



DEMINIFY: Neural Variable Name Recovery and Type Inference

Yi Li¹ Aashish Yadavally² Jiaxing Zhang¹ Shaohua Wang¹ Tien N. Nguyen²

¹ *Department of Informatics, New Jersey Institute of Technology*

² *Computer Science Department, The University of Texas at Dallas*

Background

- ❖ When the source code needs to be executed on the client side, it is often obfuscated, replacing the variable names with short, opaque, and meaningless names.

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def exportSelection(self, root, doc):  
    if not root:  
        return null  
    selection = doc.getSelection()  
    if selection.rangeCount > 0:  
        range_ = selection.getRangeAt(0)  
        ...
```

```
def exportSelection(self, w, b):  
    if not w:  
        return null  
    q = b.getSelection()  
    if q.rangeCount > 0:  
        r = q.getRangeAt(0)  
        ...
```

Figure. An original code snippet from a project in GitHub (*left*), and its minified version (*right*).

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- ❖ The deminification of the same too, is highly relevant in reverse engineering, helping cybersecurity and software analysts identify potentially malicious code.

Motivating Example

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection.rangeCount > 0:
        range_ = selection.getRangeAt(0)
        preSelectionRange = range_.cloneRange()
        preSelectionRange.selectNodeContents(root)
        preSelectionRange.setEnd(
            ..., range_.startOffset, range_.endOffset)

        ...
        trailingImageCount = self.getTrailingImageCount(
            root, selectionState, range_.endContainer)
        ...

    if start != 0:
        emptyBlocksIndex =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                doc, root, range_.startContainer)
        if emptyBlocksIndex != 1:
            ...
            ...
```

```
def exportSelection(self, w, b):
    if not w:
        return null
    q = b.getSelection()
    if q.rangeCount > 0:
        r = q.getRangeAt(0)
        d = r.cloneRange()
        d.selectNodeContents(w)
        d.setEnd(
            ..., r.startOffset, r.endOffset)

        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...

    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
        if y != 1:
            ...
            ...
```

Motivating Example

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection.rangeCount > 0:
        range_ = selection.getRangeAt(0)
        preSelectionRange = range_.cloneRange()
        preSelectionRange.selectNodeContents(root)
        preSelectionRange.setEnd(
            ..., range_.startOffset, range_.endOffset)

        ...
        trailingImageCount = self.getTrailingImageCount(
            root, selectionState, range_.endContainer)
        ...

    if start != 0:
        emptyBlocksIndex =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                doc, root, range_.startContainer)
        if emptyBlocksIndex != 1:
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        r = q.getRangeAt(0)
        d = r.cloneRange()
        d.selectNodeContents(w)
        d.setEnd(
            ..., r.startOffset, r.endOffset)

        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...

    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
        if y != 1:
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            ...
```

Motivating Example

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection.rangeCount > 0:
        range_ = selection.getRangeAt(0)
        preSelectionRange = range_.cloneRange()
        p = SelectionRangeContainer(range_, startContainer)
        p.setStartContainer(range_.startContainer)
        ...
        trailingImageCount = self.getTrailingImageCount(
            root, selectionState, range_.endContainer)
        ...
        if start != 0:
            emptyBlocksIndex =
                self.getIndexRelativeToAdjacentEmptyBlocks(
                    doc, root, range_.startContainer)
            if emptyBlocksIndex != 1:
                ...
                ...
```

Observation

Dual-Task Learning between Variable Name and Type Prediction.

```
def exportSelection(self, w, b):
    if not w:
        return null
    q = b.getSelection()
    if q.rangeCount > 0:
        r = q.getRangeAt(0)
        d = r.cloneRange()
        d.setStartContainer(r.startContainer)
        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...
        if m != 0:
            y =
                self.getIndexRelativeToAdjacentEmptyBlocks(
                    b, w, r.startContainer)
            if y != 1:
                ...
                ...
```

Motivating Example

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection.rangeCount > 0:
        range_ = selection.getRangeAt(0)
        preSelectionRange = range_.cloneRange()
        p
```

```
def exportSelection(self, w, b):
    if not w:
        return null
    q = b.getSelection()
    if q.rangeCount > 0:
        r = q.getRangeAt(0)
        d = r.cloneRange()
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Observation

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"trail.

Key Idea - I

Variable Name Learning and Type Learning mutually benefit each other.

Motivating Example

```
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    if not root:
        return null
    selection = doc.getSelection()
    if selection.rangeCount > 0:
        range_ = selection.getRangeAt(0)
        preSelectionRange = range_.cloneRange()
        preSelectionRange.selectNodeContents(root)
        preSelectionRange.setEnd(
            ..., range_.startOffset, range_.endOffset)

        ...
        trailingImageCount = self.getTrailingImageCount(
            root, selectionState, range_.endContainer)
        ...

    if start != 0:
        emptyBlocksIndex =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                doc, root, range_.startContainer)
        if emptyBlocksIndex != 1:
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```

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def exportSelection(self, w, b):
    if not w:
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    q = b.getSelection()
    if q.rangeCount > 0:
        r = q.getRangeAt(0)
        d = r.cloneRange()
        d.selectNodeContents(w)
        d.setEnd(
            ..., r.startOffset, r.endOffset)

        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...

    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
        if y != 1:
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            ...
```

Motivating Example

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def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection.rangeCount > 0:
        range_ = selection.getRangeAt(0)
        preSelectionRange = range_.getStartContainer()
        preSelectionRange.setEndAt(
            range_.startContainer, range_.startOffset)
        ...
        trailingImageCount = self.getTrailingImageCount(
            root, selectionState, range_.endContainer)
        ...
    if start != 0:
        emptyBlocksIndex =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                doc, root, range_.startContainer)
        if emptyBlocksIndex != 1:
            ...
            ...
```

```
def exportSelection(self, w, b):
    if not w:
        return null
    q = b.getSelection()
    if q.rangeCount > 0:
        a.setSelData(
            r.startContainer, r.startOffset)
        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...
    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
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```

Motivating Example

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection.rangeCount > 0:
        r = selection.getRange(0)
        p = r.getRangeParent()
        preSelectionRange = r.getRangeStartOffset()
        preSelectionRange.setEnd(
            range_.startContainer, range_.startOffset)
```

Observation

```
trailingImageCount =
    root, selection

if start != 0:
    emptyBlocksIndex =
        self.getIndexRelativeToAdjacentEmptyBlocks(
            doc, root, range_.startContainer)
    if emptyBlocksIndex != 1:
        ...
        ...
```

```
def exportSelection(self, w, b):
    if not w:
        return null
    q = b.getSelection()
    if q.rangeCount > 0:
        r = q.getRange(0)
        p = r.getRangeParent()
        preSelectionRange = r.getRangeStartOffset()
        preSelectionRange.setEnd(
            a.startContainer, a.startOffset)
```

Key Idea - II

“Tell Me Your Friends, I’ll Tell You Who You Are”

We treat the problem of variable name and type generation as predicting the missing features in a graph neural network – leveraging Missing Feature Graph Convolutional Network (GCN_{MF}) for this purpose.

```
y =
    self.getIndexRelativeToAdjacentEmptyBlocks(
        b, w, r.startContainer)
    if y != 1:
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        ...
```

Motivating Example

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Motivating Example

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```

Motivating Example

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if se
        Observation
        range_ = selection.getRange()
        preSelectionRange = range_
        preSelectionRange.selectNodeContents(root)
        preSelectionRange.setEnd(
            range_.startContainer, range_.startOffset)

        ...
        trailingImageCount = self.getTrailingImageCount(
            root, selectionState, range_.endContainer)

        ...
    if start != 0:
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```

Motivating Example

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection:
        range_ = selection.getRange()
        preSelectionRange = range_.getStartContainer()
        preSelectionRange.selectNodeContents(root)
        p = range_.getEndContainer()
        p.selectNodeContents(root)
```

Observation

The actual variable name must be in accordance with the names of the accessed fields and called methods.

```
def exportSelection(self, w, b):
    if not w:
        return null
    selection = b.getSelection()
    if selection:
        range_ = selection.getRange()
        d = range_.getStartContainer()
        d.selectNodeContents(w)
```

Observation

The fields and methods of a variable are kept intact after minification.

```
trailingImageCount = self.getTrailingImageCount(
    root, selectionState, range_.endContainer)

...
if start != 0:
    emptyBlocksIndex =
        self.getIndexRelativeToAdjacentEmptyBlocks(
            doc, root, range_.startContainer)
    if emptyBlocksIndex != 1:
        ...
        ...
```

```
a = self.getTrailingImageCount(
    w, p, r.endContainer)

...
if m != 0:
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        self.getIndexRelativeToAdjacentEmptyBlocks(
            b, w, r.startContainer)
    if y != 1:
        ...
        ...
```

Motivating Example

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection == null:
        return null
    range_ = selection.getRange()
    preSelectionRange = range_.getStartContainer()
    preSelectionRange.selectNodeContents(root)
    p = SelectionRange(range_, preSelectionRange)
```

Observation

The actual variable name must be in accordance with the names of the accessed fields and called methods.

