

STAR: Stack-Trace based Automatic crash Reproduction

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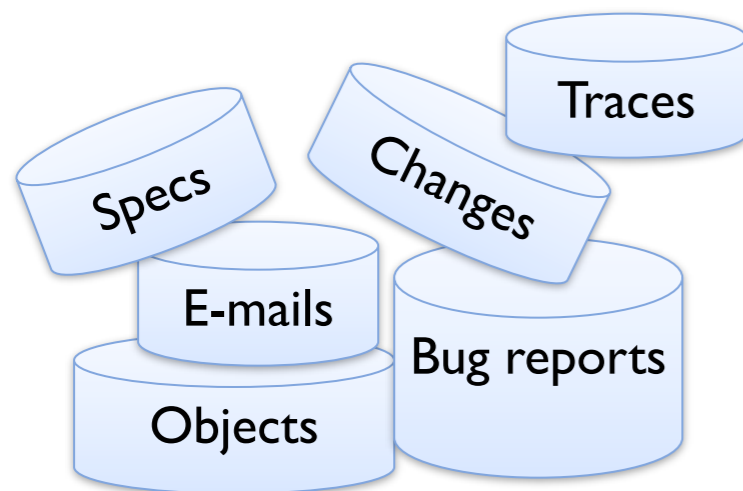
Sung's research areas

- MSR: Mining Software Repositories
 - Defect prediction (learning from repositories)
 - Bug triage/bug report mining
 - Crash report/stack trace mining
 - Code clones
- Static Analysis
 - Unit test generation
 - Crash reproduction
 - Patch generation

