

# Program Dependencies

## Reading assignment

- M. C. Thompson, D. J. Richardson and L. A. Clarke, "An Information Flow Model of Fault Detection", Proceedings of the International Symposium on Software Testing and Analysis, (ISSTA), Boston, MA, June 1993, pp.182-192

## Today's reading

- A. Podgurski and L. A. Clarke, "A Formal Model of Program Dependencies and Its Implications for Software Testing, Debugging, and Maintenance", *IEEE Transactions on Software Engineering*, 16 (9), September 1990, pp. 965-979.
- Background
  - M. Weiser, "Program Slicing," *Proceedings of the Fifth International Conference on Software Engineering*, San Diego, Ca 1981, pp. 439-449.
  - D. W. Binkley and K. B. Gallagher, "Program Slicing," *Advances in Computers*, Vol. 43, M. Zelkowitz, editor, Academic Press, 1996 pp. 1-50.

## Program Slice

- Introduced by Mark Weiser in 1979
- Argued it was a mental abstraction that programmers used when debugging
- Program slice  $S$  is a reduced, executable program obtained from program  $P$  by removing statements from  $P$ , such that  $S$  replicates part of the behavior of  $P$

# Program Slice

```
read n;  
i := 1;  
sum := 0;  
product := 1;  
while i ≤ n do  
    sum := sum + 1;  
    product := product * i;  
    i := i + 1;  
endwhile;  
write sum;  
write product;
```

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read n;  
i := 1;  
  
product := 1;  
while i ≤ n do  
    product := product * i;  
    i := i + 1;  
endwhile;  
  
