

IDEs-Friendly Interprocedural Analyser

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ABSTRACT

TODO: ABSTRACT

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1 INTRODUCTION

Static analyses are important part of modern development tools. They take care of verifying correctness of some program's behaviour freeing a programmer from this duty. By used scope of program, an analyze can be classified as intraprocedural or interprocedural, i.e. as those which make decisions based on only one current procedure or based on the whole program respectively. And interprocedural analyses, in theory, can be more precise due to amount of available information.

```
class A {
    [Source]
    int Source;
}

class B {
    [Filter]
    static int Filter(int d);
}

class C {
    [Sink]
    void Sink(int d);
}

class D {
    void Process(A a) {
        int d = Read(a);
        int f = B.Filter(d);
        Consume(d);
        AnotherConsume(f);
    }

    int Read(A a) {
        return a.Source;
    }

    void Consume(int d) {
        C c = new C();
        c.Sink(d);
    }

    void AnotherConsume(int d) { ... }
}
```

Figure 1: Sample code

For example, let's consider the listing in C# at fig. 1. It is known that method *Sink* is vulnerable to invalid arguments and so, it is marked by appropriate attribute. The method

Filter validates its argument and possibly modifies it to ensure that returned data is definitely valid. Methods with such behaviour are marked with attribute *Filter*. The most common example of such method is the one that adds escape characters into the string to avoid affecting internal behaviour of the system by user input. And the field *Source* is known as potentially tainted that is also indicated by attribute. Class *D* extracts data using class *A* as a source, then validates it using class *B* then performs some computations involving class *C*. So, there might appear an issue that leads to usage of data that are not been validated yet as it happens during the invocation of method *Consume*. The problem is to find all such issues, i.e. we want an analysis that finds all possible ways how data from source can reach sink bypassing filters.

This problem is a special case of interprocedural label flow analysis, so there are several approaches of solving such problems. One of them is CFL-reachability and the solution involving this approach is present by Rehof et al. in [1]. Moreover, CFL-reachability is a long-time studied framework and thus there are a lot of other possible applications to static analyses and also there developed algorithms which can reach acceptable performance in practice (TODO: CITE GLL?). The main idea of this approach is to find paths in a graph that satisfy constraints defined by context-free grammar. In particular, path is accepted if the concatenation of its edges can be derived in the grammar. However, in practice, there are a few drawbacks of such definition. Firstly, grammar-driven parsing is based on exact matching of terminals which forces to generate a very large grammars in case when edges contain some unique attributes. For example, brackets matching described in [1] requires to generate as many rules as there are call sites in the source code. Secondly, the structure of a grammar may not follow the structure of concrete semantics of a language, so the construction of it becomes non-obvious. (NEED-HELP: IS PREVIOUS PROPOSITION DANGEROUS??).

Moreover, there is another engineering problem that it is needed to extract a graph from a program to perform further computations. So, the main purpose of our work is to implement a tool solving all mentioned problems and thus allowing to use CFL-reachability in practical cases. In the further sections:

- We describe scalable representation of a graph which allows to contain as much information about the program as necessary
- We introduce another approach for definition of constraints based on pushdown automata instead of grammars which makes formulating of analyses easier

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- We present the extensible solution which allows to implement new analyses using introduced abstractions
- We evaluate it by testing on a few synthetic tests and estimate performance by running of an analysis on a large open-source project

2 ANALYSIS DEFINITION

To apply the framework, the first thing to do is to define the roles and representation of the graph and the path restrictions. We propose the following division. Let's graph be image of a program and stores the information about the source code that can be mapped back to locate issues in the sources that are found by analysis of the graph. Then restrictions on paths define the sequences of operations leading to an issue. In order to keep the expressive power of the CFL-reachability approach but make the implementation easier, we propose to use pushdown automata instead of grammars which have equivalent power. Now, let's take closer look at each component and consider the construction of them in application to our example.

2.1 Graph extraction

The graph that is explored during analysis is an aggregate of control-flow graphs of each method. The one that corresponds to our example is shown at fig. 2.

