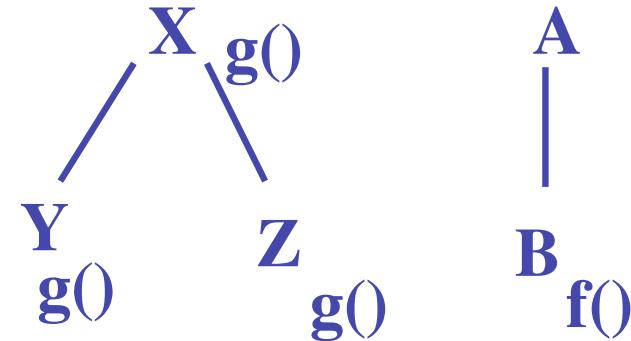
C1: B b1 = new B(new Y()); //  $O_{B1}$

C2: B b2 = new B(new Z()); //  $O_{B2}$



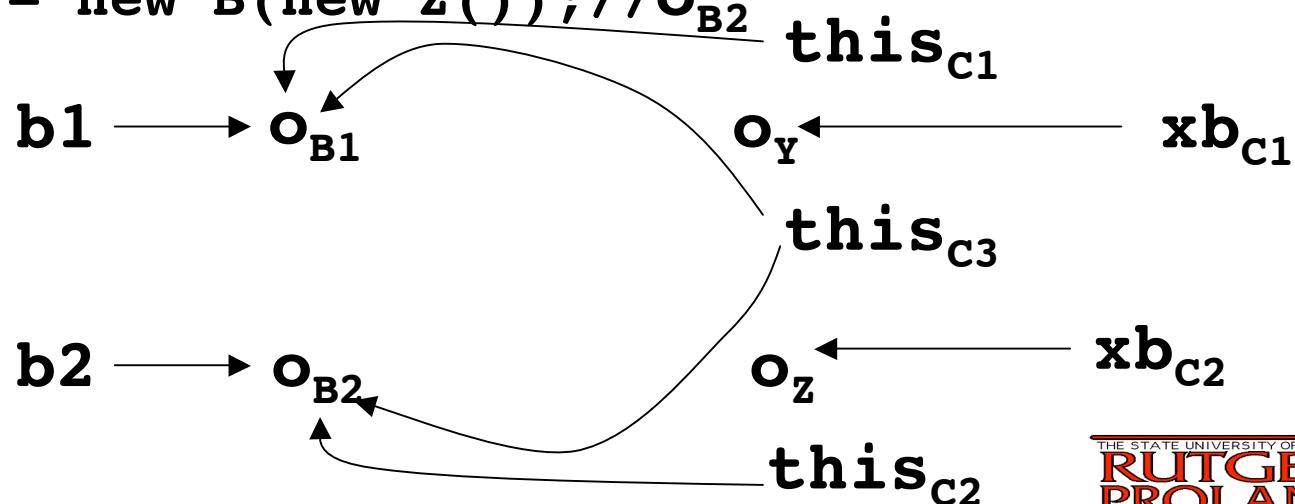
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```



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C2: B b2 = new B(new Z()); //  $o_{B2}$

