### Precision-Preserving Yet Fast Object-Sensitive Pointer Analysis with Partial Context Sensitivity

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# Object-Sensitive Pointer Analysis

- Static Program Analysis
  - Taint Analysis
  - TypeState Analysis
  - Bug Detection

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### **Object-Sensitive Pointer Analysis**

- Context Sensitivity

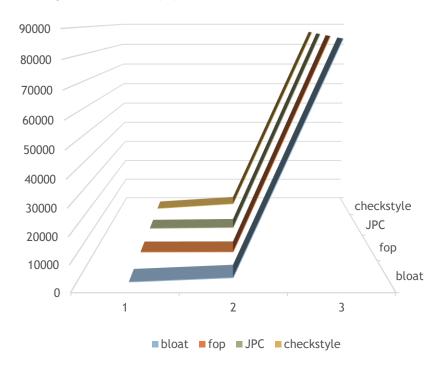


Related Work: Milanova et al. TOSEM'05, Tan et al. SAS'16, Tan et al. PLDI'17, Hassanshahi et al. SOAP'17, Jeong et al. OOPSLA'17, Jeon et al. OOPSLA'18, Li et al. OOPSLA'18, ...



## K-Limiting Object Sensitive Pointer Analysis

Analysis Time(s)

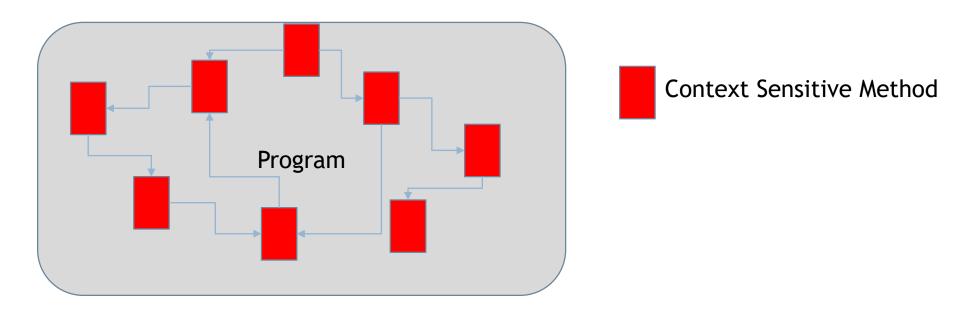


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### K-Limiting Object Sensitive Pointer Analysis

Conventional: apply Object-Sensitivity to all methods

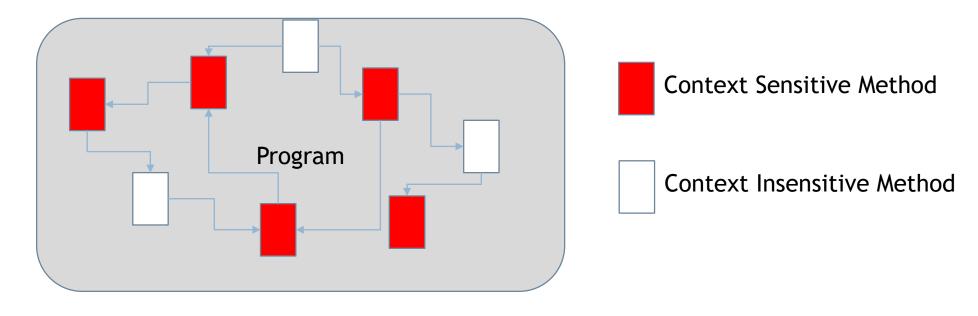


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### Selective Object Sensitive Pointer Analysis

Existing Efforts: apply Object-Sensitivity to **Selected methods** 

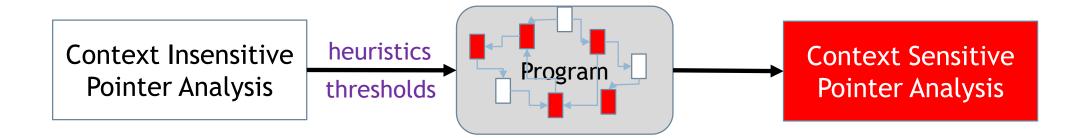


**Related Work:** Smaragdakis et al. PLDI'14, Hassanshahi et al. SOAP'17, Jeong et al. OOPSLA'17, Li et al. OOPSLA'18, ...



