

# Control Flow Analysis

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Tim Blazytko

*@mr\_phrazer*

*tim@blazytko.to*

*<https://synthesis.to>*

Why?

# Motivation

- **high-level** structure of a function
- detect branches and **loops**
- **pattern matching** to spot interesting code parts
- foundation for **automated** program analysis

Basic Block

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- **single entry**: only first instruction can be target of a branch
- **single exit**: only last instruction can branch to other basic blocks

# Basic Block Identification



## Rules: Leader Instruction Identification

1. first instruction is a leader
2. target of a control flow transfer is a leader
3. instruction that immediately follows a control flow transfer is a leader

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**Know how your tool handles it.**

# Basic Blocks

```
; leader: first instruction
0x170A0: cmp edi, 26h
0x170A3: jz short 0x170C0

; leader: follows a control flow transfer
0x170A5: jg short 0x170B8

; leader: follows a control flow transfer
0x170A7: xor eax, eax
0x170A9: cmp edi, 10h
0x170AC: jz short 0x170C2

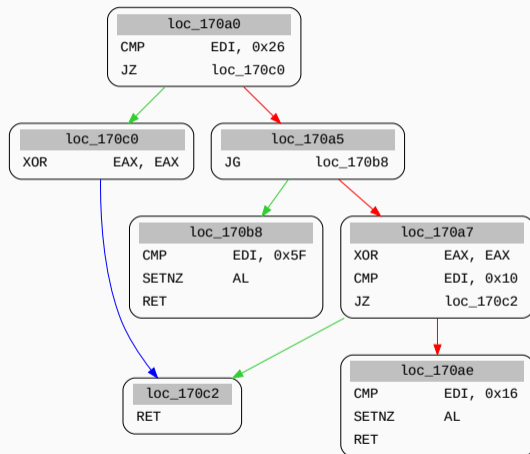
; leader: follows a control flow transfer
0x170AE: cmp edi, 16h
0x170B1: setnz al
0x170B4: retn

; leader: target of control flow transfer
0x170B8: cmp edi, 5Fh
0x170BB: setnz al
0x170BE: retn

; leader: target of control flow transfer
0x170C0: xor eax, eax

; leader: target of control flow transfer
0x170C2: retn
```

# Control Flow Graph



# Control Flow Graph

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- directed multigraph
- *nodes* are basic blocks
- *edges* represent control flow between basic blocks
- represents **all program paths** that might be traversed



## Entry

A node that has no incoming edges.

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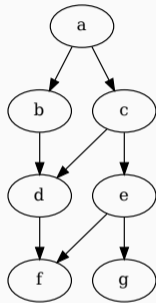
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A node that has no outgoing edges.

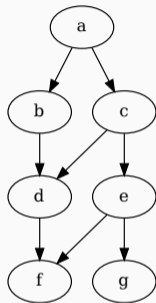
## Path

A chain of transition between nodes.

# Control Flow Graph



# Control Flow Graph



- $a$  is a **entry** node
- $f$  and  $g$  are **exits**
- $a \rightarrow c \rightarrow d \rightarrow f$  is a **path** between  $a$  and  $f$

# Dominance Relations

# Motivation

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- analyze relations between basic blocks
- provide **guarantees** that a basic block  $x$  is **always** executed before  $y$
- loop detection and analysis
- foundation for many **compiler optimizations** and other analysis techniques

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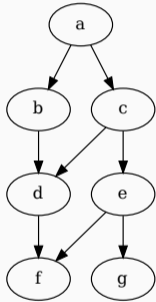
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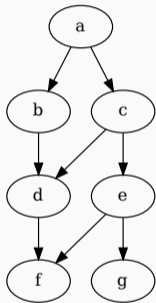
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- **entry** node dominates **all** nodes in the graph

# Dominator Sets

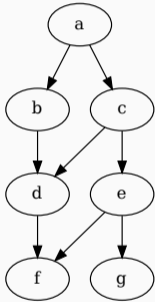


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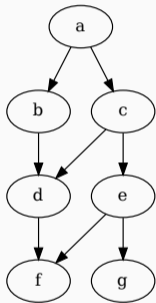
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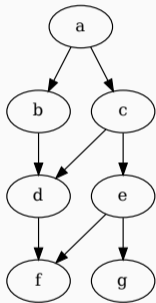
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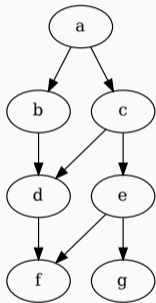
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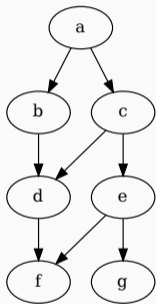
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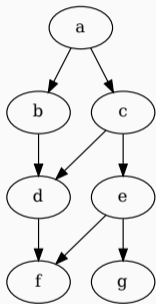


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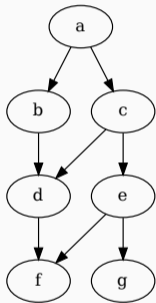
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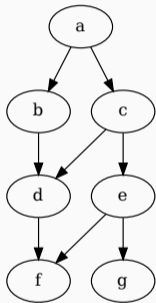
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- **every** node (except entry) has an immediate dominator