write product;
```

## Original Slicing Concept

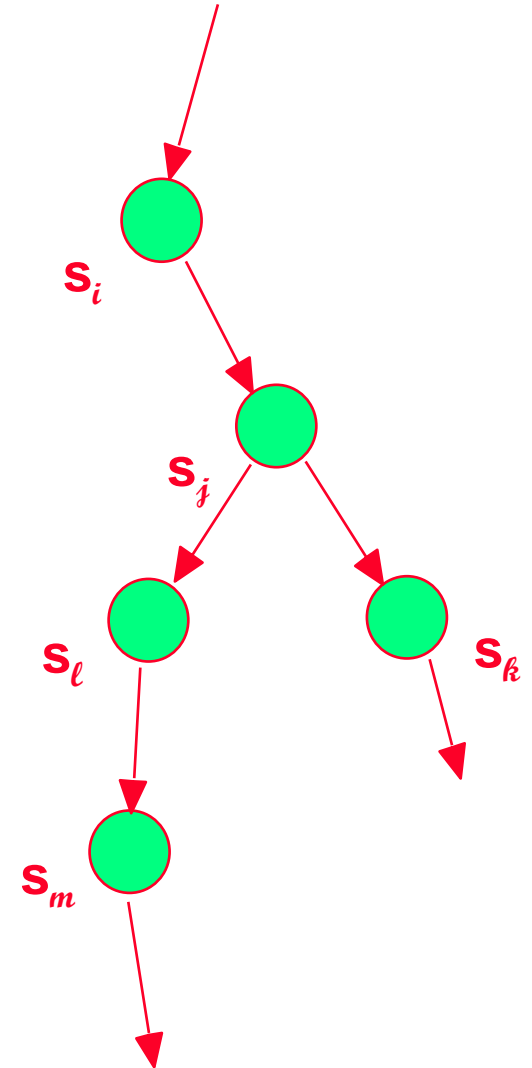
- Based on statements
- Algorithm restricted to structured programs
- Missed some relationships
- Foundation for considerable work
  - Podgurski and Clarke generalized some of the concepts
    - Language-independent model of dependence
    - More general model of control flow
      - Weak and strong control flow

# Applications of Program Slicing/Dependence

- Debugging
- Data/control flow testing criteria
- Software understanding
- Maintenance

# Program Dependencies

- $s_k$  is **semantically dependent** on  $s_i$  if the semantics of  $s_i$  can affect the execution behavior of  $s_k$
- In general, can't determine semantic dependence





## Syntactic Dependence

- Can we find **syntactic dependence** relations that “approximate” semantic dependence?
  - that define necessary conditions for semantic dependence
  - that are defined in terms of a language-independent, graph-theoretic model that can be efficiently computed

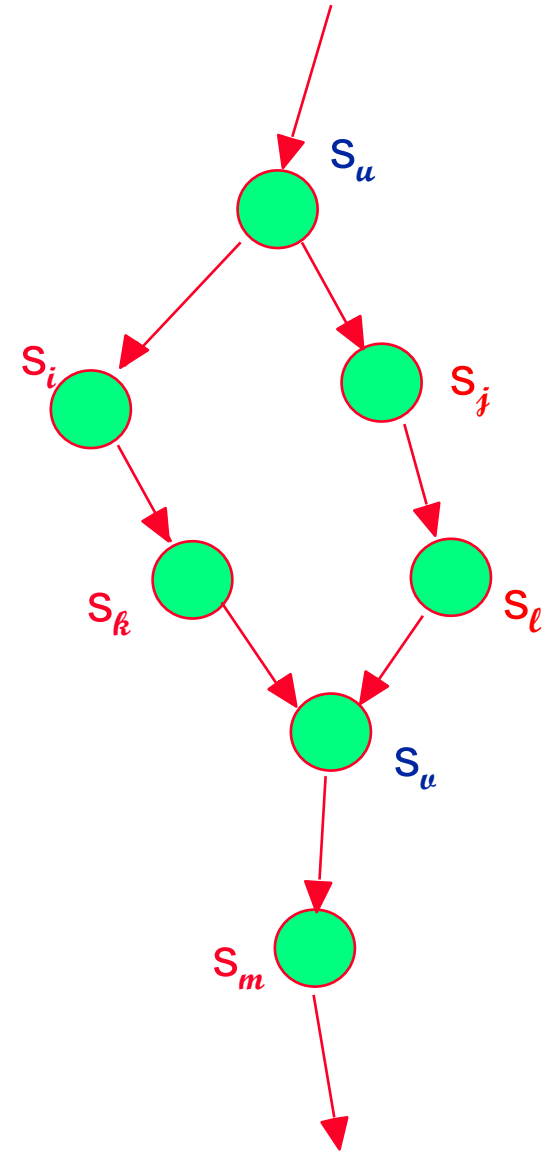
