

CIL API Documentation (version 1.2.5)

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1 Module Pretty : Utility functions for pretty-printing.

The major features provided by this module are

- An `fprintf`-style interface with support for user-defined printers
- The printout is fit to a width by selecting some of the optional newlines
- Constructs for alignment and indentation
- Print ellipsis starting at a certain nesting depth
- Constructs for printing lists and arrays

Pretty-printing occurs in two stages:

- Construct a `Pretty.doc` [1] object that encodes all of the elements to be printed along with alignment specifiers and optional and mandatory newlines
- Format the `Pretty.doc` [1] to a certain width and emit it as a string, to an output stream or pass it to a user-defined function

The formatting algorithm is not optimal but it does a pretty good job while still operating in linear time. The original version was based on a pretty printer by Philip Wadler which turned out to not scale to large jobs.

API

`type doc`

The type of unformatted documents. Elements of this type can be constructed in two ways. Either with a number of constructor shown below, or using the `Pretty.dprintf [1]` function with a `printf`-like interface. The `Pretty.dprintf [1]` method is slightly slower so we do not use it for large jobs such as the output routines for a compiler. But we use it for small jobs such as logging and error messages.

Constructors for the `doc` type.

`val nil : doc`

Constructs an empty document

`val (++) : doc -> doc -> doc`

Concatenates two documents. This is an infix operator that associates to the left.

`val text : string -> doc`

A document that prints the given string

`val num : int -> doc`

A document that prints an integer in decimal form

`val real : float -> doc`

A document that prints a real number

`val chr : char -> doc`

A document that prints a character. This is just like `Pretty.text [1]` with a one-character string.

`val line : doc`

A document that consists of a mandatory newline. This is just like `(text "\n")`. The new line will be indented to the current indentation level, unless you use `Pretty.leftflush [1]` right after this.

`val leftflush : doc`

Use after a `Pretty.line [1]` to prevent the indentation. Whatever follows next will be flushed left. Indentation resumes on the next line.

`val break : doc`

A document that consists of either a space or a line break. Also called an optional line break. Such a break will be taken only if necessary to fit the document in a given width. If the break is not taken a space is printed instead.

`val align : doc`

Mark the current column as the current indentation level. Does not print anything. All taken line breaks will align to this column. The previous alignment level is saved on a stack.

`val unalign : doc`

Reverts to the last saved indentation level.

`val mark : doc`

Mark the beginning of a markup section. The width of a markup section is considered 0 for the purpose of computing indentation

`val unmark : doc`

The end of a markup section

Syntactic sugar

`val indent : int -> doc -> doc`

Indents the document. Same as `((text " ") ++ align ++ doc ++ unalign)`, with the specified number of spaces.

`val markup : doc -> doc`

Prints a document as markup. The marked document cannot contain line breaks or alignment constructs.

`val seq : sep:doc -> doit:('a -> doc) -> elements:'a list -> doc`

Formats a sequence. `sep` is a separator, `doit` is a function that converts an element to a document.

`val docList : doc -> ('a -> doc) -> unit -> 'a list -> doc`

An alternative function for printing a list. The `unit` argument is there to make this function more easily usable with the `Pretty.dprintf [1]` interface.

`val d_list : string -> (unit -> 'a -> doc) -> unit -> 'a list -> doc`

sm: Yet another list printer. This one accepts the same kind of printing function that `Pretty.dprintf [1]` does, and itself works in the `dprintf` context. Also accepts a string as the separator since that's by far the most common.

`val docArray : doc -> (int -> 'a -> doc) -> unit -> 'a array -> doc`

Formats an array. A separator and a function that prints an array element

`val docOpt : (unit -> 'a -> doc) -> unit -> 'a option -> doc`

Prints an `'a option` with `None` or `Some`

`val insert : unit -> doc -> doc`

A function that is useful with the `printf`-like interface

`val dprintf : ('a, unit, doc) Pervasives.format -> 'a`

This function provides an alternative method for constructing `doc` objects. The first argument for this function is a format string argument (of type `('a, unit, doc) format`; if you insist on understanding what that means see the module `Printf`). The format string is like that for the `printf` function in C, except that it understands a few more formatting controls, all starting with the `@` character.

The following special formatting characters are understood (these do not correspond to arguments of the function):

- `@[` Inserts an `Pretty.align [1]`. Every format string must have matching `Pretty.align [1]` and `Pretty.unalign [1]`.
- `@]` Inserts an `Pretty.unalign [1]`.
- `@!` Inserts a `Pretty.line [1]`. Just like `"\n"`
- `@?` Inserts a `Pretty.break [1]`.
- `@<` Inserts a `Pretty.mark [1]`.
- `@<` Inserts a `Pretty.unmark [1]`.
- `@^` Inserts a `Pretty.leftflush [1]` Should be used immediately after `@!` or `"\n"`.
- `@@` : inserts a `@` character

In addition to the usual `printf %` formatting characters the following two new characters are supported:

- `%t` Corresponds to an argument of type `unit -> doc`. This argument is invoked to produce a document
- `%a` Corresponds to **two** arguments. The first of type `unit -> 'a -> doc` and the second of type `'a`. (The extra `unit` is do to the peculiarities of the built-in support for format strings in Ocaml. It turns out that it is not a major problem.) Here is an example of how you use this:

```
dprintf "Name=%s, SSN=%7d, Children=@[%a@]\n"
        pers.name pers.ssn (docList (chr ',' ++ break) text)
        pers.children
```

The result of `dprintf` is a `Pretty.doc [1]`. You can format the document and emit it using the functions `Pretty.fprint [1]` and `Pretty.sprint [1]`.

```
val fprint : Pervasives.out_channel -> width:int -> doc -> unit
    Format the document to the given width and emit it to the given channel

val sprint : width:int -> doc -> string
    Format the document to the given width and emit it as a string

val fprintf :
    Pervasives.out_channel -> ('a, unit, doc) Pervasives.format -> 'a
    Like Pretty.dprintf [1] followed by Pretty.fprint [1]

val printf : ('a, unit, doc) Pervasives.format -> 'a
```

Like `Pretty.fprintf [1]` applied to `stdout`

```
val eprintf : ('a, unit, doc) Pervasives.format -> 'a
```

Like `Pretty.fprintf [1]` applied to `stderr`

```
val gprintf : (doc -> doc) -> ('a, unit, doc) Pervasives.format -> 'a
```

Like `Pretty.dprintf [1]` but more general. It also takes a function that is invoked on the constructed document but before any formatting is done.

```
val withPrintDepth : int -> (unit -> unit) -> unit
```

Invokes a thunk, with `printDepth` temporarily set to the specified value

The following variables can be used to control the operation of the printer

```
val printDepth : int Pervasives.ref
```

Specifies the nesting depth of the `align/unalign` pairs at which everything is replaced with ellipsis

```
val printIndent : bool Pervasives.ref
```

If false then does not indent

```
val fastMode : bool Pervasives.ref
```

If set to `true` then optional breaks are taken only when the document has exceeded the given width. This means that the printout will look more ragged but it will be faster

```
val flushOften : bool Pervasives.ref
```

If true then it flushes after every print

```
val countNewLines : int Pervasives.ref
```

Keep a running count of the taken newlines. You can read and write this from the client code if you want

2 Module `Errormsg` : Utility functions for error-reporting

```
val logChannel : Pervasives.out_channel Pervasives.ref
```

A channel for printing log messages

```
val debugFlag : bool Pervasives.ref
```

If set then print debugging info

```
val verboseFlag : bool Pervasives.ref
```

```
val warnFlag : bool Pervasives.ref
```

Set to true if you want to see all warnings.

```
exception Error
```

Error reporting functions raise this exception

```
val error : ('a, unit, Pretty.doc) Pervasives.format -> 'a
  Prints an error message of the form Error: .... Use in conjunction with s, for example:
  E.s (E.error ...).

val bug : ('a, unit, Pretty.doc) Pervasives.format -> 'a
  Similar to error except that its output has the form Bug: ....

val unimp : ('a, unit, Pretty.doc) Pervasives.format -> 'a
  Similar to error except that its output has the form Unimplemented: ....

val s : Pretty.doc -> 'a
  Stop the execution by raising an Error. Use "s (error "Foo")".

val hadErrors : bool Pervasives.ref
  This is set whenever one of the above error functions are called. It must be cleared manually.

val warn : ('a, unit, Pretty.doc) Pervasives.format -> 'a
  Like Errormsg.error[2] but does not raise the Errormsg.Error[2] exception. Use: ignore (E.warn ...).

val warnOpt : ('a, unit, Pretty.doc) Pervasives.format -> 'a
  Like Errormsg.warn[2] but optional. Printed only if the Errormsg.warnFlag[2] is set.

val log : ('a, unit, Pretty.doc) Pervasives.format -> 'a
  Print something to logChannel.

val null : ('a, unit, Pretty.doc) Pervasives.format -> 'a
  Do not actually print (i.e. print to /dev/null).

val pushContext : (unit -> Pretty.doc) -> unit
  Registers a context printing function.

val popContext : unit -> unit
  Removes the last registered context printing function.

val showContext : unit -> unit
  Show the context stack to stderr.

val withContext : (unit -> Pretty.doc) -> ('a -> 'b) -> 'a -> 'b
  To ensure that the context is registered and removed properly, use the function below.

val newline : unit -> unit
val newHline : unit -> unit
val getPosition : unit -> int * string * int
val getHPosition : unit -> int * string
```

high-level position

```
val setHLine : int -> unit
val setHFile : string -> unit
val setCurrentLine : int -> unit
val setCurrentFile : string -> unit
type location = {
  file : string ;
    The file name

  line : int ;
    The line number

  hfile : string ;
    The high-level file name, or "" if not present

  hline : int ;
    The high-level line number, or 0 if not present
}
```

Type for source-file locations

```
val d_loc : unit -> location -> Pretty.doc
val d_hloc : unit -> location -> Pretty.doc
val getLocation : unit -> location
val parse_error : string -> 'a
val locUnknown : location
    An unknown location for use when you need one but you don't have one

val startParsing : string -> Lexing.lexbuf
val startParsingFromString :
  ?file:string -> ?line:int -> string -> Lexing.lexbuf
val finishParsing : unit -> unit
```

3 Module Clist : Utilities for managing "concatenable lists" (clists).

We often need to concatenate sequences, and using lists for this purpose is expensive. This module provides routines to manage such lists more efficiently. In this model, we never do cons or append explicitly. Instead we maintain the elements of the list in a special data structure. Routines are provided to convert to/from ordinary lists, and carry out common list operations.

```
type 'a clist =
  | CList of 'a list
    The only representation for the empty list. Try to use sparingly.
  | CConsL of ('a * 'a clist)
```

Do not use this a lot because scanning it is not tail recursive

```
| CConsR of ('a clist * 'a)  
| CSeq of ('a clist * 'a clist)
```

We concatenate only two of them at this time. Neither is the empty clist. To be sure always use append to make these

The clist datatype. A clist can be an ordinary list, or a clist preceded or followed by an element, or two clists implicitly appended together

```
val toList : 'a clist -> 'a list  
    Convert a clist to an ordinary list
```

```
val fromList : 'a list -> 'a clist  
    Convert an ordinary list to a clist
```

```
val single : 'a -> 'a clist  
    Create a clist containing one element
```

```
val empty : 'a clist  
    The empty clist
```

```
val append : 'a clist -> 'a clist -> 'a clist  
    Append two clists
```

```
val checkBeforeAppend : 'a clist -> 'a clist -> bool  
    A useful check to assert before an append. It checks that the two lists are not identically the same (Except if they are both empty)
```

```
val length : 'a clist -> int  
    Find the length of a clist
```

```
val map : ('a -> 'b) -> 'a clist -> 'b clist  
    Map a function over a clist. Returns another clist
```

```
val fold_left : ('a -> 'b -> 'a) -> 'a -> 'b clist -> 'a  
    A version of fold_left that works on clists
```

```
val iter : ('a -> unit) -> 'a clist -> unit  
    A version of iter that works on clists
```

```
val rev : 'a clist -> 'a clist  
    Reverse a clist
```

```
val docCList :  
    Pretty.doc -> ('a -> Pretty.doc) -> unit -> 'a clist -> Pretty.doc  
    A document for printing a clist (similar to docList)
```

