

# Static Automated Program Repair for Heap Properties

Rijnard van Tonder and Claire Le Goues

# Motivating Example

A bug in error-prone

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```
public class GuardedByBinder {  
  case IDENTIFIER: {  
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());  
  
    return bindSelect(computeBase(context, method), method);  
  }  
}
```

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  }  
}
```

“method” can be null

# Motivating Example

```
public class GuardedByBinder {  
  case IDENTIFIER: {  
    Symbol.MethodSymbol method =  
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  }  
}
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```
public static void checkGuardedBy(boolean condition, String message) {  
  if (!condition) {  
    throw new IllegalGuardedBy(message);  
  }  
}
```

A bug in error-prone

# Motivating Example

Fixed +  
Test  
Added

```
public class GuardedByBinder {  
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        return bindSelect(computeBase(context, method), method);  
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  }  
}
```

Fixed +  
Test  
Added

Same  
issue!

A bug in error-prone

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}
```

Fixed +  
Test  
Added

Fixed 18  
months later!

# What We Do

# What We Do

- Local reasoning

# What We Do

- Local reasoning of program fragments

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for Program Repair!

A bug in error-prone

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Local semantic effects

Fixed 18  
months later!

A bug in error-prone

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```

Local semantic effects

Pre & Postconditions

Fixed 18  
months later!

# Motivating Example

```
public class GuardedByBinder {
```

```
  case IDENTIFIER: {
```

```
    Symbol.MethodSymbol method =
```

```
    context.resolver.resolveMethod(node, identifier.getName());
```

Local semantic effects

Pre & Postconditions

```
    checkGuardedBy(method != null, identifier.toString());
```

```
    return bindSelect(computeBase(context, method), method);
```

```
  } case MEMBER_SELECT: {
```

```
    ...
```

```
    Symbol.MethodSymbol method =
```

```
    context.resolver.resolveMethod(node, identifier.getName());
```

```
    // method may be null
```

```
    return bindSelect(computeBase(context, method), method);
```

```
  }
```

```
}
```

A bug in error-prone

# Motivating Example

```
public class GuardedByBinder {
```

```
  case IDENTIFIER: {
```

```
    Symbol.MethodSymbol method =
```

```
    context.resolver.resolveMethod(node, identifier.getName());
```

Local semantic effects

Pre & Postconditions

```
    checkGuardedBy(method != null, identifier.toString());
```

```
    return bindSelect(computeBase(context, method), method);
```

```
  } case MEMBER_SELECT: {
```

```
    ...
```

```
    Symbol.MethodSymbol method =
```

```
    context.resolver.resolveMethod(node, identifier.getName());
```

```
    checkGuardedBy(method != null, identifier.toString());
```

```
    return bindSelect(computeBase(context, method), method);
```

```
  }
```

```
}
```

# Motivating Example

```
public class GuardedByBinder {
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```
  case IDENTIFIER: {
```

```
    Symbol.MethodSymbol method =
```

```
    context.resolver.resolveMethod(node, identifier.getName());
```

Local semantic effects

Pre & Postconditions

```
    checkGuardedBy(method != null, identifier.toString());
```

```
    return bindSelect(computeBase(context, method), method);
```

```
  } case MEMBER_SELECT: {
```

Right now.

```
    Symbol method =
```

```
    context.resolver.resolveMethod(node, identifier.getName());
```

```
    checkGuardedBy(method != null, identifier.toString());
```

```
    return bindSelect(computeBase(context, method), method);
```

```
  }
```

```
}
```

# What We Do

- Local reasoning of program fragments

for Program Repair!

# What We Do

- Local reasoning of <sup>existing</sup> program fragments

for Program Repair!

# What We Do

- Local reasoning of program fragments

for Program Repair!



The screenshot shows a code editor window with the title bar "1 src/core/base.c" and a "View" button. The code is as follows:

```
@@ -560,6 +560,7 @@ swString* swoole_file_get_contents(ch
560 560      swString *content = swString_new(filesize);
561 561      if (!content)
562 562      {
563 563      +      close(fd);
563 564      return NULL;
564 565      }
565 566
```



# What We Do

- Local reasoning of program fragments

for Program Repair!

No tests



The screenshot shows a code editor window titled '1 src/core/base.c'. The code is as follows:

```
@@ -560,6 +560,7 @@ swString* swoole_file_get_contents(char* filename, int* psize)
{
    swString *content = swString_new(filesize);
    if (!content)
    {
        563 + close(fd);
        563 564 return NULL;
    }
    564 565
    565 566
```

Line 563 is highlighted in green. The editor has a 'View' button and a dropdown arrow in the top right corner. A search icon is visible in the bottom left corner.

# What We Do

- Local reasoning of program fragments

for Program Repair!

No tests

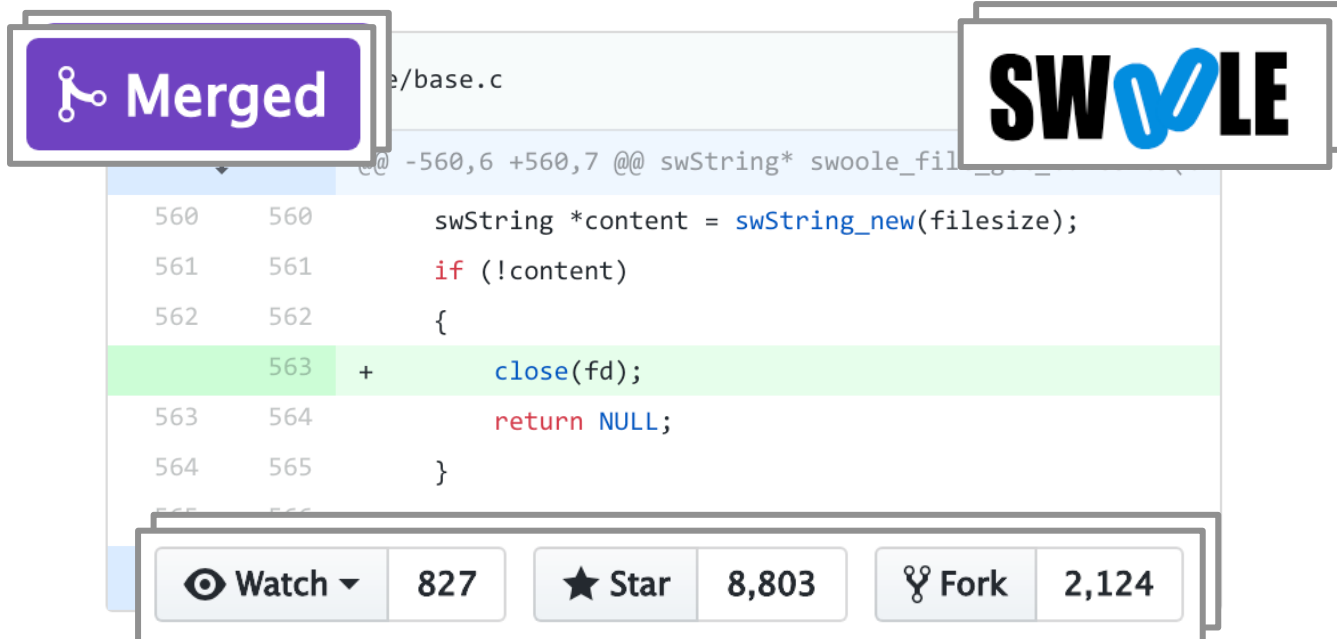
```
1 src/core/base.c View
@@ -560,6 +560,7 @@ swString* swoole_file_get_contents(char* filename)
    swString *content = swString_new(filesize);
561 561     if (!content)
562 562     {
563 563     + close(fd);
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```

Real programs

# What We Do

- Local reasoning of program fragments

for Program Repair!



# What We Do

- Local reasoning of program fragments

for Program Repair!

- Heap defects
  - Resource Leaks
  - Memory Leaks
  - Null dereferences

# What We Do

- Local reasoning of program fragments

for Program Repair!

- Heap defects
  - Resource Leaks
  - Memory Leaks
  - Null dereferences

Pre/Post fix  
specification

# What We Do

- Local reasoning of program fragments

for Program Repair!

- Heap defects
  - Resource Leaks
  - Memory Leaks
  - Null dereferences

Separation Logic

# Static Analysis with Separation Logic

# Static Analysis with Separation Logic

- Separation Logic reasons about heap state



# Static Analysis with Separation Logic

- Separation Logic reasons about heap state



# Static Analysis with Separation Logic

- Separation Logic reasons about heap state
- Bug types
  - Resource Leaks
  - Memory Leaks
  - Null Derefs



# Static Analysis with Separation Logic

- Separation Logic reasons about heap state
- Bug types
  - Resource Leaks
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  - Null Derefs
- C/C++, Java, Objective C



# Static Analysis with Separation Logic

- Separation Logic reasons about heap state
- Bug types
  - Resource Leaks
  - Memory Leaks
  - Null Derefs
- C/C++, Java, Objective C



Smallfoot IR

# **Matching Semantic Effects in Intermediate Analysis Result**

# Match Fixing Properties

```
// [n] may be null
public static Node checkNotNull(Node n) {
    if (n == null) {
        throw new IllegalArgumentException("Bad Arg");
    }
    return n;
}
```



This procedure does  
good things

# Match Fixing Properties

```
// [n] may be null
public static Node checkNotNull(Node n) {
    if (n == null) {
        throw new IllegalArgumentException("Bad Arg");
    }
    return n;
}
```