## Forward Dominators

- let  $G(N,E)$  be a control flow graph, where  $s_u$ ,  $s_v$ , and  $s_f$  are nodes in  $G$  and  $s_f$  is the final node
  - a node  $s_v$  **forward dominates**  $s_u$  iff every  $s_u \rightarrow s_f$  path in  $G$  contains  $s_v$
  - $s_v$  **properly forward dominates**  $s_u$  iff
    - $s_u \neq s_v$  and  $s_v$  forward dominates  $s_u$

## Immediate Forward Dominators

A node  $s_u$  is the the **immediate forward dominator** of  $s_u$ ,  $s_u \neq s_f$  if it is the node that is the first proper forward dominator of  $s_u$  to occur on every  $s_u \rightarrow s_f$  path in  $G$

after a branch, this is the point where all paths come together



## Example

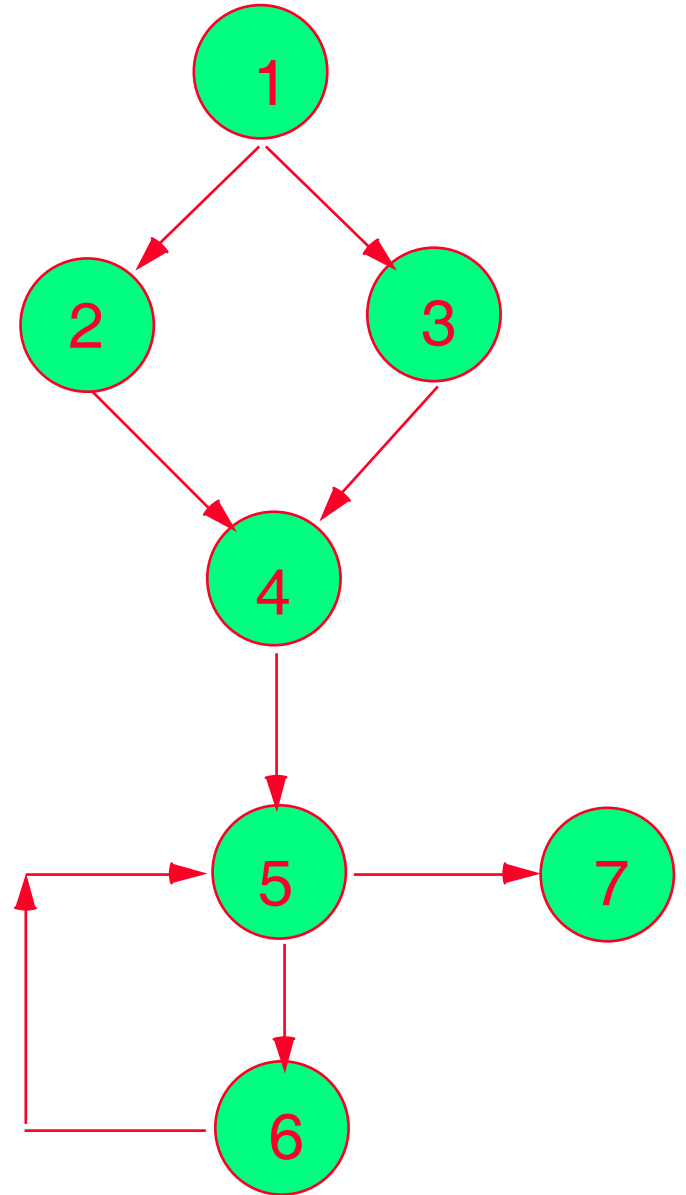
7 forward dominates all nodes

$\text{ifd}(5) = 7$

$\text{ifd}(1) = 4$

$\text{ifd}(4) = 5$

5

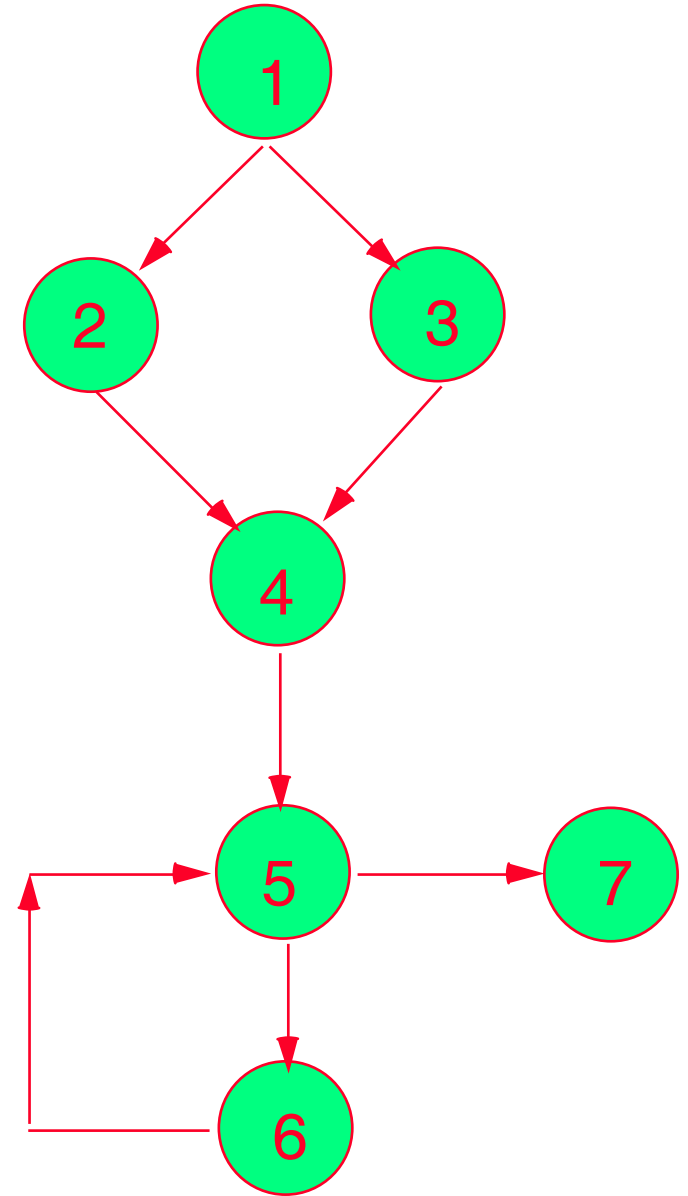


## Control Dependence

- $s_v$  is **control dependent** on  $s_u$  iff there exists a path  $s_u \bullet P \bullet s_v$  not containing the immediate forward dominator of  $s_u$ 
  - bodies of structured constructs are control dependent on the start of the construct

## Example

- 2 and 3 are control dependent on 1
