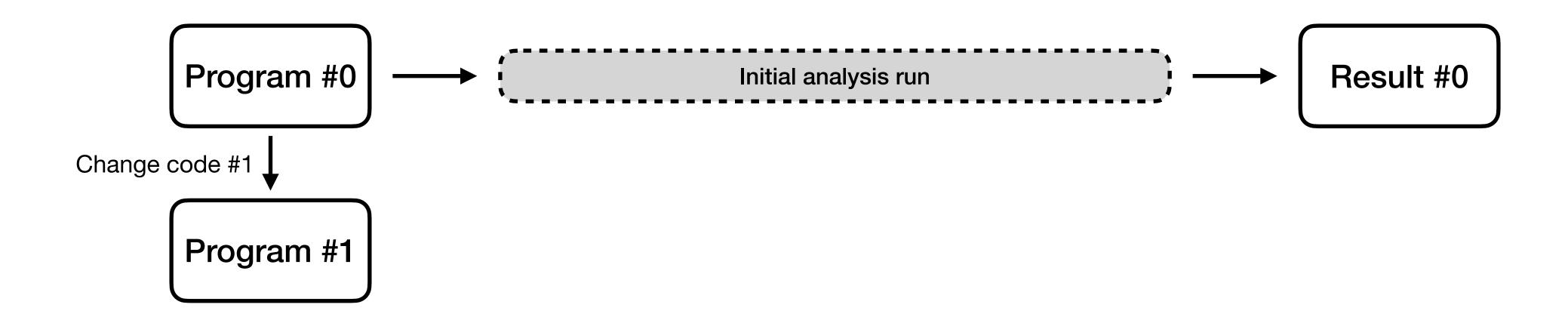
# Incremental whole-program analysis in Datalog with lattices

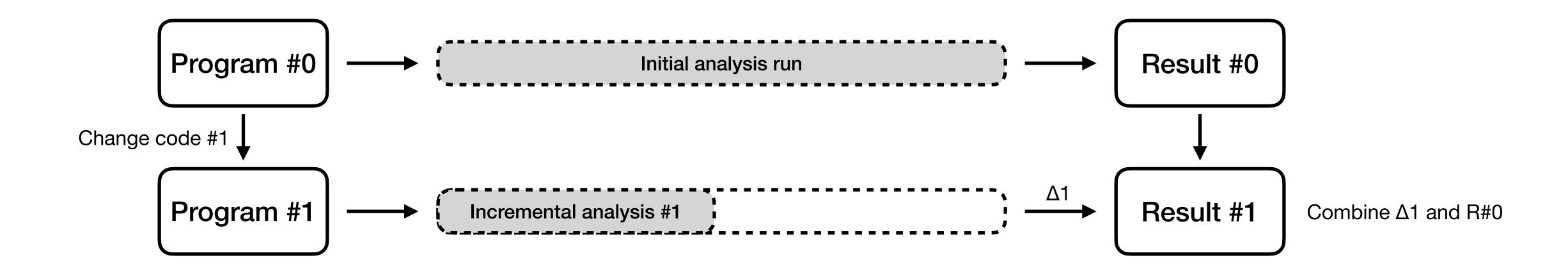
Tamás Szabó, Sebastian Erdweg, Gábor Bergmann

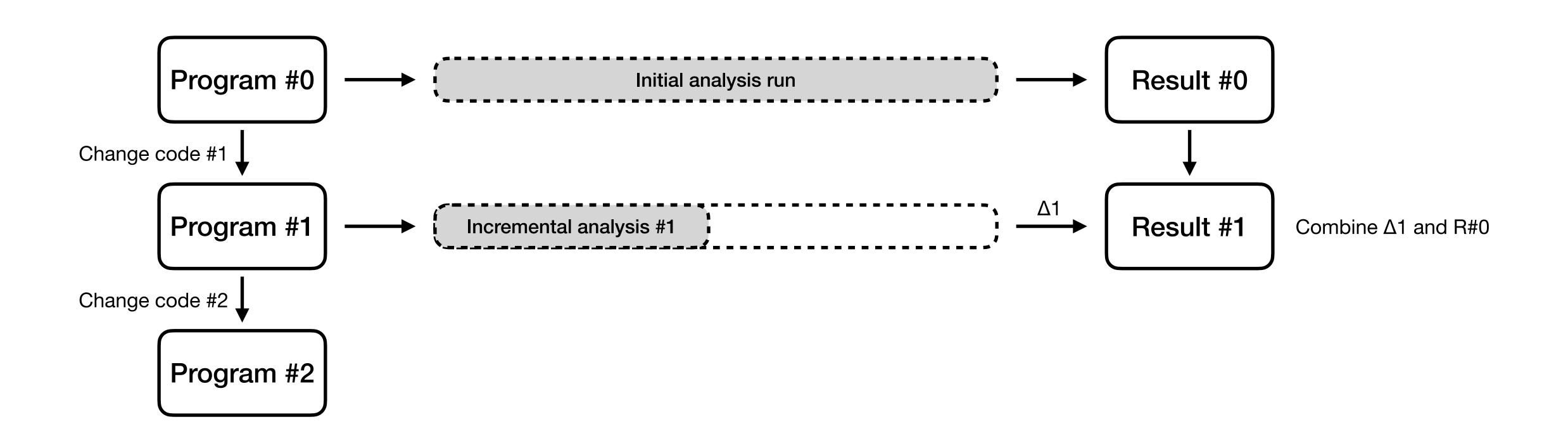
- Incremental analysis provides analysis results for the modified code part
  - not the entire code.
- Whenever the code is modified
  - It is inefficient to perform an analysis for the whole program
- Incremental analysis is efficient by performing analysis only on the corrected part
- This quick feedback allows developers to check the analysis results immediately