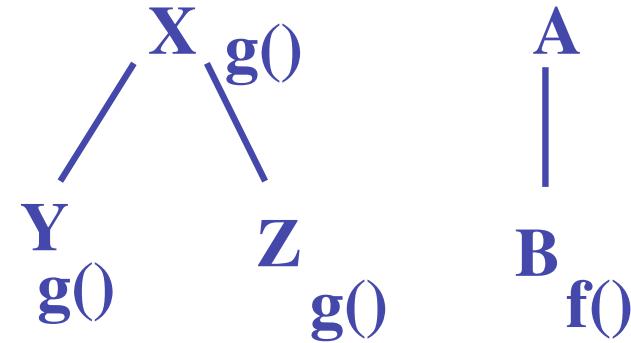


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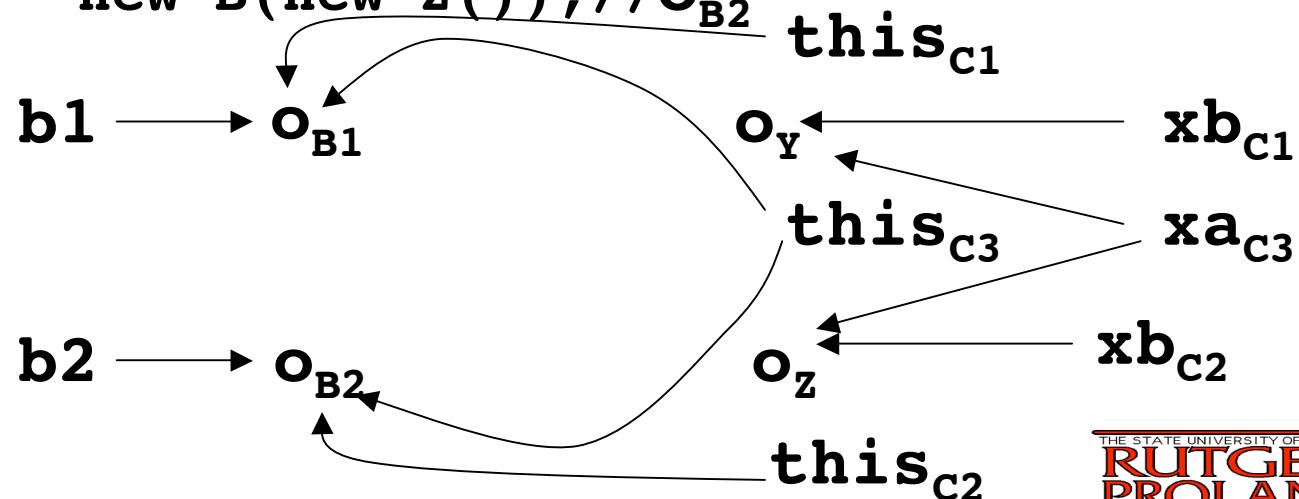
```



1-CFA

C1: B b1 = new B(new Y()); //  $O_{B1}$

C2: B b2 = new B(new Z()); //  $O_{B2}$

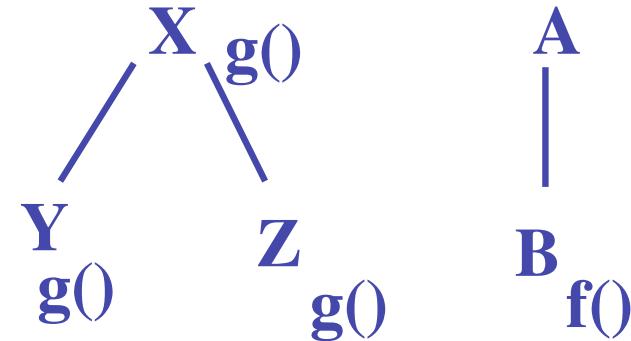


# ObjSens more precise than 1-CFA

