

Speeding up context-, object- and field-sensitive SDG generation

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theorem nonInterferenceSecurity:

```

assumes "[cf1] ≈L [cf2]" and "(-High-) ∉ [HRB-slice (CFG-node (-Low-))] CFG" and "valid-edge a"
and "sourcenode a = (-High-)" and "targetnode a = n" and "kind a = (λs. True)✓" and "n ≐ c"
and "final c'" and "<c,[cf1]> ⇒ <c',s1>" and "<c,[cf2]> ⇒ <c',s2>"
shows "s1 ≈L s2"

```

proof –

```

from High-target-Entry-edge obtain ax where "valid-edge ax" and "sourcenode ax = (-Entry-)"
and "targetnode ax = (-High-)" and "kind ax = (λs. True)✓" by blast

```

```

from `n ≐ c` `<c,[cf1]> ⇒ <c',s1>` obtain n1 as1 cfs1 where "n -as1→✓* n1" and "n1 ≐ c'" and "preds (kinds as1) [(cf1,undefined)]"
and "transfers (kinds as1) [(cf1,undefined)] = cfs1" and "map fst cfs1 = s1" by(fastsimp dest:fundamental-property)

```

```

from `n -as1→✓* n1` `valid-edge a` `sourcenode a = (-High-)` `targetnode a = n` `kind a = (λs. True)✓`

```

```

have "(-High-) -a#as1→✓* n1" by(fastsimp intro:Cons-path simp:vp-def valid-path-def)

```

```

from `final c'` `n1 ≐ c'` obtain a1 where "valid-edge a1" and "sourcenode a1 = n1" and "targetnode a1 = (-Low-)" and "kind a1 = ↑id"
by(fastsimp dest:final-edge-Low)

```

Precise System Dependence Graphs

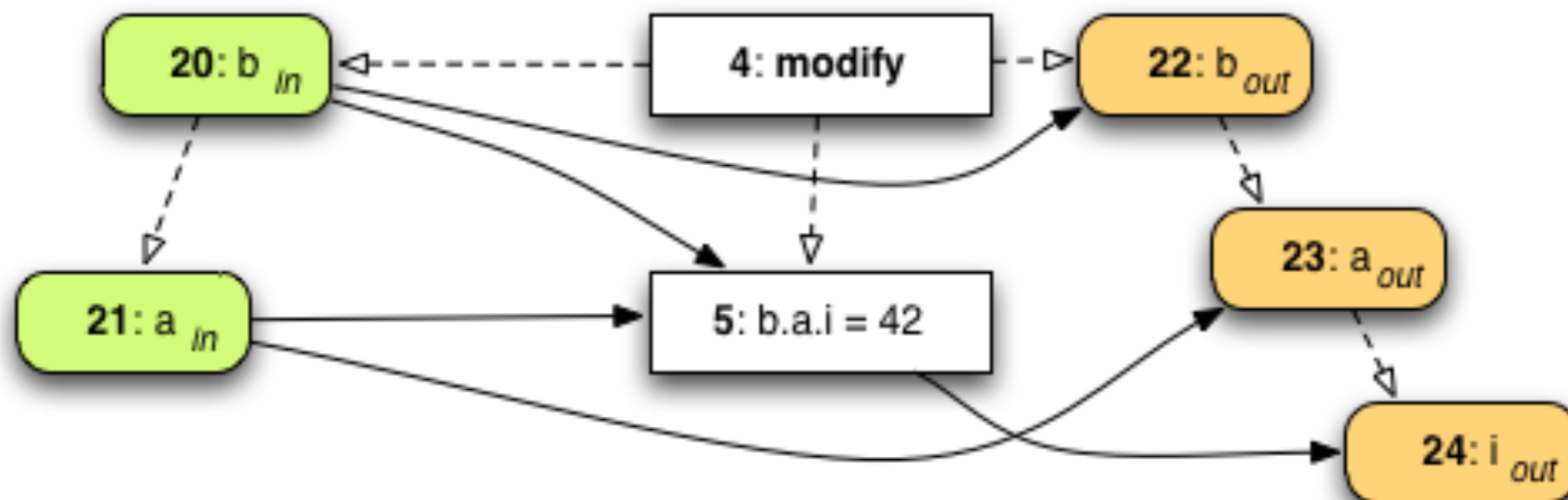
- **Heavy-weight** whole program analysis (**Interprocedural**)
- Object-oriented language (Java)
- System Dependence Graph (SDG)
 - Nodes: Statements
 - Edges: Dependencies between statements
 - $A \rightarrow B$: A may influence B
 - $A \nrightarrow B$: A certainly does not influence B
- Used for
 - **Information Flow Control (IFC)**
 - Concurrent Programs,

