

# Verlässliche Echtzeitsysteme - Übungen

## Analyse

---

Wintersemester 2024

Eva Dengler, Peter Wägemann

Friedrich-Alexander-Universität Erlangen-Nürnberg  
Lehrstuhl Informatik 4 (Systemsoftware)  
<https://sys.cs.fau.de>

# Überblick

- 1 Stackbedarfsanalyse
- 2 Worst-Case Stack Usage
- 3 AbsInt Stack Analyzer
- 4 Aufgabenstellung

# Analyse Harter Echtzeitsysteme

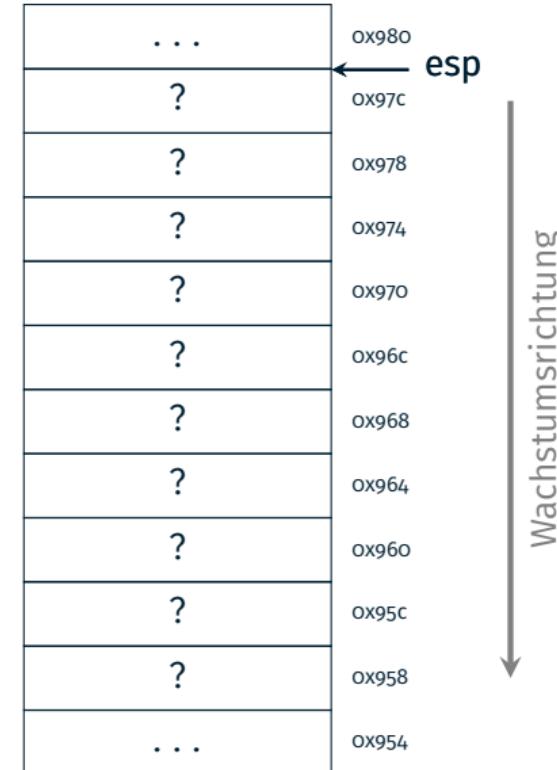


- Harte, verlässliche Echtzeitsysteme
  - Garantien über Ressourcenbedarf notwendig
    - ☞ statische Analyse unabdingbar
- Mögliche Ressourcen: Speicherbedarf, Laufzeit, etc.
- Übung: Analyse des Stackverbrauchs einer Feldbibliothek
- Stack-Analyse
  1. Dynamisch: Wasserstandstechnik
  2. Statisch: „Eigenbau“ und aiT (Stack-Analyzer der a<sup>3</sup> Suite)
- WCET-Analyse mittels aiT (bereits in EZS behandelt)

# Beispiel: Programmstapel

```
int main(void) {  
    return f(4, 2);  
}
```

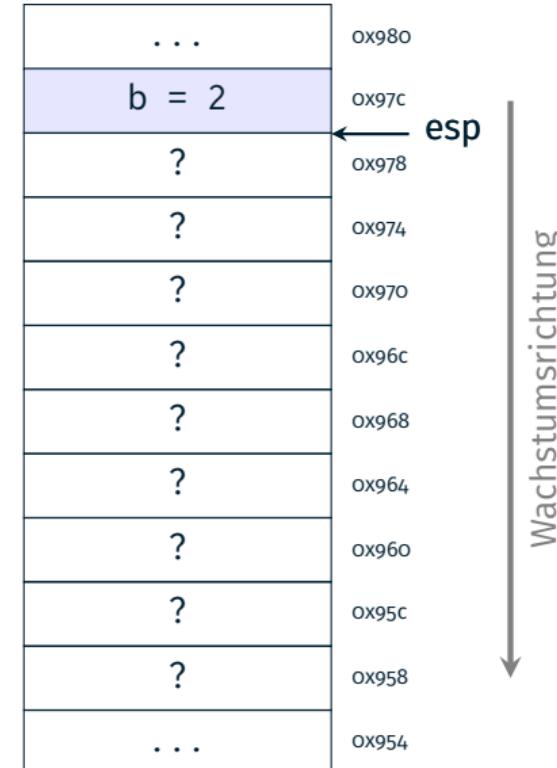
```
52a:    push ebp  
52b:    mov ebp,esp  
52d:    lea ...  
534:    or ...  
538:    lea ...  
53f:    push 0x2  
541:    push 0x4  
543:    call 4fd <f>  
548:    add esp,0x8  
54b:    leave  
54c:    ret
```



# Beispiel: Programmstapel

```
int main(void) {  
    return f(4, 2);  
}
```

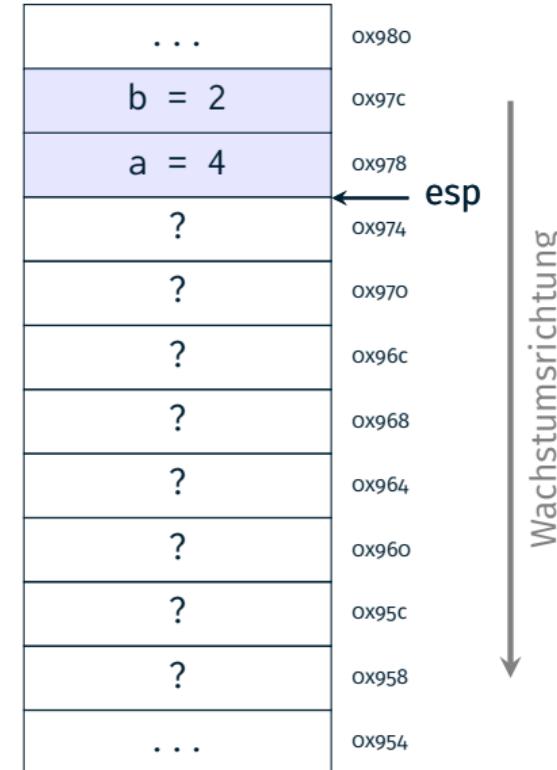
```
52a:    push ebp  
52b:    mov ebp,esp  
52d:    lea ...  
534:    or ...  
538:    lea ...  
53f:    push 0x2  
541:    push 0x4  
543:    call 4fd <f>  
548:    add esp,0x8  
54b:    leave  
54c:    ret
```



# Beispiel: Programmstapel

```
int main(void) {  
    return f(4, 2);  
}
```

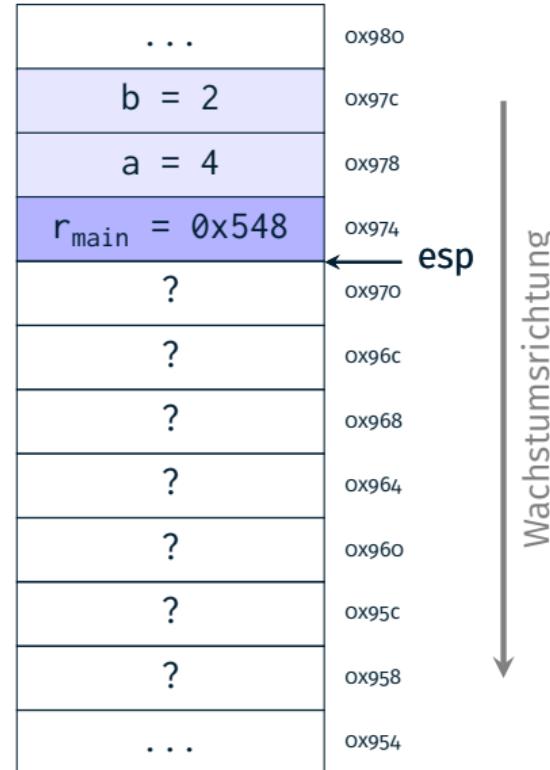
```
52a:    push ebp  
52b:    mov ebp,esp  
52d:    lea ...  
534:    or ...  
538:    lea ...  
53f:    push 0x2  
541:    push 0x4  
→ 543:    call 4fd <f>  
548:    add esp,0x8  
54b:    leave  
54c:    ret
```



# Beispiel: Programmstapel

```
→ int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}
```

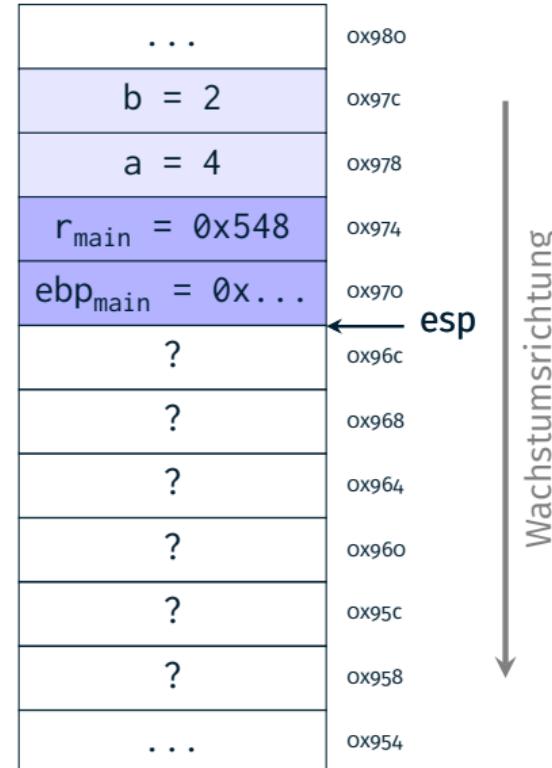
```
→ 4fd:  push ebp  
4fe:   mov ebp,esp  
500:   lea ...  
507:   or ...  
50b:   sub esp,0x8  
512:   mov edx,WORD PTR [ebp+0x8]  
515:   mov eax,WORD PTR [ebp+0xc]  
518:   add eax,edx  
51a:   mov WORD PTR [ebp-0x8],eax  
51d:   push WORD PTR [ebp-0x8]  
520:   call 4e9 <g>  
525:   add esp,0x4  
528:   mov WORD PTR [ebp-0x4],eax  
52b:   mov eax,WORD PTR [ebp-0x4]  
52e:   leave  
52f:   ret
```



# Beispiel: Programmstapel

```
→ int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}
```

```
4fd: push ebp  
→ 4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

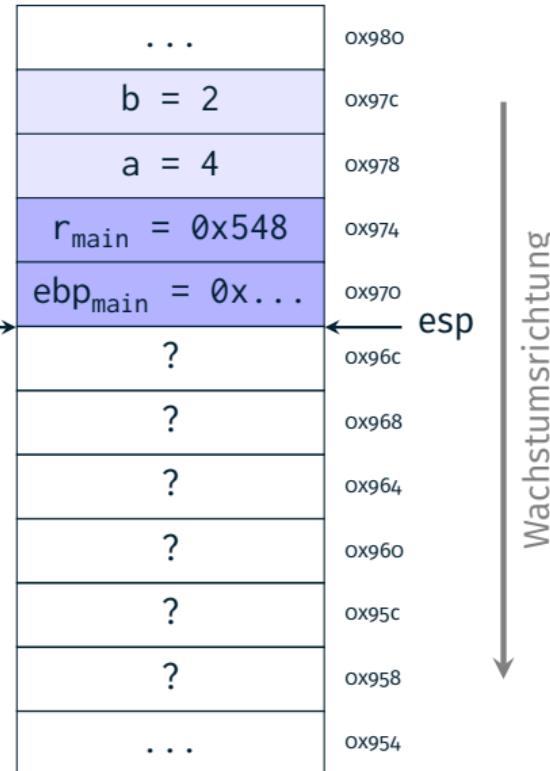


# Beispiel: Programmstapel

```
→ int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}
```

```
4fd: push ebp  
4fe: mov ebp,esp  
→ 500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

ebp →

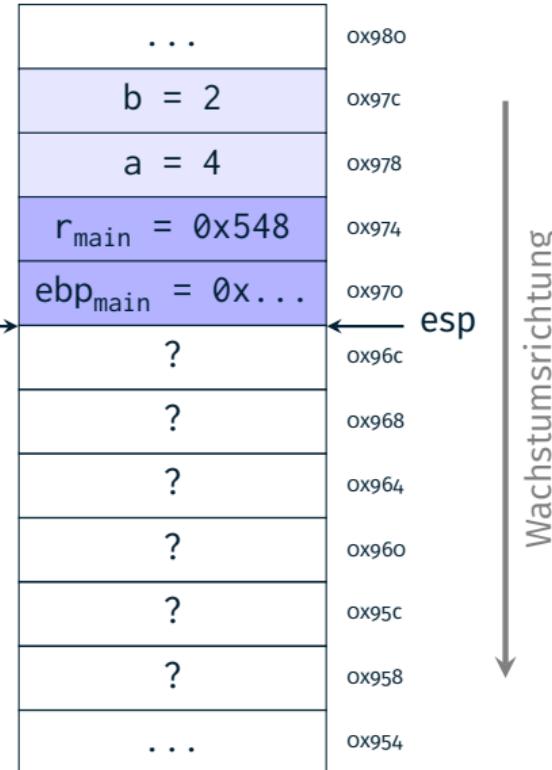


# Beispiel: Programmstapel

```
→ int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}
```

```
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
→ 50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

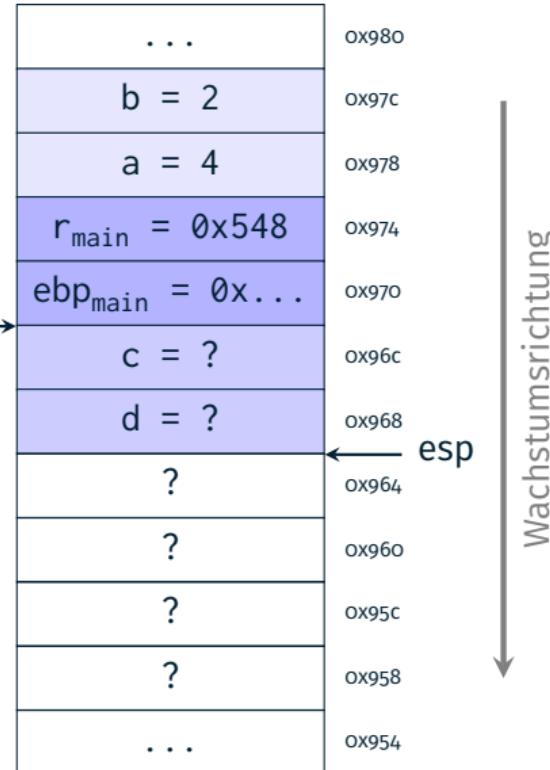
ebp →



# Beispiel: Programmstapel

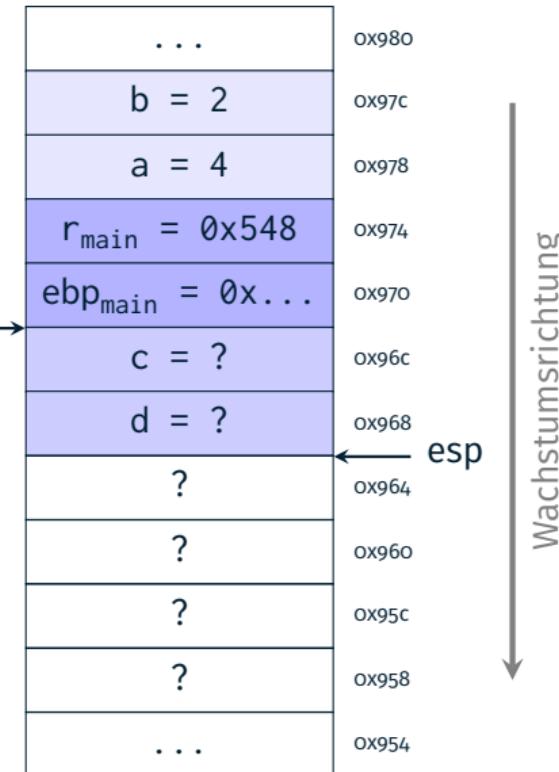
```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

