

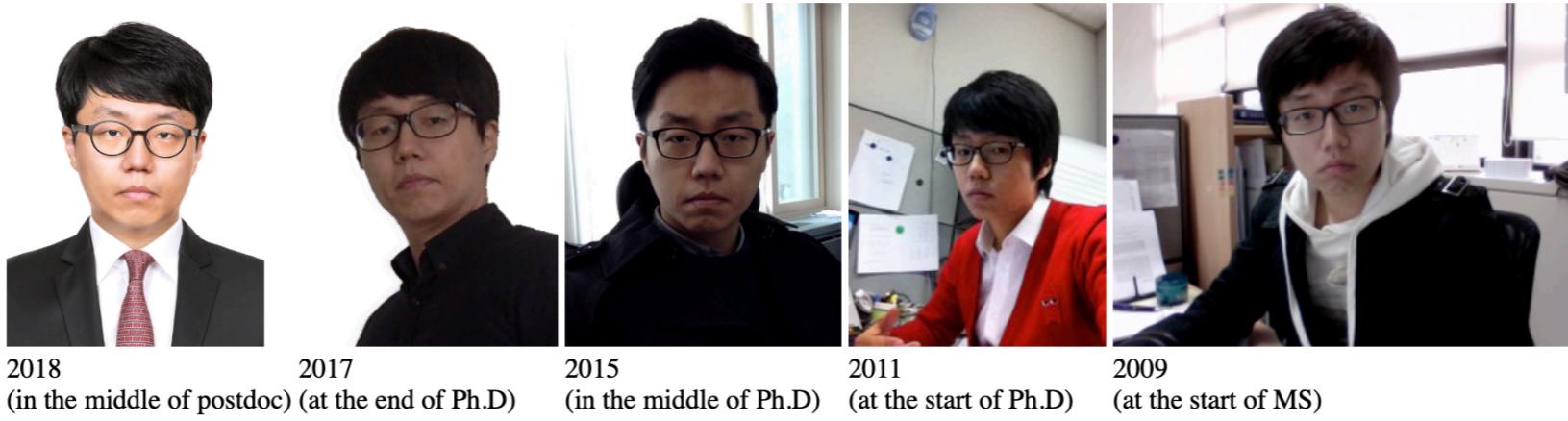
# Interactive and Continuous Program Reasoning

Kihong Heo  
University of Pennsylvania

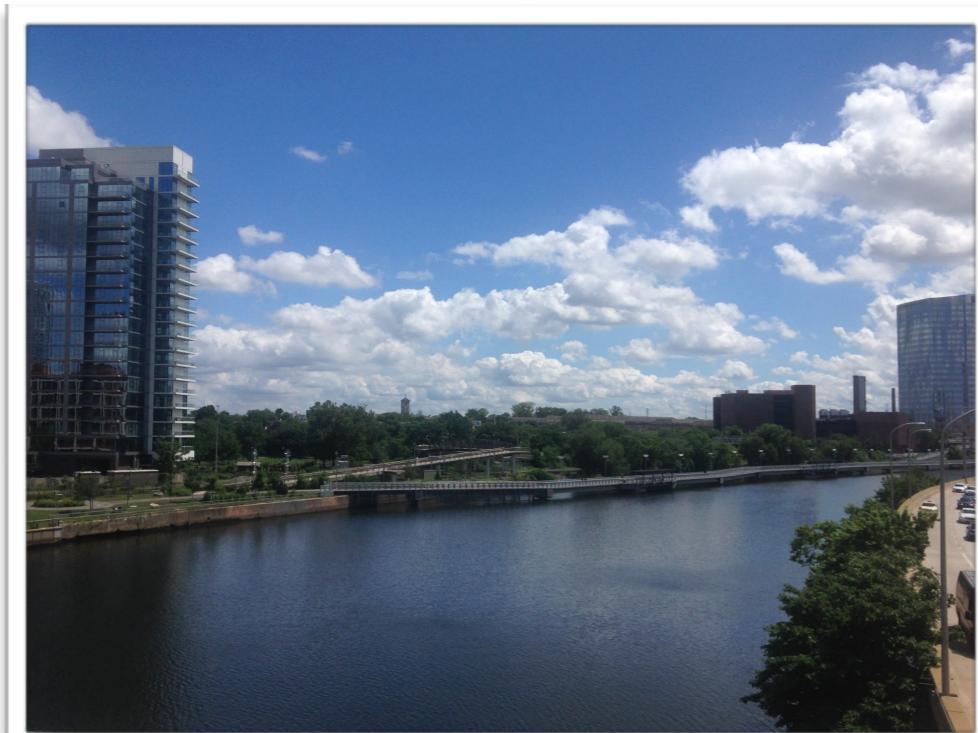
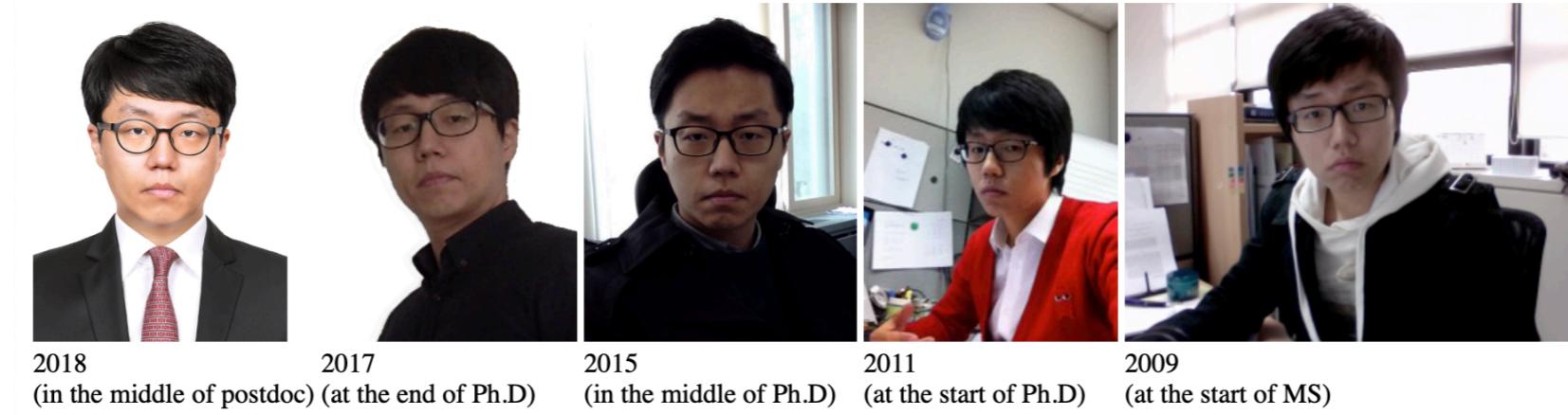
(join work with Sulekha Kulkarni, Mukund Raghatham,  
Xujie Si, Mayur Naik)

# About Me

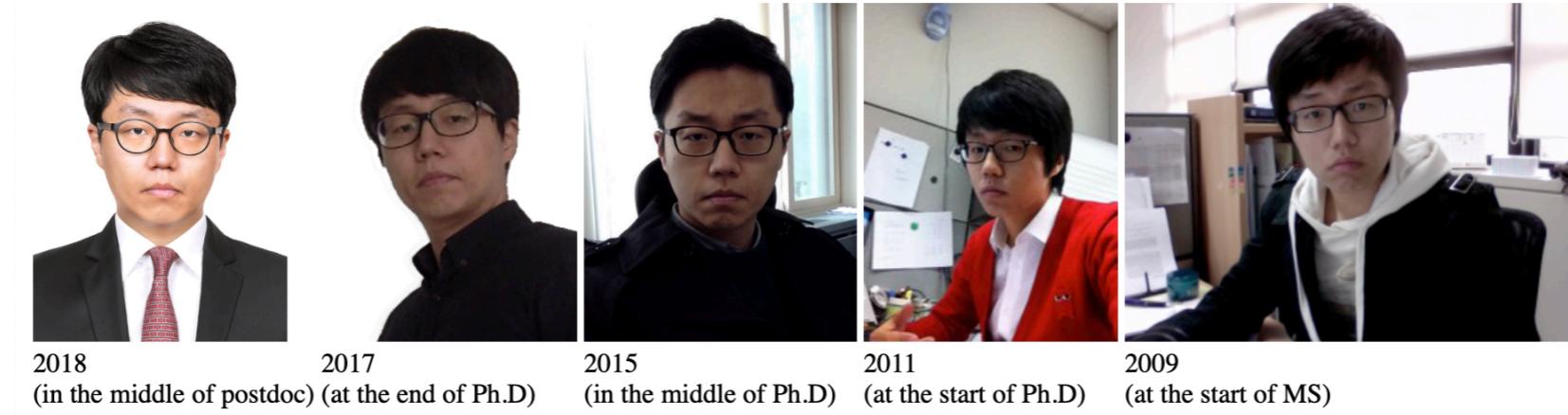
# About Me



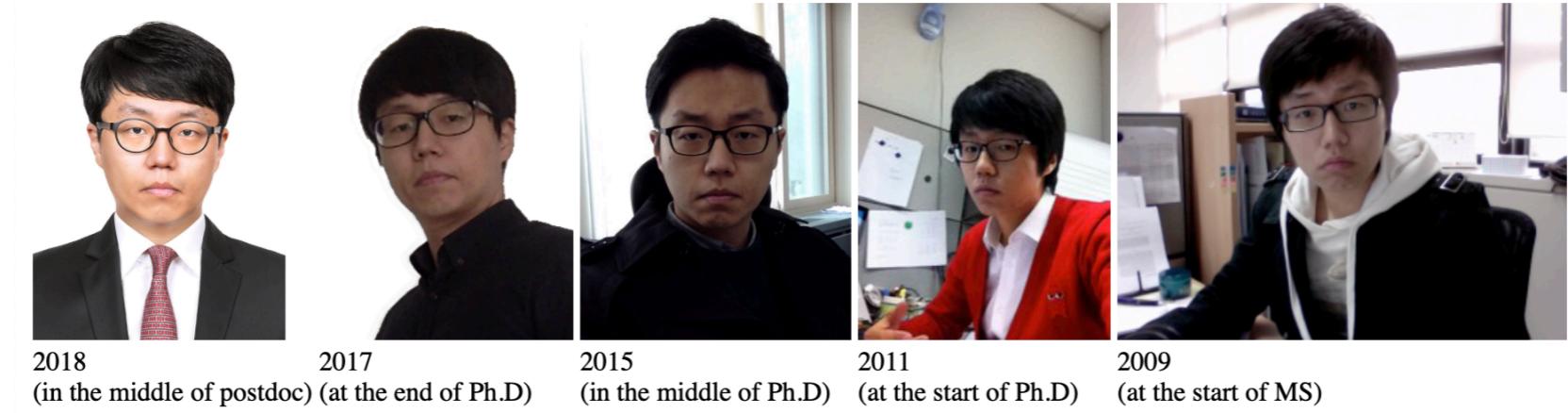
# About Me



# About Me



# About Me



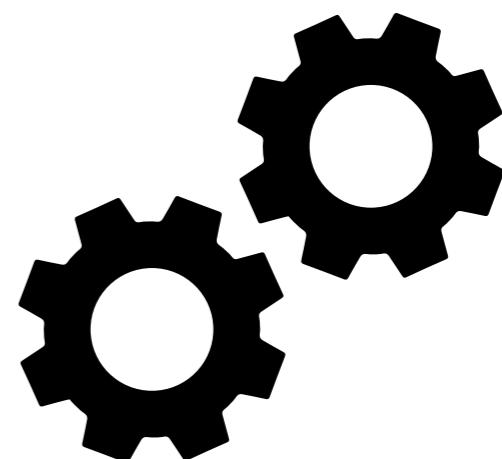
# About Me



**Program Analysis**  
**[PLDI'18]**



**Program Debloating**  
**[CCS'18]**



**Program Synthesis**  
**[PLDI'18]**

# About Me



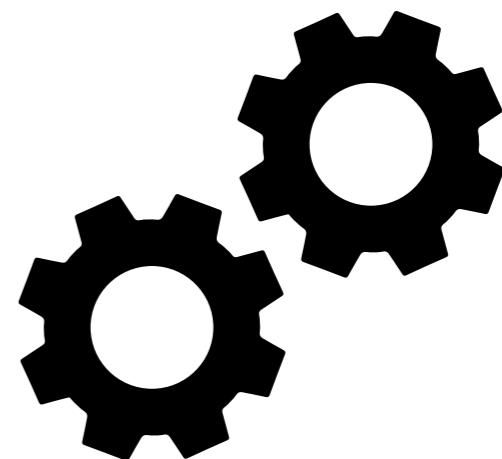
Today's Talk



**Program Analysis**  
[PLDI'18]



**Program Debloating**  
[CCS'18]



**Program Synthesis**  
[PLDI'18]

# Conventional Program Analysis



# Conventional Program Analysis



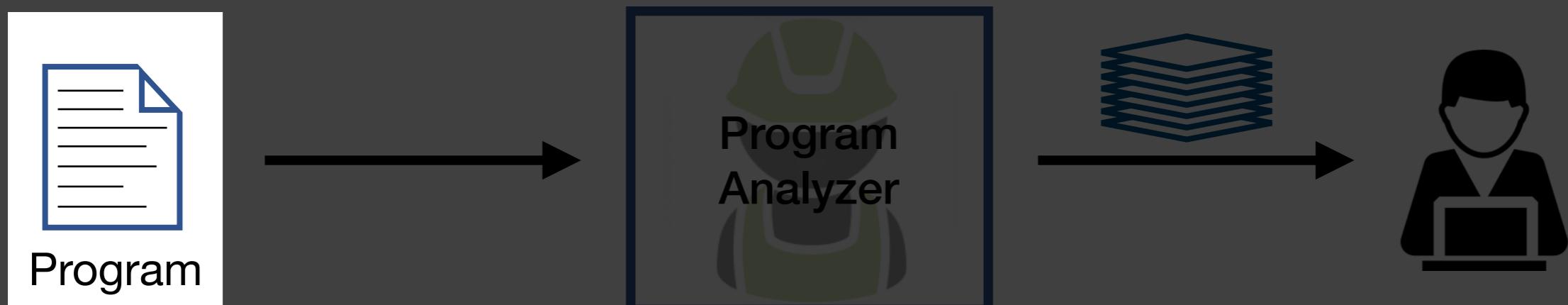
**1. Inflexible**

# Conventional Program Analysis



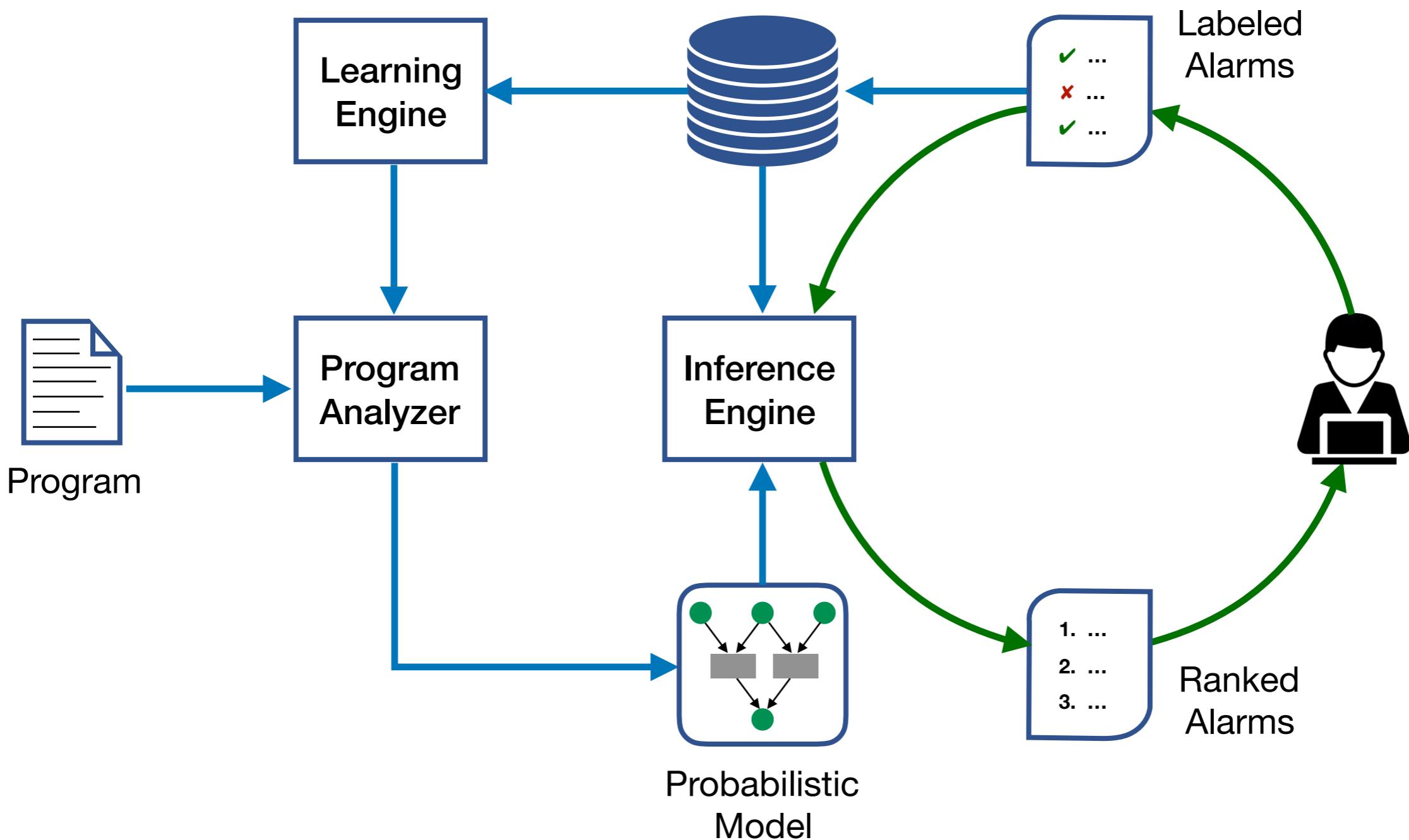
**2. Unidirectional**

# Conventional Program Analysis

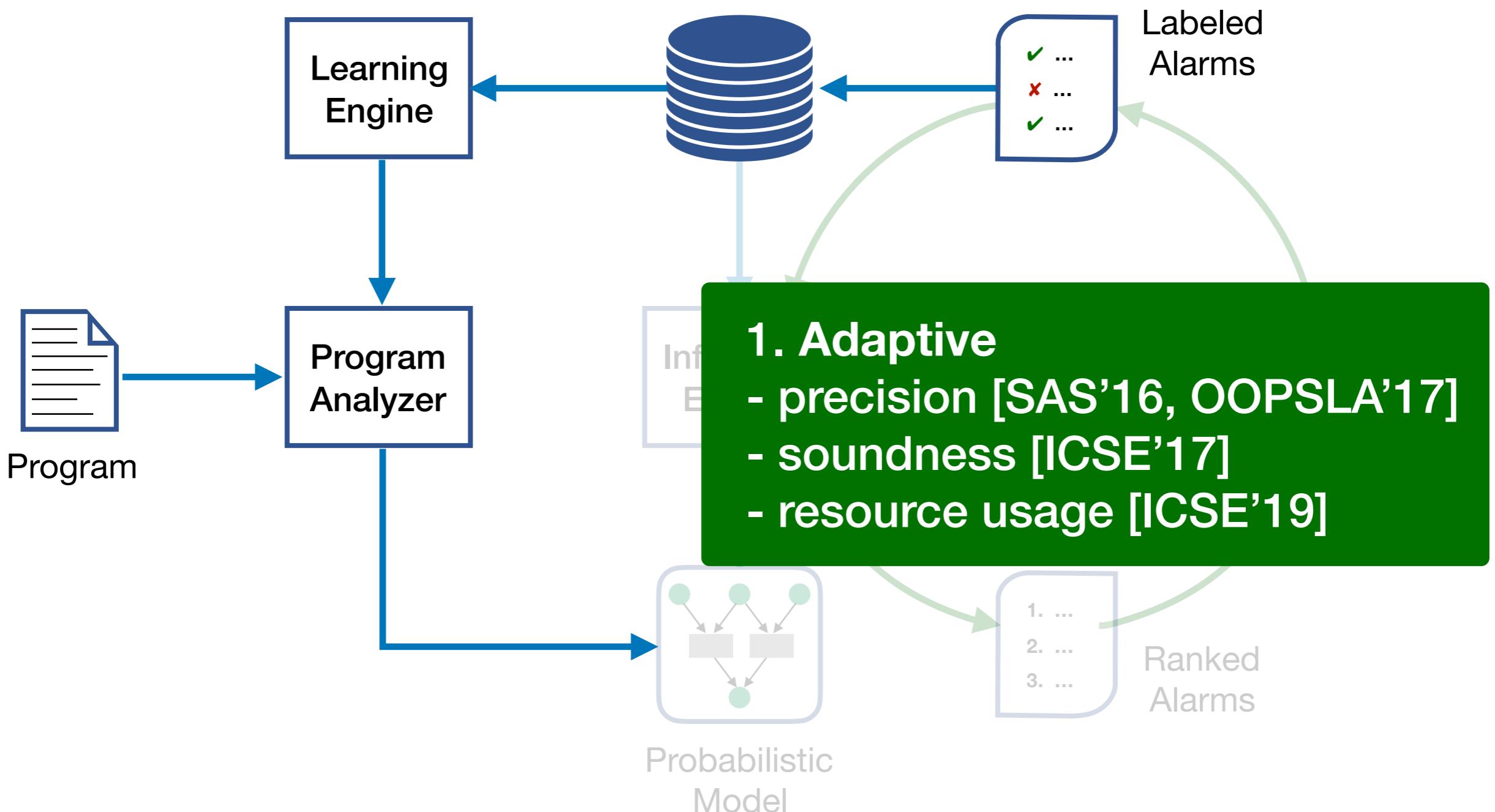


3. Narrow-sighted

# Next-generation Program Analysis

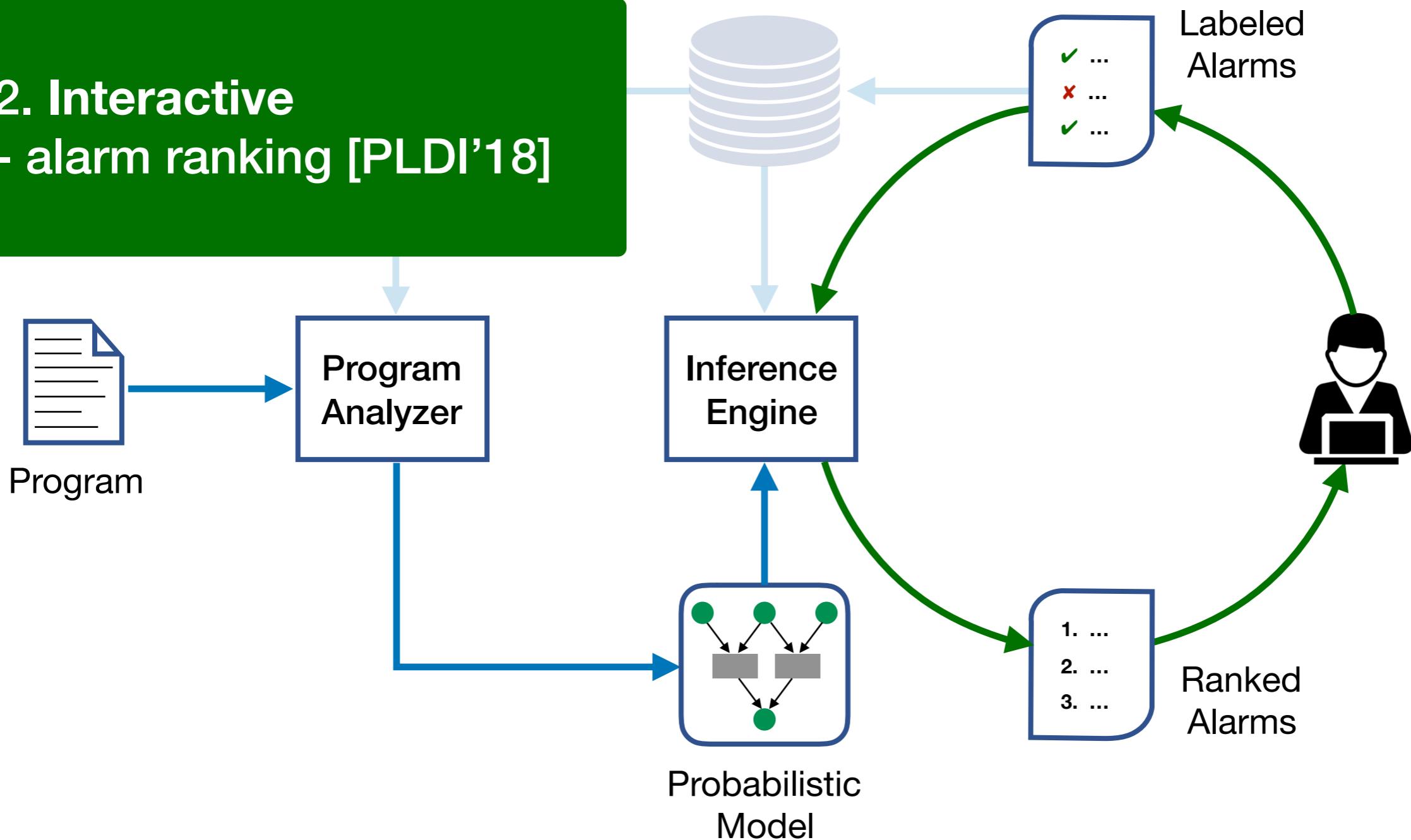


# Next-generation Program Analysis



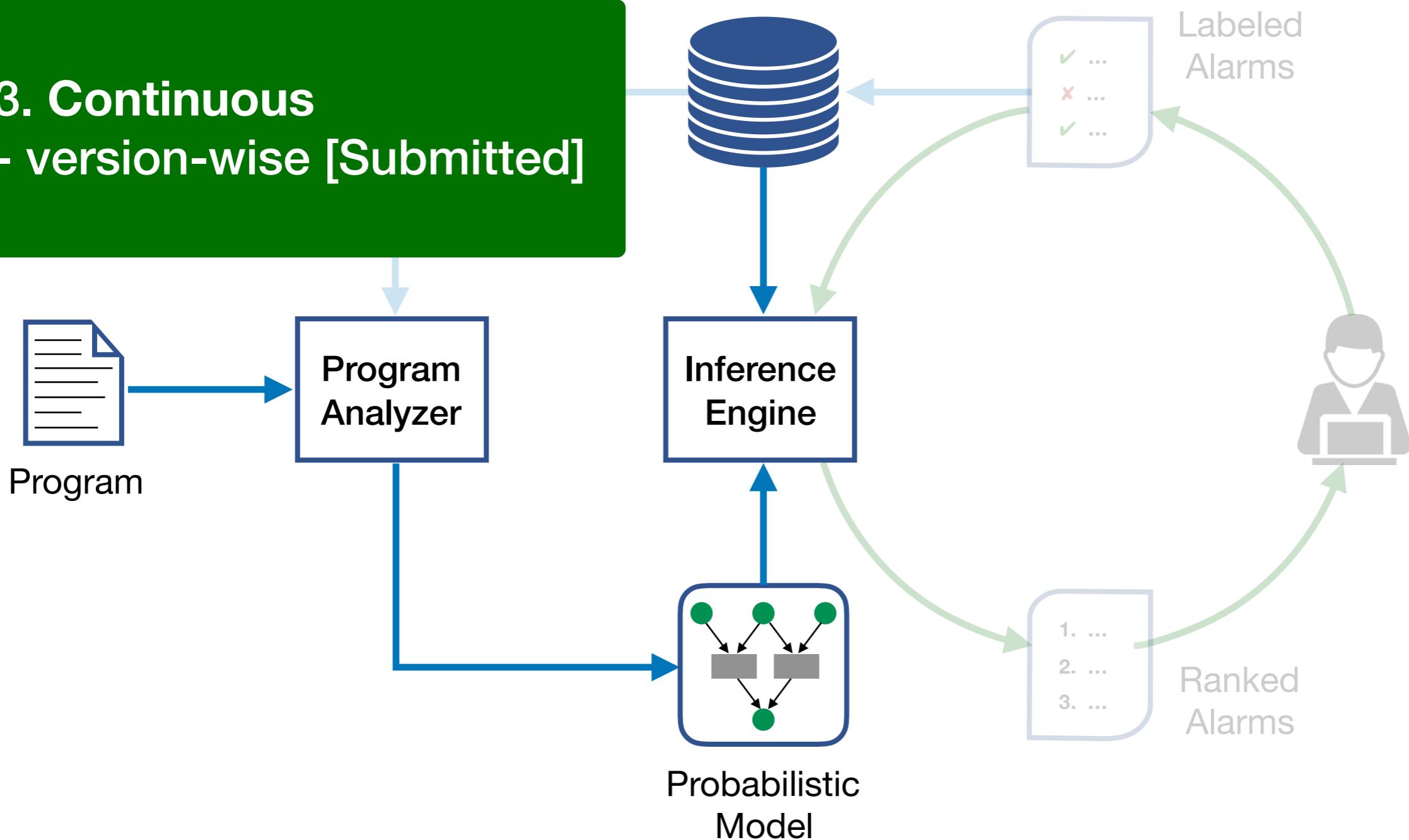
# Next-generation Program Analysis

2. Interactive  
- alarm ranking [PLDI'18]



# Next-generation Program Analysis

## 3. Continuous - version-wise [Submitted]



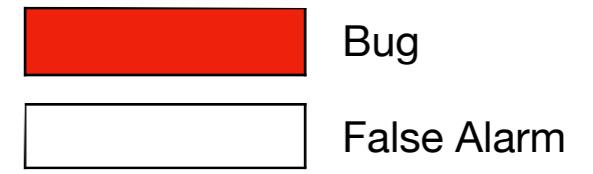
# BINGO: An Interactive Alarm Ranking System

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\*User-Guided Program Reasoning using Bayesian Inference, PLDI'18

