

Efficient Dynamic Analysis for JavaScript / Node.js with NodeProf on GraalVM

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JavaScript and Node.js

- Popular among developers
 - Easy to learn
 - Fast runtime
 - Huge ecosystem of libraries and frameworks
 - Node Package Manager (NPM)

By the numbers

Packages

909,734

Downloads · Last Week

10,394,295,267

Downloads · Last Month

43,368,998,144

Source: <https://www.npmjs.com/>

JavaScript / Node.js

- ... though popular, easy to make mistakes
 - Dynamically typed
 - `eval`
 - Asynchronous event-driven programming
 - Easy to introduce bugs (performance / correctness / vulnerability)
 - Difficult to detect with static analysis
- Need for dynamic analysis tools
 - However, existing ones are limited

Dynamic Analysis Tools

- CPU / Memory profilers shipped with the runtime
 - **v8**: `--prof`
 - **GraalVM**: `--cpusampler --memtracer`
 - Strengths:
 - Performance diagnosis
 - Low-overhead
 - Weaknesses:
 - Not extensible

Dynamic Analysis Tools

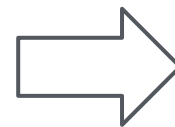
- Jalangi^[1]

- Source-code instrumentation

- Add hooks for dynamic analysis events

- Function calls
- Variable accesses
- Field accesses
- ...

```
function f(a,b,c) {  
    return a > b[c];  
}
```



```
J$.iids = {"9": [2,10,2,11], //...Source code mapping  
function f(a, b, c) {  
    try {  
        // Arguments handling  
        J$.Fe(57, arguments.callee, this, arguments);  
        arguments = J$.N(65, 'arguments', arguments, 4);  
        // Variable reads tracking  
        a = J$.N(73, 'a', a, 4);  
        b = J$.N(81, 'b', b, 4);  
        c = J$.N(89, 'c', c, 4);  
        // Binary operator tracking  
        return J$.X1(49, J$.Rt(41, J$.B(10, '<',  
            J$.R(9, 'a', a, 0), J$.G(33, J$.R(17, 'b', b, 0),  
            J$.R(25, 'c', c, 0), 4), 0)));  
    } catch (J$e) {  
        J$.Ex(121, J$e);  
    }  
}
```

[1] <https://github.com/Samsung/jalangi2>

Dynamic Analysis Tools

- Jalangi
 - Strengths:
 - Flexible
 - Weaknesses:
 - High overhead
 - $\sim 10^3$ slowdown (peak performance)
 - Error-prone and difficult to maintain
 - Complex semantics and fast evolving
 - Any mistake in modification can crash the app
 - Limited coverage
 - Cannot instrument any built-in library

Our Solution

● NodeProf

- A plugin tool GraalVM
 - `--jvm --jvm.Dtruffle.class.path.append=nodeprof.jar --nodeprof.Analysis=xxx`
- Goal
 - As flexible as Jalangi
 - Less overhead
- Joint paper^[1]
 - USI
 - Oracle Labs (GraalVM Group, Dynamic Analysis Group)
- Open source
 - Github: <https://github.com/Haiyang-Sun/nodeprof.js>

[1] Haiyang Sun (USI), Daniele Bonetta (Oracle Labs), Christian Humer (Oracle Labs), and Walter Binder (USI). *Efficient dynamic analysis for Node.js*. CC'18

NodeProf on GraalVM

- In the rest of my talk:
 - Instrumentation used by NodeProf
 - Case study: building a coverage tool in Java and JavaScript

Instrumentation

- Truffle instrumentation
 - Instrument at Abstract-syntax-tree (AST) level
 - Debugger^[1]
- Compared to source-code instrumentation
 - More stable and easier to maintain
 - No source-code modification is required
 - More efficient
 - The instrumentation itself causes zero-overhead after compilation

[1] Chris Seaton (Oracle Labs), Michael L. Van De Vanter (Oracle Labs), and Michael Haupt (Oracle Labs). *Debugging at Full Speed*. Dyla'14