ebp →



# Beispiel: Programmstapel

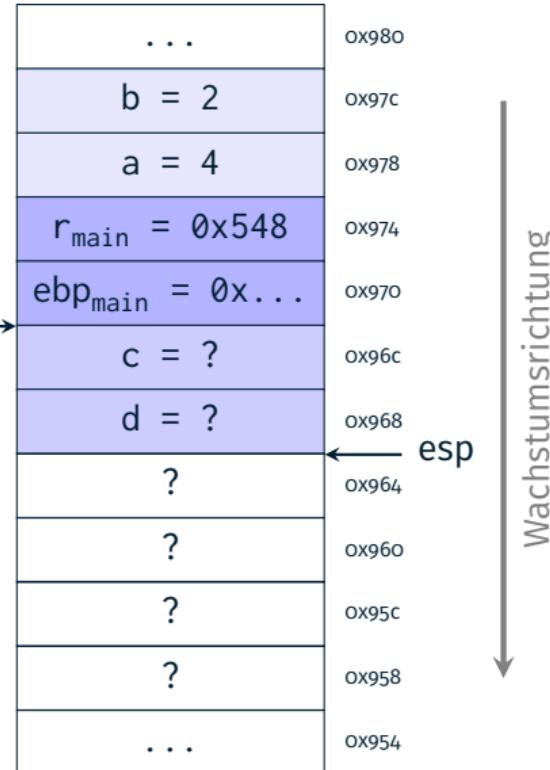
```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
→ 515: mov eax,WORD PTR [ebp+0xc]      ebp →  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```



# Beispiel: Programmstapel

```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

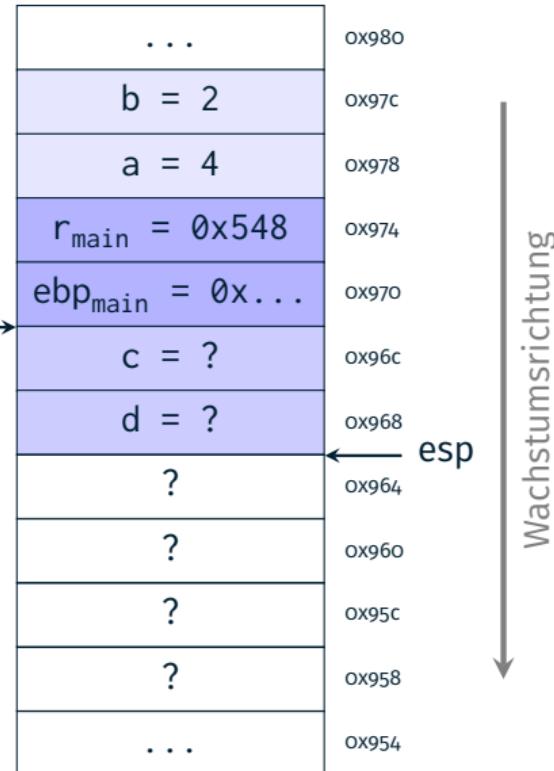
ebp →



# Beispiel: Programmstapel

```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
→ 51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

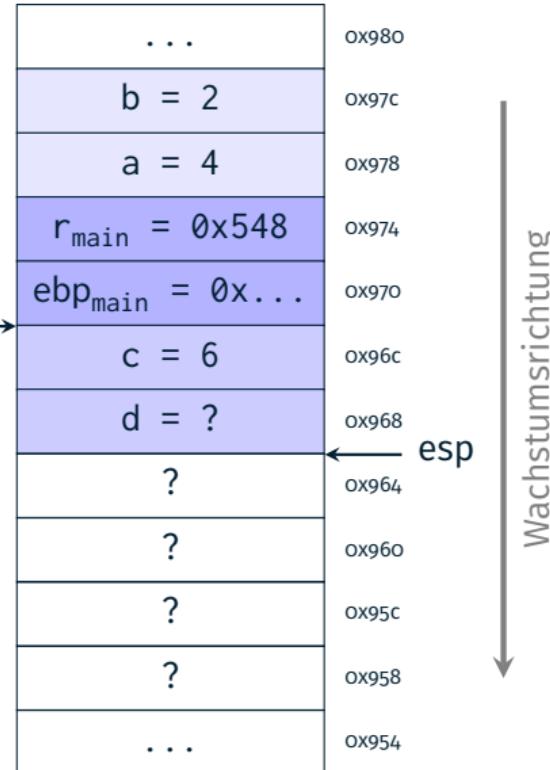
ebp →



# Beispiel: Programmstapel

```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

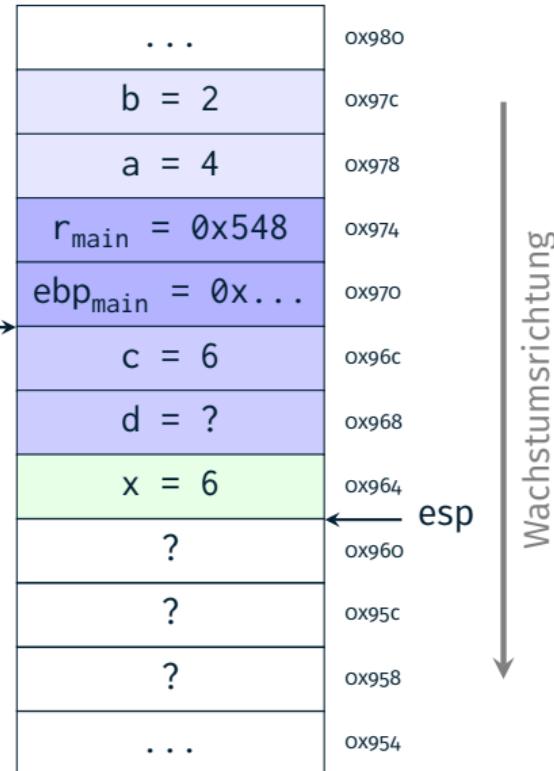
ebp →



# Beispiel: Programmstapel

```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

ebp →

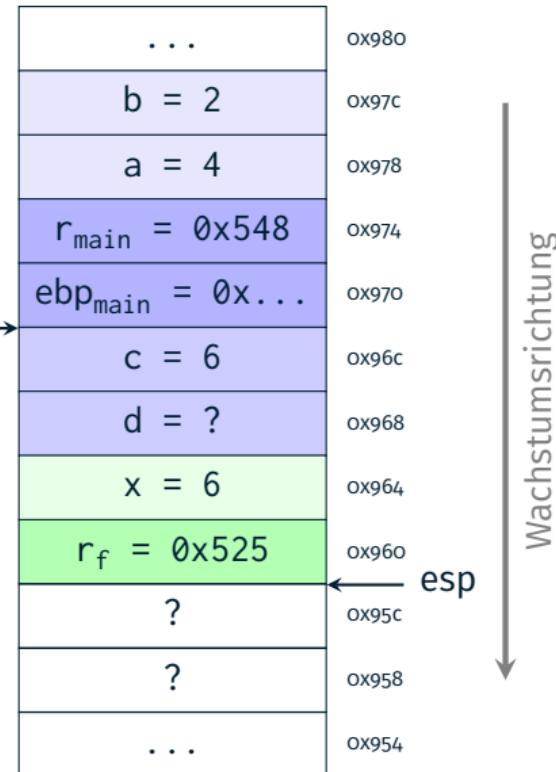


# Beispiel: Programmstapel

```
→ int g(int x) {  
    int y = x + 1;  
    return y;  
}
```

```
→ 4e9:    push ebp  
4ea:    mov ebp,esp  
4ec:    sub esp,0x4  
4ef:    mov eax, DWORD PTR [ebp+0x8]  
4f2:    add eax,0x1  
4f5:    mov DWORD PTR [ebp-0x4],eax  
4f8:    mov eax, DWORD PTR [ebp-0x4]  
4fb:    leave  
4fc:    ret
```

ebp →

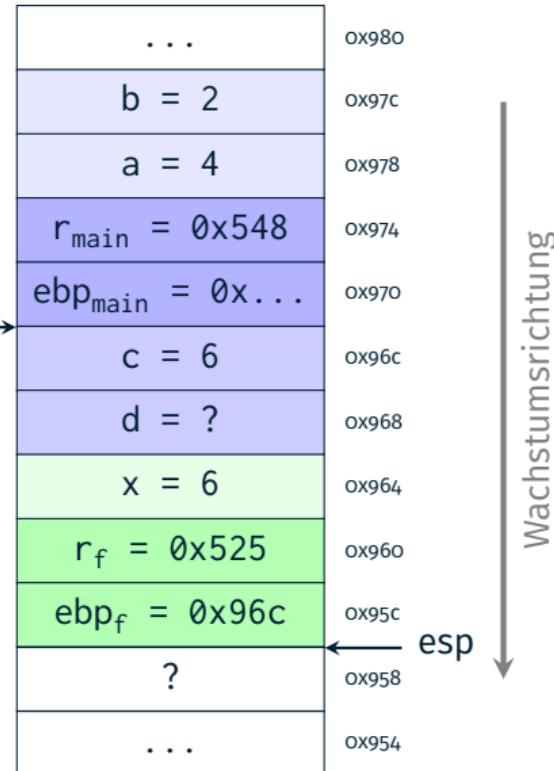


# Beispiel: Programmstapel

```
→ int g(int x) {  
    int y = x + 1;  
    return y;  
}
```

```
4e9:  push ebp  
→ 4ea:  mov ebp,esp  
4ec:  sub esp,0x4  
4ef:  mov eax,DWORD PTR [ebp+0x8]  
4f2:  add eax,0x1  
4f5:  mov DWORD PTR [ebp-0x4],eax  
4f8:  mov eax,DWORD PTR [ebp-0x4]  
4fb:  leave  
4fc:  ret
```

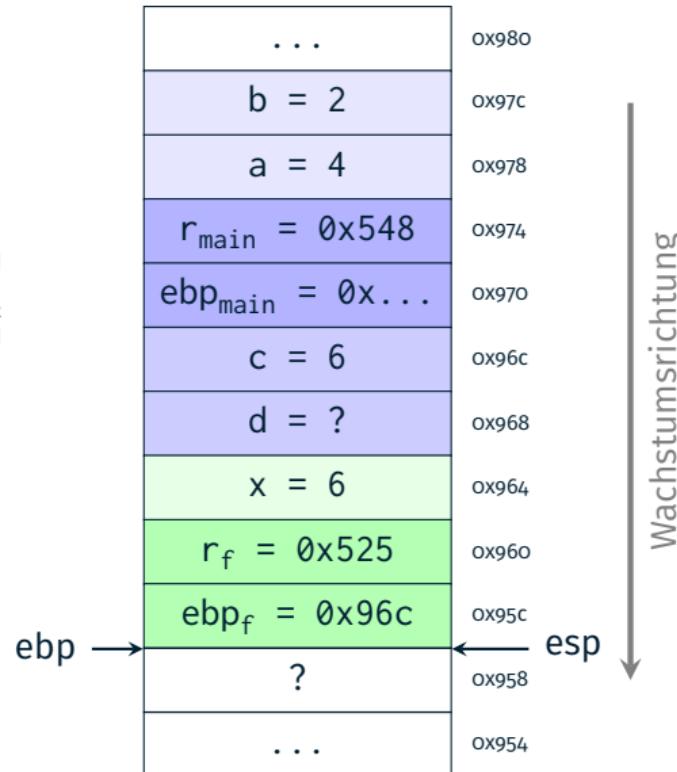
ebp →



# Beispiel: Programmstapel

