



Taming Reflection

Aiding Static Analysis in the Presence of Reflection and Custom Class Loaders

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TECHNISCHE
UNIVERSITÄT
DARMSTADT



“Don't write to closed connections!”

Reflective method calls

```
public class Main {  
  
    public static void main(String[] args) throws Exception {  
        Connection c = new Connection();  
  
        Class c = Class.forName( "Evil" );  
        Method m = c.getMethod("doEvil", Connection.class);  
        m.invoke(null, c);  
  
        c.write("ohoh...");  
    }  
  
    public class Evil {  
  
        public static void doEvil(Connection c) {  
            c.close();  
        }  
    }  
}
```

Evil.doEvil(c);



Reflective method calls

```
public class Main {
```

```
    public static void main(String[] args) throws Exception {  
        Connection c = new Connection();
```

```
        Class c = Class.forName( "Evil" );
```

```
        Method m = c.getMethod("doEvil", Connection.class);
```

```
        m.invoke(null, c);
```

```
        c.write("ohoh...");
```

```
    }
```

```
public class Evil {
```

```
    public static void doEvil(Connection c) {
```

```
        c.close();
```

```
    }
```

```
}
```

```
Evil.doEvil(c);
```

hard to analyze statically!

Reflective method calls

```
public class Main {
```

```
    public static void main(String[] args) throws Exception {  
        Connection c = new Connection();
```

```
        Class c = Class.forName(args[0]);
```

```
        Method m = c.getMethod("doEvil", Connection.class);
```

```
        m.invoke(null, c);
```

```
        c.write("ohoh...");
```

```
    }
```

```
public class Evil {
```

```
    public static void doEvil(Connection c) {
```

```
        c.close();
```

```
    }
```

```
}
```

```
Evil.doEvil(c);
```

*impossible
hard to analyze statically!*

Reflective method calls

```
public class Main {
```

```
    public static void main(String[] args) throws Exception {  
        Connection c = new Connection();
```

```
        Class c = Class.forName(args[0]);
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        Method m = c.getMethod("doEvil", Connection.class);  
        m.invoke(null, c);
```

```
        c.write("ohoh...");
```

```
    }
```

```
public class Evil {
```

```
    public static void doEvil(Connection c) {  
        c.close();
```

```
    }
```

```
}
```

```
Evil.doEvil(c);
```

impossible
~~hard to analyze statically!~~

*Present a pragmatic,
partial solution*

Important reflective calls

- `Class.forName(String className)`
- `Class.newInstance()`
- `Method.invoke(Object tgt, Object[] args)`
- `Constructor.newInstance(Object[] args)`
- ...

Uses of Reflection

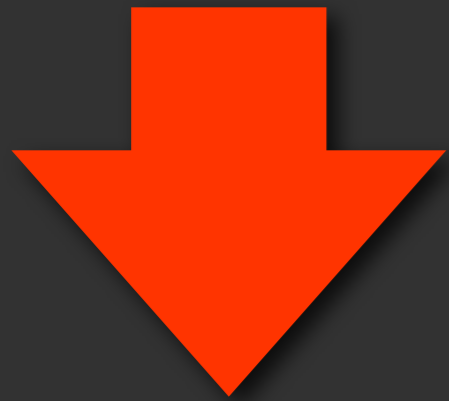
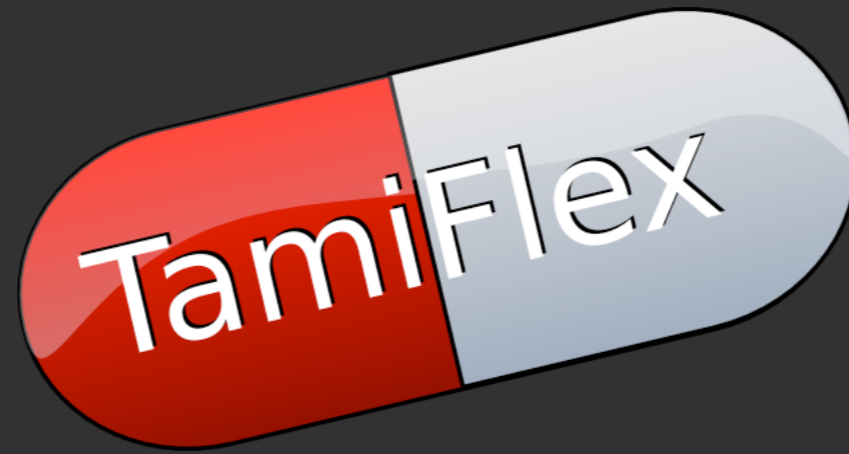
- Extensibility
- Separate Compilation
- Runtime class generation
- “Hacking”: call private methods

Reflection is...

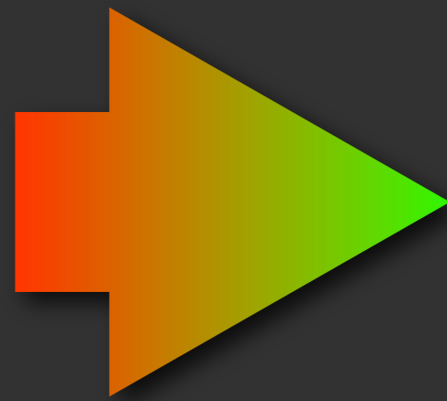
used a lot

unsound to ignore

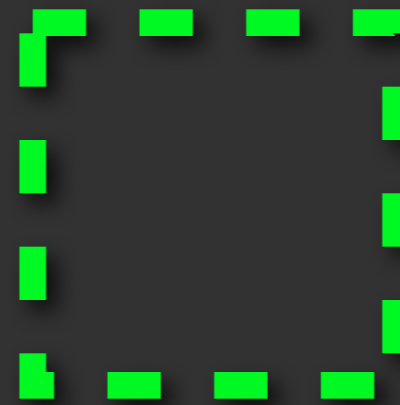
often impossible to resolve



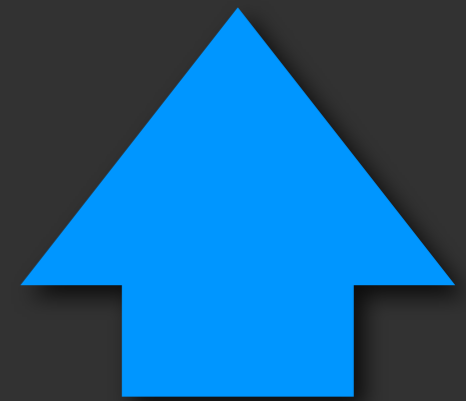
Play-Out



Boost



Analyse &
Transform



Play-In



Step 1: Play-Out

Play-Out

```
public class Main {  
  
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            c.close();  
        }  
    }  
}
```

Play-Out

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    }  
}
```

```
public class Evil {  
  
    public static void doEvil(Connection  
        c.close());  
    }  
}
```

```
$ javac Main.java  
$ java -javaagent:poa-trunk.jar=out Main  
  
=====
```

TamiFlex Play-Out Agent Version trunk
Found 2 new log entries.
Log file written to: out/refl.log
\$ cat out/refl.log
Class.forName;Evil;Main.main;6
Method.invoke;<Evil: void doEvil(Connection)>;Main.main;8;

Play-Out

```
public class Main {  
  
    public static void main(String[] args) throws Exception {  
        Connection c = new Connection();  
  
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        public static void doEvil(Connection  
            c.close());  
    }  
}
```

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Class.forName;Evil;Main.main;6  
Method.invoke;<Evil: void doEvil(Connection)>;Main.main;8;
```

kind of call



Play-Out

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    public class Evil {  
  
        public static void doEvil(Connection  
            c.close());  
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}
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Class.forName;Evil;Main.main;6  
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```

fully resolved
target of call



Play-Out

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        }  
    }  
}
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Method.invoke;<Evil: void doEvil(Connection)>;Main.main;8;

location of call

Play-Out

```
public class Main {  
  
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public class Evil {  
  
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        c.close();  
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}
```

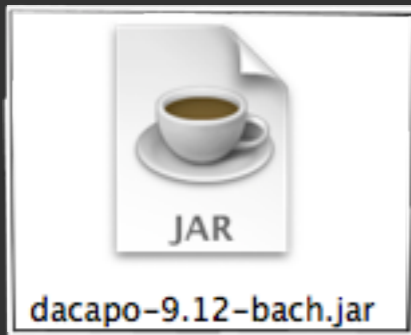
```
$ find out -name \*.class  
out/com/apple/java/BackwardsCompatibility.class  
out/java/io/BufferedInputStream.class  
out/java/io/BufferedOutputStream.class  
out/java/io/BufferedReader.class  
out/java/io/BufferedWriter.class  
out/java/io/ByteArrayInputStream.class  
out/java/io/ByteArrayOutputStream.class  
out/java/io/Closeable.class  
out/java/io/DataInput.class  
...
```

Why dump classes?

Why dump classes?

Static
analysis
needs to
know the
code

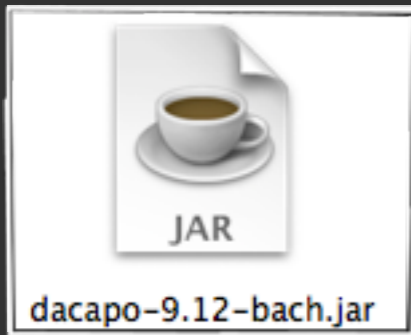
Why dump classes?



```
$ java -jar dacapo-9.12-bach.jar fop
==== DaCapo 9.12 fop starting ====
==== DaCapo 9.12 fop PASSED in 2503 msec ====
```

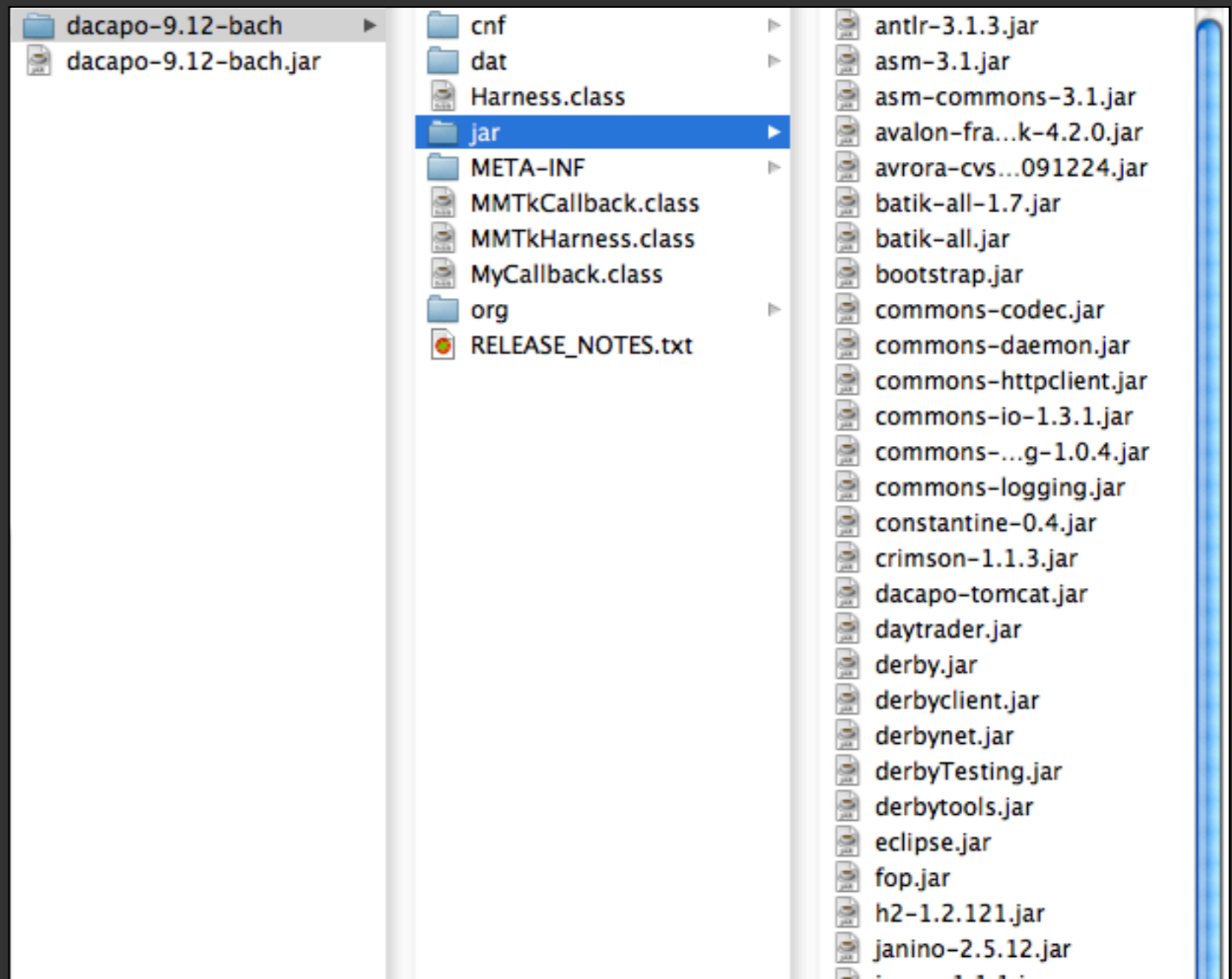
Static
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Why dump classes?

