

# Datalog: Properties

- Limited logic programming
  - SQL with recursion
  - Prolog without complex terms (constructors)
- Captures PTIME complexity class
- Strictly declarative
  - as opposed to Prolog
    - conjunction commutative
    - rules commutative
  - increases algorithm space
    - enables different execution strategies, aggressive optimization



Less programming, more specification



# From Algorithms To Specification

Declarative Pointer Analysis Specification





# Example 1: Introducing Fields

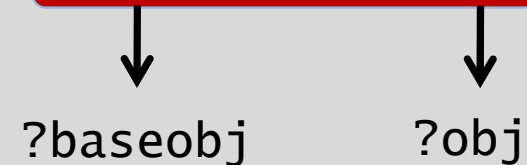
```
VarPointsTo(?var, ?obj) <-  
  AssignObjectAllocation(?var, ?obj).
```

```
VarPointsTo(?to, ?obj) <-  
  Assign(?from, ?to),  
  VarPointsTo(?from, ?obj).
```

field ?field  
of object ?baseobj  
may point to object ?obj

```
FieldPointsTo(?baseobj, ?field, ?obj) <-  
  StoreField(?from, ?base, ?field),  
  VarPointsTo(?base, ?baseobj),  
  VarPointsTo(?from, ?obj).
```

**?base . ?field = ?from**





# Example 1: Introducing Fields

```
VarPointsTo(?var, ?obj) <-  
  AssignObjectAllocation(?var, ?obj).
```

```
VarPointsTo(?to, ?obj) <-  
  Assign(?from, ?to),  
  VarPointsTo(?from, ?obj).
```

```
FieldPointsTo(?baseobj, ?field, ?obj) <-  
  StoreField(?from, ?base, ?field),  
  VarPointsTo(?base, ?baseobj),  
  VarPointsTo(?from, ?obj).
```

```
VarPointsTo(?to, ?obj) <-  
  LoadField(?to, ?base, ?field),  
  FieldPointsTo(?baseobj, ?field, ?obj),  
  VarPointsTo(?base, ?baseobj).
```

?baseobj



?to = ?base . ?field





# Example 1: Introducing Fields

```
VarPointsTo(?var, ?obj) <-  
  AssignObjectAllocation(?var, ?obj).
```

```
VarPointsTo(?to, ?obj) <-  
  Assign(?from, ?to),  
  VarPointsTo(?from, ?obj).
```

```
FieldPointsTo(?baseobj, ?field, ?obj) <-  
  StoreField(?from, ?base, ?field),  
  VarPointsTo(?base, ?baseobj),  
  VarPointsTo(?from, ?obj).
```

```
VarPointsTo(?to, ?obj) <-  
  LoadField(?base, ?field, ?to),  
  VarPointsTo(?base, ?baseobj),  
  FieldPointsTo(?baseobj, ?field, ?obj).
```

modularity: introducing new mutually recursive dependencies does not change existing rules

?baseobj



?to = ?base . ?field



E

# Example 2: Precise Exception Analysis



Method invocations: propagated exceptions

```
ThrowPointsTo(?caller, ?obj) <-  
  CallGraphEdge(?invocation, ?tomethod),  
  ThrowPointsTo(?tomethod, ?obj),  
  Type[?obj] = ?objtype,  
  not exists ExceptionHandler[?objtype, ?invocation],  
  Method[?invocation] = ?caller.
```

```
void f() {  
    g();  
}
```

Method invocations: caught exceptions

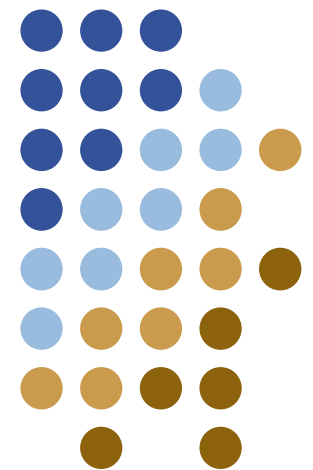
```
VarPointsTo(?param, ?obj) <-  
  CallGraphEdge(?invocation, ?tomethod),  
  ThrowPointsTo(?tomethod, ?obj),  
  Type[?obj] = ?objtype,  
  ExceptionHandler[?objtype, ?invocation] = ?handler,  
  ExceptionHandler:FormalParam[?handler] = ?param.
```

```
void f() {  
    try {  
        g();  
    } catch(E e) {...}  
}
```

lots of recursion →  
fully precise, modular, on-the-  
fly exception analysis logic

# So, What Else Can We Do?

Flow-Sensitive Program Analysis  
Background  
(Dataflow frameworks)



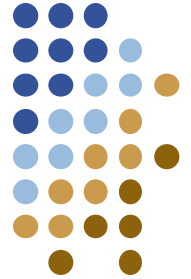


# Use Datalog for Dataflow?

and more...







