

Daikon

An Efficient Tool for Dynamic Invariant Detection

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Program Specifications

- Specifications define various components of a program
 - Class and object invariants
 - $\text{index} \geq 0$;
 - $\text{index} < \text{array.length}$
 - Method preconditions and post-conditions
 - list is sorted
 - $\text{list} \neq \text{null}$
- Specifications are useful
 - Error detection
 - Automatic theorem proving
 - Generating test cases
 - Program understanding
- Unfortunately, specifications are often not present

Dynamic invariant detection

- Look for invariants as the program is run (dynamically)
 - Invariants are properties over the program variables that are always true.
 - Invariants form a specification
- Simple incremental algorithm
 - Track the value of each variable of interest at method entry and exit
 - Hypothesize each invariant in the grammar
 - Over each set of variables
 - At each program point
 - Check observed values for each variable (sample) at each invariant
 - Discard invariants that are falsified
 - The remaining invariants are true over the sample data
- Simple incremental algorithm scales poorly
 - The number of invariants to be checked is on the order of $(\#variables)^9$ - billions in modest test cases

Daikon - optimized dynamic invariant detector

- Produce useful and expressive program properties
 - Rich set of derived variables
 - array references: `a[i]`, `a[i..]`, `a[..i]`
 - pre-state variables: at exit, `orig(x)` stands for the value at entry
 - Rich invariant grammar
 - unary, binary, and ternary invariants
 - invariants over pointers, integers, floats, strings and arrays
- Runs on-line (in a single pass)
 - Supports pipes and sockets
 - Can handle arbitrarily large amounts of data
- Optimizations reduce the number of invariants to be checked by more than 99%

Outline

- Optimizations
 - Optimization Approach
 - Constants
 - Equality sets
 - Program point and variable hierarchy
 - Suppression
 - Optimizations are effective
 - Real programs can be processed
- Daikon Tool
- Conclusion

Optimization Approach

- Many invariants are redundant (they are implied by other invariants)
 - $(x = 5) \wedge (y = 6) \Rightarrow (x < y)$
 - $(x < y) \Rightarrow (x \leq y)$
 - $(x \geq y)$ at class `Stack` \Rightarrow $(x \geq y)$ at method `Stack.top()`
- Redundant invariants are not instantiated or checked
 - Many invariants are implied by others
 - As long as the antecedents are true, the consequent need be neither instantiated nor checked
- An invariant must be created when its antecedent is falsified
 - $(x = y) \wedge \text{odd}(x) \Rightarrow \text{odd}(y)$
 - If a sample is seen where $x \neq y$, the `odd(y)` invariant must be created
 - The new invariant must be true over all *past* samples
 - The new invariant must be checked over future samples

Constants

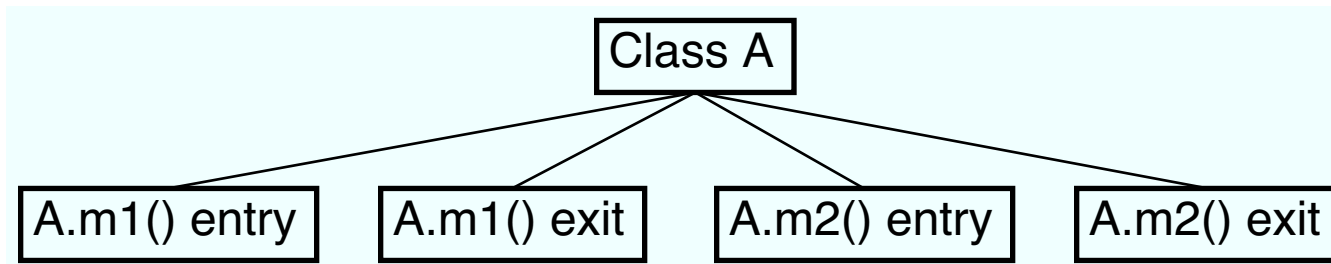
- Invariants over (only) constant variables are redundant
 - $(x = 5) \Rightarrow \text{odd}(x)$
 - $(x = 5) \wedge (y = 6) \Rightarrow x < y$
- All variables are initially constant
- Invariants are not instantiated *between* constants
- When ($\text{var} = \text{constant}$) is falsified
 - Invariants are instantiated between it and all remaining constants
 - Invariants which are not true over the constant values are discarded