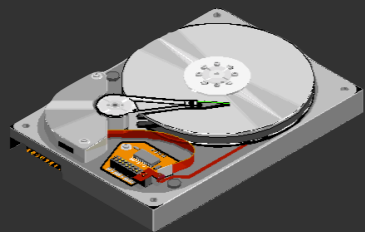


```
$ java -jar dacapo-9.12-bach.jar fop
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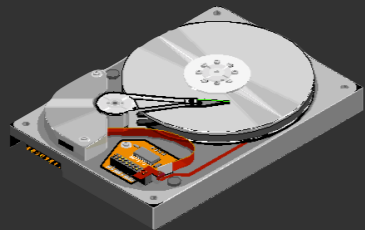
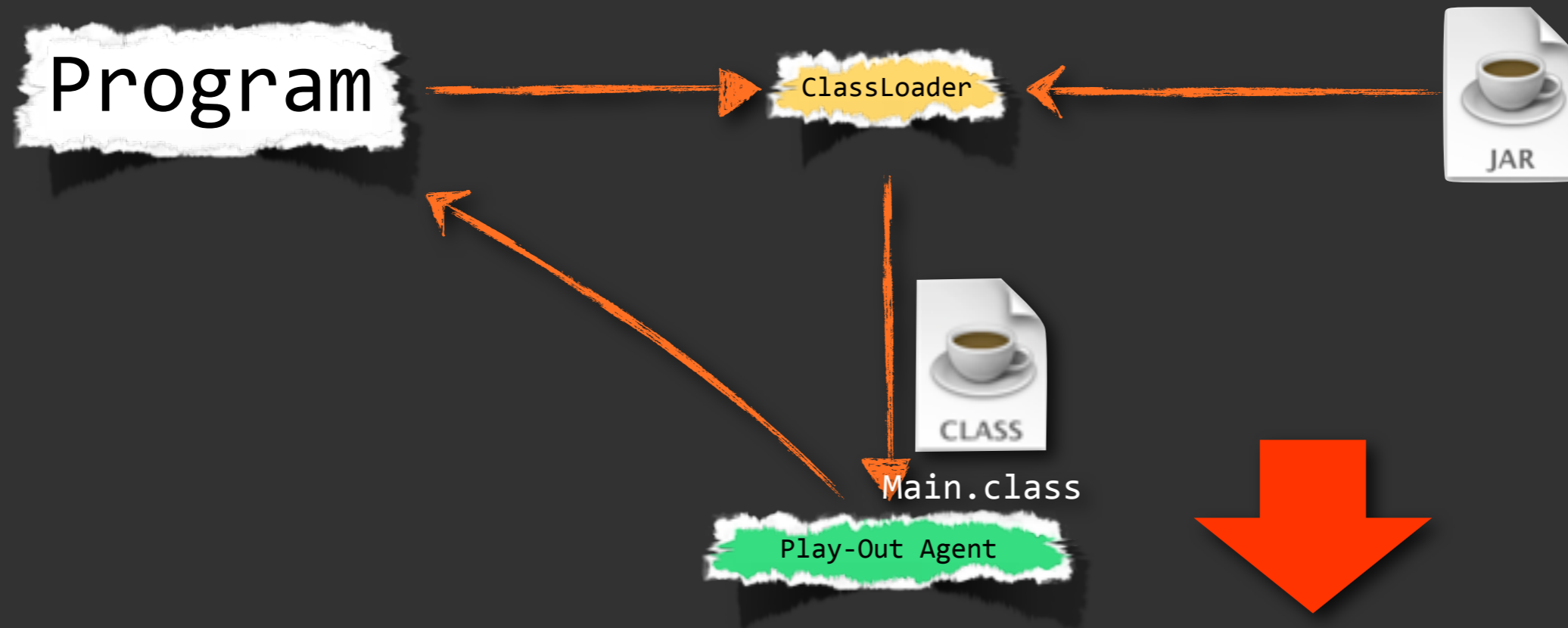
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analysis
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Play-out Agent

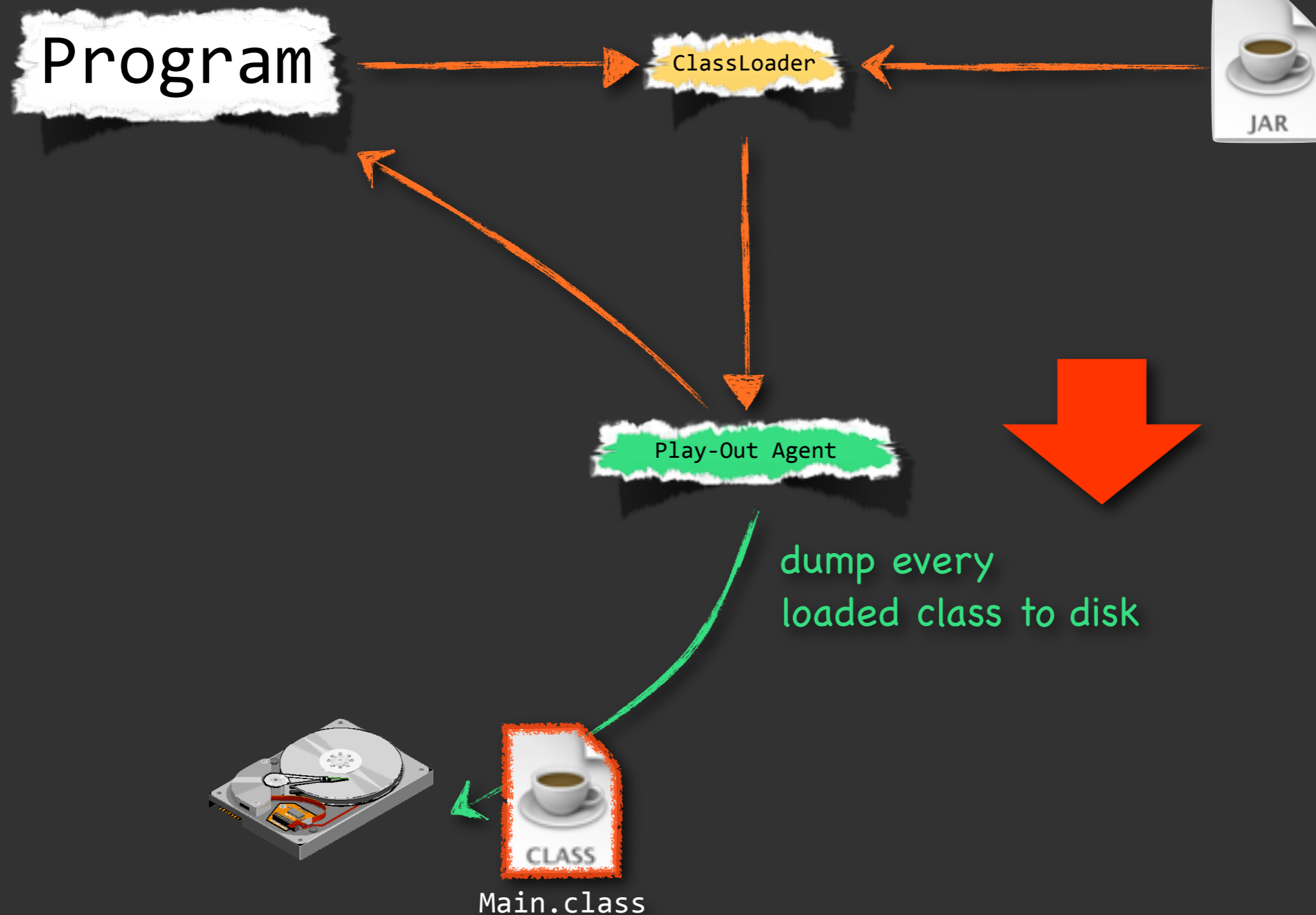


Play-out Agent



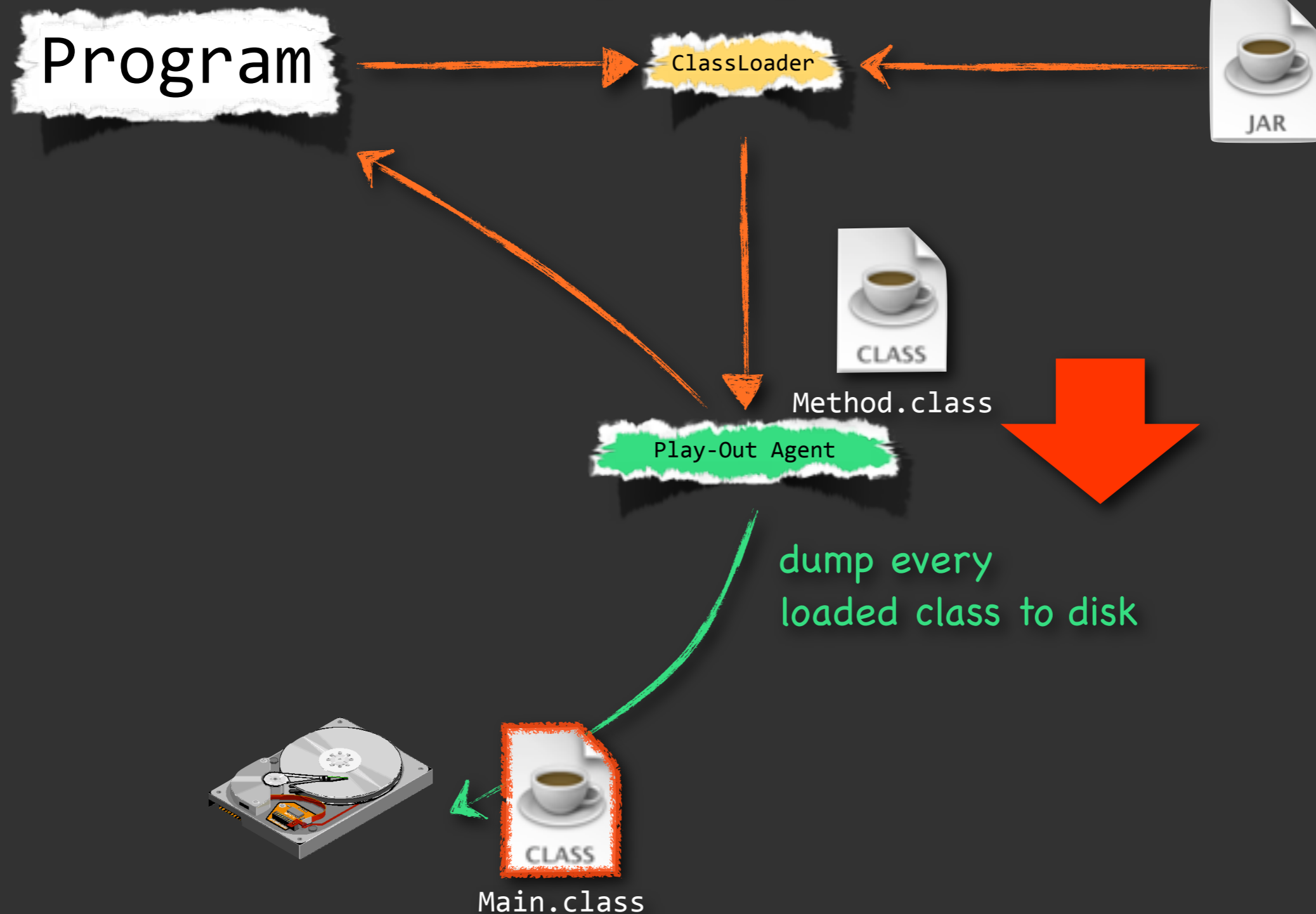
Play-out Agent

load class java.lang.reflect.Method



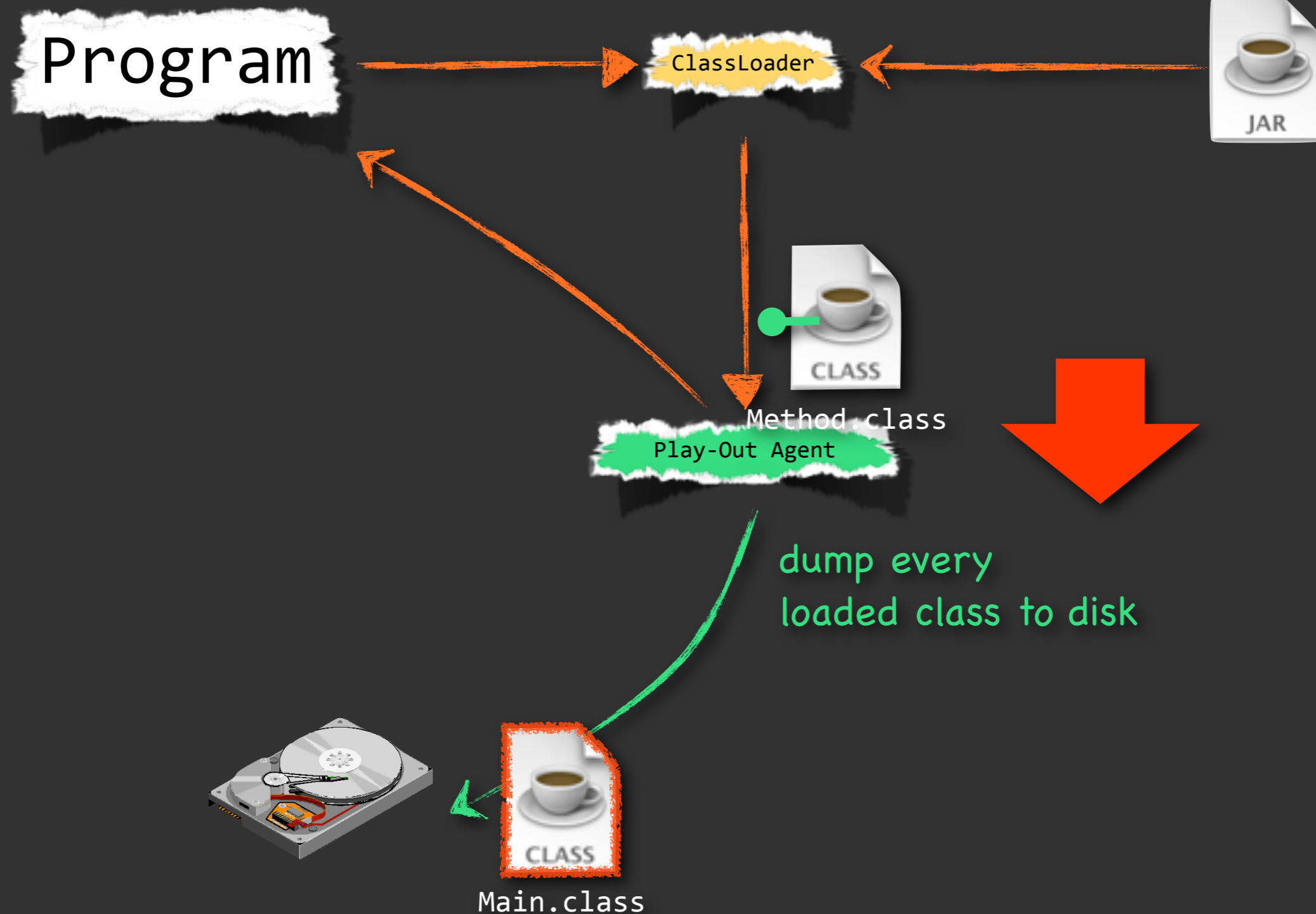
Play-out Agent

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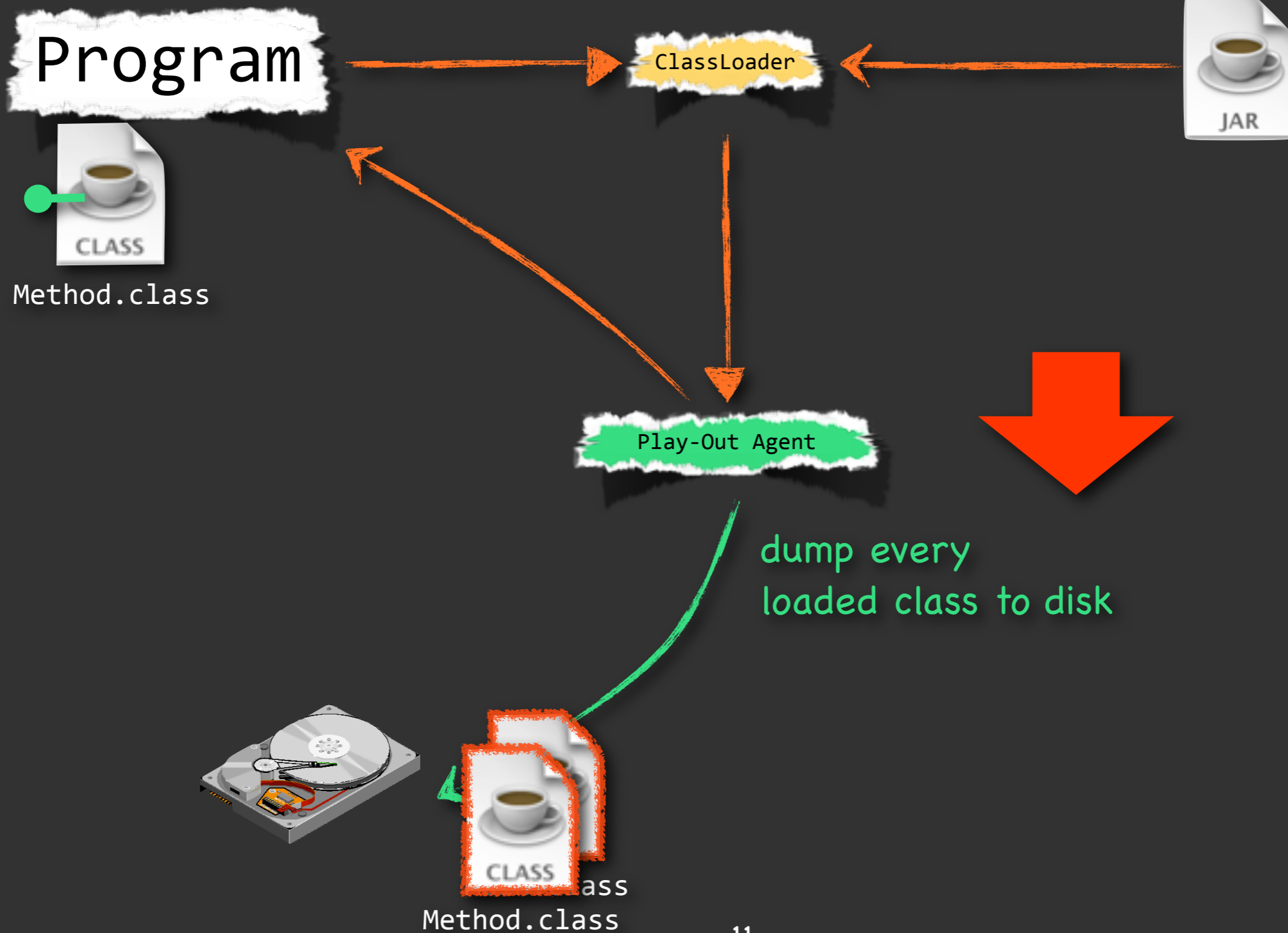
Play-out Agent

load class java.lang.reflect.Method



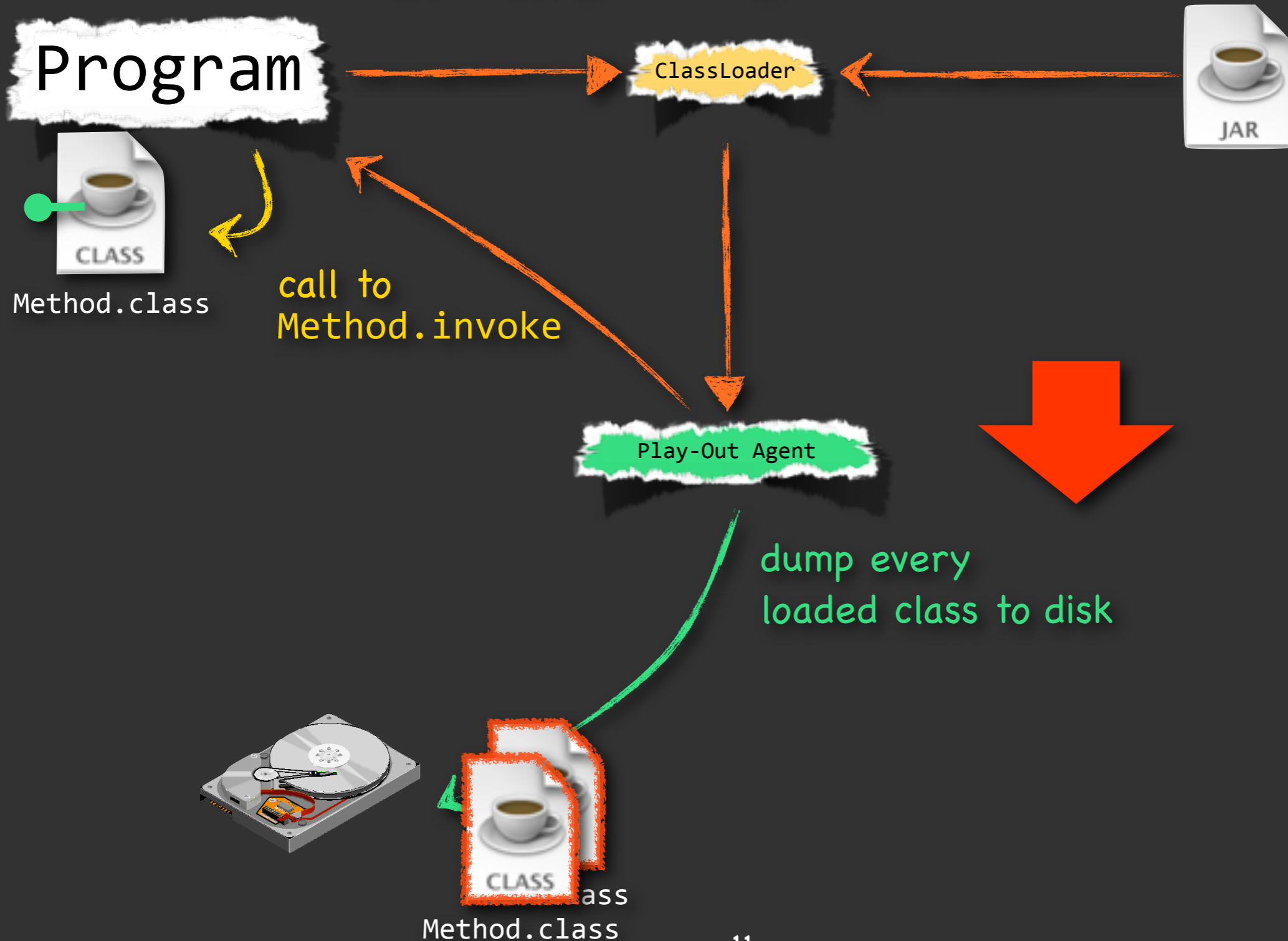
Play-out Agent

load class java.lang.reflect.Method



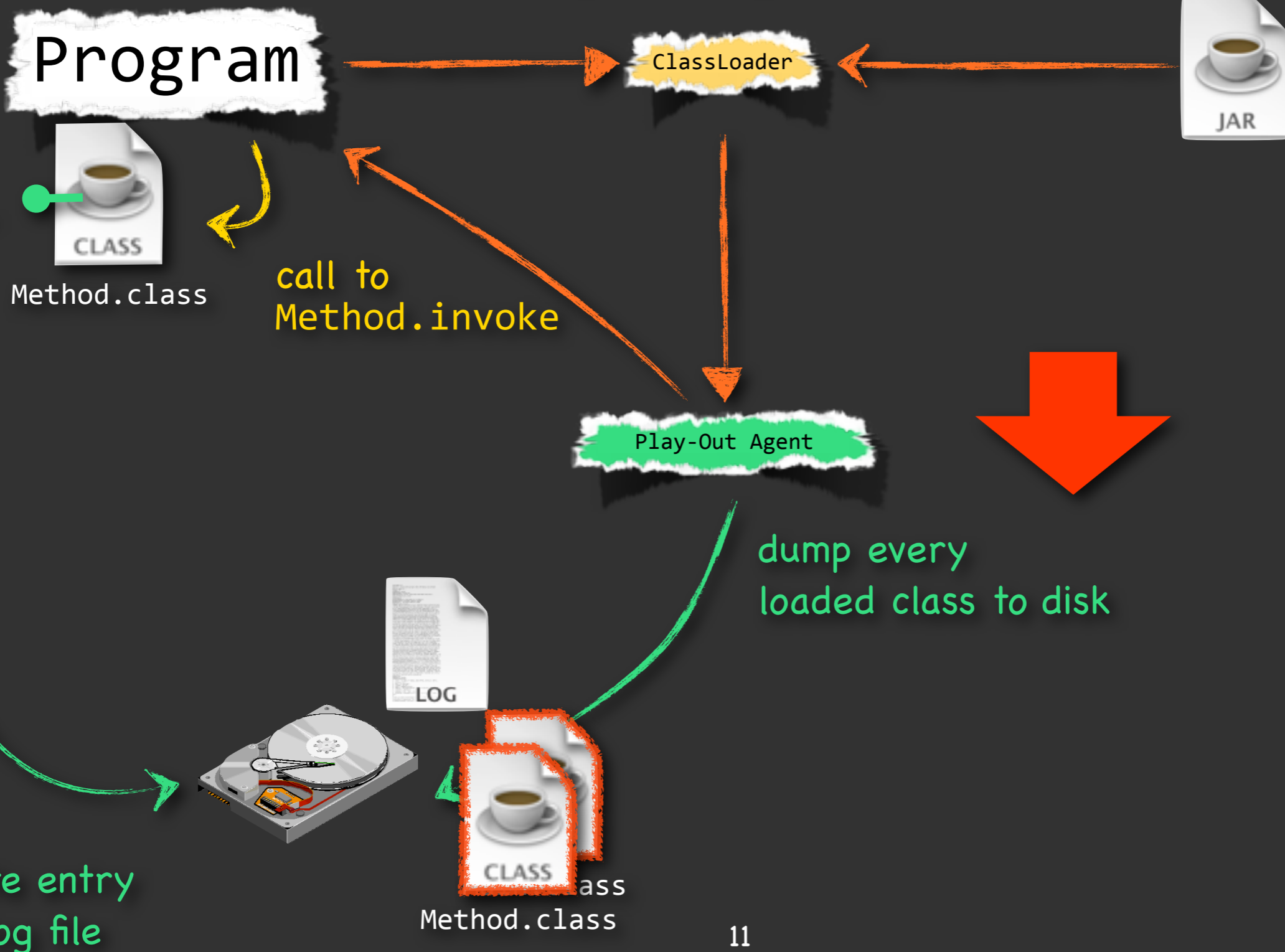
Play-out Agent

load class java.lang.reflect.Method



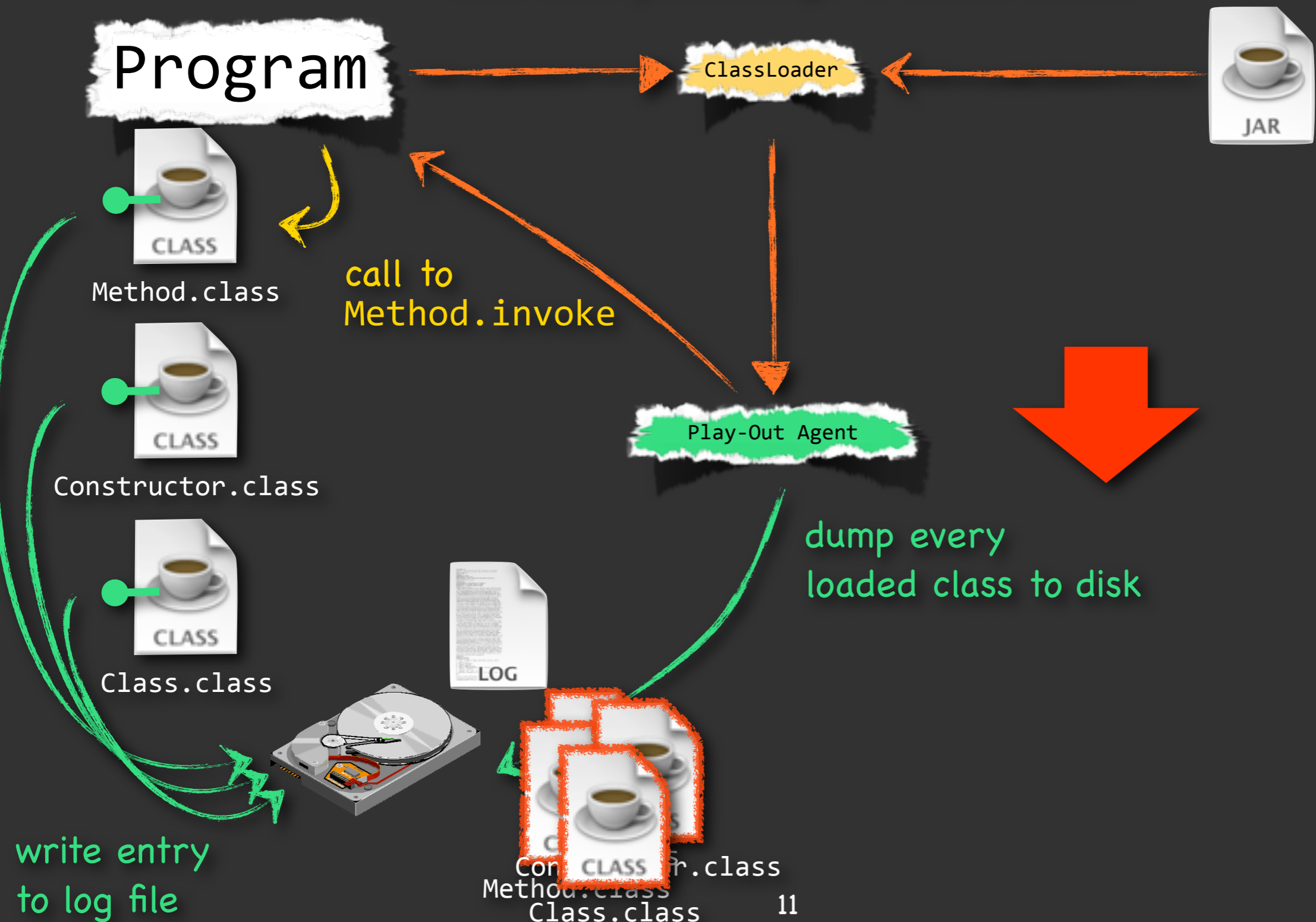
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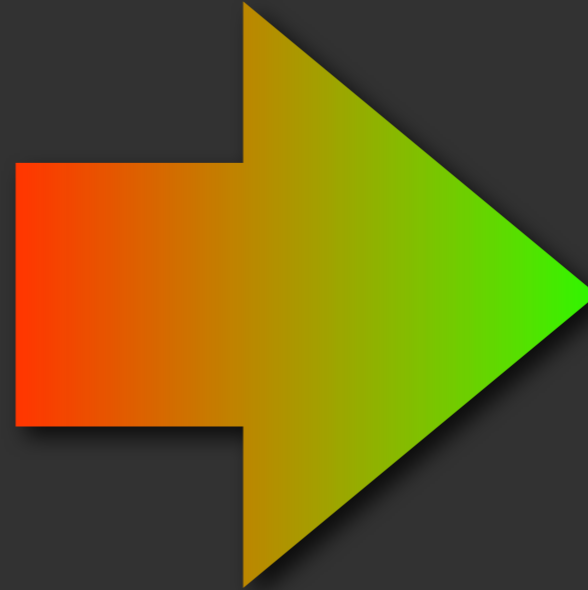
Play-out Agent

load class java.lang.reflect.Method



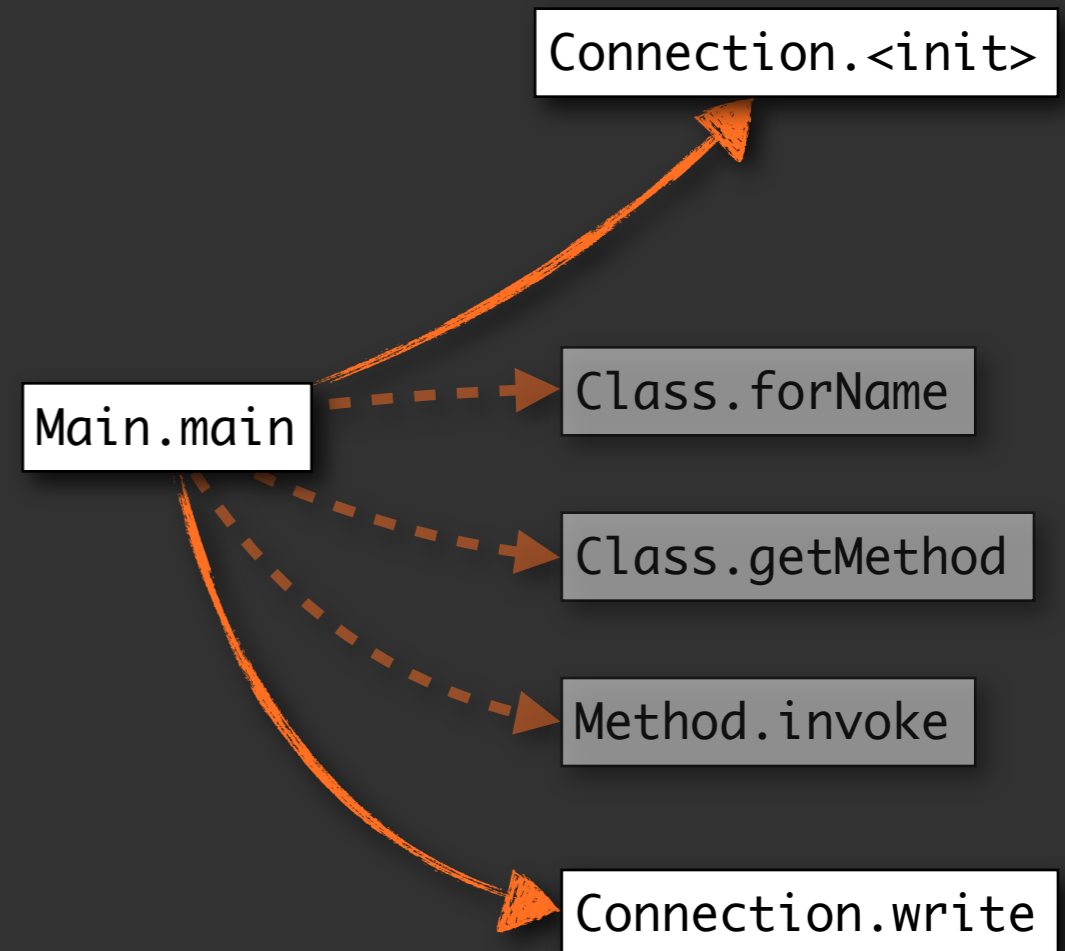
Method.class
Constructor.class
Class.class

Step 2: Boosting



Booster transforms program into statically analyzable version

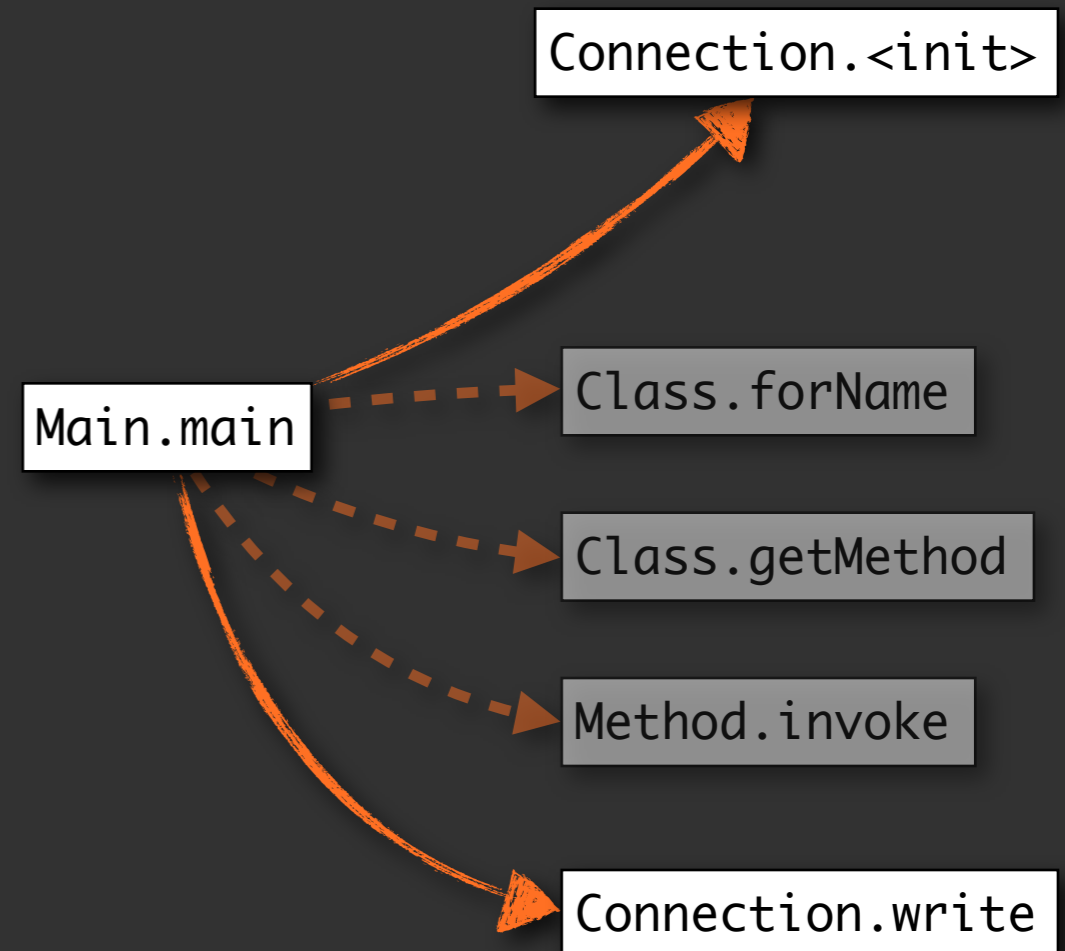
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public class Main {  
    public static void main(String[] args) throws Exception {  
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        Class cl = Class.forName(args[0]);  
        Method m = cl.getMethod("do"+"Evil", Connection.class);  
        m.invoke(null,c);  
        c.write("ohoh...");  
    }  
    public class Evil {  
        public static void doEvil(Connection c) {  
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        }  
    }  
}
```