Mining Software Repositories

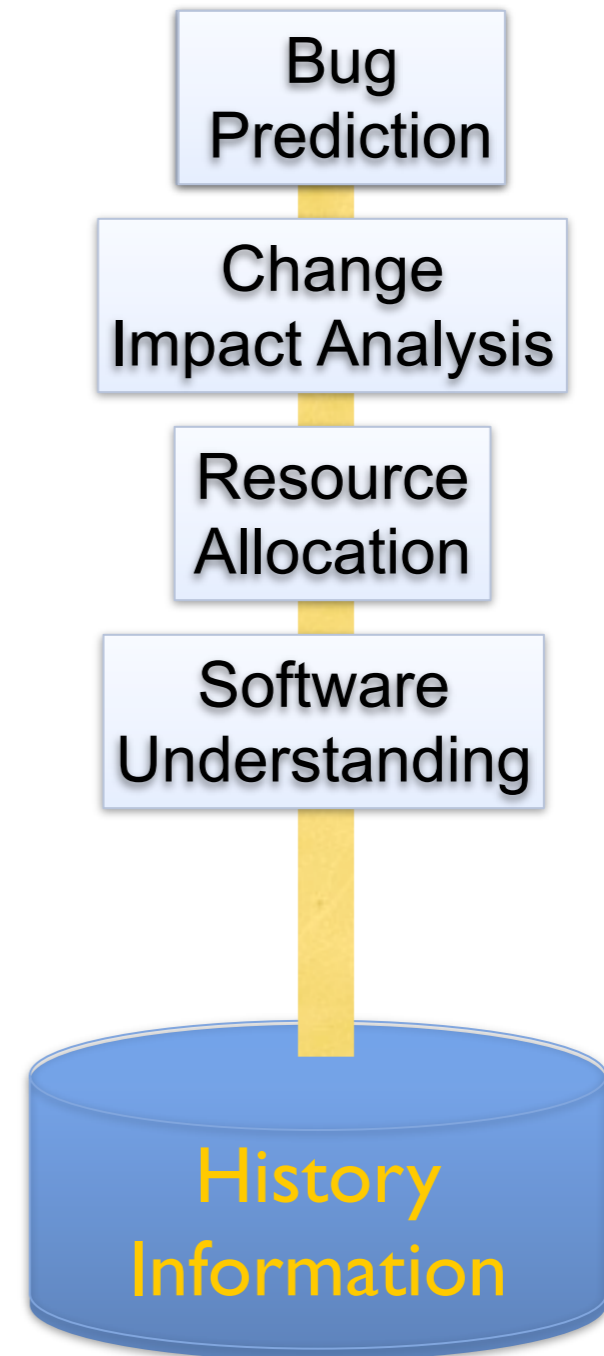


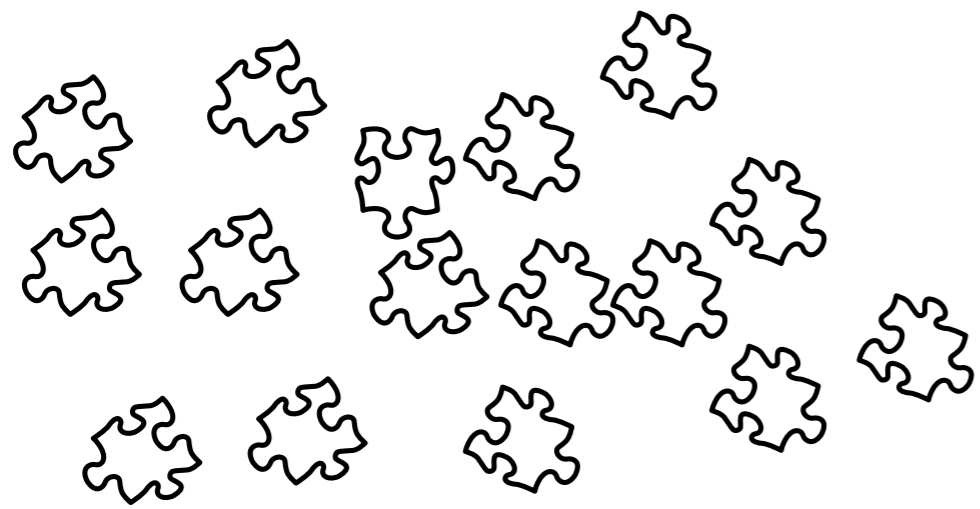
Produce



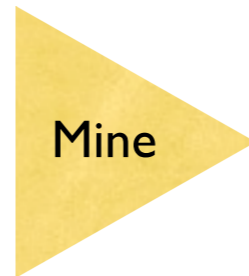
Feedback

Mine

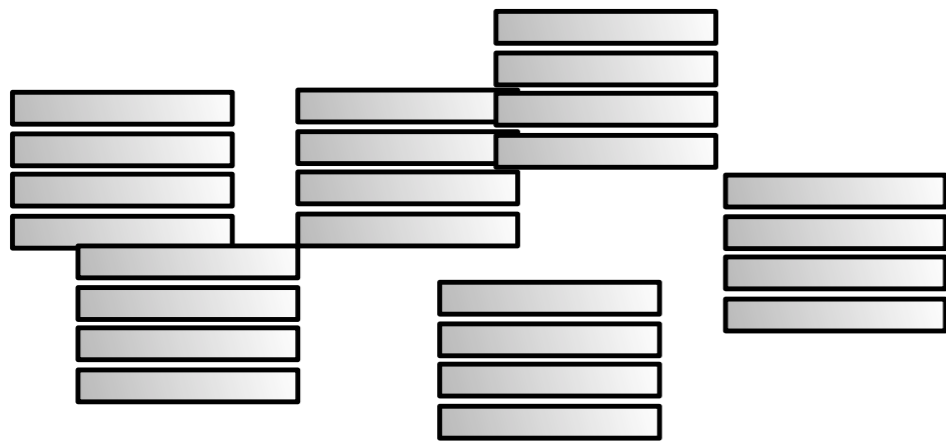




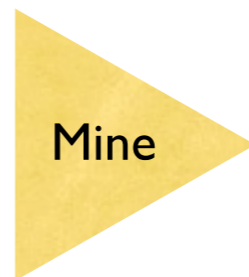
objects



Testing