Context-, object- and field-sensitivity

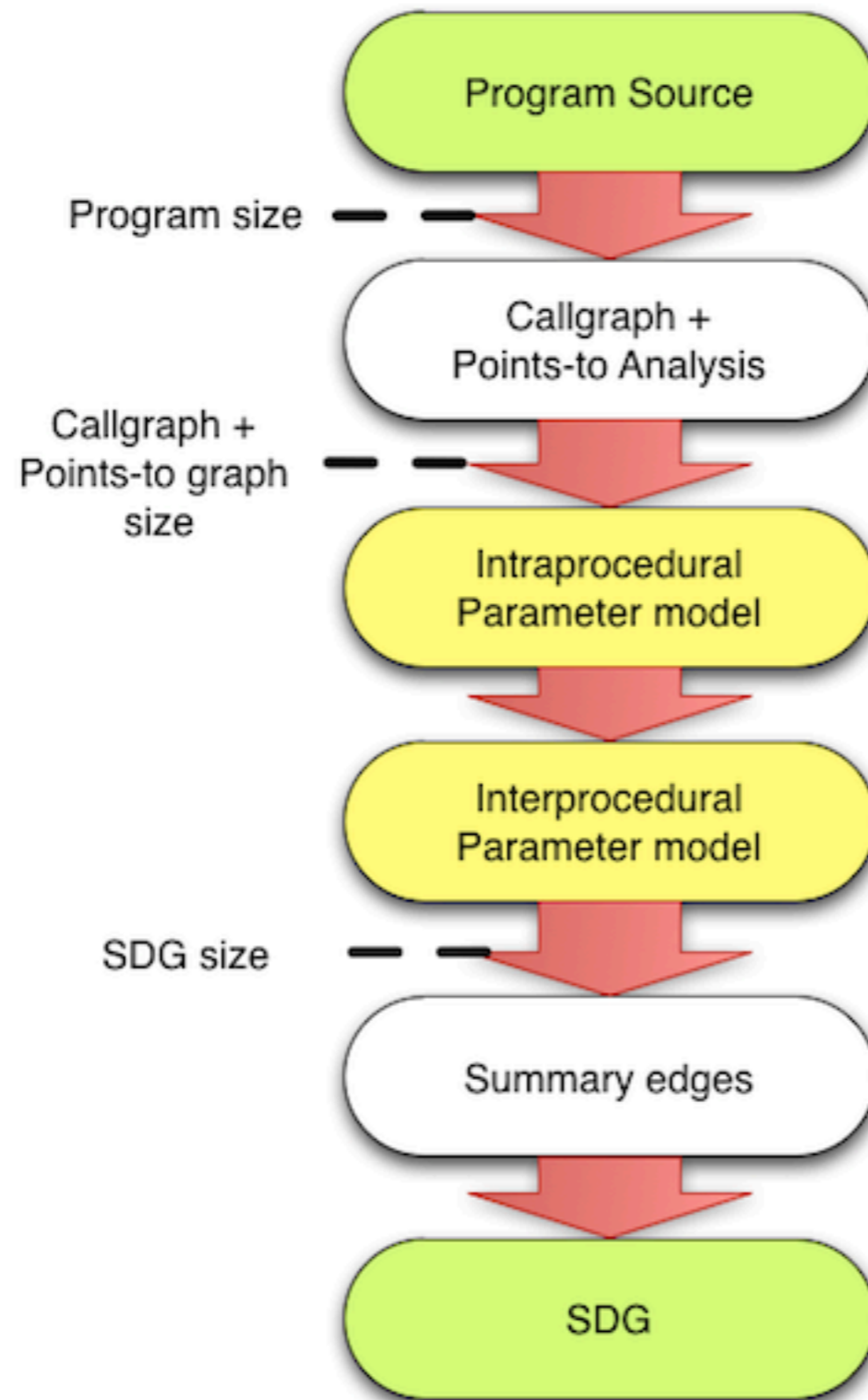
■ Parameter nodes

- Read (**input**) or modified (**output**) values of a method
- For each **Parameter** and **Field** of a parameter (**many!**)
- **Object Trees**: Tree structure for a parameter and its fields