# Basic blocks

- Basic block starts:
  - At a label
  - After a jump
- Basic block ends:
  - At a jump
  - Before a label
- **Note:** order still matters

```
label1:  
jumpifnot p label2
```

```
x = y + 1  
y = 2 * z  
jumpifnot c label3
```

```
x = y + z
```

```
label3:  
z = 1  
jump label1
```

```
label2:  
z = x
```



# Can You Write A Basic-Blocks Recognition Algorithm?



- Define relations `BeginBasicBlock(?instr)`, `EndBasicBlock(?instr)` using relations
  - `MayPrecede(?i1, ?i2)`
  - `CountMayPrecede[?i] = ?count`
  - `MustFollow[?i1] = ?i2`
    - after instruction `?i1`, instruction `?i2` must follow
    - not the same as “before `?i2`, `?i1` must have executed”
  - `CountMayFollow[?i] = ?count`
    - all expressible from first, just given for convenience



# (One) Solution



- Basic block starts:
  - At a label
  - After a jump

```
BeginBasicBlock(?y) <-  
  CountMayPrecede[?y] > 1.
```

```
BeginBasicBlock(?y) <-  
  MayPrecede(?x, ?y),  
  CountMayFollow[?x] > 1.
```

- Basic block ends:
  - At a jump
  - Before a label

```
EndBasicBlock(?y) <-  
  CountMayFollow[?y] > 1.
```

```
EndBasicBlock(?y) <-  
  MayPrecede(?y, ?x),  
  !MustFollow[?x] = ?y.
```

- `MayPrecede(?i1, ?i2)`
- `CountMayPrecede[?i] = ?count`
- `MustFollow[?i1] = ?i2`
  - after instruction ?i1, instruction ?i2 must follow
- `CountMayFollow[?i] = ?count`





# How About Live Ranges?

$$\begin{aligned} \mathbf{in}[l] &= (\mathbf{out}[l] - \mathbf{def}[l]) \cup \mathbf{use}[l] \\ \mathbf{out}[l] &= \mathbf{in}[\mathbf{succ}(l)] \\ \mathbf{out}[B] &= \bigcup_{B' \in \mathbf{succ}(B)} \mathbf{in}[B'] \end{aligned}$$

- $\mathbf{LiveIn}(\text{?instr}, \text{?var}) \leftarrow \mathbf{LiveOut}(\text{?instr}, \text{?var}), \mathbf{!DefVar}(\text{?instr}, \text{?var})$ .
- $\mathbf{LiveIn}(\text{?instr}, \text{?var}) \leftarrow \mathbf{UseVar}(\text{?instr}, \text{?var})$ .
- $\mathbf{LiveOut}(\text{?instr}, \text{?var}) \leftarrow \mathbf{LiveIn}(\mathbf{MustFollow}[\text{?instr}], \text{?var})$ .
- $\mathbf{LiveOut}(\text{?instr}, \text{?var}) \leftarrow \mathbf{LiveIn}(\text{?instr2}, \text{?var}), \mathbf{MayFollow}(\text{?instr2}, \text{?instr})$ .



# Projects Ideas for This School

## (A)



- Take the Datalog Educational System and implement a program analysis
  - <http://des.sourceforge.net/>
  - use your own imaginary input relations, as long as they are realistic
    - you can assume var-points-to information, etc.
  - test with some hand-written tables that correspond to small example programs
  - ideas for analyses: anything you can come up with or any analysis you find in a book (e.g., good programming practices)



# Projects Ideas for This School (B)



- Create a front-end that reads in real programs, parses them and represents them as tables
- Express your tables in comma-separated-values format
  - ideas: Scheme, Javascript, any language you want for which you can derive a parser
- Challenge: represent all the program information meaningfully
  - use good relational data analysis practices (tables with few columns, minimal information overlap)
  - i.e., the issue will not be parsing, it will be database schema design



# Projects Ideas for This School



- For an impressive result, combine (A) and (B)
  - produce a full analysis for a non-trivial language
  - this won't be easy because you can no longer assume whatever input you want from (A)
  - but you can still make it meaningful