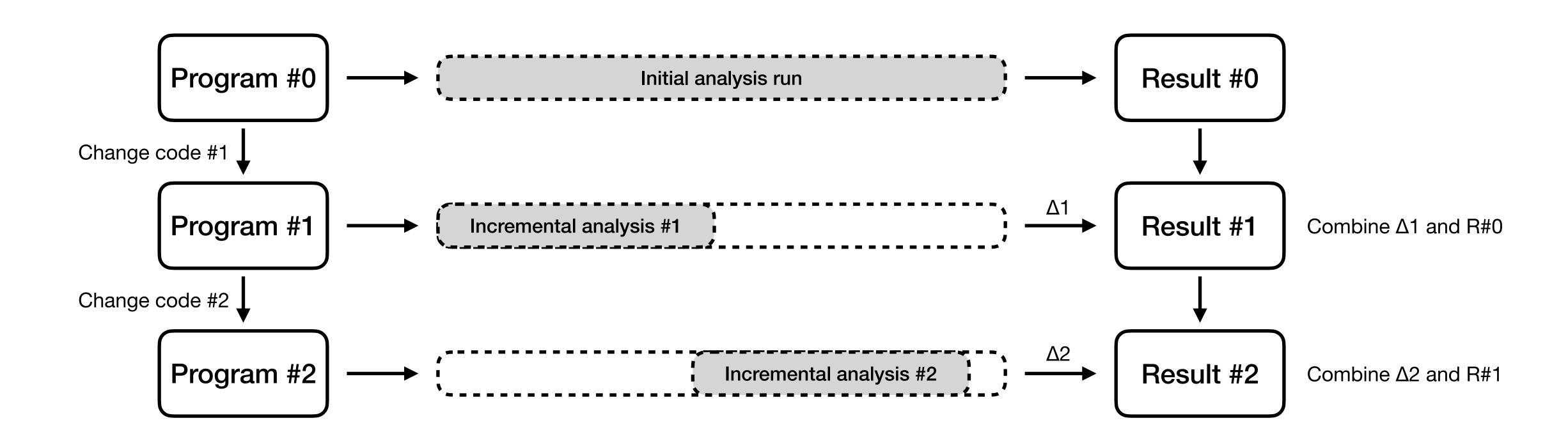
Program #0

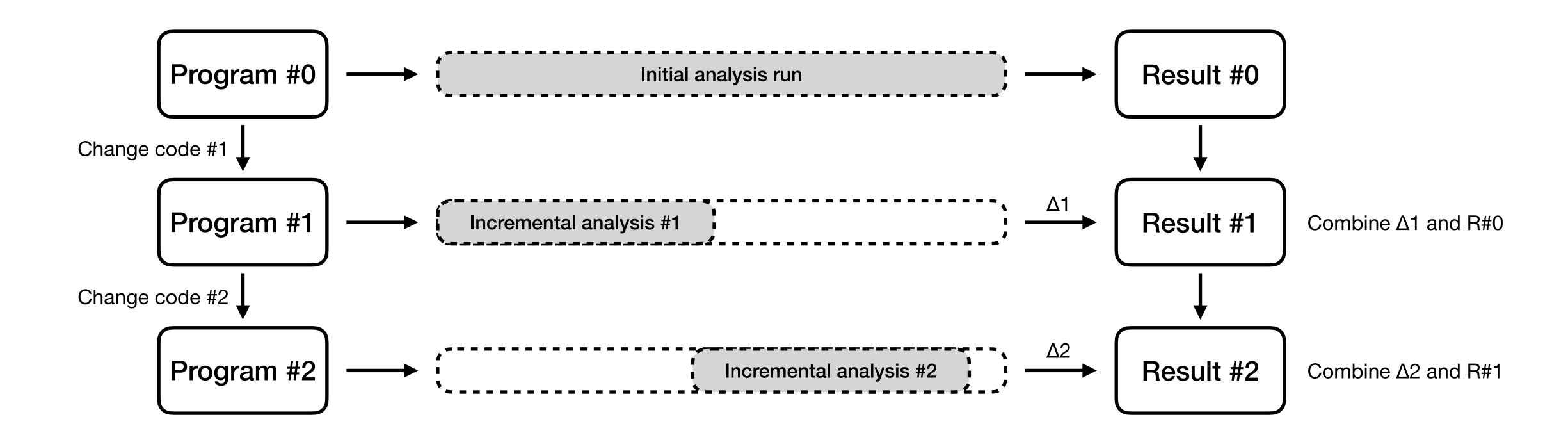




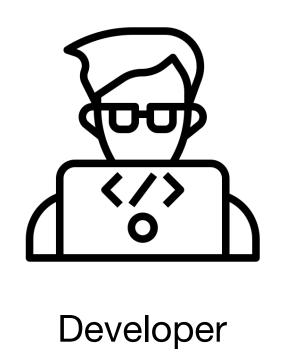


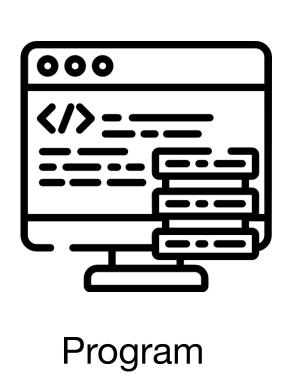




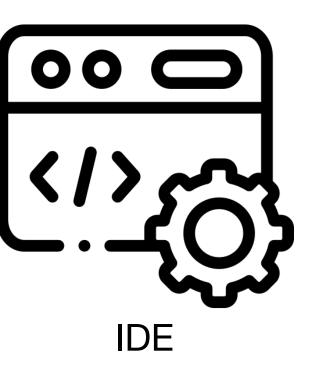


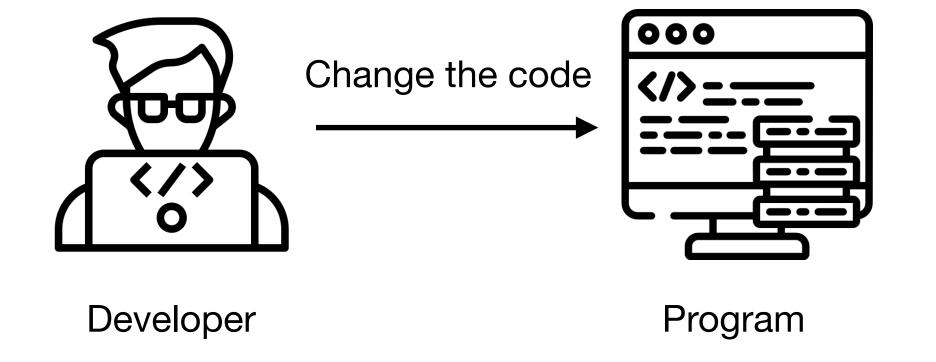
It is faster than when analyzing the whole program.



