

Enhancing Giri: Dynamic Slicing in LLVM

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<http://github.com/liuml07/giri>

Dynamic program slicing has been used in many applications. Giri was a research project from UIUC, which implemented the dynamic backward slicing in LLVM. It was selected as the Google Summer of Code 2013. We achieved several improvements to Giri during GSoC 2013: 1) Update the code to LLVM mainline and make it robust, 2) Reduce the trace size, 3) Make the Giri thread-aware (pthread only), 4) Improve the performance of run-time.

1 Introduction

Program slice contains all statements in a program that directly or indirectly affect the value of a variable or instruction [7]. We can further narrow down the notion of the *slice*, which contains dynamic program statements that influence the instance of a variable or instruction for **given** program inputs. This is called *dynamic program slicing* [1]. There are many applications that use (or could benefit from) dynamic slicing. For example, it's long been used in software debugging [2, 4] and testing [3]. However, to the best of our knowledge, there is no publicly available dynamic slicing tool in either GCC or Open64.

Sahoo et. al. use dynamic program slicing to filter/remove false positive candidate root causes for automated software fault localization [5]. They implemented the dynamic program slicing code, named Giri, in LLVM compiler infrastructure (version 2.6) for research purpose. It collects the trace of a user

program execution and finally reports the dynamic slice of a given statement. It also maps LLVM IR statements to source code using the debug metadata to report the dynamic slice in terms of source line numbers. To make the Giri up-to-date and robust for general use, we enhanced the code in several ways.

The report is organized as following. Section 2.1 shows the internal architecture of Giri, including how it works and how to use it. Section 3 lists the progress we made during the GSoC 2013. Section 4 lists the future work to improve Giri further, instead of TODO (everywhere) write future work. Section 5 concludes our work.

2 Overview

2.1 Dynamic Program Slicing

The following is an example program.

```
1 #include <math.h>
2 #include <stdio.h>
3 #include <stdlib.h>
4
5 struct result_t
6 {
7     int result;
8     int count;
9 };
10
11 void calc(int x, struct result_t *y,
12          struct result_t *z)
13 {
14     if (x < 0)
15     {
16         y->result = sqrt(x);
```

```

16     y->count++;
17     z->result = pow(2, x);
18     z->count++;
19 } else {
20     if (x == 0)
21     {
22         y->result = sqrt(x * 2);
23         y->count++;
24         z->result = pow(3, x);
25         z->count++;
26     } else {
27         y->result = sqrt(x * 3);
28         y->count++;
29         z->result = pow(4, x);
30         z->count++;
31     }
32 }
33 }
34
35 int main(int argc, char *argv[])
36 {
37     int x, ret;
38     struct result_t y = {0, 0}, z = {0,
39         0};
40
41     x = atoi(argv[1]);
42
43     calc(x, &y, &z);
44
45     ret = printf("%d\n", y.result);
46     printf("%d\n", z.result);
47
48     return ret;
49 }

```

Given the input `x = 10`, the source line numbers affect the return value are: `<9, 22, 29>`.

The default start point of slicing is the `return` instruction at the `main` function. Note that there is only one `return` when the `main` executes. Giri also supports two more ways to specify the slicing criterion, which are source code line number and LLVM instruction number respectively. See the `test/UnitTests/test4` for more information.

2.2 The Design of Giri

Giri handles both data-flow and control-flow dependences when computing the dynamic backwards slice. It has two phases. In the first pass named *tracing* pass, it instruments the code to record LLVM IR in a trace file at run-time for all threads. In the second pass named *slicing* pass, it uses the execution trace to create a program dependence graph for computing dynamic slice. Giri takes advantage of the LLVM IR representation (static single assignment (SSA) form) to reduce the size of the trace file.

The tracing pass instruments code to record three different pieces of information: (a) basic block exits; (b) memory accesses and their addresses; and (c)

function calls and returns. When the slicing pass first adds instructions from a dynamic execution of a basic block to the backwards slice, it uses static control-dependence analysis to determine which value forced the execution of that basic block. Giri will then find the most recent execution of the instruction generating that value and add it to the backwards slice. With the help of SSA, we only refer to dynamic trace whenever needed. The slicing pass ends when all dynamic values are processed and reports the dynamic slice of the specific program execution.

To make the slicing pass thread aware, the runtime library traces the thread id (`thread_t`) to each record indicating current thread performing that operation. The slicing pass checks the thread id when scanning the trace file for a given dynamic value or basic block.

3 Progress

Our goal of GSoC was to make the Giri code update to the latest LLVM version, improve its runtime performance, and/or reduce the tracing cost. There are several things we did in this summer:

1. Update the code to LLVM mainline.

- Release a v3.1 version which works with LLVM 3.1
- Make the code update to the latest LLVM 3.4 (r191529)

2. Make the Giri run-time library thread safe and the slicing pass thread aware.

The operation traces of all threads are written to a single file. Trace records include thread id (`pthread_t`), which indicates the thread performing a particular operation. We use locks when write traces to file in order to avoid the race condition.

3. Improve the Giri run-time performance.

We fixed the bug of `mmap` function call at the end of the tracing. Giri now dynamically computes the cache size of trace records to hold in memory before flushing to disk.

4. Write dozens of unit tests and try several real programs.

There is also a simple test framework which runs all the unit tests at the top level of `giri/test/` and report the result. In the future development, every patch should be checked before committing it to the git repository.

5. **Reduce the trace size.** We truncate the file at the end of tracer according to its real size.
6. **Write documents for the project.**
There are several sample pages:
 - The Wiki Page Home.
 - How to Compile Giri.
 - Hello World!
 - Example Usage With An Example.

4 TODO List

The following are the TODO list we're going to address in the next few months. An update one is maintained online at the wiki page of Giri at github.com.

1. Improve the performance of locking mechanism at the runtime
2. Write more unit tests with complicated direct/indirect recursive function calls
3. Double check the `TraceFile.cpp` to make sure the thread id be checked correctly
4. Add `tool/Tracer.cpp` to the make list. It was removed when upgrading to LLVM 3.4
5. Pass more real world programs and add them to the `test/` directory
6. Try large test programs, e.g. *nginx*, *squid*, etc
7. Make Giri code runnable at other platforms besides Linux, e.g. Mac OS X, Cygwin, and FreeBSD.
8. Consider more special function calls in `TracingNoGiri::visitSpecialCall()` function of the tracing pass
9. Parallelize the code writing the entry cache to trace file and adding entry to the cache.

5 Conclusion

As the first publicly available dynamic slicing tool, Giri was made better during the GSoC. We updated the code to LLVM mainline, reduced the trace size, made it thread-aware, and improve the performance of its run-time. We publish our code at <https://github.com/liuml07/giri> [6].

The code is still under active development. Dr. Swarup will direct Mingliang LIU in the future to

make the Giri code better. There are other guys from Tsinghua University, Xi'an Jiaotong University and University of Miami, who wrote to us in email hoping to use and contribute to Giri project. For more information, please visit the homepage above.

References

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