

Flexible Lightweight Scalable Software Analysis

Rob Hackman

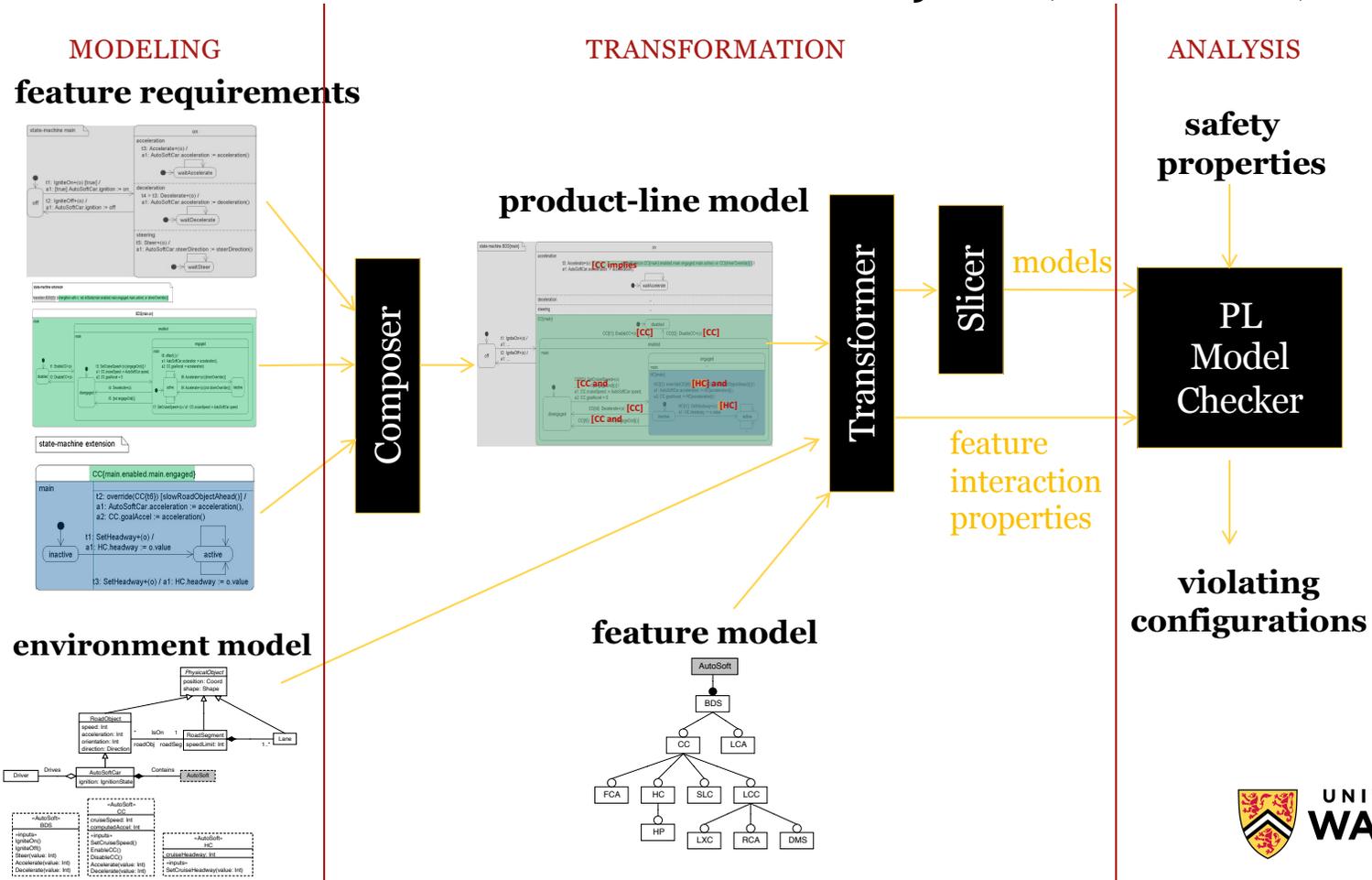
Prof. Jo Atlee