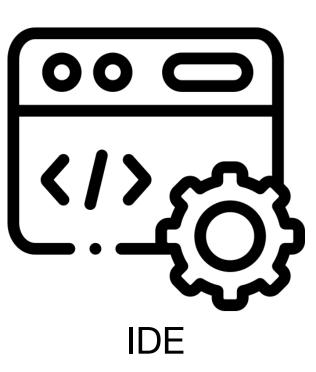


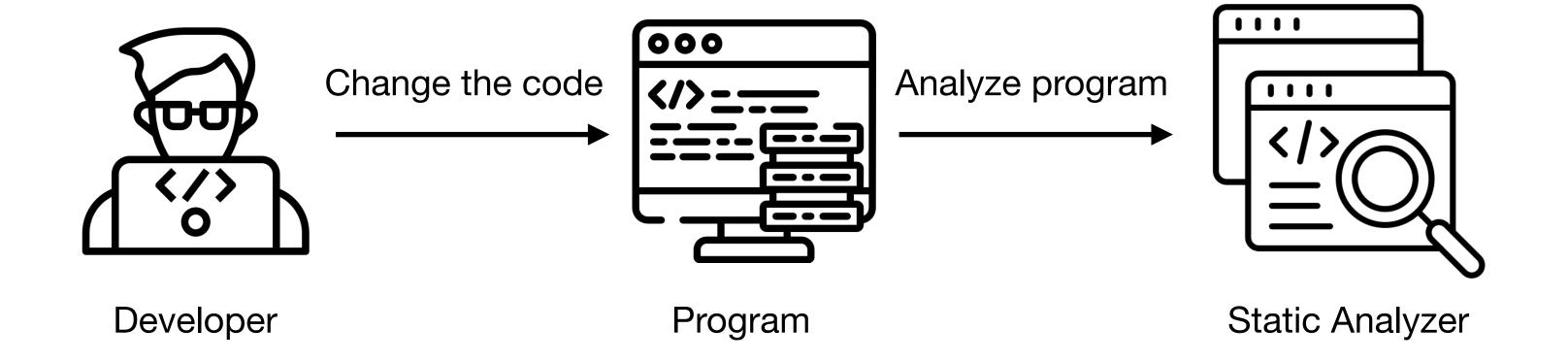


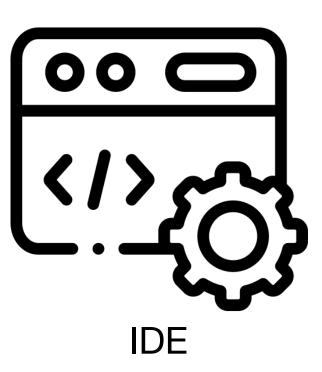


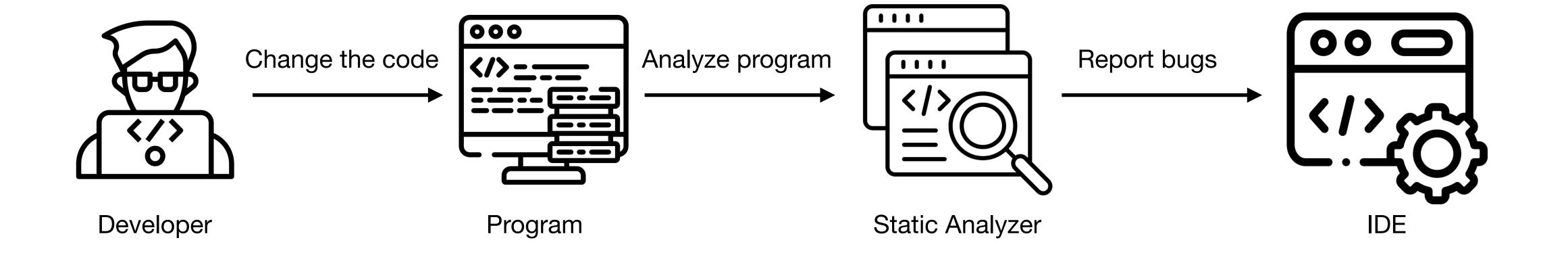


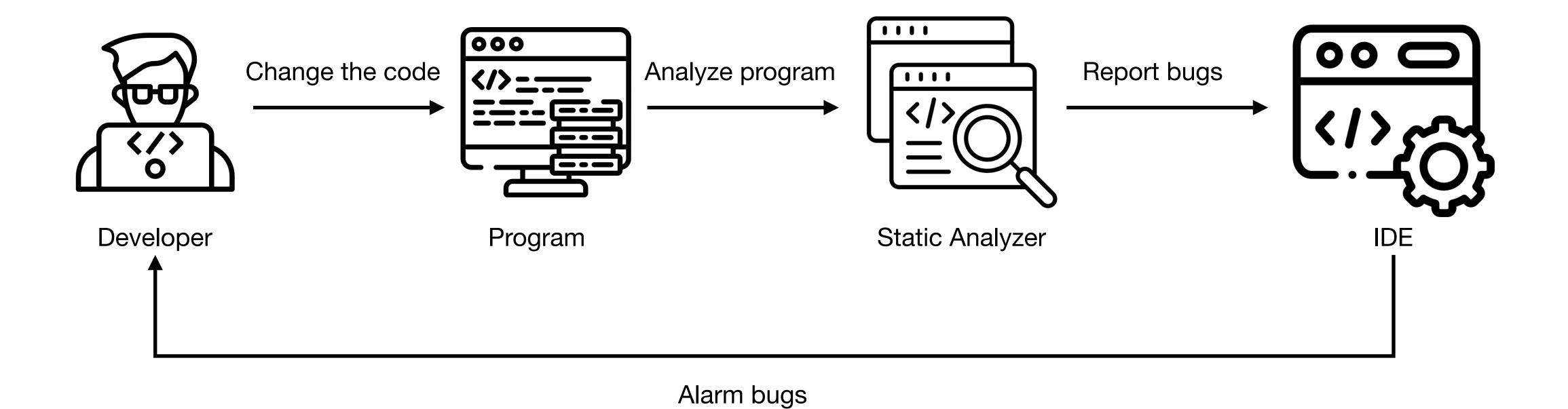


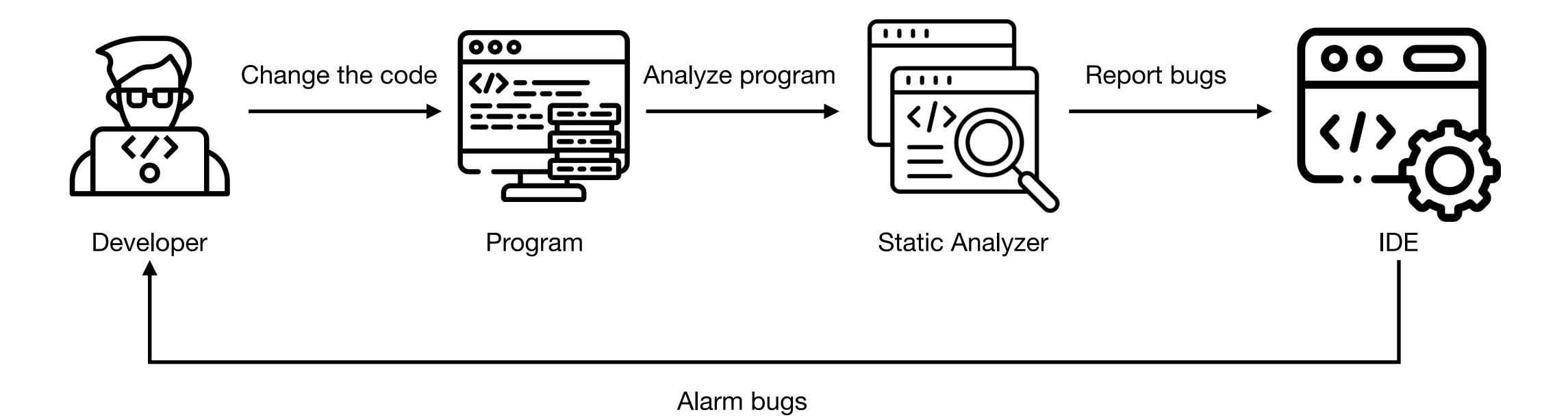






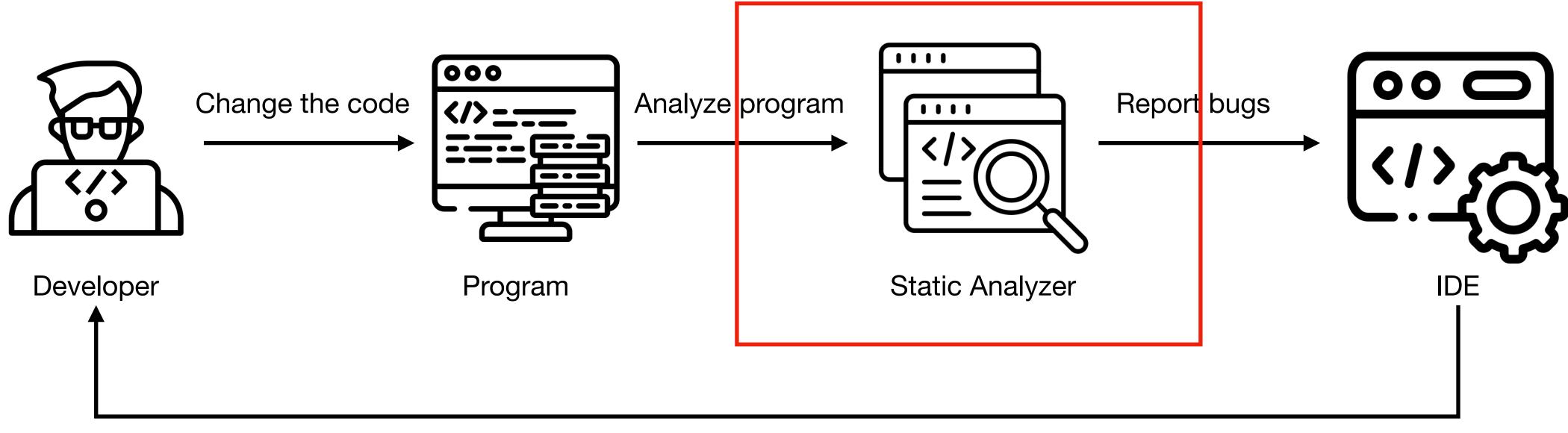






Should not break the development flow

#### Too slow & Intra-procedural



Alarm bugs

Should not break the development flow

# Change the code Program Analyze program Static Analyzer Alarm bugs

Should not break the development flow

• Previous works are only considered for intra-procedural analysis

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- When the existing incremental analysis is performed for inter-procedural,
  - It showed bad performance

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  - It showed bad performance
- Incremental analysis results are
  - Up to 22 sec, average 9 sec
  - Too slow to analyze while developing code.

- Previous works are only considered for intra-procedural analysis
- When the existing incremental analysis performed for inter-procedural

#### They propose a new incremental Datalog solver called Laddder

- Incremental analysis results are
  - Up to 22 sec, average 9 sec
  - Too slow to analyze while developing code.

#### Laddder

- Ladder can perform inter-procedural
  - incremental analysis for the whole program.

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- Ladder solves existing problems with