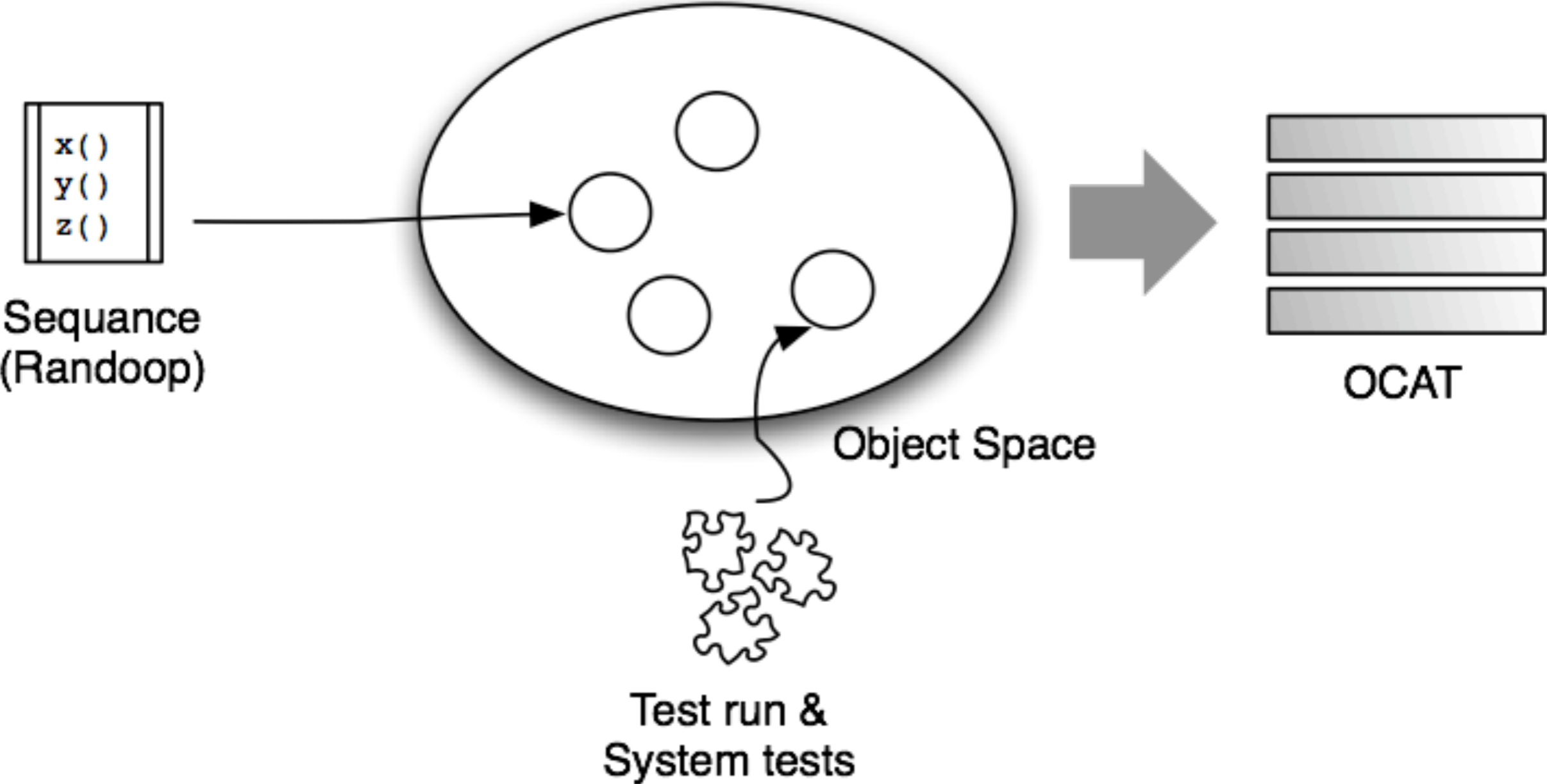


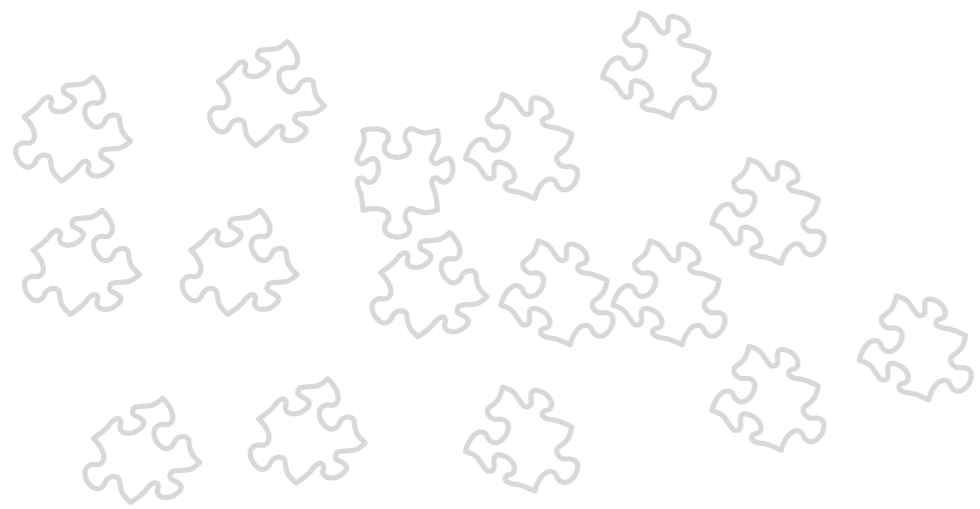
stack traces



Crash repro

ROSAEC Workshop 2010

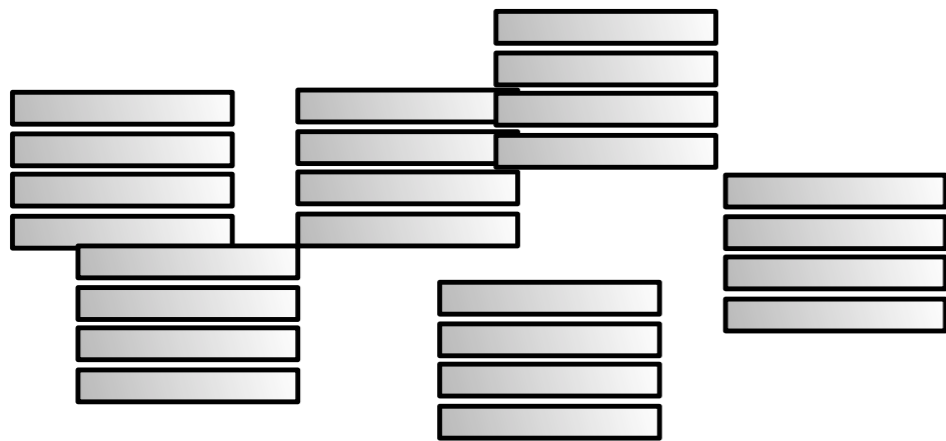




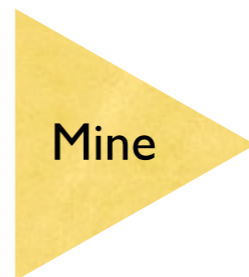
objects



Testing



stack traces

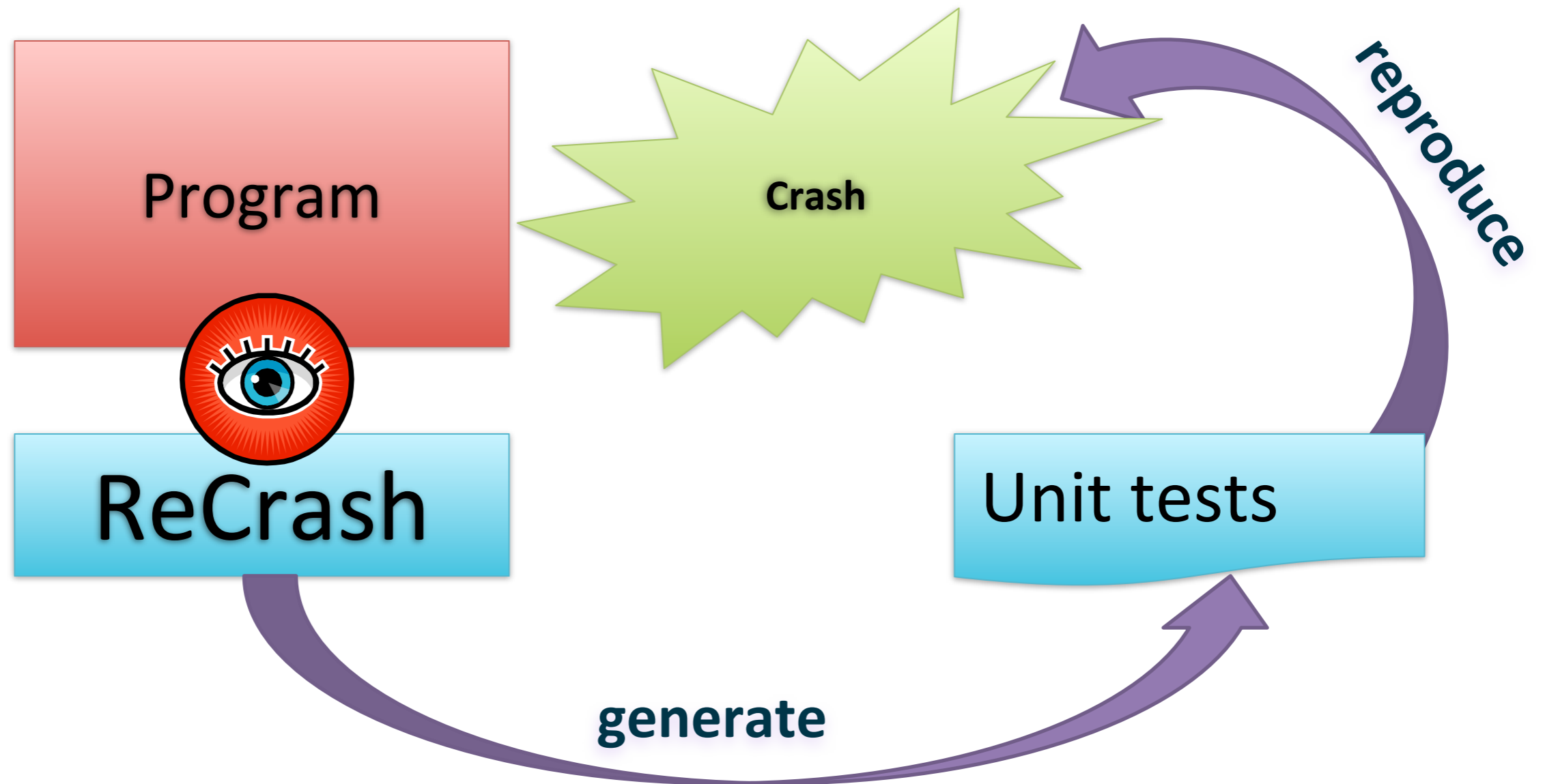


Crash repro

Reproducing Crashes