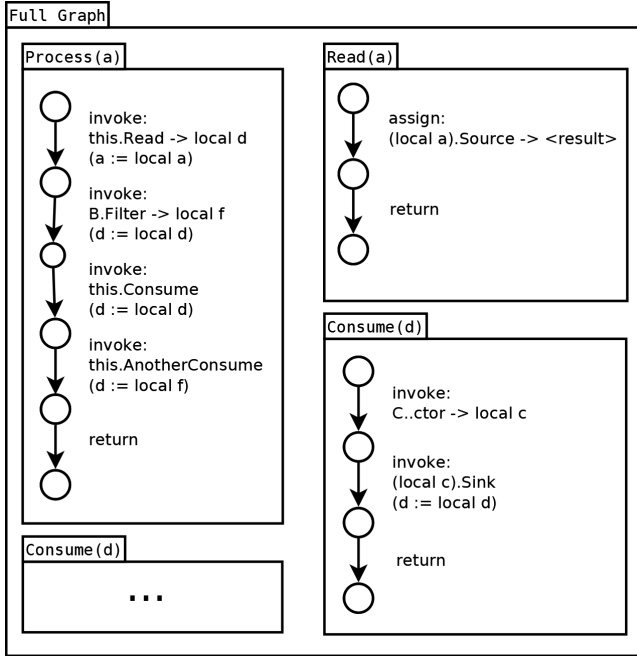


Figure 2: Sample graph

Each edge contains an operation that represents a statement in the source code and in the same time the target of the edge indicates where to jump after execution of the operation. For example, there exist three different types of operations: invocations, assignments and returns. Each of

them is an image of some source instruction. Invocations are produced from call sites and have the same information as ones in original code. I.e. it contains a reference to the entity which method is called, the name of target, a set of arguments and the information about returned values. Each assignment corresponds to real assignment and has references to the source entity and the target one. And return just indicates the end of a method. It can be not present explicitly in the source code but is still needed to be added to inform analyser about return point. However, the number of instruction types is not fixed and some analysis-specific operations can be added if necessary. Nodes have no any data and correspond to positions between instructions in the source code.

So, we have a bunch of graphs each of which represents the content of one method. Next step is to interconnect them to have an opportunity to perform interprocedural jumps during invocations. There are several possible way to do that. First of them is to expand invocations statically, i.e. add a pair of edges for each target of each invocation. One to represent a jump from the call site to the entry point of target and one to emulate return from the final node of the method to the caller. But this approach leads to the need to update all these additional connections if some method is removed or its body is changed. So, we propose to resolve invocations dynamically right during an analysis. It allows us not to modify initial graphs structure at all. Nevertheless, it is still needed to have a mechanism that can perform the resolution, i.e. there must be an entity that can collect all targets of any invocation using references stored there.

To implement such mechanism, called resolver, we offer to accumulate some meta-information about the program besides graphs themselves. The relations in required data is shown at fig. 3.

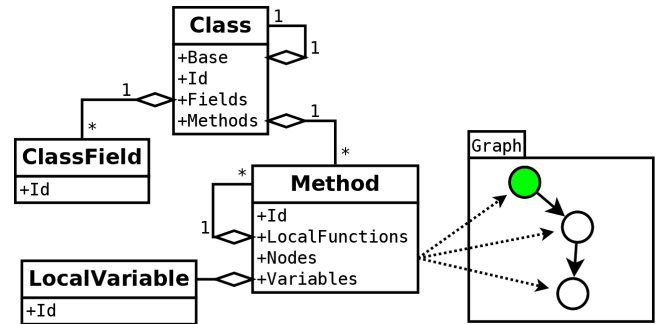


Figure 3: Metadata

Firstly, it is important to keep the hierarchy of inheritance to support polymorphic calls and invocations of methods of a basic class. Secondly, it is needed to know which methods are contained in each class to find the method by its name and its location. Thirdly, methods can have local functions and it is necessary to keep their hierarchy too to support, for example, anonymous function invocations, delegates passing and so on. And finally, methods themselves have references

to nodes they own which is used to find the entry point and update the graph when the body of method is changed. This structure also contains such data as class fields and local variables of a method which can be referenced by operations. So, the resolver takes the class name and the identifier of a method or a field and walks through the hierarchy trying to find all suitable entities.