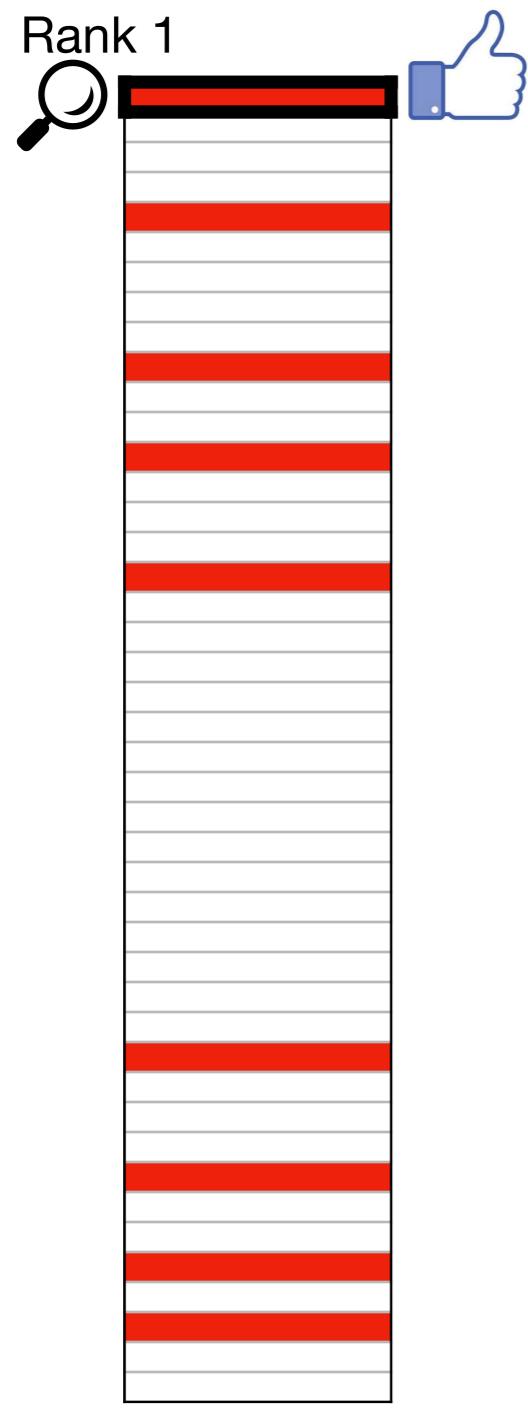
# Interactive Alarm Ranker

Rank 1



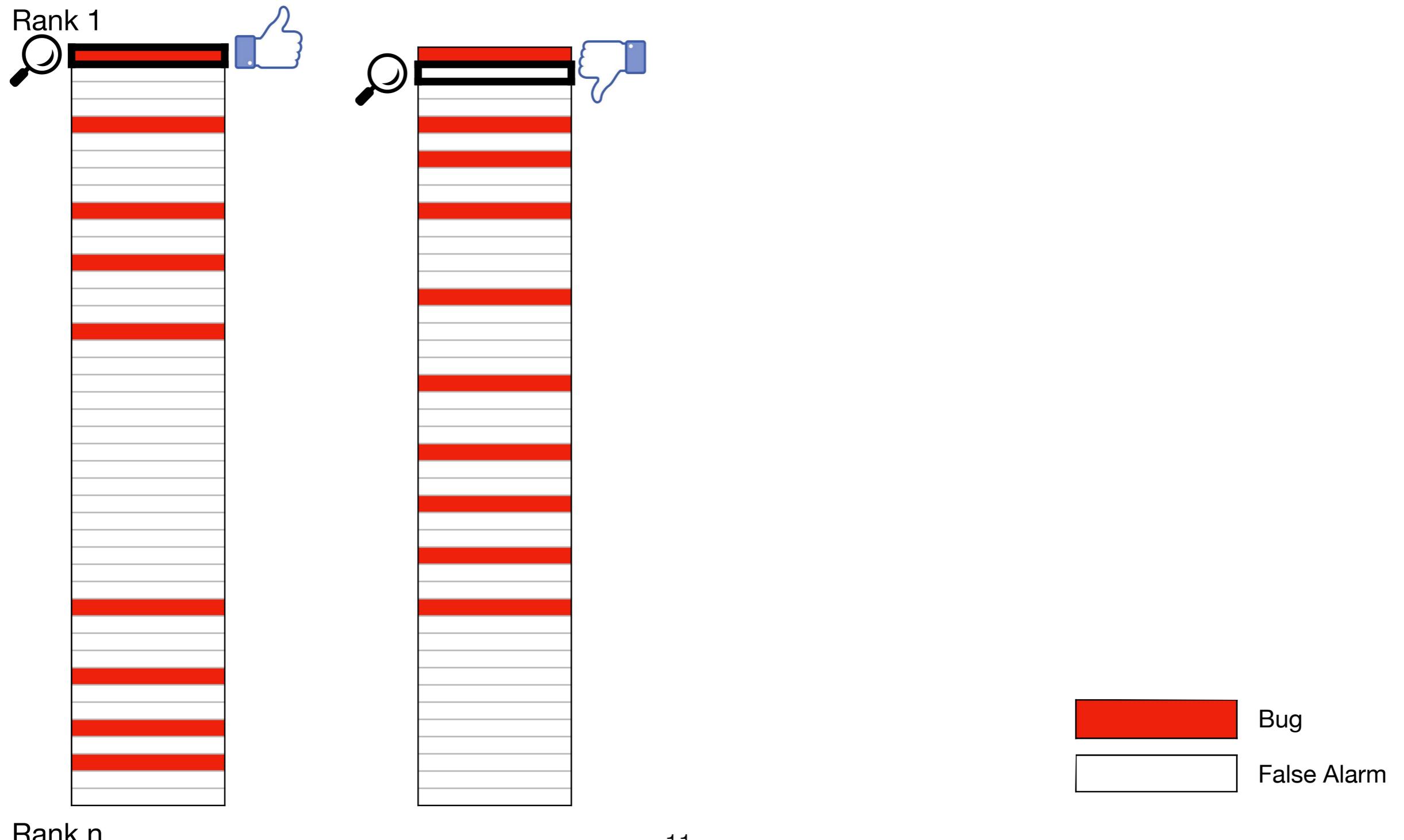
Rank n

# Interactive Alarm Ranker

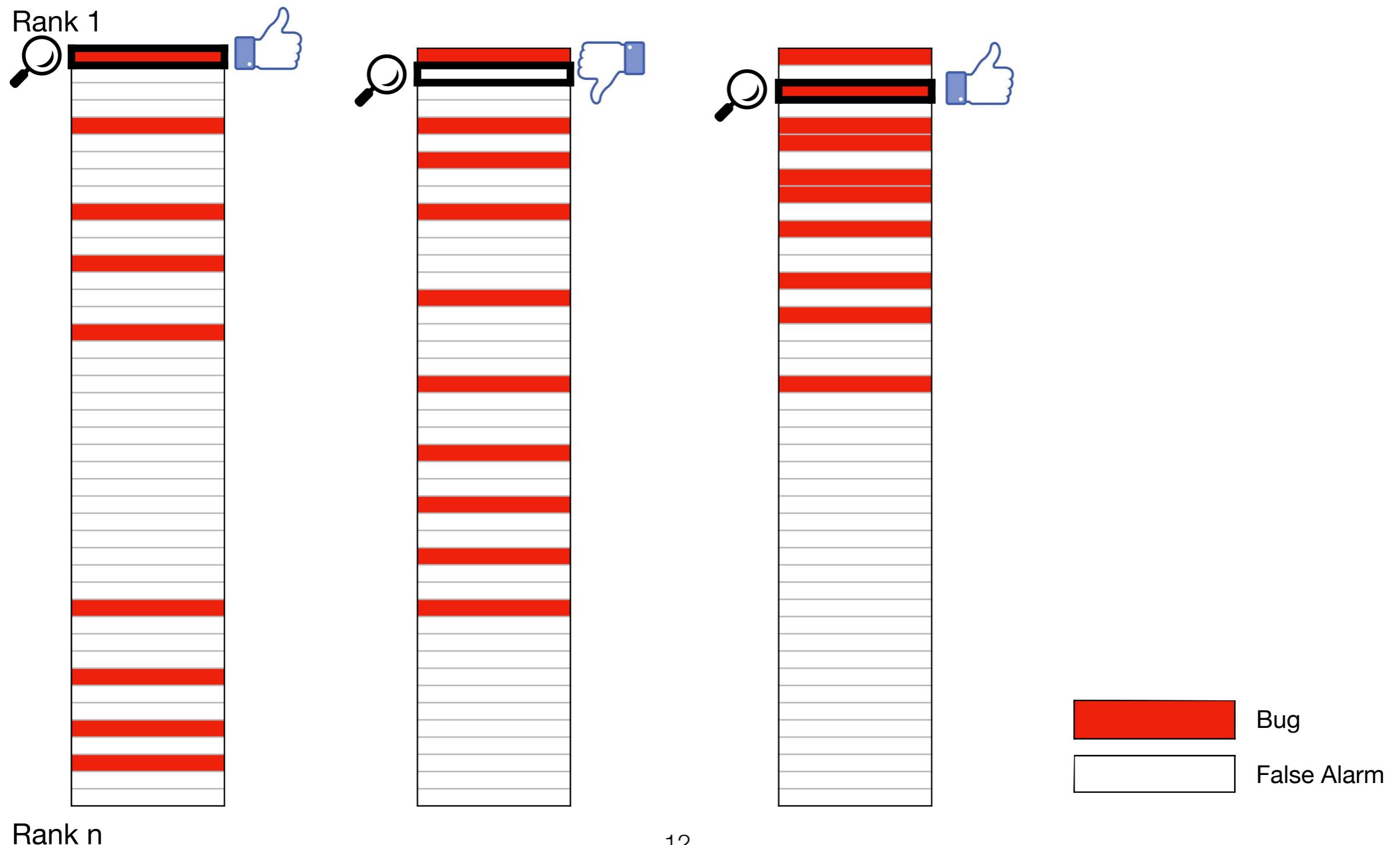


Bug  
 False Alarm

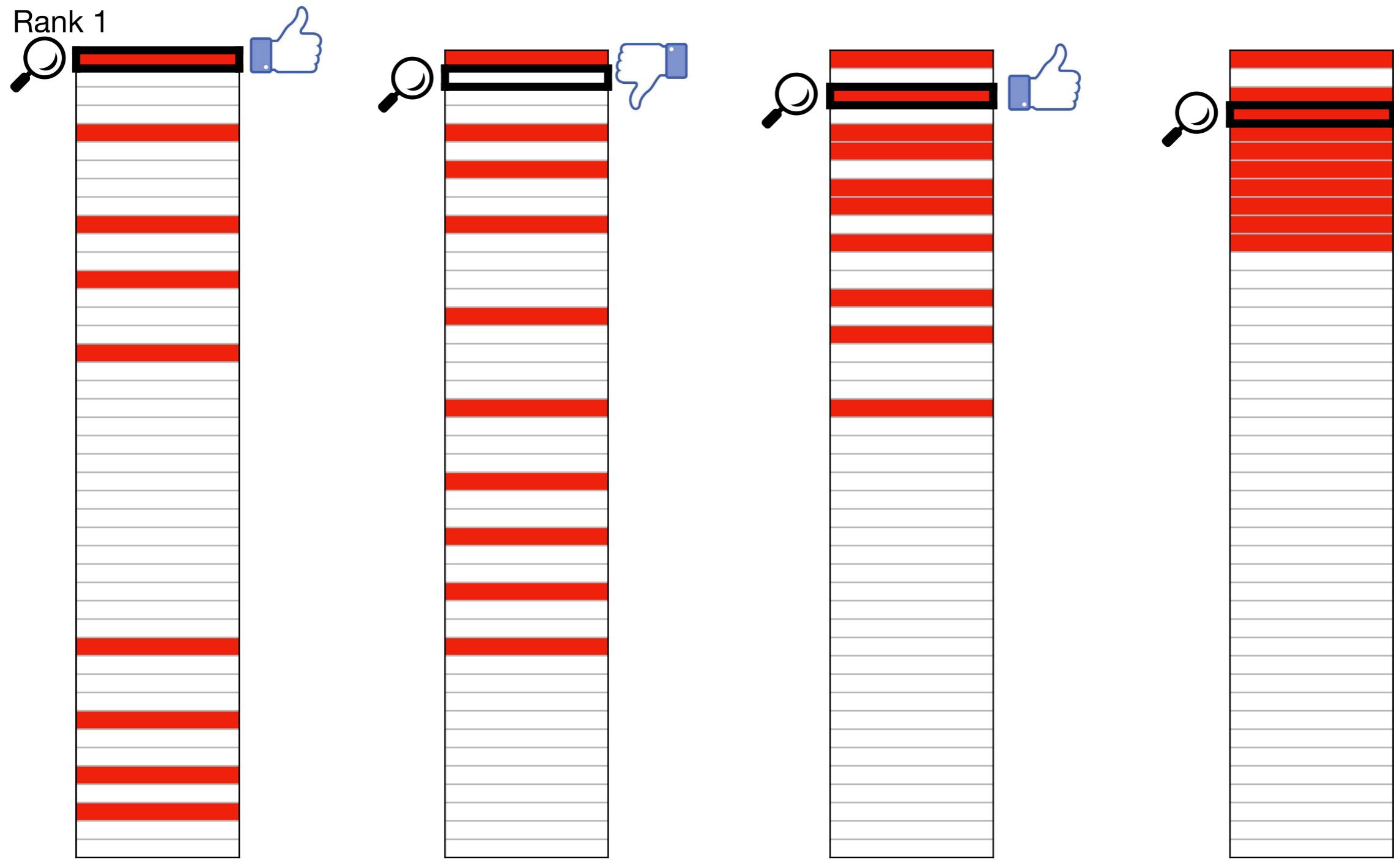
# Interactive Alarm Ranker



# Interactive Alarm Ranker



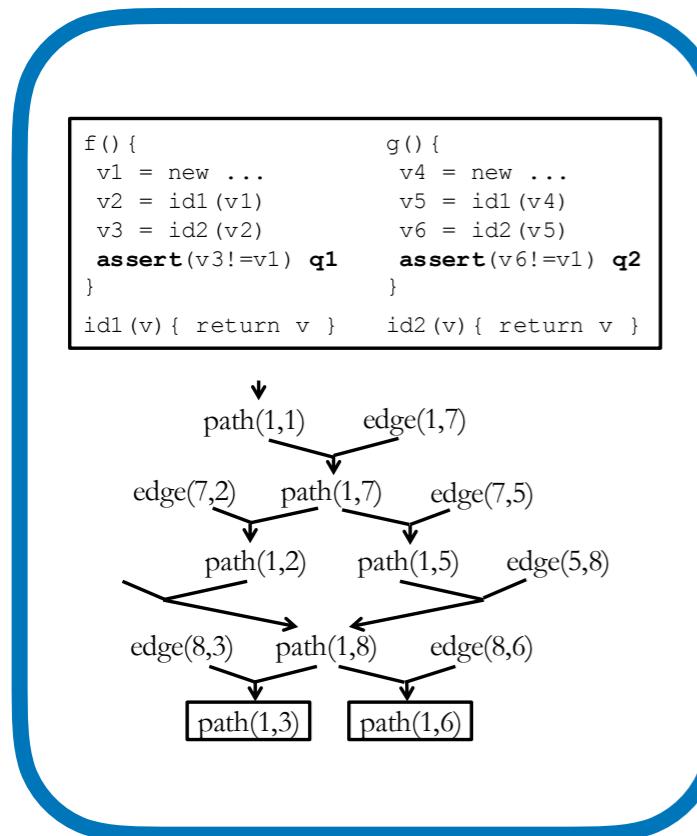
# Interactive Alarm Ranker



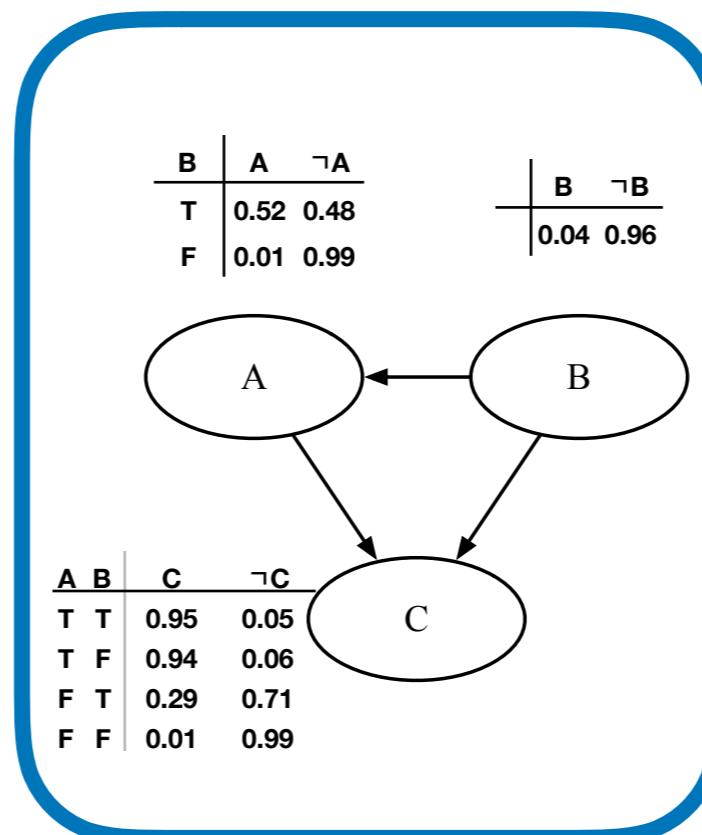
Rank n

# Key Idea

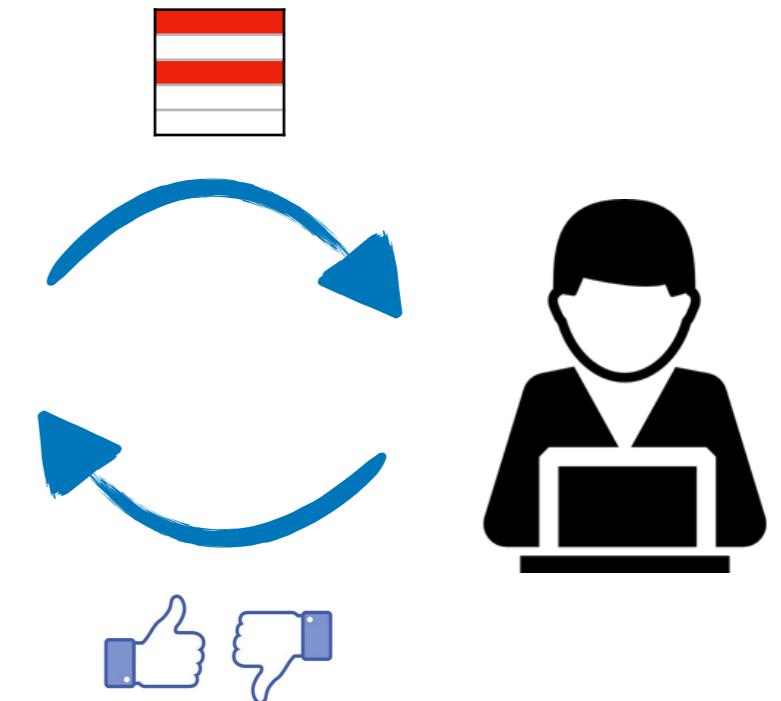
## Human in the loop + Bayesian inference



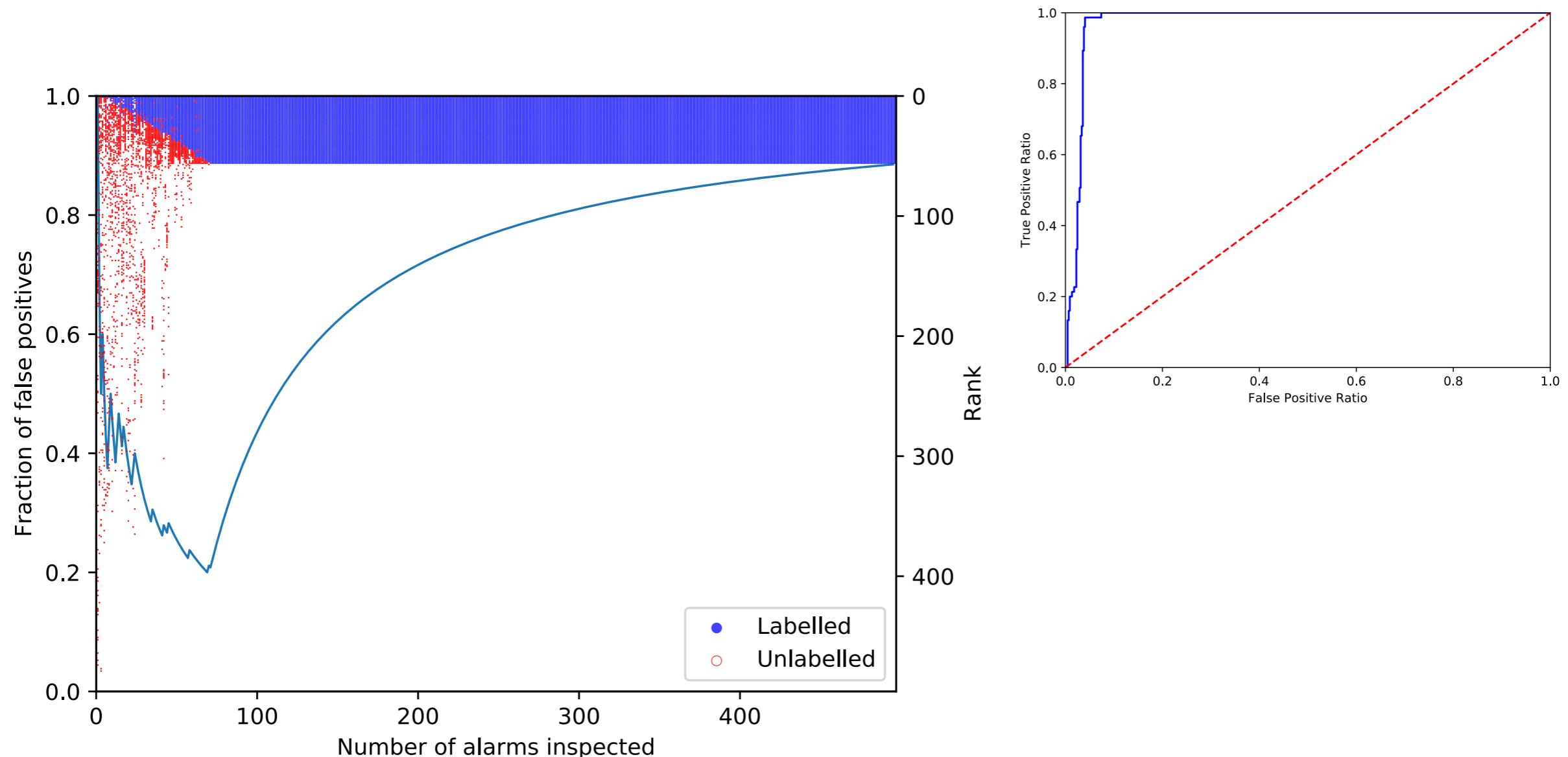
Static Analysis Result



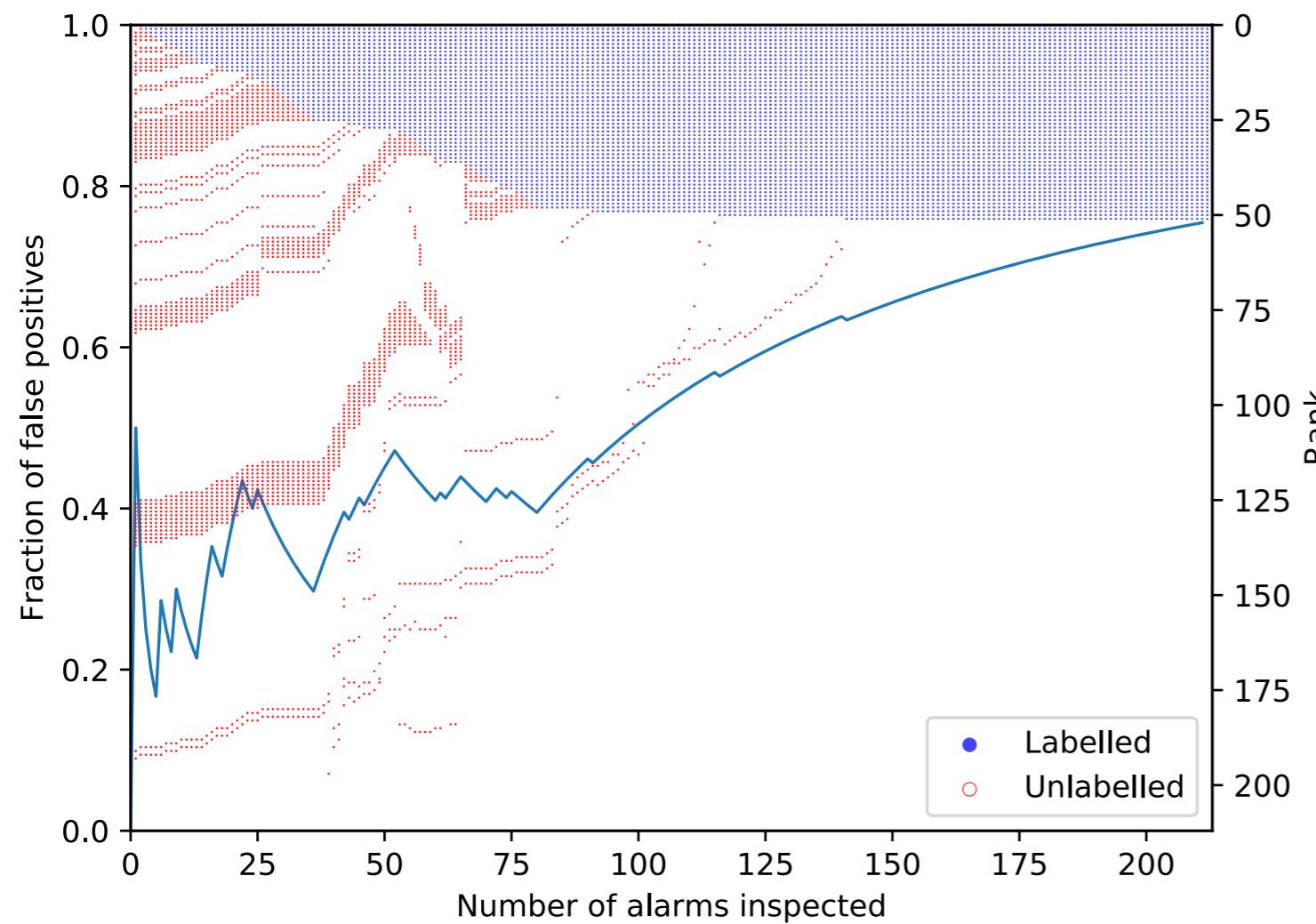
Bayesian Network



# Case Study: Datarace



# Case Study: Information Flow



# Ex: Datarace Analysis

```
public class RequestHandler {  
    private FtpRequest request;  
  
    public FtpRequest getRequest() {  
        return request; //L0  
    }  
  
    public void close() {  
        synchronized (this) { //L1  
            if (isClosed) return; //L2  
            isClosed = true; //L3  
        }  
        controlSocket.close(); //L4  
        controlSocket = null; //L5  
        request.clear(); //L6  
        request = null; //L7  
    }  
}
```

```
Parallel(p1, p3) :- Parallel(p1, p2), Next(p2, p3),  
                    Unguarded(p1, p3).  
Parallel(p1, p2) :- Parallel(p2, p1).  
Race(p1, p2) :- Parallel(p1, p2), Alias(p1, p2).
```

# Ex: Datarace Analysis

```
public class RequestHandler {  
    private FtpRequest request;  
  
    public FtpRequest getRequest() {  
        return request; //L0  
    }  
  
    public void close() {  
        synchronized (this) { //L1  
            if (isClosed) return; //L2  
            isClosed = true; //L3  
        }  
        controlSocket.close(); //L4  
        controlSocket = null; //L5  
        request.clear(); //L6  
        request = null; //L7  
    }  
}
```

Parallel(p1, p3) :- Parallel(p1, p2), Next(p2, p3),  
 Unguarded(p1, p3).  
Parallel(p1, p2) :- Parallel(p2, p1).  
Race(p1, p2) :- Parallel(p1, p2), Alias(p1, p2).

Datarace

# Ex: Datarace Analysis

```
public class RequestHandler {  
    private FtpRequest request;  
  
    public FtpRequest getRequest() {  
        return request; //L0  
    }  
  
    public void close() {  
        synchronized (this) { //L1  
            if (isClosed) return; //L2  
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        }  
        controlSocket.close(); //L4  
        controlSocket = null; //L5  
        request.clear(); //L6  
        request = null; //L7  
    }  
}
```

```
Parallel(p1, p3) :- Parallel(p1, p2), Next(p2, p3),  
    Unguarded(p1, p3).  
Parallel(p1, p2) :- Parallel(p2, p1).  
Race(p1, p2) :- Parallel(p1, p2), Alias(p1, p2).
```

**False alarm**

**False alarm**

# Derivation Graph

## Program

```

controlSocket.close(); //L4
controlSocket = null; //L5
request.clear(); //L6
request = null; //L7

```

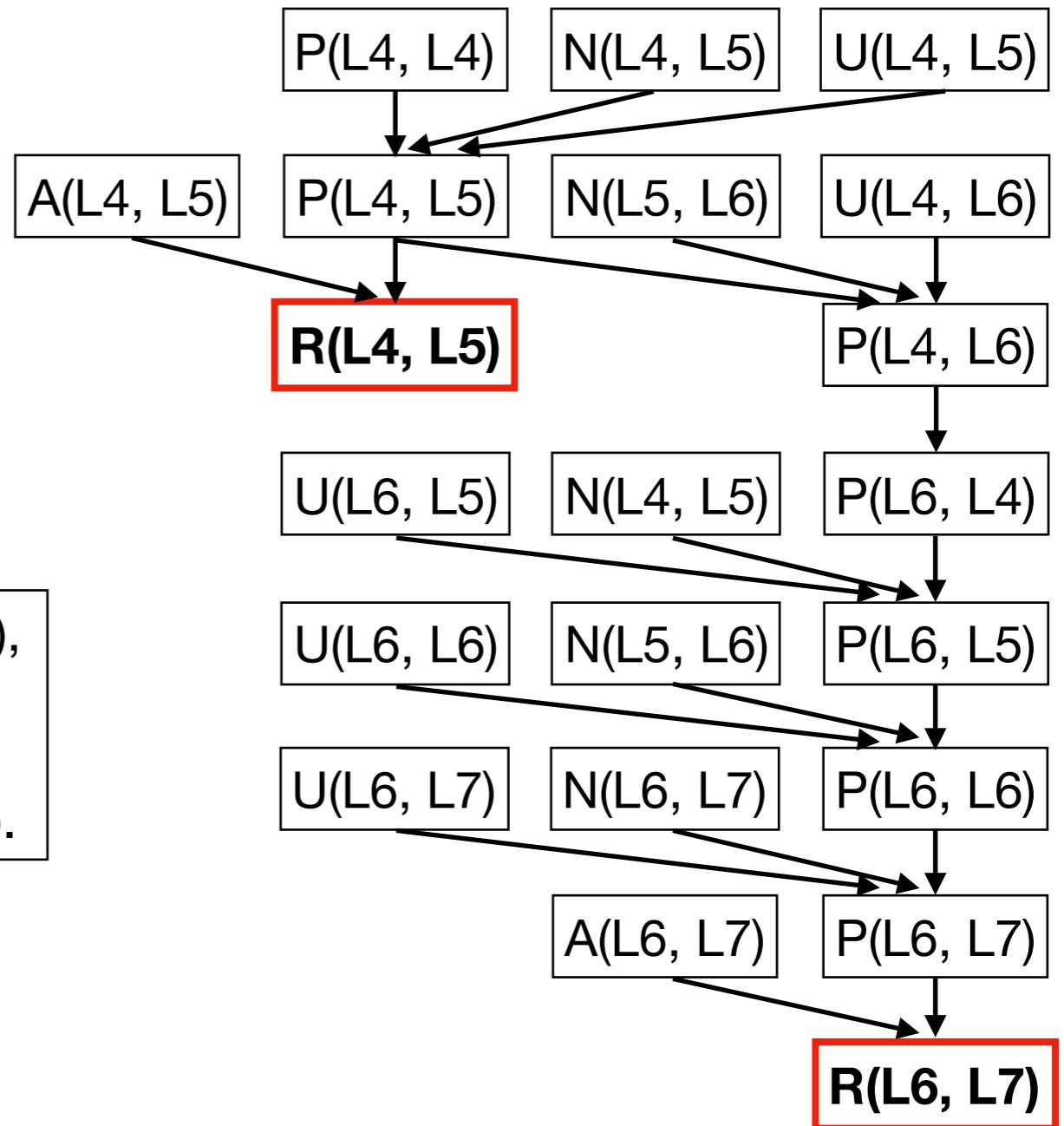
## Datalog Rule

```

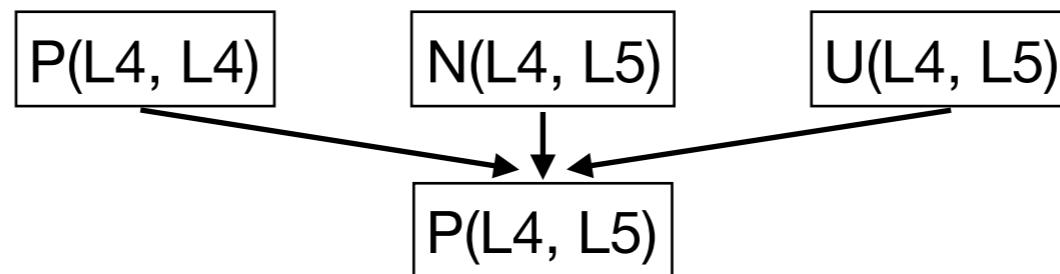
Parallel(p1, p3) :- Parallel(p1, p2), Next(p2, p3),
    Unguarded(p1, p3).
Parallel(p1, p2) :- Parallel(p2, p1).
Race(p1, p2) :- Parallel(p1, p2), Alias(p1, p2).

