

Combining Type-Analysis with Points-To Analysis for Analyzing Java Library Source-Code

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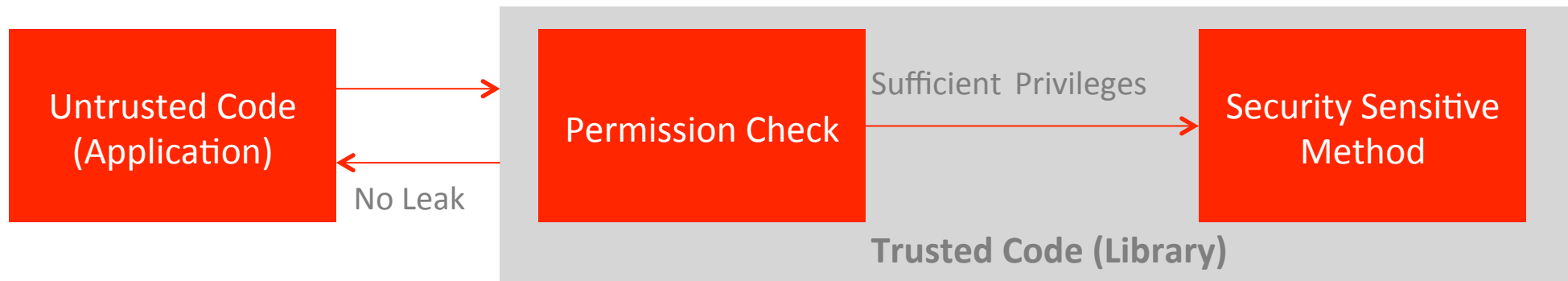
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Agenda

- Motivation: Security analysis of libraries
- Background: Points-to, Static analysis
- Types and Most General Application
- Experiments
- Future Work & Conclusion

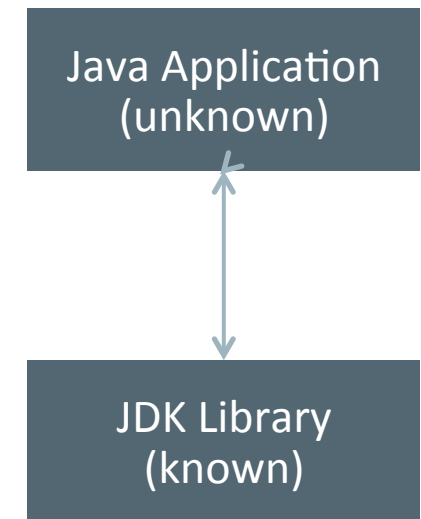
Motivation

- Context: Security vulnerabilities in the JDK library
 - Reason about JDK library without an application
- Security enforced by library
 - Enforcement transparent to application
 - Library code is known vs. application code is unknown



Static Program Analysis Challenge for OO-Programs

- Major building block for security analysis
 - Points-to analysis reasoning about heap and program variables
- Open/closed world problem
 - Application code is *unknown*
 - JDK Library code is *known*
- How to reason about unknown applications?
 - Abstractions for interactions between application & library
 - Heap Abstractions for the library for all applications
 - Points-to relationship between variables and heap objects

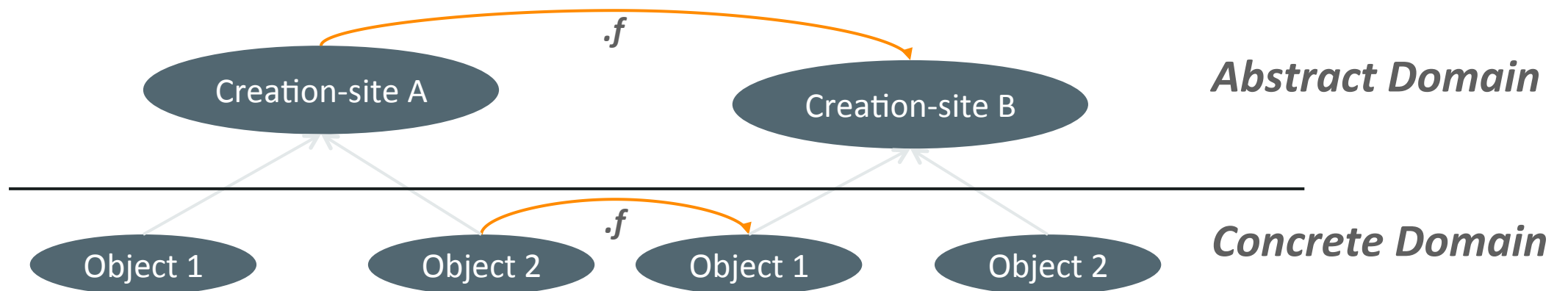


Background

Context-insensitive, flow-insensitive Anderson's style points-to for Java

Points-To Analysis

- Flow-insensitive, inclusion-based, context-insensitive points-to
- Abstract domain
 - Program variables
 - Local, actual/formal parameters, return-values, bases, this-variables
 - Heap-allocated objects
 - Creation-site as an abstraction for dynamically created objects with fields