Prof. Mike Godfrey

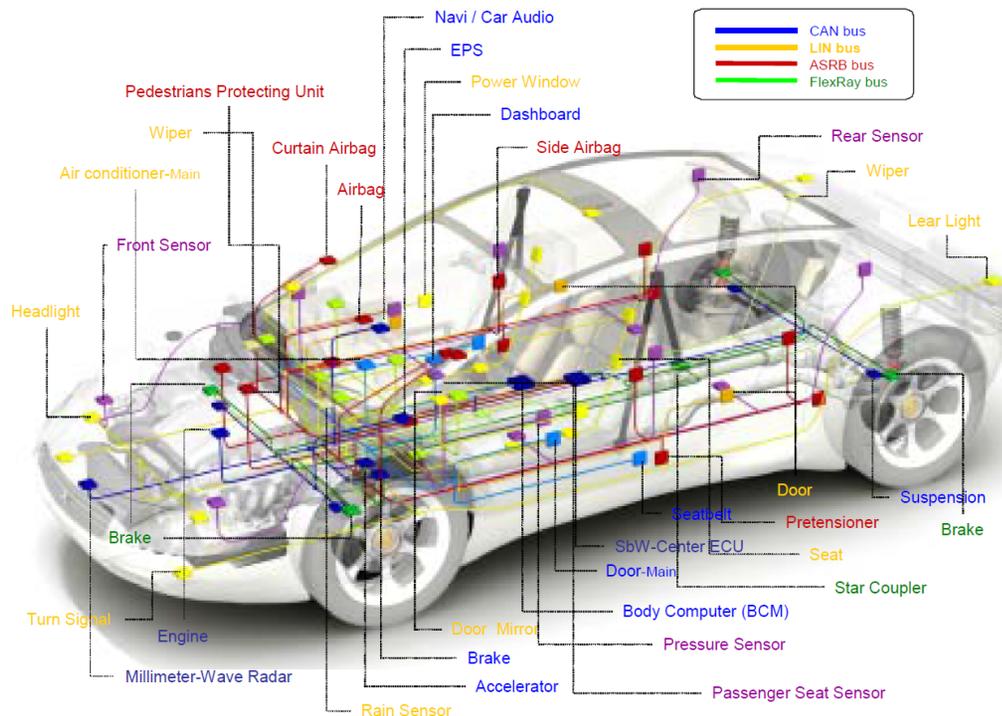
Davood Anbarnam



model-based feature interaction analysis (past work)



