Fissile Type Analysis: Modular Checking of Almost Everywhere Invariants

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April 23, 2014

Lab: **Program analysis** in the **whole** bug mitigation **process**

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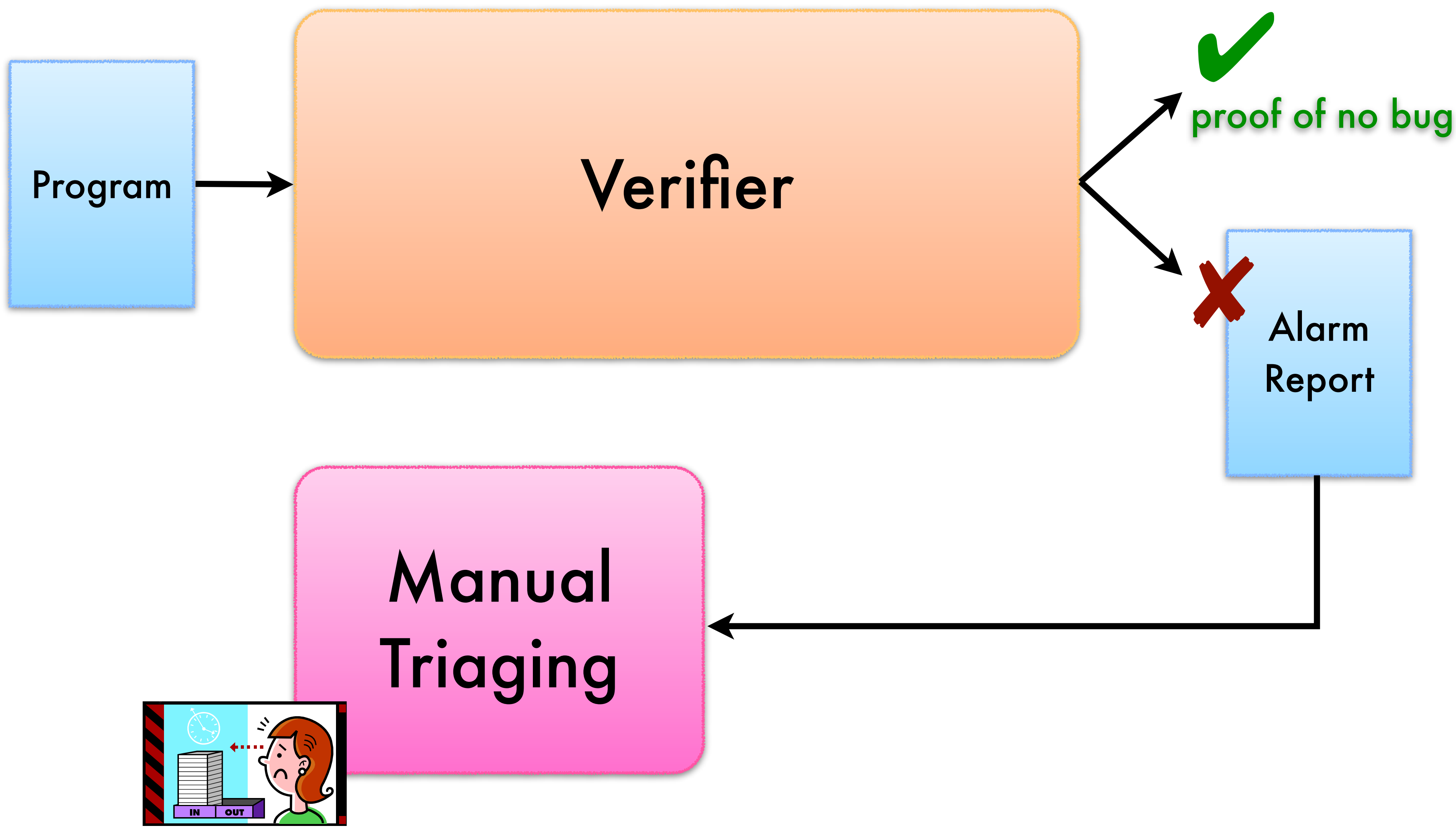

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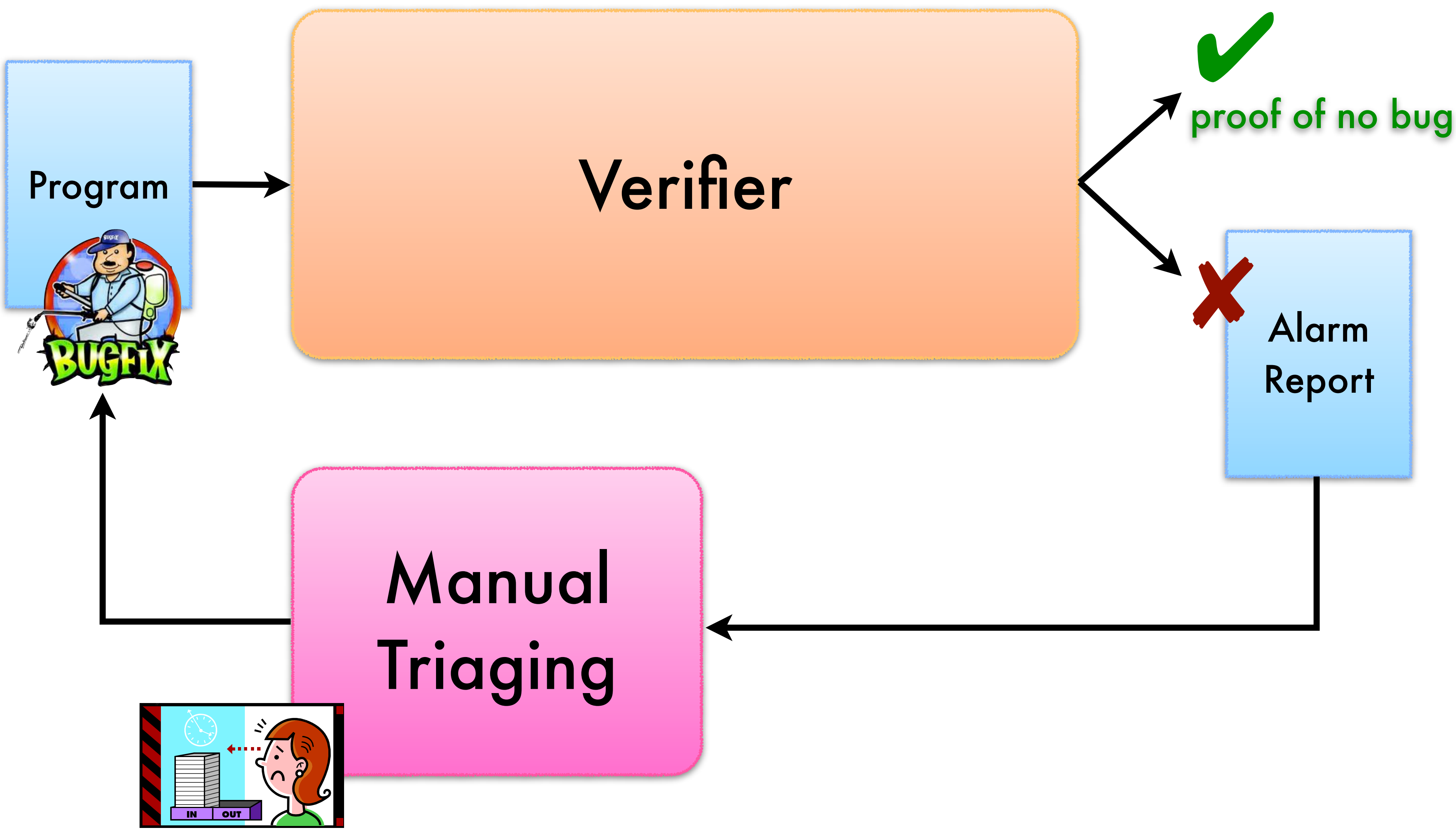

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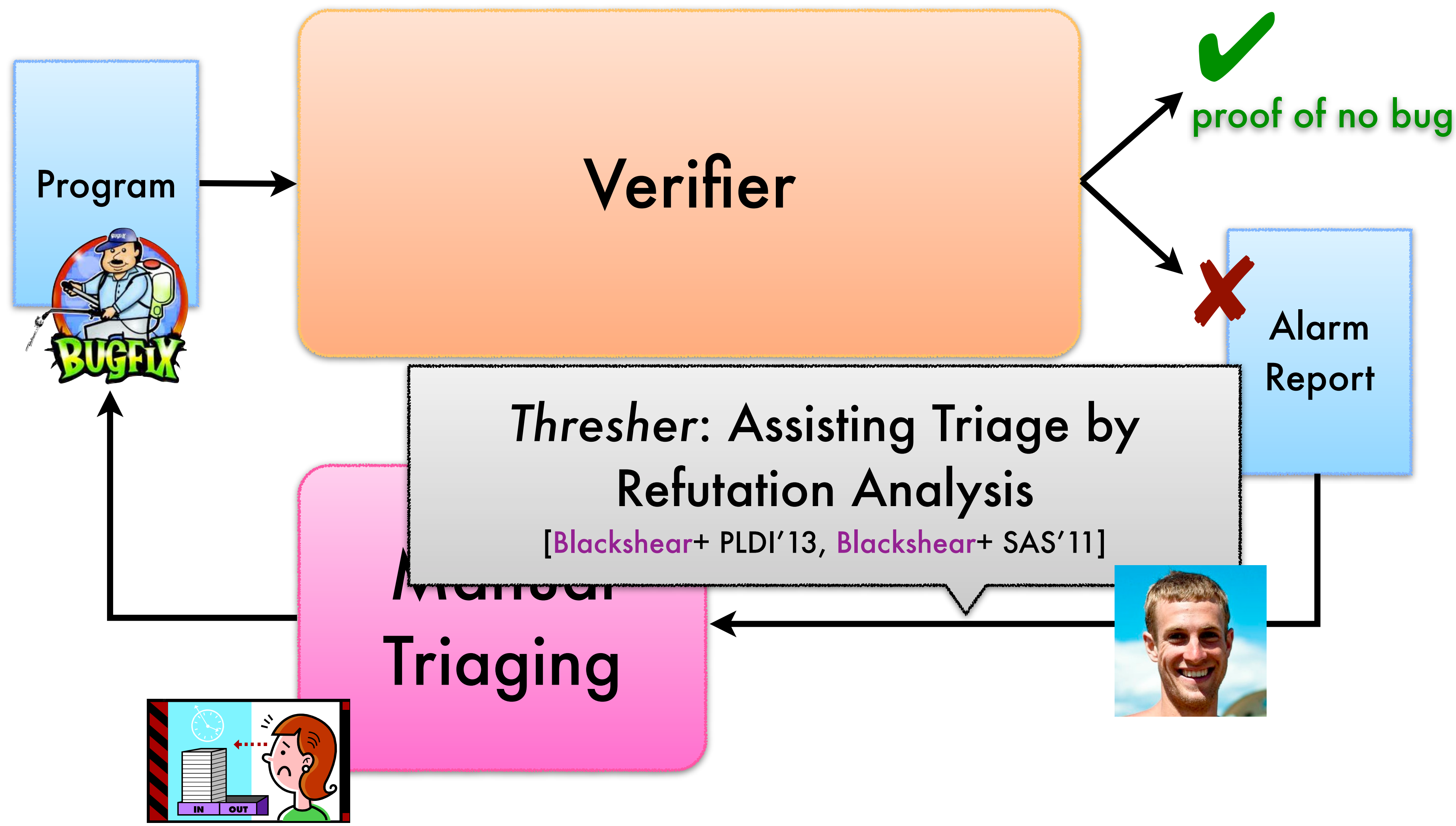

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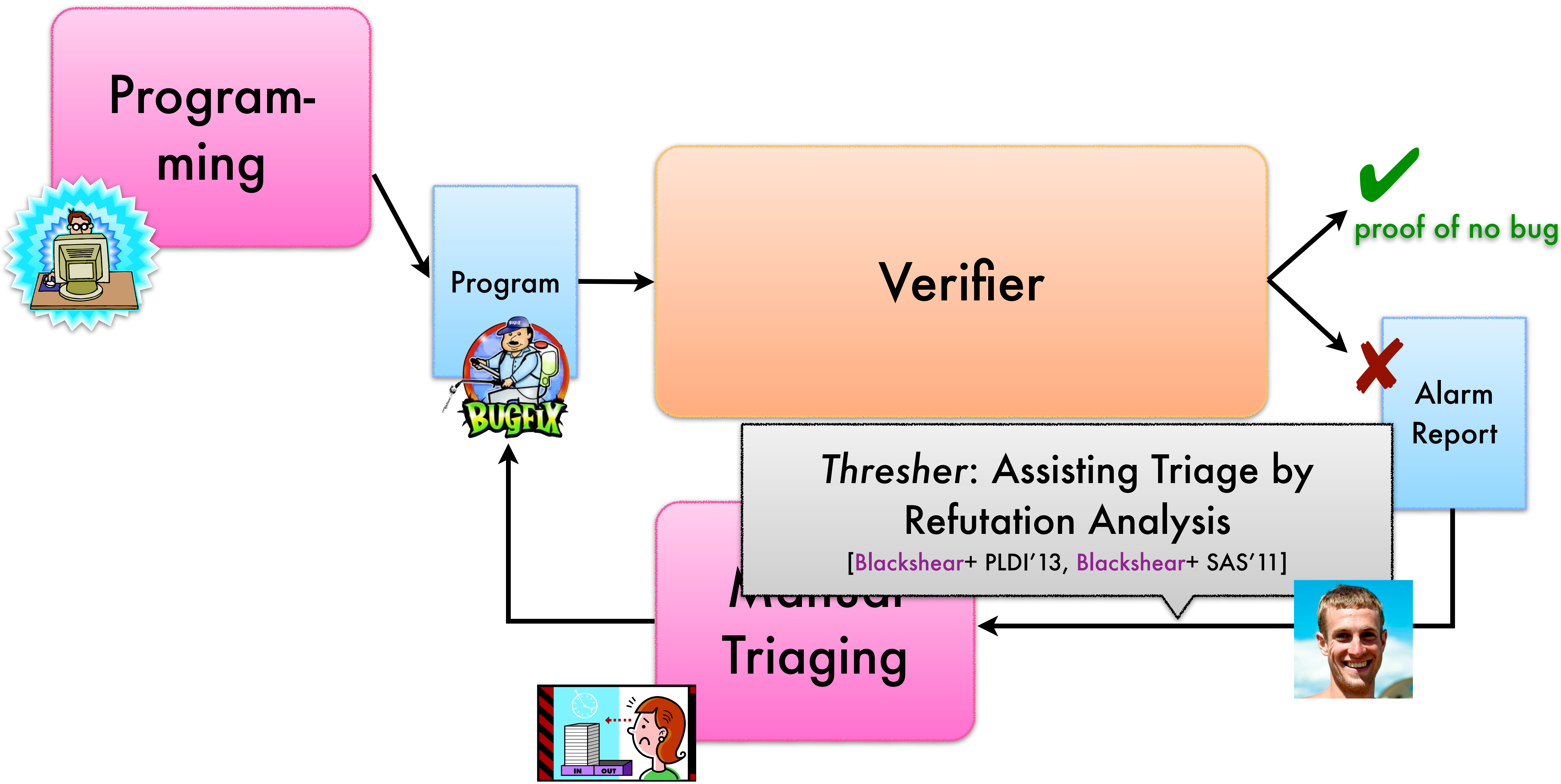

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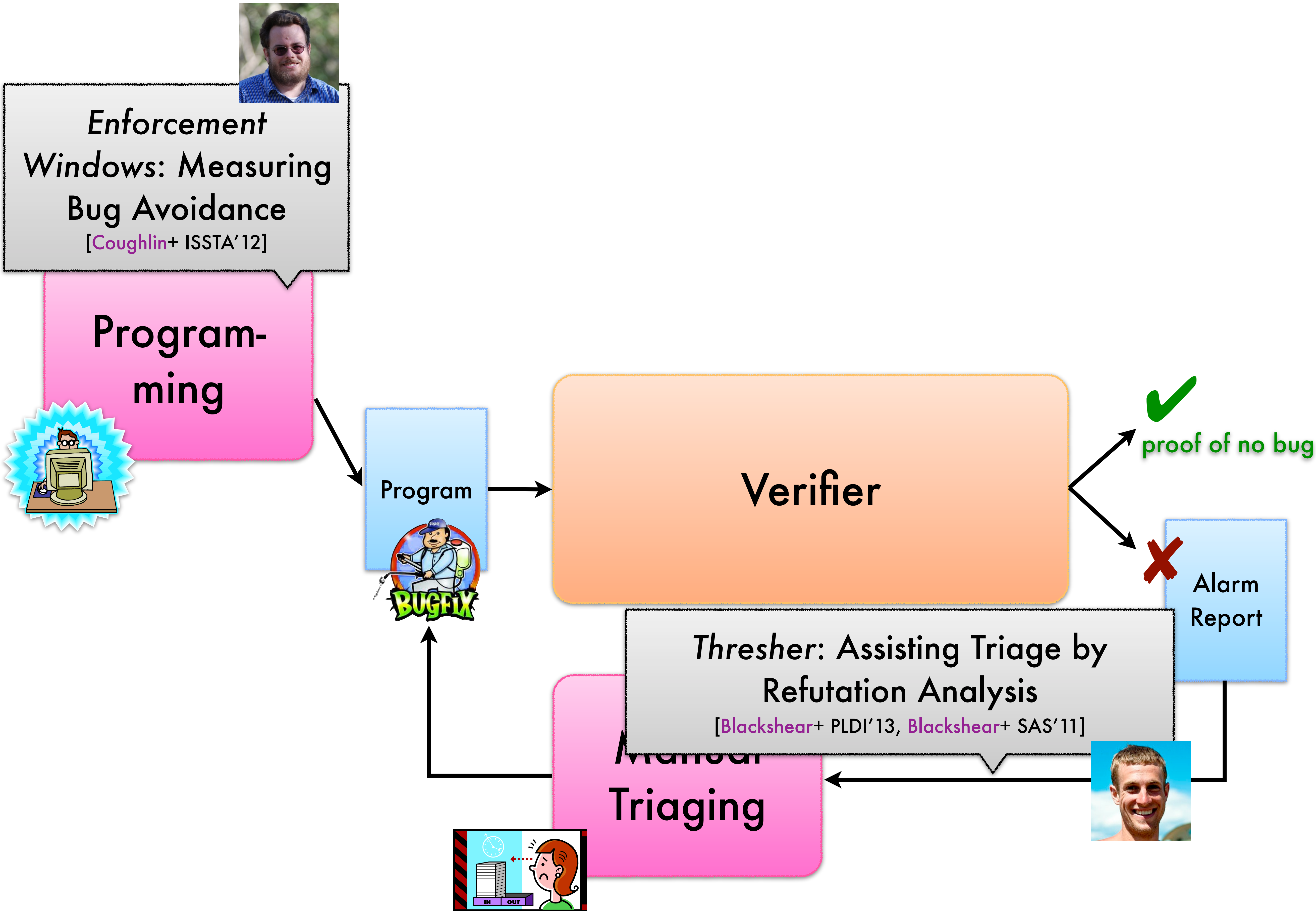

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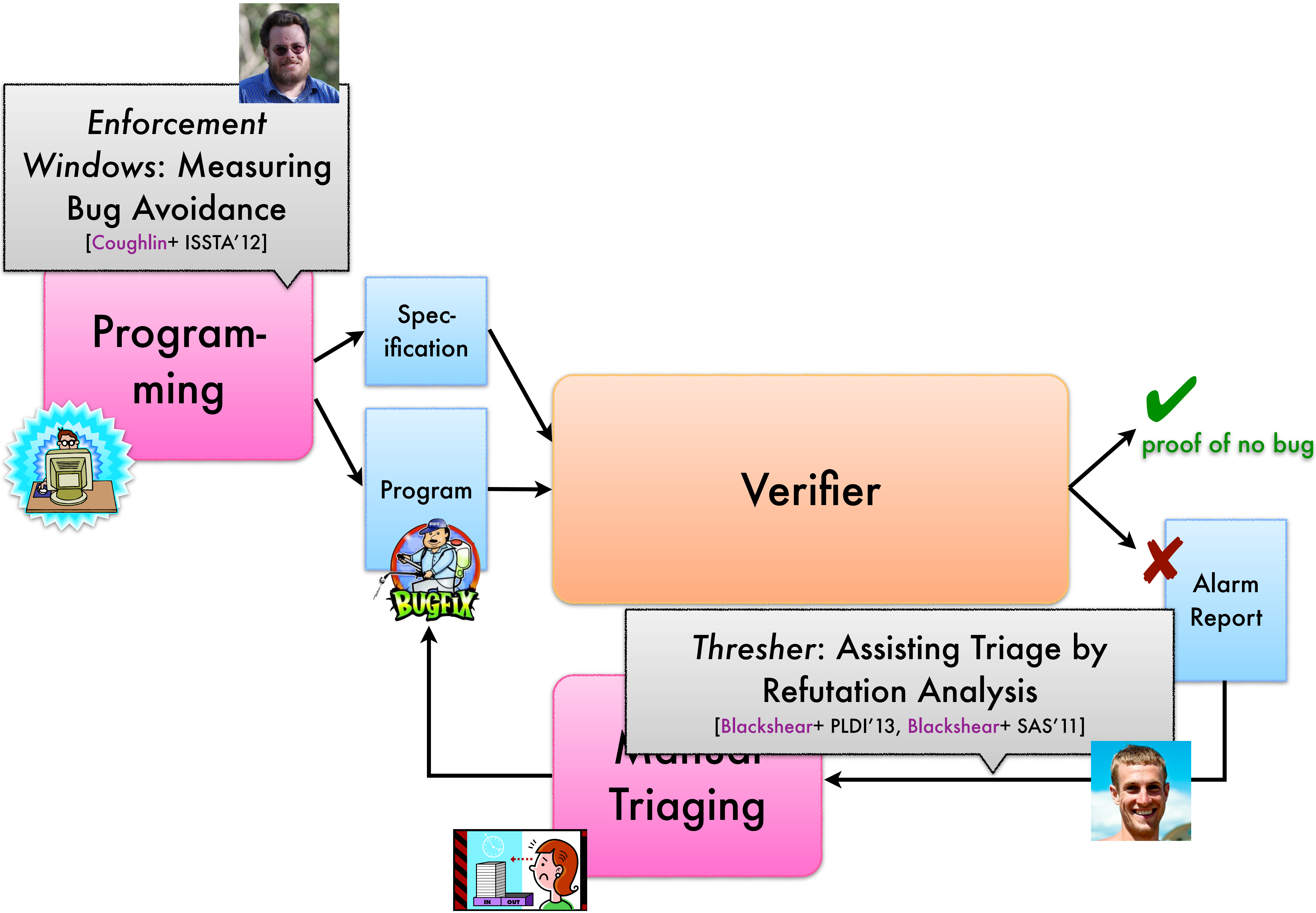