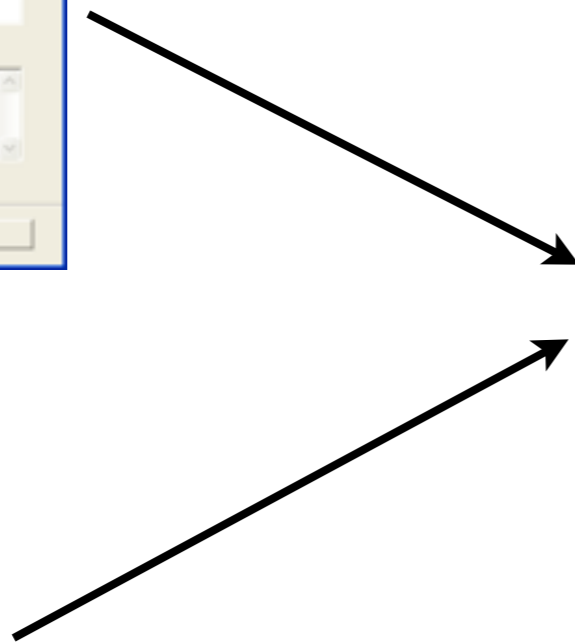
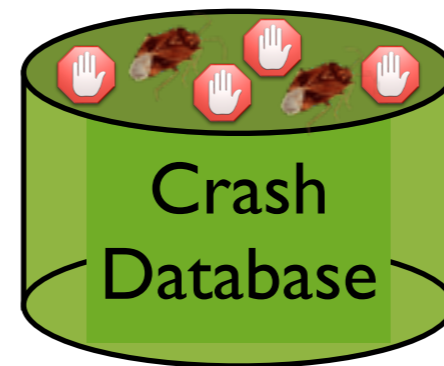
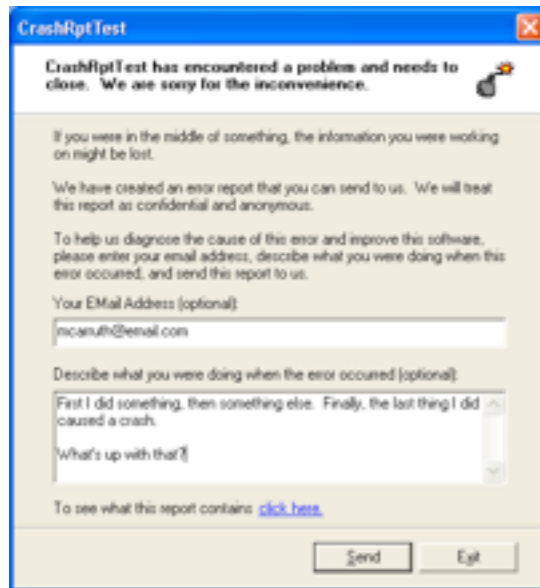
- Must be able to reproduce crashes for debugging
 - To fix bugs and validate fixes
- Reproducing crashes (faults) is hard!
 - Require the exact configuration of crash (in field)