```

**Derivation Graph**



# Bayesian Network



## Logical Rule

$\text{Parallel}(p_1, p_3) :- \text{Parallel}(p_1, p_2), \text{Next}(p_2, p_3),$   
 $\quad \text{Unguarded}(p_1, p_3).$   
 $\text{Parallel}(p_1, p_2) :- \text{Parallel}(p_2, p_1).$   
 $\text{Race}(p_1, p_2) :- \text{Parallel}(p_1, p_2), \text{Alias}(p_1, p_2).$

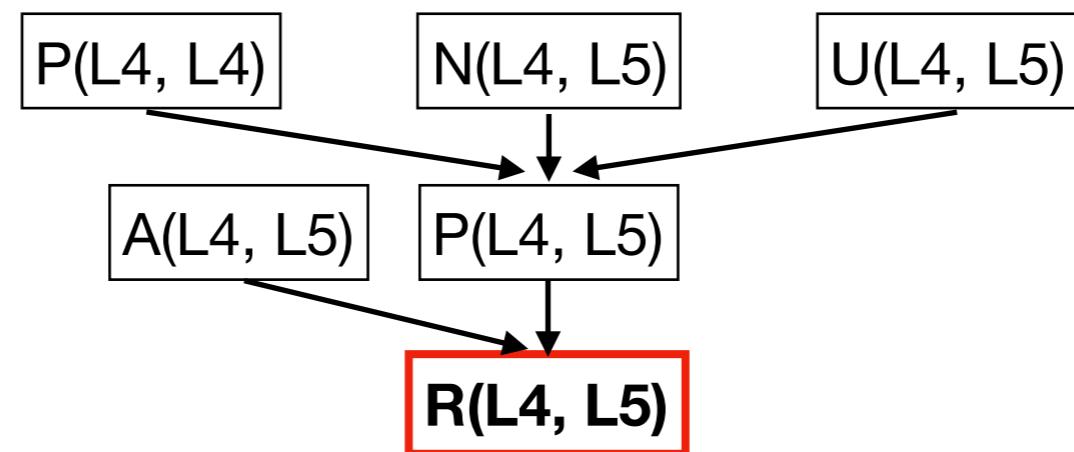
## Probabilistic Rule

P(L4,L4)	N(L4,L5)	U(L4,L5)	Pr(P(L4,L5)   H)
TRUE	TRUE	TRUE	0.95*
TRUE	TRUE	FALSE	0
...			
FALSE	FALSE	FALSE	0

\*Prior probability is computed by an offline learning

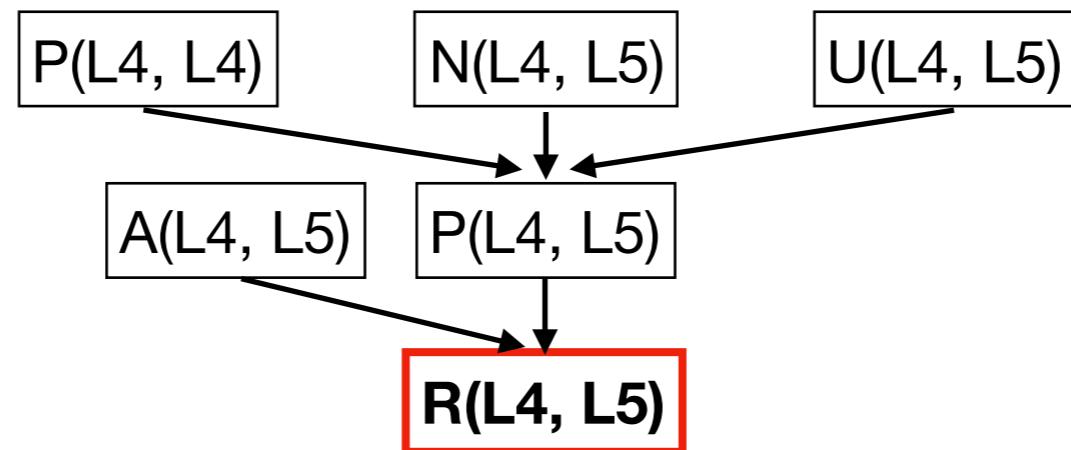
\*\*Probabilities of input tuples are 1.0

# Probability of Alarms



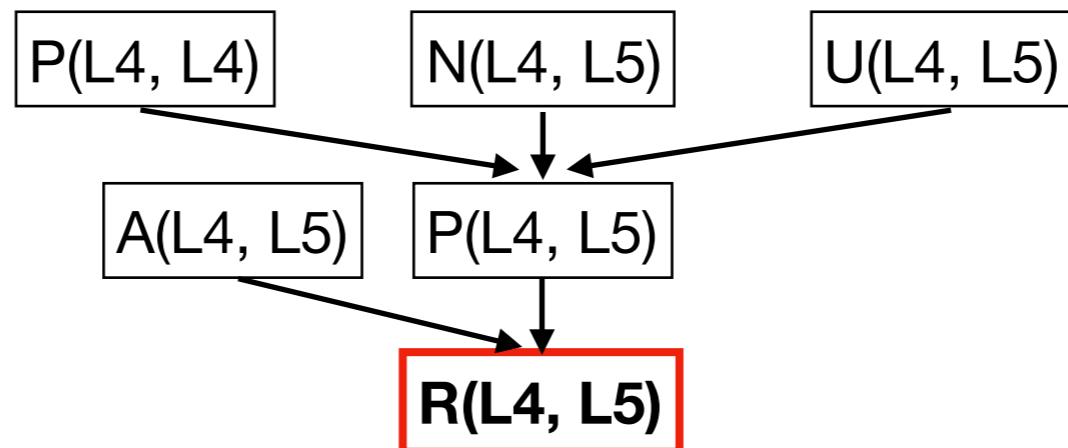
$$\Pr(R(L4, L5)) =$$

# Probability of Alarms



$$\begin{aligned}\Pr(R(L4, L5)) &= \Pr(R(L4, L5), A(L4, L5), P(L4, L5)) \\ &\quad + \Pr(R(L4, L5), \neg A(L4, L5), P(L4, L5)) \\ &\quad + \Pr(R(L4, L5), A(L4, L5), \neg P(L4, L5)) \\ &\quad + \Pr(R(L4, L5), \neg A(L4, L5), \neg P(L4, L5))\end{aligned}$$

# Probability of Alarms

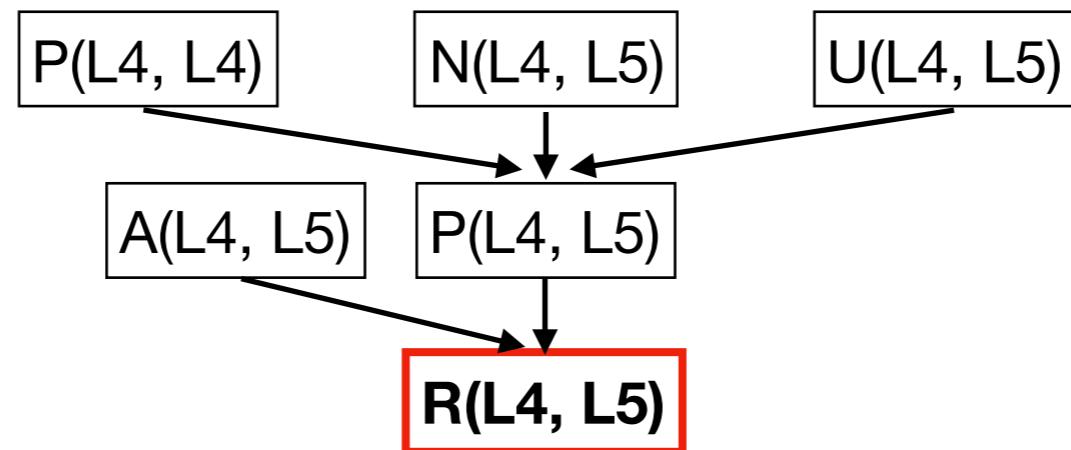


$$\Pr(R(L4, L5)) = \Pr(R(L4, L5), A(L4, L5), P(L4, L5))$$

- +  $\Pr(R(L4, L5), \neg A(L4, L5), P(L4, L5))$
- +  $\Pr(R(L4, L5), A(L4, L5), \neg P(L4, L5))$
- +  $\Pr(R(L4, L5), \neg A(L4, L5), \neg P(L4, L5))$

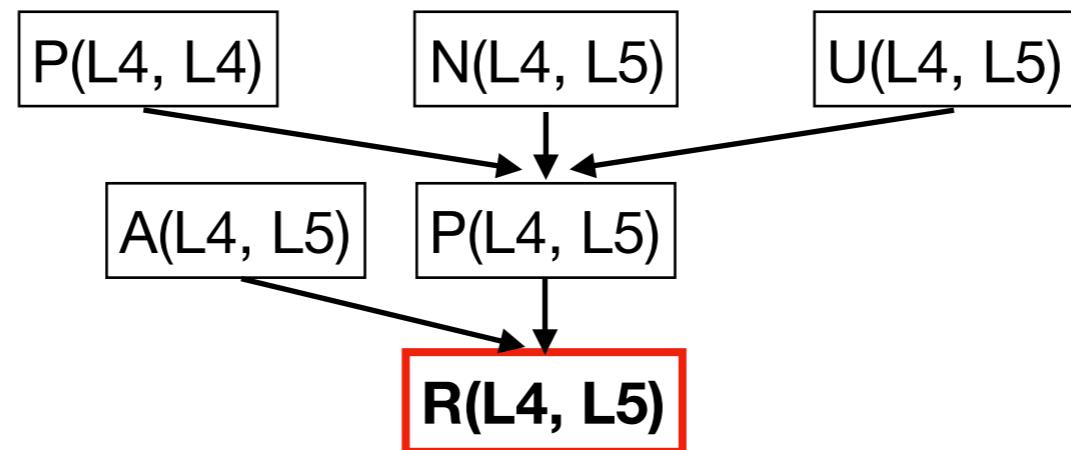
If any of the antecedents fail,  
then the race cannot happen.

# Probability of Alarms



$$\Pr(R(L4, L5)) = \Pr(R(L4, L5), A(L4, L5), P(L4, L5))$$

# Probability of Alarms

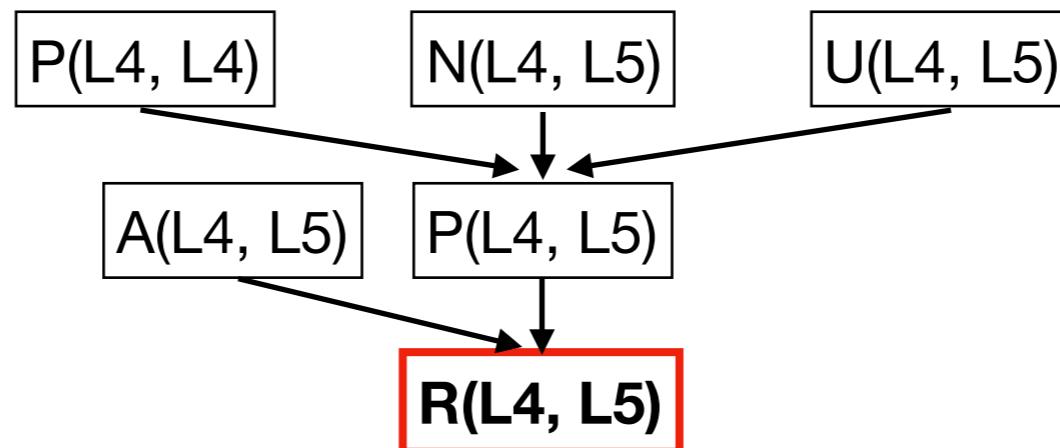


$$\Pr(R(L4, L5)) = \Pr(R(L4, L5), A(L4, L5), P(L4, L5))$$

$$= \Pr(R(L4, L5) | A(L4, L5), P(L4, L5)) * \\ \Pr(A(L4, L5)) * \Pr(P(L4, L5))$$

By Bayes's Rule:  
 $\Pr(A, B) = \Pr(A|B) * \Pr(B)$

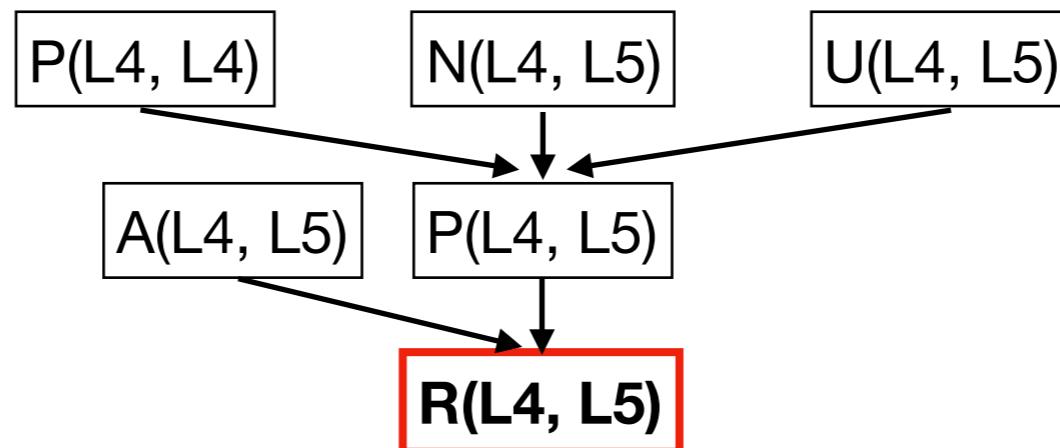
# Probability of Alarms



$$\begin{aligned}\Pr(R(L4, L5)) &= \Pr(R(L4, L5), A(L4, L5), P(L4, L5)) \\ &= \Pr(R(L4, L5) | A(L4, L5), P(L4, L5)) * \\ &\quad \Pr(A(L4, L5)) * \Pr(P(L4, L5)) \\ &= 0.95 * 1.0 * \Pr(P(L4, L5)) \\ &= 0.95 * \Pr(P(L4, L5), \Pr(P(L4, L4)), \Pr(N(L4, L5)), \Pr(U(L4, L5)))\end{aligned}$$

Assume that the probabilities of firing each rule and input tuple are 0.95 and 1.0.

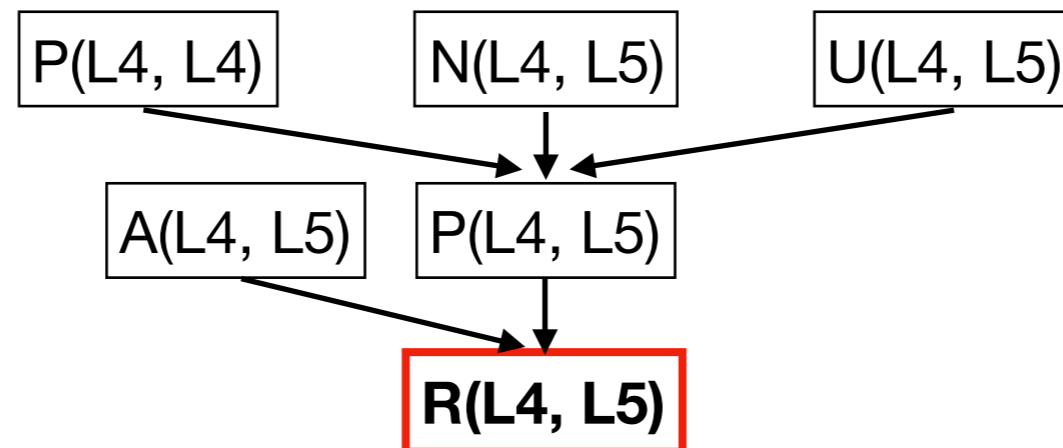
# Probability of Alarms



$$\begin{aligned}\Pr(R(L4, L5)) &= \Pr(R(L4, L5), A(L4, L5), P(L4, L5)) \\&= \Pr(R(L4, L5) | A(L4, L5), P(L4, L5)) * \\&\quad \Pr(A(L4, L5)) * \Pr(P(L4, L5)) \\&= 0.95 * 1.0 * \Pr(P(L4, L5)) \\&= 0.95 * \Pr(P(L4, L5), \Pr(P(L4, L4)), \Pr(N(L4, L5)), \Pr(U(L4, L5))) \\&= 0.95 * \Pr(P(L4, L5) | \Pr(P(L4, L4)), \Pr(N(L4, L5)), \Pr(U(L4, L5)) * \\&\quad \Pr(P(L4, L4)) * \Pr(N(L4, L5)) * \Pr(U(L4, L5))\end{aligned}$$

By Bayes's Rule:  
 $\Pr(A, B) = \Pr(A|B) * \Pr(B)$

# Probability of Alarms



$$\begin{aligned}\Pr(R(L4, L5)) &= \Pr(R(L4, L5), A(L4, L5), P(L4, L5)) \\ &= \Pr(R(L4, L5) | A(L4, L5), P(L4, L5)) * \\ &\quad \Pr(A(L4, L5)) * \Pr(P(L4, L5)) \\ &= 0.95 * 1.0 * \Pr(P(L4, L5)) \\ &= 0.95 * 0.95 * \Pr(P(L4, L4)) * \Pr(N(L4, L5)) * \Pr(U(L4, L5)) \\ &= \dots \\ &= 0.398\end{aligned}$$

# Alarm Ranking

```
public class RequestHandler {  
    private FtpRequest request;  
  
    public FtpRequest getRequest() {  
        return request; //L0  
    }  
  
    public void close() {  
        synchronized (this) {  
            if (isClosed) return; //L1  
            isClosed = true; //L2  
        }  
        controlSocket.close(); //L3  
        controlSocket = null; //L4  
        request.clear(); //L5  
        request = null; //L6  
    } //L7  
}
```

Ranking	Alarm	Confidence
1	R(L4, L5)	0.398
2	R(L5, L5)	0.378
3	R(L6, L7)	0.324
4	R(L7, L7)	0.308
5	R(L0, L7)	0.279

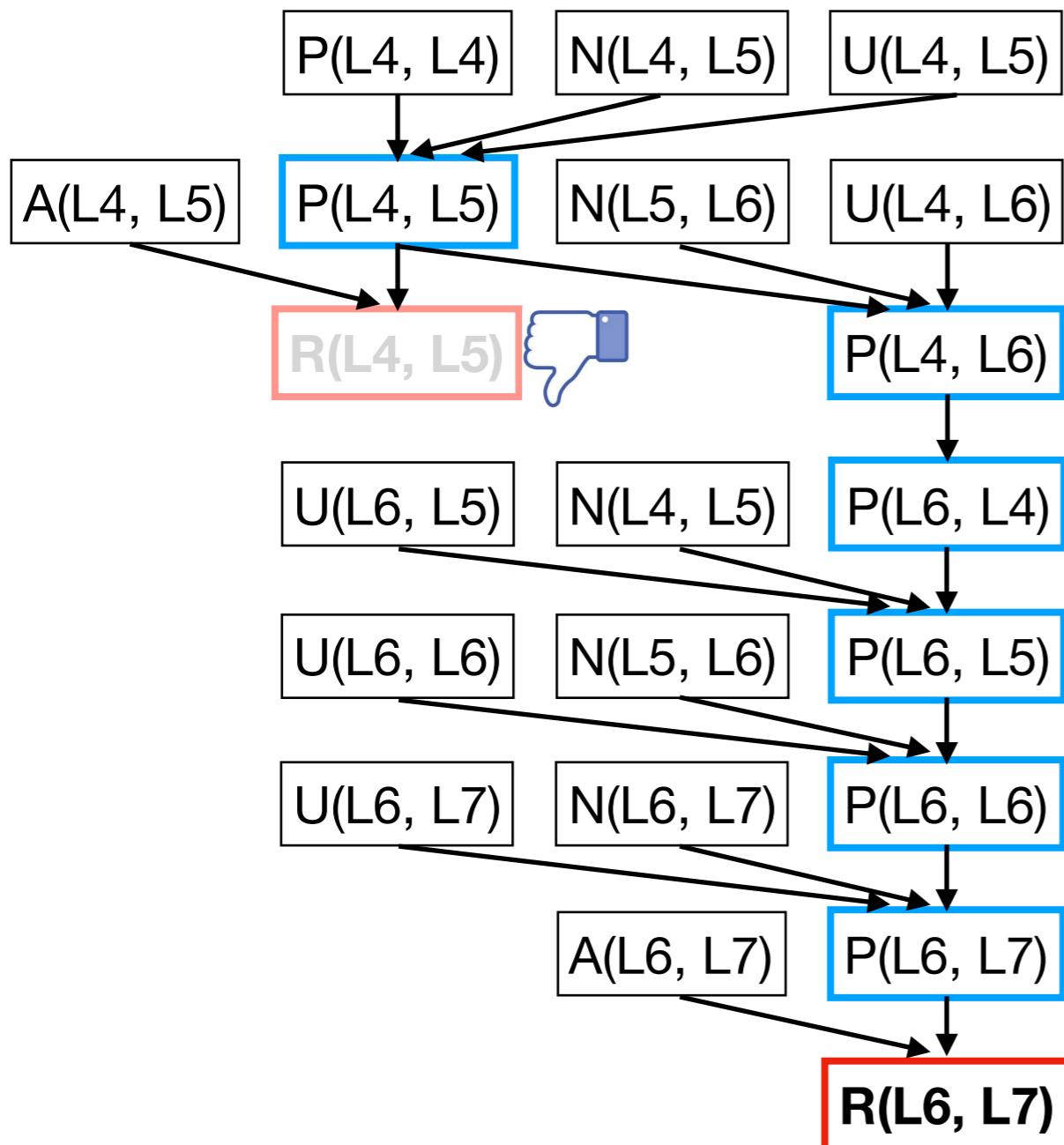
# Alarm Ranking

```
public class RequestHandler {  
    private FtpRequest request;  
  
    public FtpRequest getRequest() {  
        return request; //L0  
    }  
  
    public void close() {  
        synchronized (this) {  
            if (isClosed) return; //L1  
            isClosed = true; //L2  
        }  
        controlSocket.close(); //L3  
        controlSocket = null; //L4  
        request.clear(); //L5  
        request = null; //L6  
    } //L7  
}
```

Ranking	Alarm	Confidence	
1	R(L4, L5)	0.398	
2	R(L5, L5)	0.378	
3	R(L6, L7)	0.324	
4	R(L7, L7)	0.308	
5	R(L0, L7)	0.279	

**Q: What are the probabilities of the other alarms when R(L4,L5) is false?**

# Marginal Inference



$$\begin{aligned}
 & \Pr(P(L4, L5) | \neg R(L4, L5)) \\
 &= \Pr(\neg R(L4, L5) | P(L4, L5)) * \\
 &\quad \Pr(P(L4, L5)) / \Pr(\neg R(L4, L5)) \\
 &= 0.03
 \end{aligned}$$

By Bayes's Rule:  
 $\Pr(A|B) = \Pr(B|A) * \Pr(A) / \Pr(B)$

$$\begin{aligned}
 & \Pr(R(L6, L7) | \neg R(L4, L5)) \\
 &= \Pr(R(L6, L7) | P(L4, L5)) * \\
 &\quad \Pr(P(L4, L5)) | \neg R(L4, L5)) \\
 &= 0.03
 \end{aligned}$$

# Alarm Ranking

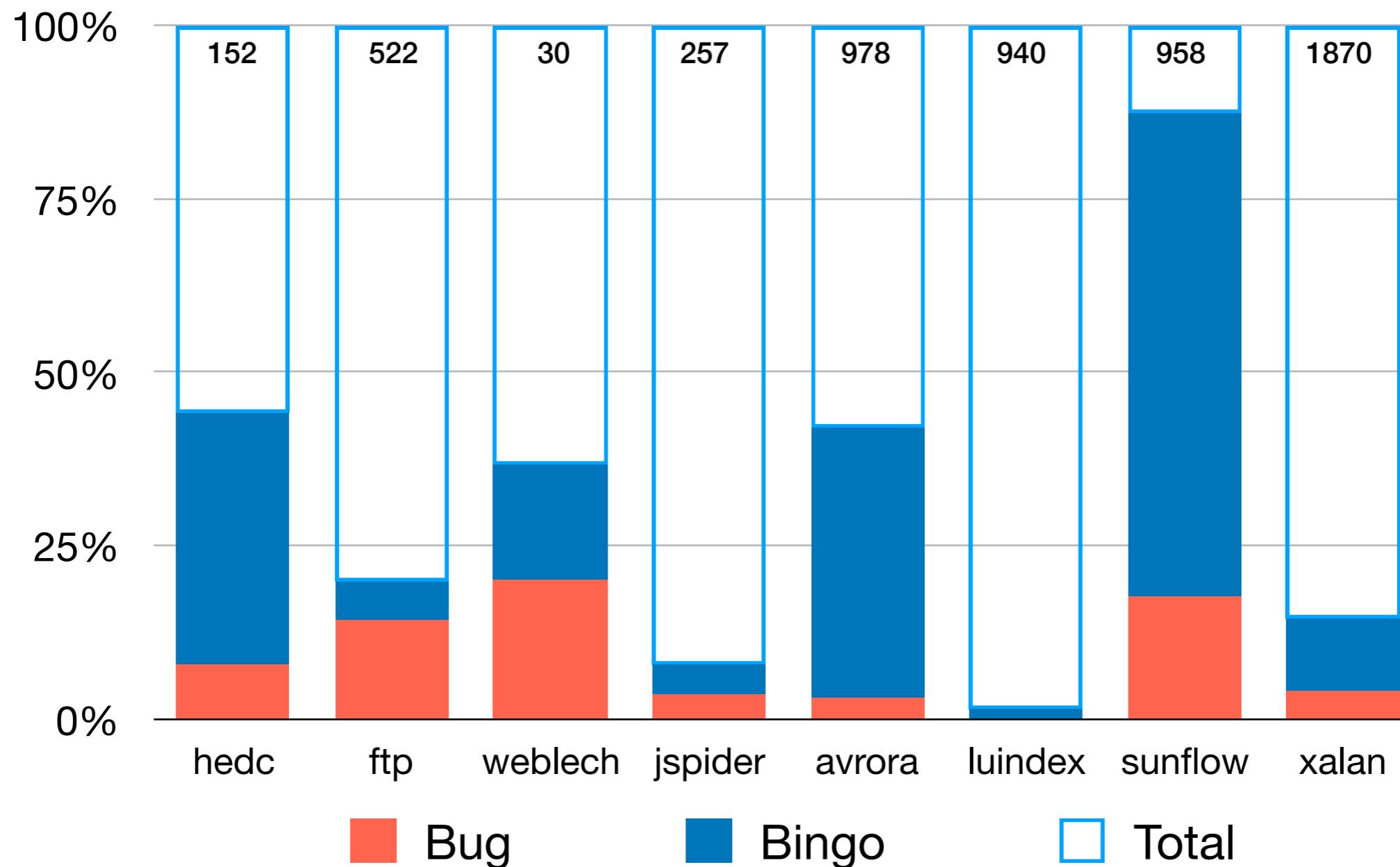
Ranking	Alarm	Confidence
1	R(L4, L5)	0.398
2	R(L5, L5)	0.378
3	R(L6, L7)	0.324
4	R(L7, L7)	0.308
5	R(L0, L7)	0.279

Ranking	Alarm	Confidence
1	R(L0, L7)	0.279
2	R(L5, L5)	0.035
3	R(L6, L7)	0.030
4	R(L7, L7)	0.028
5	R(L4, L5)	0



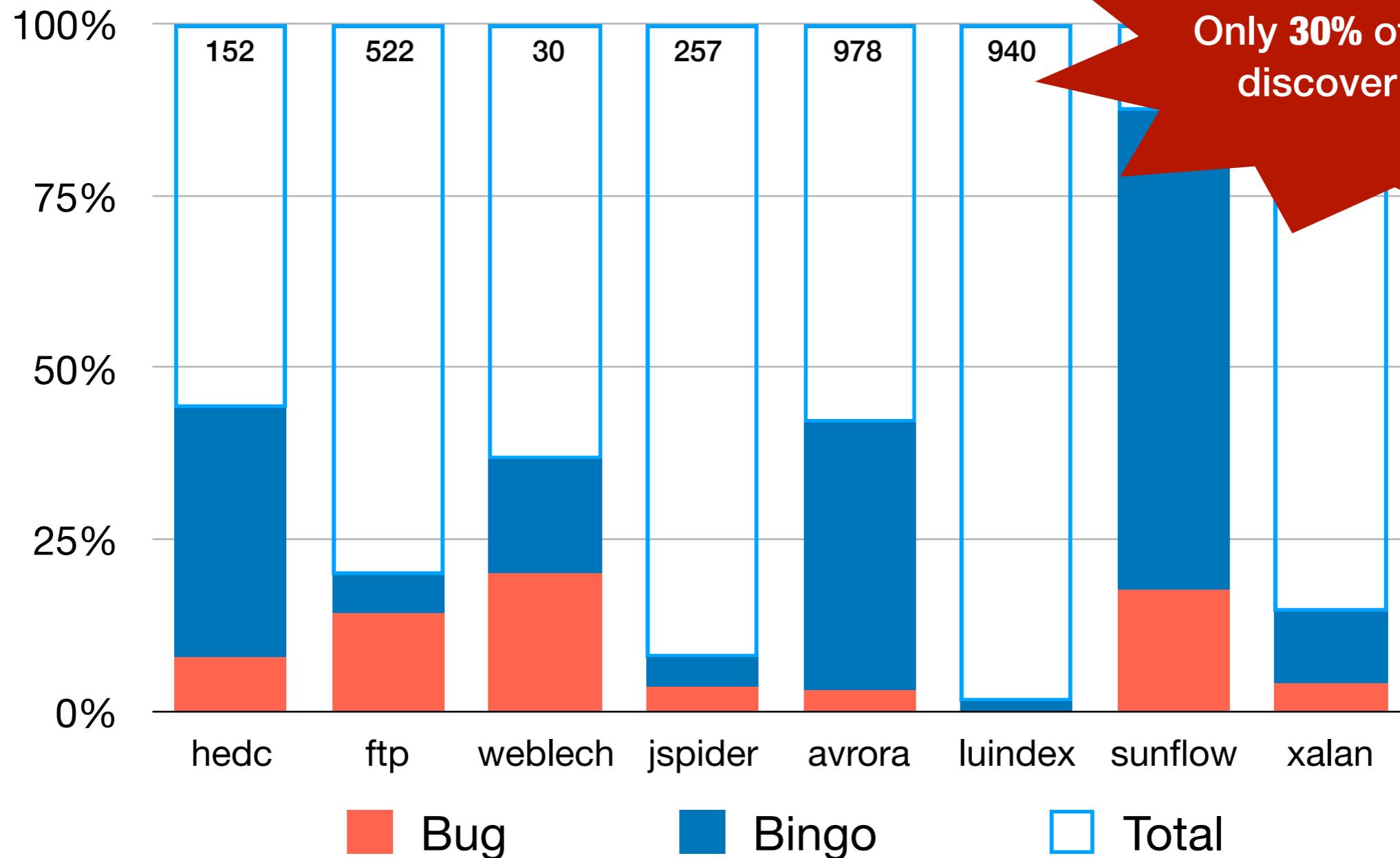
# Experimental Results

## Datarace Analysis



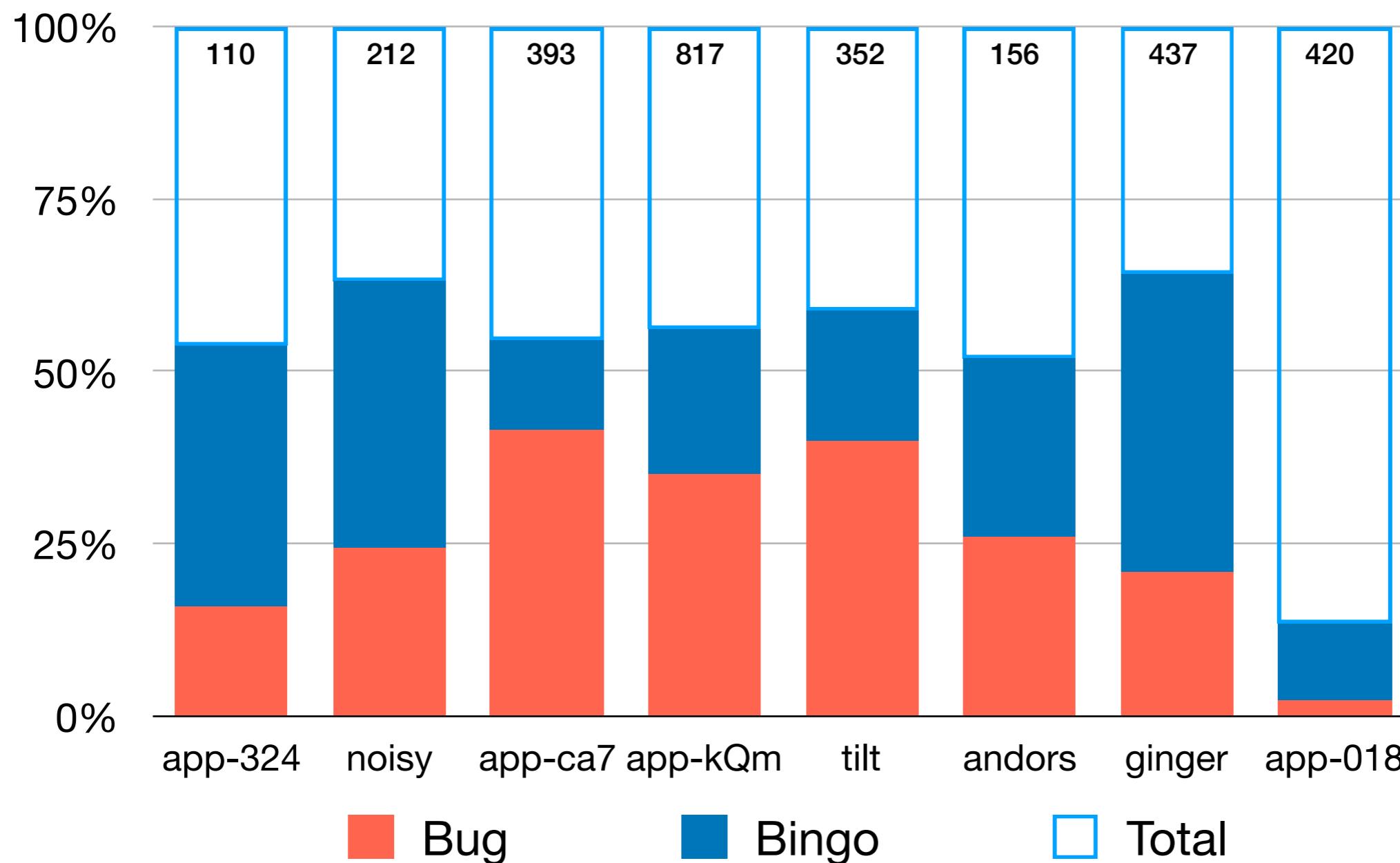
# Experimental Results

## Datarace Analysis

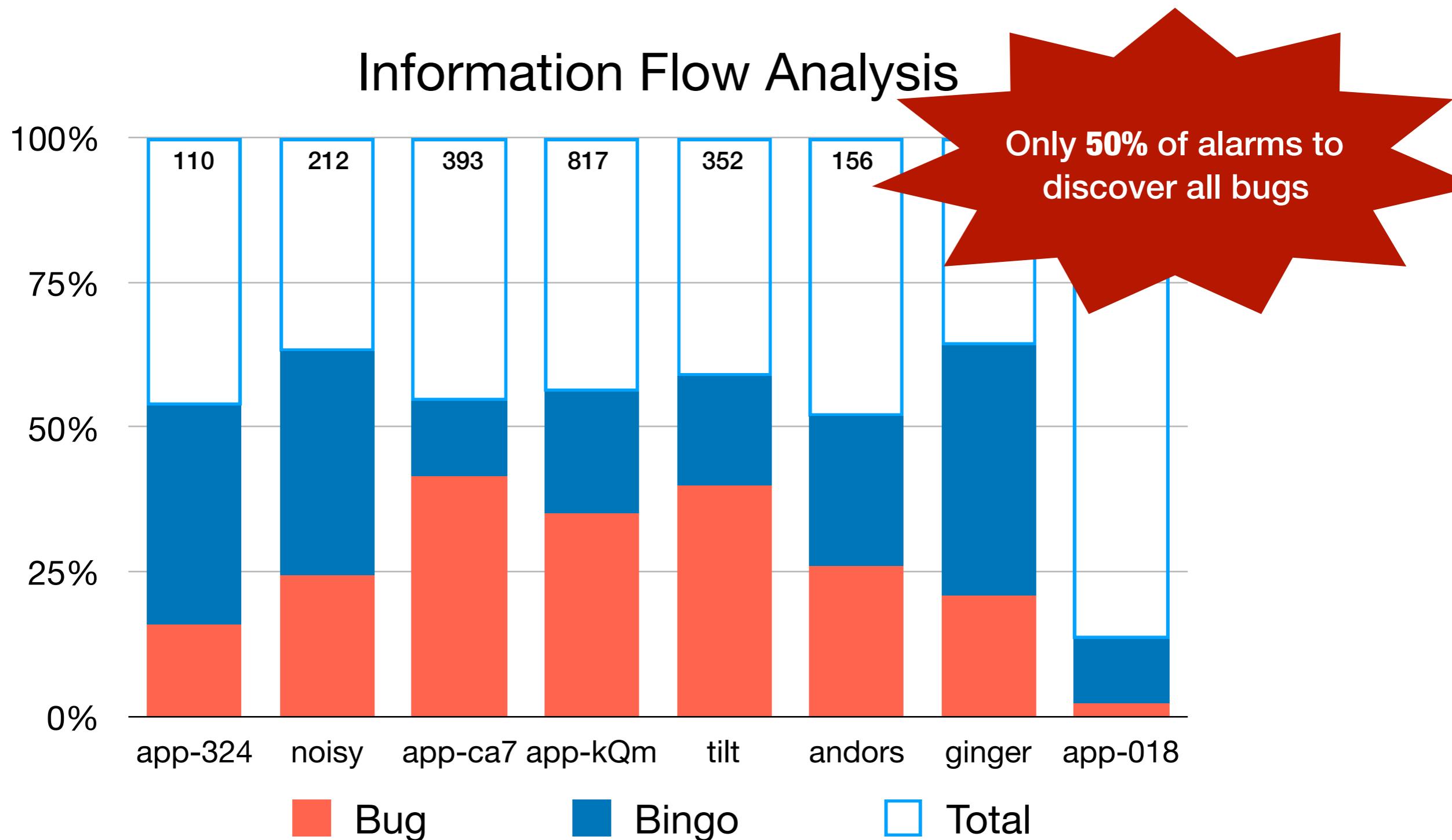


# Experimental Results

## Information Flow Analysis



# Experimental Results



# Drake: A Continuous Program Reasoning Framework

---

\*Continuous Program Reasoning via Differential Bayesian Inference, In submission

