

# Lecture 10

## Pointer Analysis

1. Datalog
2. Context-insensitive, flow-insensitive pointer analysis
3. Context sensitivity

Readings: Chapter 12

## Pointer Analysis to Improve Security

- Top web application security vulnerabilities
  - SQL injection, cross-site scripting
- User input accessing databases
- Information flow analysis (taint analysis)
- Sound analysis that found errors in 8 out of 9 apps

PQL

```
 $p_1 = req.getParameter ( );$   
 $stmt.executeQuery (p_2);$ 
```

$p_1$  and  $p_2$  point to same object?

Pointer alias analysis

# Automatic Analysis Generation



Programmer:  
Security analysis  
in 10 lines

PQL

Compiler writer:  
Ptr analysis  
in 10 lines

Datalog

**bddb**  
(**BDD-based**  
**deductive database**)  
with  
Active Machine Learning

1000s of lines  
1 year tuning

BDD operations

BDD: 10,000s-lines library

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## Goals of the Lecture

- Pointer analysis
  - Interprocedural, context-sensitive, flow-insensitive  
(Dataflow: intraprocedural, flow-sensitive)
- Power of languages and abstractions
- Elegant abstractions
  - Logic programming
  - BDDs: Binary decision diagrams  
(Most-cited CS paper a few years ago)

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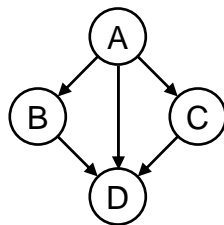
# 1. Datalog Basics

- $p(X_1, X_2, \dots, X_n)$ 
  - $p$  is a predicate
  - $X_1, X_2, \dots, X_n$  are terms such as variables or constants
- A predicate can be viewed as a relation

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## Example: Call graph edges Predicate vs. Relation



calls(A,B)  
calls(A,C)  
calls(A,D)  
calls(B,D)  
calls(C,D)

### Predicates

- Calls  $(x,y)$ :  $x$  calls  $y$  is true
- Ground atoms: predicates with constant arguments

### Relations

- Calls  $(x,y)$  :  $x, y$  is in a “calls” relationship
- Extensional database: tuples representing facts

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## Datalog Programs: Set of Rules (Intensional DB)

- $H :- B_1 \& B_2 \dots \& B_n$
- LHS is true if RHS is true
  - Rules define the intensional database
- Example: Datalog program to compute call\*
  - transitive closure of calls relation
  - $\text{calls}^*(x, y)$  if  $x$  calls  $y$  directly or indirectly
  - $\text{calls}^*(x, y) :- \text{calls}(x, y)$
  - $\text{calls}^*(x, z) :- \text{calls}^*(x, y) \& \text{calls}^*(y, z)$
- Result:
  - set of ground atoms inferred by applying the rules until no new inferences can be made

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## Datalog vs. SQL

- SQL
  - Imperative programming:
    - join, union, projection, selection
  - Explicit iteration
- Datalog: logical database language
  - Declarative programming
  - Recursive definition: fixpoint computation
  - Negation can lead to oscillation
  - Stratified: only negate one “stratum” at a time

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## 2. Flow-insensitive Points-to Analysis

- Alias analysis:
  - Can two pointers point to the same location?
  - \*a, \*(a+8)
- Points-to analysis:
  - What objects does each pointer points to?
  - Two pointers cannot be aliased if they must point to different objects

## How to Name Objects?

- Objects are dynamically allocated
- Use finite names to refer to unbounded # objects
- 1 scheme: Name an object by its allocation site

```
main () {                f () {
    p = f();              A: a = new O ();
    q = f();              B: b = new O ();
}                          return a;
                          }

```

## Points-To Analysis for Java

- Variables ( $v \in V$ ): local variables in the program
- Heap-allocated objects ( $h \in H$ )
  - has a set of fields ( $f \in F$ )
  - named by allocation site

## Program Abstraction

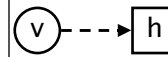
- Allocations  $h: v = \text{new } c$
- Store  $v_1.f = v_2$
- Loads  $v_2 = v_1.f$
- Moves, arguments:  $v_1 = v_2$
- Assume: a (conservative) call graph is known a priori
  - Call: formal = actual
  - Return: actual = return value

# Pointer Analysis Rules

Object creation

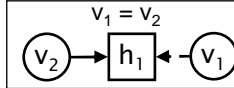
$\text{pts}(v, h) :- \text{“}h: T v = \text{new } T()\text{”}.$