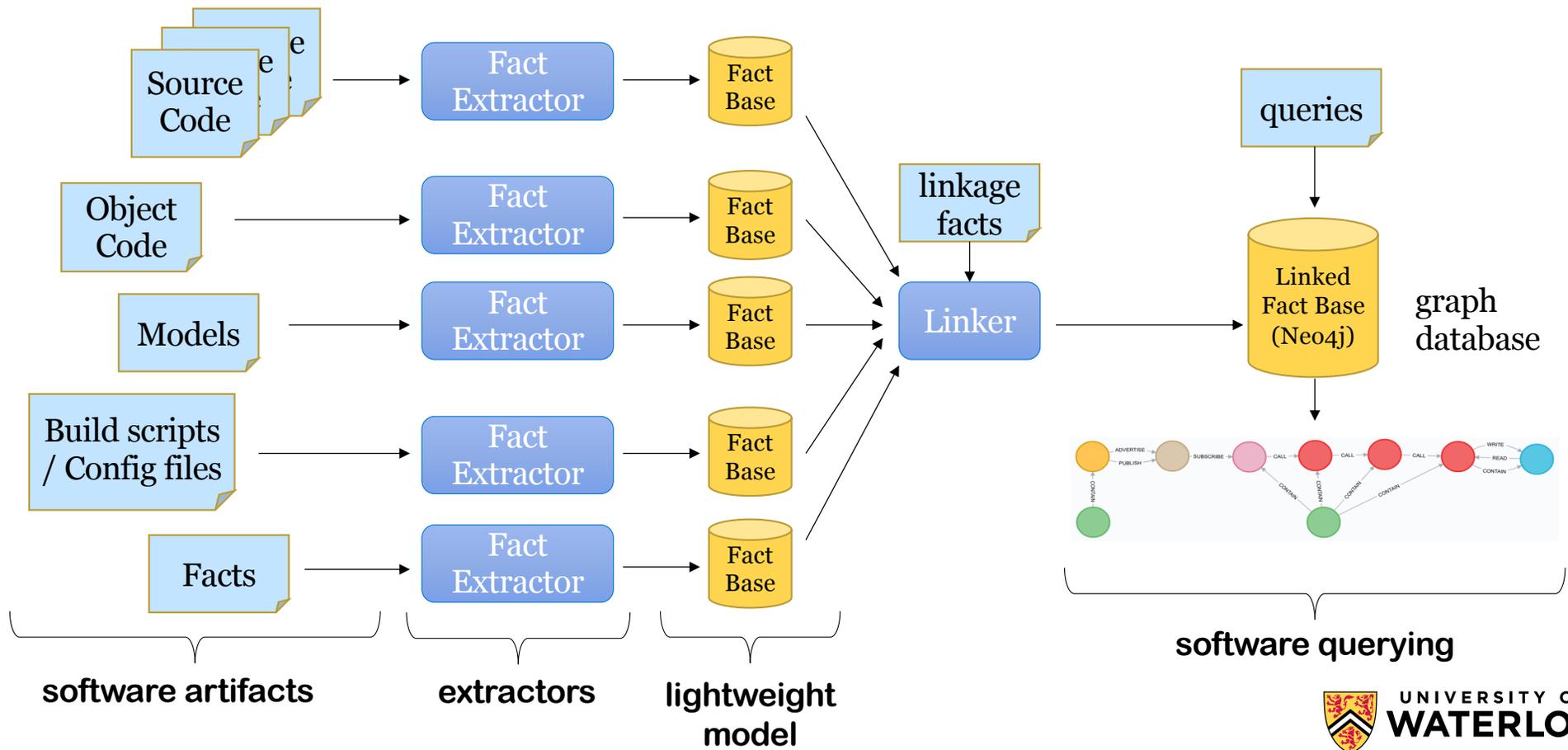
GOAL: system-wide interaction analysis



- No system-wide model
- Heterogeneous components
 - legacy, generated, third-party
 - distributed ECUs
 - bus-based communications
- 100 million lines of code (roughly)
- High variability (SPL)

<http://www.flexautomotive.net/EMCFLEXBLOG/post/2015/09/08/can-bus-for-controller-area-network>

flexible, lightweight, scalable software analysis



facts (entities, relations, attributes)

entities

components

classes

functions

variables

ROS nodes

relationships

ROS node **receives** message from ROS node

variable on **RHS** of variable assignment

function **calls** function

function **reads** variable

function **writes** variable

class **contains** function

attributes

function is a callback

variable used in control-flow decision

facts (entities, relations, attributes)

```
C++ Code  
  
class Square {  
public:  
    int getArea() {  
        int area = size * size;  
        return area;  
    }  
  
    int size;  
};
```

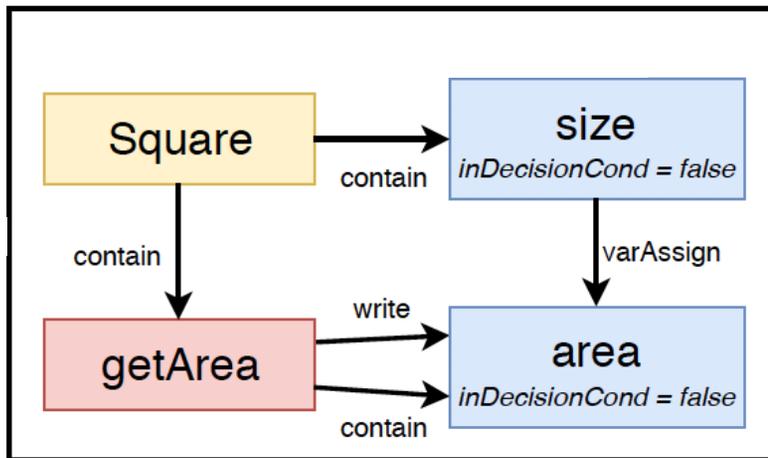
Factbase		
FACT TUPLE :		
\$INSTANCE	Square	class
\$INSTANCE	size	variable
\$INSTANCE	getArea	function
\$INSTANCE	area	variable
contain	Square	getArea
contain	Square	size
contain	getArea	area
varAssign	size	area
write	getArea	area
FACT ATTRIBUTE :		
size	{ inDecisionCond = false }	
area	{ InDecisionCond = false }	

entities

relations

attributes

facts (graph database)