  - Differential Dataflow and Non-Standard Aggregation Semantics.

#### Laddder

- Ladder can perform inter-procedural
  - incremental analysis for the whole program.
- Ladder solves existing problems with
  - Differential Dataflow and Non-Standard Aggregation Semantics.
- Ladder performs an incremental analysis
  - with less than **0.1 sec** in real-world Java code

# Incrementalizability

- Our intuition is
  - small changes in the program have a small impact on the entire program
- If this intuition is incorrect, it is difficult to perform incremental analysis
  - for the whole program

- To show the intuition is true, they measure the impact
- Points-to analysis for Java source code (with Doop[1])
  - MiniJavac, antlr, etc
- "The **impact** of an input change is the number of output tuples that are deleted or inserted in the observable relations because of the change"
- "A computation can only be incrementalizable if the vast majority of small input changes have low impact."

PT(a1, Alpha)

PT(b1, Beta)

```
Alpha a1 = new Alpha();
Beta b1 = new Beta();
```

```
PT(a1, Alpha)
PT(b1, Beta)
```

```
Alpha a1 = new Alpha();
Beta b1 = new Beta();
```

The number of output tuple is 2

PT(a1, Alpha)

PT(b1, Beta)

```
Alpha a1 = new Alpha();
Beta b1;
```

```
PT(a1, Alpha)

<del>PT(b1, Beta)</del>
```

```
Alpha a1 = new Alpha();

Beta b1;
```

The number of output tuple is 1

PT(a1, Alpha)