## Selective Object Sensitive Pointer Analysis

Existing Efforts: apply Object-Sensitivity to **Selected methods** 

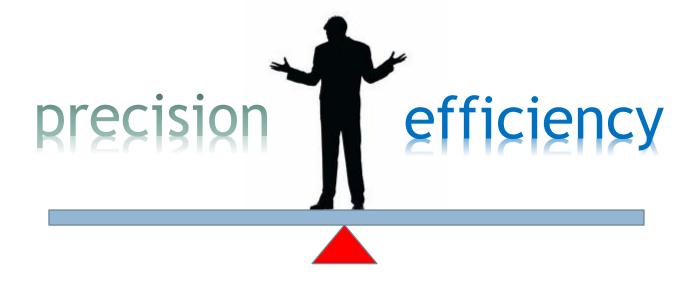


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### Challenge

Existing Efforts: a trade-off between precision and efficiency



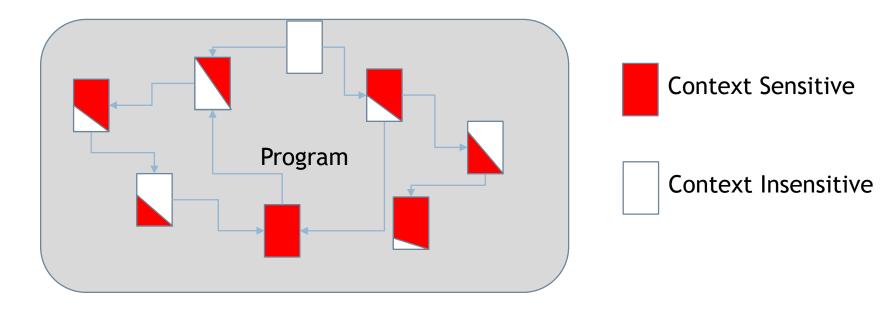
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#### **EAGLE:**

### A New Points-to Analysis Technique

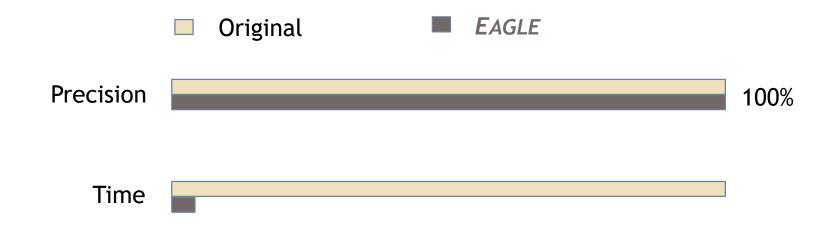
apply Object-Sensitivity to selected pointers





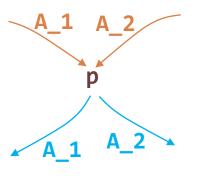
## EAGLE: A New Points-to Analysis Technique

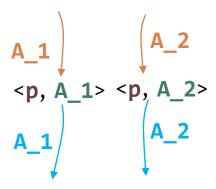
faster while 100% precision-preserving





```
class A{
                                                                   Object id(Object p){
                                                                                                                                                   return p;
   Object o1 = new Object();
  Object o2 = new Object(); // O_2
     A = new A(); // A_1
A = \frac{1}{100} \text{ a} = \frac{1}{1
  Object v1 = a1.id(o1);
 Object v2 = a2.id(o2);
```





#### Entry Flows

$$\langle 01, \epsilon \rangle \rightarrow \langle p, A_1 \rangle$$
  
 $\langle 01, \epsilon \rangle \rightarrow \langle p, A_2 \rangle$ 

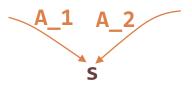
#### Exit Flows

$$\langle 01, \epsilon \rangle \rightarrow \langle p, A_1 \rangle \langle p, A_1 \rangle \rightarrow \langle v1, \epsilon \rangle$$
  
