

V-Star: Learning Visibly Pushdown Grammars from Program Inputs

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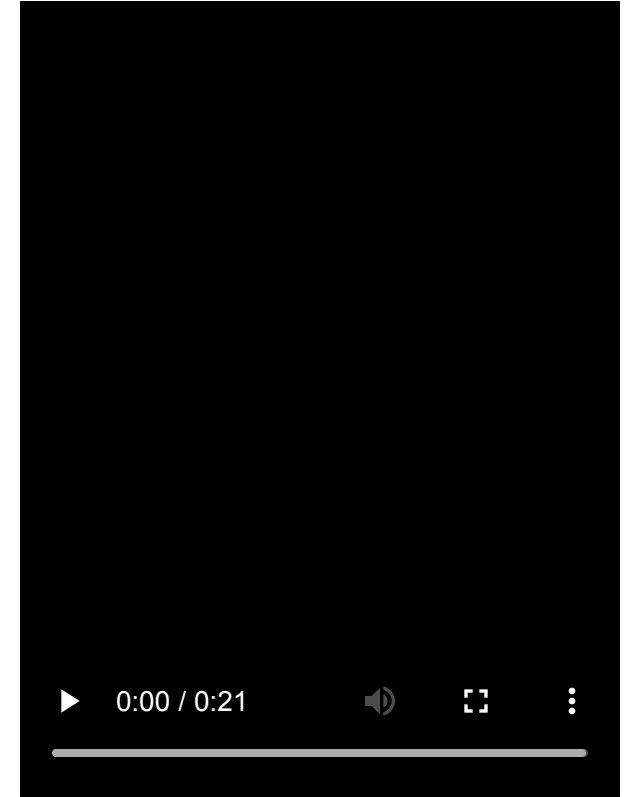
Overview

- Background
- Key Contributions of V-Star
- Further Information
- Evaluation
- Future Work

Program Input Learning

Infer grammars of input from **black-box programs** and **sample valid inputs**.

- **Oracle:** The black-box program
 - A calculator
 - JSON/XML parser binaries
 - Web server that accepts HTTP requests
- **Seed Strings:** Given valid inputs

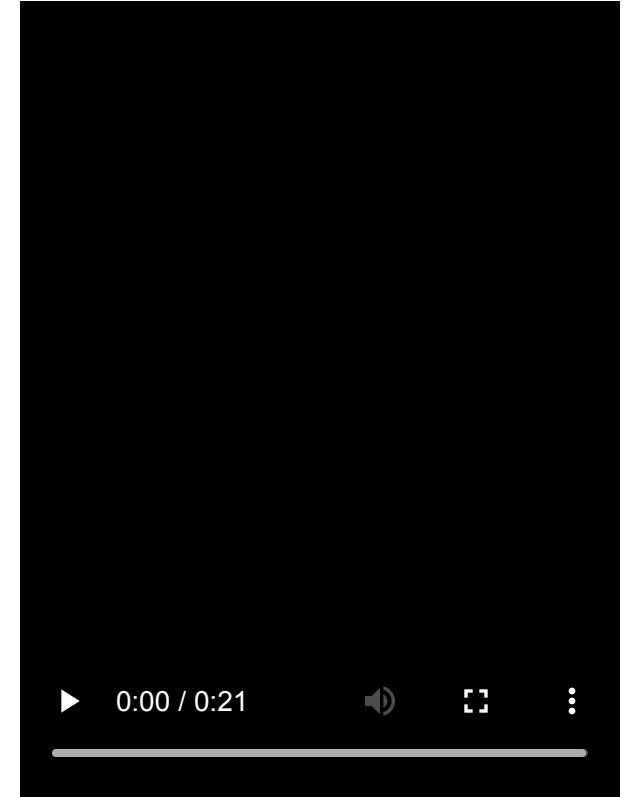


Importance

- Widely applicable
- Improves security and robustness

Application

- Grammar-based fuzzing
- Program validation
- Program comprehension
- Reverse engineering



Related Work

- **Existing Tools**

- Glade (PLDI '17)
- Arvada (ASE '22)
- Learn context-free grammars

- **Limitations:**

- Limited accuracy for many practical grammars
- Do not fully utilize the *nesting structures* in program inputs

V-Star (PLDI '24)

- **Observation:** Using nesting structures can significantly increase model accuracy.
- **Approach:** Exploits *nesting structures* in program inputs to improve accuracy.

