

Control-Flow Graph

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November 13, 2024

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Control-Flow Graph

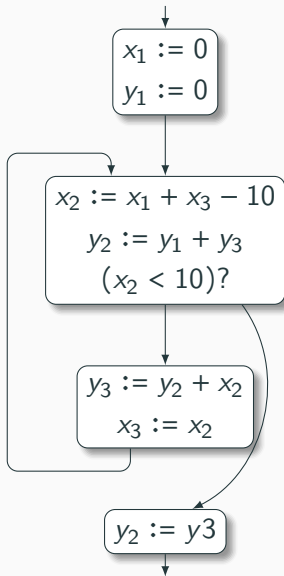
A direct graph where

- **Nodes** are basic blocks (sequence of simple statements)
- **Edges** are possible control flow

Building the CFG is an intermediate step for:

- Static Analysis (Data Flow)
- Compilation (we need to recover exact control flow)

Example



Formally

A directed graph $(N, next, i, f, code)$ where

- N **nodes** are *basic blocks*
- $next : N \longrightarrow \{none\} \cup N \cup (N \times N)$ **edges** are possible control flow
- $i \in N$ is the initial entry node
- $f \in N$ is the final terminal node
- $code : N \longrightarrow L$ (where L is some language, usually sequences of simple statements)

... Ours is a simple intraprocedural case.

Minilmp *simple statements* s

$$s := \text{skip} \mid x := a \mid b?$$
$$b := v \mid b \text{ and } b \mid \text{not } b \mid a < a$$
$$a := x \mid n \mid a + a \mid a - a \mid a * a$$

... while control flow constructs define the edges

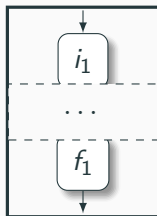
Assumptions

Initial and final nodes of the CFG

- i has no incoming edges
- f has no outgoing edges

We will enforce (and preserve)
this constraints while building the
CFG inductively

CFG representation

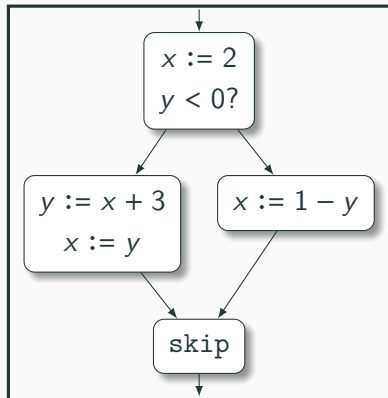


Example: CFG of a simple Minilmp program

Minilmp Program

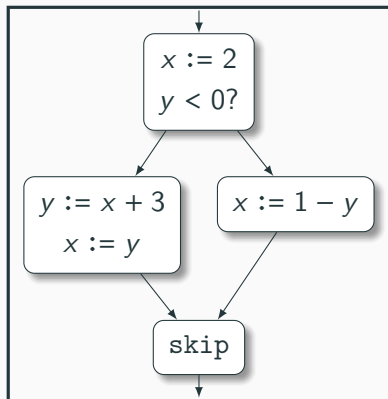
```
1  def main with input y
    output x as
2    x := 2;
3    if y < 0 then (
4        y := x + 3;
5        x := y
6    )
7    else
8        x := 1 - y;
```

Minilmp CFG

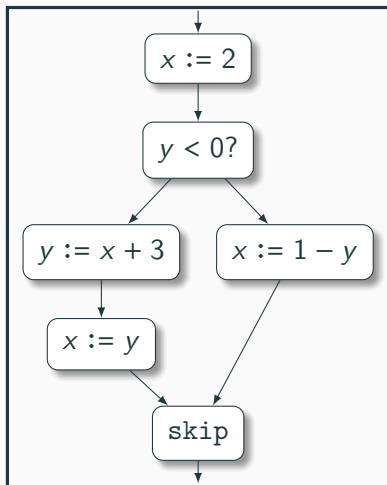


Two Alternatives for CFG

Maximal Blocks



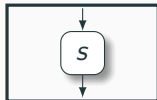
Minimal Blocks



Generating Minilmp CFG

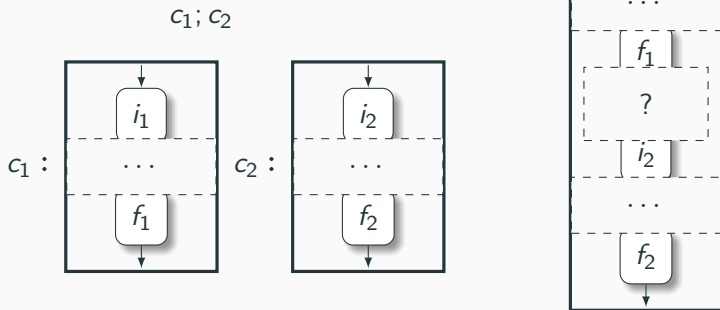
Command

$s ::= \text{skip} \mid x := a$



Generating Minilmp CFG

Sequence



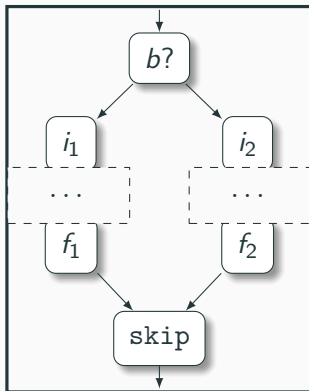
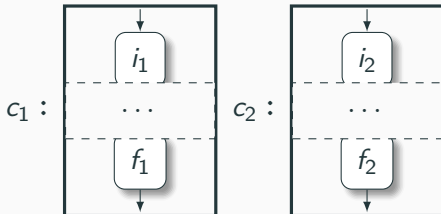
How to fill the box with the question mark "?"?

– A block with a skip? An arrow? Merging f_1 and i_2 ?

Generating Minilmp CFG

Conditional

if b then c_1 else c_2

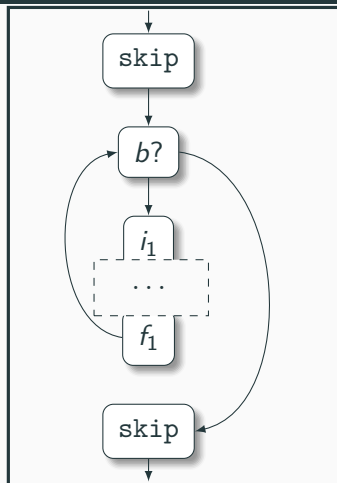
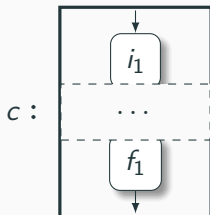


We need the skip block because we want a single final block.

Generating Minilmp CFG

Loop

while b do c



We need the `skip` blocks because the initial node cannot have incoming arrows and the final one cannot have outgoing arrows.

Minilmp Programs

```
def main with input x output y as c
```

Its CFG is simply the one of c

Project Fragment

(You should already have the module for Minilmp AST)

1. Define a module for control flow graphs
2. Define a function that given a Minilmp program (AST) returns its CFG
3. Write in the report your implementation choices:
 - which kind of blocks (maximal, minimal, something in between)
 - how you have decided to generate the CFG for sequences
 - any other detail that you consider important