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## **Folding: An Approach to Enable Program Understanding of Preprocessed Languages**

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# Folding: An Approach to Enable Program Understanding of Preprocessed Languages

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## Abstract

*Since the early days of programming, preprocessors have been used to increase the expressiveness of programming languages. As a prominent example, the C Preprocessor `cpp` even allows low level configuration management through conditional compilation. But preprocessors significantly complicate the task of program understanding because "what the user sees is not what the compiler gets". There is a need for bridging the gap between preprocessor input and preprocessor output.*

*In this paper, we propose to use folding for explicitly representing preprocessor replacements within a program understanding environment. The approach presented here has been implemented as part of the GUPRO program understanding workbench. The user is enabled to individually choose the level of detail from the programmer's view to the compiler's view on the source code.*

## 1. Introduction

While macros and conditional compilation are a convenient way to support program development, the use of both techniques introduces certain problems to program understanding and reverse engineering. Especially conditional compilation may lead to uncertain knowledge or false facts in the database of program understanding tools. Something which looks like a function call may not be a function call any more after preprocessing, or code included in conditionals may never be compiled. For a correct representation of a preprocessed source code in program understanding environments, a careful consideration of additional information sources is essential. This information is often not obvious from the source code alone, since it is provided in makefiles or command line parameters to compilers. Ignoring these facts, a precise knowledge of what a piece of source code

*really looks like when a compiler reads its input is impossible.*

Preprocessor languages are programming languages themselves and thus subject to reverse engineering of software systems. The analysis of macro definitions and usage as well as detecting which parts of the original source code are conveyed to the compiler is an often underestimated topic in reverse engineering and opens a new field for research.

During the last years several researchers in program understanding and reverse engineering have dealt with the preprocessor problem. In [10] Krone and Snelting use mathematical concept analysis to analyse the source code configurations that are introduced by conditional compilation. Through the so called concept lattice the dependencies between the different configurations can be identified. Favre [7] views the preprocessor from a more abstract view as bridging the gap between programming-in-the-small and programming-in-the-large. In [1] Badros and Notkin introduce an approach that integrates preprocessor and parser in a flexible framework. Livadas und Small [12] describe how the preprocessor replacement can be integrated into an internal program representation. The detection and classification of errors is discussed by Sajeev and Spuler [14]. An empirical study of preprocessor usage is delivered by Ernst et al. [6].

Section 2 gives a short overview over the C preprocessor `cpp`. Readers familiar with the `cpp` language may skip this introduction. In sections 3 and 4, we propose to use folding for the visualization of macro replacements and conditional compilation in source code browsers. This requires an explicit representation of preprocessor actions in program understanding environments, which we present in section 5. Another challenge is a bi-directional mapping from coordinates in original source code into coordinates in preprocessed code and vice versa. Section 6 deals with this problem and the integration of folding into an analysis en-

vironment. Finally, we present an implementation of the techniques in the GUPRO tool in section 7.

## 2. The C preprocessor `cpp`

More than 20 years ago, the C programming language has been designed to include a powerful preprocessor called the C Preprocessor `cpp`. Over the years it has become evident that development and portability of C programs is only possible with the help of the `cpp`, conditional compilation and macros. Even in C++, the `cpp` is still present. This chapter gives an overview of `cpp`'s capabilities.

### 2.1. Macros

*Simple macros* are replacements of single keywords by arbitrary text. A simple macro is specified by a `#define` directive as in the first line of figure 1. The main usage of simple macros is to implement scalar constants because the C language lacks a constant declaration. Simple macros are also called preprocessor variables. These variables can be used in expressions to control the evaluation of conditionals. The right hand side of a macro definition needs not to be a complete C language construct, but as the preprocessor reads the definition, only C's word boundaries are used to tokenize the replacement string.

#### Definition

```
#define ARG 1000
#define UNDERSCORE(x) _ ## x
#define VALUE(x) A ## x
#define VANISH(x)
int UNDERSCORE(ARG) =
    VALUE(RG) VANISH(zombie);
```

#### Resulting code

```
int _ARG =
    1000 ;
```

**Figure 1. Examples of macros and calls**

*Argument macros* look much like functions. A well-known example is the `MAX` macro: `#define MAX(x,y) (x)>(y)?(x):(y)` to compute the maximum of two numeric values. The action taken during the replacement of a call to `MAX(f(a),b*c)` is to textually replace all occurrences of the formal arguments on the right side of the definition by the corresponding actual arguments. Thus, the resulting code will be: `(f(a))>(b*c)?(f(a)):(b*c)`

Here, a big difference to real function calls becomes obvious: Suppose the function `f` had a side effect. Depending on the condition, `f` will be executed once or twice, while in a real function call, each parameter is only evaluated once.