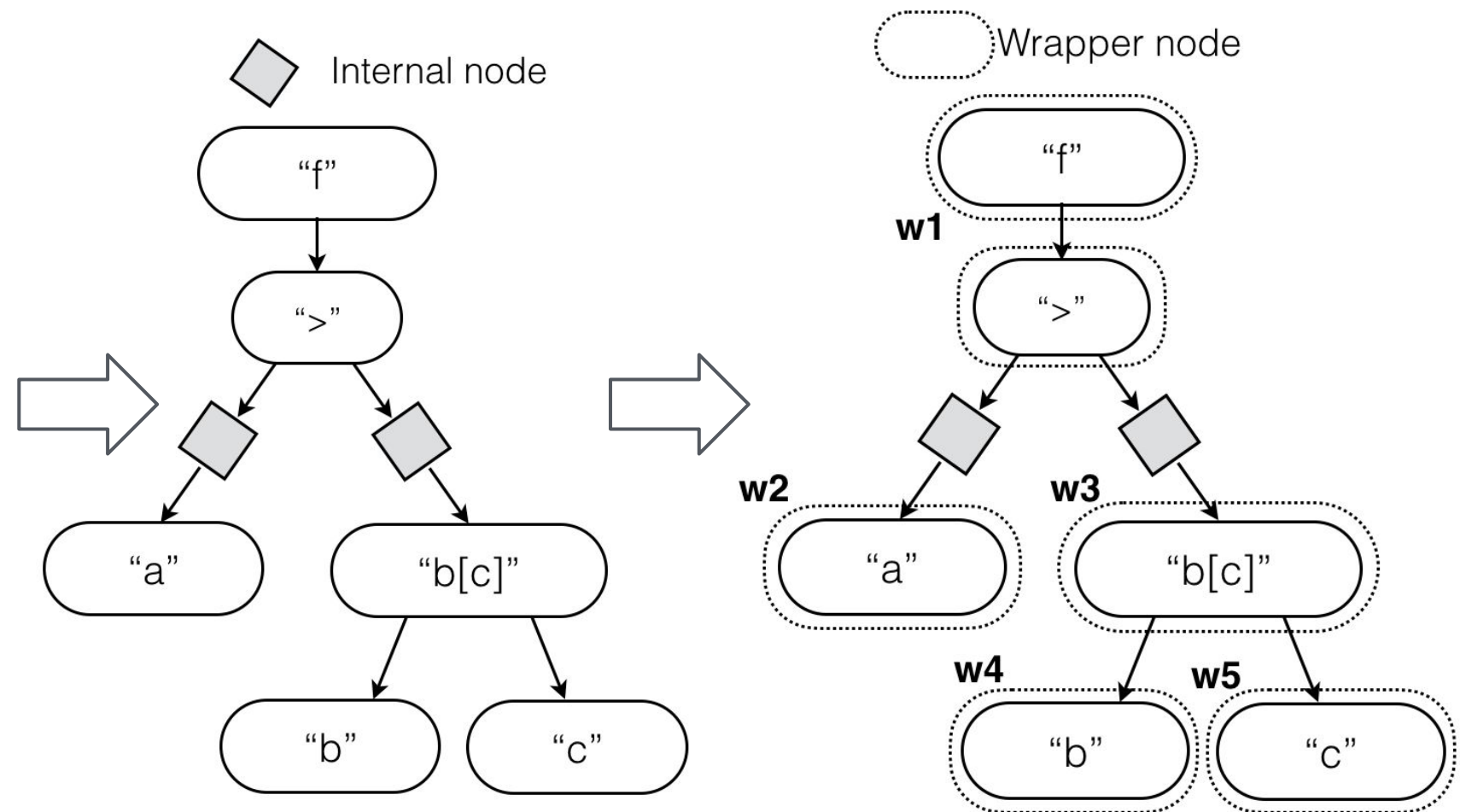
- Basics of Truffle instr. necessary to understand

NodeProf

- Node wrapping
 - `onEnter` / `onReturnValue` / `onReturnExceptional`
- Node tagging
 - Select nodes for instrumentation

