

## Soot, a Tool for Analyzing and Transforming Java Bytecode

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<http://www.sable.mcgill.ca/soot/>

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 1

## Program and Cast

### ACT I (*Warming Up*):

- Introduction and Soot Basics (Laurie)
- Intraprocedural Analysis in Soot (Patrick)

### ACT II (*The Home Stretch*):

- Interprocedural Analyses and Call Graphs (Ondřej)
- Attributes in Soot and Eclipse (Ondřej, Feng, Jennifer)
- Conclusion, Further Reading & Homework (Laurie)

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## Introduction and Soot Basics

- What is Soot?
- Soot: Past and Present
- Soot Overview
- IRs: Baf, Jimple, Shimple, Grimp, Dava
- Soot as an end-user tool and Soot as an Eclipse plugin

*... switching gears ....*

- Jimple and Soot Implementation Basics

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## What is Soot?

- a free compiler infrastructure, written in Java (LGPL)
- was originally designed to analyze and transform Java bytecode
- original motivation was to provide a common infrastructure with which researchers could compare analyses (points-to analyses)
- has been extended to include decompilation and visualization

[www.sable.mcgill.ca/soot/](http://www.sable.mcgill.ca/soot/)

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## What is Soot? (2)

- Soot has many potential applications:
  - used as a stand-alone tool (command line or Eclipse plugin)
  - extended to include new IRs, analyses, transformations and visualizations
  - as the basis of building new special-purpose tools

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## Soot: Past and Present

- Started in 1996-97 with the development of `coffi` by Clark Verbrugge and some first prototypes of Jimple IR by Clark and Raja Vallée-Rai.
- First publicly-available versions of Soot 1.x were associated with Raja's M.Sc. thesis
- New contributions and releases have been added by many graduate students at McGill and research results have been the topics of papers and theses.

[www.sable.mcgill.ca/publications/](http://www.sable.mcgill.ca/publications/)

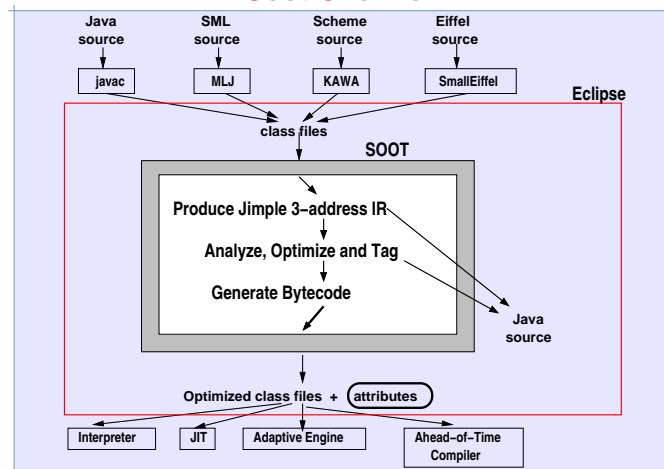
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## Soot: Past and Present (2)

- Soot 1.x has been used by many research groups for a wide variety of applications. Has also been used in several compiler courses. Last version was 1.2.5.
- Soot 2.0 and the first version of the Eclipse Plugin have just been released - June 2003 - JIT for PLDI 2003.
- This tutorial is based on Soot 2.0.

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## Soot Overview



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## Soot IRs

**Baf:** is a compact rep. of **B**ytecode (stack-based)

**Jimple:** is **J**ava's **s**imple, typed, 3-addr (stackless) representation

**Shimple:** is a **S**SA-version of **J**imple

**Grimp:** is like **J**imple, but with expressions **a**g**R**egated

**Dava:** structured representation used for **D**ecompile **J**ava

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## Soot as an end-user tool: Command-line

1. Install Java.
2. Download two .jar files (one for soot and one for jasmin) and put them on your CLASSPATH.

```
java soot.Main --help
List options.
```

```
java soot.Main --version
Print version information.
```

[www.sable.mcgill.ca/software/#soot](http://www.sable.mcgill.ca/software/#soot)

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## Command-line: processing classes

```
java soot.Main Foo
Process Foo.class in the current directory
and produce a new class file in
sootOutput/Foo.class.
```

```
java soot.Main -f jimple Foo
Same as above, but produce Jimple in
sootOutput/Foo.jimple.
```

```
java soot.Main -f dava Foo
Decompile Foo.class and produce
Foo.java in
sootOutput/dava/src/Foo.java.
```

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## Command-line: optimizing classes

```
java soot.Main -O Foo
Run intraprocedural optimizations and
produce optimized Foo.class.
```

```
java soot.Main -O --app Foo
Run intraprocedural optimizations on
Foo.class and all application classes
reachable from Foo.class.
```

```
java soot.Main -W --app Foo
Perform whole program analysis and produce
optimized classes for Foo.class and all
application classes reachable from Foo.
```

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## Command-line: a more complex example

```
java soot.Main -W -app -f jimple
-p jb use-original-names:true
-p cg.spark on
-p cg.spark simplify-offline:true
-p jop.cse on
-p wjop.smb on -p wjop.si off
Foo
```

Starting at `Foo.class`, process all reachable classes in an interprocedural fashion and produce Jimple as output for all application classes.

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## Command-line: a more complex example

```
java soot.Main -W -app -f jimple
-p jb use-original-names:true
-p cg.spark on
-p cg.spark simplify-offline:true
-p jop.cse on
-p wjop.smb on -p wjop.si off
Foo
```

When producing the original Jimple from the class files, keep the original variable names, if available in the attributes (i.e. class file produced with `javac -g`).

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## Command-line: a more complex example

```
java soot.Main -W -app -f jimple
-p jb use-original-names:true
-p cg.spark on
-p cg.spark simplify-offline:true
-p jop.cse on
-p wjop.smb on -p wjop.si off
Foo
```

Use Spark for points-to analysis and call graph, with Spark simplifying the points-to problem by collapsing equivalent variables.

Note: `on` is a short form for `enabled:true`.

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## Command-line: a more complex example

```
java soot.Main -W -app -f jimple
-p jb use-original-names:true
-p cg.spark on
-p cg.spark simplify-offline:true
-p jop.cse on
-p wjop.smb on -p wjop.si off
Foo
```

Turn on the intra and interprocedural optimizations phases (`-W`). Enable *common sub-expression elimination* (`cse`). Enable *static method binding* (`smb`) and disable *static inlining* (`si`).

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## Soot as an end-user tool: Eclipse Plugin

1. Install Java
2. Install Eclipse [www.eclipse.org](http://www.eclipse.org)
3. Download one .jar file and unjar it into your Eclipse plugin directory
4. Start Eclipse
  - IDE-based optimization, decompilation and visualization
  - GUI for setting and storing Soot option configurations
  - tooltips for documentation on options
  - Eclipse views for Soot IRs

[www.sable.mcgill.ca/software/#soot](http://www.sable.mcgill.ca/software/#soot)

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## Switching Gears ... Let's get dirty

Now we want to understand:

- details of Jimple
- internal workings of Soot

To work with Soot in this way, you should download the complete package `soot-2.0.jar` which contains the complete Java source, class files, Javadoc documentation, Soot tutorials, source and compiled forms of the plugin, and our modified `jasmin` assembler.