Equality sets

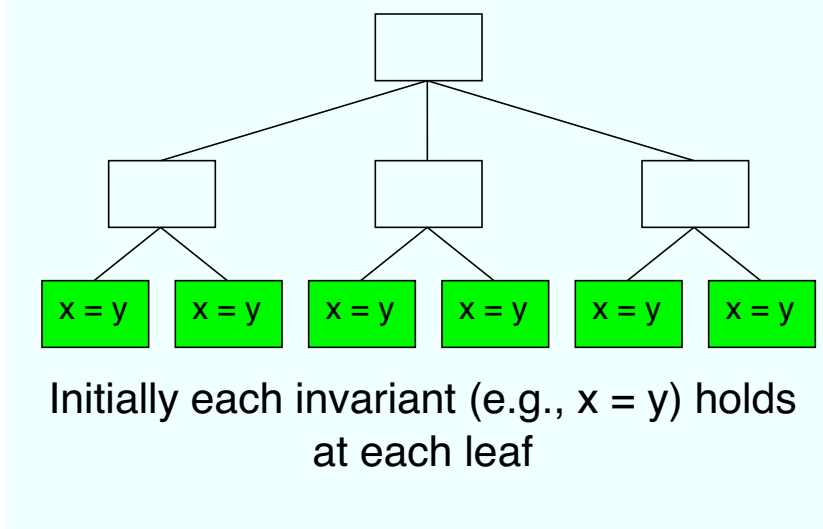
- If two or more variables are equal, any invariant true over one variable is true over all of them
 - $(x = y) \text{ and } f(x) \Rightarrow f(y)$
- Initially, all variables are placed in a single equality set
- One variable (the leader) represents the set
- Invariants are instantiated *only* between leaders
- When $(var1 = var2)$ is falsified
 - The set is split into two or more equality sets
 - Invariants over each old leader are copied to each new leader

Program point and variable hierarchy

- Relationship between program points

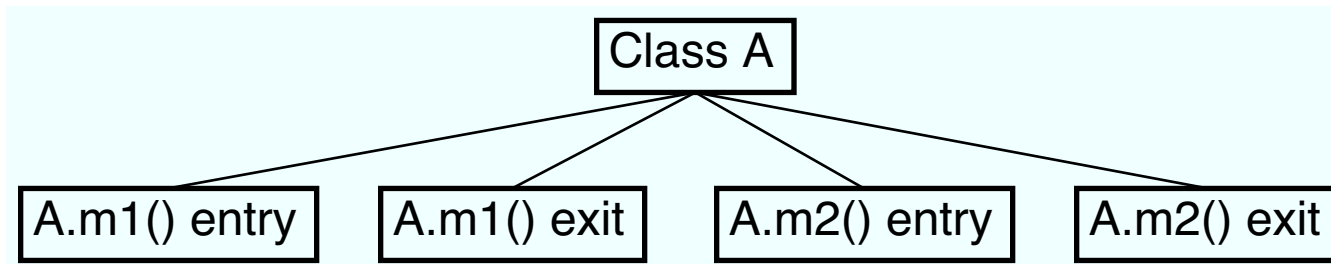


- Samples are only processed at the leaves of the hierarchy
- Invariants are created at the parent *iff* it is true at each child