Another difference to functions is given by the macro `VANISH` in figure 1: a macro call can be "expanded" to nothing.

*Redefinition of macros* is possible. One way to do this is to simply `#define` a new replacement, but then, a warning is issued by `cpp` if the two definitions are not equivalent. To redefine a macro, it has to be `#undef`ed first. This offers more flexibility, but also makes program understanding a harder task.

**Preprocessor operators** `##` and `#` may be used in argument macros. The first operator is called *concatenation*, the second *stringification*. An example for both, together with the resulting code, is shown in figure 2.

#### Definition

```
#define STR(a) char* a ## Str = #a;
STR(abc)
```

#### Resulting code

```
char* abcStr = "abc";
```

**Figure 2. Preprocessor operators**

### 2.2. Nested macro calls

`cpp` allows nesting of macros. Generally, two types of nesting may occur: The first type is the replacement of a macro that contains a call to another macro, while the second type occurs when the actual parameter of a macro call is also a macro call. But in the `cpp` implementations, only the first type of nesting is possible. `cpp` firstly fully processes the outermost macro call before searching the resulting replacement for other macro calls. Even if an argument before this first stage of replacement seems to be a macro call it may not be one anymore afterwards because of a string concatenation operation.

The example in figure 1 shows how an apparent macro call in argument position call is converted into a simple string by the replacement. Here the `UNDERSCORE` macro is defined to prefix its argument with an underscore. The `UNDERSCORE(ARG)` macro call does not expand to `_1000` but to `_ARG`.

To complicate things more, another variant is possible and widely used. In this kind of nesting, the nested macro name is generated by string concatenation of an argument and a part of the replacement. An example for this is the `VALUE` macro in figure 1. This macro is called with the argument `RG`, which in a first step expands to `ARG` by the string concatenation. Then, the replacement is scanned again for possible macro calls again, and macro `ARG` is finally replaced by the string `1000`.

The depth of macro nesting is only limited by implementation specific bounds and the memory size. These limits

are not documented and are assumed to be "high enough". On the other hand, recursion in macro calls is not possible. To inhibit recursion, `cpp` keeps a stack of all pending replacements. If the name of a macro call is found on the stack, no new replacement is initiated. Instead, the name is copied unchanged.

### 2.3. Conditionals

Conditional compilation is a flexible and effective way to implement low-level configuration management. `cpp` has the capability to include or exclude certain source code depending on a condition defined in terms of constants and preprocessor variables. The principal form of a conditional is shown in figure 3. The condition part allows for constant integer expressions with operators of the C language. There may be arbitrary many `#elseif` parts and one final `#else` part is also optional.

Conditional directives may be nested. In addition to nesting, one single conditional can be split over several files. This is the case when an `#if` block begins in one file, the corresponding `#elseif`, `#else` or `#endif` is not necessarily in the same file.

The two special abbreviation conditions `#ifdef X` and `#ifndef X` check for existence of macro definitions for the name `X`. They could also be written as `#if defined(X)` and `#if !defined(X)`, respectively.

```
#if condition1
  /* to be included if condition1
     evaluates to non-zero */
#elseif condition2
  /* to be included if condition2
     evaluates to non-zero */
#else
  /* all other cases */
#endif
```

Figure 3. Conditionals

### 2.4. Includes

`cpp`'s ability to include the content of other files into the compilation of a C program is used to declare external entities such as library functions, data types and variables as well as local function prototypes as forward declarations before the actual function definition. This helps to modularize the source code design and separate interfaces from implementation.

The `#include file` directive instructs the preprocessor to insert the contents of another file into the output before continuing with the main file. Includes may be nested up to an implementation specific depth. Recursion is allowed and should be limited by conditionals.

While the inclusion of files is extremely useful, in combination with conditional compilation, it introduces new problems to program understanding: one may not expect that the same physical file produces the same preprocessor output upon multiple inclusions. Since it is possible to `#define`, `#undef` or `#undefine` macros during preprocessing, each inclusion is potentially different from the other. A common example, the embedding of a complete header file in a conditional to avoid multiple definitions, is shown in figure 4.

```
#ifndef _HEADER_ALREADY_INCLUDED_
#define _HEADER_ALREADY_INCLUDED_
...
/* here follows the code */
/* to be included only once */
...
#endif
```

Figure 4. One-time inclusion of code

## 3. Folding

The idea of folding as presented here is to define an area of a source code display as interactively hideable. When such an area is hidden (folded) then an associated label is shown. The content of the label can be freely chosen by the user. Normally it should somehow reflect the content of the summarized text area. A fold can be defined for example by highlighting the desired text area and associating it with a suited fold label. Since such a fold can be individually defined by the user we will also call it *user fold* in the following sections.