# Example

```

- #define CMP_SIZE 529200
#define HEADER_SIZE 44
+ int shift_secs;

void read_value_long(FILE *file, long *val) {
    char buf[5];
    fread(buf, 1, 4, file); // Input Source
    buf[4] = 0;
    *val = (buf[3]<<24) | (buf[2]<<16) | (buf[1]<<8) | buf[0];
}

wave_info *new_wave_info(char *filename) {
    wave_info *info;
    FILE *f;

    info = malloc(sizeof(wave_info));
    f = fopen(filename);
    read_value_long(f, info->header_size);
    read_value_long(f, info->data_size);
    return info;
}

void trim_main(char *filename) {
    wave_info *info;
    info = new_wave_info(filename);
    long header_size;
    char *header;

    header_size = min(info->header_size, HEADER_SIZE);
    header = malloc(header_size * sizeof(char)); // Alarm 1
    /* trim a wave file */
}

```

```

void cmp_main(char *filename1, char *filename2) {
    wave_info *info1, *info2;
    long bytes;
    char *buf;

    info1 = new_wave_info(filename1);
    info2 = new_wave_info(filename2);

    - bytes = min(min(info1->data_size, info2->data_size), CMP_SIZE);
    + cmp_size = shift_secs * info1->rate; // Integer Overflow
    + bytes = min(min(info1->data_size, info2->data_size), cmp_size);

    buf = malloc(2 * bytes * sizeof(char)); // Alarm 2
    /* compare two wave files */
}

int main(int argc, char *argv) {
    int c;
    while ((c = getopt(argc, argv, "c:f:ls")) != -1) {
        switch (c) {
            case 'c':
                + shift_secs = atoi(optarg); // Input Source
                cmp_main(argv[optind], argv[optind + 1]);
                break;
            case 't':
                trim_main(argv[optind]);
                break;
        }
    }
    return 0;
}

```

# Example

```

- #define CMP_SIZE 529200
#define HEADER_SIZE 44
+ int shift_secs;

void read_value_long(FILE *file, long *val) {
    char buf[5];
    fread(buf, 1, 4, file); // Input Source
    buf[4] = 0;
    *val = (buf[3]<<24) | (buf[2]<<16) | (buf[1]<<8) | buf[0];
}

wave_info *new_wave_info(char *filename) {
    wave_info *info;
    FILE *f;

    info = malloc(sizeof(wave_info));
    f = fopen(filename);
    read_value_long(f, info->header_size);
    read_value_long(f, info->data_size);
    return info;
}

void trim_main(char *filename) {
    wave_info *info;
    info = new_wave_info(filename);
    long header_size;
    char *header;

    header_size = min(info->header_size, HEADER_SIZE);
    header = malloc(header_size * sizeof(char)); // Alarm 1
    /* trim a wave file */
}

```

```

void cmp_main(char *filename1, char *filename2) {
    wave_info *info1, *info2;
    long bytes;
    char *buf;

    info1 = new_wave_info(filename1);
    info2 = new_wave_info(filename2);

    - bytes = min(min(info1->data_size, info2->data_size), CMP_SIZE);
    + cmp_size = shift_secs * info1->rate; // Integer Overflow
    + bytes = min(min(info1->data_size, info2->data_size), cmp_size);

    buf = malloc(2 * bytes * sizeof(char)); // Alarm 2
    /* compare two wave files */
}

int main(int argc, char *argv) {
    int c;
    while ((c = getopt(argc, argv, "c:f:ls")) != -1) {
        switch (c) {
            case 'c':
                + shift_secs = atoi(optarg); // Input Source
                cmp_main(argv[optind], argv[optind + 1]);
                break;
            case 't':
                trim_main(argv[optind]);
                break;
        }
    }
    return 0;
}

```

# Example

```
- #define CMP_SIZE 529200
#define HEADER_SIZE 44
+ int shift_secs;

void read_value_long(FILE *file, long *val) {
    char buf[5];
    fread(buf, 1, 4, file); // Input Source
    buf[4] = 0;
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wave_info *new_wave_info(char *filename) {
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    FILE *f;
    info = malloc(sizeof(wave_info));
    f = fopen(filename);
    read_value_long(f, info->header_size);
    read_value_long(f, info->data_size);
    return info;
}

void trim_main(char *filename) {
    wave_info *info;
    info = new_wave_info(filename);
    long header_size;
    char *header;

    header_size = min(info->header_size, HEADER_SIZE);
    header = malloc(header_size * sizeof(char)); // Alarm 1
    /* trim a wave file */
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# Example

```
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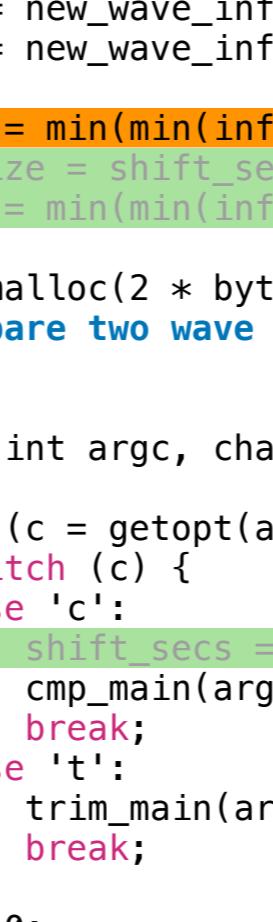
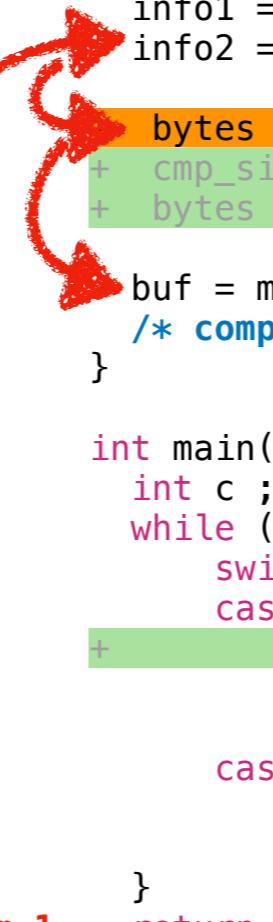
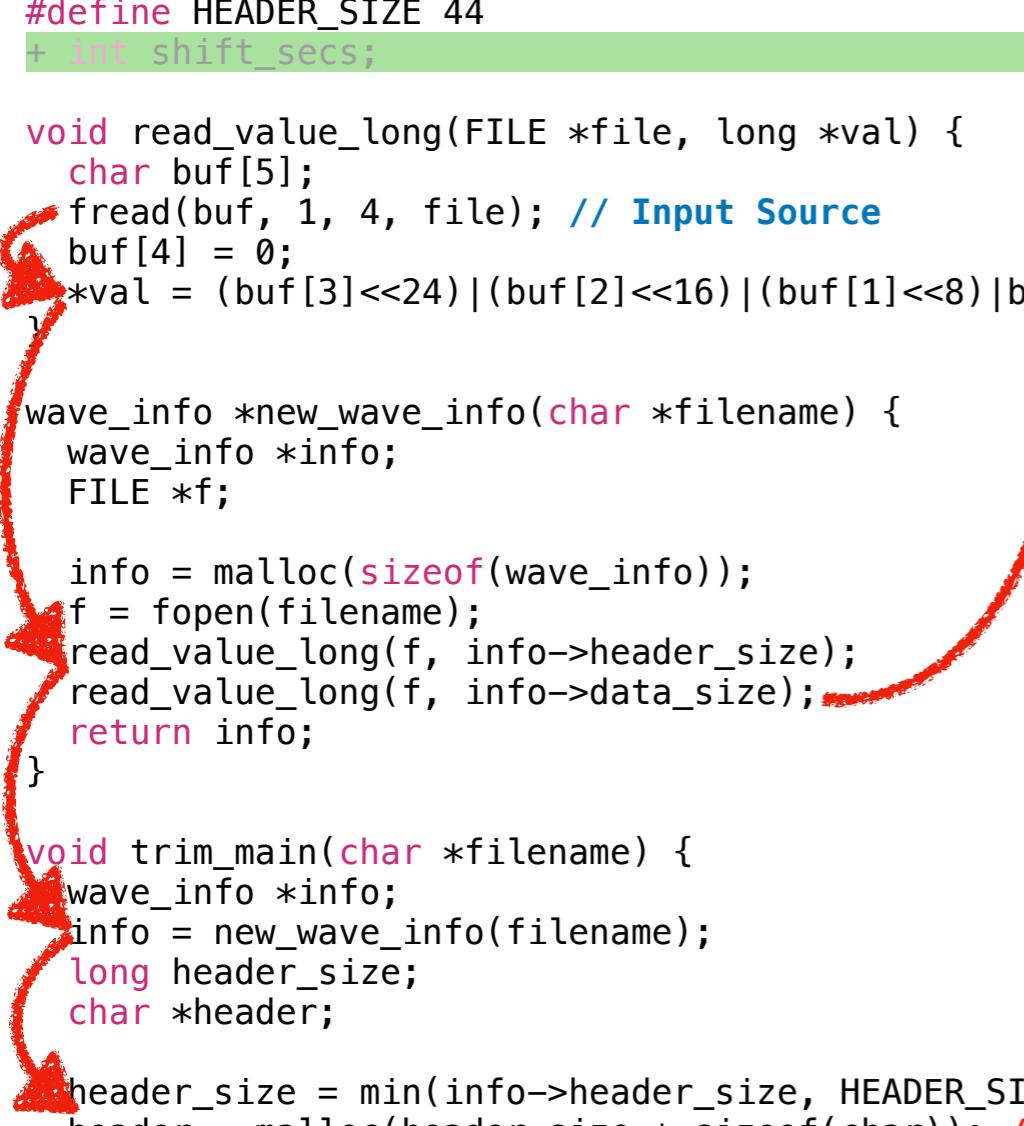
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    char *header;

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void cmp_main(char *filename1, char *filename2) {
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    /* compare two wave files */
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int main(int argc, char *argv) {
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int main(int argc, char *argv) {
    int c;
    while ((c = getopt(argc, argv, "c:f:ls")) != -1) {
        switch (c) {
        case 'c':
            + shift_secs = atoi(optarg); // Input Source
            cmp_main(argv[optind], argv[optind + 1]);
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# Program Analysis

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    wave_info *info;
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}
```

# Program Analysis

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    char buf[5];
7:  fread(buf, 1, 4, file); // Input Source
    buf[4] = 0;
9:  *val = (buf[3]<<24) | (buf[2]<<16) | (buf[1]<<8) | buf[0];
}

wave_info *new_wave_info(char *filename) {
    wave_info *info;
    FILE *f;

    info = malloc(sizeof(wave_info));
    f = fopen(filename);
18:  read_value_long(f, info->header_size);
    read_value_long(f, info->data_size);
    return info;
}

void trim_main(char *filename) {
    wave_info *info;
25:  info = new_wave_info(filename);
    long header_size;
    char *header;

29:  header_size = min(info->header_size, HEADER_SIZE);
30:  header = malloc(header_size * sizeof(char)); // Alarm 1
    /* trim a wave file */
}
```

# Program Analysis

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29:  header_size = min(info->header_size, HEADER_SIZE);
30:  header = malloc(header_size * sizeof(char)); // Alarm 1
    /* trim a wave file */
}
```

## Input relations

DUEdge(c1, c2) : Immediate data flow c1 to c2  
Src(c) : Origin of potentially erroneous traces  
Dst(c) : Potential program crash point

## Output relations

DUPath(c1, c2) : Transitive data flow from c1 to c2  
Alarm(c) : Potentially erroneous trace reaching c

## Analysis Rules

*r1* : DUPath(c1, c2) :- DUEdge(c1, c2).  
*r2* : DUPath(c1, c3) :- DUPath(c1, c2), DUEdge(c1, c2).  
*r3* : Alarm(c2) :- DUPath(c1, c2), Src(c1), Dst(c2).

# Program Analysis