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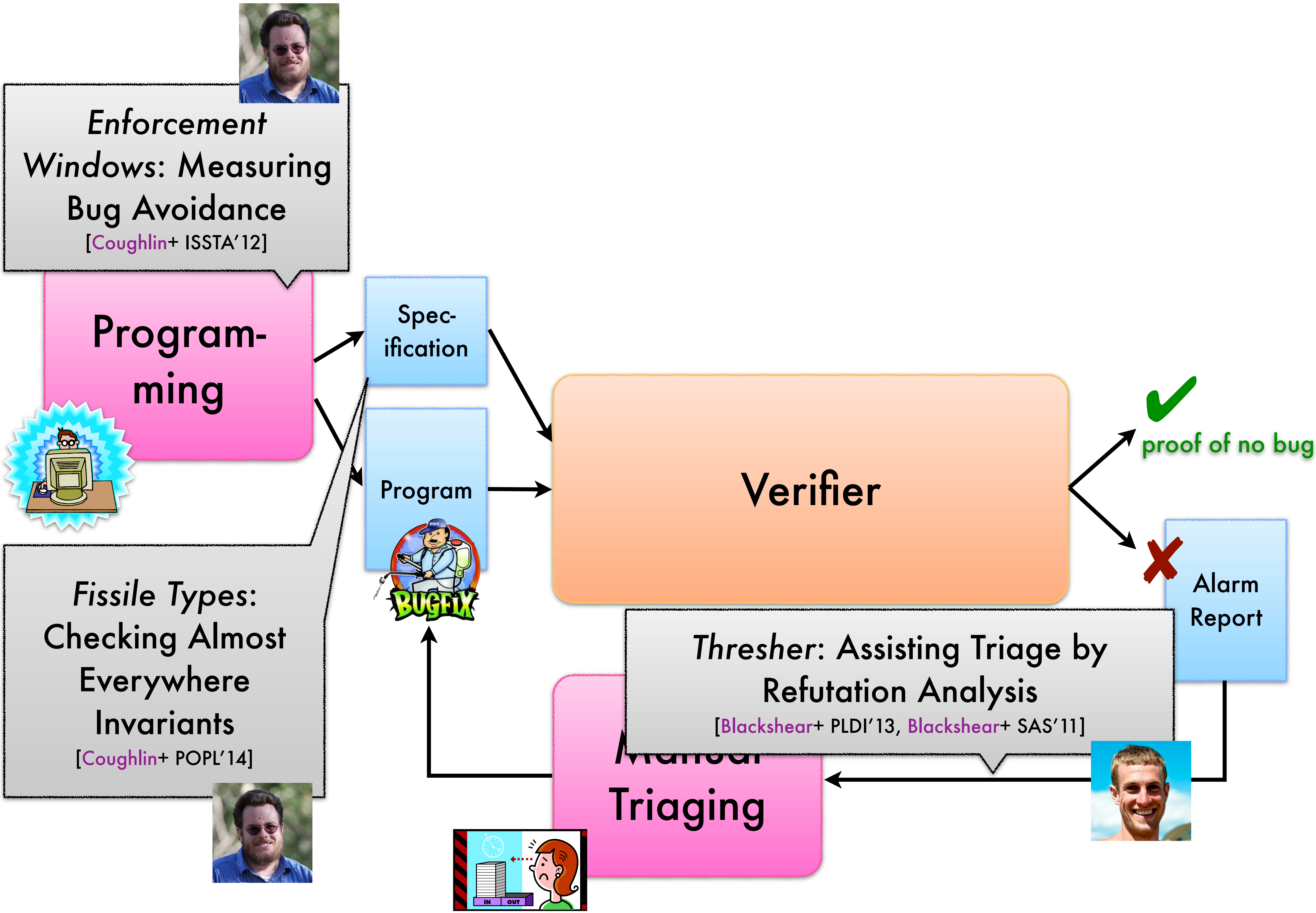

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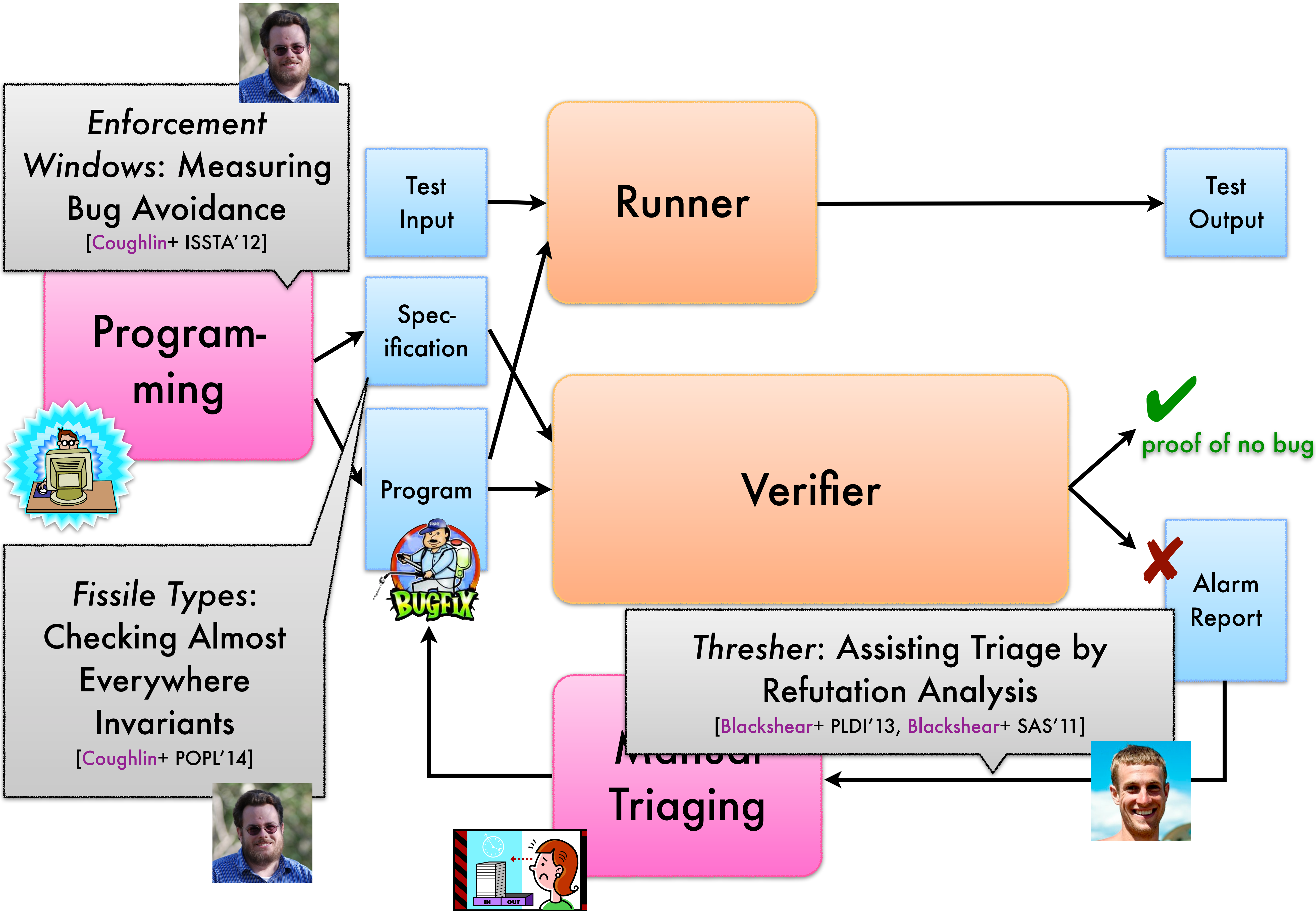

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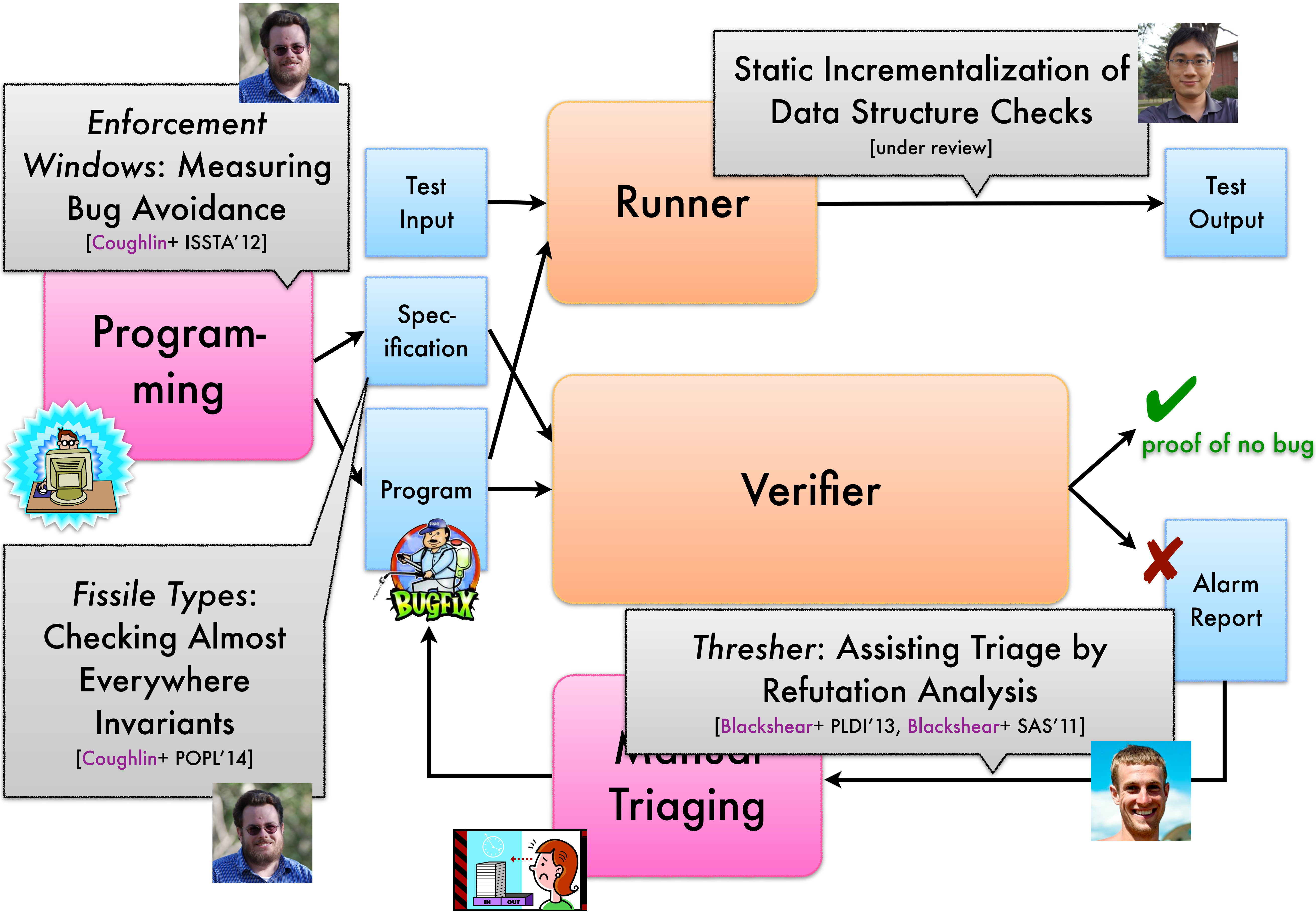

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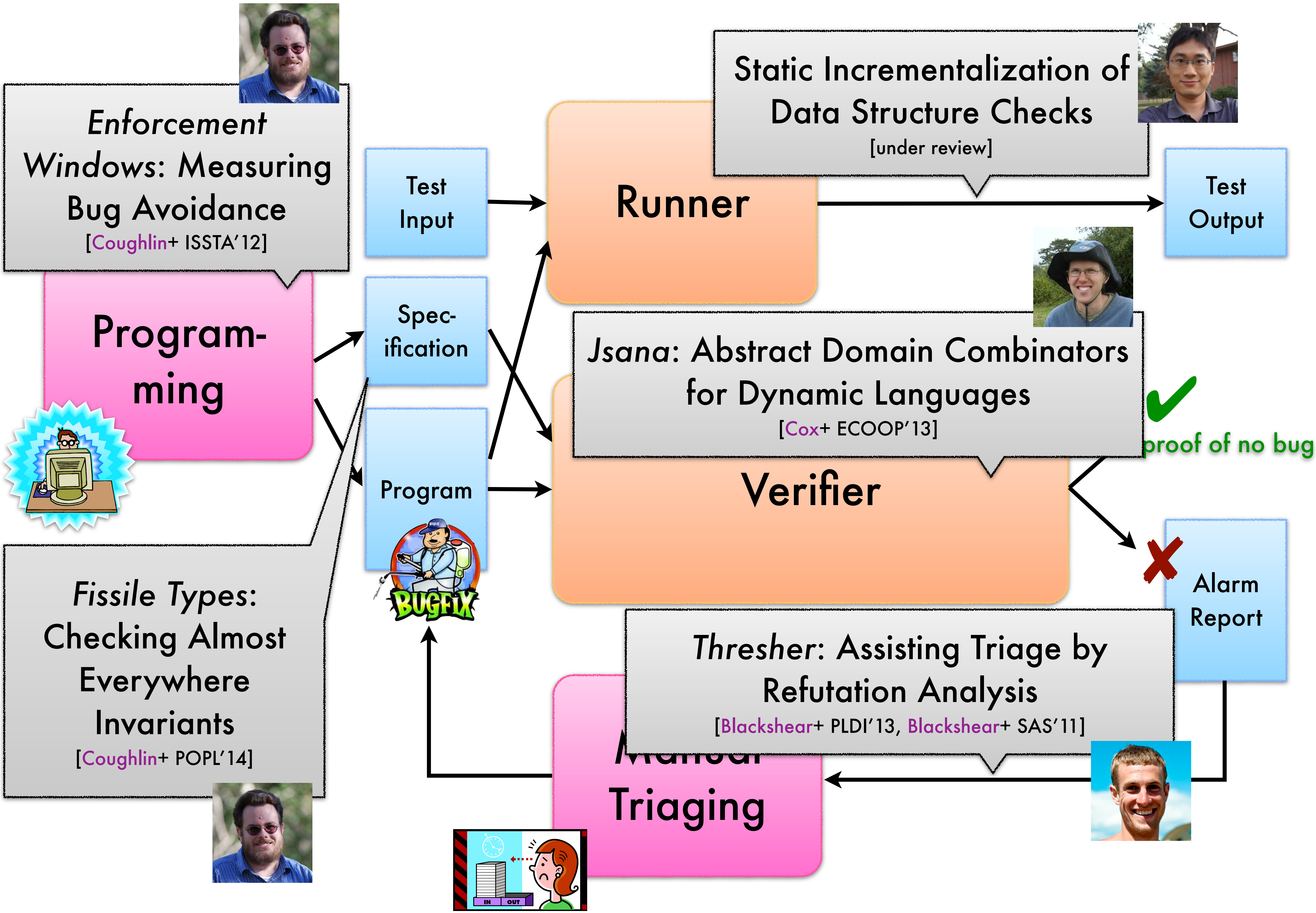

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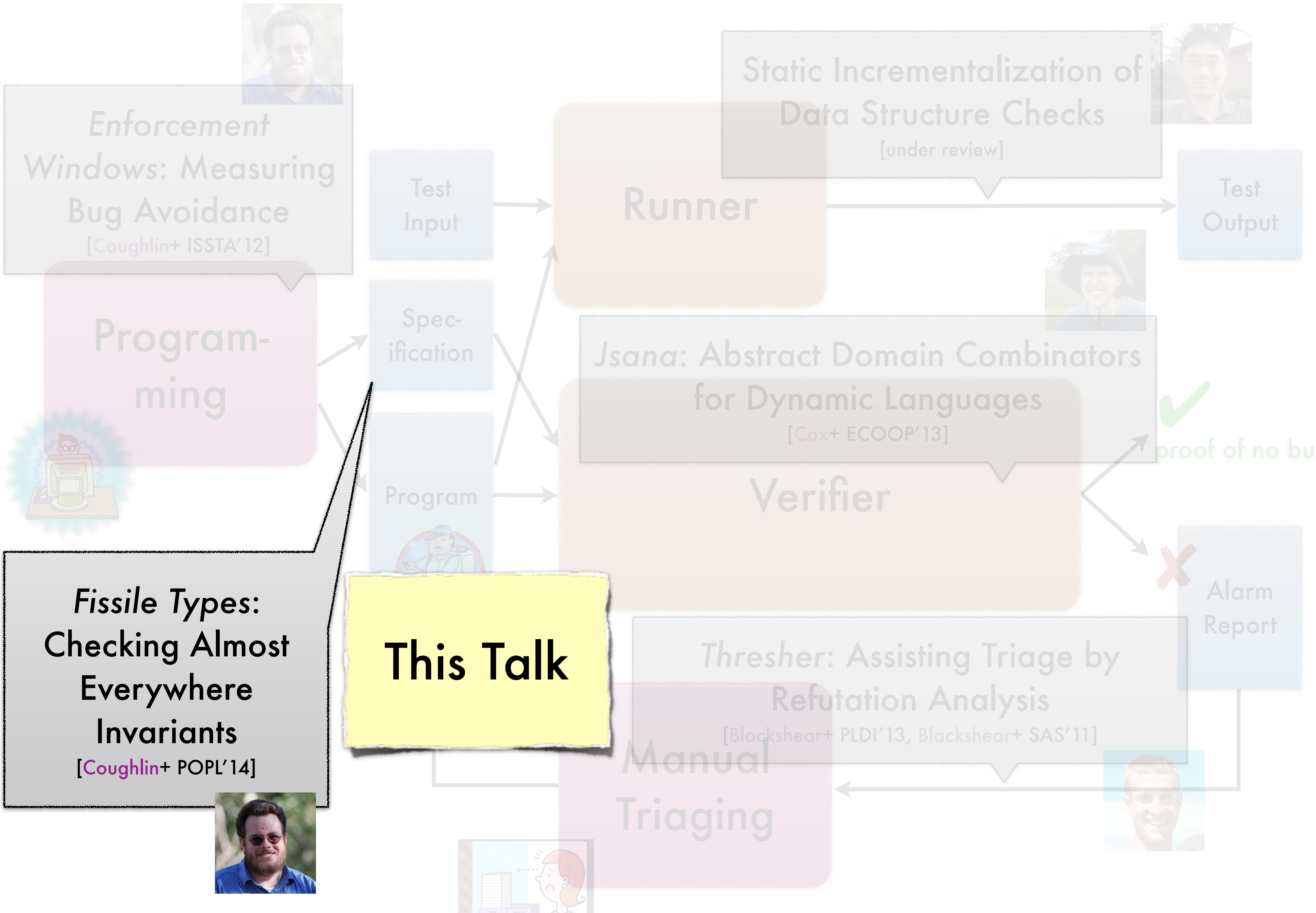

Fissile Type Analysis: Modular Checking of Almost Everywhere Invariants

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How to **type check** a program that is **almost** well-typed?

In this talk

Example property of interest:
safety of **reflective method calls**

Specification system:
dependent-refinement types

Reflective method call dispatches based on **runtime string value**

```
class Callback
 var sel : Str
 var obj : Obj

 def call()
  this.obj.[this.sel]()
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Calls method with **name** (selector) stored in `sel` on object stored in `obj`

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If `sel` held string “`notifyDidClick`” would call `notifyDidClick()` on `obj`.

Reflective method call dispatches based on **runtime string value**

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Calls method with **name** (selector) stored in `sel` on object stored in `obj`

Run time error if `obj` does not **respond to `sel`** — i.e., method does not exist

Method Reflection and **the Great Divide**

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```
object.[string]()
```

Method Reflection and **the Great Divide**

reflective method call: dispatch based on **run-time value** (in string)

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“static” folks

“web 2.0” developers

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"Static" folks, like type system designers, **worry**.

What gets called? What if **`object`** has **no method** named by **`string`**?

Method Reflection and the Great Divide

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"web 2.0" developers

"Static" folks, like type system designers, **worry**.

What gets called? What if **`object`** has **no method** named by **`string`**?

"Web 2.0" developers think it's **cool**.

I can write flexible and compact code, so I will take it over **static safety**.