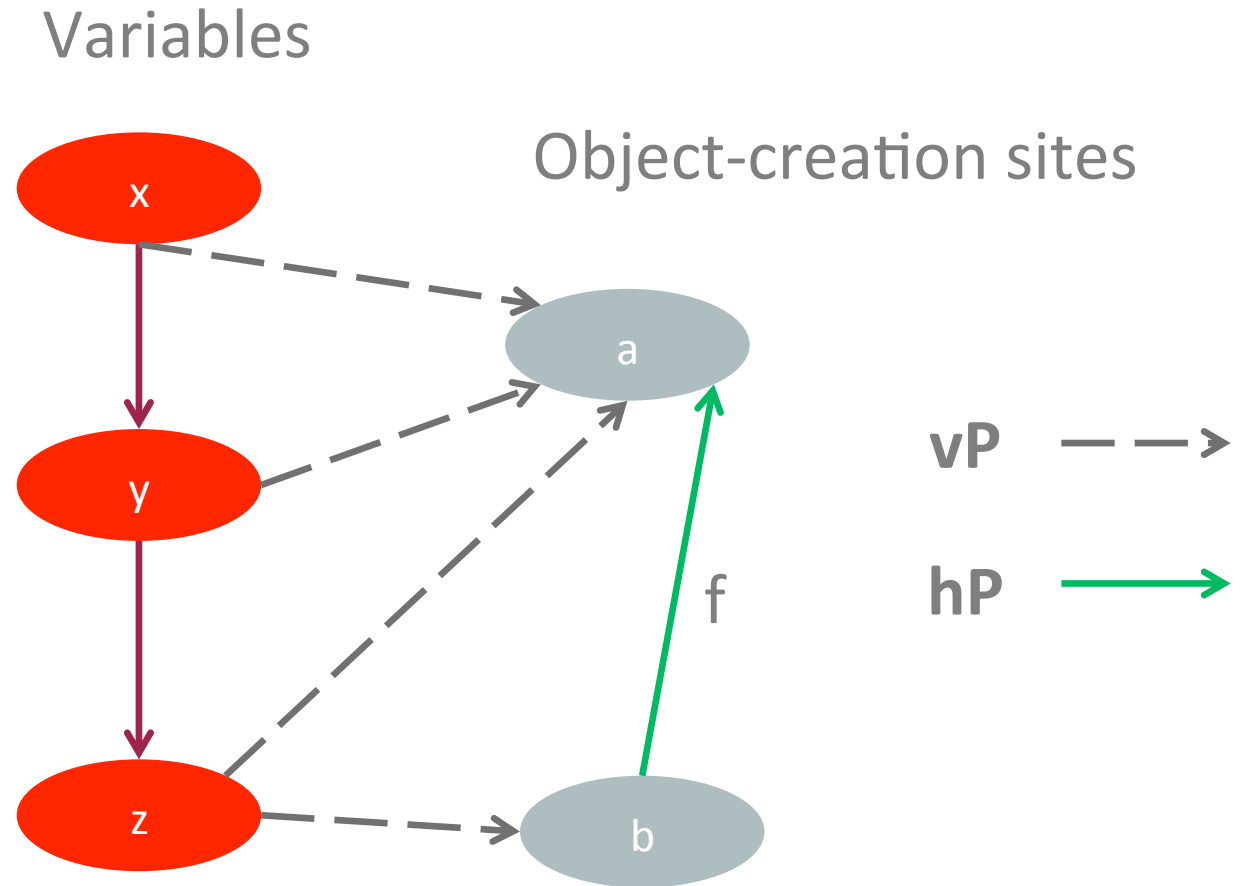
Points-To Analysis in Datalog

	Java Code	Datalog Encoding
Allocations	<code>h: v = new C() ;</code>	<code>vP(v,h) :- "h: v = new C()".</code>
Store	<code>v₁.f = v₂;</code>	<code>hP(h₁,f,h₂) :- "v₁.f = v₂", vP(v₁,h₁), vP(v₂,h₂).</code>
Load	<code>v₂ = v₁.f;</code>	<code>vP(v₂, h₂) :- "v₂ = v₁.f", hP(h₁,f,h₂), vP(v₁,h₁).</code>
Moves, Arguments	<code>v₂ = v₁;</code>	<code>vP(v₂, h) :- "v₂ = v₁", vP(v₁,h).</code>