```
→ int g(int x) {  
    int y = x + 1;  
    return y;  
}
```

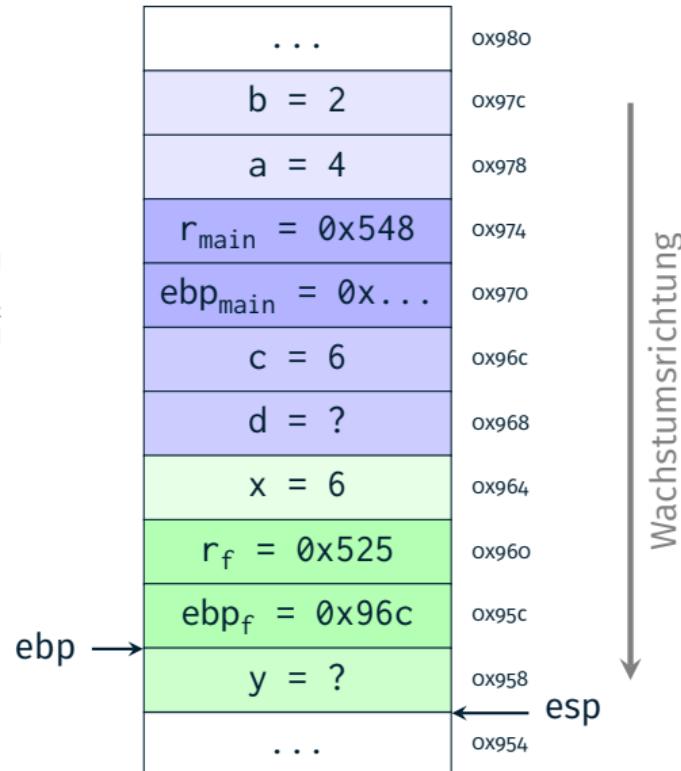
```
4e9:    push ebp  
4ea:    mov ebp,esp  
→ 4ec:    sub esp,0x4  
4ef:    mov eax, DWORD PTR [ebp+0x8]  
4f2:    add eax,0x1  
4f5:    mov DWORD PTR [ebp-0x4],eax  
4f8:    mov eax, DWORD PTR [ebp-0x4]  
4fb:    leave  
4fc:    ret
```



# Beispiel: Programmstapel

```
int g(int x) {  
    int y = x + 1;  
    return y;  
}
```

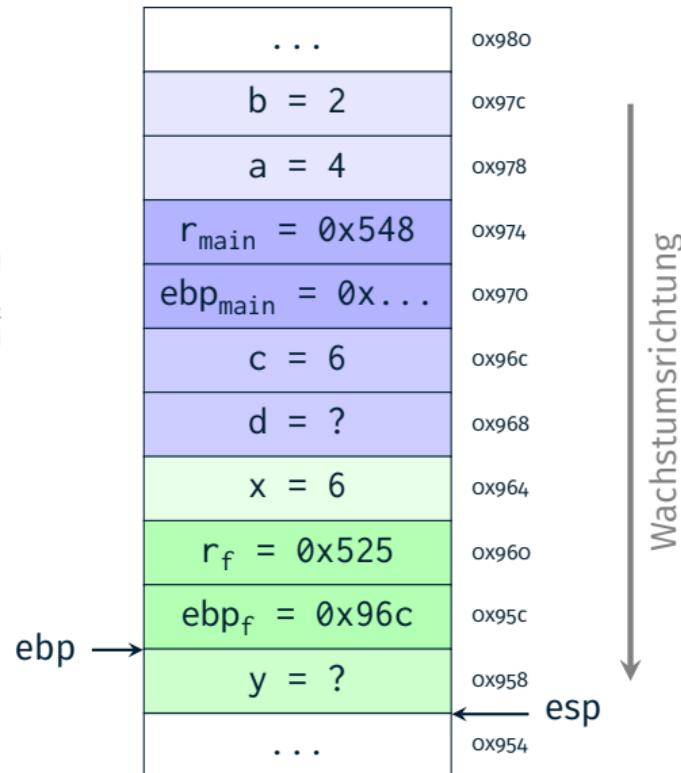
```
4e9:    push ebp  
4ea:    mov  ebp,esp  
4ec:    sub  esp,0x4  
4ef:    mov  eax,DWORD PTR [ebp+0x8]  
4f2:    add  eax,0x1  
4f5:    mov  DWORD PTR [ebp-0x4],eax  
4f8:    mov  eax,DWORD PTR [ebp-0x4]  
4fb:    leave  
4fc:    ret
```



# Beispiel: Programmstapel

```
int g(int x) {  
    int y = x + 1;  
    return y;  
}
```

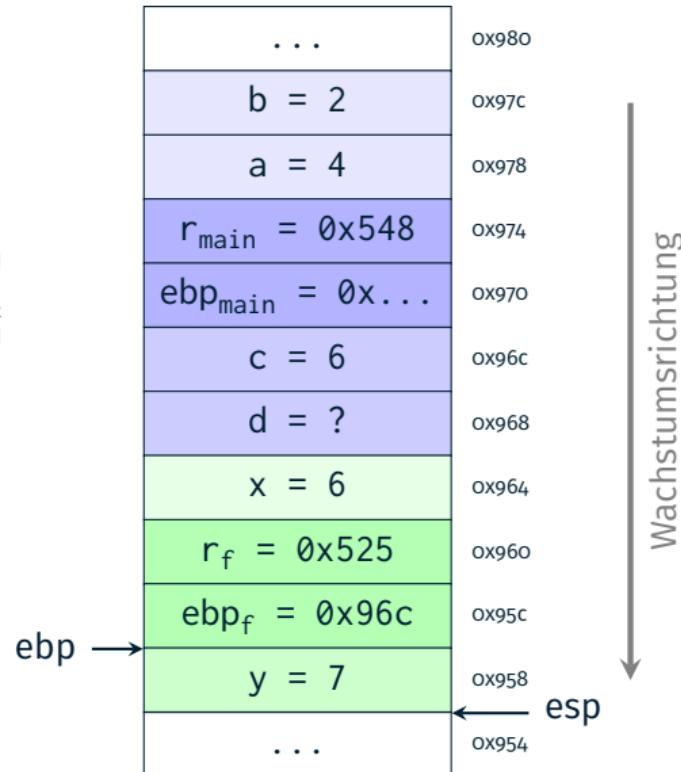
```
4e9:    push ebp  
4ea:    mov ebp,esp  
4ec:    sub esp,0x4  
4ef:    mov eax,DWORD PTR [ebp+0x8]  
→ 4f2:    add eax,0x1  
4f5:    mov DWORD PTR [ebp-0x4],eax  
4f8:    mov eax,DWORD PTR [ebp-0x4]  
4fb:    leave  
4fc:    ret
```



# Beispiel: Programmstapel

```
int g(int x) {  
    int y = x + 1;  
    return y;  
}
```

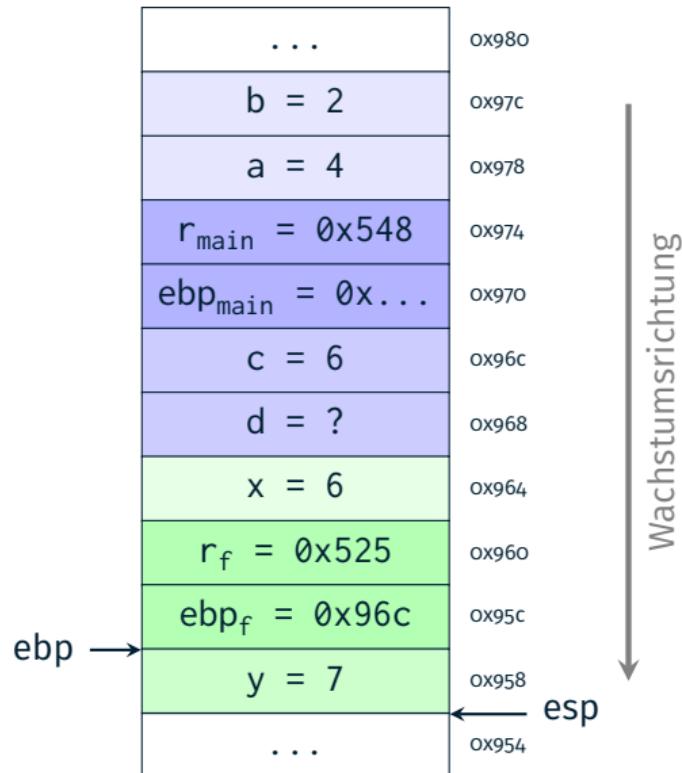
```
4e9:    push ebp  
4ea:    mov ebp,esp  
4ec:    sub esp,0x4  
4ef:    mov eax,DWORD PTR [ebp+0x8]  
4f2:    add eax,0x1  
4f5:    mov DWORD PTR [ebp-0x4],eax  
4f8:    mov eax,DWORD PTR [ebp-0x4]  
4fb:    leave  
4fc:    ret
```



# Beispiel: Programmstapel

```
int g(int x) {  
    int y = x + 1;  
    return y;  
}
```

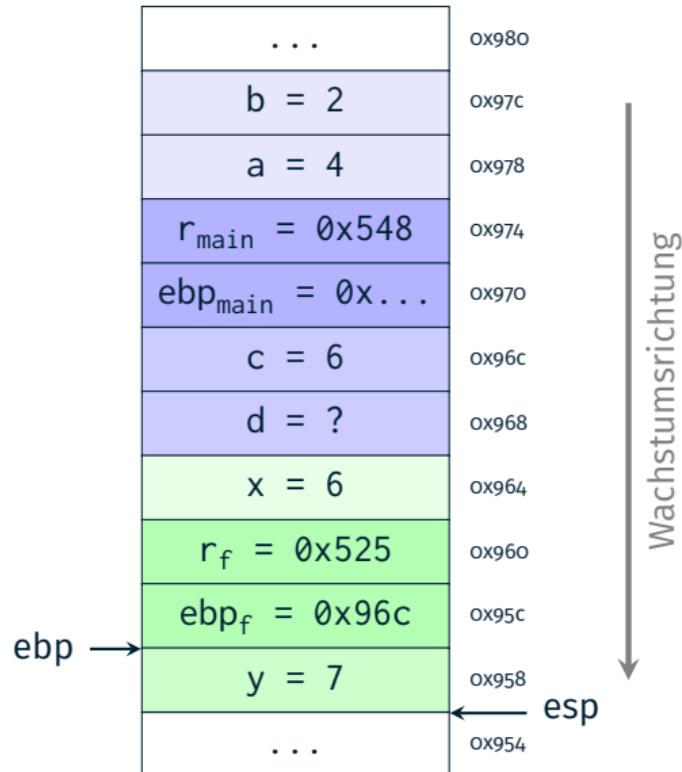
```
4e9:    push ebp  
4ea:    mov ebp,esp  
4ec:    sub esp,0x4  
4ef:    mov eax,DWORD PTR [ebp+0x8]  
4f2:    add eax,0x1  
4f5:    mov DWORD PTR [ebp-0x4],eax  
4f8:    mov eax,DWORD PTR [ebp-0x4]  
4fb:    leave  
4fc:    ret
```



# Beispiel: Programmstapel

```
int g(int x) {  
    int y = x + 1;  
    return y;  
}
```

```
4e9:    push ebp  
4ea:    mov ebp,esp  
4ec:    sub esp,0x4  
4ef:    mov eax,DWORD PTR [ebp+0x8]  
4f2:    add eax,0x1  
4f5:    mov DWORD PTR [ebp-0x4],eax  
4f8:    mov eax,DWORD PTR [ebp-0x4]  
4fb:    leave  
4fc:    ret
```

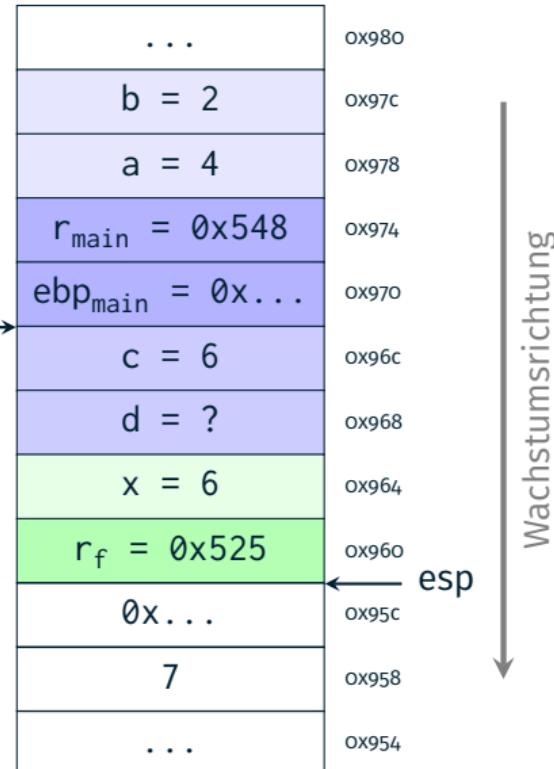


# Beispiel: Programmstapel

```
int g(int x) {
    int y = x + 1;
    return y;
}
```

```
4e9:    push ebp
4ea:    mov  ebp,esp
4ec:    sub  esp,0x4
4ef:    mov  eax,DWORD PTR [ebp+0x8]
4f2:    add  eax,0x1
4f5:    mov  DWORD PTR [ebp-0x4],eax
4f8:    mov  eax,DWORD PTR [ebp-0x4]
4fb:    leave
4fc:    ret
```

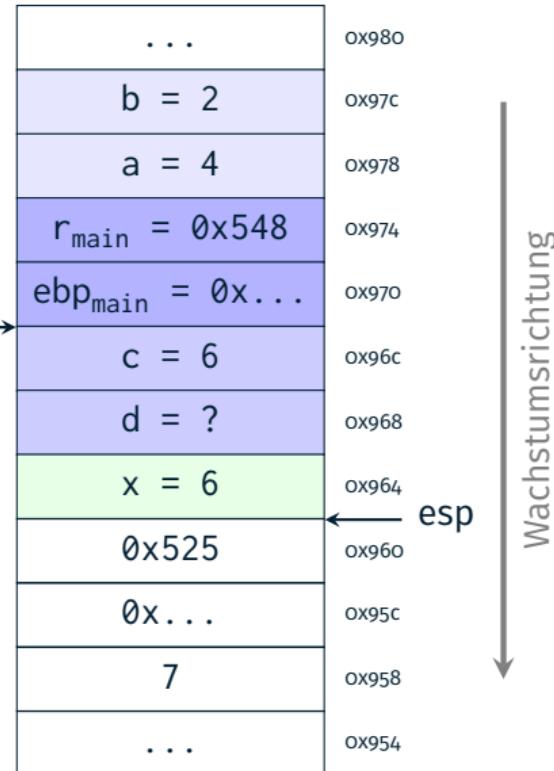
ebp →



# Beispiel: Programmstapel