Instrumentation

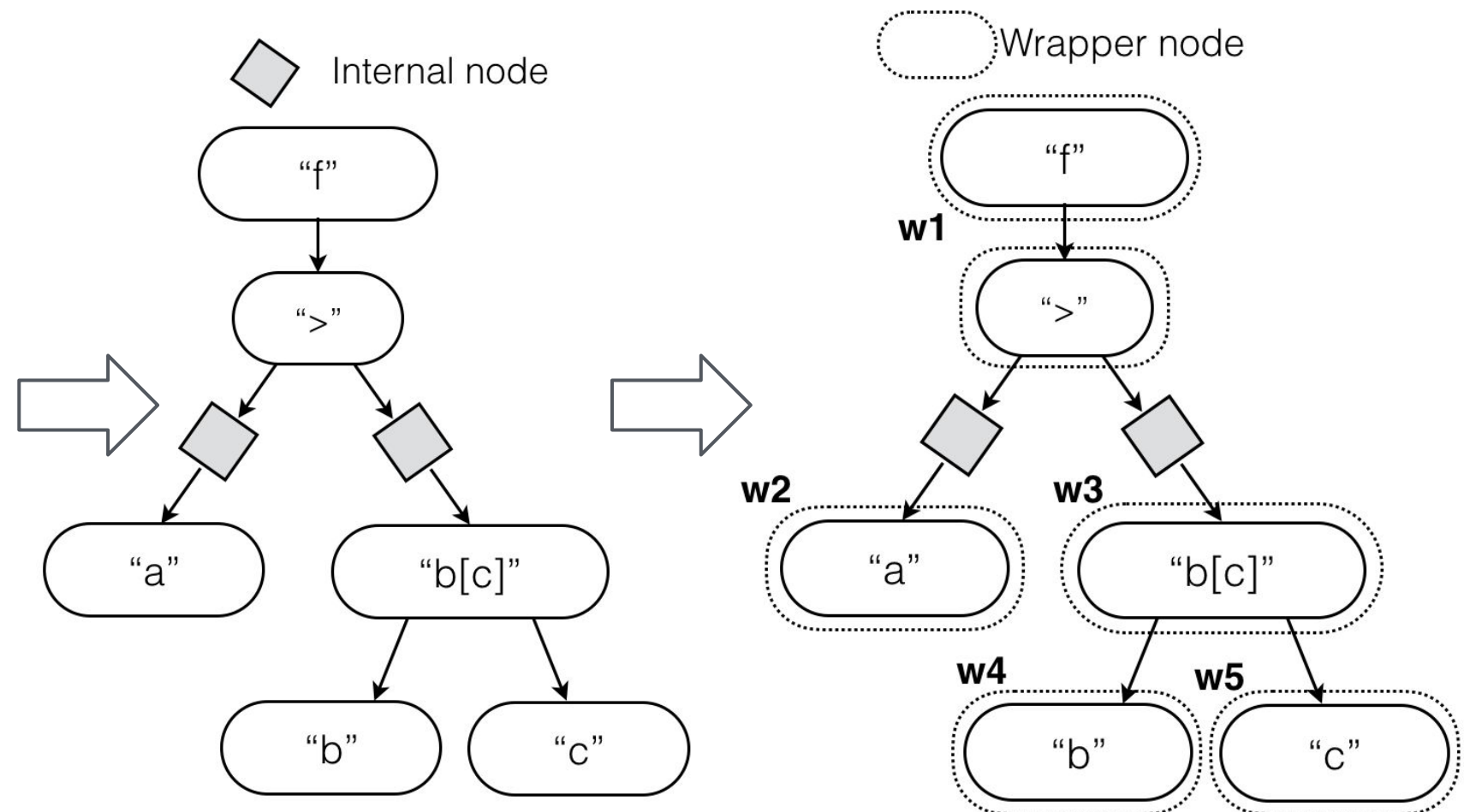
```
function f(a,b,c) {  
  return a > b[c];  
}
```



Instrumentation

- Not enough to build flexible dynamic analysis for JavaScript and Node.js

```
function f(a,b,c) {  
  return a > b[c];  
}
```



Extension: more JS tags

- Node tagging (similar to Jalangi hooks)