Method Reflection and the Great Divide

reflective method call: dispatch based on **run-time value** (in string)

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“static” folks

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Wha
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Bridge the divide to support both first-class **reflective** method call and **static checking** of reflection safety

Ensure reflection safety with **dependent-refinement type** expressing required **relationship**

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Shorthand for $\mathrm{obj} :: \{\nu : \mathsf{Obj} \mid \nu \ \mathsf{r2} \ \mathrm{sel}\}$

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Shorthand for $\text{obj} :: \{\nu : \mathsf{Obj} \mid \nu \ \mathsf{r2} \ \mathrm{sel}\}$

Guarantees no `MethodNotFound` error in `call()`

Similar relationship for **array bounds** safety

```
class Iterator
 var idx : Int
 var buf : Obj[] | indexedBy idx

 def get(): Obj
  return this.buf[this.idx]
```

Similar relationship for **array bounds** safety

`idx` must be a valid index into `buf`

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Guarantees **no** “ArrayOutOfBounds” **error**

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These kinds of **relationships** are important to **many safety properties**

Updating relationship causes **type error**

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False alarm: no runtime error

Two styles of **reasoning** to determine **false alarm**

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Reasoning by global **invariant**: call safe if **relationship holds**

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Reasoning about **effects** of **imperative updates**

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Relationship violated

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Reasoning about **effects of imperative updates**

Relationship violated

Relationship restored

Reasoning by global **invariant**: call safe if **relationship holds**

Idea: **Selectively alternate** between **reasoning styles** in verification

Fissile Type Analysis **combines** two styles of **reasoning**

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Automated **reasoning**
about **global**
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$\Gamma \vdash \cdots$

Flow-Insensitive Type Systems

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Automated **reasoning** about **execution**

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Abstract Interpretation/ Flow Analysis

Verification of **almost-everywhere invariants** with **intertwined** type and flow analysis

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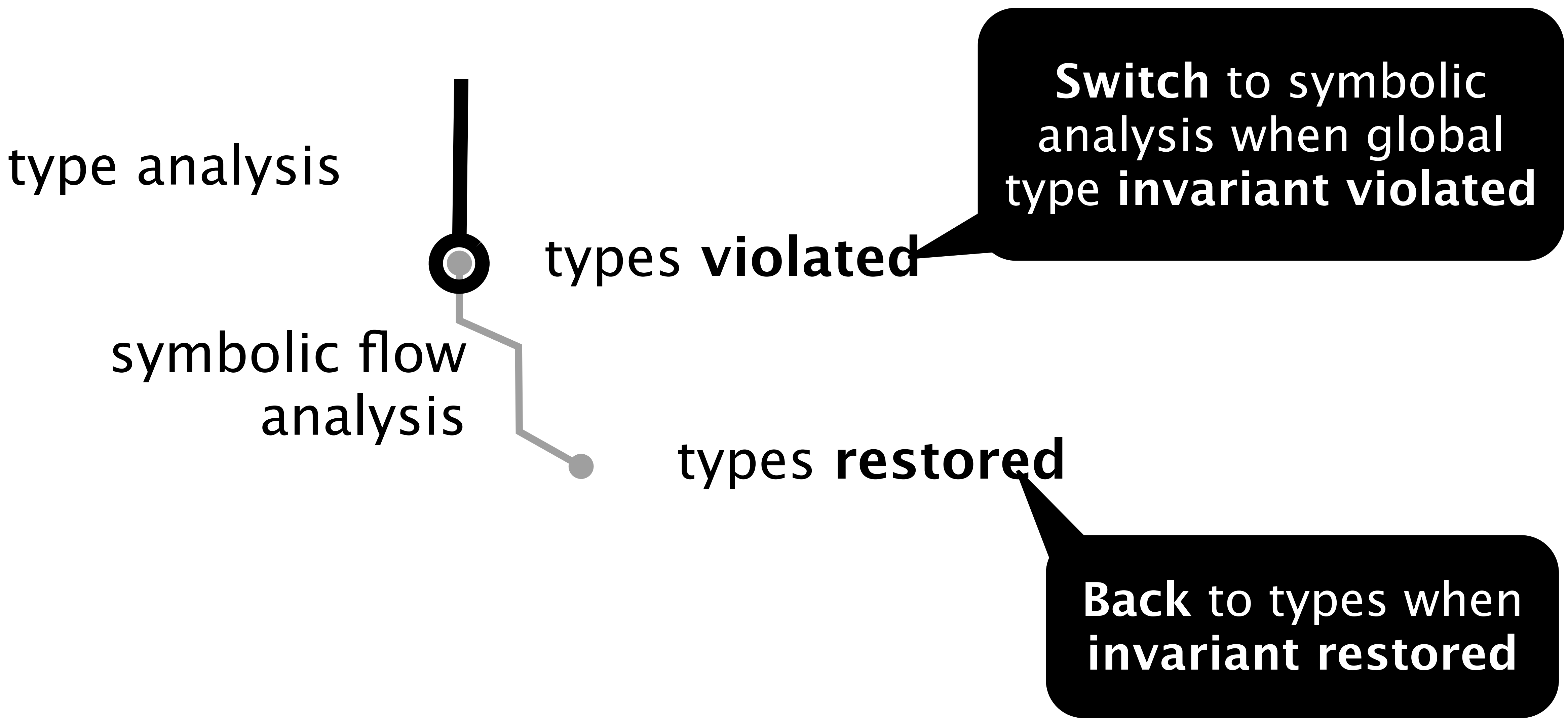

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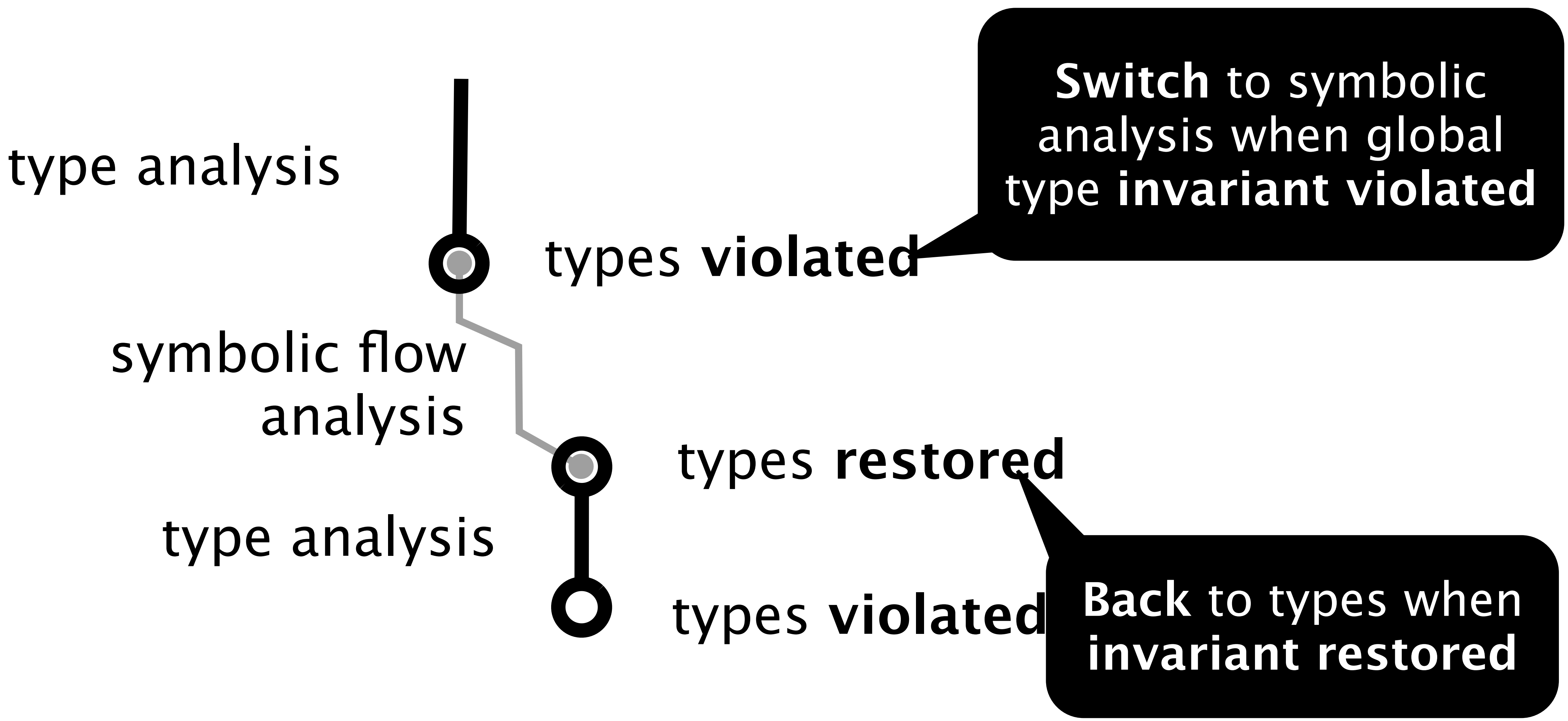

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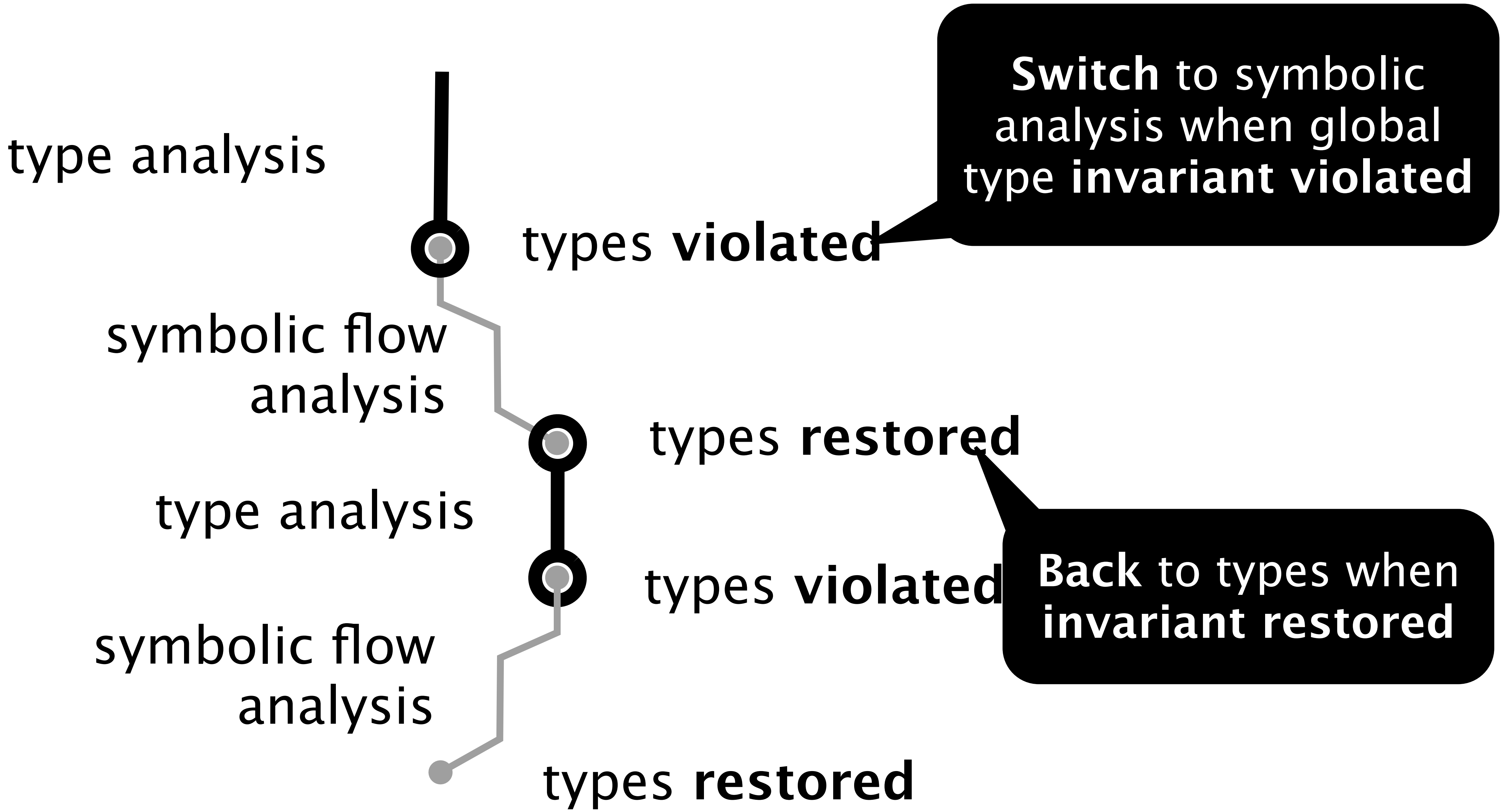

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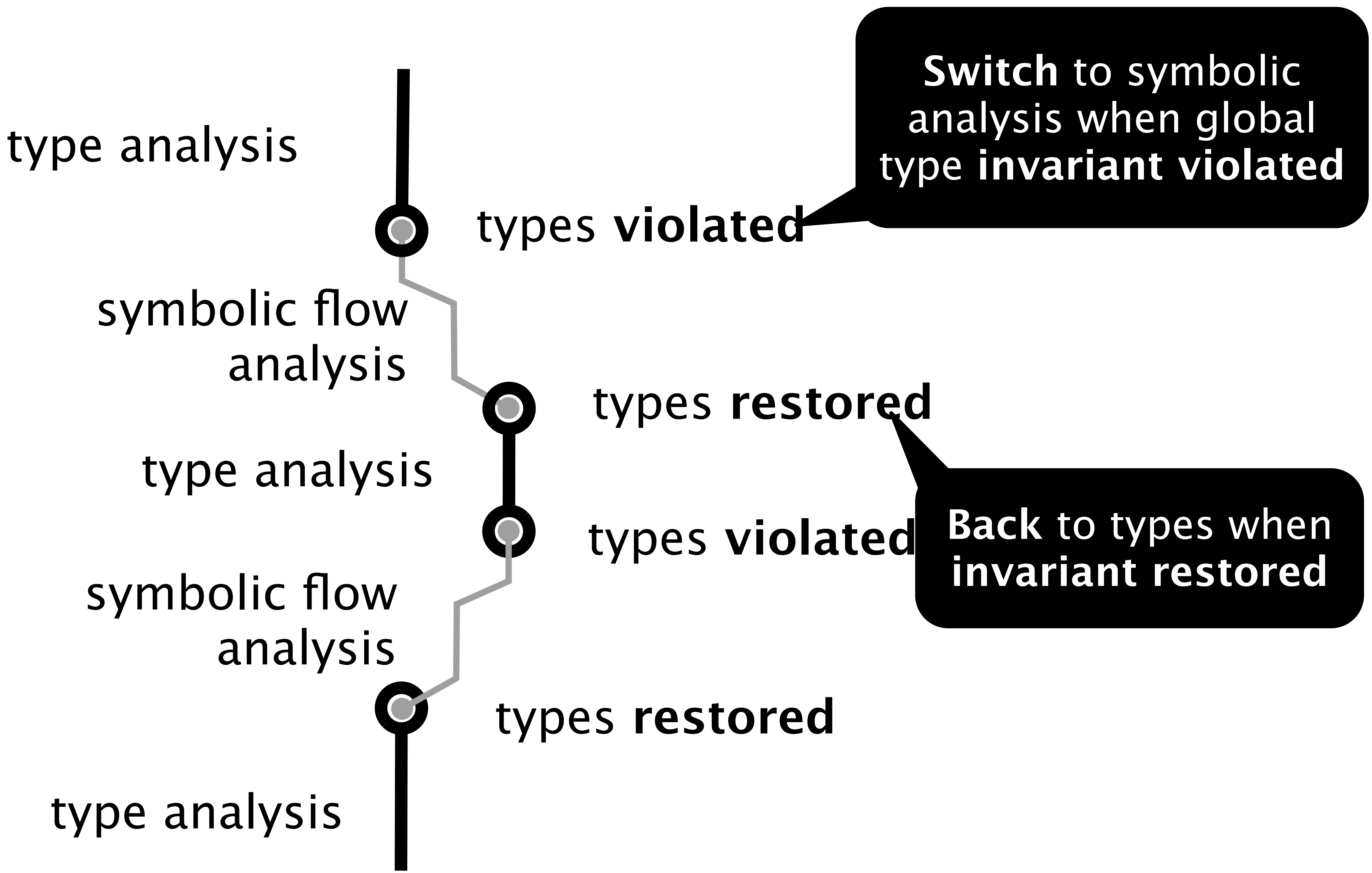

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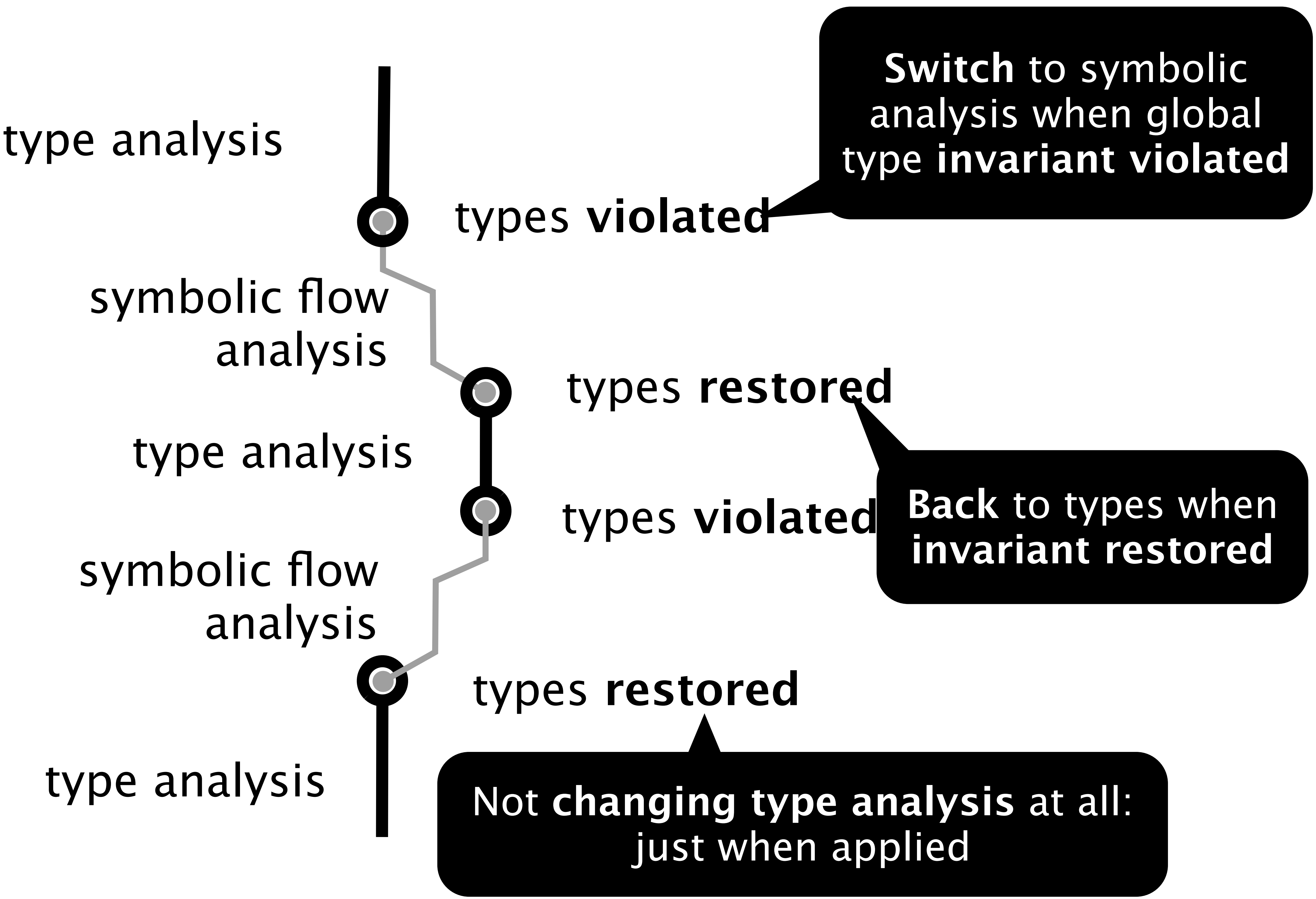

