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Effective Typestate Verification in the Presence of Aliasing

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Motivation




Phase	Defect Removal Cost Multiplier
Requirements	1
Design	3
Code, Unit Test	5
Function/System Test	12
User Acceptance Test	32
Production	95

Technology Quarterly

Building a better bug-trap

From the October 2006 edition

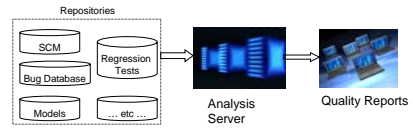
People who write it are human first and programmers only second—in short, they make mistakes, lots of them. Can software help them write better software?



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SAFE Project: Continuous Software Quality Analysis



```

    graph LR
      subgraph Repositories
        SCM[SCM]
        BD[Bug Database]
        M[Models]
        RT[Regression Tests]
        E[... etc ...]
      end
      Repositories --> AS[Analysis Server]
      AS --> QR[Quality Reports]
  
```

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Motivation

- Application Trend: Increasing number of libraries and APIs
 - Non-trivial restrictions on permitted sequences of operations
- Typestate: Temporal safety properties
 - What sequence of operations are permitted on an object?
 - Encoded as DFA

e.g. "Don't use a Socket unless it is connected"

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Goal

- Typestate Verification: statically ensure that no execution of a Java program can transition to **err**
 - Sound* (excluding concurrency)
 - Precise enough (reasonable number of false alarms)
 - Scalable (handle programs of realistic size)

* In the real world, some other caveats apply.

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Difficulties

```

class SocketHolder { Socket s; }
Socket makeSocket() { return new Socket(); // A }
open(Socket l) {
  l.connect();
}
talk(Socket s) {
  s.getOutputStream().write("hello");
}
main() {
  Set<SocketHolder> set = new HashSet<SocketHolder>();
  while(...) {
    SocketHolder h = new SocketHolder();
    h.s = makeSocket();
    set.add(h);
  }
  for (Iterator<SocketHolder> it = set.iterator(); ...) {
    Socket s = it.next();
    talk(s);
  }
}
  
```

- Flow-Sensitivity
- Interprocedural flow
- Context-Sensitivity
- "Non-trivial Aliasing"
- Path Sensitivity
- Full Java Language
 - Exceptions, Reflection, ...
- Big programs

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Our Approach

- Flow-sensitive, context-sensitive interprocedural dataflow analysis
 - Abstract domains combine tpestate and pointer information**
 - More precise than 2-stage approach
 - Concentrate expensive effort where it matters
 - Staging: Hierarchy of abstractions of varying cost/precision**
 - Inexpensive early stages reduce work for later expensive stages
 - Techniques for inexpensive strong updates (Uniqueness, Focus)**
 - Much cheaper than typical shape analysis
 - More precise than usual "scalable" analyses
- Results**
 - Flow-sensitive functional IPA with sophisticated alias analysis on ~100KLOC in 10 mins.
 - ~7% false positives

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Analysis Overview

```

    graph LR
      Program --> Prelim[Preliminary Pointer Analysis/ Call Graph Construction]
      Prelim --> Composite[Composite Typestate Verifier]
      Composite --> Failure[Possible failure points]
      Initial[Initial Verification Scope] --> Intra[Intraprocedural Verifier]
      Intra --> Unique[Unique Verifier]
      Unique --> AP[AP Focus Verifier]
      Intra -.-> Composite
      Unique -.-> Composite
      AP -.-> Composite
      subgraph Dataflow [Dataflow Analysis]
        S[Sound, abstract representation of program state]
        F[Flow-sensitive propagation of abstract state]
        C[Context-sensitive: functional approach to interprocedural analysis [Sharir-Pneuli 82]]
        T[Tabulation Solver [Reps-Horwitz-Sagiv 95]]
      end
  