ReCrash

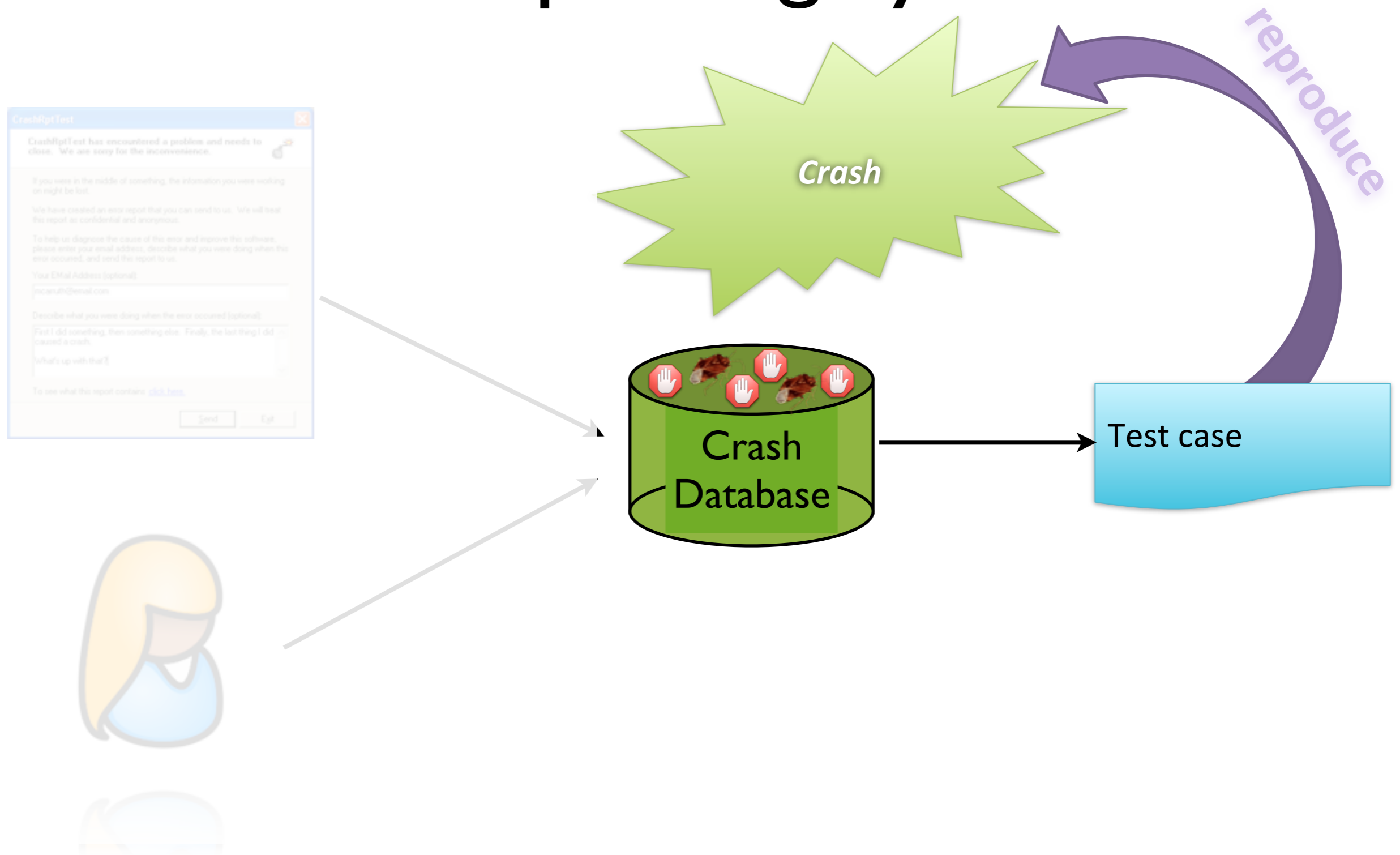


6-64% performance overhead

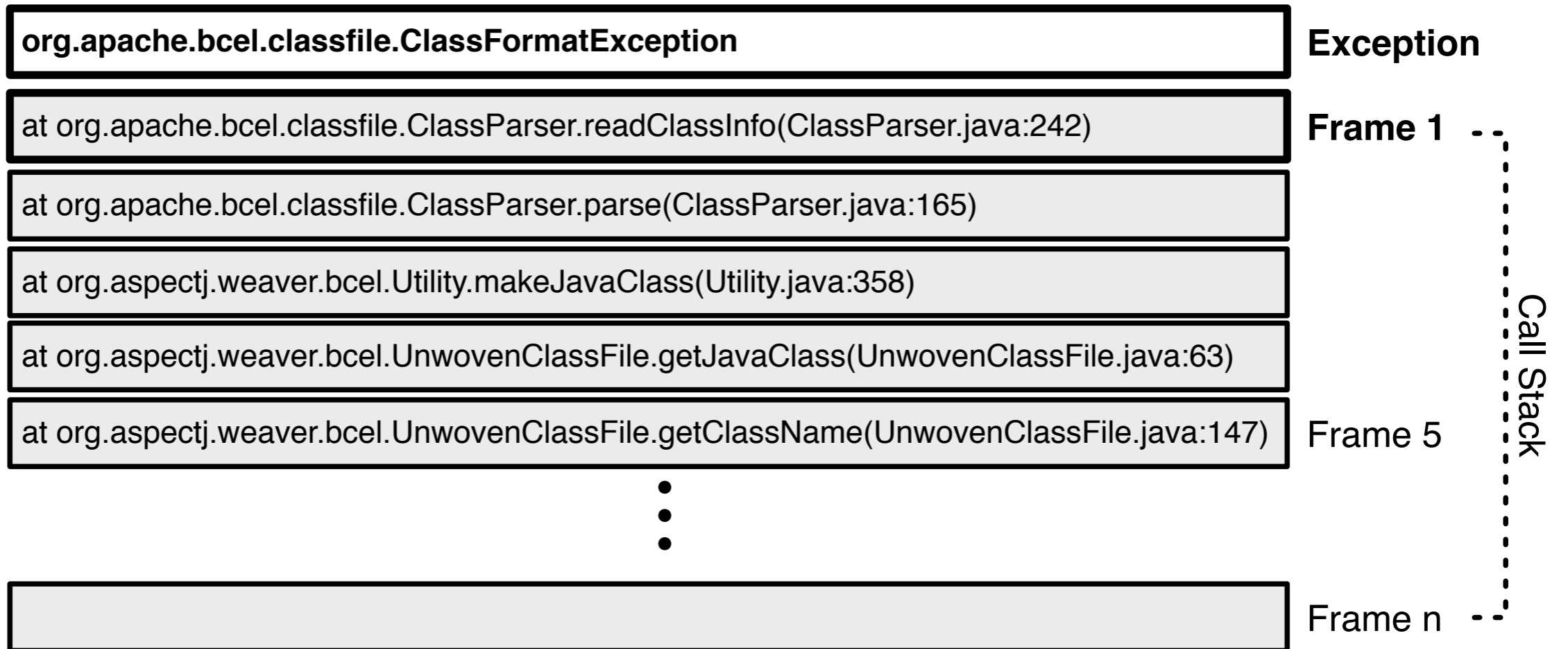
Crash Reporting System



Crash Reporting System



Crash Stack Traces





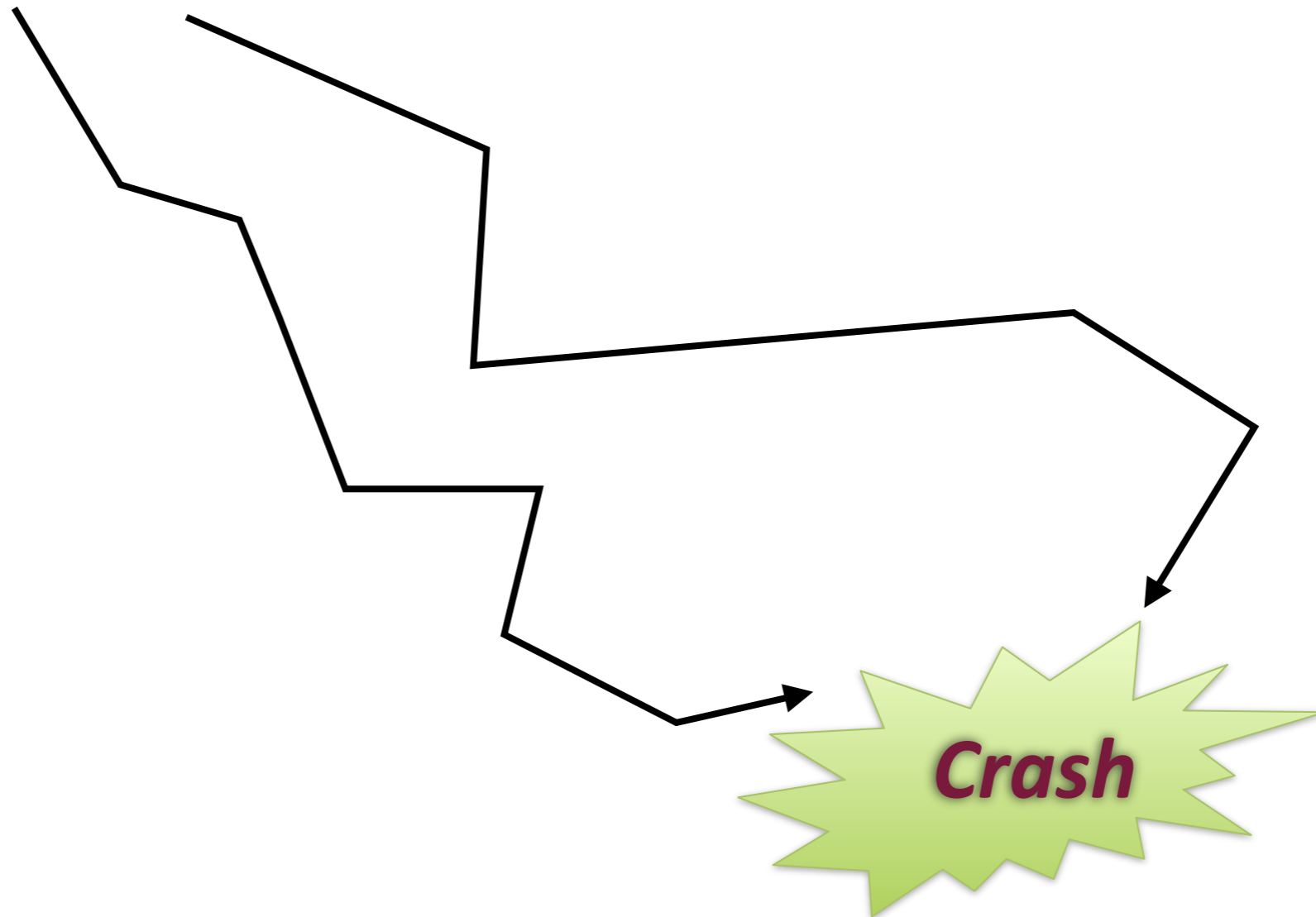
잠실종합
운동장

경상남도
통영시



Direction?

```
at org.apache.bcel.classfile.ClassParser.readClassInfo(ClassParser.java:242)
```



Crash Inputs

Frame 1:

`ClassParser.readClassInfo(ClassInfo x)`

(I) Receiver

1

ClassParser.readClassInfo(ClassInfo x)

(2) Arguments

1

ClassParser.readClassInfo(**ClassInfo x**)

2

Problem Definition

```
void testCase() {
```

```
 cp.readClassInfo(x)  
}
```

Problem Definition

```
void testCase() {
```

1

```
    ClassParser cp = ?
```



```
    cp.readClassInfo(x)
```

```
}
```

Problem Definition

```
void testCase() {
```

1

```
    ClassParser cp = ?
```

2

```
    ClassInfo x = ?
```



```
    cp.readClassInfo(x)
```

```
}
```

Three Approaches to Find Crash Inputs

- Feedback based random approach (feed)
- Object-capture based (objcap)
- Static analysis (precondition)

Feedback (Randoop)

- Find methods that return *Bar*
 - *Bar foo() {..}*
 - *Bar getBar(List x) {..}*