[www.sable.mcgill.ca/software/#soot](http://www.sable.mcgill.ca/software/#soot)

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## Jimple

Jimple is:

- principal Soot Intermediate Representation
- 3-address code in a *control-flow graph*
- a *typed* intermediate representation
- *stackless*

## Kinds of Jimple Stmts I

- Core statements:
  - NopStmt
  - DefinitionStmt: IdentityStmt, AssignStmt
- Intraprocedural control-flow:
  - IfStmt
  - GotoStmt
  - TableSwitchStmt, LookupSwitchStmt
- Interprocedural control-flow:
  - InvokeStmt
  - ReturnStmt, ReturnVoidStmt

## Kinds of Jimple Stmts II

- ThrowStmt
  - throws an exception
- RetStmt
  - not used; returns from a JSR
- MonitorStmt: EnterMonitorStmt, ExitMonitorStmt
  - mutual exclusion

## IdentityStmt

```
        this.m();  
Where's the definition of this?
```

IdentityStmt:

- Used for assigning parameter values and *this* ref to locals.
- Gives each local at least one definition point.

Jimple rep of IdentityStmts:

```
r0 := @this;  
i1 := @parameter0;
```

## Context: other Jimple Stmts

```
public int foo(java.lang.String) { // locals  
    r0 := @this;                // IdentityStmt  
    r1 := @parameter0;  
  
    if r1 != null goto label0; // IfStmt  
  
    $i0 = r1.length();           // AssignStmt  
    r1.toUpperCase();            // InvokeStmt  
    return $i0;                  // ReturnStmt  
  
label0:                          // created by Printer  
    return 2;  
}
```

## Converting bytecode → Jimple → bytecode

- These transformations are relatively hard to design so that they produce correct, useful and efficient code.
- Worth the price, we do want a 3-addr typed IR.

raw bytecode	typed 3-address code (Jimple)
<ul style="list-style-type: none"><li>○ each inst has implicit effect on stack</li><li>○ no types for local variables</li><li>○ &gt; 200 kinds of insts</li></ul>	<ul style="list-style-type: none"><li>○ each stmt acts explicitly on named variables</li><li>○ types for each local variable</li><li>○ only 15 kinds of stmts</li></ul>

## Bytecode → Jimple

- Performed in the `jb` phase.
- Makes a naive translation from bytecode to untyped Jimple, using variables for stack locations.
- splits DU-UD webs (so many different uses of the stack do not interfere)
- types locals (SAS 2000)
- cleans up Jimple and packs locals
- provides a good starting point for analysis and optimization

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## Jimple → Bytecode

- Performed in the `bb` or `gb` phase.
- A naive translation introduces many spurious stores and loads.
- Two approaches (CC 2000),
  - aggregate expressions and then generate stack code; or
  - perform store-load and store-load-load elimination on the naive stack code.
- Second approach works better and produces very good bytecode.
- Produces bytecode that is different than what `javac` produces, breaks immature JITs.

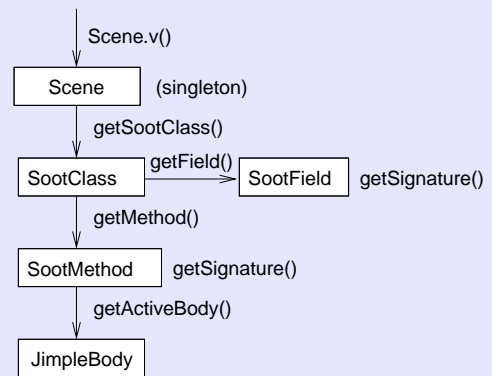
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## Soot Data Structure Basics

- Soot builds data structures to represent:
  - a complete environment (`Scene`)
  - classes (`SootClass`)
  - Fields and Methods (`SootMethod`, `SootField`)
  - bodies of Methods (come in different flavours, corresponding to different IR levels, ie. `JimpleBody`)
- These data structures are implemented using OO techniques, and designed to be easy to use and generic where possible.

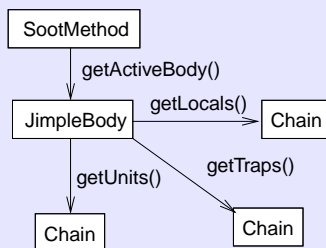
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## Soot Classes



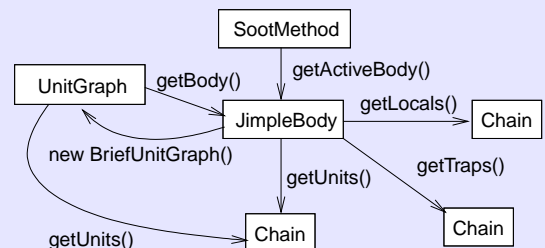
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## Body-centric View



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## Getting a UnitGraph



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## What to do with a UnitGraph

- `getBody()`
- `getHeads(), getTails()`
- `getPredsOf(u), getSuccsOf(u)`
- `getExtendedBasicBlockPathBetween(from, to)`

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## Control-flow units

We create an OO hierarchy of units, allowing generic programming using `Units`.

- `Unit`: abstract interface
- `Inst`: Baf's bytecode-level unit  
(`load x`)
- `Stmt`: Jimple's three-address code units  
(`z = x + y`)
- `Stmt`: also used in Grimp  
(`z = x + y * 2 % n;`)

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## Soot Philosophy on Units

Accesses should be **abstract** whenever possible!

Accessing data:

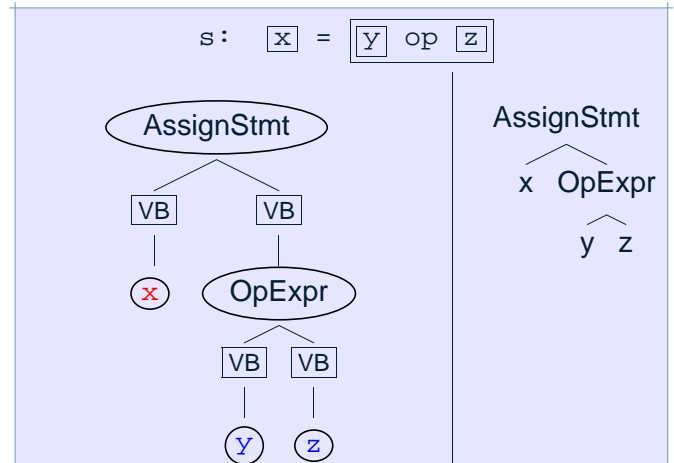
- `getUseBoxes(), getDefBoxes(),`  
`getUseAndDefBoxes()`

(also control-flow information:)

`fallsThrough(), branches(),`  
`getBoxesPointingToThis(),`  
`addBoxesPointingToThis(),`  
`removeBoxesPointingToThis(),`  
`redirectJumpsToThisTo()`

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## What is a Box?



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## What is a DefBox?

List `defBoxes = ut.getDefBoxes();`

- method `ut.getDefBoxes()` returns a list of `ValueBoxes`, corresponding to all values which get defined in `ut`, a `Unit`.
- non-empty for `IdentityStmt` and `AssignStmt`.

ut: `[x] = [y] op [z];`

`getDefBoxes(ut) = {[x]}`  
(List containing a `ValueBox` containing a `Local`)

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## On Values and Boxes

`Value value = defBox.getValue();`

- `getValue()`: Dereferencing a pointer.  
`[x] → x`
- `setValue()`: mutates the value in the `Box`.