```

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Base Abstraction

Abstract State := { < Abstract Object, TypeState > }

"Don't use a Socket unless it is connected"

```

    open(Socket s) { s.connect(); }
    talk(Socket s) { s.getOutputStream().write("hello"); }
    dispose(Socket s) { s.close(); }
    main() {
      Socket s = new Socket(); //s
      open(s);           <S, init>
      talk(s);           <S, init>, <S, connected>
      dispose(s);       <S, init>, <S, connected>, <S, err> *
    }
  
```

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Unique Abstraction Abstract State := { < Abstract Object, TypeState, UniqueBit > }

- "UniqueBit" = "∃ exactly one concrete instance of abstract object"
- Allows strong updates

```

open(Socket s) { s.connect(); }
talk(Socket s) { s.getOutputStream().write("hello"); }
dispose(Socket s) { s.close(); }
main() {
  Socket s = new Socket(); //s
  open(s); <S, init, U>
  talk(s); <S, connected, U>
  dispose(s); <S, connected, U> ✓
}

```

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Unique Abstraction More than just singletons?

```

open(Socket s) { s.connect(); }
talk(Socket s) { s.getOutputStream().write("hello"); }
dispose(Socket s) { s.close(); }
main() {
  while (...) {
    Socket s = new Socket(); //S closed, U
    open(s); <S, init, U> <S, closed, ~U> <S, init, ~U>
    talk(s); <S, connected, U> <S, closed, ~U> <S, init, ~U> <S, connected, ~U>
    dispose(s); <S, connected, U> <S, err, ~U> x ...
  }
}

```

Live analysis to the rescue

- Preliminary live analysis oracle
- On-the-fly remove unreachable configurations

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Access Path Must { < Abstract Object, TypeState, UniqueBit, MustSet, MayBit > }

MustSet := set of symbolic access paths (x.f.g...) that *must* point to the object

MayBit := "must set is incomplete. Must fall back to may-alias oracle"

- Strong Updates allowed for e.op() when e ∈ Must or unique logic allows

Access Path Focus { < Abstract Object, TypeState, UniqueBit, MustSet, MayBit, MustNotSet > }

MustNotSet := set of symbolic access paths that *must not* point to the object

Focus operation when interesting things happen

- generate 2 tuples, a **Must** information case and a **MustNot** information case

- Only track access paths to "interesting" objects
- Sound flow functions to *lose precision in MustSet, MustNotSet*
 - Allows k-limiting. Crucial for scalability.

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Access Path Focus Abstraction → { <Abstract Object, TypeState, UniqueBit, MustSet, MayBit, MustNotSet >

```

class SocketHolder { Socket s; }
Socket makeSocket() { return new Socket(); // A }
open(Socket t) {
  t.connect();        <A, init, ~U, 0, May, 0 >
                      <A, init, ~U, 0, May, (~0) >, <A, connected, ~U, 0, May, 0 >
}
talk(Socket s) {
  s.getOutputStream().write("hello");    <A, init, ~U, 0, May, (~0, ~s) >, <A, connected, ~U, (g,s), May, 0 >
}
dispose(Socket s) { s.close(); }
main() {
  Set<SocketHolder> set = new HashSet<SocketHolder>();
  while(-) {
    SocketHolder h = new SocketHolder();
    h.s = makeSocket();
    set.add(h);
  }
  for (Iterator<SocketHolder> it = set.iterator(); -) {
    Socket g = it.next().s;
    open(g);
    talk(g);
  }
}

```

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Implementation Details Matter

Sparsification

Separation (solve for each abstract object separately)

"Pruning": discard branches of supergraph that cannot affect abstract semantics

- Reduces median supergraph size by 50X

Preliminary Pointer Analysis/Call Graph Construction

Details matter a lot

- if context-insensitive preliminary, stages time out, terrible precision

Current implementation:

- Subset-based, field-sensitive Andersen's
- SSA local representation
- On-the-fly call graph construction
- Unlimited object sensitivity for
 - Containers
 - Containers of tpestate objects (e.g. JOSTreams)
- One-level call-siting context for some library methods
- Heuristics for reflection (e.g. Livshits et al 2005)