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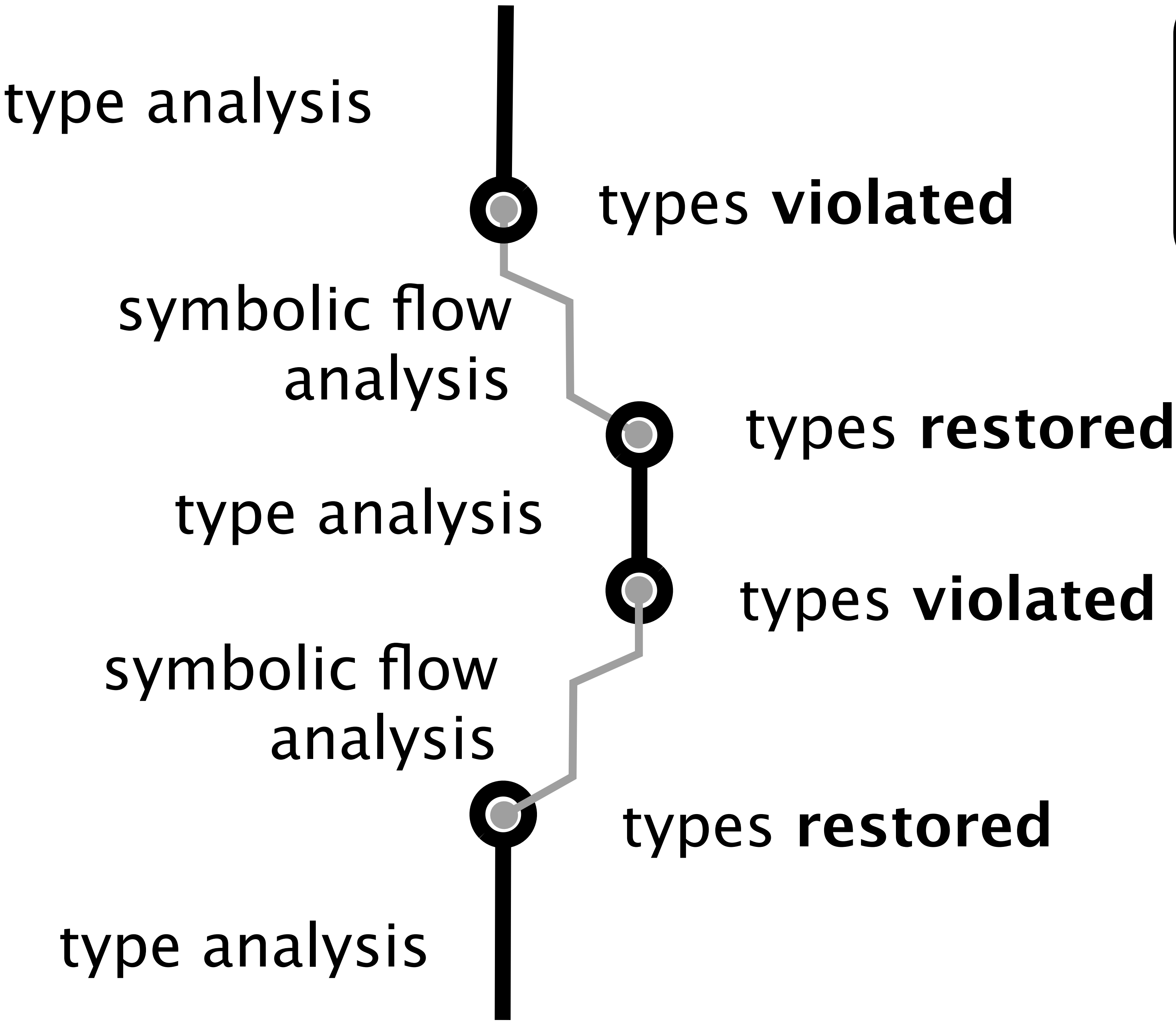
Effective when **global** type **invariant holds most of the time**



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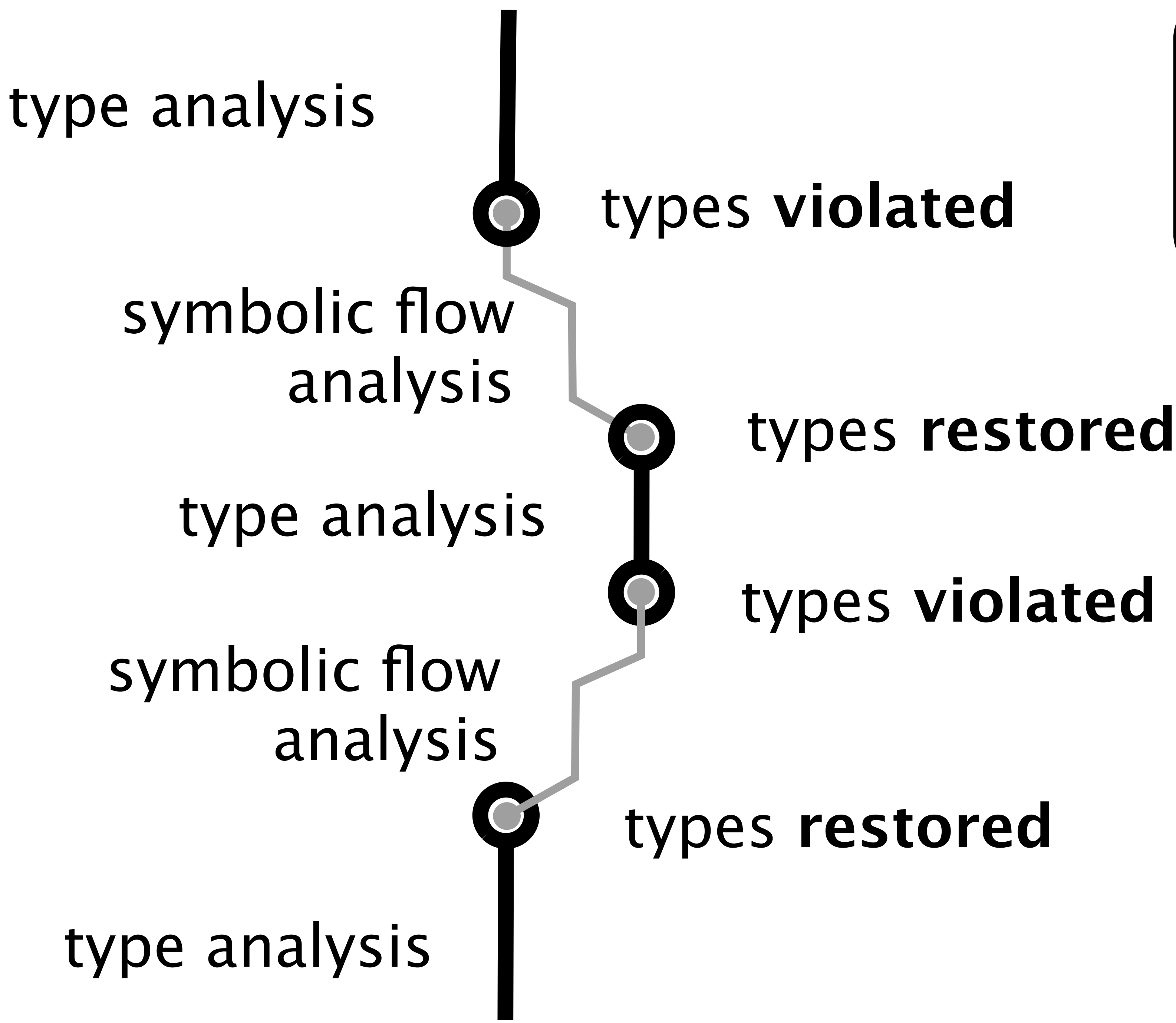

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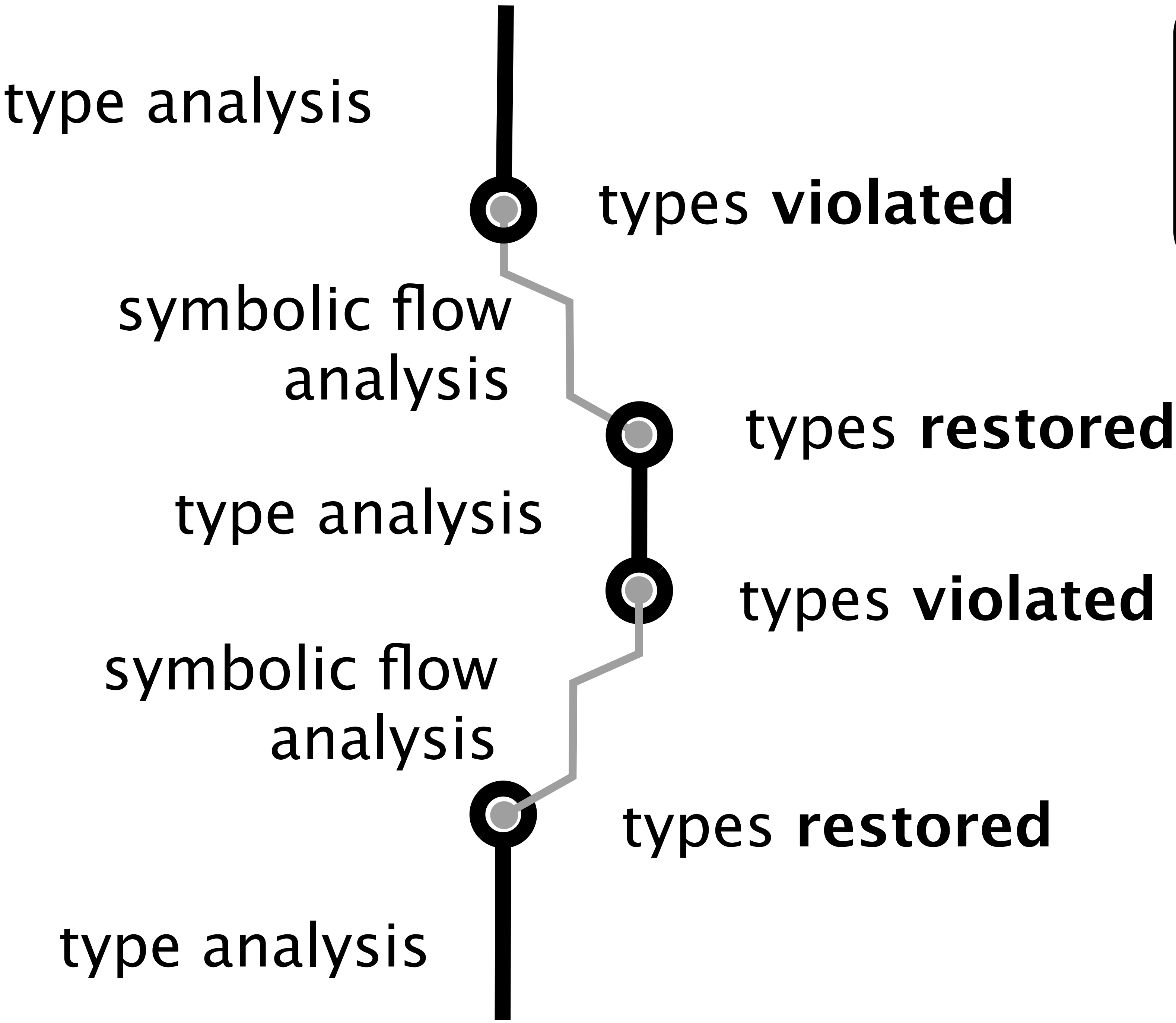

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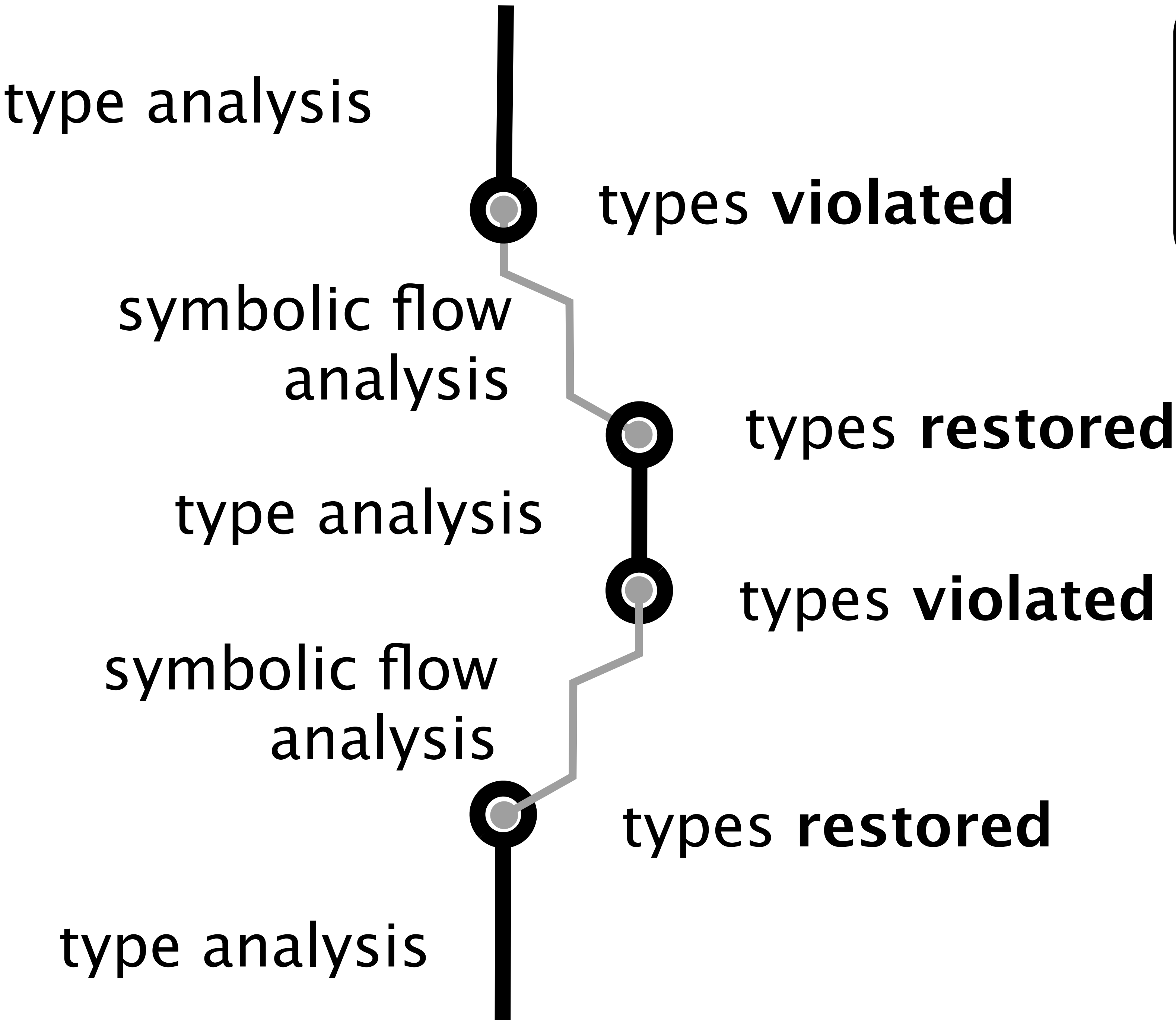

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- **Relationship updates**
- **Occurrence typing**
- **Tagged unions**

Play to the **strengths** of each intertwined **analysis**

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Flow-Insensitive Types

- Easy to **specify global** invariants
- **Fast**
- Natural for **modular** reasoning
- Good **error reporting**

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Symbolic Flow Analysis

Natural for **local** reasoning about **heap mutation**
Precise
Can be disjunctive/path-sensitive

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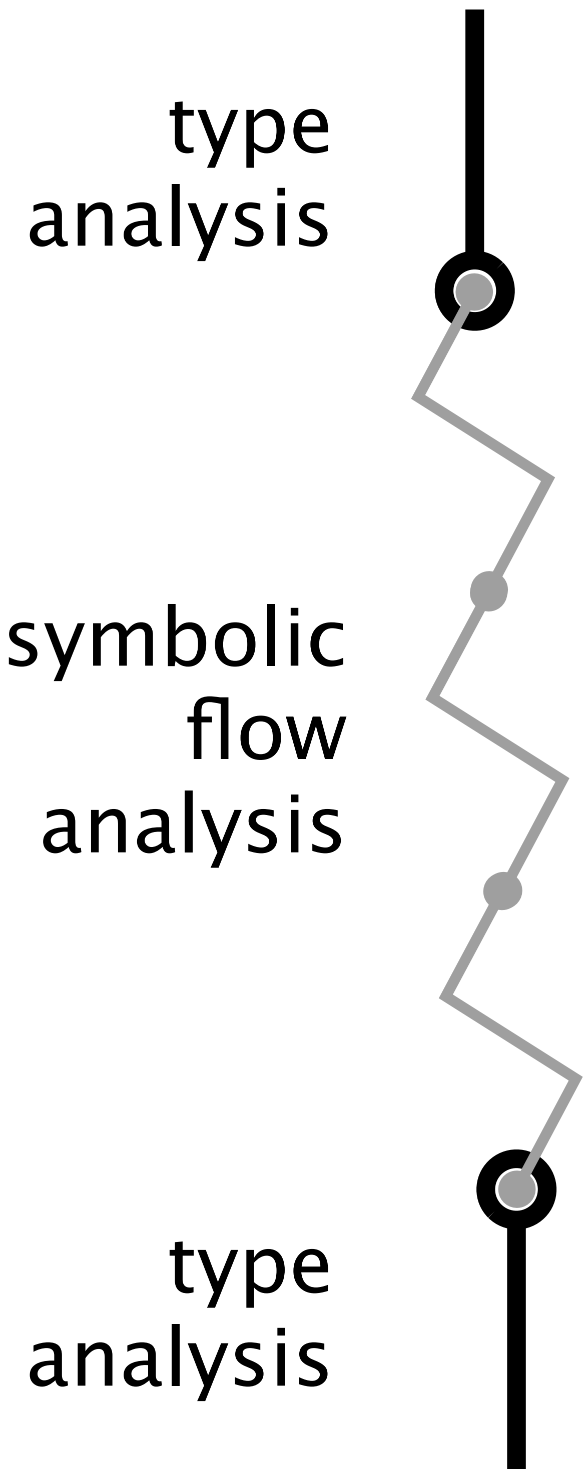
Complexity lies in **handoff** between analyses and in **symbolic analysis**

Key Contributions



1. **Translate** type invariant into symbolic state via **“symbolization”** of type environment

2. **Leverage** heap type invariant during symbolic analysis via **type-consistent materialization** and **summarization**

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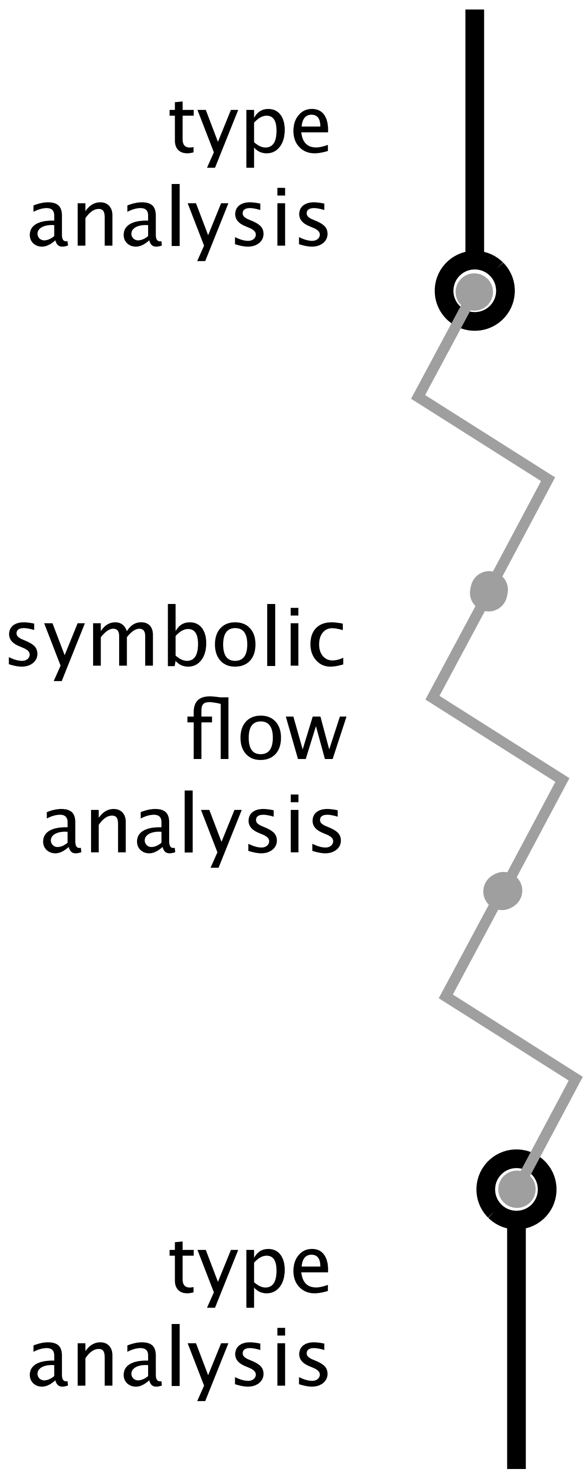

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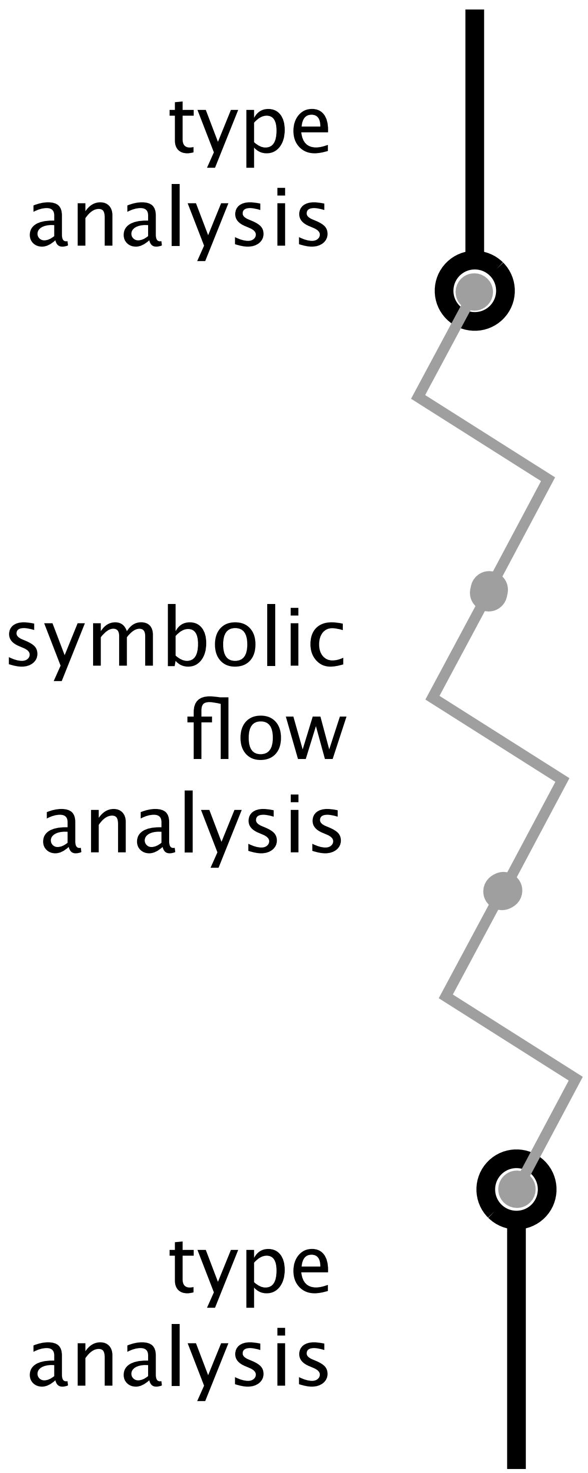