 $\langle 01, \epsilon \rangle \rightarrow \langle p, A_2 \rangle \langle p, A_2 \rangle \rightarrow \langle v2, \epsilon \rangle$ 



```
class A{
    void print(Object s){
        //Print s
    }
}

Object o1 = new Object(); // O_1
Object o2 = new Object(); // O_2
A a1 = new A(); // A_1
A a2 = new A(); // A_2
a1.print(o1);
a2.print(o2);
```



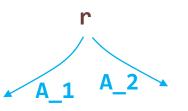
#### **Entry Flows**

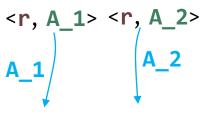
$$<01, \epsilon> \to$$
  
 $<01, \epsilon> \to$ 



```
class A{
    Object create(){
        r = new Object(); // O_1
        return r;
}

A_2     A_1
     A a1 = new A(); // A_1
     A a2 = new A(); // A_2
     Object v1 = a1.create();
     Object v2 = a2.create();
```





#### Exit Flows

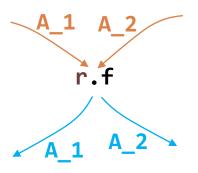
$$\langle \mathbf{r}, \mathbf{A_1} \rangle \rightarrow \langle \mathbf{v1}, \epsilon \rangle$$
  
 $\langle \mathbf{r}, \mathbf{A_2} \rangle \rightarrow \langle \mathbf{v2}, \epsilon \rangle$ 

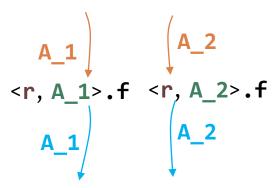


Context-Sensitivity => Entry Flows \ Exit Flows



```
class A{
   B create(){
       r = new B(); // B_1
       return r;
      new A(); // A_1
A = 2 = new A(); // A_2
B b1 = a1.create();
B b2 = a2.create();
Object o1 = new Object(); // O_1
Object o2 = new Object(); // O_2
b1.f = 01;
b2.f = o2;
Object v1 = b1.f;
Object v2 = b2.f;
```





#### Exit Flows

$$\langle \mathbf{r}, \mathbf{A_1} \rangle \rightarrow \langle \mathbf{v1}, \epsilon \rangle$$
  
 $\langle \mathbf{r}, \mathbf{A_2} \rangle \rightarrow \langle \mathbf{v2}, \epsilon \rangle$ 



### Context Free Language Reachability

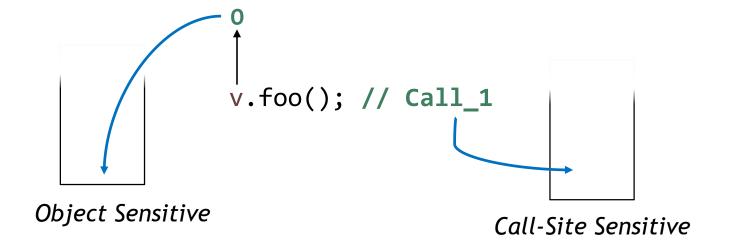
Statement	Edges	$L_{FC} = L_F \wedge L_C$
x = new  C() //o	$o \xrightarrow{\text{new}} x$	$L_F$ $flowsto \rightarrow new \ flows^*$
x = y	$y \xrightarrow{\text{assign}} x$	$ \frac{\overline{flowsto}}{flows} \rightarrow \overline{flows}^* \overline{new}  flows \rightarrow assign \mid store[f] alias load[f] $
x.f = y	$y \xrightarrow{\text{store}[f]} x$	$\overline{flows} \rightarrow \overline{assign} \mid \overline{load[f]} \text{ alias } \overline{store[f]}$
x = y.f	$y \xrightarrow{load[f]} x$	$alias \rightarrow flowsto \ flowsto$ $L_C$ $realizable \rightarrow exit entry$
$x = y.m(, a_i,) //c$		exit $\rightarrow$ exit balanced   exit $\check{c}$   $\epsilon$ entry $\rightarrow$ entry balanced   entry $\hat{c}$   $\epsilon$
		balanced $\rightarrow$ balanced balanced   $\hat{c}$ balanced $\check{c}$   $\epsilon$

**Related Work:** Reps IST'98, Sridharan et al. PLDI'06, Xu et al. 09, Shang et al. CGO'12, Thiessen et al. PDLI'17, Cai et al. PLDI'18, ...