Booster transforms program into statically analyzable version

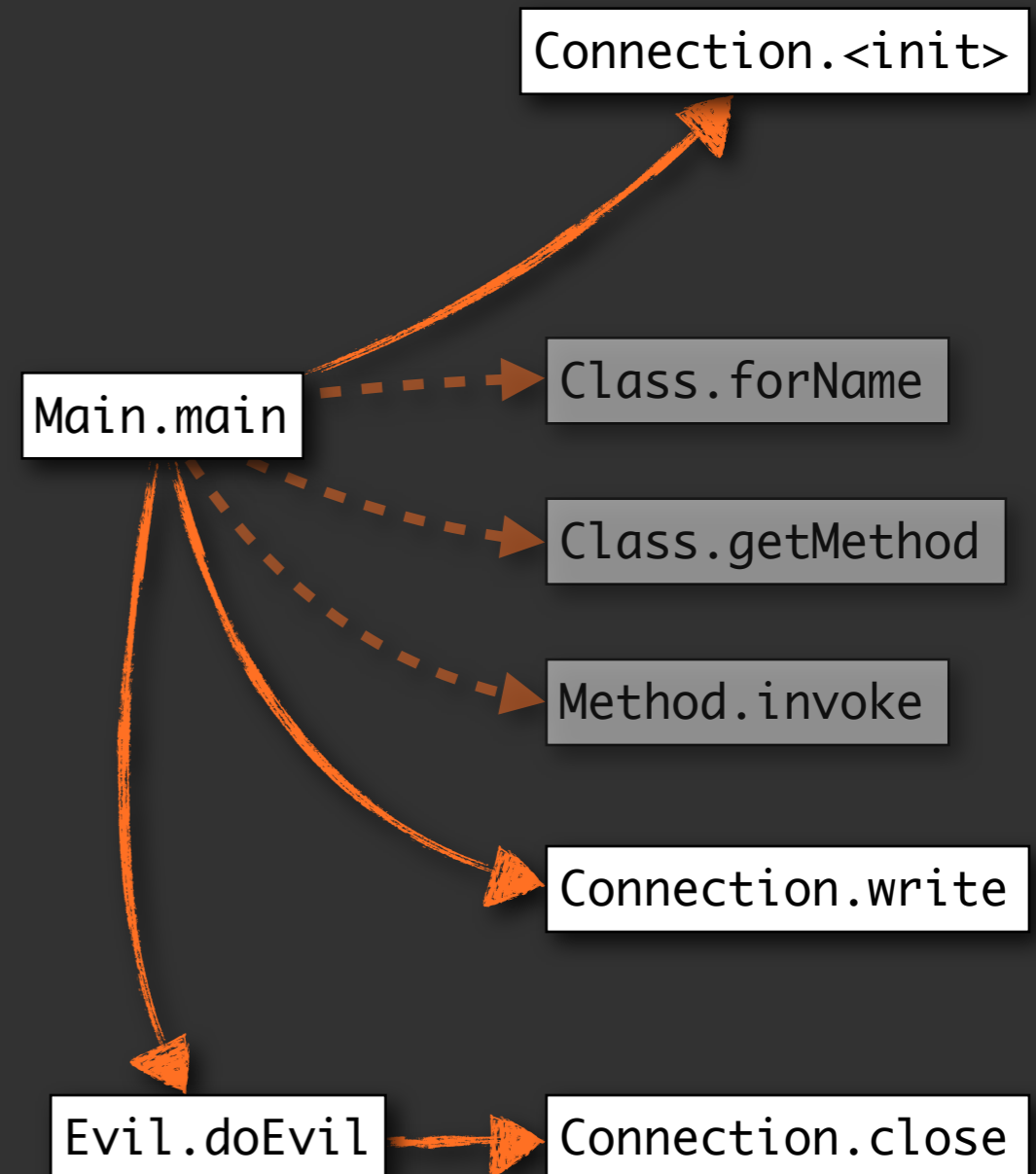
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```

```
$ cat out/refl.log  
Class.forName;Evil;Main.main;6  
Method.invoke;<Evil: void doEvil(Connection)>;Main.main;8;
```