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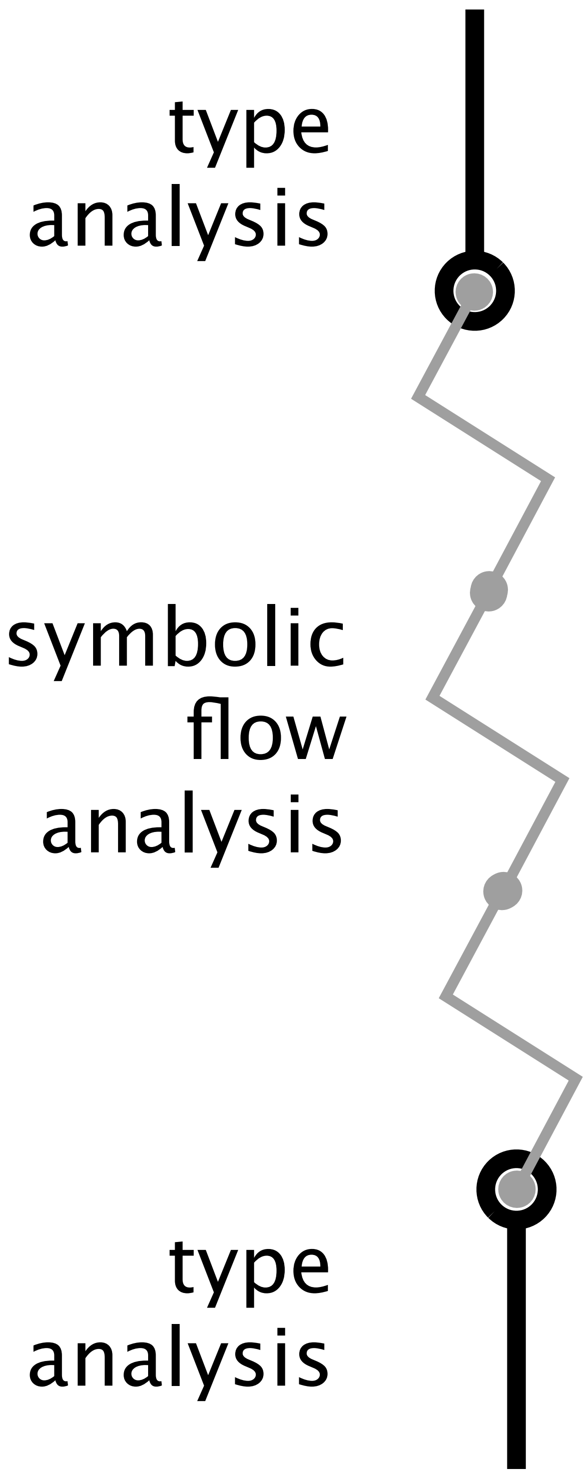

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Symbolization splits a **type environment** into **facts** about **values** and **storage** for those values

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Type environment

Maps local **variables** to dependent **types**

$$\Gamma \quad \begin{array}{l} \mathrm{s} : \text{Str} \\ \mathrm{o} : \text{Obj} \mid \text{r2 } \mathrm{s} \\ \mathrm{this} : \text{Callback} \end{array}$$

Refinements refer to **variables**

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symbolize

Symbolic state

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$$\xrightarrow{\textbf{symbolize}}$$

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  this.sel = s
  this.obj = o
```

Type environment

Maps local **variables** to dependent **types**

$$\Gamma \quad \begin{array}{l} s : \mathsf{Str} \\ o : \mathsf{Obj} \mid \mathsf{r2}\ s \\ \mathrm{this} : \mathsf{Callback} \end{array}$$

Refinements refer to **variables**

symbolize

Symbolic state

Maps local variables to symbolic **values**

$$\widetilde{E} \quad \begin{array}{l} s : \widetilde{s} \\ o : \widetilde{o} \\ \mathrm{this} : \widetilde{t} \end{array}$$

$$\widetilde{\Gamma} \quad \begin{array}{l} \widetilde{s} : \mathsf{Str} \\ \widetilde{o} : \mathsf{Obj} \mid \mathsf{r2}\ \widetilde{s} \\ \widetilde{t} : \mathsf{Callback} \end{array}$$

Maps symbolic values to dependent types **lifted** to symbolic values (**symbolic facts**)

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Γ s : Str, o : Obj | r2 s, this : Callback

Refinements refer to **variables**

symbolize

Maps local variables to symbolic **values**

Maps symbolic values to dependent types **lifted** to symbolic values (**symbolic facts**)

Symbolic state

$\widetilde{E}$ $s : \widetilde{s}$, $o : \widetilde{o}$, $\mathrm{this} : \widetilde{t}$

$\widetilde{\Gamma}$ $\widetilde{s}$: Str, $\widetilde{o}$: Obj | r2 $\widetilde{s}$, $\widetilde{t}$: Callback

Refinements refer to **values**

Symbolization allows **local variables** to hold values **inconsistent** with **declared types**

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def update(s:Str, o:Obj | r2 s)
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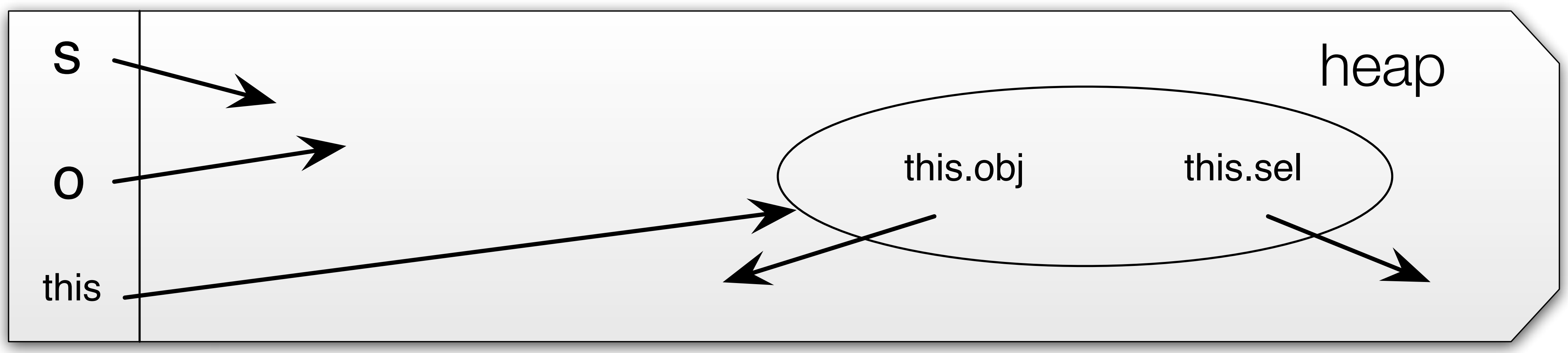

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A type environment constrains local variables

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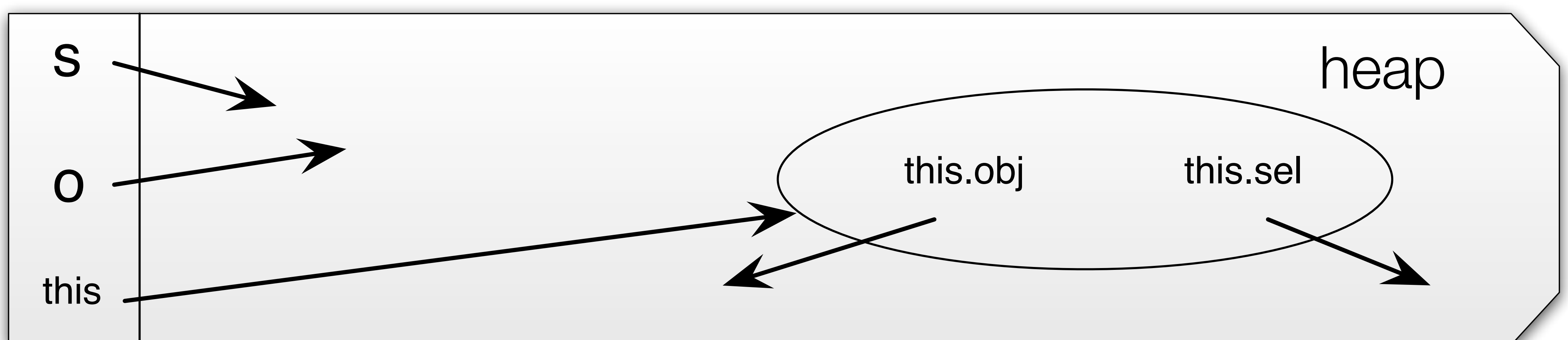

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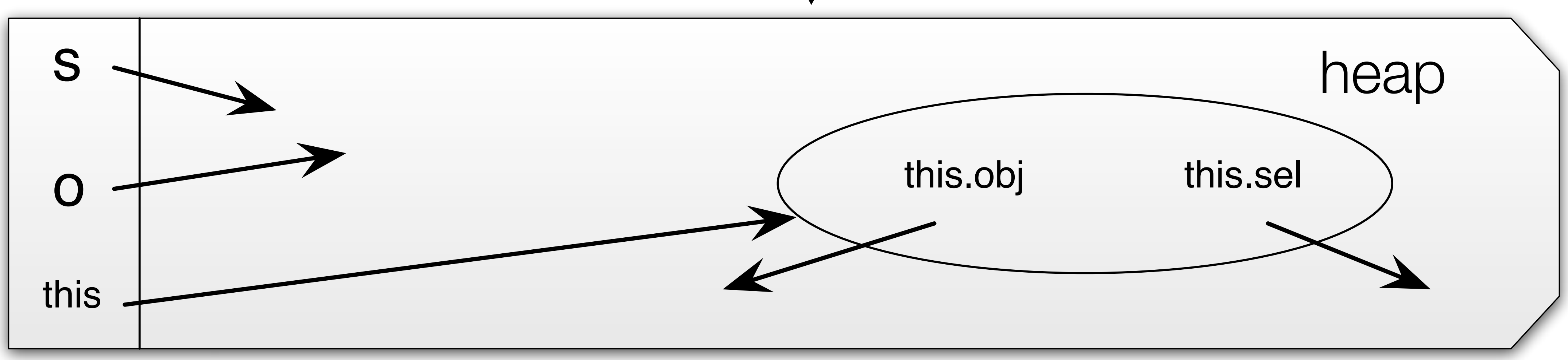
But also constrains the reachable heap to be **type-consistent**: fields must **conform** to **declared** types



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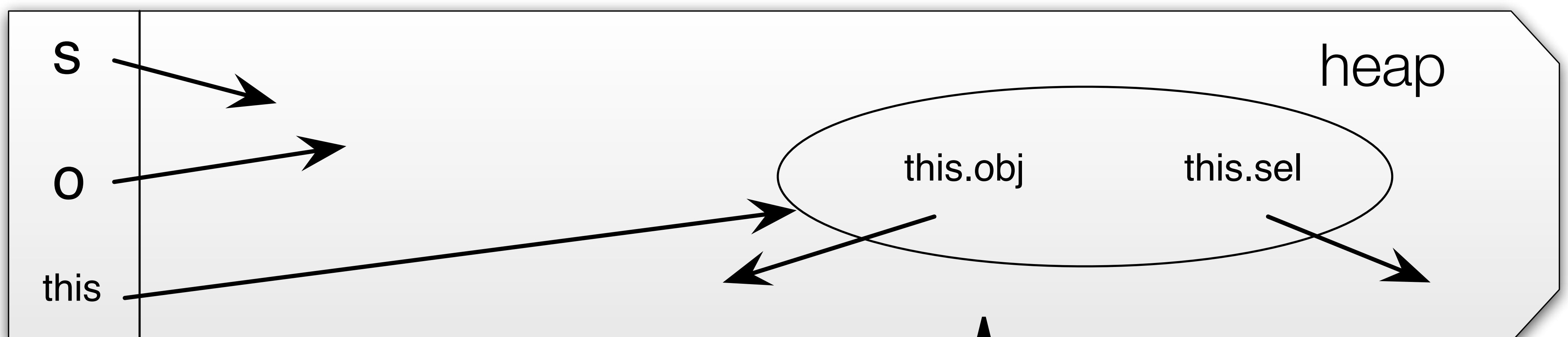

This picture captures the **fully type-consistent concrete** state

Symbolization allows **local variables** to hold values **inconsistent** with **declared types**

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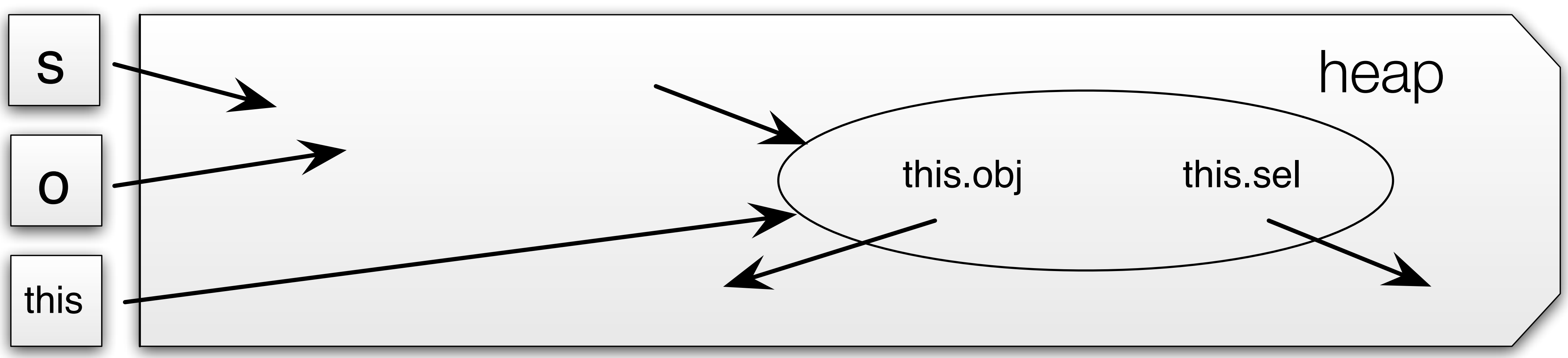

Symbolization allows **local variables** to hold values **inconsistent** with **declared types**

Symbolic environment
allows, e.g., int in s

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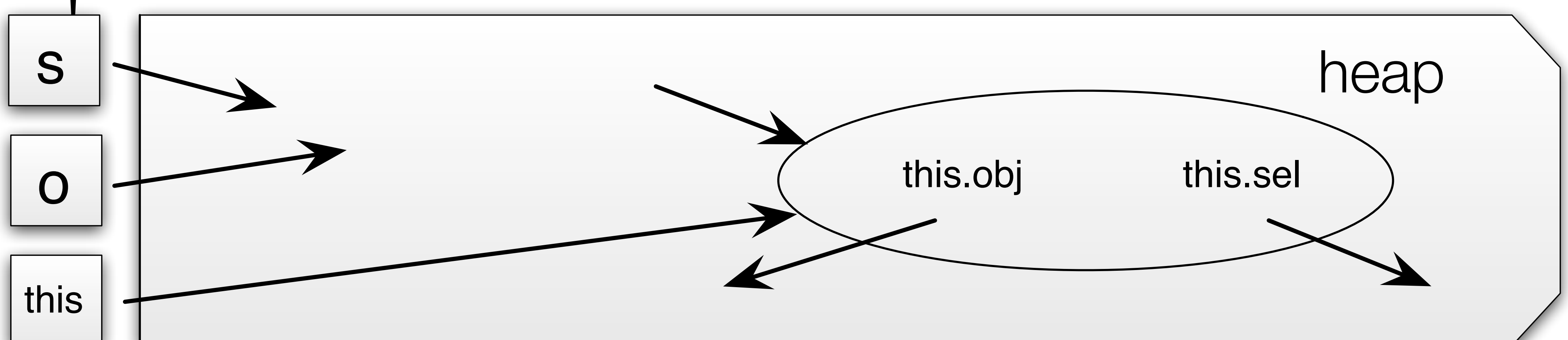

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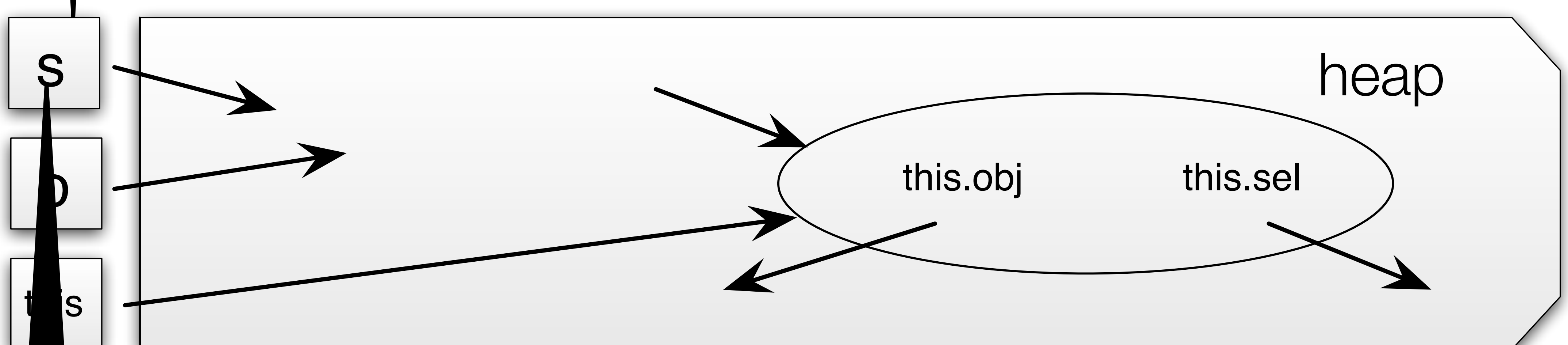

Immediately type-inconsistent: value stored **without dereferences violates** a type constraint

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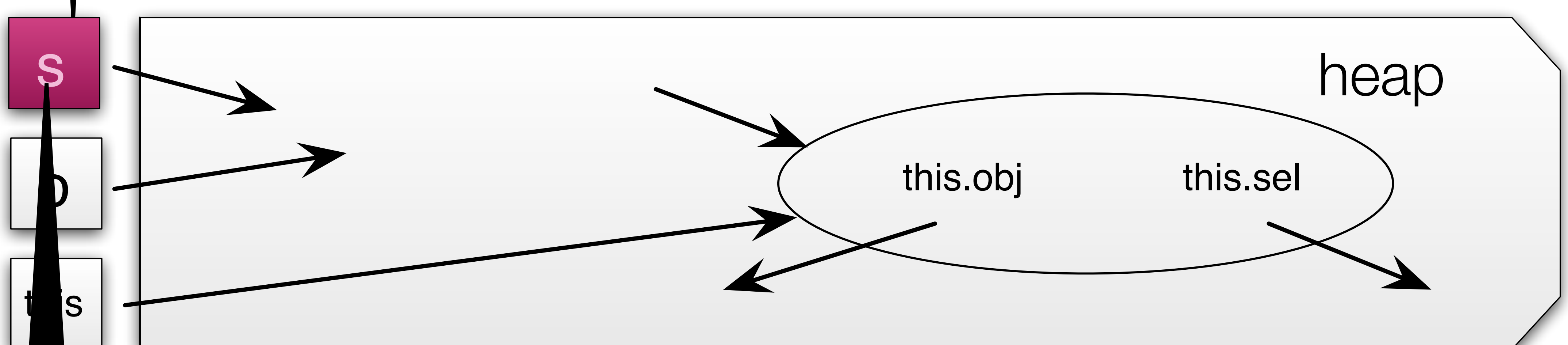

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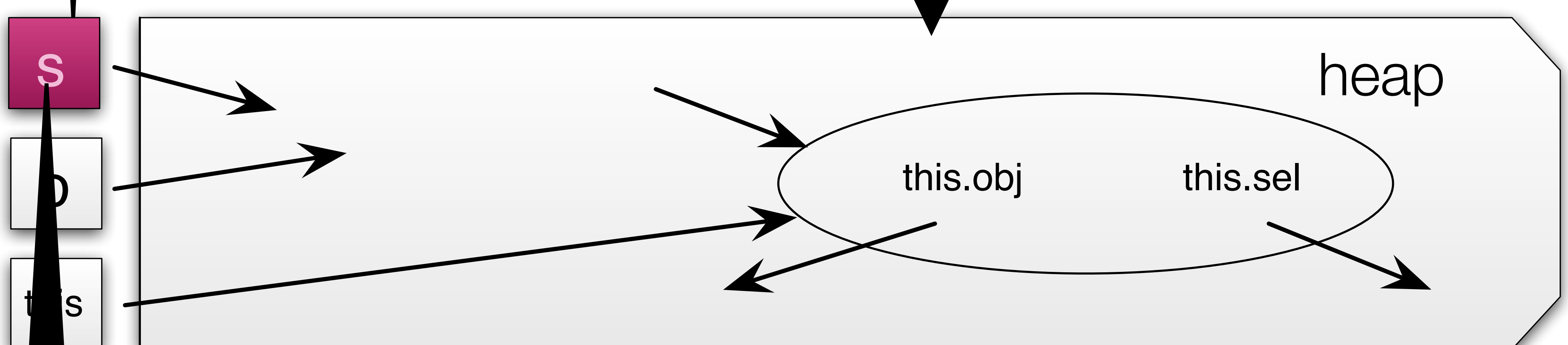
  this.obj = o
```