<del>PT(b1, Beta)</del>

```
Alpha a1 = new Alpha();
Beta b1;
```

The number of output tuple is 1



The impacted tuple is 1

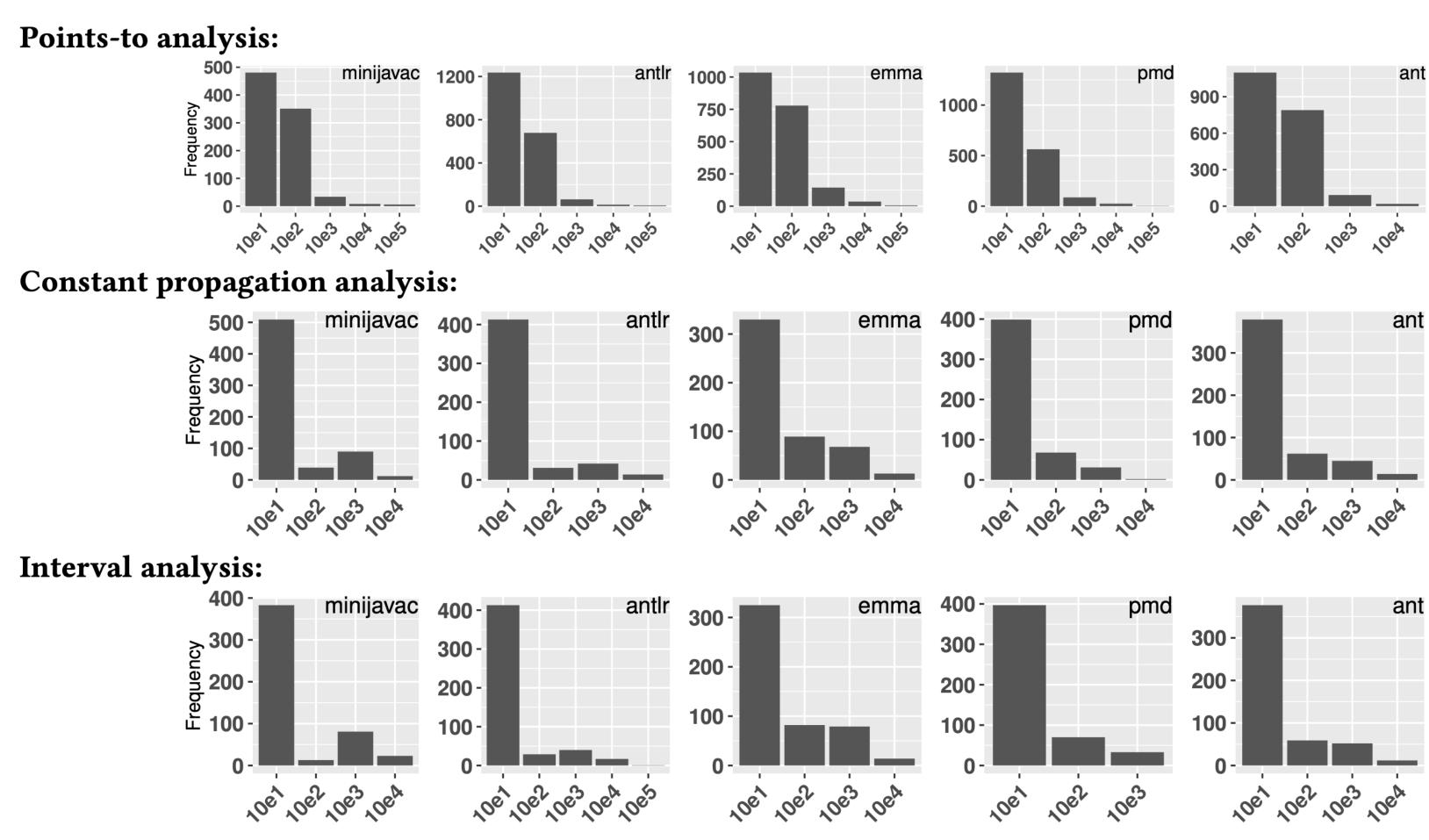
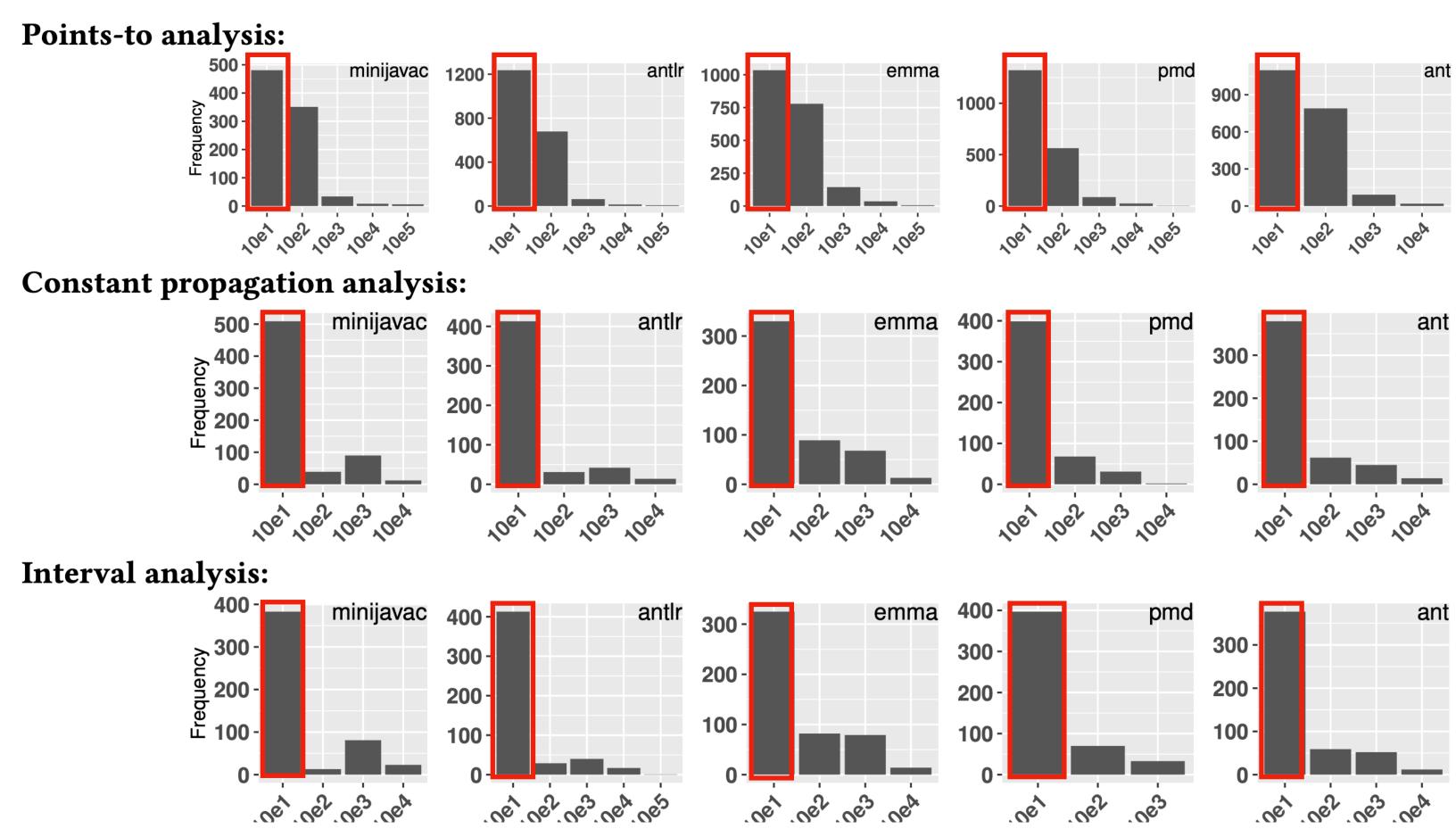
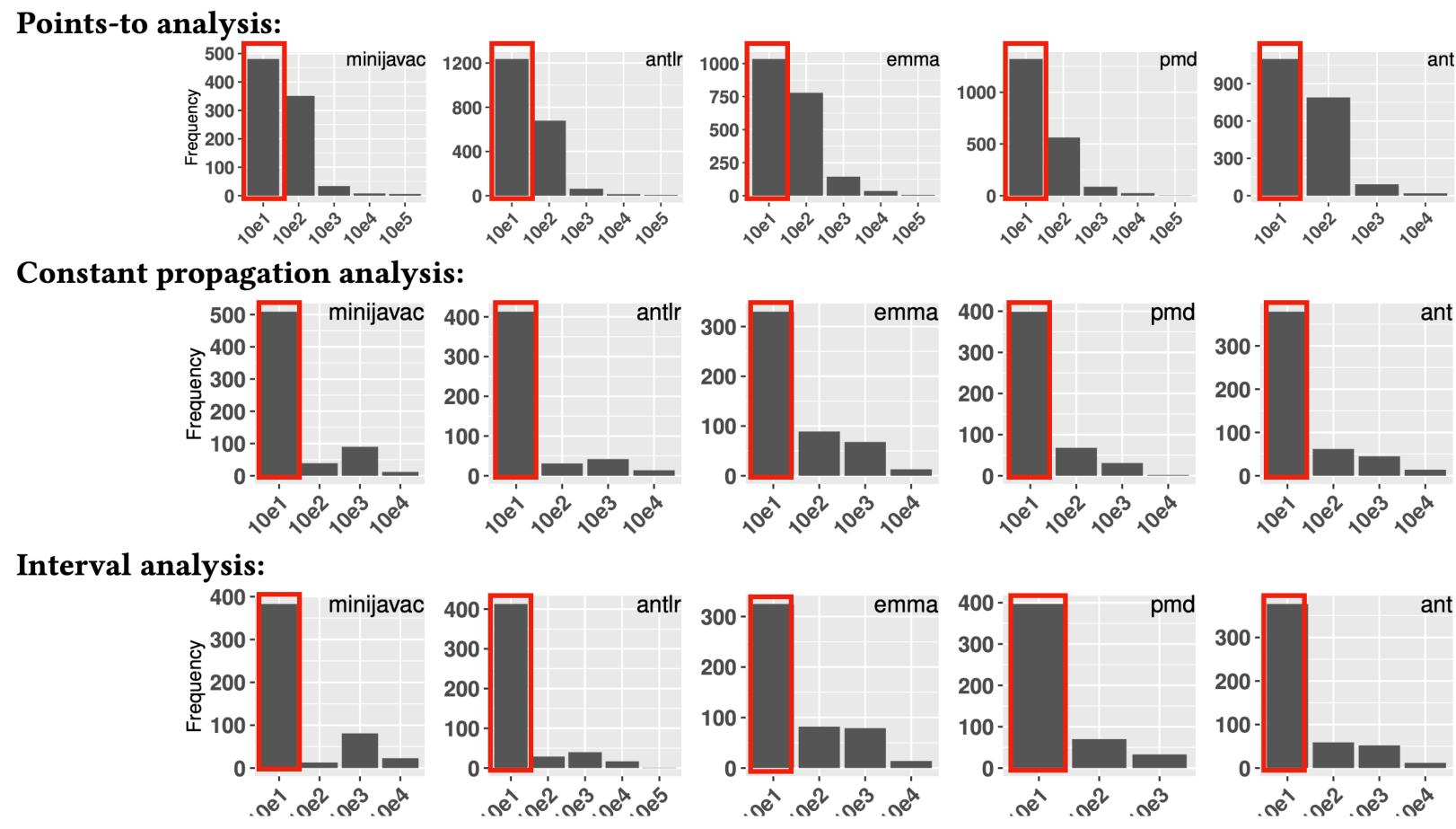


Figure 2. Whole-program analyses are incrementalizable because small input changes have low impact.