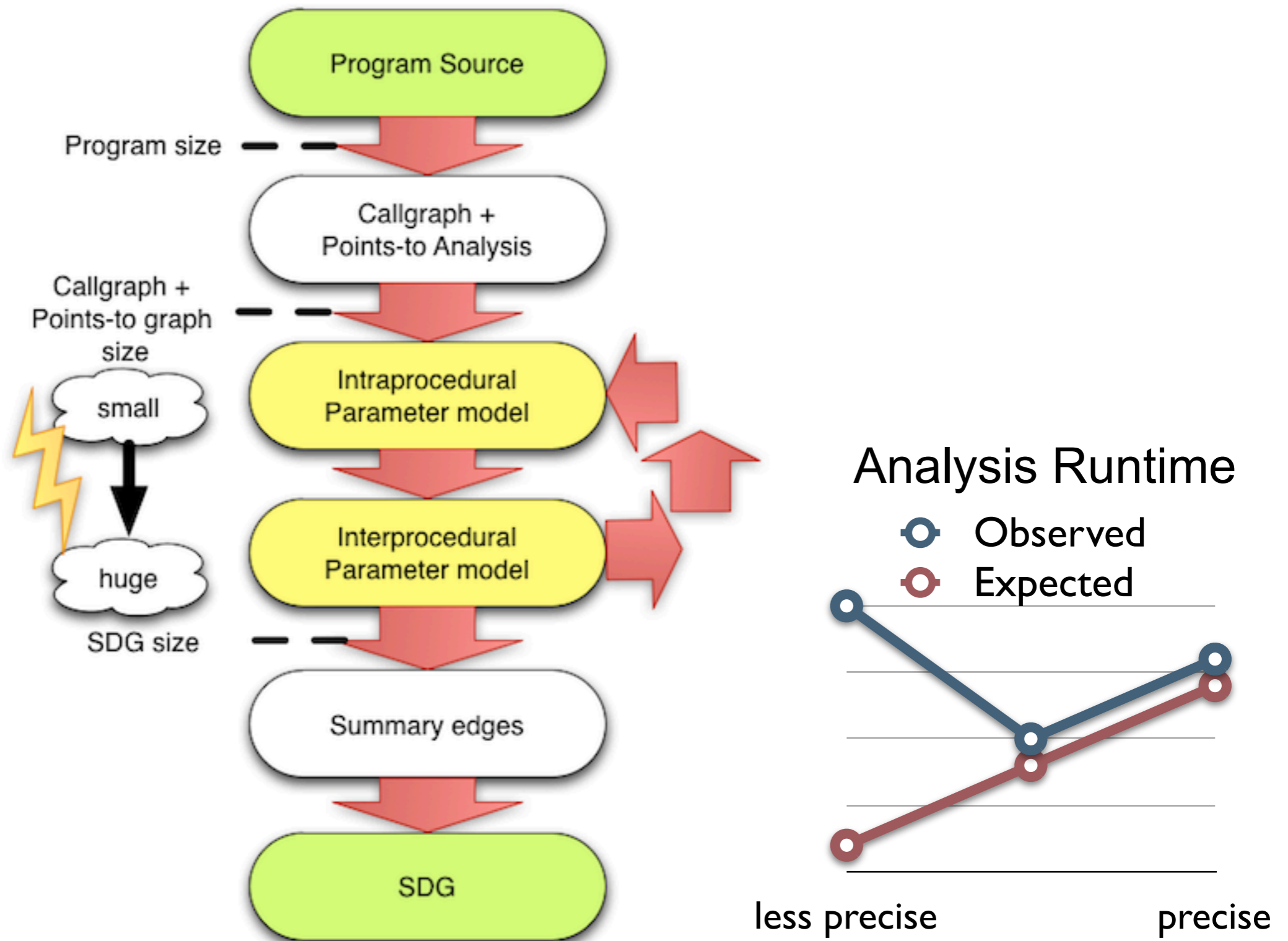
■ Points-to / May-alias Analysis



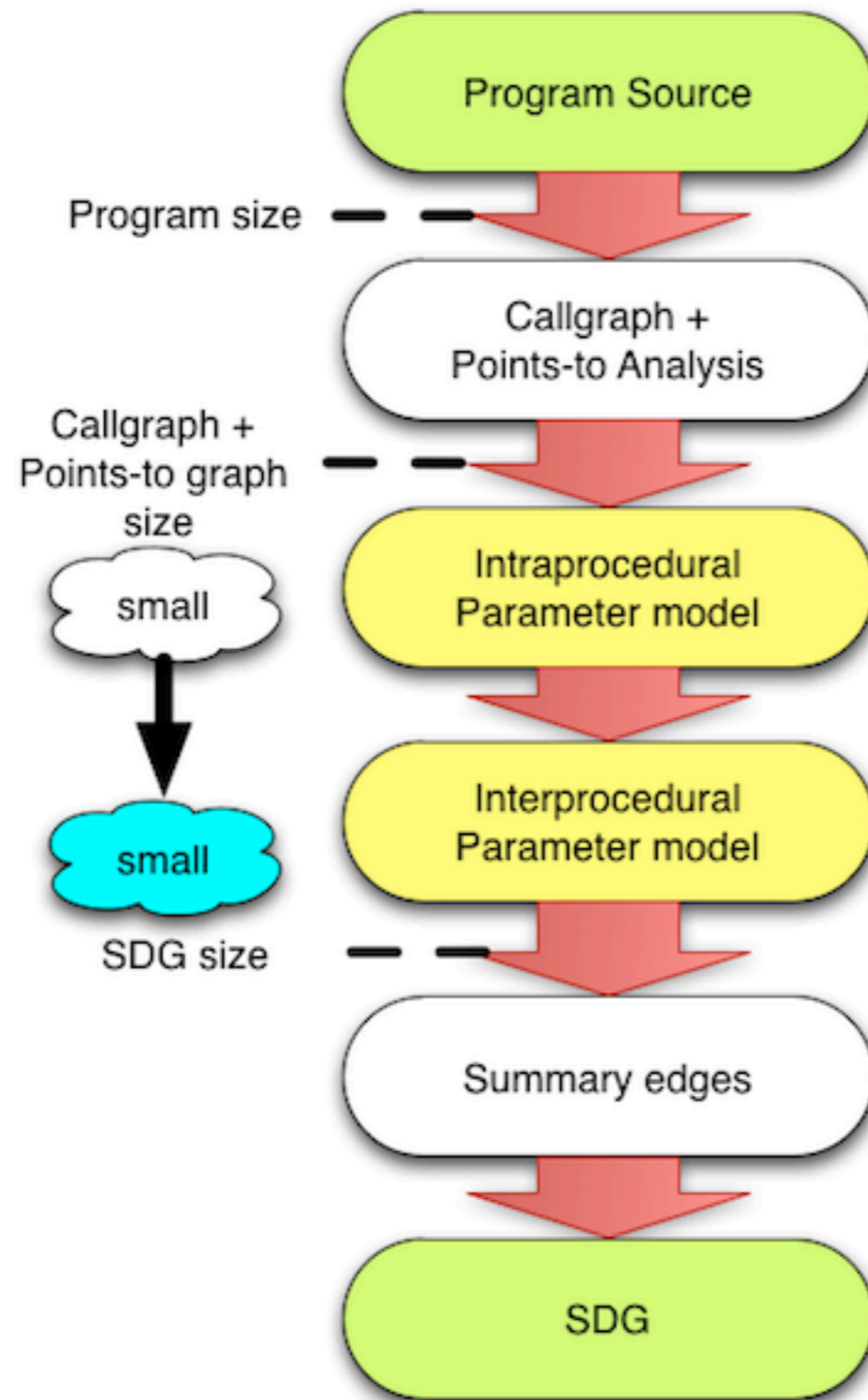
SDG computation



SDG computation with Object Trees



New Object Graph approach



remove scalability problem
maintain precision

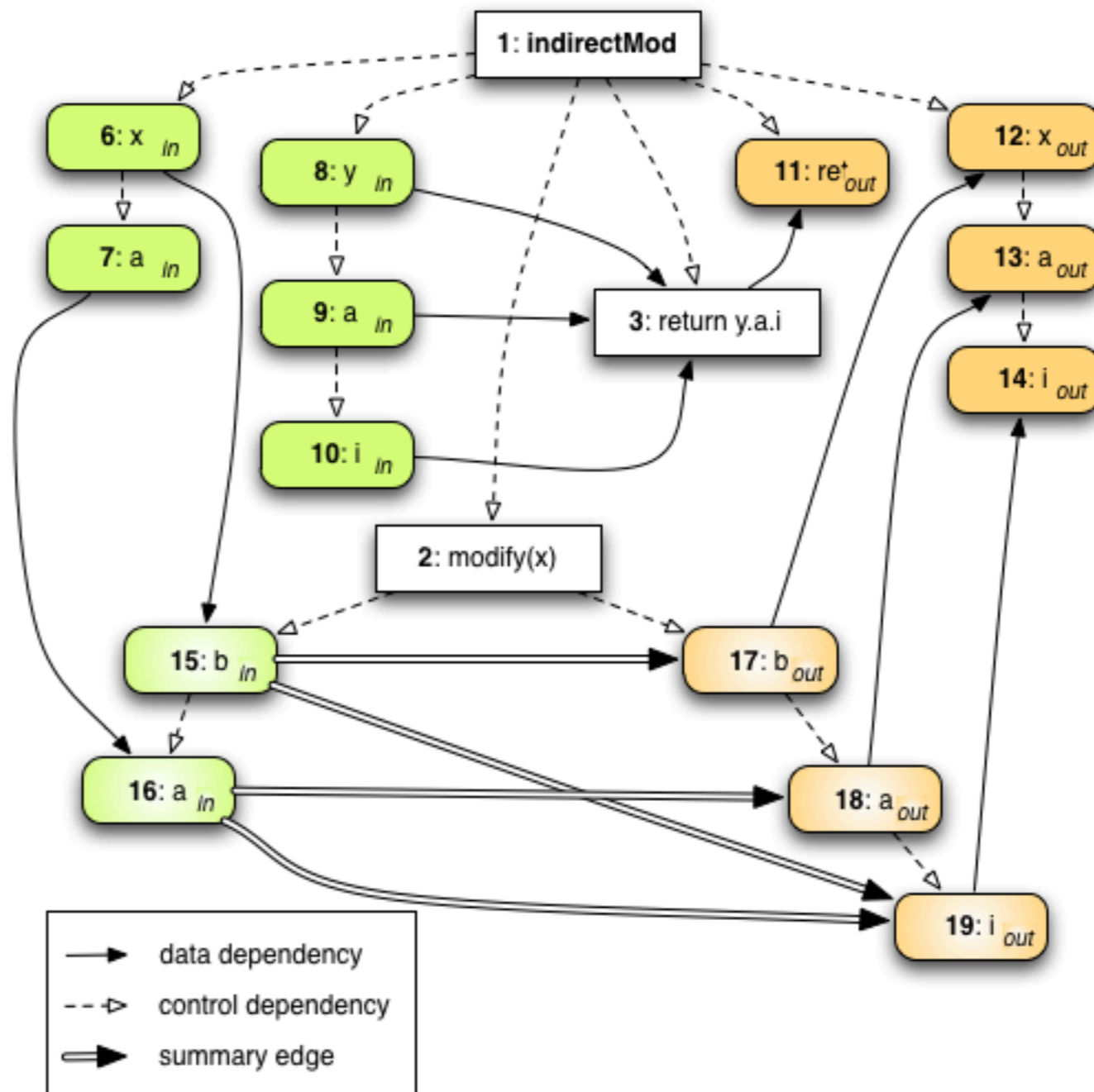
SDGs for object oriented programs

```
void main(String argv[]) {