- General

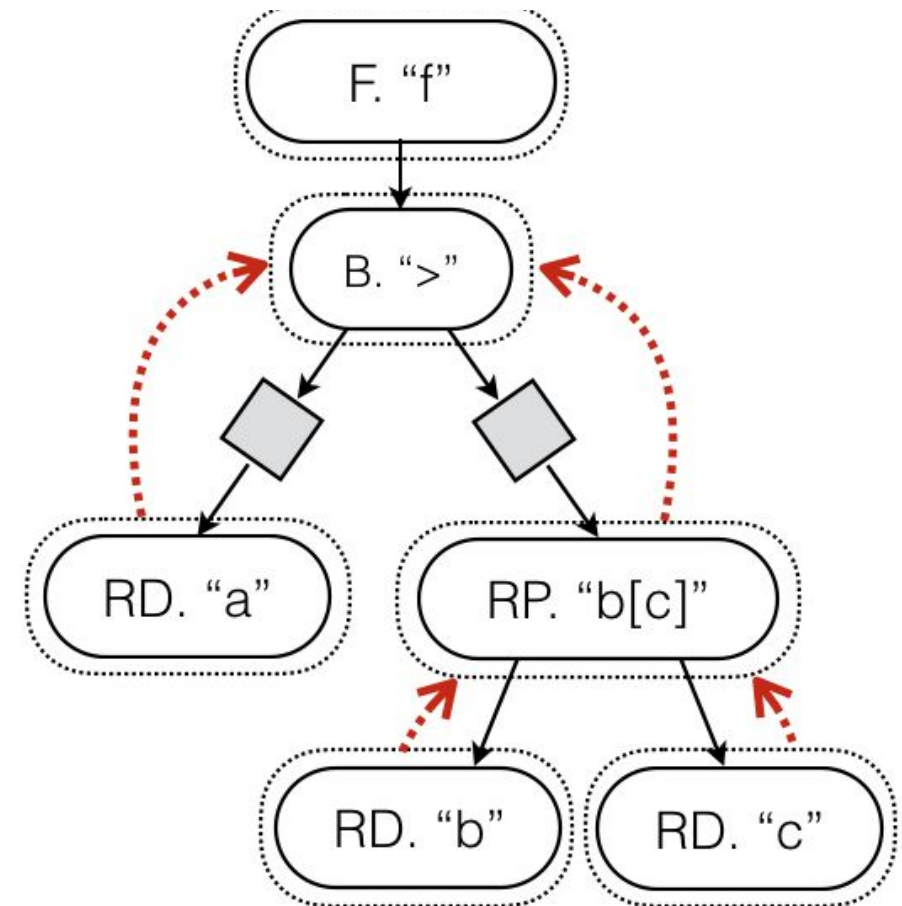
- Expression
- Statement
- Root

- JavaScript-specific

- Invocation
- Access
 - Variables
 - Object fields
- Operators
 - Binary / Unary
- Branch
- Literals
- ...

Extension: Inter-node Value Passing

- Input nodes
 - **Valid**
 - Avoid internal nodes
 - **Closest**
 - Avoid irrelevant nodes
- Receiving input values
 - onEnter
 - onReturnValue
 - onReturnExceptional
 - **onInputValue**



Use Case: Coverage Analysis

- Simple + Illustrative
- Coverage metrics:
 - Function
 - Statement
 - Branch
 - `if / while / for / switch / ?:`
 - Short-circuiting (binary operator)
 - `&& / ||`
- Performance comparison with Jalangi

Java API

```
final HashMap<SourceSection, Counter> stmts, funcs, falseBranches, trueBranches;
```

Wrapper

```
final Counter c;
```

```
onEnter:  
  c.inc()
```

StatementTag
/ RootTag

Wrapper

```
final Counter c1, c2;
```

```
onReturnValue (cond):  
  if ( isJSTrue(cond) )  
    c1.inc()  
  else  
    c2.inc()
```

BranchTag

Wrapper

```
final Counter t, f;
```

```
onInputValue (index, value):  
if ( op== "&&" || op == "||" ) {  
  if (index == 0) { // left operand  
    c1.inc()  
  } else { // right operand  
    c2.inc()  
    c1.dec()  
  }  
}
```

BinaryTag

Java API

```
final HashMap<SourceSection, Counter> stmts, funcs, falseBranches, trueBranches;
```

Wrapper

```
final Counter c;
```

```
onEnter:  
  c.inc()
```

StatementTag
/ RootTag

Wrapper

```
final Counter c1, c2;
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onReturnValue (cond):  
  if ( isJSTrue(cond) )  
    c1.inc()  
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    c2.inc()
```