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Precision

11 tpestate properties from Java standard libraries
17 moderate-sized benchmarks (j-9K - 10K.LOQ)

Sources of False Positives

- Limitations of analysis
 - Aliasing
 - Path sensitivity
 - Return values
- Limitations of tpestate abstraction
 - Application logic bypasses DFA, still OK

if (itsABlueMoon) stack.pop();
vector.get(numberOfPixels/2);
try {
 emptyStack.pop();
} catch (EmptyStackException e) {
 System.out.println("I expected that.");
}

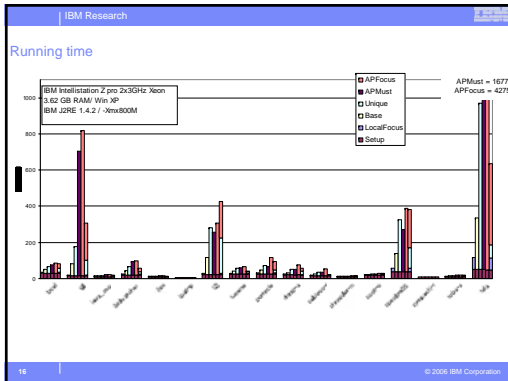
Warning/Errors Er. Statements (%)

Legend:

- FI
- Unique
- LocalFocus
- APMust
- Base
- APFocus

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Some Related Work

- **ESP**
 - Das *et al.* PLDI 2002
 - Two-phase approach to aliasing (unsound strong updates)
 - Path-sensitivity ("property simulation")
 - Dor *et al.* ISSTA 2004
 - Integrated tpestate and alias analysis
 - Tracks overapproximation of May aliases
- **Type Systems**
 - Vault/Fugue
 - Deline and Fähndrich 04: adoption and focus
 - COUAL
 - Foster *et al.* 02: linear types
 - Aiken *et al.* 03: restrict and confine
- **Alias Analysis**
 - Landi-Ryder 92, Choi-Burke-Carini 93, Emami-Ghiya-Hendren 95, Wilson-Lam 95, ...
 - Shape Analysis: Chase-Wegman-Zadeck 90, Hackett-Rugina 05, Sagiv-Reps-Wilhelm 99, ...

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Conclusions

- **Efficient precise integrated tpestate and alias analysis**
- **Key insights:**
 1. Careful design of the abstract domain and flow functions
 - Sound abstractions with inexpensive predicates
 - Natural techniques to lose precision to avoid blow-up
 2. Novel techniques for inexpensive strong updates (*uniqueness, focus*)
 3. Staging: cheap analysis cuts down work for expensive analysis
- **Future work**
 - *Scalability*: modular and incremental
 - *Precision*: path sensitivity, abstraction refinement
 - Mining specifications
 - Counter-example generation

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Backup

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Challenge: Aliasing

```
void foo(Socket s, Socket t) {  
    s.connect();  
    t.getInputStream(); // potential error?  
}
```

- **Strong Updates may be required**
 - Rules out solely flow-insensitive analysis

```
void foo(Socket s, Socket t) {  
    s.connect(); // s MUST point to connected  
    t = s; // t MUST point to connected  
    t.getInputStream();  
}
```