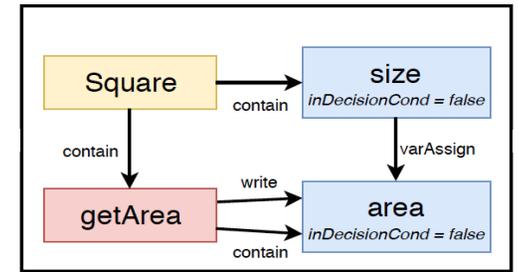


Factbase			
FACT TUPLE :			
\$INSTANCE	Square	class	} entities
\$INSTANCE	size	variable	
\$INSTANCE	getArea	function	
\$INSTANCE	area	variable	
contain	Square	getArea	} relations
contain	Square	size	
contain	getArea	area	
varAssign	size	area	} attributes
write	getArea	area	
FACT ATTRIBUTE :			
size	{ inDecisionCond = false }		
area	{ inDecisionCond = false }		

query language (over a graph database)

General Path Queries

- Call flows
- Information flows (assignments, parameter passing, message passing)



Interaction Queries

- Communication loops (possible delays, nontermination)
- Race conditions (possible nondeterminism)
- Multiple inputs (possible livelock)
- Control-flow alteration (variable assignment flows to control-flow decision)

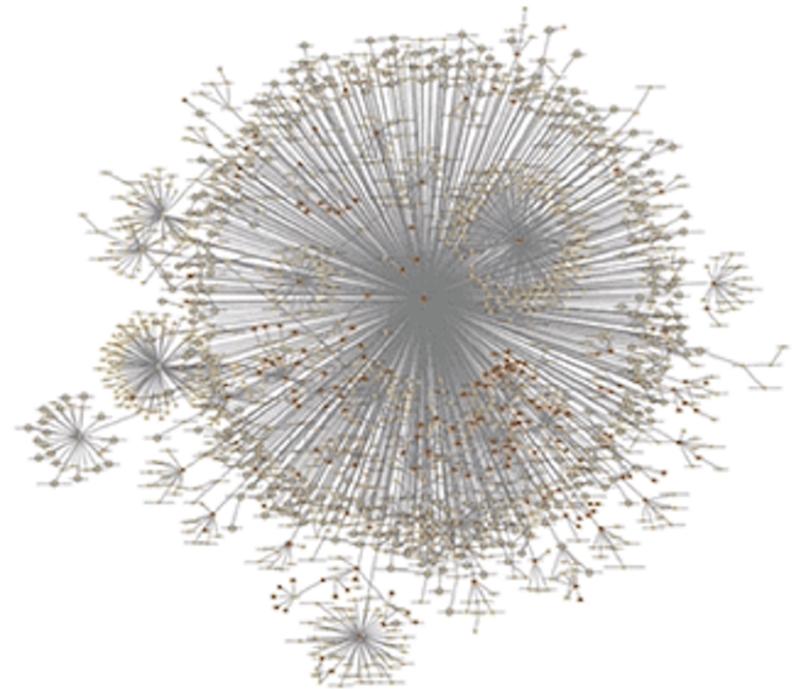


Demo

scalability (large case study)

Source Code Files (#)	9,289
Source code (LoC)	1,475,643*
Header Files (#)	10,131
Header Files (LoC)	623,068*
Generated Nodes (#)	206,531
Generated Relationships (#)	590,463

*generated using David A. Wheeler's 'SLOCCount'



Nodes = “module” = group of files with same prefix
Edges = inter-module communication

scalability (large case study)

Example: Control-Flow Alteration Query

Detect whether or not a function call to some function **bar** depends on some global variable **globVar**, which could have been written to by another function **foo**

```
int globVar;
void foo() {
    . . .
    globVar = . . . ;
    . . .
}

. . .
if (globVar) bar();
```