```
def exportSelection(self, w, b):
    if not w:
        return null
    selection = b.getSelection()
    if selection == null:
        return null
    d = selection.getRange()
    d.selectNodeContents(w)
```

Observation

The fields and methods of a variable are kept intact after minification.

```
trailingImageCount = self.getTrailingImageCount()
```

Key Idea - III

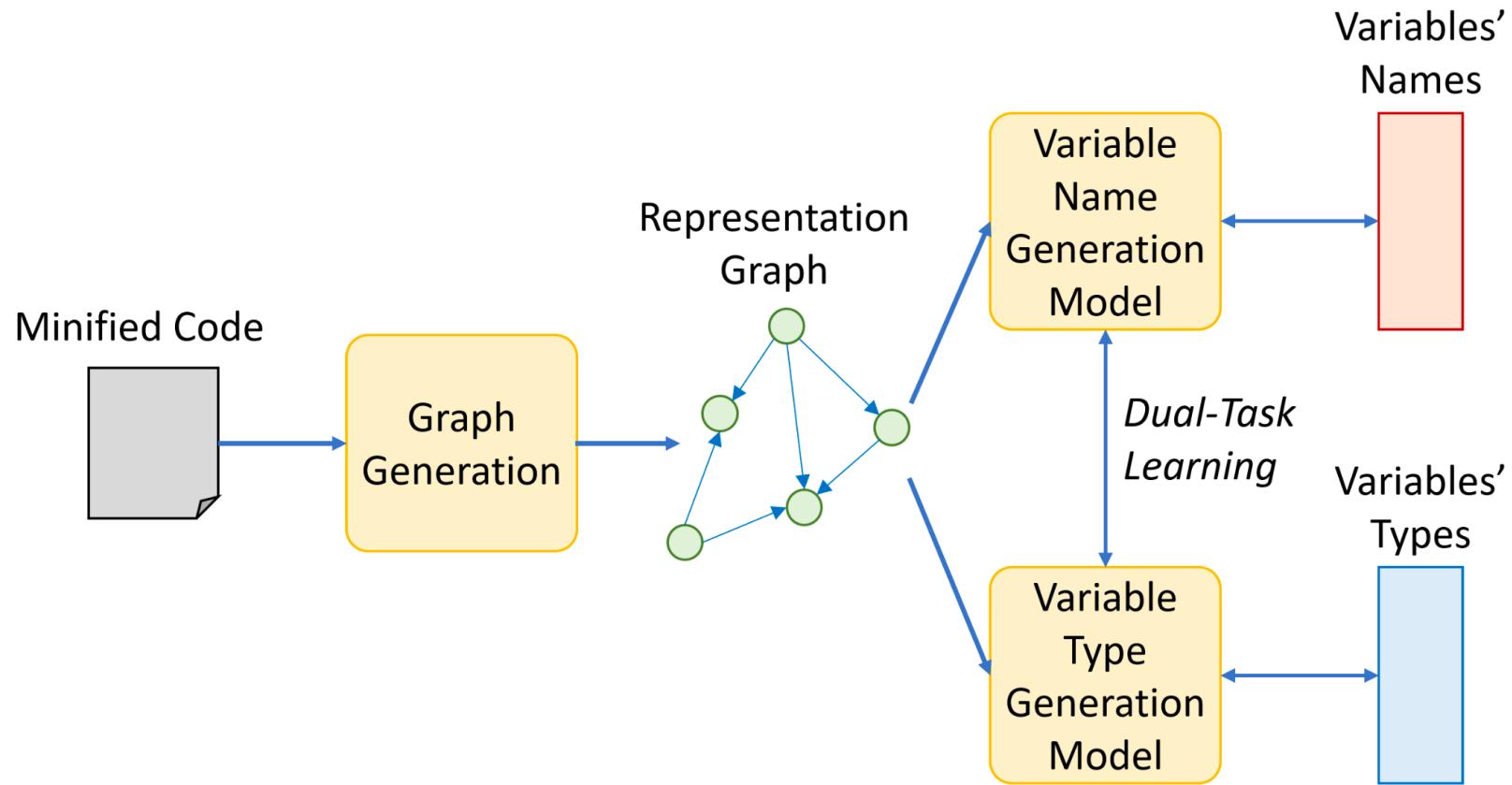
"Properties of a Variable"

The name of a variable is in accordance with its own properties.

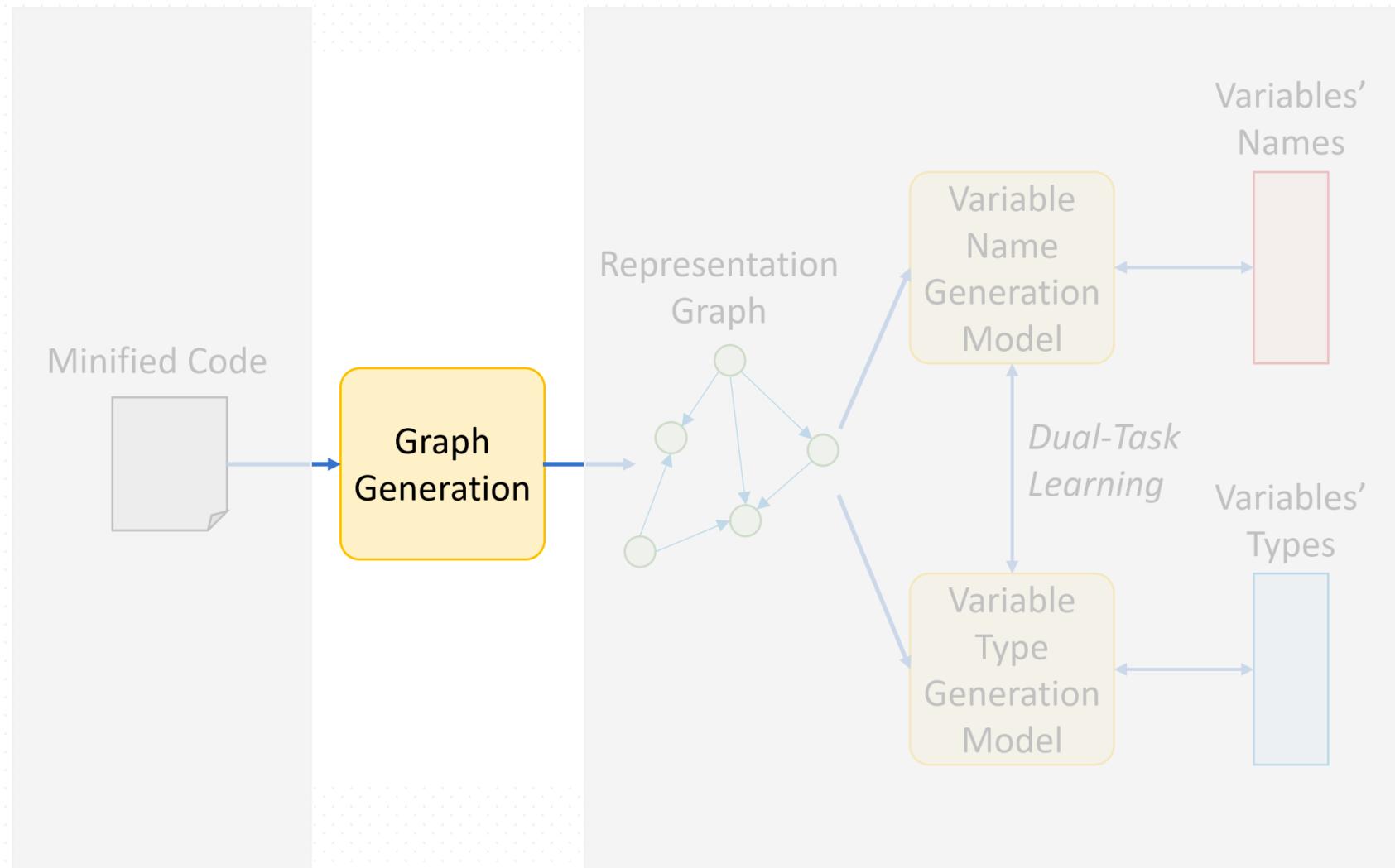
```
if start != 0:
    emptyBlocksIndex =
        self.getIndexRelativeToAdjacentEmptyBlocks(
            doc, root, range_.startContainer)
    if emptyBlocksIndex != 1:
        ...
    else:
```