Γ s : Str
o : Obj | r2 s
this : Callback

Grey indicates storage that is **not immediately type-inconsistent**



Immediately type-inconsistent: value stored **without dereferences violates** a type constraint

Symbolization **unpacks local cells**, but **symbolic facts** about **values** still **constrain the heap**

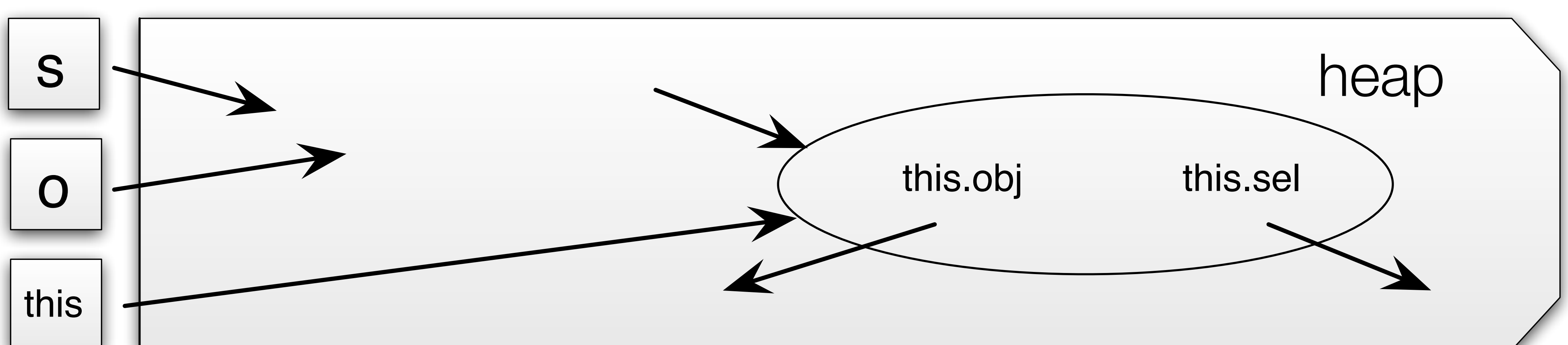
Type environment

$$\Gamma \quad \begin{array}{l} s : \mathsf{Str} \\ o : \mathsf{Obj} \mid \mathsf{r2}\ s \\ \mathrm{this} : \mathsf{Callback} \end{array}$$

symbolize →

Symbolic fact map

$$\widetilde{\Gamma} \quad \begin{array}{l} \widetilde{s} : \mathsf{Str} \\ \widetilde{o} : \mathsf{Obj} \mid \mathsf{r2}\ \widetilde{s} \\ \widetilde{t} : \mathsf{Callback} \end{array}$$



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Base types same on both sides

$$\xrightarrow{\textbf{symbolize}}$$

Symbolic fact map

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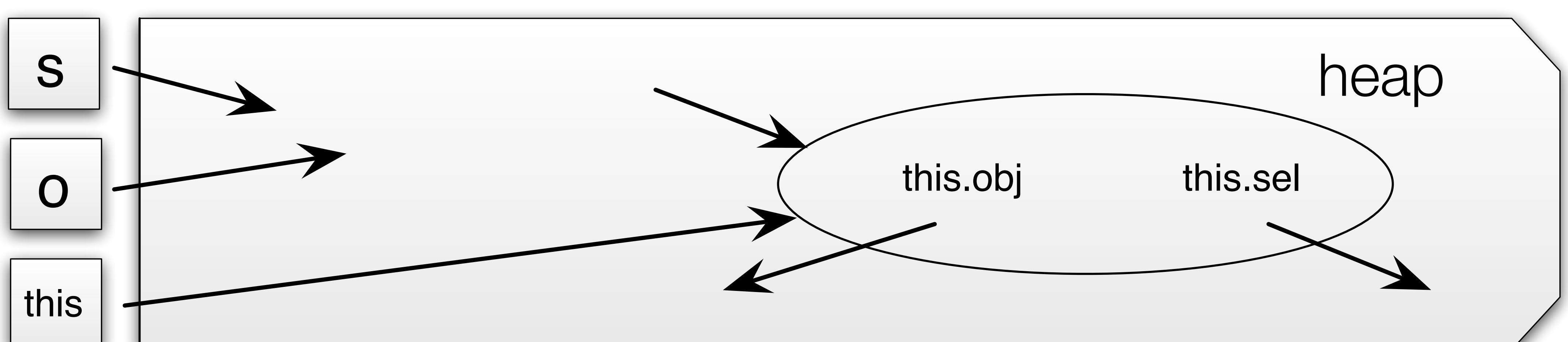

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Type environment

Base types same on both **sides**

Symbolic fact map

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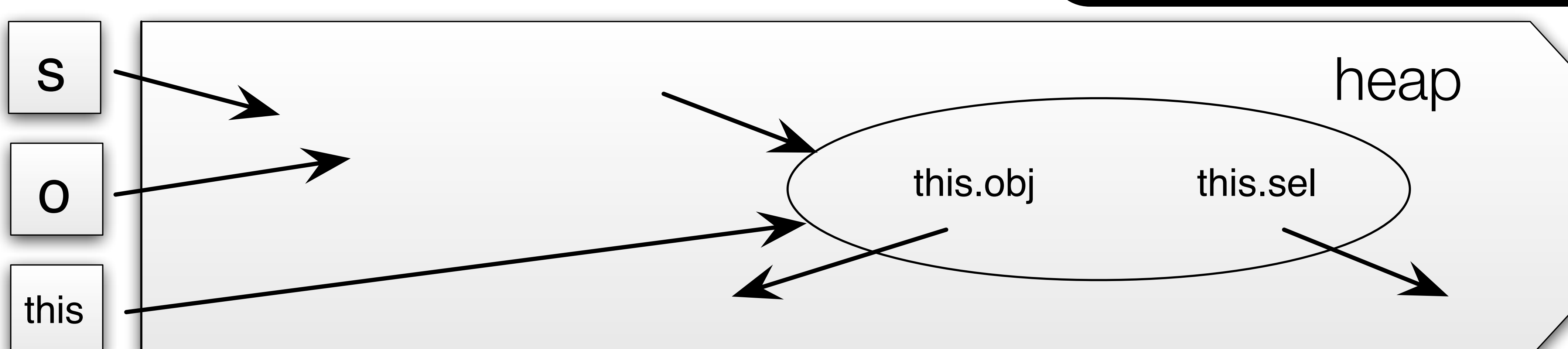
$$\mathsf{Callback} \triangleq \{\mathrm{sel} : \mathsf{Str}, \mathrm{obj} : \mathsf{Obj} \mid \mathsf{r2}\ \mathrm{sel}\}$$

Base type field refinements still refer to **fields**



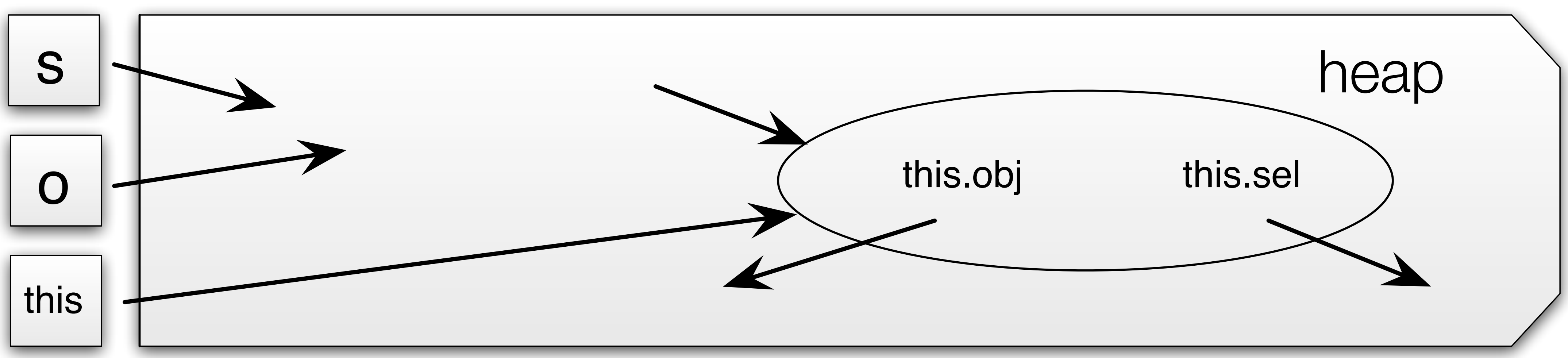
Summarize heap locations that are **not immediately type-inconsistent** with **okheap**

Symbolic Heap

$\widetilde{H}$ okheap

```
def update(s:Str, o:Obj | r2 s)
  this.sel = s
  this.obj = o
```

Concrete State



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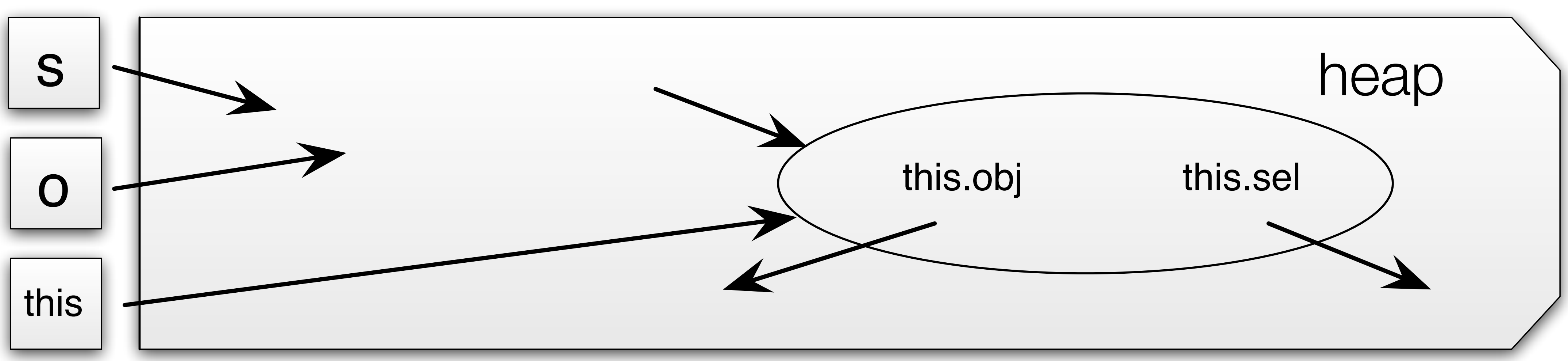
Formula literal: **concretization** includes every subheap that is **not immediately type inconsistent**

Concrete State



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```
def update(s:Str, o:Obj | r2 s)
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Describes storage **without explicitly enumerating it**

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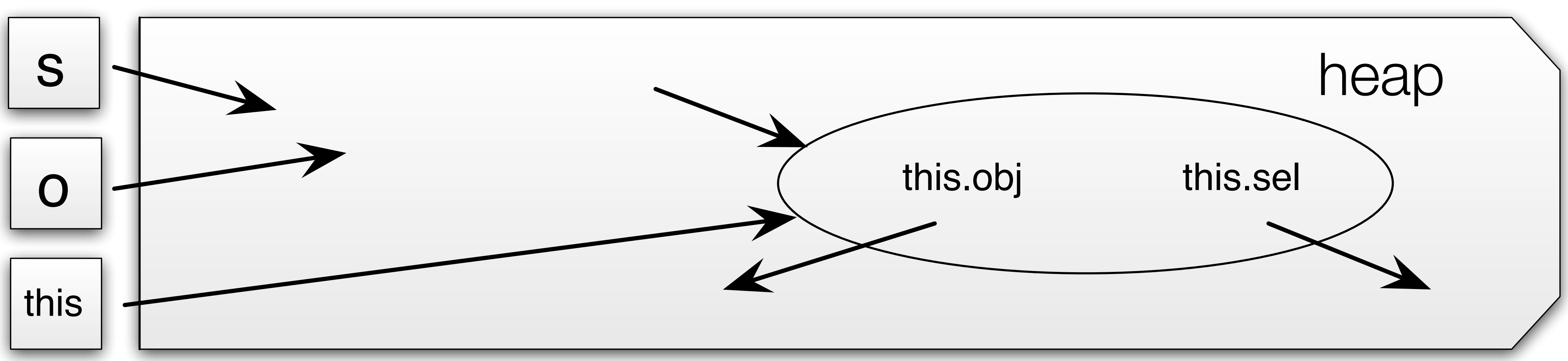
Concrete State



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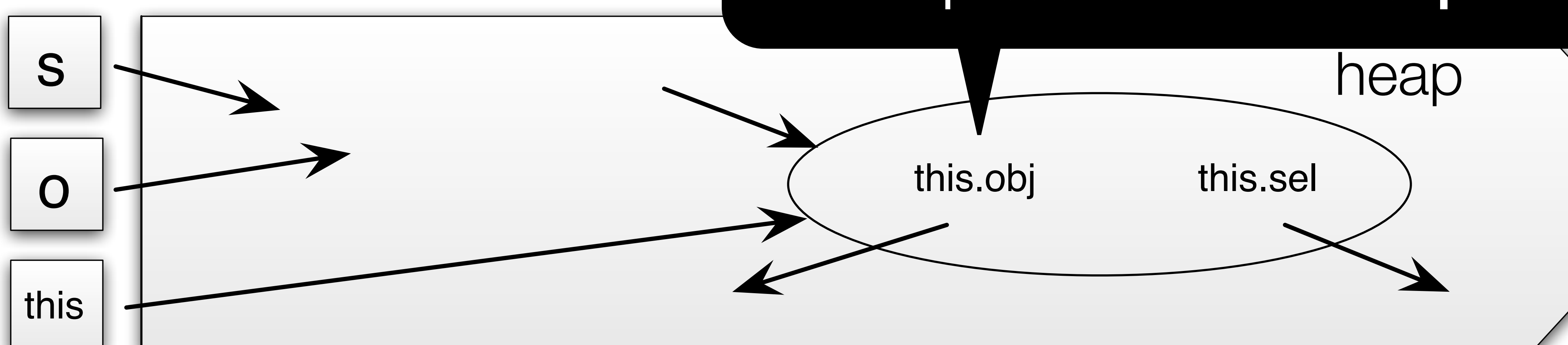
Formula literal: **concretization** includes every subheap that is **not immediately type inconsistent**

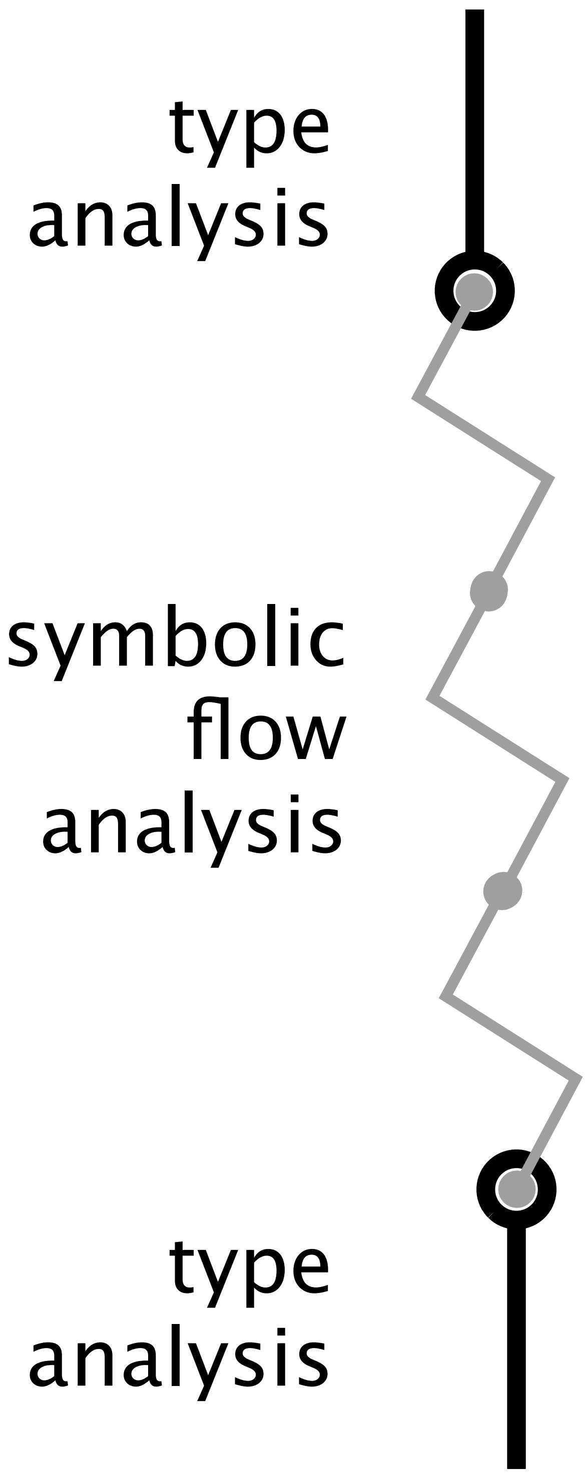
Describes storage **without explicitly enumerating it**

Concrete State

Immediately after switch, type **invariants still hold** so **okheap** represents **entire heap**



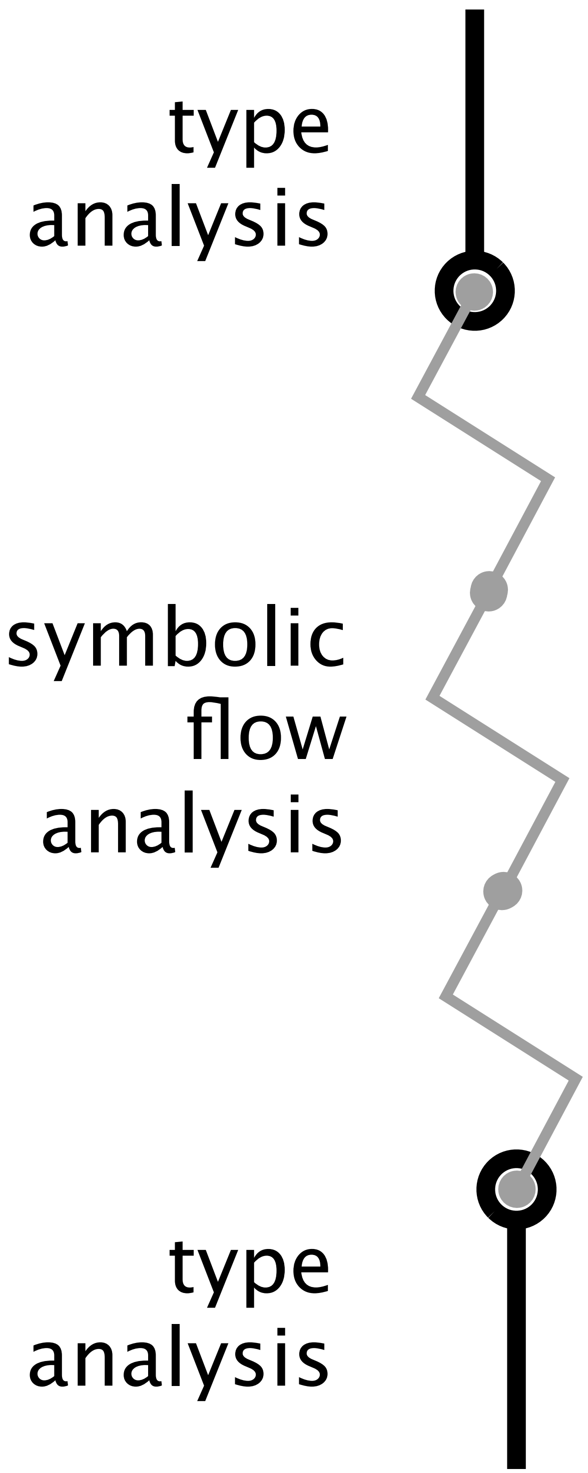
Key Contributions



1. **Translate** type invariant into symbolic state via **“symbolization”** of type environment

2. **Leverage** heap type invariant during symbolic analysis via **type-consistent materialization** and **summarization**

Key Contributions



1. **Translate** type invariant into symbolic state via **“symbolization”** of type environment

2. **Leverage** heap type invariant during symbolic analysis via **type-consistent materialization** and **summarization**