```

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30: header = malloc(header_size * sizeof(char)); // Alarm 1
    /* trim a wave file */
}

```

## Input relations

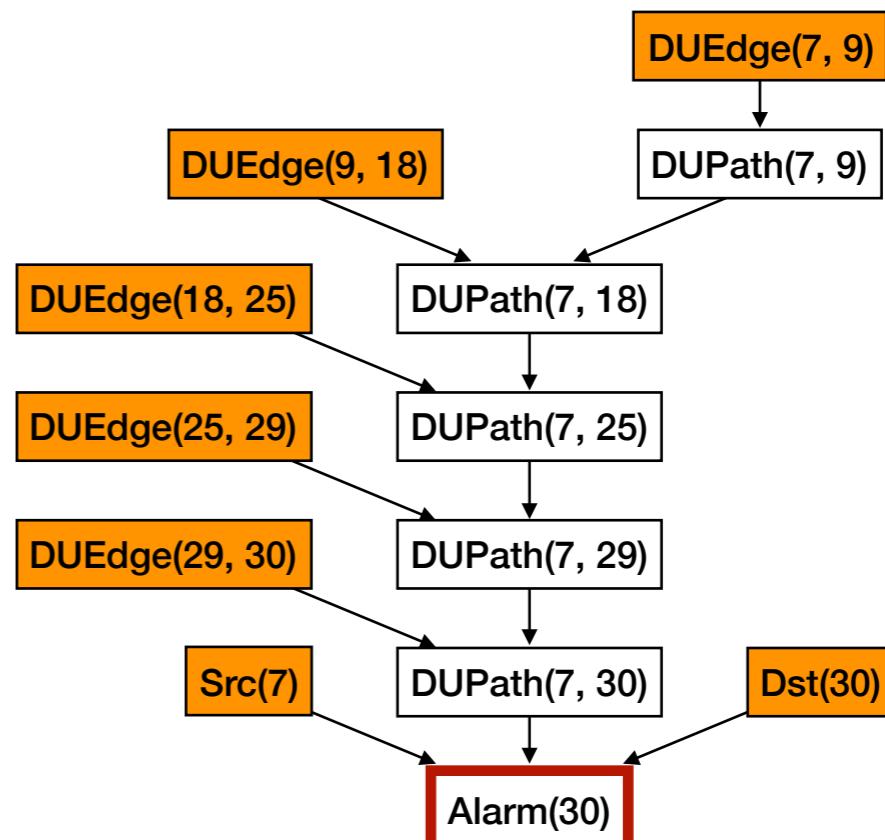
- DUEdge(c1, c2) : Immediate data flow c1 to c2
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## Output relations

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- Alarm(c) : Potentially erroneous trace reaching c

## Analysis Rules

- r1 : DUPath(c1, c2) :- DUEdge(c1, c2).
- r2 : DUPath(c1, c3) :- DUPath(c1, c2), DUEdge(c1, c2).
- r3 : Alarm(c2) :- DUPath(c1, c2), Src(c1), Dst(c2).



# Differential Reasoning

Analysis Results of the **Old** Version

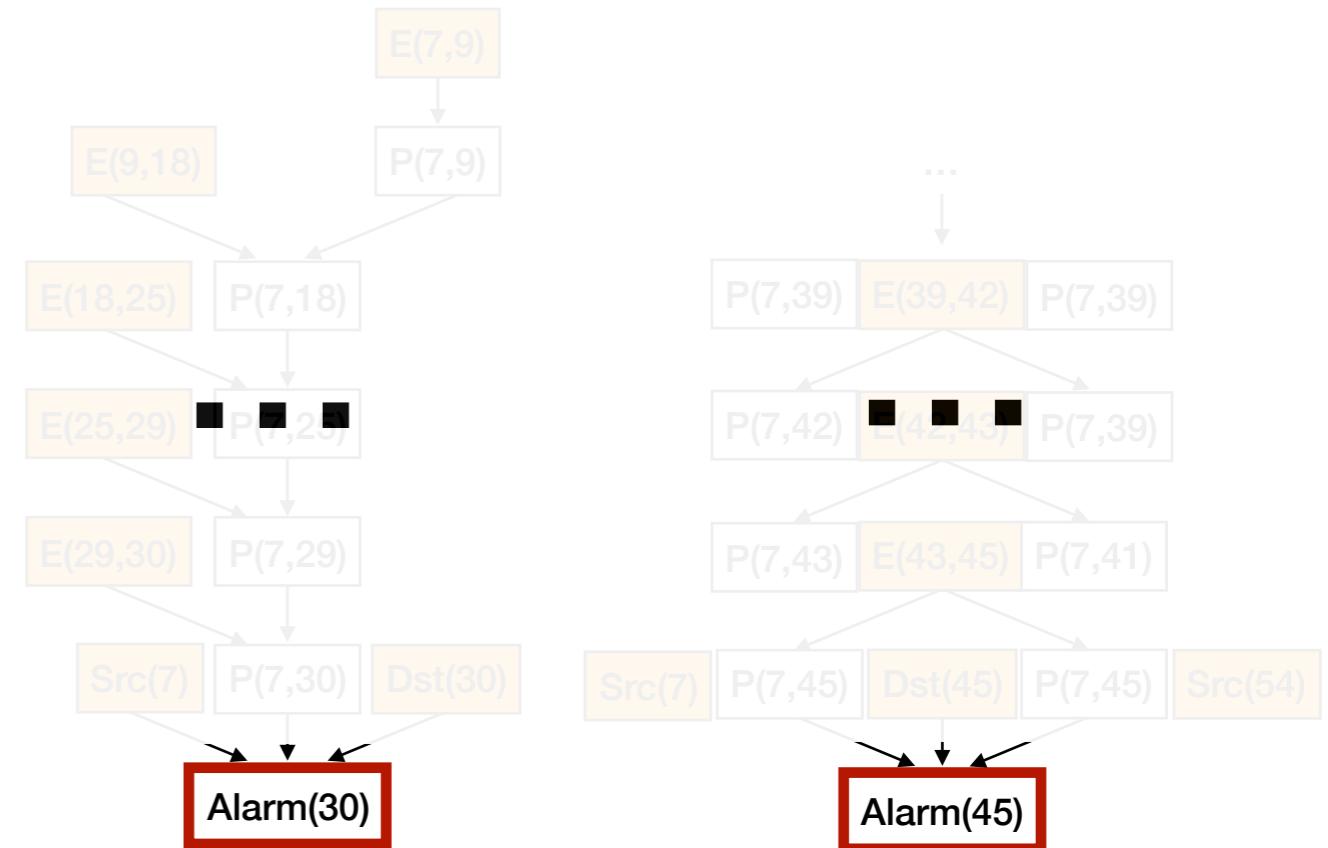
Analysis Results of the **New** Version

# Differential Reasoning

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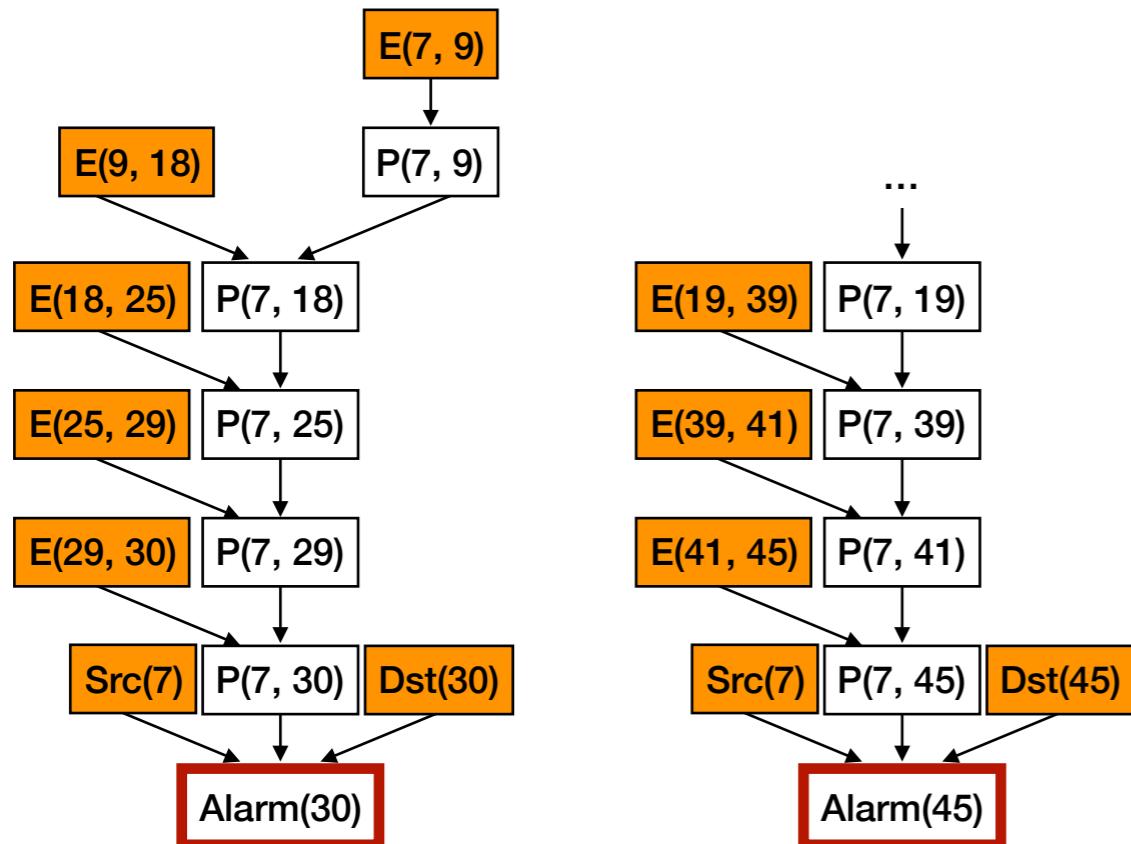


Analysis Results of the **New** Version

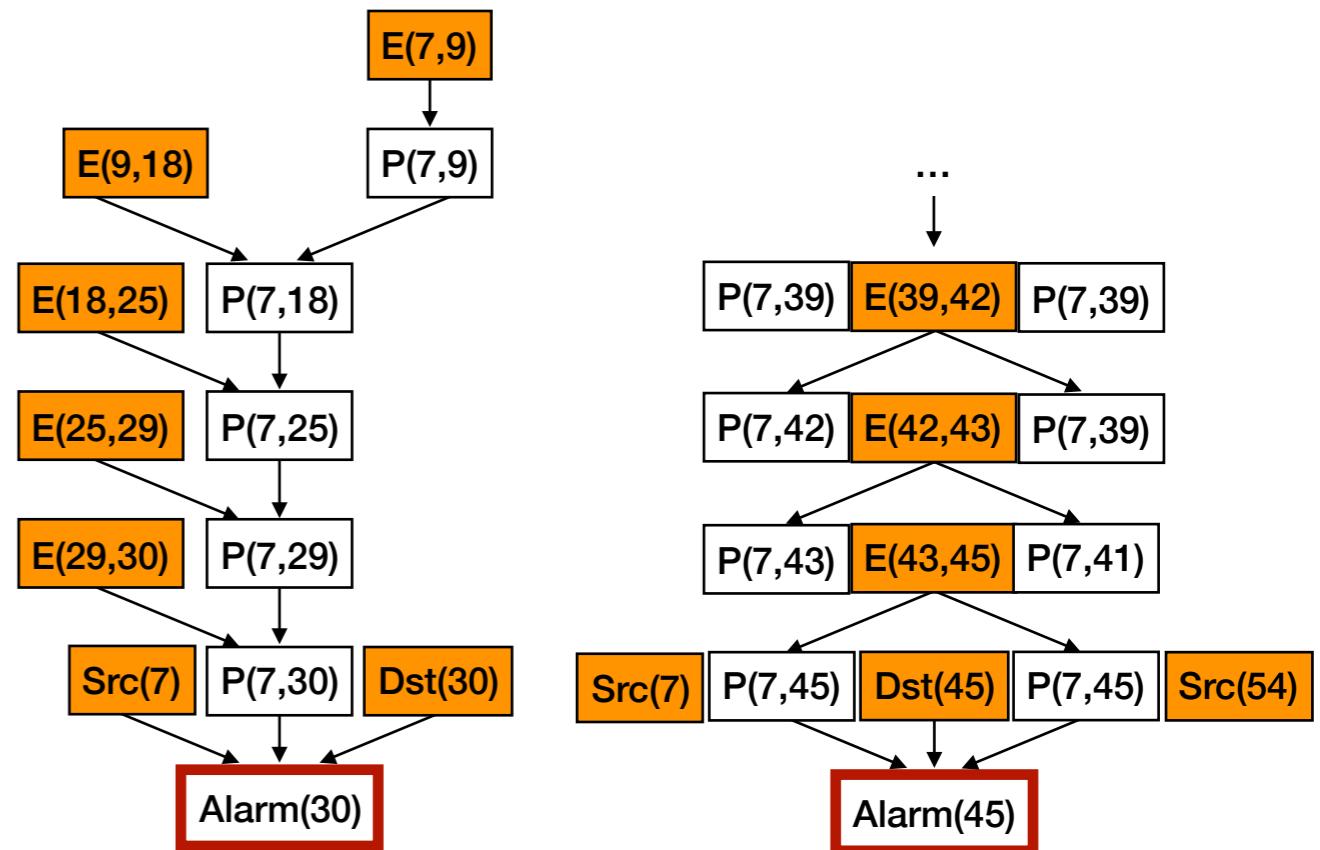


# Differential Reasoning

Analysis Results of the **Old** Version

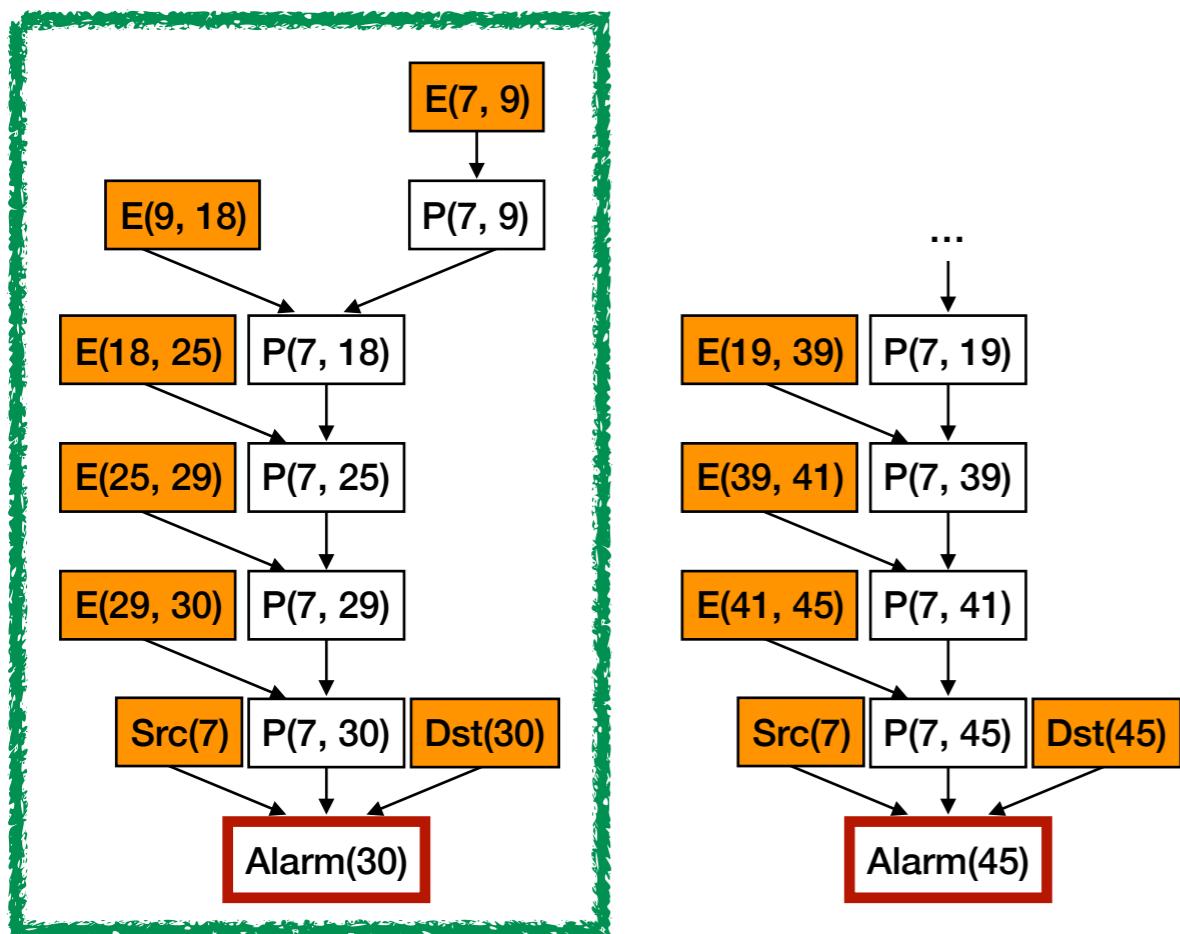


Analysis Results of the **New** Version

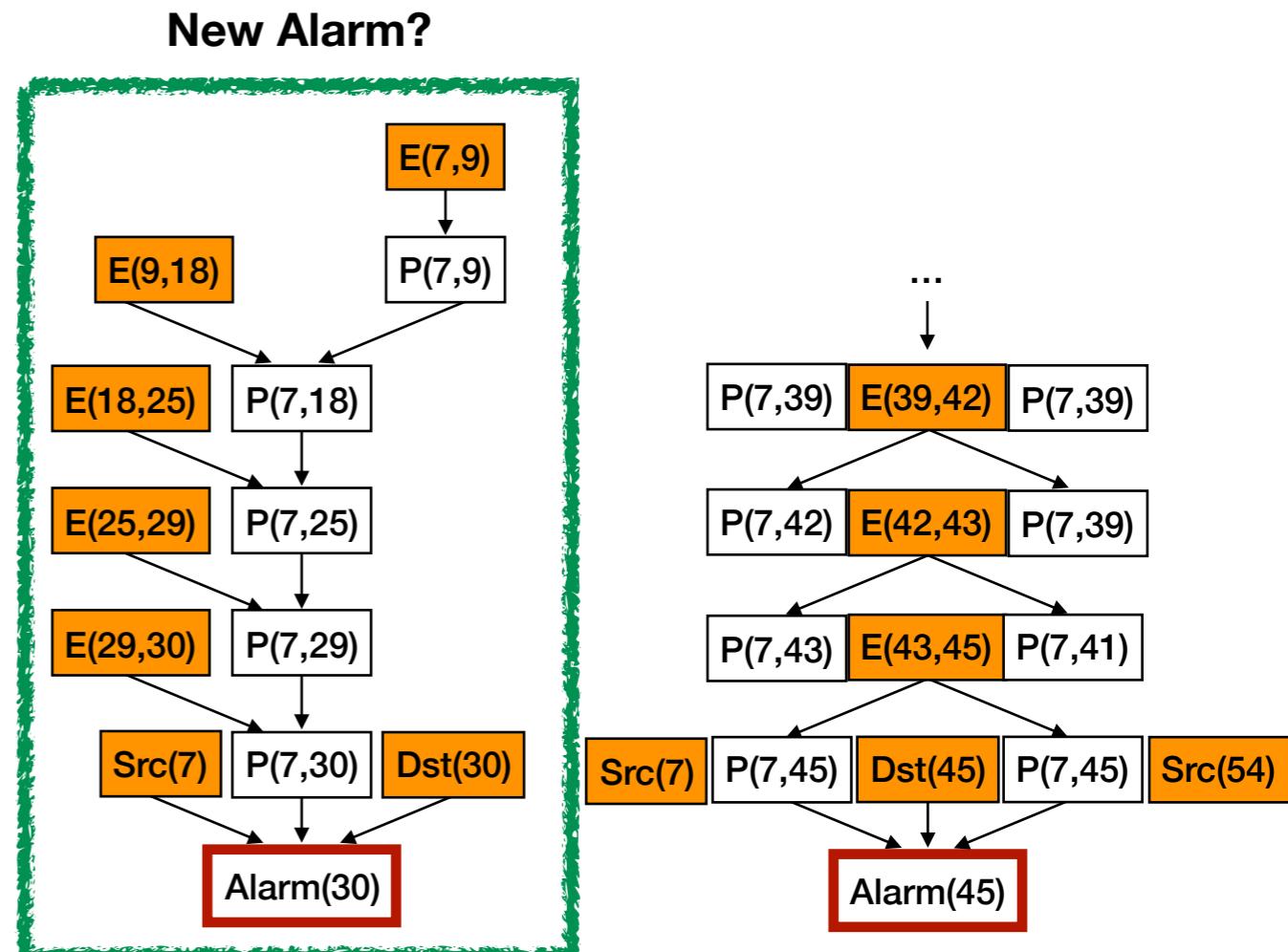


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Analysis Results of the **Old** Version

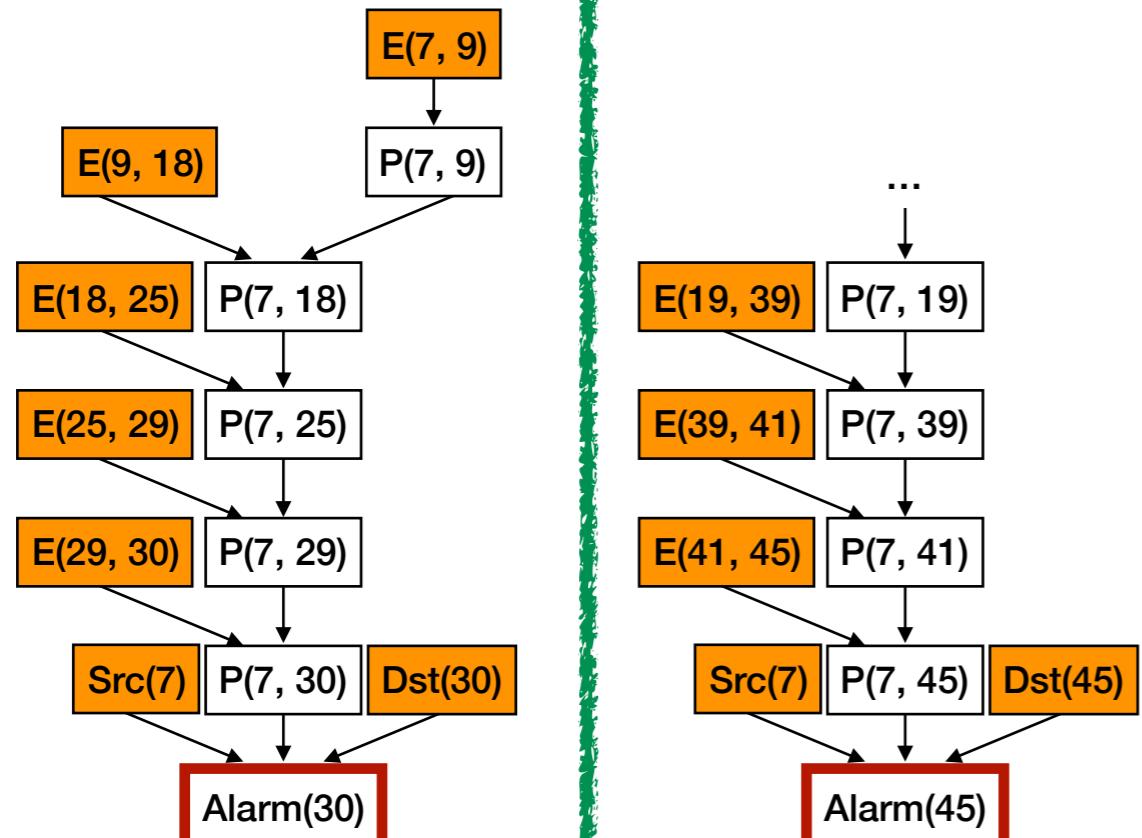


Analysis Results of the **New** Version

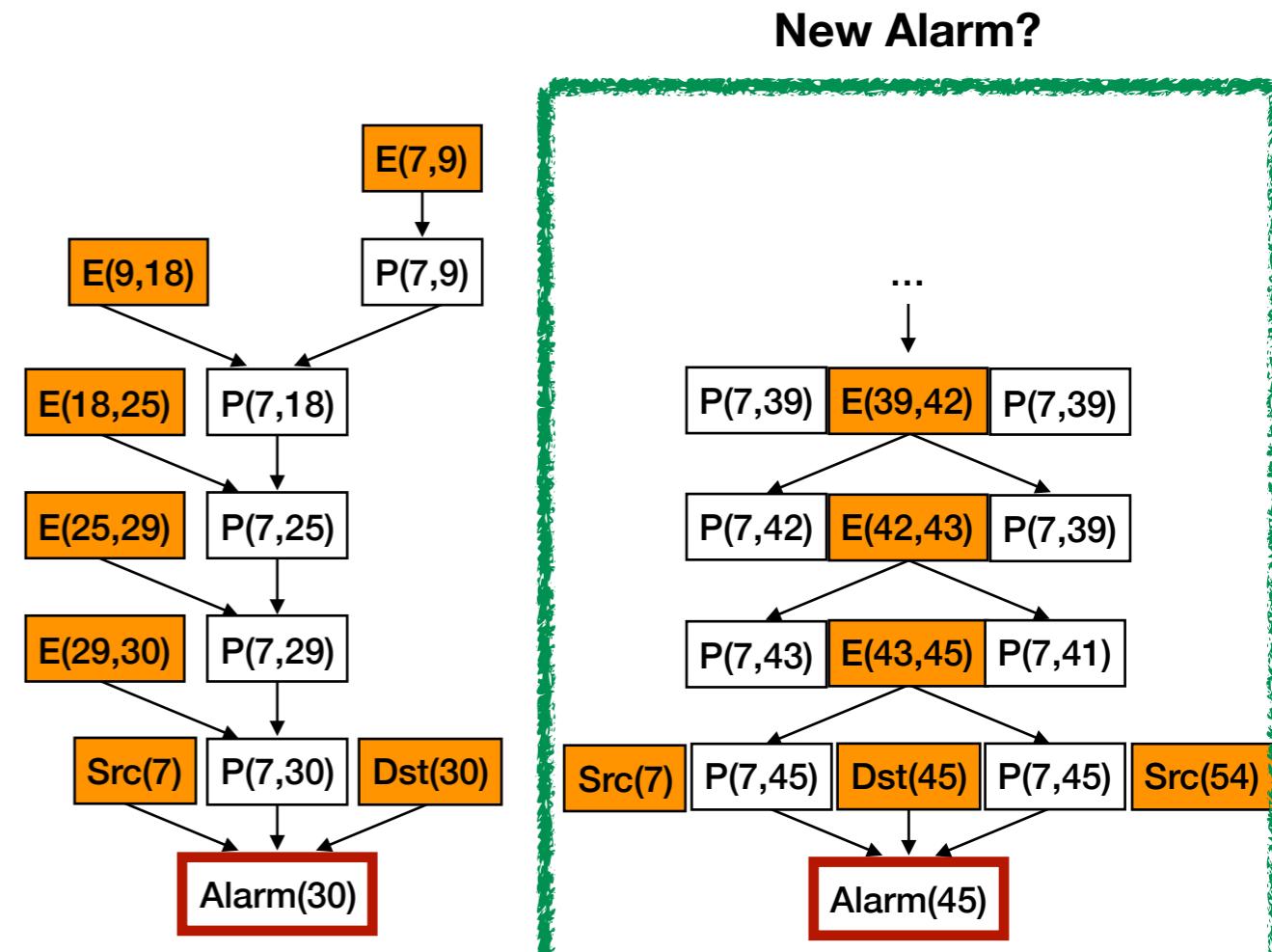


# Differential Reasoning

Analysis Results of the **Old** Version



Analysis Results of the **New** Version



# Challenges

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- **Semantic** alarm masking rather than syntactic
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- **Relation** between abstract states of two program versions
  - ⇒ **Syntactic Matching Function**
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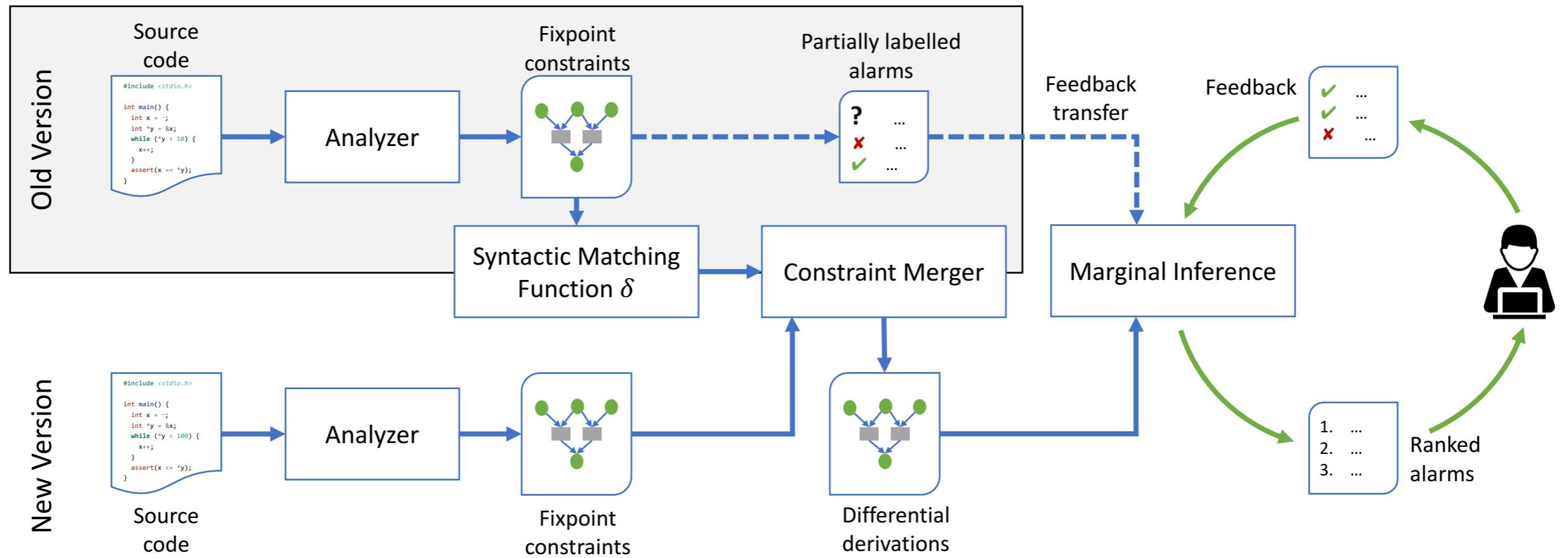
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  - ⇒ **Differential Derivation Graph**
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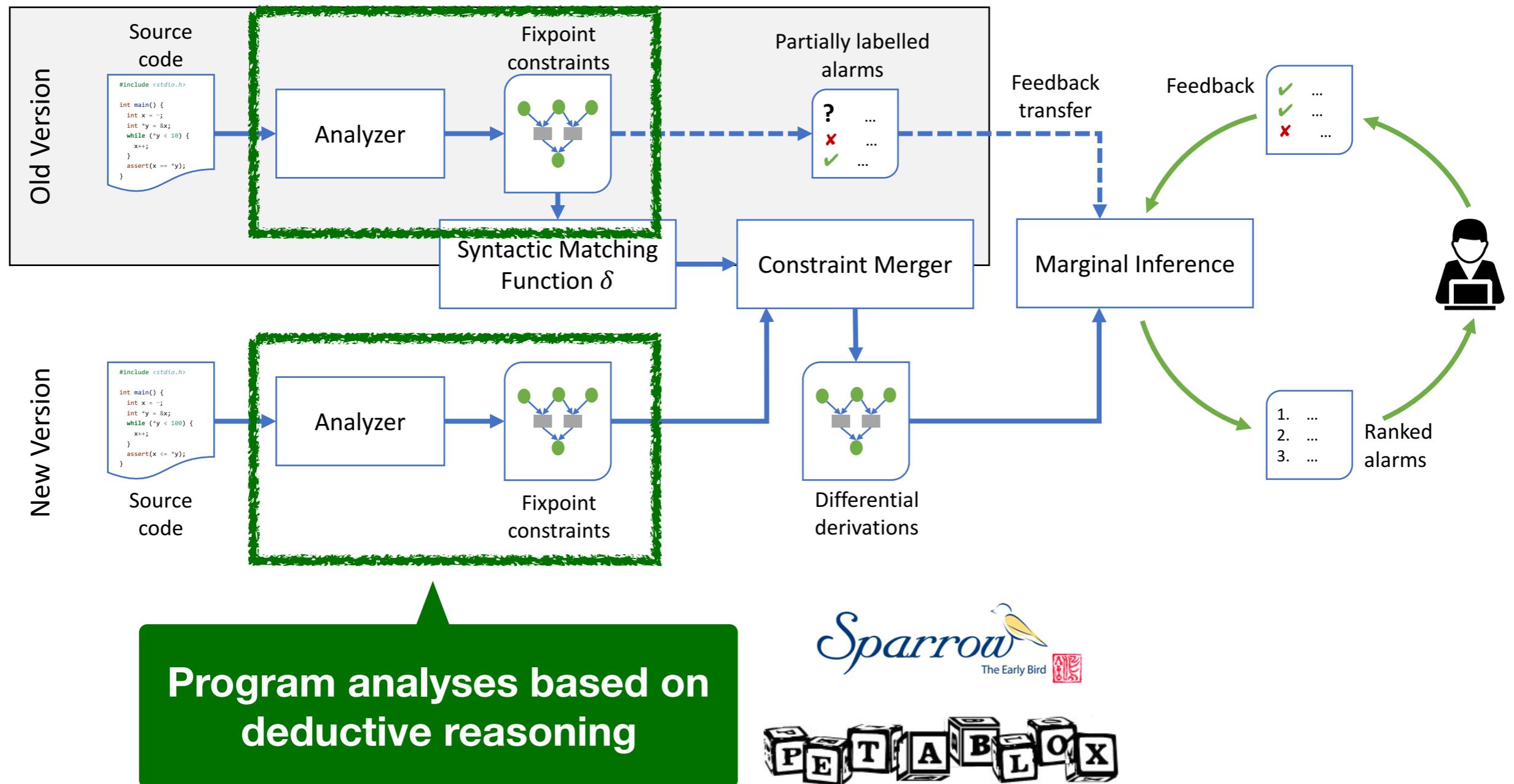
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  - ⇒ **Bayesian Inference**

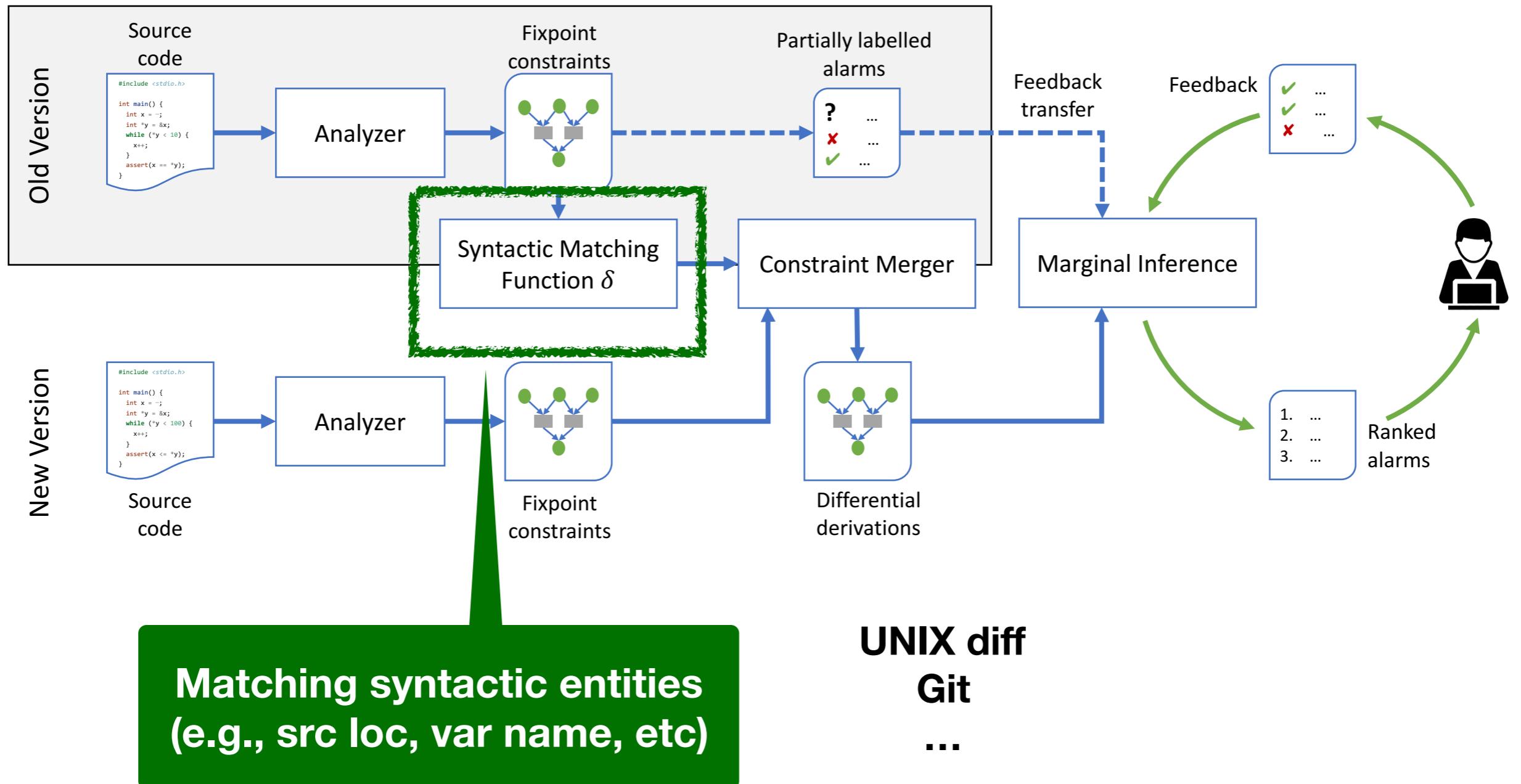
# System Architecture



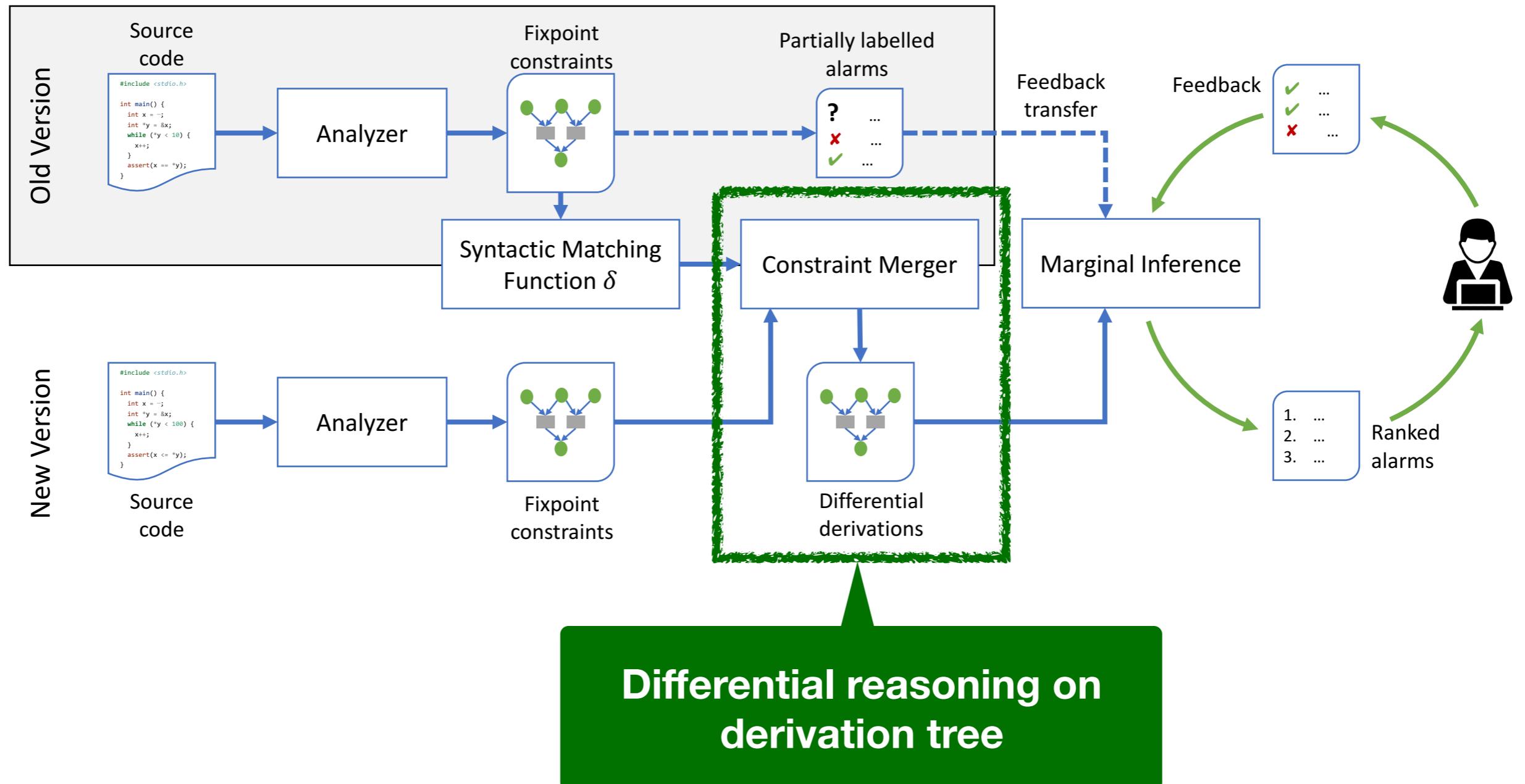
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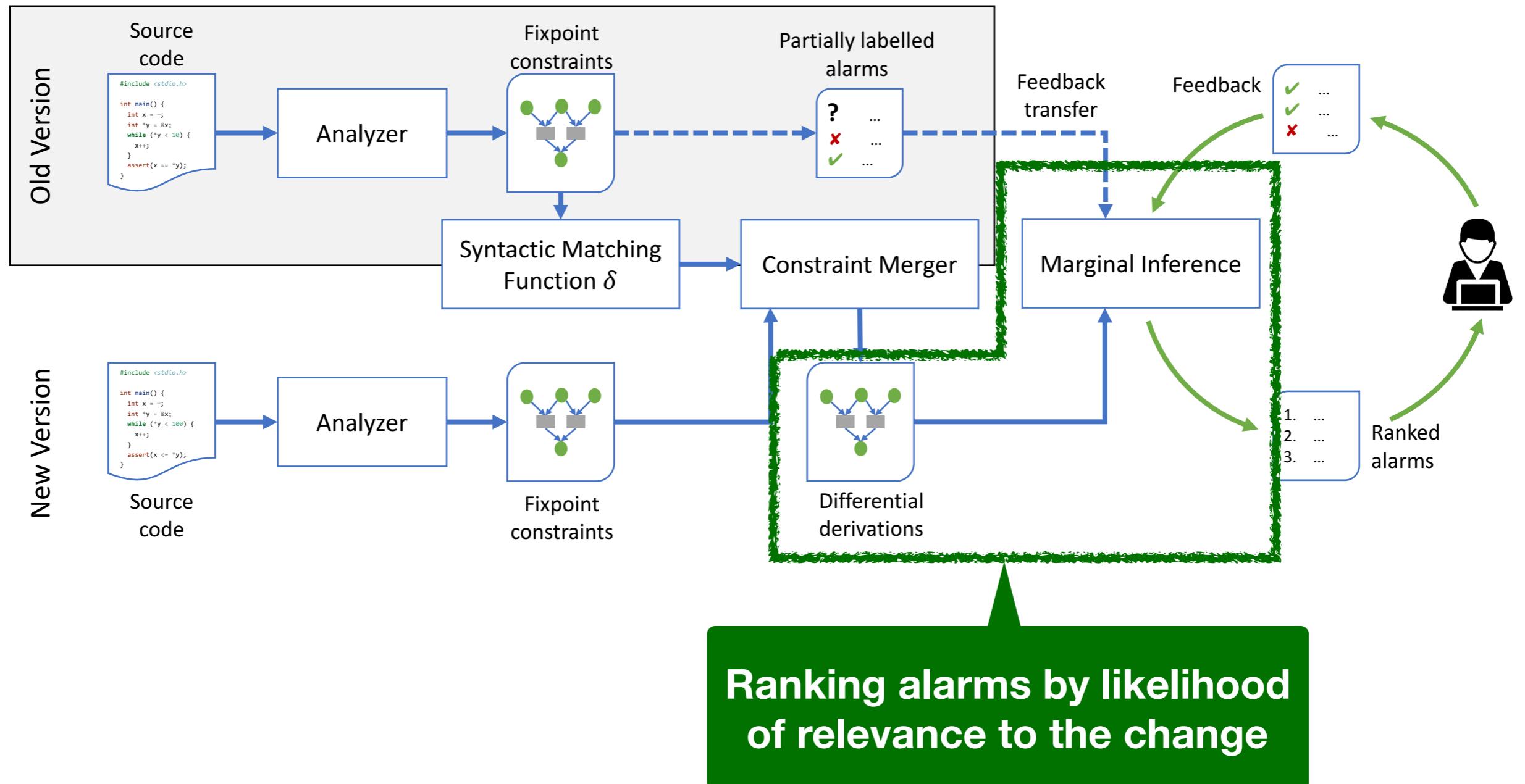
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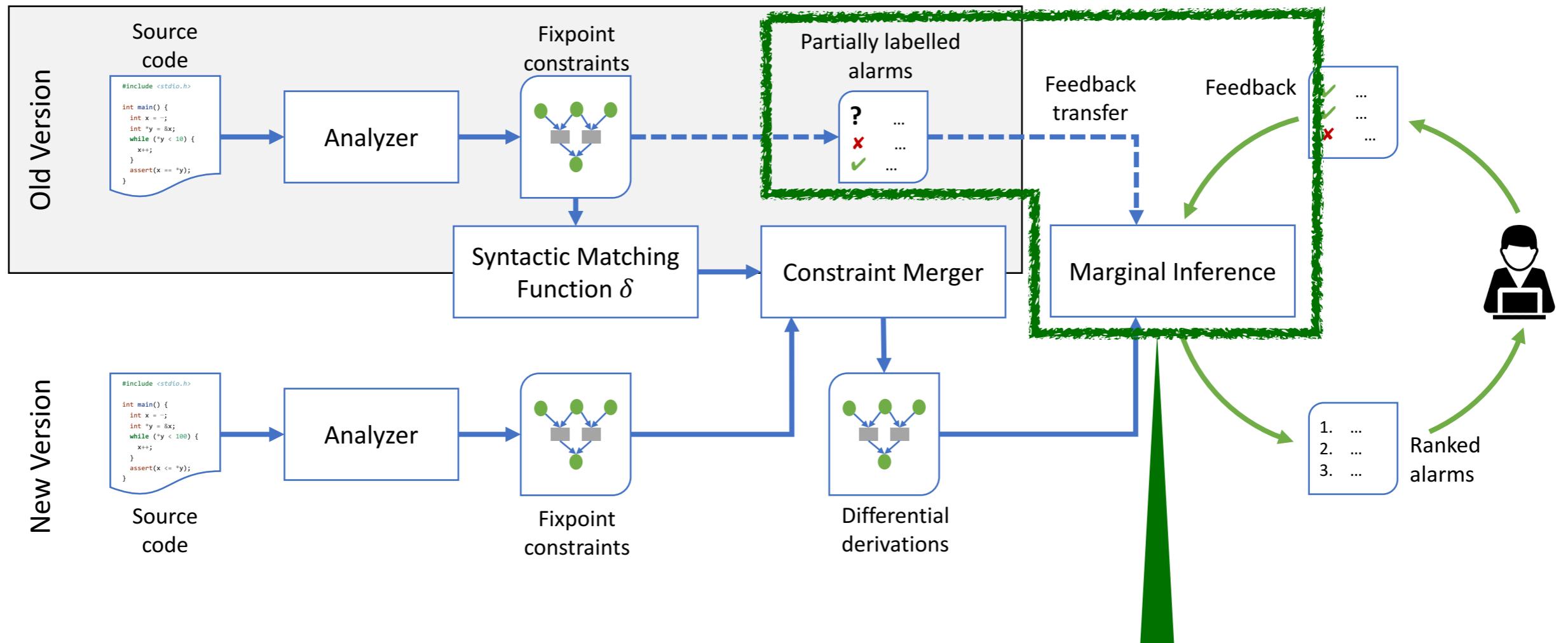