```
y =
    self.getIndexRelativeToAdjacentEmptyBlocks(
        b, w, r.startContainer)
    if y != 1:
        ...
    else:
```

DEMINIFY: Architecture Overview



DEMINIFY: Architecture Overview



Part I: Graph Generation

Given minified code, it is first parsed and two feature graphs are extracted:

- **Relation Graph [1]**
 - represents the relations among the variables including the ones via field accesses and method calls.

[1] Hieu Tran, Ngoc Tran, Son Nguyen, Hoan Nguyen, and Tien N. Nguyen. 2019. Recovering Variable Names for Minified Code with Usage Contexts. In Proceedings of the 41st International Conference on Software Engineering (Montreal, Quebec, Canada) (ICSE '19). IEEE Press, 1165–1175.

Part I: Graph Generation

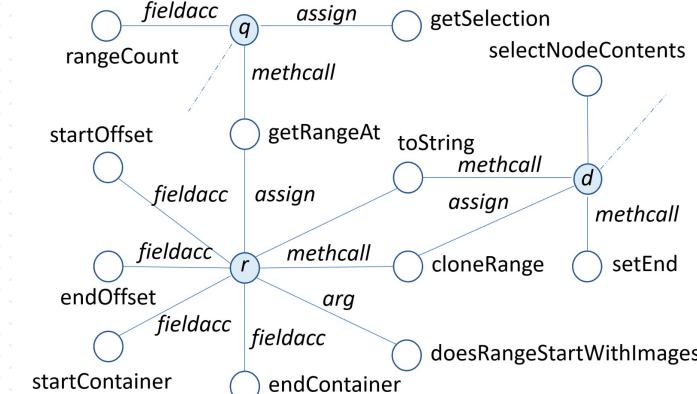
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        r = q.getRangeAt(0)
        d = r.cloneRange()
        d.selectNodeContents(w)
        d.setEnd(
            ..., r.startOffset, r.endOffset)
        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...
    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
        if y != 1:
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```



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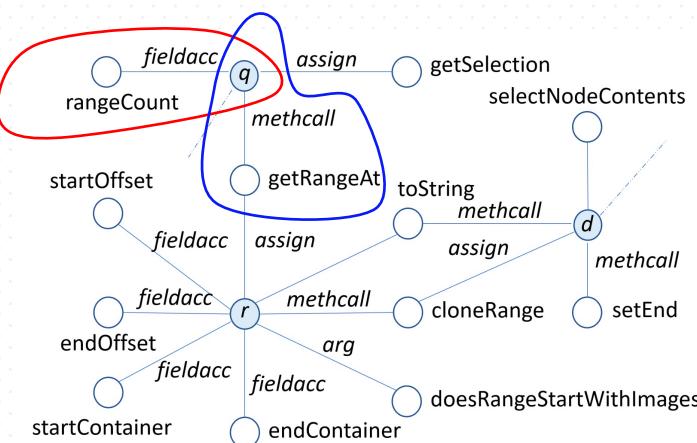
- **Relation Graph [1]**

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        d = r.cloneRange()
        d.selectNodeContents(w)
        d.setEnd(
            ..., r.startOffset, r.endOffset)
        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...
    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
        if y != 1:
            ...

```

Attribute and Behavior Triplets
<variable, field/method, fieldAccess/methodCall >



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Part I: Graph Generation

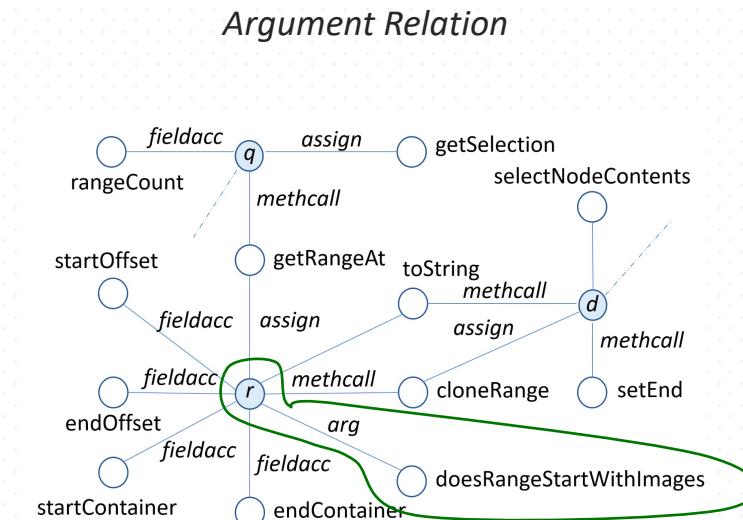
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        r = q.getRangeAt(0)
        d = r.cloneRange()
        d.selectNodeContents(w)
        d.setEnd(
            ..., r.startOffset, r.endOffset)
        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...
    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
        if y != 1:
            ...

```



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Part I: Graph Generation

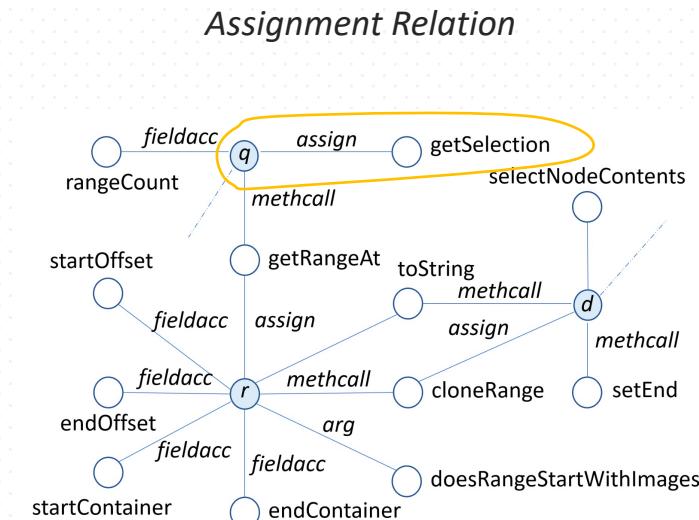
Given minified code, it is first parsed and two feature graphs are extracted:

- **Relation Graph [1]**

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def exportSelection(self, w, b):
    if not w:
        return null
    q = b.getSelection()
    if q.rangeCount > 0:
        r = q.getRangeAt(0)
        d = r.cloneRange()
        d.selectNodeContents(w)
        d.setEnd(
            ..., r.startOffset, r.endOffset)
        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...
    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
        if y != 1:
            ...

```



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Part I: Graph Generation

Given minified code, it is first parsed and two feature graphs are extracted:

- **Relation Graph [1]**
 - represents the relations among the variables including the ones via field accesses and method calls.
- **Type Dependency Graph [2]**
 - represents the types of the variables in a function/method according to the type inference rules.