4 Module Stats : Utilities for maintaining timing statistics

```
val reset : bool -> unit
```

Resets all the timings. Invoke with "true" if you want to switch to using the hardware performance counters from now on. You get an exception if there are not performance counters available

```
exception NoPerfCount
```

```
val has_performance_counters : unit -> bool
```

Check if we have performance counters

```
val time : string -> ('a -> 'b) -> 'a -> 'b
```

Time a function and associate the time with the given string. If some timing information is already associated with that string, then accumulate the times. If this function is invoked within another timed function then you can have a hierarchy of timings

```
val repeattime : float -> string -> ('a -> 'b) -> 'a -> 'b
```

repeattime is like time but runs the function several times until the total running time is greater or equal to the first argument. The total time is then divided by the number of times the function was run.

```
val print : Pervasives.out_channel -> string -> unit
```

Print the current stats preceeded by a message

5 Module Cil : CIL API Documentation.

An html version of this document can be found at <http://manju.cs.berkeley.edu/cil>.

```
val initCIL : unit -> unit
```

Call this function to perform some initialization. Call if after you have set `Cil.msvcMode` [5].

```
val cilVersion : string
```

This are the CIL version numbers. A CIL version is a number of the form M.m.r (major, minor and release)

```
val cilVersionMajor : int
```

```
val cilVersionMinor : int
```

```
val cilVersionRevision : int
```

This module defines the abstract syntax of CIL. It also provides utility functions for traversing the CIL data structures, and pretty-printing them. The parser for both the GCC and MSVC front-ends can be invoked as `Frontc.parse: string -> unit -> Cil.file` [5]. This function must be given the name of a preprocessed C file and will return the top-level data structure that describes a whole source file. By default the parsing and elaboration into CIL is done as for GCC source. If

you want to use MSVC source you must set the `Cil.msvcMode` [5] to `true` and must also invoke the function `Frontc.setMSVCMode: unit -> unit .`

The Abstract Syntax of CIL

The top-level representation of a CIL source file (and the result of the parsing and elaboration). Its main contents is the list of global declarations and definitions. You can iterate over the globals in a `Cil.file` [5] using the following iterators: `Cil.mapGlobals` [5], `Cil.iterGlobals` [5] and `Cil.foldGlobals` [5]. You can also use the `Cil.dummyFile` [5] when you need a `Cil.file` [5] as a placeholder. For each global item CIL stores the source location where it appears (using the type `Cil.location` [5])

```
type file = {
  mutable fileName : string ;
    The complete file name

  mutable globals : global list ;
    List of globals as they will appear in the printed file

  mutable globinit : fundec option ;
    An optional global initializer function. This is a function where you can put stuff that
    must be executed before the program is started. This function, is conceptually at the
    end of the file, although it is not part of the globals list. Use Cil.getGlobInit [5] to
    create/get one.

  mutable globinitcalled : bool ;
    Whether the global initialization function is called in main. This should always be
    false if there is no global initializer. When you create a global initialization CIL will
    try to insert code in main to call it.
}
```

Top-level representation of a C source file

Globals. The main type for representing global declarations and definitions. A list of these form a CIL file. The order of globals in the file is generally important.

```
type global =
  | GType of (typeinfo * location)
    A typedef. All uses of type names (through the TNamed constructor) must be preceded
    in the file by a definition of the name. The string is the defined name and always
    not-empty.

  | GCompTag of (compinfo * location)
    Defines a struct/union tag with some fields. There must be one of these for each
    struct/union tag that you use (through the TComp constructor) since this is the only
    context in which the fields are printed. Consequently nested structure tag definitions
    must be broken into individual definitions with the innermost structure defined first.

  | GCompTagDecl of (compinfo * location)
    Declares a struct/union tag. Use as a forward declaration. This is printed without the
    fields.

  | GEnumTag of (enuminfo * location)
```

Declares an enumeration tag with some fields. There must be one of these for each enumeration tag that you use (through the `TEnum` constructor) since this is the only context in which the items are printed.

| `GEnumTagDecl` of `(enuminfo * location)`

Declares an enumeration tag. Use as a forward declaration. This is printed without the items.

| `GVarDecl` of `(varinfo * location)`

A variable declaration (not a definition). If the variable has a function type then this is a prototype. There can be several declarations and at most one definition for a given variable. If both forms appear then they must share the same `varinfo` structure. A prototype shares the `varinfo` with the `fundec` of the definition. Either has storage `Extern` or there must be a definition in this file

| `GVar` of `(varinfo * initinfo * location)`

A variable definition. Can have an initializer. The initializer is updateable so that you can change it without requiring to recreate the list of globals. There can be at most one definition for a variable in an entire program. Cannot have storage `Extern` or function type.

| `GFun` of `(fundec * location)`

A function definition.

| `GAsm` of `(string * location)`

Global asm statement. These ones can contain only a template

| `GPragma` of `(attribute * location)`

Pragmas at top level. Use the same syntax as attributes

| `GText` of `string`

Some text (printed verbatim) at top level. E.g., this way you can put comments in the output.

A global declaration or definition

Types. A C type is represented in CIL using the type `Cil.typ`[5]. Among types we differentiate the integral types (with different kinds denoting the sign and precision), floating point types, enumeration types, array and pointer types, and function types. Every type is associated with a list of attributes, which are always kept in sorted order. Use `Cil.addAttribute`[5] and `Cil.addAttributes`[5] to construct list of attributes. If you want to inspect a type, you should use `Cil.unrollType`[5] or `Cil.unrollTypeDeep`[5] to see through the uses of named types.

CIL is configured at build-time with the sizes and alignments of the underlying compiler (GCC or MSVC). CIL contains functions that can compute the size of a type (in bits) `Cil.bitsSizeOf`[5], the alignment of a type (in bytes) `Cil.alignOf_int`[5], and can convert an offset into a start and width (both in bits) using the function `Cil.bitsOffset`[5]. At the moment these functions do not take into account the `packed` attributes and pragmas.

`type typ =`

| `TVoid` of `attributes`

Void type. Also predefined as `Cil.voidType`[5]

| TInt of (ikind * attributes)

An integer type. The kind specifies the sign and width. Several useful variants are predefined as `Cil.intType [5]`, `Cil.uintType [5]`, `Cil.longType [5]`, `Cil.charType [5]`.

| TFloat of (fkind * attributes)

A floating-point type. The kind specifies the precision. You can also use the predefined constant `Cil.doubleType [5]`.

| TPtr of (typ * attributes)

Pointer type. Several useful variants are predefined as `Cil.charPtrType [5]`, `Cil.charConstPtrType [5]` (pointer to a constant character), `Cil.voidPtrType [5]`, `Cil.intPtrType [5]`

| TArray of (typ * exp option * attributes)

Array type. It indicates the base type and the array length.

| TFun of

(typ * (string * typ * attributes) list option * bool
* attributes)

Function type. Indicates the type of the result, the name, type and name attributes of the formal arguments (`None` if no arguments were specified, as in a function whose definition or prototype we have not seen; `Some []` means void). Use `Cil.argsToList [5]` to obtain a list of arguments. The boolean indicates if it is a variable-argument function. If this is the type of a varinfo for which we have a function declaration then the information for the formals must match that in the function's `sformals`. Use `Cil.setFormals [5]` or `Cil.setFunctionType [5]` for this purpose.

| TNamed of (typeinfo * attributes)

| TComp of (compinfo * attributes)

The most delicate issue for C types is that recursion that is possible by using structures and pointers. To address this issue we have a more complex representation for structured types (struct and union). Each such type is represented using the `Cil.compinfo [5]` type. For each composite type the `Cil.compinfo [5]` structure must be declared at top level using `GCompTag` and all references to it must share the same copy of the structure. The attributes given are those pertaining to this use of the type and are in addition to the attributes that were given at the definition of the type and which are stored in the `Cil.compinfo [5]`.

| TEnum of (enuminfo * attributes)

A reference to an enumeration type. All such references must share the `enuminfo` among them and with a `GEnumTag` global that precedes all uses. The attributes refer to this use of the enumeration and are in addition to the attributes of the enumeration itself, which are stored inside the `enuminfo`

| TBuiltin_va_list of attributes

This is the same as the gcc's type with the same name

There are a number of functions for querying the kind of a type. These are `Cil.isIntegralType [5]`, `Cil.isArithmeticType [5]`, `Cil.isPointerType [5]`, `Cil.isFunctionType [5]`, `Cil.isArrayType [5]`.

There are two easy ways to scan a type. First, you can use the `Cil.existsType [5]` to return a boolean answer about a type. This function is controlled by a user-provided function that is

queried for each type that is used to construct the current type. The function can specify whether to terminate the scan with a boolean result or to continue the scan for the nested types.

The other method for scanning types is provided by the visitor interface (see `Cil.cilVisitor` [5.1]).

If you want to compare types (or to use them as hash-values) then you should use instead type signatures (represented as `Cil.typsig` [5]). These contain the same information as types but canonicalized such that simple Ocaml structural equality will tell whether two types are equal. Use `Cil.typeSig` [5] to compute the signature of a type. If you want to ignore certain type attributes then use `Cil.typeSigWithAttrs` [5].

```
type ikind =
  | IChar
      char
  | ISChar
      signed char
  | IUChar
      unsigned char
  | IInt
      int
  | IUInt
      unsigned int
  | IShort
      short
  | IUShort
      unsigned short
  | ILong
      long
  | IULong
      unsigned long
  | ILongLong
      long long (or _int64 on Microsoft Visual C)
  | IULongLong
      unsigned long long (or unsigned _int64 on Microsoft Visual C)
  Various kinds of integers

type fkind =
  | FFloat
      float
  | FDouble
      double
  | FLongDouble
```

long double

Various kinds of floating-point numbers

Attributes.

type attribute =

| Attr of (string * attrparam list)

An attribute has a name and some optional parameters. The name should not start or end with underscore. When CIL parses attribute names it will strip leading and ending underscores (to ensure that the multitude of GCC attributes such as `const`, `__const` and `__const__` all mean the same thing.)

type attributes = attribute list

Attributes are lists sorted by the attribute name. Use the functions `Cil.addAttribute [5]` and `Cil.addAttributes [5]` to insert attributes in an attribute list and maintain the sortedness.

type attrparam =

| AInt of int

An integer constant

| AStr of string

A string constant

| ACons of (string * attrparam list)

Constructed attributes. These are printed `foo(a1,a2,...,an)`. The list of parameters can be empty and in that case the parentheses are not printed.

| ASizeOf of typ

A way to talk about types

| ASizeOfE of attrparam

| AAlignOf of typ

| AAlignOfE of attrparam

| AUnOp of (unop * attrparam)

| ABinOp of (binop * attrparam * attrparam)

| ADot of (attrparam * string)

a.foo *

The type of parameters of attributes

Structures. The `Cil.compinfo [5]` describes the definition of a structure or union type. Each such `Cil.compinfo [5]` must be defined at the top-level using the `GCompTag` constructor and must be shared by all references to this type (using either the `TComp` type constructor or from the definition of the fields.

If all you need is to scan the definition of each composite type once, you can do that by scanning all top-level `GCompTag`.