### Context Free Language Reachability

**Object Sensitivity vs Call-Site Sensitivity** 



Related Work: Shivers 91, Milanova et al. TOSEM'05



### Context Free Language Reachability

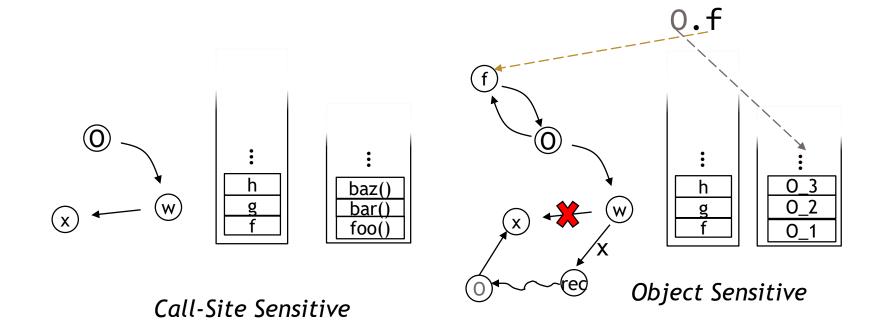
### Statement Edges $x = \text{new } C() //o \qquad o \xrightarrow{\text{new}} x$ x = y $y \xrightarrow{\text{assign}} x$ $o \in \overline{pt}(y), m' = dispatch(m, o)$ $x = y.m(..., a_i, ...)$ $y \xrightarrow{\text{store}[this^{m'}]} y \qquad a_i \xrightarrow{\text{store}[p_i^{m'}]} y \qquad y \xrightarrow{\text{load}[ret^{m'}]} x$ $o \xrightarrow{\text{hload}[this^{m'}]} \hat{o} \xrightarrow{\text{this}^{m'}} o \xrightarrow{\text{hload}[p_i^{m'}]} \hat{o} \xrightarrow{\text{p}_i^{m'}} ret^{m'} \xrightarrow{\text{hstore}[ret^{m'}]} \check{o} \xrightarrow{\check{o}} o$



## Object-Sensitive Context Free Language Reachability

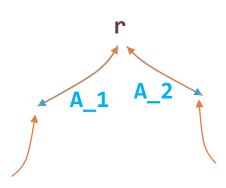


### Context Free Language Reachability





```
class A{
   B create(){
       r = new B(); // B_1
       return r;
       new A(); // A_1
A a2 /= new A(); // A_2
B b1 = a1.create();
B b2 = a2.create();
Object o1 = new Object(); // O_1
Object o2 = new Object(); // O_2
b1.f = 01;
b2.f = o2;
Object v1 = b1.f;
Object v_2 = b_2.f;
```

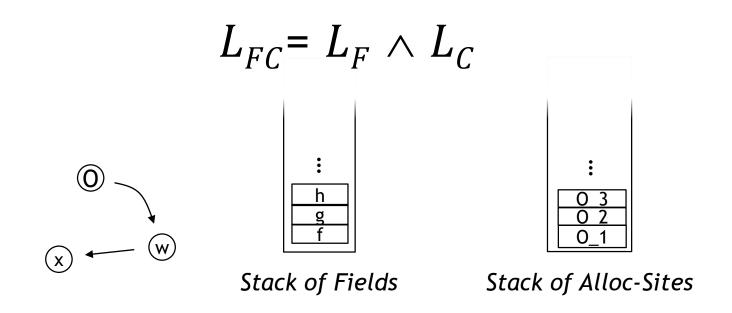


#### Exit Flows

$$\langle \mathbf{r}, \mathbf{A_1} \rangle \rightarrow \langle \mathbf{v1}, \epsilon \rangle$$
  
 $\langle \mathbf{r}, \mathbf{A_2} \rangle \rightarrow \langle \mathbf{v2}, \epsilon \rangle$ 