Part I: Graph Generation

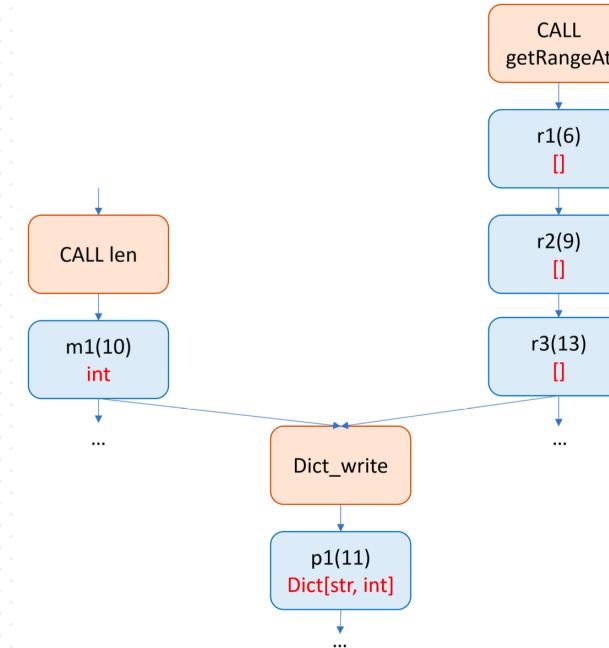
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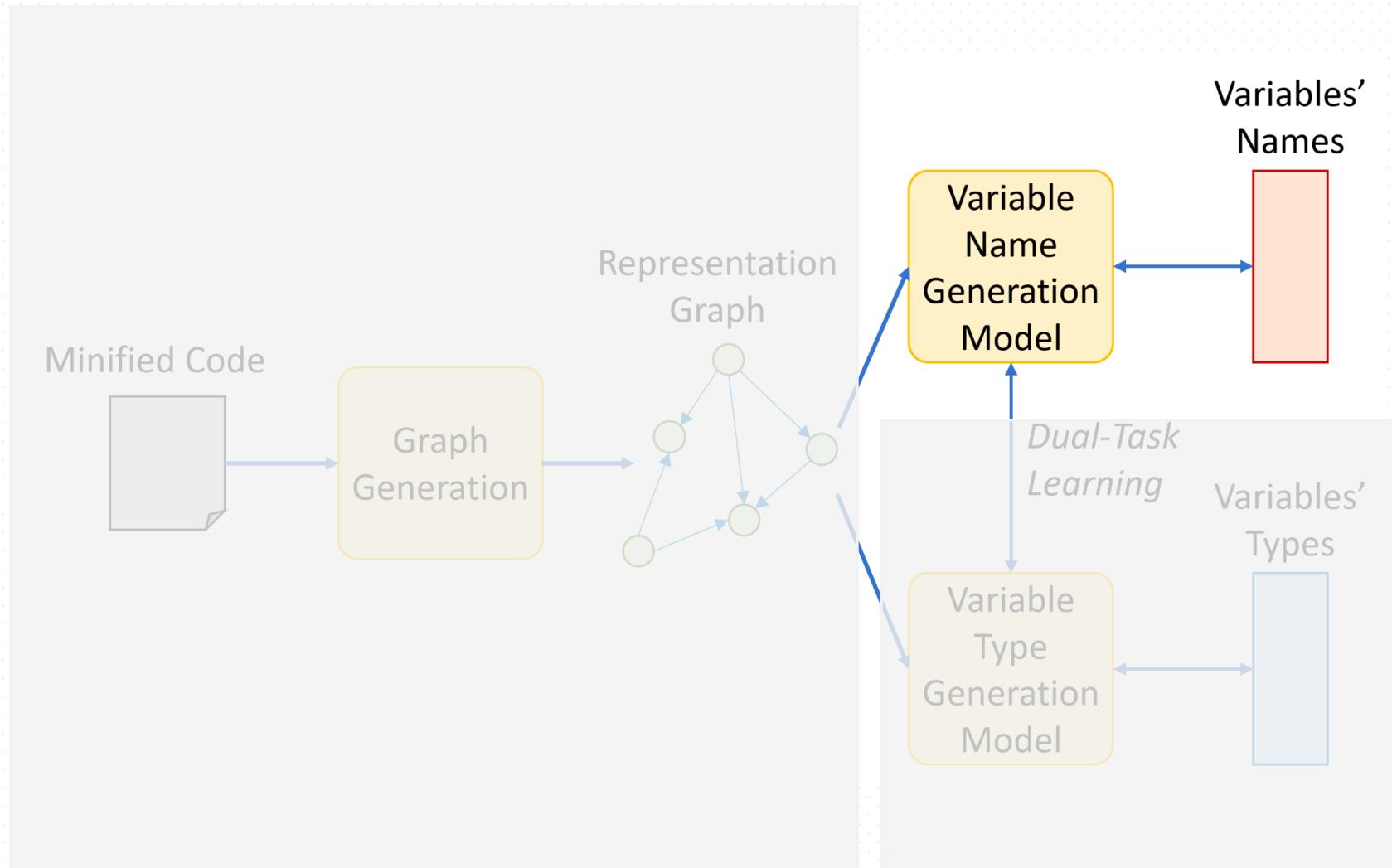
```
def exportSelection(self, w, b):
    if not w:
        return null
    q = b.getSelection()
    if q.rangeCount > 0:
        r = q.getRangeAt(0)
        d = r.cloneRange()
        d.selectNodeContents(w)
        d.setEnd(
            ..., r.startOffset, r.endOffset)

        ...
        a = self.getTrailingImageCount(
            w, p, r.endContainer)
        ...

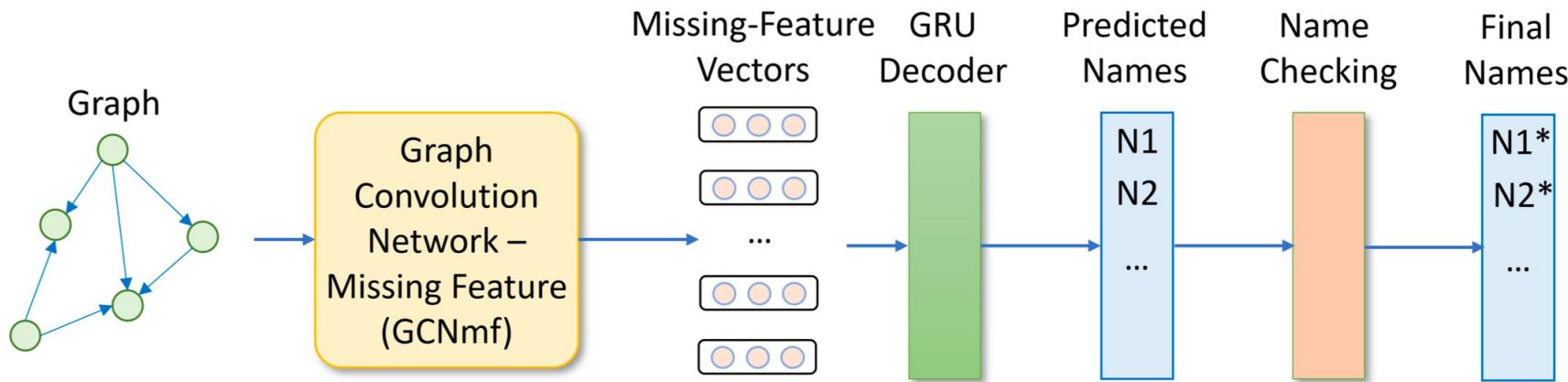
    if m != 0:
        y =
            self.getIndexRelativeToAdjacentEmptyBlocks(
                b, w, r.startContainer)
        if y != 1:
            ...
```