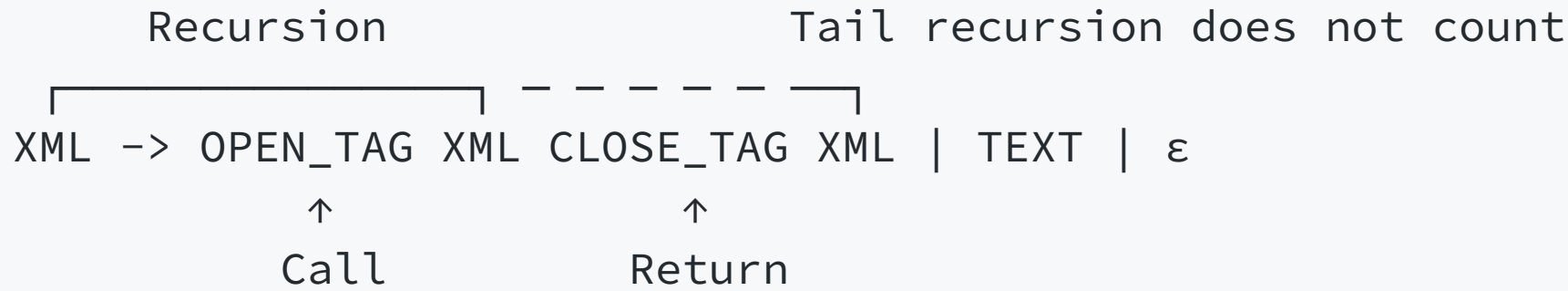
Nesting Structures

```
Program input : <p>      Hello      </p>      World!  
Tokenization  : OPEN_TAG  TEXT       CLOSE_TAG  TEXT
```

Recursion is delimited by special paired symbols, namely *call symbols* and *return symbols*

```
      Recursion                      Tail recursion does not count  
      ┌──────────────────┐ ───┐  
XML -> OPEN_TAG XML CLOSE_TAG XML | TEXT |  $\epsilon$   
      ↑                ↑  
    Call              Return
```

Nesting Structures



Visibly Pushdown Grammars (VPGs) =
Regular Grammars + Nesting Structures

$$L \rightarrow \epsilon$$

$$L \rightarrow cA$$

$$L \rightarrow aAbB$$

Regular Grammar

Models Nesting Structures

Denote Sentences of VPGs

- Sentences in VPGs are normal strings with explicitly denoted call and return symbols, known as *tagging*.

```
<p> Hello </p> World!
```

- **V-Star** learns which substrings need to be colored, also known as the *tagging function* for program inputs.

From Program Input Learning to Active Learning

- **Oracle:** Answers *membership queries*

$$\mathcal{O} : \text{string } s \mapsto \{\text{true}, \text{false}\}$$

- **Challenges:** With finite queries, exact learning is not guaranteed.
- **Minimally Adequate Teacher (MAT):** Answers *equivalence queries*

$$\mathcal{E} : \text{grammar } G \mapsto \{\text{exact } \text{🎉}, \text{counterexample string } s\}$$

- **Active Learning:** learn grammar from a MAT.

Exact Learning: Achievable?

	Regular	VPG	CFG
Positive Examples	Impossible		
Positive + Negative	NP-complete		
Membership Queries	Very Likely NP		
MQ + Seed Strings	Very Likely NP	(V-Star)	(Glade & Arvada)
MAT (MQ + EQ)	Polynomial (Angluin's L^*)	Polynomial	Very Likely NP

V-Star's Contribution

- Learns how to model program inputs as VPGs.
- Learns VPGs using active learning methods.

V-Star Workflow

1. Identify Call and Return Symbols:

- Use oracle and seed strings to infer nesting structures.
- Develop a *tagging function* to recognize call and return symbols.

2. Learn VPA and Convert to VPG:

- Use an L*-like algorithm to learn a Visibly Pushdown Automaton (VPA).
- Convert the VPA into a Visibly Pushdown Grammar (VPG).