Constructing a `Cil.compinfo [5]` can be tricky since it must contain fields that might refer to the host `Cil.compinfo [5]` and furthermore the type of the field might need to refer to the `Cil.compinfo [5]` for recursive types. Use the `Cil.mkCompInfo [5]` function to create a `Cil.compinfo [5]`. You can easily fetch the `Cil.fieldinfo [5]` for a given field in a structure with `Cil.getCompField [5]`.

```

type compinfo = {
  mutable cstruct : bool ;
    True if struct, False if union

  mutable cname : string ;
    The name. Always non-empty. Use Cil.compFullName [5] to get the full name of a
    comp (along with the struct or union)

  mutable ckey : int ;
    A unique integer. This is assigned by Cil.mkCompInfo [5] using a global variable in the
    Cil module. Thus two identical structs in two different files might have different keys.
    Use Cil.copyCompInfo [5] to copy structures so that a new key is assigned.

  mutable cfields : fieldinfo list ;
    Information about the fields. Notice that each fieldinfo has a pointer back to the host
    compinfo. This means that you should not share fieldinfo's between two compinfo's

  mutable cattr : attributes ;
    The attributes that are defined at the same time as the composite type. These
    attributes can be supplemented individually at each reference to this compinfo using
    the TComp type constructor.

  mutable cdefined : bool ;
    This boolean flag can be used to distinguish between structures that have not been
    defined and those that have been defined but have no fields (such things are allowed in
    gcc).

  mutable creferenced : bool ;
    True if used. Initially set to false.
}

```

The definition of a structure or union type. Use `Cil.mkCompInfo [5]` to make one and use `Cil.copyCompInfo [5]` to copy one (this ensures that a new key is assigned and that the fields have the right pointers to parents.).

Structure fields. The `Cil.fieldinfo [5]` structure is used to describe a structure or union field. Fields, just like variables, can have attributes associated with the field itself or associated with the type of the field (stored along with the type of the field).

```

type fieldinfo = {
  mutable fcomp : compinfo ;
    The host structure that contains this field. There can be only one compinfo that
    contains the field.

  mutable fname : string ;
    The name of the field. Might be the value of Cil.missingFieldName [5] in which case
    it must be a bitfield and is not printed and it does not participate in initialization

  mutable ftype : typ ;
    The type

  mutable fbitfield : int option ;

```

If a bitfield then `ftype` should be an integer type and the width of the bitfield must be 0 or a positive integer smaller or equal to the width of the integer type. A field of width 0 is used in C to control the alignment of fields.

```
mutable fattr : attributes ;
    The attributes for this field (not for its type)
```

```
mutable floc : location ;
    The location where this field is defined
```

```
}
```

Information about a struct/union field

Enumerations. Information about an enumeration. This is shared by all references to an enumeration. Make sure you have a `GEnumTag` for each of these.

```
type enuminfo = {
    mutable ename : string ;
        The name. Always non-empty.

    mutable eitems : (string * exp * location) list ;
        Items with names and values. This list should be non-empty. The item values must be
        compile-time constants.
```

```
    mutable eattr : attributes ;
        The attributes that are defined at the same time as the enumeration type. These
        attributes can be supplemented individually at each reference to this enuminfo using
        the TEnum type constructor.
```

```
    mutable ereferenced : bool ;
        True if used. Initially set to false
```

```
}
```

Information about an enumeration

Enumerations. Information about an enumeration. This is shared by all references to an enumeration. Make sure you have a `GEnumTag` for each of these.

```
type typeinfo = {
    mutable tname : string ;
        The name. Can be empty only in a GType when introducing a composite or
        enumeration tag. If empty cannot be referred to from the file

    mutable ttype : typ ;
        The actual type. This includes the attributes that were present in the typedef
```

```
    mutable treferenced : bool ;
        True if used. Initially set to false
```

```
}
```

Information about a defined type

Variables. Each local or global variable is represented by a unique `Cil.varinfo [5]` structure. A global `Cil.varinfo [5]` can be introduced with the `GVarDecl` or `GVar` or `GFun` globals. A local `varinfo` can be introduced as part of a function definition `Cil.fundec [5]`.

All references to a given global or local variable must refer to the same copy of the `varinfo`. Each `varinfo` has a globally unique identifier that can be used to index maps and hashtables (the name can also be used for this purpose, except for locals from different functions). This identifier is constructor using a global counter.

It is very important that you construct `varinfo` structures using only one of the following functions:

- `Cil.makeGlobalVar [5]` : to make a global variable
- `Cil.makeTempVar [5]` : to make a temporary local variable whose name will be generated so that to avoid conflict with other locals.
- `Cil.makeLocalVar [5]` : like `Cil.makeTempVar [5]` but you can specify the exact name to be used.
- `Cil.copyVarinfo [5]`: make a shallow copy of a `varinfo` assigning a new name and a new unique identifier

A `varinfo` is also used in a function type to denote the list of formals.

```
type varinfo = {
  mutable vname : string ;
    The name of the variable. Cannot be empty. It is primarily your responsibility to
    ensure the uniqueness of a variable name. For local variables Cil.makeTempVar [5]
    helps you ensure that the name is unique.

  mutable vtype : typ ;
    The declared type of the variable.

  mutable vattr : attributes ;
    A list of attributes associated with the variable.

  mutable vstorage : storage ;
    The storage-class

  mutable vglob : bool ;
    True if this is a global variable

  mutable vinline : bool ;
    Whether this varinfo is for an inline function.

  mutable vdecl : location ;
    Location of variable declaration.

  mutable vid : int ;
    A unique integer identifier. This field will be set for you if you use one of the
    Cil.makeFormalVar [5], Cil.makeLocalVar [5], Cil.makeTempVar [5],
    Cil.makeGlobalVar [5], or Cil.copyVarinfo [5].

  mutable vaddrof : bool ;
```

True if the address of this variable is taken. CIL will set these flags when it parses C, but you should make sure to set the flag whenever your transformation create `AddrOf` expression.

```
mutable vreferenced : bool ;
```

True if this variable is ever referenced. This is computed by `removeUnusedVars`. It is safe to just initialize this to `False`

```
}
```

Information about a variable.

```
type storage =
```

```
| NoStorage
```

The default storage. Nothing is printed

```
| Static
```

```
| Register
```

```
| Extern
```

Storage-class information

Expressions. The CIL expression language contains only the side-effect free expressions of C. They are represented as the type `Cil.exp[5]`. There are several interesting aspects of CIL expressions:

Integer and floating point constants can carry their textual representation. This way the integer 15 can be printed as `0xF` if that is how it occurred in the source.

CIL uses 64 bits to represent the integer constants and also stores the width of the integer type. Care must be taken to ensure that the constant is representable with the given width. Use the functions `Cil.kinteger[5]`, `Cil.kinteger64[5]` and `Cil.integer[5]` to construct constant expressions. CIL predefines the constants `Cil.zero[5]`, `Cil.one[5]` and `Cil.mone[5]` (for -1).

Use the functions `Cil.isConstant[5]` and `Cil.isInteger[5]` to test if an expression is a constant and a constant integer respectively.

CIL keeps the type of all unary and binary expressions. You can think of that type qualifying the operator. Furthermore there are different operators for arithmetic and comparisons on arithmetic types and on pointers.

Another unusual aspect of CIL is that the implicit conversion between an expression of array type and one of pointer type is made explicit, using the `StartOf` expression constructor (which is not printed). If you apply the `AddrOf` constructor to an lvalue of type T then you will be getting an expression of type `TPtr(T)`.

You can find the type of an expression with `Cil.typeOf[5]`.

You can perform constant folding on expressions using the function `Cil.constFold[5]`.

```
type exp =
```

```
| Const of constant
```

Constant

```
| Lval of lval
```

Lvalue

```
| SizeOf of typ
```

sizeof(<type>). Has `unsigned int` type (ISO 6.5.3.4). This is not turned into a constant because some transformations might want to change types

| `SizeOfE` of `exp`

sizeof(<expression>)

| `SizeOfStr` of `string`

sizeof(string_literal). We separate this case out because this is the only instance in which a string literal should not be treated as having type pointer to character.

| `AlignOf` of `typ`

This corresponds to the GCC `__alignof_`. Has `unsigned int` type

| `AlignOfE` of `exp`

| `UnOp` of (`unop * exp * typ`)

Unary operation. Includes the type of the result.

| `BinOp` of (`binop * exp * exp * typ`)

Binary operation. Includes the type of the result. The arithmetic conversions are made explicit for the arguments.

| `CastE` of (`typ * exp`)

Use `Cil.mkCast[5]` to make casts.

| `AddrOf` of `lval`

Always use `Cil.mkAddrOf[5]` to construct one of these. Apply to an lvalue of type `T` yields an expression of type `TPtr(T)`

| `StartOf` of `lval`

Conversion from an array to a pointer to the beginning of the array. Given an lval of type `TArray(T)` produces an expression of type `TPtr(T)`. In C this operation is implicit, the `StartOf` operator is not printed. We have it in CIL because it makes the typing rules simpler.

Expressions (Side-effect free)

Constants.

`type constant =`

| `CInt64` of (`int64 * ikind * string option`)

Integer constant. Give the `ikind` (see ISO9899 6.1.3.2) and the textual representation, if available. (This allows us to print a constant as, for example, `0xF` instead of `15`.)

Use `Cil.integer[5]` or `Cil.kinteger[5]` to create these. Watch out for integers that cannot be represented on 64 bits. OCAML does not give Overflow exceptions.

| `CStr` of `string`

| `CWStr` of `int64 list`

| `CChr` of `char`

Character constant

| `CReal` of (`float * fkind * string option`)

Floating point constant. Give the `fkind` (see ISO 6.4.4.2) and also the textual representation, if available.

Literal constants

```
type unop =
  | Neg
      Unary minus
  | BNot
      Bitwise complement (~)
  | LNot
      Logical Not (!)
  Unary operators

type binop =
  | PlusA
      arithmetic +
  | PlusPI
      pointer + integer
  | IndexPI
      pointer + integer but only when it arises from an expression e[i] when e is a pointer
      and not an array. This is semantically the same as PlusPI but CCured uses this as a
      hint that the integer is probably positive.
  | MinusA
      arithmetic -
  | MinusPI
      pointer - integer
  | MinusPP
      pointer - pointer
  | Mult
  | Div
      /
  | Mod
      %
  | Shiftlt
      shift left
  | Shiftrt
      shift right
  | Lt
      < (arithmetic comparison)
  | Gt
      > (arithmetic comparison)
```

- | **Le**
 \leq (arithmetic comparison)
- | **Ge**
 $>$ (arithmetic comparison)
- | **Eq**
 $==$ (arithmetic comparison)
- | **Ne**
 $!=$ (arithmetic comparison)
- | **BAnd**
 bitwise and
- | **BXor**
 exclusive-or
- | **BOr**
 inclusive-or
- | **LAnd**
 logical and. Unlike other expressions this one does not always evaluate both operands. If you want to use these, you must set `Cil.useLogicalOperators` [5].
- | **LOr**
 logical or. Unlike other expressions this one does not always evaluate both operands. If you want to use these, you must set `Cil.useLogicalOperators` [5].

Binary operations

Lvalues. Lvalues are the sublanguage of expressions that can appear at the left of an assignment or as operand to the address-of operator. In C the syntax for lvalues is not always a good indication of the meaning of the lvalue. For example the C value

```
a[0][1][2]
```

might involve 1, 2 or 3 memory reads when used in an expression context, depending on the declared type of the variable `a`. If `a` has type `int [4][4][4]` then we have one memory read from somewhere inside the area that stores the array `a`. On the other hand if `a` has type `int ***` then the expression really means `* (* (* (a + 0) + 1) + 2)`, in which case it is clear that it involves three separate memory operations.