When the code is changed, the number of tuples affected is mostly between 1 and 10



When the code is changed, the number of tuples affected is mostly between 1 and 10 Thus, we can assume the analysis for whole program is **incrementalizable** 

## Problem #1: Scalability

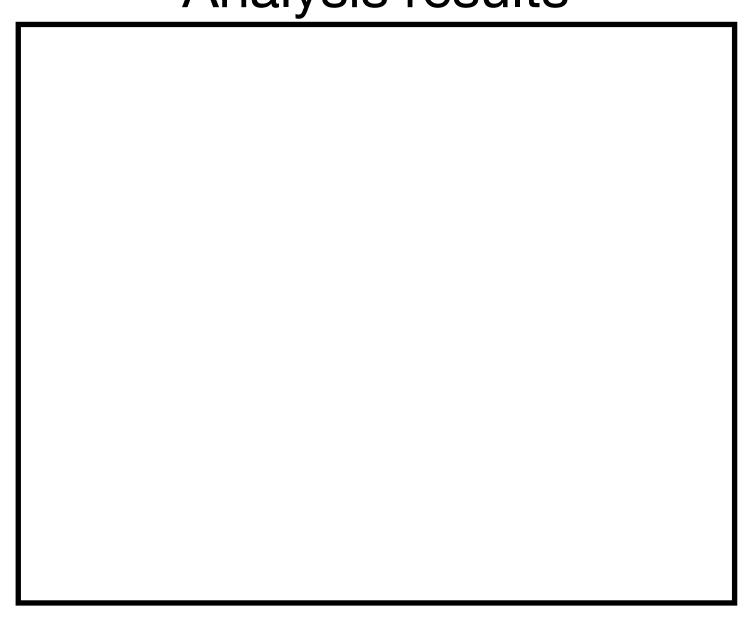
- It's too slow
- This is a datalog solver problem called DRed<sub>[2]</sub> that was used before

35

Previously, all related dependent tuples were deleted

# Problem #1: Scalability

#### Analysis results



```
class Session {
    public void proc(){
        if (...) {
            this.proc();
        }
}
```

### Analysis results

PT(s, S)

```
class Executor {
  public static void run(Env env) {
    Session s = new Session();

    if (...) {
        Session s1 = s;

        s1.proc();
    } else {
        Session s2 = s;

        s2.proc();
}}
```

```
class Session {
    public void proc(){
        if (...) {
            this.proc();
        }
}
```

```
PT(s, S)
PT(s1, S)
PT(s2, S)
```

```
class Executor {
   public static void run(Env env){
       Session s = new Session();

   if (...) {
       Session s1 = s;

       s1.proc();
   } else {
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       s2.proc();
}}
```

```
class Session {
   public void proc(){
        if (...) {
            this.proc();
        }
}
```

```
PT(s, S)
PT(s1, S)
PT(s2, S)
Reach(proc)
```

```
class Executor {
   public static void run(Env env){
       Session s = new Session();

   if (...) {
       Session s1 = s;

       s1.proc();
   } else {
       Session s2 = s;

       s2.proc();
}}
```

```
class Session {
    public void proc(){
        if (...) {
            this.proc();
        }
}
```

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PT(s, S)
PT(s1, S)
PT(s2, S)
Reach(proc)
PT(this, S)
```

```
class Session {
   public void proc(){
       if (...) {
            this.proc();
       }
}
```

```
PT(s, S)
PT(s1, S)
PT(s2, S)
Reach(proc)
PT(this, S)
```

```
class Session {
   public void proc(){
       if (...) {
            this.proc();
       }
}
```

#### Analysis results

```
PT(s, S)
PT(s1, S)
PT(s2, S)
Reach(proc)
PT(this, S)
```

```
class Executor {
                                          class Session {
    public static void run(Env env){
                                              public void proc(){
        Session s = new Session();
                                                  if (...) {
        if (...) {
                                                      this.proc();
            Session s1;
                                              . . .
                                          }}
            s1.proc();
        } else {
            Session s2 = s;
            s2.proc();
}}}
```

Previously, the current results were integrated into one, so to delete PT(s1, S) After deleting all the relationships that depend on it, we derive the tuple again.

#### Analysis results

re-computation & re-derive

```
class Executor {
                                          class Session {
    public static void run(Env env){
                                              public void proc(){
        Session s = new Session();
                                                  if (...) {
        if (...) {
                                                       this.proc();
            Session s1;
                                               . . .
                                          }}
            s1.proc();
        } else {
            Session s2 = s;
            s2.proc();
}}}
```

Previously, the current results were integrated into one, so to delete PT(s1, S) After deleting all the relationships that depend on it, we derive the tuple again.

- DDF: Differential Data Flow
  - Maintains timelines and support counts
- Maintain accurate order of updates between dependent data
- Even if one path is invalidated,
  - if there is another path, the result of the analysis remains

Timestamp	Partial result
1	PT(s, S)

```
class Session {
    public void proc(){
        if (...) {
            this.proc();
        }
}
```

Timestamp	Partial result
1	PT(s, S)
2	PT(s1, S), PT(s2, S)

```
class Session {
    public void proc(){
        if (...) {
            this.proc();
        }
}
```

Timestamp	Partial result
1	PT(s, S)
2	PT(s1, S), PT(s2, S)
3	Reach(proc) @2

```
class Executor {
  public static void run(Env env){
    Session s = new Session();

    if (...) {
        Session s1 = s;

        $1.proc();
    } else {
        Session s2 = s;

        $2.proc();
}
```

```
class Session {
   public void proc(){
       if (...) {
            this.proc();
       }
}
```

Timestamp	Partial result
1	PT(s, S)
2	PT(s1, S), PT(s2, S)
3	Reach(proc) @2
4	PT(this, S)

```
class Session {
   public void proc(){
       if (...) {
            this.proc();
       }
}
```

Timestamp	Partial result
1	PT(s, S)
2	PT(s1, S), PT(s2, S)
3	Reach(proc) @2
4	PT(this, S)
5	Reach(proc)

```
class Session {
   public void proc(){
       if (...) {
            this.proc();
       }
}
```

Timestamp	Partial result
1	PT(s, S)
2	PT(s1, S), PT(s2, S)
3	Reach(proc) @2
4	PT(this, S)
5	Reach(proc)