BranchTag

Wrapper

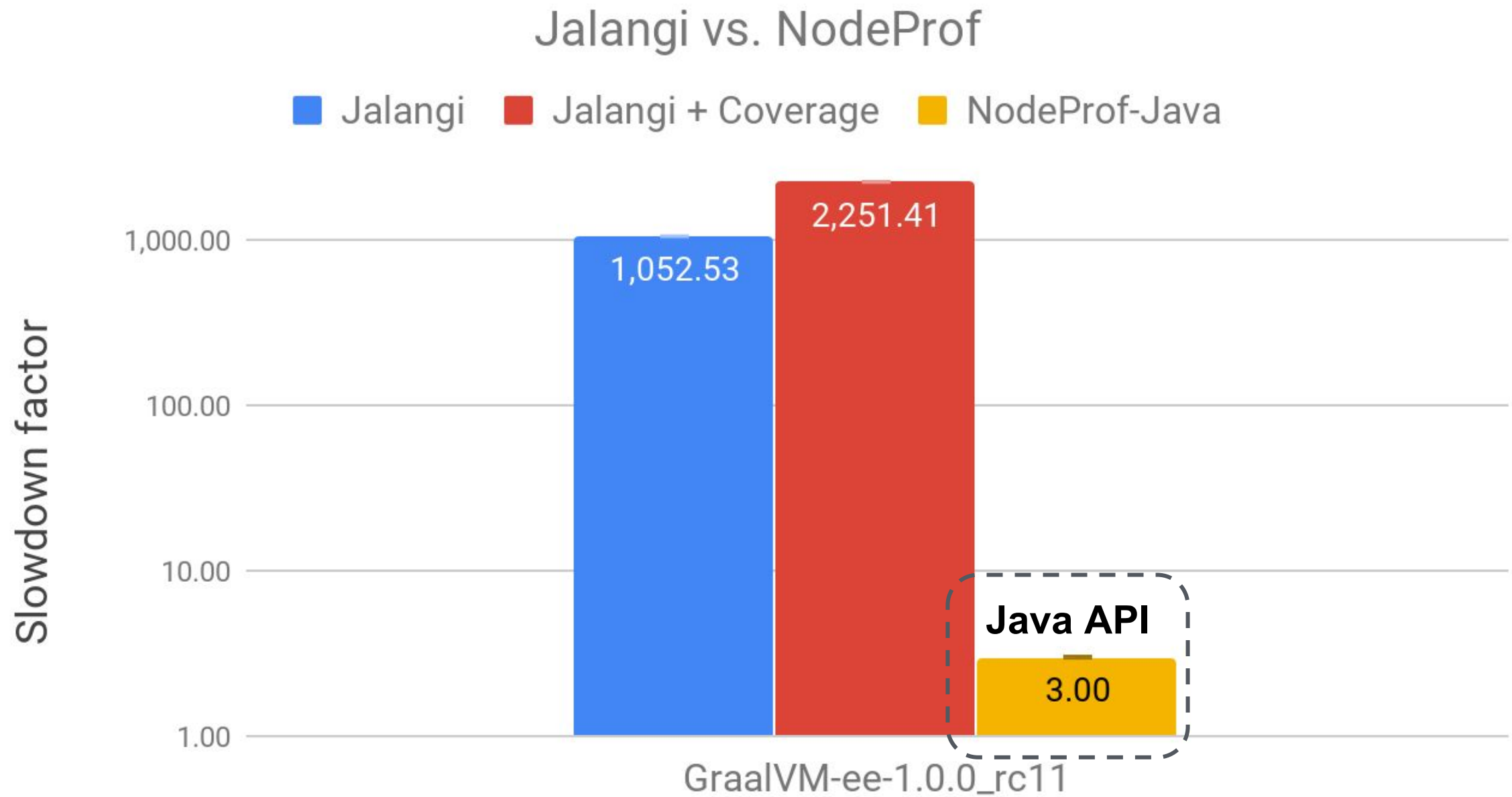
```
final Counter t, f;
```

```
onInputValue (index, value):  
  if ( op == "&&" || op == "||" ) {  
    if ( index == 0 ) { // left operand  
      c1.inc()  
    } else { // right operand  
      c2.inc()  
      c1.dec()  
    }  
  }  
}
```

BinaryTag

Java API

- Performance:



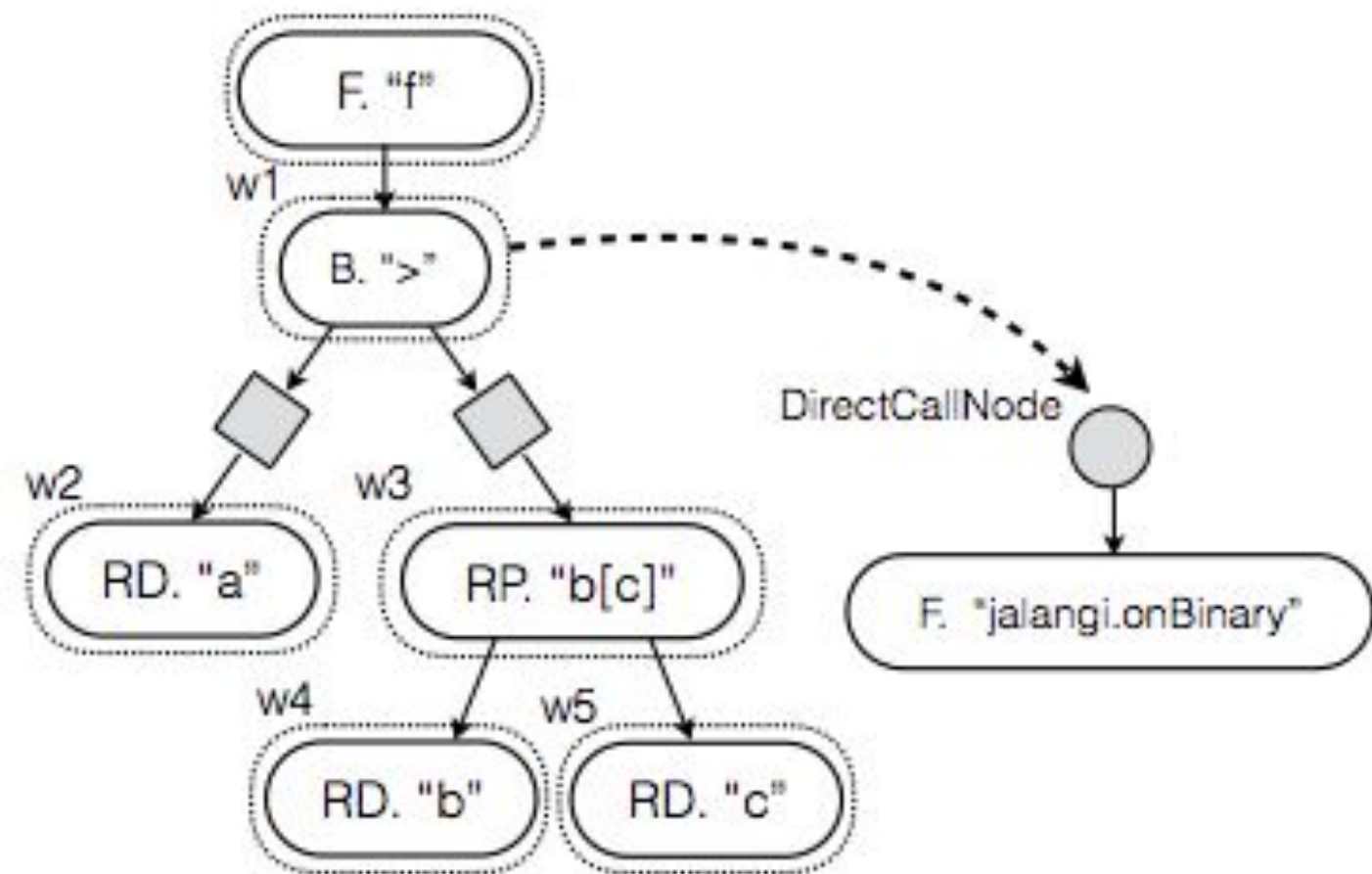
Java API

- **Weakness:**
 - Not friendly to JavaScript users
 - Requires familiarity with Java, Truffle and Graal.js API
 - Changes of the analysis always need to be re-compiled

JavaScript API

- Similar and compatible to Jalangi

- Define hooks in JavaScript
- Call from Java
 - Interoperability
 - Graal Polyglot API



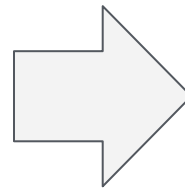
JavaScript API - Object

```
const stmts = {}, funcs = {}, trueBranches = {}, falseBranches = {};  
function incMap (map, iid) => {  
  let counter = map[iid] || 0;  
  map[iid] = counter+1;  
}  
  
this.statement = function(iid) {  
  incMap(stmts, iid);  
}  
  
this.functionEnter = function(iid) {  
  incMap(funcs, iid);  
}  
  
this.conditional = function(iid) {  
  incMap(trueBranches, iid);  
  incMap(falseBranches, iid);  
}
```

JavaScript API - Map

```
// map: {}
```

```
function incMap (map, iid) => {  
  let counter = map[iid] || 0;  
  map[iid] = counter+1;  
}
```



```
// map: new Map()
```

```
function incMap (map, iid) => {  
  let counter = map.get(iid) || 0;  
  map.set(iid, counter+1);  
}
```

JavaScript API - Object' / Map'

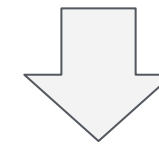
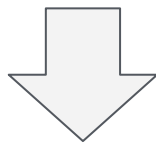
// map: {}

```
function incMap (map, iid) => {  
  let counter = map[iid] || 0;  
  map[iid] = counter+1;  
}
```