Desirable property:  
Throw Exn when Node is null

# Inferring a Procedure Specification

```
// [n] may be null
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Desirable property:  
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}
```

Desirable property:  
Throw Exn when Node is null

## 2 Specifications inferred

PRE:

$n \neq \text{null}$  ;

$n \rightarrow \text{Node}$

POST:

$n \neq \text{null}$  ;

$n \rightarrow \text{Node}$ ;

return = n

# Inferring a Procedure Specification

```
// [n] may be null
public static Node checkNotNull(Node n) {
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PRE:

$n \neq \text{null}$  ;

$n \rightarrow \text{Node}$

POST:

$n \neq \text{null}$  ;

$n \rightarrow \text{Node}$ ;

return = n

Object "Node" allocated  
on the heap

# Match Fixing Properties

```
// [n] may be null
public static Node checkNotNull(Node n) {
    if (n == null) {
        throw new IllegalArgumentException("Bad Arg");
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    return n;
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Desirable property:  
Throw Exn when Node is null

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PRE:

$n \neq \text{null}$  ;  
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POST:

$n \neq \text{null}$  ;  
 $n \rightarrow \text{Node}$ ;  
return = n

PRE:

$n \rightarrow \text{null}$

POST:

$n = \text{null}$ ;  
return = java.lang.IllegalArgumentException

# Match Fixing Properties

```
// [n] may be null
public static Node checkNotNull(Node n) {
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        throw new IllegalArgumentException("Bad Arg");
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    return n;
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Desirable property:  
Throw Exn when Node is null

## 2 Specifications inferred

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$n \neq \text{null}$  ;  
 $n \rightarrow \text{Node}$

POST:

$n \neq \text{null}$  ;  
 $n \rightarrow \text{Node}$ ;  
return = n

PRE:

$n \rightarrow \text{null}$

POST:

$n = \text{null}$ ;  
return = java.lang.IllegalArgumentException

Match!

# Compositionality Matters

Google error-prone


# Compositionality Matters

# Compositionality Matters

```
public class GuardedByBinder {  
  case IDENTIFIER: {  
    Symbol.MethodSymbol method =  
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    // method may be null  
    checkGuardedBy(method != null, identifier.toString());  
  
    return bindSelect(computeBase(context, method), method);  
  }  
}
```

```
public static void checkGuardedBy(boolean condition, String message) {  
  if (!condition) {  
    throw new IllegalGuardedBy(message);  
  }  
}
```

# Compositionality Matters




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public class GuardedByBinder {  
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# Compositionality Matters



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}
```

```
public static void checkGuardedBy(boolean condition, String message) {  
  if (!condition) {  
    throw new IllegalGuardedBy(message);  
  }  
}
```

Cannot be inferred here!

# Compositionality Matters

```
public class GuardedByBinder {  
  case IDENTIFIER: {  
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());  
    PRE: {method == null}  
    checkGuardedBy(method != null, identifier.toString());  
    POST: {throw new IllegalArgumentException}  
    return bindSelect(computeBase(context, method), method);  
  }  
}
```

Inferred here!

```
public static void checkGuardedBy(boolean condition, String message) {  
  if (!condition) {  
    throw new IllegalGuardedBy(message);  
  }  
}
```

# Match Fixing Fragments

```
public class GuardedByBinder {  
  case IDENTIFIER: {  
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());  
    PRE: {method == null}  
    checkGuardedBy(method != null, identifier.toString());  
    POST: {throw new IllegalArgumentException}  
    return bindSelect(computeBase(context, method), method);  
  }  
}
```

Match



# Apply Fixing Fragments

```
public class GuardedByBinder {  
  case IDENTIFIER: {  
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());
```

PRE: {method == null}

**checkGuardedBy**(method != null, identifier.toString());

Match



POST: {throw new IllegalArgumentException}

```
    return bindSelect(computeBase(context, method), method);  
  } case MEMBER_SELECT: {  
    ...  
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());  
    // NULL DEREFERENCE ERROR  
    return bindSelect(computeBase(context, method), method);  
  }  
}
```

# Apply Fixing Fragments

```
public class GuardedByBinder {  
  case IDENTIFIER: {  
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PRE: {method == null}

**checkGuardedBy**(method != null, identifier.toString());

Match



POST: {throw new IllegalArgumentException}

```
    return bindSelect(computeBase(context, method), method);
```

```
  } case MEMBER_SELECT: {
```

...

```
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());
```

**checkGuardedBy**(method != null, identifier.toString());

```
    return bindSelect(computeBase(context, method), method);
```

```
  }
```

```
}
```

# Validate Fixing Fragments

```
public class GuardedByBinder {  
  case IDENTIFIER: {  
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());
```

PRE: {method == null}

**checkGuardedBy**(method != null, identifier.toString());

Match



POST: {throw new IllegalArgumentException}

```
    return bindSelect(computeBase(context, method), method);
```

```
  } case MEMBER_SELECT: {
```

...

