

# Resource consumption analysis

## For applicative languages

Jérémie Salvucci

PhD advisor : Emmanuel Chailloux

APR / LIP6

# Context

What kind of resource ?

- ▶ Time (Worst Case Execution Time);
- ▶ Memory (sized types, amortized analysis);
- ▶ Energy (Energy types);
- ▶ Network (DPI. . . )

# Objective

Guarantee a safe upper bound of used memory at runtime.

Interests

- ▶ Put a runtime system on an embedded device;
- ▶ Detect overlapping between stack space and heap space;
- ▶ Meliorate Garbage Collection configuration...

# How ?

Several possible approaches

- ▶ Abstract interpretation;
- ▶ Control flow analysis;
- ▶ Type and effect systems. . .

What about Garbage Collection and shape analysis ?

Should the analysis depend on a specific memory management system ?





## A bit of details...

Current goal : avoid troubles with shape analysis.

How ?

- ▶ Measure functions;
- ▶ Compile time Garbage Collection;
- ▶ Type and effect system.

This is not a definitive solution....

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