An lvalue denotes the contents of a range of memory addresses. This range is denoted as a host object along with an offset within the object. The host object can be of two kinds: a local or global variable, or an object whose address is in a pointer expression. We distinguish the two cases so that we can tell quickly whether we are accessing some component of a variable directly or we are accessing a memory location through a pointer. To make it easy to tell what an lvalue means CIL represents lvalues as a host object and an offset (see `Cil.lval` [5]). The host object (represented as `Cil.lhost` [5]) can be a local or global variable or can be the object pointed-to by a pointer expression. The offset (represented as `Cil.offset` [5]) is a sequence of field or array index designators.

Both the typing rules and the meaning of an lvalue is very precisely specified in CIL.

The following are a few useful function for operating on lvalues:

- `Cil.mkMem[5]` - makes an lvalue of `Mem` kind. Use this to ensure that certain equivalent forms of lvalues are canonized. For example, `*&x = x`.
- `Cil.typeOfLval[5]` - the type of an lvalue
- `Cil.typeOffset[5]` - the type of an offset, given the type of the host.
- `Cil.addOffset[5]` and `Cil.addOffsetLval[5]` - extend sequences of offsets.
- `Cil.removeOffset[5]` and `Cil.removeOffsetLval[5]` - shrink sequences of offsets.

The following equivalences hold

```
Mem(AddrOf(Mem a, aoff)), off  = Mem a, aoff + off
Mem(AddrOf(Var v, aoff)), off  = Var v, aoff + off
AddrOf (Mem a, NoOffset)      = a
```

```
type lval = lhost * offset
    An lvalue
```

```
type lhost =
  | Var of varinfo
      The host is a variable.
  | Mem of exp
      The host is an object of type T when the expression has pointer TPtr(T).
      The host part of an Cil.lval[5].
```

```
type offset =
  | NoOffset
      No offset. Can be applied to any lvalue and does not change either the starting address
      or the type. This is used when the lval consists of just a host or as a terminator in a
      list of other kinds of offsets.
  | Field of (fieldinfo * offset)
      A field offset. Can be applied only to an lvalue that denotes a structure or a union
      that contains the mentioned field. This advances the offset to the beginning of the
      mentioned field and changes the type to the type of the mentioned field.
  | Index of (exp * offset)
      An array index offset. Can be applied only to an lvalue that denotes an array. This
      advances the starting address of the lval to the beginning of the mentioned array
      element and changes the denoted type to be the type of the array element
      The offset part of an Cil.lval[5]. Each offset can be applied to certain kinds of lvalues and
      its effect is that it advances the starting address of the lvalue and changes the denoted type,
      essentially focusing to some smaller lvalue that is contained in the original one.
```

Initializers. A special kind of expressions are those that can appear as initializers for global variables (initialization of local variables is turned into assignments). The initializers are represented as type `Cil.init[5]`. You can create initializers with `Cil.makeZeroInit[5]` and you can conveniently scan compound initializers them with `Cil.foldLeftCompound[5]` or with `Cil.foldLeftCompoundAll[5]`.

```

type init =
  | SingleInit of exp
      A single initializer

  | CompoundInit of (typ * (offset * init) list)
      Used only for initializers of structures, unions and arrays. The offsets are all of the
      form Field(f, NoOffset) or Index(i, NoOffset) and specify the field or the index
      being initialized. For structures all fields must have an initializer (except the unnamed
      bitfields), in the proper order. This is necessary since the offsets are not printed. For
      unions there must be exactly one initializer. If the initializer is not for the first field
      then a field designator is printed, so you better be on GCC since MSVC does not
      understand this. For arrays, however, we allow you to give only a prefix of the
      initializers. You can scan an initializer list with Cil.foldLeftCompound [5] or with
      Cil.foldLeftCompoundAll [5].

```

Initializers for global variables.

```

type initinfo = {
  mutable init : init option ;
}

```

We want to be able to update an initializer in a global variable, so we define it as a mutable field

Function definitions. A function definition is always introduced with a `GFun` constructor at the top level. All the information about the function is stored into a `Cil.fundec [5]`. Some of the information (e.g. its name, type, storage, attributes) is stored as a `Cil.varinfo [5]` that is a field of the `fundec`. To refer to the function from the expression language you must use the `varinfo`.

The function definition contains, in addition to the body, a list of all the local variables and separately a list of the formals. Both kind of variables can be referred to in the body of the function. The formals must also be shared with the formals that appear in the function type. For that reason, to manipulate formals you should use the provided functions `Cil.makeFormalVar [5]` and `Cil.setFormals [5]`.

```

type fundec = {
  mutable svar : varinfo ;
      Holds the name and type as a variable, so we can refer to it easily from the program.
      All references to this function either in a function call or in a prototype must point to
      the same varinfo.

  mutable sformals : varinfo list ;
      Formals. These must be in the same order and with the same information as the
      formal information in the type of the function. Use Cil.setFormals [5] or
      Cil.setFunctionType [5] to set these formals and ensure that they are reflected in the
      function type. Do not make copies of these because the body refers to them.

  mutable slocals : varinfo list ;
      Locals. Does NOT include the sformals. Do not make copies of these because the body
      refers to them.

  mutable smaxid : int ;

```

Max local id. Starts at 0. Used for creating the names of new temporary variables. Updated by `Cil.makeLocalVar [5]` and `Cil.makeTempVar [5]`. You can also use `Cil.setMaxId [5]` to set it after you have added the formals and locals.

```
mutable sbody : block ;
```

The function body.

```
mutable smaxstmtid : int option ;
```

max id of a (reachable) statement in this function, if we have computed it. range = 0 ... (smaxstmtid-1)

```
}
```

Function definitions.

```
type block = {
```

```
  mutable battr : attributes ;
```

Attributes for the block

```
  mutable bstmts : stmt list ;
```

The statements comprising the block

```
}
```

A block is a sequence of statements with the control falling through from one element to the next

Statements. CIL statements are the structural elements that make the CFG. They are represented using the type `Cil.stmt [5]`. Every statement has a (possibly empty) list of labels. The `Cil.stmtkind [5]` field of a statement indicates what kind of statement it is.

Use `Cil.mkStmt [5]` to make a statement and the fill-in the fields.

CIL also comes with support for control-flow graphs. The `sid` field in `stmt` can be used to give unique numbers to statements, and the `succs` and `preds` fields can be used to maintain a list of successors and predecessors for every statement. The CFG information is not computed by default. Instead you must explicitly use the functions `Cil.prepareCFG [5]` and `Cil.computeCFGInfo [5]` to do it.

```
type stmt = {
```

```
  mutable labels : label list ;
```

Whether the statement starts with some labels, case statements or default statements.

```
  mutable skind : stmtkind ;
```

The kind of statement

```
  mutable sid : int ;
```

A number (≥ 0) that is unique in a function. Filled in only after the CFG is computed.

```
  mutable succs : stmt list ;
```

The successor statements. They can always be computed from the `skind` and the context in which this statement appears. Filled in only after the CFG is computed.

```
  mutable preds : stmt list ;
```

The inverse of the `succs` function.

}

Statements.

type label =

| Label of (string * location * bool)

A real label. If the bool is "true", the label is from the input source program. If the bool is "false", the label was created by CIL or some other transformation

| Case of (exp * location)

A case statement

| Default of location

A default statement

Labels

type stmtkind =

| Instr of instr list

A group of instructions that do not contain control flow. Control implicitly falls through.

| Return of (exp option * location)

The return statement. This is a leaf in the CFG.

| Goto of (stmt Pervasives.ref * location)

A goto statement. Appears from actual goto's in the code or from goto's that have been inserted during elaboration. The reference points to the statement that is the target of the Goto. This means that you have to update the reference whenever you replace the target statement. The target statement MUST have at least a label.

| Break of location

A break to the end of the nearest enclosing Loop or Switch

| Continue of location

A continue to the start of the nearest enclosing Loop

| If of (exp * block * block * location)

A conditional. Two successors, the "then" and the "else" branches. Both branches fall-through to the successor of the If statement.

| Switch of (exp * block * stmt list * location)

A switch statement. The statements that implement the cases can be reached through the provided list. For each such target you can find among its labels what cases it implements. The statements that implement the cases are somewhere within the provided block.

| Loop of (block * location * stmt option * stmt option)

A while(1) loop. The termination test is implemented in the body of a loop using a Break statement. If prepareCFG has been called, the first stmt option will point to the stmt containing the continue label for this loop and the second will point to the stmt containing the break label for this loop.

| Block of block

Just a block of statements. Use it as a way to keep some block attributes local

| TryFinally of (block * block * location)

| TryExcept of (block * (instr list * exp) * block * location)

The various kinds of control-flow statements

Instructions. An instruction `Cil.instr[5]` is a statement that has no local (intraprocedural) control flow. It can be either an assignment, function call, or an inline assembly instruction.

type instr =

| Set of (lval * exp * location)

An assignment. The type of the expression is guaranteed to be the same with that of the lvalue

| Call of (lval option * exp * exp list * location)

A function call with the (optional) result placed in an lval. It is possible that the returned type of the function is not identical to that of the lvalue. In that case a cast is printed. The type of the actual arguments are identical to those of the declared formals. The number of arguments is the same as that of the declared formals, except for vararg functions. This construct is also used to encode a call to `"__builtin_va_arg"`. In this case the second argument (which should be a type T) is encoded `SizeOf(T)`

| Asm of

(attributes * string list * (string * lval) list

* (string * exp) list * string list * location)

There are for storing inline assembly. They follow the GCC specification:

```
asm [volatile] ("...template..." "..template.."
                : "c1" (o1), "c2" (o2), ..., "cN" (oN)
                : "d1" (i1), "d2" (i2), ..., "dM" (iM)
                : "r1", "r2", ..., "rL" );
```

where the parts are

- `volatile` (optional): when present, the assembler instruction cannot be removed, moved, or otherwise optimized
- `template`: a sequence of strings, with `%0`, `%1`, `%2`, etc. in the string to refer to the input and output expressions. I think they're numbered consecutively, but the docs don't specify. Each string is printed on a separate line. This is the only part that is present for MSVC inline assembly.
- `"ci" (oi)`: pairs of constraint-string and output-lval; the constraint specifies that the register used must have some property, like being a floating-point register; the constraint string for outputs also has `"="` to indicate it is written, or `"+"` to indicate it is both read and written; `'oi'` is the name of a C lvalue (probably a variable name) to be used as the output destination
- `"dj" (ij)`: pairs of constraint and input expression; the constraint is similar to the `"ci"`s. the `'ij'` is an arbitrary C expression to be loaded into the corresponding register

- "rk": registers to be regarded as "clobbered" by the instruction; "memory" may be specified for arbitrary memory effects

an example (from gcc manual):

```
asm volatile ("movc3 %0,%1,%2"
             : /* no outputs */
             : "g" (from), "g" (to), "g" (count)
             : "r0", "r1", "r2", "r3", "r4", "r5");
```

Instructions.

```
type location = {
  line : int ;
      The line number. -1 means "do not know"

  file : string ;
      The name of the source file

  byte : int ;
      The byte position in the source file
}
```

Describes a location in a source file

```
type featureDescr = {
  fd_enabled : bool Pervasives.ref ;
      The enable flag. Set to default value

  fd_name : string ;
      This is used to construct an option "--doxxx" and "--dontxxx" that enable and disable
      the feature

  fd_description : string ;
  fd_extraopt : (string * Arg.spec * string) list ;
      Additional command line options

  fd_doit : file -> unit ;
      This performs the transformation

  fd_post_check : bool ;
}
```