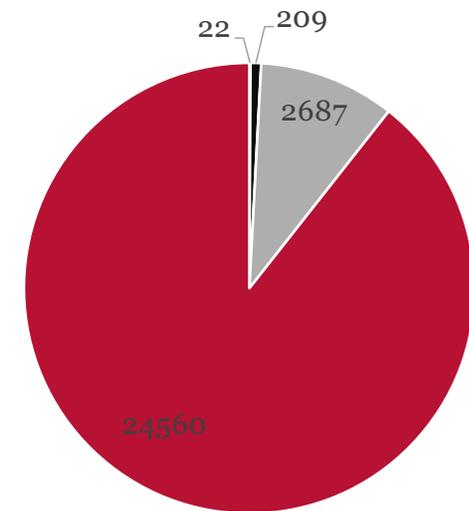
scalability (large case study)

Interactions among Modules (#) pairs of components (not paths)	587, 998
Behaviour Alterations among Functions (#) paths	6,231,572
Behaviour Alterations among Functions (#) paths (without loops)	32,287
Behaviour Alterations among Functions (#) paths (without loops & involving more than one module)	27,479

scalability (large case study)

behaviour alterations among functions paths (without loops & involving more than one module)

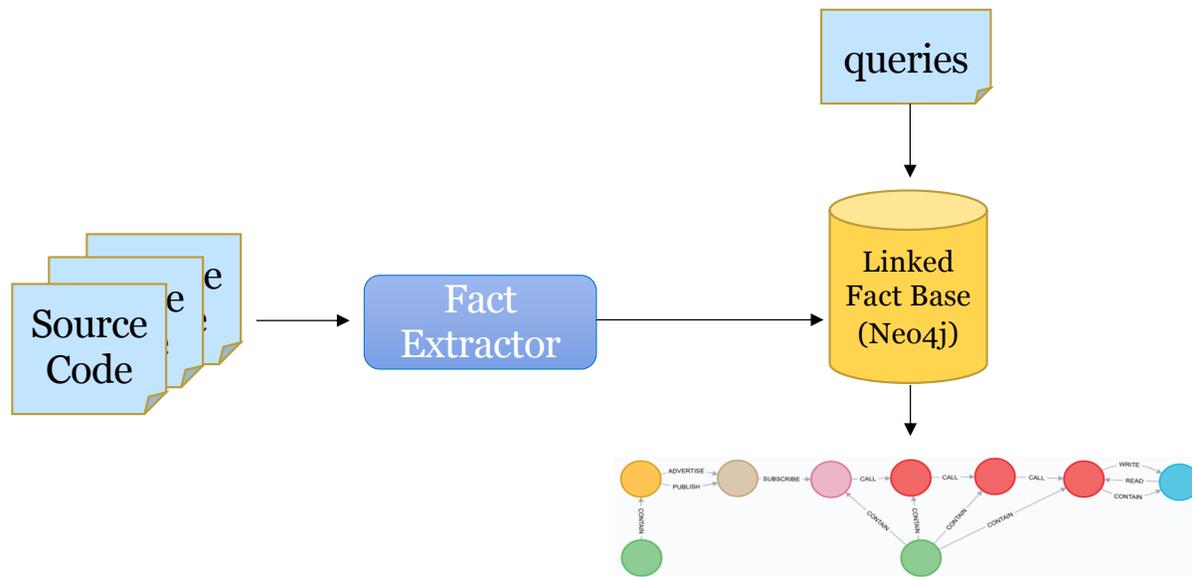
- Of the 27,479 detected paths, most are small
- **Triage:** Higher path rate may indicate higher chance of error



