

# Backward Static Program Slicing

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Math 543

12/8/08

# Program Slicing

- *slice* – an executable program that is obtained from the original program by deleting zero or more statements.

# Program Slicing

- *static slice criterion* – consists of a pair  $(n, V)$  where  $n$  is a node in the Control Flow Graph, and  $V$  is a subset of the program's variables.
- *dynamic slice criterion* – consists of a triple  $(n, V, I)$  where  $I$  is an input to the program.

- *Forward* – subset of instructions effected by criterion.
- *Backward* – subset of instructions that contribute to value of variables in criterion.

# Backward Static Slicing -- Initialization

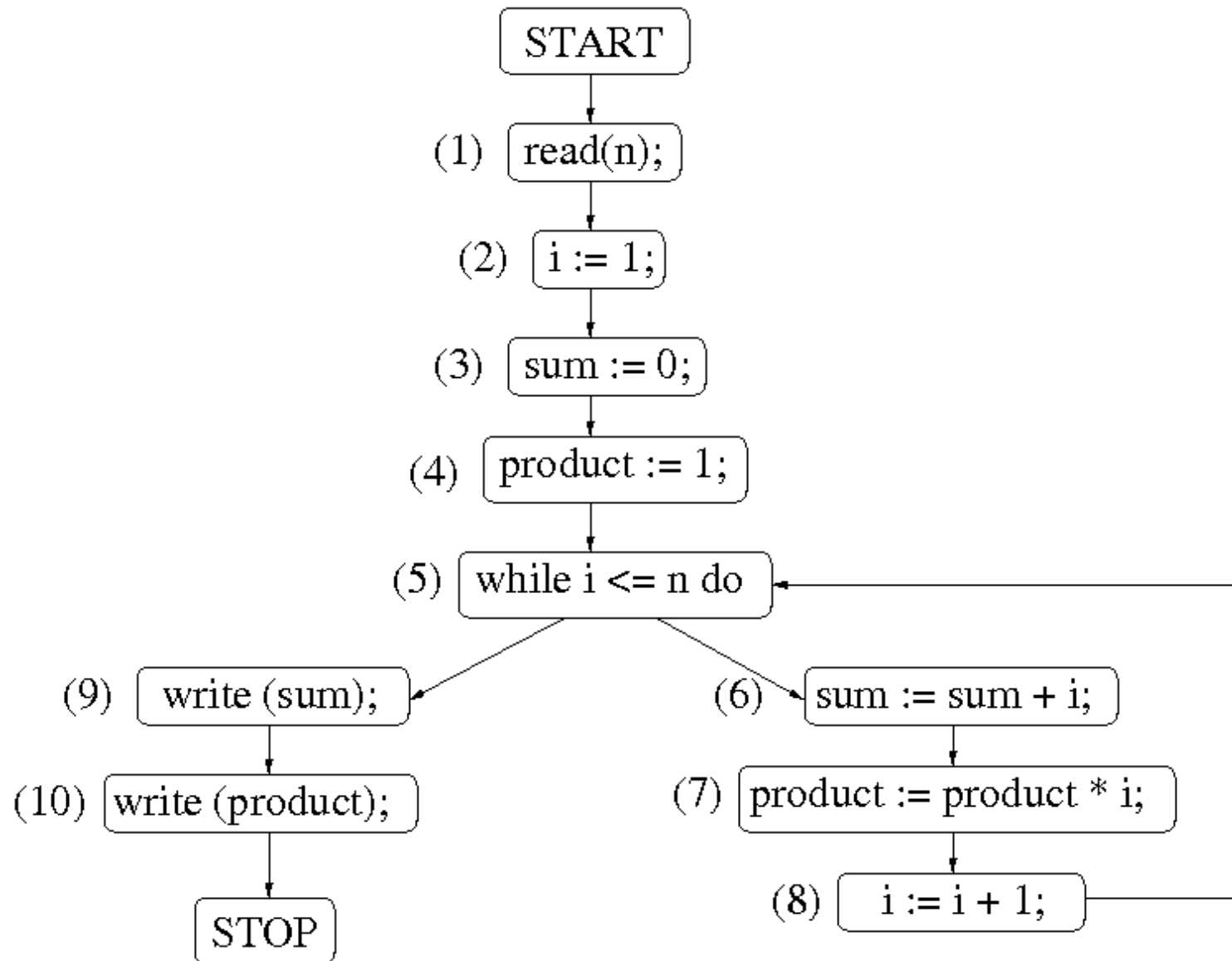
- Build Control Flow Graph of the program.
- Set relevant variables of criterion statement to  $V$ .
- Set relevant variables for all other statements to empty set.