    indirectMod(new B(), new B())
}
```

```
int indirectMod(B x, B y) {
    modify(x);
    return y.a.i;
}
```

```
void modify(B b) {
    b.a.i = 42;
}
```

```
class B { A a = new A(); }
```



Object Trees for method parameters

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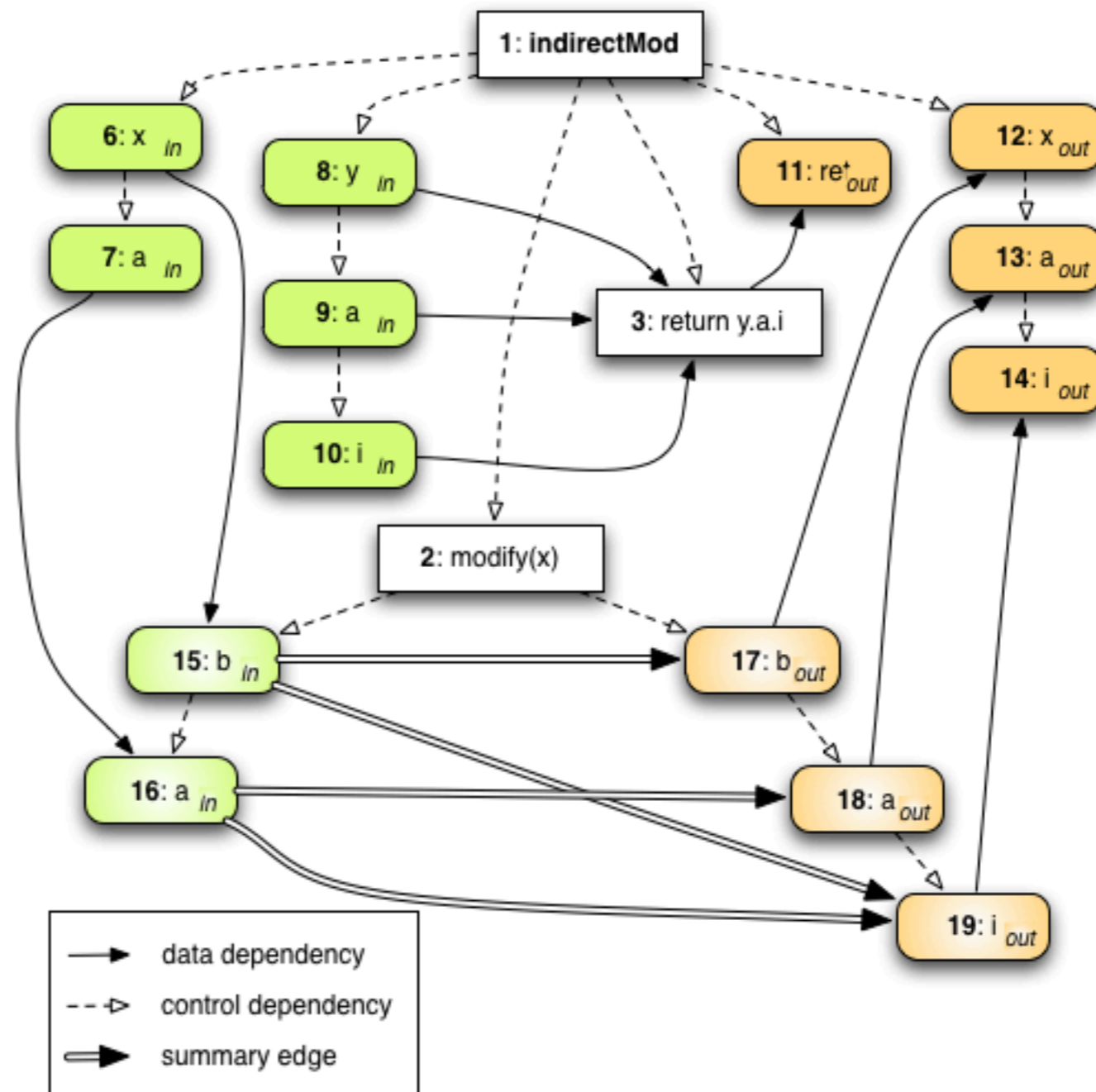
precise points-to