- $(\mathbf{v}, \mathbf{h}) \in \mathbf{vP}$ if variable \mathbf{v} may point to an object of creation-site \mathbf{h}
- $(\mathbf{h}_1, \mathbf{f}, \mathbf{h}_2) \in \mathbf{hP}$ if object of \mathbf{h}_1 may point to an object of \mathbf{h}_2 via field \mathbf{f}

Points-To Example

```
a:x=new Foo()  
y=x;  
if (cond) {  
    z = y;  
} else {  
    b:z=new G();  
    z.f = y;  
}  
...
```



Types and Most General Application

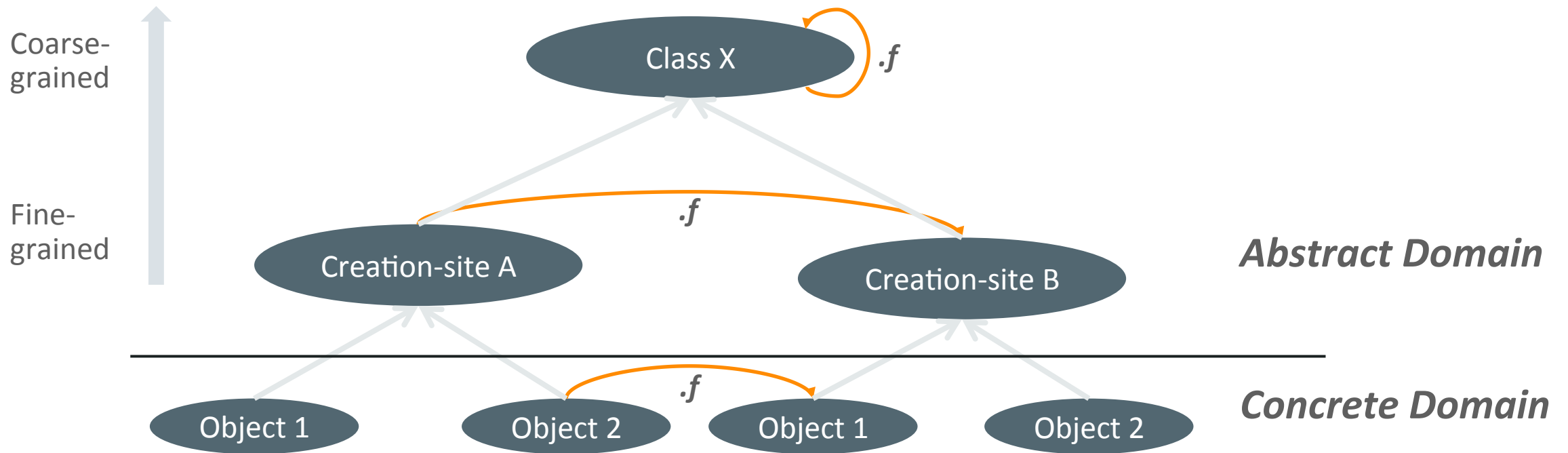
Context-insensitive Anderson's style points-to for Java

Extending Points-To for Unknown Applications

- Applications have a contract how they interact with the library
 - *Via Types and via public interfaces*
 - Enforced by the programming language
- Extend the points-to analysis with types
 - Abstract domain is extended
 - Semantic equations are altered
- New Abstract Domain
 - Object-creation sites can be summarized by their classes/types
 - Reason about objects from unknown application code

Amalgamate Points-To with Type Analysis

- Assume creation-site A and B create instances of class X



Classes: Universal Quantifiers for Object-Creation sites

- Interpretation of a class ***X*** in abstract domain:
 - Subsumes all object-creation sites of class ***X*** and its sub-classes
 - May subsume unknown and known object-creation sites
 - Sub-classes may be known or unknown
- Heap-Abstraction
 - Classes (vs. object-creation sites) produce higher abstraction level
 - If there exists an edge between two classes ***X*** and ***Y*** via field ***f***
 - there exist two object creation sites of type ***X*** and ***Y*** connected by field ***f***
- Lattice permits co-existence of type- and points-to analysis