```
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());
```

**checkGuardedBy**(method != null, identifier.toString());

Validate



```
    return bindSelect(computeBase(context, method), method);
```

```
  }
```

```
}
```

# **How We Formulate Repair**

# Repair in the Abstract



# Repair in the Abstract

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

# Repair in the Abstract

$C_\ell, H_{Bad} \rightsquigarrow \text{fault}$

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
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}
```

# Repair in the Abstract

$C_\ell, H_{Bad} \rightsquigarrow \text{fault}$



IR Command C

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```

# Repair in the Abstract

$C_\ell, H_{Bad} \rightsquigarrow \text{fault}$

IR Command C

```
swHashMap *map = malloc(sizeof(swHashMap));  
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if (error) {  
    // map allocated but not freed  
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}
```

$\ell$

# Repair in the Abstract

$C_\ell, H_{Bad} \rightsquigarrow \text{fault}$

Fault-inducing Heap state

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

$\ell$

# Repair in the Abstract

$C_\ell, H_{Bad} \rightsquigarrow \text{fault}$

{ map  $\Rightarrow$  allocated }

```
swHashMap *map = malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

$\ell$

# Repair in the Abstract

$C_\ell, H_{Bad} \rightsquigarrow \text{fault}$

$\{ \text{map} \Rightarrow \text{allocated} \}$

Heap predicates

```
swHashMap *map = malloc(size)
...
if (error) {
    // map allocated but not freed
    return;
}
```

$\ell$

# Repair in the Abstract

$C_\ell, H_{Bad} \rightsquigarrow \text{fault}$

Interpretation step

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

$\ell$



# Repair in the Abstract

$C_\ell, H_{Bad} \rightsquigarrow \text{fault}$

Bug report

$\ell$

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

# Repair in the Abstract

$$C_{\ell}, H_{Bad} \rightsquigarrow \text{fault} \Rightarrow T_{\ell'}, H \overset{*}{\rightsquigarrow} C_{\ell}, H_{Good}$$

Fixing transformation T

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

$\ell$

# Repair in the Abstract

$$C_{\ell}, H_{Bad} \rightsquigarrow \text{fault} \Rightarrow T_{\ell'}, H \overset{*}{\rightsquigarrow} C_{\ell}, H_{Good}$$

Produce a “Good” heap state

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

$\ell$

# Repair in the Abstract

$$C_{\ell}, H_{Bad} \rightsquigarrow \text{fault} \Rightarrow T_{\ell'}, H \overset{*}{\rightsquigarrow} C_{\ell}, H_{Good} \not\rightsquigarrow \text{fault}$$

Fault-avoiding interpretation

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

$\ell$

# Repair in the Abstract

$$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \overset{*}{\rightsquigarrow} C_\ell, H_{Good} \not\rightsquigarrow \text{fault}$$

How to find T?

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

$\ell$

# Repair in the Abstract

$$C_{\ell}, H_{Bad} \rightsquigarrow \text{fault} \Rightarrow T_{\ell'}, H \overset{*}{\rightsquigarrow} C_{\ell}, H_{Good} \not\rightsquigarrow \text{fault}$$

Additive transformation

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
+ sw_free(map);  
  return;  
}
```

$\ell$

# Repair in the Abstract

$$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \Rightarrow T_{\ell'} H \overset{*}{\rightsquigarrow} C_\ell, H_{Good} \not\rightsquigarrow \text{fault}$$

At the reported error location

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    sw_free(map);  
    return;  
}
```

# Repair in the Abstract

$$C_{\ell}, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \overset{*}{\rightsquigarrow} C_{\ell}, H_{Good} \not\rightsquigarrow \text{fault}$$

{ map  $\Rightarrow$  freed }

$\ell$

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```



# Repair in the Abstract

$$C_{\ell}, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \overset{*}{\rightsquigarrow} C_{\ell}, H_{Good} \not\rightsquigarrow \text{fault}$$

{ map  $\Rightarrow$  allocated }

{ map  $\Rightarrow$  freed }

$\ell$

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

# Semantic Repair Search

$$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \overset{*}{\rightsquigarrow} C_\ell, H_{Good} \not\rightsquigarrow \text{fault}$$

{ map  $\Rightarrow$  allocated } ?C { map  $\Rightarrow$  freed }

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

$\ell$

# Semantic Repair Search

$$C_{\ell}, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \overset{*}{\rightsquigarrow} C_{\ell}, H_{Good} \not\rightsquigarrow \text{fault}$$

$\{ pvar \Rightarrow \text{allocated} \} \quad ?C \quad \{ pvar \Rightarrow \text{freed} \}$

**sw\_free(*pvar*);**

$\ell$

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    // map allocated but not freed  
    return;  
}
```