$\Rightarrow x.a \neq y.a$

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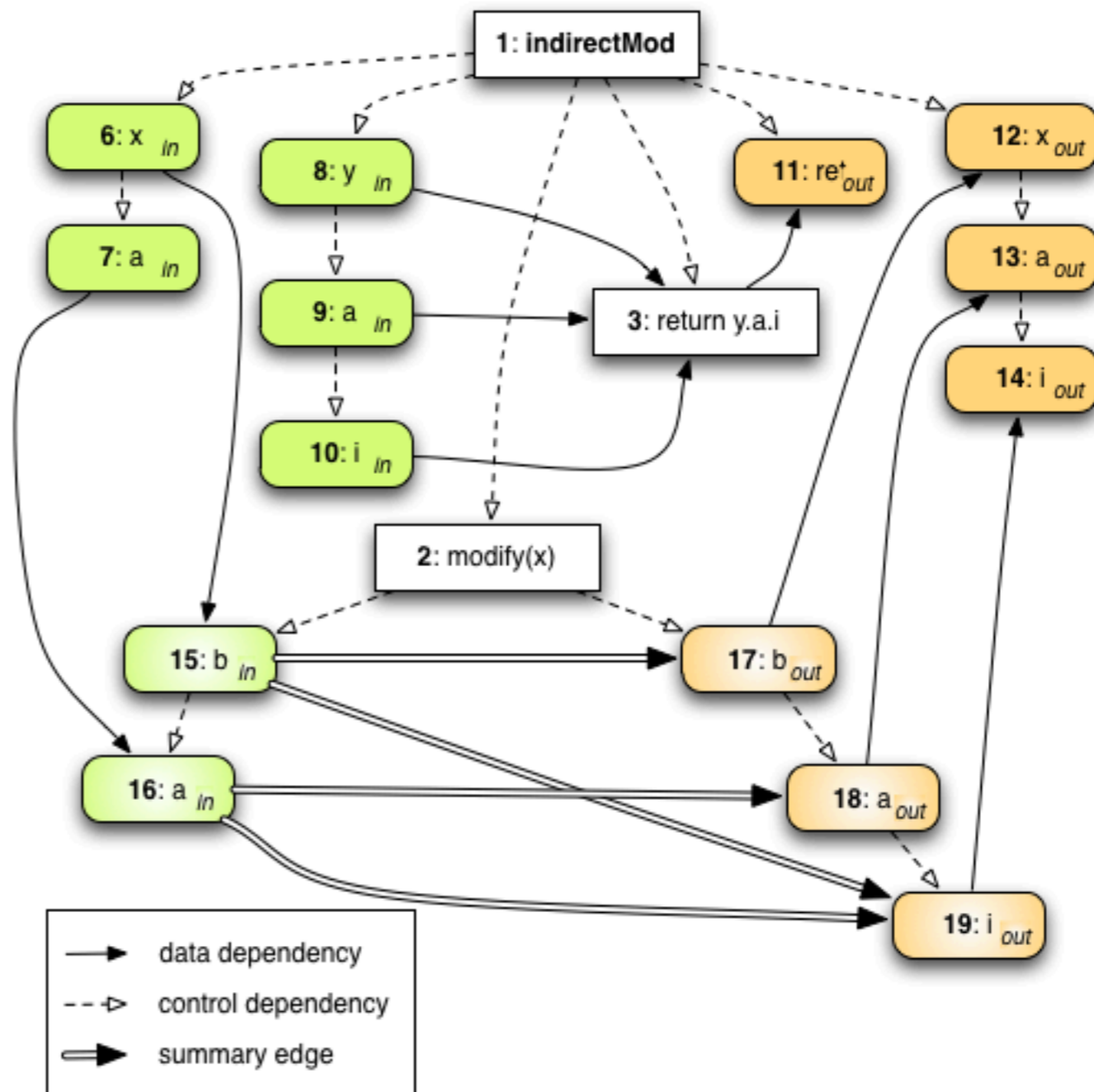
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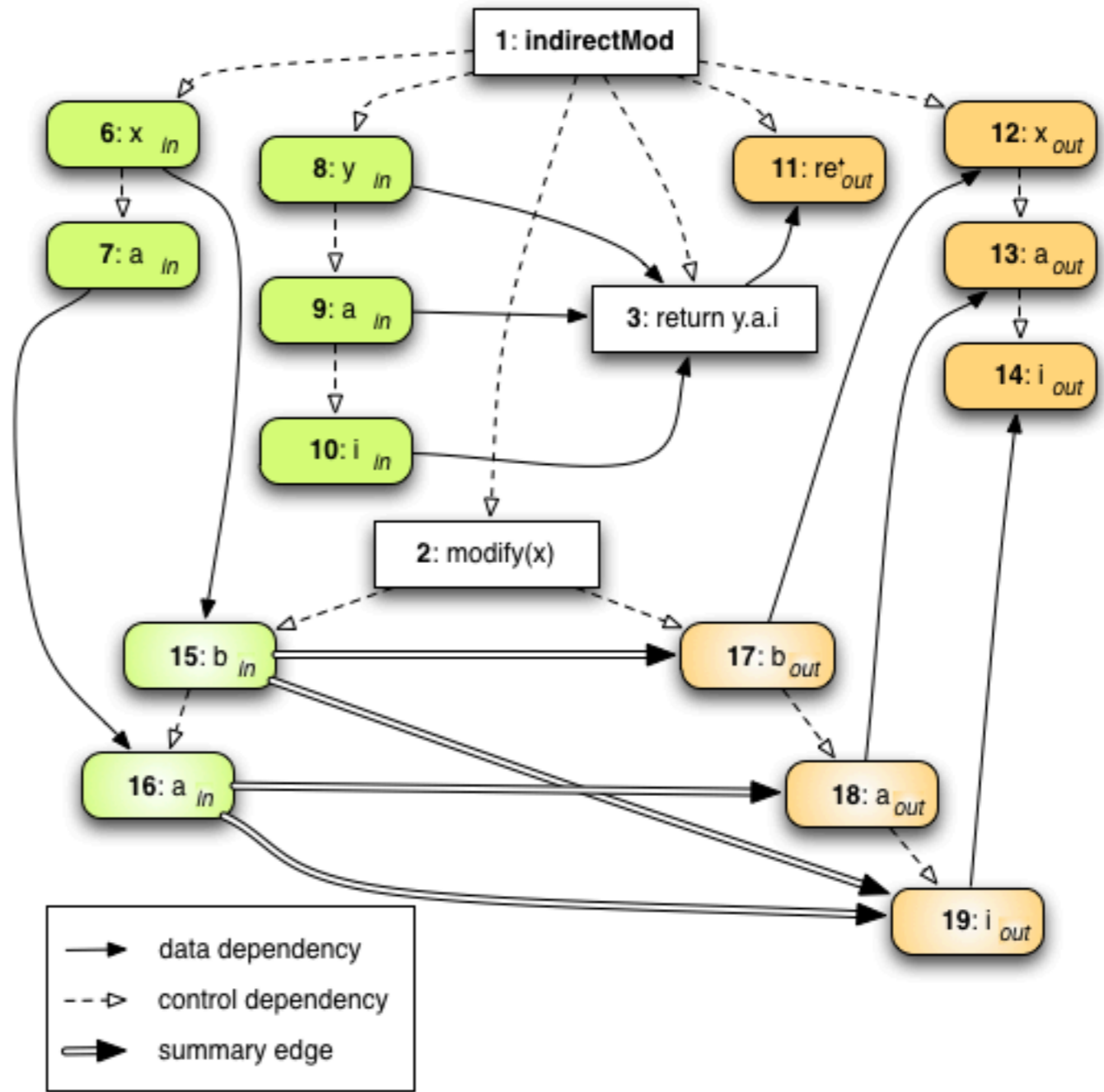
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less precise points-to
 $\Rightarrow x.a ? y.a$