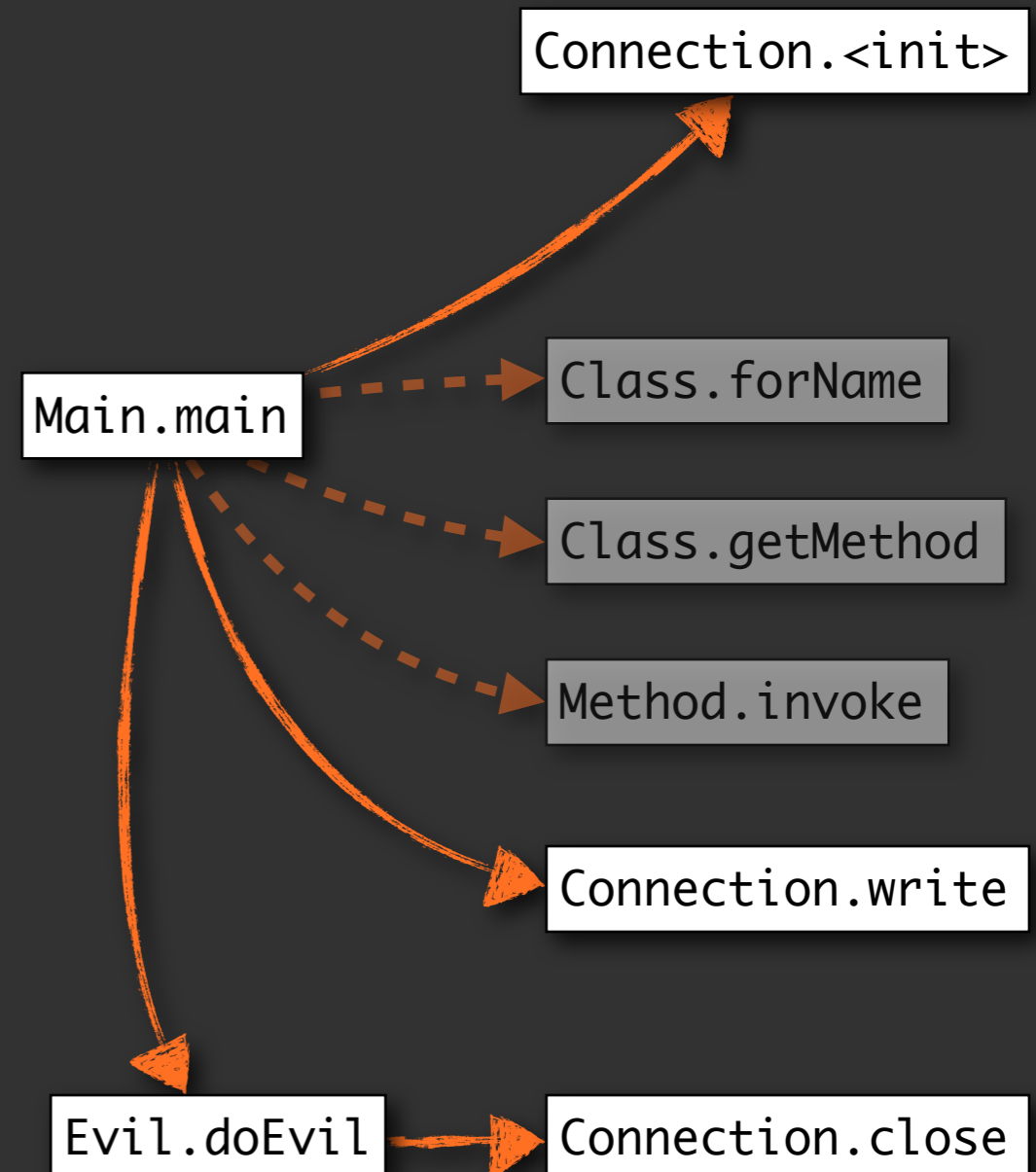
Booster transforms program into statically analyzable version

```
public class Main {  
  
    public static void main(String[] args) throws Exception {  
        Connection c = new Connection();  
  
        Class cl;  
        if(args[0].equals("Evil"))  
            cl = Evil.class;  
        else {  
            TamiFlexRT.warnClassForName(args[0]);  
            cl = Class.forName(args[0]);  
        }  
  
        Method m = cl.getMethod("do"+"Evil", Connection.class);  
  
        if(m.getDeclaringClass().getName().equals("Evil") &&  
           m.getName().equals("doEvil"))  
            Evil.doEvil(c);  
        else {  
            TamiFlexRT.warnMethodInvoke(m);  
            m.invoke(null,c);  
        }  
  
        c.write("ohoh...");  
    }  
  
    ...  
}
```



Booster transforms program into statically analyzable version

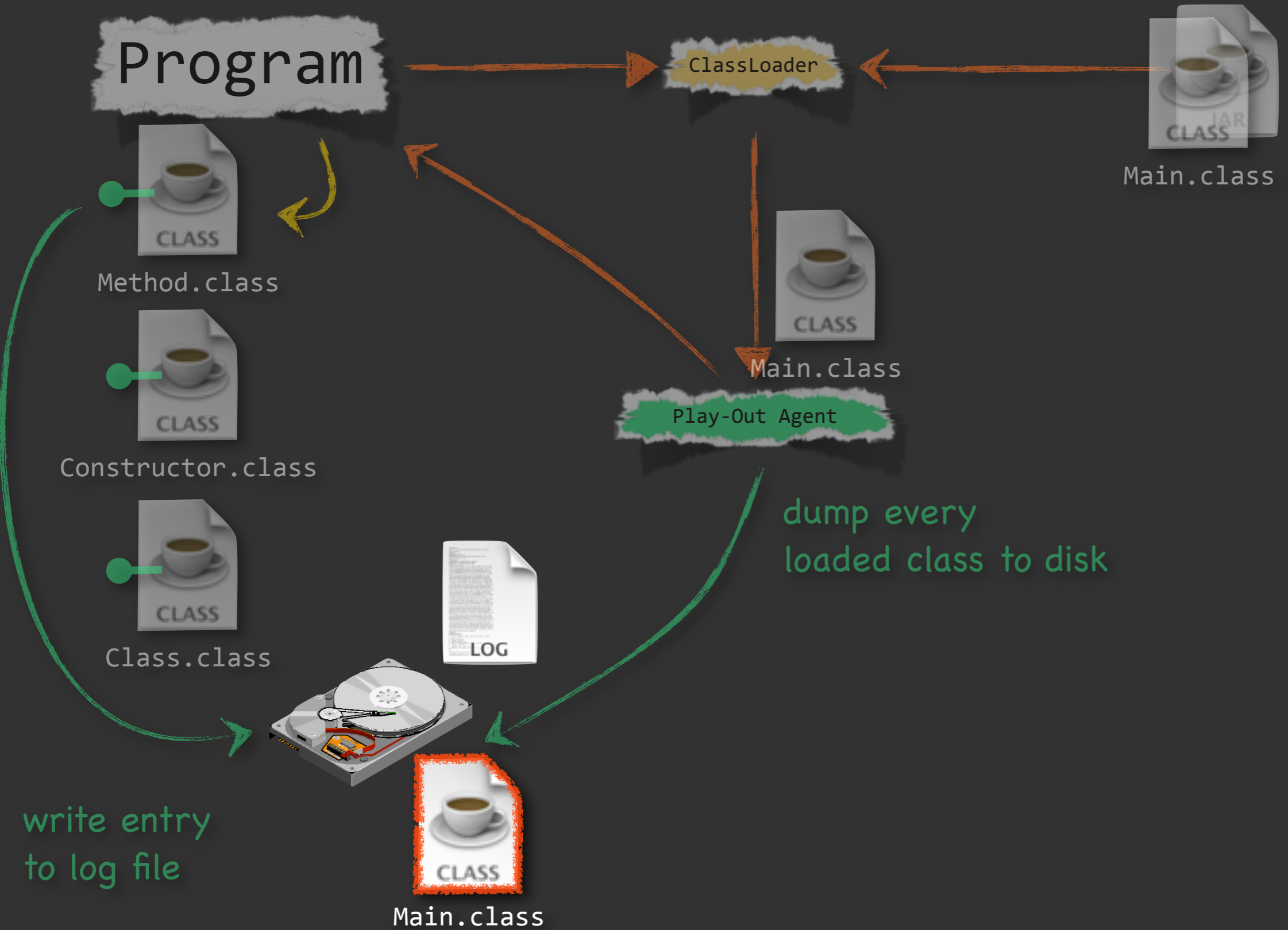
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        }  
  