Through folding, a source code area e. g. a function can be reduced to a single line while still being identifiable through a properly chosen fold label. Thus, a *fold* associates its *fold expansion* with its *fold label*. Fold expansion as well as fold label can probably contain other folds, as long as a proper fold nesting is preserved. If a fold is *unfolded*, the fold expansion is displayed. If a fold is *folded* the fold label is shown.

The state of a fold can be represented by special characters ►, ◀, ▲ and ▼ in the source code display. The special characters help to clearly identify a fold als being ►*folded*◀ or ▲*unfolded*▼. The state of a fold can be interactively toggled by the user. The folding example in figure 5 shows a function which has been structured through a number of folds. The function as a whole as well as the loop are unfolded, while the parameters, the function comment, the initial declarations, and the loop body are folded. The content of the folded areas can be identified through suited fold labels.

Folding is somehow related to literate programming, that has been introduced by Knuth [9]. More recent approaches have extended literate programming with concepts

```

▲int f(►Parameters◄)
  ►Function Comment◄
  ►Initial Declarations◄
  ▲for (i=1;i>n;i++)▼
    ►Loop Body◄
▼

```

Figure 5. A folding example

like hyperlinks [2] or folding as presented here [8]. A well-done implementation of folding exists in the context of the Oberon System that has been developed a University of Linz, Austria.

The following section describes how the actions which `cpp` performs during macro replacements can be visualized by folding.

## 4. Visualization of preprocessor actions with folding

Preprocessor actions can be visualized in a straightforward manner using the folding mechanism described above. Simplifying, a fold label refers to the original source of a macro call while the fold expansion refers to the replacement text generated by a macro. This section shows how the preprocessor actions can be presented as fold structure.

### 4.1. Macros

In the example in figure 6, both simple and argument macro calls are present. There is no difference in handling the two types. In both cases, the macro call corresponds to the fold label, the macro replacement builds the fold expansion.

#### Definition

```

#define CHAR_MIN (-128)
#define MAX(a,b) (a)>(b)?(a):(b)
char c = CHAR_MIN;
int i = MAX(f(a), b*c);

```

#### Folded display

```

char c = ►CHAR_MIN◄;
int i = ►MAX(f(a),b*c)◄;

```

#### Unfolded display

```

char c = ▲(-128)▼;
int i = ▲(f(a)>(b*c)?(f(a):(b*c))▼;

```

Figure 6. Macro folds

The preprocessor operators require no special attention, as long as no nested macro call is constructed. The result of the concatenation and stringification operations is simply a part of the replacement and can be copied to the expansion of a fold, as depicted in figure 7.

#### Definition

```

#define STR(a) char* a ## Str = #a;
STR(abc)

```

#### Folded display

```

►STR(abc)◄

```

#### Unfolded display

```

▲char* abcStr = "abc";▼

```

Figure 7. Macro fold with operators

## 4.2. Nested macro calls

With nested macro calls, an expansion is not only a plain string, but consists of substrings and subfolds. This is of course not restricted to only one nesting level. To allow arbitrary levels of detail in the visualization, each of the subfolds may be unfolded separately. Figure 8 shows two different unfold levels of the macro call `VALUE(RG)`. As mentioned in section 2, the nested call to the `ARG` macro is constructed in the replacement process via the concatenation operator `##`.

#### Definition

```

#define ARG 1000
#define UNDERSCORE(x) _ ## x
#define VALUE(x) A ## x
#define VANISH(x)
int UNDERSCORE(ARG) =
  VALUE(RG) VANISH(zombie);

```

#### Folded display

```

int ►UNDERSCORE(ARG)◄ =
  ►VALUE(RG)◄ ►VANISH(zombie)◄;

```

#### Unfolded display (level 1)

```

int ▲_ARG▼ =
  ▲ ►ARG◄ ▼ ▲▼;

```

#### Unfolded display (level 2)

```

int ▲_ARG▼ =
  ▲ ▲1000▼ ▼ ▲▼;

```

Figure 8. Two levels of folding in nested macro calls

## 4.3. Different replacement rules

It should be mentioned that even if the replacement procedure of a preprocessor differs from the `cpp` rules, the visualization via folds is still possible. The only restriction is proper nesting of the structures.

**Definition 1** Two folds are *properly nested*, if one is entirely contained in the other or the text regions of both labels and expansions are disjoint.