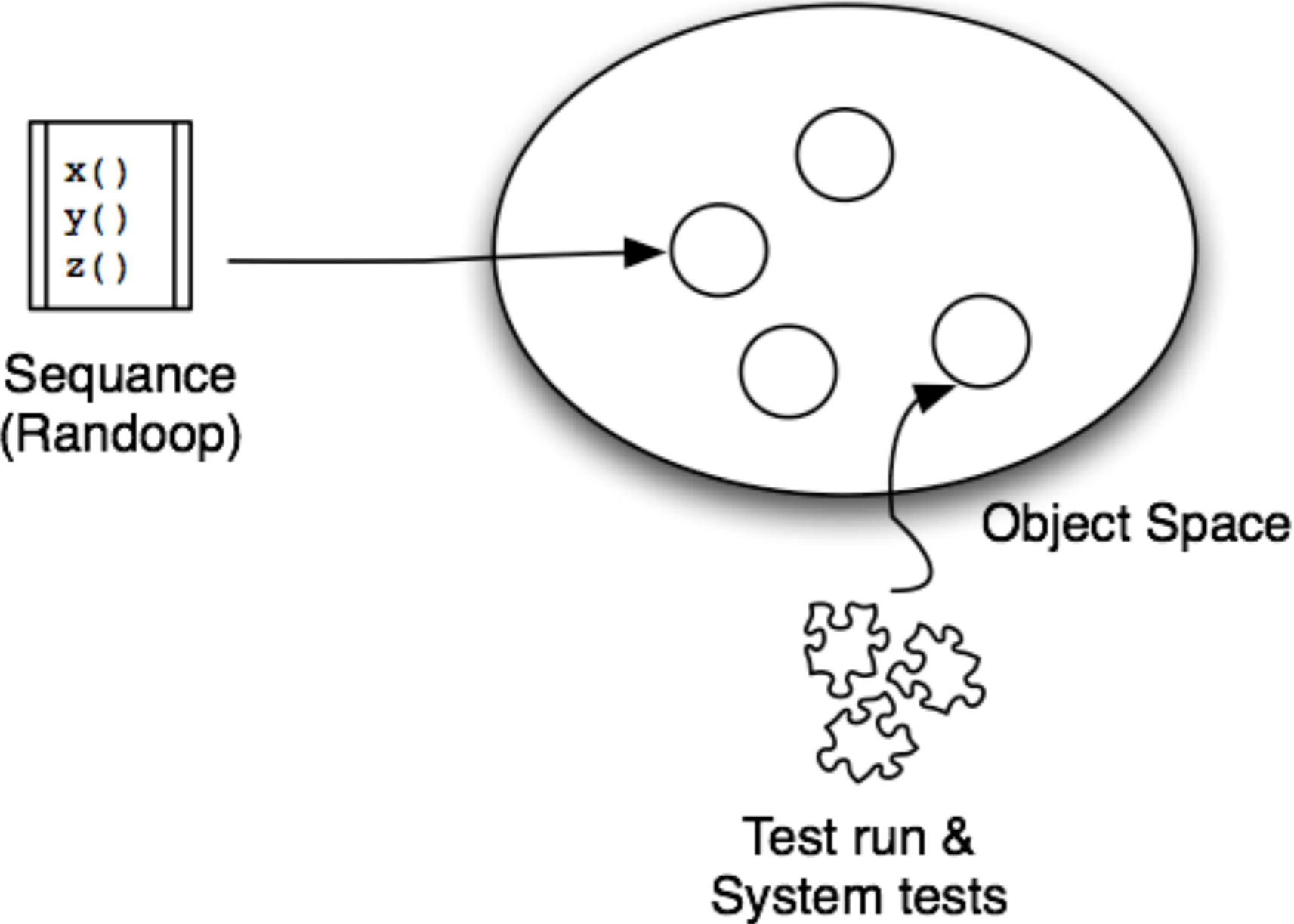
Feedback (Randoop)

- Find methods that return *Bar*
 - *Bar foo() {..}*
 - *Bar getBar(List x) {..}*
- Generates object instances recursively
 - `foo = getFoo()`
 - `bar = get(foo)`

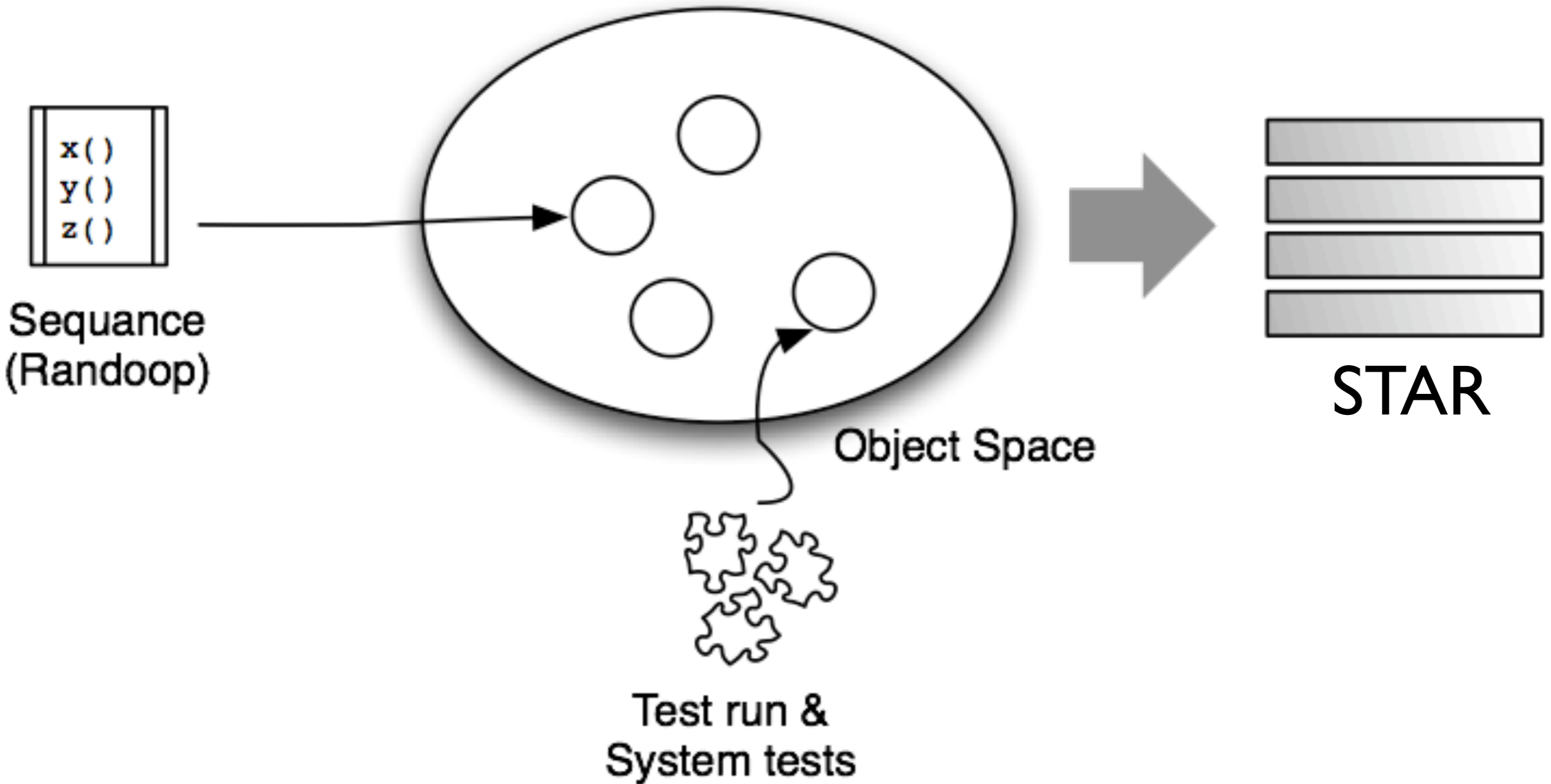
Feedback (Randoop)