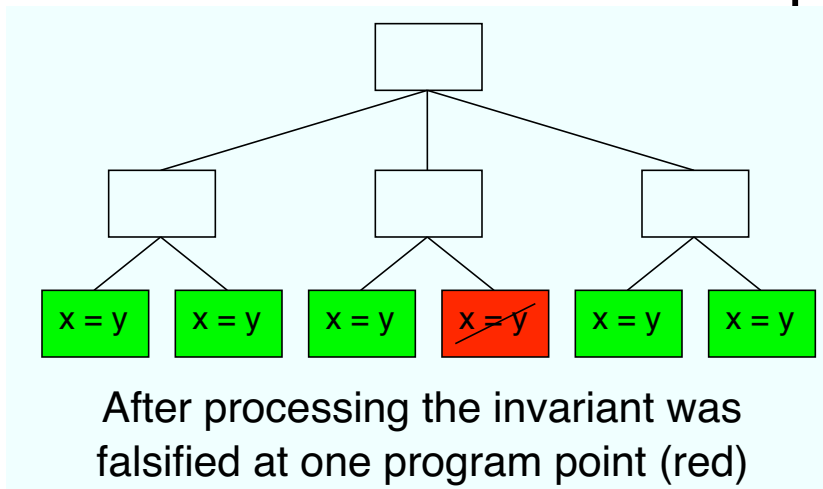


Program point and variable hierarchy

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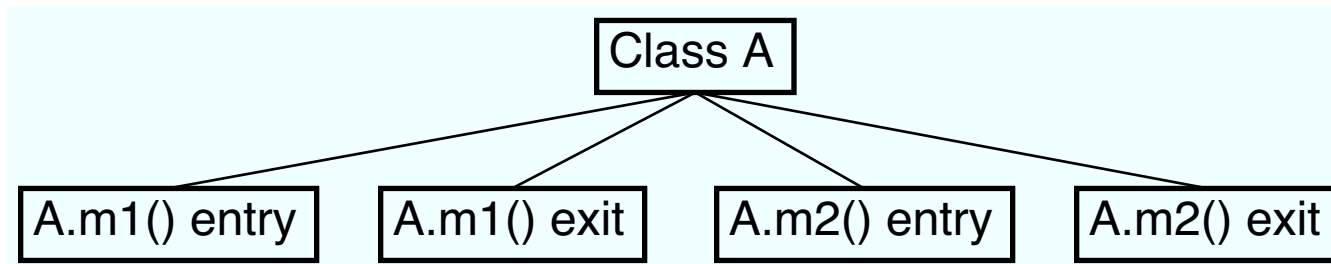


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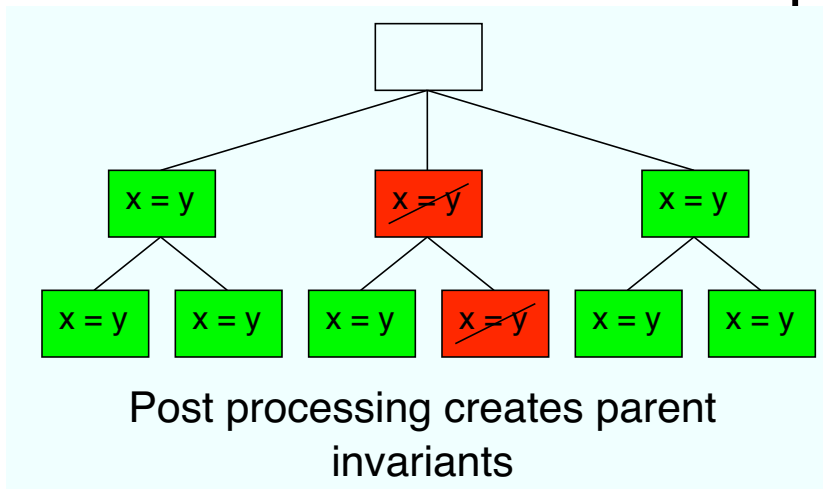


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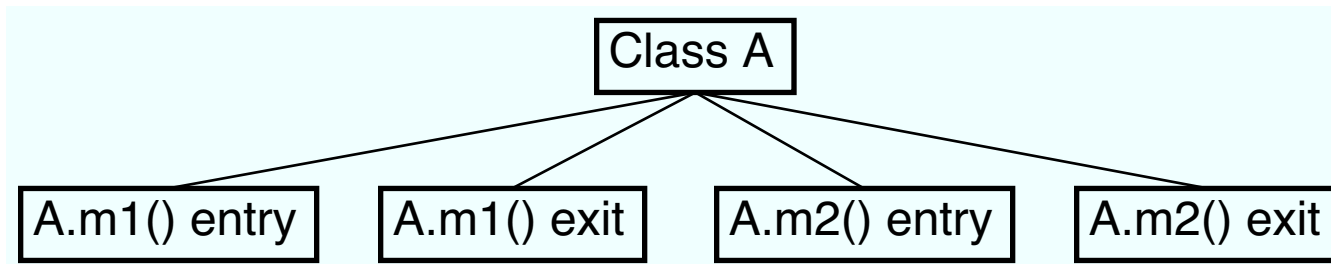


