

Taint Analysis in Simple Java Programs

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Abstract placeholder. test test

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1 INTRODUCTION

Introduction placeholder.

2 APPROACH

2.1 Intra-procedural Analysis

2.1.1 ForwardFlowAnalysis. Soot provides an abstract class `ForwardFlowAnalysis` that we subclass to implement our own taint analysis. We define a concrete implementation of the abstract method `flowThrough` which utilizes set implementing the `FlowSet` interface to compute a fixed-point in the dataflow through a worklist algorithm. The `flowThrough` method traverses the method, with every program point having its own `FlowSet`. Since we are working with Jimple, program points are of type `Stmt`, and they implement the `Unit` interface, needed to denote a unit of execution within the intermediate representation.

2.1.2 TaintStore. To keep be able to map variables to their respective taint sources for each program point, we create a `TaintStore` class that implements the `FlowSet` interface. By setting the generic parameter of the `FlowSet` interface to `Map.Entry<K, Set<V>>`, we are able to have an underlying *store* : $var \mapsto \{s \mid s \text{ is a taint source}\}$ mapping structure. A `LinkedTreeMap` is used to preserve the order that the individual statements are traversed. The set operations are implemented by considering each $(var, srcset)$ mapping as an individual element in the `FlowSet`. The key and value types are left generic for extensibility should we need to use different types to represent variables and taint sources.

Algorithm 1 Intra-procedural analysis of a method.

```
1: procedure FLOWTHROUGH(in, unit, out)  
2:   in.copy(out) ▷ Sets out = in  
3:   if unit instanceof criteria then ▷ Handles different types of stmts  
4:     UPDATETAINTS(lhs, rhs) ▷ Propagate taint with specific method  
5:   end if  
6:   UPDATESINK() ▷ Add currently tainted sources to solution if sink  
7: end procedure
```

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Table 1. Methods for interacting with taint store.

method	params	operation
ADDTAINT	k, v	$store[k] = store[k] \cup \{v\}$
ADDTAINTS	$k, \{v_1, v_2, \dots\}$	$store[k] = store[k] \cup \{v_1, v_2, \dots\}$
PROPAGATETAINTS	k_1, k_2	$store[k_2] = store[k_1] \cup store[k_2]$
SETTAINT	k, v	$store[k] = \{v\}$
SETTAINTS	$k, \{v_1, v_2, \dots\}$	$store[k] = \{v_1, v_2, \dots\}$
ISTAINTED	k	return <i>true</i> if $ store[k] > 0$
GETTAINTS	k	return $store[k]$

3 RESULTS

Results placeholder.

4 DISCUSSION

Discussion placeholder.

5 FUTURE WORK

Future work placeholder. [1]

REFERENCES

[1] Author Test. 2015. Test Title. *Test Journal* (Nov 2015).