// map: new Map()

```
function incMap (map, iid) => {  
  let counter = map.get(iid) || 0;  
  map.set(iid, counter+1);  
}
```

2 map operations (1 get + 1 set)



1 map operation (1 set)

// map: {}

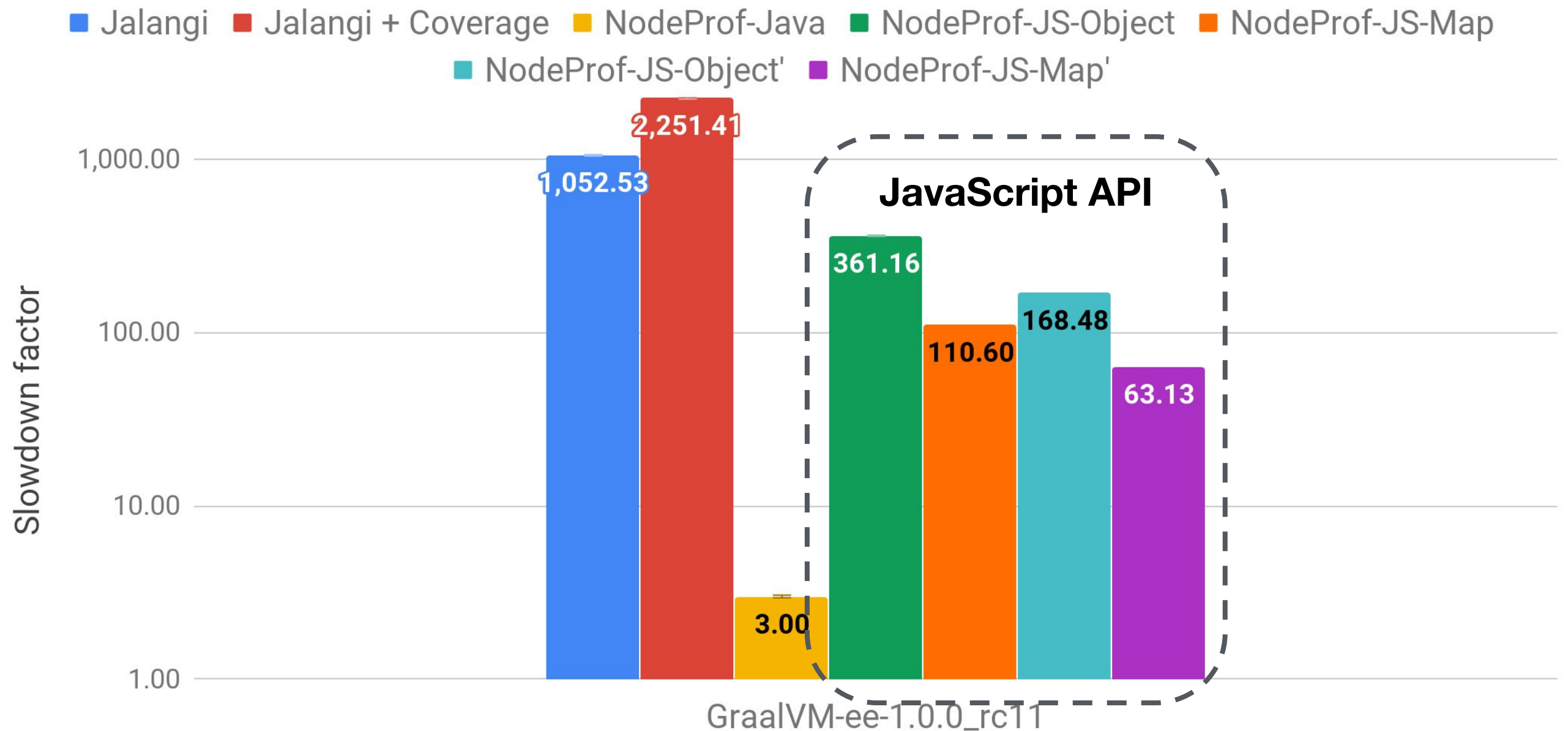
```
function incMap (map, iid) => {  
  map[iid] = true;  
}
```

// map: new Map()

```
function incMap (map, iid) => {  
  map.set(iid, true);  
}
```