# Sample Program

```
read(n);  
i := 1;  
sum := 0;  
product := 1;  
while i <= n do  
begin  
    sum := sum + i;  
    product := product * i;  
    i := i + 1;  
end;  
write (sum);  
write (product);
```

- criterion = (10, product)

# Control Flow Graph

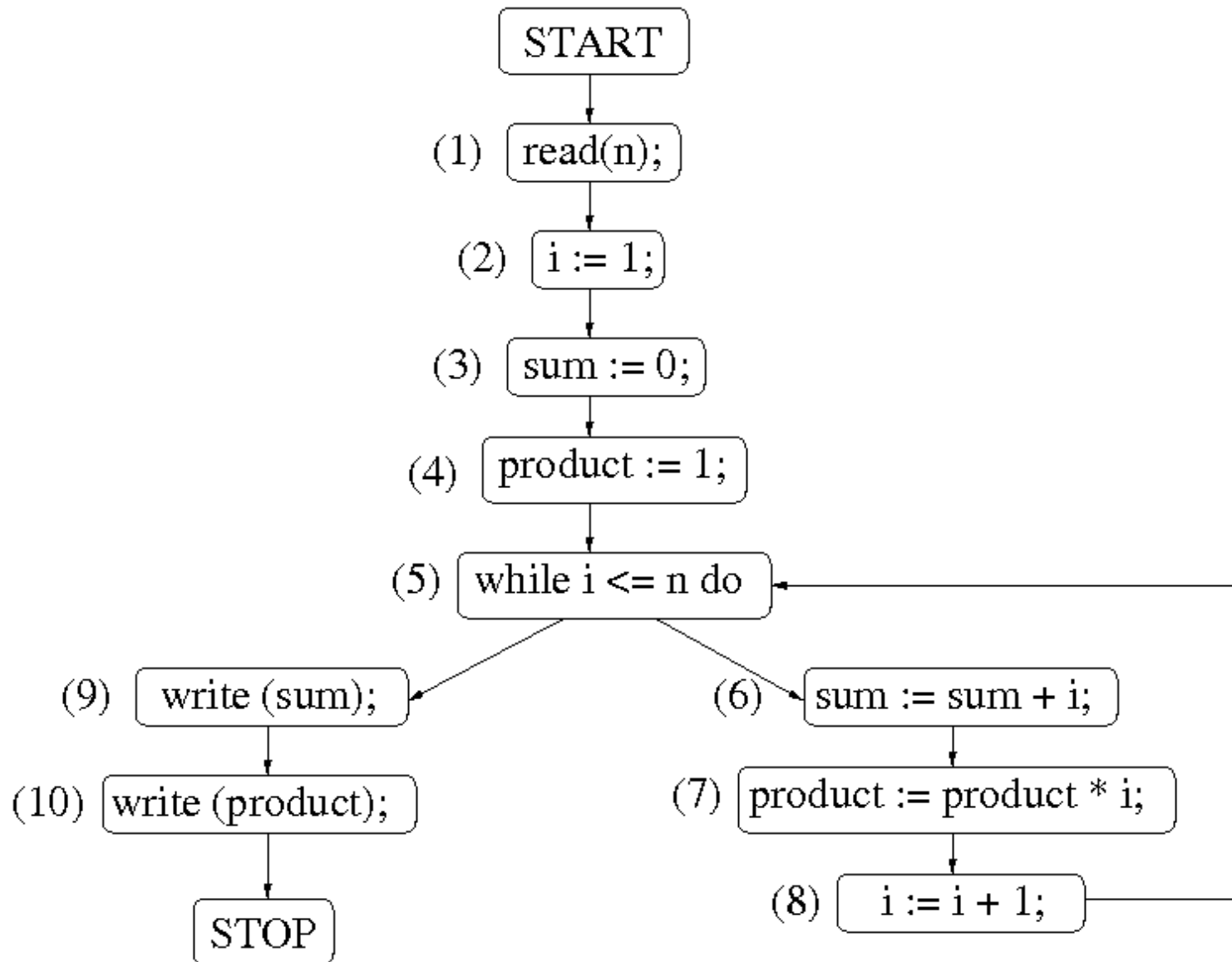


# Backward Static Slicing Directly Relevant Variables

- For each edge  $i$ - $j$  in the CFG:
  - if  $i$  does not define relevant variable of  $j$ , add that variable to  $i$ 's relevant variables.
  - if  $i$  does define relevant variable of  $j$ , add variables referenced by  $i$  to  $i$ 's relevant variables.
  - In presence of loops, need to iterate until no change.



