Towards Deployment-Time Dynamic Analysis of Server Applications

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Workshop on Dynamic Analysis (WODA) 2015

Deploying Dynamic Analysis

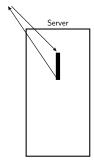
► Valgrind

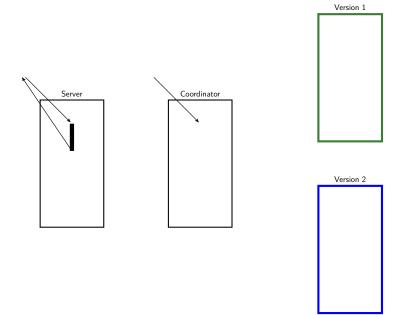
 $\,\blacktriangleright\,$ GCC/Clang Asan and MSan

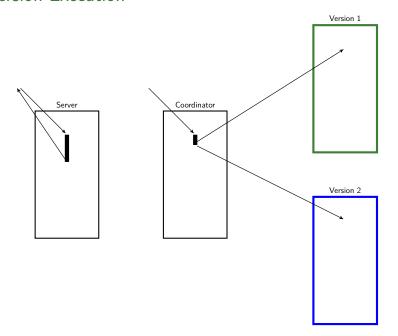
Deploying Dynamic Analysis

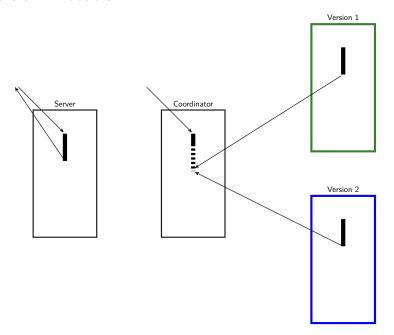
- Valgrind
 - ► 7x-57x slowdown

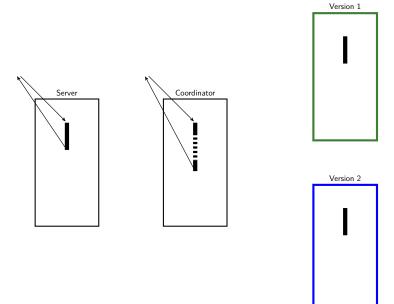
- ► GCC/Clang Asan and MSan
 - ► 1.10x-2.67x slowdown