        c.write("ohoh...");  
    }  
  
    ...  
}
```



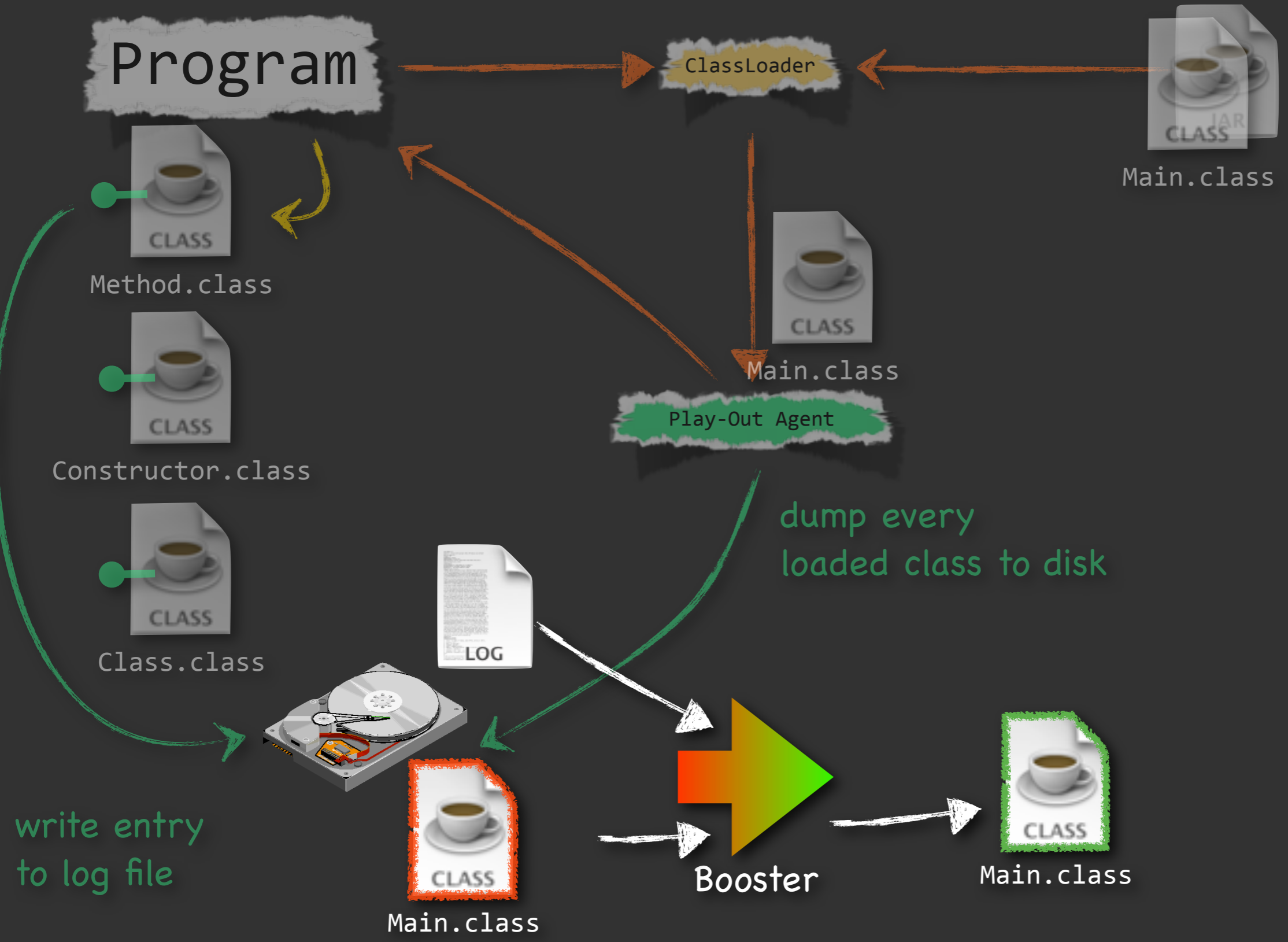
Booster

- Implemented on top of Soot
- Operates on 3-address code (Jimple) generated from bytecode
- Input: class files recorded by play-out agent
- Emits class files of “boosted” program
- Some nitty-gritty details with respect to the use of non-standard class loaders (see paper)

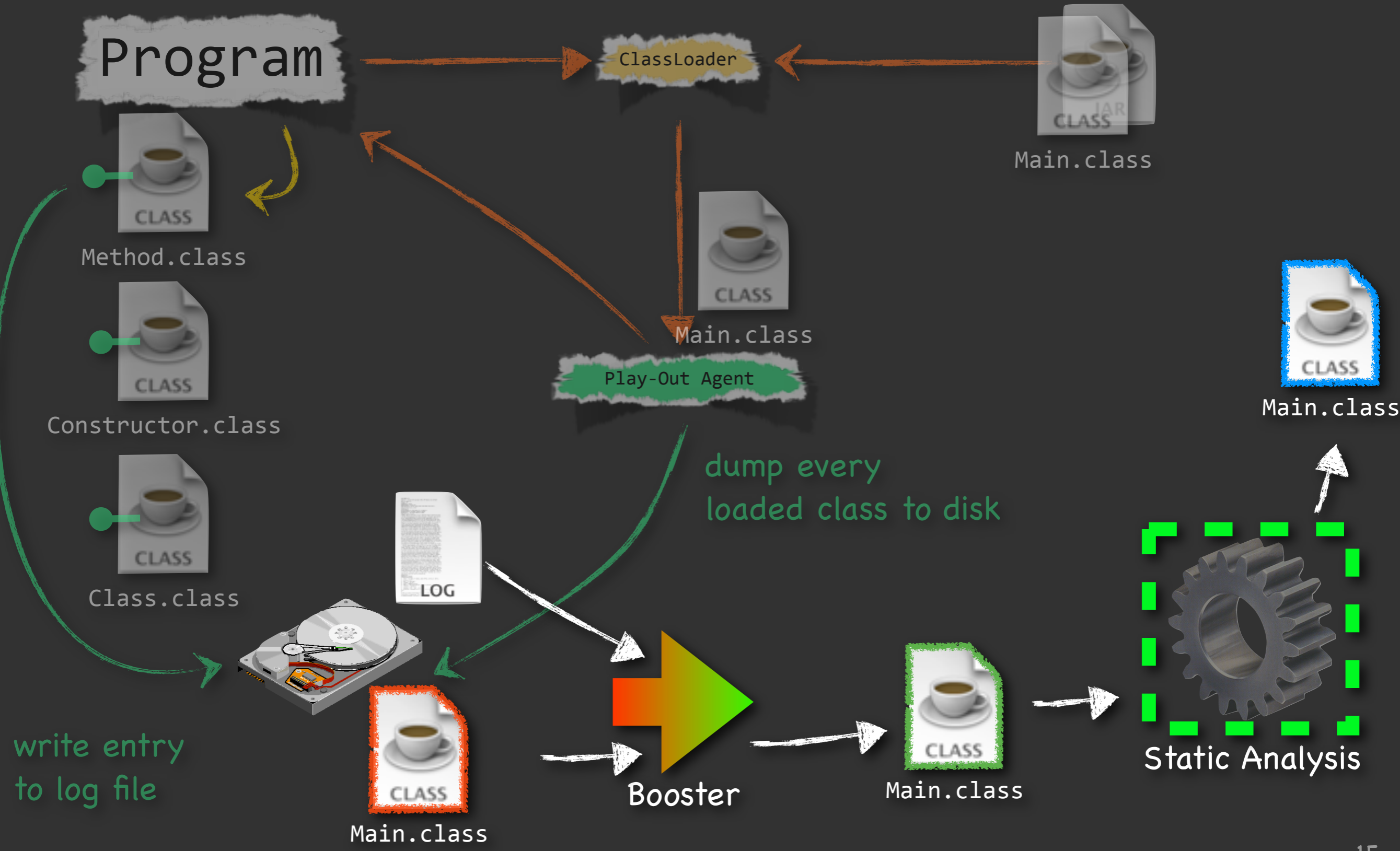
Booster



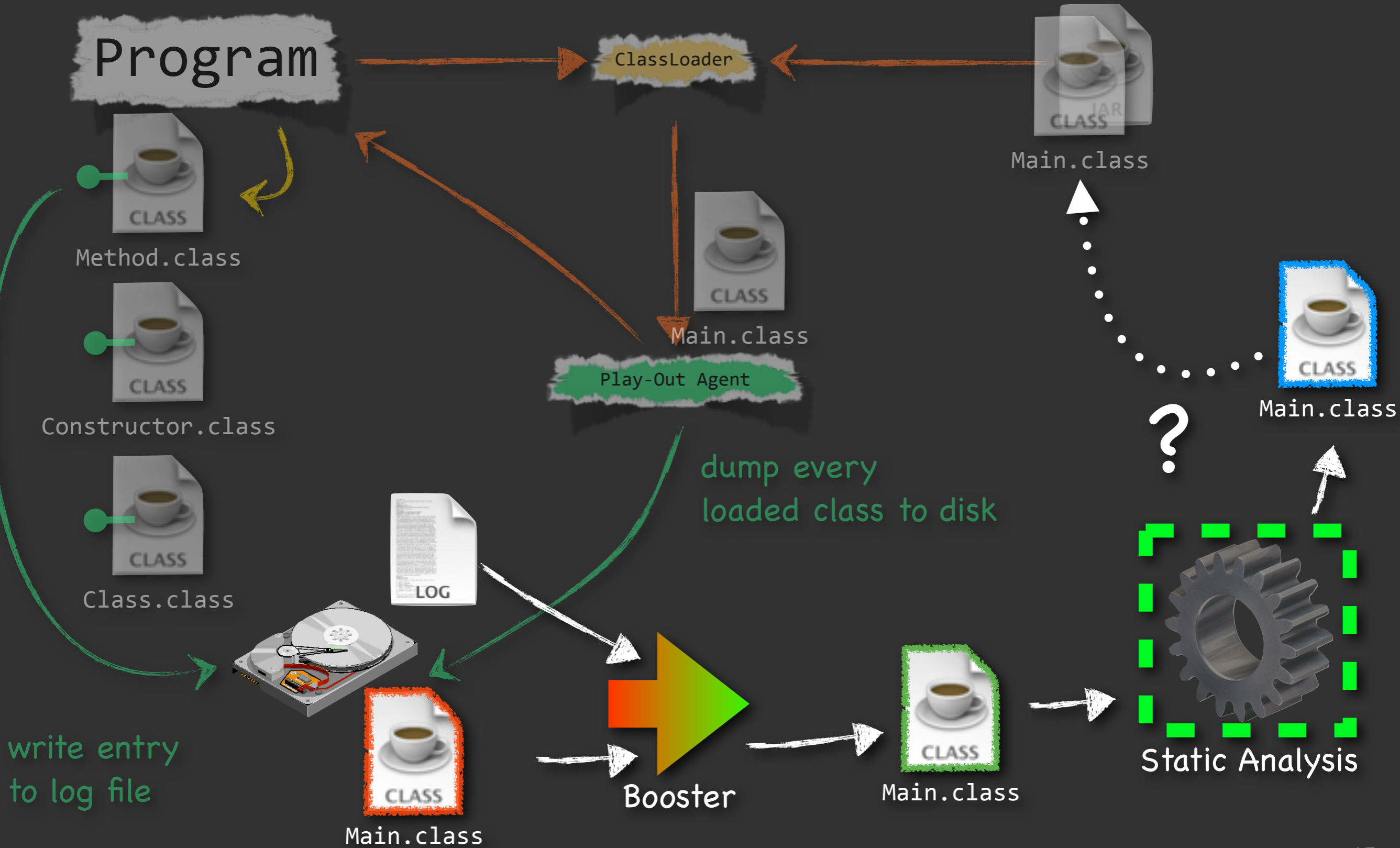
Booster

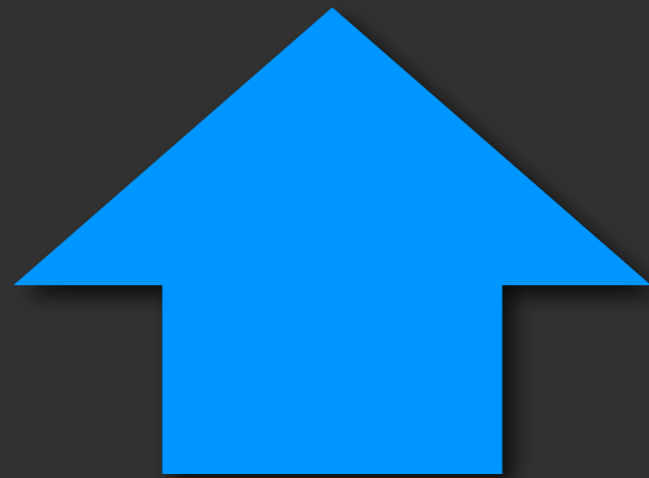


Booster



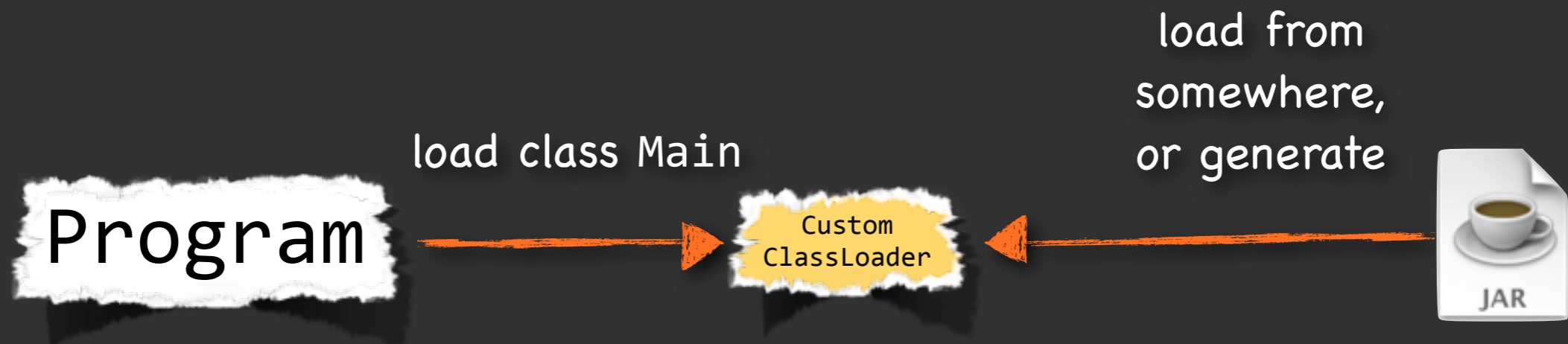
Booster



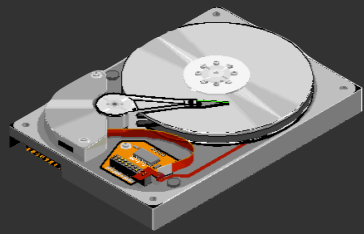


Step 3: Play-In

Play-in Agent

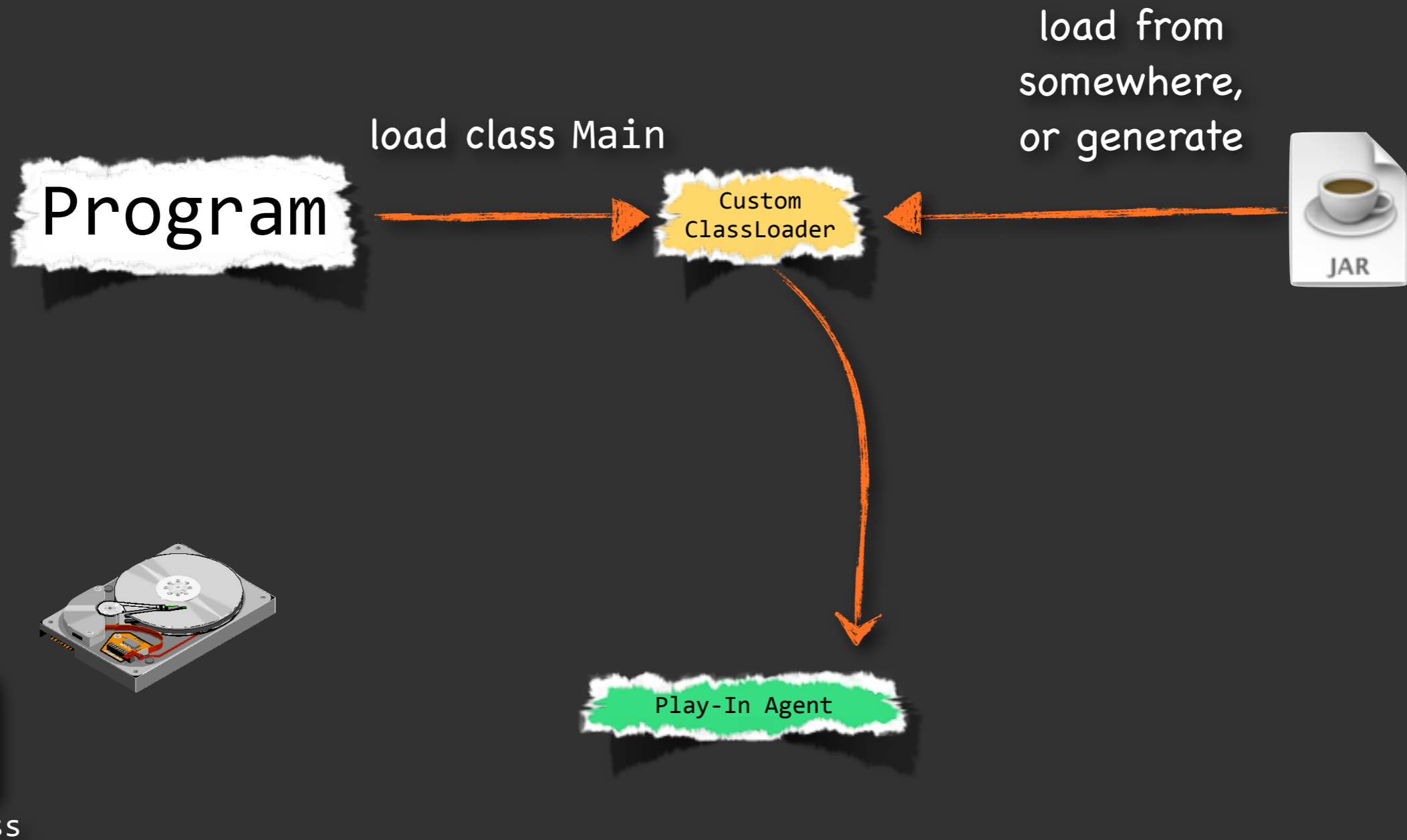


Main.class

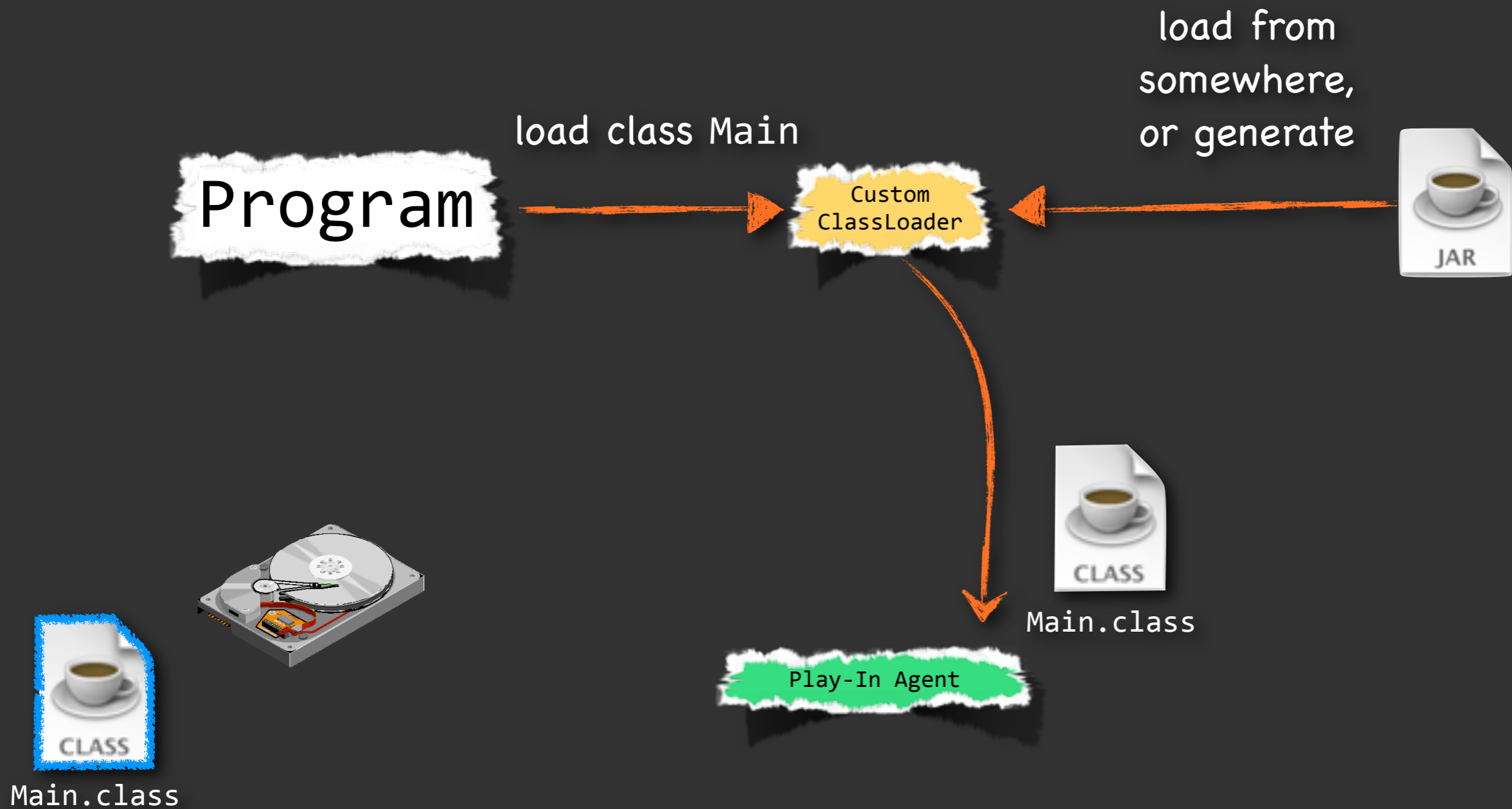


Play-In Agent

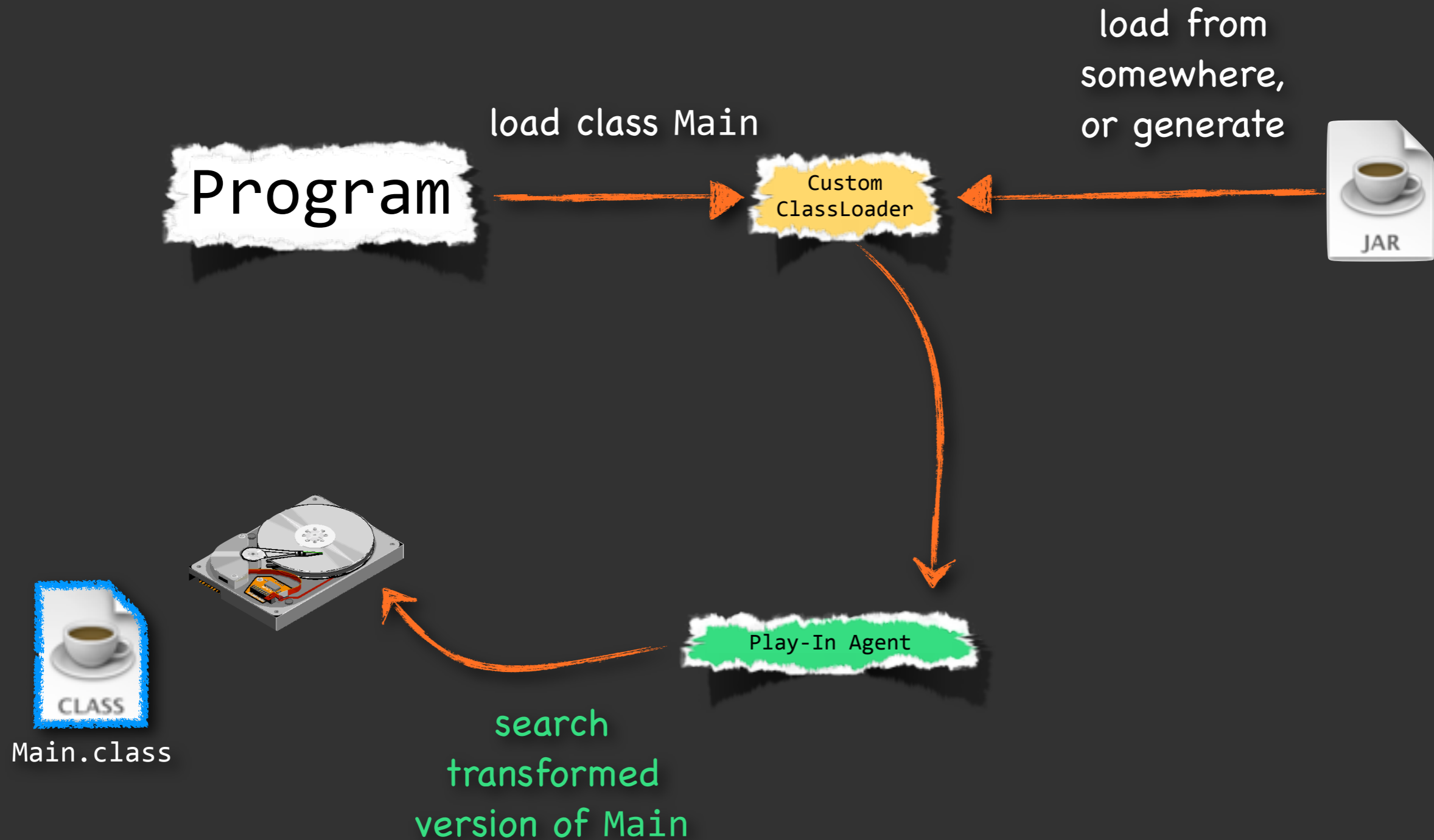
Play-in Agent



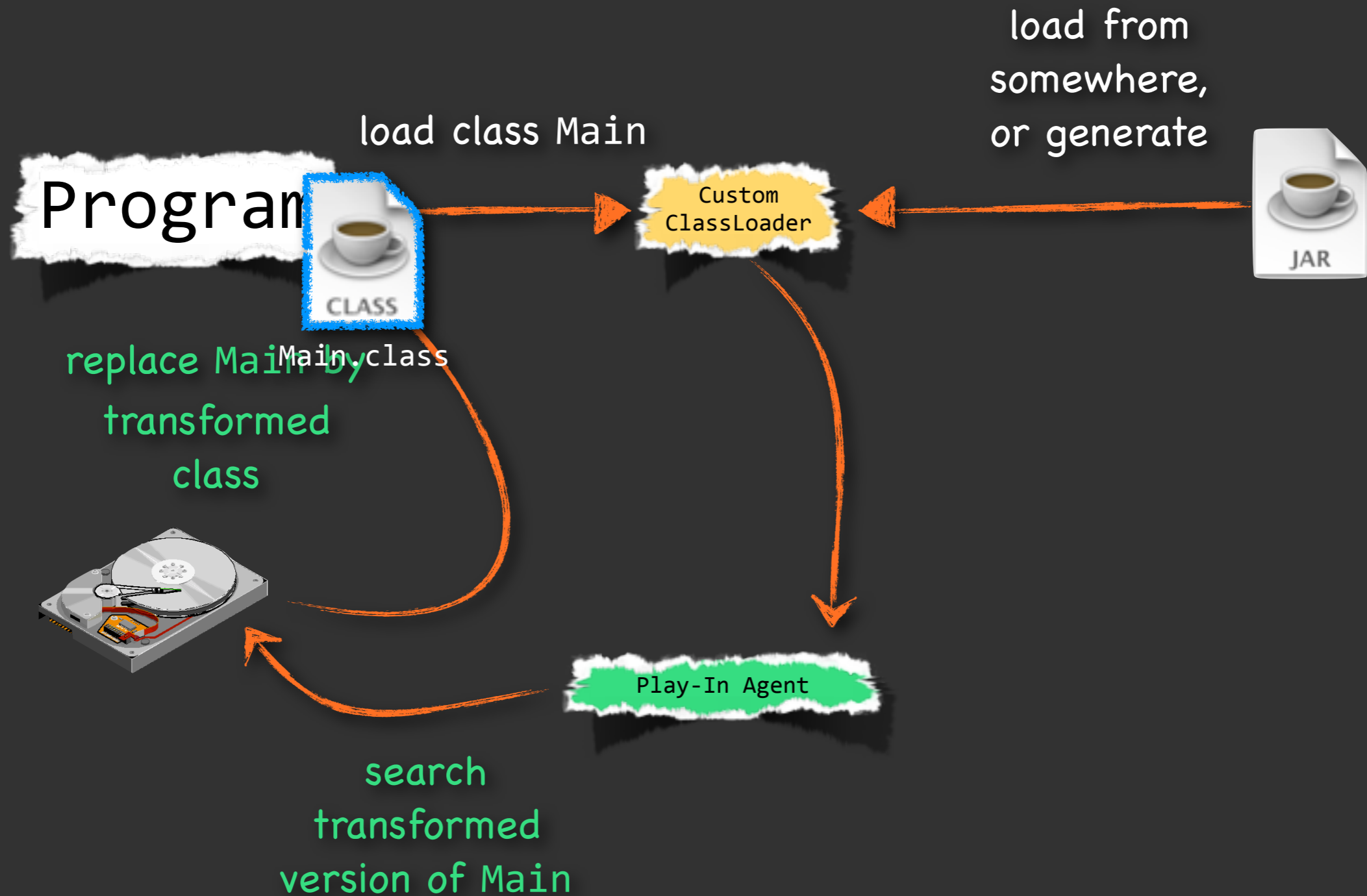
Play-in Agent



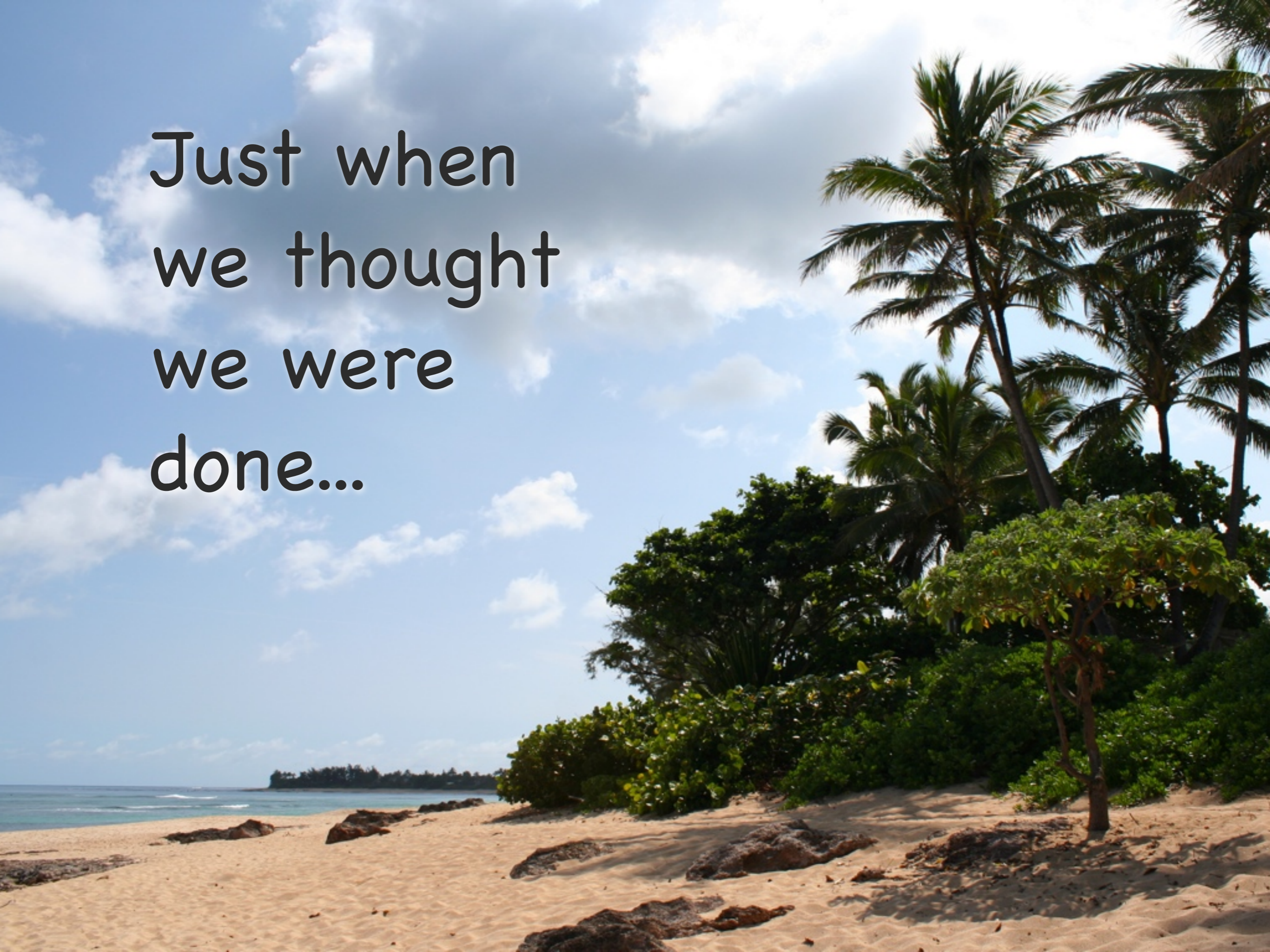
Play-in Agent



Play-in Agent

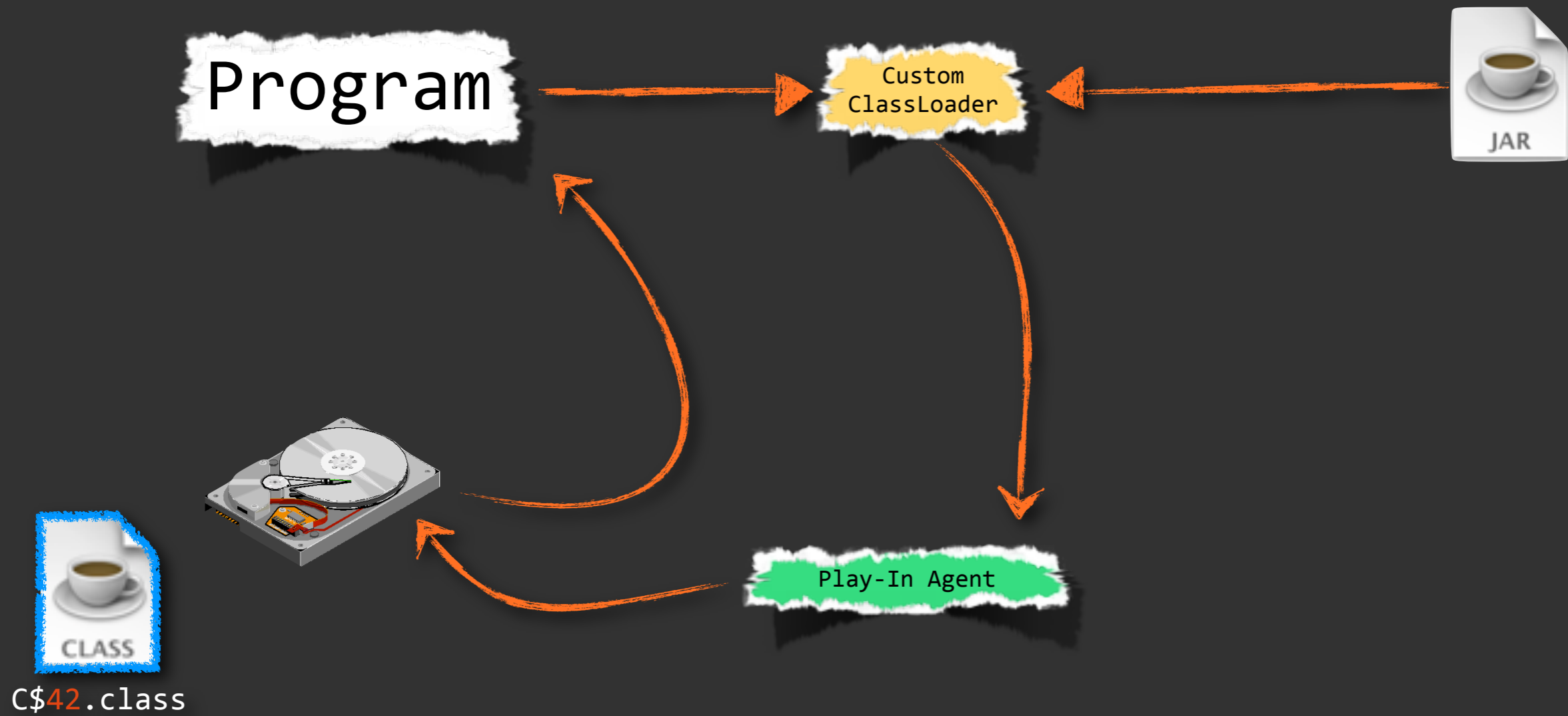


Just when
we thought
we were
done...

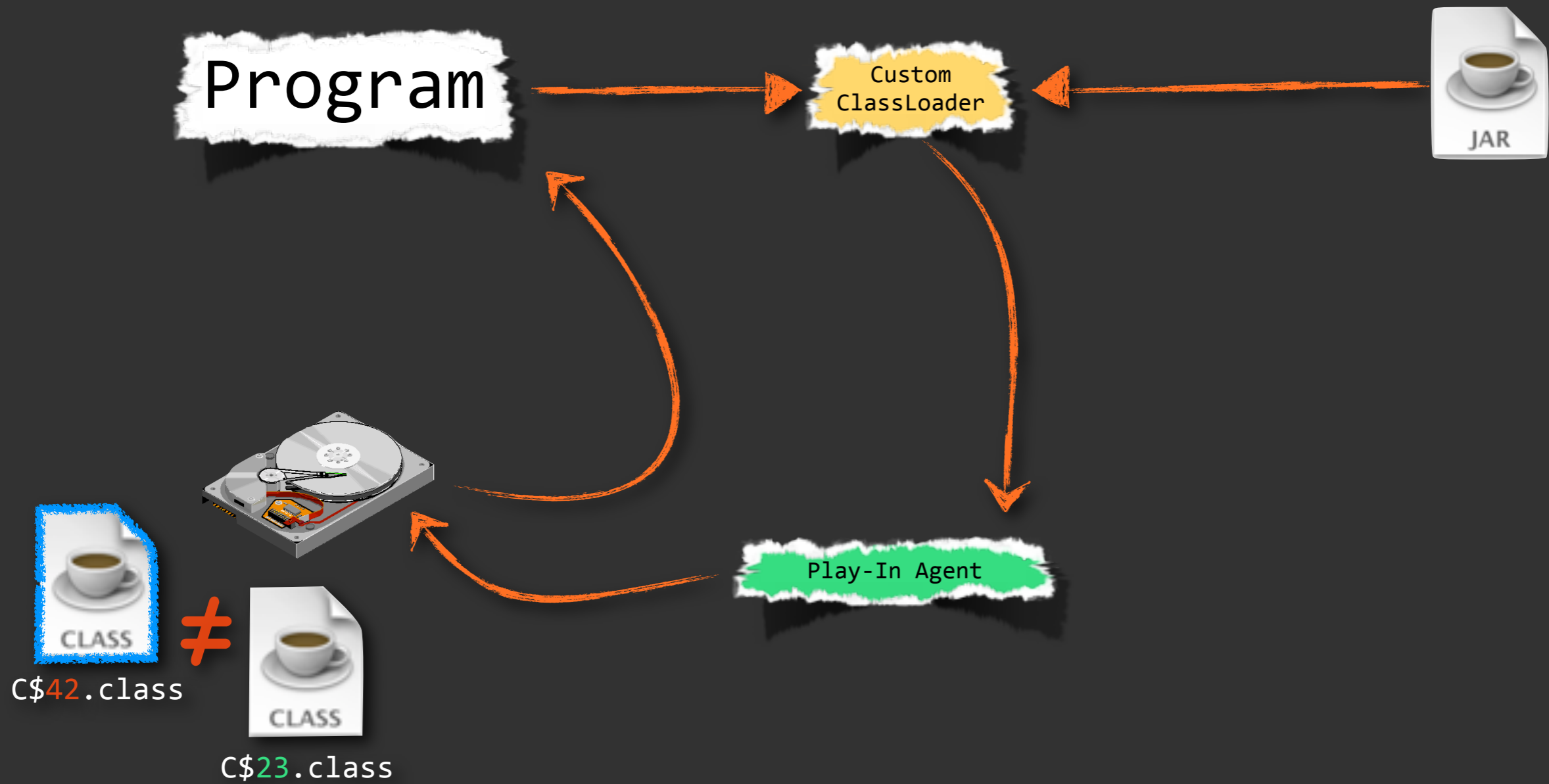


generated classes
may bear
randomized names!

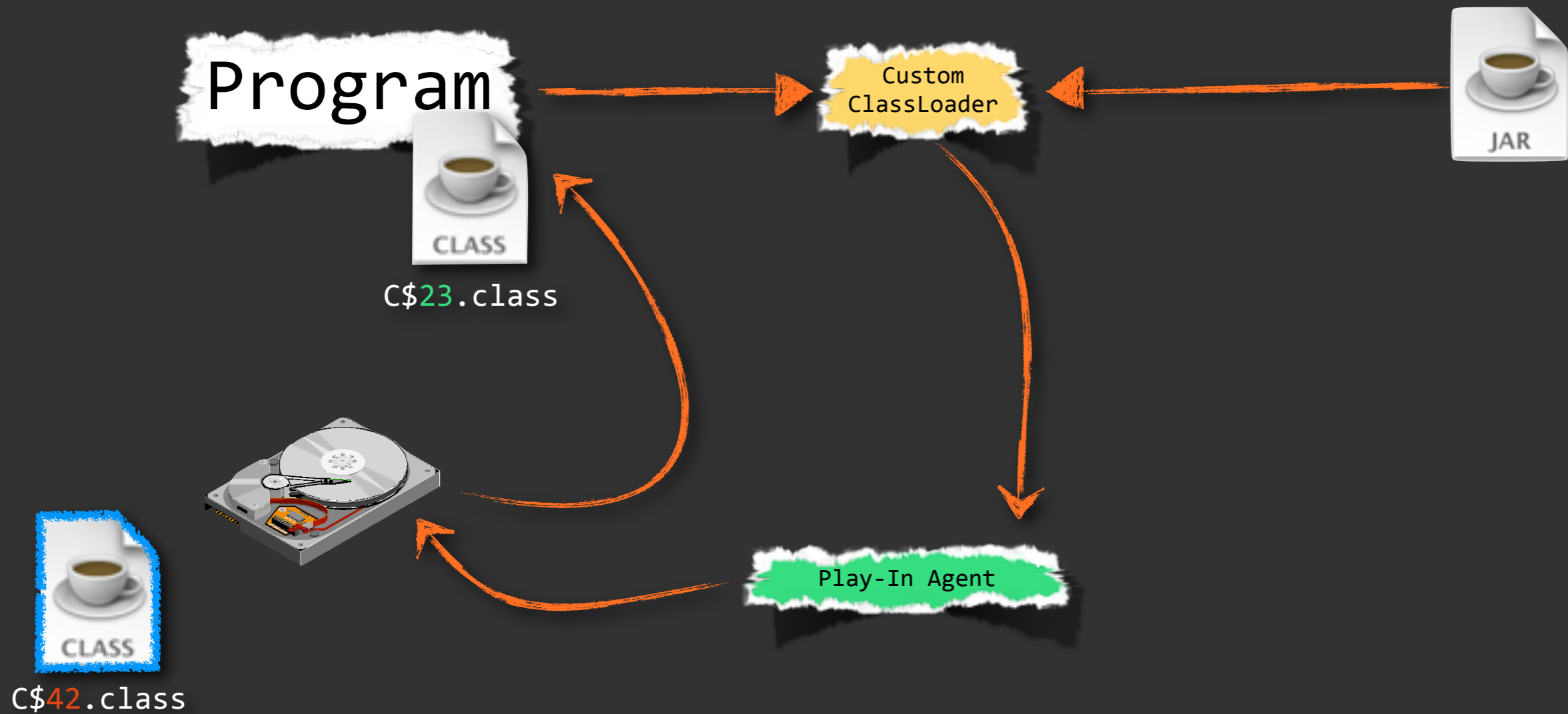
Play-in Agent



Play-in Agent

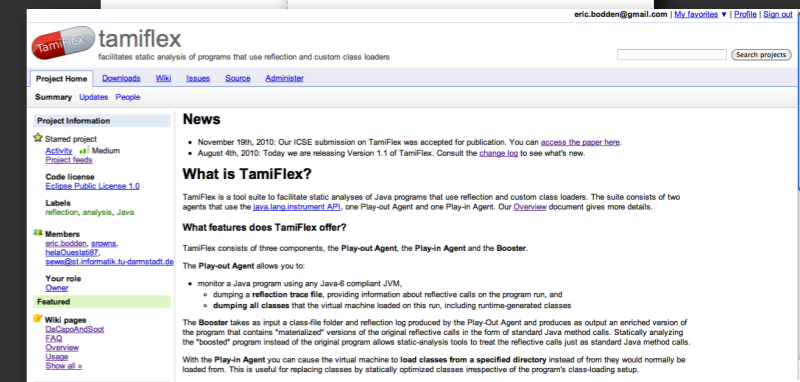
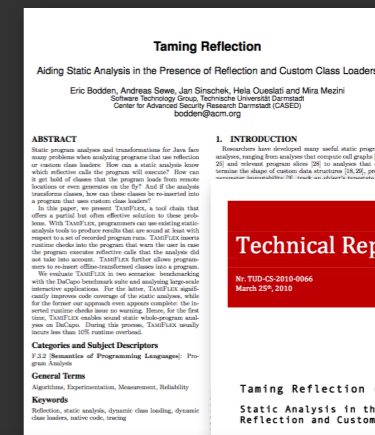