- 6 is control dependent on 5



## Direct Data Dependence

Assume  $G(N, E)$  is a control flow graph, where  $\text{Def}(s_n)$  are the variables defined at node  $s_n$  and  $\text{Use}(s_n)$  are the variables referenced at node  $s_n$ .

if path  $P = s_{i1}, \dots, s_{in}$  then  $\text{Def}(P) = \bigcup_j \text{Def}(s_{ij})$

node  $s_v$  is **directly data dependent** on node  $s_u$   
iff there is a path  $s_u \bullet P \bullet s_v$  such that

$$(\text{Def}(s_u) \cap \text{Use}(s_v)) - \text{Def}(P) \neq \emptyset$$

## In other words

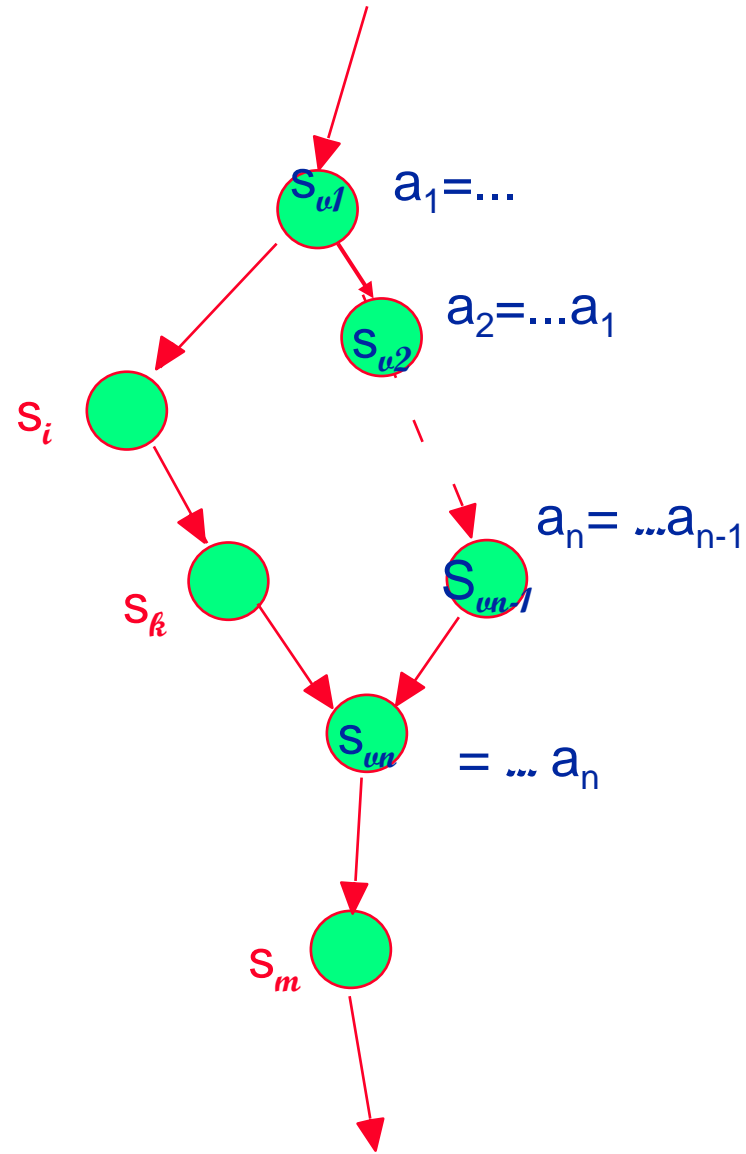
$$(\text{Def}(s_u) \cap \text{Use}(s_u)) - \text{Def}(P) \neq 0$$

This is just a set theoretic way of saying that there is at least one variable, say  $x$ , defined at node  $s_u$  that is used at node  $s_u$  and there is a def-clear path with respect to  $x$  from  $s_u$  to  $s_v$



# Data Dependence

- node  $s_u$  is **data dependent** on  $s_u$  iff there is a path  $s_{u1}, \dots, s_{un}$  such that  $u=v1$ ,  $v=vn$ , and  $S_{vi}$  is directly data dependent on  $S_{vi+1}$  for all  $i$ ,  $1 \leq i < n$