If for example in an argument macro the actual arguments were replaced *before* the call is done, a straightforward extension is sufficient: In contrast to the previous examples, not only the expansion but also the fold label could include additional folds. An example is shown in figure 9.

#### Definition

```
#define DUP(x) x + x
#define ARG 42
DUP(ARG)
```

#### Folded display

```
▶DUP(▶ARG◀)◀
```

#### Unfolded display (partial)

```
▶DUP(▲42▼)◀
```

#### Unfolded display (complete)

```
▲42 + 42▼
```

**Figure 9. Folds in labels**

## 4.4. Conditionals

Figure 10 shows one possible visualization of conditionals. Each part of a conditional is encapsulated in a fold. The initial fold status should be set to reflect the conditions: A true condition generates an unfolded structure while a false condition sets the fold status to 'folded', so that the source code which is not copied to the output is hidden. In contrast to the macro folds, there is no reliable way to determine a fold label. A simple solution is to leave the label empty. Another variant could set the label to a more verbose text as in the example below.

```
#define DEBUG 1
...
#if DEBUG
▲
  printf("%s", message);
▼
#else
▶else part of #if DEBUG not compiled◀
#endif
```

**Figure 10. Visualizing conditionals by folds**

Nesting of conditionals poses no problem to the fold structure because syntactically correct constructs are always properly nested in the sense of definition 1.

Conditionals in `cpp` may be spread over several files. An `#else` or `#endif` is not necessarily in the same source file as the corresponding `#if`. This implies that the begin of a conditional fold might be in a different file than its end. If the fold data structure can not represent such folds, a solution could be the definition of two or more independent folds, each completely inside only one source file.

## 4.5. Includes

Processing of `#include` directives produces an output file which consists of the contents of more than one original source file. Though a specific file may be included more than once, the text areas of the different files are properly nested and can therefore be visualized using folds. This is an option for visualizations of the preprocessed code. In the context of a source code browser viewing original source code, there is no direct need for visualizing include files, because only the `#include` directives are present.

As stated above, with the effect of conditionals and macro redefinitions a single source file may produce different preprocessor output for each of its usages. This leads to the necessity to handle each usage of a file as a separate fold structure. Additionally, the source code browser has to decide which of the usages is to be displayed.

## 5. A fold representation

To support folding, additional information regarding fold labels, fold status and coordinate ranges has to be attached to the source code. A fold data structure has to represent these items and must be capable to model nested folds. Additionally, it has to provide data for a bidirectional mapping between the display coordinates and the coordinates of the original source.

As a general requirement, the fold data structure should not only represent the folds introduced by the preprocessor replacements, but also user defined folds as presented in section 3. We will identify the two kinds of folds as *macro folds* and *user folds*, respectively. As opposed to a user fold, a macro fold can not be edited, redefined or removed. The only operation on macro folds is to change the fold status from folded to unfolded or vice versa. Section 5.3 deals with user fold operations.

A data structure for representing macro folds and user folds is given as a UML class diagram [13] in figure 11.

In the class diagram, *Text* is chosen as the uppermost concept representing the source code of a single source file. A text is modeled as an aggregation of text elements (*TextElement*) which can either be a text area (*TextArea*) or a fold (*Fold*). A text area is associated with a source reference (*SourceReference*) that provides a link to the source code. This link is either a pointer into the original source (*FileReference*) or a string identifying a certain part of a macro replacement (*StringReference*). A fold comes along with a boolean attribute 'folded' that represents its actual state (folded or unfolded). In order to allow for fold nesting, a fold is modeled to be a collection of text elements which may again be text areas or folds.

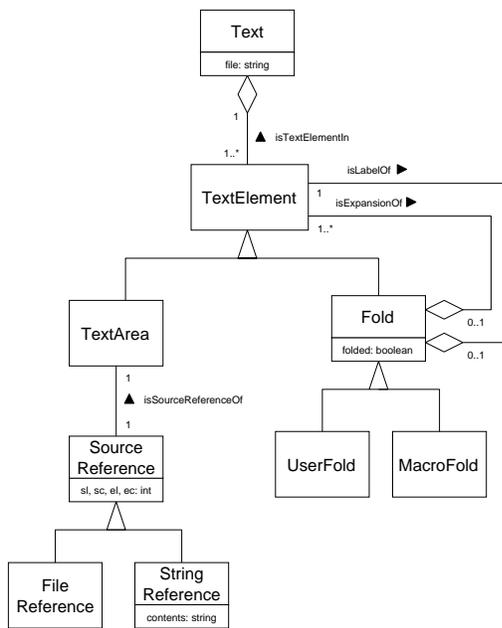


Figure 11. The fold data structure

## 5.1 A fold data structure example

Figure 12 shows the fold data structure instance for the example in figure 8 as an UML object diagram. The source code fragment of figure 8 contains three macro calls which are reflected by the three *MacroFold* objects that are sub-components of the *Text* object. To simplify the diagram, the *SourceReference* objects which contain the coordinates are omitted. Instead, the text associated with the object is printed.