JavaScript API

Jalangi vs. NodeProf



JavaScript API - Interop

State cached in Java

Logic remains in JavaScript

Wrapper

final Object state

Node

interop

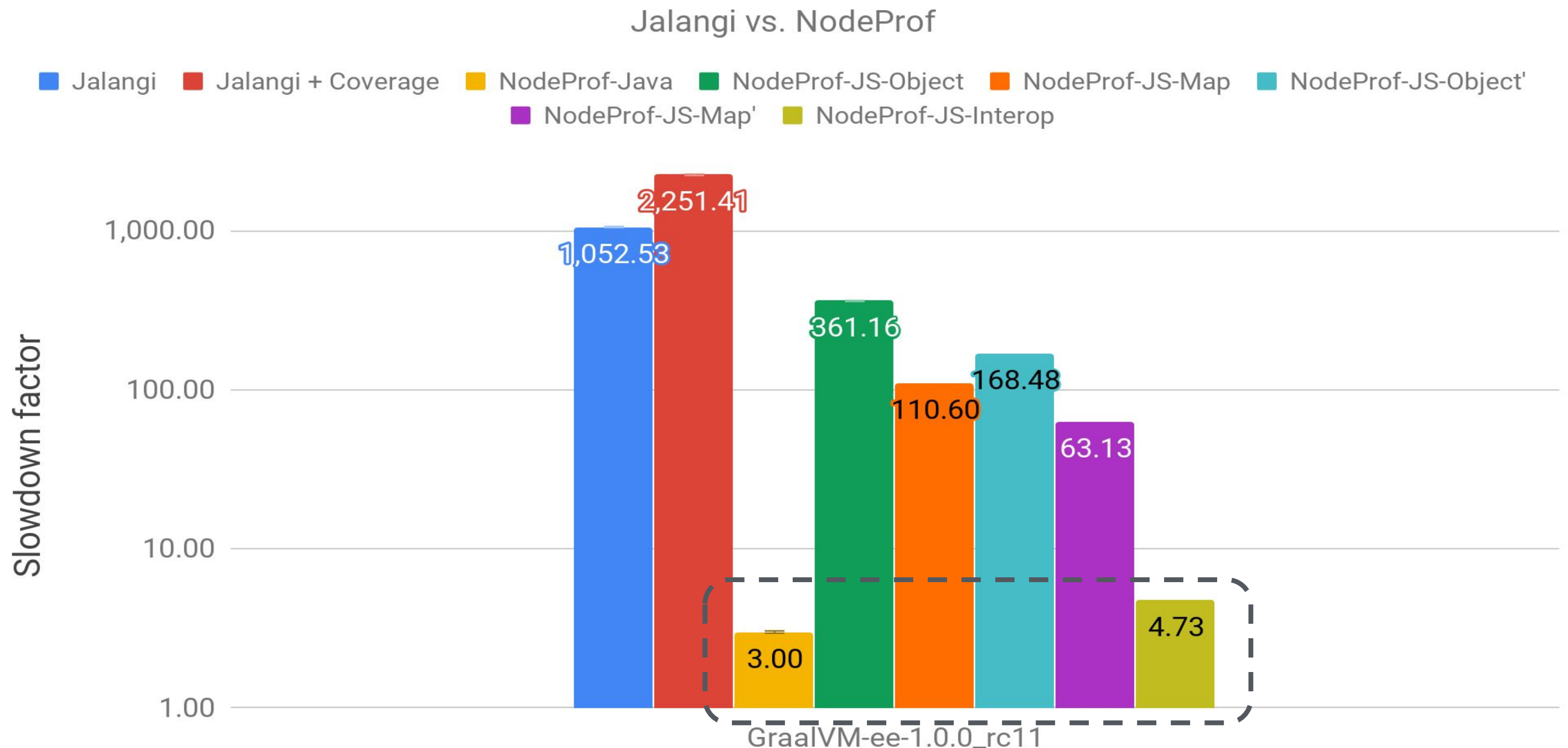
```
this.statement = function(iid, state){  
    state.cnt++;  
}
```

// cb to create the state in Java

```
this.statement.createState = function(iid){  
    let res = map.get(iid);  
    if(!res) {  
        res = {cnt: 0};  
        map.set(iid, res);  
    }  
    return res;  
}
```

JavaScript API - Interop

- Comparable performance after optimization
- Space for improvement



Conclusions

- **NodeProf**: dynamic analysis framework for Node.js
 - Based on Truffle instrumentation
 - As flexible and much lower overhead wrt. Jalangi
- Open questions:
 - Interference of instrumentation with dynamic compiler optimizations
- Github: <https://github.com/Haiyang-Sun/nodeprof.js>
- CGO talk on Monday
 - Reasoning about the Node.js Event Loop using Async Graphs