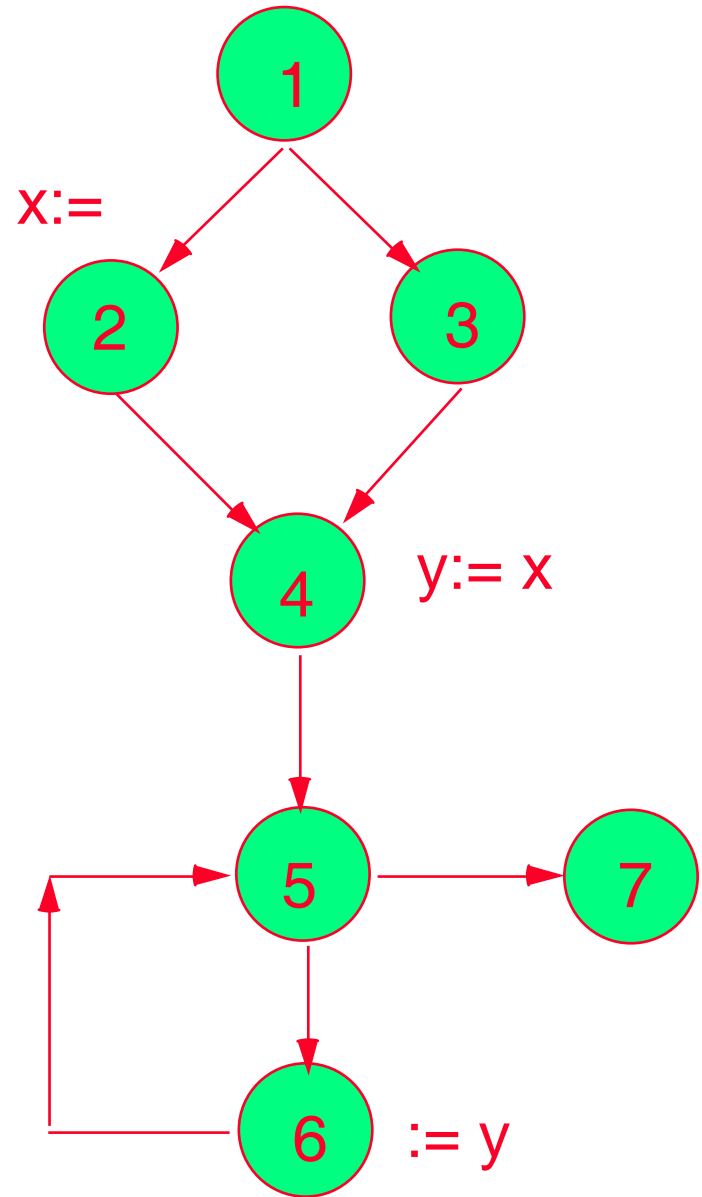


## Example

- 4 is **directly data dep.** on 2
- 6 is **directly data dep.** on 4
- 6 is **data dependent** on 2

**directly data dependent** is the same as the def-use relationship defined by Rapps and Weyuker

**data dependent** is the same as the chains of def ref used by Ntafos, but without a bound



## Syntactic Dependence

- node  $S_v$  is **syntactically dependent** on  $S_u$  iff there is a path  $S_{v_1}, \dots, S_{v_n}$  of nodes such that  $u=v_1$ ,  $v=v_n$ , and  $S_{v_{i+1}}$  is **data or control** dependent on  $S_{v_i}$  for all  $i$ ,  $1 \leq i < n$ 
  - combines data dependence and control dependence
  - sometimes called **information flow**
  - syntactic dependence over-approximates semantic dependence
    - **Why?**

# Syntactic Dependence

Control flow

(1,2)

(1,3)

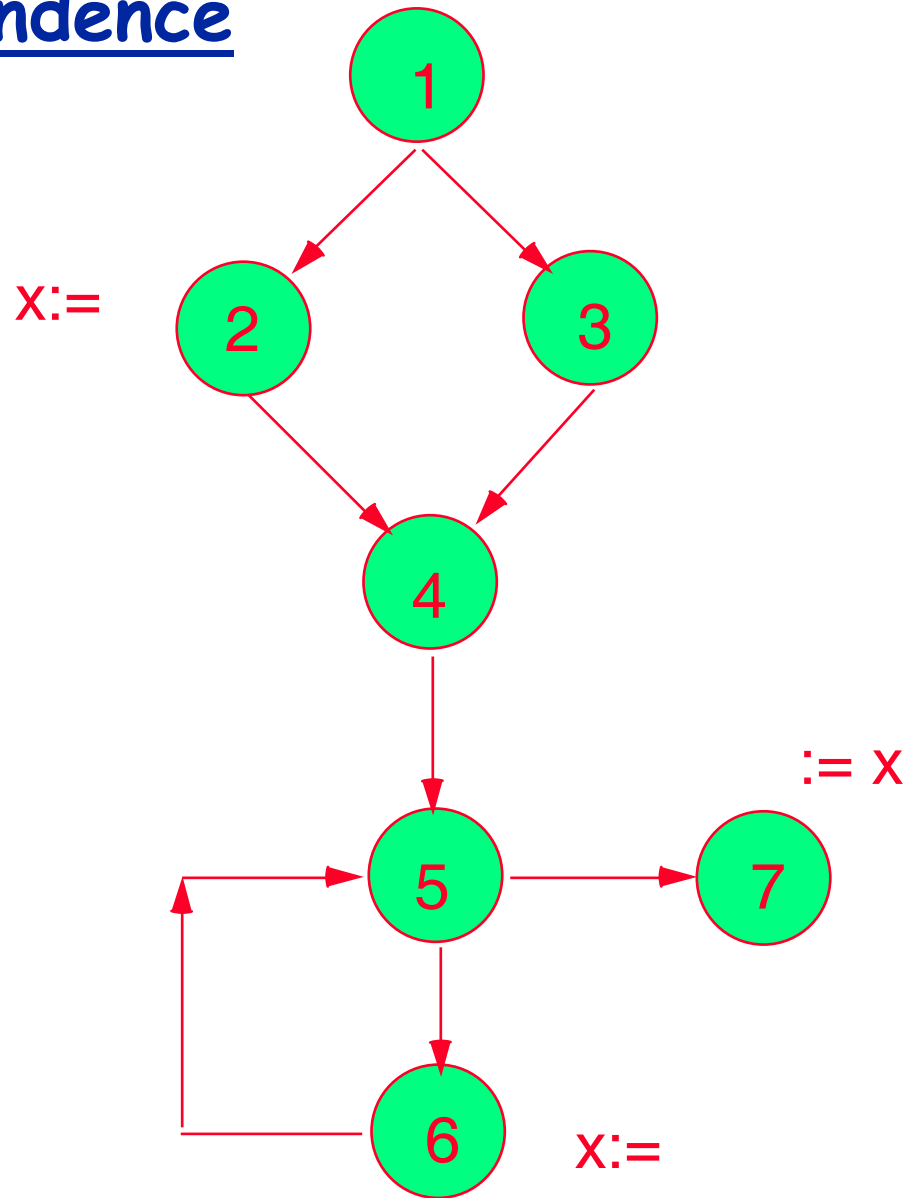
(5,7)

(5,6)

Direct Data flow

(2,7)

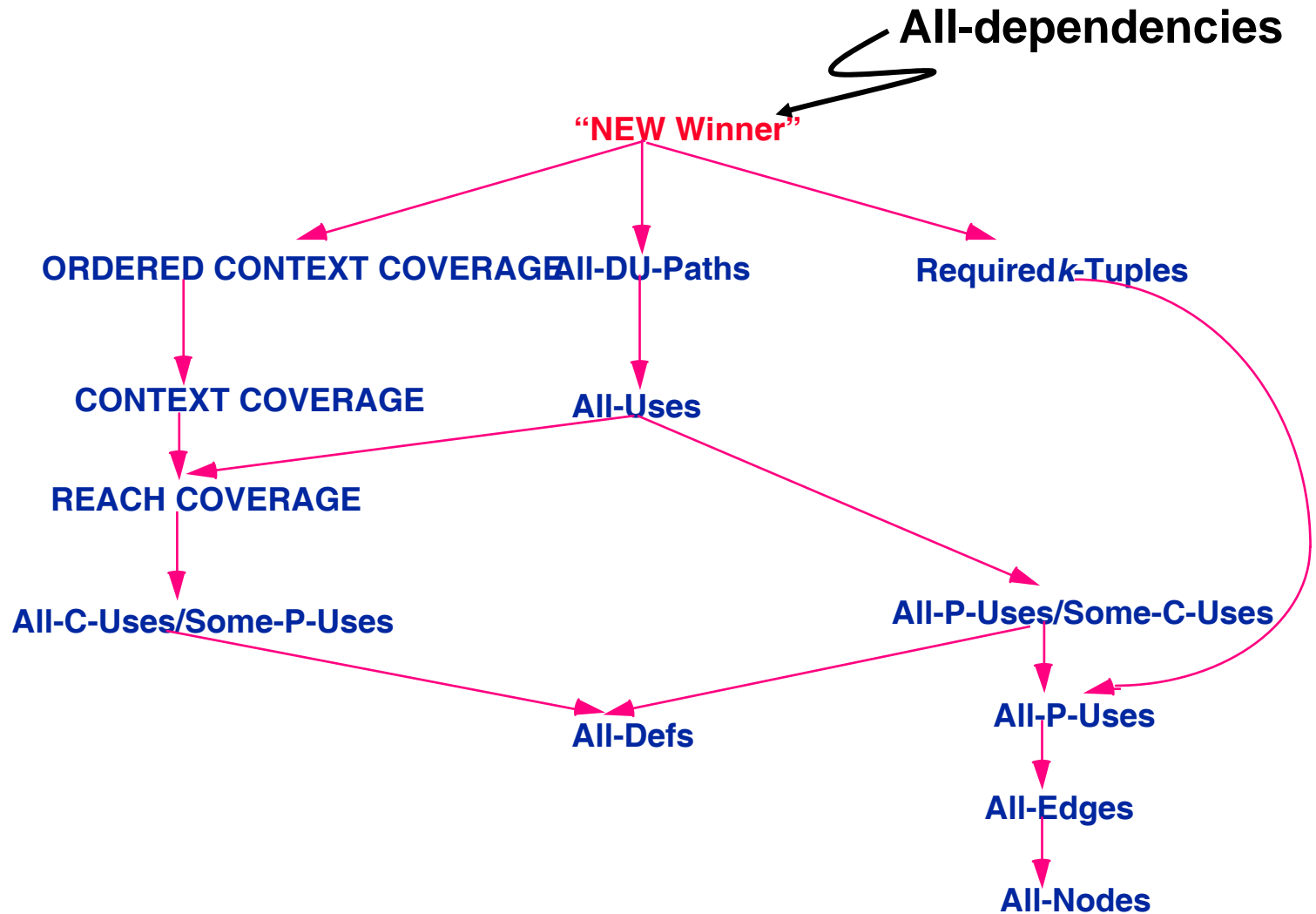
(6,7)



## Data (and control) flow coverage criteria

- coverage criteria exercise subsets of control and data dependencies in the hope of exposing faults