Leverage **heap type invariant** via **type-consistent materialization**

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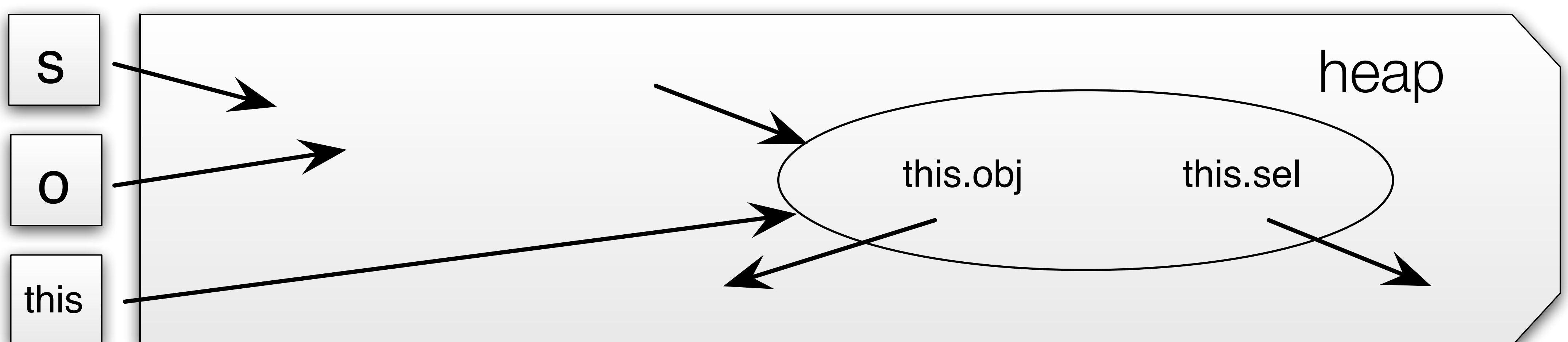
```

Symbolic State

$\widetilde{H}$ okheap

Concrete State



Leverage **heap type invariant** via **type-consistent materialization**

Materialize onto standard
separation-logic explicit heap

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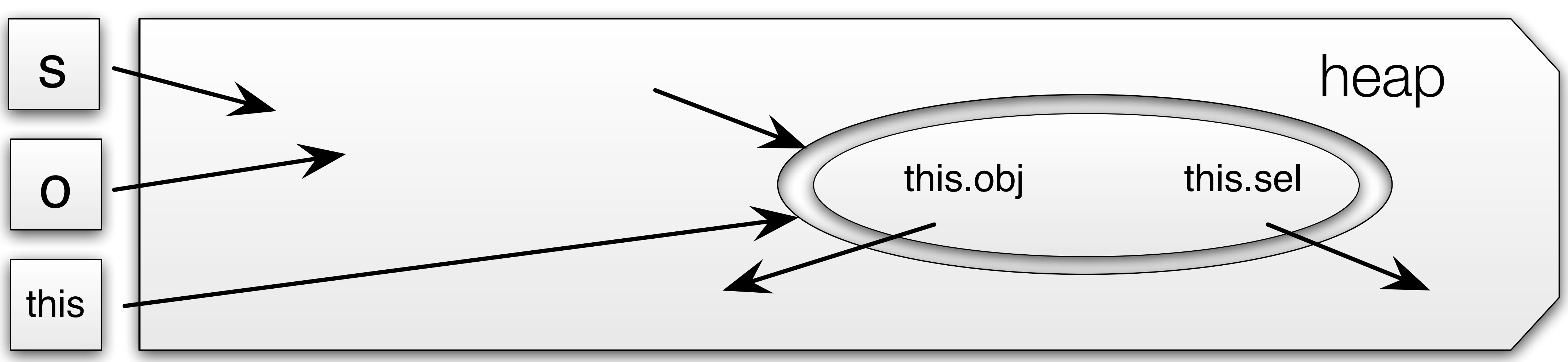
$$\widetilde{H} \quad \text{okheap} \; * \; \widetilde{\text{this}} \mapsto \{\text{sel} \mapsto \widetilde{\text{sel}} * \text{obj} \mapsto \widetilde{\text{obj}}\}$$

Concrete State



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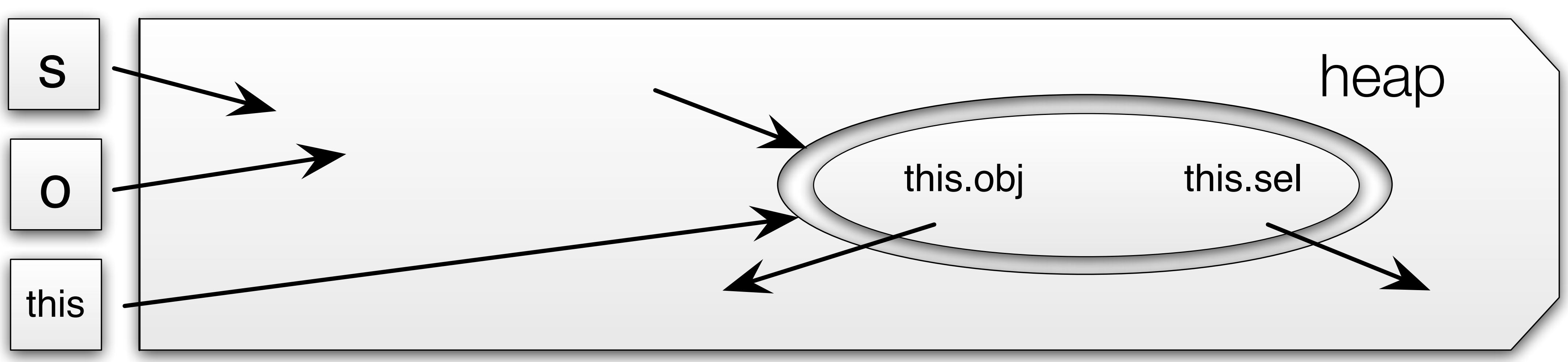
Must-alias and **disalias** guarantee
requires **case split** on **materialization**

Concrete State



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Materialized storage guaranteed to be **not immediately type-inconsistent**

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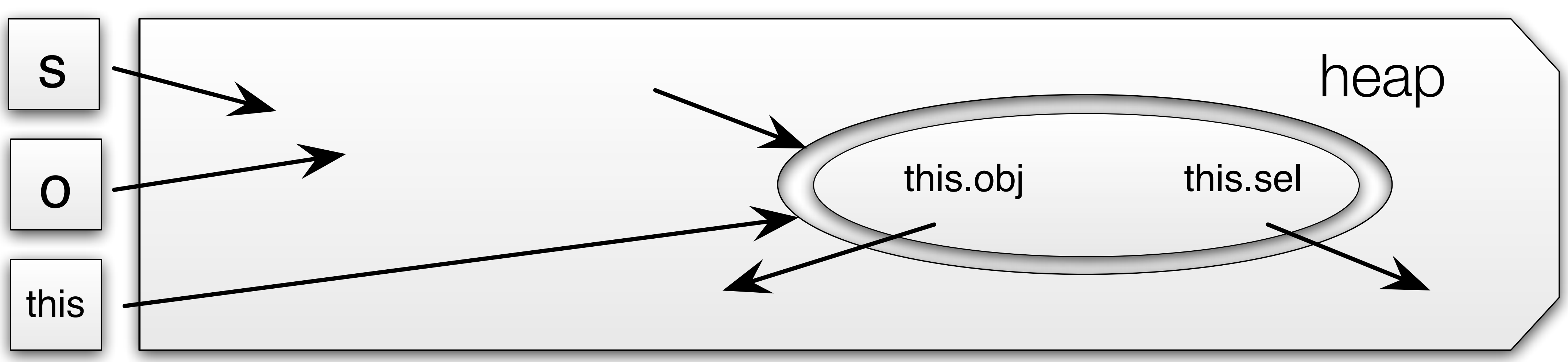

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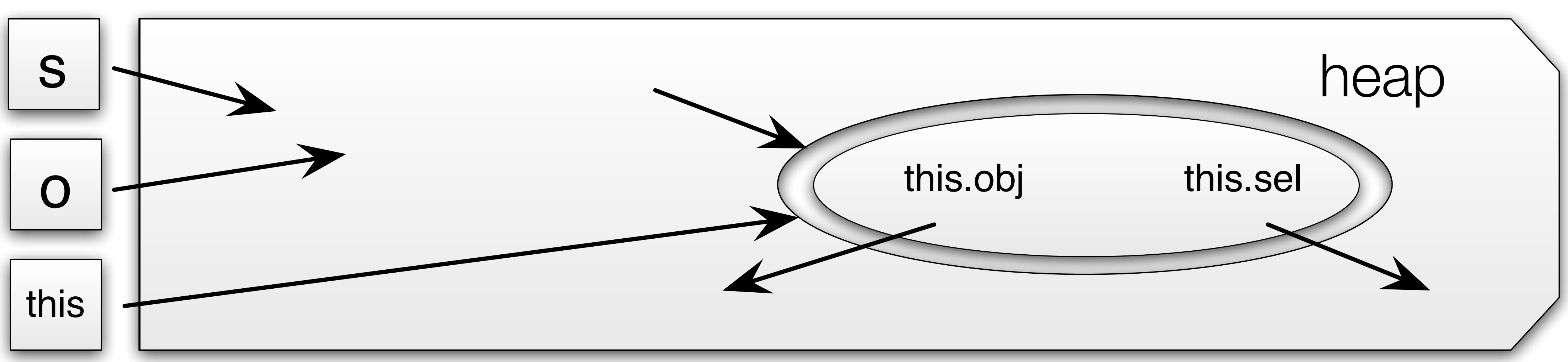
Value stored in `obj` **responds to** value stored in `sel`

Concrete State



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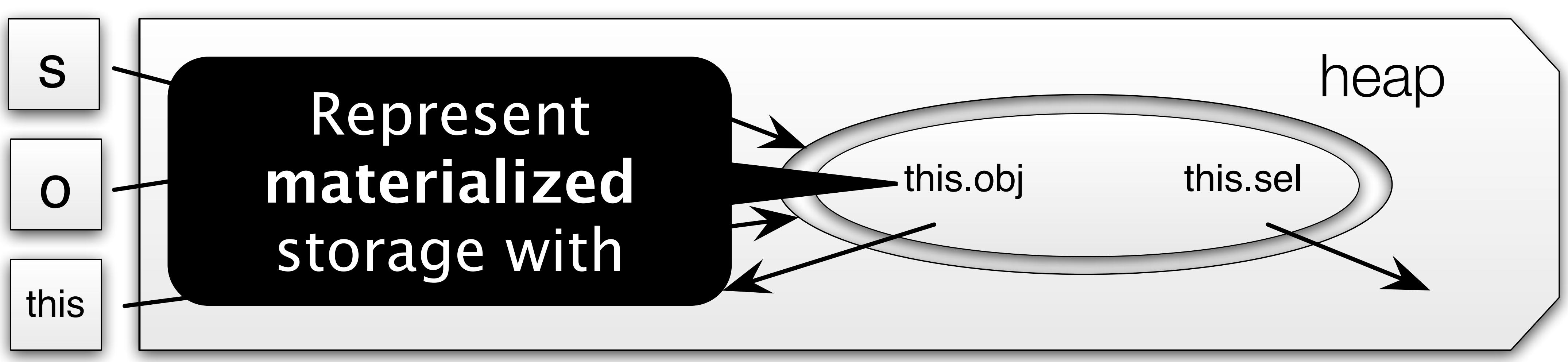

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Concrete State

Analysis can **assume** that **type invariant initially holds on** all **materialized storage**

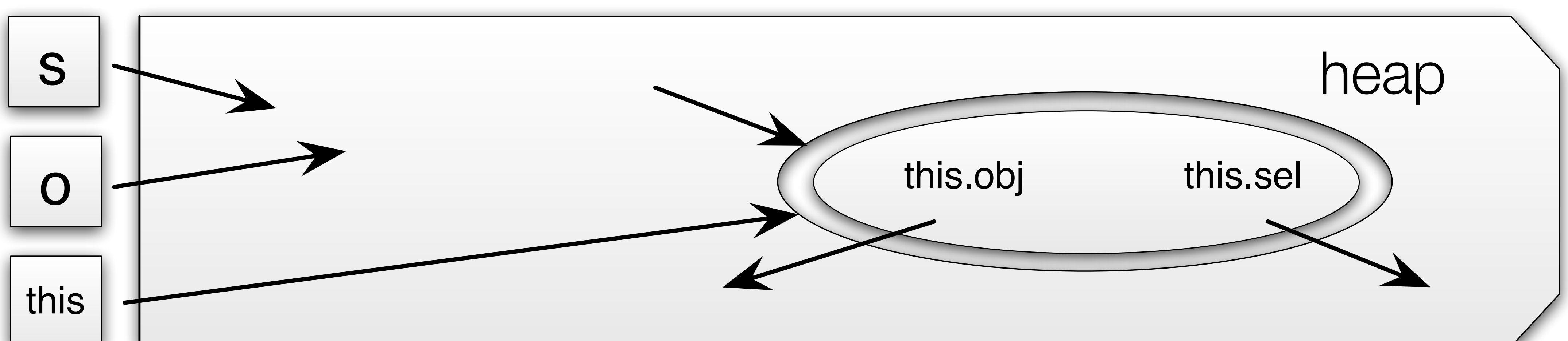
Strong updates on materialized storage to detect **invariant restoration**

```
def update(s:Str, o:Obj | r2 s)
  this.sel = s
  this.obj = o
```

Symbolic State

$$\widetilde{H} \quad \text{okheap} \; * \; \widetilde{\text{this}} \mapsto \{\text{sel} \mapsto \widetilde{\text{sel}} * \text{obj} \mapsto \widetilde{\text{obj}}\}$$

Concrete State



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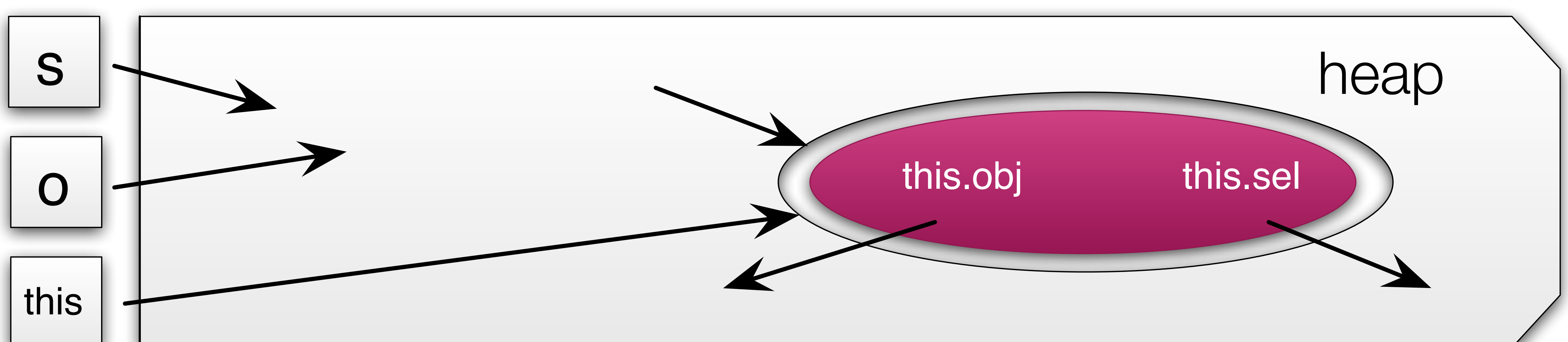
Concrete State



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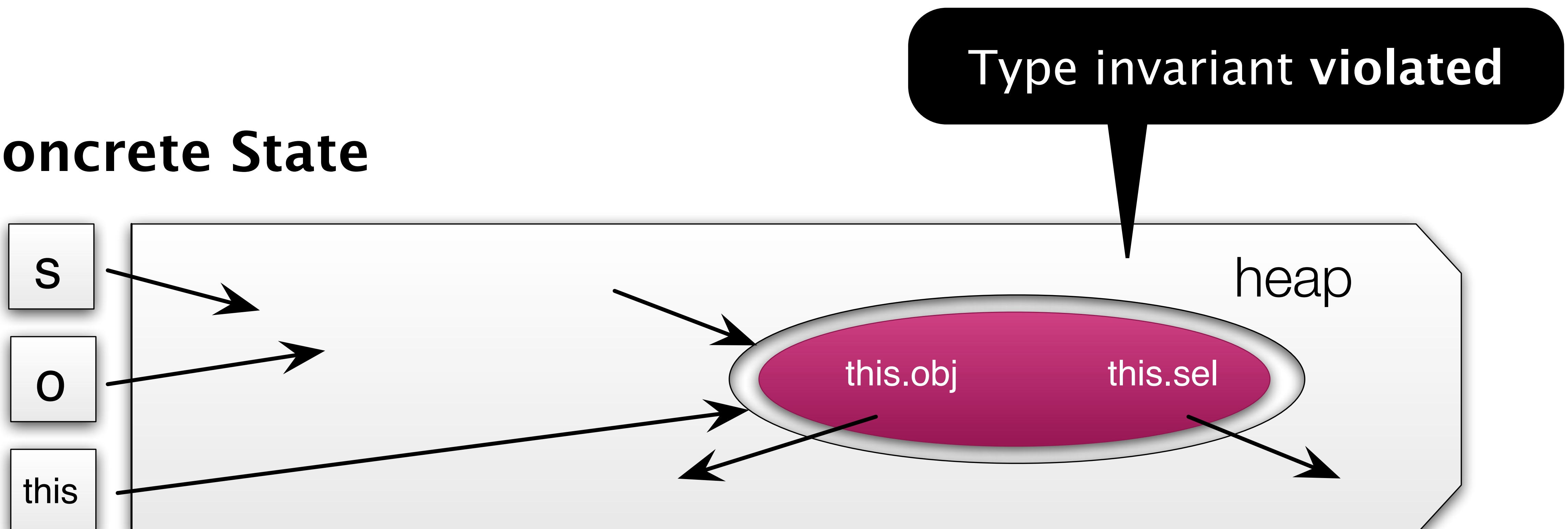
Concrete State



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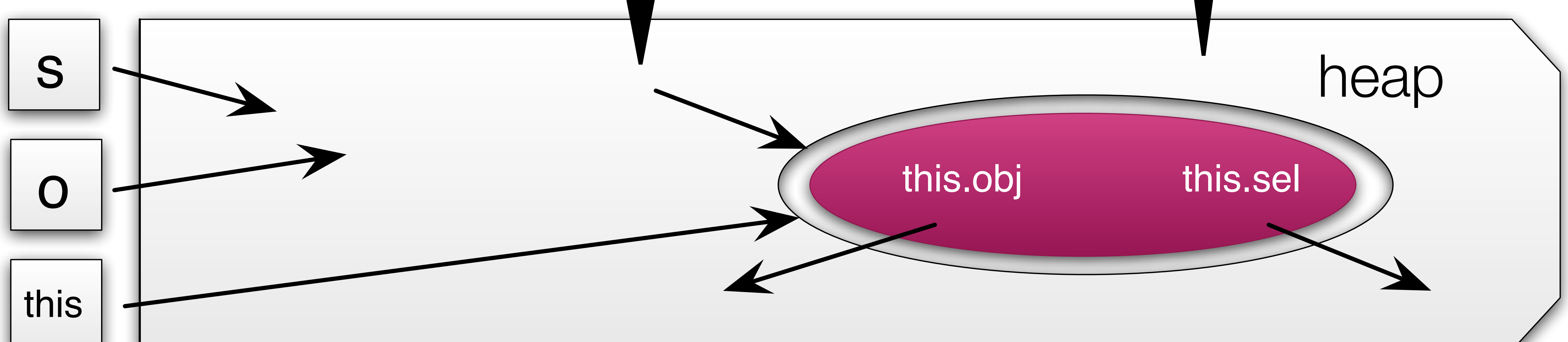
Surprising: can **soundly** permit **pointers in** and **out** of the region that is **not immediately type-inconsistent**

Type invariant **violated**



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Symbolic State

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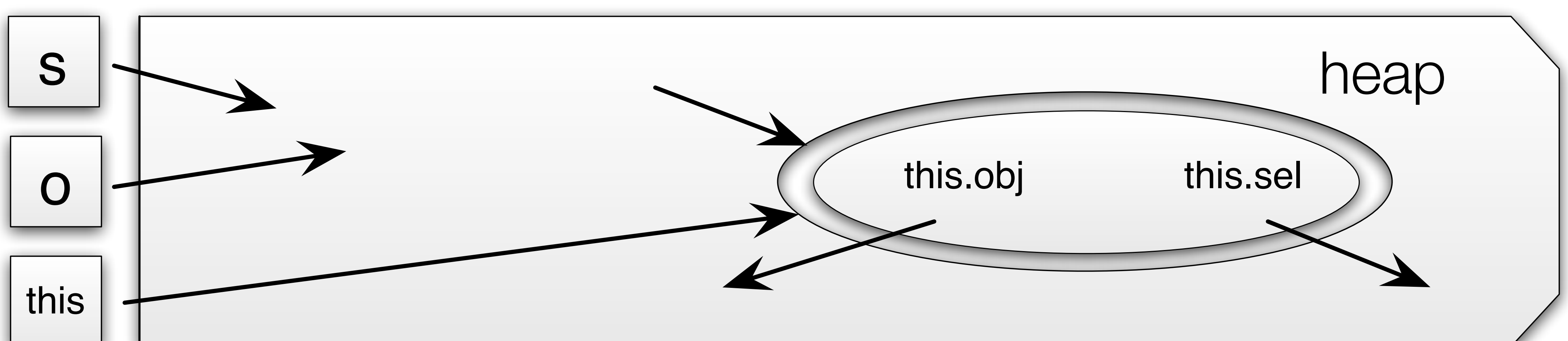
Concrete State



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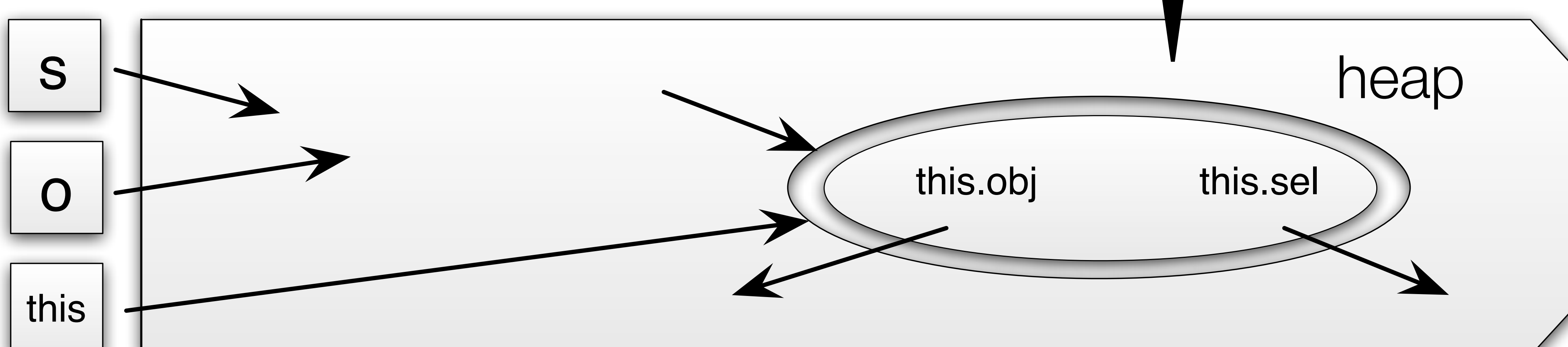
No longer immediately **type-inconsistent**

Concrete State



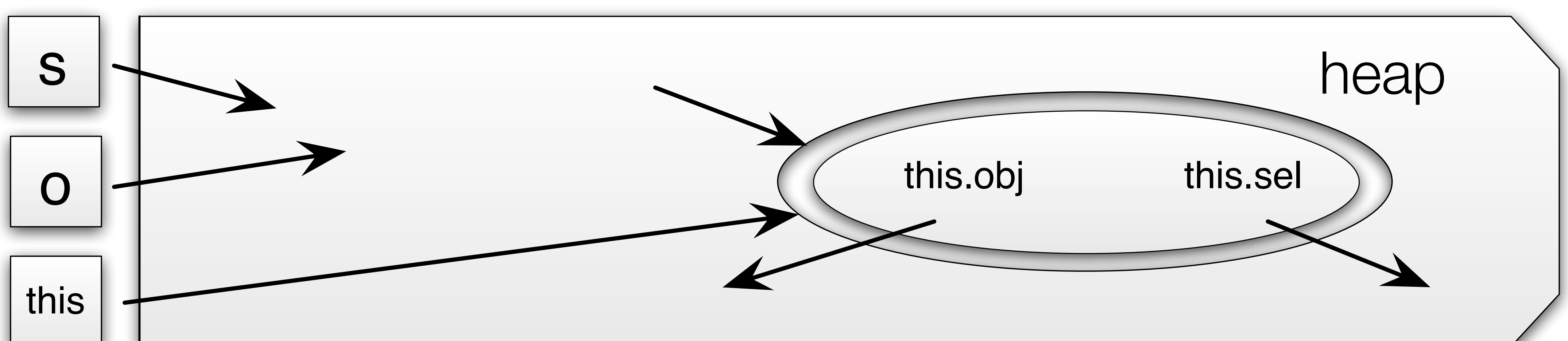
Safely **summarize** storage that is not immediately type inconsistent