■ Five fns ■ Four fns ■ Three fns ■ Two fns

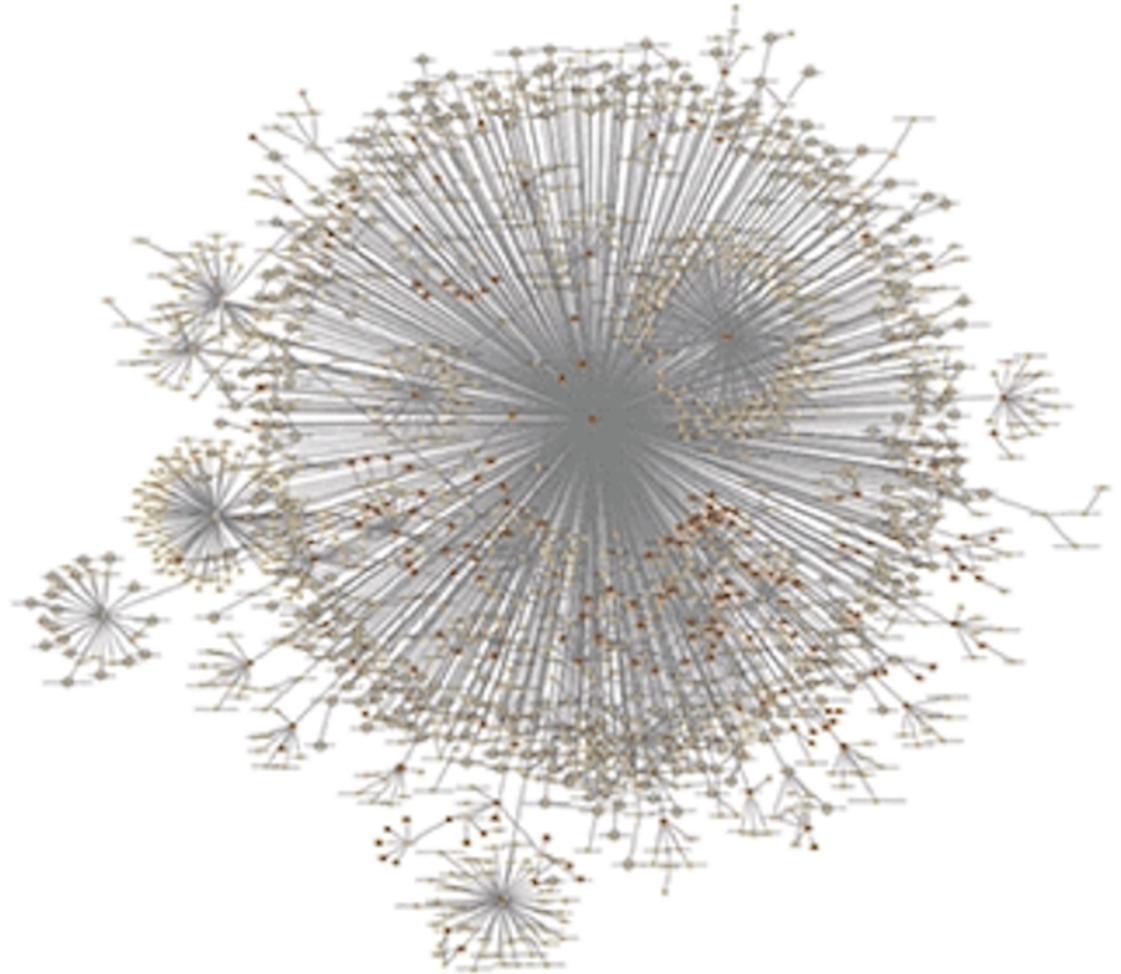
current work (precision)

1) Improving the **precision** of the fact extraction and static analysis



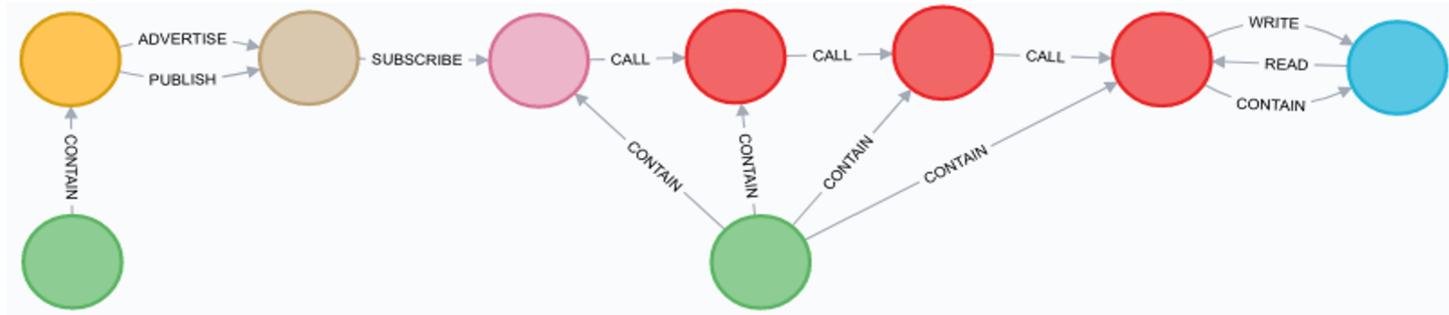
current work (scalability)