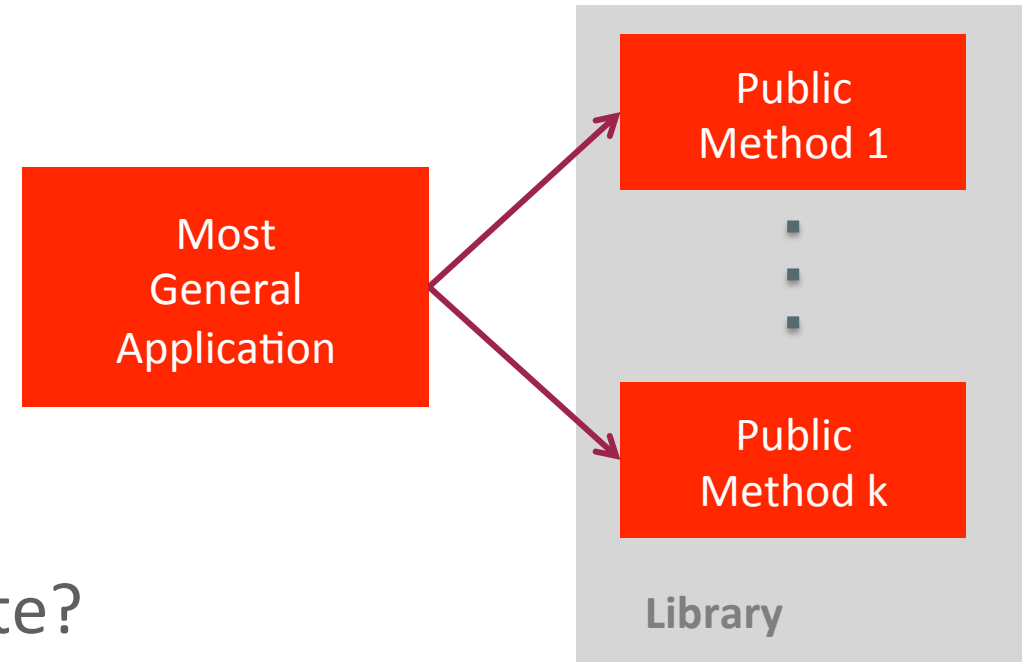
Points-To Analysis with Types

	Java Code	Datalog Encoding
Allocations	<code>h: v = new C() ;</code>	<code>vP(v,h) :- "h: v = new C()".</code>
Store	<code>v₁.f = v₂;</code>	<code>hP(o,f,h₂) :- "v₁.f = v₂", vP(v₁,h₁), isOf(o,h₁), vP(v₂,h₂).</code>
Load	<code>v₂ = v₁.f;</code>	<code>vP(v₂, h₂) :- "v₂ = v₁.f", hP(h₁,f,h₂), vP(v₁,h₁).</code>
Moves, Arguments	<code>v₂ = v₁;</code>	<code>vP(v₂, h) :- "v₂ = v₁", vP(v₁,h).</code>

- Relations **vP** and **hP** extended for types,
- Adapt store semantics: if type $t \rightarrow$ update all creation-sites of type t

Interactions with Unknown Applications

- Construct Most General Application
 - Mimicking the behaviour of all applications
 - Over-approximation
- Worst-case assumptions
 - All public interfaces are called by MGA
 - Parameters of invocations *are types*
 - However, no program variables in MGA
- Which heap-abstraction as an initial state?



Initial State for Most General Application (MGA)

- Construction
 - Nodes of the initial heap abstractions are public classes
 - Connect class with public accessible fields in heap abstraction with their type
 - Public sub-classes inherit connection
- Private fields are excluded
 - Only library can change field contents
- Less connection in the initial state produce makes points-to more precise
- Assumption
 - Object/Root class is owned by library