To be able to add/remove features easily, each feature should be package as an interface with the following interface. These features should be

```
val compareLoc : location -> location -> int
      Comparison function for locations. * Compares first by filename, then line, then byte
```

Values for manipulating globals

```
val emptyFunction : string -> fundec
      Make an empty function
```

```

val setFormals : fundec -> varinfo list -> unit
    Update the formals of a fundec and make sure that the function type has the same
    information. Will copy the name as well into the type.

val setFunctionType : fundec -> typ -> unit
    Set the types of arguments and results as given by the function type passed as the second
    argument. Will not copy the names from the function type to the formals

val setMaxId : fundec -> unit
    Update the smaxid after you have populated with locals and formals (unless you constructed
    those using Cil.makeLocalVar [5] or Cil.makeTempVar [5]).

val dummyFunDec : fundec
    A dummy function declaration handy when you need one as a placeholder. It contains inside
    a dummy varinfo.

val dummyFile : file
    A dummy file

val saveBinaryFile : file -> string -> unit
    Write a Cil.file[5] in binary form to the filesystem. The file can be read back in later
    using Cil.loadBinaryFile [5], possibly saving parsing time. The second argument is the
    name of the file that should be created.

val saveBinaryFileChannel : file -> Pervasives.out_channel -> unit
    Write a Cil.file[5] in binary form to the filesystem. The file can be read back in later
    using Cil.loadBinaryFile [5], possibly saving parsing time. Does not close the channel.

val loadBinaryFile : string -> file
    Read a Cil.file[5] in binary form from the filesystem. The first argument is the name of a
    file previously created by Cil.saveBinaryFile [5].

val getGlobInit : ?main_name:string -> file -> fundec
    Get the global initializer and create one if it does not already exist. When it creates a global
    initializer it attempts to place a call to it in the main function named by the optional
    argument (default "main")

val iterGlobals : file -> (global -> unit) -> unit
    Iterate over all globals, including the global initializer

val foldGlobals : file -> ('a -> global -> 'a) -> 'a -> 'a
    Fold over all globals, including the global initializer

val mapGlobals : file -> (global -> global) -> unit
    Map over all globals, including the global initializer and change things in place

val prepareCFG : fundec -> unit

```

Prepare a function for CFG information computation by `Cil.computeCFGInfo [5]`. This function converts all `Break`, `Switch`, `Default` and `Continue` `Cil.stmtkind [5]`s and `Cil.label [5]`s into `If`s and `Gotos`, giving the function body a very CFG-like character. This function modifies its argument in place.

```
val computeCFGInfo : fundec -> bool -> stmt list
```

Compute the CFG information for all statements in a fundec and return a list of the statements. The input fundec cannot have `Break`, `Switch`, `Default`, or `Continue` `Cil.stmtkind [5]`s or `Cil.label [5]`s. Use `Cil.prepareCFG [5]` to transform them away. The second argument should be `true` if you wish a global statement number, `false` if you wish a local (per-function) statement numbering.

```
val copyFunction : fundec -> string -> fundec
```

Create a deep copy of a function. There should be no sharing between the copy and the original function

```
val pushGlobal :
```

```
  global ->
```

```
types:global list Pervasives.ref ->
```

```
variables:global list Pervasives.ref -> unit
```

CIL keeps the types at the beginning of the file and the variables at the end of the file. This function will take a global and add it to the corresponding stack. Its operation is actually more complicated because if the global declares a type that contains references to variables (e.g. in `sizeof` in an array length) then it will also add declarations for the variables to the types stack

```
val gccBuiltins : (string, typ * typ list * bool) Hashtbl.t
```

A list of the GCC built-in functions. Maps the name to the result and argument types, and whether it is vararg

```
val msvcBuiltins : (string, typ * typ list * bool) Hashtbl.t
```

A list of the MSVC built-in functions. Maps the name to the result and argument types, and whether it is vararg

Values for manipulating initializers

```
val makeZeroInit : typ -> init
```

Make a initializer for zero-ing a data type

```
val foldLeftCompound :
```

```
  doinit:(offset -> init -> typ -> 'a -> 'a) ->
```

```
ct:typ -> initl:(offset * init) list -> acc:'a -> 'a
```

Fold over the list of initializers in a `Compound`. `doinit` is called on every present initializer, even if it is of compound type. In the case of arrays there might be missing zero-initializers at the end of the list. These are not scanned. This is much like `List.fold_left` except we also pass the type of the initializer

```
val foldLeftCompoundAll :
  doinit:(offset -> init -> typ -> 'a -> 'a) ->
  ct:typ -> initl:(offset * init) list -> acc:'a -> 'a
```

Fold over the list of initializers in a Compound, like `Cil.foldLeftCompound` [5] but in the case of an array it scans even missing zero initializers at the end of the array

Values for manipulating types

```
val voidType : typ
  void
```

```
val isVoidType : typ -> bool
```

```
val isVoidPtrType : typ -> bool
```

```
val intType : typ
  int
```

```
val uintType : typ
  unsigned int
```

```
val longType : typ
  long
```

```
val ulongType : typ
  unsigned long
```

```
val charType : typ
  char
```

```
val charPtrType : typ
  char *
```

```
val wcharKind : ikind Pervasives.ref
  wchar_t (depends on architecture) and is set when you call Cil.initCIL [5].
```

```
val wcharType : typ Pervasives.ref
```

```
val charConstPtrType : typ
  char const *
```

```
val voidPtrType : typ
  void *
```

```
val intPtrType : typ
  int *
```

```
val uintPtrType : typ
  unsigned int *
```

```

val doubleType : typ
    double

val upointType : typ Pervasives.ref
val typeOfSizeOf : typ Pervasives.ref
val isSigned : ikind -> bool
    Returns true if and only if the given integer type is signed.

val mkCompInfo :
    bool ->
    string ->
    (compinfo ->
    (string * typ * int option * attributes * location) list) ->
    attributes -> compinfo
    Creates a a (potentially recursive) composite type. The arguments are: (1) a boolean
    indicating whether it is a struct or a union, (2) the name (always non-empty), (3) a function
    that when given a representation of the structure type constructs the type of the fields
    recursive type (the first argument is only useful when some fields need to refer to the type of
    the structure itself), and (4) a list of attributes to be associated with the composite type.
    The resulting compinfo has the field "cdefined" only if the list of fields is non-empty.

val copyCompInfo : compinfo -> string -> compinfo
    Makes a shallow copy of a Cil.compinfo [5] changing the name and the key.

val missingFieldName : string
    This is a constant used as the name of an unnamed bitfield. These fields do not participate
    in initialization and their name is not printed.

val compFullName : compinfo -> string
    Get the full name of a comp

val isCompleteType : typ -> bool
    Returns true if this is a complete type. This means that sizeof(t) makes sense. Incomplete
    types are not yet defined structures and empty arrays.

val unrollType : typ -> typ
    Unroll a type until it exposes a non TNamed. Will drop the top-level attributes appearing in
    TNamed!!!

val unrollTypeDeep : typ -> typ
    Unroll all the TNamed in a type (even under type constructors such as TPtr, TFun or
    TArray. Does not unroll the types of fields in TComp types.

val isIntegralType : typ -> bool
    True if the argument is an integral type (i.e. integer or enum)

```

```

val isArithmeticType : typ -> bool
    True if the argument is an arithmetic type (i.e. integer, enum or floating point)

val isPointerType : typ -> bool
    True if the argument is a pointer type

val isFunctionType : typ -> bool
    True if the argument is a function type

val argsToList :
    (string * typ * attributes) list option ->
    (string * typ * attributes) list
    Obtain the argument list ([] if None)

val isArrayType : typ -> bool
    True if the argument is an array type

exception LenOfArray
    Raised when Cil.lenOfArray [5] fails either because the length is None or because it is a
    non-constant expression

val lenOfArray : exp option -> int
    Call to compute the array length as present in the array type, to an integer. Raises
    Cil.LenOfArray [5] if not able to compute the length, such as when there is no length or the
    length is not a constant.

val getCompField : compinfo -> string -> fieldinfo
    Return a named fieldinfo in compinfo, or raise Not_found

type existsAction =
    | ExistsTrue
    | ExistsFalse
    | ExistsMaybe
    A datatype to be used in conjunction with existsType

val existsType : (typ -> existsAction) -> typ -> bool
    Scans a type by applying the function on all elements. When the function returns
    ExistsTrue, the scan stops with true. When the function returns ExistsFalse then the
    current branch is not scanned anymore. Care is taken to apply the function only once on
    each composite type, thus avoiding circularity. When the function returns ExistsMaybe then
    the types that construct the current type are scanned (e.g. the base type for TPtr and
    TArray, the type of fields for a TComp, etc).

val splitFunctionType :
    typ ->
    typ * (string * typ * attributes) list option * bool *
    attributes

```

Given a function type split it into return type, arguments, is_vararg and attributes. An error is raised if the type is not a function type

Same as `Cil.splitFunctionType [5]` but takes a `varinfo`. Prints a nicer error message if the `varinfo` is not for a function

```
val splitFunctionTypeVI :  
  varinfo ->  
  typ * (string * typ * attributes) list option * bool *  
  attributes
```

Type signatures

```
type tpsig =  
  | TArray of (tpsig * exp option * attributes)  
  | TSPtr of (tpsig * attributes)  
  | TSComp of (bool * string * attributes)  
  | TSFun of (tpsig * tpsig list * bool * attributes)  
  | TSEnum of (string * attributes)  
  | TSBase of typ
```

Type signatures. Two types are identical iff they have identical signatures. These contain the same information as types but canonicalized. For example, two function types that are identical except for the name of the formal arguments are given the same signature. Also, `TNamed` constructors are unrolled.

```
val d_tpsig : unit -> tpsig -> Pretty.doc  
  Print a type signature
```

```
val typeSig : typ -> tpsig  
  Compute a type signature
```

```
val typeSigWithAttrs : (attributes -> attributes) -> typ -> tpsig  
  Like Cil.typeSig [5] but customize the incorporation of attributes
```

```
val setTypeSigAttrs : attributes -> tpsig -> tpsig  
  Replace the attributes of a signature (only at top level)
```

```
val typeSigAttrs : tpsig -> attributes  
  Get the top-level attributes of a signature
```

LVALUES

```
val makeVarinfo : bool -> string -> typ -> varinfo  
  Make a varinfo. Use this (rarely) to make a raw varinfo. Use other functions to make locals  
  (Cil.makeLocalVar [5] or Cil.makeFormalVar [5] or Cil.makeTempVar [5]) and globals  
  (Cil.makeGlobalVar [5]). Note that this function will assign a new identifier. The first  
  argument specifies whether the varinfo is for a global.
```

```
val makeFormalVar : fundec -> ?where:string -> string -> typ -> varinfo
```

Make a formal variable for a function. Insert it in both the sformals and the type of the function. You can optionally specify where to insert this one. If where = "^" then it is inserted first. If where = "\$" then it is inserted last. Otherwise where must be the name of a formal after which to insert this. By default it is inserted at the end.

```
val makeLocalVar : fundec -> ?insert:bool -> string -> typ -> varinfo
```

Make a local variable and add it to a function's slocals (only if insert = true, which is the default). Make sure you know what you are doing if you set insert = false.

```
val makeTempVar : fundec -> ?name:string -> typ -> varinfo
```

Make a temporary variable and add it to a function's slocals. The name of the temporary variable will be generated based on the given name hint so that to avoid conflicts with other locals.

```
val makeGlobalVar : string -> typ -> varinfo
```

Make a global variable. Your responsibility to make sure that the name is unique

```
val copyVarinfo : varinfo -> string -> varinfo
```

Make a shallow copy of a varinfo and assign a new identifier

```
val addOffsetLval : offset -> lval -> lval
```

Add an offset at the end of an lvalue. Make sure the type of the lvalue and the offset are compatible.

```
val addOffset : offset -> offset -> offset
```

addOffset o1 o2 adds o1 to the end of o2.

```
val removeOffsetLval : lval -> lval * offset
```

Remove ONE offset from the end of an lvalue. Returns the lvalue with the trimmed offset and the final offset. If the final offset is NoOffset then the original lval did not have an offset.

```
val removeOffset : offset -> offset * offset
```

Remove ONE offset from the end of an offset sequence. Returns the trimmed offset and the final offset. If the final offset is NoOffset then the original lval did not have an offset.

```
val typeOfLval : lval -> typ
```

Compute the type of an lvalue

```
val typeOffset : typ -> offset -> typ
```

Compute the type of an offset from a base type

Values for manipulating expressions

```
val zero : exp
```

0

```
val one : exp
```

1

`val mone : exp`

`-1`

`val kinteger64 : ikind -> int64 -> exp`

Construct an integer of a given kind, using OCaml's `int64` type. If needed it will truncate the integer to be within the representable range for the given kind.