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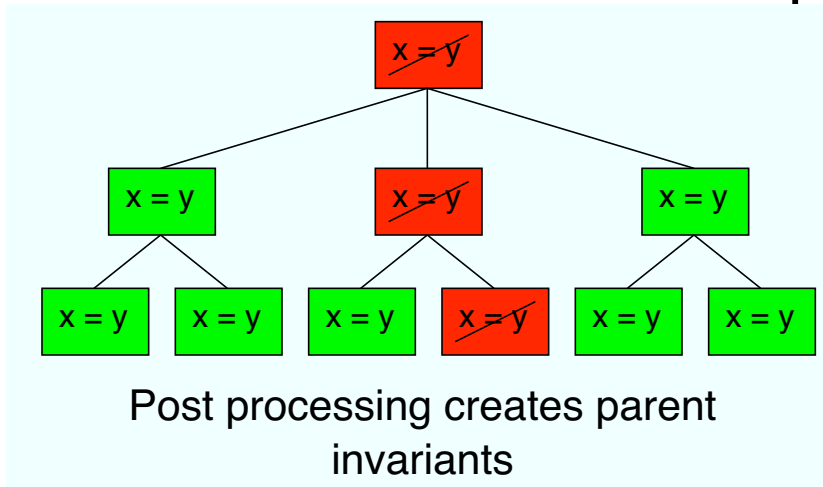


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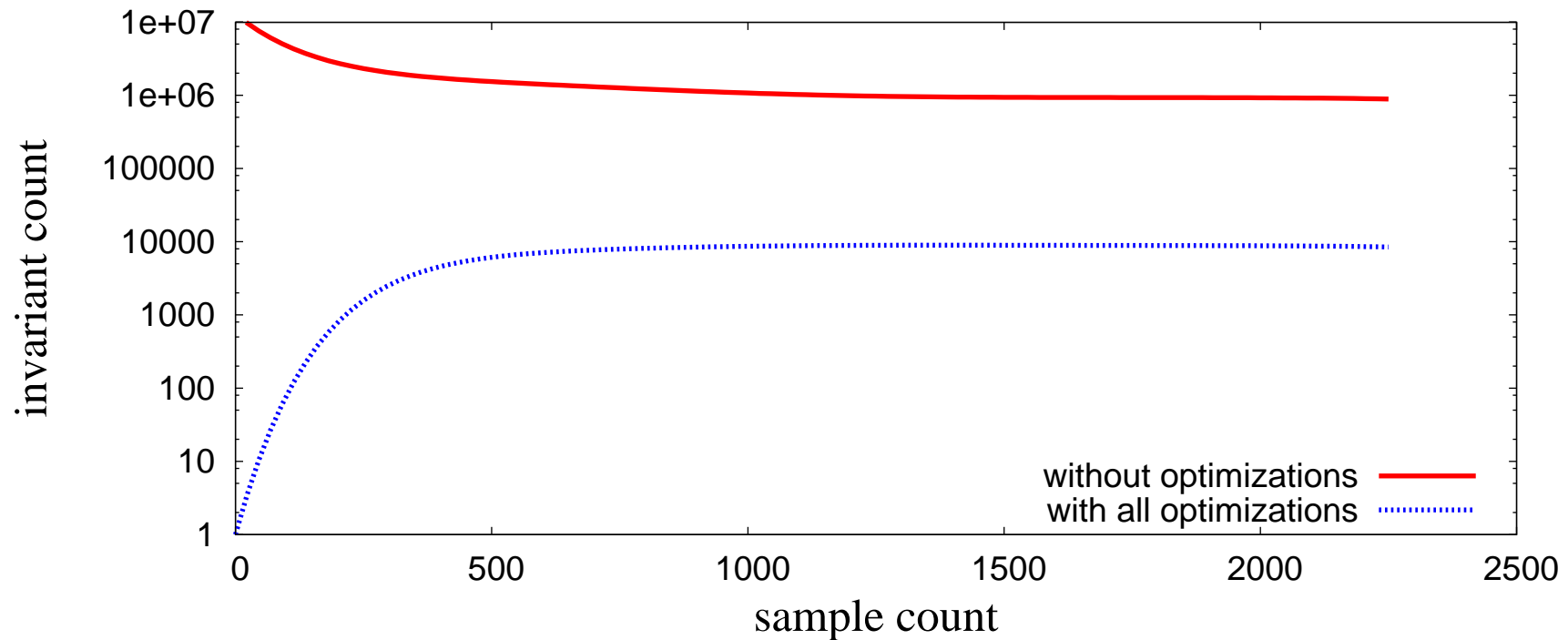