# System Architecture



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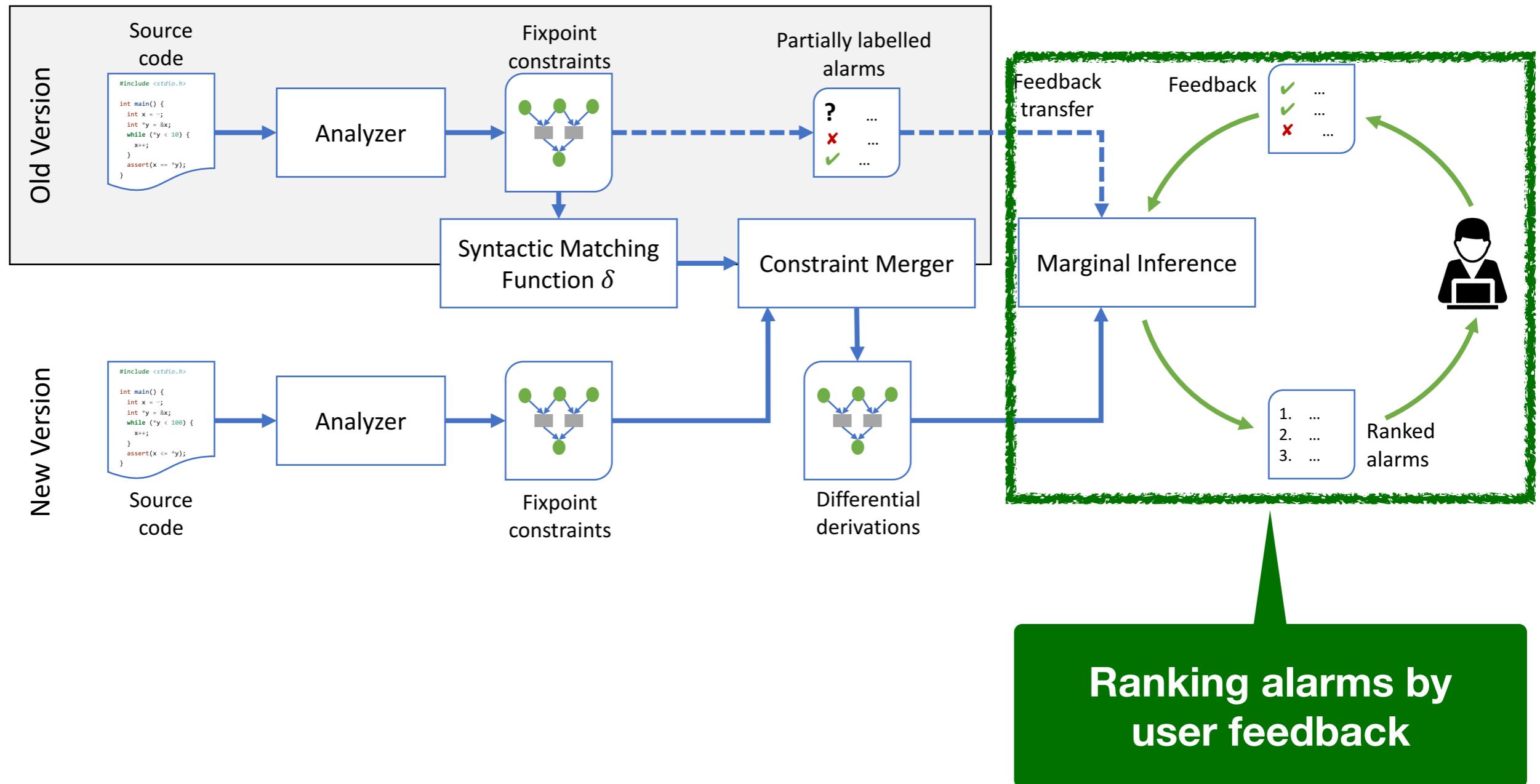


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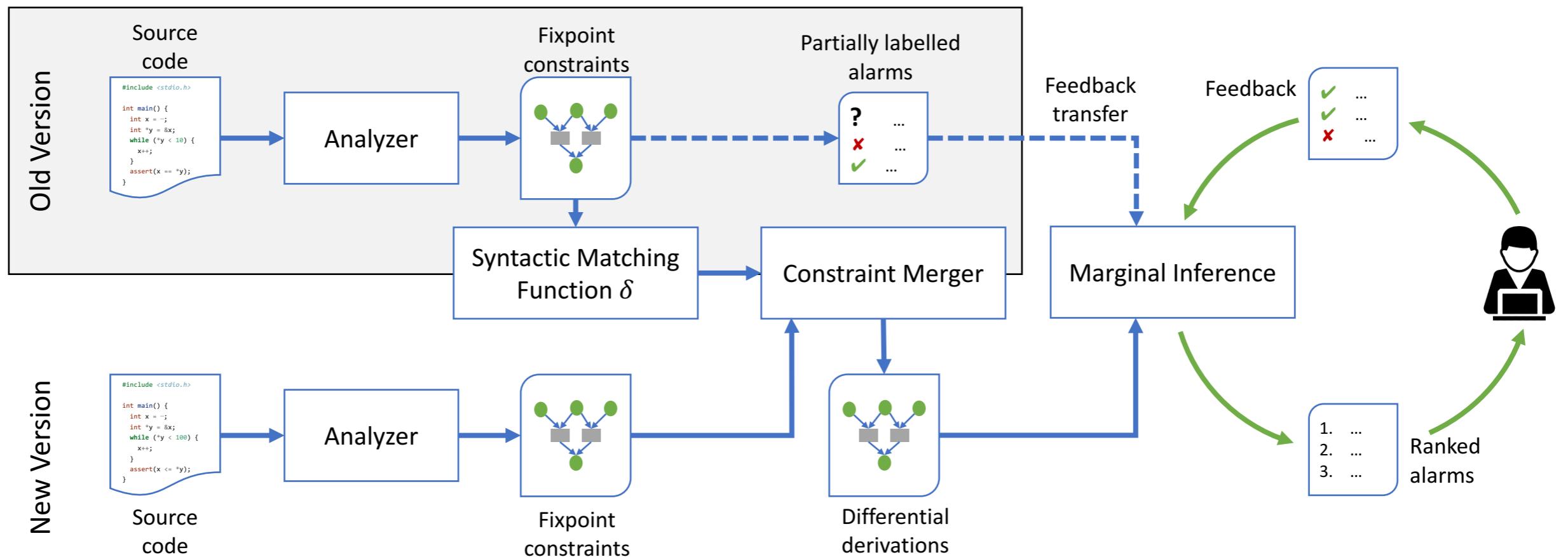


Ranking alarms bootstrapped  
by labelled alarms

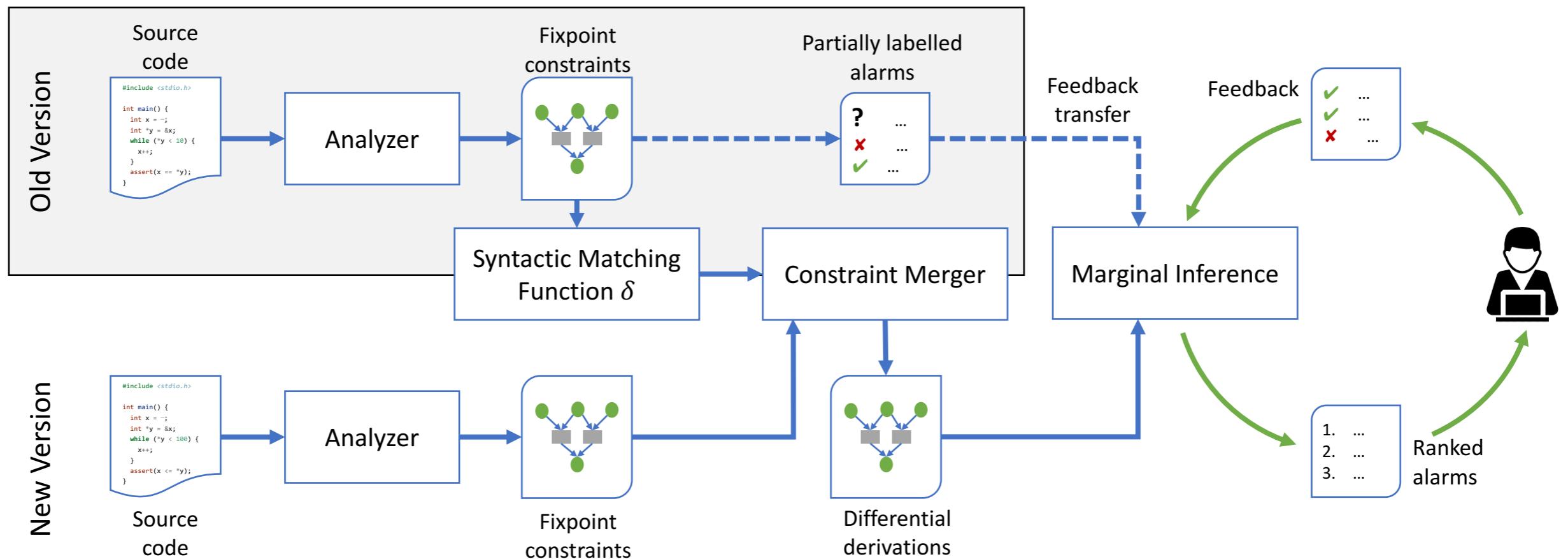
# System Architecture



# Impact

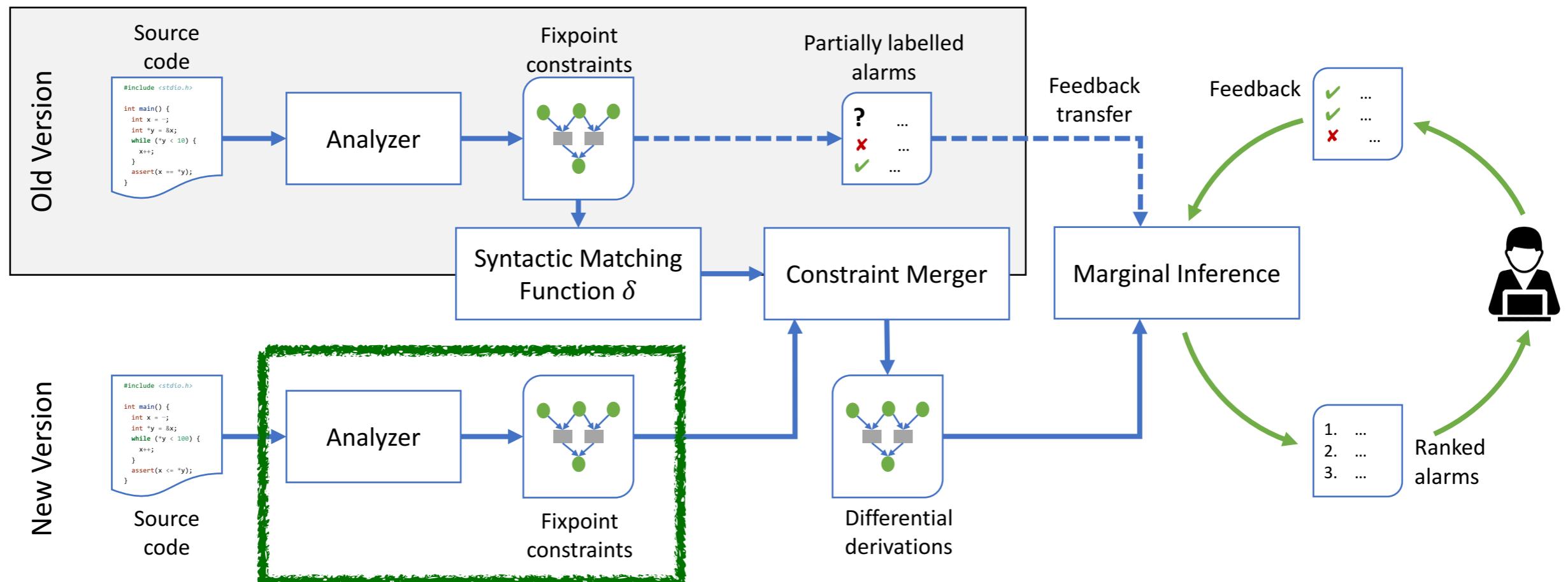


# Impact



Agv. alarms  
or max iters

# Impact

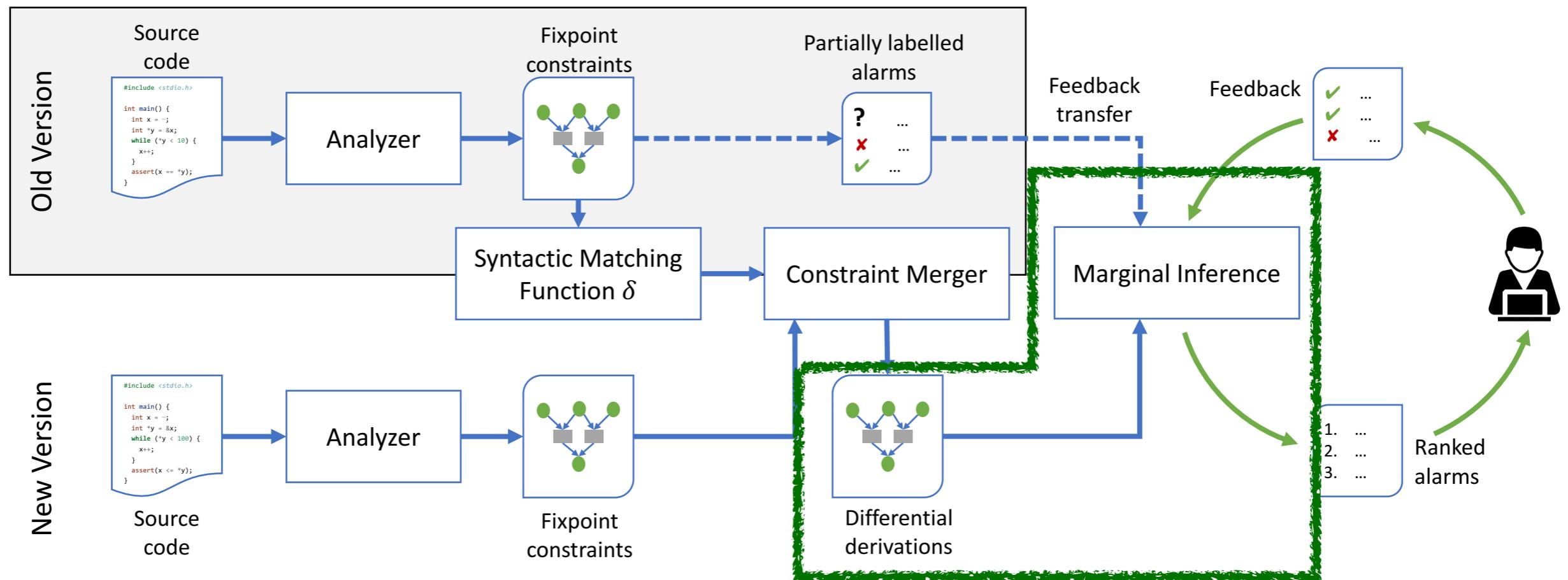


Batch mode

Avg. alarms  
or max iters

563

# Impact



Batch mode

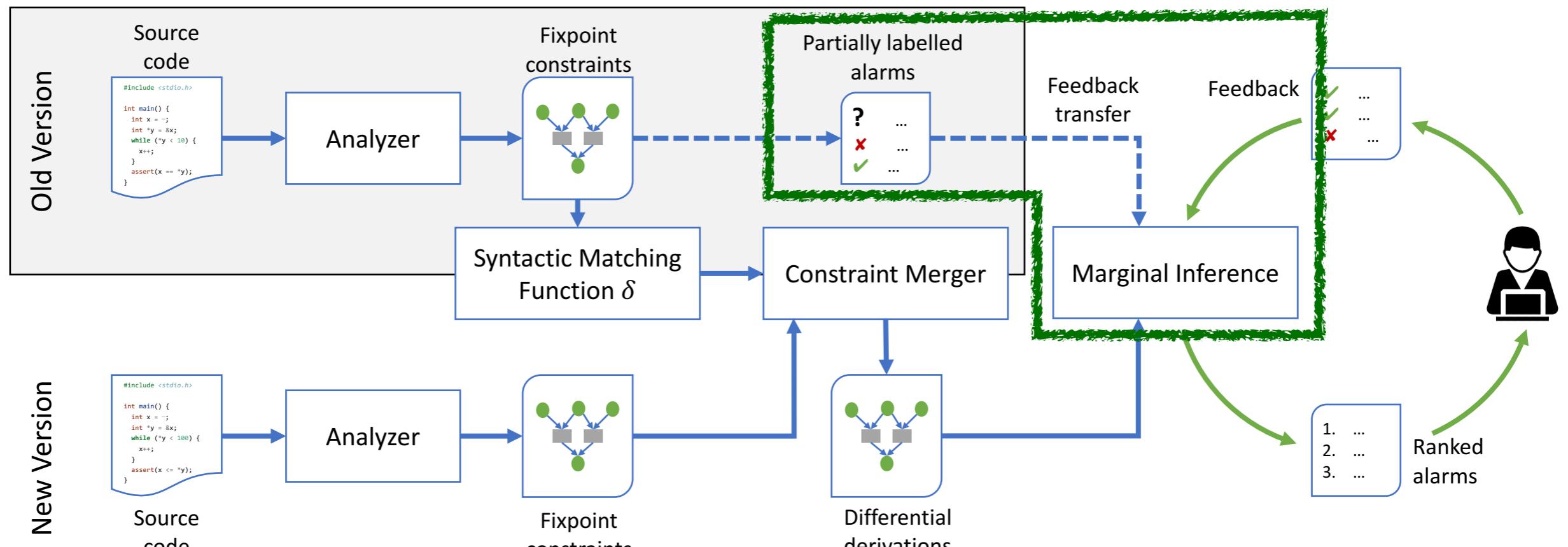
Avg. alarms or max iters

563

Ranking by relevance

94

# Impact



Batch mode

Agv. alarms or max iters

563

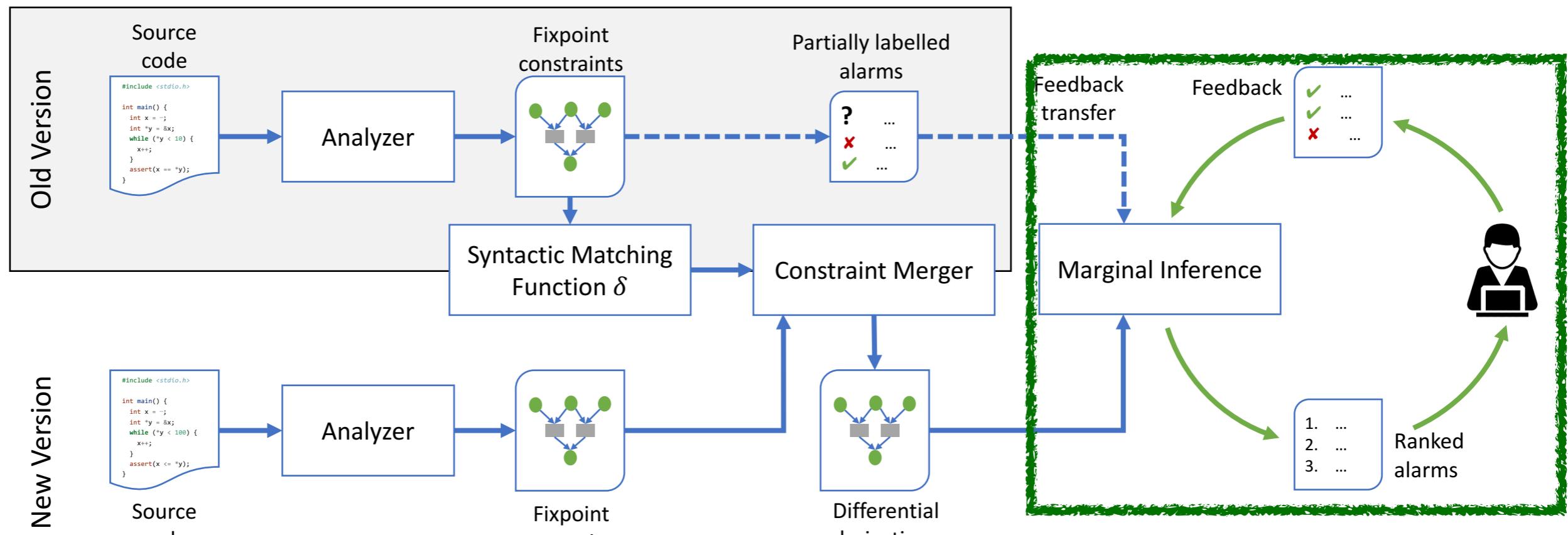
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94

Ranking by old labels

78

# Impact



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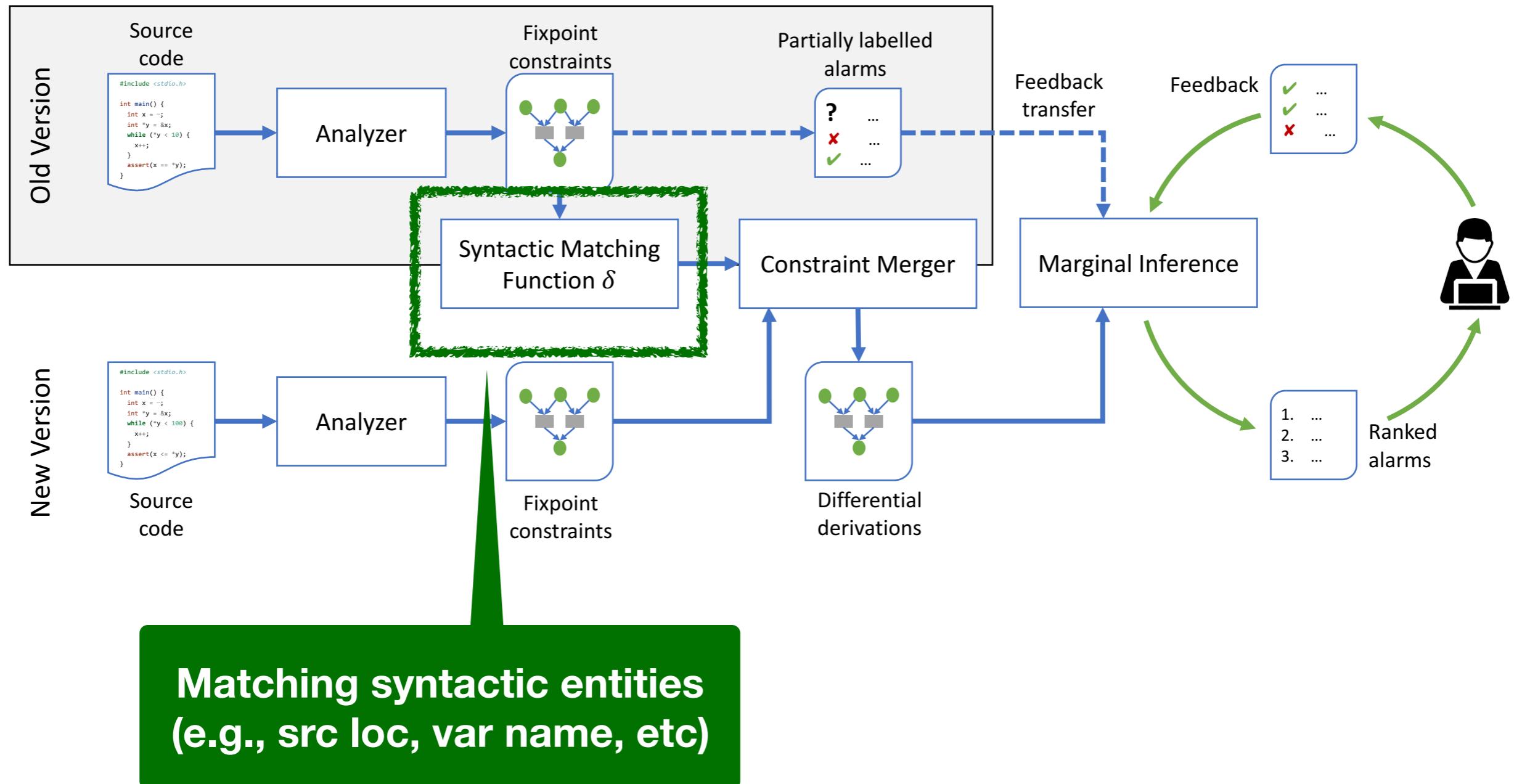
Ranking by old labels

78

Ranking by interaction

30

# System Architecture



# Syntactic Matching

- Many semantic components depend on syntactic entities
  - e.g., program point, allocation-site, call-site
- Syntactic matching function are parameterized
  - e.g., Unix diff (line), git (file), etc

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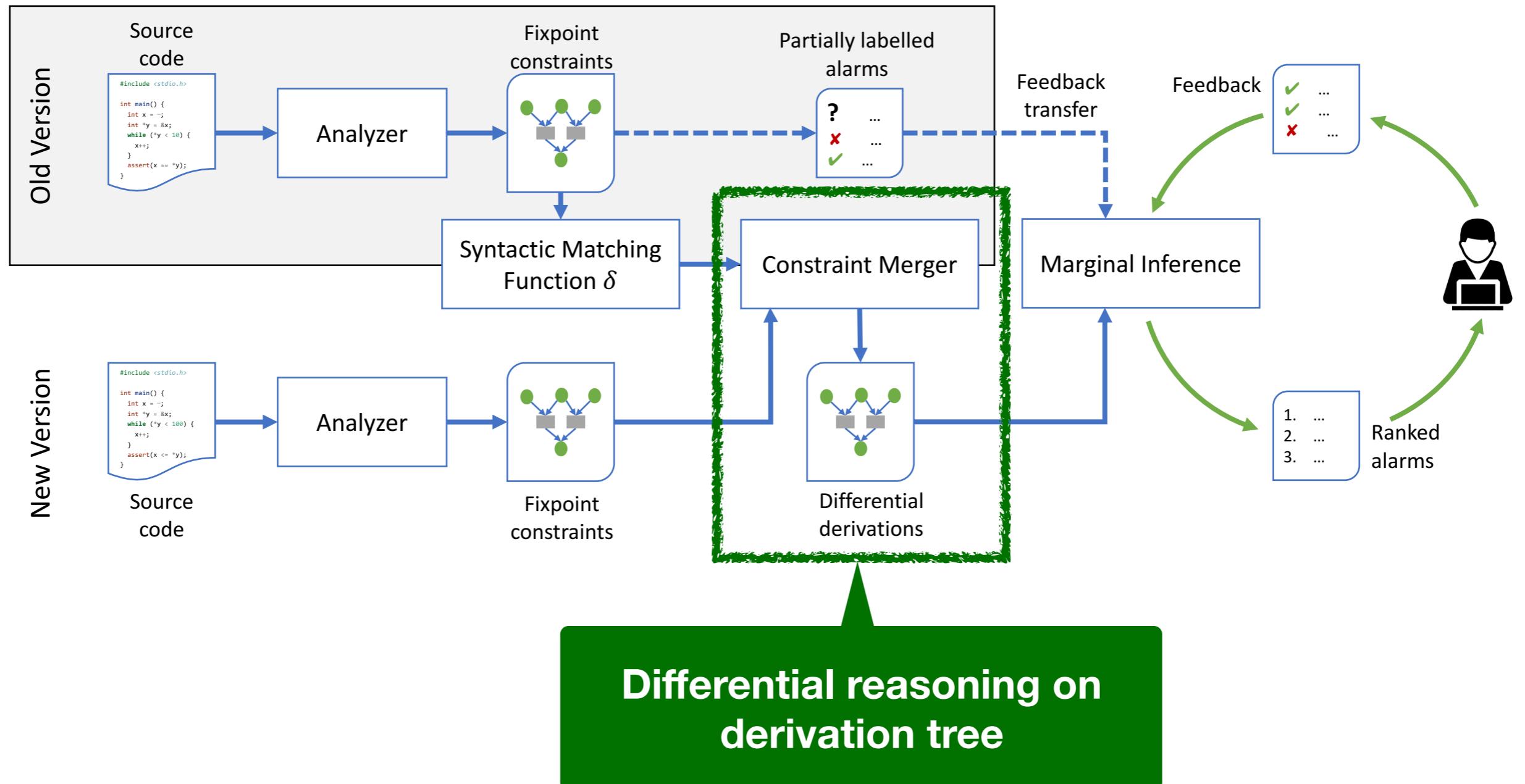
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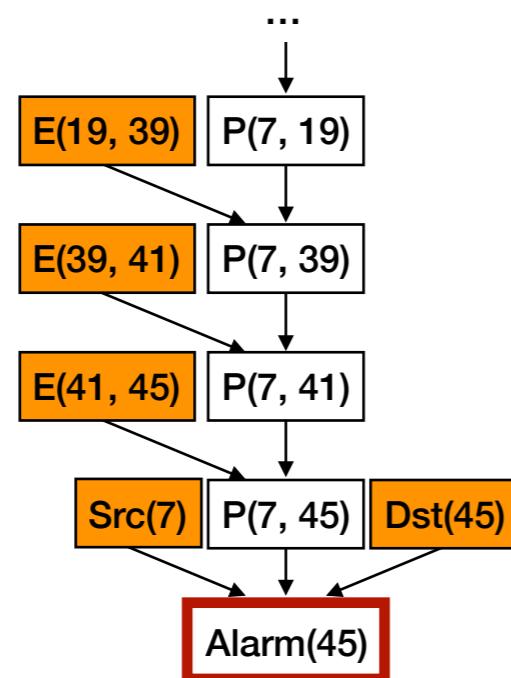
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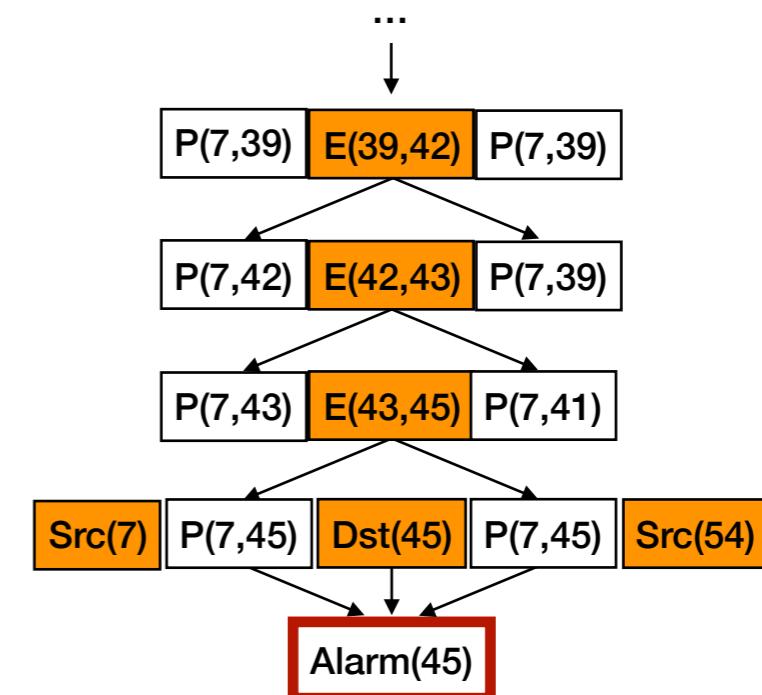
# Differential Derivation

Q: Does this alarm have at least one new derivation?

Old Analysis



New Analysis



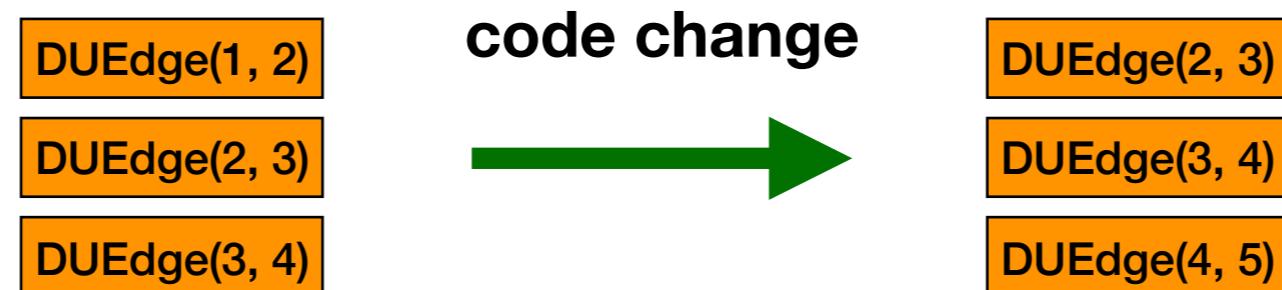
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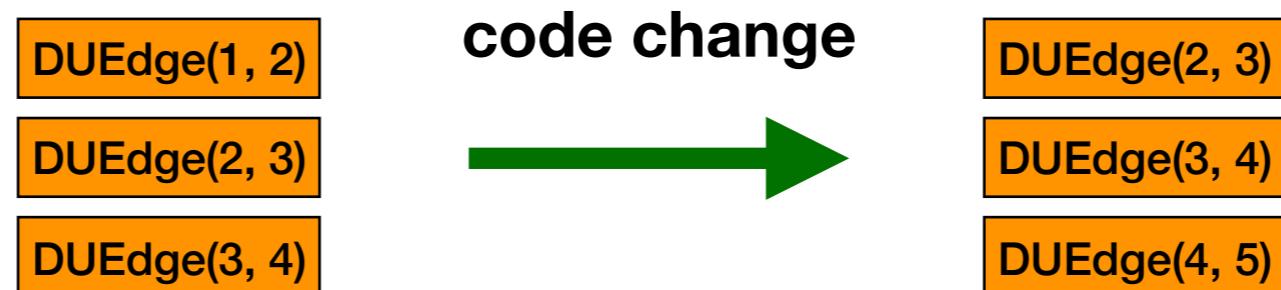
1. Base case: Input relations



# Differential Derivation

**Plan:** Construct differential derivation inductively

1. Base case: Input relations



$\alpha$ : all derivations are **common** to both versions

$\beta$ : at least one **new** derivation exists

DUEdge $_{\alpha}$ (2, 3)

DUEdge $_{\alpha}$ (3, 4)

DUEdge $_{\beta}$ (4, 5)

# Differential Derivation

**Plan:** Construct differential derivation inductively

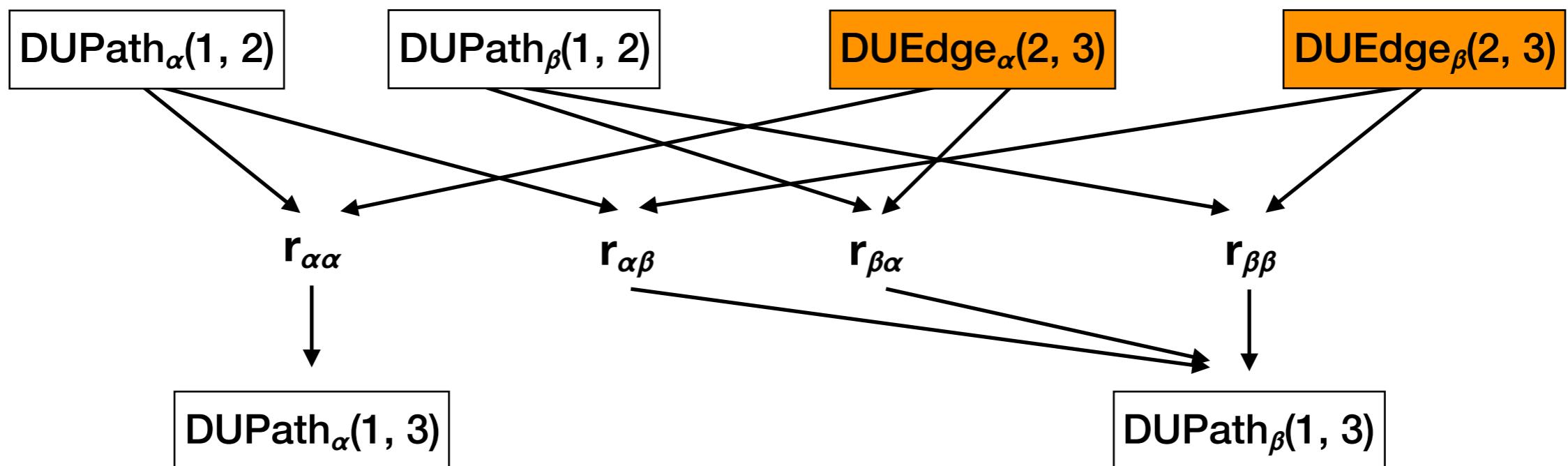
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# Differential Derivation

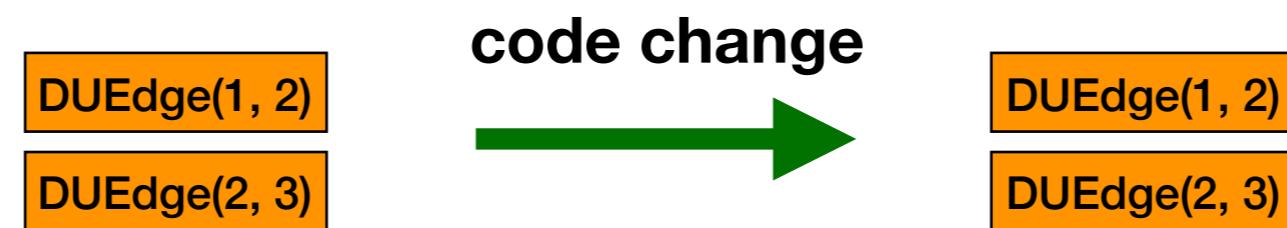
**Plan:** Construct differential derivation inductively

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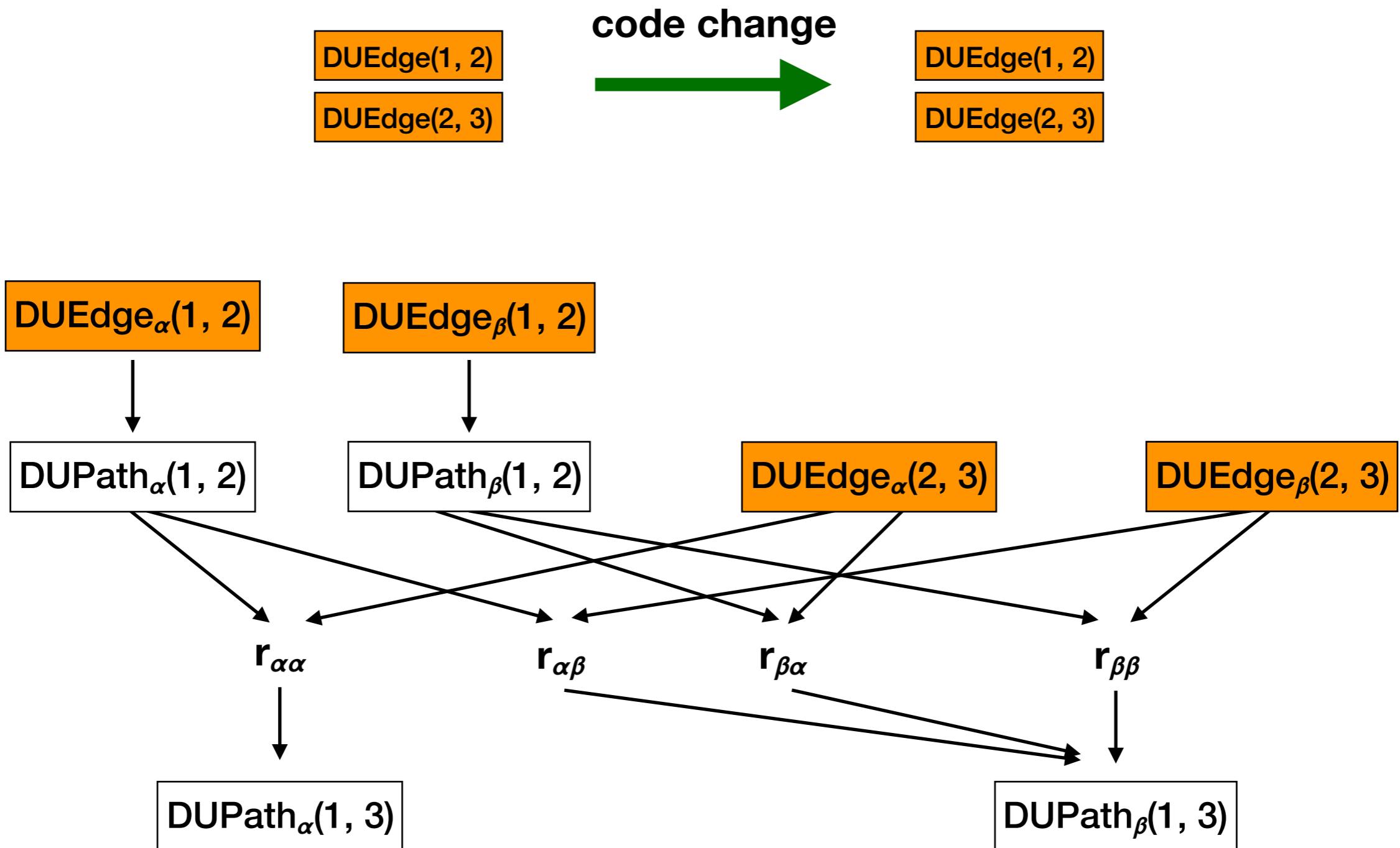