```

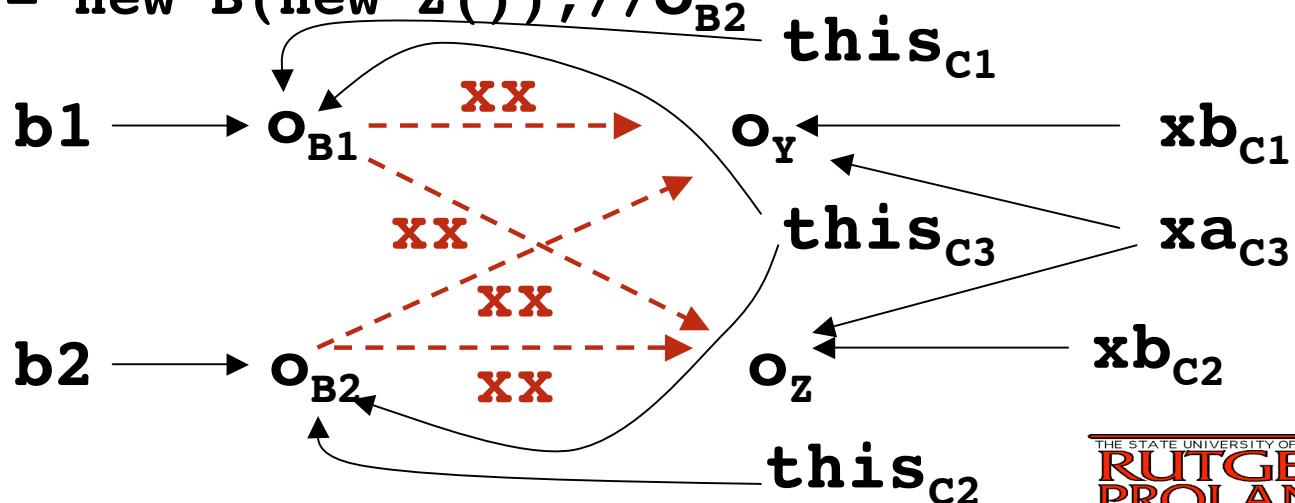
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  public X f() {return this.xx;}
  static void main(){
    X x1,x2;
  }

```



C1: B b1 = new B(new Y()); // O<sub>B1</sub>

C2: B b2 = new B(new Z()); // O<sub>B2</sub>