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## On UseBoxes

Opposite of defBoxes.

```
List useBoxes = ut.getUseBoxes();
```

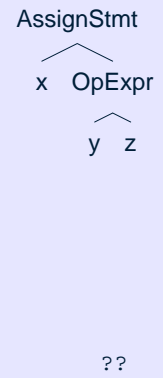
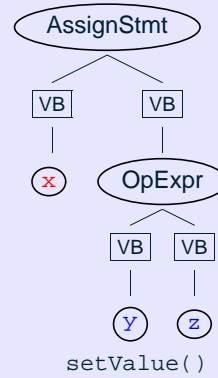
- method `ut.getUseBoxes()` returns a list of ValueBoxes, corresponding to all Values which get used in ut, a Unit.
- non-empty for most Soot Units.

```
ut: [x] = [y op z];
```

```
getUseBoxes(ut) = {[y], [z], [y op z]}  
(List containing 3 ValueBoxes, 2  
containing Locals & 1 Expr)
```

## Why Boxes?

Change all instances of y to 1:



## Search & Replace

```
/* Replace all uses of v1 in body with v2 */
void replace(Body body, Value v1, Value v2)
{
    for (Unit ut : body.getUnits())
    {
        for (ValueBox vb : ut.getUseBoxes())
        {
            if (vb.getValue().equals(v1))
            {
                vb.setValue(v2);
            }
        }
    }
}

replace(b, y, IntConstant.v(1));
```

## More Abstract Accessors: Stmt

Jimple provides the following additional accessors for special kinds of Values:

- `containsArrayRef()`, `getArrayRef()`, `getArrayRefBox()`
- `containsInvokeExpr()`, `getInvokeExpr()`, `getInvokeExprBox()`
- `containsFieldRef()`, `getFieldRef()`, `getFieldRefBox()`

## Program and Cast

**ACT I (Warming Up):**

- Introduction and Soot Basics (Laurie)
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**ACT II (The Home Stretch):**

- Interprocedural Analyses and Call Graphs (Ondřej)
- Attributes in Soot and Eclipse (Ondřej, Feng, Jennifer)
- Conclusion, Further Reading & Homework (Laurie)

## Intraprocedural Outline

- About Soot's Flow Analysis Framework
- Flow Analysis Examples
  - Live Variables
  - Branched Nullness
- Adding Analyses to Soot

## Flow Analysis in Soot

- Flow analysis is key part of compiler framework
- Soot has easy-to-use framework for intraprocedural flow analysis
- Soot itself, and its flow analysis framework, are object-oriented.

## Four Steps to Flow Analysis

1. Forward or backward? Branched or not?
2. Decide what you are approximating.  
What is the domain's confluence operator?
3. Write equation for each kind of IR statement.
4. State the starting approximation.

## HOWTO: Soot Flow Analysis

A checklist of your obligations:

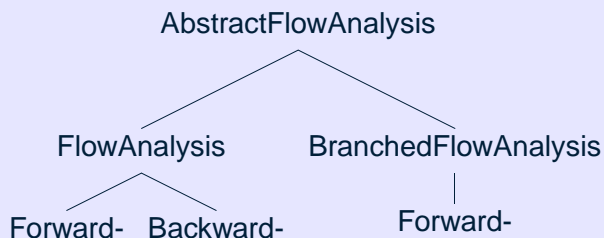
1. Subclass `*FlowAnalysis`
2. Implement abstraction: `merge()`, `copy()`
3. Implement flow function `flowThrough()`
4. Implement initial values:  
`newInitialFlow()` and  
`entryInitialFlow()`
5. Implement constructor  
(it must call `doAnalysis()`)

## HOWTO: Soot Flow Analysis II

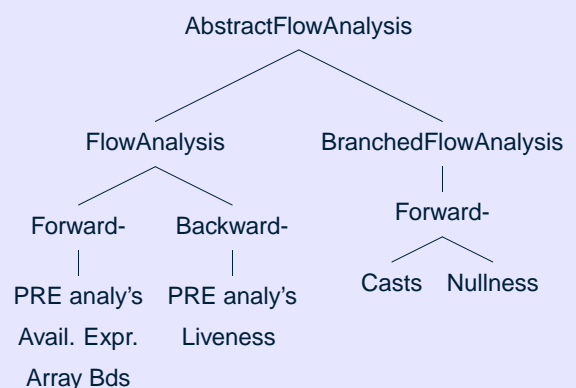
Soot provides you with:

- impls of abstraction domains (flow sets)
  - standard abstractions trivial to implement;
- an implemented flow analysis namely,
  - `doAnalysis()` method: executes intraprocedural analyses on a CFG using a worklist algorithm.

## Flow Analysis Hierarchy

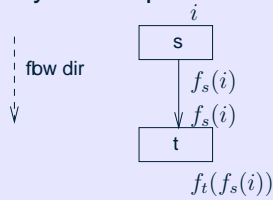


## Soot Flow Analyses

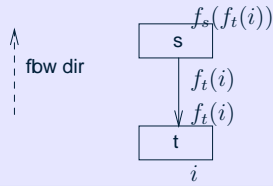


## Backward vs. Forward Analyses

A forward analysis computes OUT from IN:



A backward analysis computes IN from OUT:



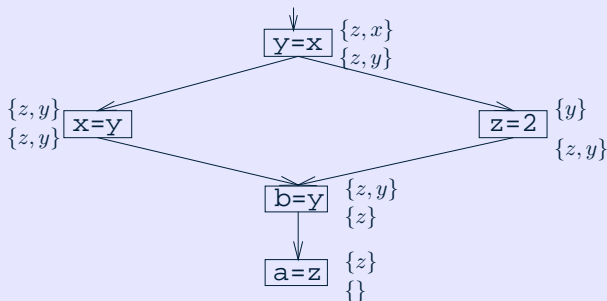
## Outline: Soot Flow Analysis Examples

Will describe how to implement a flow analysis in Soot and present examples:

- live locals
- branched nullness testing

## Running Example 1: Live Variables

A local variable  $v$  is **live** at  $s$  if there exists some statement  $s'$  using  $v$  and a control-flow path from  $s$  to  $s'$  free of definitions of  $v$ .



## Steps to a Flow Analysis

As we've seen before:

1. Subclass `*FlowAnalysis`
2. Implement abstraction: `merge()`, `copy()`
3. Implement flow function `flowThrough()`
4. Implement initial values: `newInitialFlow()` and `entryInitialFlow()`
5. Implement constructor (it must call `doAnalysis()`)

## Step 1: Forward or Backward?

Live variables is a backward flow analysis, since flow  $f^n$  computes IN sets from OUT sets.

In Soot, we subclass `BackwardFlowAnalysis`.

```
class LiveVariablesAnalysis
    extends BackwardFlowAnalysis
```

## Step 2: Abstraction domain

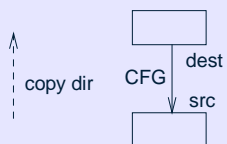
Domain for Live Variables: sets of Locals  
e.g.  $\{x, y, z\}$

- Partial order is subset inclusion
- Merge operator is union

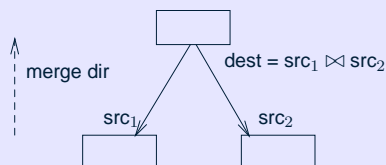
In Soot, we use the provided `ArraySparseSet` implementation of `FlowSet`.

## Implementing an Abstraction

Need to implement `copy()`, `merge()` methods:



`copy()` brings IN set to predecessor's OUT set.



`merge()` joins two IN sets to make an OUT set.

## More on Implementing an Abstraction

Signatures:

```
void merge(Object src1, Object src2,
           Object dest);
void copy(Object src, Object dest);
```

We delegate implementation to `FlowSet`.

## Flow Sets and Soot

Using a `FlowSet` is not mandatory, but helpful.