2) Improving the **scalability**
of path queries



current work (user experience)

3) Reporting and **visualizing** query results



4) Improving the **user experience** in making follow-up queries

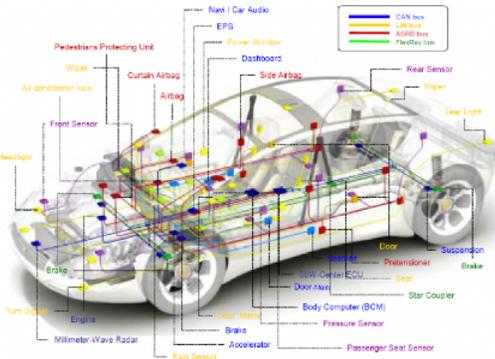
current work (variability)

5) Investigating **variability**-aware interaction analysis

```
1 class BaseFeature { ... };
2 class FeatureA : public BaseFeature { ... };
3 class FeatureB : public BaseFeature { ... };
4
5 bool config_A; // Given a value somehow
6
7 int main ( ) {
8     BaseFeature *p;
9     if ( config_A ) {
10         FeatureA *a = new FeatureA;
11         p = a;
12     } else {
13         FeatureB *b = new FeatureB;
14         p = b;
15     }
16     p->execute ( );
17 }
```

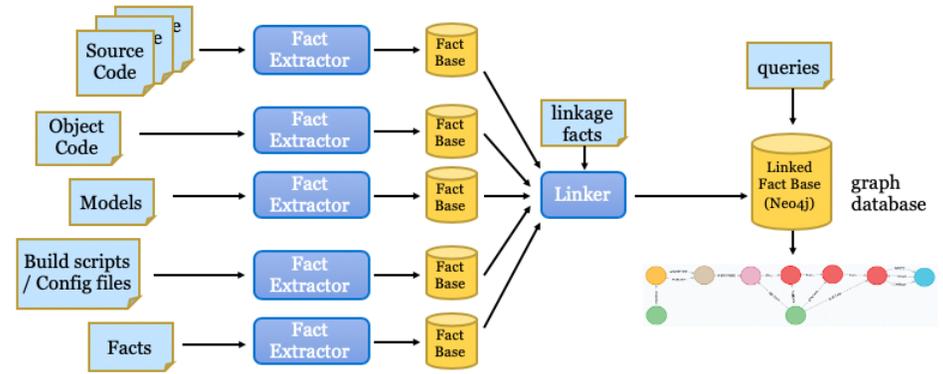
- extracting the conditions under which facts hold
- querying over configurations of factbases
- exploring configurations of factbases

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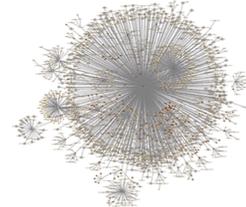


current work

Improving **precision** of the extraction and analysis



Improving **scalability** of path queries



Reporting and **visualizing** query results



Improving the **user experience** in making follow-up queries

Supporting **variability-aware** extraction, analyses, and exploration

```

1 class BaseFeature { ... };
2 class FeatureA : public BaseFeature { ... };
3 class FeatureB : public BaseFeature { ... };
4
5 bool config_A; // Given a value somewhere
6
7 int main ( ) {
8     BaseFeature fp;
9     if ( config_A ) {
10        FeatureA *a = new FeatureA;
11        p = a;
12    } else {
13        FeatureB *b = new FeatureB;
14        p = b;
15    }
16    p->execute ( );
17 }
    
```