Play-in Agent



Solution

- Normalizations: replace randomized name by normalized name
 - in the log, the binaries, everywhere...
- Quite involved: classes to normalize may be interdependent
- Details in the paper
- More details in our Tech Report
- Yet more details in the source



Evaluation

Evaluation

How can this be sound?

Evaluation

How can this be sound?

It's not!

But it's sounder!

Evaluation

How can this be sound?

It's not!

But it's sounder!

It's "representative"!

Correctness

static call graph $\supseteq \bigcup \{\text{recorded call graph}\} ?$

Correctness

static call graph \supseteq \cup {recorded call graph} ?



computed with Soot/Spark



recorded with JVMTI agent

Correctness

static call graph \supseteq \cup {recorded call graph} ?



computed with Soot/Spark

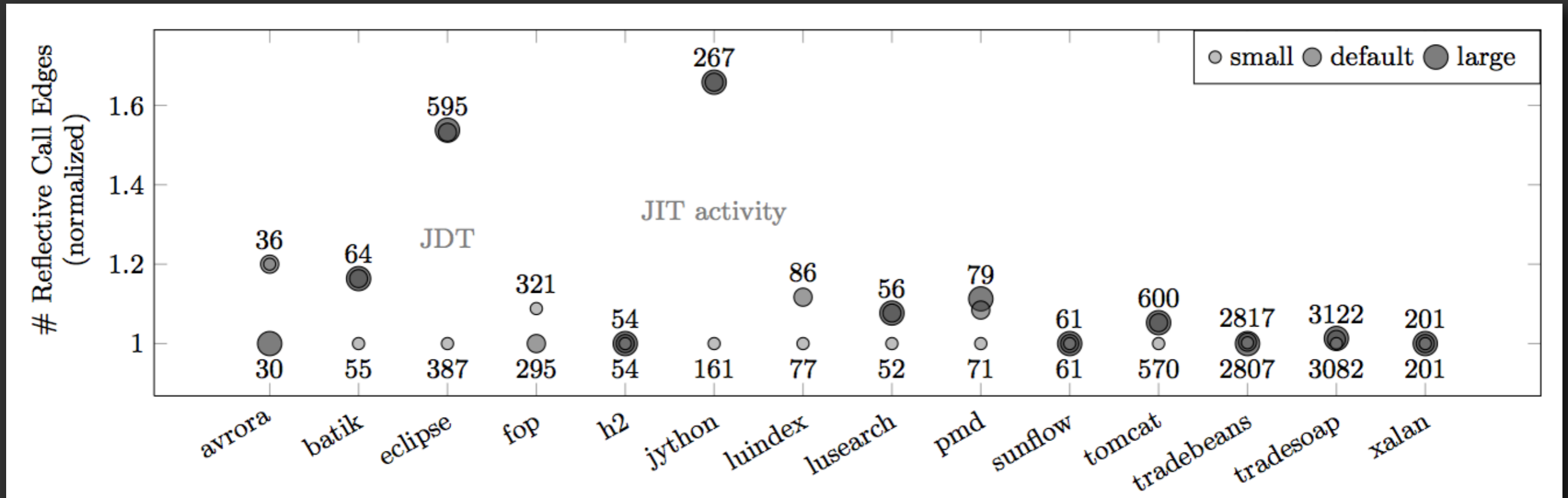


recorded with JVMTI agent

Yes!

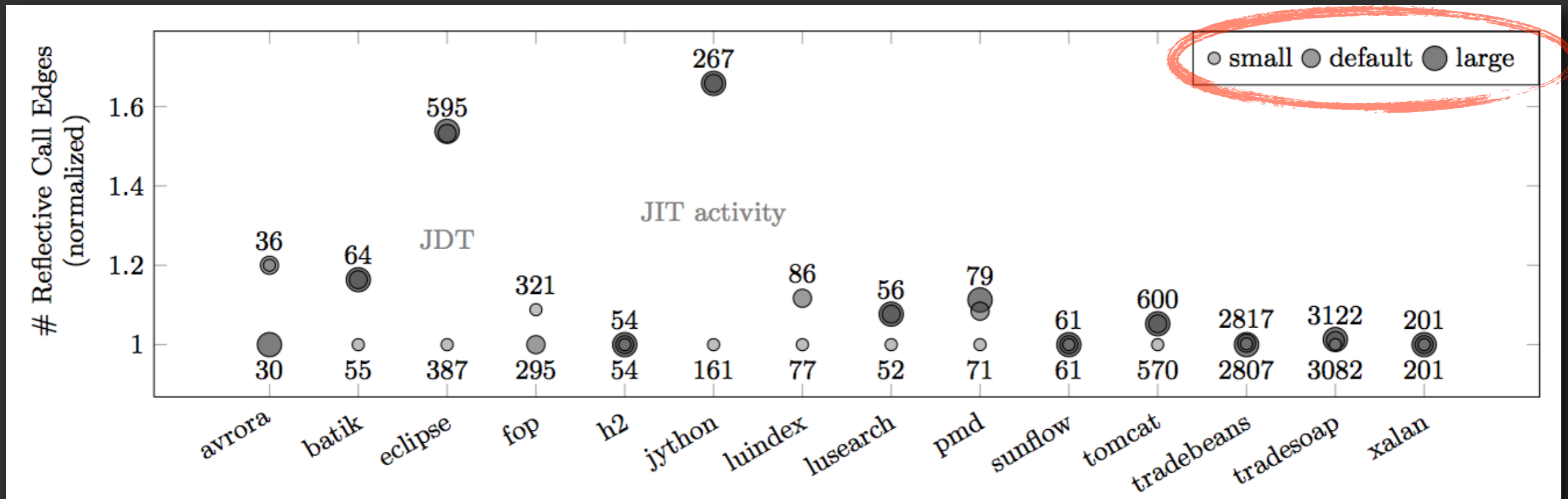
(call graphs are representative;
tested with Lhotak's Call-graph comparison tool ProBe)

Effectiveness: How much does log-file quality depend on program input?



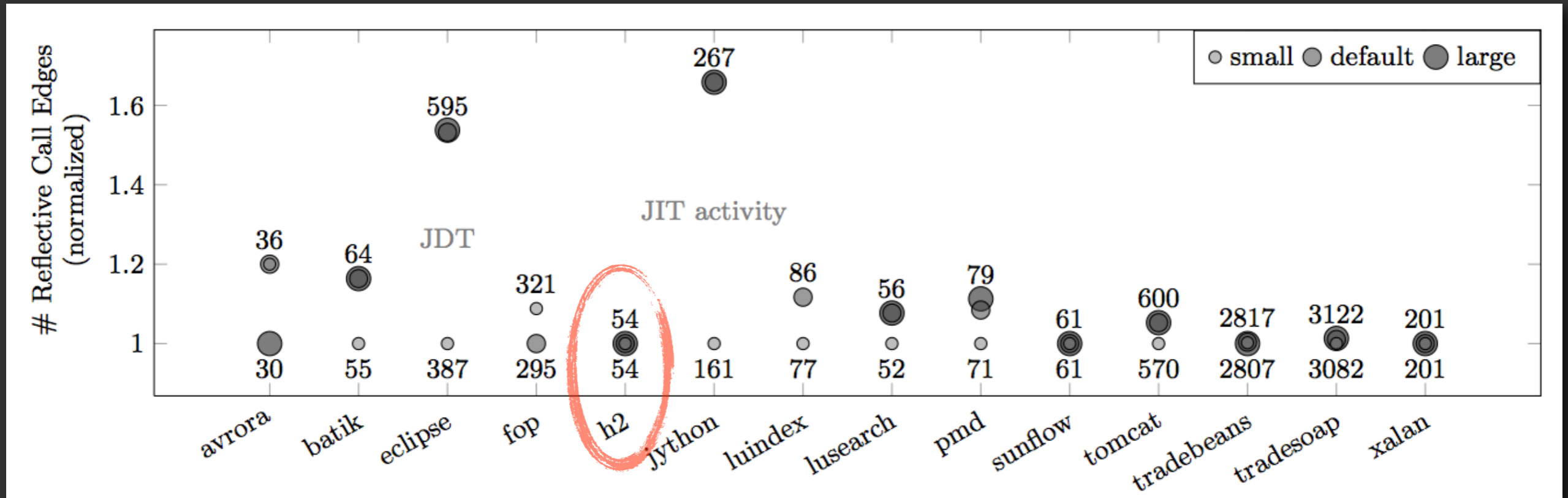
Dacapo "bach" release

Effectiveness: How much does log-file quality depend on program input?



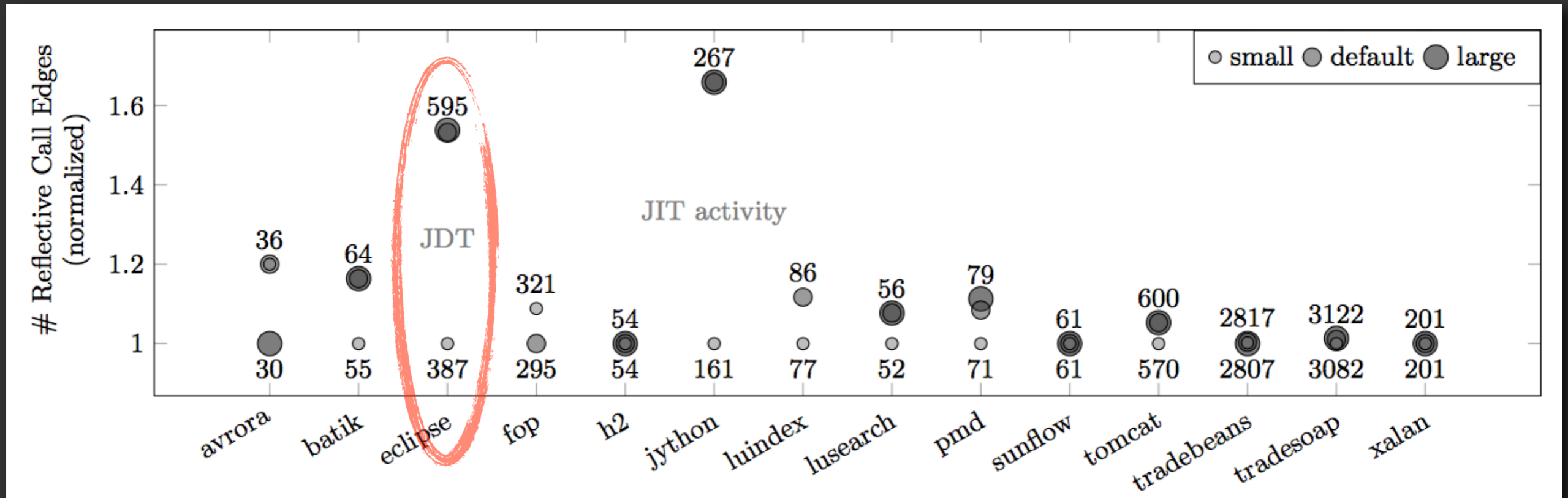