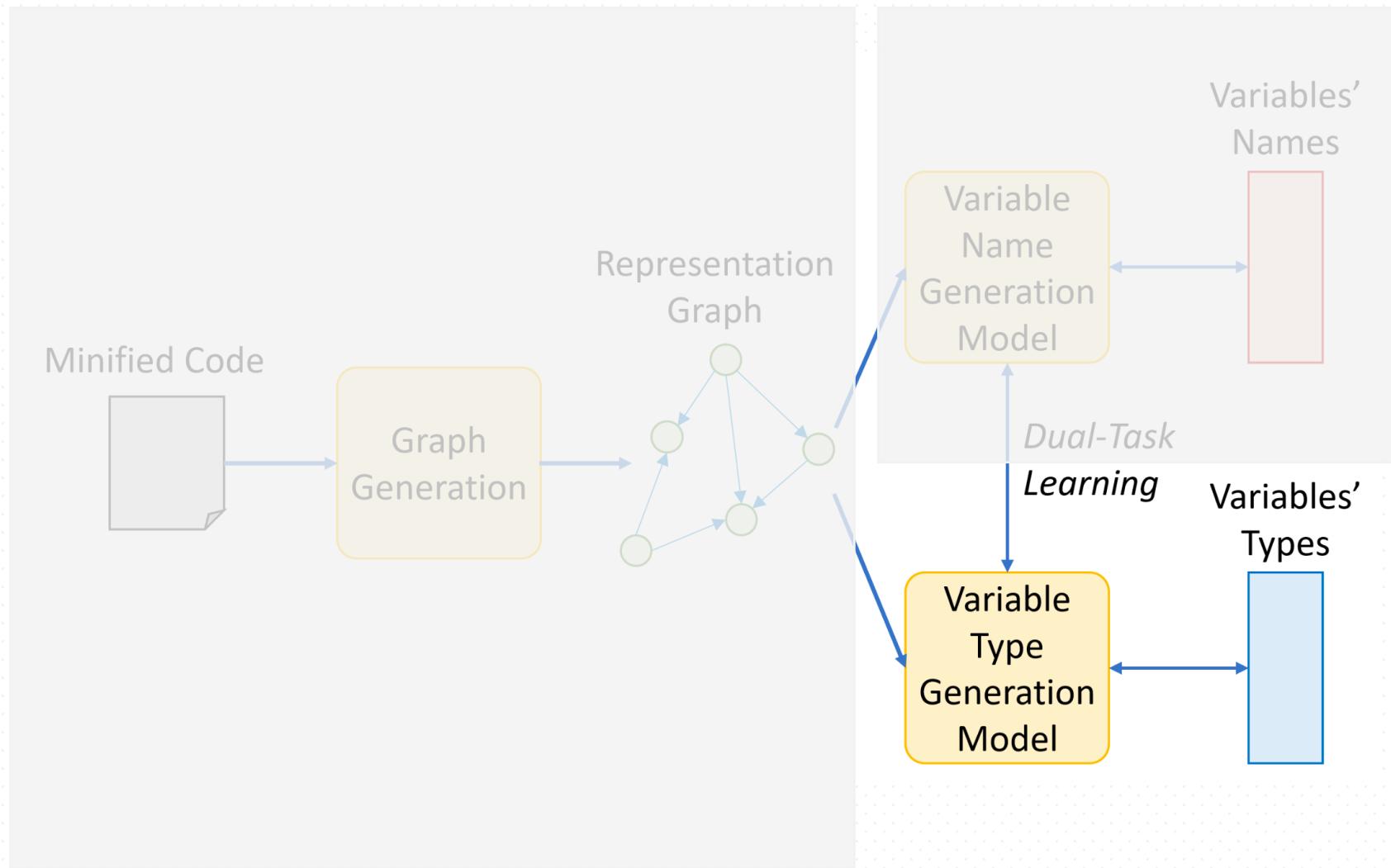
DEMINIFY: Architecture Overview



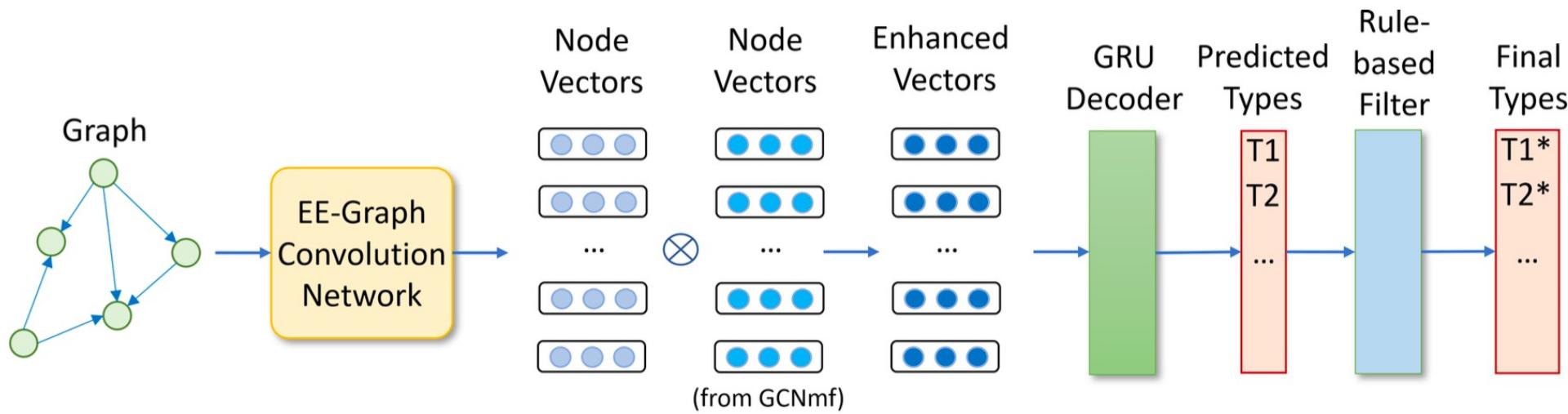
Part II: Variable Name Generation



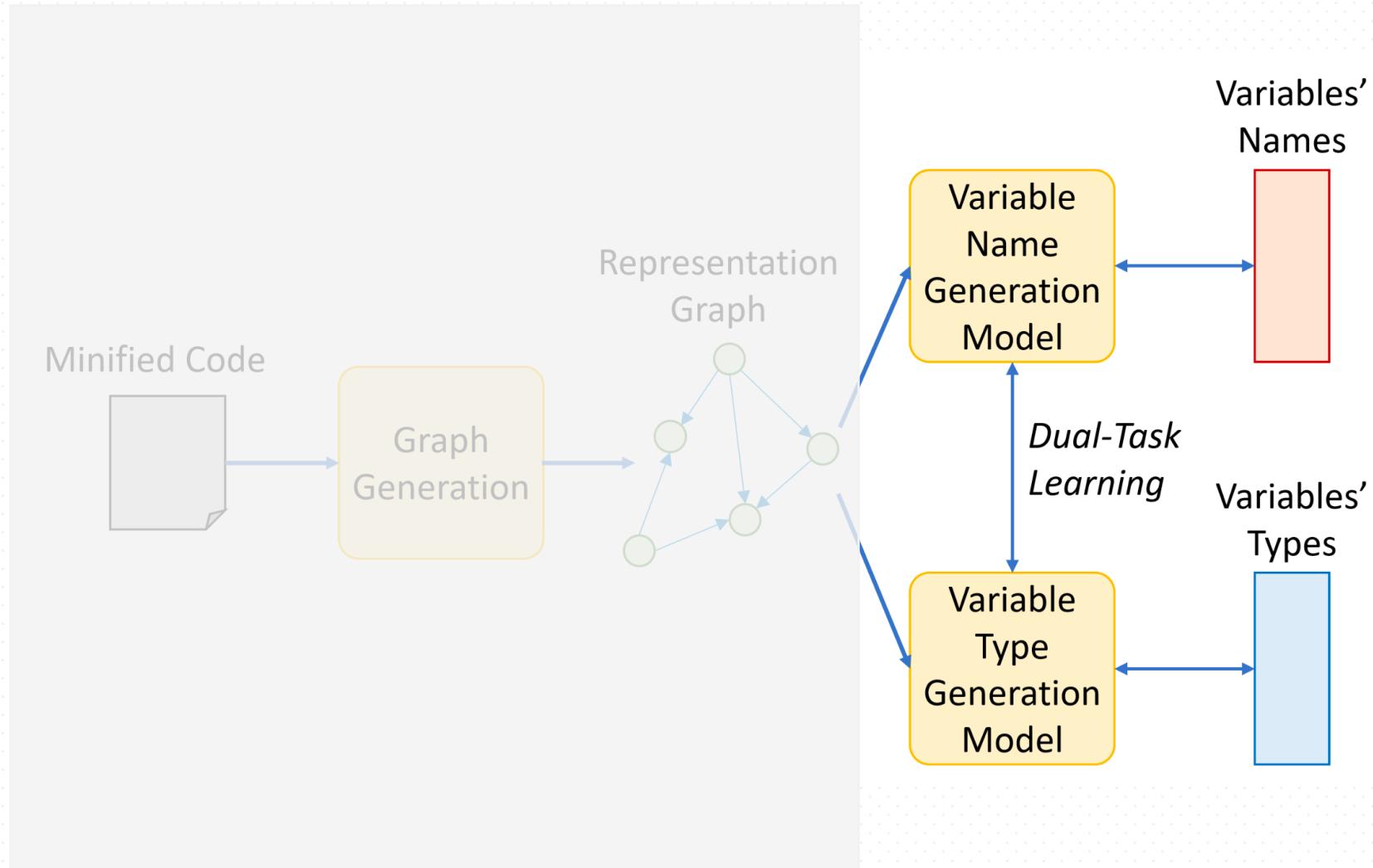
DEMINIFY: Architecture Overview



Part III: Variable Type Generation



DEMINIFY: Architecture Overview



Empirical Evaluation (RQ1)

	Top-1		Top-3		Top-5	
	Local	All	Local	All	Local	All
JSNice [31]	41.6	54.5	52.2	63.0	59.5	67.8
JSNaughty [36]	48.3	59.6	59.8	69.7	66.3	75.0
JSNeat [34]	58.2	66.5	65.3	75.4	71.6	80.1
DEMINIFY	67.5	76.7	75.4	84.3	82.1	90.2

Table 1. Comparative Study on **Variable Name Prediction**

Empirical Evaluation (RQ1)