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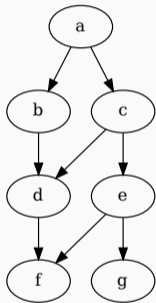
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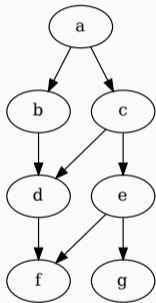
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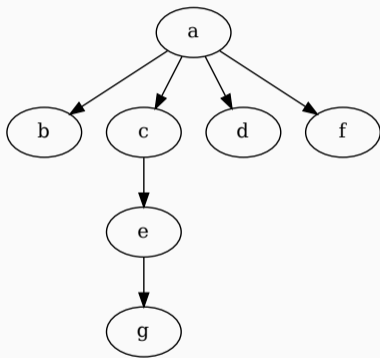
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# Dominator Tree

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What are loops and how can we find them?

## Strongly Connected Component

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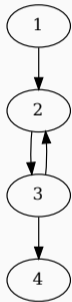
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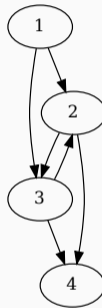
**We focus only on natural loops.**



# Natural and Irreducible Loop



natural loop



irreducible loop

Natural Loop

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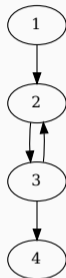
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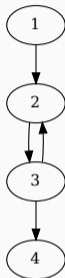
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- **loop body**: set of **nodes within** a loop

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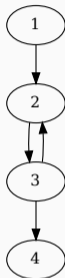


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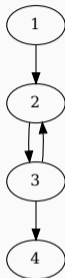
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- (3,2) is **back edge** to the dominator

# Natural Loop Detection

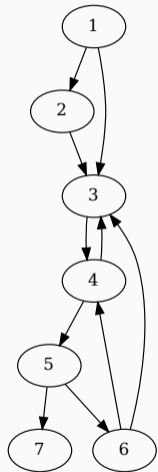
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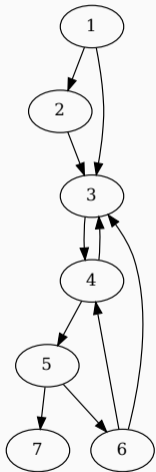
# Natural Loop Detection

- find a back edge
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  2. there is an edge  $(y, x)$
- identify the loop body
  1. collect all **nodes** that are **dominated by**  $x$
  2. **filter** nodes that can **reach**  $y$  without visiting  $x$

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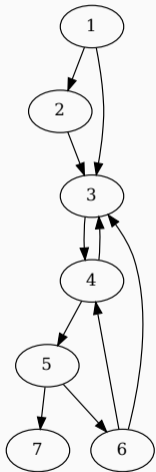
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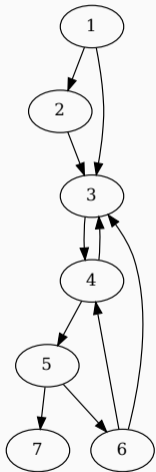
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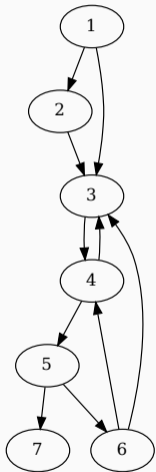
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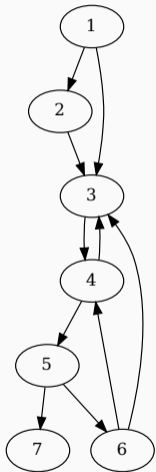


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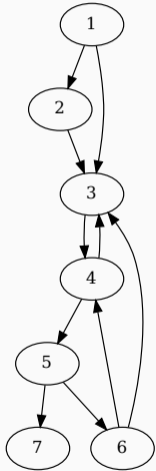


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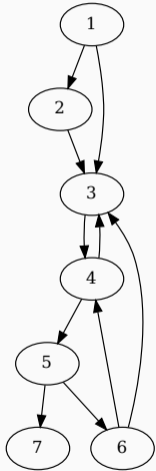
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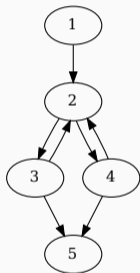
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  - if they have **different** headers
  - their **intersection** is empty
- nested

# Nesting Relations

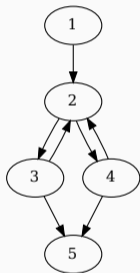
Loops can be

- merged
  - they have the **same** header
  - **hard to tell** how they relate to each other
- disjoint
  - if they have **different** headers
  - their **intersection** is empty
- nested
  - one function body is **entirely contained** within the other