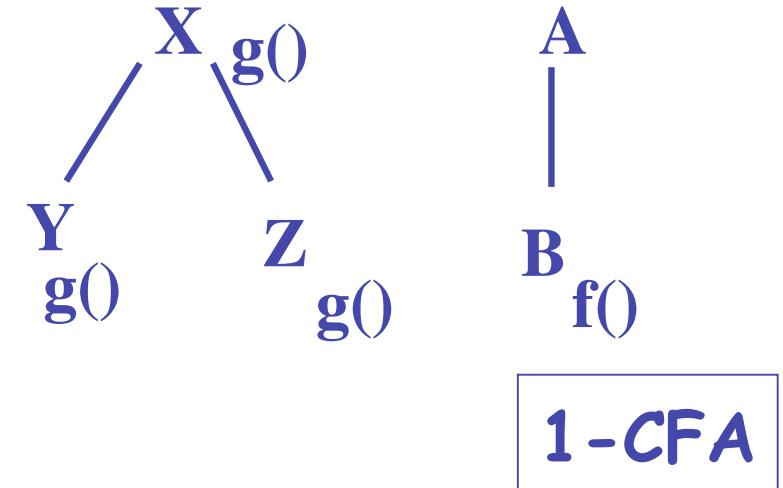
**1-CFA**

# ObjSens more precise than 1-CFA

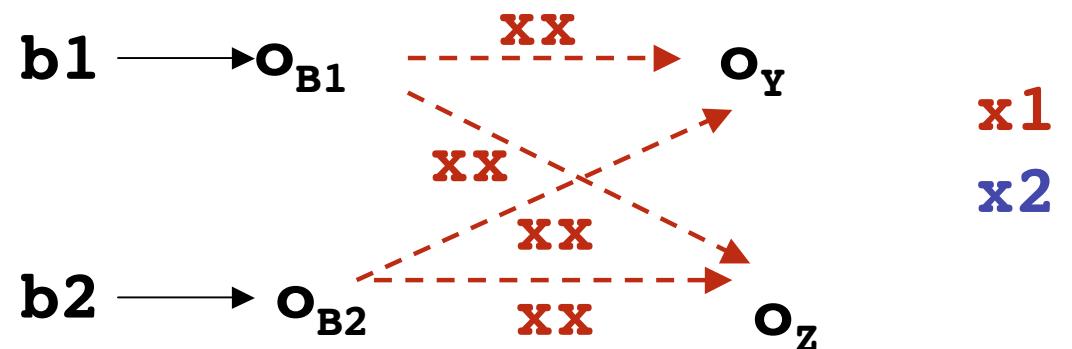
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```



1-CFA

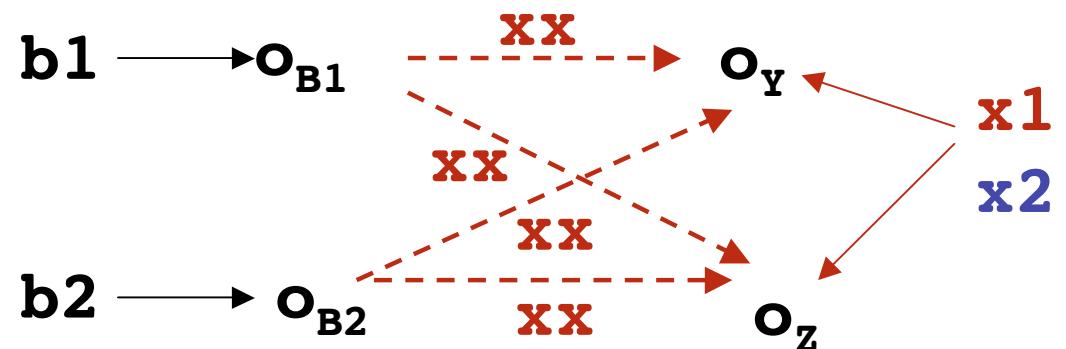
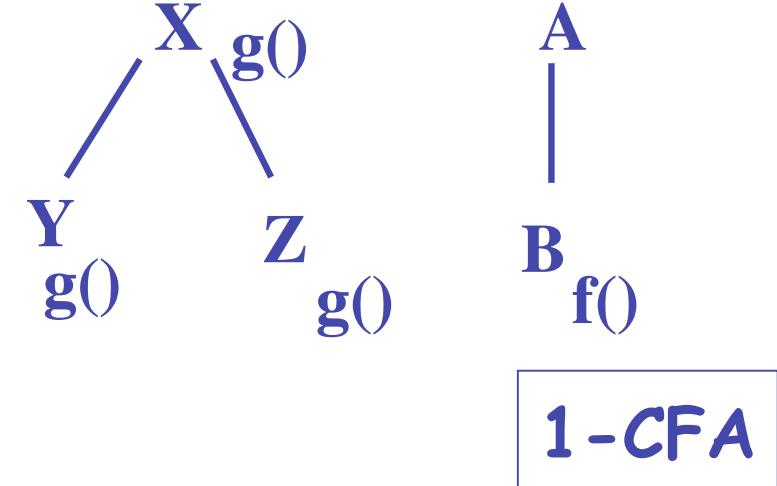


# ObjSens more precise than 1-CFA