Impls: `ToppedSet`, `ArraySparseSet`,  
`ArrayPackedSet`

```
// c = a ∩ b           // c = a ∪ b
a.intersection(b, c);  a.union(b, c);

// d = c̄               // d = d ∪ {v}
c.complement(d);      d.add(v);
```

## Digression: types of `FlowSets`

Which `FlowSet` do you want?

- `ArraySparseSet`: simple list

foo	bar	z	
-----	-----	---	--

(simplest possible)

- `ArrayPackedSet`: bitvector w/ map

00100101	10101111	10000000
----------	----------	----------

(can complement, need universe)

- `ToppedSet`:

`FlowSet & isTop()`

(adjoins a  $\top$  to another `FlowSet`)

## Step 2: `copy()` for live variables

```
protected void copy(Object src,
                    Object dest) {
    FlowSet sourceSet = (FlowSet)src,
    destSet = (FlowSet) dest;

    sourceSet.copy(destSet);
}
```

Use `copy()` method from `FlowSet`.

## Step 2: `merge()` for live variables

In live variables, a variable `v` is live if there exists **any** path from `d` to `p`, so we use **union**.

Like `copy()`, use `FlowSet`'s union:

```
void merge(...) {
    // [cast Objects to FlowSets]
    src1Set.union(src2Set, destSet);
}
```

One might also use `intersection()`, or implement a more exotic merge.

### Step 3: Flow equations

Goal: At a unit like  $x = y * z$ :

**kill** def  $x$ ;  
**gen** uses  $y, z$ .

How? Implement this method:

```
protected void flowThrough  
    (Object srcValue,  
     Object u,  
     Object destValue)
```

### Step 3: Casting

Soot's flow analysis framework is polymorphic.  
Need to cast to do useful work.

Start by:

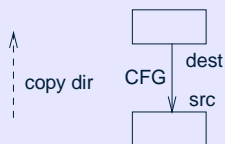
- casting `srcValue`, `destValue` to `FlowSet`.
- casting `u` to `Unit ut`.

In code:

```
FlowSet src = (FlowSet)srcValue,  
         dest = (FlowSet)destValue;  
Unit ut = (Unit)u;
```

### Step 3: Copying

Need to copy `src` to `dest` to allow manipulation.

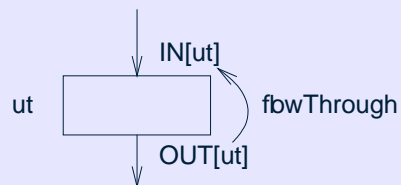


```
src.copy (dest);
```

Use `FlowSet` methods.

### Step 3: Implementing `flowThrough`

Must decide what happens at each statement (in general, need to switch on unit type):



```
IN[ut] = flowThrough(OUT[ut])  
        = OUT[ut] \ kills[ut] ∪ gens[ut]
```

`flowThrough` is the brains of a flow analysis.

### Step 3: `flowThrough` for live locals

A local variable  $v$  is **live** at  $s$  if there exists some statement  $s'$  containing a use of  $v$ , and a control-flow path from  $s$  to  $s'$  free of def's of  $v$ .

Don't care about the type of unit we're analyzing:  
Soot provides abstract accessors to values used and defined in a unit.

### Step 3: Implementing `flowThrough`: removing kills

```
// Take out kill set:  
// for each local v def'd in  
// this unit, remove v from dest  
for (ValueBox box : ut.getDefBoxes())  
{  
    Value value = box.getValue();  
    if (value instanceof Local)  
        dest.remove( value );  
}
```

### Step 3: Implementing flowThrough: adding gens

```
// Add gen set
// for each local v used in
// this unit, add v to dest
for (ValueBox box : ut.getUseBoxes())
{
    Value value = box.getValue();
    if (value instanceof Local)
        dest.add(value);
}
```

N.B. our analysis is generic, not restricted to Jimple.

### Step 4: Initial values

- Soundly initialize IN, OUT sets prior to analysis.
  - Create initial sets

```
Object newInitialFlow()
{return new ArraySparseSet();}
```
  - Create initial sets for exit nodes

```
Object entryInitialFlow()
{return new ArraySparseSet();}
```

Want conservative initial value at exit nodes, optimistic value at all other nodes.

### Step 5: Implement constructor

```
LiveVariablesAnalysis(UnitGraph g)
{
    super(g);

    doAnalysis();
}
```

Causes the flow sets to be computed, using Soot's flow analysis engine.

In other analyses, we precompute values.

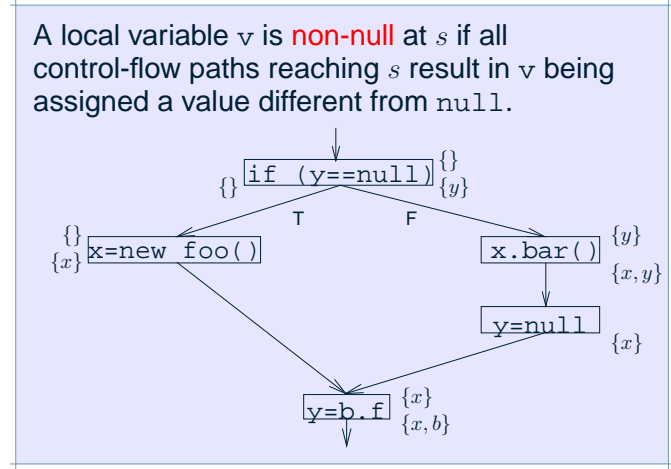
### Enjoy: Flow Analysis Results

You can instantiate an analysis and collect results:

```
LiveVariablesAnalysis lv =
    new LiveVariablesAnalysis(g);

// return SparseArraySets
// of live variables:
lv.getFlowBefore(s);
lv.getFlowAfter(s);
```

### Running Example 2: Branched Nullness



### HOWTO: Soot Flow Analysis

- Again, here's what to do:
1. Subclass `*FlowAnalysis`
  2. Implement abstraction: `merge()`, `copy()`
  3. Implement flow function `flowThrough()`
  4. Implement initial values:  
`newInitialFlow()` and `entryInitialFlow()`
  5. Implement constructor  
(it must call `doAnalysis()`)

## Step 1: Forward or Backward?

Nullness is a branched forward flow analysis, since flow  $f^n$  computes OUT sets from IN sets, sensitive to branches

Now subclass `ForwardBranchedFlowAnalysis`.

```
class NullnessAnalysis
    extends ForwardBranchedFlowAnalysis {
```

soot.toolkits.scalar.ForwardBranchedFlowAnalysis

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 73

## Step 2: Abstraction domain

Domain: sets of `Locals` known to be non-null  
Partial order is subset inclusion.

(More complicated abstractions possible\* for this problem; e.g.  $\perp, \top, \text{null}, \text{non-null}$  per-local.)

Again use `ArraySparseSet` to implement:

```
void merge(Object in1, Object in2,
           Object out);

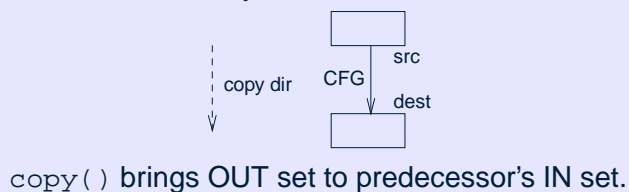
void copy(Object src, Object dest);
```

\* see soot.jimple.toolkits.annotation.nullcheck.BranchedRefVarsAnalysis

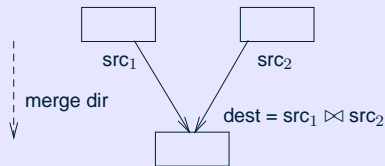
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## Implementing an Abstraction

For a forward analysis, `copy` and `merge` mean:



`copy()` brings OUT set to predecessor's IN set.