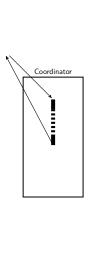


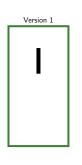


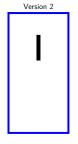


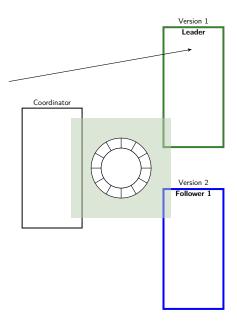


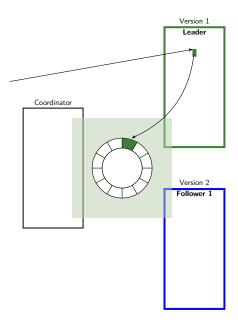


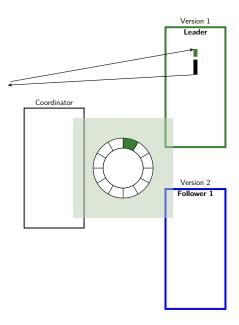


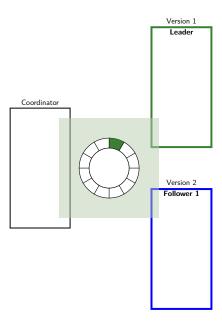


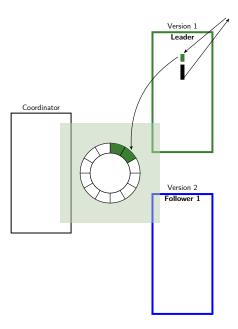


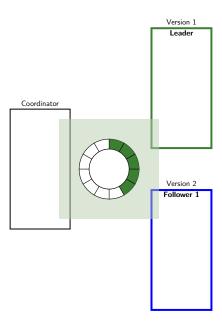


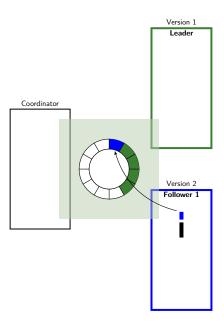


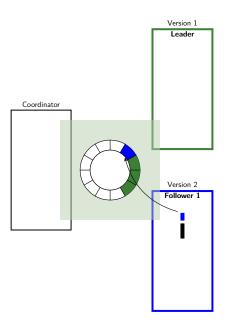


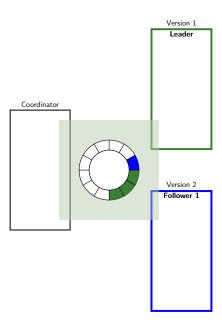


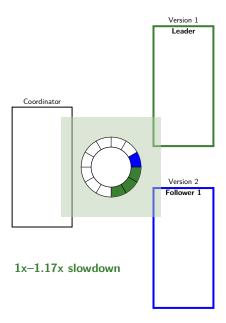


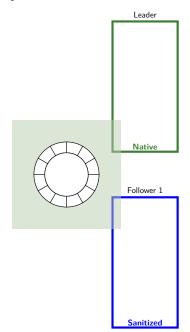


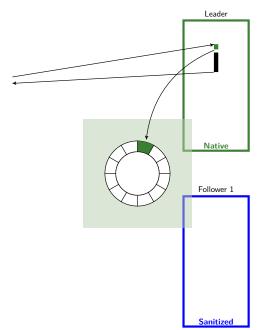


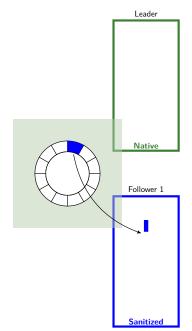


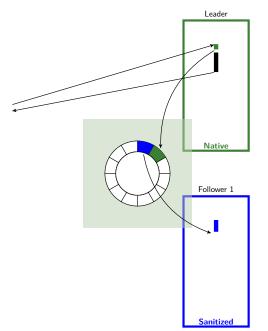


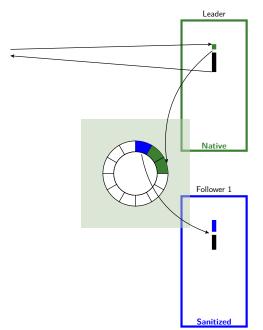


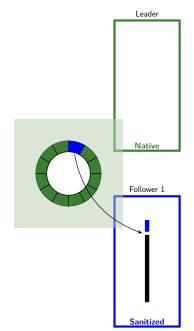


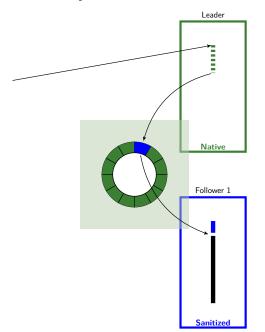


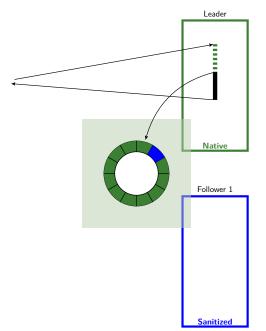