Dacapo "bach" release

Effectiveness: How much does log-file quality depend on program input?



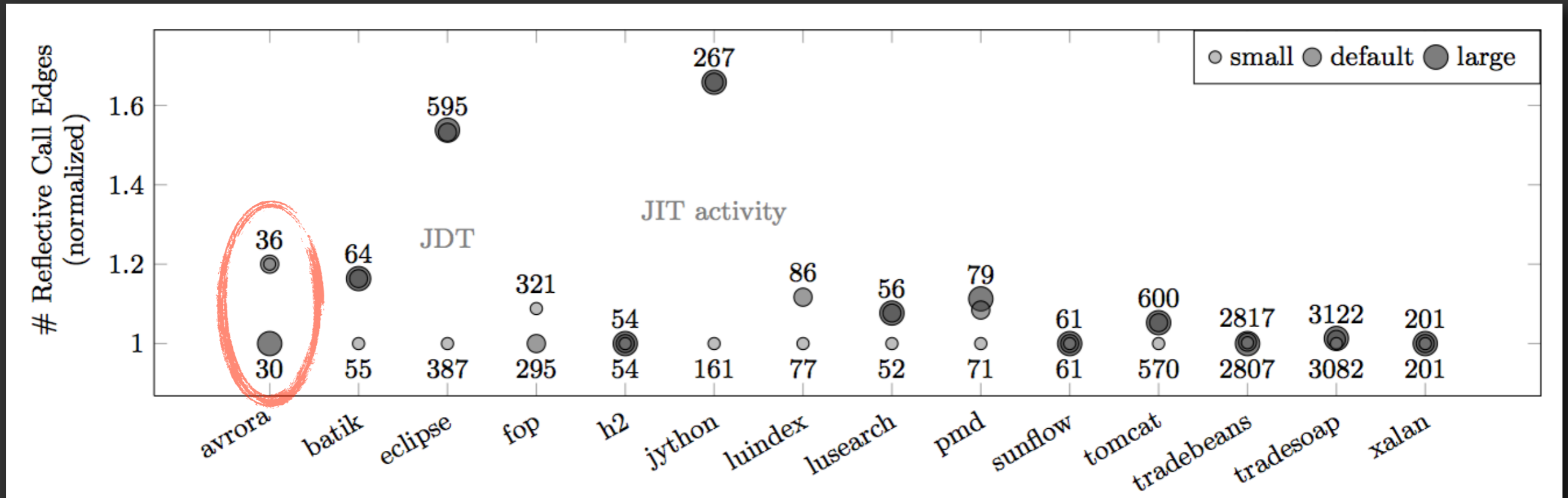
Dacapo "bach" release

Effectiveness: How much does log-file quality depend on program input?



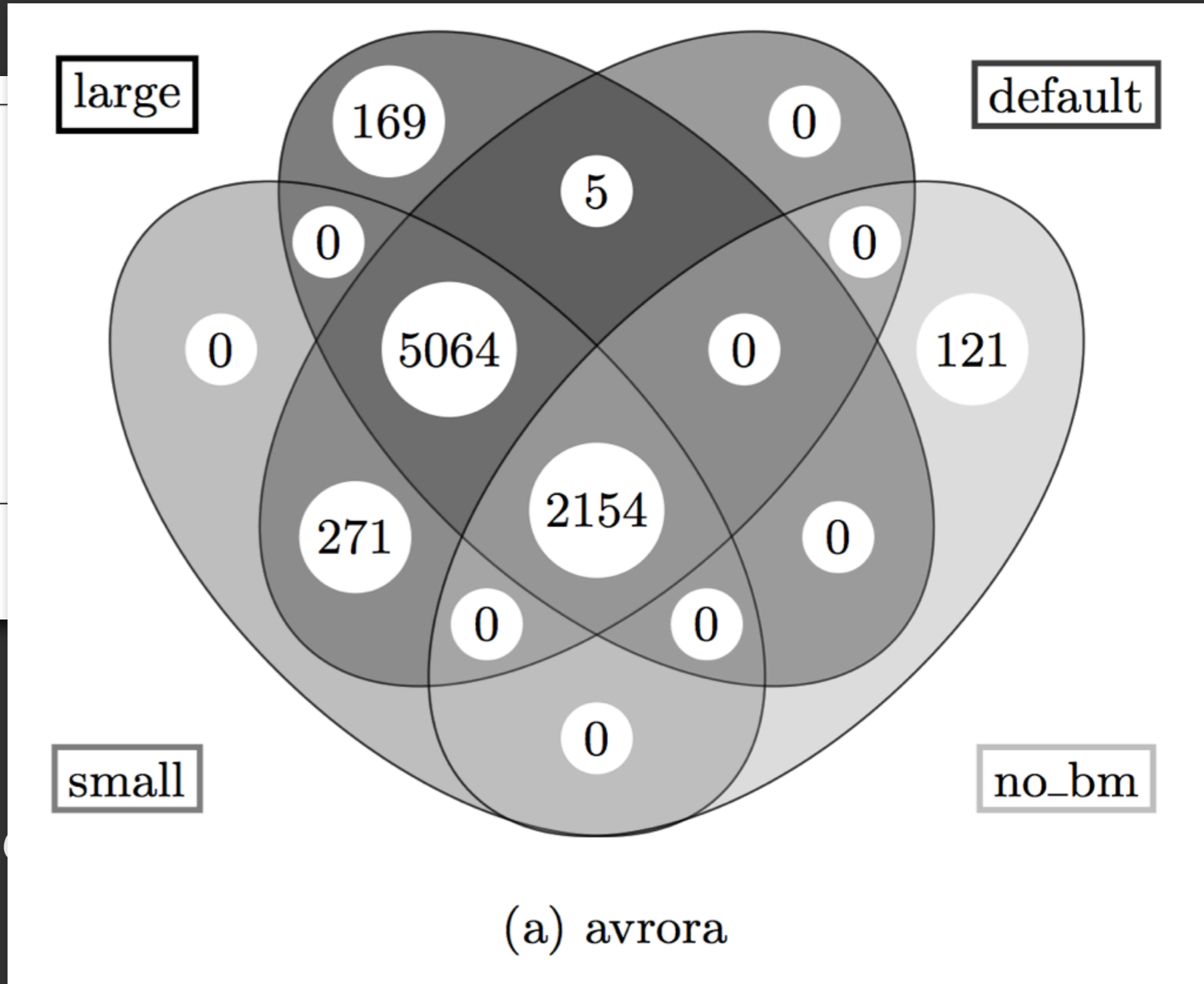
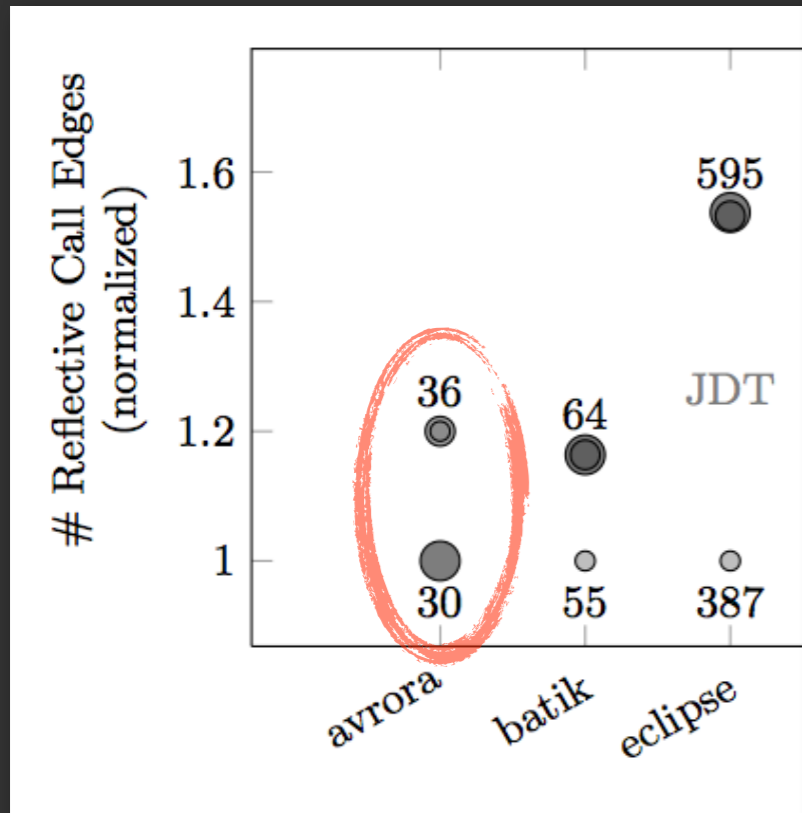
Dacapo "bach" release

Effectiveness: How much does log-file quality depend on program input?



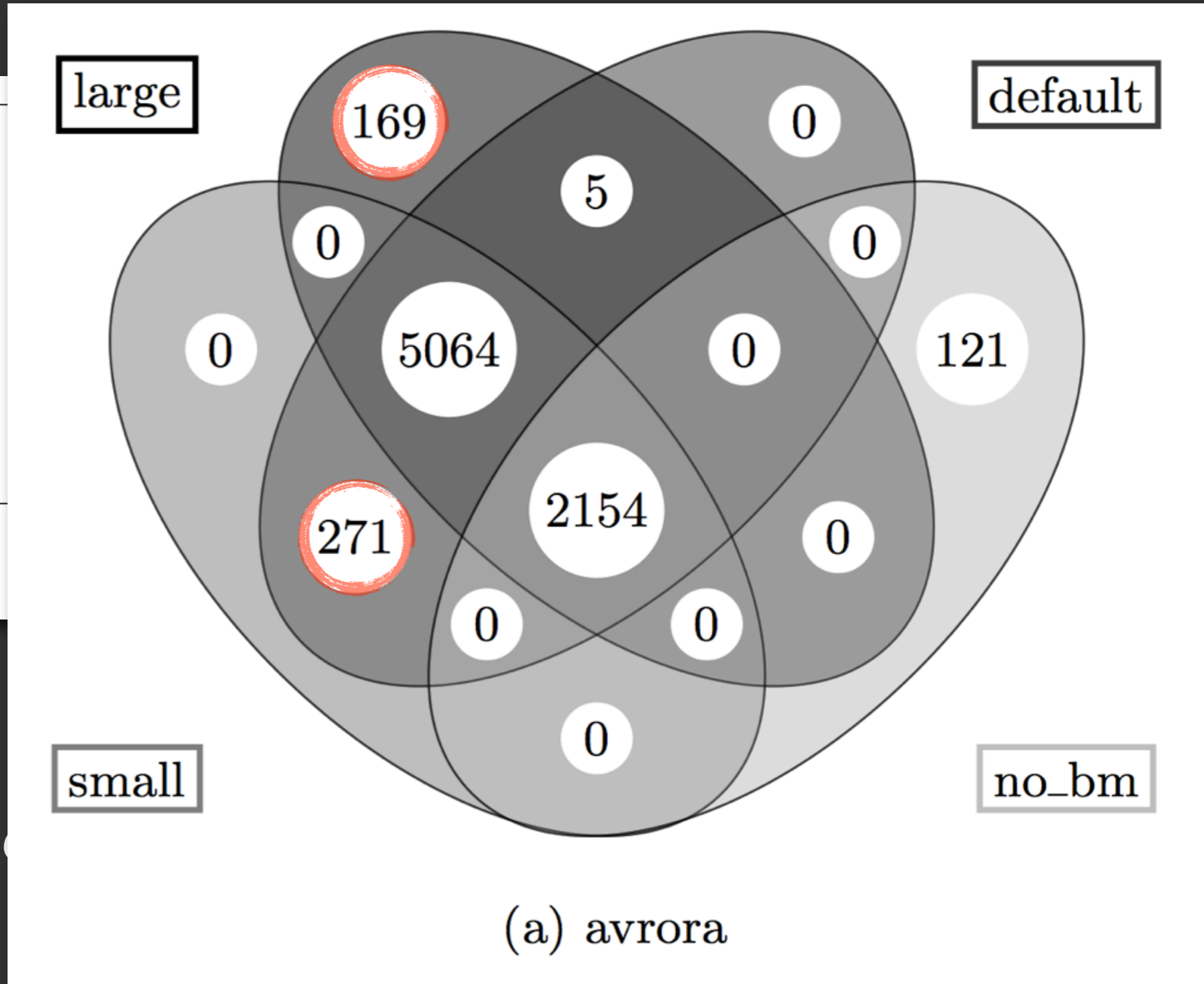
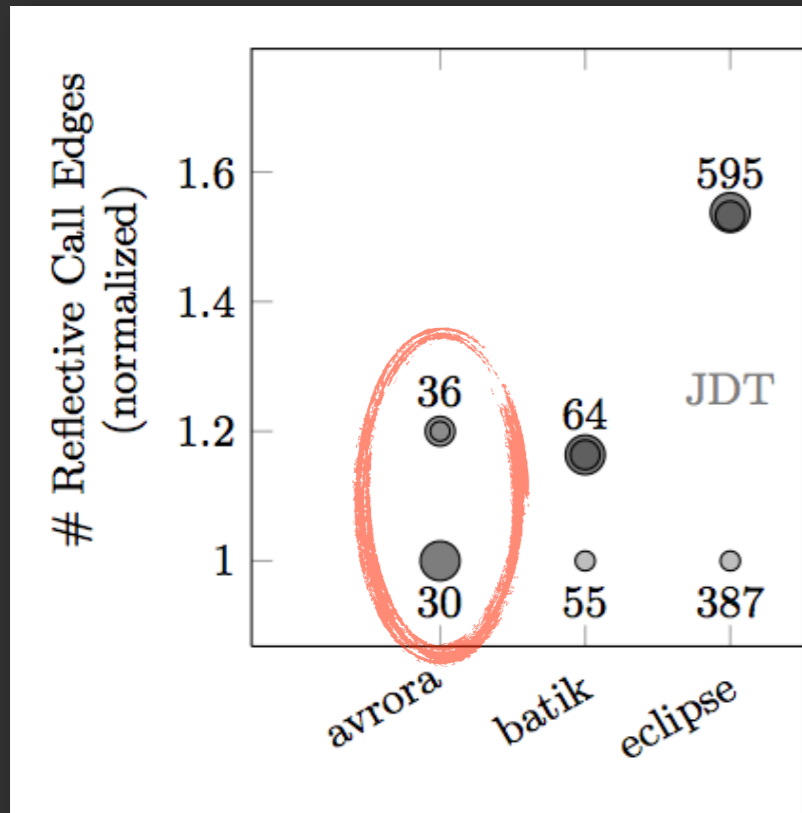
Dacapo "bach" release

Effectiveness: How much does log-file quality depend on program input?



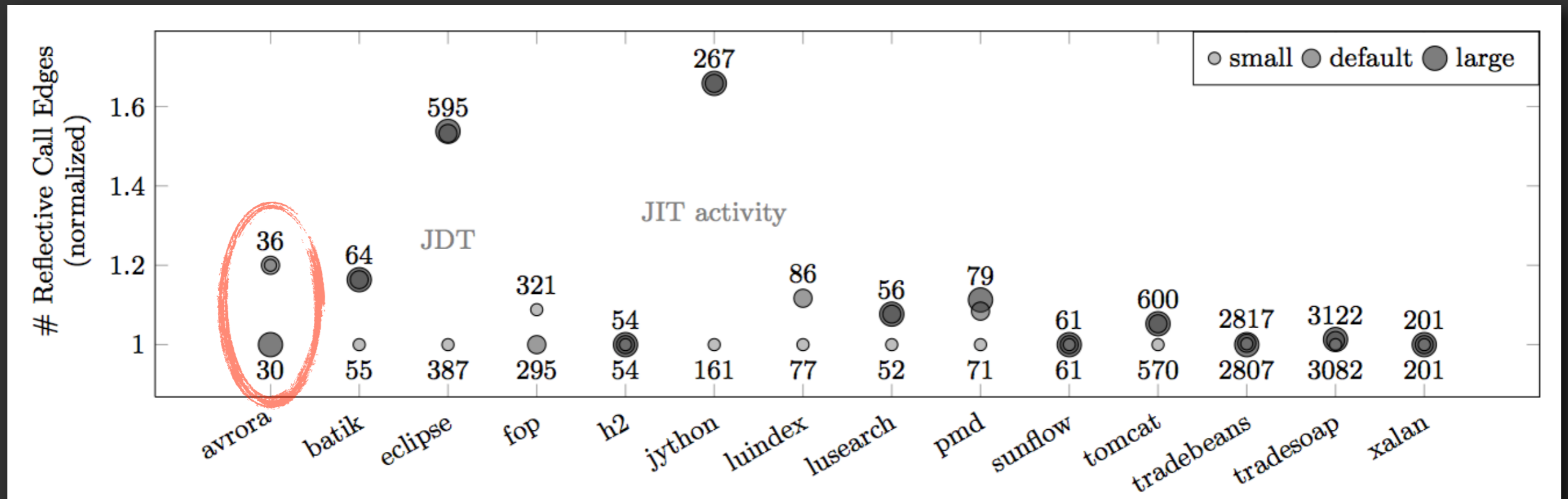
D

Effectiveness: How much does log-file quality depend on program input?



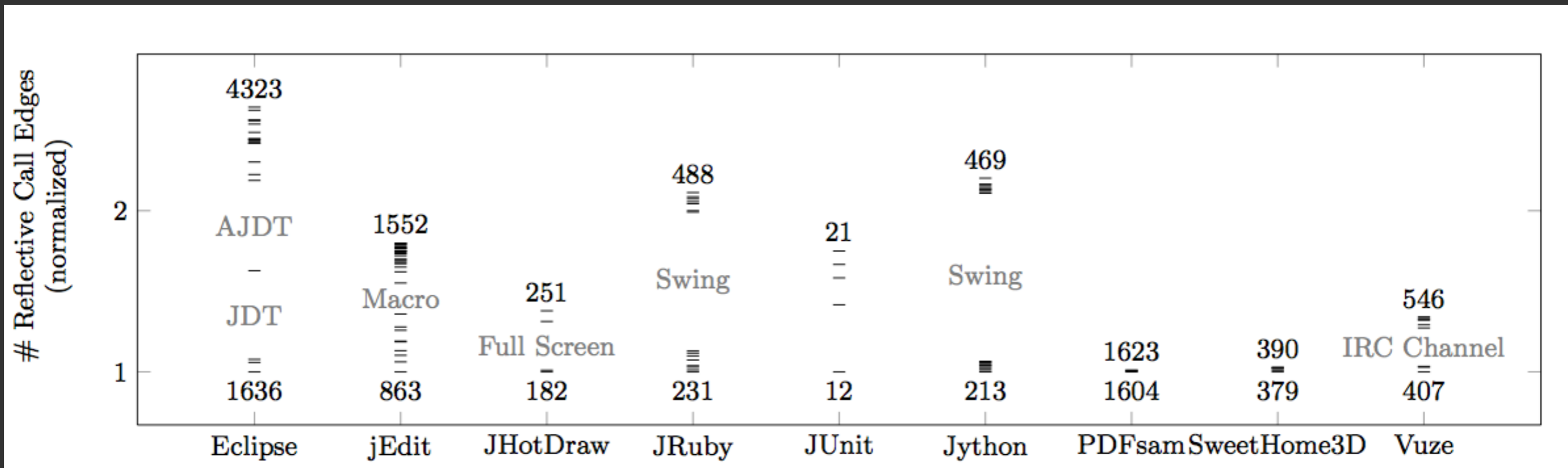
D

Effectiveness: How much does log-file quality depend on program input?



Can now safely use static analyses on DaCapo:
Warnings never triggered!

Effectiveness: How much does log-file quality depend on program input?



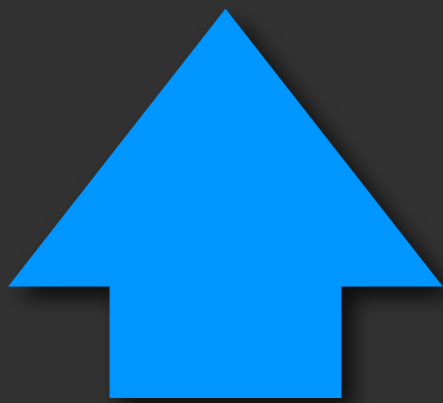
Other prominent programs/frameworks

Effectiveness: How much does log-file quality depend on program input?

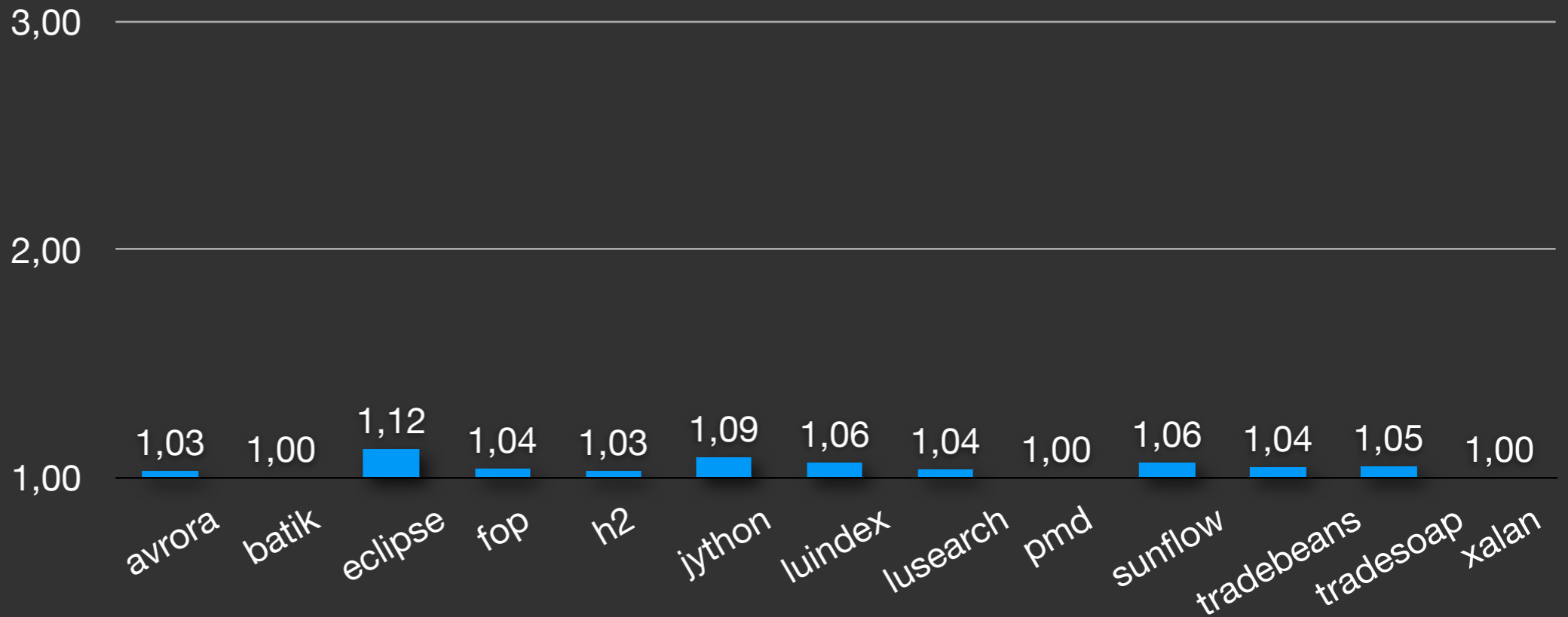
Approach requires good
"feature coverage"



Play-Out



Play-In

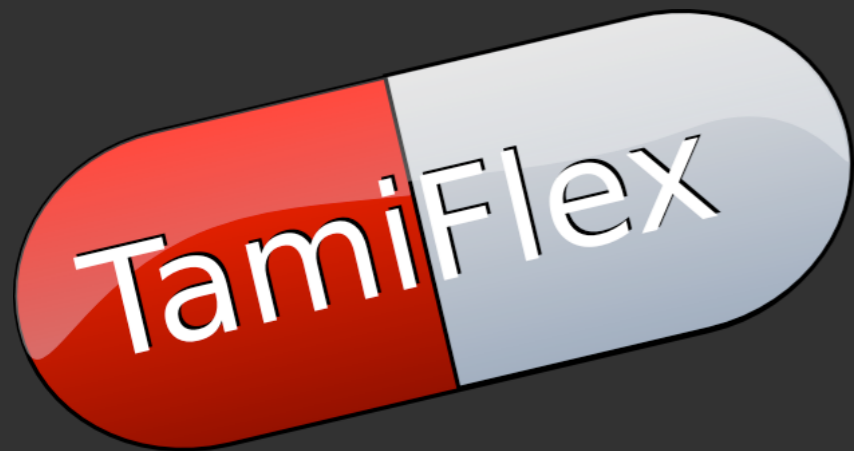


Related Work