```

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    x1=b1.f();
    C4: x1.g();
    x2=b2.f();
    C5: x2.g();
  }
}

```

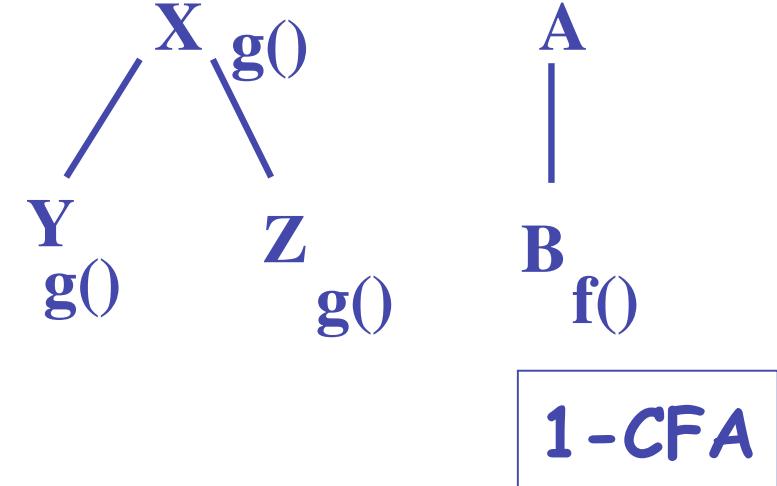


# ObjSens more precise than 1-CFA

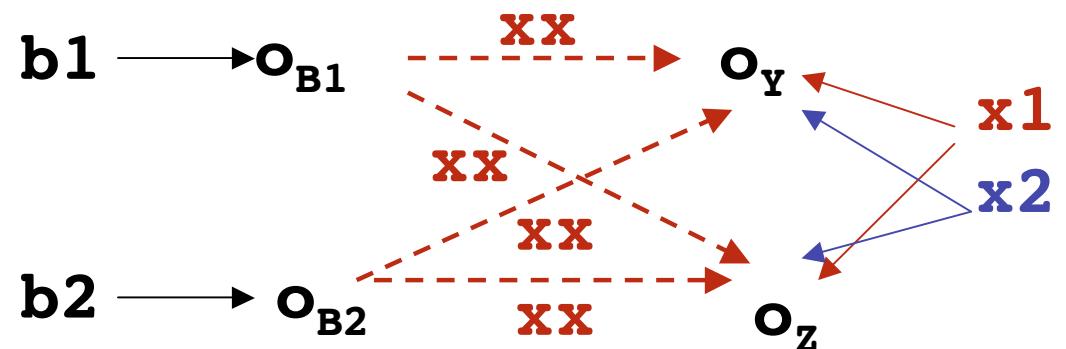
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    x2=b2.f();
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}

```

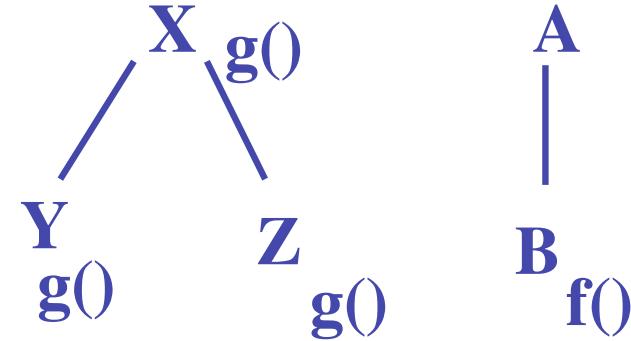


**1-CFA**



# ObjSens more precise than 1-CFA

```
public class A
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}
public class B
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  public X f() {return this.xx;}
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    x1=b1.f();
    C4: x1.g();
    x2=b2.f();
    C5: x2.g();
  }
}
```



1-CFA finds  
**C4** calls Y.g(), Z.g() and  
**C5** calls Y.g(), Z.g()

# Comparison Conclusion

- The call string and functional approaches to context sensitivity are incomparable!
- Neither is more powerful than the other

# Open Issues

- Reflection
- Java native methods
- Exceptions
- Dynamic class loading
- Incomplete programs
- Benchmarks

# Summary

- Challenge in reference analysis of OOPLs is to match the right analysis to a specific client
  - Experimentation with analysis clients is necessary to validate good analysis
- Good analyses for call graph construction exist
- Analyses capable of finding data dependences are being developed now
  - Context sensitivity may give significant precision improvement for acceptable cost

# Summary

- Dimensions of precision define the design space of new reference analyses
  - Program, object (w/wo fields) and reference representations
  - Directionality
  - Flow and context sensitivity
- Given the use of method calls as a primitive in OOPLs, context sensitivity should be exploited to add analysis precision

# Thank You

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