V-Star Example: Arithmetic Formula

Seed String:

$(1 + (2 \times 3) / 4)$

What are the Call and Return Symbols?

- Hypothesize recursion as:

$\text{expr} \rightarrow "(" \text{expr} ")" \text{expr} \mid \text{number} \mid \dots$

- Therefore, `(` and `)` are the call and return symbols.

`(1+ (2×3) /4)`

V-Star Example: Arithmetic Formula

Seed String (Encrypted):

□▼●□▼●▼△●▼△

What are the Call and Return Symbols?

- **Nesting Patterns:** Two substrings (x, y) that can be repeated at the same time, and must be repeated at the same time.

□▼●□▼●▼△●▼△

□▼●□□▼●▼△△●▼△

□▼●□□□▼●▼△△△●▼△

...

$$\boxed{\square \blacktriangledown \bullet} \left(\boxed{\square} \right)^k \boxed{\blacktriangledown \bullet \blacktriangledown} \left(\boxed{\triangle} \right)^k \boxed{\bullet \blacktriangledown \triangle}$$

V-Star Example: Arithmetic Formula

- From valid strings $\square \blacktriangledown \bullet \left(\square \right)^k \blacktriangledown \bullet \blacktriangledown \left(\triangle \right)^k \bullet \blacktriangledown \triangle$, the nesting pattern is $(u, x, z, y, v) = (\square \blacktriangledown \bullet, \square, \blacktriangledown \bullet \blacktriangledown, \triangle, \bullet \blacktriangledown \triangle)$, or simply

$$(x, y) = (\square, \triangle)$$

- Lemma (V-Star):** each nesting pattern (x, y) must contain a call symbol in x , and a return symbol in y .
- Therefore, \square and \triangle are the call and return symbols.

$\square \blacktriangledown \bullet \square \blacktriangledown \bullet \blacktriangledown \triangle \bullet \blacktriangledown \triangle$

- The tagging function:** For any program input, tags \square as call, and \triangle as return symbols.

$\square \blacktriangledown \bullet \blacktriangledown \bullet \blacktriangledown \triangle \bullet \blacktriangledown, \square \blacktriangledown \bullet \blacktriangledown, \dots$

Learn Finite State Automata and Visibly Pushdown Automata

Input	
1	
1×	
1×1	
1×1×1	
1×1×1×1	

- Conjecture: regular expression $(1\times)^* 1$ specifies valid inputs.
- 🎉 You have learned the first grammar!

Learn Finite State Automata and Visibly Pushdown Automata

- Learn regular expression
 - Regular expression is equivalent to Finite State Automata (FSA)
- \rightarrow Learn FSA
 - Each state in the automata is an equivalence class.
- \rightarrow Learn Equivalence Classes
- \rightarrow Angluin's L^* (1979): Fill a table!

Learn Finite State Automata and Visibly Pushdown Automata

Fill the Prefix-Suffix Table

Prefix	Suffix		
	ϵ	1	\times 1
ϵ	ϵ	1	\times 1
1	1	11	1 \times 1
1 \times	1 \times	1 \times 1	1 \times \times 1
1 \times 1	1 \times 1	1 \times 21	1 \times 1 \times 1
1 \times 1 \times 1	1 \times 1 \times 1	1 \times 1 \times 11	1 \times 1 \times 1 \times 1

Learn Finite State Automata and Visibly Pushdown Automata

Fill the Prefix-Suffix Table

Prefix	Suffix		
	ϵ	1	$\times 1$
ϵ			
1			
1 \times			
1 \times 1			
1 \times 1 \times 1			

- The color sequences becomes the equivalence classes.

Learn Finite State Automata and Visibly Pushdown Automata

Fill the Prefix-Suffix Table

Prefix	Suffix		
	ϵ	1	$\times 1$
ϵ			
1			
$1 \times$			
1×1			
$1 \times 1 \times 1$			

- ϵ is equivalent to $1 \times$.

Learn Finite State Automata and Visibly Pushdown Automata

Fill the Prefix-Suffix Table

Prefix	Suffix		
	ϵ	1	$\times 1$
ϵ			
1			
1 \times			
1 \times 1			
1 \times 1 \times 1			

-

1 is equivalent to 1 \times 1 .