```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

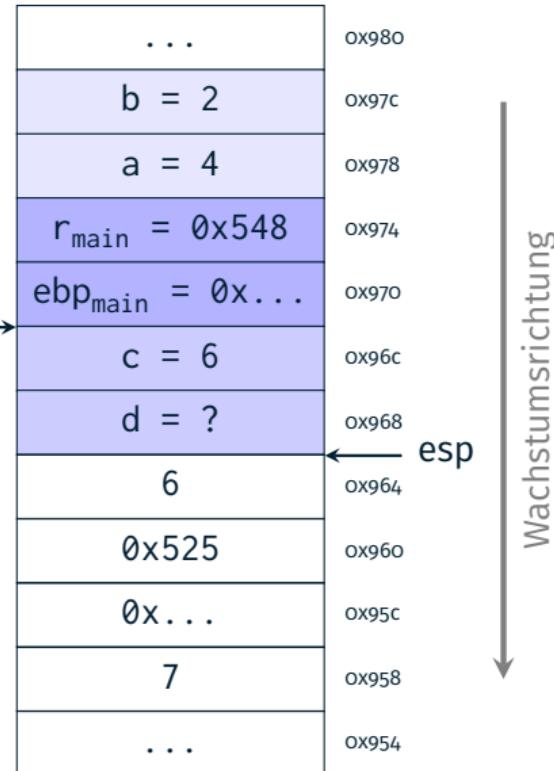
ebp →



# Beispiel: Programmstapel

```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

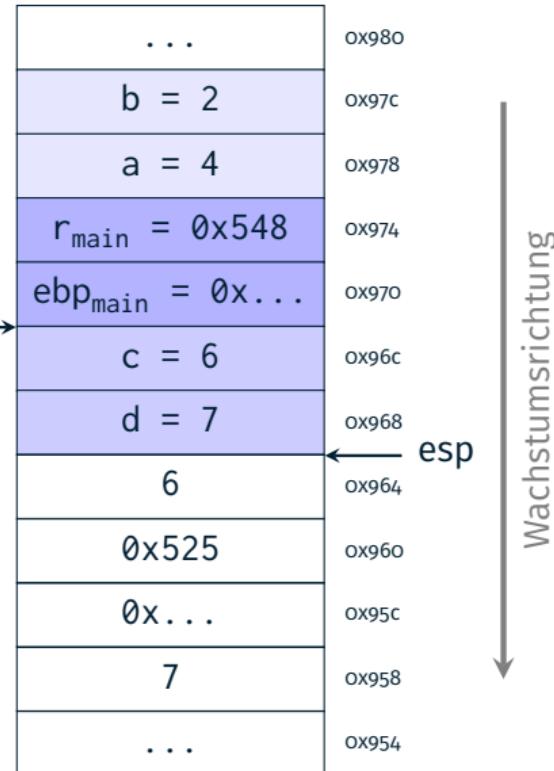
ebp →



# Beispiel: Programmstapel

```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

ebp →



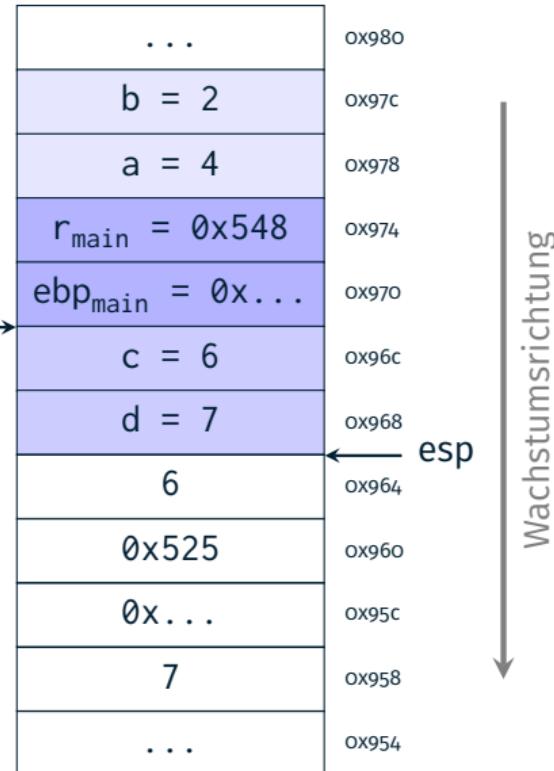
Wachstumsrichtung

esp ←

# Beispiel: Programmstapel

```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```

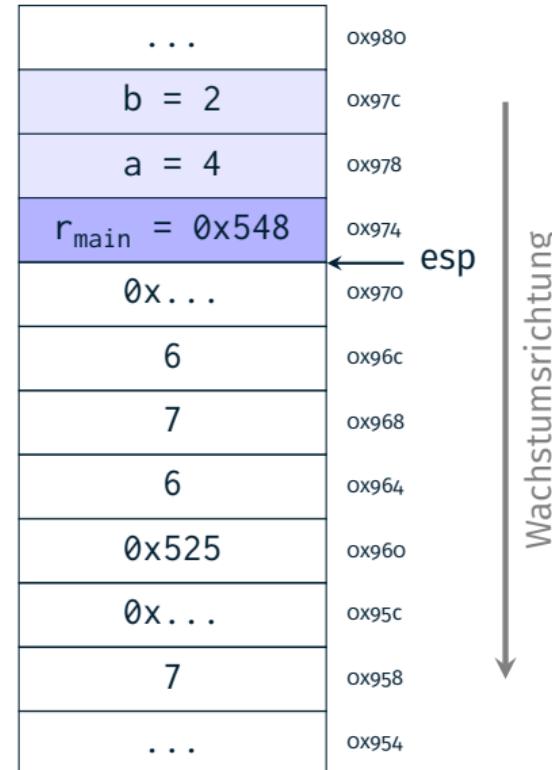
ebp →



esp ←

# Beispiel: Programmstapel

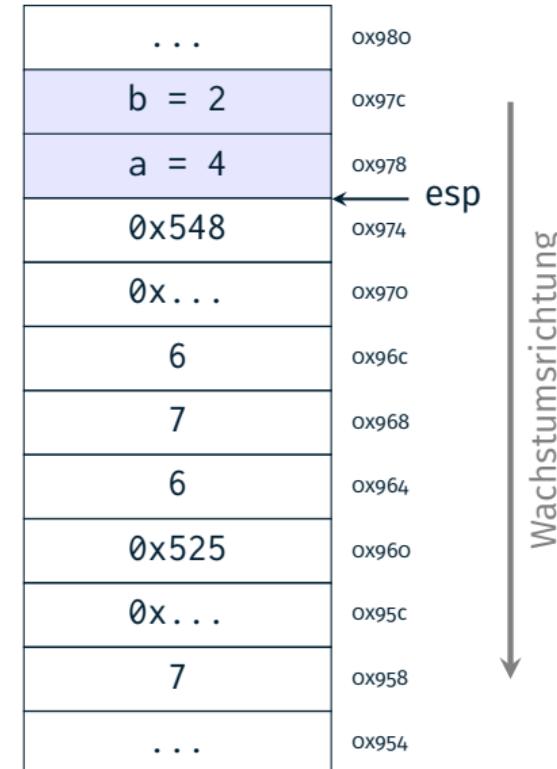
```
int f(int a, int b) {  
    int c = a + b;  
    int d = g(c);  
    return d;  
}  
  
4fd: push ebp  
4fe: mov ebp,esp  
500: lea ...  
507: or ...  
50b: sub esp,0x8  
512: mov edx,WORD PTR [ebp+0x8]  
515: mov eax,WORD PTR [ebp+0xc]  
518: add eax,edx  
51a: mov WORD PTR [ebp-0x8],eax  
51d: push WORD PTR [ebp-0x8]  
520: call 4e9 <g>  
525: add esp,0x4  
528: mov WORD PTR [ebp-0x4],eax  
52b: mov eax,WORD PTR [ebp-0x4]  
52e: leave  
52f: ret
```



# Beispiel: Programmstapel

```
int main(void) {  
    return f(4, 2);  
}
```

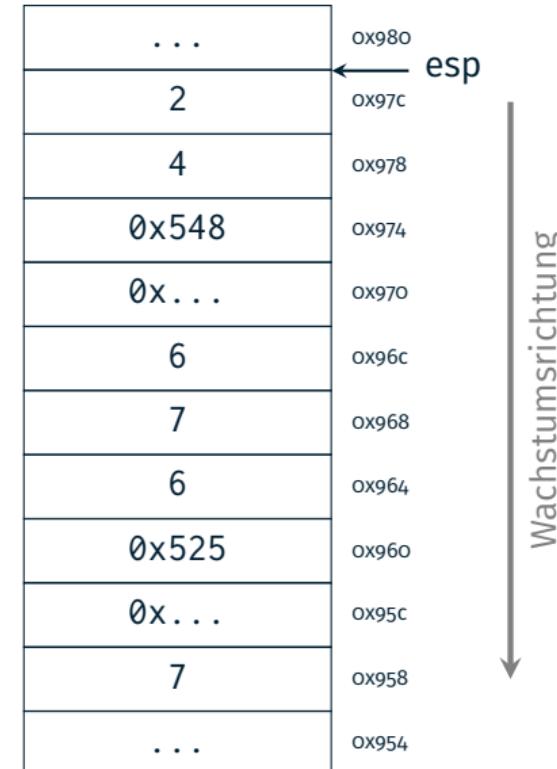
```
52a:    push ebp  
52b:    mov ebp,esp  
52d:    lea ...  
534:    or ...  
538:    lea ...  
53f:    push 0x2  
541:    push 0x4  
543:    call 4fd <f>  
→ 548:    add esp,0x8  
54b:    leave  
54c:    ret
```



# Beispiel: Programmstapel

```
int main(void) {  
    return f(4, 2);  
}
```

```
52a:    push ebp  
52b:    mov ebp,esp  
52d:    lea ...  
534:    or ...  
538:    lea ...  
53f:    push 0x2  
541:    push 0x4  
543:    call 4fd <f>  
548:    add esp,0x8  
→ 54b:    leave  
54c:    ret
```



# Beispiel: Programmstapel

```
int main(void) {
    return f(4, 2);
}
```

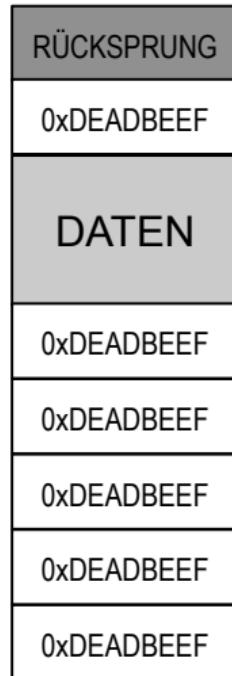
```
52a:    push ebp
52b:    mov  ebp,esp
52d:    lea  ...
534:    or   ...
538:    lea  ...
53f:    push 0x2
541:    push 0x4
543:    call 4fd <f>
548:    add   esp,0x8
54b:    leave
54c:    ret
```

|       |       |
|-------|-------|
| ...   | 0x980 |
| 2     | 0x97c |
| 4     | 0x978 |
| 0x548 | 0x974 |
| 0x... | 0x970 |
| 6     | 0x96c |
| 7     | 0x968 |
| 6     | 0x964 |
| 0x525 | 0x960 |
| 0x... | 0x95c |
| 7     | 0x958 |
| ...   | 0x954 |

Wachstumsrichtung  
↓

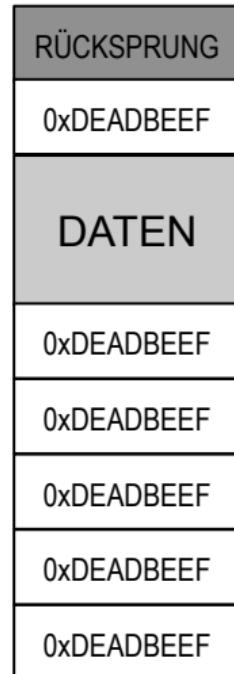
# Dynamische Analyse des Stapelspeicherbedarfs

- *Messung zur Laufzeit*: Wasserstandsmessung
- Grundidee: Einfügen von **Stack Canaries**
- Explizite Verwaltung des Stapelspeichers notwendig
- pthread-Bibliothek ermöglicht Verwaltung
- Mögliche Canaries
  - Lesbare Bitmuster: 0xDEADBEEF
  - Unwahrscheinliche Bitmuster: 0b101010101010...
  - Kleinere Bitmuster  $\leadsto$  größere Auflösung



# Dynamische Analyse des Stapelspeicherbedarfs

- *Messung zur Laufzeit:* Wasserstandsmessung
- Grundidee: Einfügen von **Stack Canaries**
- Explizite Verwaltung des Stapelspeichers notwendig
- pthread-Bibliothek ermöglicht Verwaltung
- Mögliche Canaries
  - Lesbare Bitmuster: 0xDEADBEEF
  - Unwahrscheinliche Bitmuster: 0b101010101010...
  - Kleinere Bitmuster  $\leadsto$  größere Auflösung
- ⚠ Keine allgemeingültigen Aussagen
  - Liefert nur den konkreten Bedarf der Messungen
  - Vorsichtige Aussagen über Worst-Case-Verhalten
- Einsatz zur dynamischen Fehlererkennung



# pthread-Bibliothek



## 1. (Globalen) Stack anlegen:

```
static unsigned int g_data[DATA_SIZE];
```

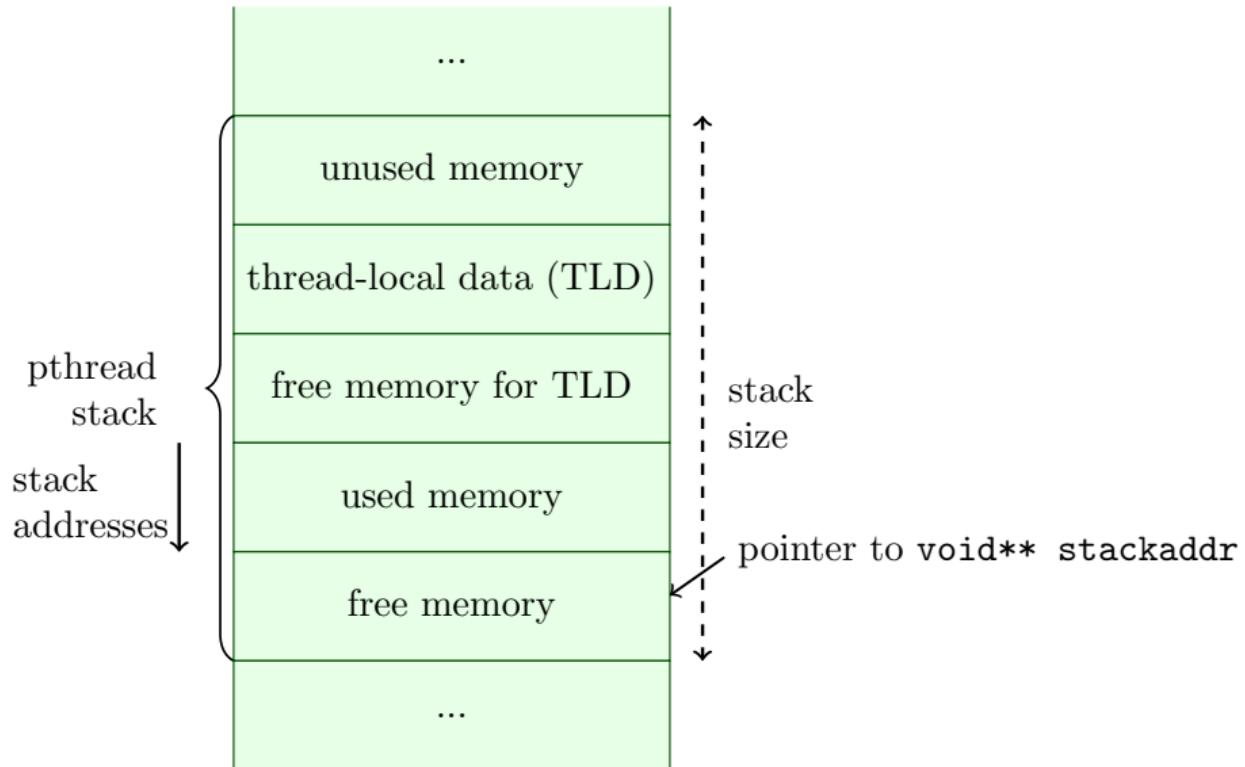
## 2. Thread anlegen & starten:

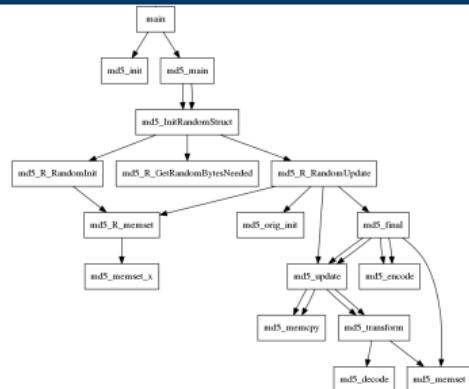
```
pthread_t thread;
pthread_attr_t attr;
pthread_attr_init(&attr);
pthread_attr_setstack(&attr, &g_stack, STACK_SIZE);
// worker function: void *run(void *param)
int status = pthread_create(&thread, &attr, run, NULL);
if (status != 0) { ... // handle error }
```

## 3. Auf Thread warten:

```
pthread_join(thread, &ret);
```

# pthread Stack





### ■ Beispiel: md5-Summe<sup>1</sup>

### ■ Vorgehen

1. Callgraph bestimmen
2. Stackbedarf einzelner Funktionen (gcc -fstack-usage)
3. ILP<sup>2</sup> aufstellen (Nebenbedingungen aus 1., Kosten aus 2. verwenden)
4. ILP z.B. mittels lp\_solve ~ **maximaler Stackbedarf**

```
/* Objective function */
max: +16 md5_orig_init +64 md5_update \
+64 md5_final +16 md5_memset \
+208 md5_transform +16 md5_encode ...;
```

```
/* Constraints */
+main = 1;
+md5_init +md5_main <= +main;
...
```

<sup>1</sup><https://github.com/tacle/tacle-bench/>

<sup>2</sup>Integer Linear Program (dt. ganzzahliges lineares Programm)

# Optimierungsziel

- Jeder Stapelrahmen einer Funktion  $f$  hat eine Größe  $size$
- Jede Funktion kann auf einem Pfad ein- oder mehrfach (Rekursion), insgesamt  $n$ -fach auf dem Stapel vorkommen
- Gesucht: Fluss durch den Aufrufgraphen, welcher Stapelbedarf maximiert
- Dabei müssen **Flussbedingungen** eingehalten werden
  - Aufruferbeziehung
  - Alternativen
  - ...

## Optimierungsziel

$$\max \sum_{\text{Funktion } f} size_f \cdot n_f$$

In lp\_solve -Syntax: max : +64 n\_f1 +48 n\_f2 +42 n\_f3 ;

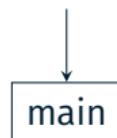
# Flussbedingung: Initialer Aufruf

## Semantik

Der initiale Aufruf erfolgt maximal (wahlweise auch genau) ein mal

## Formalisierung

$$n_{\text{main}} \leq 1$$



## lp\_solve -Syntax

```
n_main <= 1;
```

# Flussbedingung: Mehrere Vorgänger

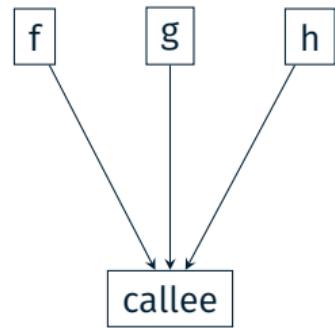
## Semantik

Jede Funktion kann nur so oft ausgeführt werden, wie sie von den Vorgängern aus aufgerufen wird

## Formalisierung

Sei  $f_{a \rightarrow b}$  die Anzahl der Aufrufe von b durch a:

$$n_{\text{callee}} \leq \sum_{p \in \text{Aufrufer(callee)}} f_{p \rightarrow \text{callee}}$$



## lp\_solve -Syntax

```
n_callee <= + f_f_callee + f_g_callee + f_h_callee ;
```

# Flussbedingung: Immer nur ein Nachfolger pro Funktion

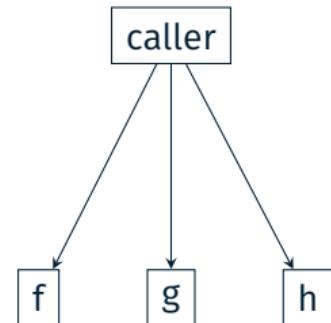
## Semantik

Jede Funktionsinkarnation ruft gleichzeitig jeweils maximal eine weitere Funktion auf

## Formalisierung

Sei  $f_{a \rightarrow b}$  die Anzahl der Aufrufe von b durch a:

$$\sum_{c \in \text{Aufgerufene}(caller)} f_{\text{caller} \rightarrow c} \leq n_{\text{caller}}$$



## lp\_solve -Syntax

```
+ f_caller_f + f_caller_g + f_caller_h <= n_caller ;
```

# Flussbedingung: Rekursion

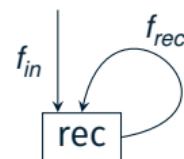
## Semantik

Rekursive Funktionen können pro Aufruf von außen bis zu ihrer maximalen Rekursionstiefe ( $d$ ) oft ausgeführt werden.

## Formalisierung

$$f_{rec} \leq d_{rec} \cdot f_{in}$$

$$n_{rec} \leq f_{in} + f_{rec}$$



## lp\_solve -Syntax

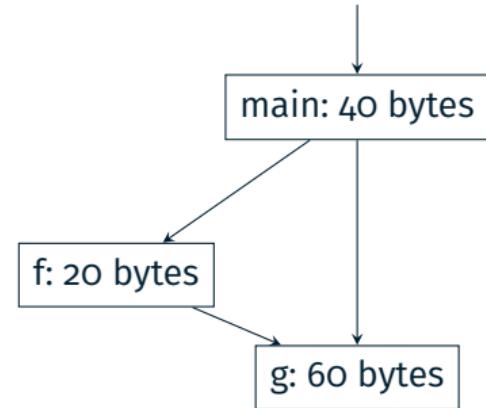
```
f_rec  <=  +42  f_in ;  
n_rec  <=  f_in  +  f_rec ;
```

# Beispiel

- Problemformulierung in lpSolve:

```
max: +40 n_main +20 n_f +60 n_g;
```

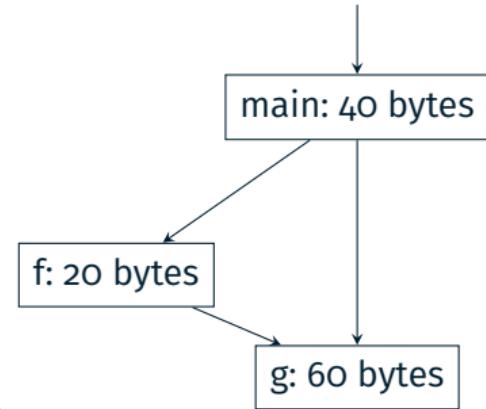
```
n_main <= 1;  
+f_main_f +f_main_g <= n_main;  
n_f <= +f_main_f;  
+f_f_g <= n_f;  
n_g <= +f_f_g +f_main_g;
```



# Beispiel

- Problemformulierung in lp\_solve:

```
max: +40 n_main +20 n_f +60 n_g;  
  
n_main <= 1;  
+f_main_f +f_main_g <= n_main;  
n_f <= +f_main_f;  
+f_f_g <= n_f;  
n_g <= +f_f_g +f_main_g;
```



- Ausgabe von lp\_solve :

Value of objective function: 120.00000000

Actual values of the variables:

|          |   |
|----------|---|
| n_main   | 1 |
| n_f      | 1 |
| n_g      | 1 |
| f_main_f | 1 |
| f_main_g | 0 |
| f_f_g    | 1 |

# LP-Solve Fallstricke: Infeasible model

```
$ lp_solve infeasible.lp  
This problem is infeasible
```

## Infeasible Models

### Logischer Widerspruch in Nebenbedingungen

Leider bietet `lp_solve` selbst direkt keine Hilfestellung zur Lokalisation.  
Die Entwickler empfehlen das Einführen von “slack”-Variablen:<sup>3</sup>

|             |                   |        |
|-------------|-------------------|--------|
| max: x + y; | max: x + y        | x: 20  |
| x + 1 <= x; | -1000 e_1         | y: 20  |
| y > y + 1;  | -1000 e_2;        | e_1: 1 |
| x <= 20;    | x + 1 - e_1 <= x; | e_2: 1 |
| y <= 20;    | y + e_2 > y + 1;  |        |
|             | x <= 20;          |        |
|             | y <= 20;          |        |

<sup>3</sup><http://lpsolve.sourceforge.net/5.5/Infeasible.htm>

# LP-Solve Fallstricke: Unbounded model

```
$ lp_solve unbounded.lp  
This problem is unbounded
```

## Unbounded Models

Eine oder mehrere der Variablen sind nach oben unbeschränkt

Durch künstliche Beschränkung aller Variablen im System (auf einen sehr großen Wert) lassen sich unbeschränkte Variablen detektieren:

|                 |                 |         |
|-----------------|-----------------|---------|
| max: x + y + z; | max: x + y + z; | x: 5000 |
| z <= y + 1;     | z <= y + 1;     | y: 20   |
| y <= 20;        | y <= 20;        | z: 21   |
|                 | x <= 5000;      |         |
|                 | y <= 5000;      |         |
|                 | z <= 5000;      |         |

# LP-Solve Fallstricke: Syntax

- lp\_solve ist auf die Lösung linearer Gleichungssysteme ausgelegt
- Es ist dementsprechend nicht möglich, zwei Variablen zu multiplizieren
  - $a * b \Rightarrow$  Syntaxfehler
  - max : a b  $\Rightarrow$  optimiert  $a + b$
- Lösung in VEZS für Konstanten (Stapelrahmengrößen):

C-Präprozessor:

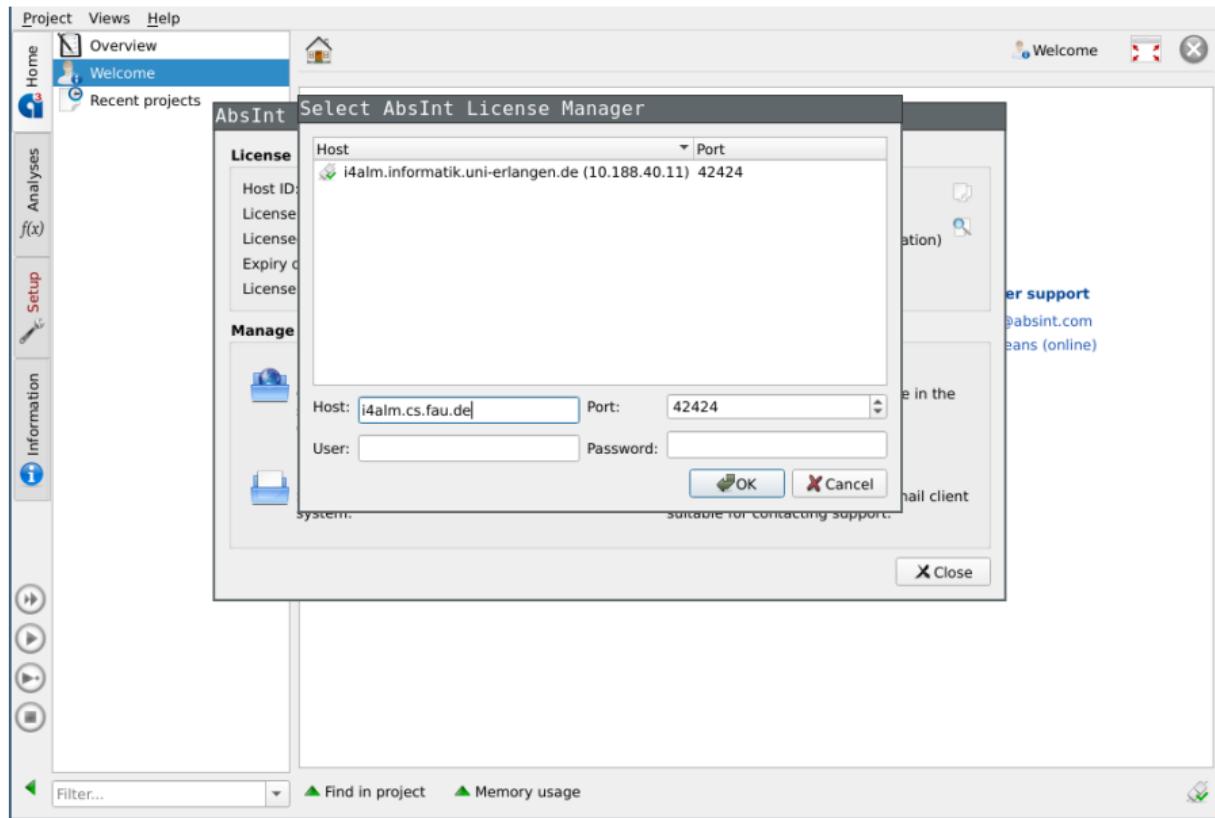
```
#define s_main 40  
#define s_f    20  
#define s_g    60
```