# Semantic Repair Search

$$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \overset{*}{\rightsquigarrow} C_\ell, H_{Good} \not\rightsquigarrow \text{fault}$$

$\{ pvar \Rightarrow \text{allocated} \} \quad ?C \quad \{ pvar \Rightarrow \text{freed} \}$

**sw\_free(pvar);**

$\ell$

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
    sw_free(map);  
    return;  
}
```

# Semantic Repair Search

$$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \overset{*}{\rightsquigarrow} C_\ell, H_{Good} \not\rightsquigarrow \text{fault}$$

$\{ pvar \Rightarrow \text{allocated} \} \quad ?C \quad \{ pvar \Rightarrow \text{freed} \}$

**sw\_free(pvar);**

$\ell$

```
swHashMap *map = sw_malloc(sizeof(swHashMap));
...
if (error) {
    sw_free(map);
    return;
}
```

```
#define sw_free(ptr)
if (ptr) {
    free(ptr);
    ptr = NULL;
    swWarn("free");
}
```

# Semantic Repair Search

$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \Rightarrow T_{\ell'}, H_{\text{Good}}^* \wedge H_{\text{Good}} \wedge \neg \text{fault}$

Type "swHashMap \*"

$\{ pvar \Rightarrow \text{allocated} \} \quad ?C \quad \{ pvar \Rightarrow \text{freed} \}$

**sw\_free(pvar);**

$\ell$

```
swHashMap *map = sw_malloc(sizeof(swHashMap));
...
if (error) {
    sw_free(map);
    return;
}
```