The objects in dark grey belong to fold labels (macro calls) while the objects on light grey belong to a fold expansion (macro replacement). The middle *VALUE* fold is an example for a nested fold. It expands into some space characters and another macro fold with label *ARG* and expansion *1000*. The *folded* attributes of the *MacroFold* objects reflect the initial fold state where all folds are folded. This corresponds to the folded display in figure 8.

The concrete representation of a fold data structure instance is a graph, more precisely a *TGraph*[3, 5]. *TGraphs* provide an order for all edges connected to a node. This is essential for the generation of the display text. We call a graph containing the fold data structure a *fold graph*.

## 5.2 Generating the display

The text and fold marks to be displayed in a source code browser are generated by a depth first traversal of the fold graph:

Starting with the *Text* object, all associated *TextElement* objects are visited in the order of the incident edges.

A *TextArea* object is handled by printing the contents of the text area of a file reference or a string reference, respectively. The treatment of a *Fold* object depends on the state of that object. If the *folded* attribute is *true*, the traversal only descends to objects related by a *isLabelOf* relationship. Traversal of this subgraph results in printing the fold label. If the *folded* value is in turn *false*, the traversal only considers objects that are linked via an *isExpansionOf* relationship. This issues the fold expansion.

Before and after descending through the appropriate relationship instances, the special characters associated with the fold status are printed out. If the state is *folded* the ► and ◀ marks are printed, otherwise the ▲ and ▼ marks are used.

Thus, the example fold structure in figure 12 will produce an output that corresponds with the initial state (folded display) of example in figure 8. Since all folds are in the *folded* state, only the dark grey objects associated by *isLabelOf* are traversed. Changing the state of a certain fold will produce another traversal which affects the source code display.

If the fold graph contains macro folds only, folding and unfolding are the only operations. But if the source browser supports user folds, also the definition and removal of folds have to be addressed.

## 5.3 Definition and removal of folds

As opposed to folding and unfolding, the definition and removal of a fold may imply structural changes of the fold graph.

To define a user fold, the start and end coordinates and a fold label have to be specified. A precondition for a valid user fold is that it preserves a proper fold nesting according to definition 1. This precondition can be easily checked by a traversal of the fold graph. During the traversal, the objects that correspond to the start and end coordinate have to be identified. Only if these two objects are components of the same aggregate object (*Text* or *Fold* see figure 11), the new user fold is valid.

When a fold definition has been verified to be valid, the corresponding structural transformation on the fold graph can be performed.

This structural transformation may be quite simple if a text area component of the uppermost *Text* object is defined as a fold. But it may be also more complex in the case when a collection of *TextElement* objects are combined into a fold. The left and right border elements are possibly split into two parts: one part is a subrange of the original text area, the other part belongs to the fold. Also, a single text area object can be split into two or three segments.