## Selection Process is Undecidable



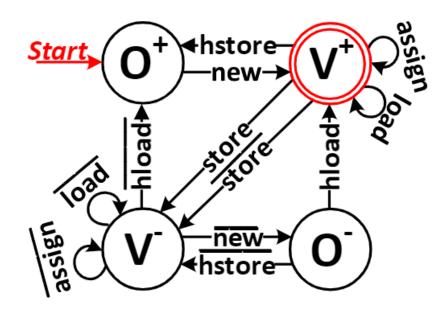
Related Work: Reps TOPLAS'00



# Selection Process is Undecidable

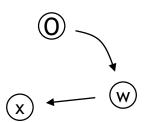
$$L_F \rightarrow L_R$$

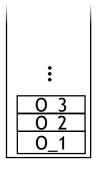
DFA for  $L_R$ 





$$L_{RC} = L_R \wedge L_C$$



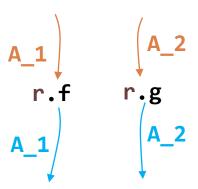


Stack of Alloc-Sites



### Where is the Over-Approximation?

```
class A{
   B create(){
       r = new B(); // B_1
       return r;
 a1 =/ new A(); // A_1
A a2 /= new A(); // A_2
B b1 = a1.create();
B b2 = a2.create();
Object o1 = new Object(); // O_1
Object o2 = new Object(); // O_2
b1.f = 01;
b2(g) = 02;
Object v1 = b1.f;
Object v_2 = b_2 g
```

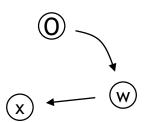


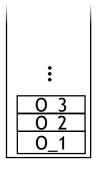
#### **Exit Flows**

$$\langle \mathbf{r}, \mathbf{A_1} \rangle \rightarrow \langle \mathbf{v1}, \epsilon \rangle$$
  
 $\langle \mathbf{r}, \mathbf{A_2} \rangle \rightarrow \langle \mathbf{v2}, \epsilon \rangle$ 



$$L_{RC} = L_R \wedge L_C$$

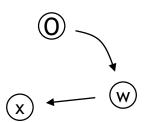


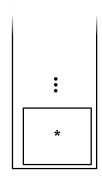


Stack of Alloc-Sites



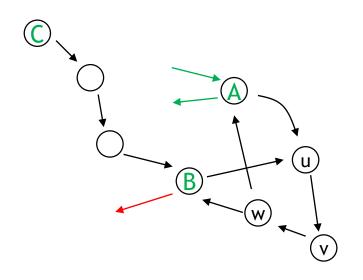
$$L_{RC} = L_R \wedge L_C$$

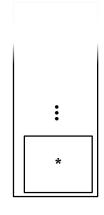




Stack of Alloc-Sites



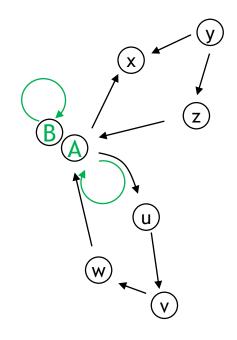


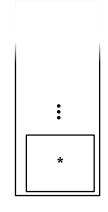


Stack of Alloc-Sites



# Selection Process is Linear





Stack of Alloc-Sites



## Selection Process is Linear

$$\frac{n \to n' \in G_{\mathrm{pag}}^R}{n'.\mathrm{cs} = \mathrm{true}} \quad [\mathrm{EntryCTX}] \qquad \frac{n \to n' \in G_{\mathrm{pag}}^R}{o^- \to o^+ \in G_{\mathrm{pag}}^R} \quad n.\mathrm{cs} = \mathrm{true}$$

$$\frac{n \to n' \in G_{\text{pag}}^R \qquad n.\text{cs} = \text{true}}{n'.\text{cs} = \text{true}}$$
[Prop]