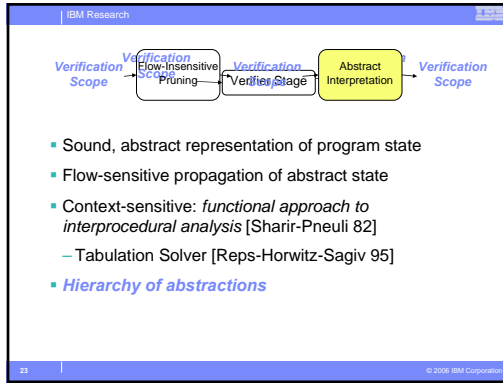
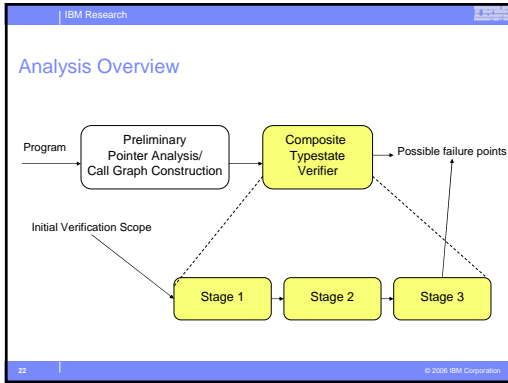
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Why this is cool

- **Nifty abstractions**
 - Combined domain
 - More precise than 2-stage approach
 - Concentrate expensive effort where it matters
 - Parameterized hierarchy of abstractions
 - Relatively inexpensive techniques that allow precise aliasing
 - Much cheaper than shape analysis
 - More precise than usual "scalable" analyses
- **It works pretty well**
 - Techniques are complementary
 - Flow-sensitive functional IPA with sophisticated alias analysis on
~100KLOC in 10 mins.
 - Overapproximate inexpensive facts (distributive)
 - Underapproximate expensive facts (non-distributive)
 - ~7% false warnings

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Base Abstraction

It works in some cases:

- Simple abstraction
- Flow-sensitive, context-sensitive solver

```
graph LR
  open((open)) -- write() --> closed((closed))
  closed -- write() --> ERR((ERR))
  open -- close() --> closed
```

```
writeTo(PrintWriter w) { w.write(...); }
writeTo(PrintWriter w) { w.close(); }
writeTo(PrintWriter w) { w.write(...); w.close(); }
```

```
main() {
  PrintWriter p = new PrintWriter(...); // P, open
  PrintWriter q = new PrintWriter(...); // Q, open
  q.close();
  writeTo(q);
  writeTo(p);
  if (P) {
    p.close();
  } else {
    writeTo(p);
    p.close();
  }
}
```

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Base Abstraction

Abstract State := { < Abstract Object, TypeState > }

- Two-Stage Approach
 - First alias analysis, then tpestate analysis
- Abstract Object := heap partition from preliminary pointer analysis
 - e.g. allocation site
- Transfer functions
 - Straightforward from instrumented concrete semantics
 - Rely on preliminary pointer analysis to determine tpestate transitions
- No Strong Updates
 - $\langle \text{AO}, T \rangle \rightarrow \{ \langle \text{AO}, T \rangle, \langle \text{AO}, \text{AT} \rangle \}$
- Results preview: 32% false positive rate

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Base Abstraction

Useless for properties which require strong updates

"Don't use a Socket unless it is connected"

```

open(Socket s) { s.connect(); }
talk(Socket s) {
  s.getOutputStream().write("hello");
}
dispose(Socket s) { s.close(); }
main() {
  Socket s = new Socket(); //S
  open(s);                 <S, init>
  talk(s);                 <S, init>, <S, connected>
  dispose(s);             <S, init>, <S, connected>, <S, err> x
}
  
```

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Unique Abstraction

What about aliasing?

```

class SocketHolder {Socket s; }
Socket makeSocket() { return new Socket(); // A }
open(Socket s) {
  s.connect();
}
talk(Socket s) {
  s.getOutputStream().write("hello");
}
dispose(Socket s) { h.s.close(); }
main() {
  while(...) {
    SocketHolder h = new SocketHolder();
    h.s = makeSocket();           <A, init, U>
    Socket s = makeSocket();     <A, init, ~U>
    open(h.s);                  <A, init, ~U>
    talk(h.s);                   <A, init, ~U>, <A, connected, ~U>
    dispose(h.s);               <A, err, ~U> x ...
    open(s);
    talk(s);
  }
}
  