- Rapps and Weyuker, Ntafos, Laski and Korel selected different subsets of information flow
- need experimental data to know which are the most effective subsets
  - intuitively, direct data dependence and control dependence are appealing
  - relatively easy to achieve at least 85% coverage with automated support

# Data Flow/Control Flow Coverage revisited

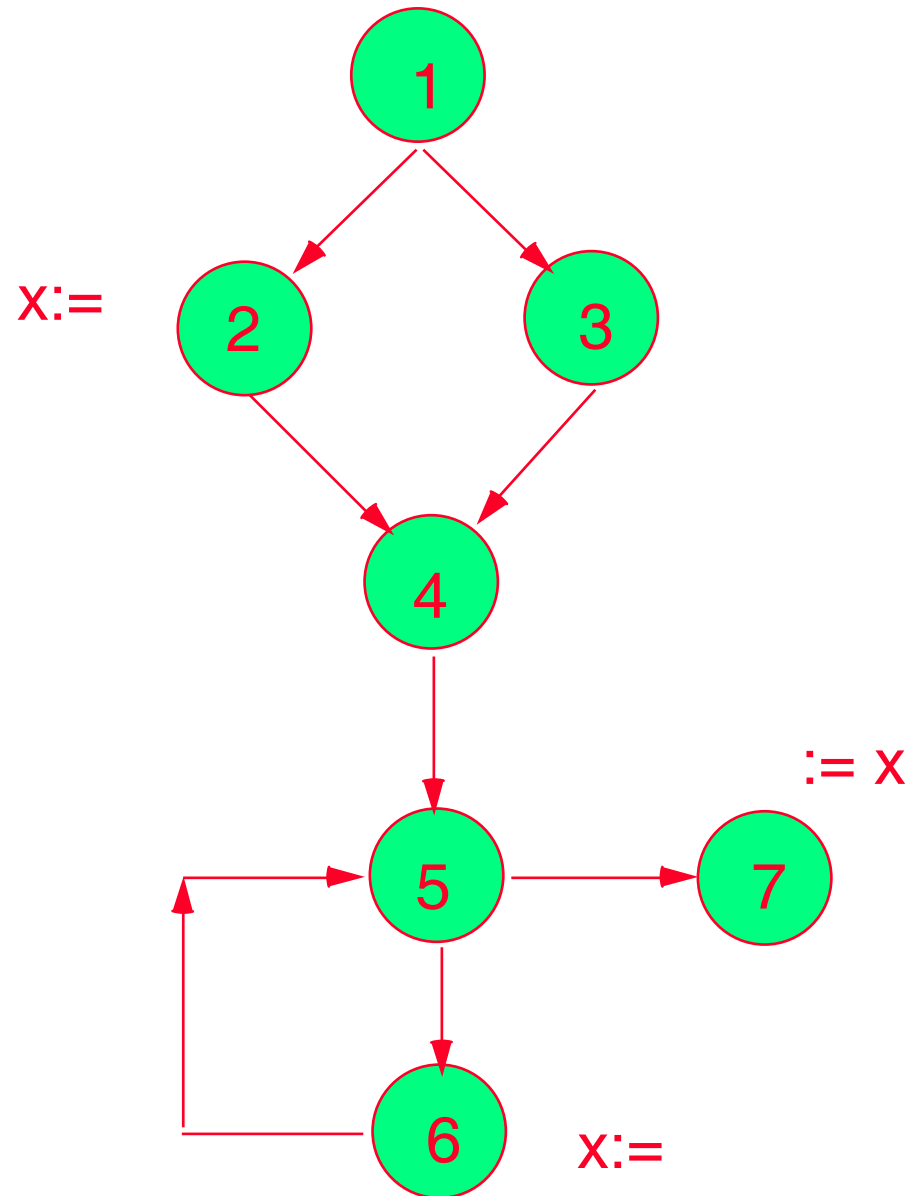


## Applications

- Debugging
- Data/control flow testing criteria
- Software understanding
- Maintenance

# Symmetric Relationship

- $\text{dep}(s_i, s_j)$  is true if  $s_j$  is syntactically dependent on  $s_i$
- $\text{dep}(?, s_j) = \{s_i \mid \text{dep}(s_i, s_j)\}$  is the set of nodes that can syntactically affect  $s_j$
- $\text{dep}(s_i, ?) = \{s_j \mid \text{dep}(s_i, s_j)\}$  is the set of nodes that can be syntactically affected by  $s_i$





## Debugging Dependencies

- Which statements could have caused an observed failure?
- If  $s_v$  computes an erroneous value, want to know the statements  $s_v$  is dependent upon?
  - $\text{dep}(?, S_v)$

## Maintenance Dependencies

- Which statements will be affected by a change?  