```
def update(s:Str, o:Obj | r2 s)
  this.sel = s
  this.obj = o
```

Symbolic State

$$\widetilde{H} \quad \text{okheap} \ * \ \widetilde{\text{this}} \mapsto \{\text{sel} \mapsto \tilde{\text{s}} * \text{obj} \mapsto \tilde{\text{o}}\}$$

Concrete State



Safely **summarize** storage that is not immediately type inconsistent

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  this.sel = s
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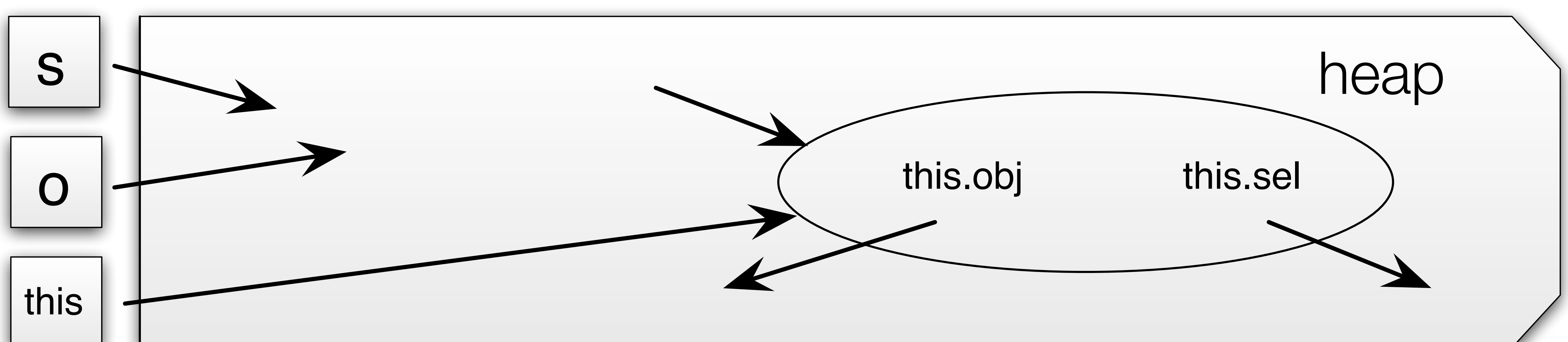

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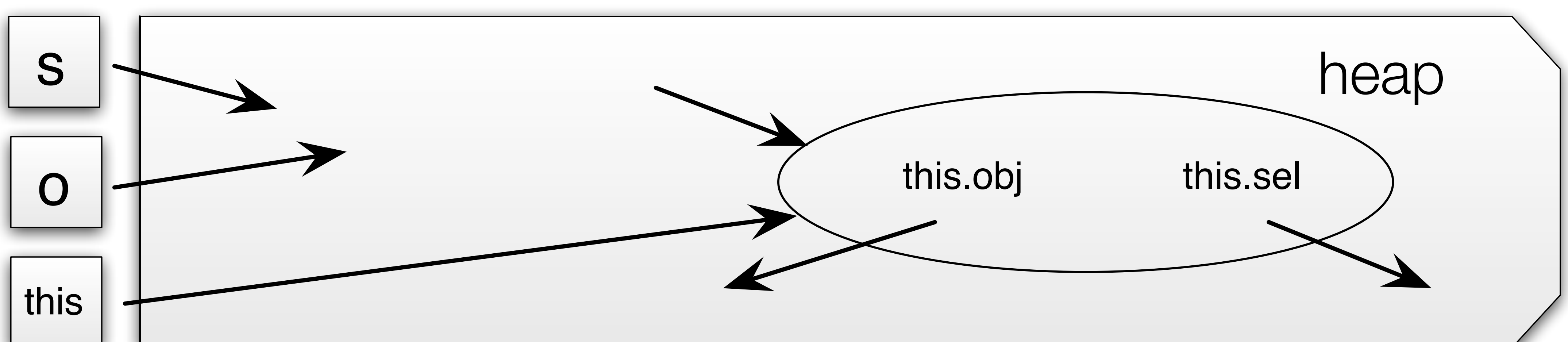

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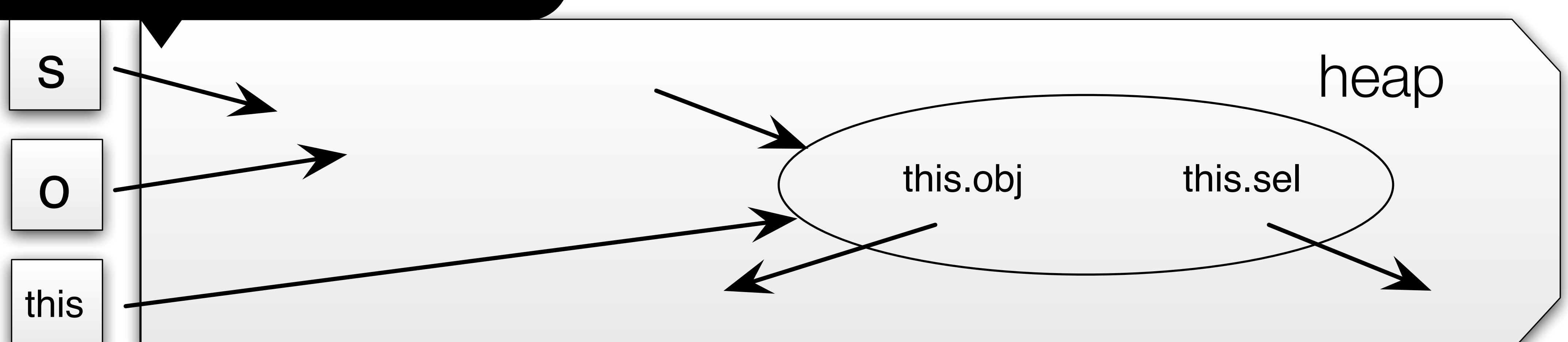

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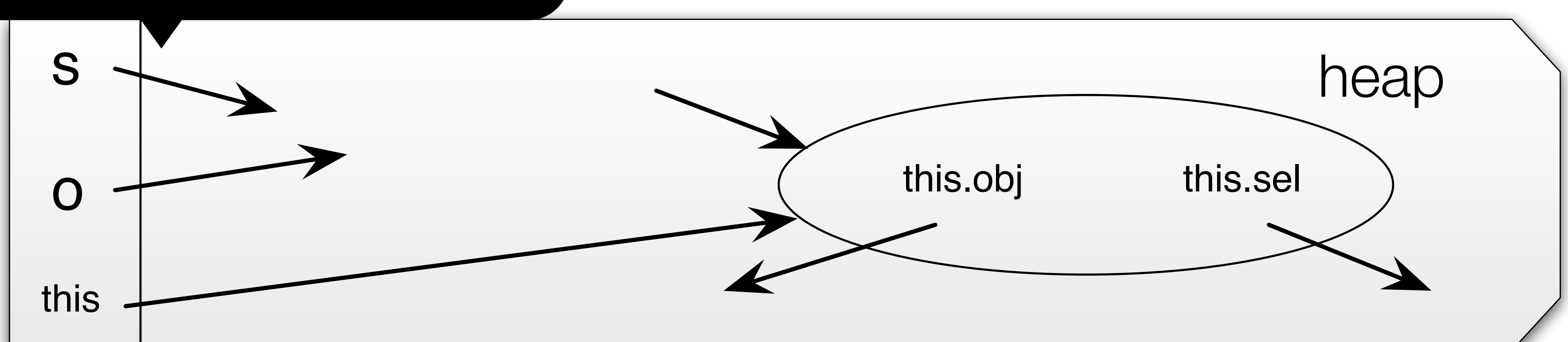
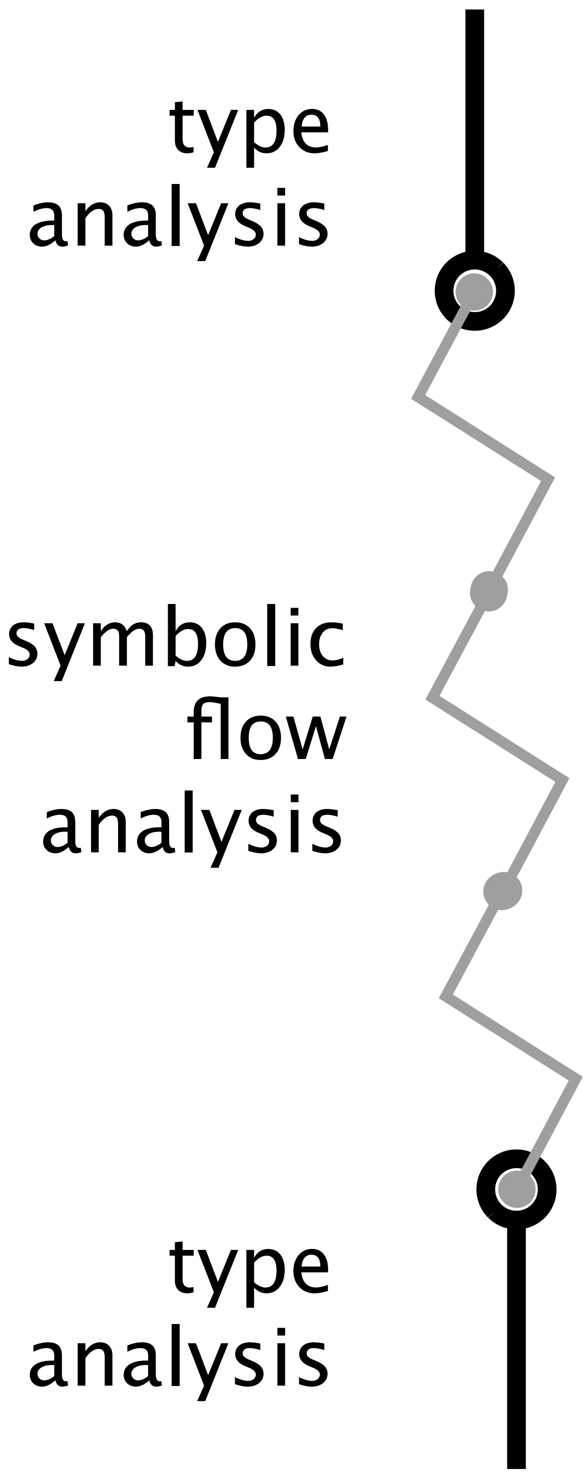


Key Contributions



1. **Translate** type invariant into symbolic state via **"symbolization"** of type environment

2. **Leverage** heap type invariant during symbolic analysis via **type-consistent materialization** and **summarization**

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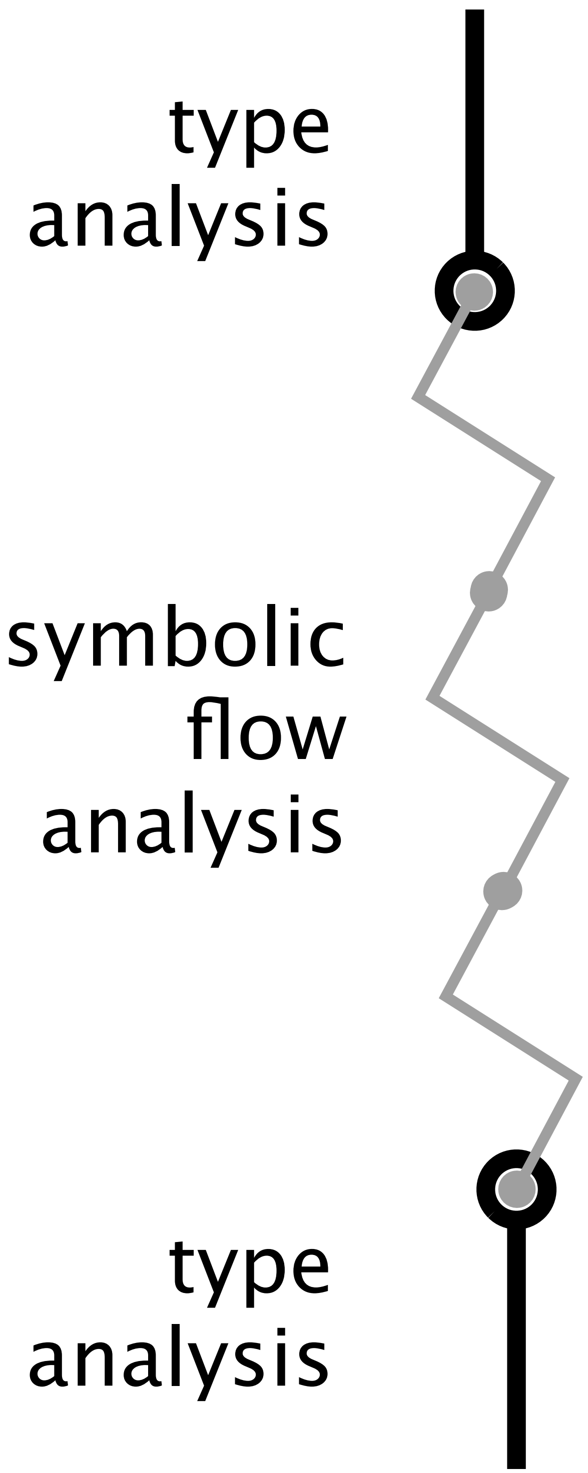

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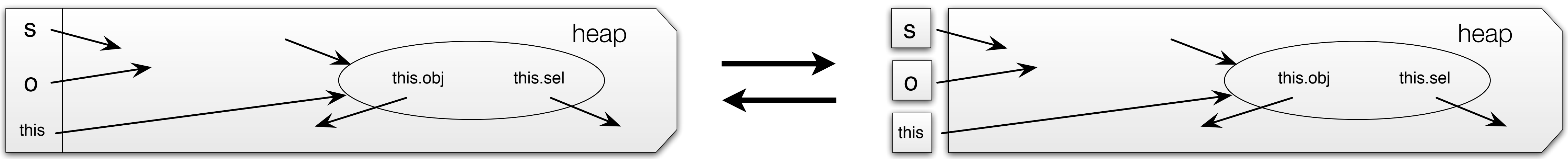

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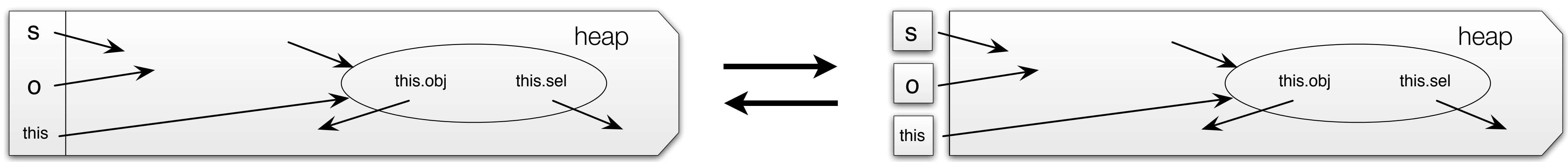
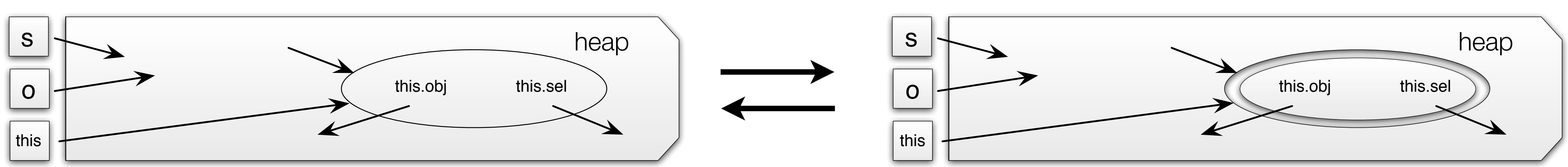


Theorem (Soundness of Materialization/Summarization).

Storage that is **not immediately type-inconsistent** can be safely materialized and summarized into **okheap**.



Evaluation

Analysis mechanics: How often is **symbolic reasoning** required?

Precision: What is improvement over **flow-insensitive checking** alone?

Cost: What is the cost of analysis in **running time**?

Case Study: Reflection in Objective-C

Prototype analysis implementation

- Plugin for **clang** static analyzer in C++

9 **Objective-C** benchmarks

- 6 **libraries** and 3 **applications**
- **1,000** to **176,000** lines of code

Manual **type annotations**

- 76 r2 annotations on **system libraries**
- 136 annotations on **benchmark code**

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Including **Skim, Adium,** and **OmniGraffle**

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Analysis **mechanics**

	size		
benchmark	**(loc)**	**symbolic sections**	**maximum materializations**
OAuth	1248	7	1
SCRecorder	2716	2	2
ZipKit	3301	0	0
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Approaches limited to **one-at-a-time materialization not sufficient**

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	size		false alarms	
benchmark	(loc)	reflective call sites	flow-insensitive	almost-everywhere
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Also found a real reflection **bug** in Vienna, which we reported and which was **fixed**

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benchmark	**(loc)**	**Time**	**Rate (kloc/s)**
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Does **not** include **system headers**

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Interactive speeds

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Higher rate for projects with **larger translation units**

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tion

Maintains key benefit of flow-insensitive analyses: **speed**

Summary

- Check **almost everywhere** heap invariants with **intertwined type** and **symbolic flow analysis**
  - **Translate** type environment into symbolic state with **symbolization**
  - **Leverage** heap type invariant during symbolic analysis via **type-consistent materialization** and **summarization**
- Approach is **very fast** and **scales to large programs**

Fissile Type Analysis yields significant **precision improvement** at **little cost** in performance

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Why?

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Why?

Because **almost-everywhere** invariants hold **almost everywhere**

Manual annotation **burden**

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higher for frameworks exporting **reflective interfaces**

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essentially zero for **clients** of reflection

higher for frameworks exporting **reflective interfaces**

in-between for **applications** and large frameworks (which do both)

application code

```
class MyButton {
  var cb : Callback = ...

  def setState(s : Str)
    var m = "draw" + s
    cb.update(self, m)
  end

  def draw()
      cb.call()
  end

  def drawUp() ... end
  def drawDown() ... end
}
```

library code

```
class Callback {
  var sel : Str = ...
  var obj : Obj = ...

  def update(s : Str,
             o : Obj)
    this.sel = s
    this.obj = o
  end

  def call()
    this.obj.[this.sel]()
  end
}
```

Idiomatic reflection decouples **callbacks** and avoids **boilerplate**

application code

```
class MyButton {
  var cb : Callback = ...

  def setState(s : Str)
    var m = "draw" + s
    cb.update(self, m)
  end

  def draw()
      cb.call()
  end

  def drawUp() ... end
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