```

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Unique Abstraction

Abstract State := { < Abstract Object, TypeState, Unique > }

- Transfer functions: **Base Abstraction +**
 - Unique := true (U) when *creating* factoid at allocation site
 - Unique := false (~U) when *propagating* factoid through an allocation site
- "Unique" = "∃ exactly one concrete instance of abstract object"
- Strong Updates allowed for *e.op()* when
 - Unique
 - e may point to exactly one abstract object
- Results preview: 28% false positive rate

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Unique Abstraction

Strong updates

```

open(Socket s) { s.connect();
talk(Socket s) { s.getOutputStream().write("hello"); }
dispose(Socket s) { s.close(); }
main() {
Socket s = new Socket(); //S
open(s);                 <S, init, U>
talk(s);                 <S, connected, U>
dispose(s);              <S, connected, U> ✓
}

```

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Access Path Must Abstraction

More precise alias analysis

Abstract State := { < Abstract Object, TypeState, Unique, Must, May > }

- Unique Abstraction +
 - Must := set of symbolic access paths (x.f.g...) that *must* point to the object
 - May := false iff *all* possible access paths appear in *Must* set
- Flow functions
 - Typestate transition for *e.op()* if (*e ∈ Must*) ∨ (*May ∧ mayPointTo(e,l)*)
 - Strong Updates allowed for *e.op()* when *e ∈ Must* or unique logic allows
 - Only track access paths to "interesting" objects
 - Always sound to discard *Must* set and set *May := true*
 - Allows k-limiting. Crucial for scalability.
 - Width: maximum cardinality of *Must* Set
 - Depth: maximum length of an individual access path
- Results preview: 15% false positive rate

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Access Path Focus Abstraction

Abstract State := { < Abstract Object, TypeState, Unique, Must, May, MustNot >

- Access Path Must Abstraction +
 - MustNot := set of symbolic access paths that must not point to the object
- Flow functions
 - Focus operation when "interesting" things happen
 - Typestate changes
 - Observable changes in access path predicates
 - e.op() on < A, T, u, Must, May, MustNot >, generate 2 factoids:
 1. < A, $\bar{x}T$ >, u, Must U {e}, May, MustNot >
 2. < A, T, u, Must, May, MustNot U {e} >
- Results preview: 7% false positive rate

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Access Path Must Abstraction

 → Better aliasing!


```

class SocketHolder { Socket s; }
Socket makeSocket() { return new Socket(); // A }
init(Socket t) {
  <A, init, ~U, {h.s, 0}, ~May> <A, init, ~U, {s}, ~May>
  t.connect();
  <A, connected, ~U, {h.s, 0}, ~May> <A, init, ~U, {s}, ~May>
}
talk(Socket u) {
  <A, connected, ~U, {h.s, u}, ~May> <A, init, ~U, {s}, ~May>
  u.getOutputStream().write("hello");
  <A, connected, ~U, {h.s, u}, ~May> ✓ ...
}
dispose(Socket s) { h.s.close(); }
main() {
  while(...) {
    SocketHolder h = new SocketHolder();
    h.s = makeSocket();
    Socket s = makeSocket();
    init(h.s);
    talk(h.s);
    dispose(h.s);
    init(s);
    talk(s);
  }
}
  
```



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Access Path Must Abstraction

 → What about destructive updates?


```

class SocketHolder { Socket s; }
Socket makeSocket() { return new Socket(); // A }
open(Socket l) {
  l.connect();
}
talk(Socket s) { s.getOutputStream().write("hello"); }
dispose(Socket s) { h.s.close(); }
main() {
  Set<SocketHolder> set = new HashSet<SocketHolder>();
  while(...) {
    SocketHolder h = new SocketHolder();
    h.s = makeSocket();
    set.add(h);
  }
  for (Iterator<SocketHolder> it = set.iterator(); ...) {
    Socket g = it.next();
    open(g);
    talk(g);
    dispose(g);
  }
}
  
```

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Access Path Focus Abstraction