# Control Flow Graph

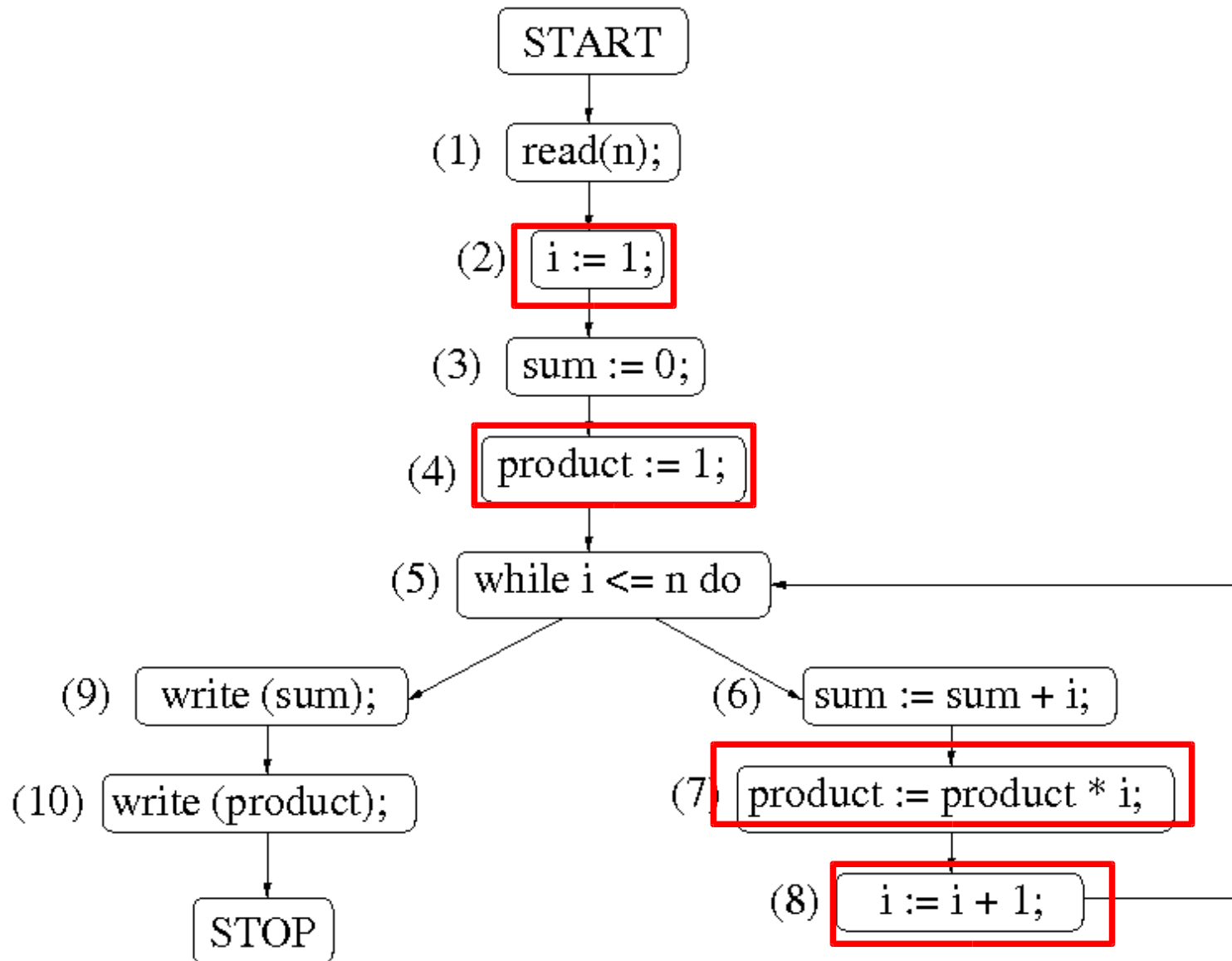


# Backward Static Slicing

## Slice Statements

- For each edge  $i$ - $j$  in the CFG:
  - if  $i$  defines a relevant variable of  $j$ , add  $i$  to slice.