$h: T v = \text{new } T();$



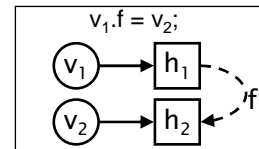
Assignment

$\text{pts}(v_1, h_1) :- \text{“}v_1 = v_2\text{”} \ \& \ \text{pts}(v_2, h_1).$



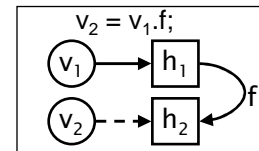
Store

$\text{hpts}(h_1, f, h_2) :- \text{“}v_1.f = v_2\text{”} \ \& \ \text{pts}(v_1, h_1) \ \& \ \text{pts}(v_2, h_2).$



Load

$\text{pts}(v_2, h_2) :- \text{“}v_2 = v_1.f\text{”} \ \& \ \text{pts}(v_1, h_1) \ \& \ \text{hpts}(h_1, f, h_2).$



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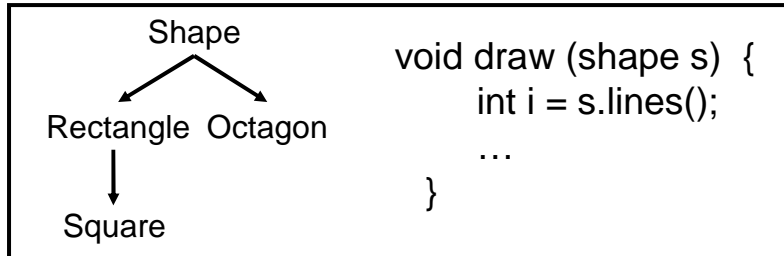
# Pointer Alias Analysis

- Specified by a few Datalog rules
  - Creation sites
  - Assignments
  - Stores
  - Loads
- Apply rules until they converge

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## Virtual Method Invocation



- Class hierarchy analysis  $cha(t, n, m)$ 
  - Given an invocation  $v.n(...)$ , if  $v$  points to object of type  $t$ , then  $m$  is the method invoked
  - $t$ 's first superclass that defines  $n$

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## Pointer Analysis Can Improve Call Graphs

Discover points-to results and methods invoked on the fly

$hType(h, t)$ :  $h$  has type  $t$

$actual(s, i, v)$ :  $v$  is the  $i$ th actual parameter in call site  $s$ .

$formal(m, i, v)$ :  $v$  is the  $i$ th formal parameter declared in method  $m$ .

$invokes(s, m)$  :- " $s: v.n(...)$ " &  $pts(v, h)$  &  
 $hType(h, t)$  &  $cha(t, n, m)$

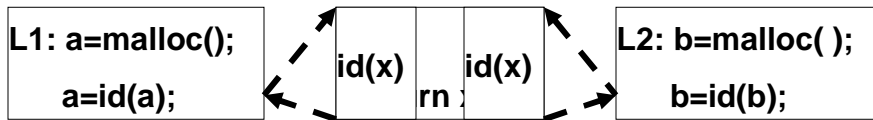
$pts(v, h)$  :-  $invokes(s, m)$  &  
 $formal(m, i, v)$  &  $actual(s, i, w)$  &  
 $pts(w, h)$

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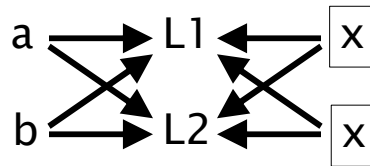