-> which statements are dependent upon  $s_u$   
 $dep(s_u, ?)$
- Will a particular statement be affected by a change?
  - Is there a dependency between  $S_u$  and  $S_v$ ?  
 $dep(S_u, S_v)?$
- Which statements could affect "this" statement?
  - Which statements are statement  $S_v$  dependent on?  
 $dep(? , S_v)$

## Kinds of flow

- Forward flow
  - $\text{dep}(S_u, ?)$
- Backward flow
  - $\text{dep}(?, S_v)$

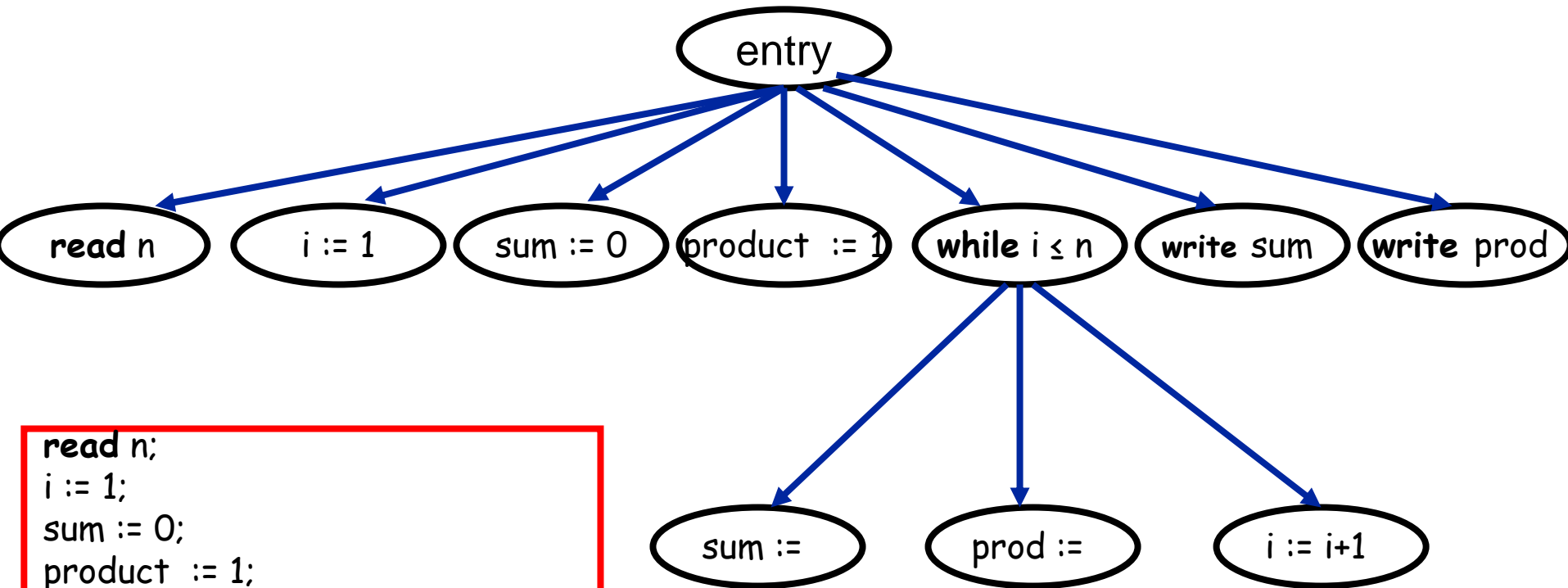
# Program Dependence Graph

- Originally proposed by Ottenstein and Ottenstein(Ott), 1984
- Nodes correspond to statements
- Edges correspond to data or control dependencies
- A slice corresponds to all nodes that are reachable from a selected node (forward slice)

# Program dependence graph example

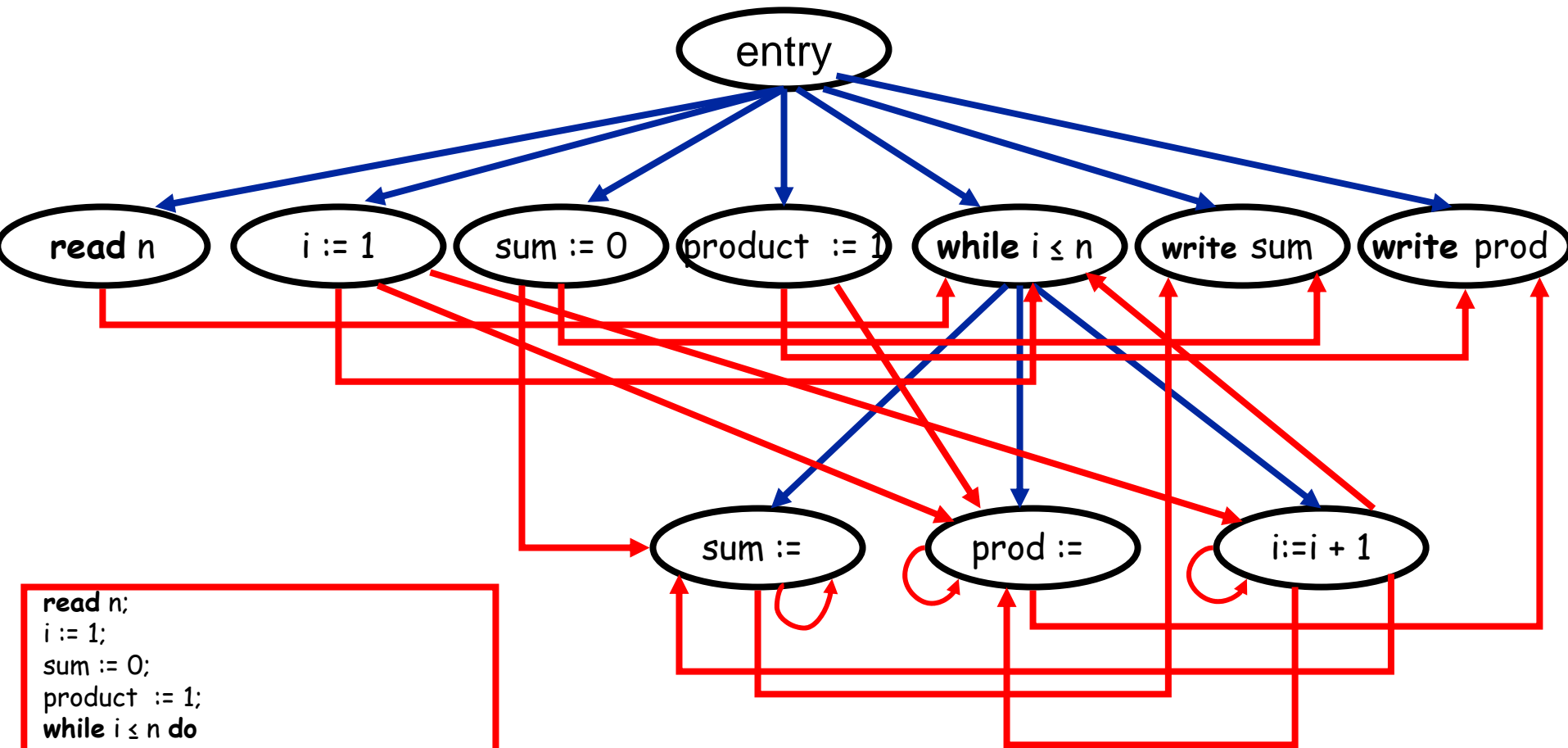
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# Program Dependence Graph Example



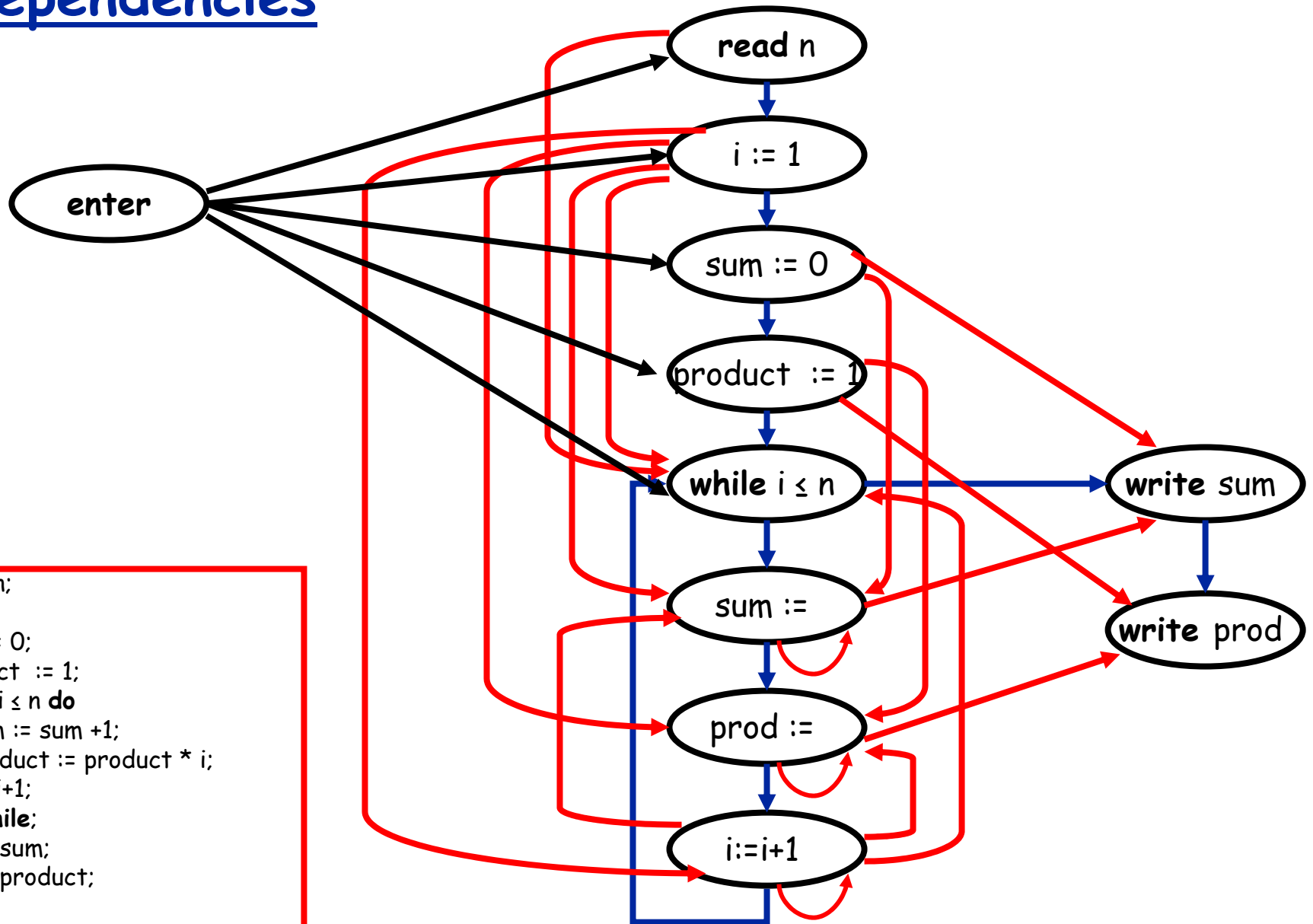
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# Program Dependence Graph Example



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# Control Flow Graph Model w/ Data Dependencies