`val kinteger : ikind -> int -> exp`

Construct an integer of a given kind. Converts the integer to `int64` and then uses `kinteger64`. This might truncate the value if you use a kind that cannot represent the given integer. This can only happen for one of the `Char` or `Short` kinds

`val integer : int -> exp`

Construct an integer of kind `IInt`. You can use this always since the OCaml integers are 31 bits and are guaranteed to fit in an `IInt`

`val isInteger : exp -> int64 option`

True if the given expression is a (possibly cast'ed) character or an integer constant

`val isConstant : exp -> bool`

True if the expression is a compile-time constant

`val isZero : exp -> bool`

True if the given expression is a (possibly cast'ed) integer or character constant with value zero

`val constFold : bool -> exp -> exp`

Do constant folding on an expression. If the first argument is true then will also compute compiler-dependent expressions such as `sizeof`

`val constFoldBinOp : bool -> binop -> exp -> exp -> typ -> exp`

Do constant folding on a binary operation. The bulk of the work done by `constFold` is done here. If the first argument is true then will also compute compiler-dependent expressions such as `sizeof`

`val increm : exp -> int -> exp`

Increment an expression. Can be arithmetic or pointer type

`val var : varinfo -> lval`

Makes an lvalue out of a given variable

`val mkAddrOf : lval -> exp`

Make an `AddrOf`. Given an lvalue of type `T` will give back an expression of type `ptr(T)`. It optimizes somewhat expressions like `"& v"` and `"& v0"`

`val mkAddrOrStartOf : lval -> exp`

Like `mkAddrOf` except if the type of `lval` is an array then it uses `StartOf`. This is the right operation for getting a pointer to the start of the storage denoted by `lval`.

`val mkMem : addr:exp -> off:offset -> lval`

Make a `Mem`, while optimizing `AddrOf`. The type of the `addr` must be `TPtr(t)` and the type of the resulting `lval` is `t`. Note that in CIL the implicit conversion between an array and the pointer to the first element does not apply. You must do the conversion yourself using `StartOf`

`val mkString : string -> exp`

Make an expression that is a string constant (of pointer type)

`val mkCastT : e:exp -> oldt:typ -> newt:typ -> exp`

Construct a cast when having the old type of the expression. If the new type is the same as the old type, then no cast is added.

`val mkCast : e:exp -> newt:typ -> exp`

Like `Cil.mkCastT[5]` but uses `typeOf` to get `oldt`

`val typeOf : exp -> typ`

Compute the type of an expression

`val parseInt : string -> exp`

Convert a string representing a C integer literal to an expression. Handles the prefixes `0x` and `0` and the suffixes `L`, `U`, `UL`, `LL`, `ULL`

Values for manipulating statements

`val mkStmt : stmtkind -> stmt`

Construct a statement, given its kind. Initialize the `sid` field to `-1`, and `labels`, `succs` and `preds` to the empty list

`val mkBlock : stmt list -> block`

Construct a block with no attributes, given a list of statements

`val mkStmtOneInstr : instr -> stmt`

Construct a statement consisting of just one instruction

`val compactStmts : stmt list -> stmt list`

Try to compress statements so as to get maximal basic blocks

`val mkEmptyStmt : unit -> stmt`

Returns an empty statement (of kind `Instr`)

`val dummyInstr : instr`

A `instr` to serve as a placeholder

```

val dummyStmt : stmt
    A statement consisting of just dummyInstr

val mkWhile : guard:exp -> body:stmt list -> stmt list
    Make a while loop. Can contain Break or Continue

val mkForIncr :
    iter:varinfo ->
first:exp ->
stopat:exp -> incr:exp -> body:stmt list -> stmt list
    Make a for loop for(i=start; i<past; i += incr) { ... }. The body can contain Break but not
    Continue. Can be used with i a pointer or an integer. Start and done must have the same
    type but incr must be an integer

val mkFor :
    start:stmt list ->
guard:exp -> next:stmt list -> body:stmt list -> stmt list
    Make a for loop for(start; guard; next) { ... }. The body can contain Break but not
    Continue !!!

```

Values for manipulating attributes

```

type attributeClass =
| AttrName of bool
    Attribute of a name. If argument is true and we are on MSVC then the attribute is
    printed using __declspec as part of the storage specifier

| AttrFunType of bool
    Attribute of a function type. If argument is true and we are on MSVC then the
    attribute is printed just before the function name

| AttrType
    Attribute of a type
    Various classes of attributes

```

```

val attributeHash : (string, attributeClass) Hashtbl.t
    This table contains the mapping of predefined attributes to classes. Extend this table with
    more attributes as you need. This table is used to determine how to associate attributes
    with names or types

```

```

val partitionAttributes :
    default:attributeClass ->
attributes ->
attribute list * attribute list * attribute list
    Partition the attributes into classes:name attributes, function type, and type attributes

```

```

val addAttribute : attribute -> attributes -> attributes
    Add an attribute. Maintains the attributes in sorted order of the second argument

```

```

val addAttributes : attribute list -> attributes -> attributes
    Add a list of attributes. Maintains the attributes in sorted order. The second argument
    must be sorted, but not necessarily the first

val dropAttribute : string -> attributes -> attributes
    Remove all attributes with the given name. Maintains the attributes in sorted order.

val filterAttributes : string -> attributes -> attributes
    Retains attributes with the given name

val hasAttribute : string -> attributes -> bool
    True if the named attribute appears in the attribute list. The list of attributes must be
    sorted.

val typeAttrs : typ -> attribute list
    Returns all the attributes contained in a type. This requires a traversal of the type
    structure, in case of composite, enumeration and named types

val setTypeAttrs : typ -> attributes -> typ
val typeAddAttributes : attribute list -> typ -> typ
    Add some attributes to a type

val typeRemoveAttributes : string list -> typ -> typ
    Remove all attributes with the given names from a type. Note that this does not remove
    attributes from typedef and tag definitions, just from their uses

```

The visitor

```

type 'a visitAction =
| SkipChildren
    Do not visit the children. Return the node as it is.

| DoChildren
    Continue with the children of this node. Rebuild the node on return if any of the
    children changes (use == test)

| ChangeTo of 'a
    Replace the expression with the given one

| ChangeDoChildrenPost of ('a * ('a -> 'a))
    First consider that the entire exp is replaced by the first parameter. Then continue
    with the children. On return rebuild the node if any of the children has changed and
    then apply the function on the node

    Different visiting actions. 'a will be instantiated with exp, instr, etc.

class type cilVisitor = object end
    [5.1]
class nopCilVisitor : cilVisitor
    [5.2]
val visitCilFile : cilVisitor -> file -> unit

```

Visit a file. This will re-cons all globals TWICE (so that it is tail-recursive). Use `Cil.visitCilFileSameGlobals [5]` if your visitor will not change the list of globals.

```
val visitCilFileSameGlobals : cilVisitor -> file -> unit
```

A visitor for the whole file that does not change the globals (but maybe changes things inside the globals). Use this function instead of `Cil.visitCilFile [5]` whenever appropriate because it is more efficient for long files.

```
val visitCilGlobal : cilVisitor -> global -> global list
```

Visit a global

```
val visitCilFunction : cilVisitor -> fundec -> fundec
```

Visit a function definition

```
val visitCilExpr : cilVisitor -> exp -> exp
```

```
val visitCilLval : cilVisitor -> lval -> lval
```

Visit an lvalue

```
val visitCilOffset : cilVisitor -> offset -> offset
```

Visit an lvalue or recursive offset

```
val visitCilInitOffset : cilVisitor -> offset -> offset
```

Visit an initializer offset

```
val visitCilInstr : cilVisitor -> instr -> instr list
```

Visit an instruction

```
val visitCilStmt : cilVisitor -> stmt -> stmt
```

Visit a statement

```
val visitCilBlock : cilVisitor -> block -> block
```

Visit a block

```
val visitCilType : cilVisitor -> typ -> typ
```

Visit a type

```
val visitCilVarDecl : cilVisitor -> varinfo -> varinfo
```

Visit a variable declaration

```
val visitCilInit : cilVisitor -> init -> init
```

Visit an initializer

```
val visitCilAttributes : cilVisitor -> attribute list -> attribute list
```

Visit a list of attributes

Utility functions

```
val msvcMode : bool Pervasives.ref
```

Whether the pretty printer should print output for the MS VC compiler. Default is GCC. After you set this function you should call `Cil.initCIL[5]`.

```
val useLogicalOperators : bool Pervasives.ref
```

Whether to use the logical operands `LAnd` and `LOr`. By default, do not use them because they are unlike other expressions and do not evaluate both of their operands

```
type lineDirectiveStyle =  
  | LineComment  
  | LinePreprocessorInput  
  | LinePreprocessorOutput  
  Styles of printing line directives
```

```
val lineDirectiveStyle : lineDirectiveStyle option Pervasives.ref  
  How to print line directives
```

```
val print_CIL_Input : bool Pervasives.ref
```

Whether we print something that will only be used as input to our own parser. In that case we are a bit more liberal in what we print

```
val printCilAsIs : bool Pervasives.ref
```

Whether to print the CIL as they are, without trying to be smart and print nicer code. Normally this is false, in which case the pretty printer will turn the `while(1)` loops of CIL into nicer loops, will not print empty "else" blocks, etc. These is one case however in which if you turn this on you will get code that does not compile: if you use `varargs` the `__builtin_va_arg` function will be printed in its internal form.

Debugging support

```
val currentLoc : location Pervasives.ref
```

A reference to the current location. If you are careful to set this to the current location then you can use some built-in logging functions that will print the location.

CIL has a fairly easy to use mechanism for printing error messages. This mechanism is built on top of the pretty-printer mechanism (see `Pretty.doc[1]`) and the error-message modules (see `Errormsg.error[2]`).