2.2 PDA construction

Formally, nondeterministic pushdown automaton is a tuple $(Q, \Sigma, \Gamma, \delta, q_0, Z_0, F)$, where Q , Σ and Γ are finite sets of states, input symbols and stack symbols respectively, $q_0 \in Q$ and $Z_0 \in \Gamma$ are initial state and stack symbol, $F \subseteq Q$ is a set of final states and $\delta : Q \times \Sigma \cup \{\epsilon\} \times \Gamma \rightarrow \mathcal{P}(Q \times \Gamma^*)$ is a transition relation which computes new state and stack by current ones and input symbol. We also add following restriction on transition relation. The resulting stack must differ from the source one by no more than one top symbol. I.e. only one symbol can be pushed or popped during the transition.

Next, we propose to take the set of all edges in the control-flow graph as Σ . So, the transition relation can be understood as a structural operational semantics that defines how configuration is changed during execution of a statement. All other sets can be taken arbitrary.

However, there is one more problem. Semantics of invocation contains the need to make a jump from the current position to the entry point of the target instead of just going to the node that is pointed by the current edge. To support such behaviour we propose to change the codomain of δ such that $\delta : Q \times \Sigma \cup \{\epsilon\} \times \Gamma \rightarrow \mathcal{P}(Q \times \Gamma^* \times N \cup \{\nu\})$, where N is the set of nodes of the graph and ν is the dummy value that means that there is no need to jump and PDA just goes to the next node.

For example, let's construct the PDA performing that taint tracking analysis described in the introduction. Let $Q := V \cup \{q_0, q_f\}$, where V is set of all local variables of all methods and q_0 and q_f are dummy initial and final state, so $F := q_f$. $\Gamma := I \cup \{Z_0\}$, where $I \subseteq \Sigma$ is set of all edges containing an invocation and Z_0 is dummy initial stack symbol. And δ is

defined by the case analysis (1).

$$\begin{aligned}
 \delta(q_0, i@invocation, \gamma) &:= \\
 &\{(q_0, i :: \gamma, s_0), \dots, (q_0, i :: \gamma, s_n) : \\
 &\quad s_0, \dots, s_n \in R(i)\} \\
 \delta(q_0, a@assignment(v_s, v_t), \gamma) &:= \\
 &\begin{cases} \{(v_t, \gamma, \nu)\}, & \text{if } source(v_s) \\ \{(q_0, \gamma, \nu)\}, & \text{otherwise} \end{cases} \\
 \delta(v, a@assignment(v, v_t), \gamma) &:= (v_t, \gamma, \nu) \\
 \delta(v, i@invocation, \gamma) &:= \\
 &\bigcup_{j=0}^n \{(v_{j0}, i :: \gamma, s_j), \dots, (v_{jm}, i :: \gamma, s_j) : \\
 &\quad v_{jk} \in A(i, j, v), s_j \in R(i)\} \\
 \delta(v, r@return, i :: \gamma) &:= \\
 &\begin{cases} \{(RV(i), \gamma, T(i))\}, & \text{if } returned(v) \\ \{\}, & \text{otherwise} \end{cases} \\
 \delta(q, -, \gamma) &:= \{(q, \gamma, \nu)\}
 \end{aligned} \tag{1}$$

Where *source* checks if a variable is a source, *returned* checks if current variable is a return value of some method, *T* returns target node of an edge, *RV* returns the variable where the result of an invocation must be put, *R* is the resolver returning entry points of all possible targets of an invocation and *A* is defined by equation (2).

$$A(i, j, v) := \begin{cases} \{q_f\}, & \text{if } j\text{-th target of invocation } i \\ & \text{is sink and } v \text{ is its argument} \\ \{v_k : v \mapsto v_k\}, & \text{if } j\text{-th target of } i \\ & \text{is not filter} \\ \{\}, & \text{otherwise} \end{cases} \tag{2}$$

Where $v \mapsto v_k$ means that v is passed as k -th parameter and becomes local variable v_k of the target after passing.