# Merged Loops



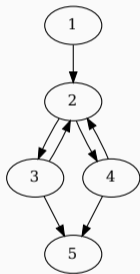
# Merged Loops



$l_1: \{2, 3\}$

$l_2: \{2, 4\}$

# Merged Loops



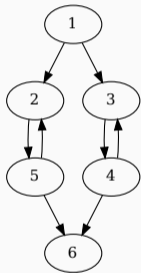
$l_1: \{2, 3\}$

$l_2: \{2, 4\}$

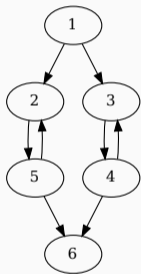
$l_1 \cap l_2 = \{2\}$



# Disjoint Loops



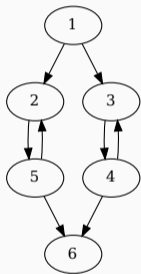
# Disjoint Loops



$l_1: \{2, 5\}$

$l_2: \{3, 4\}$

# Disjoint Loops

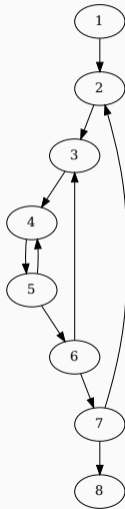


$$l_1: \{2, 5\}$$

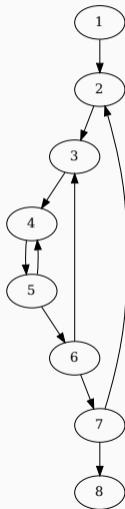
$$l_2: \{3, 4\}$$

$$l_1 \cap l_2 = \emptyset$$

# Nested Loops

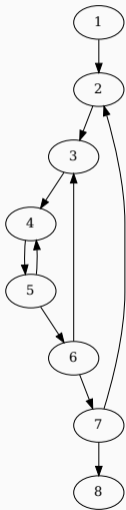


# Nested Loops



$l_1: \{4, 5\}$

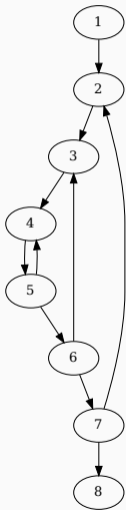
# Nested Loops



$l_1: \{4, 5\}$

$l_2: \{3, 4, 5, 6\}$

# Nested Loops

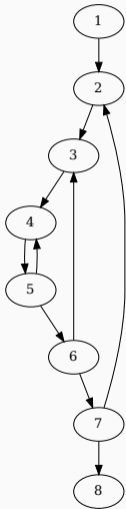


$l_1: \{4, 5\}$

$l_2: \{3, 4, 5, 6\}$

$l_3: \{2, 3, 4, 5, 6, 7\}$

# Nested Loops



$l_1$ : {4, 5}

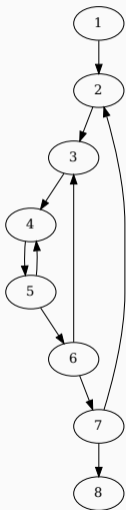
innermost loop

$l_2$ : {3, 4, 5, 6}

$l_3$ : {2, 3, 4, 5, 6, 7}



# Nested Loops



$l_1$ : {4, 5}

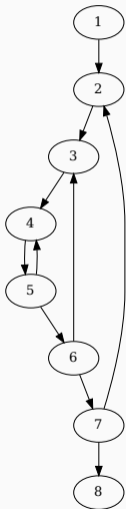
innermost loop

$l_2$ : {3, 4, 5, 6}

inner/outer loop of  $l_3/l_1$

$l_3$ : {2, 3, 4, 5, 6, 7}

# Nested Loops



$l_1$ : {4, 5}

innermost loop

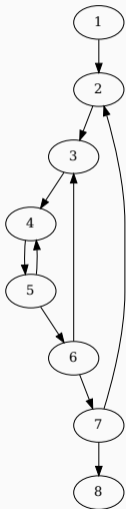
$l_2$ : {3, 4, 5, 6}

inner/outer loop of  $l_3/l_1$

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outermost loop

# Nested Loops



$l_1$ : {4, 5}

innermost loop

$l_2$ : {3, 4, 5, 6}

inner/outer loop of  $l_3/l_1$

$l_3$ : {2, 3, 4, 5, 6, 7}

outermost loop

$l_1 \subset l_2 \subset l_3$

# Loop Unrolling

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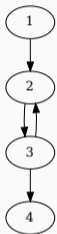
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  1. **remove** back edge
  2. **duplicate** nodes of loop body  $k$  times and **preserve** edge structure

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- transform control flow graph into semantically a **directed acyclic graph**
  1. **remove** back edge
  2. **duplicate** nodes of loop body  $k$  times and **preserve** edge structure
- transformed graph is **semantically equivalent** for up to  $k$  loop iterations

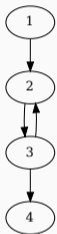


# Loop Unrolling



natural loop

# Loop Unrolling

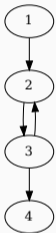


natural loop

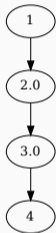


unrolling depth 0

# Loop Unrolling



natural loop



unrolling depth 0



unrolling depth 1

Conclusion

# Control Flow Analysis

- basic blocks
- control flow graph construction
- dominance relations
- natural loop detection
- loop properties and transformations