`merge()` joins two OUT sets to make an IN set.

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 75

## Step 2: `copy()` for nullness

Same as for live locals.

```
protected void copy(Object src,
                    Object dest) {
    FlowSet sourceSet = (FlowSet)src,
        destSet = (FlowSet) dest;

    sourceSet.copy(destSet);
}
```

Use `copy()` method from `FlowSet`.

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 76

## Step 2: `merge()` for nullness

In branched nullness, a variable  $v$  is non-null if it is non-null on all paths from `start` to  $s$ , so we use intersection.

Like `copy()`, use `FlowSet` method – here, `intersection()`:

```
void merge(...) {
    // [cast Objects to FlowSets]
    srcSet1.intersection(srcSet2,
                        destSet);
}
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 77

## Step 3: Branched Flow Function

Need to differentiate between branch and fall-through OUT sets.

```
protected void
    flowThrough(Object srcValue,
                Unit unit,
                List fallOut,
                List branchOuts)
```

`fallOut` is a one-element list.  
`branchOuts` contains a `FlowSet` for each non-fallthrough successor.

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 78

### Step 3: Flow equations

We do the following things in our flow function:

- Create copy of src set.

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- Remove kill set (defined `Locals`).  
`y` in `y = y.next`;

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We do the following things in our flow function:

- Create copy of src set.
- Remove kill set (defined `Locals`).  
`y` in `y = y.next`;
- Add gen set.  
`x` in `x.foo()`;

### Step 3: Flow equations

We do the following things in our flow function:

- Create copy of src set.
- Remove kill set (defined `Locals`).  
`y` in `y = y.next`;
- Add gen set.  
`x` in `x.foo()`;
- Handle copy statements.

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We do the following things in our flow function:

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`y` in `y = y.next`;
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`x` in `x.foo()`;
- Handle copy statements.
- Copy to branch and fallthrough lists.

### Step 3: Flow equations

We do the following things in our flow function:

- Create copy of src set.
- Remove kill set (defined `Locals`).  
`y` in `y = y.next`;
- Add gen set.  
`x` in `x.foo()`;
- Handle copy statements.
- Copy to branch and fallthrough lists.
- Patch sets for `if` statements.

## Step 4: Initial values

Initialize IN, OUT sets.

- Create initial sets ( $\top$  from constr.)  

```
Object newInitialFlow() {  
    { return fullSet.clone(); }
```
- Create entry sets (emptySet from constr.)  

```
Object entryInitialFlow()  
    { return emptySet.clone(); }
```

(To be created in constructor!)

## Step 5: Constructor: Prologue

Create auxiliary objects.

```
public NullnessAnalysis(UnitGraph g)  
{  
    super(g);  
  
    unitToGenerateSet = new HashMap();  
    Body b = g.getBody();
```

## Step 5: Constructor: Finding All Locals

Create flowsets, finding all locals in body:

```
emptySet = new ArraySparseSet();  
fullSet = new ArraySparseSet();  
  
for (Local l : b.getLocals()) {  
    if (l.getType()  
        instanceof RefLikeType)  
        fullSet.add(l);  
}
```

## Step 5: Creating gen sets

Precompute, for each statement, which locals become non-null after execution of that stmt.

- $x$  gets non-null value:  
 $x = *$ , where  $*$  is `NewExpr`, `ThisRef`, etc.
- successful use of  $x$ :  
 $x.f$ ,  $x.m()$ , `entermonitor x`, etc.

## Step 5: Constructor: Doing work

Don't forget to call `doAnalysis()`!

```
...  
doAnalysis();  
}
```

## Enjoy: Branched Flow Analysis Results

To instantiate a branched analysis & collect results:

```
NullnessAnalysis na=new NullnessAnalysis(b);  
  
// a SparseArraySet of non-null variables.  
na.getFlowBefore(s);  
  
// another SparseArraySet  
if (s.fallsThrough()) na.getFallFlowAfter(s);  
  
// a List of SparseArraySets  
if (s.branches()) na.getBranchFlowAfter(s);
```

## Adding transformations to Soot (easy way)

1. Implement a `BodyTransformer` or a `SceneTransformer`
  - `internalTransform` method does the transformation
2. Choose a pack for your transformation (usually `jtp`)
3. Write a main method that adds the transform to the pack, then runs Soot's main
4. (Optional) If your transformation needs command-line options, call `setDeclaredOptions()`

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## On Packs

Want to run a set of Transformer objects with one method call.

⇒ Group them in a Pack.

Soot defines default Packs which are run automatically. To add a Transformer to the `jtp` Pack:

```
Pack jtp = G.v().PackManager().
    getPack("jtp");
jtp.add(new Transform("jtp.nt",
    new NullTransformer()));
jtp.add(new Transform("jtp.nac",
    new NullnessAnalysisColorer()));
```

soot.Pack

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 87

## Extending Soot (hard way)

Some don't like calling `soot.Main.main()`. What does `main()` do?

1. `processCmdLine()`
2. `Scene.v().loadNecessaryClasses()`
3. `PackManager.v().runPacks()`
4. `PackManager.v().writeOutput()`

You can do any or all of these yourself:

- `Options.v()` contains setter methods for all options

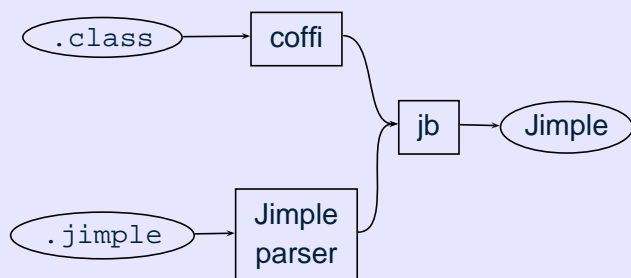
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## Running Soot more than once

- All Soot global variables are stored in `G.v()`
- `G.reset()` re-initializes all of Soot

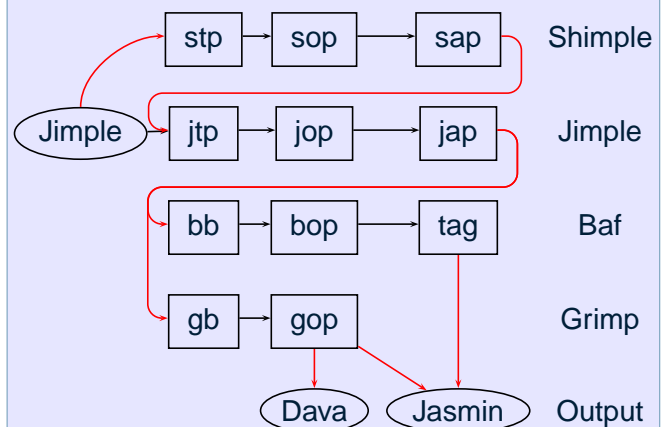
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## Generating Jimple



Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 90

## Intra-procedural packs



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## Soot Pack Naming Scheme

$w^?(j|s|b|g)(b|t|o|a)p$

- $w \Rightarrow$  Whole-program phase
- $j, s, b, g \Rightarrow$  Jimple, Shimple, Baf, Grimp
- $b, t, o, a \Rightarrow$ 
  - (b) Body creation
  - (t) User-defined transformations
  - (o) Optimizations with -O option
  - (a) Attribute generation

The p is sometimes silent.

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## Soot Packs (Jimple Body)

**jb** converts naive Jimple generated from bytecode into typed Jimple with split variables

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## Soot Packs (Jimple)

- jtp** performs user-defined intra-procedural transformations
- jop** performs intra-procedural optimizations
  - CSE, PRE, constant propagation, . . .
- jap** generates annotations using whole-program analyses
  - null-pointer check
  - array bounds check
  - side-effect analysis

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## Soot Packs (Back-end)

- bb** performs transformations to create Baf
- bop** performs user-defined Baf optimizations
- gb** performs transformations to create Grimp
- gop** performs user-defined Grimp optimizations
- tag** aggregates annotations into bytecode attributes

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 95

## Program and Cast

### ACT I (*Warming Up*):

- Introduction and Soot Basics (Laurie)
- Intraprocedural Analysis in Soot (Patrick)

### ACT II (*The Home Stretch*):

- Interprocedural Analyses and Call Graphs (Ondřej)
- Attributes in Soot and Eclipse (Ondřej, Feng, Jennifer)
- Conclusion, Further Reading & Homework (Laurie)

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 96

## Interprocedural Outline

- Soot's whole-program mode
- Call graph
- Points-to information (Spark)
  - (Spark was my M.Sc. thesis)

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 97

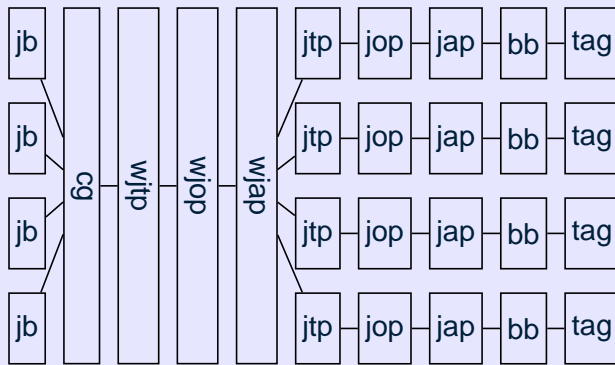
## Soot's whole-program mode

- Use `-w` switch for whole-program mode
- Enables `cg`, `wjtp`, `wjap` packs
- Whole-program information from these packs available to rest of Soot through Scene
  - Call graph
  - Points-to information
- Whole program analyzed; only application classes written out, not library classes
- To also enable `wjop`, use `-W`
  - Method inlining, static binding

## Soot Packs (Whole Program)

- cg** generates a call graph using CHA or more precise methods
- wjtp** performs user-defined whole-program transformations
- wjop** performs whole-program optimizations
  - static inlining
  - static method binding
- wjap** generates annotations using whole-program analyses
  - rectangular array analysis

## Soot phases

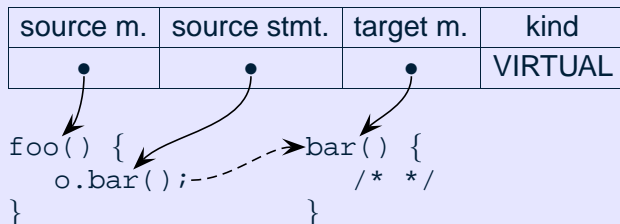


## Call Graph

- Collection of edges representing **all** method invocations known to Soot
  - explicit method invocations
  - implicit invocations of static initializers
  - implicit calls of `Thread.run()`
  - implicit calls of finalizers
  - implicit calls by `AccessController`
  - ...
- Filter can be used to select specific kinds of edges

## Call Graph Edge

- Each Edge contains
  - Source method
  - Source statement (if applicable)
  - Target method
  - Kind of edge



## Edge Kinds

```

/** Due to explicit invokestatic instruction. */
public static final int STATIC = 1;
/** Due to explicit invokevirtual instruction. */
public static final int VIRTUAL = 2;
/** Due to explicit invokeinterface instruction. */
public static final int INTERFACE = 3;
/** Due to explicit invokespecial instruction. */
public static final int SPECIAL = 4;
/** Implicit call to static initializer. */
public static final int CLINIT = 5;
/** Implicit call to Thread.run() due to Thread.start() call. */
public static final int THREAD = 6;
/** Implicit call to Thread.exit(). */
public static final int EXIT = 7;
/** Implicit call to non-trivial finalizer from constructor. */
public static final int FINALIZE = 8;
/** Implicit call to run() through AccessController.doPrivileged(). */
public static final int PRIVILEGED = 9;
/** Implicit call to constructor from java.lang.Class.newInstance(). */
public static final int NEWINSTANCE = 10;

```

## Querying Call Graph

**edgesOutOf(SootMethod)** iterator over edges with given source method

**edgesOutOf(Unit)** iterator over edges with given source statement

**edgesInto(SootMethod)** iterator over edges with given target method

main()	o.foo();	C1.foo()	VIRTUAL
main()	o.goo();	C1.goo()	VIRTUAL
main()	o.goo();	C2.goo()	VIRTUAL
bar()	o.foo();	C2.foo()	VIRTUAL

soot.jimple.toolkits.callgraph.CallGraph

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 104

## Querying Call Graph

**edgesOutOf(SootMethod)** iterator over edges with given source method

**edgesOutOf(Unit)** iterator over edges with given source statement

**edgesInto(SootMethod)** iterator over edges with given target method

main()	o.foo();	C1.foo()	VIRTUAL
main()	o.goo();	C1.goo()	VIRTUAL
main()	o.goo();	C2.goo()	VIRTUAL
bar()	o.foo();	C1.foo()	VIRTUAL

soot.jimple.toolkits.callgraph.CallGraph

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 105

## Adapters

- Adapters make an iterator over edges into an iterator over

**Sources** source methods

**Units** source statements

**Targets** target methods

src <sub>1</sub>	stmt <sub>1</sub>	tgt <sub>1</sub>	kind <sub>1</sub>	src <sub>1</sub>
src <sub>2</sub>	stmt <sub>2</sub>	tgt <sub>2</sub>	kind <sub>2</sub>	src <sub>2</sub>
src <sub>3</sub>	stmt <sub>3</sub>	tgt <sub>3</sub>	kind <sub>3</sub>	src <sub>3</sub>

soot.jimple.toolkits.callgraph.{Sources,Units,Targets}

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 106

## Code Example

```
void mayCall( SootMethod src ) {
    CallGraph cg =
        Scene.v().getCallGraph();
    Iterator targets =
        new Targets(cg.edgesOutOf(src));

    while( targets.hasNext() ) {
        SootMethod tgt =
            (SootMethod) targets.next();
        System.out.println( ""+
            src+" may call "+tgt );
    }
}
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 107

## Reachable Methods

- ReachableMethods object keeps track of which methods are reachable from entry points