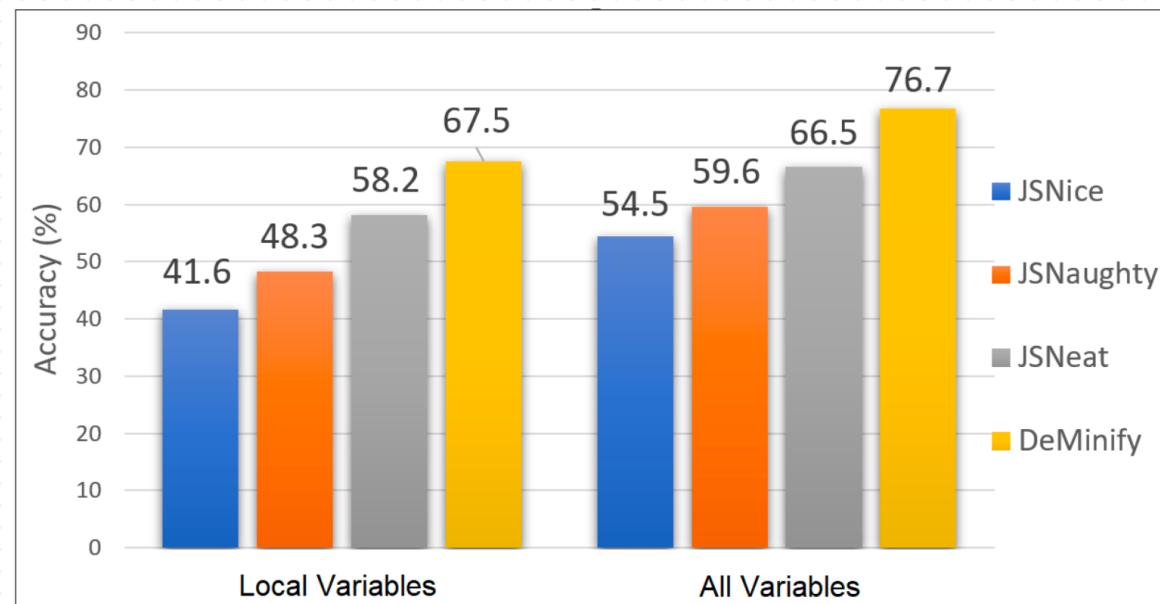


Figure. Top-1 Accuracy on Variable Name Prediction

Empirical Evaluation (RQ1)

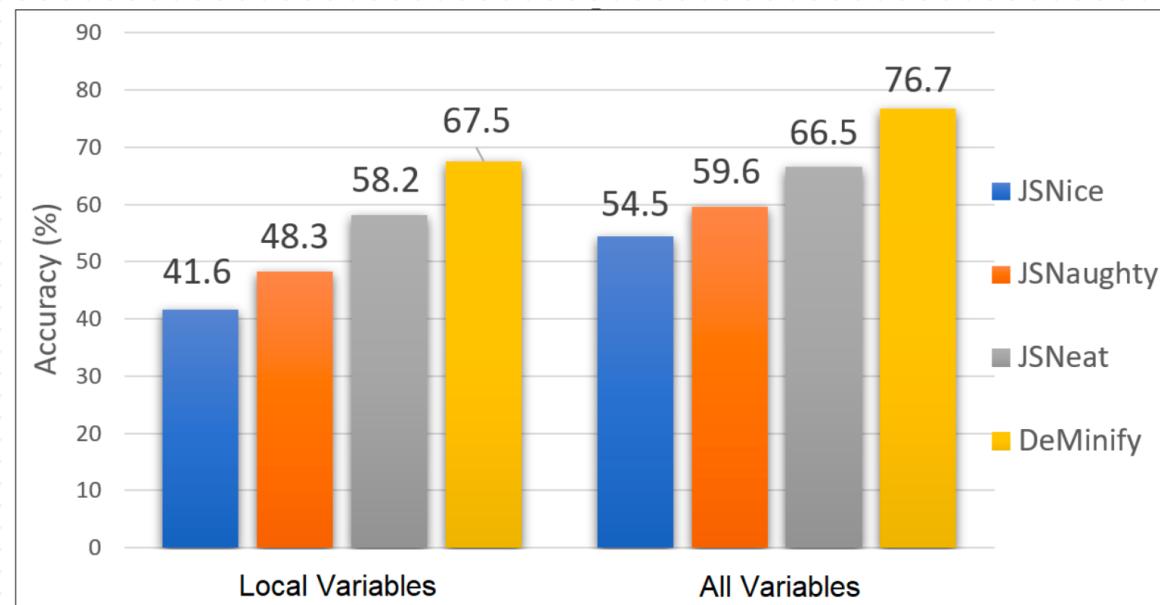


Figure. Top-1 Accuracy on Variable Name Prediction

DEMINIFY improves over the state-of-the-art approaches for ***predicting variable names*** by 10.2% - 22.2%.

Empirical Evaluation (RQ2)

	Top-1		Top-3		Top-5	
	EM	PM	EM	PM	EM	PM
Ivanov <i>et al.</i> [15]	52	58	55	63	60	67
TypeWriter [27]	55	61	59	66	62	70
Typilus [4]	59	66	63	71	64	73
Type4Py [20]	62	66	66	72	67	73
HiTyper [24]	69	77	72	81	72	82
DEMINIFY	79	89	87	90	88	94

Table 2. Comparative Study on **Variable Type Prediction**

Empirical Evaluation (RQ2)

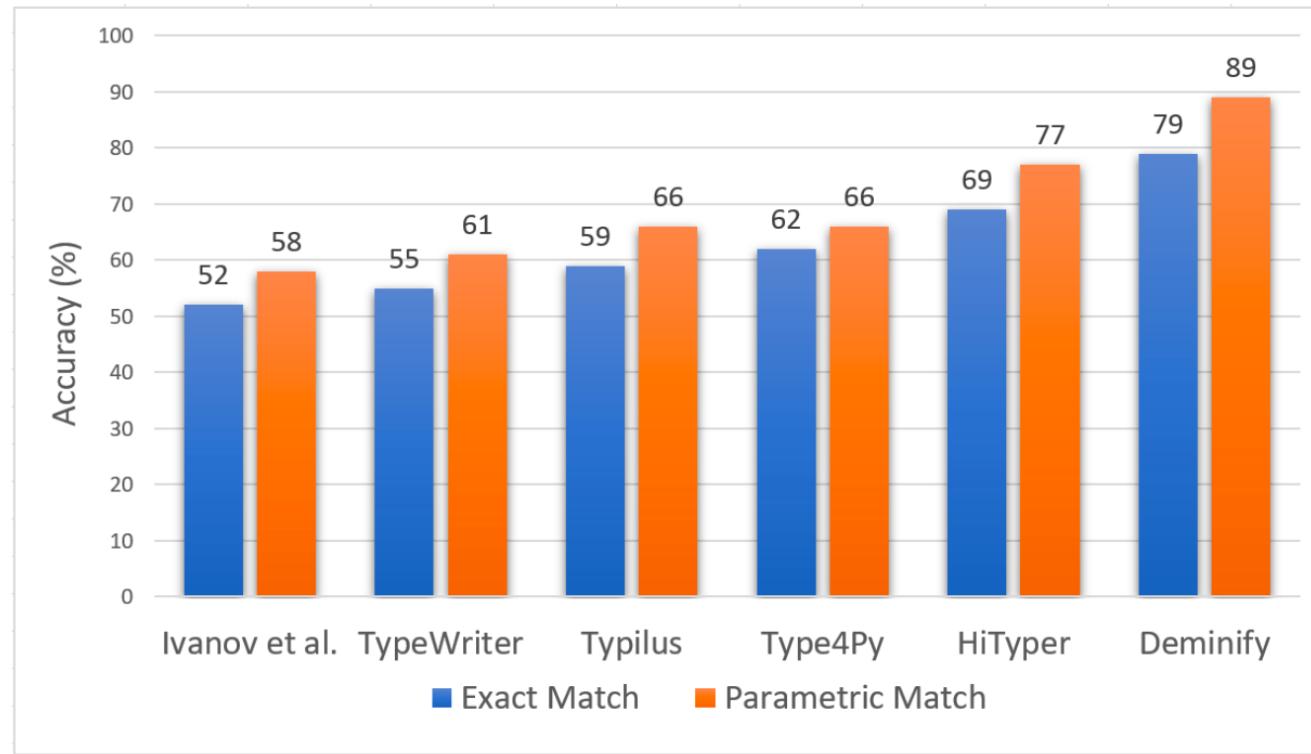


Figure. Top-1 Accuracy on **Variable Type Prediction**

Empirical Evaluation (RQ2)