```
class Session {
   public void proc(){
       if (...) {
            this.proc();
       }
}
```

Timestamp	Partial result
1	PT(s, S)
2	PT(s2, S)
3	Reach(proc) @2
4	PT(this, S)
5	Reach(proc)

```
class Session {
   public void proc(){
       if (...) {
            this.proc();
       }
}
```

Timestamp	Partial result
1	PT(s, S)
2	PT(s2, S)
3	Reach(proc) @1
4	PT(this, S)
5	Reach(proc)

```
class Session {
   public void proc(){
       if (...) {
            this.proc();
       }
}
```

#### Analysis results

Timestamp	Partial result
1	PT(s, S)
2	PT(s2, S)
3	Reach(proc) @1
4	PT(this, S)
5	Reach(proc)

```
class Executor {
  public static void run(Env env){
    Session s = new Session();

  if (...) {
    Session s1;

    s1.proc();
} else {
    Session s2 = s;

    s2.proc();
}}
```

```
class Session {
    public void proc(){
        if (...) {
            this.proc();
        }
}
```

Instead of ignoring previous results and inducing new tuples,

this method efficiently utilizes existing analysis results to speed up

- Bot □ O(obj) □ C(cls)
- If it has to be changed to C(cls) instead of O(obj),
  - 1) **Delete** the previous O(obj),
  - 2) C(cls) should be inserted
  - In the same stage of the fixpoint computation
- However, previous datalog solver does not guarantee
  - appear at the same stage

```
PT(f, O(F1))
PT(c, O(F2))
```

```
class Session {
   public void proc() {
    Factory f;
   if (...) {
        f = new DefaultFactory(); F1
   } else {
        Factory c = new CustomFactory();
        f = c; F2
   }
   f.init();
   if (...) {
    this.proc();
}}
```

```
abstract class Factory {
    abstract void init();
}
class DefaultFactory extends Factory {
    @Override void init() { ... }
}
class CustomFactory extends Factory {
    @Override void init() { ... }
}
class DelegatingFactory extends Factory {
    @Override void init() { ... }
}
```

```
PT(f, O(F1))
PT(c, O(F2))
PT(f, O(F2))
```

```
class Session {
   public void proc() {
    Factory f;
   if (...) {
       f = new DefaultFactory(); F1
   } else {
       Factory c = new CustomFactory();
       f = c;
    }
   f.init();
   if (...) {
       this.proc();
}}
```

```
abstract class Factory {
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class DefaultFactory extends Factory {
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}
```

```
PT(f, O(F1))
PT(c, O(F2))
PT(f, O(F2))
```

```
class Session {
   public void proc() {
   Factory f;
   if (...) {
      f = new DefaultFactory(); F1
   } else {
      Factory c = new CustomFactory();
      f = c; F2
   }
   f.init();
   if (...) {
      this.proc();
}}
```

```
abstract class Factory {
    abstract void init();
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class DefaultFactory extends Factory {
    @0verride void init() { ... }
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```

```
PT(f, O(F1))
PT(c, O(F2))
PT(f, O(F2))

PT(f, C(Factory))
```

```
class Session {
   public void proc() {
   Factory f;
   if (...) {
      f = new DefaultFactory(); F1
   } else {
      Factory c = new CustomFactory();
      f = c; F2
   }
   f.init();
   if (...) {
    this.proc();
}}
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abstract class Factory {
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class DefaultFactory extends Factory {
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}
```

```
① Delete previous result

PT(f, O(F1))

PT(c, O(F2))

PT(f, O(F2))

PT(f, C(Factory))
```

```
class Session {
   public void proc() {
    Factory f;
   if (...) {
        f = new DefaultFactory(); F1
   } else {
        Factory c = new CustomFactory();
        f = c; F2
   }
   f.init();
   if (...) {
    this.proc();
}}
```

```
abstract class Factory {
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class DefaultFactory extends Factory {
    @Override void init() { ... }
}
class CustomFactory extends Factory {
    @Override void init() { ... }
}
class DelegatingFactory extends Factory {
    @Override void init() { ... }
}
```

```
① Delete previous result

PT(f, O(F1))

PT(c, O(F2))

PT(f, O(F2))

PT(f, C(Factory))
② Insert new result
```

```
class Session {
   public void proc() {
    Factory f;
   if (...) {
        f = new DefaultFactory(); F1
   } else {
        Factory c = new CustomFactory();
        f = c; F2
   }
   f.init();
   if (...) {
    this.proc();
}}
```

```
abstract class Factory {
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}
class DefaultFactory extends Factory {
    @Override void init() { ... }
}
class CustomFactory extends Factory {
    @Override void init() { ... }
}
class DelegatingFactory extends Factory {
    @Override void init() { ... }
}
```

- O(F1) → C(Factory) is monotone so no problem
- However, -O(F1) and +C(Factory) are not guaranteed
  - to compute on the same stage
- Fixed point may not converge to O(F1) or C(Factory)
  - continue to fluctuate and may become non-terminated.

### Solution #2: Eventual-monotonicity with inflationary semantics

- Inflation: don't delete old aggregate results
- eventual-monotonicity: only propagete "largest" value

Timestamp	Partial result
1	PT(f, O(F1)), PT(c, O(F2)
2	PT(f, O(F2))
3	PT(f, C(Factory))
4	
5	

### Solution #2: Eventual-monotonicity with inflationary semantics

- Inflation: don't delete old aggregate results
- eventual-monotonicity: only propagete "largest" value

Timestamp	Partial result	
1	PT(f, O(F1)), PT(c, O(F2)	
2	PT(f, O(F2))	aggregands
3	PT(f, C(Factory))	
4		
5		

### Solution #2: Eventual-monotonicity with inflationary semantics

- Inflation: don't delete old aggregate results
- eventual-monotonicity: only propagete "largest" value

Timestamp	Partial result	
1	PT(f, O(F1)), PT(c, O(F2)	
2	PT(f, O(F2))	aggregands
3	PT(f, C(Factory))	→ Final result
4		
5		

#### **Research Question**

- RQ1: Can LADDDER provide quick feedback for lattice-based inter-procedural analyses?
- RQ2: Is the extra memory consumption of LADDDER acceptable for IDE usage?