- **Evaluation Methodology**

- Replicated the artifact of Arvada (ASE '22).
- Includes oracle grammars, evaluation datasets, and seed strings.

- **Selected Grammars**

- Five Grammars: JSON, LISP, XML, While, MathExpr
- Chosen because they are VPGs

Evaluation: Accuracy

- **Recall** $\frac{|L \cap L_{\mathcal{O}}|}{|L|}$: Probability that a string of the oracle is accepted by the learned grammar G .
- **Precision** $\frac{|L \cap L_{\mathcal{O}}|}{|L_{\mathcal{O}}|}$: Probability that a string in G is accepted by the oracle.
- **F-1 Score** $\frac{2}{1/\text{recall} + 1/\text{prec}}$: Harmonic mean of precision and recall, indicating overall accuracy.

Grammar	GLADE			Arvada			V-Star		
	Recall	Prec	F-1	Recall	Prec	F-1	Recall	Prec	F-1
JSON	0.42	0.98	0.59	0.97 ± 0.09	0.92 ± 0.08	0.94 ± 0.05	1.00	1.00	1.00
Lisp	0.23	1.00	0.38	0.38 ± 0.26	0.95 ± 0.08	0.50 ± 0.18	1.00	1.00	1.00
XML	0.26	1.00	0.42	0.99 ± 0.02	1.00 ± 0.00	1.00 ± 0.01	1.00	1.00	1.00
While	0.01	1.00	0.02	0.91 ± 0.20	1.00 ± 0.00	0.94 ± 0.14	1.00	1.00	1.00
MathExpr	0.18	0.98	0.31	0.72 ± 0.24	0.96 ± 0.03	0.80 ± 0.16	1.00	1.00	1.00

Evaluation: Efficiency

- **#Queries:** The number of unique membership queries made during the learning process.
- **Time:** The overall running time for each tool.
- **#Seeds:** The number of seed strings (i.e., valid strings) shared by all tools.

Grammar	#Seeds	GLADE		Arvada		V-Star	
		#Queries	Time	#Queries	Time	#Queries	Time
JSON	71	11 K	21 s	$6.8 \text{ K} \pm 394$	$25 \text{ s} \pm 2 \text{ s}$	541 K	33 min
Lisp	26	3.8 K	7 s	$2.2 \text{ K} \pm 307$	$8 \text{ s} \pm 2 \text{ s}$	16 K	77 s
XML	62	15 K	21 s	$12 \text{ K} \pm 1 \text{ K}$	$61 \text{ s} \pm 5 \text{ s}$	208 K	16 min
While	10	9.2 K	13 s	$5.4 \text{ K} \pm 563$	$15 \text{ s} \pm 1 \text{ s}$	1440 K	1.5 h
MathExpr	40	19 K	42 s	$6.6 \text{ K} \pm 421$	$24 \text{ s} \pm 2 \text{ s}$	4738 K	6 h

Evaluation: More Statistics of V-Star

- **%Queries(Token)**: Percentage of membership queries made for token inference.
- **%Queries(VPA)**: Percentage of membership queries made for VPA learning.
- **#TestString**: The number of test strings sampled from the seed strings by V-Star.

Grammar	#Queries	%Q(Token)	%Q(VPA)	#TestString	Time
JSON	541 K	2.71%	97.29%	8043	33 min
Lisp	16 K	1.37%	98.63%	693	77 s
XML	208 K	94.93%	5.07%	682	16 min
While	1440 K	9.40%	90.60%	119	1.5 h
MathExpr	4738 K	0.11%	99.89%	2602	6 h

Most time is spent on VPA learning, not token inference, as short seed strings lead to shorter nesting patterns and a smaller search space.

Conclusion and Future Work

- **Conclusion:** V-Star is accurate compared to other tools but requires more time due to VPA learning.
- **Future Work:**
 - **Performance:** Improve V-Star's efficiency to reduce VPA learning time.
 - **Evaluation:** Test V-Star on more practical grammars.
 - **Alternative Algorithms:** Explore other VPA learning methods.
 - **Readability:** Enhance the readability of the learned grammar.
 - **CFG Learning:** Use V-Star as a starting point for learning Context-Free Grammars.