```
#define sw_free(ptr)
if (ptr) {
    free(ptr);
    ptr = NULL;
    swWarn("free");
}
```

Type "void \*"

# Semantic Repair Search

$$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \rightsquigarrow^* C_\ell, H_{Good} \not\rightsquigarrow \text{fault}$$

$\{ pvar \Rightarrow \text{allocated} \} \quad ?C \quad \{ pvar \Rightarrow \text{freed} \}$

# Semantic Repair Search

$$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \rightsquigarrow^* C_\ell, H_{Good} \not\rightsquigarrow \text{fault}$$

$\{ pvar \Rightarrow \text{open} \} \quad ?C \quad \{ pvar \Rightarrow \text{close} \}$



# Semantic Repair Search

$$C_\ell, H_{Bad} \rightsquigarrow \text{fault} \implies T_{\ell'}, H \overset{*}{\rightsquigarrow} C_\ell, H_{Good} \not\rightsquigarrow \text{fault}$$

{ F }

?C

{ F' }

# Local Reasoning & Separation Logic

 $\{ F \}$  $?C$  $\{ F' \}$

# Local Reasoning & Separation Logic

$$\{ F * P \} \quad ?C \quad \{ F' * Q \}$$

# Local Reasoning & Separation Logic

$\{ F * P \} \quad ?C \quad \{ F' * Q \}$

C can affect other things on the heap

# Local Reasoning & Separation Logic

$\{ F * P \} \quad ?C \quad \{ F' * Q \}$



C's footprint

# Local Reasoning & Separation Logic

$\{ F * P \} \quad ?C \quad \{ F' * Q \}$

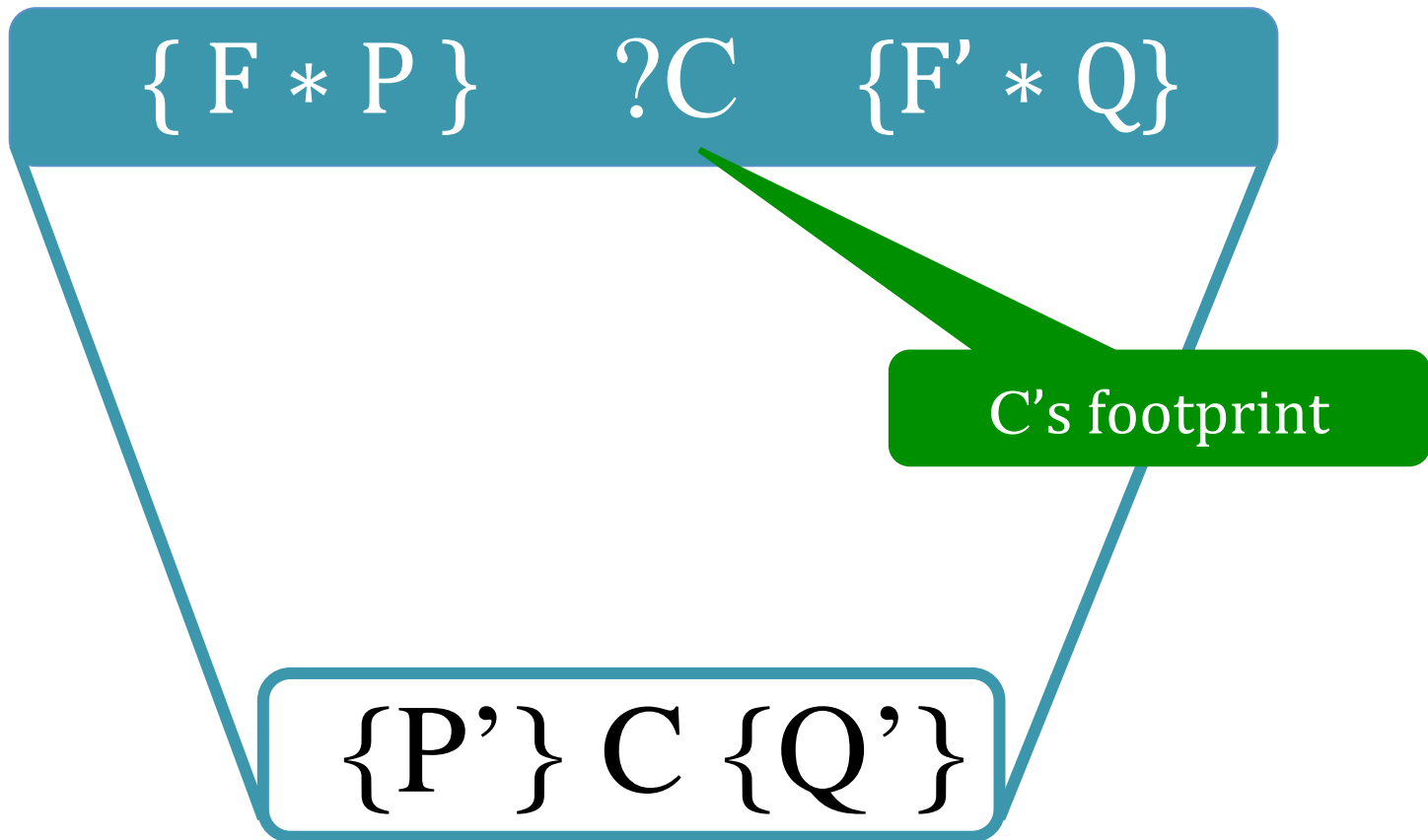
C's footprint

$\{ P' \} \quad C \quad \{ Q' \}$

---

$\{ \text{Frame} * P' \} \quad C \quad \{ \text{Frame} * Q' \}$

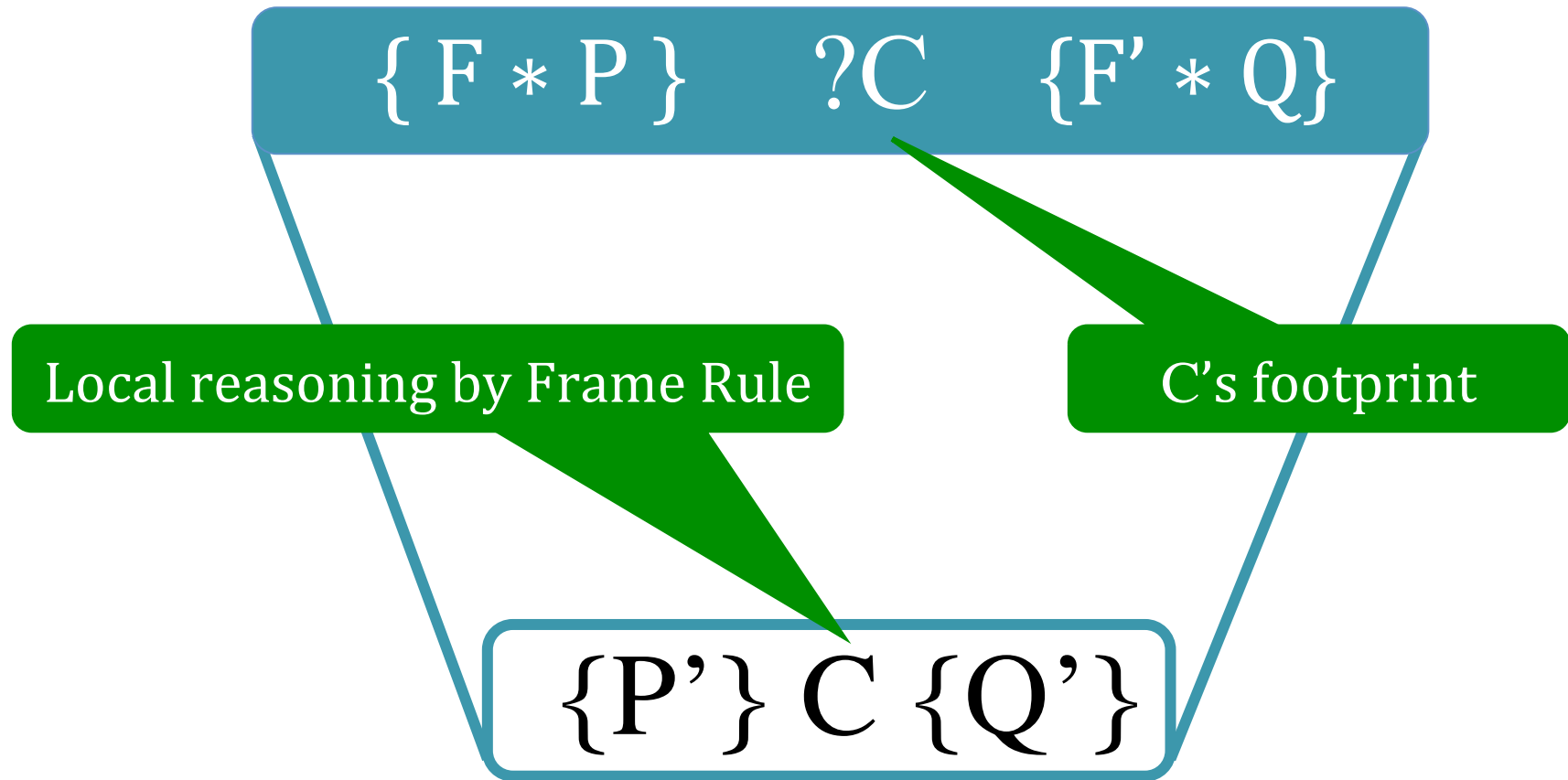
# Local Reasoning & Separation Logic



---

$$\{\text{Frame} * P'\} \quad C \quad \{\text{Frame} * Q'\}$$

# Local Reasoning & Separation Logic



---

$$\{\text{Frame} * P'\} \quad C \quad \{\text{Frame} * Q'\}$$



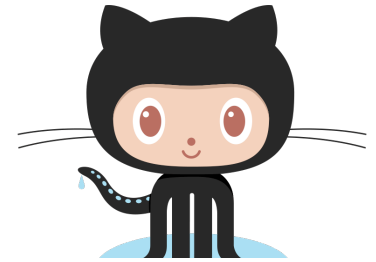
# Results Summary

# Results Summary

- 8 C projects and 3 Java projects

# Results Summary

- 8 C projects and 3 Java projects



👁 Watch ▼

2,507

★ Star

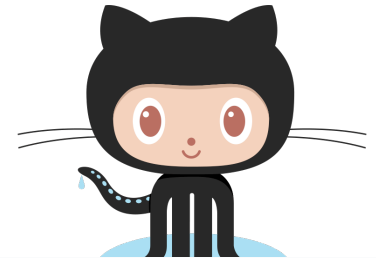
29,257

🔗 Fork

11,343

# Results Summary

- 8 C projects and 3 Java projects



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29,257

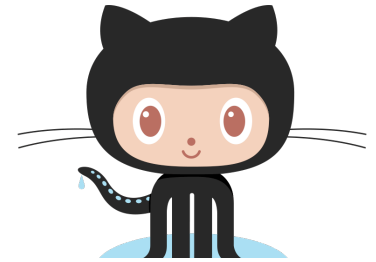
🔗 Fork

11,343

115KLOC

# Results Summary

- 8 C projects and 3 Java projects



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29,257

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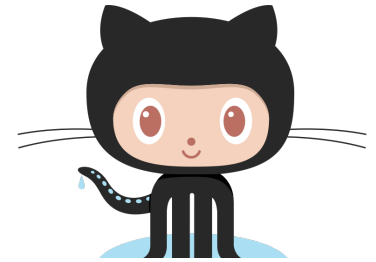
11,343

115KLOC

79 seconds

# Results Summary

- 8 C projects and 3 Java projects



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🔗 Fork

11,343

115KLOC

79 seconds

6 resource leak fixes

# Results Summary

- 8 C projects and 3 Java projects