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Object Tree grows with less precision

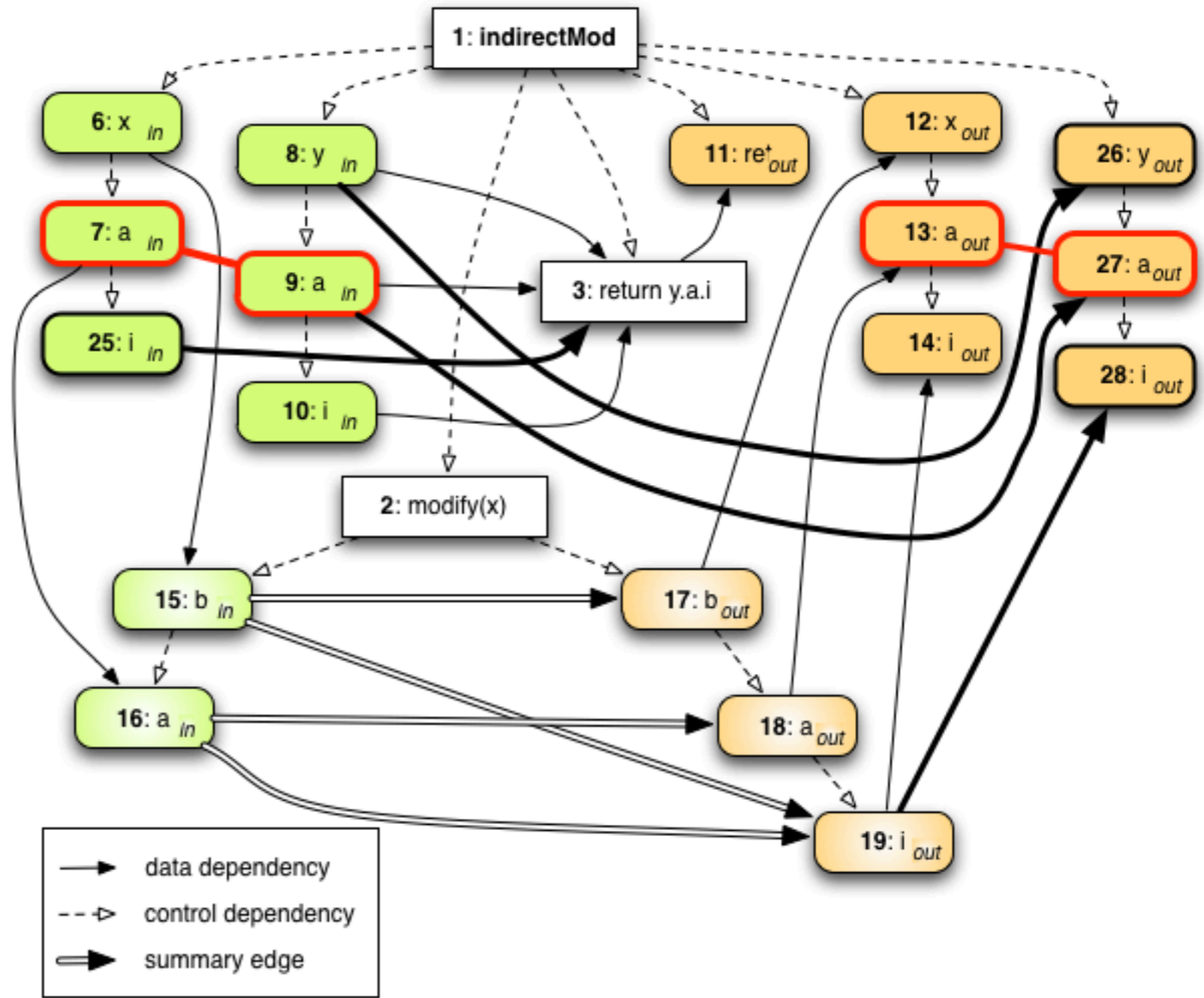
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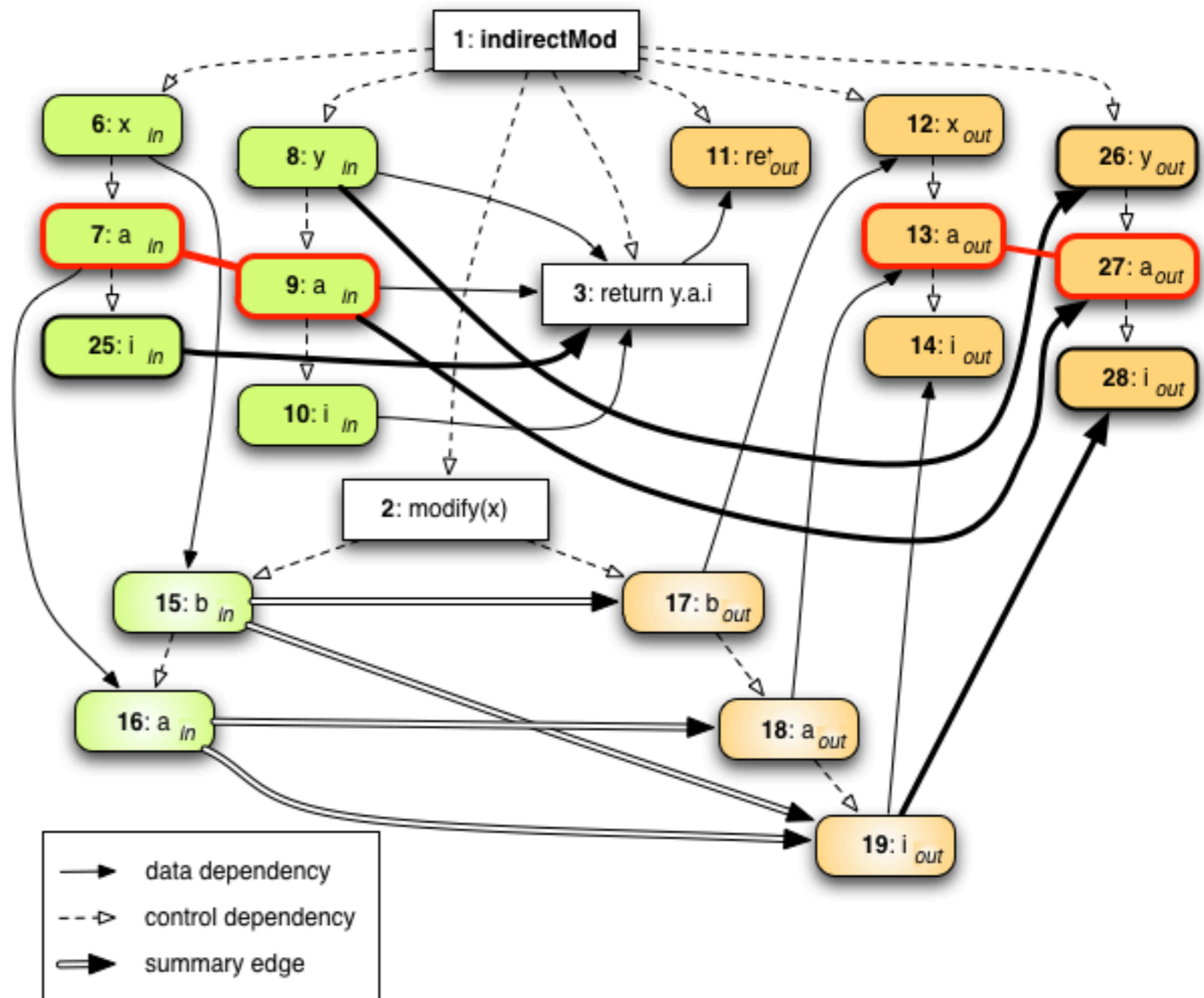
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Object Graphs share indistinguishable fields