```
max: +s_main n_main +s_f n_f +s_g n_g;
```

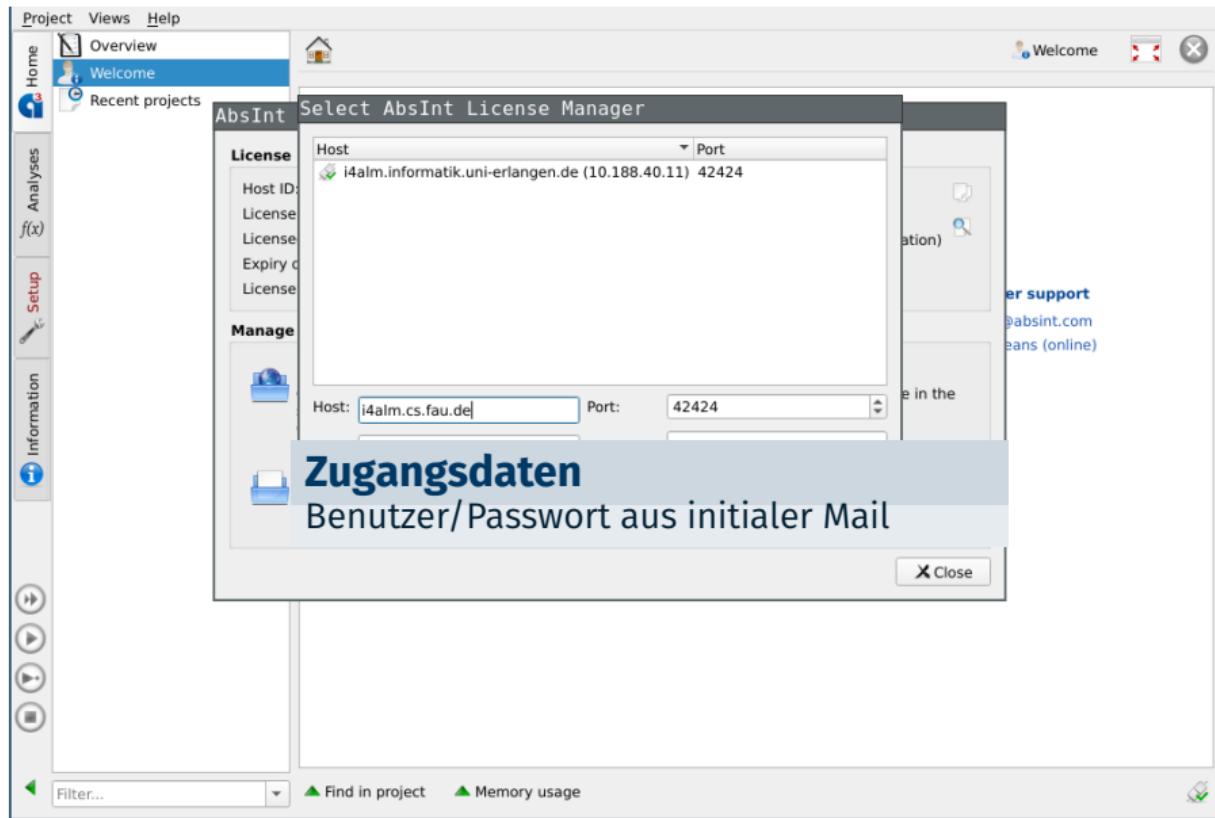
# Statische Stackbedarfsanalyse

- Statische Code-Analyse mit a<sup>3</sup> Tool-Suite
  - 1. aiT: WCET-Analyse
  - 2. Stack-Analyzer: Stackbedarf
  - 3. ...
- Installiert im CIP-Pool
- `/proj/i4ezs/tools/a3_x86/bin/a3x86`

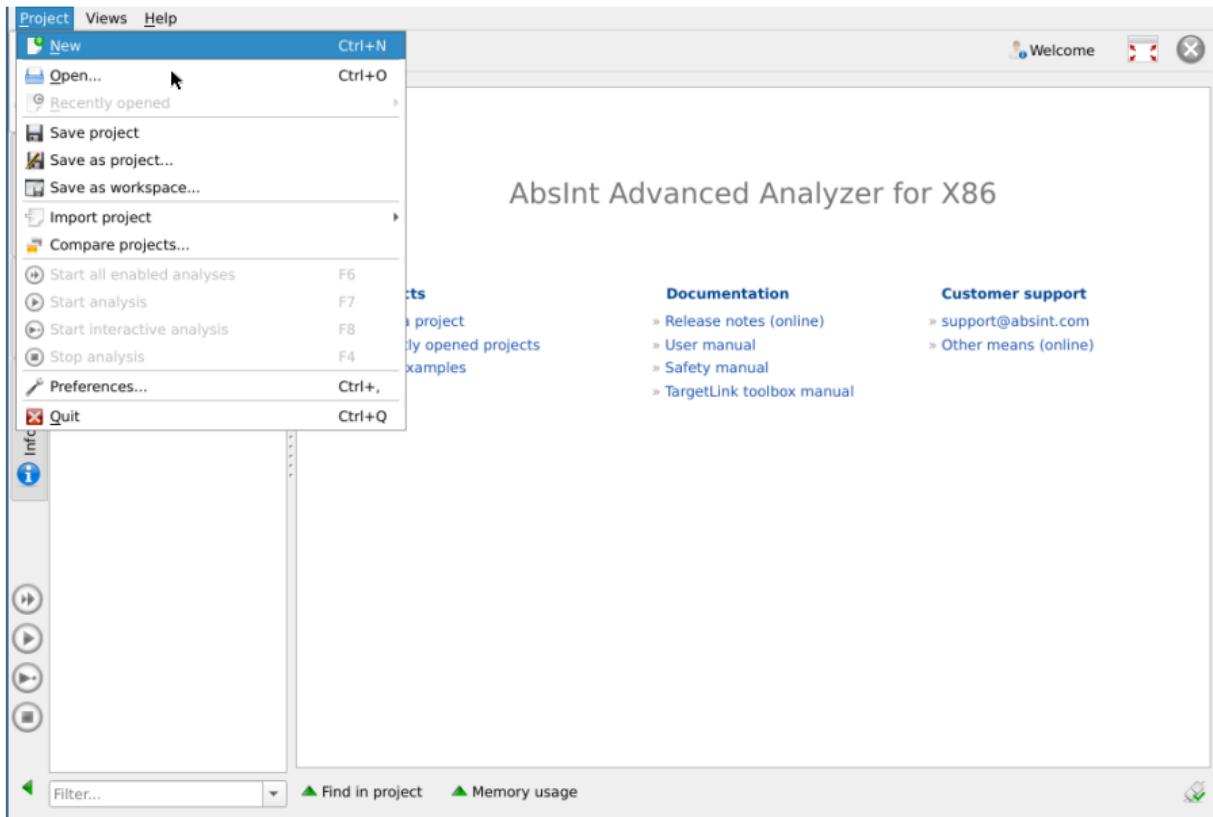
# a<sup>3</sup> Analyzer – Lizenzserver



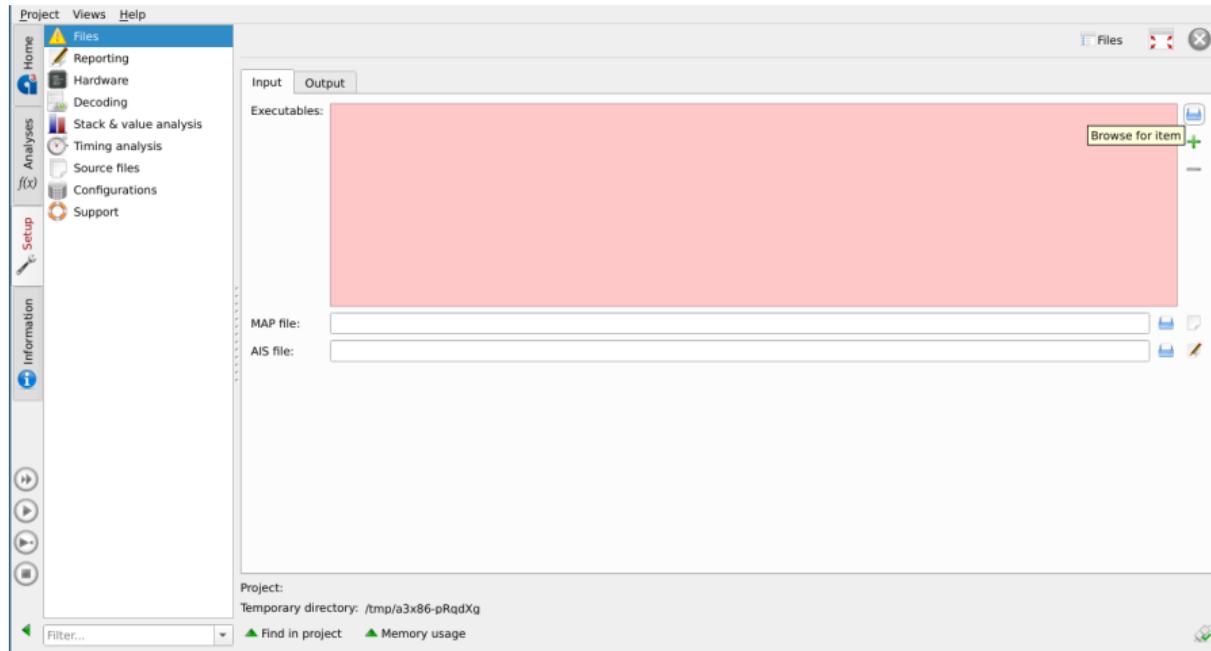
# a<sup>3</sup> Analyzer – Lizenzserver



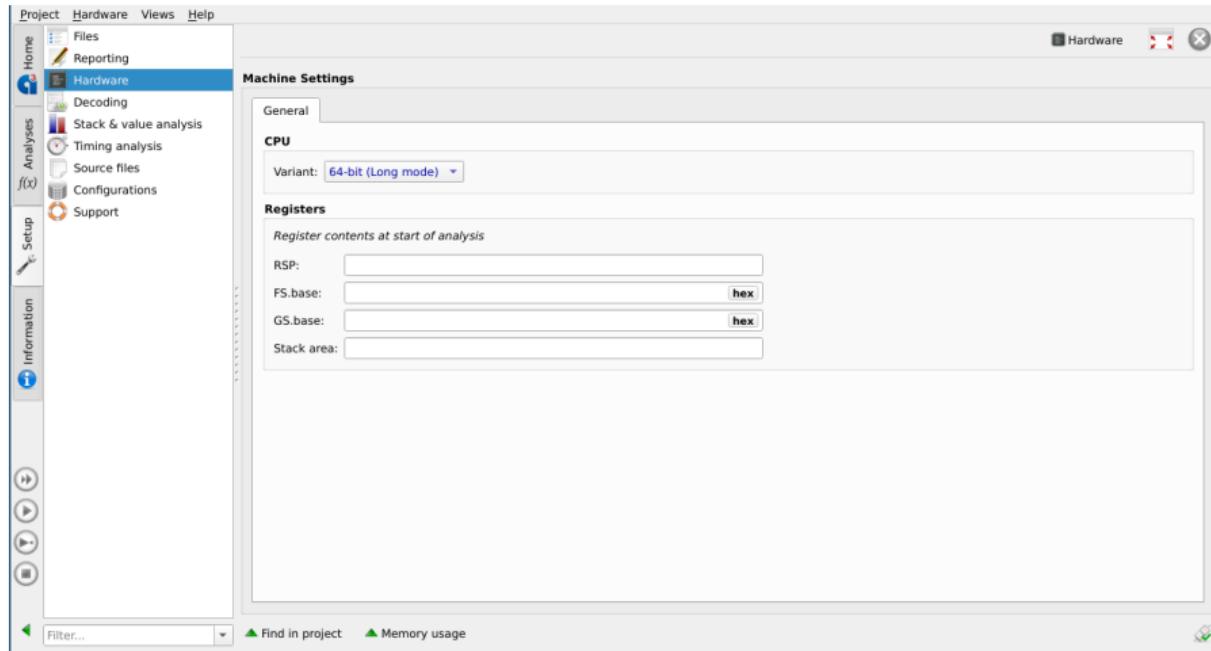
# a<sup>3</sup> Analyzer – Neues Projekt Anlegen



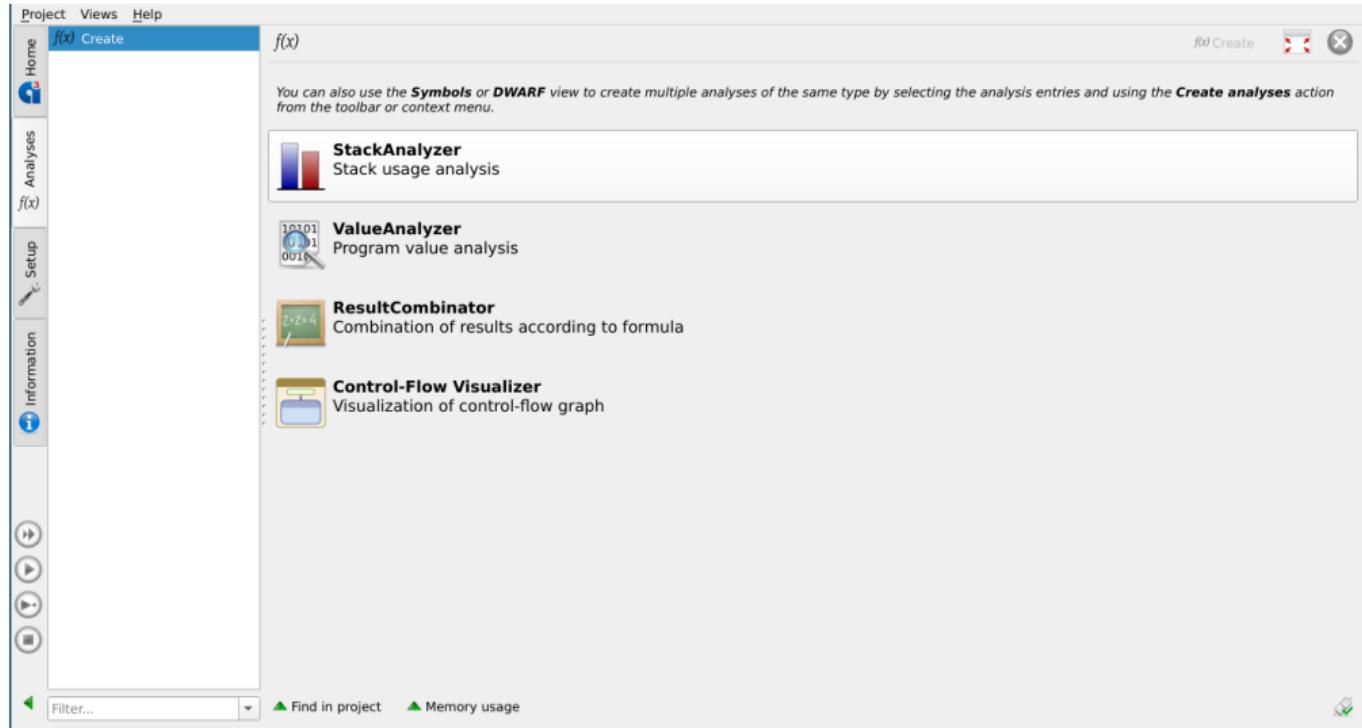
# a<sup>3</sup> Analyzer – Executable Angeben



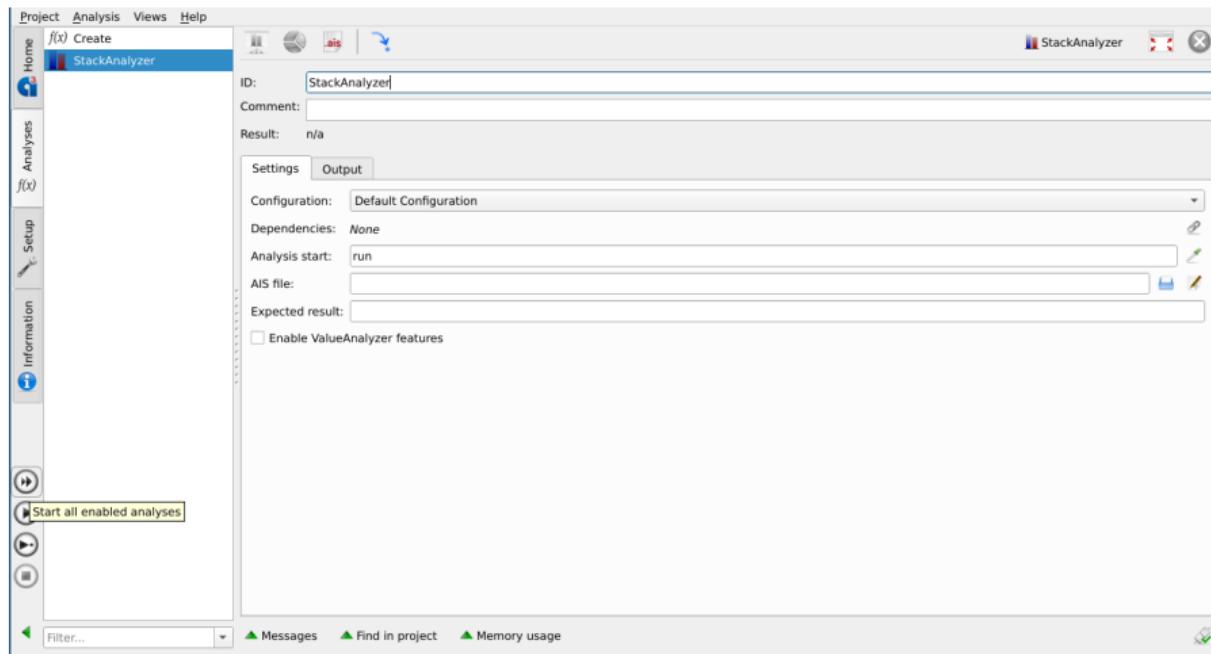
# a<sup>3</sup> Analyzer – Hardware Auswählen



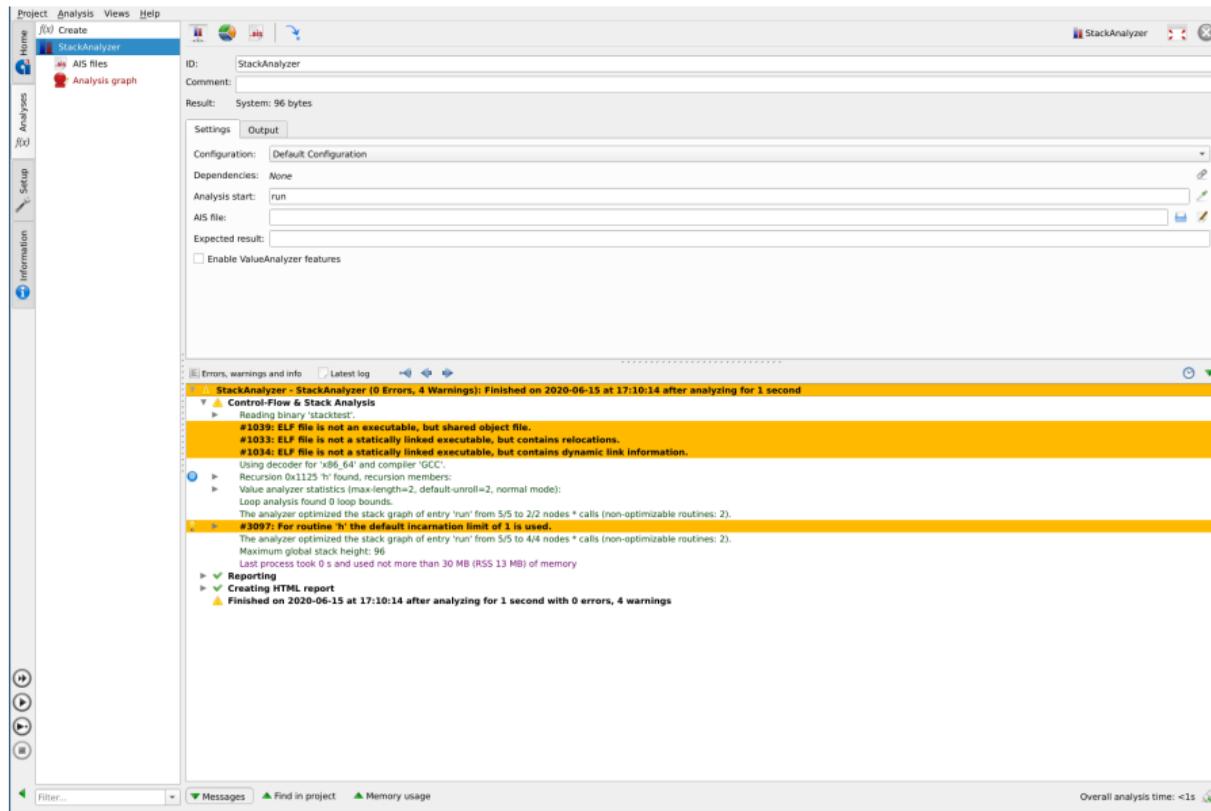