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2,507

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29,257

🔗 Fork

11,343



Watch ▼

836

★ Star

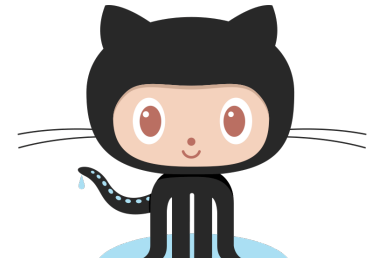
8,973

🔗 Fork

2,137

# Results Summary

- 8 C projects and 3 Java projects



Watch ▼

2,507

★ Star

29,257

🔗 Fork

11,343



Watch ▼

836

★ Star

8,973

🔗 Fork

2,137



Watch ▼

501

★ Star

6,288

🔗 Fork

1,790



# Results Summary

- 8 C projects and 3 Java projects



Watch ▼

2,507

★ Star

29,257

🔗 Fork

11,343



Watch ▼

836

★ Star

8,973

🔗 Fork

2,137



Watch ▼

501

★ Star

6,288

🔗 Fork

1,790



Watch ▼

201

★ Star

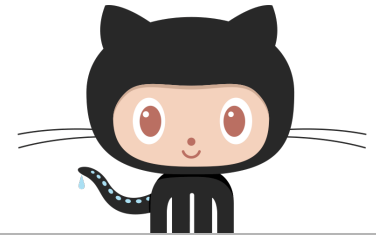
2,162

🔗 Fork

700

# Results Summary

- 8 C projects and 3 Java projects



Fix memory leak in `_attach_new_segment` #528

Merged rhc54 merged 1 commit into `pmix:master` from `footpatch:patch-1`

Fix file descriptor leak #45

Merged KoffeinFlummi merged 1 commit into `KoffeinFlummi:master` from `footpatch:patch-1`

Close input stream in `SmaliMod.java` #1599

Merged iBotPeaches merged 1 commit into `iBotPeaches:master` from `footpatch:patch-1`

# Results Summary

Project	Lang	KLOC	Time (s)	Bug	Fixes	False Pos
Swoole	C	44	20	Res. Leak	1	0
				Mem. Leak	6	3
lxc	C	63	51	Res. Leak	1	0
				Mem. Leak	0	1
Apktool	Java	15	584	Res. Leak	1	0
dablocks	C	1	9	Res. Leak	7	0
php-cp	C	9	20	Res. Leak	1	0
armake	C	16	10	Res. Leak	4	0
sysstat	C	24	28	Res. Leak	1	0
redis	C	115	79	Res. Leak	6	0
rappel	C	2	7	Mem. Leak	1	0
error-prone	Java	149	262	Null Deref	2	0
jfreechart	Java	282	1,268	Null Deref	22	0

# Results Summary

Project	Lang	KLOC	Time (s)	Bug	Fixes	False Pos
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php-cp	C	9	20	Res. Leak	1	0
armake	C	16	10	Res. Leak	4	0
sysstat	C	24	28	Res. Leak	1	0
redis	C	115	79	Res. Leak	6	0
rappel	C	2	7	Mem. Leak	1	0
error-prone	Java	149	262	Null Deref	2	0
jfreechart	Java	282	1,268	Null Deref	22	0

4 false positives

# Results Summary

Project	Lang	KLOC	Time (s)	Bug	Fixes	False Pos
Swoole	C	44	20	Res. Leak	1	0
				Mem. Leak	6	3
lxc		63	51	Res. Leak	1	0
				Mem. Leak	0	1
Apktool				Res. Leak	1	0
dablocks				Res. Leak	7	0
php-cp				Res. Leak	1	0
armake				Res. Leak	4	0
sysstat				Res. Leak	1	0
redis				Res. Leak	6	0
rappel	C	2	7	Mem. Leak	1	0
error-prone	Java	149	262	Null Deref	2	0
jfreechart	Java	282	1,268	Null Deref	22	0

55 fixes

- 24 resource leaks
- 7 memory leaks
- 24 null dereferences

# Summary

## Static Analysis for APR

A bug in error-prone

Fixed +  
Test  
Added

Fixed 18  
months later!