Suppression

- An invariant can be suppressed if it is logically implied by some set of other invariants. For example:
 - $(x = y) \wedge (z = 1) \Rightarrow x = y \cdot z$
 - $(x = 0) \wedge (y = 0) \Rightarrow x = y \ \& \ z$
- Other optimizations are special cases of suppression
- Goals
 - Instantiate/check only non-redundant invariants
 - Use *no* storage for a non-instantiated invariants
- When an antecedent is falsified
 - Each invariant that might be suppressed is checked
 - If a suppression held before the antecedent was falsified, but no suppression holds after, the invariant is instantiated

Optimizations are effective

Candidate invariant count after each sample is processed



- 100 times fewer invariants with the optimizations

Real programs can be processed

- Flex lexical analyzer generator
 - 391 program points averaging 275 variables each
 - 232,000 samples (9.2 Gbytes of data)
 - Processing time of 4 hours
 - Max memory use of 750 Mbytes
- Daikon utilities
 - 1593 program points averaging 60 variables each
 - 26 million samples (11.5 Gbytes of data)
 - Processing time of 1.5 hours
 - Max memory use of 150 Mbytes
- Comp package of javac
 - 12,506 lines of code

Outline

- Optimizations
- Daikon Tool
 - Tool Overview
 - Daikon supports different languages and platforms
 - Daikon output formats
 - Daikon Extensibility
- Conclusion

Tool Overview

- Maintained by the Program Analysis Group, monthly releases
- Freely available
- Extensive documentation
 - 156 page user manual
 - 129 page developer manual
- Daikon has been extensively used as a tool in other research (52 published papers) and as a test subject (9 published papers)
- Active mailing list
- Ongoing enhancements

Daikon supports different languages and platforms

- The inference engine is separated from the front end
- The front end is responsible for value profiling -- collecting the value of each variable at each method entry/exit
- Front ends are available for
 - Java on all platforms
 - C/C++ on Linux using the Valgrind instrumentation package
 - C/C++ on Windows using source translation and Purify
 - Perl
 - Spreadsheet data

Daikon output formats

- DBC - Design by contract format for Parasoft's Jtest tool
- ESC - Extended static checker format for use by ESC/Java
- JML - Java Modeling Language format used by many tools
- Simplify - Format of the Simplify automated theorem prover
- Java - Java expressions that can be used as assertions
- Daikon - default format with quantifiers and other features
- Annotate tool allows DBC, ESC, Java, or JML format invariants to be inserted directly into source code as annotations

Daikon Extensibility

- Instrumentors can be added for new languages or other data
- New invariants can be added by extending existing classes
- New derived variables can be added by extending existing classes
- Output formats can be added
- Additional suppressions can be added

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- Optimizations
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 - Current and future work

Current and future work

- Improving performance on larger programs
- Abstract types
 - dynamic inference of which variables contain related information
 - Only invariants over related variables are interesting
 - Reduces Daikon run-time and improves its results
- Instrumentation of windows binaries without source information
- Improved ability to add resulting specifications to programs