Here is a typical example for printing a log message:

```
ignore (Errormsg.log "Expression %a is not positive (at %s:%i)\n"  
  d_exp e loc.file loc.line)
```

and here is an example of how you print a fatal error message that stop the execution:

```
Errormsg.s (Errormsg.bug "Why am I here?")
```

Notice that you can use C format strings with some extension. The most useful extension is `%a` that means to consumer the next two argument from the argument list and to apply the first to `unit` and then to the second and to print the resulting `Pretty.doc[1]`. For each major type in CIL there is a corresponding function that pretty-prints an element of that type:

```
val d_loc : unit -> location -> Pretty.doc
```

```

    Pretty-print a location

val d_thisloc : unit -> Pretty.doc
    Pretty-print the Cil.currentLoc [5]

val d_ikind : unit -> ikind -> Pretty.doc
    Pretty-print an integer of a given kind

val d_fkind : unit -> fkind -> Pretty.doc
    Pretty-print a floating-point kind

val d_storage : unit -> storage -> Pretty.doc
    Pretty-print storage-class information

val d_const : unit -> constant -> Pretty.doc
    Pretty-print a constant

class type cilPrinter = object end
    [5.3]
class defaultCilPrinterClass : cilPrinter
    [5.4]
val defaultCilPrinter : cilPrinter
val printType : cilPrinter -> unit -> typ -> Pretty.doc
    Print a type given a pretty printer

val printExp : cilPrinter -> unit -> exp -> Pretty.doc
    Print an expression given a pretty printer

val printLval : cilPrinter -> unit -> lval -> Pretty.doc
    Print an lvalue given a pretty printer

val printGlobal : cilPrinter -> unit -> global -> Pretty.doc
    Print a global given a pretty printer

val printAttr : cilPrinter -> unit -> attribute -> Pretty.doc
    Print an attribute given a pretty printer

val printAttrs : cilPrinter -> unit -> attributes -> Pretty.doc
    Print a set of attributes given a pretty printer

val printInstr : cilPrinter -> unit -> instr -> Pretty.doc
    Print an instruction given a pretty printer

val printStmt : cilPrinter -> unit -> stmt -> Pretty.doc
    Print a statement given a pretty printer. This can take very long (or even overflow the
    stack) for huge statements. Use Cil.dumpStmt [5] instead.

```

```

val printBlock : cilPrinter -> unit -> block -> Pretty.doc
    Print a block given a pretty printer. This can take very long (or even overflow the stack) for
    huge block. Use Cil.dumpBlock [5] instead.

val dumpStmt : cilPrinter -> Pervasives.out_channel -> int -> stmt -> unit
    Dump a statement to a file using a given indentation. Use this instead of Cil.printStmt [5]
    whenever possible.

val dumpBlock : cilPrinter -> Pervasives.out_channel -> int -> block -> unit
    Dump a block to a file using a given indentation. Use this instead of Cil.printBlock [5]
    whenever possible.

val printInit : cilPrinter -> unit -> init -> Pretty.doc
    Print an initializer given a pretty printer. This can take very long (or even overflow the
    stack) for huge initializers. Use Cil.dumpInit [5] instead.

val dumpInit : cilPrinter -> Pervasives.out_channel -> int -> init -> unit
    Dump an initializer to a file using a given indentation. Use this instead of Cil.printInit [5]
    whenever possible.

val d_type : unit -> typ -> Pretty.doc
    Pretty-print a type using Cil.defaultCilPrinter [5]

val d_exp : unit -> exp -> Pretty.doc
    Pretty-print an expression using Cil.defaultCilPrinter [5]

val d_lval : unit -> lval -> Pretty.doc
    Pretty-print an lvalue using Cil.defaultCilPrinter [5]

val d_offset : Pretty.doc -> unit -> offset -> Pretty.doc
    Pretty-print an offset using Cil.defaultCilPrinter [5], given the pretty printing for the
    base.

val d_init : unit -> init -> Pretty.doc
    Pretty-print an initializer using Cil.defaultCilPrinter [5]. This can be extremely slow (or
    even overflow the stack) for huge initializers. Use Cil.dumpInit [5] instead.

val d_binop : unit -> binop -> Pretty.doc
    Pretty-print a binary operator

val d_attr : unit -> attribute -> Pretty.doc
    Pretty-print an attribute using Cil.defaultCilPrinter [5]

val d_attrparam : unit -> attrparam -> Pretty.doc
    Pretty-print an argument of an attribute using Cil.defaultCilPrinter [5]

val d_attrlist : unit -> attributes -> Pretty.doc

```

Pretty-print a list of attributes using `Cil.defaultCilPrinter [5]`

```
val d_instr : unit -> instr -> Pretty.doc
    Pretty-print an instruction using Cil.defaultCilPrinter [5]
```

```
val d_label : unit -> label -> Pretty.doc
    Pretty-print a label using Cil.defaultCilPrinter [5]
```

```
val d_stmt : unit -> stmt -> Pretty.doc
    Pretty-print a statement using Cil.defaultCilPrinter [5]. This can be extremely slow (or even overflow the stack) for huge statements. Use Cil.dumpStmt [5] instead.
```

```
val d_block : unit -> block -> Pretty.doc
    Pretty-print a block using Cil.defaultCilPrinter [5]. This can be extremely slow (or even overflow the stack) for huge blocks. Use Cil.dumpBlock [5] instead.
```

```
val d_global : unit -> global -> Pretty.doc
    Pretty-print the internal representation of a global using Cil.defaultCilPrinter [5]. This can be extremely slow (or even overflow the stack) for huge globals (such as arrays with lots of initializers). Use Cil.dumpGlobal [5] instead.
```

```
val dn_exp : unit -> exp -> Pretty.doc
    Versions of the above pretty printers, that don't print #line directives
```

```
val dn_lval : unit -> lval -> Pretty.doc
val dn_init : unit -> init -> Pretty.doc
val dn_type : unit -> typ -> Pretty.doc
val dn_global : unit -> global -> Pretty.doc
val dn_attrlist : unit -> attributes -> Pretty.doc
val dn_attr : unit -> attribute -> Pretty.doc
val dn_attrparam : unit -> attrparam -> Pretty.doc
val dn_stmt : unit -> stmt -> Pretty.doc
val dn_instr : unit -> instr -> Pretty.doc
val d_shortglobal : unit -> global -> Pretty.doc
    Pretty-print a short description of the global. This is useful for error messages
```

```
val dumpGlobal : cilPrinter -> Pervasives.out_channel -> global -> unit
    Pretty-print a global. Here you give the channel where the printout should be sent.
```

```
val dumpFile : cilPrinter -> Pervasives.out_channel -> file -> unit
    Pretty-print an entire file. Here you give the channel where the printout should be sent.
```

```
val bug : ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Errormsg.bug [2] except that Cil.currentLoc [5] is also printed
```

```

val unimp : ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Errormsg.unimp[2] except that Cil.currentLoc [5] is also printed

val error : ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Errormsg.error[2] except that Cil.currentLoc [5] is also printed

val errorLoc : location -> ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Cil.error[5] except that it explicitly takes a location argument, instead of using the
    Cil.currentLoc [5]

val warn : ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Errormsg.warn[2] except that Cil.currentLoc [5] is also printed

val warnOpt : ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Errormsg.warnOpt [2] except that Cil.currentLoc [5] is also printed. This warning is
    printed only if Errormsg.warnFlag [2] is set.

val warnContext : ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Errormsg.warn[2] except that Cil.currentLoc [5] and context is also printed

val warnContextOpt : ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Errormsg.warn[2] except that Cil.currentLoc [5] and context is also printed. This
    warning is printed only if Errormsg.warnFlag [2] is set.

val warnLoc : location -> ('a, unit, Pretty.doc) Pervasives.format -> 'a
    Like Cil.warn[5] except that it explicitly takes a location argument, instead of using the
    Cil.currentLoc [5]

```

Sometimes you do not want to see the syntactic sugar that the above pretty-printing functions add. In that case you can use the following pretty-printing functions. But note that the output of these functions is not valid C

```

val d_plainexp : unit -> exp -> Pretty.doc
    Pretty-print the internal representation of an expression

val d_plaininit : unit -> init -> Pretty.doc
    Pretty-print the internal representation of an integer

val d_plainlval : unit -> lval -> Pretty.doc
    Pretty-print the internal representation of an lvalue

```

Pretty-print the internal representation of an lvalue offset `val d_plainoffset: unit → offset → Pretty.doc`

```

val d_plaintype : unit -> typ -> Pretty.doc
    Pretty-print the internal representation of a type

```

ALPHA conversion

```

type undoAlphaElement

```

This is the type of the elements that are recorded by the alpha conversion functions in order to be able to undo changes to the tables they modify. Useful for implementing scoping

```
type alphaTableData
```

This is the type of the elements of the alpha renaming table.

```
val newAlphaName :
```

```
  alphaTable:(string, alphaTableData Pervasives.ref) Hashtbl.t ->  
  undolist:undoAlphaElement list Pervasives.ref option ->  
  lookupname:string -> string * location
```

Create a new name based on a given name. The new name is formed from a prefix (obtained from the given name by stripping a suffix consisting of `_` followed by only digits), followed by a special separator and then by a positive integer suffix. The first argument is a table mapping name prefixes to some data that specifies what suffixes have been used and how to create the new one. This function updates the table with the new largest suffix generated. The "undolist" argument, when present, will be used by the function to record information that can be used by `Cil.undoAlphaChanges [5]` to undo those changes. Note that the undo information will be in reverse order in which the action occurred. Returns the new name and, if different from the lookupname, the location of the previous occurrence. This function knows about the location implicitly from the `Cil.currentLoc [5]`.

```
val registerAlphaName :
```

```
  alphaTable:(string, alphaTableData Pervasives.ref) Hashtbl.t ->  
  undolist:undoAlphaElement list Pervasives.ref option ->  
  lookupname:string -> unit
```

Register a name with an alpha conversion table to ensure that when later we call `newAlphaName` we do not end up generating this one

```
val docAlphaTable :
```

```
  unit -> (string, alphaTableData Pervasives.ref) Hashtbl.t -> Pretty.doc
```

Split the name in preparation for `newAlphaName`. The prefix returned is used to index into the hashtable. The next result value is a separator (either empty or the separator chosen to separate the original name from the index)

```
val getAlphaPrefix : lookupname:string -> string
```

```
val undoAlphaChanges :
```

```
  alphaTable:(string, alphaTableData Pervasives.ref) Hashtbl.t ->  
  undolist:undoAlphaElement list -> unit
```

Undo the changes to a table

```
val uniqueVarNames : file -> unit
```

Assign unique names to local variables. This might be necessary after you transformed the code and added or renamed some new variables. Names are not used by CIL internally, but once you print the file out the compiler downstream might be confused. You might have added a new global that happens to have the same name as a local in some function. Rename the local to ensure that there would never be confusion. Or, viceversa, you might have added a local with a name that conflicts with a global

Optimization Passes

`val peepHole2 : (instr * instr -> instr list option) -> stmt list -> unit`

A peephole optimizer that processes two adjacent statements and possibly replaces them both. If some replacement happens, then the new statements are themselves subject to optimization

`val peepHole1 : (instr -> instr list option) -> stmt list -> unit`

Similar to `peepHole2` except that the optimization window consists of one statement, not two

Machine dependency

`exception SizeOfError of typ`

Raised when one of the `bitsSizeOf` functions cannot compute the size of a type. This can happen because the type contains array-length expressions that we don't know how to compute or because it is a type whose size is not defined (e.g. `TFun` or an undefined `compinfo`)

`val bitsSizeOf : typ -> int`

The size of a type, in bits. Trailing padding is added for structs and arrays. Raises `Cil.SizeOfError [5]` when it cannot compute the size. This function is architecture dependent, so you should only call this after you call `Cil.initCIL [5]`. Remember that on GCC `sizeof(void)` is 1!

`val sizeOf : typ -> exp`

`val alignOf_int : typ -> int`

The minimum alignment (in bytes) for a type. This function is architecture dependent, so you should only call this after you call `Cil.initCIL [5]`.

`val bitsOffset : typ -> offset -> int * int`

Give a type of a base and an offset, returns the number of bits from the base address and the width (also expressed in bits) for the subobject denoted by the offset. Raises `Cil.SizeOfError [5]` when it cannot compute the size. This function is architecture dependent, so you should only call this after you call `Cil.initCIL [5]`.