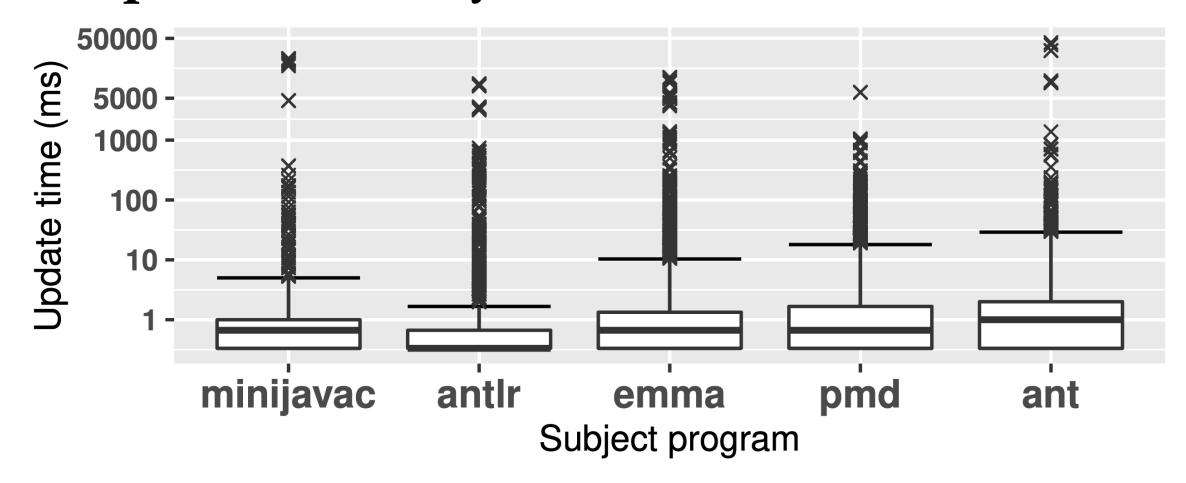
#### Benchmark

- Real-world java program from Qualitas Corpus
  - antlr (22k LOC), emma (26k LOC), pmd (61k LOC), ant (105k LOC).
  - minijavac (6.5k LOC)

### RQ1: provide quick feedback

Randomly delete and re-insert 1000 object allocation sites

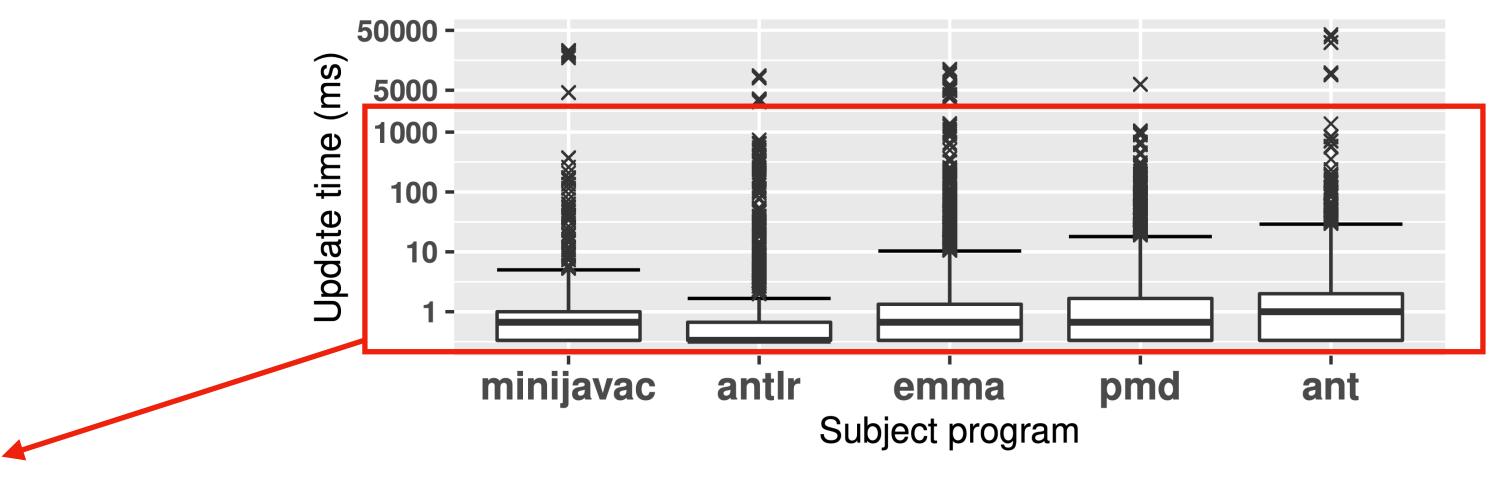
### k-update points-to analysis:



#### RQ1: provide quick feedback

Randomly delete and re-insert 1000 object allocation sites

#### k-update points-to analysis:

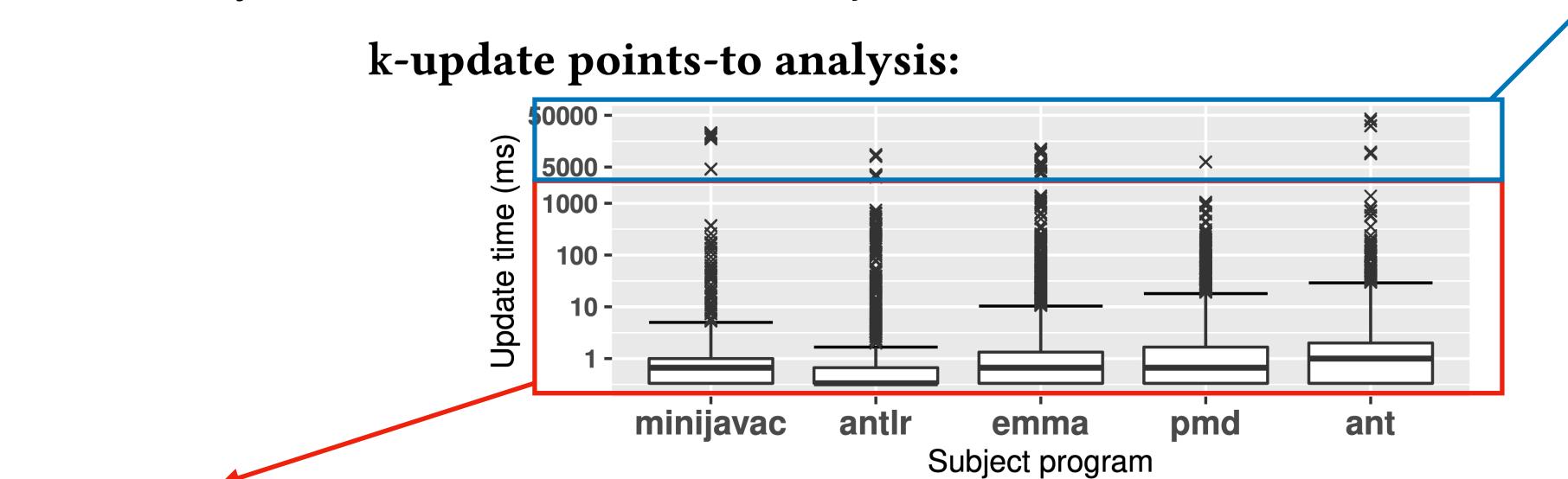


99% of the changes are handled in less than 1000 ms

### RQ1: provide quick feedback

Randomly delete and re-insert 1000 object allocation sites

Some outliers reach 50 sec



99% of the changes are handled in less than 1000 ms

#### **RQ2:** memory usage

- Memory use of LADDDER on the 5 code bases:
  - k-update points-to: 3.7 8.7 GB
  - constant propagation 0.6 2.3 GB
  - interval 0.8 2.9 GB
- "These values may seem <u>high</u>, but we emphasize that the analyses are <u>interprocedural</u>, also analyzing parts of the <u>JRE</u>."

## Summary

- Incremental analysis provides analysis results for the modified code part
  - not the entire code.
- Previous work has scalability and lattice-based aggregation problems.
- LADDDER solves these problems with
  - Differential Dataflow
  - Eventual-monotonicity with inflationary semantics
- LADDDER performs incremental analysis in 0.1s and
  - performs with a convincing amount of memory