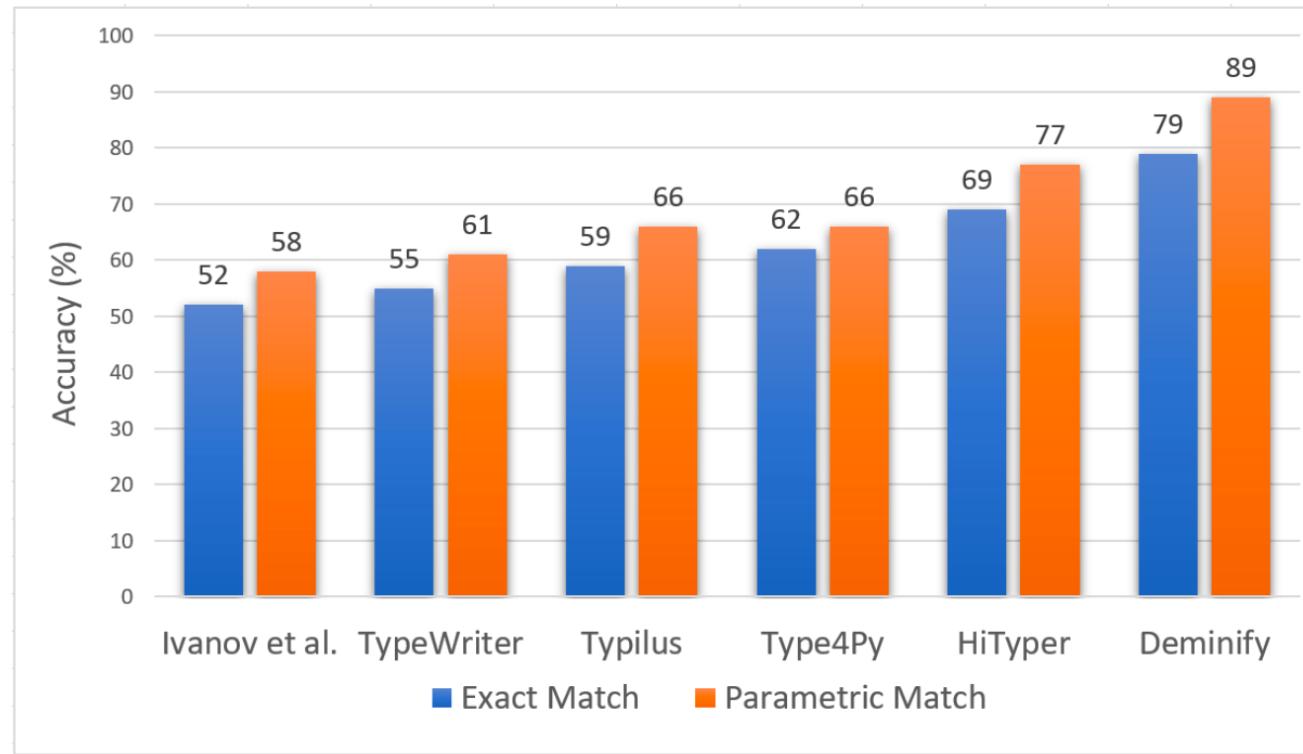


Figure. Top-1 Accuracy on **Variable Type Prediction**

DEMINIFY improves over the state-of-the-art approaches for **predicting variable types** by 10% - 27%.

Empirical Evaluation (RQ3)

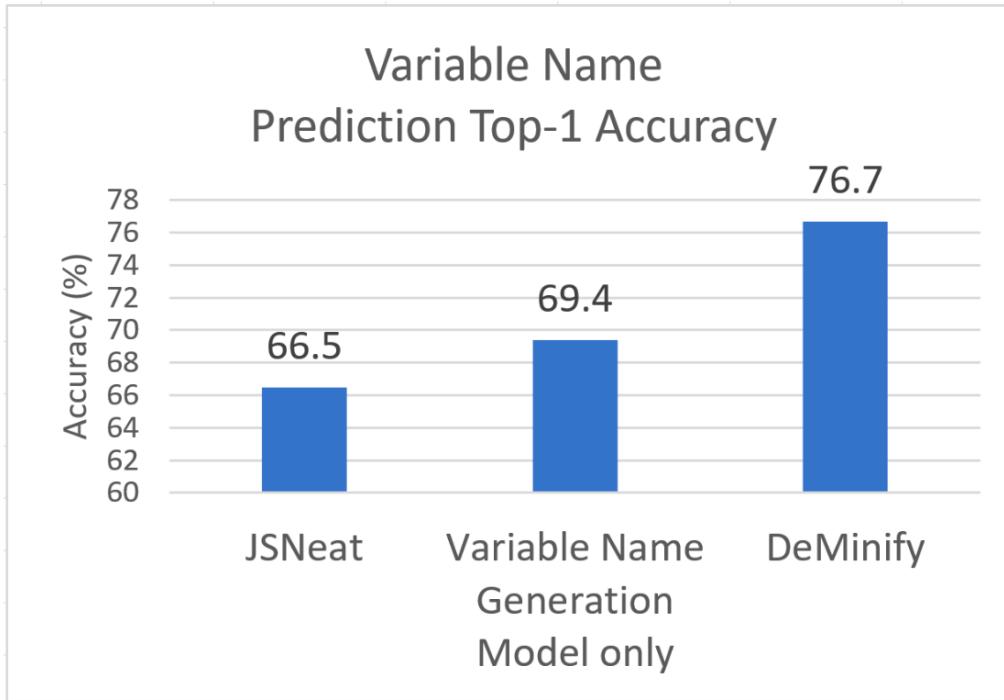


Figure. Impact of Dual-Task Learning on **Variable Name Prediction** (left)

Empirical Evaluation (RQ3)

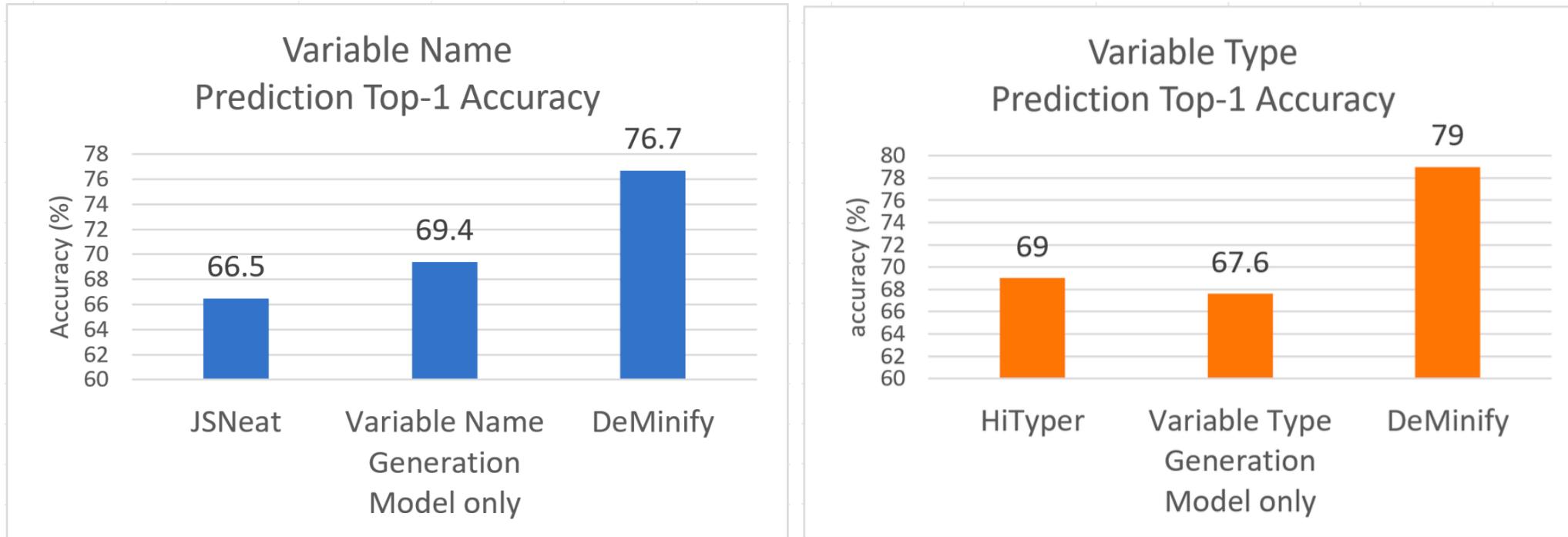


Figure. Impact of Dual-Task Learning on **Variable Name Prediction** (left), and **Variable Type Prediction** (right).

