New APIs from P/D Separation

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"Separation" completed

- Paradynd now uses the Dyninst API
 - Formerly made calls to the low-level code hidden by Dyninst
 - A development/testing nightmare
 - Now just links to libdyninstAPI
 - \cdot like any other mutator
 - End of a long, several-year process
- Brute-force final push:
 - Modify paradynd to use existing APIs as much as possible
 - Add new APIs to Dyninst as necessary
 - Functionality needed by Paradyn that was not previously available

"Active" Snippet Insertion

- All instrumentation is now sanity-checked vs. current process state
 - Requires doing full stack walk(s) for each insertion
 - Stack walks are cached to improve performance in case of multiple insertions
 - Makes sure that snippets are not added to points that are currently executing inside instrumentation
 - Would cause re-writing of currently executing code (segfault)
- Insertion may change process state
 - Changes stackwalks for specific circumstances
 - · Eg. Active call site (on the stack),
 - Modify stack frame to jump into instrumentation upon return.

"Catchup" Snippet Execution Analysis

• Problem:

- Atomic insertion of multiple snippets may imply a required sequence of execution
 - Might be violated, depending on where the program is stopped
- Simple Example: (should do this in a diagram)
 - Snip1: At entry of foo(), turn on timer t
 - Snip2: At exit of foo(), turn off timer t
 - The program is stopped at point P, just after the entry point of foo()
 - User inserts Snip1 and Snip2 in an atomic operation at P and continues execution
 - Snip2 is executed, without Snip1 having preceeded it



"Catchup" Analysis, con't...

• Solution:

- We cannot predict the intent of user snippets
- But we CAN provide notification when any snippets in an insertion set fall after the current PC

• Requires full stack examination

- For each thread

 Much like we need to do for "active" insertions

- Q: Necessity or Value-add?
 - Most of the analysis for catchup is available by other means in Dyninst

· Stack walks, address comparisons

Added APIs

Bpatch_process

- Bool wasRunningWhenAttached()
- Bool isMultithreadCapable()
- Bool finalizeInsertionSetWithCatchup(...)
- Bool oneTimeCodeAsync(...) (overload)
- Bpatch_snippetHandle
 - getProcess()
- Bpatch_snippet
 - getCostAtPoint(Bpatch_point *p)

Dyninst Object Serialization/Deserialization

Binary for performance, XML for interoperability



Why Binary Serialization (Caching)?

• Large Binaries

- We've had reports of existing Dyninst analyses taking a prohibitively long time for large binaries (100s of MB)

• Eg. Full CFG analysis of large statically linked scientific simulators

• More complex analyses are in the works

- Dyninst continues to offer newer and more expensiveto-compute features
 - Control Flow Graphs
 - · Data Slicing
 - Stripped binary analysis
- Complex tools that use these analyses may find them cost-prohibitive
 - If they have to be re-performed every time the tool is run
 - Why not just save them?

Caching policy

- Binary serialization should happen transparently
 - User-controlled on/off switch
 - Bpatch_setCaching(bool)
 - Granularity:
 - \cdot One binary cache file per library / executable
 - Checksum-based cache invalidation
 - Rebuild cache for a given binary when the binary changes
 - Example: libc is large and expensive to fully analyze, but it seldom changes
- Needs to support incremental analysis
 - User calls to API functions trigger on-demand analyses
 - Thus caching must also support incremental additions
 - \cdot Eg. Successive, more refined tool runs

Why XML Serialization?

- Create standardized representations for
 - Basic symbol table information
 - Abstract program objects
 - Functions, loops, blocks....
 - More complex binary analyses
 - · CFG, Data Slicing, etc...
- Exports Dyninst's expertise for easy use by
 - Other tools
 - Interfacing the textual world
 - Parse-able snapshots of programs
 - Cross-platform aggregation of results
- Allows Dyninst to use output from other tools in its own analyses
 - Other tools may perform different and/or richer analysis that would be valuable for Dyninst



Unified serialization...

- Multiple types of serialization can share the same infrastructure
 - Leverage c++ and the Dyninst class hierarchy
 - Keep serialization/deserialization process as extensible as possible
 - Add new types of output down the road?
- Desired behavior:
 - serialize(filename, HierarchyRootNode, Translator);
 - Serialize hierarchy into <filename>
 - · Traverse hierarchy in a (somewhat) generic manner
 - Translator uses overloaded virtual translation functions that can be specialized as needed

... and deserialization

- Desired behavior: A simple interface
 - deserialize(file, HierarchyRootNode, Translator)
- Requires either:
 - Alternative constructor hierarchy
 - Not consistent with extensibility requirement (need one ctor per I/O format)
 - Default constructor with subsequent setting of values
 - Functions that translate from serial stream to inmemory object
 - Child objects can be rebuilt hierarchically, but not all data structures will be saved
 - · Hashes, indexing systems, etc.
 - These must be rebuilt as part of deserialization



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Dyn inst









Simple Example With Binary Output



Translator sequence is *identical*

(at the highest structural level)



Recap

- Paradyn/Dyninst finally disentangled
 - After many years and many incremental efforts
 - (not just mine)
- Upcoming serialization / deserialization features will:
 - Improve tool performance, esp. for
 - \cdot Large binaries
 - Repeated expensive analyses
 - Allow for easier interoperability with other tools via an XML interface
 - XML spec will likely resemble the internal Dyninst class structure
 - Please contact us if you have any specific instances of interoperability we should take into account Dyn

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