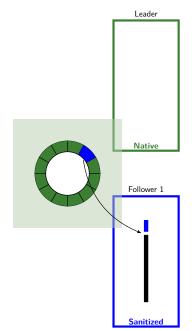


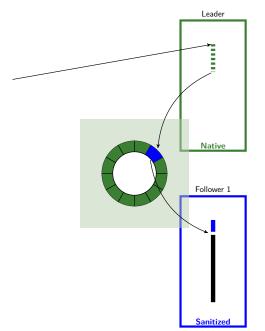




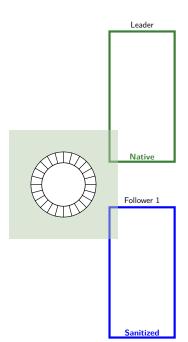




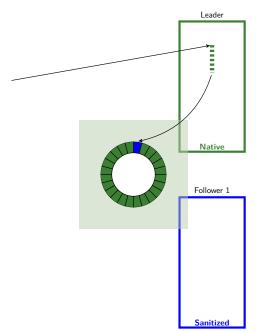


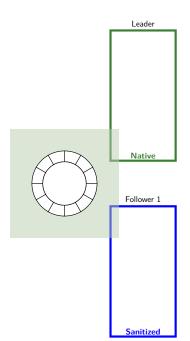


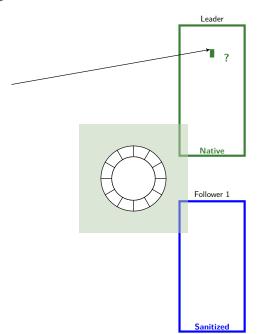
Larger ringbuffer?

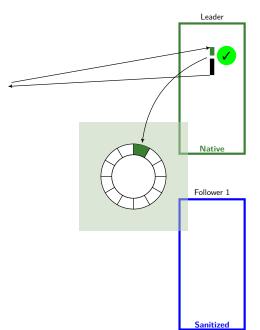


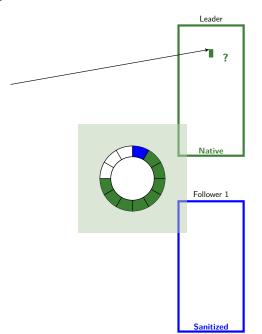
Larger ringbuffer?

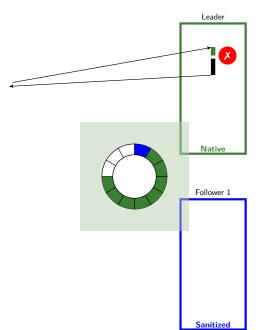










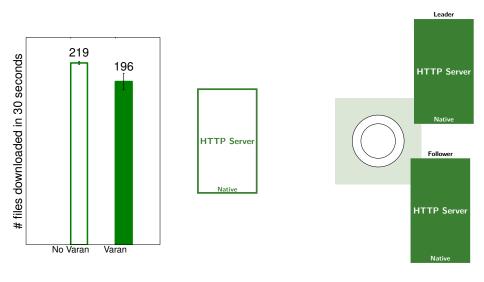


Experiment

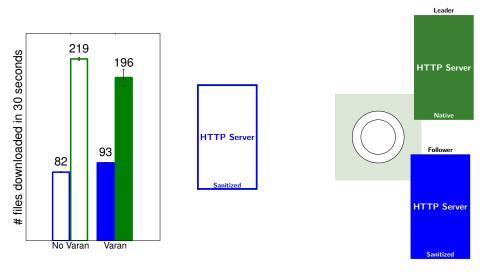
Check performance with varying drop rate on simple HTTP server

- ► Single process/thread
- ► BZip2 the response

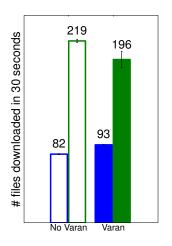
Results

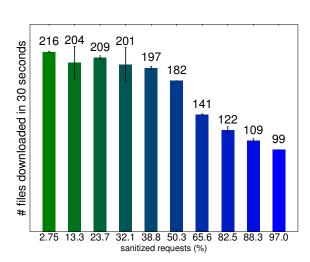


Results



Results





Questions

- ► Retain performance? ✓
- ► Still detect bugs? ?
- ► Real server software? ?
- ► Other analyses? ?