**contains(SootMethod)** tests whether method is reachable

**listener()** returns an iterator over reachable methods

## Code Example

```
ReachableMethods rm =
    Scene.v().getReachableMethods();

if( rm.contains( myMethod ) )
    // myMethod is reachable

Iterator it = rm.listener();
while( it.hasNext() ) {
    SootMethod method =
        (SootMethod) it.next();
    // method is reachable
}
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 108

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 109

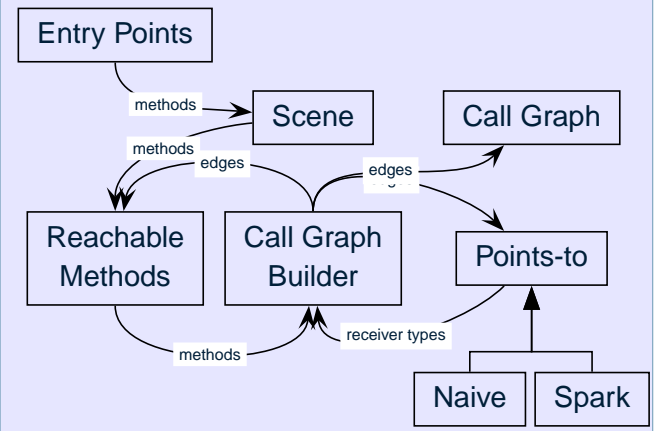
## Transitive Targets

- `TransitiveTargets` class takes a `CallGraph` and optional `Filter` to select edges

`iterator(SootMethod)` iterator over methods transitively called from given method

`iterator(Unit)` iterator over methods transitively called from targets of given statement

## Implementation Big Picture



## Points-to analysis

- Default points-to analysis assumes that any pointer can point to any object
- Spark provides variations of context-insensitive subset-based points-to analysis
  - Work in progress on context-sensitive analyses

## Spark settings

- `-p cg.spark on` turns on Spark
  - Spark used for both call graph, and points-to information
  - Default setting is on-the-fly call graph, field-sensitive, most efficient algorithm and data structures
- `-p cg.spark vta` Spark as VTA
- `-p cg.spark rta` Spark as RTA

## PointsToAnalysis interface

`reachingObjects(Local)` returns `PointsToSet` of objects pointed to by a local variable

`x = y`

`reachingObjects(SootField)` returns `PointsToSet` of objects pointed to by a static field

`x = C.f`

`reachingObjects(Local, SootField)` returns `PointsToSet` of objects pointed to by given instance field of the objects pointed to by local variable

`x = y.f`

## PointsToSet interface

`possibleTypes()` returns a set of the possible types of the objects in the points-to set

`hasNonEmptyIntersection(PointsToSet)` tells us whether two points-to sets may overlap (whether the pointers may be aliased)

## If I want to know...

... the types of the receiver `o` in the call:

```
o.m(...)
```

```
Local o;  
PointsToAnalysis pa =  
    Scene.v().getPointsToAnalysis();  
PointsToSet ptset =  
    pa.reachingObjects( o );  
java.util.Set types =  
    ptset.possibleTypes()
```

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## If I want to know...

... whether `x` and `y` may be aliases in

```
x.f = 5;  
y.f = 6;  
z = x.f;
```

```
Local x, y;  
PointsToSet xset =  
    pa.reachingObjects( x );  
PointsToSet yset =  
    pa.reachingObjects( y );  
if(xset.hasNonEmptyIntersection(yset))  
    // they're possibly aliased
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 117

## SideEffectTester interface

Reports side-effects of any statement, including calls

**newMethod(SootMethod)** tells the side-effect tester that we are starting a new method

**unitCanReadFrom(Unit, Value)** returns true if the Unit (statement) might read the Value

**unitCanWriteTo(Unit, Value)** returns true if the Unit (statement) might write the Value

soot.SideEffectTester

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 118

## Implementations of SideEffectTester

### NaiveSideEffectTester

- is conservative
- does not use call graph or points-to information
- does not require whole-program mode

### PASideEffectTester

- uses current call graph
- uses current points-to information
  - this may be naive points-to information

soot.jimple.NaiveSideEffectTester

soot.jimple.toolkits.pointer.PASideEffectTester

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## Program and Cast

### ACT I (Warming Up):

- Introduction and Soot Basics (Laurie)
- Intraprocedural Analysis in Soot (Patrick)

### ACT II (The Home Stretch):

- Interprocedural Analyses and Call Graphs (Ondřej)
- Attributes in Soot and Eclipse (Ondřej, Feng, Jennifer)
- Conclusion, Further Reading & Homework (Laurie)

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 120

## Motivation of Soot Attributes

- We often want to attach annotations to code
  - to convey low-level analysis results, such as register allocation or array bounds check elimination to a VM
  - to convey analysis results to humans
  - to record profiling information
- Soot provides a framework to support the embedding of custom, user-defined attributes in class files

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 121

## Java class file attributes

- Attributes of *class\_info*, *method\_info*, *field\_info*, and *Code\_attribute* structures
- In fact: Code is an attribute of a method
- Standard attributes: *SourceFile*, *ConstantValue*, *Exceptions*, *LineNumberTable*, *LocalVariableTable*
- VM is required to ignore attributes it does not recognize

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## Attribute format

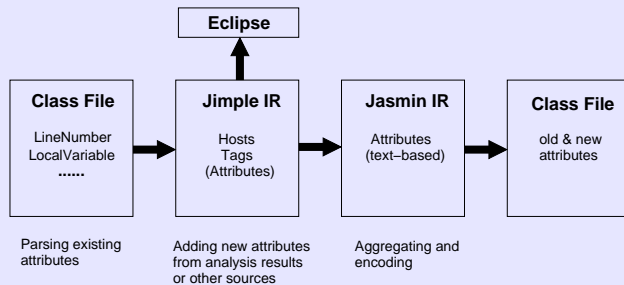
The VM spec defines the format of attributes:

```
attribute_info {
    u2 attribute_name_index;
    u4 attribute_length;
    u1 info[attribute_length];
}
```

- *attribute\_name\_index*, the index of the attribute's name in the class file's *Constant Pool*
- *attribute\_length*, the length of the attribute's data
- *info*, an array of raw attribute data

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 123

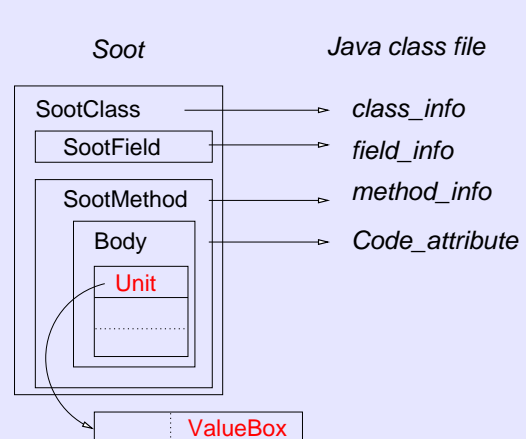
## Attributes and Soot (overview)



- Soot parses several standard attributes
- New attributes can be created and attached
- Users can design their own attribute format

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 124

## Tags in Soot Internals



Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 125

## Hosts

**Hosts** are objects that can hold **Tags**:

```
package soot.tagkit;
public interface Host {
    public void addTag (Tag t);
    public Tag getTag (String aName);
    public List getTags ();
    public void removeTag (String name);
    public boolean hasTag (String aName);
}
```

**Implementations:**

SootClass, SootField, SootMethod, Body, Unit, ValueBox

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 126

## Tags

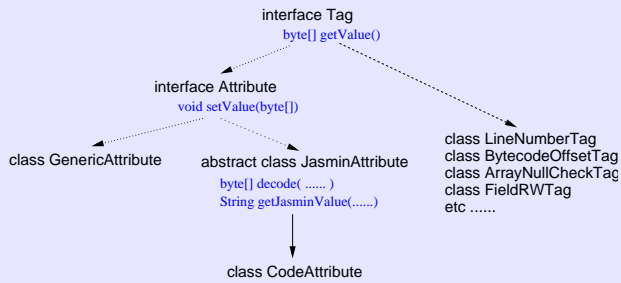
**Tags** are objects that can be attached to **Hosts**:

```
package soot.tagkit;
public interface Tag {
    public String getName ();
    public byte[] getValue ()
        throws AttributeValueException;
    public String toString();
}
```