Example: Initial State

```
class A {  
    public B f1;  
    private C f2; }  

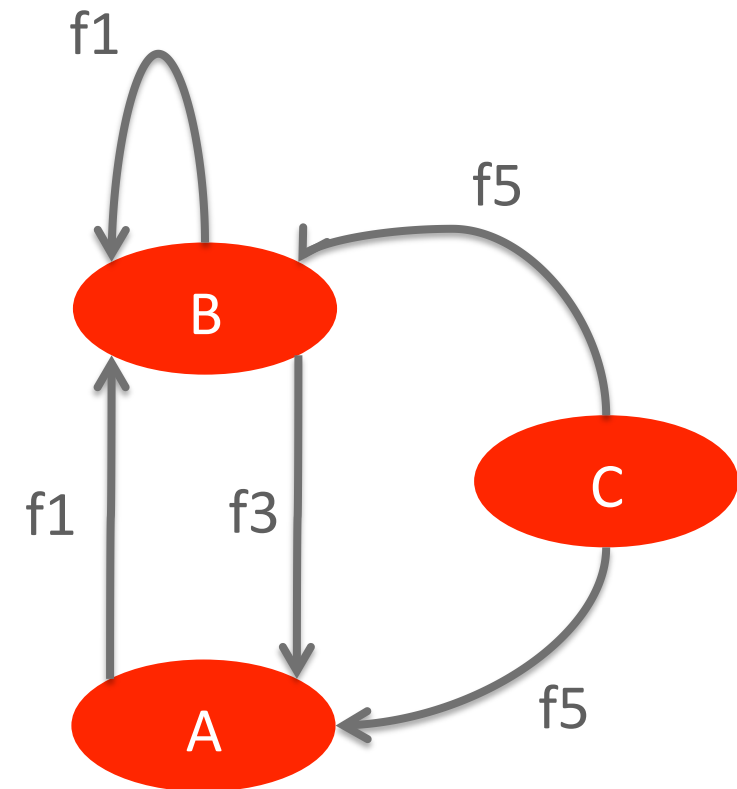
```

```
class B extends A {  
    public A f3;  
    private A f4 ; }  

```

```
class C {  
    public A f5; }  

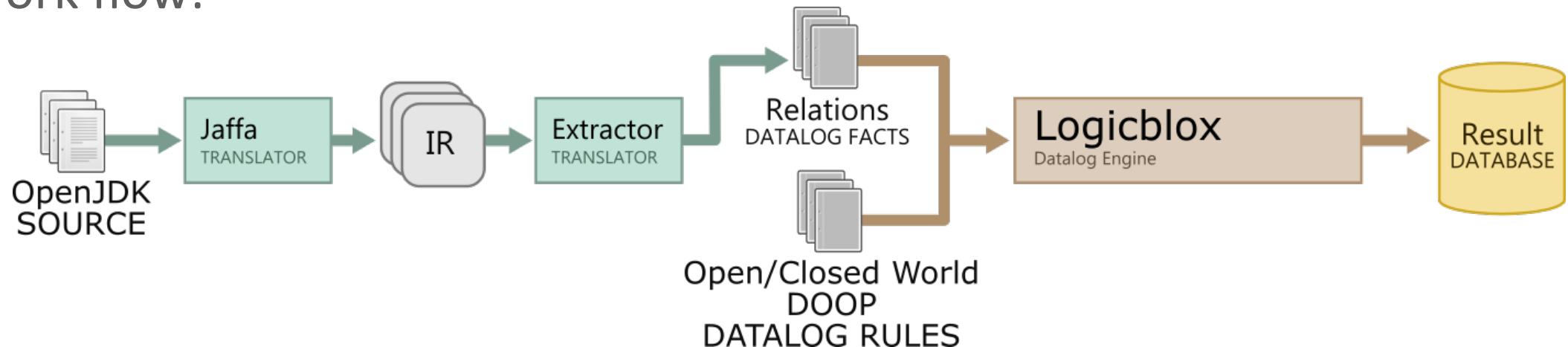
```



Experiments

Experimental Setup

- Extended DOOP framework for open/closed world assumption
- DOOP runs on Logicblox
- Analysis of OpenJDK library: version 7, build 147
- Machine: Intel Xeon E5-2660 (2.2GHz), 256GB Ram
- Work flow:



Experiment with OpenJDK 7 / build 147

	CHA	without MGA	with MGA
Call-Graph Edges (#)	3,030,157	378,495	851,127
Points-To (#)	n/a	384,207,724	661,970,750
Runtime (seconds)	30	1719	3662

- Class Hierarchy Analysis (CHA)
 - Type analysis of objects
- Points to analysis with Most General Application (MGA)
 - 124% more call graph edges in call graph
 - 73% more variable/object relations in points-to set

Future Work

- How to deal with reflection?
- Can the notion of MGA be extended to security properties?
- How to prove the semantic correctness?
- How to improve precision and runtime of the specifications?

Conclusion

- Amalgamate type-analysis with points-to
- Types used to summarize unknown objects in application
- Analysis handles types and creation-sites uniformly
- Over-approximating applications with Most General Application
- Overhead for large code is manageable

Hardware and Software

Engineered to Work Together