- **Partial evaluation**
Braux & Noyé, PEPM 1999
- **String analysis**
Christensen et al., SAS 2003
Livshits et al., APLAS 2005
- **Application extraction**
Tip et. al, TOPLAS 2002
- **"Finding the code"**
Bessey et. al (Coverity), CACM 2010

Related Work

- **Online Call-Graph Construction**
Hirzel et al., TOPLAS 2007
- **Blended Analysis**
Dufour et al., ISSTA 2007
- **Runtime type inference in \mathcal{P} Ruby**
Furr et al., OOPSLA 2009



<http://tamiflex.googlecode.com/>

First external users



Cheng Zhang, SJTU

Play-out, Soot, Play-In

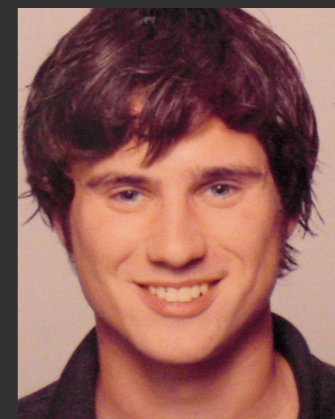
Call frequency analysis



Saswat Anand, Georgia Tech

Play-out, Soot

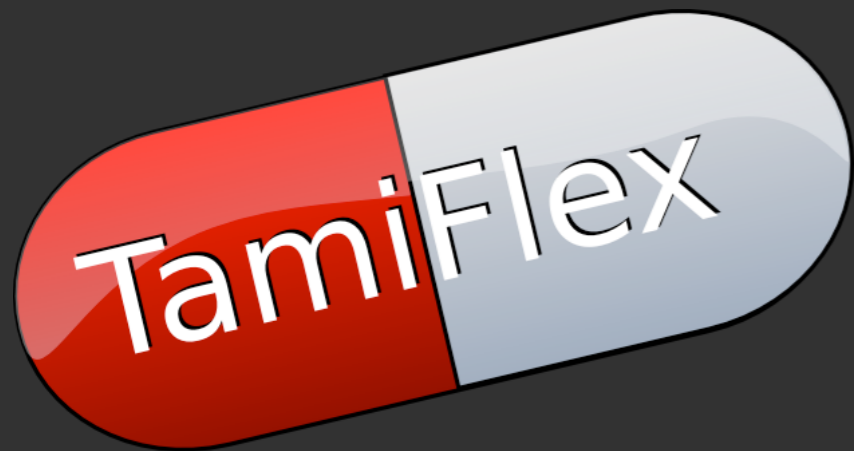
Points-to, Symb. Exec.



Jochen Huck, KIT

Play-out, Soot

Side-Effects, Dominance

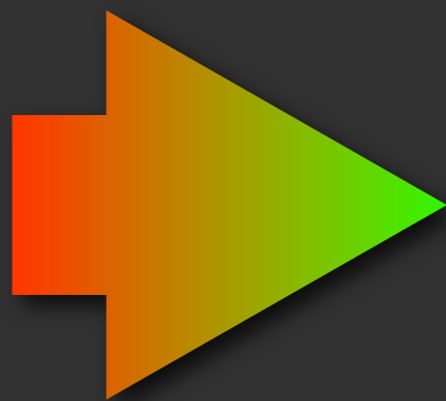


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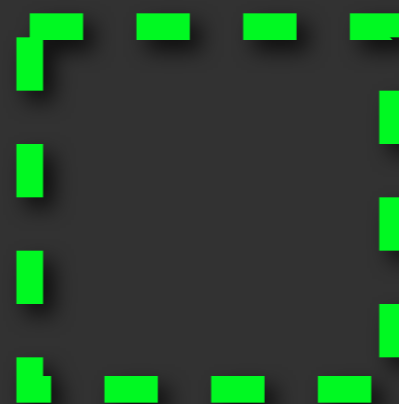
Play-Out

Correct



Boost

Effective

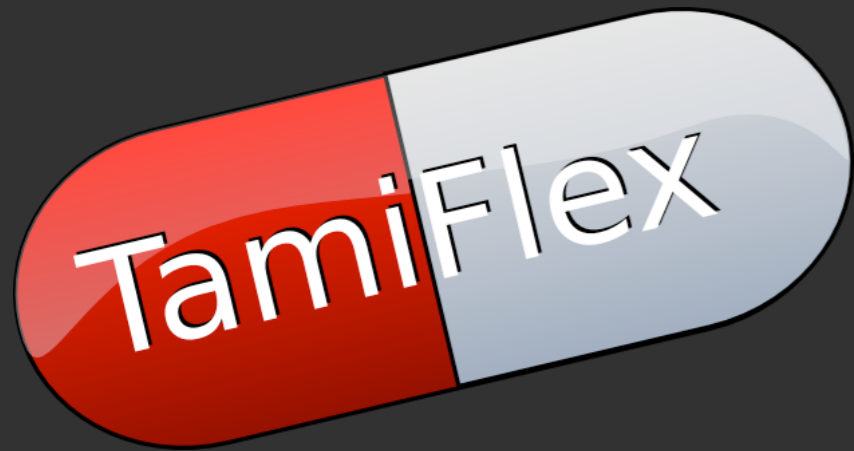


Analyse &
Transform

Efficient



Play-In



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MODULARITY - aosd 2012

submit to



2nd of 3 submission deadlines: July 14th

ISSTA 2011

July 17th-21st, 2011, Toronto

attend

Record
number of
submitted &
accepted
papers