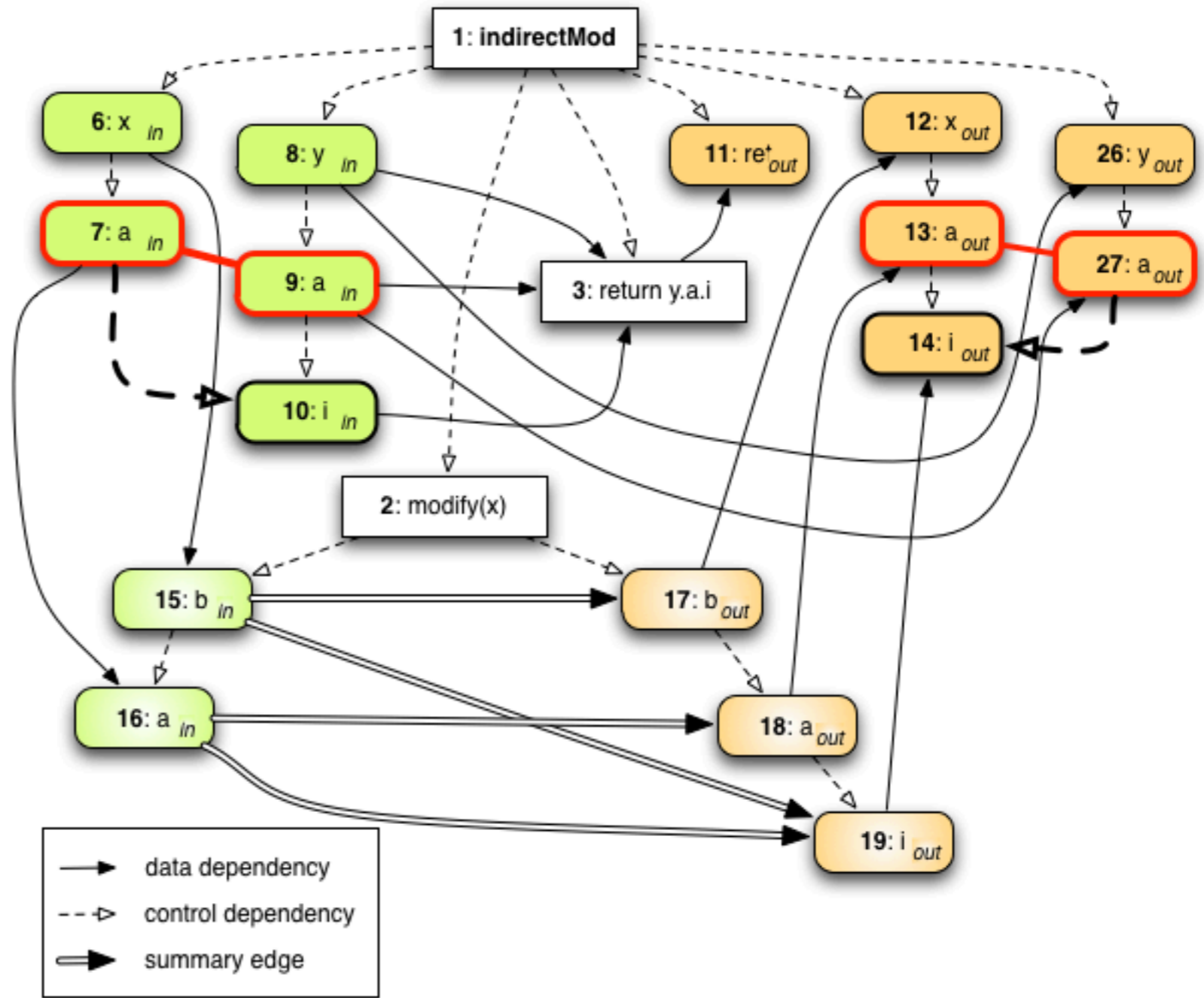
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Implementation and Evaluation