# a<sup>3</sup> Analyzer – Stack-Analyse Selektieren



# a<sup>3</sup> Analyzer – Stack-Analyse Starten



# a<sup>3</sup> Analyzer – Analyseoutput



# a<sup>3</sup> Analyzer – Analyseoutput

The screenshot shows the a<sup>3</sup> Analyzer application window. On the left is a sidebar with icons for Home, AIS files, Analysis graph, Settings, and Information. The main area has tabs for Project, Analysis, Views, and Help. A sub-menu under Project shows 'Create' and 'StackAnalyzer'. The StackAnalyzer project details are shown: ID: StackAnalyzer, Comment: (empty), Result: System: 96 bytes, Configuration: Default Configuration, Dependencies: None, Analysis start: run, AIS file: (empty), Expected result: (empty), and a checkbox for 'Enable ValueAnalyzer features' which is unchecked.

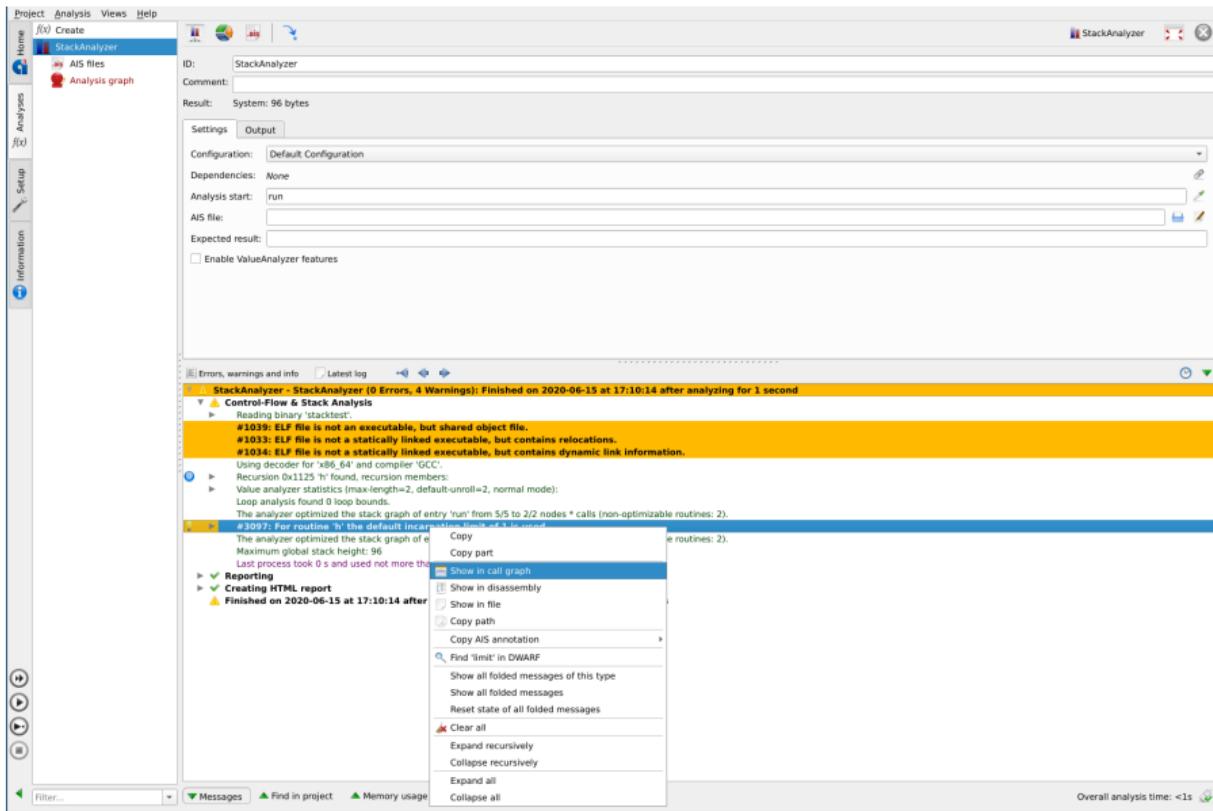
The central pane displays the analysis log:

```
StackAnalyzer - StackAnalyzer (0 Errors, 4 Warnings): Finished on 2020-06-15 at 17:10:14 after analyzing for 1 second
  ▶ Control-Flow & Stack Analysis
    ▶ Reading binary 'stacktest'.
      #1039: ELF file is not an executable, but shared object file.
      #1033: ELF file is not a statically linked executable, but contains relo
      #1034: ELF file is not a statically linked executable, but contains dyn
        Using decoder: intel-64 and compiler: GCC.
        Memory usage: 1125 KiB for function members.
        Value analyzer statistics (max-length=2, default-unroll=2, normal mode):
        Loop analysis found 0 loop bounds.
        The analyzer optimized the stack graph of entry 'run' from 5/5 to 2/2 nodes * calls (non-optimizable routines: 2).
      #3097: For routine 'N' the default incarnation limit of 1 is used.
        The analyzer optimized the stack graph of entry 'run' from 5/5 to 4/4 nodes * calls (non-optimizable routines: 2).
        Maximum global stack height: 96
        Last process took 0 s and used not more than 30 MB (RSS 13 MB) of memory
    ▶ Reporting
    ▶ Creating HTML report
  ▶ Finished on 2020-06-15 at 17:10:14 after analyzing for 1 second with 0 errors, 4 warnings
```

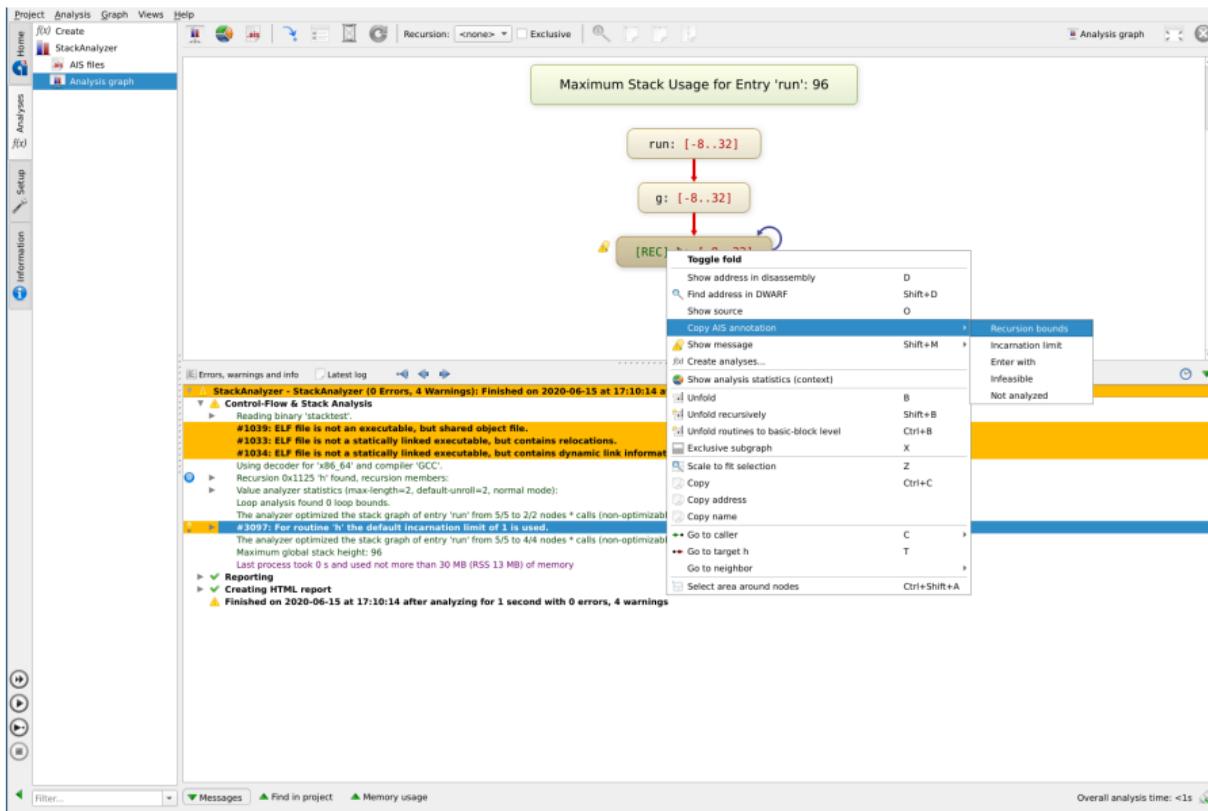
A large pink callout box points to the warning messages in the log, containing the text: ⇒ Warnung zu ELF ignorieren

At the bottom, there are buttons for Filter..., Messages, Find in project, and Memory usage, along with an overall analysis time of <1s.

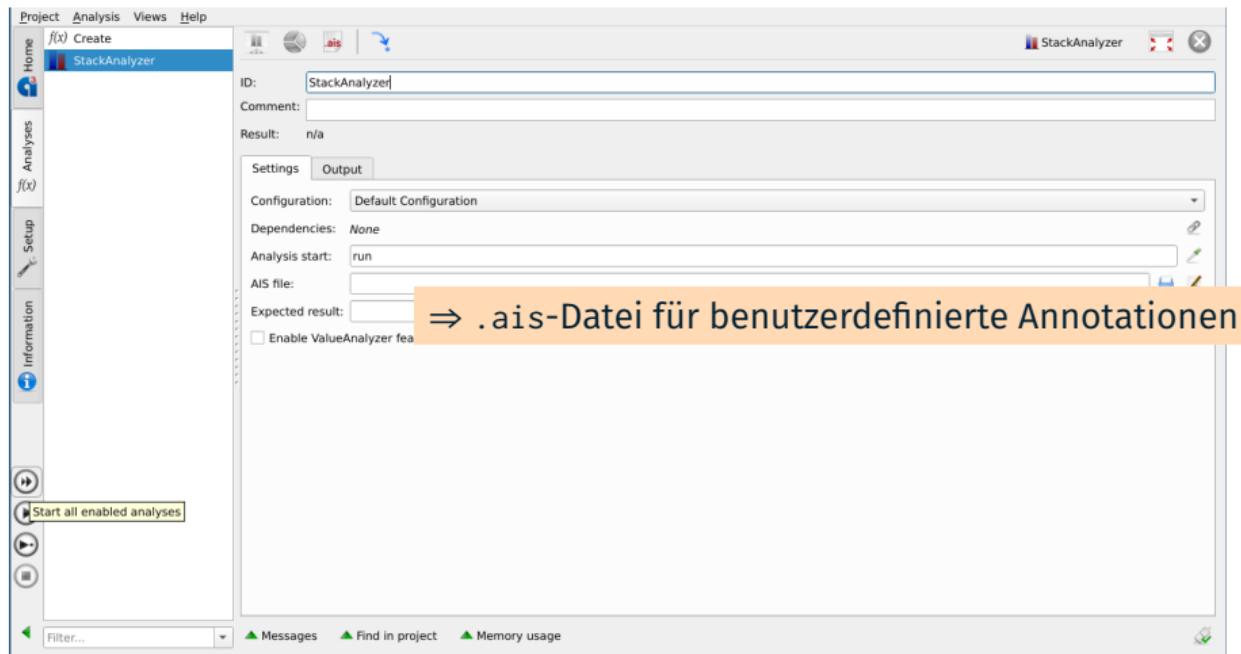
# a<sup>3</sup> Analyzer – Callgraph



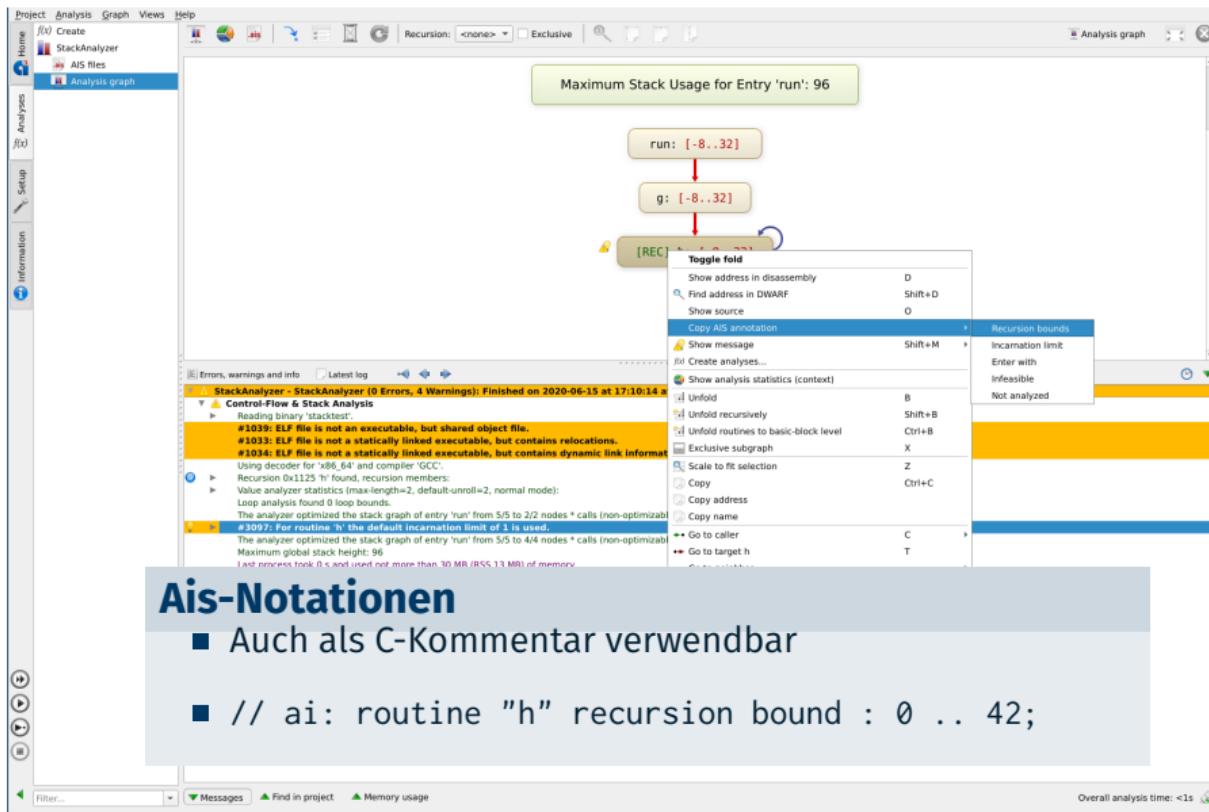
# a<sup>3</sup> Analyzer – Annotationstemplate kopieren



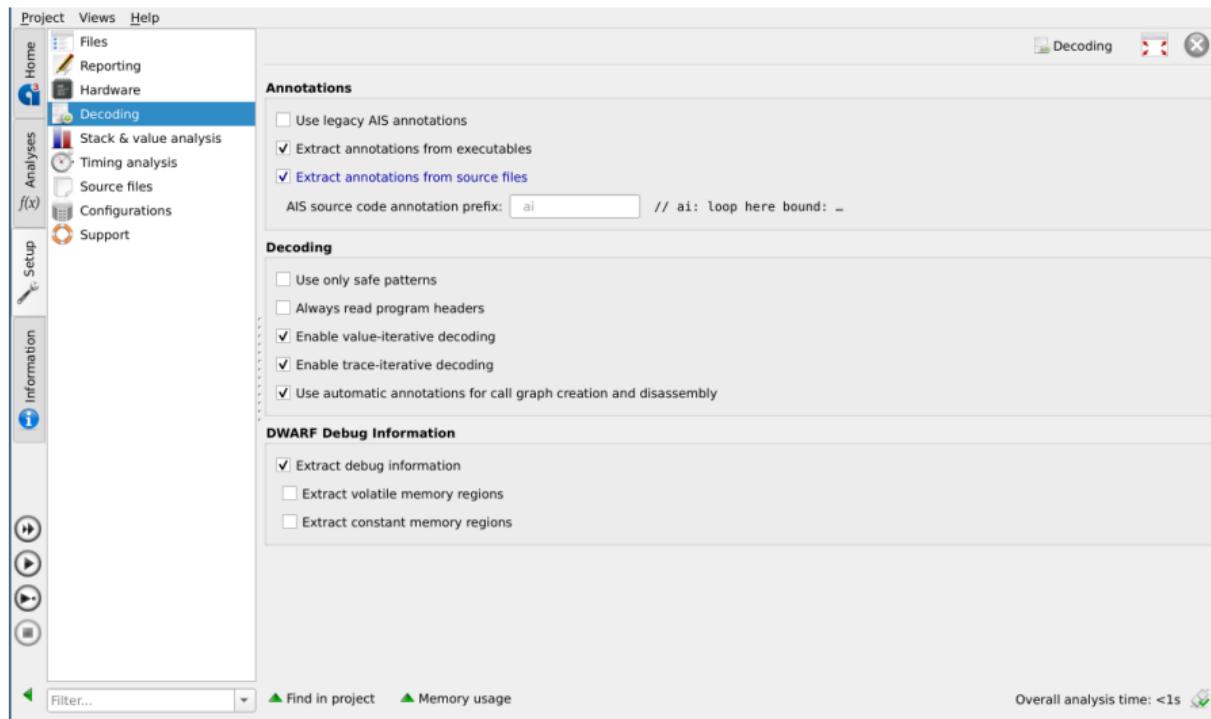
# a<sup>3</sup> Analyzer – Stack-Analyse Starten



# a<sup>3</sup> Analyzer – Annotationstemplate kopieren



# a<sup>3</sup> Analyzer – Kommentar-Parsing Aktivieren



# Aufgabenstellung

- Existierende Implementierung: Array-Datenstruktur
- Vorgegebene Funktionen: Sortieren, Maximumssuche, ...
- Aufgaben
  - 1. Dynamische Analyse
    - 1.1 Thread erstellen
    - 1.2 Stack initialisieren
    - 1.3 Programm (mit Eingabedaten) ausführen
    - 1.4 Stackverbrauch messen
  - 2. Statische Analyse
    - 2.1 ILP aus Aufrufgraph aufstellen
    - 2.2 Mittels lp\_solve lösen
    - 2.3 Verwendung a<sup>3</sup> Stack-Analyzer
  - 3. Optional: Zeitanalyse mit aiT

Fragen...

42