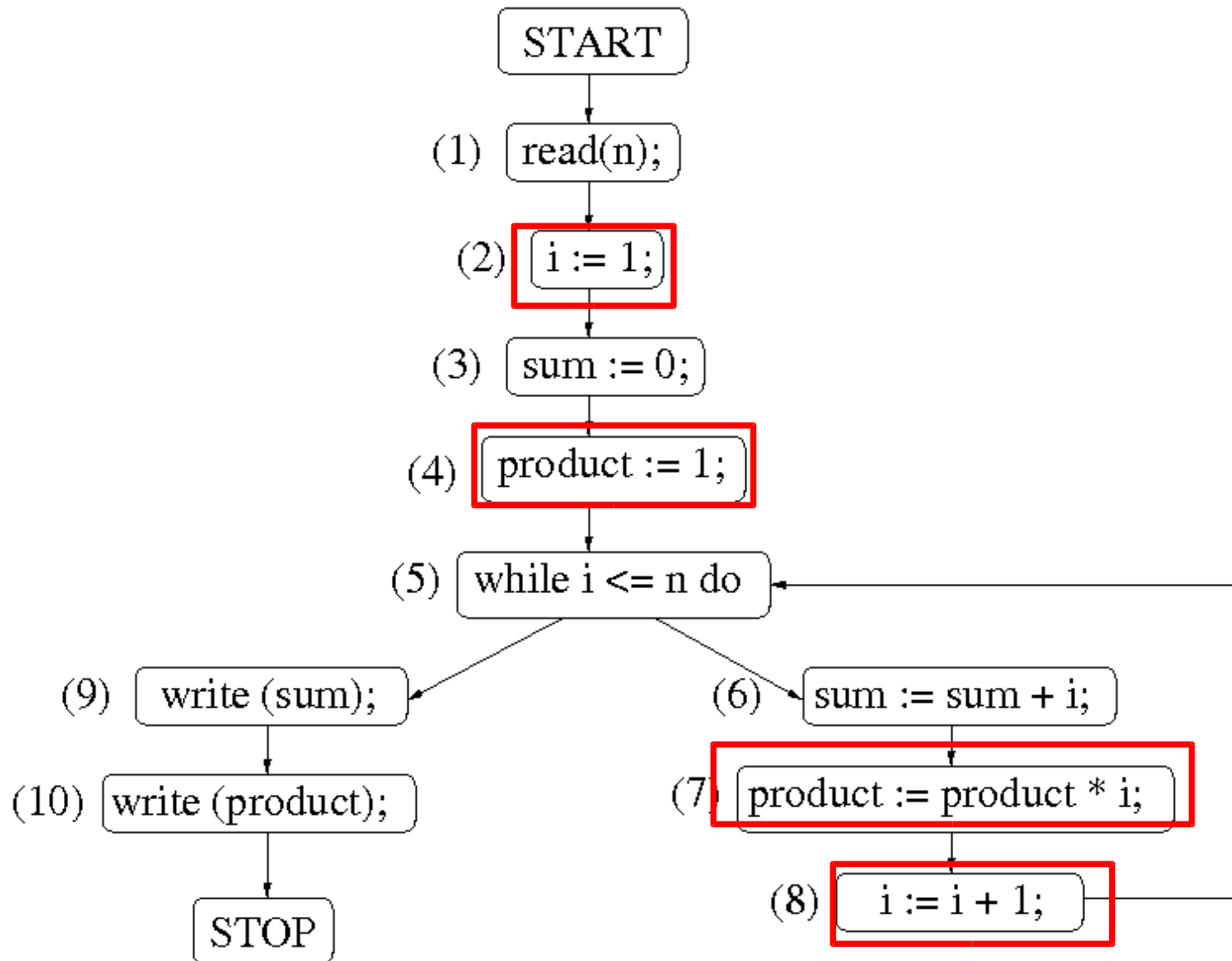
# Control Flow Graph



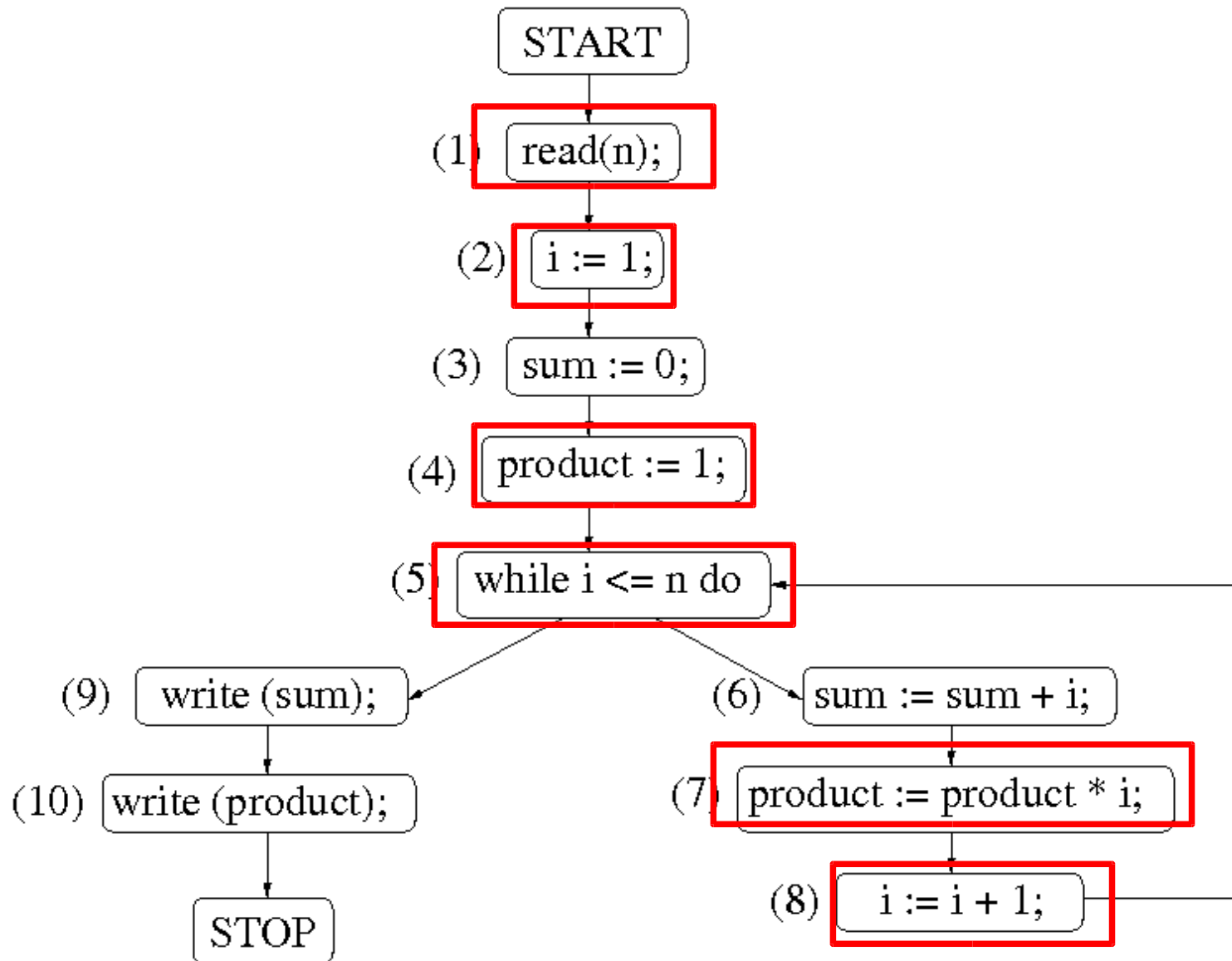
# Backward Static Slicing Indirectly Relevant Variables

- For each branch statement  $b$  in the CFG:
  - if an  $i$  exists such that  $i$  is in slice, and  $i$  is control dependent on  $b$ , then
  - add  $b$  to slice
- calculate directly relevant variables of criterion  $(b, \text{Ref}(b))$
- Identify slice instructions as before

# Control Flow Graph



# Control Flow Graph



# Sample Program

```
read(n);  
i := 1;  
sum := 0;  
product := 1;  
while i <= n do  
begin  
    sum := sum + i;  
    product := product * i;  
    i := i + 1;  
end;  
write (sum);  
write (product);
```

```
read(n);  
i := 1;  
  
product := 1;  
while i <= n do  
begin  
    product := product * i;  
    i := i + 1;  
end;
```

Questions ? ? ?