$r: \text{DUPath}(c1, c3) :- \text{DUPath}(c1, c2), \text{DUEdge}(c2, c3)$



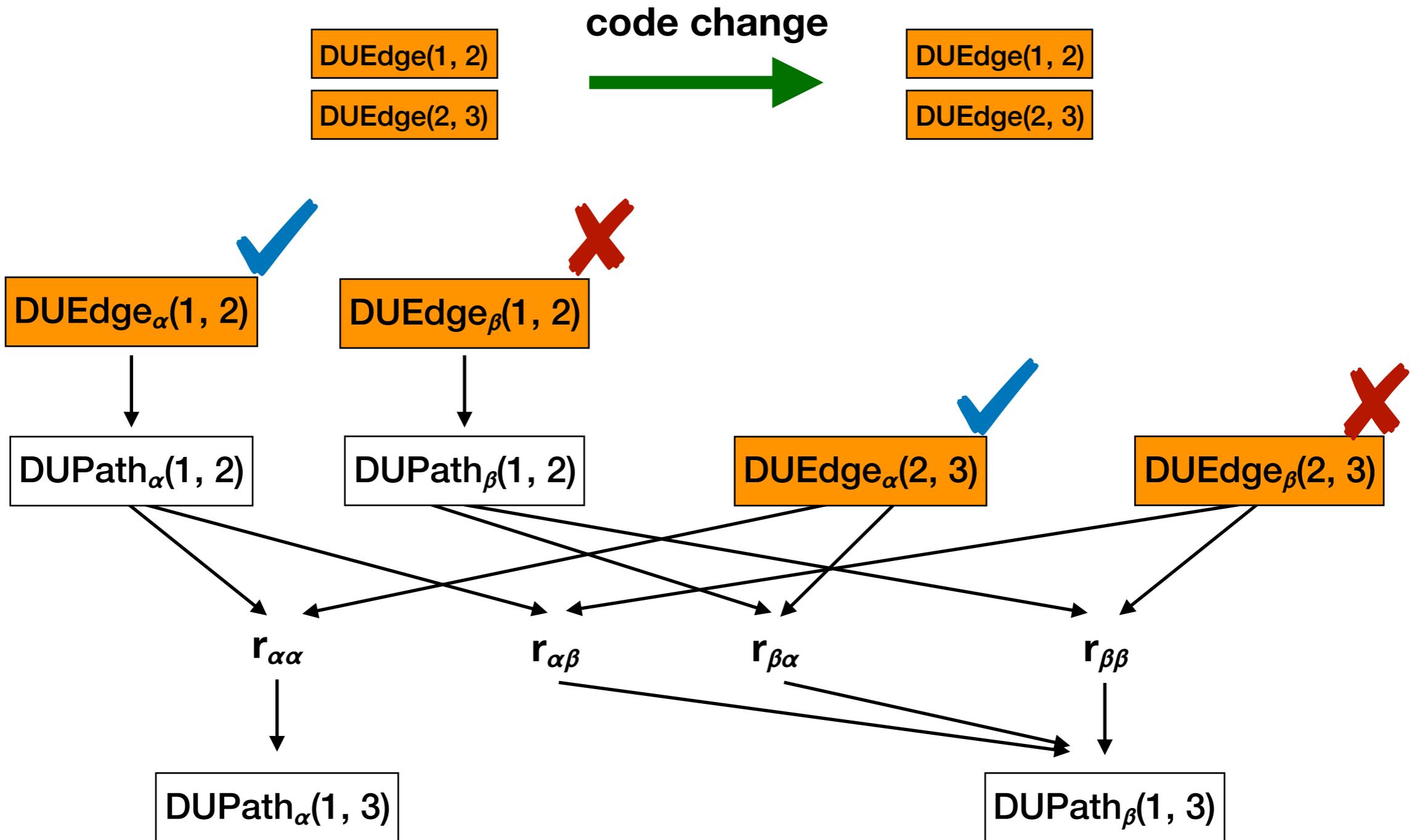
# Example



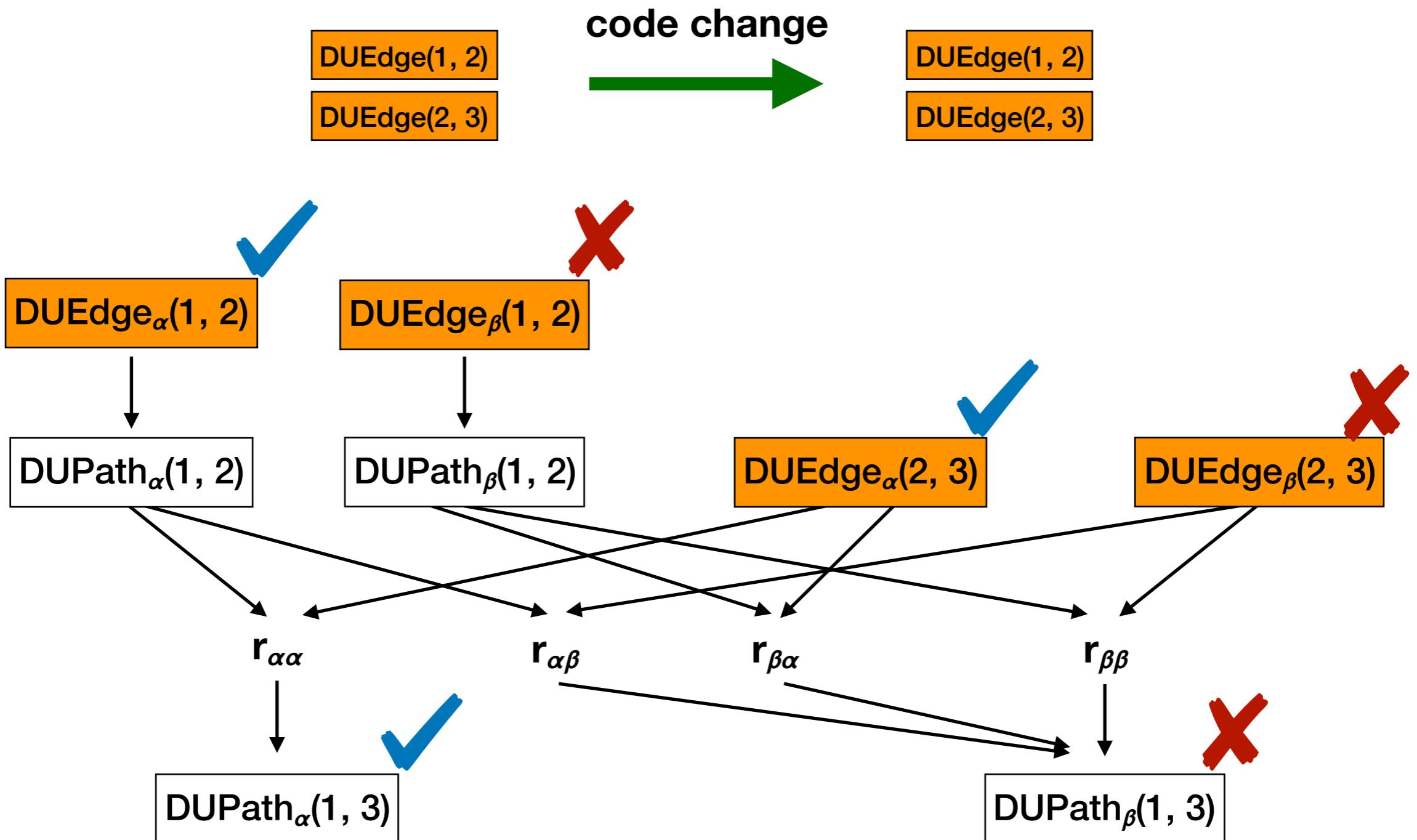
# Example



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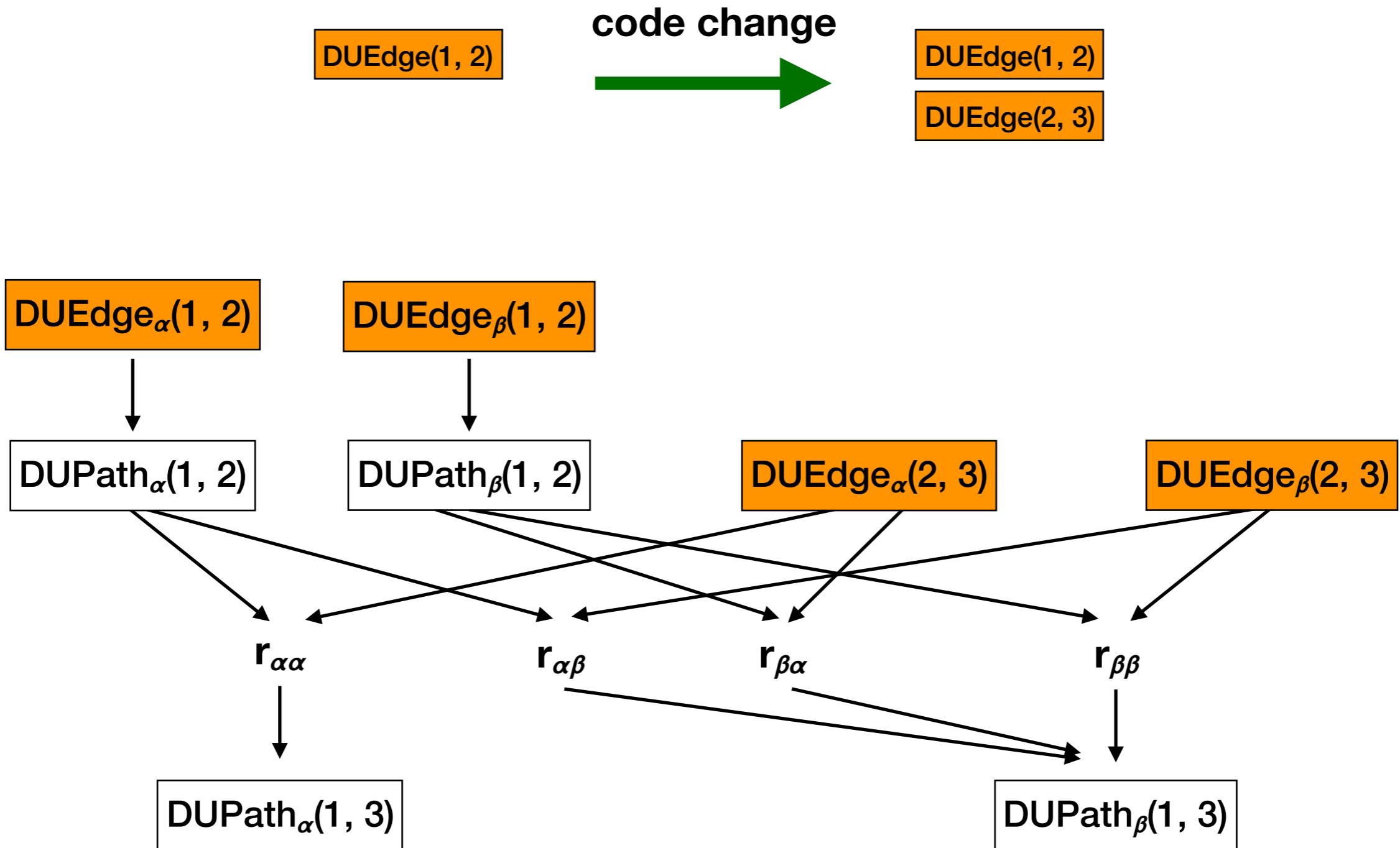
# Example



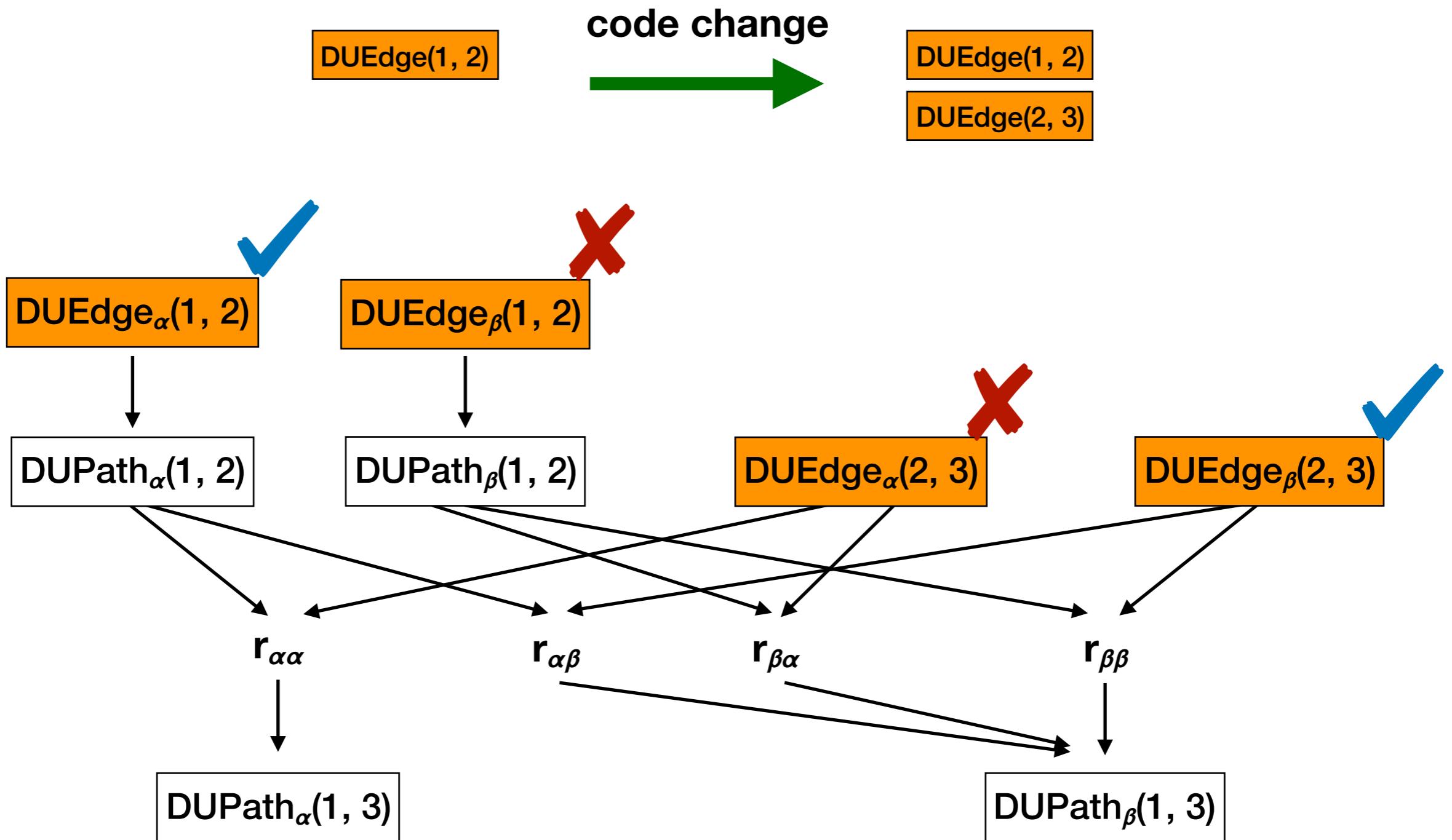
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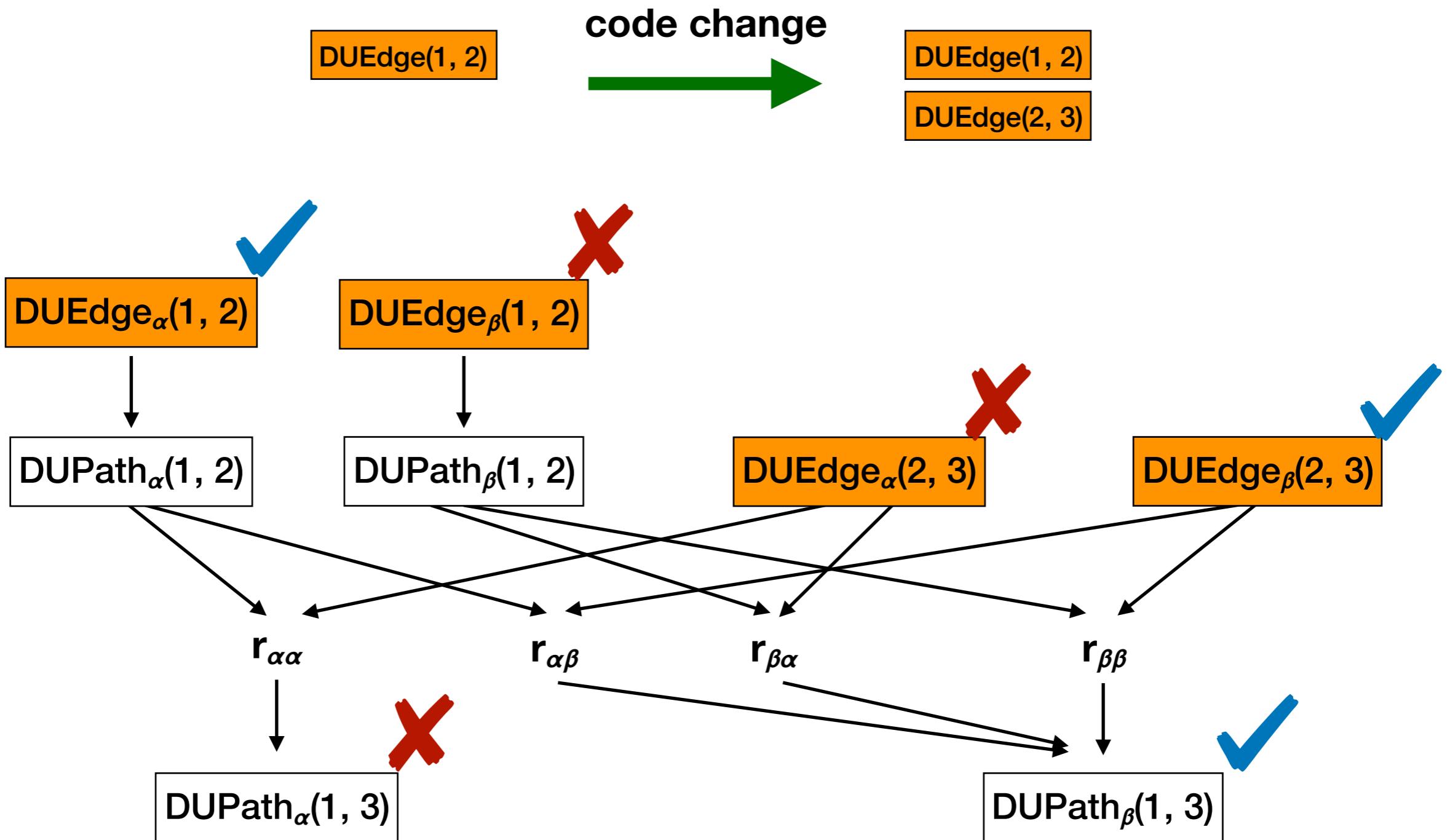
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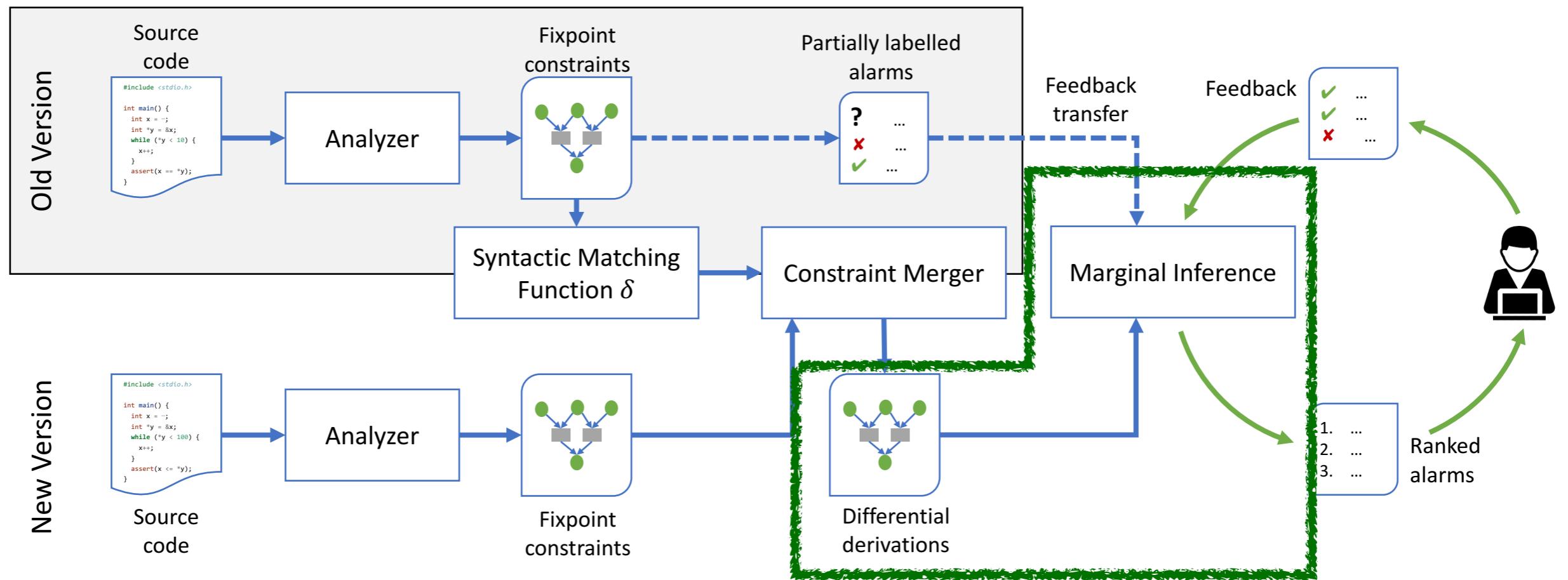
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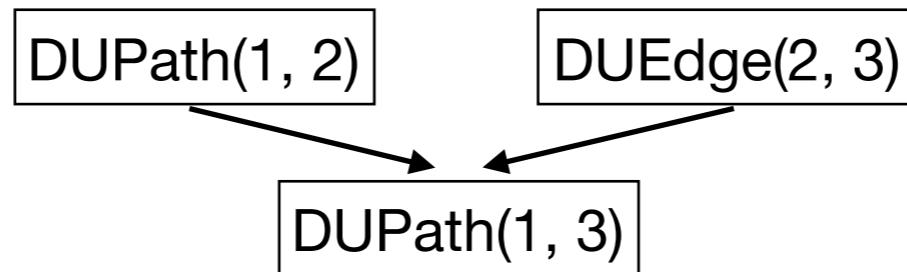


# System Architecture



Ranking alarms by likelihood  
of relevance to the change

# Bayesian Network



## Logical Rule

### Input relations

DUEdge( $c_1, c_2$ ) : Immediate data flow  $c_1$  to  $c_2$   
 Src( $c$ ) : Origin of potentially erroneous traces  
 Dst( $c$ ) : Potential program crash point

### Output relations

DUPath( $c_1, c_2$ ) : Transitive data flow from  $c_1$  to  $c_2$   
 Alarm( $c$ ) : Potentially erroneous trace reaching  $c$

### Analysis Rules

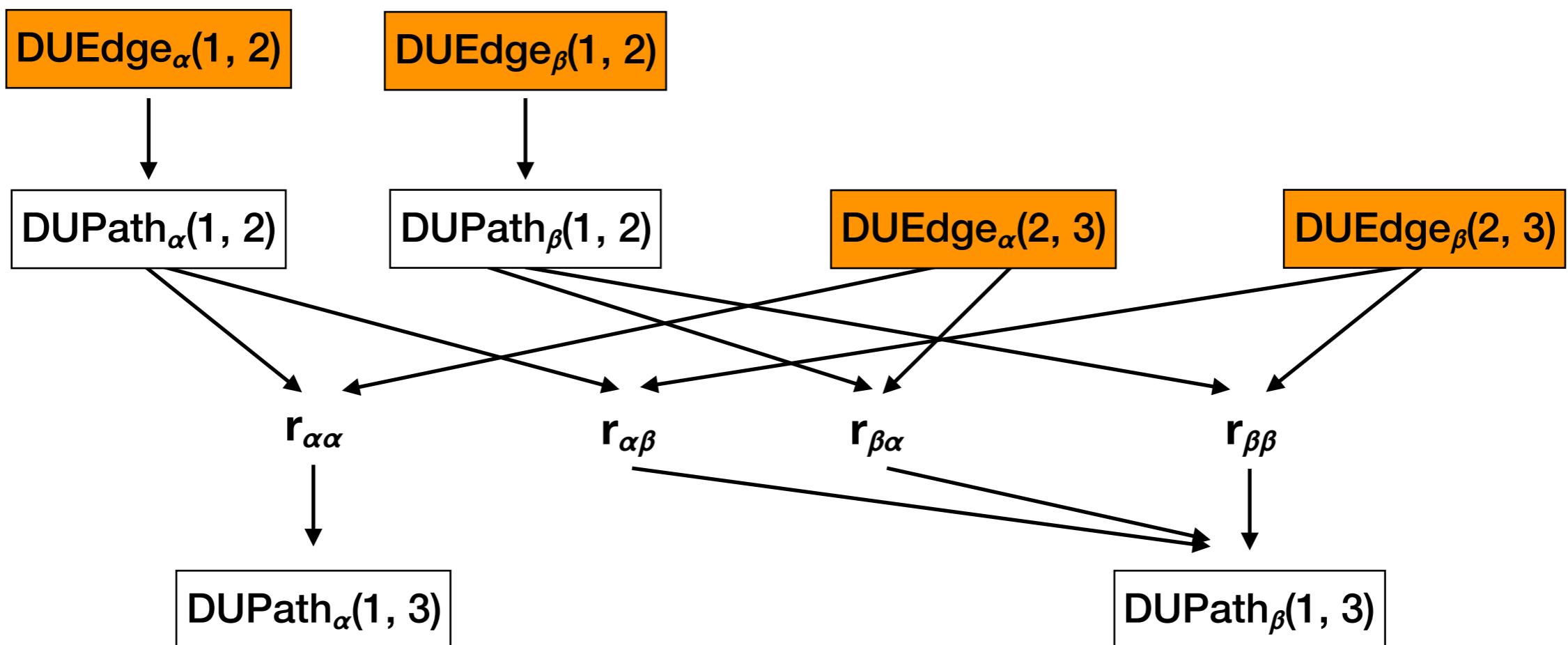
$r1 : \text{DUPath}(c_1, c_2) :- \text{DUEdge}(c_1, c_2).$   
 $r2 : \text{DUPath}(c_1, c_3) :- \text{DUPath}(c_1, c_2), \text{DUEdge}(c_1, c_2).$   
 $r3 : \text{Alarm}(c_2) :- \text{DUPath}(c_1, c_2), \text{Src}(c_1), \text{Dst}(c_2).$

## Probabilistic Rule

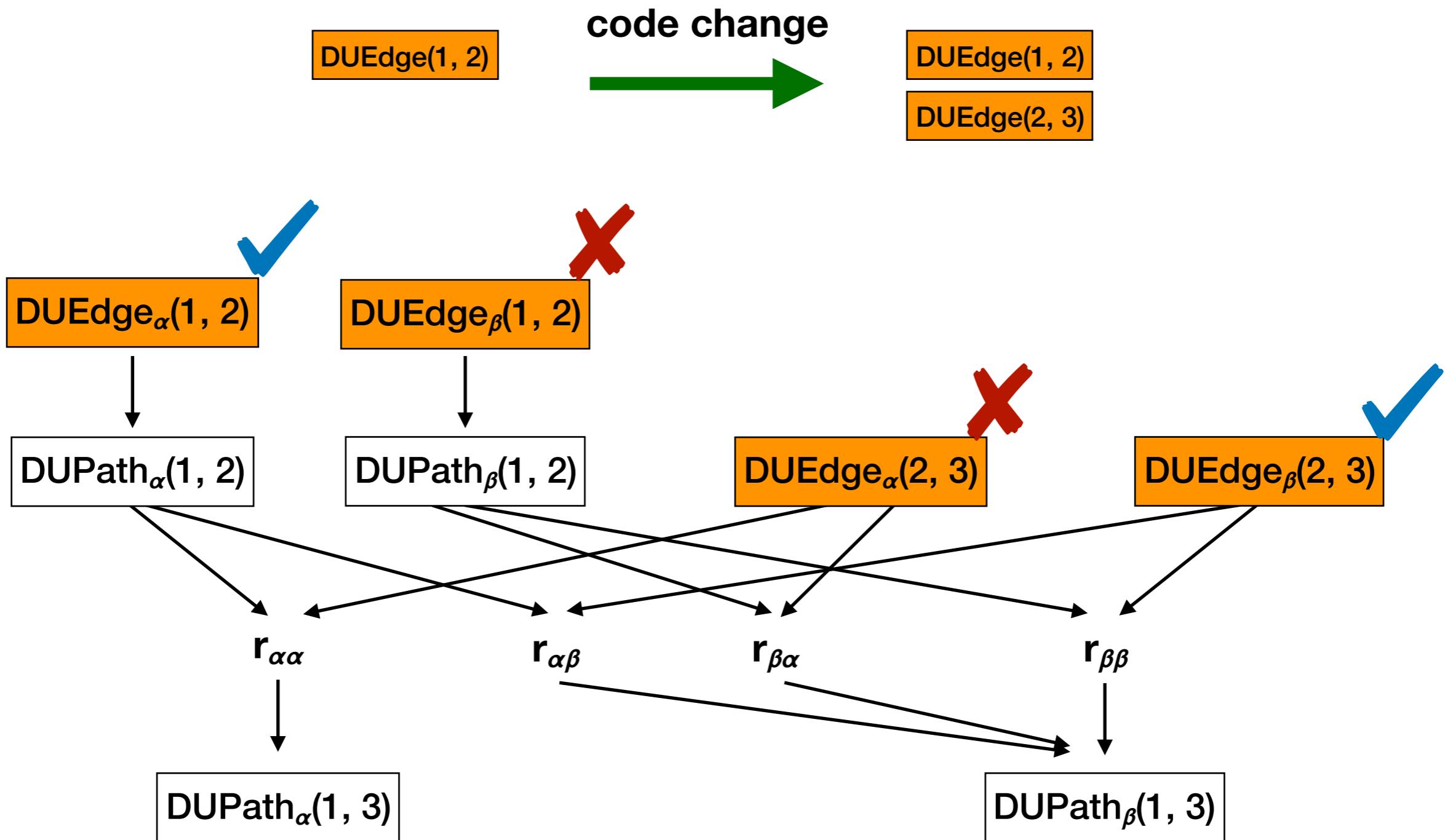
P(1,2)	E(2,3)	Pr(P(1,3)   H)
TRUE	TRUE	0.95*
TRUE	FALSE	0
FALSE	TRUE	0
FALSE	FALSE	0

\*Prior probability is computed by an offline learning

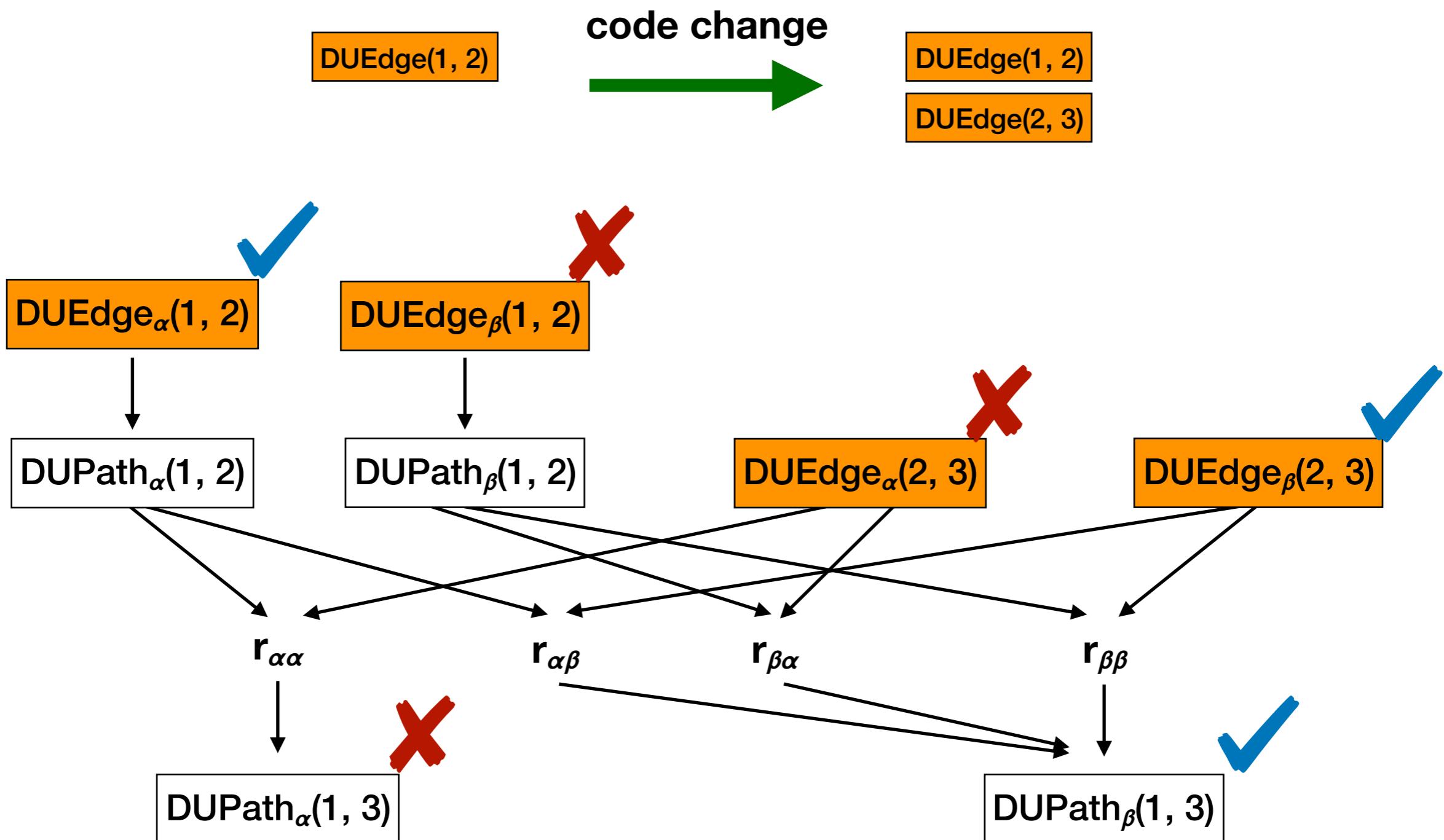
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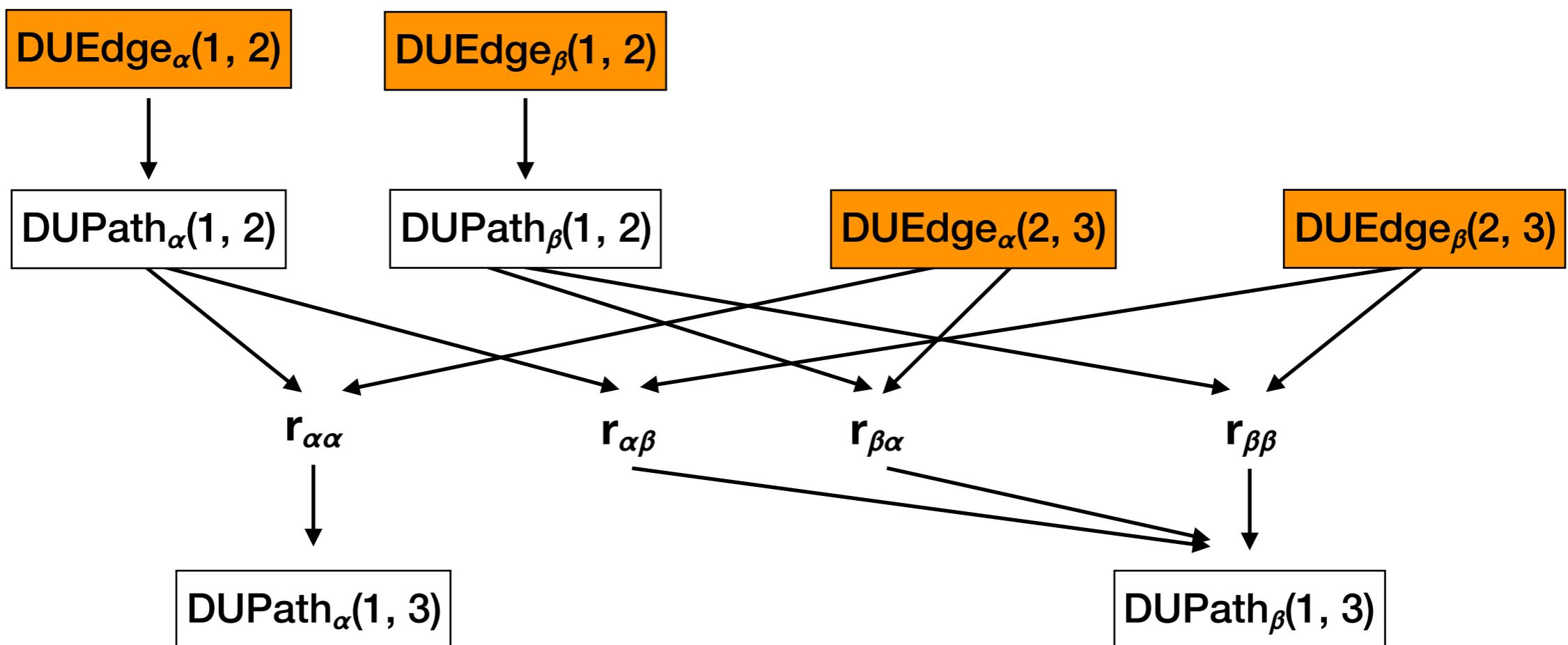
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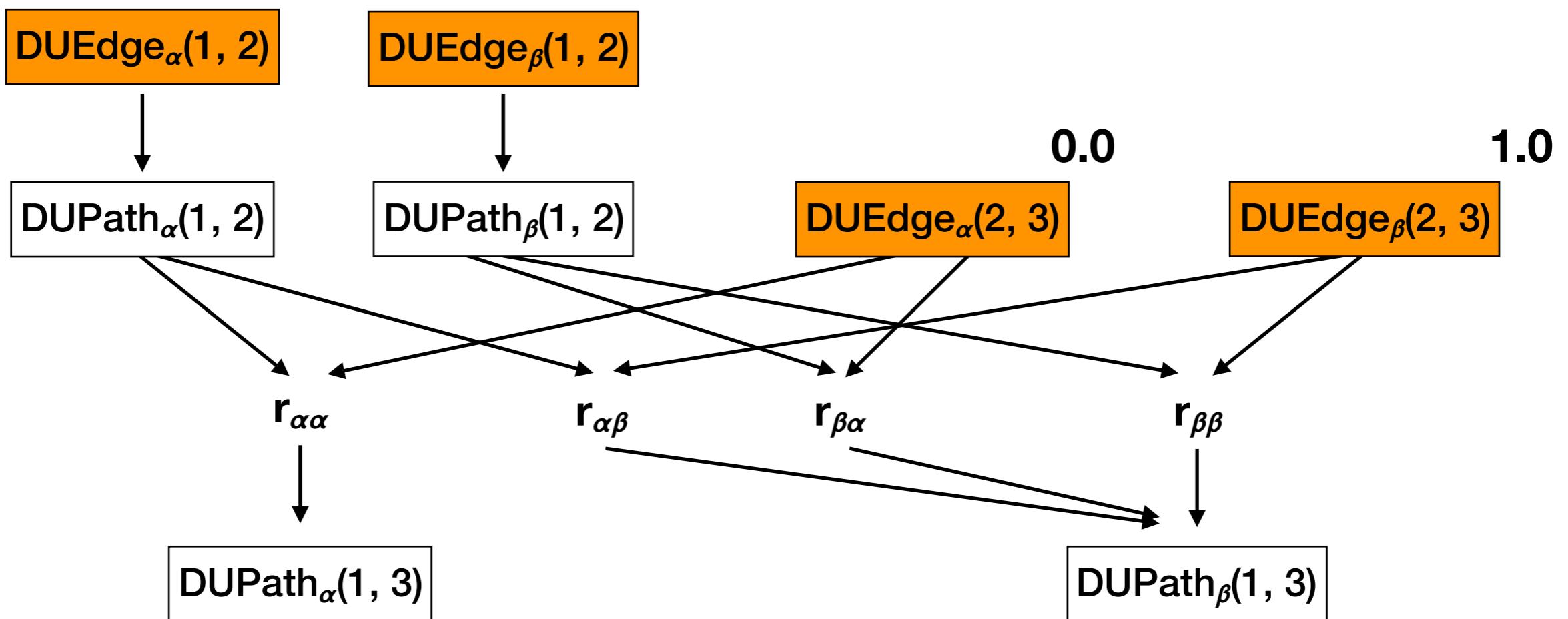
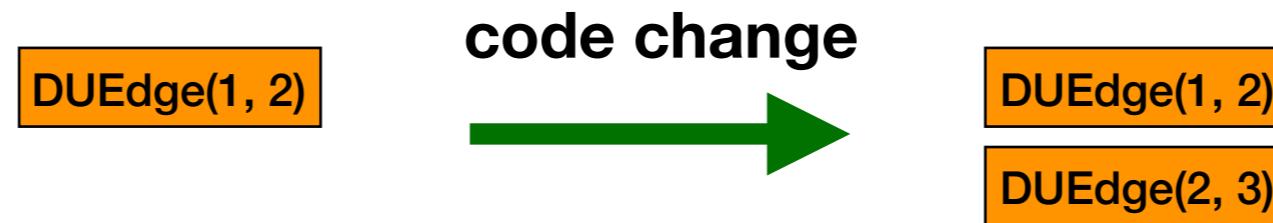
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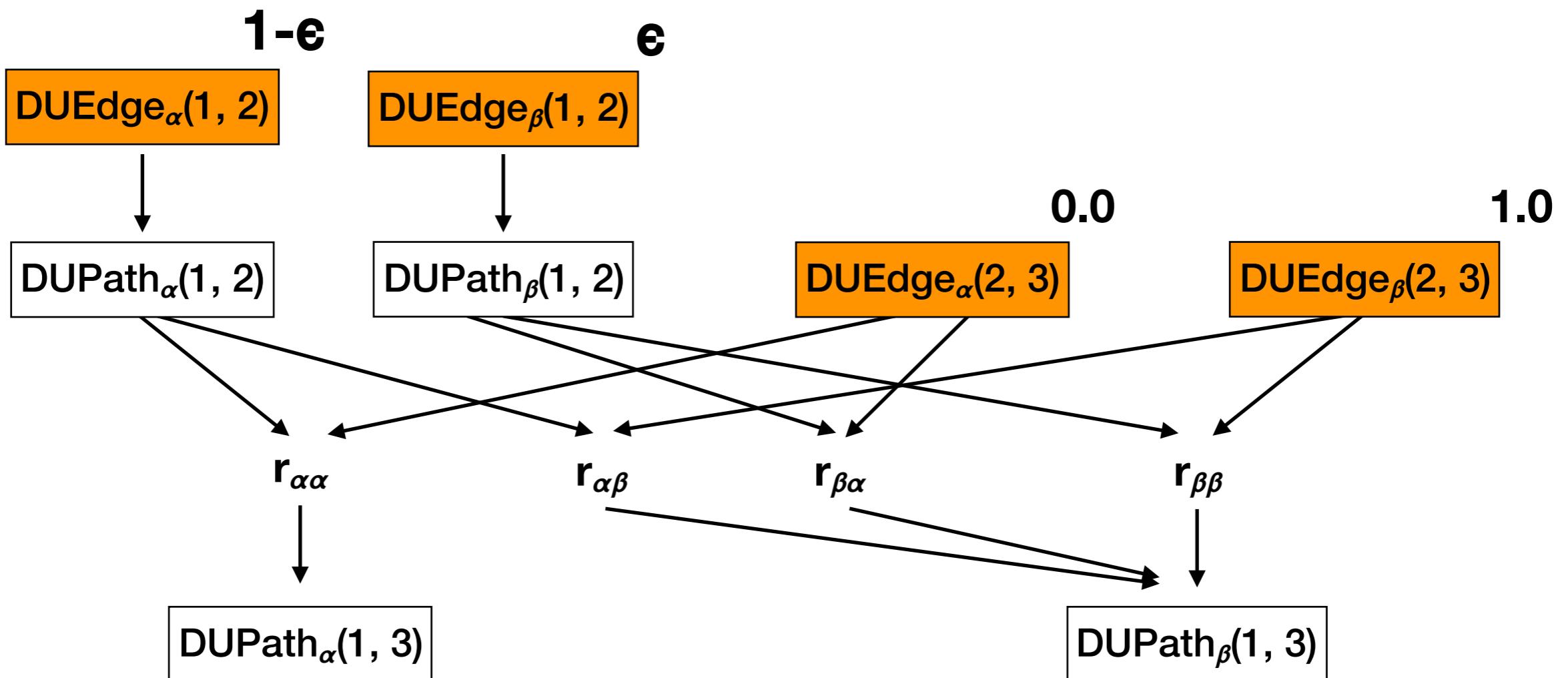
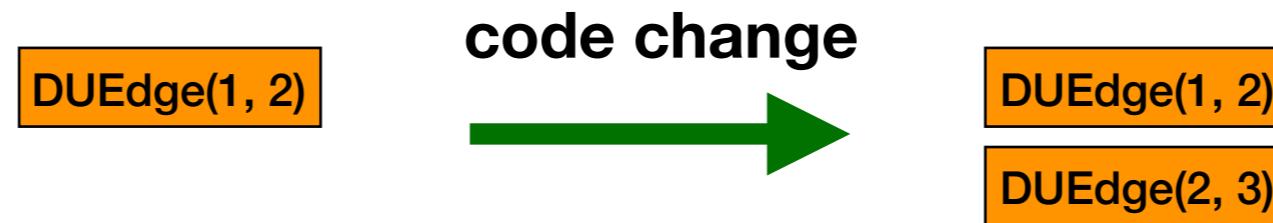
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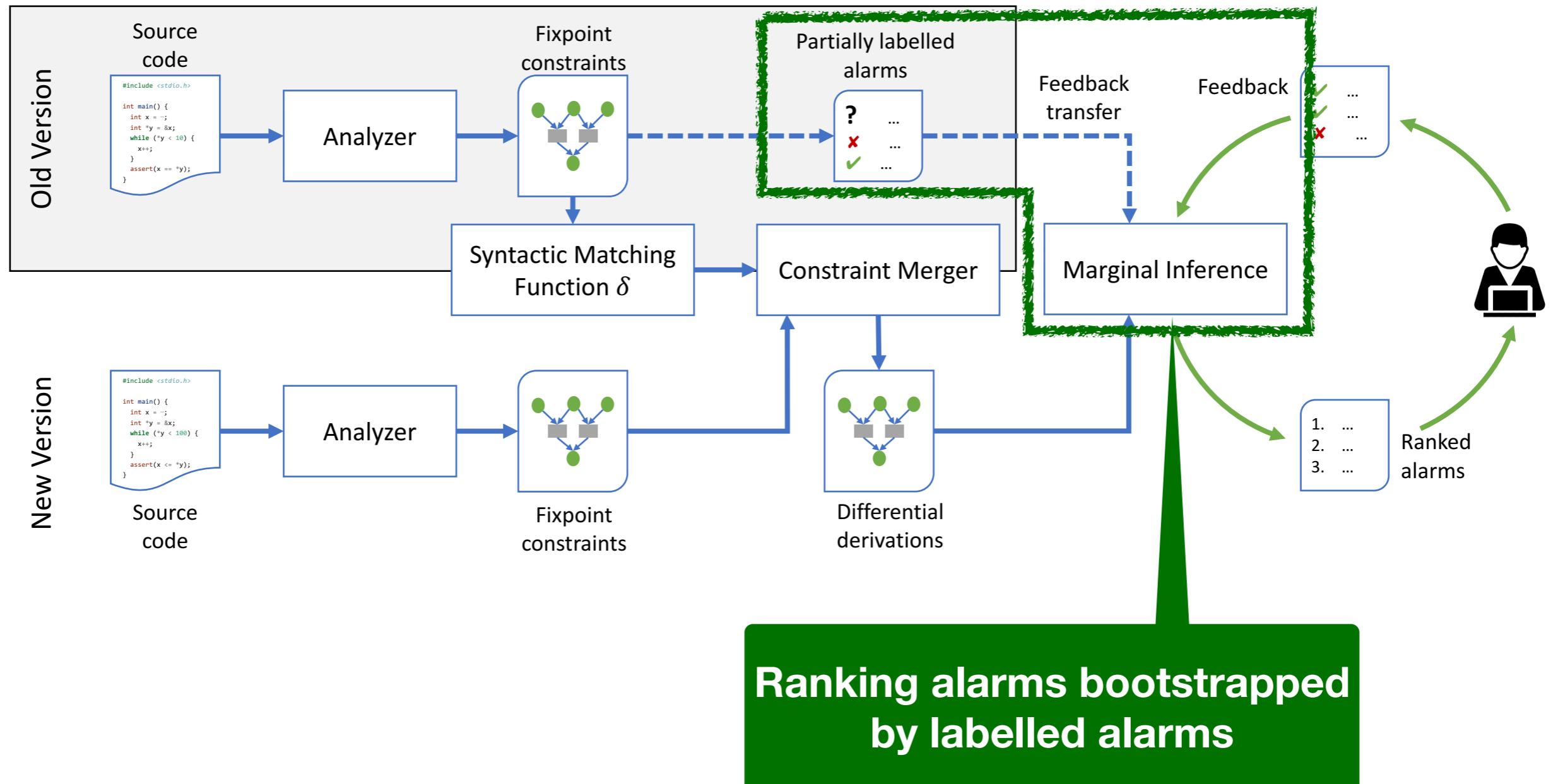
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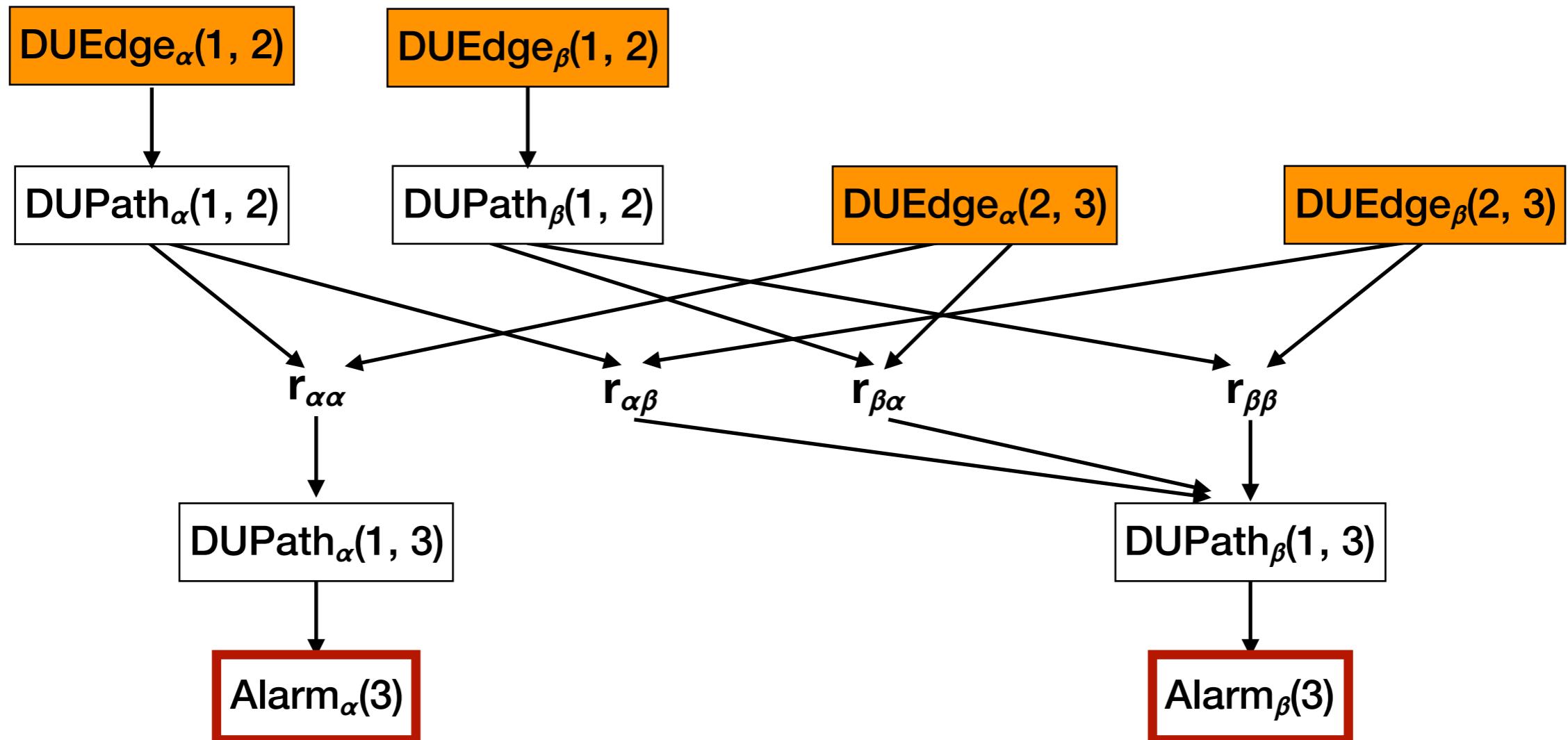
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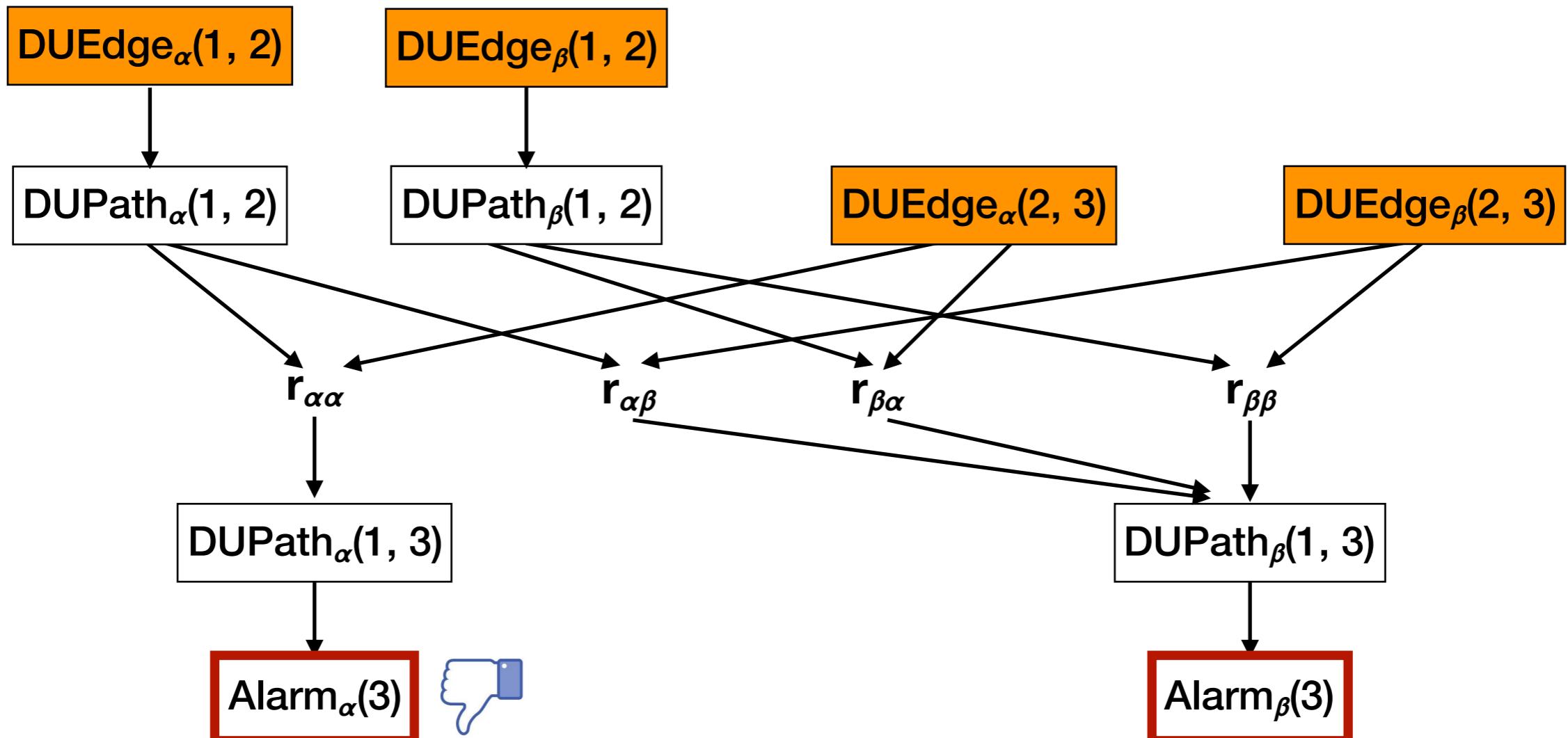


# Feedback Transfer



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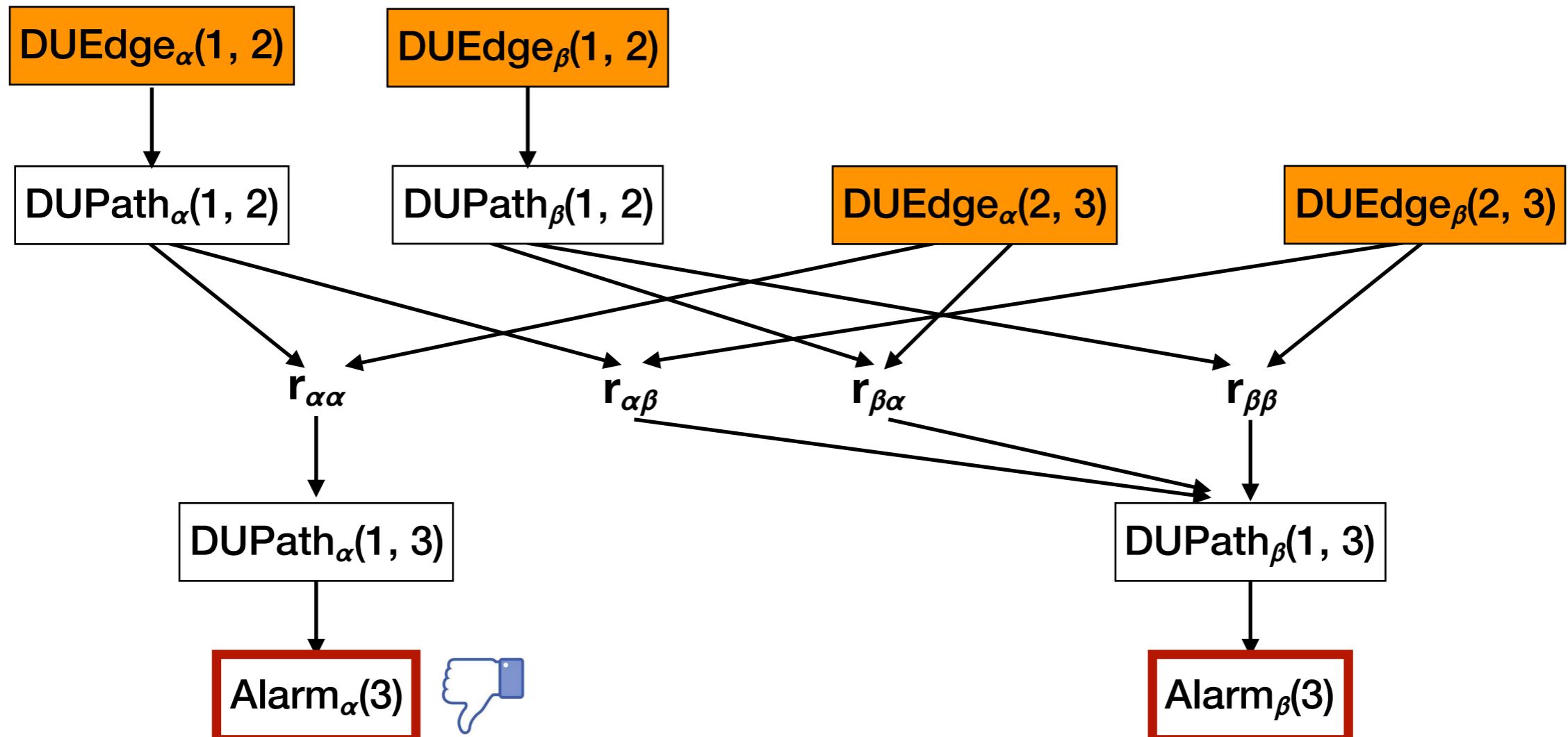