### 3. Context-Sensitive Pointer Analysis

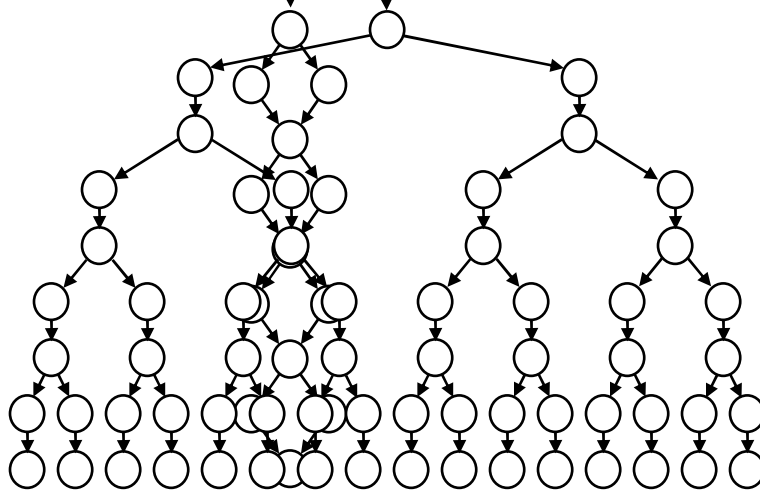


*context-sensitive*

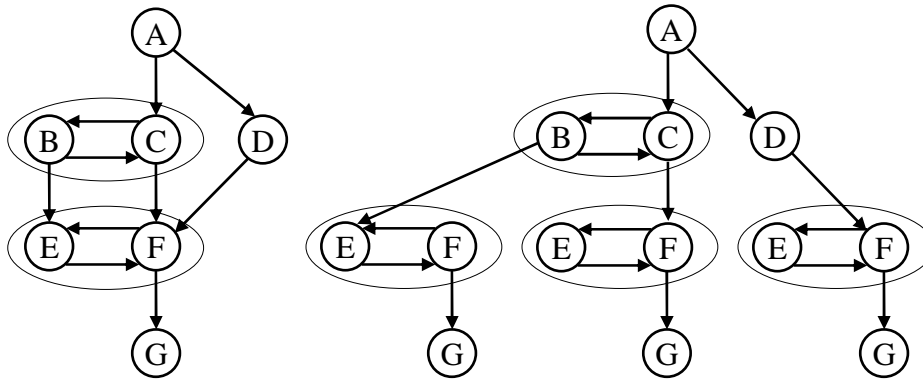
*context-insensitive*



Even without recursion,  
# of contexts is exponential!



# Recursion

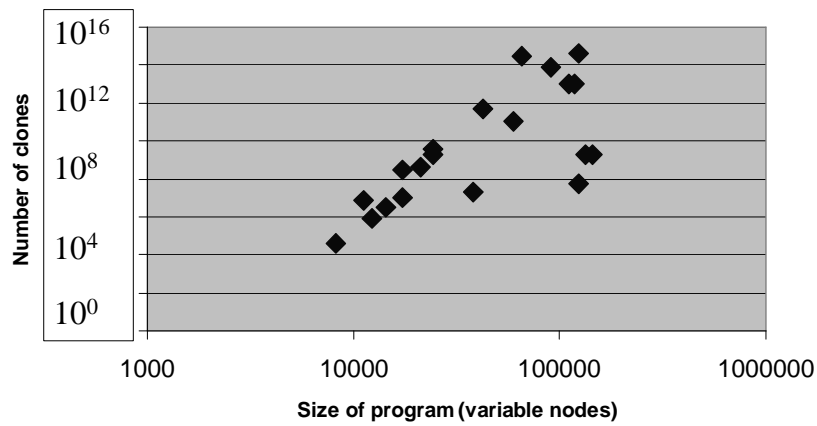


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## Top 20 Sourceforge Java Apps

Number of Clones



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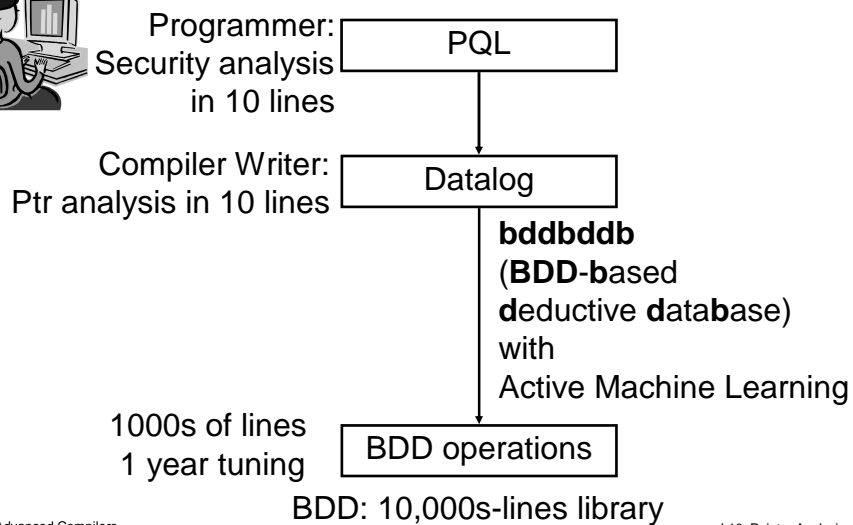
# Cloning-Based Algorithm

- Whaley&Lam, PLDI 2004 (best paper award)
- Apply the context-insensitive algorithm to the program to discover the call graph
- Find strongly connected components
- Create a “clone” for every context
- Apply the context-insensitive algorithm to cloned call graph
- Lots of redundancy in result
- Exploit redundancy by clever use of BDDs (binary decision diagrams)

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# Automatic Analysis Generation



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