`val char_is_unsigned : bool Pervasives.ref`

Whether "char" is unsigned. Set after you call `Cil.initCIL [5]`

`val little_endian : bool Pervasives.ref`

Whether the machine is little endian. Set after you call `Cil.initCIL [5]`

`val locUnknown : location`

Represents a location that cannot be determined

`val get_instrLoc : instr -> location`

Return the location of an instruction

`val get_globalLoc : global -> location`

```

    Return the location of a global, or locUnknown

val get_stmtLoc : stmtkind -> location
    Return the location of a statement, or locUnknown

val dExp : Pretty.doc -> exp
    Generate an Cil.exp[5] to be used in case of errors.

val dInstr : Pretty.doc -> location -> instr
    Generate an Cil.instr[5] to be used in case of errors.

val dGlobal : Pretty.doc -> location -> global
    Generate a Cil.global[5] to be used in case of errors.

val mapNoCopy : ('a -> 'a) -> 'a list -> 'a list
    Like map but try not to make a copy of the list

val mapNoCopyList : ('a -> 'a list) -> 'a list -> 'a list
    Like map but each call can return a list. Try not to make a copy of the list

val startsWith : string -> string -> bool
    sm: return true if the first is a prefix of the second string

```

An Interpreter for constructing CIL constructs

```

type formatArg =
  | Fe of exp
  | Feo of exp option
      For array lengths
  | Fu of unop
  | Fb of binop
  | Fk of ikind
  | FE of exp list
      For arguments in a function call
  | Ff of (string * typ * attributes)
      For a formal argument
  | FF of (string * typ * attributes) list
      For formal argument lists
  | Fva of bool
      For the ellipsis in a function type
  | Fv of varinfo
  | Fl of lval
  | Flo of lval option
  | Fo of offset
  | Fc of compinfo

```

- | Fi of instr
- | FI of instr list
- | Ft of typ
- | Fd of int
- | Fg of string
- | Fs of stmt
- | FS of stmt list
- | FA of attributes
- | Fp of attrparam
- | FP of attrparam list
- | FX of string

The type of argument for the interpreter

```
val d_formatarg : unit -> formatArg -> Pretty.doc
    Pretty-prints a format arg
```

5.1 Class type `Cil.cilVisitor` : A visitor interface for traversing CIL trees.

```
class type cilVisitor = object
```

Create instantiations of this type by specializing the class `Cil.nopCilVisitor` [5.2]. Each of the specialized visiting functions can also call the `queueInstr` to specify that some instructions should be inserted before the current instruction or statement. Use syntax like `self#queueInstr` to call a method associated with the current object.

```
method vvdec : Cil.varinfo -> Cil.varinfo Cil.visitAction
```

Invoked for each variable declaration. The subtrees to be traversed are those corresponding to the type and attributes of the variable. Note that variable declarations are all the `GVar`, `GVarDecl`, `GFun`, all the `varinfo` in formals of function types, and the formals and locals for function definitions. This means that the list of formals in a function definition will be traversed twice, once as part of the function type and second as part of the formals in a function definition.

```
method vvrbl : Cil.varinfo -> Cil.varinfo Cil.visitAction
```

Invoked on each variable use. Here only the `SkipChildren` and `ChangeTo` actions make sense since there are no subtrees. Note that the type and attributes of the variable are not traversed for a variable use

```
method vexpr : Cil.exp -> Cil.exp Cil.visitAction
```

Invoked on each expression occurrence. The subtrees are the subexpressions, the types (for a `Cast` or `SizeOf` expression) or the variable use.

```
method vlval : Cil.lval -> Cil.lval Cil.visitAction
```

Invoked on each lvalue occurrence

```
method voffs : Cil.offset -> Cil.offset Cil.visitAction
```

Invoked on each offset occurrence that is **not** as part of an initializer list specification, i.e. in an lval or recursively inside an offset.

`method vinitoffs : Cil.offset -> Cil.offset Cil.visitAction`

Invoked on each offset appearing in the list of a CompoundInit initializer.

`method vinst : Cil.instr -> Cil.instr list Cil.visitAction`

Invoked on each instruction occurrence. The `ChangeTo` action can replace this instruction with a list of instructions

`method vstmt : Cil.stmt -> Cil.stmt Cil.visitAction`

Control-flow statement. The default `DoChildren` action does not create a new statement when the components change. Instead it updates the contents of the original statement. This is done to preserve the sharing with `Goto` and `Case` statements that point to the original statement. If you use the `ChangeTo` action then you should take care of preserving that sharing yourself.

`method vblock : Cil.block -> Cil.block Cil.visitAction`

Block.

`method vfunc : Cil.fundec -> Cil.fundec Cil.visitAction`

Function definition. Replaced in place.

`method vglob : Cil.global -> Cil.global list Cil.visitAction`

Global (vars, types, etc.)

`method vinit : Cil.init -> Cil.init Cil.visitAction`

Initializers for globals

`method vtype : Cil.typ -> Cil.typ Cil.visitAction`

Use of some type. Note that for structure/union and enumeration types the definition of the composite type is not visited. Use `vglob` to visit it.

`method vattr : Cil.attribute -> Cil.attribute list Cil.visitAction`

Attribute. Each attribute can be replaced by a list

`method queueInstr : Cil.instr list -> unit`

Add here instructions while visiting to queue them to precede the current statement or instruction being processed. Use this method only when you are visiting an expression that is inside a function body, or a statement, because otherwise there will no place for the visitor to place your instructions.

`method unqueueInstr : unit -> Cil.instr list`

Gets the queue of instructions and resets the queue. This is done automatically for you when you visit statments.

`end`

5.2 Class `Cil.nopCilVisitor` : Default Visitor.

```
class nopCilVisitor : object
  Traverses the CIL tree without modifying anything

end
```

5.3 Class type `Cil.cilPrinter` : A printer interface for CIL trees.

```
class type cilPrinter = object
  Create instantiations of this type by specializing the class Cil.defaultCilPrinterClass [5.4].

method pVDecl : unit -> Cil.varinfo -> Pretty.doc
  Invoked for each variable declaration. Note that variable declarations are all the GVar,
  GVarDecl, GFun, all the varinfo in formals of function types, and the formals and locals for
  function definitions.

method pVar : Cil.varinfo -> Pretty.doc
  Invoked on each variable use.

method pLval : unit -> Cil.lval -> Pretty.doc
  Invoked on each lvalue occurrence

method pOffset : Pretty.doc -> Cil.offset -> Pretty.doc
  Invoked on each offset occurrence. The second argument is the base.

method pInstr : unit -> Cil.instr -> Pretty.doc
  Invoked on each instruction occurrence.

method pLabel : unit -> Cil.label -> Pretty.doc
  Print a label.

method pStmt : unit -> Cil.stmt -> Pretty.doc
  Control-flow statement. This is used by Cil.printGlobal [5] and by Cil.dumpGlobal [5].

method dStmt : Pervasives.out_channel -> int -> Cil.stmt -> unit
  Dump a control-flow statement to a file with a given indentation. This is used by
  Cil.dumpGlobal [5].

method dBlock : Pervasives.out_channel -> int -> Cil.block -> unit
  Dump a control-flow block to a file with a given indentation. This is used by
  Cil.dumpGlobal [5].

method pBlock : unit -> Cil.block -> Pretty.doc
method pBlock : unit -> Cil.block -> Pretty.doc
  Print a block.
```

```

method pGlobal : unit -> Cil.global -> Pretty.doc
    Global (vars, types, etc.). This can be slow and is used only by Cil.printGlobal [5] but not
    by Cil.dumpGlobal [5].

method dGlobal : Pervasives.out_channel -> Cil.global -> unit
    Dump a global to a file with a given indentation. This is used by Cil.dumpGlobal [5]

method pFieldDecl : unit -> Cil.fieldinfo -> Pretty.doc
    A field declaration

method pType : Pretty.doc option -> unit -> Cil.typ -> Pretty.doc
method pAttr : Cil.attribute -> Pretty.doc * bool
    Attribute. Also return an indication whether this attribute must be printed inside the
    __attribute__ list or not.

method pAttrParam : unit -> Cil.attrparam -> Pretty.doc
    Attribute parameter

method pAttrs : unit -> Cil.attributes -> Pretty.doc
    Attribute lists

method pLineDirective : ?forcefile:bool -> Cil.location -> Pretty.doc
    Print a line-number. This is assumed to come always on an empty line. If the forcefile
    argument is present and is true then the file name will be printed always. Otherwise the file
    name is printed only if it is different from the last time this function is called. The last
    file name is stored in a private field inside the cilPrinter object.

method pStmtKind : Cil.stmt -> unit -> Cil.stmtkind -> Pretty.doc
    Print a statement kind. The code to be printed is given in the Cil.stmtkind [5] argument.
    The initial Cil.stmt [5] argument records the statement which follows the one being printed;
    Cil.defaultCilPrinterClass [5.4] uses this information to prettify statement printing in
    certain special cases.

method pExp : unit -> Cil.exp -> Pretty.doc
    Print expressions

method pInit : unit -> Cil.init -> Pretty.doc
    Print initializers. This can be slow and is used by Cil.printGlobal [5] but not by
    Cil.dumpGlobal [5].

method dInit : Pervasives.out_channel -> int -> Cil.init -> unit
    Dump a global to a file with a given indentation. This is used by Cil.dumpGlobal [5]

end

```

5.4 Class `Cil.defaultCilPrinterClass`

```
class defaultCilPrinterClass : object

end
```

6 Module `Formatcil` : An Interpreter for constructing CIL constructs

```
val cExp : string -> (string * Cil.formatArg) list -> Cil.exp
```

Constructs an expression based on the program and the list of arguments. Each argument consists of a name followed by the actual data. This argument will be placed instead of occurrences of `"%v:name"` in the pattern (where the `"v"` is dependent on the type of the data). The parsing of the string is memoized. * Only the first expression is parsed.

```
val cLval : string -> (string * Cil.formatArg) list -> Cil.lval
```

Constructs an lval based on the program and the list of arguments. Only the first lvalue is parsed. The parsing of the string is memoized.

```
val cType : string -> (string * Cil.formatArg) list -> Cil.typ
```

Constructs a type based on the program and the list of arguments. Only the first type is parsed. The parsing of the string is memoized.

```
val cInstr :
```

```
  string -> Cil.location -> (string * Cil.formatArg) list -> Cil.instr
```

Constructs an instruction based on the program and the list of arguments. Only the first instruction is parsed. The parsing of the string is memoized.

```
val cStmt :
```

```
  string ->
```

```
  (string -> Cil.typ -> Cil.varinfo) ->
```

```
  Cil.location -> (string * Cil.formatArg) list -> Cil.stmt
```

```
val cStmts :
```

```
  string ->
```

```
  (string -> Cil.typ -> Cil.varinfo) ->
```

```
  Cil.location -> (string * Cil.formatArg) list -> Cil.stmt list
```

Constructs a list of statements

```
val dExp : string -> Cil.exp -> Cil.formatArg list option
```

Deconstructs an expression based on the program. Produces an optional list of format arguments. The parsing of the string is memoized.

```
val dLval : string -> Cil.lval -> Cil.formatArg list option
```

Deconstructs an lval based on the program. Produces an optional list of format arguments. The parsing of the string is memoized.

```
val dType : string -> Cil.typ -> Cil.formatArg list option
    Deconstructs a type based on the program. Produces an optional list of format arguments.
    The parsing of the string is memoized.

val dInstr : string -> Cil.instr -> Cil.formatArg list option
    Deconstructs an instruction based on the program. Produces an optional list of format
    arguments. The parsing of the string is memoized.

val noMemoize : bool Pervasives.ref
    If set then will not memoize the parsed patterns

val test : unit -> unit
    Just a testing function
```