## 1. Conservative Mode



(if Alarm(3) was **FALSE** in the old version)

# Feedback Transfer

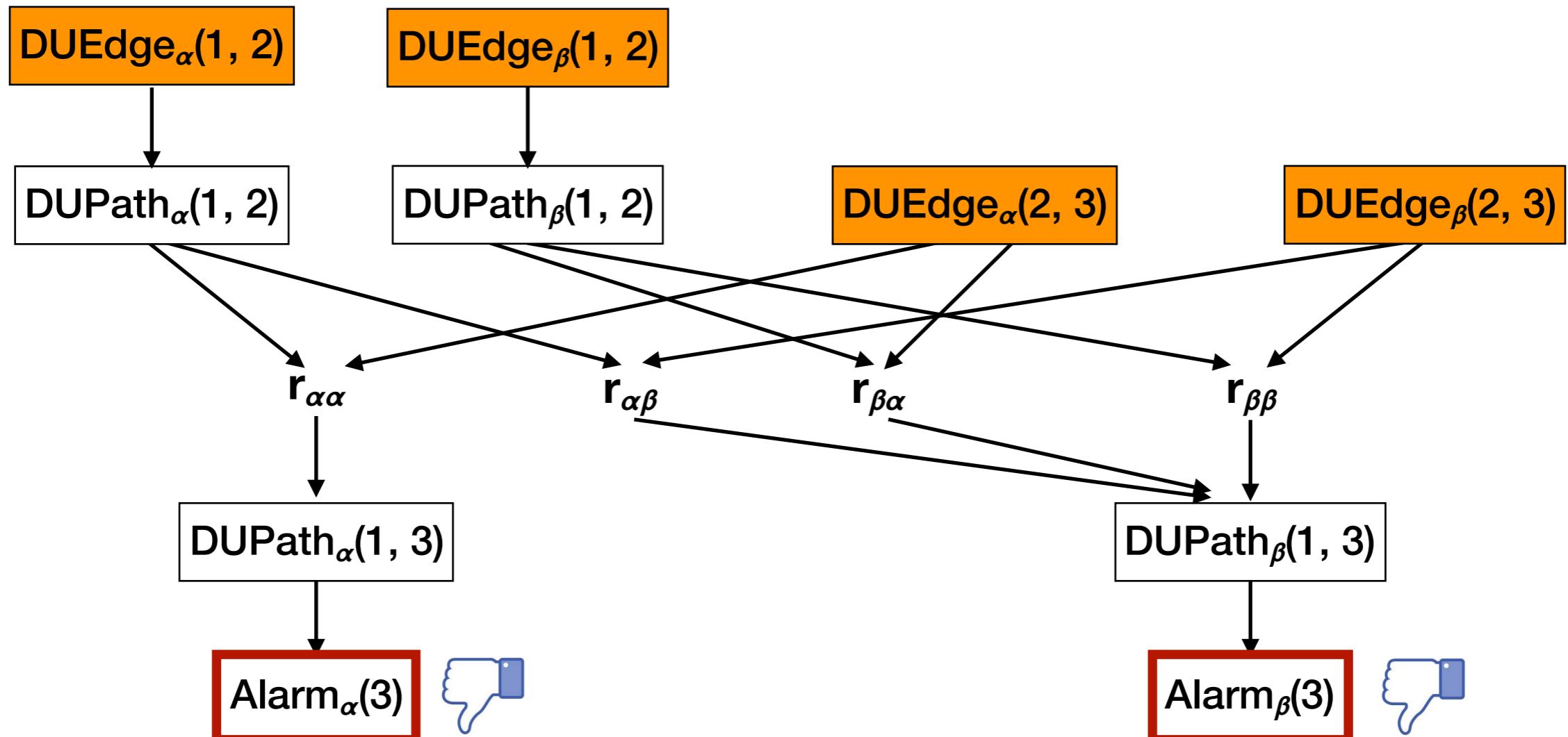
## 2. Strong Mode



(if Alarm(3) was present in the old version)

# Feedback Transfer

## 3. Aggressive Mode



(if  $Alarm(3)$  was **present** in the old version)

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# Benchmarks

Program	Version		Size (KLOC)		Diff (%)	#Bugs	Bug Type
	Old	New	Old	New			
shntool	3.0.4	3.0.5	13	23	1	6	Int Overflow
latex2rtf	2.1.0	2.1.1	27	27	3	2	Format Str
urjtag	0.7	0.8	45	46	18	6	Format Str
optipng	0.5.2	0.5.3	60	61	2	1	Int Overflow
wget	1.11.4	1.12	42	65	47	6	Buf Overrun
readelf	2.23.2	2.24	63	65	6	1	Buf Overrun
grep	2.18	2.19	68	68	7	1	Buf Overrun
sed	4.2.2	4.3	48	83	40	1	Buf Overrun
sort	7.1	7.2	96	98	3	1	Buf Overrun
tar	1.27	1.28	108	112	4	1	Buf Overrun

# Experimental Results

Program	#Bugs	Batch		Drake <sub>Unsound</sub>				Drake <sub>Sound</sub>		
		Old	New	#Misse	Init	FB	#Iter	Init	FB	#Iter
shntool	6	20	23	3	N/A	N/A	N/A	8	21	19
latex2rtf	2	7	13	0	5	6	5	12	9	6
urjtag	6	15	35	0	25	16	18	28	25	21
optipng	1	50	67	0	11	5	4	26	5	9
wget	6	850	792	0	122	139	54	392	317	122
readelf	1	841	882	0	28	4	4	216	182	25
grep	1	916	913	1	N/A	N/A	N/A	15	10	9
sed	1	572	818	0	262	209	60	154	118	41
sort	1	684	715	0	14	14	10	33	9	13
tar	1	1,229	1,369	0	23	29	15	56	82	32
Total	26	5,184	5,627	4	490	422	170	940	778	297

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wget	6	850	792	0	122	139	54	392	317	122
readelf	1	841	882	0	28	4	4	216	182	25
grep	1	916	912	1	N/A	N/A	N/A	15	10	9
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analyses

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grep	1	916	912	1	N/A	N/A	N/A	15	10	9
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batch-mode  
analyses

Ranking by likelihood of  
relevance to the change

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# Alarms of batch-mode analyses

Ranking bootstrapped by labelled alarms

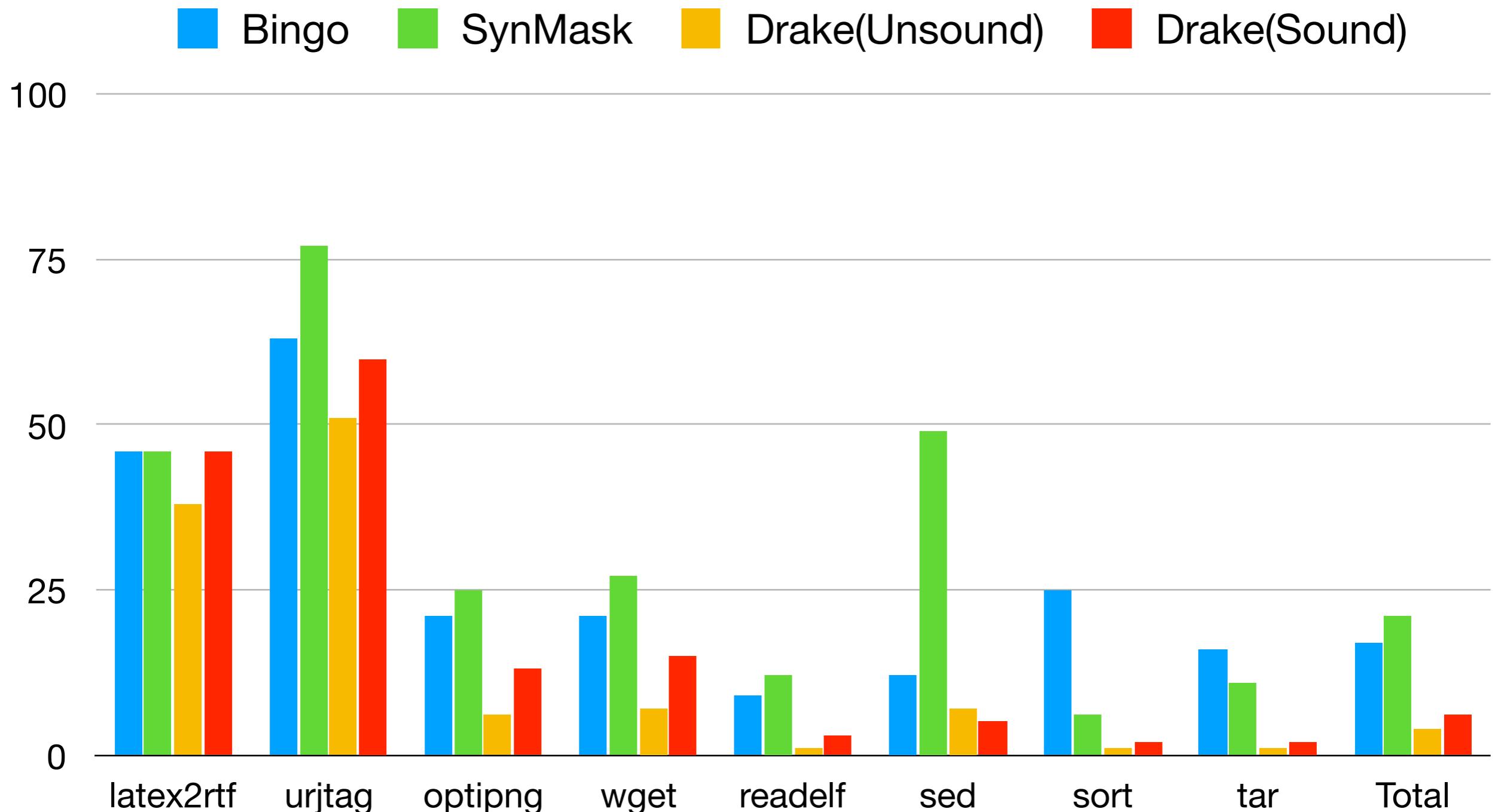
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# Alarms of  
batch-mode  
analyses

Ranking by user feedback

# Experimental Results



# Conclusion

- **AI-based** programming reasoning system
- **Interactive** and **continuous** reasoning via Bayesian Network
- Future work:
  - Github-scale system
  - packaging as library
  - holistic program reasoning system  
(static analysis with testing, patch, patterns, etc)