- **Attribute** attached to class file structures (class, field, method)
- Generic tags attached to *Units* or *ValueBoxes*

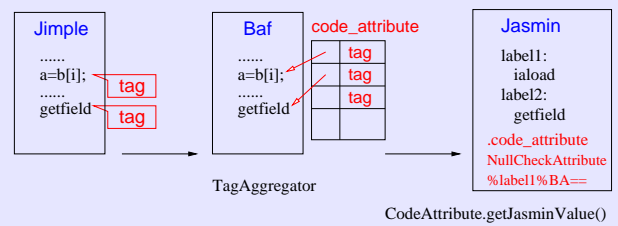
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## Tag Hierarchy



Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 128

## Special case: attributes of Code\_attribute



- **TagAggregator** aggregates tags of Units/ValueBoxes to **CodeAttribute**
- **CodeAttribute** is a table of (pc, value) pairs in class file

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 129

## Choosing an Aggregator

- One Jimple statement may translate to multiple bytecode instructions
- | Jimple               | Bytecode                |
|----------------------|-------------------------|
| <code>x = y.f</code> | <code>load y</code>     |
|                      | <code>getfield f</code> |
|                      | <code>store x</code>    |
- Which instruction(s) should get the tags?

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## Choosing an Aggregator

### ImportantTagAggregator

attaches tag to the “most important” instruction (field reference, array reference, method invocation)

- Used for array bounds check, null pointer check, side-effect attributes

### FirstTagAggregator

attaches tag to the first instruction

- Used for line number table attribute

Easy to make your own ...

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## TagAggregator

```

public abstract class TagAggregator
    extends BodyTransformer {
    .....
    abstract boolean wantTag(Tag t);
    abstract void considerTag(Tag t, Unit u);
    abstract String aggregatedName();
    void internalTransform(Body b, ... ) {
        .....
    }
}
  
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 132

## ImportantTagAggregator

```

abstract class ImportantTagAggregator
    extends TagAggregator {
    /** Decide whether this tag
     *  should be aggregated by
     *  this aggregator. */
    public abstract boolean
        wantTag( Tag t );

    /** Return name of the resulting
     *  aggregated tag. */
    public abstract String
        aggregatedName();
}
  
```

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## Howto for creating new attributes

- Create a new Tag class, decide which structure is the host
- If the tag is for Units, write a tag aggregator by extending *TagAggregator* or one of its subclasses
- Parse attributes in bytecode consumer

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 134

## Example: nullness attribute

### Step 1: create NullCheckTag

```
class NullCheckTag {
    public String getName() { return "NullCheckTag"; }
    private byte value = 0;
    public byte[] getValue() {
        byte[] bv = new byte[1];
        bv[0] = value;
        return bv;
    }
    public void toString() {
        return ((value==0)? "[not null]": "[unknown]");
    }
}
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 135

## Example: nullness attribute

### Step 2: attach tags to units after analysis

```
boolean needCheck;
s.addTag(new NullCheckTag(needCheck));
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 136

## Example: nullness attribute

### Step 3: create a NullTagAggregator

```
p.add(new Transform("tag.null",
    NullTagAggregator.v()));

class NullTagAggregator
    extends ImportantTagAggregator {

    public boolean wantTag(Tag t) {
        return (t instanceof NullCheckTag);
    }
    public String aggregatedName() {
        return "NullCheckAttribute";
    }
}
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 137

## Code attribute format

Attributes of *Code\_attribute* extends *JasminAttribute* which generates textual representation of (label, value) pairs:

String getJasminValue(Map instToLabel);  
e.g. "NullCheckAttribute":

```
null_check_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    {
        u2 pc;
        u1 data;
    } [attribute_length/3];
}
```

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 138

## Motivation of Soot Attributes in Eclipse

- The Soot - Eclipse plug-in provides a mechanism for viewing attribute information in visual ways within Eclipse.
- This can aid:
  - software visualization
  - program understanding
  - analysis debugging

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 139

## Visual Representations

- Three visual representations of attribute information:
  - Text displayed in tooltips
  - Color highlighting of chunks of code
  - Pop-up links

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 140

## String Tags

- **StringTags** attach a string of information to a **Host**.

```
s.addTag(new StringTag(val+": NonNull"));
```
- The Soot - Eclipse plug-in displays the string as a tooltip when the mouse hovers over a line of text in the Java editor and Jimple editor.

soot.tagkit.StringTag

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 141

## Color Tags

- **ColorTags** attach a color to a **Host**.

```
v.addTag(new ColorTag(ColorTag.GREEN));  
v.addTag(new ColorTag(255, 0, 0));
```
- The Soot - Eclipse plug-in highlights the background color of the text in the editor at the appropriate positions with the given color in the Jimple editor.

soot.tagkit.ColorTag

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 142

## Link Tags

- **LinkTags** attach a string of information, and a link to another part of code to a **Host**.

```
String text = "Target:"+m.toString();  
Host h = m;  
String cName = m.getDeclaringClass().getName();  
s.addTag(new LinkTag(text, h, cName));
```
- The Soot - Eclipse plug-in displays link which jumps to a another part of the code when clicked in the Jimple Editor.

soot.tagkit.LinkTag

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 143

## Program and Cast

### ACT I (*Warming Up*):

- Introduction and Soot Basics (Laurie)
- Intraprocedural Analysis in Soot (Patrick)

### ACT II (*The Home Stretch*):

- Interprocedural Analyses and Call Graphs (Ondřej)
- Attributes in Soot and Eclipse (Ondřej, Feng, Jennifer)
- Conclusion, Further Reading & Homework (Laurie)

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 144

## Conclusion

- Have introduced Soot, a framework for analyzing, optimizing, tagging and visualizing Java bytecode.
- Have shown the basics of using Soot as a stand-alone tool and also how to add new functionality to Soot.
- Now for some homework and reading.

Soot, a Tool for Analyzing and Transforming Java Bytecode – p. 145

## Homework

- Try out Soot
  - Super easy:** Soot as a stand-alone tool, Eclipse plugin
  - Easy:** implement a new intraprocedural analysis and generate tags for it.
  - More challenging:** implement whole program analysis, toolkit or a new IR.
- Please stay in touch, tell us how you are using Soot and contribute back any new additions you make.

## Resources

**Main Soot page:** [www.sable.mcgill.ca/soot/](http://www.sable.mcgill.ca/soot/)

**Theses and papers:**  
[www.sable.mcgill.ca/publications/](http://www.sable.mcgill.ca/publications/)

**Tutorials:** [www.sable.mcgill.ca/soot/tutorial/](http://www.sable.mcgill.ca/soot/tutorial/)

**Javadoc:** in main Soot distribution,  
[www.sable.mcgill.ca/software/#soot](http://www.sable.mcgill.ca/software/#soot) and also online at [www.sable.mcgill.ca/soot/doc/](http://www.sable.mcgill.ca/soot/doc/).

**Mailing lists:**  
[www.sable.mcgill.ca/soot/#mailingLists](http://www.sable.mcgill.ca/soot/#mailingLists)

**Soot in a Course:**  
[www.sable.mcgill.ca/~hendren/621/](http://www.sable.mcgill.ca/~hendren/621/)

## Further reading

**Introduction to Soot (1.x):** Raja's thesis, CASCON 99, CC 2000, SAS 2000

**Initial design of attributes:** CC 2001

**Array bounds checking elimination:** Feng's thesis, CC 2002

**Decompiling:** Jerome's thesis, WCRE 2001, CC 2002

**Points-to analysis:** Ondřej's thesis, CC 2003, PLDI 2003 (BDD-based)