SDG Generator using WALA Framework (wala.sf.net)

■ 3 Parameter Models

■ Object Tree

■ Object Graph

- Optional escape analysis

- Optimizations for interprocedural parameter node propagation

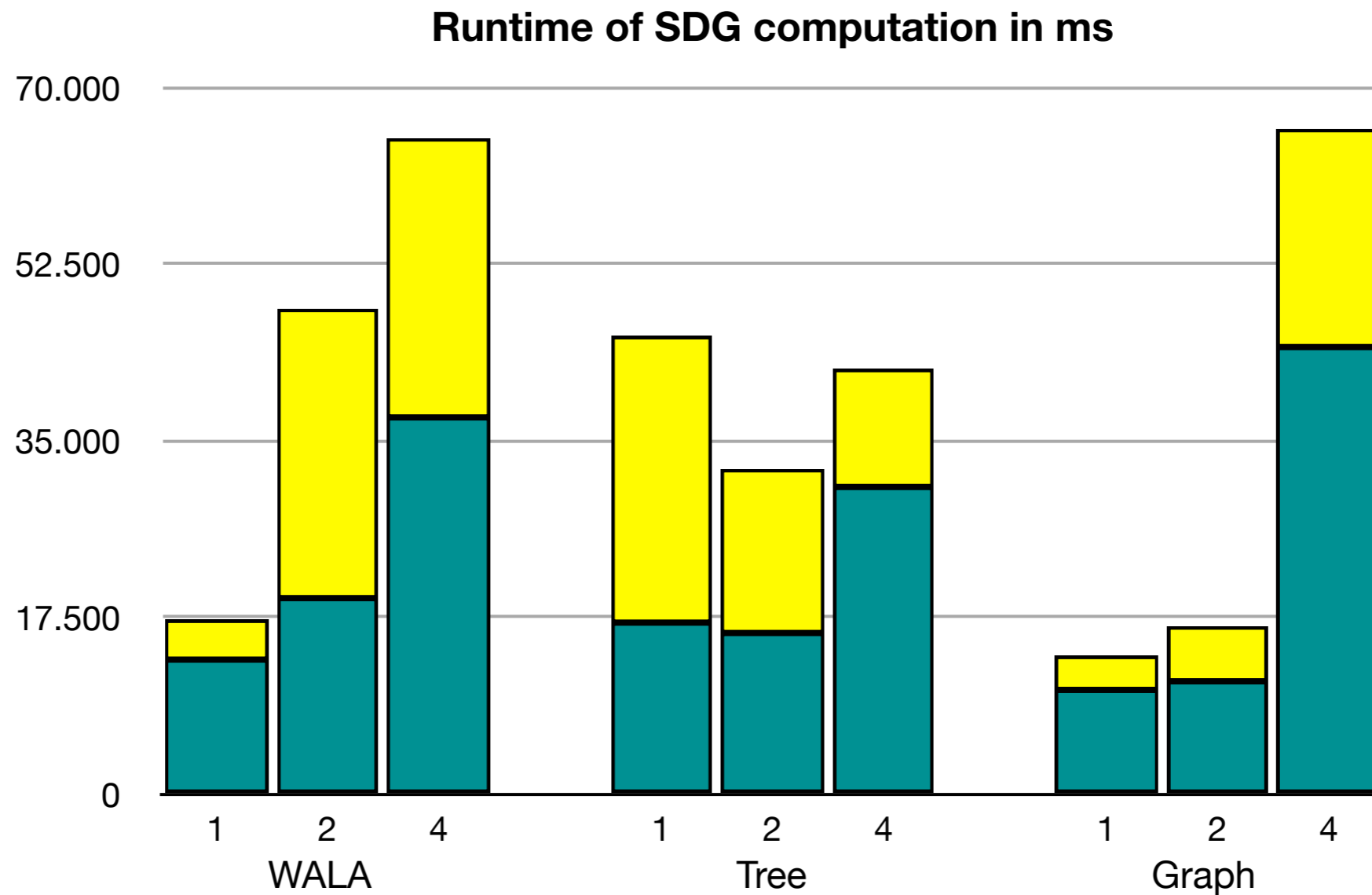
■ **WALA approach** (unstructured \Rightarrow less precision)

■ 4 Points-to Analyses (varying in precision)

Evaluation

- 20 programs from 120 - 63.000 LoC

- Many larger ones only with Object Graphs



Computation phase:

- Summary edge
- SDG with parameters

Points-to Analysis:

- 1 Type based
- 2 Instance based
- 4 Object sensitive

Conclusion

- Parameter model has huge impact on runtime
- Object Trees suffer from scalability deadlock
- **Object Graphs**
 - Less nodes for less precision \Rightarrow **larger programs**
 - Less nodes for larger programs
 - **Maintain precision** of Object Trees
 - High precision points-to
 - Use Object Trees
 - Remove propagation optimization
- **Additional results**
 - Exception flow has a huge impact on precision
 - Precision benefit from points-to analysis varies
 - Advantage of structured parameter models: access path
 - No parameter nodes for side-effects that can not escape

The End

Questions?

Statement

Static analyses will never be as precise and fast as dynamic analysis techniques. Why are we still trying?