Path Sensitivity and Polymorphism

• Focus = path predicates for polymorphic dispatch

"Call Iterator.hasNext() before next()"

```

Collection c = ...
Iterator it = c.iterator();
it.hasNext();
...
it.next();
    
```

Collection c = ...
 Iterator it = c.iterator();
 if (?dispatch logic?) <EI, init, ~u, 0, May, 0>
 <EI, init, ~u, (it, this), May, 0> <EI, init, ~u, 0, May, (~it, ~this)>
 EmptyIterator.hasNext() {} OtherIterator.hasNext() {}
 <EI, hasNext, ~u, (it), May, 0> <EI, init, ~u, 0, May, (~it)>
 if (?dispatch logic?)
 <EI, hasNext, ~u, (it, this), May, 0> <EI, init, ~u, 0, May, (~it, ~this)>
 EmptyIterator.next() {} OtherIterator.hasNext() {}

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Composite Typestate Verifier

Points-To Solution

Abstract Pointers Abstract Objects

Potential Point of Failure (PPF):
 < abstract object, program statement >
 Verification Scope: Set of PPF

```

File f = new File(); // F1
f.read(); // R1
f.close();
f.read(); // R2
    
```

$V_{in} = \{ \langle F1, R1 \rangle, \langle F1, R2 \rangle \}$
 $V_{out} = \{ \langle F1, R2 \rangle \}$

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Intraprocedural Verifier

- Single-procedure version of Access Path Focus abstraction
- Worst-case assumptions at method entry, calls
 - Mitigated by live analysis
- Works sometimes (66%)

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Flow-Insensitive Pruning

Verification Scope → Flow-Insensitive Pruning → Verification Scope → Abstract Interpretation → Verification Scope

- From alias oracle, build tpestate DFA for each abstract object
- Prune verification scope by DFA reachability
- It works sometimes (30%)

```
File f = new File(); // P
f.close();
File g = new File(); // G
g.read();
```

File DFA:

```

graph LR
    init((init)) -- close --> closed((closed))
    closed -- read --> err((err))
    style err stroke:#f00,stroke-width:2px
    style init fill:#fff,stroke:#000
    style closed fill:#fff,stroke:#000
    style err fill:#fff,stroke:#000
  
```

F DFA:

```

graph LR
    init((init)) -- close --> closed((closed))
    style closed stroke:#f00,stroke-width:2px
    style err((err)) stroke:#f00,stroke-width:2px
    style init fill:#fff,stroke:#000
    style closed fill:#fff,stroke:#000
    style err fill:#fff,stroke:#000
  
```

G DFA:

```

graph LR
    init((init)) -- close --> closed((closed))
    closed -- read --> err((err))
    style init stroke:#f00,stroke-width:2px
    style closed stroke:#f00,stroke-width:2px
    style err stroke:#f00,stroke-width:2px
    style init fill:#fff,stroke:#000
    style closed fill:#fff,stroke:#000
    style err fill:#fff,stroke:#000
  
```

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Benchmark	Classes	Methods	Bytecode Statements	Contexts
bccl	751	4070	236,271	6011
gj	209	2253	131,288	2358
javacup	102	567	45,510	813
jbldwatcher	492	2723	180,492	3641
jlex	90	369	38,019	610
jpat-p	39	115	10,910	133
l2j	583	3443	209,184	4766
lucene	719	3540	224,478	5238
portecle	623	2992	210,543	4762
rhino-a	169	1150	81,388	1427
sablecc-j	362	2027	88,982	2476
schroeder-m	104	481	25,020	696
soot-c	651	2682	137,537	3105
specjvm98	627	3465	290,272	5654
symjpack-t	52	204	73,826	224
toba-s	132	610	52,985	838
tvla	331	1992	132,422	9331