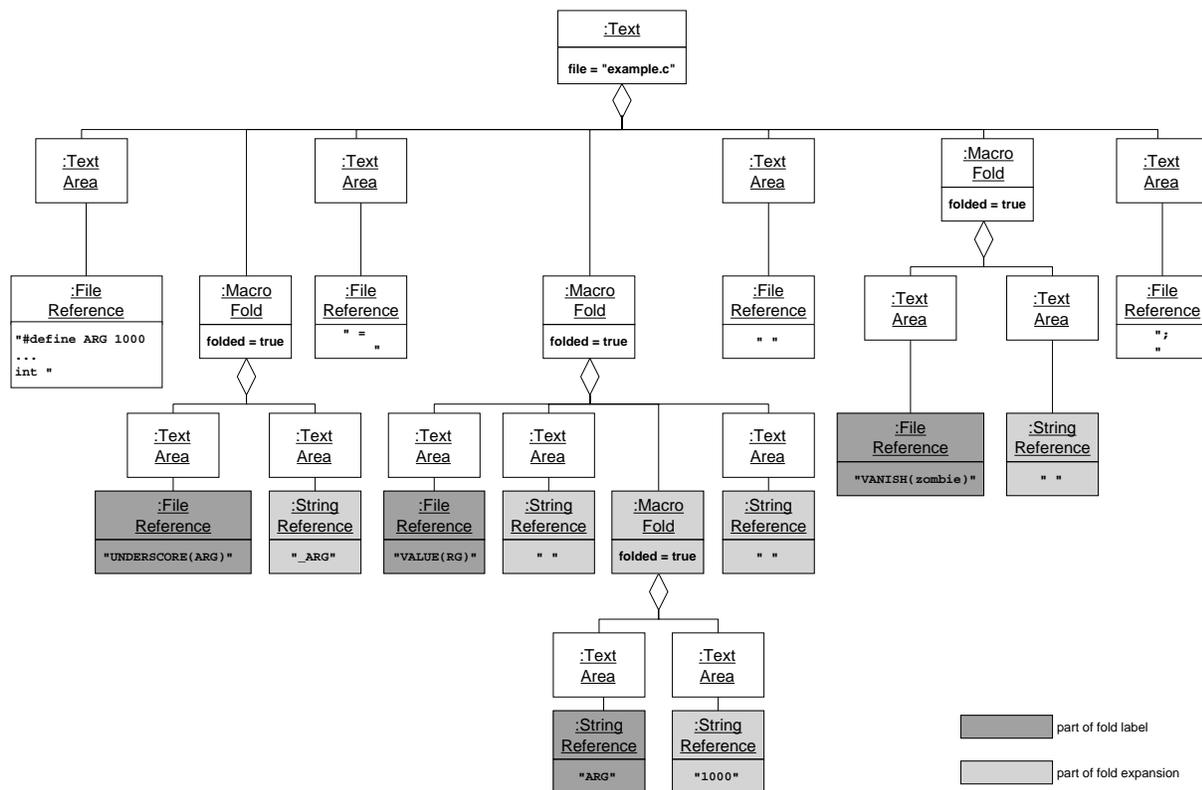


Figure 12. Fold data structure instance for the example in figure 1

The removal of a fold is the exact inversion of the transformation for the definition. When a fold is removed, all of its text elements are attached to its parent object. If a left or right border element is a text area whose new sibling object is also a text area, the two coordinate ranges are combined into a single text area.

## 6. Folding and Analysis

In the previous sections, the fold graph has been described together with its interpretation in the source code display. But in the context of program analysis, we have to deal also with an abstract representation of the source code that reflects its entities on a certain level of abstraction. This representation serves as a basis for analysis techniques like querying, browsing, slicing or object recovery [11]. We call this representation the *data repository* of a program understanding tool in contrast to the plain source code.

In order to combine folding with analysis, the correspondence between an object in the data repository and an associated coordinate range in the source display has to be established. This means

- that a data object should be selectable through the source display, for example by a double-click on a variable name, and

- that the source code corresponding to a certain data object should be identifiable, for example by highlighting a range in the source code display.

Since the data repository is based on preprocessed code, a mapping from display coordinates into source coordinates and vice versa is needed. This rather complicated and very technical topic requires the some definitions.

### 6.1. Terminology

We define the different kinds of coordinates that occur in the coordinate mapping between display and data graph. In general, a coordinate is a position in a file and means a tuple of line and column numbers.

**Definition 2** A *source coordinate* is a coordinate that relates to the preprocessor input of a certain file. Source coordinates are for example shown by text editors while changing a source file.

**Definition 3** A *display coordinate* is a position in the display of the source code browser. The display coordinate is influenced by the folds, fold states, and fold marks. If no folds are present, display coordinate and source coordinate are the same.

**Definition 4** A *i-coordinate* is an absolute position in the preprocessor output. The name resembles cpp’s output file-names, which is the base name of the C file with an appended .i. i-coordinates are annotated to the data repository objects by a parser. The i-coordinate coincides with the source coordinate if a file contains no preprocessor directives at all.

**Definition 5** An *i-offset* is a position in the preprocessor output with respect to the start of a certain include file. We have to further distinguish a local i-offset from a global i-offset.

**Definition 6** A *local i-offset* is an i-offset that disregards the additional lines introduced by includes. Only preprocessor directives that are local to that file are considered.

**Definition 7** A *global i-offset* is an i-offset that takes all offsets of included files into account.

## 6.2. The internal data representation

The coordinate mapping between display and the data repository objects requires that both parts, the fold graph and the data graph, are considered. This has some implications to the language model. Simplifying, it has to provide a link to the corresponding fold graph objects.