(TODO: AND BY THIS WE FOUND SOME ISSUE IN THE PROGRAM)

3 SOLUTION

The solution is an extensible infrastructure which is responsible for extracting graphs from the source code, aggregating them and their metadata into one database and finding paths in this database accepted by PDAs representing different analyses. Logically, it is divided into two separate entities which are shown on fig. 4.

The first entity, the core of the solution, is a backend implemented as a remote service running in a separate process and interacting with the frontend using a socket-based protocol. Architecturally, it is also divided into two subsystems. First of them is a database which provides the continuous incremental updating of the graph and its metadata, and supports dumping to a disk and further restoration in the beginning of next session. The second is responsible for execution of analyses. It contains an implementation of the resolver, the algorithm of PDAs running and the first extension point making the adding new analyses possible. The set of analyses contained in the backend can be extended by adding a new

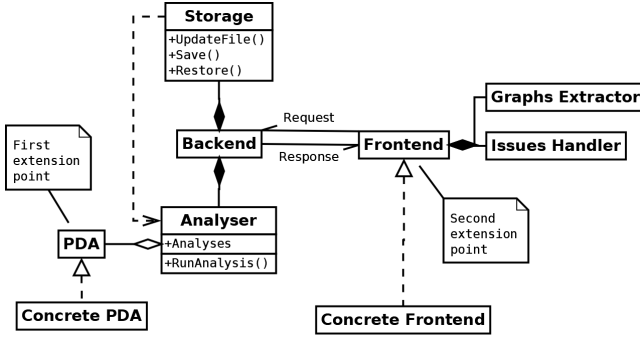


Figure 4: Solution structure

PDA as just a new implementation of appropriate generic abstract class. Further, it is possible to run this new analysis using existing internal algorithm of PDA simulation and get any finite subset of paths in the graph which are accepted by the PDA.

Second main entity is a frontend that is also divided into two subsystems. First of them is a graph extractor which parses source code, extracts graphs and metadata from it and sends collected data to the backend. The second is a results interpreter that receives the set of paths in the graph leading to an error, maps it into the source code and does something with this information. For example, it can highlight pieces of code which participate in the error producing. Also, the frontend is the second extension point because the backend, in general, can interact with any implementation supporting the protocol.

The protocol itself is based on request-response behaviour where the frontend acts as a master and the backend acts as a slave. I.e. the frontend informs the backend if there are some changes in the source code and asks it to update the database according to them. And when there is a need to get the results of some analysis, for example, when the IDE performs the code highlighting, the frontend asks the backend for found issues and waits until it responds.

4 EVALUATION

In order to test the resulting solution we have implemented the frontend as a plugin using ReSharper SDK, so it can be installed into ReSharper, Rider and InspectCode. The source code is parsed by internal ReSharper tools and the result is used to produce graphs and meta-information. The issues found by the backend are shown using code highlighting.

Also, we have implemented the PDA constructed in the section 2 with some slight modifications allowing to process interactions with object fields. To provide more information an issue found by this analysis, the code highlighting accompanied by bulbs containing the full path of tainted variable from the source to the sink represented as the sequence of operations.

4.1 Sample cases

Let's look closer at properties of the resulting solution. All these properties are illustrated by screenshots taken exactly from the runned Rider IDE with some small relocations of bulbs to make them not to overlap the code.