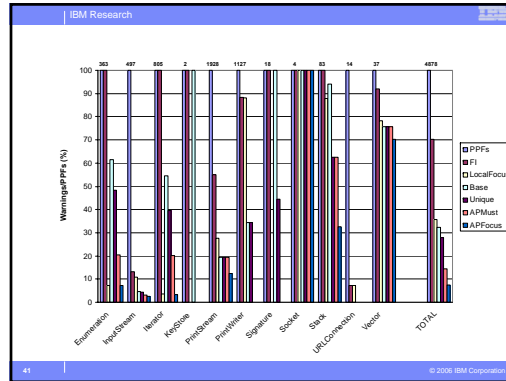
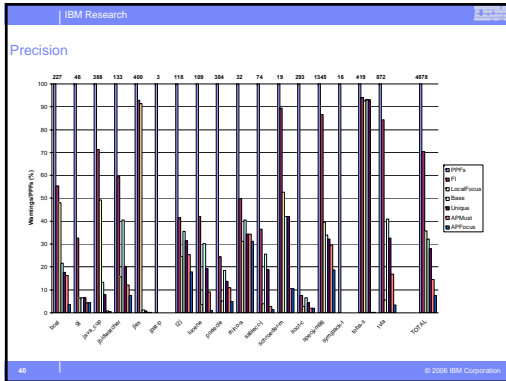
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Typestate Properties for J2SE libraries

Name	Description
Enumeration	Call <code>hasNextElement</code> before <code>nextElement</code>
InputStream	Do not read from a closed <code>InputStream</code>
Iterator	Do not call <code>next</code> without first checking <code>hasNext</code>
KeyStore	Always initialize a <code>KeyStore</code> before using it
PrintStream	Do not use a closed <code>PrintStream</code>
PrintWriter	Do not use a closed <code>PrintWriter</code>
Signature	Follow initialization phases for <code>signature</code>
Socket	Do not use a <code>Socket</code> until it is connected
Stack	Do not peek or pop an empty <code>Stack</code>
URLConnection	Illegal operation performed when already connected
Vector	Do not access elements of an empty <code>Vector</code>

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Sparsification

- **Separation (solve for each abstract object separately)**
- **“Pruning”:** discard branches of supergraph that cannot affect abstract semantics
 - Identify program variables that might appear k-limited access path
 - k-step reachability from tpestate objects from prelim. pointer analysis
 - Identify call graph nodes that might
 - modify these variables
 - cause tpestate transitions (depends on incoming verification scope)
 - Discard any nodes that cannot (transitively) affect abstract semantics
- **Reduces median supergraph size by 50X**

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- Tpestate verifiers rely on **call graph, fallback alias oracle**
- Current implementation: *flow-insensitive, partially context-sensitive*
 - Subset-based, field-sensitive Andersen's
 - SSA local representation
 - On-the-fly call graph construction
 - Unlimited object sensitivity for
 - Collections
 - Containers of tpestate objects (e.g. `IOStreams`)
 - One-level call-string context for some library methods (`arraycopy`, `clone`, ...)
 - Heuristics for reflection (e.g. Livshits et al 2005)
- Details matter a lot
 - if context-insensitive preliminary, then later stages time out, terrible precision

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Limitations

- **Limitations of analysis**
 - Aliasing
 - Path sensitivity
 - Return values


```
if (!stack.isEmpty()) stack.pop();
vector.get(vector.size()-1);
```
 - Not always straightforward (encapsulation)


```
if (!foo.isEmptyPool()) foo.popFromAStack();
```
- **Limitations of tpestate abstraction**
 - Application logic bypasses DFA, still OK


```
if (!isBlueRoom()) stack.pop();
vector.get(numberOfPipes/2);
try {
  emptyStack.pop();
} catch (EmptyStackException e) {
  System.out.println("I expected that.*");
}
```

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Future work: bigger picture

- **Current analyses (in general) target a small % of real defect costs**
- **What about defects that arise during design, requirements?**
 - Correspond to formal specifications?
 - How to get such specifications?
 - "Bugs as deviant behavior?" [Engler *et al.*]
 - What can we do with them?

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