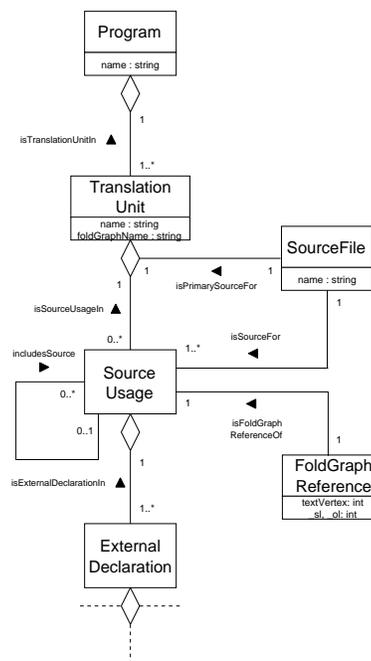
The schema excerpt in figure 13 addresses these requirements. Only the parts involved in folding and coordinate computation are depicted. How the different concepts are involved in a coordinate mapping is shown later in this section.

The *ExternalDeclaration* type at the bottom is the uppermost C concept – the full language model is omitted. Each *ExternalDeclaration* object is associated with a *SourceUsage* object, which represents an instance of a source file as main file or include file within a translation unit. It should be clear, that a translation unit may contain more than one instance of a single source file if it is included more than once. Through the use of conditionals and preprocessor variables, each of these usages may be different. The correspondence of a source usage with the concrete file is established through a link to the corresponding *SourceFile* object. One of the source files, the initial preprocessor input, is identified as the primary source file (*isPrimarySourceFor*) of the translation unit. Finally, a *Program* consists of one or more translation units.

Generally, each data repository object in the C concept parts has to be annotated with the i-coordinates of the corresponding source code range in the preprocessor output.

## 6.3. Mapping from display to data

A display coordinate has to be transformed into an i-coordinate to address the associated data repository object,



**Figure 13. Folding related extensions to the C language model**

for example if a source code range is selected in the browser. This mapping is done in three phases. The first two phases involve the fold graph. At first, the local i-offset of a source code position is determined. The second phase computes the absolute i-coordinate. This i-coordinate is then used to search the data repository for the corresponding object.

As mentioned in definition 3, the display coordinate is influenced by the fold status. If for example the cursor of a source browser points to a line in the display, depending on folding or unfolding of folds before the cursor position, the line and column position changes. If all folds were unfolded, the coordinates in a source code display are equal to the local i-coordinates of a source usage in the preprocessor output. We ignore the effect of fold marks here, since they introduce only a one column offset at each end of a fold display. Of course, this offset has to be considered in the algorithms.

In order to determine the local i-offset of a display coordinate, the corresponding fold graph object has to be identified. This is done in a depth first traversal of the fold graph. In this first step, all folds are considered in their current state. During this traversal, the coordinate ranges associated with the fold graph objects are accumulated. The traversal stops as soon as the coordinate sum reaches the display coordinate.

The fold graph object at which the traversal stops serves

as the termination point for a second traversal. In this run, all folds are regarded as if they were unfolded. Again the fold graph coordinate ranges are added. The coordinate sum of this second traversal finally delivers the local i-offset.

To find the desired object in the data graph object, the local i-offset delivered by the fold graph search has to be transformed into a global i-coordinate. This step takes care of all additional lines introduced by previous includes.

At any time, the display of a source browser is a visualization of a single source usage object in the data repository. The *FoldGraphReference* object linked to this source usage delivers the starting i-coordinate of this usage in the preprocessor output.

Based on this starting point, the local i-offset is converted to a global i-offset by encountering the i-offsets of all relevant includes. The starting i-coordinate and the global i-offset can now be added to yield the absolute i-coordinate.

Finally, the data object can be found by a depth first traversal and simple coordinate comparison of the *ExternalDeclaration* objects that are linked to the source usage.

#### 6.4. Mapping from data to display

The mapping from data to display is needed when the source code range corresponding to a data graph object has to be highlighted. This also requires the fold graph and the data graph to be traversed.

In this mapping, the data graph is considered first. The annotated i-coordinate of the data object represents its absolute position in the preprocessor output. This coordinate is to be transformed into a local i-offset. Before the fold graph can be consulted, the source usage to which the data object belongs has to be found. This is done by a search in the data graph.

Via the fold graph reference of the source usage, the top level text object in the fold structure is uniquely defined. This text object is used as starting point for the following traversals.

Together with the i-coordinate of the data object and the fold graph reference, the global i-offset can now be calculated. From this global i-offset, the offsets of all relevant includes have to be subtracted to finally deliver the desired local i-offset.

Now, two traversals of the fold graph are sufficient to find the display coordinate. The first traversal regards all folds as unfolded, since the i-offset relates to the complete preprocessor output. When the coordinate sum of the fold graph objects reaches the local i-offset, the traversal stops.