Firstly, the solution ensures flow sensitivity. I.e. it processes flow of variables passed into methods and returned from them correctly. Which can be seen at fig 5.

```

17  class Program
18  {
19      [Tainted] private int A;
20      [Filter] private int Filter(int a) { return a; }
21      [Sink] private void Sink(int a) {}
22
23      private int PostSource() {
24          var b = A;
25          return b;
26      }
27
28      private int Brackets(int a) {
29          var b = a;
30          return b;
31      }
32
33      static void Main(string[] args) {
34          Program a = new Program();
35          var c = a.PostSource();
36          var d = a.Filter(c);
37          var e = a.Brackets(c);
38          var f = a.Brackets(d);
39          a.Sink(e);
40          a.Sink(f);
41      }
42  }

```

Figure 5 shows a code snippet with a taint analysis trace. The trace starts at line 34 where 'Program a' is created, goes to line 35 'PostSource()' which returns 'b', then to line 36 'Filter(c)' which returns 'd', then to line 37 'Brackets(c)' which returns 'e'. The trace ends at line 39 'a.Sink(e);' which is highlighted as a sink. The trace for 'a.Sink(f);' is not highlighted because it passes through the 'Filter' method which filters out the taint.

Figure 5: Snippet 1

In the example, line 39 contains the sink reachable from the tainted source, so it is highlighted and there also shown a full trace of instructions over which the tainted variable is passed. However, the sink on line 40 is not highlighted because data reaching it are passed through filter, despite it passes through method *Brackets* which also passed by a tainted variable.

Secondly, the solution has a limited context sensitivity. I.e. it allows to track propagation of objects that are tainted by assigning of some fields inside them both by their own methods and by outer code interacting with their fields directly. The first case is shown at fig 6.

There is a method *Store* which execution affects only that object by which reference the method is called.

Finally, the solution works with any type of recursion and does not fall into infinite cycles. It can be seen at fig. 7.

4.2 Performance

It is also necessary to measure the performance of the resulting solution. Because the implemented taint tracking analysis forces to mark all participating entities manually, it is difficult to perform it on some large project. However, there is another intermediate analysis which is runned before any

```

17 class Container {
18     private int B;
19     public void Store(int a) { B = a; }
20 }
21
22 class Program {
23     [Tainted] private int A;
24     [Filter] private int Filter(int a) { return a; }
25     [Sink] private void Sink(Container c) {}
26
27 static void Main(string[] args) {
28     Program a = new Program();
29     var b = a.A;
30     var c = a.Filter(b);
31     var d = new Container();
32     var e = new Container();
33     d.Store(b);
34     e.Store(c);
35     a.Sink(d);
36     a.Sink(e);
37 }
38 }

```

Figure 6: Snippet 2

```

17 class Program
18 {
19     [Tainted] public int A;
20     [Filter] private int Filter(int a) { return a; }
21     [Sink] private void Sink(int a) {}
22
23     private int Recursive1(int c, int d) {
24         var r = Recursive2(c - 1, d);
25         return r;
26     }
27
28     private int Recursive2(int c, int d) {
29         if (c == 0) return d;
30         var r = Recursive1(c, d);
31         return r;
32     }
33
34 static void Main(string[] args) {
35     Program a = new Program();
36     var b = a.A;
37     var c = a.Filter(b);
38     var d = a.Recursive1(c, 10, d, b);
39     var e = a.Recursive1(c, 10, d, c);
40     a.Sink(d);
41     a.Sink(e);
42 }

```

Figure 7: Snippet 3

other one to collect some information required by resolver. In particular, it tracks propagation of all variables to discover all possible concrete types of each variable. So, it involves each variable and each method in the whole program and thus the time and space required for execution of this analysis may be consistent estimation of the efficiency of the solution.

The code base that has been chosen as a source of data is the full solution of the Mono project. (TODO: ADD SYSTEM CONFIGURATION). The results is shown in the table 1.

Project	Classes	Methods	Execution time (s)	Allocated memory (GB)
Mono	21013	192745	21 ± 0.5	~ 4.2

Table 1: Performance

5 CONCLUSION

TODO: CONCLUSION

REFERENCES

- [1] Jakob Rehof and Manuel Fähndrich. 2001. Type-base Flow Analysis: From Polymorphic Subtyping to CFL-reachability. *SIGPLAN Not.* 36, 3 (Jan. 2001), 54–66. <https://doi.org/10.1145/373243.360208>