- Find methods that return *Bar*
 - *Bar foo() {..}*
 - *Bar getBar(List x) {..}*
- Generates object instances recursively
 - *foo = getFoo()*
 - *bar = get(foo)*
- Mutate objects using method sequences
 - *bar = get(Foo)*
 - *setBar(bar)*
 - ...

OCCAT



OCCAT



Mutating Object (precondition)

```
foo (Object o) {  
    if (o.x > o.y) {  
        o.x = o.x + o.y;  
        o.y = o.x - o.y;  
        o.x = o.x - o.y;  
        if (o.x - o.y > 0) {  
            // throw exception  
        }  
    }  
}
```

Mutating Object (precondition)

- Identify crash condition (postcondition)
- Compute weakest precondition (wp)
- There is a wp rule for each statement in the programming language

wp rules: assignment

```
// precondition: ??  
x = e;  
// postcondition: Q
```

Precondition = Q with all (free) occurrences of x replaced by e

Example:

```
// assert: ??  
x = x + 1;  
// assert x > 0
```

Precondition = $(x+1) > 0$

We write this as wp for “weakest precondition”

$\text{wp}(\text{“x=e;”}, Q) = Q$ with x replaced by e

wp: if statement

```
// precondition: ??  
if (b) S1 else S2  
// postcondition: Q
```

Essentially case analysis

$$\text{wp}(\text{"if (b) S1 else S2"}, Q) =$$
$$(\quad b \Rightarrow \text{wp}(\text{"S1"}, Q)$$
$$\wedge \neg b \Rightarrow \text{wp}(\text{"S2"}, Q) \quad)$$

wp: composition

```
// precondition: ??  
S1;      // some statement  
S2;      // another statement  
// postcondition: Q
```

Work from back to front

Postcondition = wp(“s1 ; s2 ;”, Q) = wp(“s1 ;”, wp(“s2 ;”, Q))

Example:

```
// precondition: ??  
x = 0;  
y = x+1;  
// postcondition: y > 0
```


wp example

```
foo (Object o) { wp: o.x > o.y & o.y - o.x > 0
  if (o.x > o.y) { wp: x > y & ((x+y) - ((x+y)-y)) - ((x+y)-y) > 0
    o.x = o.x + o.y; wp: ((x+y) - ((x+y)-y)) - ((x+y)-y) > 0
    o.y = o.x - o.y; wp: (x - (x-y)) - (x-y) > 0
    o.x = o.x - o.y; wp: (x-y) - y > 0
    if (o.x - o.y > 0) { Q: x-y > 0
      throw exception
    }
  }
}
```

Three Approaches to Find Crash Inputs

- Feedback based random approach (feed)
- Object-capture based (objcap)
- Static analysis (precondition)

Final Test Case

```
void testCase() {  
    ClassParser cp = createCP(); // random  
    ClassInfo x = loadClassInfo(); // object-capture  
    x.b = false; // based on wp  
     cp.readClassInfo(x)  
}
```

STAR Approach

- **Challenge I:** Crash points?
 - Crash reporting system (MSR)
- **Challenge II:** missing objects
 - Collect from normal execution (MSR)
- **Challenge III:** not suitable objects
 - Mutate objects (Static Analysis)

Experiments

system	# of bug reports	# of bug reports with stack traces	# of valid stack traces
AJDT	461	162	83
ACC	97	8	8
ACM	116	14	10
Total	674	184	101

Results

system	# of	# of reproducible crashes	
		found	total
AJDT 1.1.			10
AJDT 1.2.			4
AJDT 1.5.			24
ACC			5
ACM			2
total			45
percent		12.5% 15.0% 53.3%	44.6%

45%

Summary

- STAR approaches
 - Feedback based random approach (feed)
 - Object-capture based (objcap)
 - Static analysis (precondition)
- 45 % crash reproduction (with 0 overhead)
- Repository data (captured objects, crash traces) help static analysis

Future Work

- Common change patterns + autofix?
 - Most autofix approaches are random mutation based
- Translation + Static analysis
 - “press x% when %x is on”
- Any other combinations with MSR?

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