In a last step, the object found is used as termination point of a second traversal. This considers the actual fold states of the folds and computes the sum of all coordinate ranges of the fold graph objects. This finally delivers the desired display coordinate.

## 7. Folding in GUPRO

The folding mechanism as described above has been implemented as part of the *GUPRO* program understanding environment [4]. Figure 14 shows how fold graphs are generated and embedded into the integrated *GUPRO* source code browser. The *GUPRO* preprocessor generates the usual textual output of *cpp* as well as a fold graph, both reflecting all preprocessor actions. To do this, the preprocessor carefully keeps track of all original source coordinates, conditionals and macro replacements.

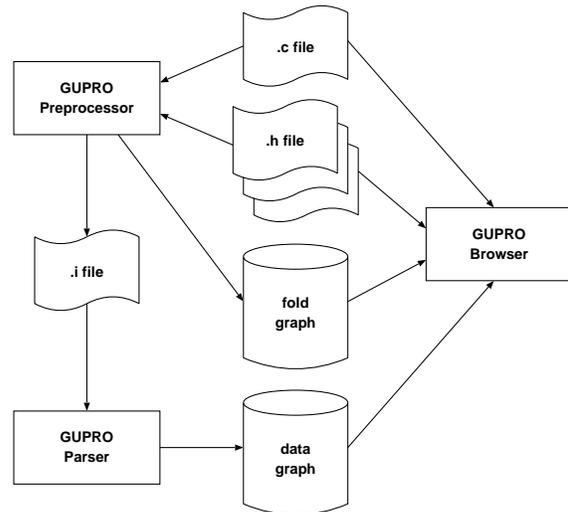


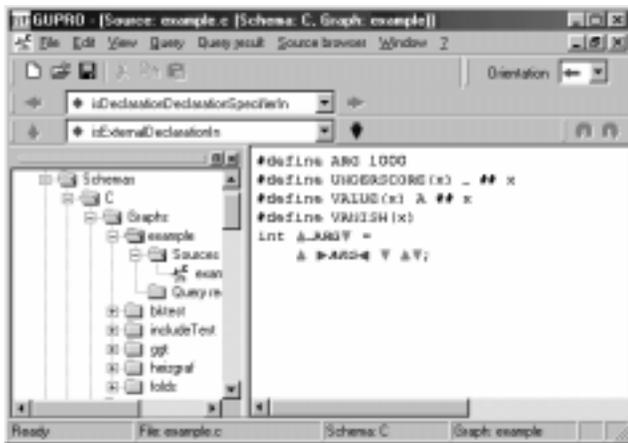
Figure 14. The GUPRO tool configuration

The preprocessor output is called an *.i-file*. This serves as input to the *GUPRO* parser which generates a data graph. This data graph is an instance of the C language schema. Through special `#pragma` directives in the *GUPRO* preprocessor output, the *GUPRO* parser can determine source usages and construct fold graph references in the data graph. The C language constructs are then linked to the appropriate source usages.

The *GUPRO* browser needs the data graph, the fold graph and the associated source files to do its job. Figure 15 shows a snapshot of a *GUPRO* browser viewing the source code of figure 8 with folds. Though the generation of the displayed text and the necessary coordinate transformations are considerable complex, the implementation is very fast. There is no noticeable delay when fold operations are performed interactively or when the source code is scrolled.

The folding mechanism smoothly cooperates with analysis facilities that are available in *GUPRO*, i.e. selection of a data graph object through the source display, data graph controlled navigation through the source code, context queries on a selected graph object, and visualization

of query results in terms of source code. At each case the respective graph object is identified as precise as possible, depending on the fold status.



**Figure 15. GUPRO source code browser with folds**

## 8. Summary and Outlook

Folding is an appropriate means for visualizing original source code of preprocessed languages. For the well-known and widely used C preprocessor, we have proposed a method to display preprocessor actions via folds. A flexible data structure to represent folds was presented. This data structure is used in an implementation of a folding source code browser in the program understanding workbench *GUPRO*. The implementation involves specialized preprocessors and parsers. All operations involving folds were combined in an object oriented library called *FoldAPI*. The classes of this library provide an easy-to-use interface for all *GUPRO* tools. The flexibility and usability of the concepts recently became evident when a source code browser for ADA was easily augmented to support folding.

Since the fold data structure is a graph, it can also be queried using the query component of *GUPRO*. This enables the reverse engineer to investigate the use of macros in a certain configuration. If the fold graph is annotated with further information regarding the values of preprocessor variables, a comprehensive analysis of a configuration will be possible.

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