```
public class GuardedByBinder {  
  case IDENTIFIER: {  
    Symbol.MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());  
    checkGuardedBy(method != null, identifier.toString());  
    return bindSelect(computeBase(context, method), method);  
  } case MEMBER_SELECT: {  
    ...  
    MethodSymbol method =  
      context.resolver.resolveMethod(node, identifier.getName());  
    // method may be null  
    return bindSelect(computeBase(context, method), method);  
  }  
}
```

## Repair in the Abstract

$$C_{\ell}, H_{Bad} \rightsquigarrow \text{fault} \Rightarrow T_{\ell}, H \xrightarrow{*} C_{\ell}, H_{Good} \not\rightsquigarrow \text{fault}$$

$\{pvar \Rightarrow \text{allocated}\} \ ?C \ \{pvar \Rightarrow \text{freed}\}$

`sw_free(pvar);`

```
swHashMap *map = sw_malloc(sizeof(swHashMap));  
...  
if (error) {  
  sw_free(map);  
  return;  
}
```

## Local Reasoning & Separation Logic

$\{F * P\} \ ?C \ \{F' * Q\}$

Local reasoning by Frame Rule

C's footprint

$\{P'\} C \ \{Q'\}$

$\{\text{Frame} * P'\} C \ \{\text{Frame} * Q'\}$

## Fix Real Bugs

- 8 C projects and 3 Java projects



Watch 2,500 Star 29,049 Fork 11,245



Watch 826 Star 8,788 Fork 2,122



Watch 492 Star 6,214 Fork 1,782



Watch 202 Star 2,147 Fork 697

<https://github.com/squaresLab/footpatch>