Empirical Evaluation (RQ3)

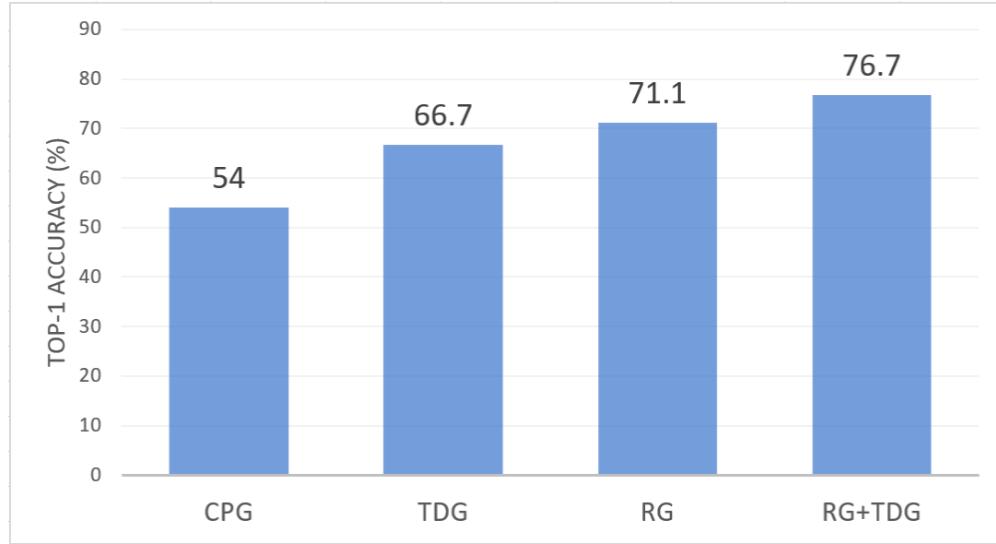


Figure. Impact of input graphs on **Variable Name Prediction** (*left*)

Here, **CPG**: Code Property Graph, **TDG**: Type Dependency Graph, **RG**: Relation Graph

Empirical Evaluation (RQ3)

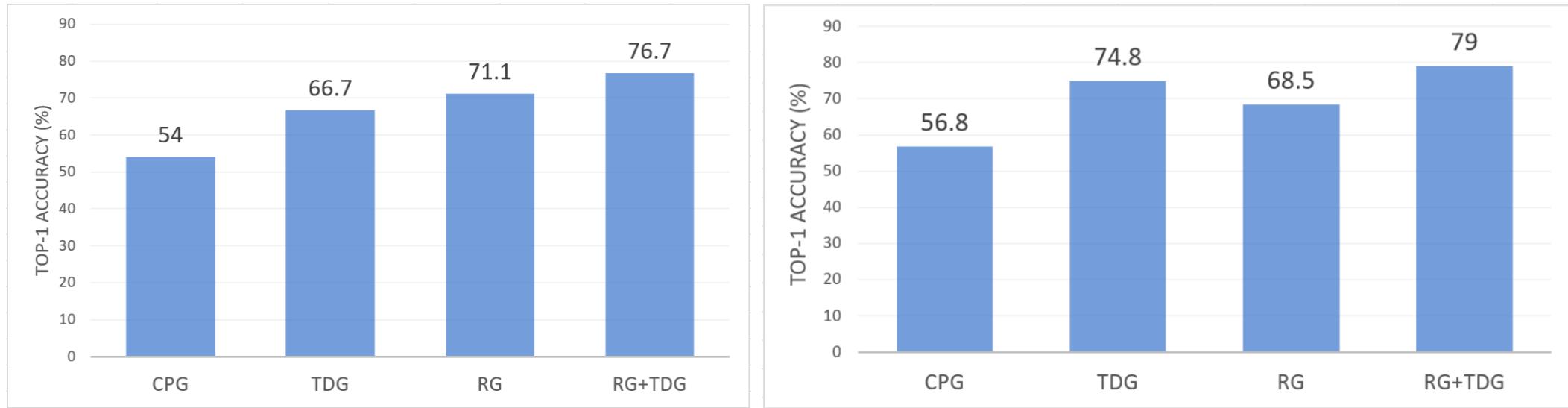


Figure. Impact of input graphs on **Variable Name Prediction** (left), and **Variable Type Prediction** (right).

Here, **CPG**: Code Property Graph, **TDG**: Type Dependency Graph, **RG**: Relation Graph

DEMINIFY in Action

```
1 def get(self, request):
2     client_ip = self.extract_ip_from(request)
3     is_limited = self.check_request_limit(client_ip)
4     if is_limited:
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6     count = BirdNameDatabase.objects.count() - 1
7     index = randint(0, count)
8     bn = BirdNameDatabase.objects.all()[index]
9     serialized = BirdNameSerializer(bn, many=False)
10    self.save_general_statistics(client_ip, bn)
11    return Response(serialized.data)
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13 def get(self, r):
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Figure. Python code listing correctly deobfuscated by DEMINIFY

Conclusion



Background

- ❖ When the source code needs to be executed on the client side, it is often obfuscated, replacing the variable names with short, opaque, and meaningless names.
- ❖ The minification of variable names in this manner helps hide the business logic from the readers.

```
def exportSelection(self, root, doc):
    if not root:
        return null
    selection = doc.getSelection()
    if selection.rangeCount > 0:
        range_ = selection.getRangeAt(0)
        ...
    ...
```

```
def exportSelection(self, w, b):
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Figure. An original code snippet from a project in GitHub (*left*), and its minified version (*right*).

- ❖ The deminification of the same too, is highly relevant in reverse engineering, helping cybersecurity and software analysts identify potentially malicious code.

Conclusion



Scan QR code to access the replication package, data, and supplementary material.

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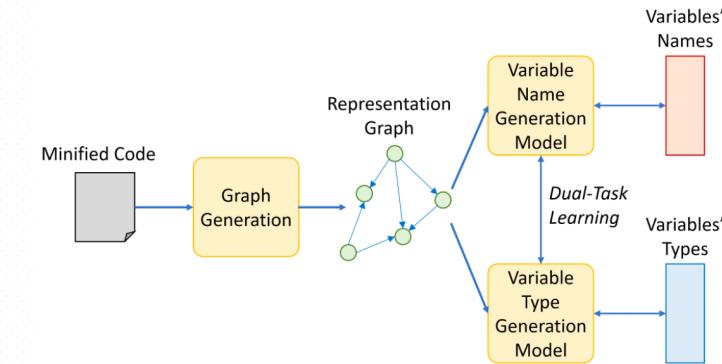
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DEMINIFY: Architecture Overview



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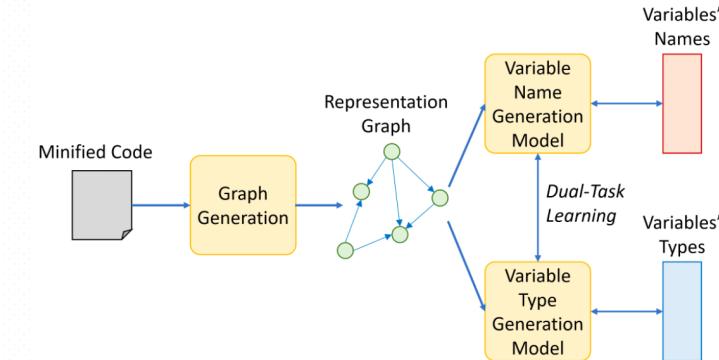
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DEMINIFY: Architecture Overview



Empirical Evaluation

- DeMINIFY improves over the state-of-the-art approaches for **predicting variable names** by **10.2% - 22.2%**.
 - DeMINIFY improves over the state-of-the-art approaches for **predicting variable types** by **10% - 27%**.
 - All model components and design choices in DeMINIFY contribute to an improved performance in both variable name and type prediction.



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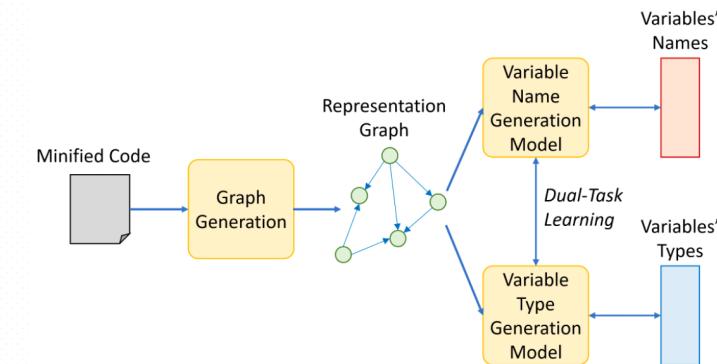
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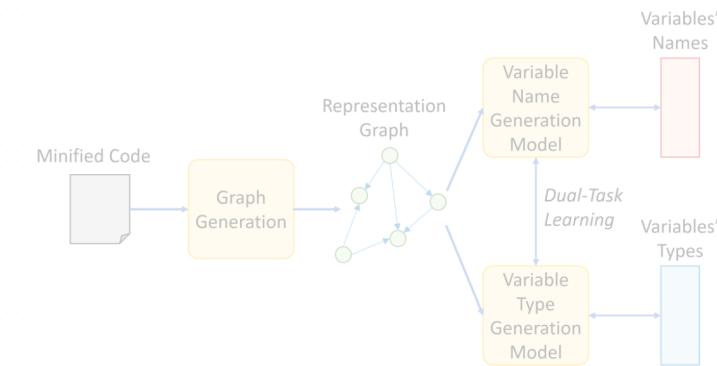
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DeMINIFY: Architecture Overview



Thank you!

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3     is_limited = self.check_request_limit(client_ip)
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EXTRA SLIDES

Empirical Evaluation

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