12 large Java programs



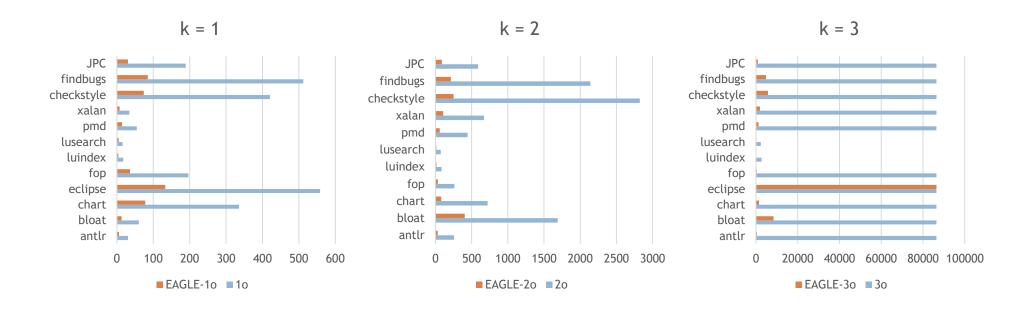




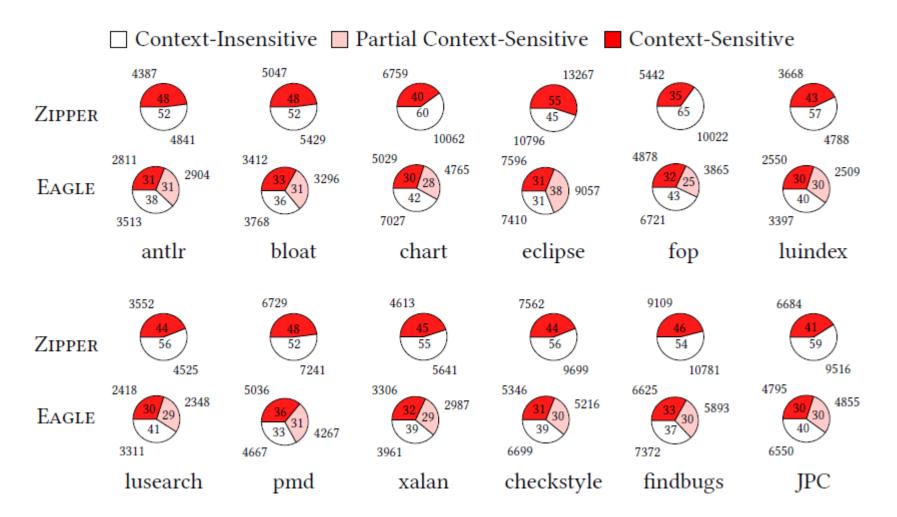




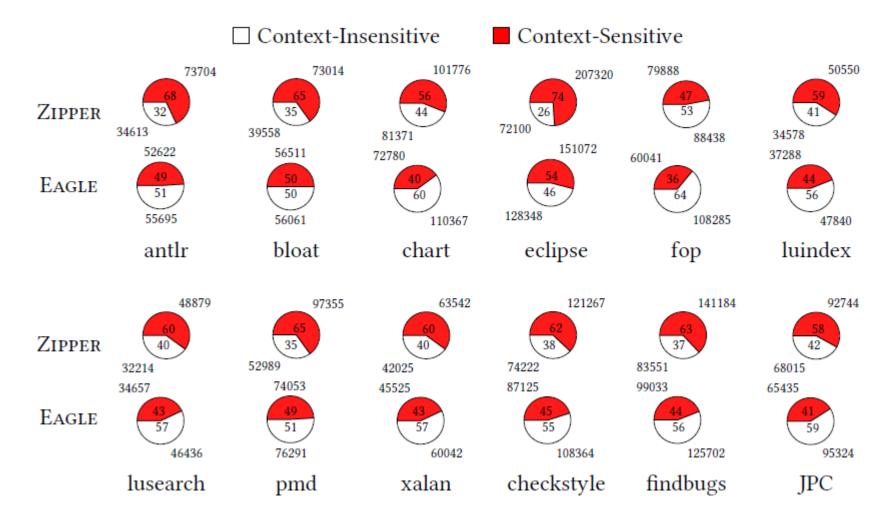
100% precise, i.e., identical points-to relation





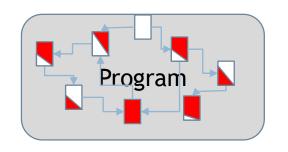








#### Conclusion





**E**AGLE

"Linear pre-analysis"