```
read n;  
i := 1;  
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product := 1;  
while i ≤ n do  
    sum := sum + 1;  
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```



## Problems with dependence analysis/slicing

- In practice, a program slice is often too big to be useful
- Infeasible paths lead to imprecision
- Complex data structures lead to imprecision

$A[i] :=$

...

$B[j] := A[k]$

- Need to use an efficient, interprocedural algorithm

## Refining program dependencies

- Dependence/slice wrt a criteria
- Dynamic dependence/slice

# Levels of Granularity

- by statement
- by entity
  - e.g.,  $x := y + z$
  - only look at dependencies on  $z$
  - only look at data dependencies on  $z$
  - only look at direct data dependencies on  $z$
- by component
  - e.g., TASC avionics maintenance system

## Dynamic Slice

- First proposed by Laski and Korel, 1988
- Only provides those dependencies that were exercised during a particular execution
- Could also be further refined according to some criteria
  - E.g., dynamic slice and depends on statement  $n$

## Conclusion

- program dependencies provide a theory for restricting/focusing attention
  - can allow users to select and refine focus of attention
  - can support different levels of granularity
- Can be used for software understanding, regression testing, debugging, maintenance, and data/control test coverage criteria

## Conclusion

- for selecting test cases
  - syntactic dependence alone is not adequate
    - the number of syntactic dependencies in a program can be quadratic in the number of statements
    - a given syntactic dependence may be demonstrated by (infinitely) many paths
    - propagation of a fault through a particular path may depend on the selection of input data  
⇒ must use semantic information